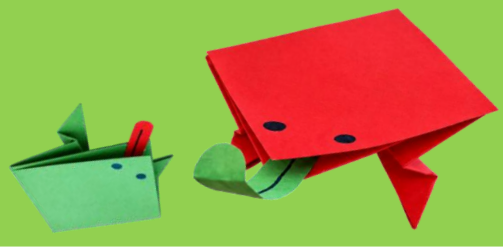
Frogs on Frogs

8+ 3-6 20

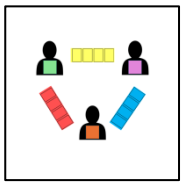
A competitive racer where you share something with everyone



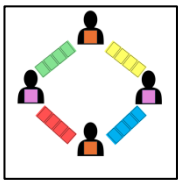
Set up

1. Place one card holder between each player and give each player a colour token according to the table on the right.
2. Shuffle the cards and put 4 in each card holder.
3. Shuffle the action tokens and put one face up in each marked spot on the board.
4. Stack the frogs in order of cuteness (or randomly) at the starting line.
    - At 5 players, place the one frog that no one has on top of the stack. *In the example on the right this is the orange frog.*
5. The player who last saw a frog goes first.

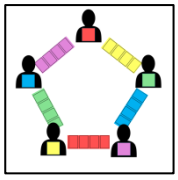
3 players



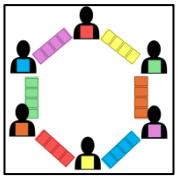
4 players



5 players



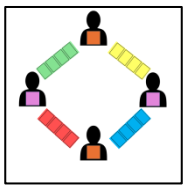
6 players



Object of the game

The player with the most points at the end of the second race wins. You gain points by having your frogs place 1st, 2nd or 3rd in each of the three races.

Your frogs are the ones that share the colours of your colour token and the two card holders next to you.



The player at the bottom has the red, orange and blue frogs. They share the red frog with their left neighbour, the blue frog with their right neighbour, and the orange frog with the player opposite them.

End of the race

The race is over when three frogs have crossed the finish line. Frogs in a stack count as crossing first *from top to bottom.*

Each player gains points for each of their frogs that placed in the first three spots. 1st place gets 5 points, 2nd place gets 4 points, 3rd place gets 3 points. All players who share a frog gain points equally.

Prepare the next round like in **Set up**, but the player with the least points goes first.

On your turn

1. **Play** a card from either card holder next to you. *You may choose any card colour, even if that frog is not yours!*
2. **Move** the frog of that colour forward that many spaces.
    - If a frog has frogs on top of it, they get carried along.
    - When a frog lands on another frog, the moving frog goes on top. *Frogs being carried stay on top in the same order.*
    - If you land on an action token, perform that action.
3. **Draw** a card into the holder that you played from. *All cards holders should have four cards in them at all times.*

Actions

+2	Keep moving 2 spaces forward. *Carried frogs come too.*
1	The player who landed here gains 1 point. *The colour of the frog does not matter.*
Last +3	The frog in last place moves forward 3 spaces. If there is a stack of frogs, move the whole stack.

Components

6 stackable frogs
6 card holders
36 move cards
1 game board
6 action space tokens
6 colour tokens (double sided)
Coins for scoring

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Playable on Tabletop Simulator