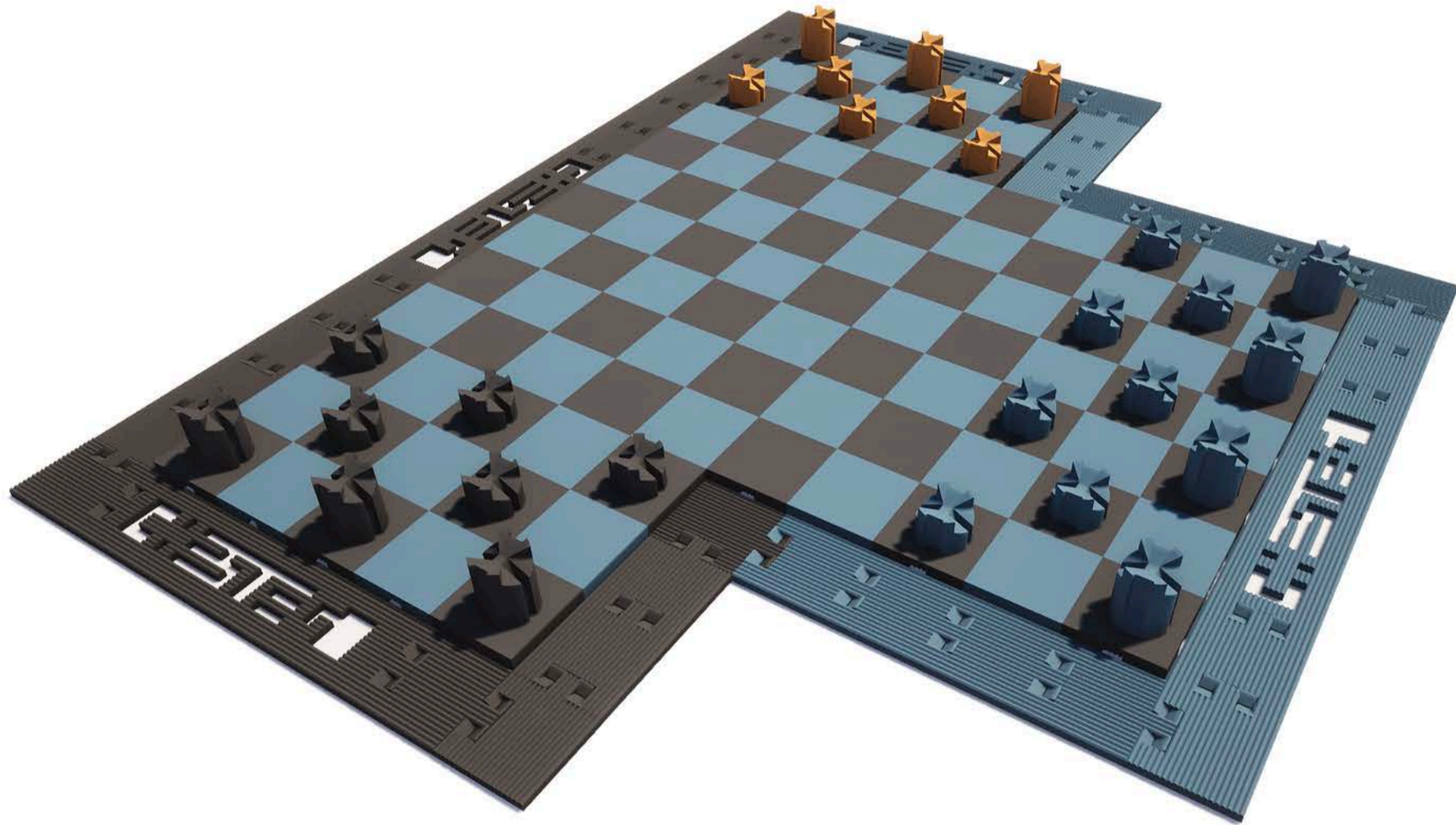




# JUMPZ3

3 player Jumps. One player fights off 2 while preparing for the clash of all three in the center.



Can be played 2v1 or free for all.

## RULES AND OBJECTIVES:

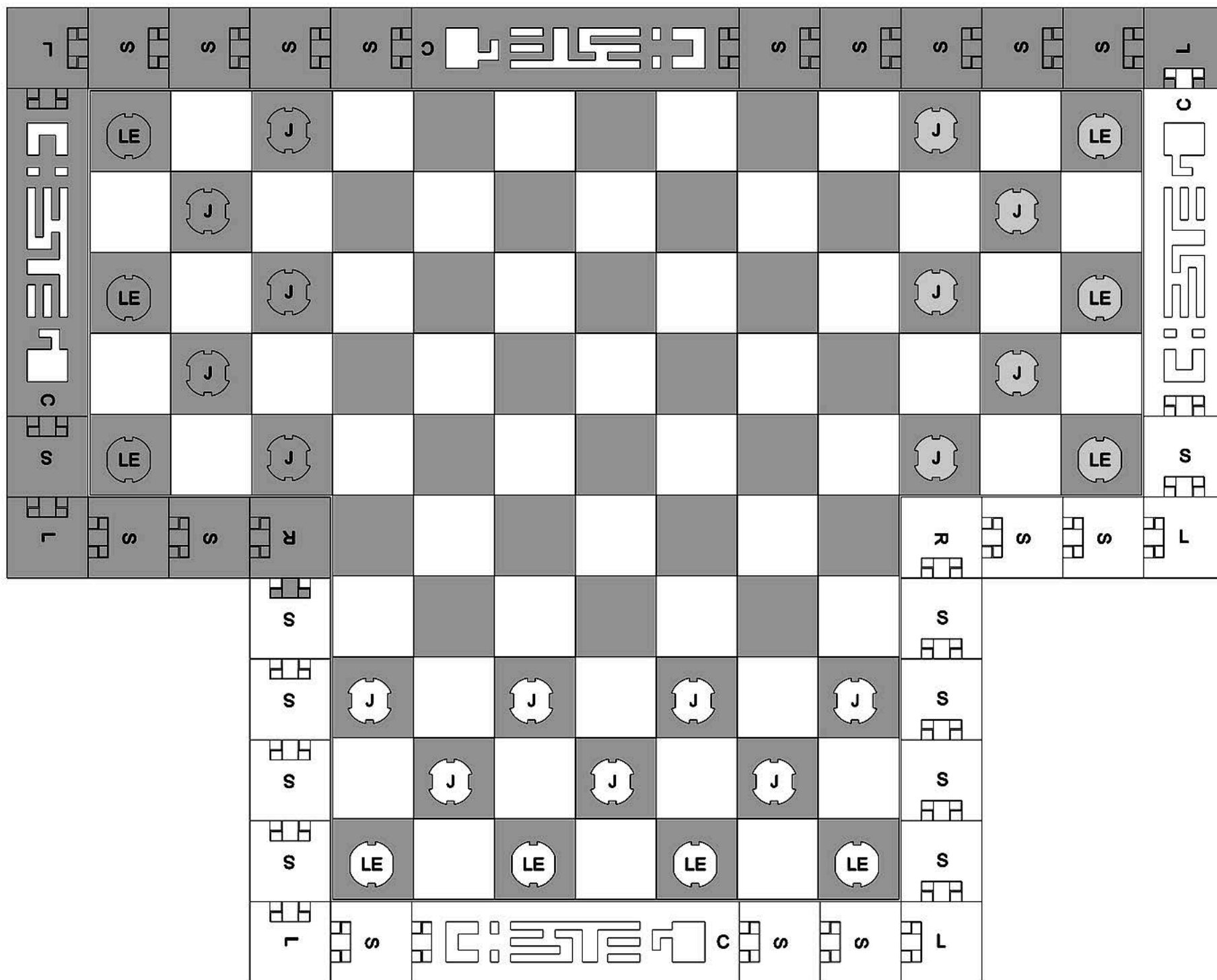
- Same rules as Jumps
- The center player has 4 **Leapers** and 7 **Jumpers** while the other two have 3 **Leapers** and 5 **Jumpers**
- If one player is left with just a **Jumper** and is one spot away from any non-upgraded enemy, he can mind control the enemy (jump on the enemy and take control). A mind controlled piece acts the same as a **Leaper** or **Vaulter** but with two rules. He cannot jump his own kind. and if he is jumped and removed from the game control returns the host color.

## WIN CONDITION:

- 1st person to eliminate all of the opponents pieces.

# BOARD SETUP

- See the special setup below
- The arrows show the forward direction for the **Jumpers**.
- The side players will have 5 **Jumpers** and 3 **Leapers** each.
- The center player will have 7 **Jumpers** and 4 **Leapers**.



# PIECE RULES

J JUMPER 5-7



- Jumper can Jump diagonally forward only.
- Can not Jump a Leaper or Vaultler.
- Jumping two enemy Jumpers in a row will promote the Jumper to a Leaper.
- Can be promoted to a Leaper if Jumper reaches the other side.

LE PURE LEAPER 3-4



- Can Jump diagonally forward or reverse
- Can not jump a Vaultler
- If Jumps an enemy promoted Leaper the Enemy is changed to a Jumper
- If Leaper jumps a pure Leaper he is removed
- Can be promoted to a Vaultler
- Jumping two enemies in a row will promote the Leaper to a Vaultler.

J LEAPER S



- Promoted Leaper can Jump diagonally forward or reverse
- Can not jump a Vaultler
- If Jumps an enemy promoted Leaper the Enemy is changed to a Jumper
- If Leaper jumps a pure Leaper it is removed

LE VAULTLER S



- Vaultler can Jump diagonally forward or reverse direction
- Can Vault 2 pieces in one direction
- Can vault over an empty space or friendly plus an enemy
- Can chain together double jumps
- If jumps an enemy Vaultler the enemy is changed to a leaper.
- If jumps an enemy pure Leaper the enemy is removed
- If jumps an enemy Promoted Leaper the enemy is changed to a Jumper.