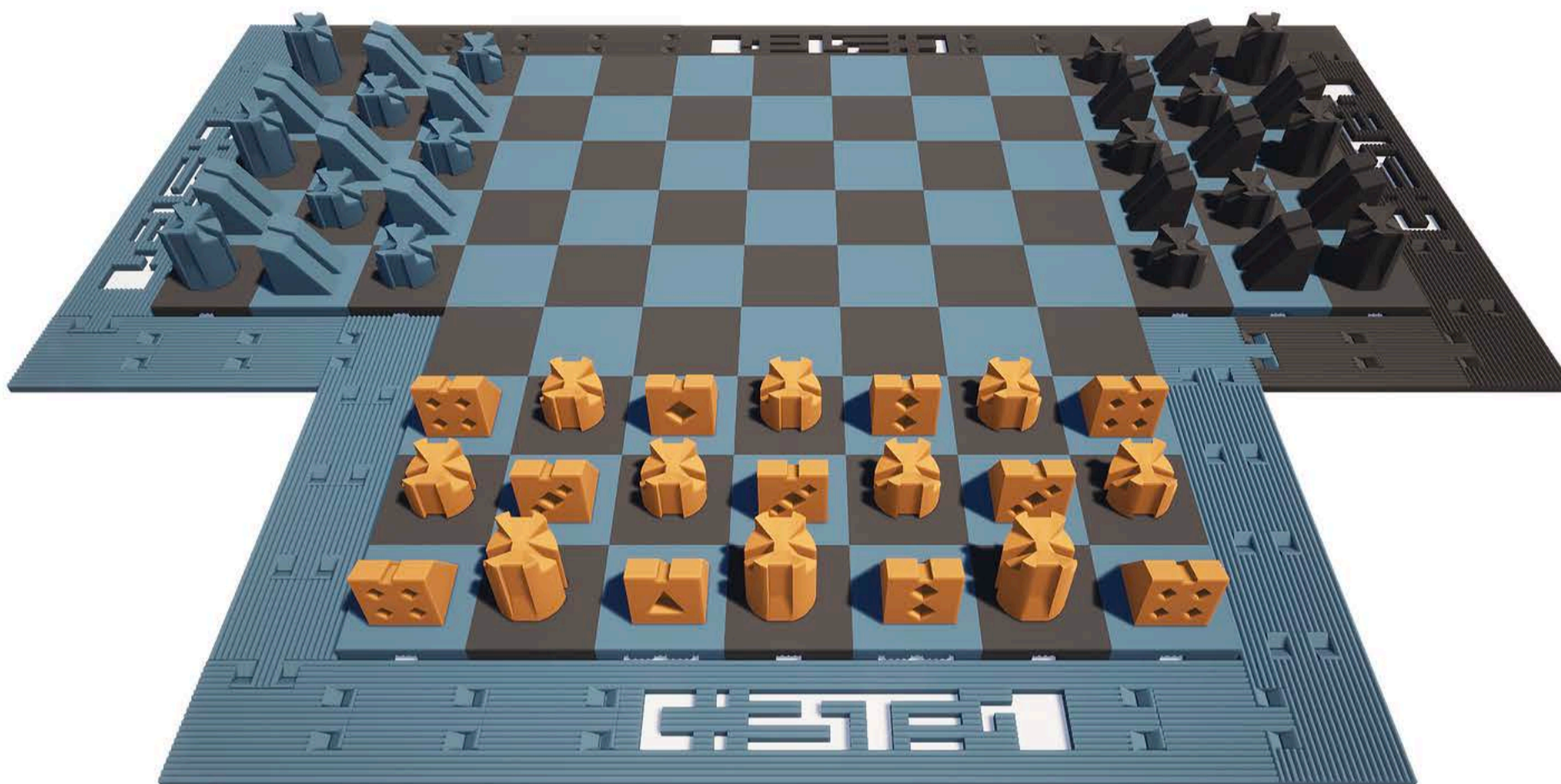




JUMPWARZ3

A combination of Jumpz and just the pawns from Warz with some special rules for this last man or men standing game for 3 players.



Two games at once with the possibility of two different winners.

RULES AND OBJECTIVES:

- All pawns can move one space in any diagonal direction. All pieces stay in their colors and cannot move to the opposite color.
- Traps and Fighters are not used. The princess can move but cannot attack.
- There are no promotions at any back lines.
- The last man or men standing win.
- There can be two winners with one person winning the Jumpz game while the other winning the War game.
- Players are required to play once from Jumpz and once from Warz per round.
- Once one part of the game is over you would only have to play the remaining part.

WIN CONDITION:

- Players win the Jumpz side with total annihilation.
- Players win the Warz side by killing the princesses.

JUMP 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



- 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.

WAR PIECE RULES

P

PRINCESS

1



- **Princess** can move diagonally 1 space in any direction or as an alternate can be immobile.
- Can not attack.

AS

ASSASSIN

1



- **Assassin** can move diagonally 1 space in any direction.
- Wins any attack with a higher or equal number.

S

SOLDIER

3



- **Soldier** can move diagonally 1 space in any direction.
- Wins any attack with a higher or equal number.

H

HUNTER

2



- **Hunter** can move diagonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can kill an **Assassin** if he attacks 1st.

LARGER ARMY ADDITIONAL PIECE RULES

R RANGER 4



- Ranger can move diagonally a maximum of 3 spaces in any direction.
- Rangers are ideal for hunting down a princess.