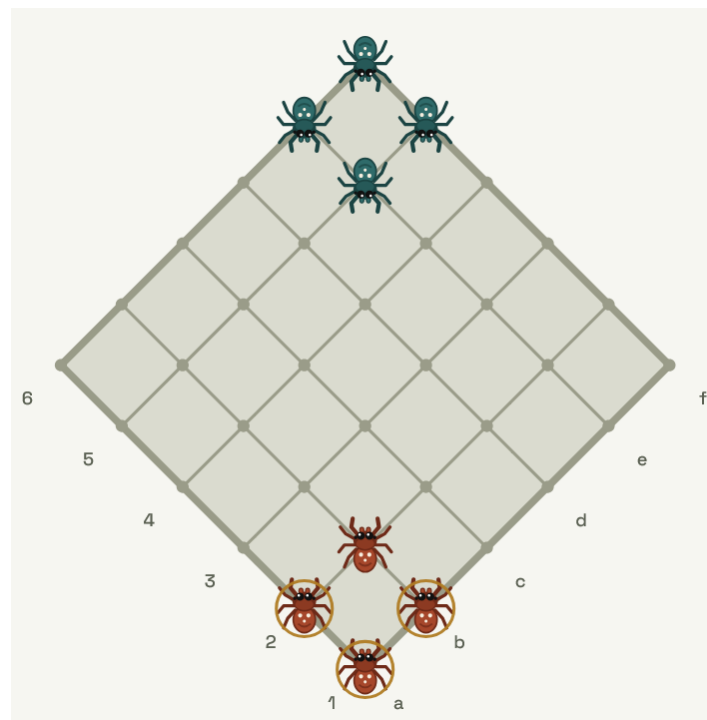


Jumpers

2026, Ray Alicea, <https://boardgamegeek.com/boardgame/480162>



initial setup

There are, in reserve, 12 spiders for whoever moves first, and 13 for whoever moves second.

Every turn is one of two things.

- If you can capture, you must: leap over an adjacent enemy spider onto the empty point beyond, removing it for good, and keep pouncing with that spider as long as more captures line up.
- If no capture is available, you hop instead: leap over one of your own spiders, chain further hops if you like, then bring a new spider in from your reserve next to where you landed. That means the colony is always either attacking or growing, and never simply waiting.

You win when your opponent starts a turn with no legal move: nothing to capture, and no way to hop and bring in a new spider. Usually that happens because their spiders have been split apart and isolated, each one alone with no friend to leap over. It can also happen when their reserve runs dry and there's no capture in sight.

There are no draws; every game ends with one colony stranded.

[BGG description]