

Bullfrogs

A Game by Keith Matejka



For 2-4 players ages 8 and up

version. 1.23

Introduction

Weapons clash, water splashes and the booming battle cries of armored bullfrogs ring out across the moonlit swamp. Amphibian armies leap from lily pad to lily pad in their desperate struggle to win control of the pond.

Suddenly, a shout of triumph rises up. Enough warriors have finally entered battle on a lily pad to dominate the fight and assure victory for their side. Overloaded, the lily pad sinks into the swamp, earning points for the commander with the most frogs on the lily pad.

Frogs scatter from the sinking lily pad to the surrounding ones, coming to aid their allies or sabotage their foes, their weight causing the lily pads to drift away across the cold, glittering water. The winning commander must understand the ripple effects of every move and avoid acting to win a single battle at the cost of losing the war.

*"Just as water retains no
constant shape, in warfare
there are no constant conditions."*

-Sun Tzu



Components

49 Cards

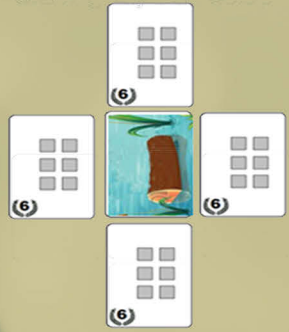
- 10 Lily Pad Cards in each player color
- 5 Starting Cards
 - 1 Log Card
 - 4 Lily Pad Cards with 6 spaces
- 4 Player Aid Cards

64 Markers

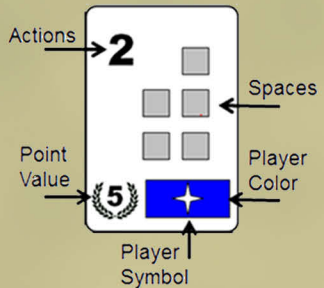
- 14 Frog Cubes in each player color
- 2 Bullfrog Cylinders in each player color

Setup

1. Each player chooses a player color and takes the corresponding deck of 10 Lily Pad Cards, 14 Frog Cubes and 2 Bullfrog Cylinders.
2. Each player receives one Player Aid Card.
3. Place the Log Card in the middle of the table. Place each of the four starting Lily Pad Cards on each side of that card: one above, one below, one to the left and one to the right, forming a cross shape.
4. Each player shuffles their deck of Lily Pad Cards and places it face down near their area to create a draw pile.
5. Each player draws 3 Lily Pad Cards as their starting hand.
6. The youngest player takes the first turn.



Anatomy of a Lily Pad Card



Play Sequence

1. **Play** a Lily Pad Card
2. **Take Actions**
3. **Score** Lily Pad Cards
 - Count Frogs/Bullfrogs
 - Jump Frogs/Bullfrogs
 - Remove Lily Pad Cards
 - Slide Lily Pad Cards
4. **Draw** a Lily Pad Card

1. Play a Lily Pad Card

At the start of a turn, the active player must play a Lily Pad Card from their hand. It must be placed face up and adjacent to the Log Card or another Lily Pad Card already in play.

Cards are considered *adjacent* when they are touching on one side. Cards diagonal to one another are not considered adjacent.

2. Take Actions

The number in the upper left-hand corner of the played Lily Pad Card determines how many actions a player can take during their turn. Each of these actions can be either a Deploy action or a Sabotage action.

Deploy - Add a Frog or Bullfrog of the player's color to any open space on a Lily Pad Card in the same row (horizontally) or column (vertically) as the card played in Step 1.

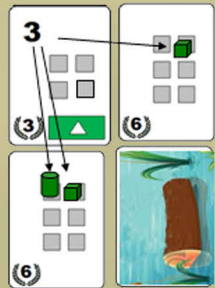
- A Frog or Bullfrog may **NOT** be deployed to the card played in the "Play a Lily Pad Card" step.

- A Frog or Bullfrog may **NOT** be deployed to the Log Card.

- A player may **NEVER** deploy more than 2 Frogs or Bullfrogs (in any combination) to a single card during this step.

- If the player does not have Frogs or Bullfrogs left in their supply to Deploy, the player may take a Frog of their color from a previously played Lily Pad Card and Deploy it to a different Lily Pad Card, following the same rules above. Bullfrogs cannot be redeployed this way.

- This action can be taken multiple times in a turn.



Sabotage - Remove an opponent's Frog from any space on a Lily Pad Card in the same row (horizontally) or column (vertically) as the card played in the "Play a Lily Pad Card" step.

- Bullfrogs can **NEVER** be removed using this action.

- The Sabotage action may **NOT** be taken on a Frog on the Log Card.

- A player may **NEVER** take this action more than once per turn.

3. Score Lily Pad Cards

If any Lily Pad Cards are full after the active player has completed all of their actions, the battle on those cards is now complete and they must be scored to determine the winner of battle.

If there are multiple Lily Pad Cards to score, the active player chooses the order in which the Lily Pad Cards are scored.

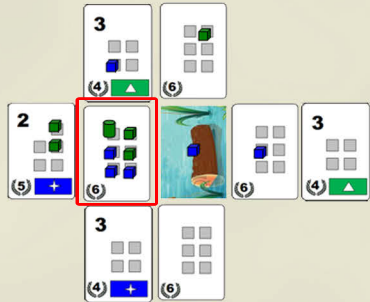
Count Frogs/Bullfrogs

Add up the points for each player's markers on the full Lily Pad Card:

- Frogs are worth 1 point.
- Bullfrogs are worth 2 points.

The player with the highest total points on the Lily Pad Card is the winner of the battle. If no single player has the highest total points, then nobody wins the battle.

For example, it's the green player's turn. The starting Lily Pad Card with 6 spaces is full. It must now be scored. The green player has 4 points (1+1+2). The blue player has 3 points (1+1+1). The green player wins the battle.



Jump Frogs/Bullfrogs

Each time a battle is completed, the Lily Pad Card sinks. Some or all of the Frogs and Bullfrogs on it jump to an adjacent Lily Pad Card or the Log Card.

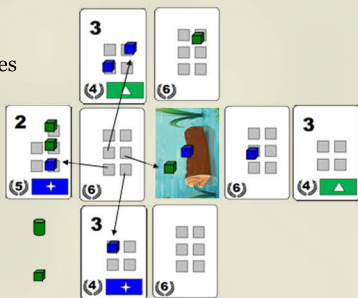
The **active** player jumps **1 Frog** or **1 Bullfrog** from the sinking Lily Pad Card to **each adjacent Lily Pad Card or Log Card**, if possible.

No more than four Frogs/Bullfrogs will ever jump when scoring a Lily Pad Card since any card can have a maximum of 4 adjacent cards.

Any remaining Frogs on the sinking Lily Pad Card are returned to their respective players' supplies, while **Bullfrogs are removed from the game.**

- The Frogs and Bullfrogs belonging to the **winner** of the battle **must be jumped last**. If there is a tie for winner, the **active** player's Frogs and Bullfrogs are jumped last.
- When jumping each player's Frogs and Bullfrogs, Frogs **must** jump before Bullfrogs.

Continuing the example, the green player has to jump his opponent's 3 blue Frogs first, as it's his turn. He chooses to jump the blue player's Frogs to the above, below and left Lily Pad Cards. He then has an opportunity to jump 1 Frog of his own color. He jumps his green Frog to the Log Card to the right. A Frog and a Bullfrog remain on the sinking Lily Pad Card. The remaining Frog returns to the green player's supply and the remaining Bullfrog is removed from the game. The green player then removes the sinking Lily Pad Card and places it in his score pile.



Remove Lily Pad Cards

After jumping the Frogs and Bullfrogs from the sinking Lily Pad Card, the winner of the battle receives the Lily Pad Card and places it face up in their play area, as part of a score pile.

If there was no winner of the battle, the Lily Pad Card is **returned to the game box** and none of the players will gain any points for the card.

The jumping of Frogs and Bullfrogs may have a ripple effect, causing additional Lily Pad Cards to fill up and require scoring.

Be sure to check for other Lily Pad Cards that have filled up and score them before moving to the "Slide Lily Pad Cards" step.

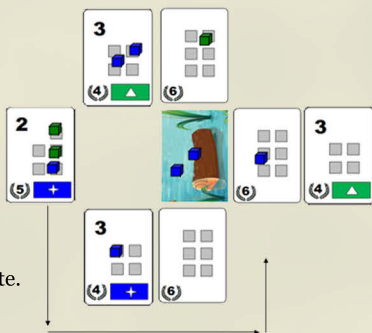


Slide Lily Pad Cards

After all full Lily Pad Cards have been scored and removed from the table, there may be Lily Pad Cards that are no longer adjacent to the central group of Lily Pad Cards (includes the Log Card). These cards must slide into position so that all Lily Pad Cards on the table form one cohesive grouping.

- The Log Card cannot slide.
- Lily Pad Cards slide 1 at a time.
- Lily Pad Cards can slide any number of spaces to become adjacent to the central group of Lily Pad Cards.
- When sliding multiple Lily Pad Cards, the active player chooses the order in which they slide.
- Sliding a single Lily Pad Card will often create another small separate grouping of cards. These must slide as well until all Lily Pad Cards are adjacent to one another.
- After sliding Lily Pad Cards, the remaining group of cards can never be a straight line.

Continuing the example, there are no more Lily Pad Cards to score, but the Lily Pad Cards on the table do not form 1 group. The blue card with 5 spaces is disconnected and must slide so it is adjacent to the grouping with the Log Card. The green player chooses to slide it down, to the right and then back up. The green player draws a card from his draw pile and his turn is complete.



4. Draw a Lily Pad Card

The active player draws one Lily Pad Card from their draw pile to bring their hand back up to three total cards. If there are no longer any Lily Pad Cards in the player's draw pile, this step is skipped.

Play continues with the player on the left.

Notes on the Log Card

- Frogs and Bullfrogs can only reach the Log Card as a result of jumping when a Lily Pad Card is scored.
- There is no limit to the number of Frogs or Bullfrogs that can be on the Log Card.
- The Log Card does not score until after the game ends.

Game End

The game ends after all Lily Pad Cards have been played and scored.

Scoring

- Each player totals the point values on the Lily Pad Cards in their score pile.
- Each Lily Pad Card of the player's color in their score pile is worth 1 point.
- Each Frog of the player's color on the Log Card is worth 1 additional point.
- Each Bullfrog of the player's color on the Log Card is worth 2 points.
- The player with the most points on the Log Card earns 3 additional points. If there is a tie for most points on the Log Card, no additional points are given.

The player with the most points wins. If there is a tie, the tied players score their Frogs (1 point) and Bullfrogs (2 points) on any Lily Pad Card still in play.

If there is still a tie, rejoice in your shared victory or play again!

Credits

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