

# FROGGER™

## For 2 Players

Get ready for a "hopping" good time when you play Frogger, an exciting Leap Frog game that's as much fun as the arcade game of the same name. To play, just toss the die and move your frogs across the gameboard. Watch out for obstacles like speeding cars and fast-floating logs. If you're the first player to get all 3 of your frogs to the opposite swamp, you'll win the game.

## OBJECT

Be the first player to get 3 of your frogs safely Home to the opposite swamp.

## CONTENTS

- 1 cardboard gameboard • 1 plastic gameboard rack • 1 label sheet
- 6 plastic frogs • 4 plastic logs • 2 plastic cars • 1 die

## HOW TO SET UP THE GAME

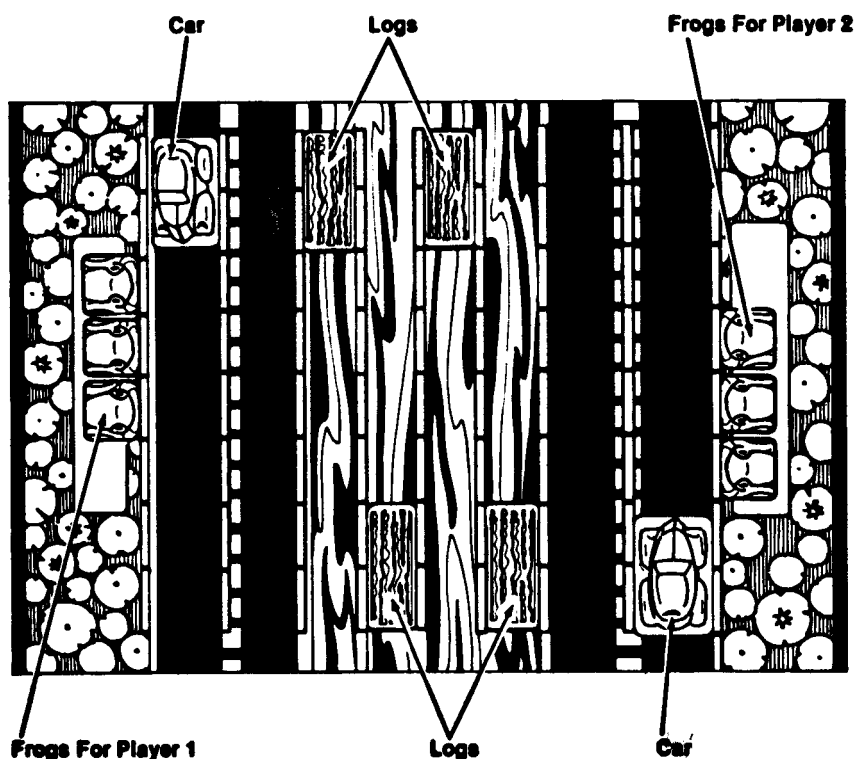
1. Carefully break off the 6 plastic frogs, the 4 plastic logs and the 2 plastic cars from the runners.
2. **LABELING THE LOGS:** peel off the "fly" labels from the label sheet and apply one to each log as shown in Figure 1. Apply them to the indented areas on the smooth sides of the logs.

FIGURE 1.



3. Each player chooses 3 frogs of the same color to move.
4. Place the gameboard on a flat surface between the two players. Position the frogs, logs and cars as shown in Figure 2. Make sure the "fly" sides of the logs are facedown.

FIGURE 2.



## HOW TO PLAY THE GAME

1. Choose a player to play first. Players will advance their frogs by die roll across the board to the opposite swamps.
2. On your turn, toss the die and do the following...
  - A. If you roll a numeral, either a "1," "2" or "3," you may move your frogs or the obstacles (logs and cars), or combinations of these pieces the number of spaces indicated by the die count. For example, if you toss a "3," you may move the following combination of pieces...

- move 1 of your frogs three spaces on the board.
- or move 3 of your frogs one space each on the board.
- or move 1 of your frogs and any combination of 2 obstacles. For example, move 1 frog one space and then move a log and a car; or move 1 frog one space and then move 2 logs; or move 1 frog one space and then move 2 cars.
- or move 2 of your frogs and 1 obstacle. For example, move 2 frogs one space each and then move a log; or move 2 frogs one space each and then move a car.
- or move all obstacles and no frogs. For example, move 3 logs; or 2 logs and 1 car; or 2 cars and 1 log.

**Please Note:** there is no particular order in which to move the playing pieces. You may move obstacles before frogs or vice versa; or you can move an obstacle, then your frog and then an obstacle again, if your die toss permits.

- B. Or if you roll "Turn Log," flip over any *one* of the 4 logs on the board. You'll either cover up or expose a "fly" by doing so.
- C. Or if you roll "All Hop Over," move all the frogs in the playing area (yours and your opponent's) 2 spaces. **Important:** only the frogs in the playing area are moved, not the ones still in the Swamps.

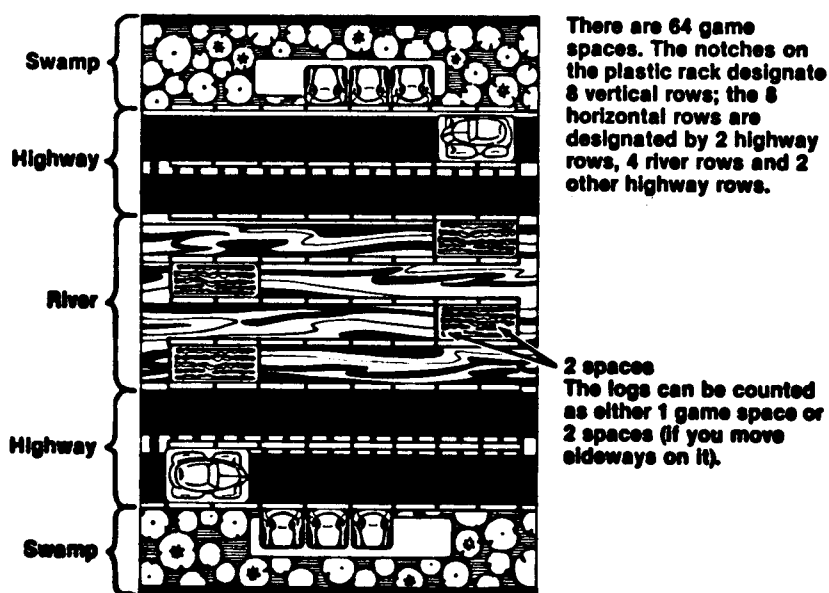
### 3. HOW TO MOVE THE PLAYING PIECES

#### THE FROGS

Frogs move from one swamp to another, crossing over two highways and a river full of floating logs. Here's how you move your frogs. . .

- A. **Game Spaces:** your frogs may be moved the number of game spaces indicated by either *part of the die toss or the full die toss*. . . whichever you decide. There are 64 game spaces on the board defined by the plastic rack. . . 8 rows of 8 spaces. Frogs can jump over or land on any of these spaces in the highway or in the river.
- B. **Starting Positions:** at the beginning of the game, all of your frogs are placed in a Swamp on your side of the board. Your opponent's frogs are placed in the opposite Swamp. The first jump for each of your frogs will be into any one of the 8 game spaces in the first highway row closest to your Swamp. . . your opponent's first jumps will be into the first highway row nearest him or her! **Important:** you cannot, however, jump onto or over a car obstacle!
- C. You can *only* move your own color frogs, except when you roll "All Hop Over." Then you move all frogs in the playing area (yours and your opponent's) 2 spaces.
- D. Frogs may be moved sideways or forwards but **NOT** diagonally or backwards.
- E. Two or more frogs **cannot** be on the same space at the same time. If one of your frogs does land on another frog (either one of your own or an opponent's), move it to the next space.
- F. **Jumping Over or Landing On Logs:** frogs may jump over or land on log obstacles rather than landing in river spaces, if you wish. When a frog is on a log, it is considered "safe" and cannot be knocked off into the river. Count a log either as 1 space or as 2 spaces (for you can move sideways on it. . . each log is 2 spaces long). . . whichever is more advantageous for you. See Figure 3 for identification of logs as game spaces.
- G. **Landing On The Fly-Side Of A Log:** if one of the frogs you're moving lands by exact count on the fly-side of a log, you receive a reward and must move that frog 2 extra spaces immediately.
- H. A frog **cannot** jump over or land on a car.

FIGURE 3.



## THE LOGS



The logs may be used as game spaces for your frogs to land on, as already stated. Logs may also be used as playing pieces. Here's how you move logs. . .

- A. You may use all or part of your die toss to move a log or logs. The die toss determines *how many logs you wish to move, not how many spaces to move them*. To move a log, keep it in its row and slide it from one side of the board to another or to any position within that row. . this would be **ONE MOVE** on the die toss. For example, if you roll a "2," you may move 2 logs. . .or you may move 1 log and 1 other playing piece (a frog or a car).
- B. **Moving Logs As Obstacles:** if your opponent's frog is occupying a game space in the river, and is not on the safety of a log, use part or all of your die toss to slide a log into your opponent's frog. Your opponent is penalized and must return the frog back to his or her Swamp to begin its journey again.
- C. **Moving Logs As Helpful Stepping-Stones:** since logs are safety spaces to land on in the river and landing on a log with a fly will reward you with 2 bonus spaces, you may wish to use part or all of a die toss to slide a log into a position so your frog can land on it and use it as a stepping-stone to cross the river!
- D. You are free to move any color log.
- E. You can move a log that has one of your frogs on it or one of your opponent's!

## THE CARS



The cars are playing pieces that are used as obstacles. Here's how you move them. . .

- A. You are free to move either car.
- B. You may use all or part of your die toss to move a car or cars. The die toss determines *how many cars you may use, not how many spaces you may move them*. For example, if you roll a "2," you may move 2 cars. . .or you may move 1 car and 1 other playing piece (a frog or a log). You may move a car in 3 ways:
  - slide a car in its lane (or row) to any position within that lane. This counts as one move on your die toss.
  - or slide a car in its lane all the way across its lane. This counts as one move on your die toss.
  - or jump into the next lane and slide it to any position within that lane or all the way across that lane. This counts as 2 moves on your die toss. **Important:** a car can only jump into the adjacent lane or row of the highway assigned it. . .not to the other car's highway.
- C. **Moving Cars As Obstacles:** there are 2 ways to move cars as obstacles. . .
  - if your opponent's frog is occupying a game space in a highway lane, use part or all of your die toss, to slide a car into your opponent's frog. Your opponent is penalized and must return the frog to his or her Swamp to start its journey again.
  - since a frog cannot jump over or land on a car, use part or all of your die toss to slide a car in its highway lane into a position right in front of an opponent's frog to act as a *barricade*.

## HOW TO WIN THE GAME

Play as outlined above, moving your frogs by die count towards the opposite Swamp. Try to use the obstacles wisely to stop your opponent's progress across the board. The game ends when a player gets all 3 of his or her frogs into an opposite Swamp. The player who does this first wins the game.