

**Name:** Jump, Frog!

**Age:** 7+

**Players:** 1-4

**Time:** 15 minutes

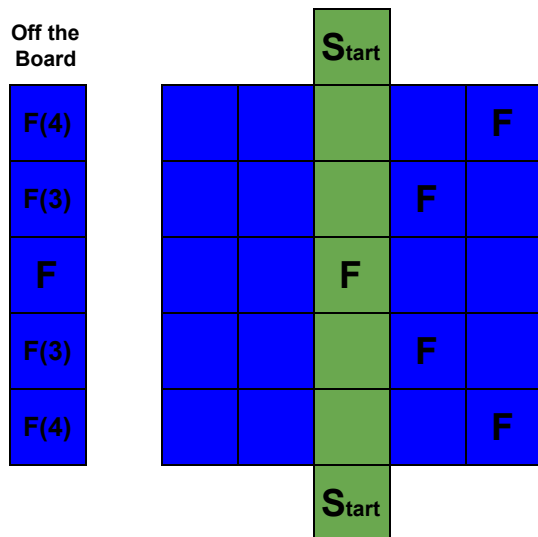
### Overview:

### Components:

- 4 Frog figures
- 10 Fly tokens
- 4 Big Jump tokens
- Board tiles
  - 2 Start tiles
  - 15 Safe tiles
    - 5 Lily pad
    - 5 Flower
    - 5 Log
  - 15 Danger tiles
    - 5 Crocodile
    - 5 Open water
    - 5 Jagged rocks

### Setup:

The two start tiles are laid out with the five lily pad tiles between them, represented by the green line in the diagram. The remaining tiles are dealt to form a 5x5 grid with five tiles lined up to one side as “off the board” tiles. Six fly tokens are placed on the board in the configuration shown. For each additional player beyond the first two, add two flies in the marked spaces. Each player is given a frog figure and a “Big Jump” token. All player place their frog onto a start tile.



### Turn sequence:

1. Choose a tile on the left of the board and slide it into the row
  - a. All other tiles in the row slide one space to the right

- b. The right-most tile is removed, along with any frogs or flies on it, and placed to the left of the board in the off the board row
- 2. Jump your frog one space
  - a. Frogs can only land on safe spaces
  - b. Frogs can't jump diagonally
  - c. Once per game, a Big Jump token may be used to jump 2 spaces in a straight line
  - d. You **must** move on your turn, if able
    - i. If the only move available to you would use up your Big Jump, you have to take it
    - ii. You can't move if you are off the board or surrounded by danger spaces with no Big Jump
  - e. If there is a fly on the space, claim it
- 3. Move a fly token one tile
  - a. Flies can move over any tile, even danger tiles
  - b. Flies on tiles waiting to enter the board cannot be moved

**Winning:**

The game ends when one player has caught three flies