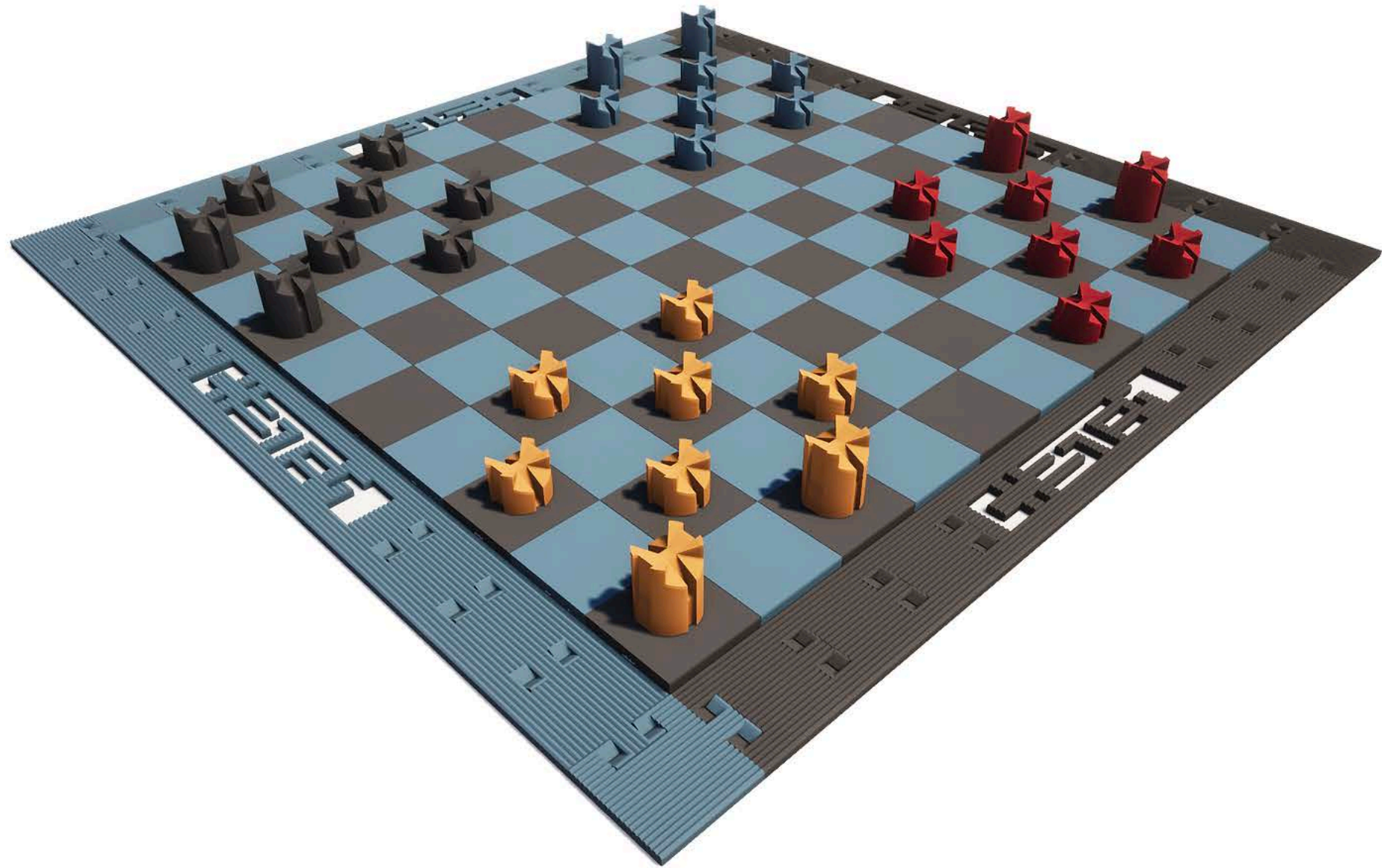




JUMPZ

The same rules as Jumps but with 4 players.



It will be brutal but so much fun :).

RULES AND OBJECTIVES:

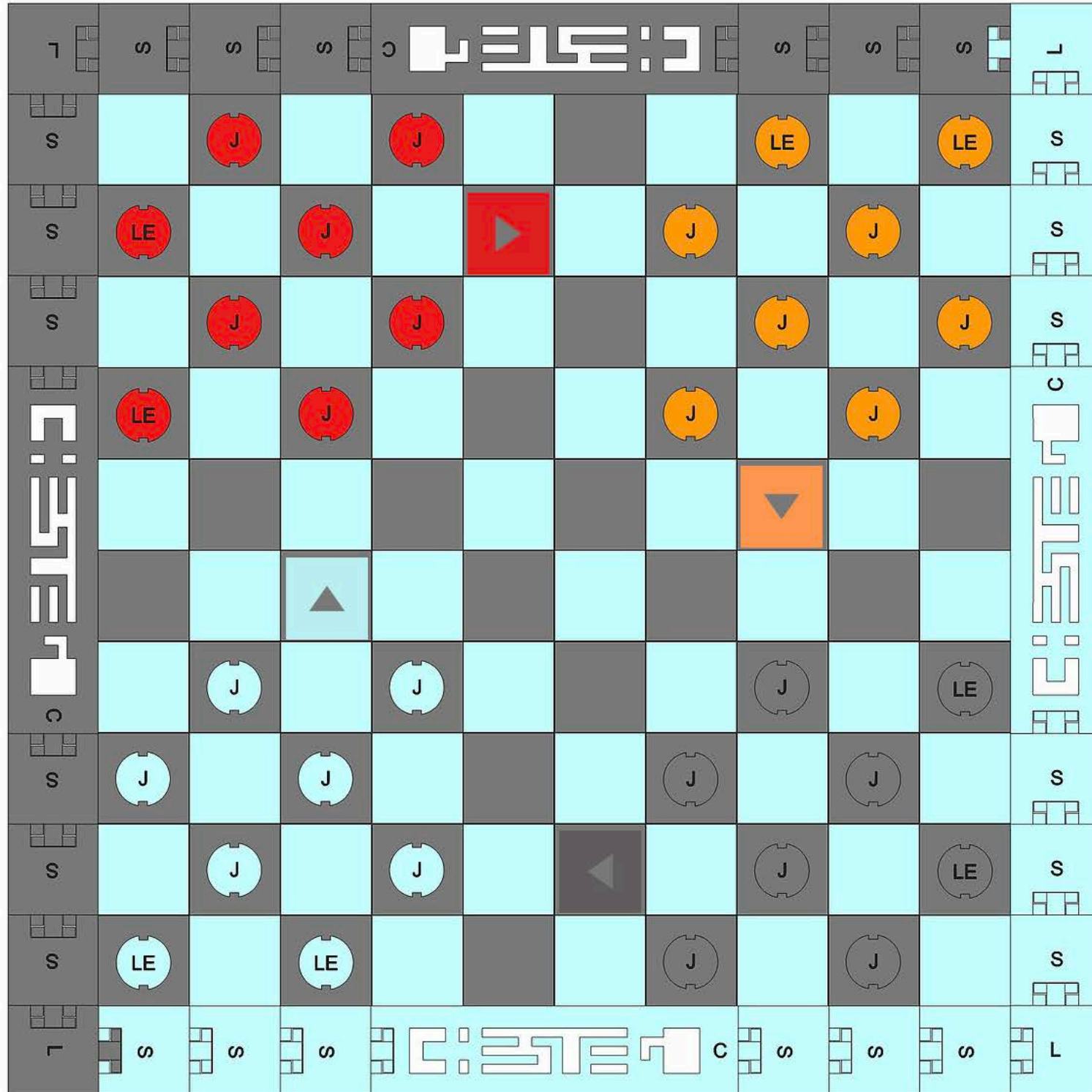
- Requires 2 more colors of pieces to play.
- Each player starts with 2 Leapers and 6 jumpers.
- Players move forward the direction the Leapers are facing.
- If one player is left with just a jumper and is one spot away from any non-upgraded enemy, he can mind control the enemy (jump on the enemy and take control). A mind controlled piece acts the same as a leaper or vaulter but with two rules. He cannot jump his host color. and if he is jumped and removed from the game control returns the host color.

WIN CONDITION:

- Last man standing wins.

BOARD SETUP

- 10X10 Square.
- The arrows show the forward direction for the jumpers.



PIECE RULES

J JUMPER 6



- 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 2



- 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.