

# Army of Frogs<sup>®</sup>

Army Of Frogs is a game for 2-4 players that uses different coloured hexagonal shaped Frog stones connected to one another to form an island. The shape and size of the island is constantly changing as players add new stones and move existing stones with the attempt to link all of their own colour Frog stones.

## Object of the game

The object of the game is to link all of your own colour Frog stones that are part of the island in any pattern, with a minimum of seven to win. If there are eight, nine or ten of your own colour Frog stones in the island, then you need to link all of them to win.

## Set up

Each player indicates the colour they would like to play, by taking the round marker tile of their chosen colour and placing it on the table in front of them, so that it can be clearly seen throughout the game. Then each player takes the ten Frog stones of their chosen colour and puts them in the bag provided. Any remaining stones are put away and not played with. The stones in the bag are then mixed.



Choosing a starting player and working clockwise each player takes two Frog stones randomly from the bag and put these next to their marker tile on the table, so that they can also be clearly seen. The game then starts with the Chosen starting player.

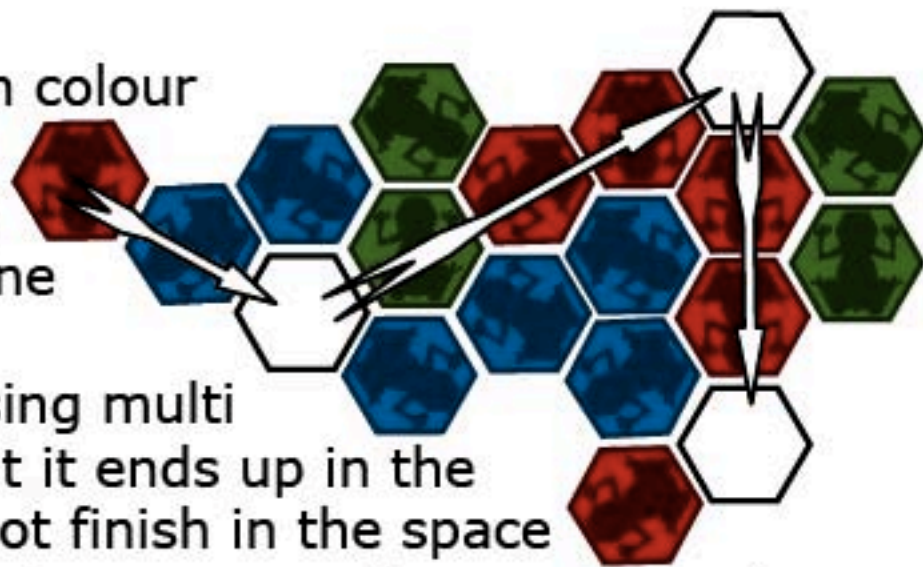
## Actions: Move, Add, Take

Each players turn consists of three actions and they must undertake all three actions in their turn, if possible. The actions must also be undertaken in the following order.

- 1) **Move** one of your own colour Frog stones that is already part of the island to another position.

You may only move your own colour stones and by jumping over at least one other stone, not diagonally but in a straight line to the next available space.

You may move your stone using multi jumps in any one turn so that it ends up in the desired space but you may not finish in the space you first started. If you cannot move one of your stones for any reason, you then go onto the next action.



2) **Add** a Frog stone to the island where it links to at least one other stone and does not break the string rule (See string rule). The first player starts the construction of the island by adding one stone in the centre of the table. You can add your opponents colour stones anywhere but may only add your own colour stones where they are not in contact with any of your existing stones.

If you cannot add a stone for any reason, you go onto the next action. Once all the stones are added you continue to play without adding new stones.

3) **Take** a new stone randomly from the bag, to replace the one you have just added to the island. Each player must only have a maximum of two Frog stones in their hand at any one time, if you already have two stones do not take another. Once there are no more stones in the bag, you continue to play without taking new stones.

## Special rules

The structure of the island is very important to the game and how it plays, it is constantly changing shape and growing in size, as more stones are added and moved to other parts of the island. Therefore there are two special rules that control this structure and keep the game flowing.

The one island rule and the string rule.

### One island rule

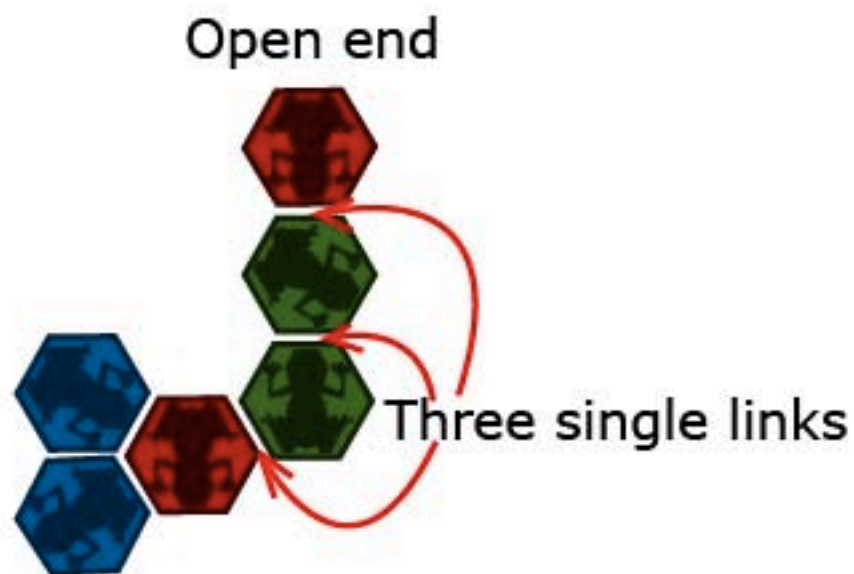
You may not move a stone to a position where it creates more than one island. If a stone is the only link between two or more parts of the island, it may not be moved, unless it is moved to a position where it re-links the island.



## String rule

You may not add or move a stone, to or from a position that would create a string of three or more single links, coupled with an open end to the string.

(Open end meaning that the last stone in the string has no other stones attached to it other than the previous one).

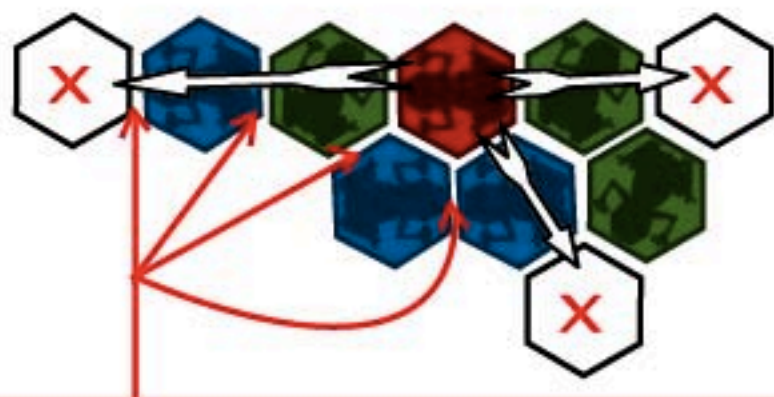


## Examples of string rule

A) Adding a stone to any of the positions marked with an X would violate the string rule.



B) Moving the red stone to any of the positions marked with an X would violate the string rule.



Because it would create three or more single links here, and would have an open end.



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