

Jumpers - Jumpers

The field consists of rows of 3–5 hexagons, forming a compact playing space. On opposite sides of the field there are gates marked with special icons. These gates are the key points to achieve victory. In the regular version, the sides of the chips are equal, choose which one you like better.

The game does not have a mechanics for capturing pieces: pieces cannot be removed from the board. Instead, the strategy revolves around blocking, height control, and control of key squares.

Jumping

All figures in this version of the rules are jumping. Their movements depend on two characteristics: the length and height of the jump.

The jump length is always fixed. If a piece is specified to jump N squares, it moves exactly N squares in a straight line. If there is already another piece at the landing point, your piece becomes on top, forming a column. You can jump on both your own and other people's chips. Blocked pieces (those that are under others) cannot move until they are removed.

The jumping height is limited. If it is specified that a piece can jump onto columns up to N in height, it cannot be placed on a higher column. For example, if a piece can jump on three pieces, it will become the fourth from the top. If the post is too high to jump on, you can't jump over it either. If height and distance allow, figures can jump from column to column.

A simple step allows you to move one cell, but only along the same level from which the move began. With this move you can neither jump onto other chips nor get down from the column. You can only get down from the pillar by jumping.

Victory conditions

Short goal

To win a quick victory, it is enough to move any of your pieces to the opponent's goal square. Victory is counted the moment the goal cage is touched, regardless of whether it is empty or occupied.

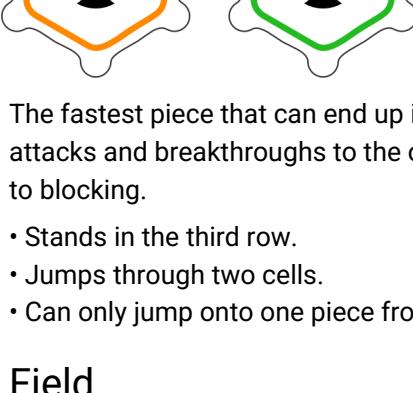
Long target

For a more difficult and strategic victory, you need to capture and hold all three cells of the opponent's goal. This means that your pieces must be on top of all three goal posts. If your opponent is blocking your piece from above, you must jump your piece back to the top of the column to regain control.

Shapes

Each figure has its own jump characteristics and jumping height. All of them are divided into three types. Each type stands in its own row and plays a specific role in the strategy.

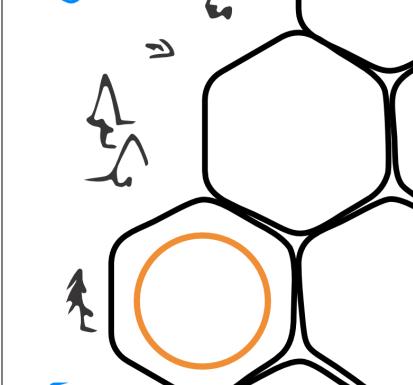
Small jumper



The main feature for building positions and the best blocker. Thanks to its ability to create tall towers, the Small Jumper is great for protecting key squares and controlling the field.

- Stands in the first row.
- Jumps one square forward.
- Can jump onto pillars up to three chips high.

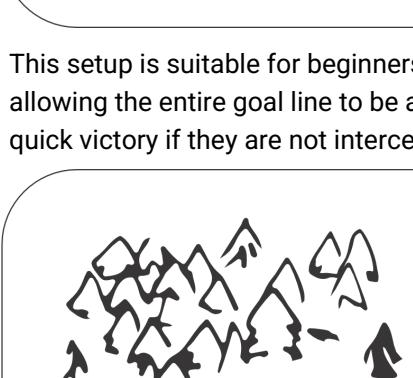
Medium-jumper



An excellent interceptor. Particularly effective for quickly moving across the field and attacking the enemy from a distance. His ability to jump over one cell makes him indispensable for creating unexpected tactical moves.

- Stands in the second row.
- Jumps through one cell.
- Can jump onto pillars up to two chips high.

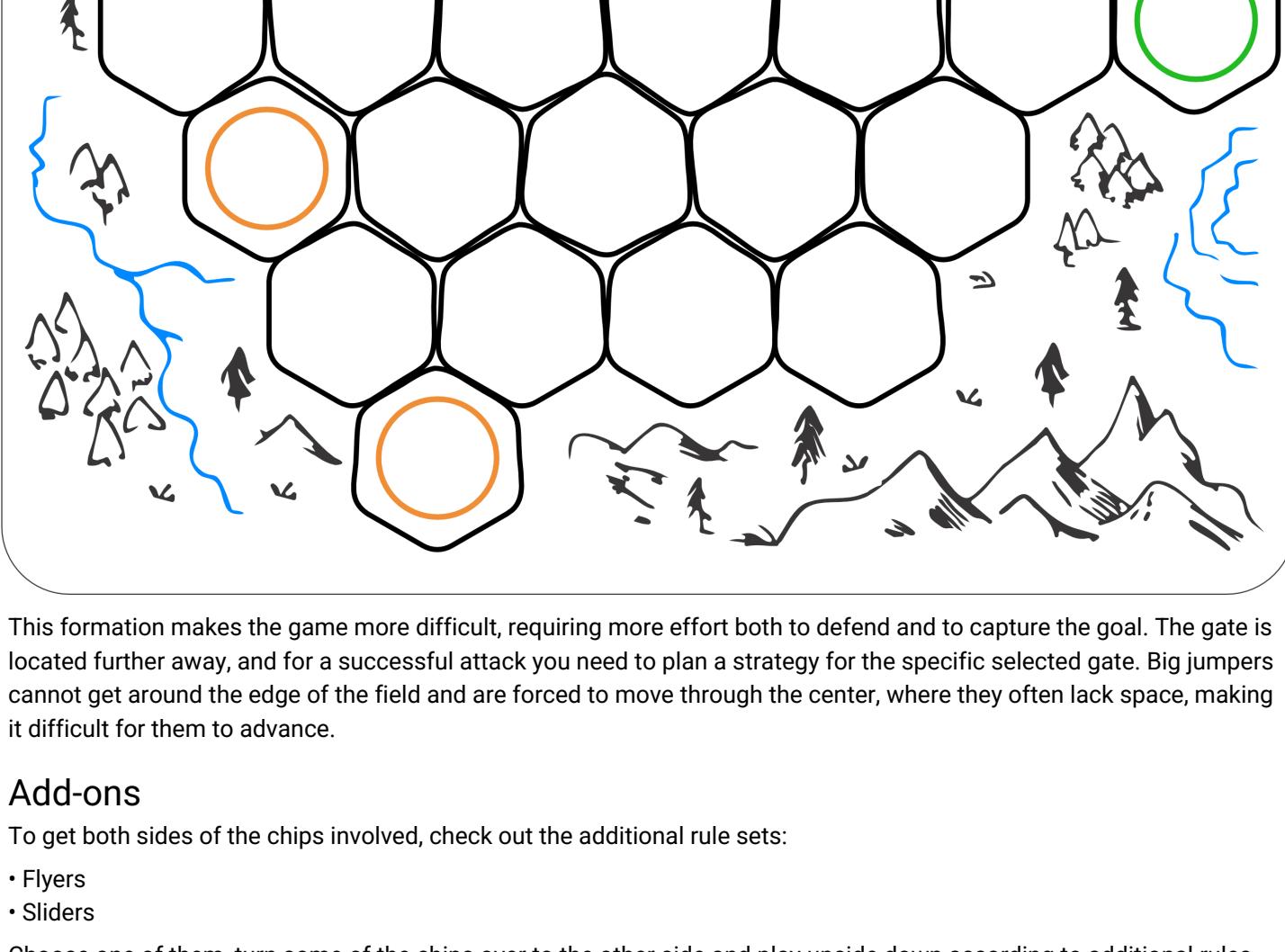
Big jumper



The fastest piece that can end up in the goal in two moves if it is not stopped in time. The big jumper is ideal for rapid attacks and breakthroughs to the opponent's goal. However, his limited ability to leap to heights makes him vulnerable to blocking.

- Stands in the third row.
- Jumps through two cells.
- Can only jump onto one piece from above.

Field



This setup is suitable for beginners as it requires less attention to control the board. The goals are located closer, allowing the entire goal line to be attacked simultaneously. Large jumpers can skirt the edge of the field and ensure a quick victory if they are not intercepted in time.



This formation makes the game more difficult, requiring more effort both to defend and to capture the goal. The gate is located further away, and for a successful attack you need to plan a strategy for the specific selected gate. Big jumpers cannot get around the edge of the field and are forced to move through the center, where they often lack space, making it difficult for them to advance.

Add-ons

To get both sides of the chips involved, check out the additional rule sets:

- Flyers
- Sliders

Choose one of them, turn some of the chips over to the other side and play upside down according to additional rules.

Then you will get not 3 types of figures, but 4–6.