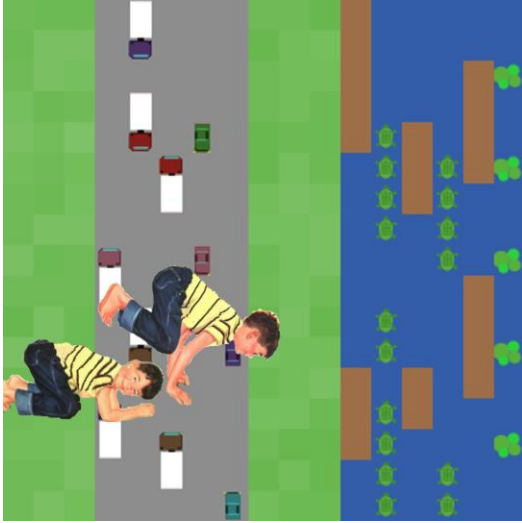


# Leap Frogger

## A Kotaku Game For Four to Twelve



**Objective:** The two people playing frogs need to leapfrog their way from one side of the field to the other without being touched.

**Need:** A large grass playing field.

**To Win:** The leapfrogging players must make it all the way up the field without being touched to win.

**Inspiration:** Frogger

### Set-Up

1. Mark off the four corners of the playing field.
2. Decide who will be the frogs and who will be the obstacles.

### Rules

1. The two frogs need to leap frog across the playing field without being touched. They can start and stop, move sideways, forward and backwards, but always have to leapfrog to do so.
2. The rest of the players need to decide which hazard to play in trying to capture the frog.
  - a: The crocodile: Two players form one crocodile. One holds the legs of the other, while the other walks on his hands.
  - b: The otters: A player must hold their ankles and walk on their knees.
  - c: The snake: A player has to lay on the ground and army crawl across the field.
  - d: The cars: A player has to walk on all fours.
3. Hazard players need to assume their correct positions on either side of the playing field. There must be at least two of any type of hazard being played. These hazard players stand across the field from each other.
4. When the frogs start leapfrogging up the field from bottom to top, the hazard players need to start moving across the field.
5. The first line of hazard players move across the field from the left. The next line moves in from the right. Each line alternates.
6. Once a hazard makes it across the field, the matching hazard proceeds back across in the other direction.
7. Hazards can't stop or change their pace once they start and must move in a straight line. If they come within reach of a frog they can try to tag him.