

Frogger – the board game

Players are Frogs attempting to cross a busy highway and treacherous river in order to reach their lily pad. Each turn players will hop their way across the board and dodge traffic.

You need

1 bead for each player (representing their frogs)

1 deck of Action cards consisting of;

20 x Move 1

15 x Move 2

10 x Move 3

5 x Move 4

5 x Traffic!

5 x Alligator!

5 x Current!

1 game board

5 red car tokens

5 blue car tokens

5 green car tokens

5 alligator tokens

5 fast current tokens

5 slow current tokens

1 snake token

1 turn counter

SET UP

1. Place red car, blue car and green car tokens in a container. This is the Road container.
2. Place fast current and slow current tokens in a container. This is the River container.
3. Place the Snake token on the far left square of the yellow river bank.
4. Players place their Frog bead on any starting spot (green arrow on “bottom” edge of board).
5. Players take it in turns to randomly draw a token from the Road container and place it on any road lane, on the “oil slick” square (asterix), facing left or right. Tokens facing left must move left and tokens facing right must move right. A player cannot place a car token on a lane that already has a car token.
6. Players take it in turns to randomly draw a token from the River container and place it on any river lane, at either the extreme left or right. Tokens placed on the extreme left must point right and tokens placed on the extreme right must point left. These indicate the direction and speed of the current. A player cannot place a current token on a river lane that already has a current token.
7. Players take it in turns to place an Alligator token on a river lane. They may place the token on any space in the lane, but cannot place an alligator token on a lane that already has an alligator token.
8. Shuffle the Action cards and place the deck face-down within reach of all players.

PLAY

Goal: Players try to move their frogs across the five lane highway and dangerous river to a lily pad. The first player to get a frog to their lily pad wins.

Play proceeds in rounds, with several phases in each round.

Start of Round:

Give one player the Turn Counter.

Deal each player 6 cards.

Players look at their cards and place 5 face down in a row in front of them. These are their actions and they will take place in order, from left to right. Discard the sixth card. Complete the following phases;

Action Phase: All players flip their first card and complete the action indicated, starting with the player with the Turn Counter and acting in a clockwise direction.

Move 1, Move 2, Move 3 & Move 4 cards; choose a direction (forward, back, left or right) and move your frog the indicated number of spaces – you must move the full distance. If your frog moves into contact with any car, alligator or the snake it is killed. Remove your frog token and place it back on your starting space. You have three “lives” before you are out of the game. A frog that moves onto a lily pad is “home” and that lily pad can no longer be used. If you have any lives left, you may place a new frog on your start square.

Traffic! cards; all the cars on road lanes move, just as if it was the Road phase (see below).

Alligator! cards; all the alligators move, just as if it was the River phase (see below).

Current! cards; replace all the current tokens with new (randomly picked) current tokens. The new tokens must face the opposite direction to the removed current tokens (so tokens facing left must be replaced with tokens facing right).

When all players have completed their action you proceed to the Road, River and Snake phases.

Road Phase: all the cars on road lanes move. Each car moves in the direction it is facing. Red cars move 3 spaces; Blue cars move two spaces; Green cars move one space. If a car moves off the end of the board put it back in the Road container and pick a new car randomly. Place this new car on the opposite end of the board, facing the same direction as the removed car.

River Phase: all Frogs on river lanes are swept along by the current. Frogs in lanes with a slow current move one space in the indicated direction. Frogs in lanes with fast currents move two spaces in the direction indicated. If a frog is moved off the edge of a board they are killed. After all frogs have been moved the alligator tokens are moved in the same way. Alligators that are moved off the edge of the board reappear immediately on the opposite end of the lane.

Snake Phase: the snake moves along the riverbank. If the river lane closest to the riverbank has a slow current, the snake moves two spaces. If the closest river lane has a fast current the snake moves one space.

Move Turn Counter: the player with the Turn Counter passes it to the player on their left. Return to the Action Phase where each player turns over their next Action card.

Continue this sequence until all five cards have been revealed. Begin a new round.

Winning

QUICK GAME: the game ends as soon as a frog moves onto a lily pad. The controlling player is the winner.

LONG GAME: If, at the end of any round, a player has a frog on a lily pad the game ends. If more than one player has a frog on a lily pad, the player with the most remaining “lives” wins (frogs on lily pads count as “lives” too). In the case of a draw, continue playing until one player gets a second frog on a lily pad or one player loses another life.

MOVE 1	MOVE 1	MOVE 1	MOVE 1	MOVE 1
MOVE 1	MOVE 1	MOVE 1	MOVE 1	MOVE 1
MOVE 1	MOVE 1	MOVE 1	MOVE 1	MOVE 1
MOVE 1	MOVE 1	MOVE 1	MOVE 1	MOVE 1

MOVE 2	MOVE 2	MOVE 2	MOVE 2	MOVE 2
MOVE 2	MOVE 2	MOVE 2	MOVE 2	MOVE 2
MOVE 2	MOVE 2	MOVE 2	MOVE 2	MOVE 2

MOVE 3	MOVE 3	MOVE 3	MOVE 3	MOVE 3
MOVE 3	MOVE 3	MOVE 3	MOVE 3	MOVE 3
MOVE 4	MOVE 4	MOVE 4	MOVE 4	MOVE 4

TRAFFIC!

TRAFFIC!

TRAFFIC!

TRAFFIC!

TRAFFIC!

ALLIGATOR!

ALLIGATOR!

ALLIGATOR!

ALLIGATOR!

ALLIGATOR!




















CURRENT!


















































CURRENT!

CURRENT!

CURRENT!

CURRENT!

 	 	 	 	 	 Fast current	 Fast current	 Fast current	 Fast current
 	 	 	 	 	 Slow current	 Slow current	 Slow current	 Slow current
 	 	 	 	 	 SNAKE		 Slow current	 Slow current
 Alligator	 Alligator	 Alligator	 Alligator	 Alligator	TURN COUNTER		 Fast current	 Fast current