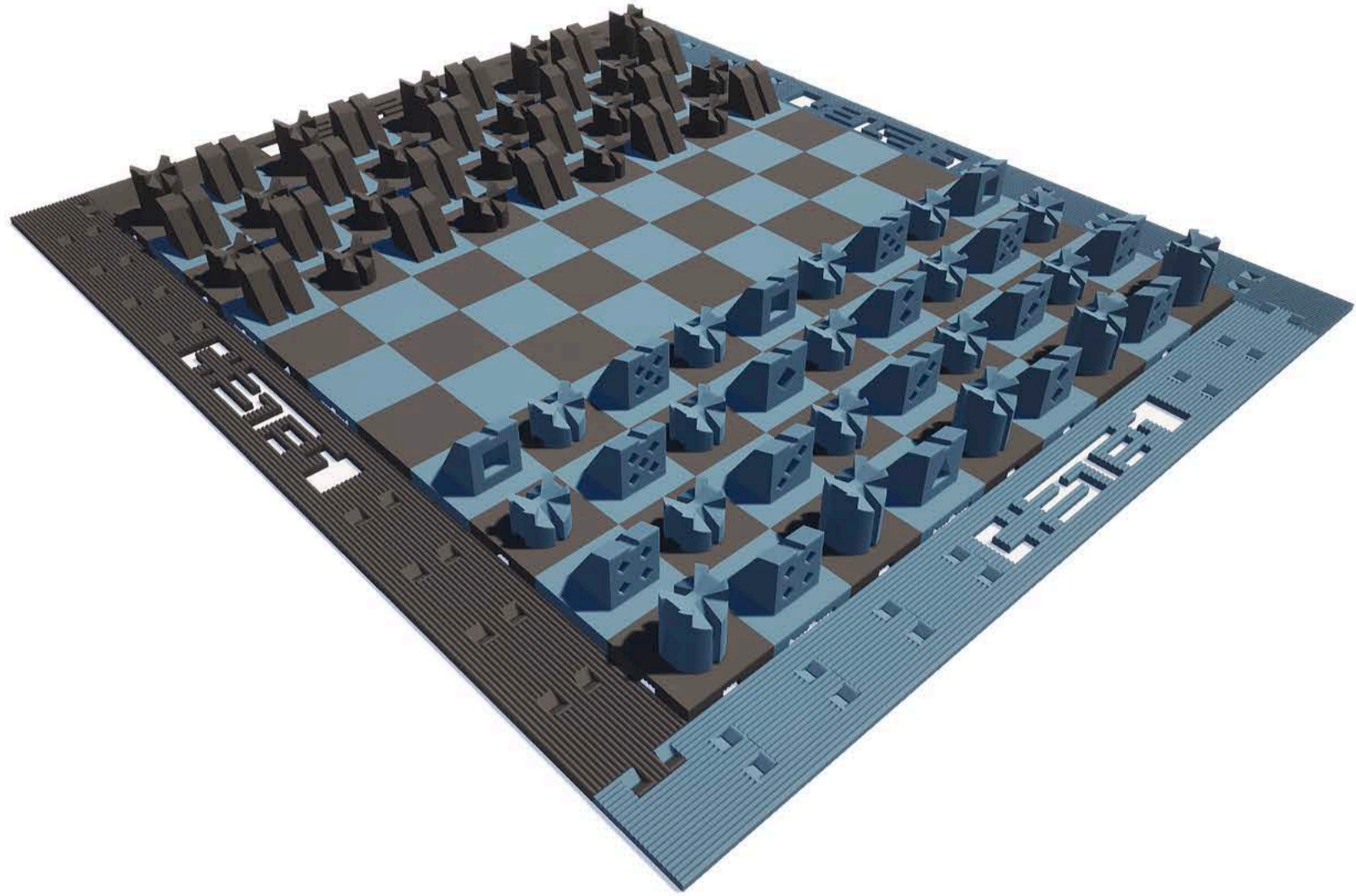




# JUMPWAR

A combination of Jumps and just the pawns from War with some special rules for this last man or men standing game.



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

## RULES AND OBJECTIVES:

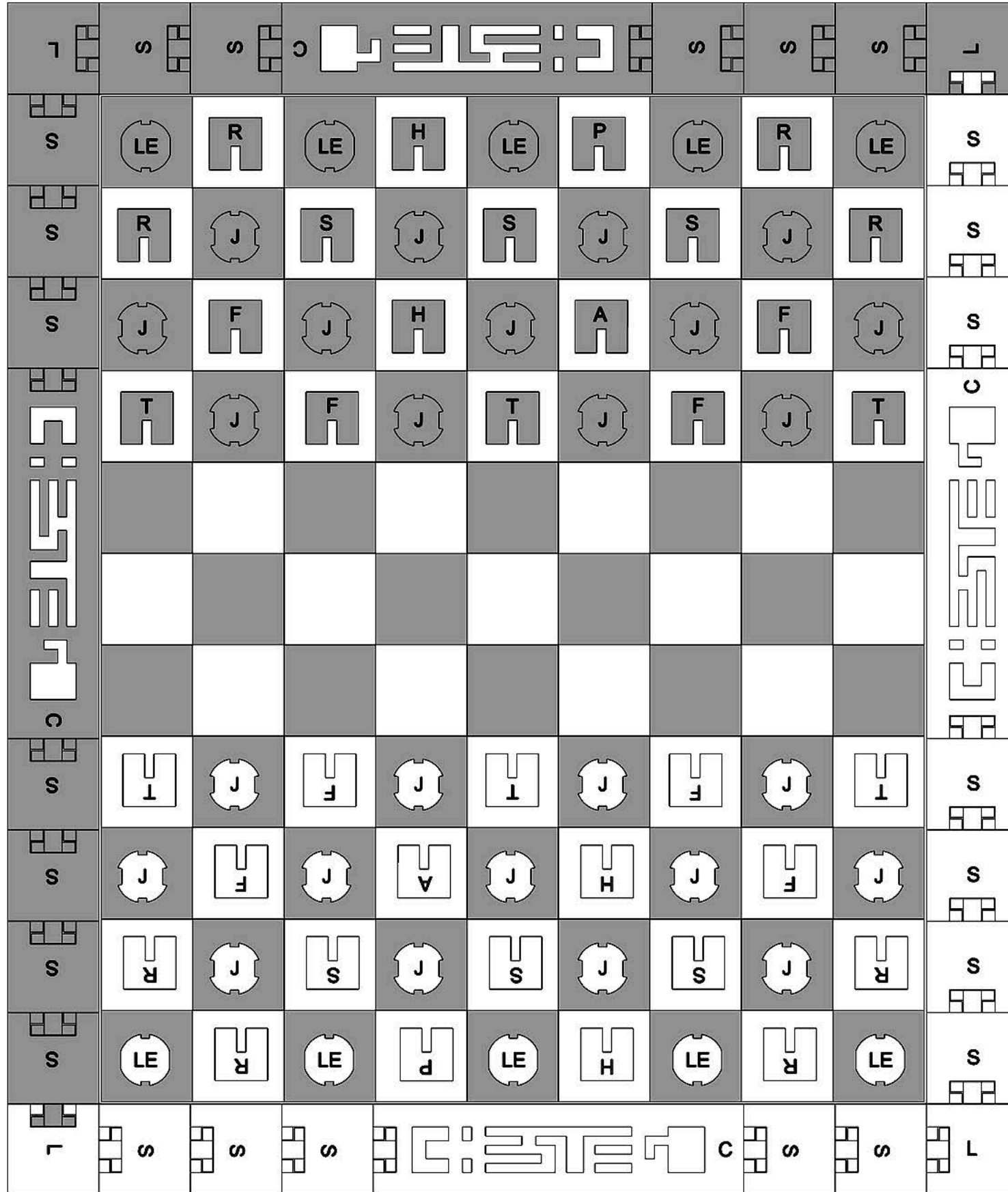
- All pawns can move one space in any diagonal direction. All pieces stay in their colors and cannot move to the opposite color.
- The princess can move but cannot attack.
- The last man or men standing win.
- There can be two winners with one person winning the Jumps game while the other winning the War game.
- Players are required to play once from Jumps and once from War per round.
- Once one part of the game is over you would only have to play the remaining part.

## WIN CONDITION:

- Players win the Jumps side with total annihilation.
- Players win the Wars side by killing the princess.

# BOARD SETUP

- 10X10 Square board.
- Jumper pieces on dark board squares and War pawns on light board squares.
- Players pick pawn locations



# JUMP PIECE RULES

J JUMPER 13



- 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 5



- 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.

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.

S

SOLDIER

3



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

R

RANGER

4



- **Ranger** can move diagonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can disarm **Traps** if they call disarm before attacking.
- Can jump an immobile piece like **Trap** or **Princess**.

F

FIGHTER

4



- **Fighter** can move diagonally 1 space in any direction.
- Wins any attack with a higher or equal number.
- Can jump an immobile piece like **Trap** or **Princess**.

T

TRAP

3



- **Trap** cannot move
- Can be disarmed from a **Hunter** if they call disarm before attacking.

Screenshot