

Stacking



Frogs



In **Stacking Frogs**, you are the owner of your very own frog circus. Collect colorful frogs by drafting them over three acts and build up your circus to be the best in world! Stack and place each frog with an attention to detail since only the frogs on the top of each stack will score.

Contents:



15 blue frogs



9 purple frogs



8 yellow frogs



7 orange frogs



5 red frogs



5 green frogs



6 pink frogs

9 dual frogs

10 wood frogs

1 scorepad



SETTING UP THE GAME

Set aside 1 green frog, 6 pink frogs and 9 dual frogs. You will not use them for the main game. Shuffle the remaining 48 frogs.

Place the 10 wooden frogs in the middle of the table in reach of all players.

Deal six cards to each player if playing a game with 2-3 players. When playing with 4 players, deal five cards to each player.

Begin play!

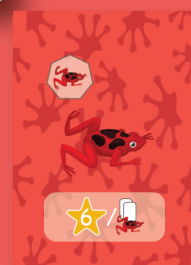
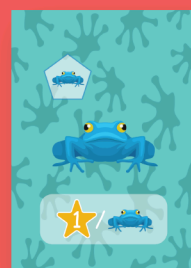
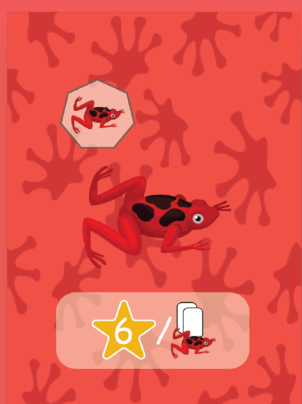
Stacking Frogs will be played over three short acts. During these acts, you will be drafting colorful frogs to your circus stage. Pick and pass until all cards have been placed.



PLACING FROGS

During each act, you will draft frogs until none are left. This means you must play all frogs you draft in the following ways:

Touching another frog on your stage (either by corners or sides).



OR

Covering another frog already on your stage.



SPECIAL RULES

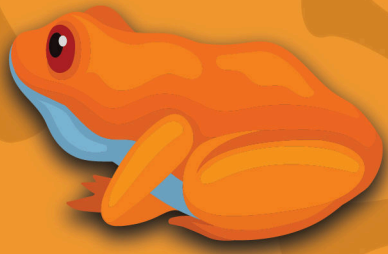
You can never have more than 3 frogs in any stack. Once a stack has its third frog, take a wooden frog from the supply and place it on top of the stack. That stack can't be altered for the rest of the game.

Your stage is limited to a 3x3 size.



A  cannot be played as the first card in a stack. There must always be a frog of a different color below any . If you pick a frog you can't use, discard it from the game.

If a  or  is played by 2 or more players at once, they all cancel out. The  ability triggers before a .



DEALING CARDS

Act 1



2-3 players- 6 cards 4 players- 5 cards

Act 2



2-3 players- 5 cards 4 players- 4 cards

Act 3



2-3 players- 4 cards 4 players- 3 cards

Each act, alternate the drafting direction and play every card unless it would break a placement rule.



SCORING

After the third act, you will score the frogs on the top of each stack. The only frog that scores when covered is the . Each empty space on your stage is -1 point.

	Sara	Amber		
	6			
	9			
	9			
	7			
	6			
X	-2			
TOTAL	35			

Sara's Stage

Sara's Stage layout details:

- Top row: Three stacks. Left stack (blue background) has 2 blue frogs, each with a star icon and a (2) score. Middle stack (blue background) has 2 blue frogs, each with a star icon and a (2) score. Right stack (orange background) has 1 orange frog with a star icon and a (1) score.
- Middle row: Three stacks. Left stack (purple background) has 1 purple frog with a star icon and a (2) score. Middle stack (yellow background) has 3 yellow frogs, each with a star icon and a (3) score. Right stack (red background) has 1 red frog with a star icon and a (2) score.
- Bottom row: One stack (blue background) with 1 blue frog, a star icon, and a (2) score. Two empty spaces, each with a -1 score.

in the center yellow stack, only one red frog in the middle right stack and there are no orange frogs covered in any stacks on Sara's stage.

For this scoring example, let's assume that Amber has 2 stacks of 3 frogs Sara has 3 colors of frogs

WHAT THE FROGS DO



Scores 6 points for every red frog in the stack, including this one.



Scores 1 point for each visible blue, including this one.



Scores 3 points for each color present in the stack, including this one.



Move 1 frog from the top of any 1 stack to the top of any other on any stage. Frogs can move between stages.



Scores 7 points if visible in a corner. 0 points if visible elsewhere. Worth 2 points if covered in a stack.



Scores 3 points + 1 point for every stack of 3 on all players' stages.

PINK/DUAL FROGS AND 5TH PLAYER

Add the  frogs and dual frogs for more addictive strategy!

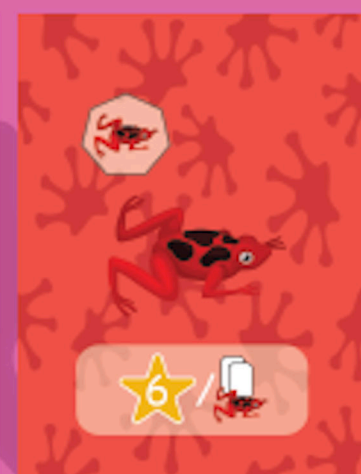
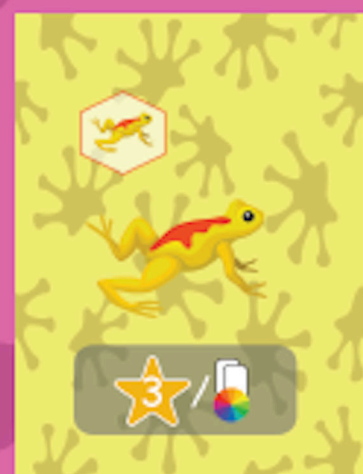
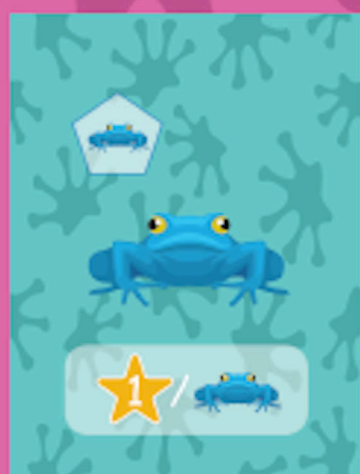
Setup is simple: add them to the deck along with the extra  frog. This will increase the deck size to 64, allowing for a fifth player.

If playing with 5 players:

Each player will be dealt 4 cards in the first and second act. In the third act, each player will be dealt 3 cards. Use the normal rules when choosing a drafting direction each act. If you aren't playing with 5 players, use the normal card distribution per act.

When drafting the 🐸 frog, you will follow normal placement rules. However, once a 🐸 frog is revealed, you will draw the first 3 cards of the deck. If there are any 🐸 or 🐸 frogs, they cannot be chosen. In the rare circumstance that all 3 are 🐸 or 🐸, draw 3 new cards. You will then choose one of the frogs to place anywhere on your stage.

Note: A 🐸 frog can be stolen by a green frog! Be careful! Below is an example of a three card draw you might see when playing a 🐸 frog. Pink frogs are meant to recruit more frogs, making card totals unequal.









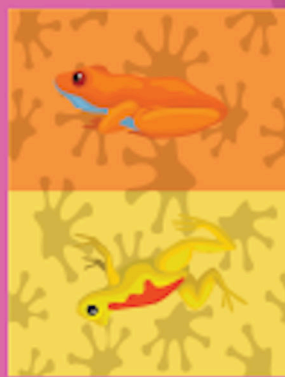
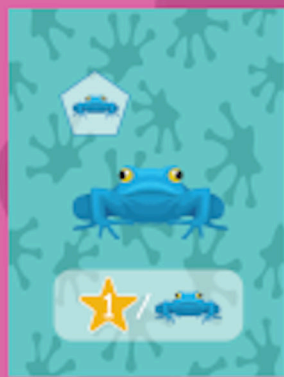
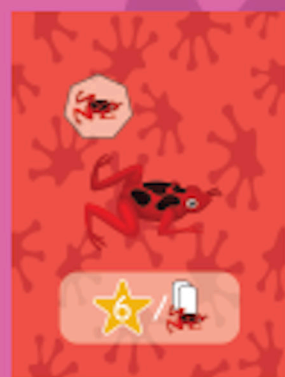
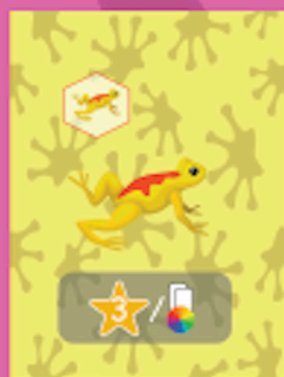
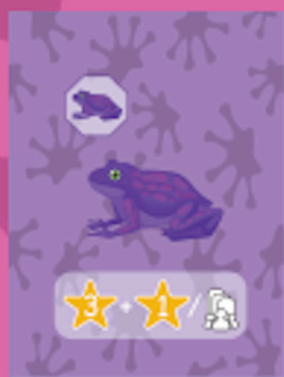
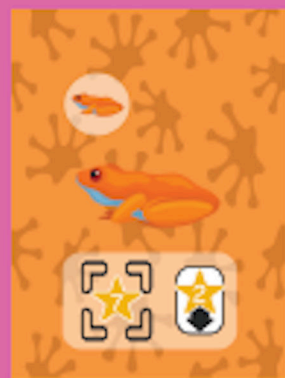
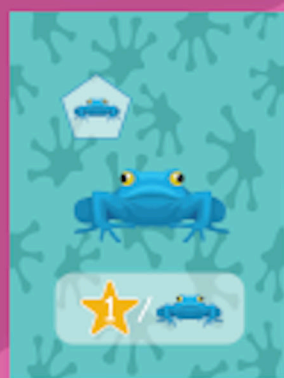
In the example below, the player has drafted a 🐸 frog and currently sees the following stage:



When they select a card from the 3 drawn from the deck, that frog is then placed according to normal placement rules. A 🐸 frog can count toward the color requirement for a 🐸 frog. Return the unchosen cards to the bottom of the deck.

Dual frogs are special because, of the two frogs on the card, they become the one that you choose when you place it-- the frog on the top half.

Any  frog on a dual frog card counts toward the total number of  frogs on your stage but DOES NOT score as a  frog. In the below example, the  frogs are each worth 4 points but the dual frog only scores as a  frog. The card is treated as a  frog.



SOLO RULES



When playing solo, pretend as if you're playing a 2 player game. Do not create two hands of cards. Instead, deal them out in a grid like the example below. The below example is the first act.



The first 2 cards from the top left are revealed. Then, you must choose to take any face down card or one visible card. If you take a visible card, the AI gets the first available card from the top left. If you take a face down card, the AI gets the first available card from the top left and any other face up cards remain.

Continue this until all cards are drafted by revealing the 2 face down cards from the top left after both the AI and yourself take a card.





Example: You take the  frog. The AI gets the . Reveal the next 2 frogs from the top left.

In the second act, make two rows of 5 cards, revealing the first 2 cards from the top left.

In the final act, make two rows of 4 cards, revealing the first 2 cards from the top left.

When the AI collects a card, set it in a pile. Do not create a stage for the AI. Only create a stage for yourself.

When using a  frog, you may take any card from the AI. If the AI uses the  frog, they will take the first uncovered frog on your stage from the top left to the bottom right in this order:




Frogs score differently for the AI than they do for you. The AI scores each frog as the following:



Scores 8 points.



The total amount of  frogs squared. Ex: 4 frogs = 16. The dual frog rule doesn't count.



Scores 1 point for every different color in the AI's possession.



Scores -5 points.



Worth 2 pts. Follow the list below to determine which card the AI will take.



No change. Same as the normal game.

Note: Dual frogs count as the frog with the least frequency in the AI's pile of the two on the card. If a tie, the AI chooses in the order above.

Highest score in solo mode wins.
If the AI beats you, try again! If it is a tie, the most diverse stage wins.