

BOG™



2



10+



:15



Casual
Intermediate
Challenging

Watch and learn to play in 3 minutes at:

www.packogame.com/bog

OBJECT: In this 2-player battle for the Bog, you'll play Frogs from your hand and move them around on Lily Pads (playing area). Land on flies to draw more cards and on opposing Frogs to earn points.

Complete Frog 'Routes' and score Frog 'Formations' for even more points. The player with the most points at the end of the game is the winner!

SETUP:

- 1 Create the 'Bog' by placing all 9 Lily Pads in 3 rows of 3 cards each in the center of the table. Make sure to leave room for each player's 'Shore'.

- 2 Place a Fly perpendicular on each of the 3 center row Lily Pads.

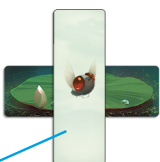
Second Player Hand
(3 Frogs)

EXAMPLE SETUP

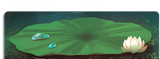
Second Player's Shore



Bog (3x3 grid of Lily Pads)



3 Flies



Start Player's Shore

- 3 Shuffle the 18 Frogs into a face-down deck near the Bog.

Start Player Hand
(2 Frogs)

- 4 Choose a Start Player. The Start player draws two frogs into their hand from the face down deck. Next, the second player draws 3 Frogs. Finally, draw 3 Frogs and place them face up next to the deck to create the Draw Area.

Draw Area

- 5 The Start Player takes the first turn.

YOUR Frogs will always face you with the Route on top.

Your OPPONENT'S Frogs will face them.

'Route'
(Start Pad and 3 additional stops)

'Formation'
(3 Frog locations)



ACTIONS: On your turn, you must perform one of 4 ACTIONS:

Move Actions:

PLAY a Frog from your hand.

ADVANCE it along its Route.

Score Actions:

COMPLETE a Frog's Route.

SCORE a Formation.

1. Play a Frog from your hand:

Place a Frog from your hand to your Shore. You may have a **maximum of 2 Frogs in your Shore**.



Frogs you play will face you, with the Route on top.

Your opponent's Frogs will face them.



Starting Player's Shore

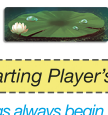
A Frog is placed face up from your hand to your Shore.

2. Advance one of your in-play Frogs:

A. Advance a Frog from your Shore to its starting Lily Pad shown on the Route.



This Frog's starting Lily Pad.



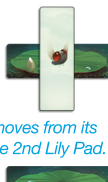
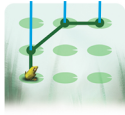
Starting Player's Shore

Frogs always begin their Route on one of the three Lily Pads on the bottom row, closest to a player's Shore.

B. Advance a Frog to the next Lily Pad in its Route.

This Frog's second, third and last stop.

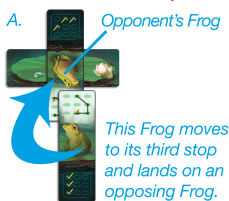
2nd 3rd Last



Example: This Frog moves from its starting Lily Pad to the 2nd Lily Pad.

Advance one of your in-play Frogs, continued:

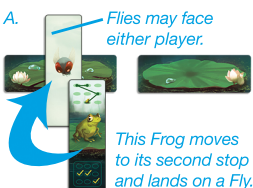
Landing on a Frog: If you move a Frog to a Lily Pad that is occupied by an opposing Frog (a Frog that is facing your opponent), remove the opposing Frog from the Bog and use its card back to **score 1 point**.



Landing on your own Frog: If you have no other available moves, you may be forced to hop onto your own Frog. If you do, the opponent takes that Frog and scores it for 1 point.

Landing on a Fly: If you move a Frog to a Lily Pad occupied by a Fly:

1. Move the fly to another unoccupied pad.
2. Draw a card from the Draw Area to your hand. If you selected a face up card, replace it with a new card from the deck. If there are no more Draw Area cards, instead put the Fly in your scoring area. It's worth 1 point at the end of the game.



Rare case: If a Fly cannot be placed because all other Lily Pads are occupied by Flies or Frogs, instead put it in your scoring area.

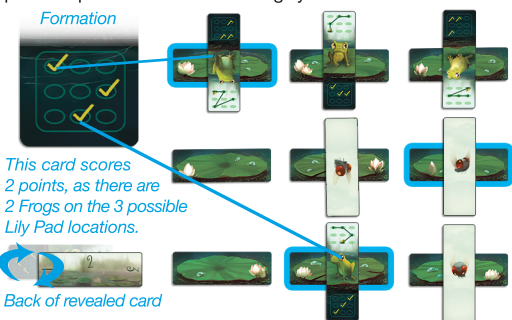
3. Complete a Route:

Score one of your Frogs that is on the final Lily Pad in its Route. Place the card in front of you facedown, with the '2' at the top facing you.



4. Score a Formation:

Reveal a **card from your hand** showing 1, 2 or 3 Frogs (regardless of who controls them) on the exact locations of Frogs in the Bog. Then use the back of the card to score points equal to the number of Frogs you matched.



GAME END: When a player cannot perform an Action, the game ends and one of these outcomes occur:

- A. If the Draw Area is exhausted, score. The player with the most points wins! If tied the player who could not perform an Action loses.
- B. If there are one or more cards remaining in the Draw Area, the player who cannot perform an Action loses and the other player wins.

Example: Player 1 could not perform an Action as they had no cards in hand, and no Frogs remaining in the Bog. There are no cards to draw from the Draw Area, therefore players add their score cards.

Player 1 has 11 points.
Player 2 has 13 points.
Player 2 wins!

Player 1	Player 2
1	1
2	3
2	2
1	2
3	1
2	2
11	13

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