Happy Hopping

Things are wild! Frogs are happily hopping through the ponds, but there are annoying mosquitoes flying everywhere! Which frogs will catch the most mosquitoes?

Game setup

1 Place the box bottom, including the tray, in the center of the play area. Put the pond inlays in their designated slots, as shown to the right.

2 Place the meadow game board on top of the tray with the colored flowers surrounding the pond of the same color.

3 Each player chooses a color, taking all 10 frogs and the lily pad in that color and placing them in front of the matching side of the frog meadow.

4 Set the lily pad near the front edge of the game box, keeping your frogs close by. Don't forget to take a wooden hopping stick if you like!

5 Set the scoring tiles and mosquito tokens face down near the edge of the playing area. Place the small ladybug tokens in a pile next to them.

6 Sort the game round goals by their back sides into 8 stacks. Place these stacks face down off to one side of the playing area.

How to play

Everyone plays simultaneously over 8 Rounds.
Each game will include **Regular** and **Speed rounds**.
The round type will be shown at the top of each goal tile.

Begin each of the 8 rounds with all players taking a game round goal
from the same stack. Everyone will have the same goal each round.
Make sure that the arrow on the round goal always corresponds to your
player color. One player shouts "Happy Hopping!", which is the signal for all
players to hop their frogs one after the other from their lily pad! To hop your
frog, press down on the frog's back with your finger and let go! If you like,
you may use a hopping stick. If your aim is true the frog will reach its
destination successfully and help you achieve your goal.

Note: Your frogs may only hop from **your own** lily pad. Once a frog leaves
the pad, it has completed its hop and cannot hop again during this round.

Regular round

**Whoever is the first who launched
all 10 of their frogs shouts "Ribbit!"**

The other players keep playing until all frogs have
hopped. The round ends if all frogs have hopped.
Then score the game round goal (see next page
for details) and discover who is the winner of this
round. The winner takes **2 mosquito tokens** keeping
them in front of them. In the event of a tie, the tied
players each take 2 mosquito tokens.

Everyone else each takes 1 mosquito token.
The player who shouted „Ribbit!" gets to collect
1 ladybug token in addition.

Speed round

**Whoever is the first achieves
this round's goal shouts "Stop!"**

The round then ends **immediately** for everyone. The
first player to shout „Stop!" and correctly acomplished
this round's goal is the winner of this round. The
winner takes **2 mosquito tokens** and **1 ladybug token**
in addition keeping them in front of them.

Everyone else each takes 1 mosquito token.

If no one is able to acomplish this round's goal, the
round ends as soon as all frogs have hopped. Everyone
each takes 1 mosquito token. No ladybug token
will be awarded in this round.

After the round is over, retrieve your frogs from the ponds (or wherever they may have landed)
and return them next to your lily pad. Put the previous game round tokens into the lid of the box.
Then each player takes a new game round goal from the next stack and a new round begins!

Place the game round goal in front of you with the arrow pointing toward the box.
A frog counts for the game round goal if it is at least halfway in the right place at the end of the round.
Frogs that land on their backs also count.
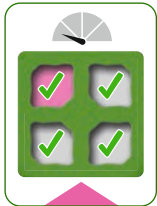
All frogs in your own pond
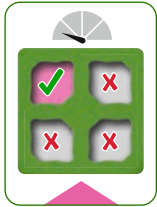
Make your frogs hop **only into your own pond**. At the end of the round, count **all** frogs in your own pond. Frogs on the meadow do not count. The player with the **most frogs** in their pond is the winner of this round. Please note - do not use this goal if you are playing with only 3 players!

The fewest frogs in your own pond
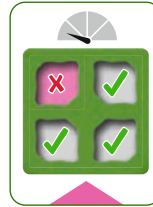
Make your frogs hop **only into other players' ponds**. At the end of the round, count **all frogs** in your own pond. Frogs on the meadow do not count. The player with the **fewest frogs** in their pond is the winner of this round.

The most frogs in any ponds

Make your frogs hop into **any pond**. At the end of the round, count **all of your frogs in all ponds.** Frogs on the meadow do not count. The player with the **most total frogs in ponds** is the winner of this round.

### No peeking! The most frogs in any ponds

Keep your eyes closed when you make your frogs hop toward the ponds. At the end of the round, count **all of your frogs in all ponds.** Frogs on the meadow do not count. The player with the **most total frogs in ponds** is the winner of this round.

The most frogs on the meadow
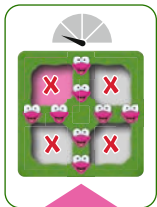
Make your frogs hop **in the meadow**. At the end of the round, only count your own frogs on the meadow. Frogs in ponds do not count. The player with the **most of their frogs in the meadow** is the winner of this round.

1 Frog in each pond
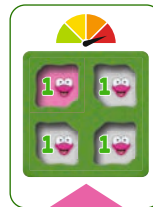
Make your frogs hop to get them **into all of the ponds**. The first player to put **at least 1 frog of their color into each of the 4 ponds** calls out "Ribbit!" and is the winner of this round.

First frog in the center of the meadow
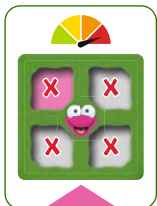
Try to hop your frogs into the center of the meadow. The first player to put a frog into the middle and say "Ribbit!" is the winner of this round.

First frog on another player's lily pad
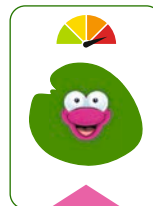
Make your frogs hop **onto another player's lily pad.** The first player to successfully land a frog on someone else's lily pad calls out "Ribbit!" and is the winner of this round.

Game end

The game ends after the 8th round. Now pick 1 scoring tile at random and turn it over. Turn all your mosquito tokens over and count the mosquitoes of the corresponding color. The player who has caught the most mosquitoes of the shown color is the winner of the game!

Example: *Scoring tile "Red mosquito"*   *There are 6 red mosquitoes on the player's collected mosquito tokens.*

The player who caught the most mosquitoes of the color shown on the scoring tile is the winner of the game and from now on is called

Master-Mosquito-Snatcher!

There are other awards too!

The player who collected the most mosquito tokens, is now officially a

Frog Champion!

The player who collected the most ladybug tokens, from now on bears the title

Turbo Hopper!

Rules for 3 players:

When playing with 3 players, set aside the round goal **"All frogs in your own pond."**
The game ends after the 7th round.

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