

# PiFroG

A board game for 2 players designed and illustrated by **Angelo Porazzi**

## INTRODUCTION

**PiFroG** is a checkers-like game, where a team of frogs and a team of pigs fight for victory. Frogs are agile and can easily jump, while pigs are strong and can crush their opponents. Do you like frogs or pigs. Choose your side and play!

## MATERIAL

- A PiFroG board (7x7)
- 7 pigs
- 7 frogs
- Carrying case

## GAME RULES

The 'Pig' player places one pig on every mud puddle facing any of the 8 directions (vertical, horizontal and diagonal). Then the 'Frog' player does the same with the frogs on the waterlilies.

The youngest player starts. Players alternate turns during the game until at least one of these victory conditions is reached:

1. One team has captured 5 opponent pieces.
2. One team has 3 pieces on 3 of the opponent's starting spaces.

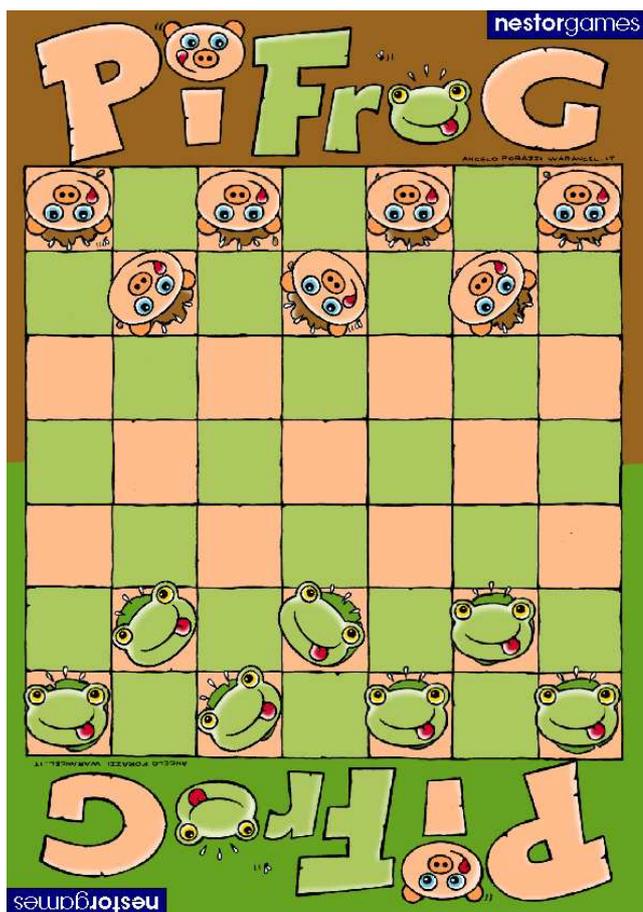
On their turn, player must do one of these 3 things:

1. Rotate a piece, so it ends up facing any of the 8 directions, except the direction it was already facing.
2. Move a piece one space forward in the direction it is facing.
3. Capture an opponent's piece.

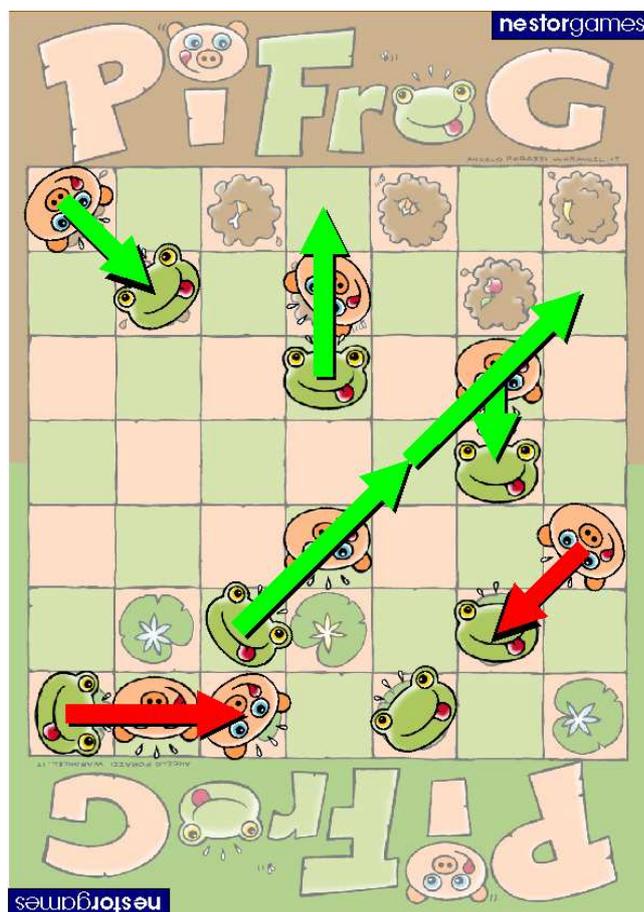
Frogs and pigs capture in a different way:

- Frogs capture by jumping in the direction it is facing over an opponent's piece, landing in the space behind it (like in checkers). They can capture 2 pigs with a 'double jump' if they are in a straight line.
- Pigs capture by 'crushing' an adjacent piece (in the direction it is facing) like a king in Chess.

But none of them can capture an opponent's piece if there is another opponent behind it!



Setup example



Legal (green) and illegal (red) captures

Frogs are faster because they eat by jumping, but Pigs have an advantage: they can crush opponents placed on the board edges, since they do not need to land in a square behind the target.

Who will win either leading Frogs or Pigs, will be a real complete player... a true PiFroG!