

- Advance your Scoring pawn along the track based on how many cards you wish to score:

- 1 card – 1 point
- 2 cards – 2 points
- 3 cards – 4 points
- 4 cards – 7 points

Then draw replacement cards from the Froggy deck for each card you scored.

- **If you don't score any cards**, you may choose to discard any number of cards from your hand and draw replacements from the Froggy deck.

GAME END

As soon as a player's Scoring pawn reaches the Winner! space, the game ends and that player wins!

ADVANCED PLAY

For more strategy, try this method for dealing the cards:

- Deal each player one card face up. This card remains face up throughout the game but can be scored normally with or without other cards scored from the hand. Once it is scored or discarded, it is replaced with another face up card.
- Deal Starting Player 3 cards.
- Deal 2nd player, clockwise, 4 cards.
- Deal 3rd player 5. (3 or 4-player game)
- Deal 4th player 6. (4-player game)
- All players look at their cards, and then

throw away cards secretly to the Froggy deck until they each are left with exactly three cards in hand plus the one face up for a total of 4. Reshuffle the Froggy deck, and then begin the game.

PARTNERSHIP RULES

When playing with 4 Players, you may do so in teams. Gameplay is exactly the same, with the following modifications.

PREPARATION:

- Partners sit across from each other.
- Use only 1 Scoring pawn for each team.

GAMEPLAY:

- Partners may use face up Flies of their partner. Three is still the maximum dice that can be rolled.
- Partners who land on the Pile O' Flies may only flip their Flies back to face-up, not those of their partner.

SCORING:

- Partners score using a common scoring pawn. The first team to get their scoring pawn to the WINNER space wins!

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2-4 players, 30 minutes

Race to be the first to hop across the finish line at the frog pond! Using dice and flies, move frogs across the lilypads. Match your cards to the top frogs to leap ahead in the race. The more cards you score, the farther you jump!

Contents

- 48 Froggy Cards
0, 1, 2, 3 in *red, yellow, blue, green*
Each duplicated 3 times
- 4 player reference cards
- 12 Frogs, 3 each of 4 colors
- 1 Pile O' Flies token
- 4 Scoring pawns
- 8 Fly Tokens, 2 of each color
- 3 six-sided dice
- 13 lilypads
- Race Path
- Instructions

PREPARATION

Layout the 13 lilypads to form an oval or circle. Stack the 12 Frogs randomly in 4 stacks of 3 Frogs each, on any 4 consecutive lilypads. Place the Pile O' Flies on the next empty lilypad just after the 4th stack to the right of the Frogs. Place the 3 dice and the Race Path nearby. (See diagram A)



Each player chooses a color and...

- places the matching Scoring pawn on the Start space on the Race Path
- takes a reference card
- takes 2 Fly tokens, placing them "Fly-side" up in front of him

Choose a Starting Player. Shuffle the Froggy deck and deal each player 4 cards. During the game, discarded cards are placed face-up in a pile next to the deck. If the deck ever depletes, reshuffle the face-up discard pile to form a new one.

GAMEPLAY

After each player's turn, play proceeds clockwise. On your turn, perform the following four steps, in order:

1. CHOOSE A COLOR FROG TO MOVE.

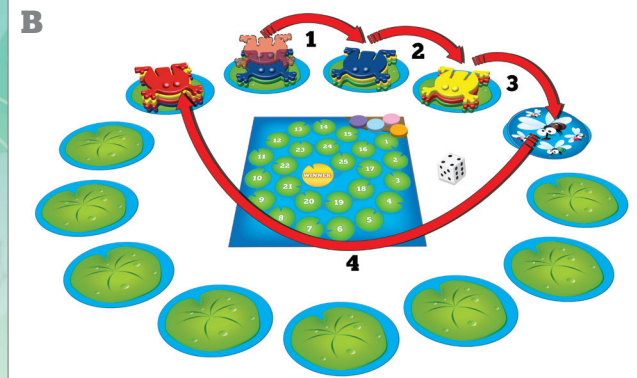
- Choose and announce **red, blue, yellow, or green**.
- You must choose a color which is present at the top of at least one stack.

2. YOU MUST ROLL AT LEAST ONE DIE.

- If you have Fly tokens showing a Fly face up, then you may flip one or both tokens to add one or two dice to your roll. (*Mmm, extra energy!*)
- Fly tokens that show an X face up must be flipped back by collecting flies before they can be reused.

3. MOVE A TOP FROG OF CHOSEN COLOR.

- From the top of one stack, choose a Frog that matches the color chosen in step 1.
- **CHOOSE ONE** of the rolled dice, **PICK UP** the chosen Frog, and **ADVANCE IT** the number of lilypads shown on that die.
 - Jump over empty lilypads, not counting them as part of the distance moved. The only lilypads **counted** are ones with **Frogs or the Pile O' Flies**.
- If you land on the Pile O' Flies and still have further to go, continue around to the first stack of Frogs. (See diagram B)

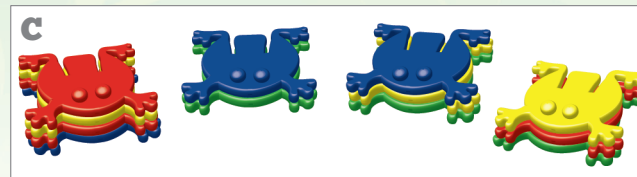


- Place the Frog at the top of the destination frog stack or Pile O' Flies.
- If the Frog finishes its movement atop the Pile O' Flies:
 1. Leave the Frog on that space, and advance the Pile O' Flies to the next empty lilypad, and
 2. Grab Flies. Flip your Fly Tokens showing an X back to the Fly side.

4. Score cards OR Adjust hand.

- To score, you may discard cards in your hand that **EXACTLY** match the number of Frogs atop the stacks on the board.

EXAMPLE: If the Frog Stacks looks like this...



The cards that match and can score are...

