

Jumping Frog!



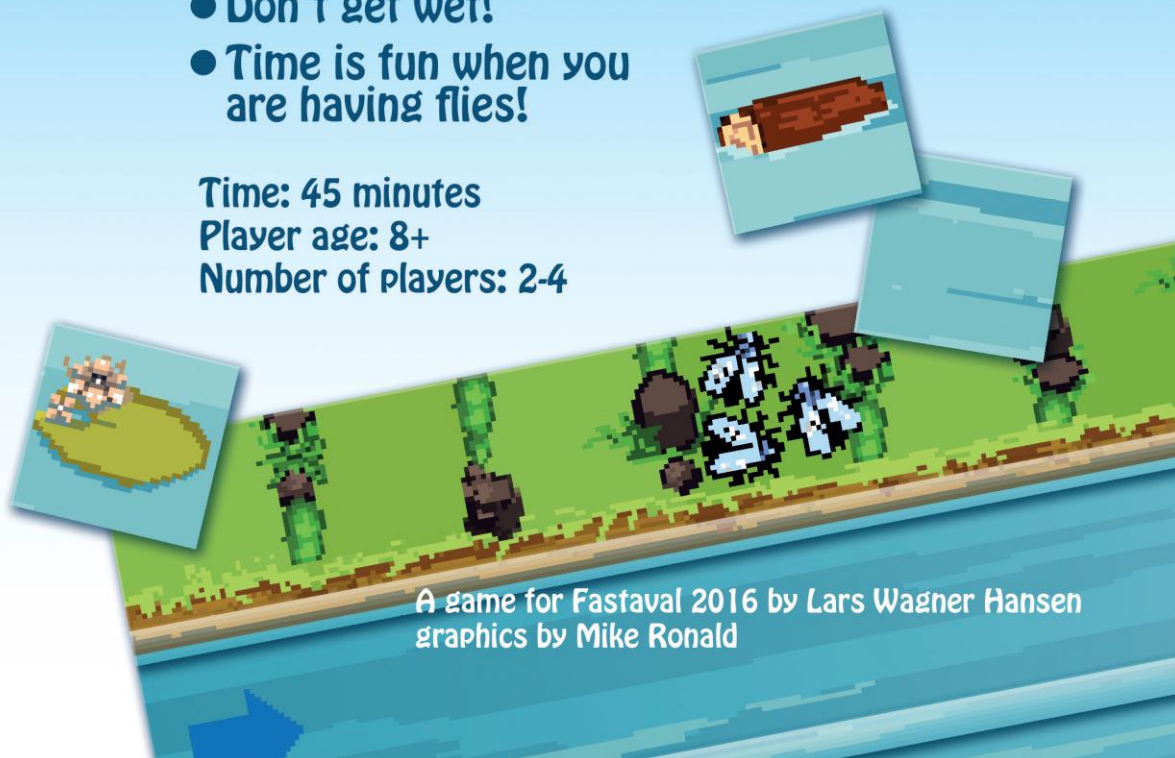
A racing game with frogs!

- Tile placement
- Changing board
- Don't get wet!
- Time is fun when you are having flies!

Time: 45 minutes

Player age: 8+

Number of players: 2-4



A game for Fastaval 2016 by Lars Wagner Hansen
graphics by Mike Ronald

Introduction

In Jumping Frog you control a frog whose only interest is to get safely across the river to the pile of flies, preferable before all the other frogs. Because whoever reaches the pile of flies first gets the most flies.

But why doesn't the frog just swim across the river? Well the river has tricky currents, and to this day no frog has ever managed to swim across the river, all of them being washed back to the side of the river furthest away from the flies.

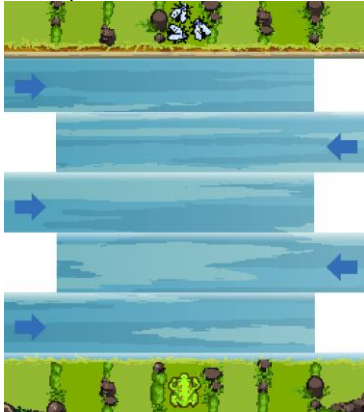
Object of the game

Jumping Frog is a game for 2 to 4 players. Each player controls a frog, trying to get the frog safely across the river to the pile of flies, while at the same time trying to prevent other players achieving the same goal. The game is played over three heats and whoever does best in the overall game is declared the winner.

Components

Game board (1, 21.6 cm x 24.7 cm):

This represents the riverbanks and the river between.



Frogs (4):

Colored frogs. Each player takes a frog and plays that color frog throughout the game. Frogs may vary in color and shape.



Flies (200 points on 60 counters):

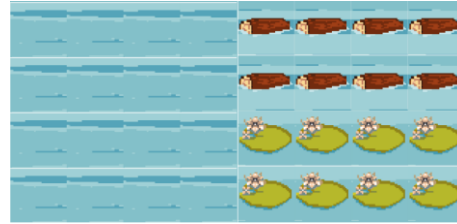
Flies are used as points, but can also be used to give your frog extra energy. Whoever has the most flies at the end of the game is the winner. Flies are represented as counters, and the number of flies will be indicated on the reverse side of the counter. You can always change a counter into less counters at the same total value.



Three of the flies are golden flies, worth extra in case of a tie.

River tiles (32, 3 cm x 3 cm):

These represent the river and the items flowing through the river.



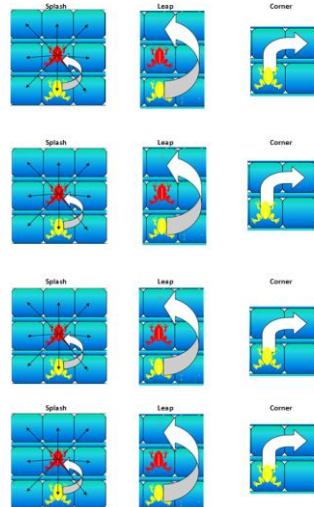
Player boards (4):

Each player takes a player board in the same color as their frog. The board has a summary of the rules.




Special Power Jump tiles (12):

These tiles summarize the Special Power Jumps each frog can use throughout the game. When a Special Power Jump is used, the tile is put back in the box, and cannot be used any more in the game. Unused Special Power Jump tiles are turned over at the end of the game and are worth one fly, and count extra in case of a tie.




Setup

- 1) Place the board in the centre of the playing area.
- 2) Shuffle the river tiles. Place 25 tiles randomly face up on the middle 25 spaces on the game board's water area. The remaining 7 tiles are placed face up next to the game board.
- 3) Each player chooses a frog, ten flies, a player board, and three different Special Power Jump tiles.
- 4) Each player places his frog on the start space, marked with a frog .
- 5) The player who has last had frog legs for dinner will start the first heat. If nobody have had frog legs determine who will start randomly.

Playing the game

The game is played over three heats; at the end of the third heat the winner of the game is declared.

Playing a Heat


In each heat the players takes turns performing the actions described below. Once a player has performed the actions, the player on his left takes a turn performing his actions, etc., until one frog reaches the end space .

Actions

On his turn each player must perform the following actions. **Mandatory actions** must be performed in the order given below.

Optional actions may be done whenever the player decides, even before or in-between the mandatory actions.

The **optional – conditional action** can only be done if no other optional actions have been done in the same turn:

- 1) Choose one of the available river tiles. (**Mandatory action**)
- 2) Place the river tile at any of the Dark blue arrows  on a river line that only contains 5 other river tiles. A river only contains 5 other river tiles if there is an empty space at the end of the river line. If there is a river tile at the end of the river line, the player may not choose that river tile. (**Mandatory action**)
- 3) Push the newly laid river tile one space in the direction the arrow points, thus moving the river and covering the white arrow at the end of the river line. (**Mandatory action**)
- 4) The player may choose to jump his frog one space in any direction (forwards, backwards or sideways, not diagonally). A frog can jump to a water lily tile if there is no other frog on the water lily tile. If a frog tries to jump to a water lily tile with another frog on, the jumping frog will be pushed into the river. A frog can jump to a wood log tile if there is at the most one other frog on the wood log tile. If a frog tries to jump to a wood log tile with two frogs on, the jumping frog will be pushed into the river. If a frog tries to jump onto a water tile, the frog will fall into the river. Frogs landing in the river will be washed back to the side of the river furthest away from the pile of flies and will appear at the start space immediately. The grass on both side of the river is safe and can contain any number of frogs. (**Optional action**)
- 5) The player may choose to feed the frog one fly. This will give the frog enough energy to make an additional jump of one more space, following the rules under 4. (**Optional action**)
- 6) If the player chooses not to jump his frog under action 4 and 5, the frog will instead conserve energy and earn one fly. (**Optional – conditional action**)

If all the river lines contains 6 river tiles and thus all the empty spaces are covered (the are only two river tiles left besides the river), the players takes the 5 river tiles at the end of the river lines and places them face up, next to the game board. Any frogs on the river tiles removed will be pushed into the river and washed back to the far side of the river and will appear at the start space immediately.

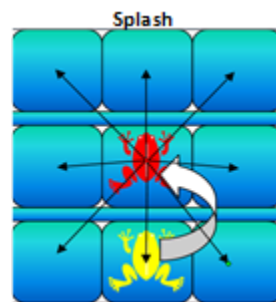
Power Jumps

In addition to its normal jumps, each frog has three special power jumps. Each power jump can be used once during the game, and once the power jump is used, the player puts the power jump tile back into the box. The power jump is used instead of a normal jump, and there are three different power jumps:

- 1) **Splash:** This power jump allows the frog to jump to a tile where there is at least one other frog and make a giant splash,

which will send the other frogs flying to adjacent tiles. Put your frog on the tile and put each other frog on adjacent tiles. There can still only be one frog on a water lily tile, two frogs on wood log tiles and any number of frogs on grass.

You can never put a frog on a water tile with a **Splash**. If there are not enough free adjacent tiles, you can put the other frogs on the same tile as the splashing frog.



- 2) **Leap:** This power jump allows the frog to leap over another frog. Put your frog on the tile after the other frog. The leap must be in a straight line, either forwards, backwards or sideways, but never diagonally. If you jump onto a water tile your frog will be washed back to the riverbank.



- 3) **Corner:** This power jump allows the frog to jump diagonally. Simply move your frog diagonally instead of forwards, backwards or sideways. If you jump onto a water tile your frog will be washed back to the riverbank.



The power jumps can never be combined, so no Corner-Splash, Leap-Splash or Corner-Leap can be performed. But you can use two power jumps in the same turn, one as your normal free jump, and one as your additional jump, but they must be performed individually. Using a second power jump in one turn will however cost you're a fly just like a normal extra jump

End of Heat



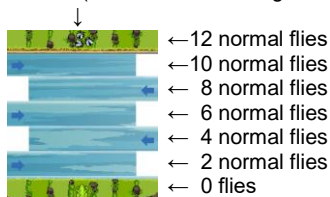
Once a frog reaches the pile of flies, the heat stops, and the players are awarded additional flies based on their placement.

The player whose frog managed to reach the pile of flies receives 14 normal flies and one golden fly, for a total of 15 flies.

Players with frogs that managed to reach the grass on the far side receive 12 normal flies.

Players with frogs in the river lines receive 10 to 2 normal flies, depending on how close they are to the grass, as shown below:

15 flies (14 normal and one golden)



All frogs are given back to their respective player, and any river tiles at the end of river lines are taken off the board and placed next to the game board, so there are 7 free river tiles. The rest of the river tiles are kept on the game board. The player sitting after the player owning the frog who reached the pile of flies will begin the next heat.

End of Game

Once the third heat has ended, the game ends. Player who has not used all the power jumps turns over the unused power jump tiles, and add these to their flies. Each player adds up all his or her flies. Whoever has the most flies is declared the winner of the game.

In case of a tie, the player among the tied players with most golden flies wins. If that is also a tie, the player with the most unused power jump tiles win. If that is still a tie, the players share the victory.

Optional rules

For a more strategic and less random but slightly longer game, players can take turns to place the river tiles at the beginning of the game.

Thanks

Thank you to all my play testers, none mentioned, none forgotten. Thank you to my fellow game designers, for all your feedback, and criticism. And a big special thanks to my wife and family for putting up with me and my hobby.