

BULLFROGS

SOLITAIRE VARIANT

Every frog warrior must take part in tactical war games as part of basic training, and each year, at the close of the trials, the young frog warriors are ranked according to their skill on the battlefield—a Grand Master ranking may spell the difference between commanding an army and becoming cannon fodder on the front lines.

Today, you finally face off against Isaac, a living legend, the greatest and most cunning Grand Master in history. How will you measure up? Can you defeat this brilliant commander in battle?

SETUP

1. Select a color to play and collect the 10 Lily Pad Cards, 14 Frogs and 2 Bullfrogs of that color.
2. Shuffle the 10 Lily Pad Cards and place them face down to create a draw pile.
3. Set up the 5 starting cards as designated in the standard game: place the Log Card in the middle of the table, and place each of the four starting Lily Pad Cards around the Log Card, forming a cross shape.
4. Select another color to use as your opponent, Isaac. Collect Isaac's 14 Frogs and 1 of his Bullfrogs along with the 2 Solitaire Dice (1 Action Die and 1 Movement Die), and place them in a pile separate from your own pieces.
5. Place Isaac's Bullfrog on the Log Card as his starting position. In the solitaire game, this Bullfrog is only a marker to show Isaac's location. It never occupies any of the open spaces on a Lily Pad Card and it is ignored when determining who wins a battle.



Action
Die Results



Movement
Die Results



PLAY SEQUENCE

Gameplay for the player is identical to that of the standard game with one exception: the player does not maintain a hand of 3 Lily Pad Cards.

At the start of the player's turn, draw a Lily Pad Card from the player's draw pile and play it instead of choosing 1 Lily Pad Card from a hand of 3 as in the standard game.

The player and Isaac alternate taking turns, with Isaac taking the first turn. During Isaac's turns, complete the following 4 steps.

1. **Roll** the 2 Solitaire Dice.

2. **Move** Isaac's Bullfrog to an adjacent card based on the result of the Movement Die (Lily Pad Card or Log Card). Isaac's Bullfrog does not occupy any of the open spaces on a card.

- If the Movement Die shows an up, down, left or right arrow, move Isaac's Bullfrog in that direction to the adjacent card.
- If there is no adjacent card in that direction, Isaac's Bullfrog does not move.
- If the Movement Die shows all 4 directions, Isaac's Bullfrog must move, but the player chooses the direction of movement.
- If the Movement Die shows the blank side of the die, Isaac's Bullfrog does not move.

3. **Take Actions** for Isaac based on the result of the Action Die. All actions are taken **ON** the card that Isaac's Bullfrog is on, even if it's on the Log Card. The number of actions Isaac performs is indicated by the number of Lily Pad Icons displayed on the Action Die: one, two or three. Isaac has two possible actions: **BUMP** and **DEPLOY**. If possible, Isaac must use his first action to bump one of the player's Frogs from the card, returning it to the player's supply. Bullfrogs cannot be bumped. Isaac must use any remaining actions to deploy his Frogs to the card he's on.

- Unlike the player, Isaac **CAN** deploy his Frogs to the Log Card.
- Isaac **CANNOT** deploy more than 2 Frogs to the card he's on during his turn, even if he has remaining actions. Instead, he loses his remaining actions.
- If Isaac is on a Lily Pad Card and he does not have any Frogs left in his supply, take his Frogs from the Log Card and deploy them. If he has no Frogs on the Log Card, he loses his remaining actions.

4. Score full Lily Pad Cards as in the standard game, with two exceptions: ignore Isaac's Bullfrog when adding up Strength, and the player chooses which direction Frogs and Bullfrogs jump, while still following the priority of the standard game.

If Isaac's Bullfrog is on a Lily Pad Card that is being scored, move it to any adjacent card, including the Log Card. If there are no adjacent cards, place it on the Lily Pad Card with the most open spaces. If there is a tie among multiple Lily Pad Cards for the greatest number of open spaces, choose any of these Lily Pad Cards as the new location for Isaac's Bullfrog.

If Isaac wins a battle, place the Lily Pad Card in his score pile. As in the standard game, if the player and Isaac are tied for the most points on the Lily Pad Card when it sinks, Frogs and Bullfrogs jump normally, but the Lily Pad Card is removed from play and neither Isaac nor the player receives points for the card.

5. Slide any Lily Pad Cards that are now separated from the main group that includes the Log Card, following the same sliding rules used in the standard game.

GAME END

The game ends after the player plays their final Lily Pad Card and completes the turn.

FINAL SCORING

Scoring is identical to that of the standard game with two exceptions:

- Any points earned by Isaac are subtracted from the player's score.
- The player does not receive additional points for scoring Lily Pad Cards of their own color.

See the chart below to see how well you did. Aspire to be a Grand Master Frog!

Below 25	Squire Frog
25-29	Footman Frog
30-34	Knight Frog
35-39	Duke Frog
40-44	Commander Frog
45+	Grand Master Frog



