

CROCODILE HOP

by Tim Schutz
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1 player

15 minutes

Game requires: One piecepack

Story

It was a beautiful summer day in the Kingdom of Frogtopia and four young and bored frogs of varying social classes were looking for a little adventure to pass the day. And the addition of danger would only make the adventure all that more exciting. One of the young frogs said he had heard of a dangerous game called "Crocodile Hop" that was played by the frog knights to prove one's froghood in the olden days. A game where a frog knight would display his agility and bravery by taunting Young Croc while hopping from lily pad to lily pad. A game that occasionally ended with the loss of limb and sometimes even life. A game that was no longer played.

Although one of the young frogs was a little hesitant to play such a reckless and dangerous game, comments were made about him being a tadpole and "Do I see still see a tail back there?" that eventually peer pressure won. "Besides Old Croc is now so old he can barely move and he is quite predictable" another one of the young frogs said. With that the young frogs headed out to the other side of the swamp looking for Old Croc.

Once they arrived at the other side of the swamp they started to splash and make noise trying to rouse Old Croc. "Look there he is, there he is" said one of the young frogs "and he moves about as fast a slug in the mud". Then Old Croc came up and with his huge mouth swallowed up a whole lily pad with just one bite. The young frogs started hopping from lily pad to lily pad as they yelled at old Old Croc "You'll never get me you old slug" and the game began. Old Croc was popping up out of the water chomping down lily pads while the young frogs hopped from pad to pad before he could get them.

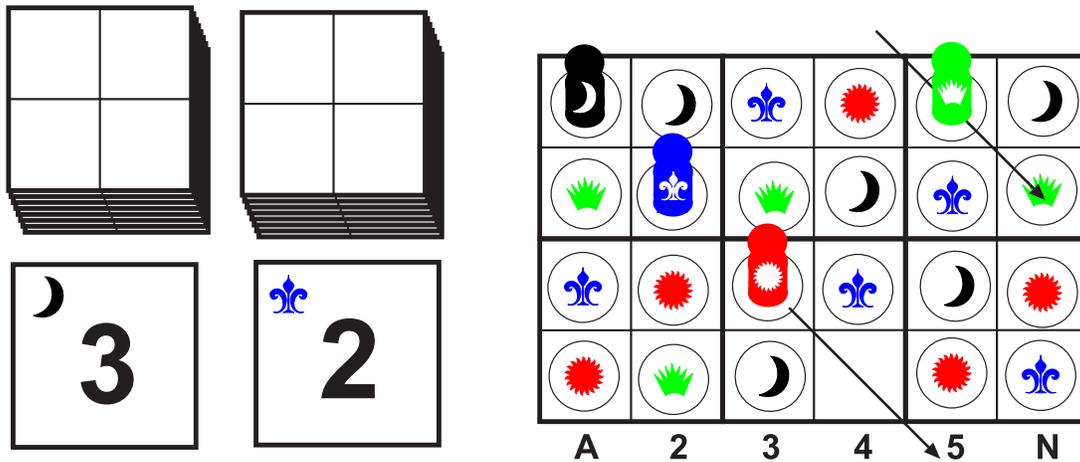
Then one of the young frogs noticed something, there seemed to be less and less lily pads to jump to and the ones that were left were getting harder to reach. "He's running us out of lily pads" he yelled and that was when the young frogs realized what they had gotten themselves into.

Setup

Place the 24 tiles suit side down and shuffle them. Remove 6 of the tiles suit side down and make the game board by placing them grid side up into a 2x3 tile rectangle to create a board with 4x6 spaces. Flip over the bottom right tile to reveal the suit and value and make note of it and then place it back down grid side up. Place the remaining 18 tiles into two stacks of 9 tiles each suit side down. Take the top tile from each stack and place it suit side up in front of the stack it came from. These 2 tiles will be your choice of moves and the stacks will be the draw pile.

Place the coins number side up and shuffle them. Pick up the 4 ace coins and place them number side up onto the first row of the game board. Do the same for the #2 coins, then #3 coins, etc. until the 4 null coins are in the 6th row. Flip over all of the coins to reveal their suit and then remove the coin that matches the tile that you made note of in the board building setup. Example: If the bottom right tile from the board was the 4 of crowns you would count from left to right up to the 4th row and remove the crown coin.

Roll the four dice and then place the four pawns onto the coin the matches the die roll for that pawn. Example: If you rolled an ace on the moon die you would then place the black pawn on the moon coin in row #1. If one of the die happens to be the value of the missing coin then reroll that die. Note: there is a example of a setup game on the next page.



Example of a game setup and ready to play. Also showing the red frog using the #3 moon tile for a move.

Let's Begin

Start by selecting one of the two tiles as your move. In the example above you have the choice of the 3 of Moons or 2 of Arms. Once you have selected one of the tiles you must first move one of the frogs (pawns) the exact number of spaces on the tile you selected. Frogs move in a straight line in any of the eight directions diagonally or orthogonally and the board wraps around. Frogs may jump over other frogs of course. An ace is worth 1, 2 is 2, 3 is 3, etc. and the null is wild and can be any value from 1 to 5. Example: You select the the 3 of moons tile and you decide to move the red sun frog 3 spaces diagonally down and to the right to land on the crown lily pad (coin) in row n (6). After you have moved a frog you then remove the lily pad that matches that tile from the game. In this case it would be the moon lily pad in row 3. If there is a frog on the lily pad then the frog is also removed from the game. You then discard the tile you used from the game and if there are any tiles left in the draw pile from where that tile came you flip over the top one and place it next to it's draw pile. Note: If you had selected the 2 of arms tile and didn't select the blue arms frog to move you would have lost him with the lily pad. Continue selecting tiles to play, moving frogs and removing lily pads until there are no more tiles left to play. When you are done hopefully you will have 4 frogs sitting on 4 of the 5 remaining lily pads.

Additional Rules

(You didn't think it was that easy.)

- 1) Only one frog may occupy a lily pad at a time.
- 2) You may not move the same frog twice in a row.
- 3) If you run a draw pile empty you can not draw from the other pile to give yourself two choices. Which basically means if you keep playing from one draw pile and don't try to run them down evenly, you will limit your choices.
- 4) A frog cannot sacrifice himself on purpose. ???? OK, jumping a frog into the water instead of to another lily pad is illegal, unless there are no other options left and this is the only move available. A frog that happens to be on a lily pad that gets eaten up is not a sacrifice, it's just poor timing and bad luck for the frog.

Game Over

The game ends once all 18 tiles from the draw piles have been played. There should be 5 lily pads left.

Did I Win?

The frogs are assigned point values according to their social status in the Kingdom and not their true worth. But hey I had to come up with some type of point system.

The Green Crown frog is the son of the King, a Frog Prince you might say and is worth 4 points.

The Red Sun frog is the nephew of the King, a future Duke and is worth 3 points.

The Black Moon frog is the son of one the King's Knights, a protector of the throne and is worth 2 points.

The Blue Arms frog is a son of one of the working class frog, the ones that work so the king may be king and is worth 1 point.

Add up the points of the frogs that survived and then see if you won and if there was any comments from the King.

10 points. Perfect score you win. There is no comment from the King, because he never finds out about this little adventure. Hopefully four young frogs have learned their lesson, but I have my doubts and feel they will try it again.

9 points. A win, but a what cost. Comment from the King "It is with deep sadness that I must inform my loyal subjects of Frogtopia that a young frog was severely injured due to the indiscretions of youth. I hope that all young frogs take heed from this very unfortunate accident and will learn from it. My sympathies to his family and I hope all the best for his recovery".

8 points. Not a loss, but not true win either. Comment from the King "It is with deep sadness that I must inform my royal subjects of Frogtopia that a young brave frog knight was severely injured today in his attempt to carry out the duties of his heritage. I have informed his family that he will be giving full knighthood after his recovery although it is doubtful that he will ever be able to perform the duties of true knight do to the injuries substanted. I hope that all frogs of Frogtopia learn from this dreadful incident and stay away from the dangerous part of the swamp".

7 points. OK you lose. Comment from the King " I am deeply sadden to have to inform my royal subjects of Frogtopia of the injuries that occurred due to the foolish indiscretions of youth. I want all of my royal subjects to know that there will be a royal inquiry into the events that happened. I urge all frogs of Frogtopia to stay away from the dangerous part of the swamp".

6 points and less. Did I win? Do you even have to ask. Comment from the King " It is with a deeply sad and heavy heart that I must inform my royal subjects of Frogtopia of the horrific tragedy that occurred due to the utterly foolish indiscretions of youth. I want all my royal subjects to know that there will be a royal inquiry into the events that happened and what lead up to them. Further more to insure the safety of all my loyal subjects and to prevent such a tragedy of this magnitude from ever happening again I deem the other side of the swamp as a forbidden area. Old Croc leaves us alone on this side of the swamp and I it is best to respect his side of the swamp." Comment from me "I have my doubts that this will stop other thrill seeking frogs from traveling to the forbidden side of the swamp for a little excitement".

For the true thrill seeker.

If you like to try a harder version, when you set-up the game board flip over the last two tiles of the board and make note of the values. Then remove those 2 coins from the starting game. Now you have to try and get 4 frogs on 4 lily pads. Good Luck.

Credits

Special thanks to play testers Steve Vallée, Ron Hale-Evans and JT Thomas.

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