

JANKEN



Deck

Leap Frogs

2-4 Players

**Jump your Frogs on Lily Pads
without landing on another Frog!**

Summary:

The cards you play determine how far your frogs can jump to new lily pads.

The Object:

Jump your frog to a free lily pad. If you land on another frog you lose the round!

The Deck:

This game uses the cards between Aces and 7s and all five Jokers. Remove all of the cards that are 8 or higher. You will also need four game pieces to be your frogs (coins, checkers or buttons all work fine) and one pointer (like a short pencil).

The Deal:

Take 8 of the cards that you removed from the deck before dealing (8 or higher) and arrange them face down in a circle as your eight lily pads. The pointer goes in the middle of the circle pointed at the first lily pad. Place the four frogs on the first four lily pads going clockwise from the start (see diagram on 3rd page). Deal four cards to each player and leave the remaining cards in a draw pile. Set the five Jokers aside in a pile, face up.

The Play:

Players take turns going around the lily pads clockwise. At the start of your turn, find the lily pad that the pointer is pointing to. If there is a frog on your lily pad, choose a card from your hand to determine how far he will jump. Put your card on the lily pad underneath the frog then move the frog around the circle clockwise the number of spaces based on your card (If you play a 5, move the frog clockwise 5 spaces. If you play an Ace, move the frog just one space forward.) After you have moved your frog, turn the pointer clockwise to point to the next card and draw a new card for your hand.

If your turn begins and there is no frog on your lily pad, take one Joker from the Joker pile and play it on the lily pad as a "zero". Move the pointer forward to end your turn. There are only 5 Jokers per hand.



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The Play (cont.):

A player loses and the round ends when a player jumps a frog that lands on a lily pad that already has a frog on it. A player can also lose and end the round if the player's lily pad is empty and there are no Jokers left in the Joker pile.

The End:

This plays like an elimination game, so instead of having one clear winner there is just one loser per round.

If you start with more than two players you may just eliminate players who lose each round until one player remains.

For a longer game you can have each player start with three points (or tokens) with one taken away each time a player loses a round. Keep playing until one player remains.

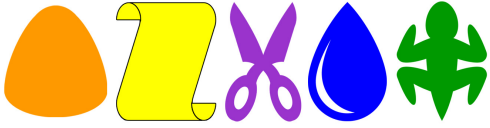
Variations:

For a tougher challenge, deal just 3 cards to each player instead of 4.

Try playing with more frogs and lily pads. For each new frog, add one lily pad and one card to each player's hand. Also add 8s or 9s cards to be one less than the number of lily pads used.

You can also try this as a solitaire game. Set up the lily pads, deal your hand and see how far you get. Can you get through all the cards in the draw pile without running out of options?

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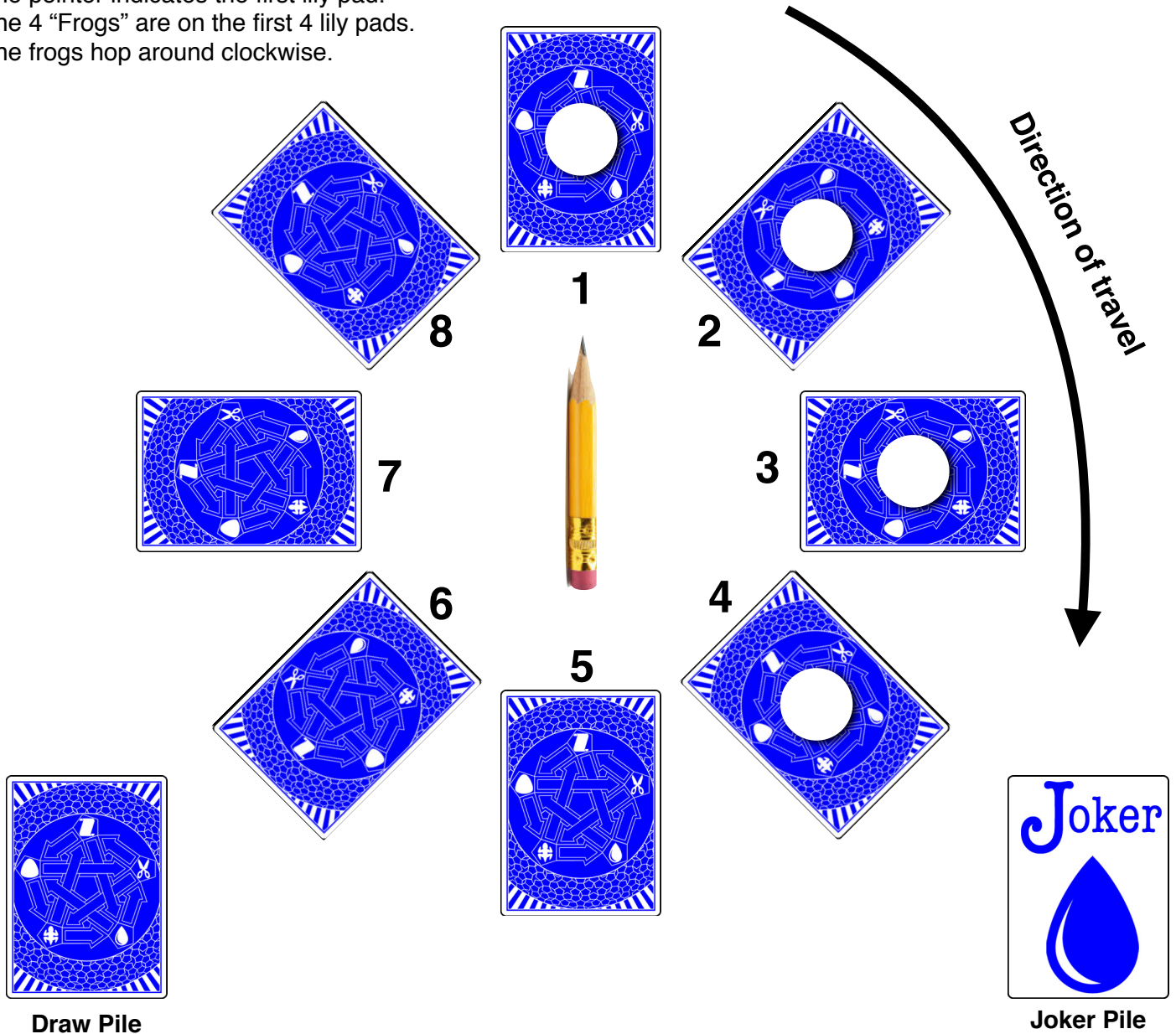


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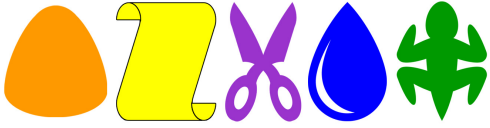
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Setup for the start of the game.
8 lily pads are set up in a circle.
The pointer indicates the first lily pad.
The 4 "Frogs" are on the first 4 lily pads.
The frogs hop around clockwise.



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6 turns into this sample game and this is the position of the frogs so far. The pointer shows that the next player will jump the frog on the number 7 lily pad.

