

RIBBIT HOP

GAME RULES

CONTENTS

- field in the form of a Lily Pad
- 15 wooden frogs: ordinary and Royal ones



- 2 wooden dice

- game rules



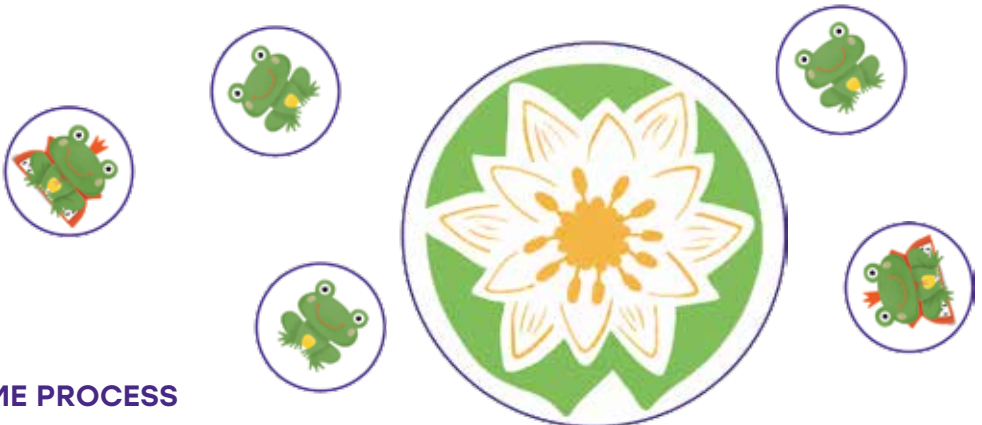
THE GOAL OF THE PLAYER

To score the most points by sending Frogs to the Lily Pad with a flick or a push of your finger.

1

PREPARING FOR THE GAME

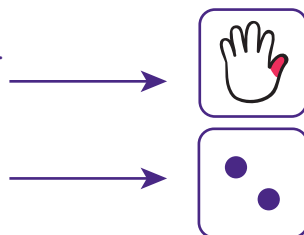
Randomly arrange all the Frogs around the Lily Pad, at a distance of not more than 30 cm from it.



GAME PROCESS

The youngest player starts the game.

During his or her turn the player rolls 2 dice. One die shows which finger (thumb, index, middle, ring or little finger) the player should use, and the second one shows the number or hits (from 1 to 3) he or she is allowed to make.



2

The player chooses a Frog and hits its edge, trying to make it hop on the Lily Pad. During the strike, use only the finger that was shown on the die. You can make as many strikes as were indicated by the die with dots. The player decides whether to apply all the strikes to one frog or to various ones.



Any contact with the Frog counts as a strike. It could be a finger push from above, or a flick from the side, or even a tap from below. The main rule is not to drag the Frog with your finger but to only strike it once.

The player places all the Frogs he or she was able to toss to the Lily Pad into his or her victory pile. You can put the frog into the victory pile only if it does not touch the table or another frog that is still there.



3

THE END OF THE GAME

The game is over when there are no Frogs left to strike. Count the points: the player gets

- 1 point for each ordinary Frog from the victory pile,
- 2 points for each Royal Frog.

The one who scores the most points wins.



COMPLICATION OF THE GAME

If you wish to make the game more complicated, you can add one more rule:

- if the die shows blue dots, the player uses the right hand for a strike,
- if the dots are red, the player uses the left hand.



You can apply this rule to nimble players and leave the right to use a convenient hand to the other ones.

In addition, if there happens to be a player who got a hang of sending the Frogs straight onto the Lily Pads and seems impossible to beat; offer that player to use an inconvenient hand to make future strikes. The finger would be still determined by the die.

4

Hurry up and jump into the game, or the pond!

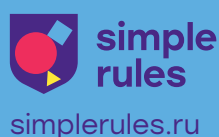


Watch the video instructions here.

Enjoy the game and join us on social media.



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