

Froggies



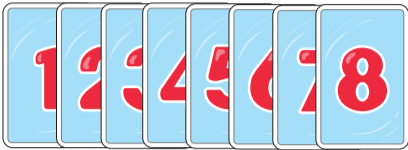
A game by Haim Shafir, with art by Marina Zlochin

Players: 2-4

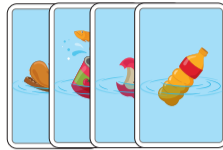
Ages: 5 and up

Playing Time: about 20 minutes

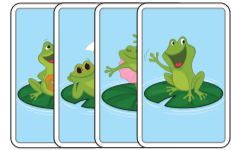
Components



48 number cards
(6 each with values 1 to 8)



8 trash cards



4 Froggy cards

The Goal of the Game

You need to straighten up your lily pad!

Reveal and replace the cards in front of you. Put the numbers in order, throw away trash, and let wild froggies help you be the first to put your cards in order!

Setting Up the Game

Shuffle all the cards together and deal eight face-down cards to each player. Place your cards in a row in front of you without looking at the other side. The remaining cards make up the face-down draw deck. Next to the draw deck, you're going to create a face-up discard pile during the game.



Draw Deck

Discard Pile



Two-Player Setup

Quick Rules

See page 2 for the complete rules.

Play in a clockwise direction. The last player who saw a frog goes first.

1 Draw a card (from the draw deck or the discard pile).

2 What kind of card is it?



Froggy card



Number card



Trash card

Froggies are wild! You can replace any face-down card in your row. Then look at the replaced card and go back to **What kind of card is it?**

Is it a number already in your row?

NO

YES

Discard your card.

Replace the card in the matching space of your row: 1 goes on the left, then 2, and so on until 8 goes in the last space. Then look at the card that was in that space and go back to **What kind of card is it?**

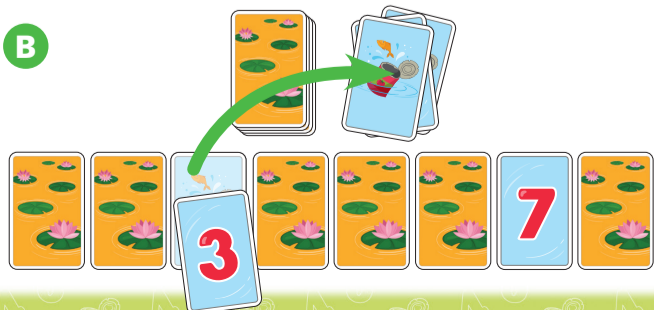
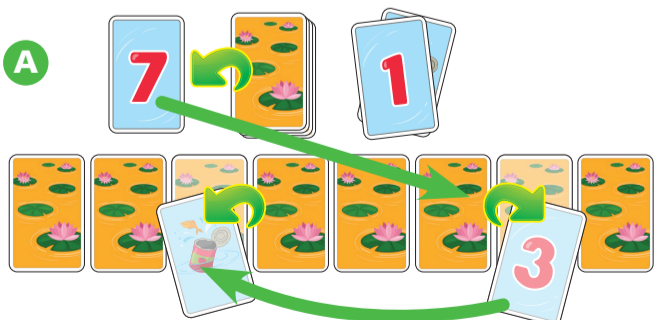
Special rule: If there is a Froggy card in the space for the number on your card, you may replace the Froggy with the number card, and then move the Froggy to any other space in your row. Then look at the replaced card and go back to **What kind of card is it?**

If all the cards in your row are either numbers or Froggies, in the correct order, you are done and everyone else gets one more turn! Otherwise, it is the next player's turn. See rules for the end of the round on page 2.

3 Did you complete your row?

Example: **A** Anna-Lena draws a 7. She puts it in the "7" spot in her row, and then looks at the card that was in that spot. It is a 3, so she puts it in the "3" space in her row.

B Then she looks at the card that was replaced. It is a Trash card, so she puts it in the discard pile. Her turn is over.



Full Game Rules

The Cards

There are three different types of cards in *Froggies*:

Number Cards

Each number card has a value between 1 and 8. These are the cards you'll try to place in your card row in the right order.

Froggies

Froggies are wild cards. They can take on any value from 1 to 8. Also, they can jump around your card row and help you more than once.

Trash Cards

If you draw a trash card, your turn ends immediately. Trash cards never go in your card row; they always go straight to the discard pile.

Putting Cards in Rows

You must always place your cards in the space in your row that matches its number: A 1 goes in the first place in the row, all the way to the left, a 2 goes in the second place, and so on.

If there is a **face-down card** in the place you want to put your new card, take it out of your row and put the new card there. Then, look at the card you've taken out of your row and try to put it back in your row in the correct place. Continue until you have to put a card in a place where there is a face-up card already or until you reveal a trash card. When either happens, put the card you currently have in your hand on the discard pile and end your turn.

Froggies

When you place a Froggy in your card row, you get to pick where you want it to go. If you find a card that goes in that spot later in the game, you can still put it there. Simply take the Froggy and move it anywhere else in your row.

The End of the Round

When one of you manages to get their whole row in order with numbers from 1 to 8 (or Froggies), all the other players get one last turn each. After that, you all reveal any face-down cards you still have in your rows. With a little luck, you'll end up with a perfectly sorted card row, even if you hadn't revealed all of your cards until then. All players who now have a completely ordered card row start the next round with a shortened card row that has one card less.

Next Round

Shuffle all the cards together again and give each player the number of cards they currently need for their rows. The player who completely ordered their card row first in the last round goes first.

Note: Some of you now have shorter card rows. If you draw a card that can't go in your row anymore because the number is too high, it acts like a trash card. Each card row must always start with a 1.

Example: Anna-Lena sorted her card row perfectly in round one, so she uses one less card in her row for the second round. She only has to put seven cards in order, so any cards with an 8 on them count as trash cards for her.

The End of the Game

Each time you complete a row, you'll start with one less card in your row: 1-8, then 1-7, then 1-6, and so on.

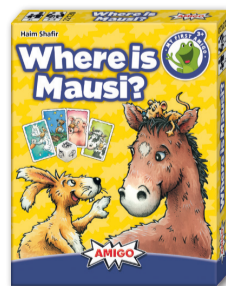
If any player only has one card left in their row and manages to sort it correctly, the game ends. In order to do that, they'll need either a 1 or a Froggy. The first player to do this wins the game! If more than one player gets there at the same time, they are all winners.

Shorter Game for Tadpoles

Younger players who want a shorter game may play a single round: the first player to complete their row of 1-8 wins the game!

MY FIRST AMIGO

These are games that are designed for younger children (some as young as 3 years old) to teach basic game skills, reinforce STEM and behavior skills, and still be enjoyable to play!



You have purchased a quality product. Should you have any reason for complaint, please do not hesitate to contact us.

Do you have any questions? We will be glad to be of help:
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