

**Parachute Special Card:** At any time during the player's turn, they may use this special card to make a single jump with one of their frogs across a gap without a bridge. After the jump is selected, the game checks if the tile is occupied. If so, the game informs the player that they must perform another jump to a tile adjacent to the occupied tile that has a connecting bridge. This process is repeated until an unoccupied tile is jumped to, in which the game marks this special card as "used", ends the player's turn, and exists the use case. Alternatively, the player may cancel the use of this card at any time during their turn, also exiting the use case.

**Extra-Jump Special Card:** At any time during the player's turn, they may use this special card to perform an additional jump with a chosen frog after their first jump. The player selects a frog to jump as normal but is not allowed to jump to an occupied space as their first jump. The game then confirms the legality of the first jump and allows the player to perform their second jump with the same frog as the first. If the second jump lands on a tile that is already occupied, the game informs the player that they must perform another jump to a tile adjacent to the occupied tile. This process is repeated until an unoccupied tile is jumped to, in which the game marks this special card as "used", ends the player's turn, and exists the use case. Alternatively, the player may cancel the use of this card at any time during their turn, also exiting the use case.