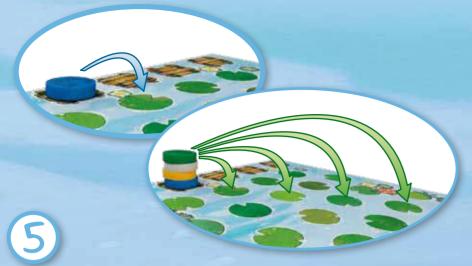


DOMINIQUE

GAME WORKS PRINCESS WATER LILY AND HER SISTERS ARE TO BE WED! FROGS FROM ALL THE KINGDOM HAVE HEARD THE NEWS AND WANT TO TAKE PART IN THE ROYAL RACE, BECAUSE THE WINNERS WILL MARRY THEM AND BECOME PRINCES! BUT IT'S A TRICKY RACE: HOPPING FORWARD TOO FAST WILL GET YOU ONLY A FEW POINTS, AND ARRIVING TOO LATE NO POINTS!



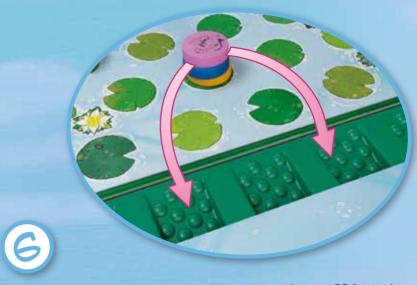


FROGS MOVE A NUMBER OF WATER LILY SPACES THAT IS EQUAL TO OR LOWER THAN THE HEIGHT OF THE PILE.

YOU CAN LAND ON OTHER FROGS, BUT YOU CANNOT MAKE A PILE OF MORE THAN FOUR FROGS.



WHEN THE LAST FROG IN A GIVEN TEAM
HAS DISAPPEARED OFF THE BOARD INTO THE POND,
THE GAME ENDS.



THE START OF THE SLIDE IS THE SAME AS A WATER LILY SPACE. WHEN A FROG REACHES IT, LET IT GO SO THAT IT FALLS INTO THE POND.

WHEN A RAMP IS FULL, YOU CANNOT ADD ANY MORE FROGS TO IT.



EACH PLAYER REVEALS THEIR COLOUR, THE COVER IS REMOVED AND THE POINTS ARE COUNTED. NOTE: BEING IN FIFTH PLACE (OR WORSE) EARNS NO PINTS AT ALL!

IF TWO OR MORE PLAYERS HAVE THE SAME NUMBER OF POINTS, CHECK TO SEE WHO HAS MOST IN FOURTH POSITION, THEN (IF STILL TIED) THIRD AND SO ON. (IN THE ABOVE EXAMPLE, RED WINS.) IF TWO OR MORE PLAYERS ARE EXACTLY TIED, THEN THEY SHARE THE VICTORY.

## NATER

A GAME BY

DOMINIQUE EHRHARD

ILLUSTRATIONS
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PHOTOLITHO AND LAYOUT
SAMUEL POUGE

TRANSLATION: GAVIN WYNFORD-JONES

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