

- 1 meadow game board
- 32 plastic frogs (8 each pink, blue, yellow, orange)
- 4 wooden hopping sticks
- 4 lily pads
- 36 mosquito cards
- 32 game round goal cards (8 per player)
- 4 scoring tiles
- 8 ladybug tokens



5 Sort the game round goal cards by their back sides into 8 stacks. Place these stacks face down off to one side of the playing area.



How to play

Everyone plays simultaneously. Each game will include **Regular** and **Speed** rounds.

Start of a round: Each take 1 game round goal in your player color from the 1st pile. So, everyone will have the same goal each round. Set the game round goal in front of you so that the arrow points towards the box.

On the start signal “Happy Hopping!” you all let your frogs jump **from your water lily** at the same time. You may move your water lily within your area. Whoever wants to, uses the hopping stick. With a little luck, the frog will hop to the right place and help you reach the round’s goal! If your frog lands in your own area, let it hop again.

Note: You are not allowed to let foreign frogs jump. Once your own frogs have hopped **out of your area**, you may not let your own frogs jump in that round either.



Regular round

Let your frogs jump. Whoever is the first to run out of frogs shouts “Ribbit!” loudly.

The other players keep playing until all frogs have hopped. Then the round ends.

The player who shouted “Ribbit!” gets to collect 1 🐸.



Speed round

Let your frogs jump. Whoever is the first to achieve this round’s goal shouts “Stop!”

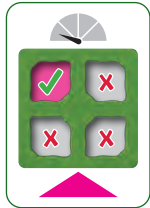
This ends the round for everyone **immediately**. The player who shouted “Stop!” and correctly accomplished the current round goal gets to collect 1 🐸.

The winner takes **2 mosquito cards** and everyone else takes 1 mosquito card. In case of a tie, the tied players each take 1 mosquito card and all others do not get a card.

After the round is over, retrieve your frogs from the ponds (or wherever they may have landed) and return them next to your lily pad. Set aside the previous game round cards and each take your new game round goal from the next stack.

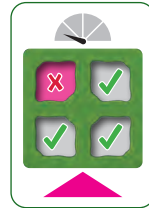
A frog counts toward the round goal if at least half of it is in the right place at the end of the round. Frogs that land on their backs also count.

All frogs in your own pond



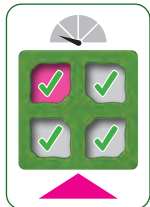
Make your frogs hop **only into your own pond**. At the end of the round, count **all** frogs in your own pond. Frogs on the meadow do not count. The player with the **most frogs** in their pond is the winner of this round. Please note - do not use this goal if you are playing with only 3 players!

The fewest frogs in your own pond



Make your frogs hop **only into other players' ponds**. At the end of the round, count **all frogs** in your own pond. Frogs on the meadow do not count. The player with the **fewest frogs** in their pond is the winner of this round.

The most frogs in any ponds



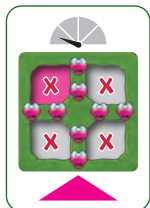
Make your frogs hop into **any pond**. At the end of the round, count **all of your frogs in all ponds**. Frogs on the meadow do not count. The player with the **most total frogs in ponds** is the winner of this round.

No peeking! The most frogs in any ponds



Keep your eyes closed when you make your frogs hop toward the ponds. At the end of the round, count **all of your frogs in all ponds**. Frogs on the meadow do not count. The player with the **most total frogs in ponds** is the winner of this round.

The most frogs on the meadow



Make your frogs hop **onto the meadow**. At the end of the round, only count your own frogs on the meadow. Frogs in ponds do not count. The player with the **most of their frogs on the meadow** is the winner of this round.

1 frog in each pond



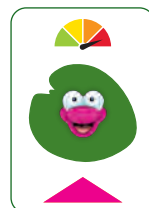
Make your frogs hop so that **at least 1 of them lands into each pond**. Once there is at least 1 of your frogs in each pond, shout "Stop!" loudly. The first player to call out "Stop!" and correctly accomplished the game round goal wins this round.

First frog in the center of the meadow



Try to hop your frogs in the center of the meadow. As soon as one of your frogs lands in the center, shout "Stop!" loudly. The first player to call out "Stop!" and correctly accomplished the game round goal wins this round.

First frog on another player's lily pad



Make your frogs hop **onto another player's lily pad**. As soon as one of your frogs lands on someone else's water lily, shout "Stop!" loudly. The first player to call out "Stop!" and correctly accomplished the game round goal wins this round.

Game end

The game ends after the 8th round or, in a game of three, after the 7th round. Then pick 1 scoring tile at random and turn it over. Now, all of you take a look at your mosquito cards to see how many mosquitoes you have collected in that color.



Example:

Scoring tile
"Red mosquito"

There are 6 red mosquitoes on the
player's collected mosquito cards.

The player who caught the most
mosquitoes of the color shown on the
scoring tile is the winner of the game
and from now on is called

Master-Mosquito-Snatcher!



There are other awards too!

The player who collected the most
mosquito cards, is now officially a

Frog Champion!



The player who collected the most
ladybug tokens, from now on
bears the title

Turbo Hopper!

Playing is Passion!
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