

FROGS + CAKES

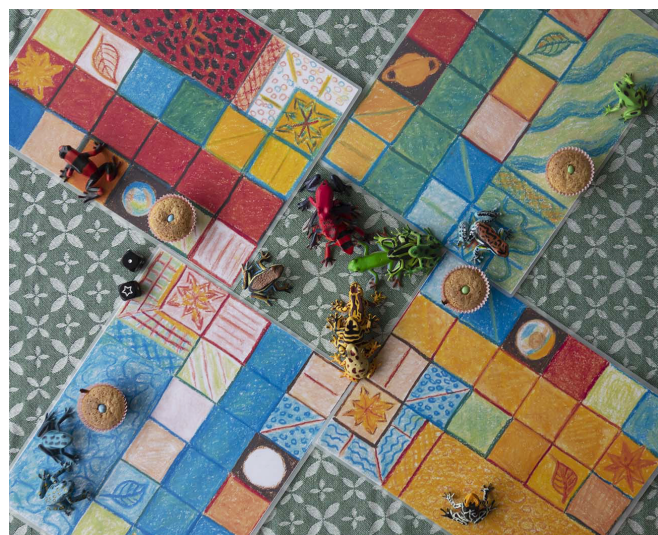
A tasty Ludo-style board game

To Play

- 12 frogs (3 of each colour)
- 12 home baked mini sponge cakes; (3 for each player and each having a blue, green, red or yellow bead pressed into it according to the player's colour)
- 2 conventional dice (for the purposes of this game a '3' = STAR and a '5' = GLOBE)
- 4 cups, one for each player, each containing:
 - 4 sugar beads of the same colour
- 1 playing board comprising 4 sections

To Start

The game is played with two, three or four players.



1. Each player has one coloured section of the board to control, OR if there are only two players, TWO opposing sections - either Red and Yellow OR Blue and Green.
2. Each player has three frogs of the same colour and three cakes with one matching coloured bead embedded in each one. If there are only two players, each player controls six frogs and six cakes, three of each colour.
3. The frogs and cakes are assembled in their own coloured START area
4. Players shake ONE die to decide who goes first – the highest number winning.
5. The winner then shakes BOTH dice, (up to three times) attempting to get a FIVE in order to get their first frog 'OUT' and into play, on its own coloured 'leaf'.
6. Duplicate numbered dice score twice face value (e.g. a pair of 2s, score 2+2+2+2) The player must move in the increments shown on the dice. The player can attack frogs and consume cakes at each increment. The player can then throw again.
7. Play advances around the board according to throws of the dice.
8. There always has to be an equal number of frogs and cakes of the same colour in play. This determines whether (on the throwing of a FIVE) a frog or a cake is put into play first.
9. When throwing a FIVE, bringing new frogs or cakes into play has precedence. ONLY if all frogs and cakes are already 'out' can you advance existing frogs or cakes around the board to 'Moon or Planet' squares.
10. Throwing a THREE advances the frog or cake to the next 'STAR' and throwing a FIVE sends the frog or cake to the next 'Moon or Planet', if all the player's frogs or cakes are already 'out' in play.

Other Rules

1. Frogs can send opponent's frogs back to their start sections if landed upon. However, if the frog under attack is on its home 'leaf' or on a 'globe', it is safe and the attacking frog is sent back to its OWN start area instead.
2. Frogs landing on an opponent's cake allow the cake to be eaten up by the attacker. There is NO amnesty for 'globe' or start 'leaf' squares for cakes!
3. A maximum of two frogs of the same colour can 'sit' on each other and are safe from attack – but are not allowed to pair up on 'Globe', 'Star' or their Start 'leaf' squares.
4. Frogs cannot sit on cakes and cakes cannot sit on frogs.
5. Cakes can send opponents frogs back to their start section if landed upon. However, if the frog under attack is on its home 'leaf' or on a 'globe', it is safe and the attacking cake will be eaten instead.
6. Cakes can also land on opponent's cakes. They will be consumed immediately. There are no amnesty squares for cakes!
7. Cakes cannot 'sit' on each other

8. When a frog has completed a circuit of the board it enters its 'home' coloured 'run'. No two frogs (or a frog and a cake) of the same colour can be on the home run at the same time. If that is not possible e.g, if there is already another frog on the home run, you have to go around the board again. You have to throw the exact number in order to get each frog 'home' in the middle. You may walk your frog 'home' and backwards out again in order to achieve this.
9. When a cake has completed a circuit of the board without being eaten(!) it enters its 'home' coloured 'run'. As above, no two cakes (or a frog and a cake) of the same colour can be on the home run at the same time. You have to throw the exact number in order to get each cake 'home'. You may walk your cake home and backward out again in order to achieve this. When a cake has successfully made it 'home', it acquires an additional edible bead of the same colour which is depressed into it. If there are no beads left of that colour, the player can pinch a bead from one of the opponents. If all beads are used up, the cake stays at home and is out of play. Remember, only one frog or cake can be on your 'home' run at one time.
10. You will need to go around the whole board once more to complete a move if you have no other option e.g if you throw a THREE or FIVE when you have no other frogs or cakes to move to a STAR or a MOON OR PLANET and your only frog or cake in play is on the home 'run'.
11. Once a cake has acquired another bead, it returns to it own coloured start area ready to enter play as before.
12. The number of beads (of whichever colour) which the cake carries determines how it moves on the board. Two beads doubles the combined dice throw but additional beads multiply this even more -x3 or x4 etc. There is NO maximum to the number of beads which a cake can carry.
13. The player must move his cake in increments shown by the dice throw. If the player chooses to move a cake with multiple beads, the cake is only allowed to be moved in increments corresponding with the combined number of both dice thrown.
14. Throwing a FIVE - or a pair of the same number allows the player to have another go.
15. When a player lands on a star, by throwing the exact number, the player HAS to 'jump' to the next star, removing the opponent's frog or cake on both stars, if applicable. However remember that you cannot occupy a star IF your own frog or cake is already on it!
16. If a player throws a THREE he only goes to the next star and does not jump.

The End of the Game

Frogs and cakes progress around the board in order to get 'home'. The first player to bring all his frogs 'home' ends the game and the scores are counted thus:

First to complete game – all frogs 'home' = 50 points

Each cake still in play with one bead = 10 points

Each cake still in play with multiple beads of the players OWN colour = 10 extra points for every bead

Each cake still in play with multiple beads of an opponent's colour = 20 extra points per bead

Each cake which has made it 'home' is worth double the above

The player who has the highest score wins, and can consume ALL available cakes.

NOTE: This game CAN take many hours to complete and can also involve much fun and the consumption of many cakes. If you find the rules wanting or incomprehensible, make up your own. We do not have a help-line (yet!) If you find that you have eaten too many cakes, regrettably, we can't help with that either.

MORE INFO

[WWW.RAVENSEYEMEDIA.COM](http://WWW.RAVENSEYEMEDIA.COM/BOARDGAME)
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