

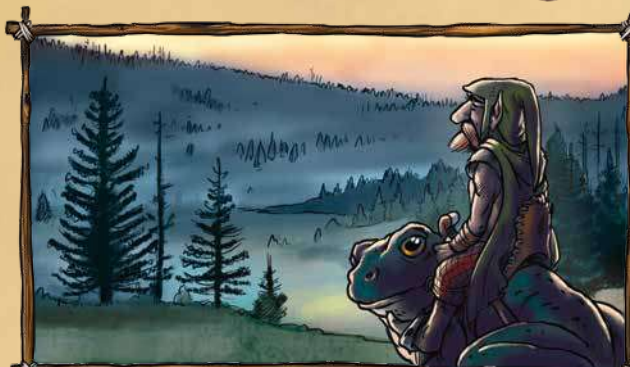
A boardgame by  
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 and  
**Daniel Skjold Pedersen**  
 for 2 to 4 players, aged 8 and up

# FROGRIDERS



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Development: Viktor Kobilke



*Deep in the forests of the North lives an enchanting elf tribe called the Frogriders.*



*Once they were a tribe of swift warriors who - riding on the backs of frogs - were able to rout entire armies of giants.*



*But times are peaceful now. Each spring, however, in honor of their ancestors, they hold a tournament to determine the greatest tactician among them.*



*As you and your fellow players are regarded to be the cleverest elves, you are summoned to the tribal pond.*



*From its shores, you command the four major riding squads through a mock battle.*



*Whoever best manages to capture valuable units and make clever use of their special abilities, will take the victory in this legendary tournament.*

## COMPONENTS

**1 game board**



**6 public score cards**



**10 private set cards**



**24 privilege cards**



**4 overview cards**  
 1 of each player color



**56 frogrider units**

10 each of



11 each of



14 each of



21 each of



**4 contestants**

1 of each player color



# SETUP

- 1 Place the **game board** in the middle of the table.



- 2 Take the **56 frog rider units**.

**With 3 or 4 players**, put a frog rider at random on each pond space. Leave the center space with the yellow lily pad unoccupied.

**With 2 players**, return the following units unused to the box:

- 3 yellow units 
- 4 red units 
- 5 blue units 
- 8 brown units 

Then put the remaining 36 units at random on each pond space, leaving the center space with the yellow lily pad and all spaces at the edge with a dark green lily pad unoccupied.



- 3 Shuffle the **24 privilege cards** and place them as a face-down stack onto the *privilege stack space*. Then reveal 4 cards from that stack and display them face up on the 4 *privilege spaces*.



- 4 Shuffle the **6 public score cards**. Then place one random card face up onto each of the two *public score spaces*. Return the spare public score cards unused to the box.



In your first couple of games, we recommend that you only use the front of the public score cards (the side with the white border). In later games, however, you may choose to flip **one** of the two public score cards over to its back for a greater scoring variety. (See page 4 for an overview of the backs of the public score cards.)

- 5 Shuffle the **10 private set cards**. Deal each player 2 cards face down and return any spare private set cards to the box. Each player looks at her 2 cards and places one of them face down in front of her. (Throughout the game, she may look at that card at any time but should keep it concealed.) The other card is returned face down to the box.



- 6 Each player chooses a player color and receives the **overview card** of that color, which she places in front of her. Then she takes the **contestant** of that color and places it onto the 0 space of the *trophy point track*.



# PLAYING THE GAME

Choose a starting player, who begins the game with her turn. Afterwards, play proceeds in a clockwise direction with players consecutively taking turns.

When it is your turn, you:

- A) MUST** take a leap and collect one frog rider unit



and then

- B) MAY** return one collected unit to the village to perform a special action.



Then it is the next player's turn.

## Phase A) Take a leap and collect one frog rider unit

Choose a frog rider unit on a pond space and leap over exactly one other frog rider unit with it. Keep the following rules in mind:

- The unit you are leaping over must be on an **adjacent** pond space (edge to edge, not diagonally) and must be leapt over in a **straight line**.
- The space directly behind it must be **empty** so that the leaping unit can land there.

After the leap, collect the unit that you just leapt over and place it in front of you.

**Note:** Some privilege cards change how you can leap (see page 4 for details on the privilege cards).

**Attention:** If you cannot take a legal leap, the game ends immediately (see page 3)!

**Special rule in a 2-player game:** The dark green lily pads at the edge of the pond are off limits. So you are never allowed to leap onto any of those spaces.

### Example:

At the start of the game, the starting player only has 4 options for her leap because only the center space is empty. She chooses the red unit and leaps over the yellow one with it. Then she collects this yellow unit and places it in front of her.



## Phase B) Return one collected unit to the village to perform a special action

After your leap, you **may** choose to return **one** of your collected frog rider units to the *village*. It does not matter if this is the unit you just collected or another one.

If you do return a unit, you must immediately perform a special action that depends on the color of the unit:



If you return a red unit to the village, perform *phase A* again by taking a leap and collecting one unit as usual. After that second leap, however, you may not perform *phase B* again.



If you return a yellow unit, choose any one unit already in the village and place it in front of you. (If the village is empty, you cannot return a yellow unit to the village.)



If you return a blue unit, immediately choose one of the 4 privilege cards displayed on the game board and place it face up in front of you. Then refill the vacant space with a new face-up card drawn from the privilege stack (if possible). The privilege card you take stays with you the entire game. Depending on its type, it gives you additional trophy points during or at the end of the game. Some of them improve your options when taking a leap. *The privilege cards are explained in detail on page 4.*



**Attention:** Brown units can **never** be returned to the village but are worth additional trophy points at the end of the game (see below).

## END OF THE GAME

The game ends immediately if any player cannot take a legal leap when required to do so (that player must forfeit the rest of her turn and no other player gets another turn). Then, each player scores her cards and frog rider units as described below and marks the trophy points with her contestant on the trophy point track.

Note that each of your cards is scored individually, so each of your collected frog rider units may count towards the requirements of several cards.

**Example:** At the end of the game, the player has these 11 frog rider units in front of her.



She scores as follows:

### Her private set card



### The public score cards



### Her brown frog rider units



### Her privilege cards



### Private set card

First, reveal your private set card. It depicts a combination of frog rider units which are considered a set. For each complete set that you have in front of you, gain the number of trophy points depicted on the card.

### Public score cards

Next, score the two public score cards on the game board, one after the other. Each public set card (with a white border) is scored in the same way as your private set card. If one of the displayed public score cards shows its back (with a blue border), see the overview on page 4 for how it is scored.

### Brown frog rider units

Gain 1 trophy point for each brown unit that you have in front of you.

### Privilege cards

Finally, score your privilege cards one after the other. If a card has trophy points on its bottom, you score those in any case. Privilege cards with a blue or green inner box may give additional trophy points depending on their special abilities. See page 4 for details on the privilege cards.



The player with the most trophy points wins. In the case of a tie, the tied player with the most frog rider units in front of her wins. If this does not break the tie, the victory is shared.

*General note regarding the color of the numbers on trophies:*

Dark numbers on trophies mean: You score exactly that many trophy points at the end of the game.

White numbers on trophies mean: You score that many trophy points each time the requirement of that card is met.

## Overview of the privilege cards



**Special ability**

**Number of trophy points at the end of the game**

**Number of times the card appears in the stack**

The following cards (with a turquoise inner box) depict 2 extra frog rider units of a specific color each. At the end of the game, these extra units count towards the requirements of private set cards and public score cards (as if they were collected units). However, these extra units never count towards any of the requirements of privilege cards or the tie-breaker.



For each of these cards that you own, you automatically lose 2 trophy points at the end of the game.

The following cards (with an orange inner box) increase your options when taking a leap during *phase A*. However, their abilities cannot be combined with those of other orange cards. So if you own more than one of them, you can only use the ability of **one** of them **per leap**.



You may choose to leap over frog rider units diagonally. All other rules remain unchanged.



You may choose to leap over frog rider units in an L-shape (landing on an empty space to the left or right of the unit you leapt over). All other rules remain unchanged.



**Before** taking a leap as usual, you may choose to move the leaping unit any number of **empty** spaces forward in the direction of the leap (taking a run-up, so to speak). All other rules remain unchanged.



This card has no special ability.

The following cards (with a purple inner box) apply when you take a leap during *phase A*.



After you have taken your leap, you may either collect the unit you leapt over or the unit that you leapt with.



If the unit that you leapt with lands on a space with a flower, immediately gain 1 trophy point. If you own more than one copy of this "flower" privilege card, gain 1 trophy point for **each**.

The following cards (with a green inner box) give a number of trophy points at the end of the game that depends on how many times their requirement is met.



Gain 1 trophy point for each brown frog rider unit that you own.



Gain 2 trophy points for every 2 privilege cards of any type that you own (including this one).



Gain 1 trophy point for each pair consisting of any one frog rider unit and any one privilege card that you own (including this one).

The following cards (with a blue inner box) pose a requirement that must be fulfilled at the end of the game in order to yield additional trophy points.



If you own fewer privilege cards than any other player (a tie is not sufficient), gain 5 trophy points.



If you own fewer frog rider units than any other player (a tie is not sufficient), gain the depicted number of trophy points (+5/+3).

## Examples of set cards



**Required units that form a set**

**Number of trophy points per complete set**

**Number of times the card appears in the game**



Gain 5 trophy points for every 2 red frog rider units that you own.



Gain 5 trophy points for every 5 frog rider units of any color that you own.

## The backs of the public score cards



This public score card is not scored at the end of the game

but takes effect during the game. It works exactly like the "flower" privilege card above. So if this score card is displayed, any player whose leaping unit lands on a flower immediately gains 1 trophy point. (If you own one or more copies of the "flower" privilege card, you gain their trophy points during your turn as well, of course.)



The player with the sole majority of brown frog rider units in front of her gains 6 trophy points. If two or more players are tied for the majority, each of them gains 3 trophy points.



Each player sums her collected frog rider units of the two depicted colors (for example red and blue). The player with the single highest sum (no matter if it is made up of both or only one color) gains 6 trophy points. If two or more players are tied for the highest sum, each of them gains 3 trophy points.



The player with the sole majority of privilege cards in front of her gains 4 trophy points. If two or more players are tied for the majority, each of them gains 2 trophy points.



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