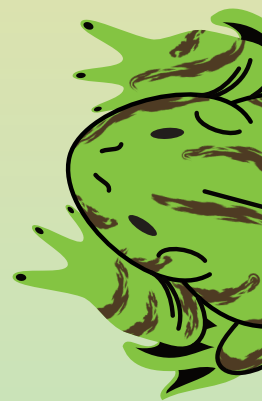


FROGS IN RAYNE

In the town of Rayne, Louisiana, there is a *toadally* awesome tradition where frogs gather to prove they have the fastest feet in the South. The annual competition takes a lot of luck, some careful planning, and enough hope to hop over any amphibian in your way!

Frogs In Rayne offers calculated, fast-paced fun for teens and adults, and helps children develop skills like addition, opportunity cost, spatial planning, and probability. We encourage you to mention these elements when playing with your young tadpoles.



Objective

Be the first player to move all 3 of your frogs from *Geaux* into different *Winner's Circle Sections*!

Rule Book



Components

1 18 Frog Meeples

2 6 Player Cards

3 30 Star Lily Pads

4 2 Dice

5 Game Board



Parts of the Game Board

A Geaux (Go)

All frogs start the race here. Multiple frogs can sit on this space.

D Yellow Lily Pads

Star Lily Pads can't be placed here.

G Winner's Circle Sections

Get your frogs into different **Winner's Circle Sections** in order to win.

B Green Lily Pads

Can be hopped onto from **Geaux**.

E Waves

Show which spaces a frog can hop onto from their current position.

H Finishing Spaces

The spaces available to hop onto in **Winner's Circle Sections**.

C Brown Lily Pads

Allow frogs to move closer and closer to the **Winner's Circle Sections**.

F Checkered Flags

These areas separate the **Winner's Circle Sections**. Frogs cannot hop here.

I 2-3 Player Setup Guides

Shows where to start placing frogs when setting up 2-3 player games

Set-Up

Place the game board on the correct side based on the number of players shown on **Geaux**.

(Remember: **Geaux** is the only place where multiple frogs can sit. There is no limit to the number of frogs allowed on **Geaux**.)

Each player chooses a color and takes the **Player Card** and all of the frogs of that color. Based on the player count, players place one or two of their frogs on **Geaux**, and their other frog(s) nearby.



Player Count	2-3	4-6
Frogs Placed on Geaux	2	1

Whoever lives the furthest away from Rayne, Louisiana starts the game. Turn order continues to their left.

Create piles of **Star Lily Pads** around the game board so that they are in reach of each player.

2-3 Player Setup: Finishing Spaces

In games with lower player counts, unused frogs from other teams are excited to cheer on their fellow amphibians! A number of these frogs are placed on **Finishing Spaces** at the start of the game, blocking you from accessing them.

2 players: place frogs onto six **Finishing Spaces** (three **Winner's Circle Sections**) that are next to one another on the game board.



The red, and green frogs are racing!

The grey, and yellow frogs are cheering from **Finishing Spaces**!



3 players: place frogs onto three **Finishing Spaces** that are next to one another on the game board.



The red, green, and brown frogs are racing!

The grey frogs are cheering from **Finishing Spaces**!




To determine which **Finishing Spaces** to fill, roll a die and find the **Winner's Circle Section** with that number in the corner. Place frogs onto both of those **Finishing Spaces**.

Continue clockwise, placing frogs onto **Finishing Spaces** until the correct amount for your player count (3 or 6 frogs) is met.



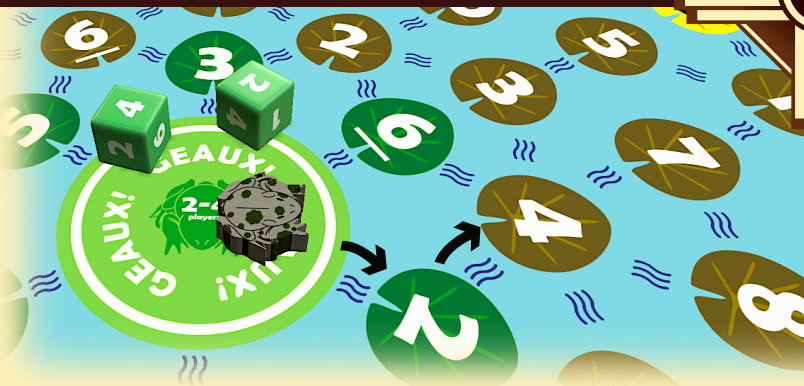
Moving Frogs

On your turn, roll both dice and use either their sum, or each individual die to hop onto lily pads. With multiple frogs in the race at once, you may use one die to move a frog, and the other die to move another.

To move from one lily pad to another, there must be a **Wave**  between the two lily pads. Your dice roll (individually, or the sum of both) must match the number on the lily pad you intend to land on.

Each die value can only be used once per turn to move.

You may move in any direction.



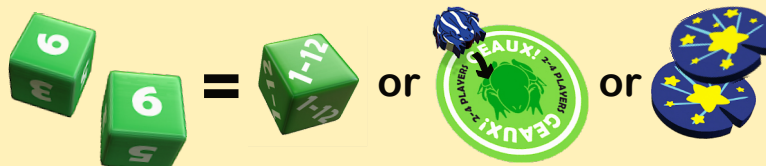
*Example: Rolling a 2 and a 4 would allow the grey frog to add those numbers and hop onto the 6 **Green Lily Pad**, or more beneficially, hop onto the 2 **Green Lily Pad**, and then hop onto the 4 **Brown Lily Pad**.*

Rolling A Double


Rolling a **Double** (both dice matching) allows you to choose one of the actions below, instead of moving:

- Use the **Double** as any one number to move onto a lily pad.
- Bring your 2nd or 3rd frog into the race on **Geaux**.
- Place 2 **Star Lily Pads** onto the game board or your **Player Card**.

(Note: Instead of choosing one of these actions, you may use the matching numbers rolled to move, as normal.)

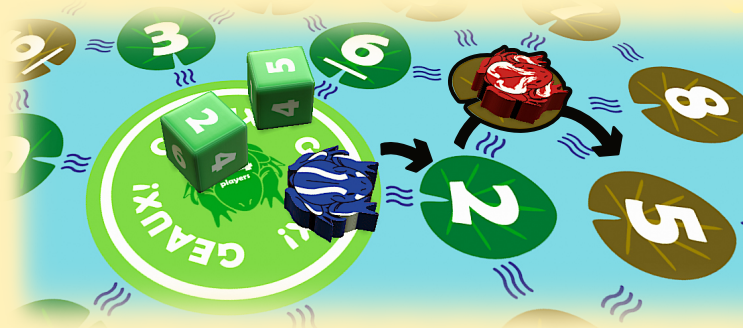


Leap Frogging

Because **frogs cannot share lily pads**, you can **Leap Frog** other frogs. If a frog (even one of your own) sits on a lily pad that is connected by a **Wave**  then you may leap over that frog onto a lily pad that matches your dice.

To do so, your dice (individually, or the sum of both) must show the number on the lily pad you intend to land on.

*Example: Rolling a 2 and a 5 would allow the blue frog to hop onto the 2 **Green Lily Pad**, and because of where the red frog is, the blue frog can use their 5 to **Leap Frog** the red frog onto the 5 **Brown Lily Pad**.*



Star Lily Pads

You can earn *Star Lily Pads* by choosing to take two when rolling a *Double*.

Each turn, you also have the choice to place a *Star Lily Pad* instead of using your dice roll to move your frog(s). You cannot use one of your two dice rolls and also gain a *Star Lily Pad*.

You always have the choice to either:

- Place your *Star Lily Pad* onto the game board
- Place your *Star Lily Pad* onto your *Player Card* (unless your *Player Card* is already filled)

*Example: Rolling a 5 and a 1 would allow the grey frog to move closer to a Winner's Circle Section, but the player may not see this as a beneficial move, because of where other frogs are. This player can choose to place a *Star Lily Pad* instead.*

Game Board: Place *Star Lily Pads* on top of any lily pad on the game board that is not yellow, or occupied by a frog. These lily pads stay on the game board, and you can hop onto them with any number you roll.

*Example: Rolling a 6 and a 3 would allow the red frog on *Geaux* many choices, but considering where the other red frogs is, it may be best for this player to use their 6 to *Leap Frog* both the green frog and grey frog, landing on the *Star Lily Pad*. Then use their 3 to move even closer to another *Winner's Circle Section*.*



Player Card: Place *Star Lily Pads* onto your *Player Card* to use a special action.

- Before rolling your dice, spend 2 *Star Lily Pads* to set one die on any face.
- Instead of rolling, spend 3 *Star Lily Pads* to use your dice roll as a *Double*.



*Example: Before rolling their dice, the green player can spend 2 *Star Lily Pads* to set one of the die faces to a 5.*

*This ensures that they will be able to hop onto the 5/10 *Finishing Space* in this *Winner's Circle Section*.*

Finishing Spaces

Each of the six *Winner's Circle Sections* contains two or three *Finishing Spaces* (depending on player count). To hop onto a *Finishing Space*, you must roll either of the two numbers shown inside of a *Finishing Space* that is not occupied.

From a *Yellow Lily Pad* frogs are able to hop onto any of the two (or three) *Finishing Spaces* in the connected *Winner's Circle Section*.

Example: Rolling a 4 and a 3 would allow the green frog to move on the 3/9 *Finishing Space*.



Instead of bringing your 2nd or 3rd frog into the race by rolling a *Double*, you may do so at no cost when you move one of your frogs onto a *Finishing Space*.

Note: You may use one die to move a frog onto a *Finishing Space*, which would bring a new frog into the race, then use your other die to move the frog just placed on *Geaux*.

Example: Rolling a 4 and a 3 would allow you to move your frog on the *Yellow Lily Pad* to onto the 4/8 *Finishing Space*, bring another frog into the race on *Geaux*, then move that frog with your 3 die.



Winning The Race

To win, be the first player to get your frogs onto *Finishing Spaces* in three different *Winner's Circle Sections*.


The Grey Frogs
WIN!



Ribbit The Referee's FAQs

You may ***Leap Frog*** multiple frogs at once if your dice roll and the positioning of the frogs allow.

You may not take a ***Star Lily Pad*** off of your ***Player Card*** and place it onto the game board.

You may ***Leap Frog*** frogs that are on ***Yellow Lily Pads*** to get your frog onto a ***Finishing Space***.

You cannot use one of your two dice rolls and also gain a ***Star Lily Pad***.

You may not ***Leap Frog*** frogs that are on ***Finishing Spaces***.

You may move backwards onto ***Geaux*** with any dice roll.

Rayne, Louisiana – Frog Capitol of the World

Credits


Quick Reference

Setup


Place the game board on the correct side based on the number of players shown on **Geaux**.

Players take the **Player Card** and all of the frogs of a color. In a 2 or 3 player game, place unused frogs onto a number of **Finishing Spaces**.

On Your Turn

Roll both dice. Use those individual values, or their sum, to move your frog(s) onto lily pads connected by a **Wave** .

You always have the choice to place a **Star Lily Pad** (onto the game board or your **Player Card**) instead of using your dice roll.

Leap Frogging: If a frog (even one of your own) sits on a lily pad that is connected by a **Wave**  then you may leap over that frog onto a lily pad that matches your dice.

Rolling A Double: Choose one of the actions below, instead of moving normally:

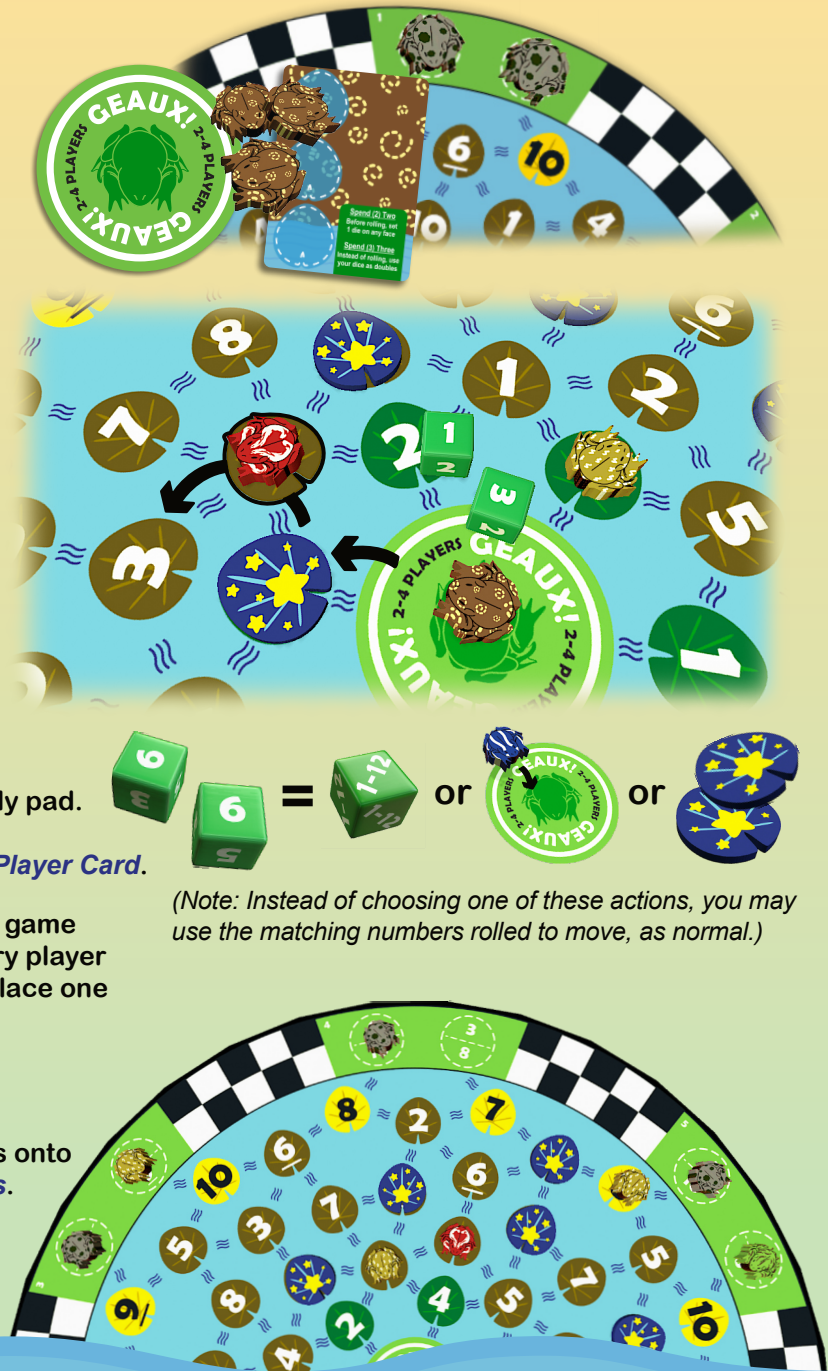
- Use the **Double** as any one number to move onto a lily pad.
- Bring your 2nd or 3rd frog into the race on **Geaux**.
- Place 2 **Star Lily Pads** onto the game board or your **Player Card**.

Star Lily Pads: Place one on top of any lily pad on the game board (except yellow ones) to permanently allow every player to hop onto that lily pad using any number they roll. Place one onto your **Player Card** to use special actions.

Winning The Game

To win, be the first player to get all three of your frogs onto **Finishing Spaces** in different **Winner's Circle Sections**.

Instead of bringing your 2nd or 3rd frog into the race by rolling a **Double**, you may do so at no cost when you move one of your frogs onto a **Finishing Space**.



(Note: Instead of choosing one of these actions, you may use the matching numbers rolled to move, as normal.)