

PAWND

A 2 player abstract strategy game by Ryan Moylan

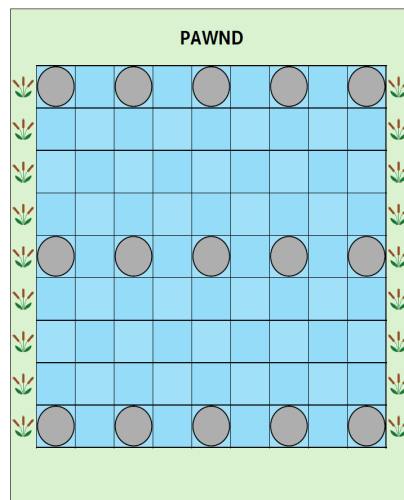
Overview

You will play as a team of 5 frogs attempting to cross a pond filled with lily pads and stones. Players alternate turns moving a single frog per turn. To win you must: **1)** Reach your opponent's starting row of stones with all of your frogs, or **2)** Capture enough of your opponent's frogs to collect 5 lily pads, or **3)** Prevent your opponent from having any possible moves on their turn.

Components

Game board showing 9 x 9 Pond grid

Contains starting row of 5 stones for each side & middle row of 5 stones



5 Frog pawns in each player color



x 5



x 5

26 Lily pad tokens



x 26

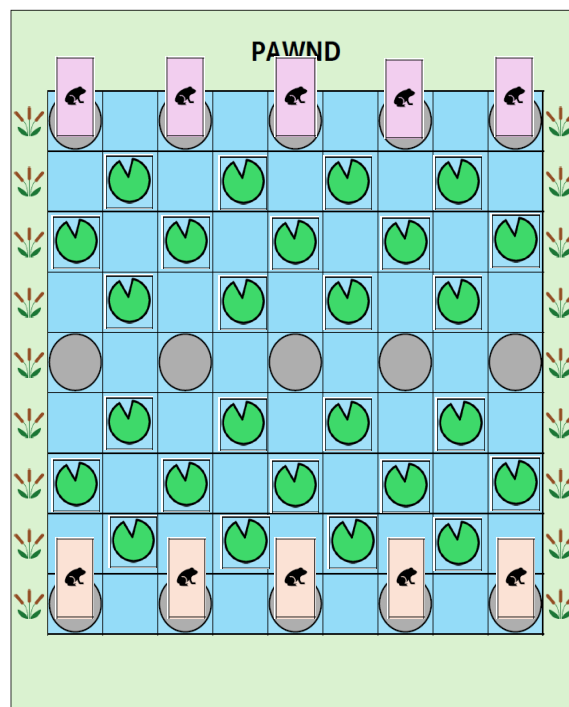
Setup

①

Each player places one of their frogs on each stone in their starting row

②

Place each lily pad token on the spaces shown so that they are diagonally adjacent to each other, the starting rows of stones, and the middle row of stones



③

Leave room next to each player to make a pile of captured lily pad tokens

④

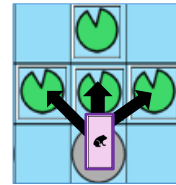
Randomly decide which player will use each frog color; purple takes the first turn

For best results, use substitute tokens for lily pads which are easy to pick up. The game can be played on a chess board by placing pieces on the intersections of spaces.

Moving Your Frogs

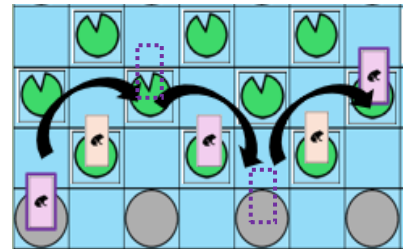
Each turn you must do either of the following actions:

1) Step - Move one of your frogs one space forward or diagonally-forward to an unoccupied stone or lily pad

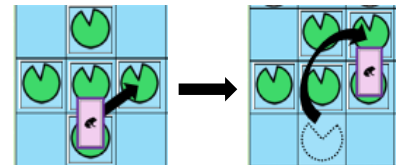


2) Jump - Move one of your frogs one or more times over adjacent frogs belonging to either player, and in ANY direction or combination of directions, to an unoccupied stone or lily pad.

You CANNOT Step and Jump on the same turn. You can only jump over a single frog at a time, never a line of 2 or more frogs.



If your frog started its movement from a lily pad, remove the lily pad and place it on a different unoccupied space anywhere on the board (i.e. contains no frogs, lily pads, stones). This will lead to the board layout gradually being rearranged throughout the game.



If you move one of your frogs to a stone in your opponent's starting row, remove the frog and leave it on your opponent's side of the board. **You win if all 5 of your frogs make it across the pond.**

In the rare circumstance where you are unable to Step or Jump with any of your frogs on your turn, you immediately lose the game.

Capturing Frogs

If you jump over any of your opponent's frogs on your turn, they are captured. You may capture multiple frogs in a single turn. The owner of the captured frog removes it from its space and places it on an unoccupied stone in their starting row of stones.

If a frog occupies a lily pad when captured, the player that captured it removes the lily pad from the board and keeps it in their play area.

If either player collects 5 lily pads by capturing their opponent's frogs, they win the game.

Note that this means capturing an opponent's frog while it occupies a stone DOES return the frog to their starting row of stones, but does NOT count toward your victory condition of capturing lily pads.