צפרדעים וחברים
FROGS & FRIENDS - Game Rules

Players

2–4 players Ages 5+

Contents

90 Animal-Friends Cards (10 cards of each animal), 6 Frog Cards, 4 Stork Cards



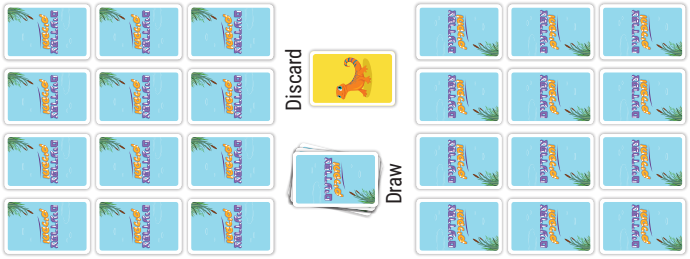
Object of the Game

Collect as many sets of four matching animals as possible.

Setup

Shuffle all the cards thoroughly. Deal 12 cards to each player. Without looking at them, each player places their cards face down in three rows of four cards. This is their Pond.

Place the remaining cards face down as the Draw Pile. Turn over the top card to start the Discard Pile.



The youngest player begins.

On Your Turn

Draw either the top card from the Draw Pile or the top card from the Discard Pile.

You may legally use the card in your hand to replace a card in your Pond in one of the following mays:

1. Place it face-up instead of any card in a row where all four cards are still face down. (See Fig.2 on the right).

OR

2. Place it face-up instead of a card in a row that already contains at least one face-up card of the same animal. (See Fig.3 on the right).

With the replaced card, you may continue making legal replacements until no further legal move is possible. Then discard the remaining card and your turn ends.

No Take-Backs! Once you reveal a face-down card, it may not be placed back in its original position.

Special Cards

Frogs



- Frogs are wild cards and may represent any animal except a Stork.
- No row may contain more than one Frog.
- Jumping Frog: If you later obtain the matching animal for that row, you may replace the Frog with that animal and immediately move the Frog to another position in your Pond.

Storks



- Storks chase away Frogs. If you receive a Stork while you have a Frog in your Pond, discard the Frog and place the Stork in its space. If you have no Frog, discard the Stork immediately.
- A Stork may only be removed by the matching animal for that row.
- A Frog may not replace a Stork.

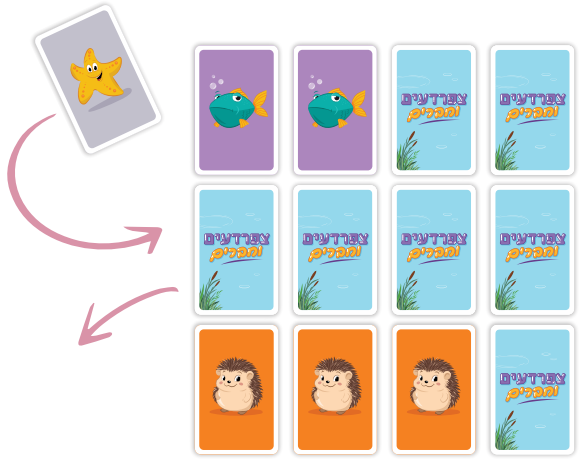


Fig. 2

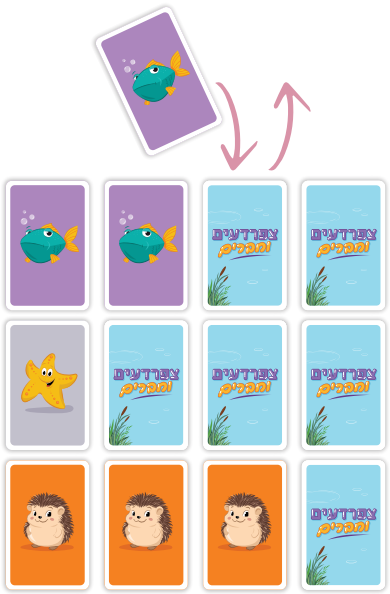


Fig. 3

Completing a Row

Once you complete a row of four matching animals, continue playing until the end of your turn. Then collect the completed row and keep it beside you.

At the beginning of your next turn, before drawing, refill the empty row with four new cards from the Draw Pile.

Keep completed sets separated by animal type for scoring.

End of the Game

When the Draw Pile is empty, the game ends and all the players reveal all remaining face-down cards in their Pond. At thiss tage, players may rearrange cards freely between rows to complete additional sets.

Any Storks remaining in a Pond immediately chase away a Frog, if one is present.

Each completed set is worth 1 point. The player with the most points wins.

***Shay's Rule** (Optional)

If you collect more than one set of the same animal, every additional set of that animal is worth 2 points instead of 1.

*When asked what he wants to be when he grows up, Shai always answers: "A game inventor like my dad and grandpa." It seems he doesn't have to wait that long because at the age of six he came up with this wonderful rule, which is why it proudly bears his name.

Enjoy

Haim and Uri Shafir