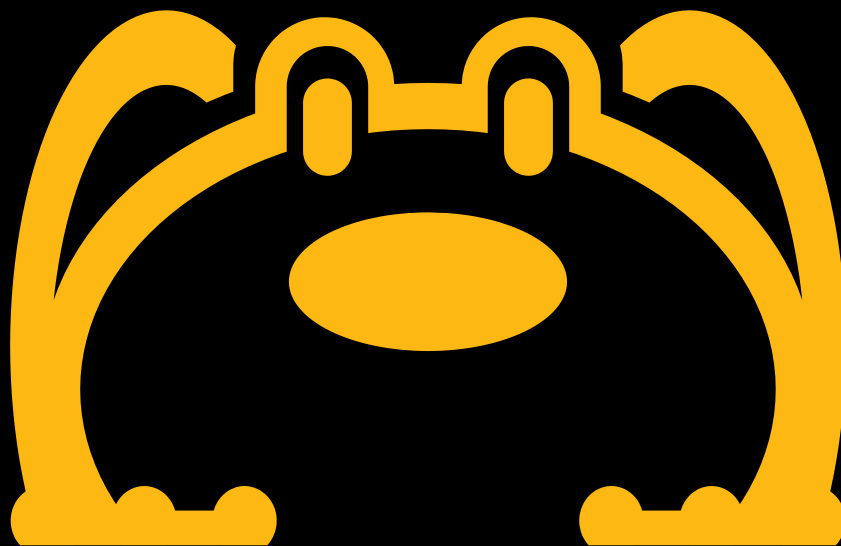




Leaplorps



Published By: First Layer Games

Created by: Jim McGuire

Ages: 5+

Players: 2

Estimated Duration: 10-20 minutes

Table of Contents

Box Contents		3
Objective		3
Setup		3
Turns		4
Movement		4-6
Capturing		6
Victory Conditions		6
Other Games!		8

Box Contents

Player 1 Leaplorps x 6

Player 2 Leaplorps x 6

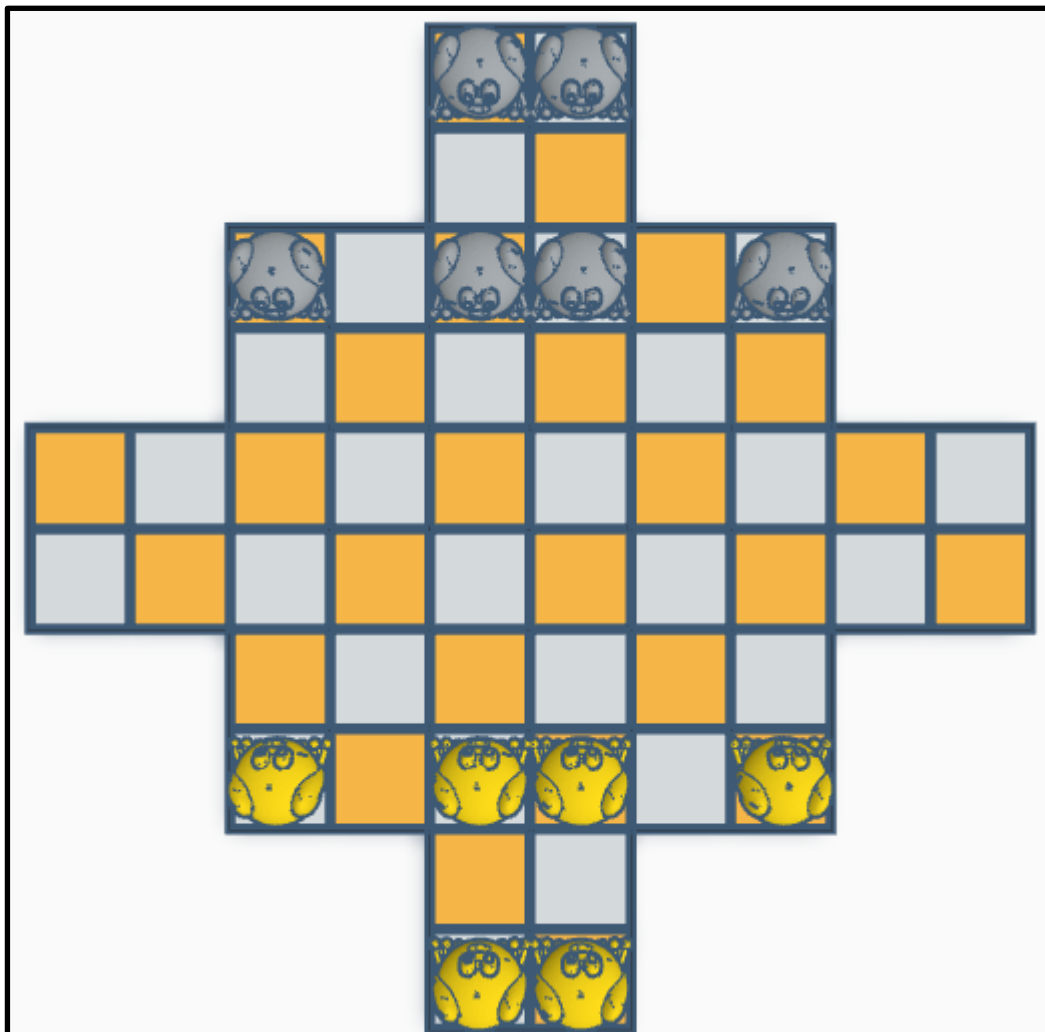
Objective

The Objective of the game is to eliminate all but ONE of your opponent's Leaplorps.

Setup

1: Using the MCB Modules and included connectors, build a board as shown below.

2: Then place the Leaplorps as shown below.



Turns

- 1: The player with the soonest birthday moves first.
- 2: Players alternate taking turns.
- 3: Each turn a player moves one piece in an attempt to gain position, or Capture an Enemy Leaplorp.
- 4: At the end of a Player's turn, the board must have changed, meaning, you cannot execute a series of actions that result in all of the pieces being in the same positions as they were at the start of the turn.

Movement

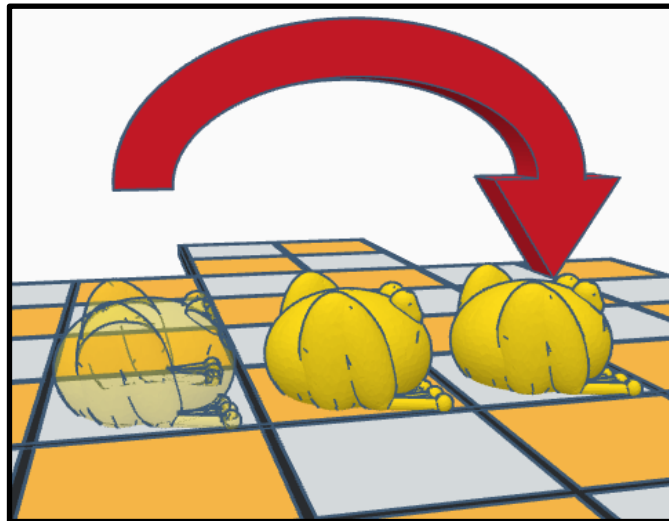
- 1: Each turn a player is allowed to use up to 3 actions.
- 2: There are two types of actions; Hops and Leaps.
- 3: A Player can use up to 3 Hops or up to 3 Leaps on their turn.
- 5: A Player cannot use Hops AND Leaps on the SAME turn.

Hops

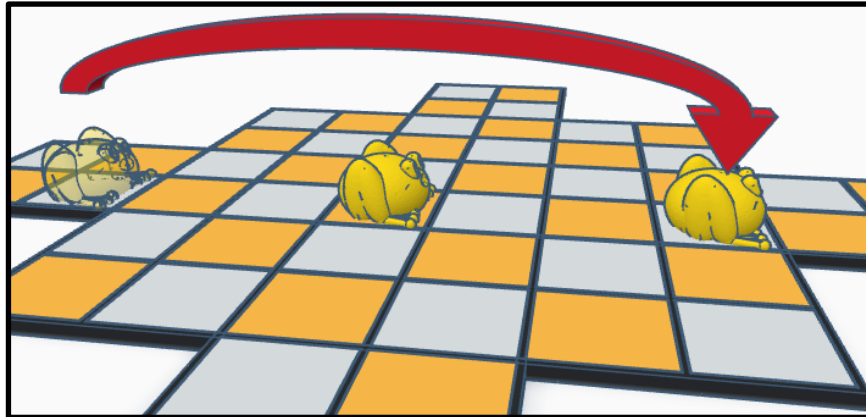
- 1: A Hop is when a player moves a Leaplorp one space vertically or horizontally.
- 2: Leaplorps cannot Hop diagonally.
- 3: The space being Hopped onto must be unoccupied.

Leaps

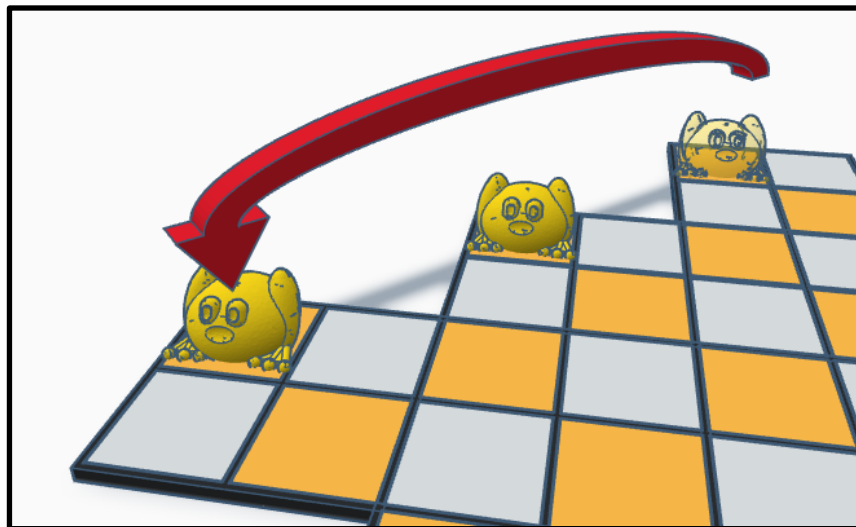
- 1: A Leap is when a Player has a Leaplorp jump over another of the Player's own Leaplorps.



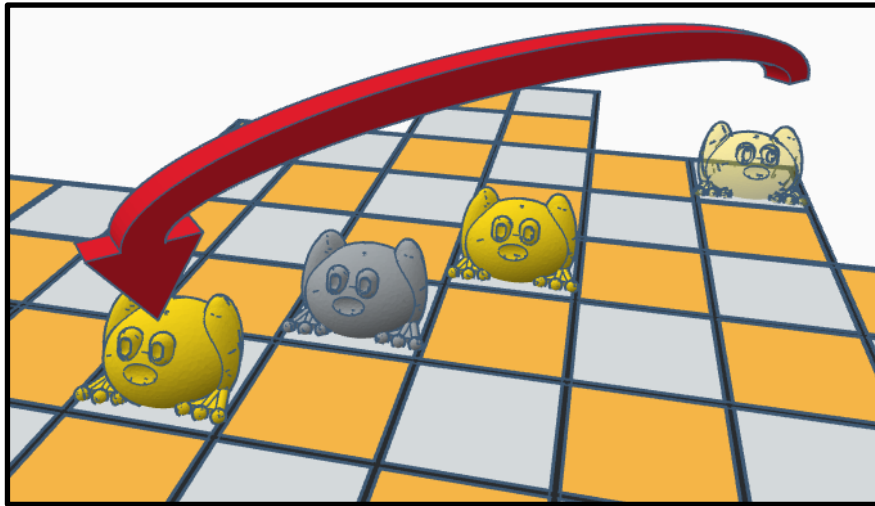
- 2: Leaps can be performed vertically horizontally or diagonally.
- 3: Leaplorps do not need to be next to each other to perform a leap, but they do need to be in line with each other.
- 4: The distance past the Leaplorp being leaped is the same as the distance between the two pieces before the Leap.
- 5: There is no distance limit on leaps as long as the Leaplorp lands on the board.



- 6: Leaps can also take place over gaps in the board.

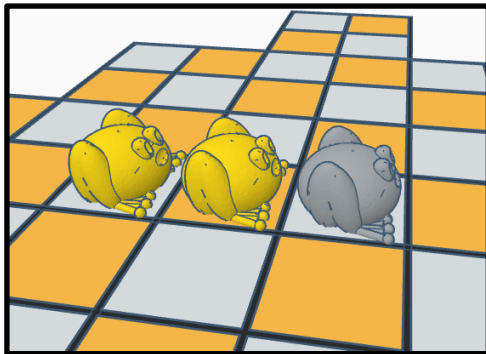


7: Additionally, other Leaplorps (including Enemies) can be Leaped over, but the distance of the leap must be determined by a friendly Leaplorp.

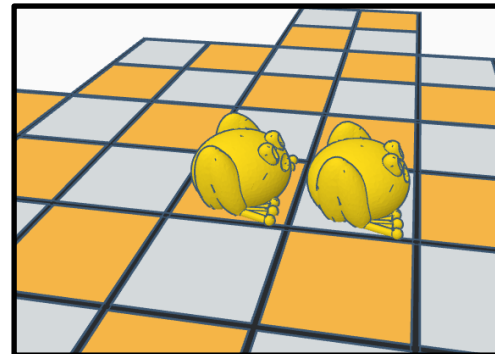


Capturing

- 1: The only way to capture an Enemy Leaplorp is to perform a leap and land directly on the Enemy.
- 2: Leaplorps cannot be Captured with a Hop
- 3: When a Leaplorp is Captured it is removed from the game.



Before



After

- 4: Leaplorps cannot Leap onto a space that is occupied by a friendly Leaplorp.

Victory Conditions

The first Player to Capture all but 1 of their enemy's Leaplorps wins!

© 2025 First Layer Games. All rights reserved.

This game and all related content, including artwork, rules, text, and design, are the intellectual property of First Layer Games. No part of this game may be reproduced, distributed, or used in any form without prior written permission from the author.

THIS GAME IS NOT A TOY. NOT INTENDED FOR CHILDREN UNDER THE RECOMMENDED
AGE LIMIT.

First Layer Games

Flower Mound, Texas

www.FirstLayerGames.com

Social Media and Other Games, Images
QR Codes etc