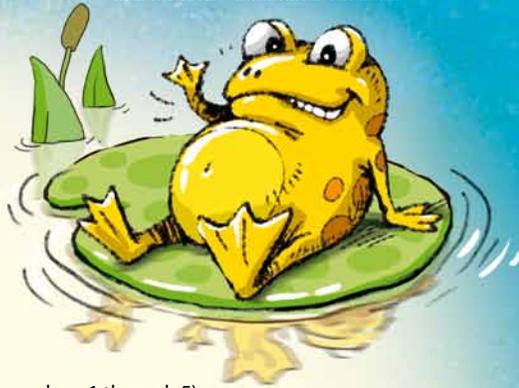


KING FROG

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Illustrations: Gediminas Akelaitis



Contents:

- 4 frogs
- 1 crown
- 20 mosquito cards (with numbers 1 through 5)
- 12 water lily tiles (in the 4 frog colors)
- 3 special tiles (2 "wild" water lily tiles and 1 empty ripple tile)

2 to 4 players
Ages 7 and up
Duration: 15 minutes

"Quibbit! Quibbit!" The frogs all croak loudly over each other. The pond is a flurry of commotion and excitement because today is the day of the Royal Frog Race.

Race around the pond to decide who will be crowned the new King Frog.

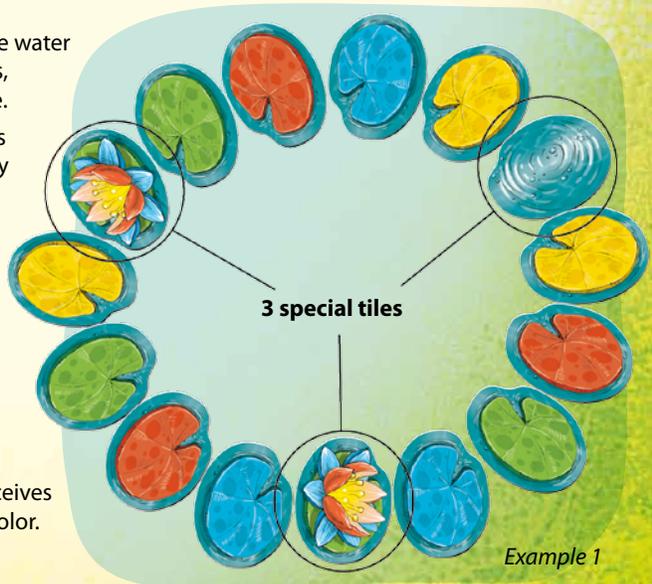
GAME SETUP

Before starting the game, place the water lily tiles along with the special tiles, in a circle in the center of the table.

Please note: The special tiles (the wild lilies and the empty ripple) must be separated by 1 water lily of each color (4 water lilies in a 4 player games, 3 water lilies in a 2 or 3 player game).

The water lilies can be placed between the special tiles in any order, but all colors must be present (see Example 1).

Each player chooses a frog and receives all 5 mosquito cards of the same color.



STARTING POSITION:

Starting with the youngest player, and going clockwise, take turns picking your starting location. The youngest can place his frog any he wants. But the next player must place his frog either right in front of the starting player's frog, or right behind it. Any remaining players must place their frogs either immediately in front of or behind the frogs already in play. This way, the frogs all form a starting line. The frog farthest forward in line is given the crown to begin.

PLAYING THE GAME:

The game is played in rounds until a winner is determined. Each round consists of 3 stages of play: **Planning**, **Hopping**, and **Reclaiming**.

1) Planning (How far should I hop this turn?)

All players simultaneously choose 1 of their mosquito cards and place it facedown on the table, without showing its number to the other players. The number is how far you will move this turn.

After everyone has chosen their card, they all simultaneously reveal their value. Players cannot change their decision once the mosquito cards are revealed.



2) Hopping (I hope I hop where I planned!)

Frogs move in a clockwise direction, a number of spaces equal to the number on their mosquito card.

The frog with the lowest number moves first, regardless of its placement in the starting line.

However, if two or more players choose the same number, the player whose frog is the last in line makes the move first. (The crowned frog is always used to mark the farthest forward frog)

Please note: There can only ever be one frog occupying a tile. So if a tile already has a frog on it, the space is automatically skipped, and the frog proceeds to the next tile in line without counting the occupied tile as part of its move.

Once all the frogs have made their moves, check which frog is in the lead and give it the crown. This way, players can clearly see who is the first and who is the last in line.



3) Reclaiming *(What happens to my mosquito?)*

If a frog lands on a water lily in their own color (or a wild water lily), then their mosquito card is returned to the player. However, if a frog lands on a water lily tile that is not their color (or the empty ripple tile) then their mosquito card is lost and is removed from the game.

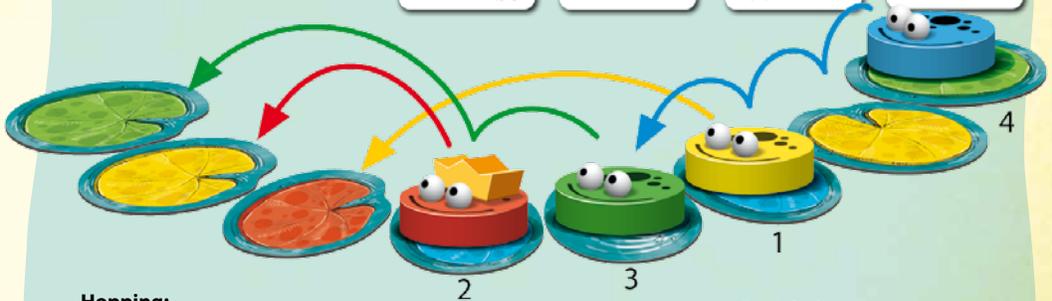
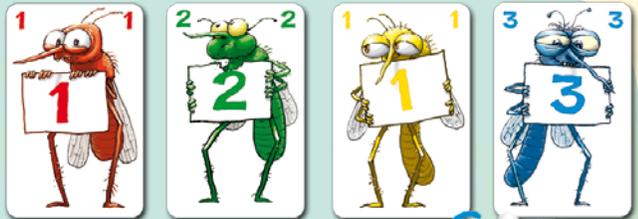
Please note: If a player has no mosquito cards left to choose from, he loses the game and his frog is removed from play. Any remaining players continue to play until a winner is determined.



Example of one game round with four players

Planning:

- RED plans to hop 1 space.
- GREEN plans to hop 2 spaces.
- YELLOW plans to hop 1 space.
- BLUE plans to hop 3 spaces.



Hopping:

- YELLOW moves first because its number is the lowest and it is farthest forward in line. It hops over RED and GREEN, and ends its move on the next space in line.
- RED moves second. It hops over YELLOW and ends its move on the next space in line.
- GREEN hops forward two spaces and hops over both YELLOW and RED.
- BLUE hops forward 3 spaces, over the water lily tiles that are now vacant, but it does not hop over any other frogs.

Reclaiming:

GREEN is the only frog able to reclaim its mosquito. GREEN also takes the crown as a to show it is first in line.

WINNING THE GAME:

There are 3 ways to win the game:

- If there is only one player left in the game, that player immediately wins, and is crowned the new King Frog!
- If the last two players leave the game at the same time, the player whose frog had the crown at that moment is the winner (there can only be one King Frog after all!).
- If the farthest frog overtakes (laps) the last frog in line, the game ends immediately and that player wins the game. (All hail the King Frog!)

SPECIAL RULES FOR 2 OR 3 PLAYER GAMES

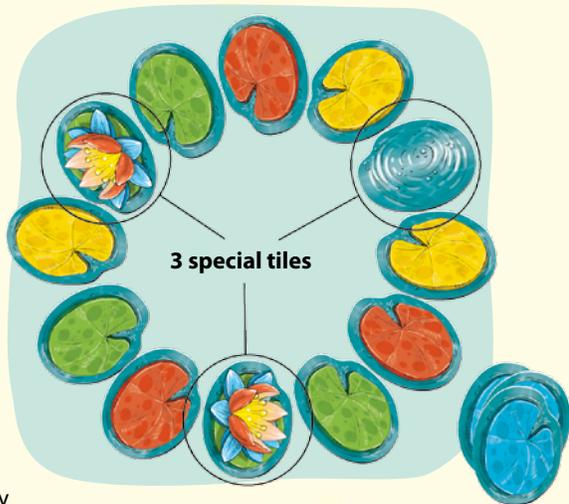
The following changes are used in game of two or three players:

For 3 players

Remove the water lily tiles (and mosquito cards) matching the color of the frog not being played with this game. Place them back in the box.

For 2 players

A third “dummy” frog is added to the game, so the setup is as in a 3 player game. This dummy frog is always placed last in the starting line during setup. The dummy frog plays with a deck of mosquito that is kept face down next to the water lilies. Each round, during the Hopping phase, the top card of the dummy deck is flipped faceup and the dummy frog moves forward based on the normal rules of the game. The dummy frog can never lose its mosquito cards, but it doesn’t get them back right away. When the last mosquito card of the dummy frog is played, they are all shuffled back together to be used again. Thus, the dummy player can never be removed from the game!



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