

RIBBIT RIVALRY

Game designed by Luke Graber

For 2 to 4 players

Objective:

Be the last frog remaining in the game

SETUP

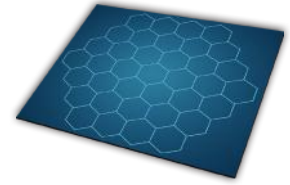
Place a lily pad on every space on the game board. After that, place each participating player's frog on their own lily pad in one of the six corners. The corners occupied will vary depending on how many are playing because every player should start as far apart from the others as possible. Have the die and jump marker close by and accessible to everyone before beginning the game.

Next, determine the playing order. The player with the highest die roll goes first. If necessary, ties should be broken with additional rolls. Turn order is clockwise after the first player's turn.

COMPONENTS



4 punchout frog standees



game board



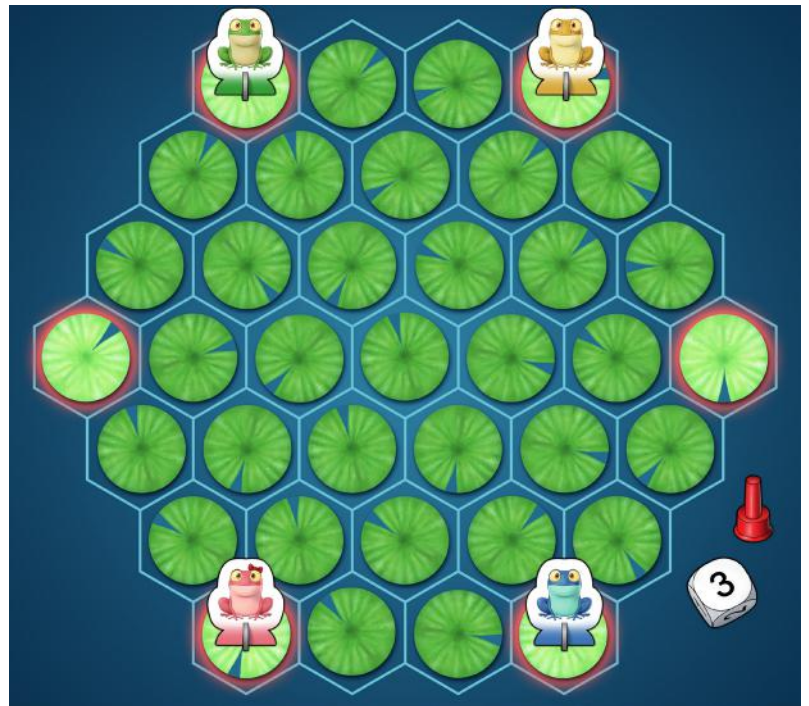
37 punchout lily pads



three-faced die



jump marker



PLAYER TURN



1. Select a new lily pad to jump towards. The lily pad you pick must be 1 to 3 spaces away from your current position and must not already be in use. If your selected lily pad is more than 1 space away, place the jump marker on it to show that you're committing your jump to it.



2. Roll the die. The number you roll will be equal to the number of spaces your jump can reach. If your targeted lily pad is only 1 space away you can simply just move there without rolling and move to the last step.



If the number rolled is high enough to reach your targeted lily pad, you'll land there.



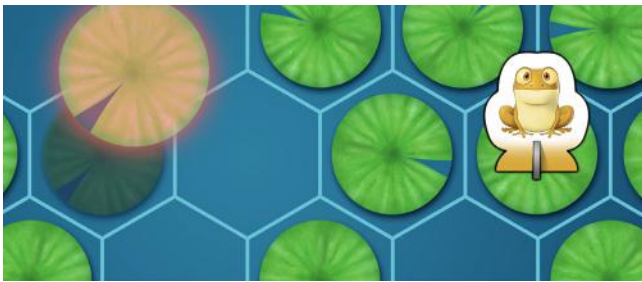
If the number rolled is too low, you'll still jump in the direction of your target but the space you land on will only be as far as your rolled number.



If the number rolled is too low and your jump path does not line up with the grid, the space you land on will be the one that lines up the closest with your jump path. *See bottom for visual clarifications on determining the jump path.*



If your jump lands you on a space without a lily pad or one with another frog already occupying it, you'll fall into the water and be out of the game.



3. After your jump has been made, remove the previous lily pad you were on from the board. From here your turn is over and the next player will go.

NOTE: You will NOT jump past your targeted lily pad if you roll a number higher than your distance from it. In other words, if your targeted lily pad is 2 spaces away and you roll a 3, you'll still land exactly on your target.

As the game progresses you'll start to run out of safe jumps you can make, so you'll have to plan ahead and take risks in order to get the upper hand on your rivals. The last frog remaining afloat on a lily pad wins!

Jump Clarifications

To determine your jump path, draw a straight line from your original space to your target space. The spaces that fall along that line are your jump path.



If 1 is rolled in this scenario you can pick between either of the first spaces since both are equidistant from the original space.