



Strategically use your dice rolls to get your four frogs across six lanes of dangerous freeway traffic to the tasty flies of Fly Pond. Whoever has the most flies when the game ends, wins!

COMPONENTS

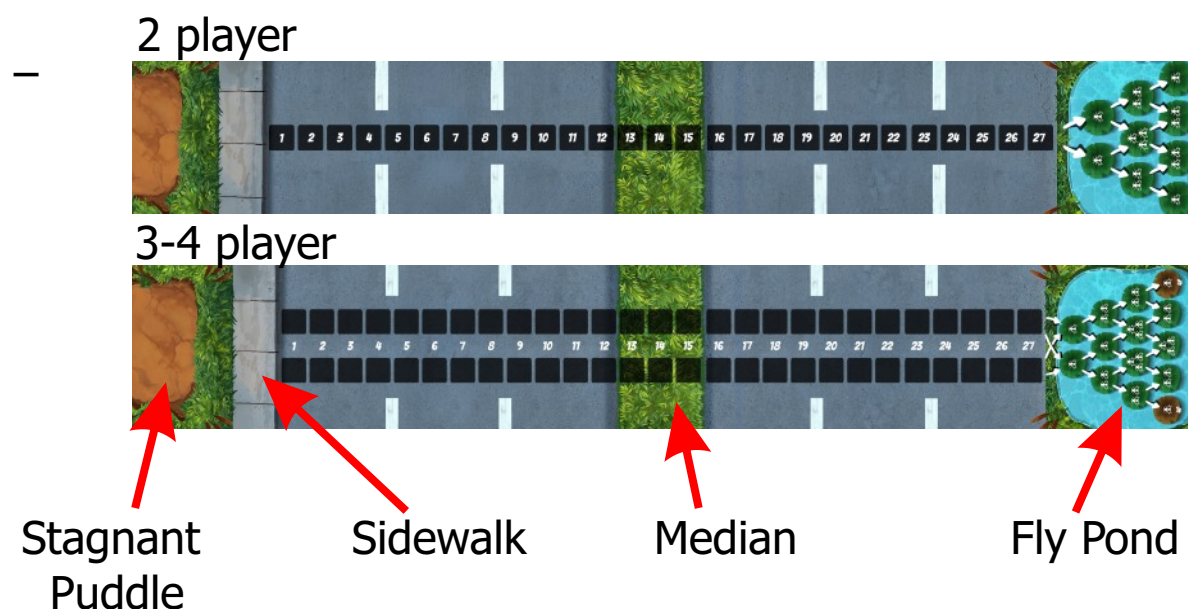
1 double sided game board
4 ten-sided dice
20 frogs (five of each color)

SETUP

Place the game board in the center of the table – faceup based on the number of players:

Each player chooses a frog color.
Place three frogs in the Stagnant Puddle, one frog on the Sidewalk and one frog in front of them as a reminder of their frog color.

Whoever most recently saw a frog in real life goes first.



ON YOUR TURN

- 1) Roll Dice
- 2) Move Frogs
- 3) End Turn

ROLL DICE

Roll the same number of ten sided die as you have frogs anywhere from the Sidewalk to spot #27. On your first turn this will be just one die.



MOVING YOUR FROGS

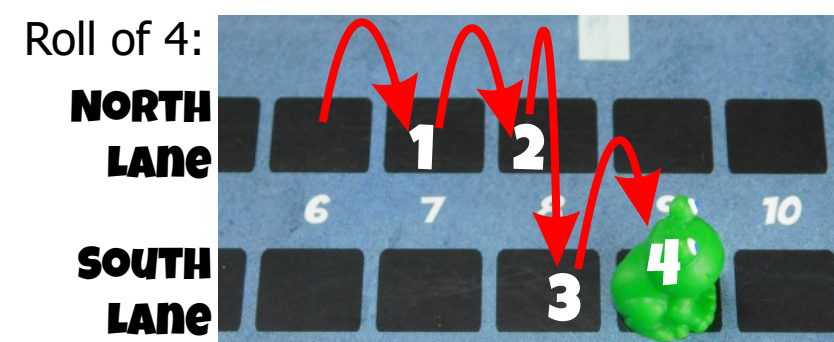
In any order, use your die rolls one at a time to move your frogs across the freeway towards Fly Pond:

- You must use the full die roll – you can't move a frog seven spots if you rolled an eight.
- Only one die roll can be used per frog - you cannot use two (or more) rolls to move one frog.
- At no time can any two frogs end up in the same space.
- You do not need to use all of your rolls (and sometimes you can't use all of your rolls).
- You cannot use a roll to move your frog out of the Stagnant Puddle.
- When moving your frogs, you may be able to move your opponents' frogs (see below).

NOTE FOR 3/4 PLAYER GAMES...

Frogs can start on either the North or South Lane from the Sidewalk, but can only change Lanes with a **Hop Over**:

- It costs one movement to hop from one Lane to the other.
- You cannot **Hop Over** more than once per frog per turn.



MOVING YOUR OPPONENTS' FROGS (FOUR WAYS TO RUIN YOUR OPPONENTS DAY)

1) HOP IN BETWEEN

If you hop a frog onto a space that is in between two frogs that are not yours (they could be the same opponent or two different opponents), that is a **Hop In Between**.



You can then use one of your unused ten sided die roll numbers to move either of those two opponents' frogs back that number of spaces towards the Sidewalk.

It is possible to move an opponent's frog all the way back to the Sidewalk (but not back into the Stagnant Puddle) – this does not need to be by exact count.

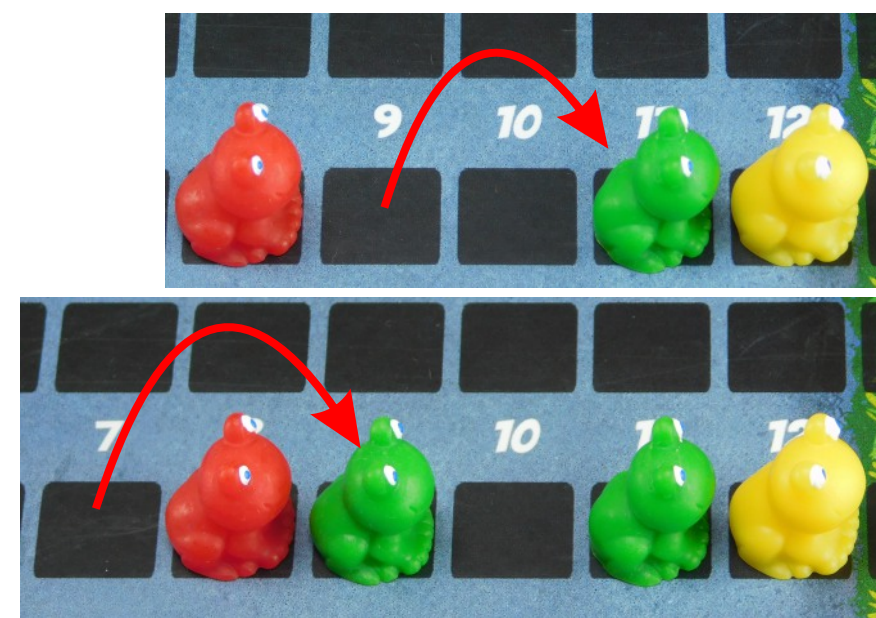
NOTE: Only frogs in spots 1↔27 can be **Hopped In Between**, frogs on the Sidewalk or in Fly Pond do not count for a **Hop In Between**!



These are examples of NOT **Hopping In Between**:

You are already in between your opponent's frogs.

You aren't hopping in between your opponent's frogs
(your other frog is in the way).



NOTE FOR 3/4 PLAYER GAMES...

- You can only **Hop In Between** frogs that are both in the same Lane as where your frog lands.
- The opponent's frog that you move must stay in the Lane it is in.

2) SQUISH

If you roll doubles, you can use both of those die to **Squish** an opponent's frog and send them backwards:

- If the opponent's frog is in spots 1-12, send them back to the Sidewalk.
- If the opponent's frog is in spots 16-27, send them back to any of the unoccupied spaces in the Median, regardless of Lane. If there are no unoccupied spaces in the Median, send them back to the Sidewalk.
- Note that the die rolls used to **Squish** cannot also be used to move any of your frogs.

3) SQUASH

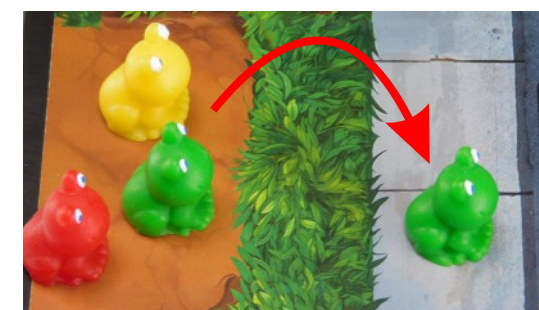
If you roll triples, you can use all three of those dice to **Squash** any opponent's frog and send them back to the Sidewalk. Or you could use two of those dice for a **Squish** and one to move your frog.

4) SMASH

If you roll quadruples, you can use all four of those dice to move all frogs in spots 1-12 back to the Sidewalk, and all frogs in spots 16-27 back to the Median (once it is full, move **Smashed** frogs to the Sidewalk). This includes your frogs! Or three dice for a **Squash** and a move, or two **Squish**, etc.

END OF TURN

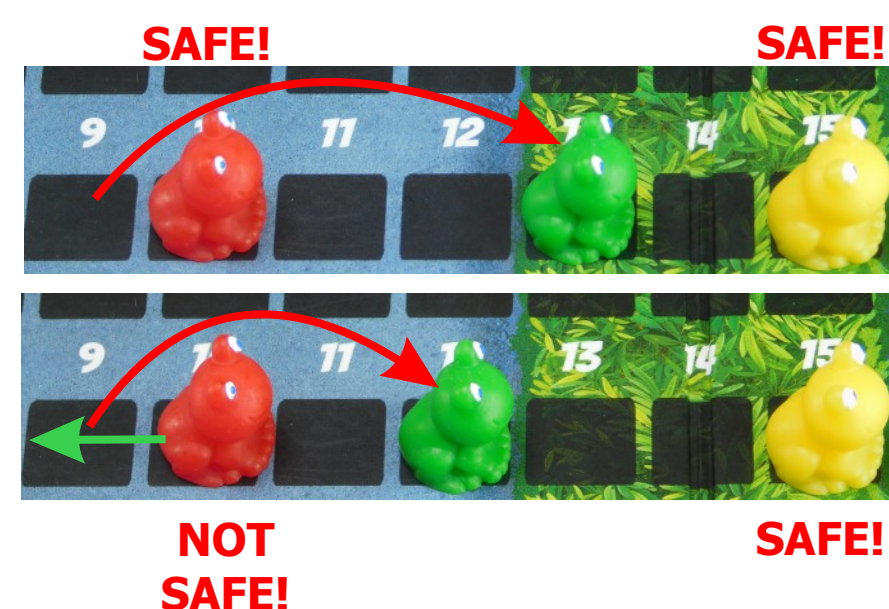
If, at the end of your turn, you still have frogs in the Stagnant Puddle, and none on the Sidewalk, move one of them to the Sidewalk. Then pass the dice to the player to your left.



THE MEDIAN

There are three special rules for the safety of the Median:

- 1) If your frog hops into any space in the Median, there is no **Hop In Between**, regardless of where other frogs are.
- 2) Frogs in the Median still count towards being **Hopped In Between**, but the frogs in the Median cannot be moved.
- 3) Frogs in the Median cannot be **Squished**, **Squashed** nor **Smashed**.



THE LILYPADS OF FLY POND

Once a frog has landed on a Lilypad, they cannot be moved by anything (die roll, **Hop In Between**, **Squish**, **Squash** or **Smash**).

- Frogs must land on a Lilypad on an exact roll.
- Frogs can only hop through the pond along the arrows, whether there is a frog on that Lilypad or not.
- The brown Lilypads are only used in the four player game (ignore for a three player game).

WINNING

Whoever gets all four of their frogs to Fly Pond first ends the game – and gets a bonus of 2 flies.

Everyone counts up the flies on the lily pads they occupy - high score wins!

Need a tie breaker? Drop the 2 fly bonus. Still tied? Frogs love to share victory.

GAMING SUGGESTION

As you use a die roll to move a frog, put that die next to that frog to help keep track.



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