

FLIPPITY FROGS GAME

Instructions

Basic Game

Ages 4 - 6

2 - 4 players

Game Time: 15 minutes

Includes

- 4 frog markers
- 4 seesaw flippers
- 26 board pieces
- 1 game board

Object

Collect the most pond pieces.

Set Up

Spread out the pond pieces on the board *number-side down* in any random way. It's okay if the pond pieces hang off the side of the board or overlap one another. *Go Again!* pieces should be face down. Let all the players have a few minutes to practice flipping their frogs. Remember to keep the arrow pointed toward the board. The youngest player goes first and play continues clockwise around the board.

How to Play

Players take turns flipping their frog toward the pond pieces. When a frog lands mostly on a piece, the player collects that piece. If the back of the piece says *Go Again!*, the player should go again. If a player does not land on a pond piece, the player takes back his frog and waits for his next turn. If a frog lands on two pond pieces, the player takes both pieces.

As pond pieces are removed from the board, players can shift the remaining pieces on the board so that they are more spread out. Players can also move their seesaw flippers throughout the game.

When all the pond pieces have been collected, players count up the number of pieces in their pile. The player with the most pieces wins!

If a player lands on the tadpole at any point in the game, that player automatically wins!

Challenge Game

Ages 6 - 8

2 - 4 players

Game Time: 15 minutes

Object

Collect one pond piece of every number.

Set Up

Spread out the pond pieces on the board *number-side up* in any random way. It's okay if the pond pieces hang off the side of the board or overlap one another. *Go Again!* pieces should be face up. Let all the players have a few minutes to practice flipping their frogs. The youngest player goes first and play continues clockwise around the board.

How to Play

The object of the challenge game is to be the first player to collect one pond piece of each number, 1 through 5. Players do not have to collect pieces in number order. Play as you would in the Basic Game with each player taking a turn. If a player's frog lands on *Go Again!*, the player takes any pond piece they want and goes again. The *Go Again!* piece is then removed from the board. Players should not collect numbered pieces that they already have. The first player to collect one pond piece of each number, 1 through 5, wins!

Add a math element to the game!

Do not play the challenge game as is, but have players set a goal number they are trying to reach. A good goal number is 20, but it can be 5 for a quick and easy game. The first player to collect pond pieces that add up to the goal number wins!

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WARNING:

CHOKING HAZARD — Small parts.
Not for children under 3 years.