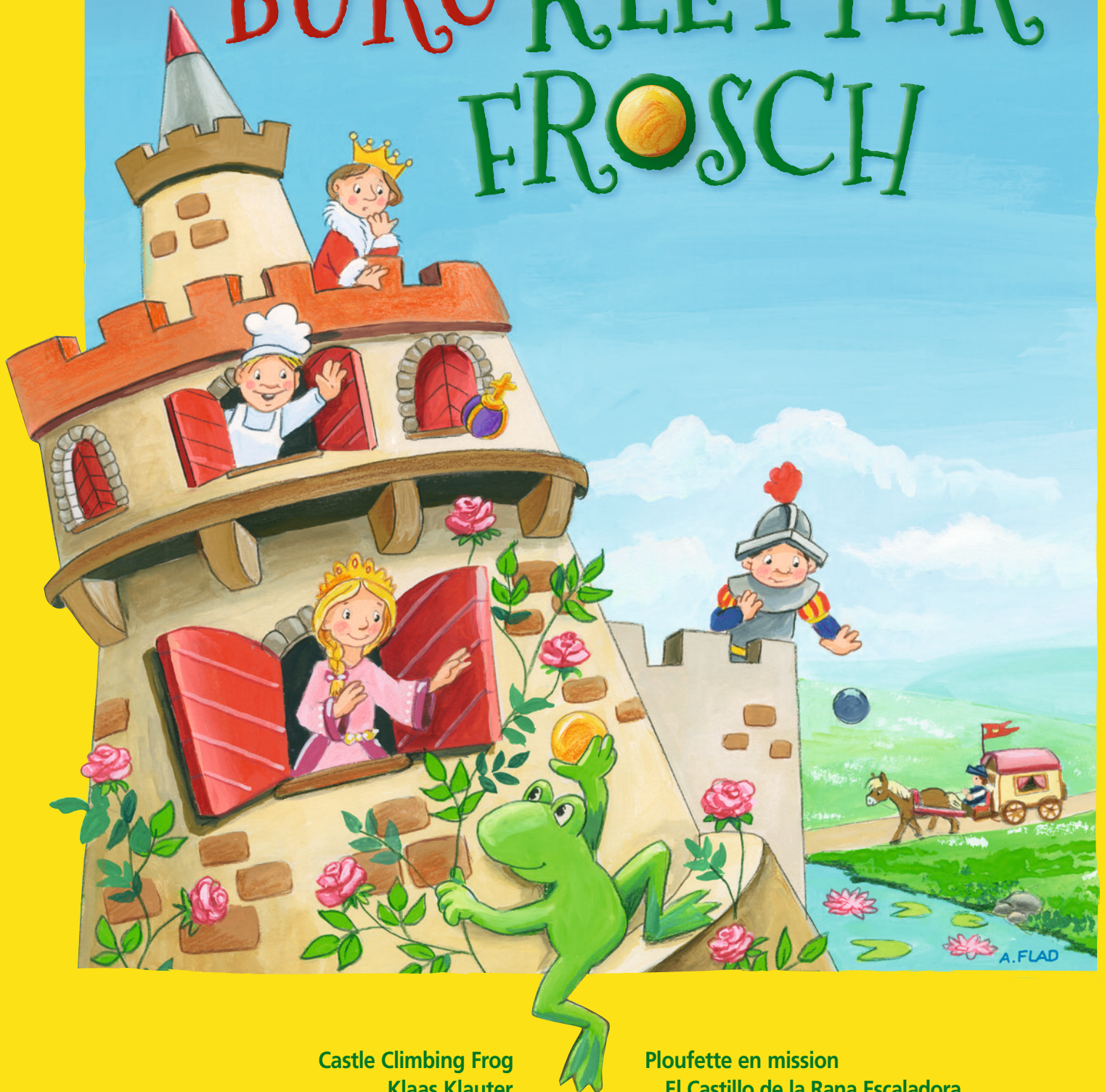


BURG KLETTER- FROSCH



Castle Climbing Frog
Klaas Klauter

Ploufette en mission
El Castillo de la Rana Escaladora
Il castello del ranocchio scalatore

CASTLE CLIMBING FROG



An exciting skill and memory game for 2 - 4 frog helpers between 5 and 99 years old.
With variable levels of difficulty, as a cooperative team game, or to play alone.

Authors: Gunter Baars & Markus Nikisch · **Illustrator:** Antje Flad · **Length of the game:** approx. 20 minutes

There were peaceful times when Francesco only had to fish the princess' golden ball out of the castle pond. These days there are regular splashes, as yet another castle resident lets something fall out of the window and roll into the castle pond: the maid can't find her ball of wool, the magician searches for his crystal ball, and the cook has lost a head of cabbage. Only Francesco the climbing frog can fetch the items.

But all the window shutters are closed, and Francesco first needs to find the respective castle residents before he can climb up the steep castle walls. Can you help Francesco the climbing frog return all the lost items to the correct matching castle residents?

Contents:



castle pond game board

4 cardboard crosspieces



1 hourglass



Box base



4 clamps
(for connecting the layouts)



Tower layout A and B, folding game board C



10 balls (= items belonging to the castle residents)



1 frog on 2 strings with 2 wooden balls



20 portrait tiles



10 window tiles with castle residents



Before the first game: First put Castle Climbing Frog together!

(Maybe you can ask your parents if they can help you with the setup!)

1. Take out the 4 game boards (carefully press out the sections marked with the symbol in tower layout A and B, folding game board and the castle pond game board). The puzzle elements in tower layout A should not be taken out for the basic game. Also carefully remove the windows with the castle residents.



The cardboard elements with the symbol are no longer required and can be thrown away. The others are used for the game.



2. Get the empty box base ready. Take the four crosspieces, put them together so that two crosspieces are parallel to each other and place the created grid on the box base.
3. Place the castle pond game board on the grid.



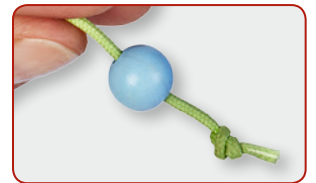
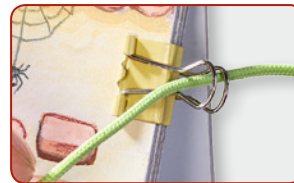
4. Then put together the castle tower and the climbing frog; to do this place the folding game board, tower layout B and tower layout A (in this order) on top of each other. Then use the 4 clamps to clamp the game boards together at the marked positions.



5. Insert the side of the castle tower with the windows into the wider punch-out behind the pond, and the other side in the rear punch-out.



6. Take the frog on its strings and, from the window side, thread each end through the **two metal brackets** of the clamps at the top of the castle tower, so that the frog is visible. Then thread each string end through a wooden bead and tie a firm knot in the end.

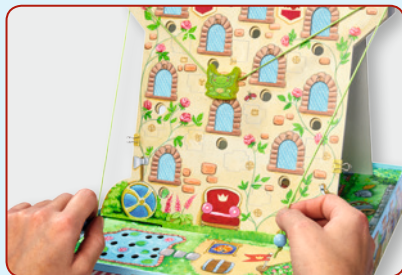


Castle Climbing Frog is finished!



When you pack up the game later take the castle tower out of the game board. You can leave the crosspieces together in the box base. Simply place all the small game material in the middle compartment. Leave the castle tower assembled, fasten the clamps onto the game board and

place it on top of the crosspieces so that the frog and its strings also lie on the box base. Place the instructions and castle pond game board on top of this. Then you can close the box with the lid.



If this is your first time playing Castle Climbing Frog...

practice balancing the ball with the frog a couple of times before the first game. To do this place a ball in the frog's head mold and take both string ends (balls) in your hands. By pulling or releasing one or both of the strings you can move the frog and the ball up the castle tower or to the side. Try to move it past the holes in the wall on the game board. (Now you'll be able to climb better in the game!)

Preparation:

Place Castle Climbing Frog in the center of the table so that everyone can see the castle tower easily.

Put one set of castle residents aside. Shuffle the rest of the 9 window tiles face-down (= with the castle resident side facing down) and place them hidden in 9 of the 10 window openings, so that nobody sees where the castle residents are in advance.

Shuffle the rest of the 18 portrait tiles and place them as a face-down pile on the fenced garden bed in front of the castle tower. Place the 9 balls in the holes in the lake in front of the castle tower. Keep the hourglass handy.



Castle resident set example





How to play basic game:

Play in a clockwise direction. The player who can croak the loudest begins. Turn over the top portrait tile in the card stack: The castle resident on the card has let their ball-shaped item fall out of the window and asks the climbing frog to bring it back to them. You help the frog do this.

The game consists of 2 phases:

1. Finding the castle residents behind the window shutters
2. Returning items to the castle residents

Game phase 1:

Finding the castle residents behind the window shutters

Which window shutter is the castle resident behind now?

Take the window tile behind which you think the castle resident depicted on the portrait tile is hidden, and turn it over.

Is it the same castle resident?

- **No**, unfortunately it is **not this** castle resident. Turn the window tile over again and place it in a **different empty** window frame. Then the next child turns over a window tile and tries to find the castle resident.
- **Yes**, it is **this** castle resident. Place the castle resident back in the window facing out. Now it's time for game phase 2.



Game phase 2:

Returning items to the castle residents = use the frog to balance the ball up to the castle resident

Did you find the correct castle resident? Place the frog in front of the throne in front of the castle tower. Then take the ball that matches the color of the one the castle resident is holding from the castle pond, and place it on the frog's head. Take a ball at the end of the string in each hand.



Attention timekeeper!

The player to the left receives the hourglass and places it in front of them. They are the timekeeper in this round, and have the special task of keeping an eye on the hourglass while the frog balances its way up to the pictured castle resident. When they give the starting signal "Castle Climbing Frog" they turn the hourglass over and you can start balancing. The timekeeper needs to pay close attention and call out "stop" when the time is up (of course the other children can help remind them).

Tip: If you are new to the game or are playing with younger players then we initially recommend playing without the hourglass and timekeeper.

Did you manage to get the castle resident their item (= ball) back in time?

- **No! Then unfortunately you didn't manage to return the item to the castle resident!**

If your time is up, or you lose the ball into a different hole in the castle wall, or it falls out forwards or it gets lands in another hole, then turn the window tile with the castle resident on it over so that the window shutter closes the window again. Take the portrait tile out of the game.



- **Yes! The castle resident is happy to have their item back!**

The ball landed under the window with the matching castle resident safely and on time. As a reward you receive the portrait tile of the castle resident. Turn the window tile with the castle resident on it over so that the window shutter closes the window again.



Nudge the ball out of the hole in the back of the game board and place it back in the castle pond.

Then the next child takes a new portrait tile and places it face-up in front of the castle. A new round (phase 1) begins, with the search for the next castle resident.

END OF THE GAME

The game ends when the last portrait tile has been awarded to the frog helpers. The child with the most portrait tiles wins. If there is a tie all children with the highest number of portrait tiles win together.

Tips:

Games can be made shorter: By removing a number of portrait tiles from the game, after shuffling them, before the game begins.

Games can be made more difficult:

By removing some or even all of the puzzle elements from the castle tower, this opens additional holes in the castle tower. If you later want to play an easier variant with less holes then you can simply press the puzzle elements back in and close up the holes. You can use the printed-on symbols to assign the puzzle elements to the right spots.



Cooperative team game (for 3 - 4 frog helpers):

The rules of the basic game apply with the following changes:

Preparation:

- Remove half the puzzle pieces from the castle tower.
- Shuffle the portrait tiles face-down, count out 12 and place these 12 cards on the garden bed in front of the castle tower. Place the other portrait cards in the box lid. They are not used in this game.
- Then shuffle the 10 window tiles face-down and place them **uncovered** in the window openings.
- Place all the balls in the holes in the castle pond.
- Decide whether you want to play with the hourglass.

How to play

- In this variant everyone plays together and **only** in game phase 2.
- Turn over the top portrait tile in the pile on the garden bed. Now the frog is moved by a **team of 2 players**. The left player takes one ball at the end of the string in one hand and the right player takes the other ball at the other end of the string in one hand. Now they work together to balance the item with the climbing frog and take it up to the castle resident. They will need to coordinate a bit.
- If they manage it together they receive the tile as a reward. Place the tile in front of the castle.
- If they didn't manage it place the tile in the box lid. This takes it out of the game.
- Then the next team takes their turn and cooperates to balance the frog. To do this turn the top portrait tile over. Each player should play equally often with every other player! The game ends when all the portrait tiles have been turned over.
- **How many portrait tiles did you collect?**
7-12 tiles: You are the best climbing frogs in the kingdom!
3-6 tiles: Nice climbing! But you can do better!
0-3 tiles: Maybe you should just focus on swimming?

Solo game

You can play this game on your own by pulling the frog up the castle tower using both hands. Try to collect more tiles than last time within the time limit of the hourglass.

The authors / illustrator:

The authors:



Gunter Baars was born in 1962 in Hamburg. After he completed his secondary education, he worked for many years as a freelance writer, editor, and screenwriter for MAD magazine and Ottos Ottifanten, among others, as well as for TV and radio. His first game appeared in 1989, which was followed by 80 other games to date. *Castle Climbing Frog* is his latest game that has been published by HABA.



Markus Nikisch was born in 1973 in Ludwigsburg as the fifth of six children. He could always find one of his five sisters who would play with him. He has never lost his fun for playing, and so he decided to move to Bavaria after he studied religion and social pedagogy in order to work for

HABA as a game editor. He lives there with his wife Katja and his sons Joel and Jonas.

Illustrator:



Antje Flad was born in Merseburg. She studied in Halle at the Burg Giebichenstein University of Art and Design Halle. After she received her degree, she has illustrated for different game and book publishers. She has worked as a freelance illustrator and game designer since 1995. She lives in Berlin with her husband and son Philipp. For HABA, she has illustrated puzzles and books in addition to many games.

Dear Children and Parents,

At www.haba.de/Ersatzteile it's easy to ask whether a missing part of a toy or game can still be delivered.