# WHAT IS IT

Frogs in the Bog is a space trucking social game where you and your friends compete using truth and deception through CB radio signals in pursuit of cargo jackpots and avoidance of pirate attacks.

# HOW TO WIN

*Work together!*
*Lie to your friends and get away with it!*
*Be the best Space Trucker and...*

## COLLECT THE MOST CARGO

## MATERIALS

- 1x Route Map (Board)
- 1x Rules Sheet
- 1x CB Radio Slang Reference Sheet
- 4x Player Tokens
- 30x Event Cards
- Paper and Pencil

## SETUP

1. Each player picks a player token and places it on the start space.
2. Shuffle the Event Card Deck and place face down.
3. Each player makes up a callsign. (their in-game trucker name)
4. Each player starts with 0 cargo, cargo is tracked with pen and paper. Determine who goes first. Our recommendation is that the person with the birthday that is earliest in the year goes first.



## BEGINNING THE GAME

To start the game, the first player must say: "Breaker One-Niner, this is ..." and announce their callsign. Then, going clockwise, each player says "5 by 5, this is ..." and announce their callsign. Once everyone has "tuned in", play commences.
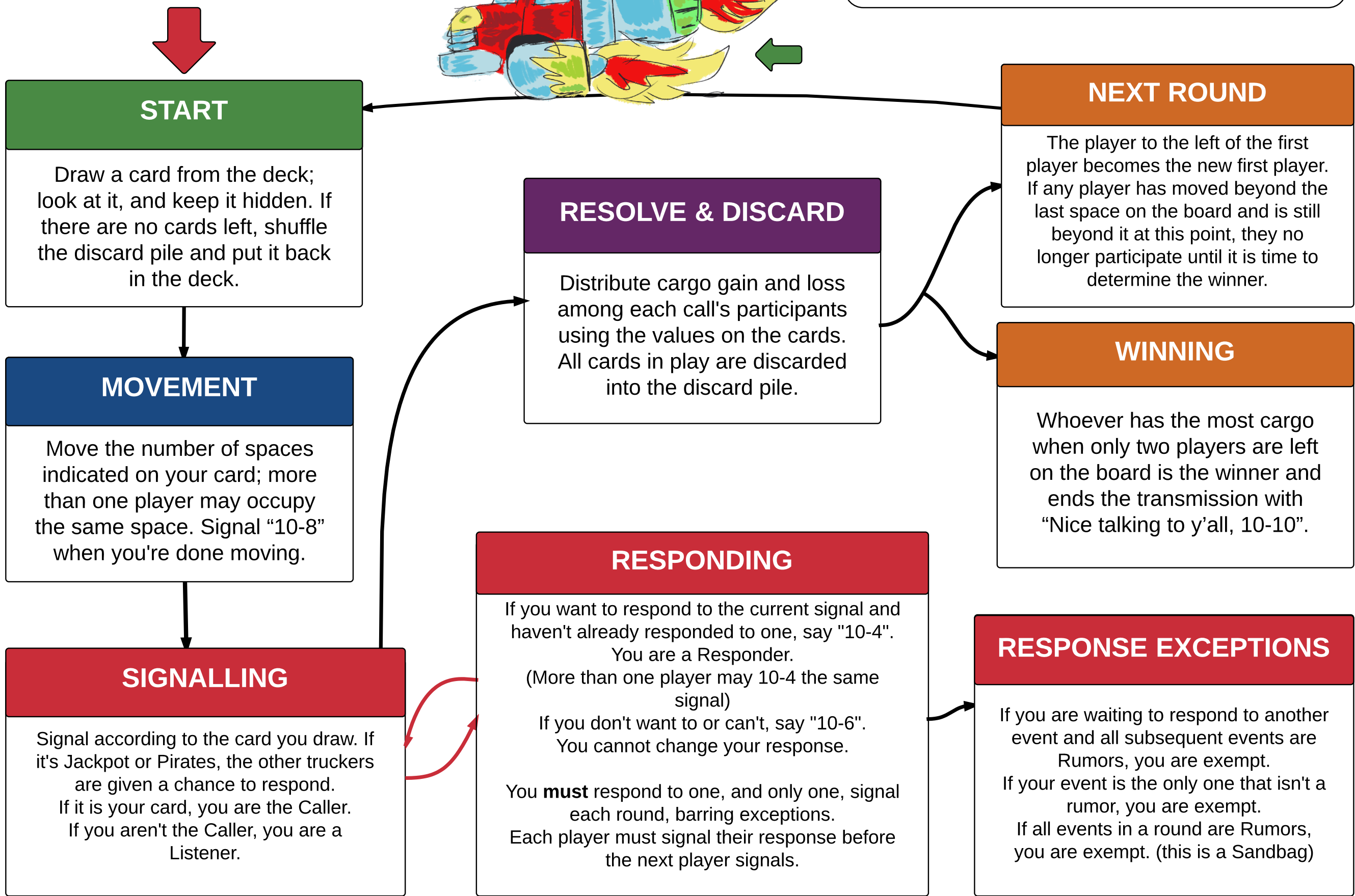
## PLAYING THE GAME

Play starts with the first player going clockwise.

Each player takes turns going through the steps below.

During the Signalling phase, one player signals, each other player Responds, then the next player Signals, repeating until the all players have Signalled.

Your cargo count can never drop below 0. You cannot be pushed back beyond the start space.

## START

Draw a card from the deck; look at it, and keep it hidden. If there are no cards left, shuffle the discard pile and put it back in the deck.

## MOVEMENT

Move the number of spaces indicated on your card; more than one player may occupy the same space. Signal "10-8" when you're done moving.

## SIGNALLING

Signal according to the card you draw. If it's Jackpot or Pirates, the other truckers are given a chance to respond. If it is your card, you are the Caller. If you aren't the Caller, you are a Listener.

## RESPONDING

If you want to respond to the current signal and haven't already responded to one, say "10-4". You are a Responder.
(More than one player may 10-4 the same signal)
If you don't want to or can't, say "10-6". You cannot change your response.

You **must** respond to one, and only one, signal each round, barring exceptions.
Each player must signal their response before the next player signals.

## RESPONSE EXCEPTIONS

If you are waiting to respond to another event and all subsequent events are Rumors, you are exempt.
If your event is the only one that isn't a rumor, you are exempt.
If all events in a round are Rumors, you are exempt. (this is a Sandbag)

## RESOLVE & DISCARD

Distribute cargo gain and loss among each call's participants using the values on the cards. All cards in play are discarded into the discard pile.

## NEXT ROUND

The player to the left of the first player becomes the new first player. If any player has moved beyond the last space on the board and is still beyond it at this point, they no longer participate until it is time to determine the winner.

## WINNING

Whoever has the most cargo when only two players are left on the board is the winner and ends the transmission with "Nice talking to y'all, 10-10".

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## JackPot!!

To signal a Jackpot!, the Caller says:
*"This is [your call sign], I have a Stop and Go. 4-10?"*

Jackpots yield 4 cargo, divided among the participants in the event. The division between players is detailed on the card. The participants change depending on whether the Caller signalled it truthfully or they lied.

| Signal | Truth | Lie |
|--------|-------|-----|
| Result | Caller and Responders split cargo. | Responders split cargo. Caller gets none. |

## Pirates?!

To signal Pirates!?, the Caller says:
*"This is [your call sign], I have a Frog in the Bog. 4-10?"*

Pirates take away cargo and move players back spaces. They have 3 power levels which modify the amount of cargo they take and the number of spaces players are moved back.

The values, detailed on the cards, are also modified by the number of participants, to the point where they can get away scot free! The participants are determined by whether or not it was signalled as a lie.

| Signal | Truth | Lie |
|--------|-------|-----|
| Result | Caller and Responders split consequences. | Responders split consequences. Caller gets away scot free. |

## Rumor??

Rumors are signalled like other events, but they cannot be responded to; instead, they are played on Pirates or a Jackpot that has *already* been signalled. If neither type has been signalled yet, you must signal "10-6" and use the Rumor on the first one to appear. If none are signalled, the round is called a "Sandbag" and all cards are discarded.

Rumors are either Good or Bad. When multiple Rumors of the same type take effect on the same event, their effects are added together (i.e. two good rumors are added together for 4x the cargo). Two Rumors of the opposite type together cancel out.

| Type of Rumor | Jackpot! | Pirates?! |
|---------------|----------|-----------|
| Good Rumor | "It's more of a Stop than a Go" 2x Cargo Given | "It's just a Pollywog" 0.5x Cargo Taken |
| Bad Rumor | "It's more of a Go than a Stop" 0.5x Cargo Given | "It's bad enough to a be a Bullfrog" 2x Cargo Taken |