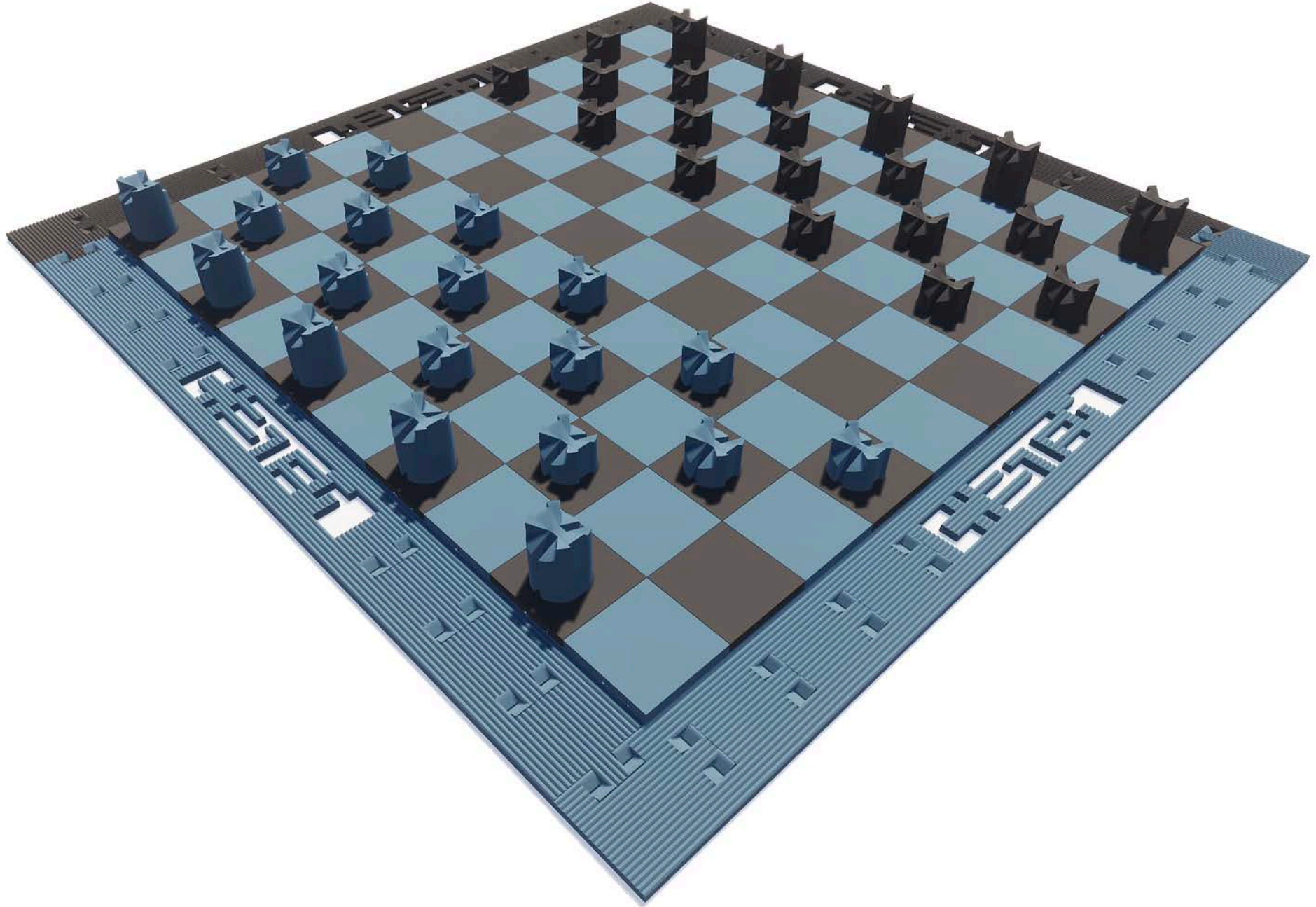




JUMP

Not your typical Checkers or Draught game for sure.



Jumps is kinda like Checkers but with a larger board and some new piece rules.

RULES AND OBJECTIVES:

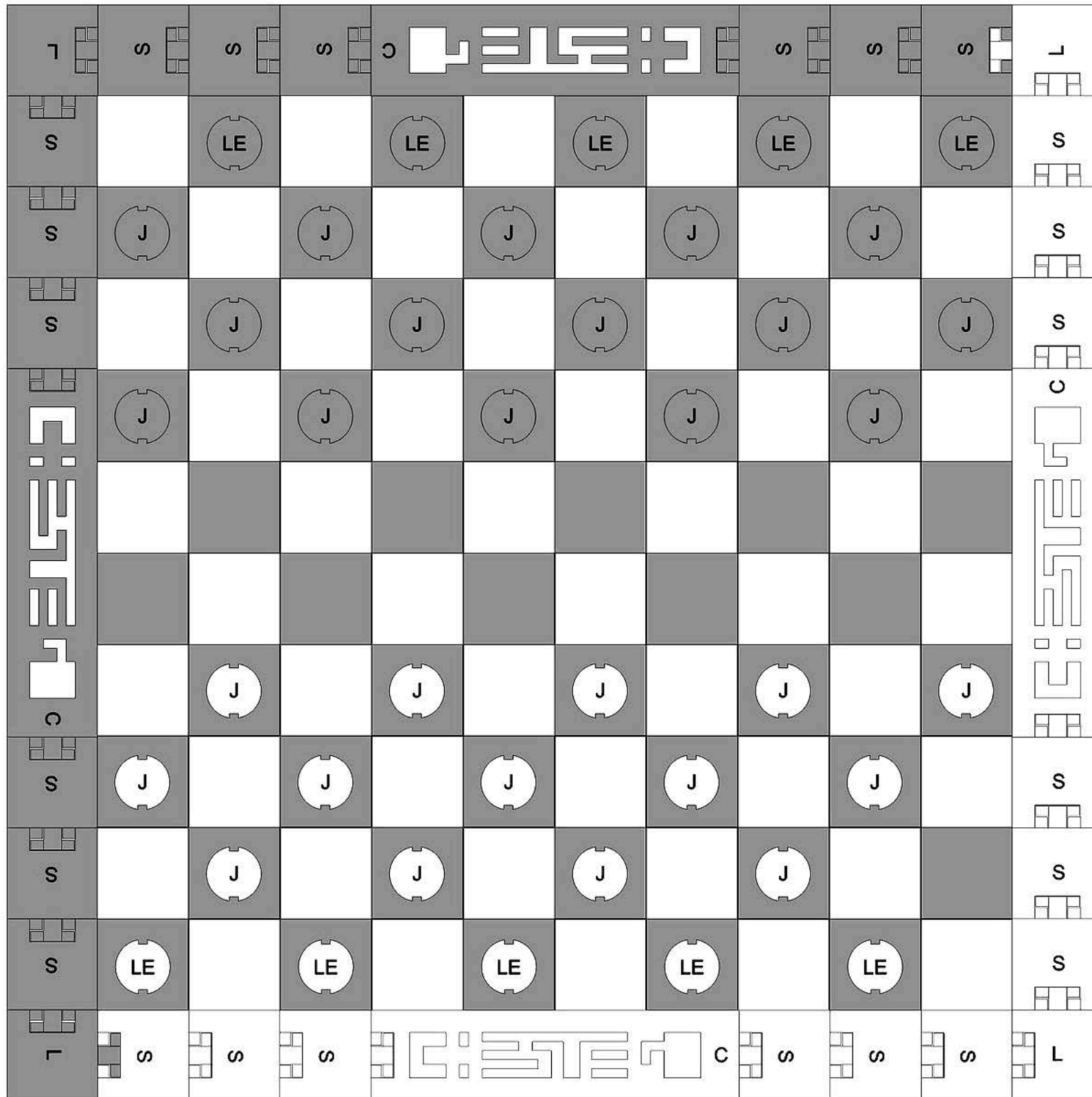
- Players move in a diagonal direction and either forward or reverse depending on piece.
- Players jump their opponent to remove their pieces.
- Players jump multiple opponents to upgrade their pieces.

WIN CONDITION:

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

BOARD SETUP

- 10X10 Square.



PIECE RULES

J

JUMPER

15



- Jumper can Jump diagonally forward only.
- Can not Jump a Leaper or Vaulter.
- **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 Vaulter
- 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 Vaulter
- Jumping two enemies in a row will promote the Leaper to a Vaulter.

J

LEAPER

S



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

LE

VAULTER

S



- Vaulter 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 Vaulter 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

Screenshot