

Box of Frogs

Designed by Ellie Dix

3-5 players | 20-30 minutes | Age 6+

Aim:

Quickly fill your box with frogs, in your target pattern, while avoiding cats.

Components

- 5 boxes
- 150 frogs
- 25 cats
- ?? box cards
- 3 scoring tracks
- 5 large scoring frogs
- 5 score markers

Set up:

- Put all the required frogs and cats in the middle of the table, according to the list below:
 - 3-player game: Red, Blue and Yellow frogs and cats.
 - 4-player game: Red, Blue, Yellow and Green frogs and cats.
 - 5-player game: All frogs and cats.
- Each player takes a box and a level 1 box card.
- Select the right scoreboard for the player count. Place the large scoring frogs to the side of the board. Each player selects a scoring pawn and puts it on the zero space on the score track.

How to play:

This is a speed game. All players play simultaneously.

On each round:

- Countdown from 3 to zero to signal the start of the round.
- Players grab frogs and place them in their box. They may only hold one frog or cat in each hand at any one time.
- Players race to fill their box with frogs in the configuration on their box card. Players must place frog counters with the frog-side up. Players should avoid boxing cats as they will prevent the player from scoring.
- When a player has filled up their box, they grab one of the large scoring frogs and place it on the first space on the scoring track. This colour frog will score 1 point each in players' boxes.

- The next player to finish grabs another frog and places it on the second space.
- When the penultimate player has finished, the last player must stop immediately. The final colour frog is placed on the last spot on the score track. These frogs will score -1 point each.

End of round:

- The last player scores 0 points for the round, even if they have completed their board.
- Each other player scores 5 points if they have completed their box card correctly. To score:
 - Frogs must all be face-up.
 - There must be no cats.
 - The configuration must match the card.
- Then all players except the last player score 1 point for each colour frog in the +1 pt scoring position AND -1 point for each colour frog in the -1 pt scoring position. Players cannot drop below zero on the score track.
- All frogs and cats are returned to the centre of the table and shuffled.
- Each player who successfully completed their box card takes a card from the next level up. You're ready for another round.

End game:

The game ends at the end of the round in which at least one player has completed 5 box cards.

The player with the most points wins.