

Frogs!

ON



TABLETOPIA

Object

Take control of the pond by eliminating the other players. Play continues until only five frogs (in any combination of colors) are left. The player with the most frogs on the board wins the game.

Elimination

Frogs are eliminated when surrounded by a combination of water and frogs of any other color so that it can not move. As you can see here, the red frog is surrounded by water tiles, a yellow frog, and two blue frogs. With no friendly red frogs giving it moral support, it hops into the pond and is eliminated as soon as it is surrounded.



In this example, both red frogs are eliminated. Groups of frogs can be eliminated if they are all surrounded at once. If the two tiles below the green frog were water, the green frog would also be eliminated. It is even possible to eliminate multiple colors of frogs at the same time, if they all become surrounded by water or frogs of any other color.

Setup

The playing field (the pond) is made up of hexagonal tiles. On one side of these tiles is a lily pad. On the other is open water. The pond always starts with all the tiles face up, or lily pad side up.

On Tabletopia, all the tiles are in the blue bag at the corner of the game board. Drag tiles out of that bag and onto the central pond board. You'll notice that they snap onto the board in a grid pattern for easier placement. Feel free to create your own layouts of tiles however you wish, but all players must agree on the final pond layout. If you do not wish to create a tile layout from scratch, there are three setups for 2, 3, and 4 players with tiles already laid out. You are also free to alter these layouts to your liking. There are plenty of tiles in the bag to add more.

Once the pond tiles are all laid out, each player takes the six frogs of his or her chosen color and places them on one edge of the pond, one frog per tile. All the frogs must be adjacent to at least one other frog of the same color. The frogs are also already positioned in the pre-set setups available to you.

Gameplay

Use the green bag to determine play order. Draw the tokens from the bag and lay them underneath the bag in the order drawn. Play begins with the player at the top of the column and proceeds downward.

On their turn, players move a number of frogs equal to the number of opponents. So each player moves 1 frog in a two-player game, 2 frogs in a three-player game, and 3 frogs in a four-player game.

Frogs can move in any direction. They can only move onto lily pads, and they can only move one tile each turn.

After each frog moves, flip over the next tile in line. If a frog moves to the edge of the board, there is no next tile to flip. Likewise, if there is a frog on the tile that would flip, it does not flip.

If the blue frog moves to tile A, tile B gets flipped to show open water since tile B is next in line.

Likewise, if the red frog moves to tile X, tile Y gets flipped to show open water since tile Y is next in line.



Players may not pass, and must move the pre-determined number of frogs. If a player does not have that many frogs left, then he or she must move all remaining frogs.

Once all of a player's frogs have been moved, play passes to the next player as determined by the tokens under the green bag.

Play continues until there are only five frogs left on the playing field.

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