

Leapfrog

A racing game for two players

In this game the two players each have eight pieces, set out as in the diagram. The object is to be the first to transfer your pieces from one side of the board to the other.

Rules

1. The pieces – known as “frogs” – can move straight forward or sideways to the next vacant space. They cannot move diagonally.
2. There is no capturing. A frog can gain speed by jumping over another frog, either a friendly frog or an enemy. Such leaping moves can be forward, sideways or diagonal. But not backwards.
3. Leaping can be only over an adjacent frog and into a vacant space; multiple leaps are permitted.
4. The five central squares outlined by the heavy line are known as the “ditch”. A frog that finds itself in the ditch can take an ordinary move to get out – but it cannot leap out of the ditch over another frog. No frog can leap over the ditch.
5. A frog within the ditch can leap over another frog that is next to it in the ditch. However, it cannot use such a leap to escape from the ditch.

