

# COSMIC FROG

## - SOLO RULES -

Ricky Royal, Apr 2022, Version 1d

### SETUP

- You will play as a single Frog versus a team of 3 RoboFrogs, setting up the Shard as per a 4-frog SHORT game (*i.e. 6 Highlands, 8 Lowlands, 5 Action cards for the player, and 3 Action cards for each RoboFrog for an EASY game, 4 for a NORMAL game, and 5 for a HARD game*).
- Give each of the RoboFrogs a player board, and a single shared Vault for the RoboFrog team.
- Randomly deal an Ability card, face-down, to each RoboFrog. RoboFrogs ignore all text on Ability cards, using them only for their Combat and Raid ability icons.
- RoboFrogs do not use  $\Omega$  and do not need to pay  $\Omega$  to overpower their attacks, but **if you ever get to play an Ability that lets you steal a RoboFrog's  $\Omega$ , assume they have 1 $\Omega$  to steal but ONLY if their Ability card is face-down. If an Ability makes the RoboFrog spend or lose any amount of  $\Omega$ , imagine they have spent it and then flip their Ability card face-up.**
- Give yourself 6 $\Omega$  and an Ability card as per the regular setup.
- Finally, draw a Splinter card and place one of the three RoboFrogs on the hex indicated. Repeat this two more times so that all three RoboFrogs are placed on the Shard. Shuffle the three drawn Splinter cards back into the Splinter deck.

### GAMEPLAY

#### ROBOFROG DEFENDER

If you Attack a RoboFrog, flip the RoboFrog's Ability card (*if it is face-down, turn it face-up; or if it is face-up, turn it face-down*); If the RoboFrog's Ability card is face-up they will **Boost** their combat roll.

#### ROBOFROG'S ACTION

**IMPORTANT:** a RoboFrog's Leap distance is  $X+1$ , where  $X$  is the number of empty Gullet slots (*i.e. they Leap as if they paid 1 $\Omega$* ).

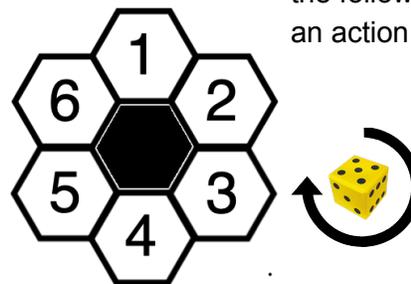
When a RoboFrog takes an Action, follow the first of perform, skipping to the next if they cannot perform

**Shard:**

**Leap into the Aether -> Attack -> Harvest**

**Aether:**

**Raid -> Discorge -> Attack -> Land**



the following steps that they can an action:

**TARGET-LINE DIAL:** To use the Target-Line Dial, imagine your frog or the RoboFrog is on the black hex and roll a regular d6 (the Yellow die in Cosmic Frog); consider whether the hex in the position indicated by the die-roll is a candidate for the decision you are making on behalf of that Frog; if it is not a valid candidate hex, keep considering the next hex in a clockwise direction until you find a valid candidate hex.

### When a RoboFrog Leaps into the Aether:

- If the RoboFrog's Gullet is empty or has just 1 Land, skip to the next action;
- If RoboFrog has 2 or more land in their Gullet they will leap into the Aether if they are able, or as close to the Aether as they can get (use the target-line dial to choose between equally viable directions).

### When a RoboFrog Attacks:

If you are on the Shard with an empty Gullet, or if your Frog is not targetable (or out of range), skip to the next action, otherwise:

- Flip the RoboFrog's Ability card (*if it is face-down, turn it face-up; or if it is face-up, turn it face-down*), unless an Ability prevents it; If the RoboFrog's Ability card is face-up, the RoboFrog will **Overpower** their combat roll.
- When attacking from the Aether and you are on the Shard, use the TARGET-LINE DIAL to decide which aether-adjacent hex the RoboFrog is attacking from if there is more than one such viable hex.
- If the RoboFrog makes a successful attack, they will take option A if able (*i.e. move X terrain tiles from your Gullet into their Gullet*). If they are unable to take option A (*because you have no tiles in your gullet*), they will take option B (*i.e. Harvest or Raid*).

### When a RoboFrog Harvests:

- The RoboFrog will Harvest according to the regular rules.
- If they cannot Harvest, they will leap towards the nearest Land tile on a target line. If they cannot reach a land tile, they will leap as close as they can to the a land tile along a target line; if there are more than one equally viable target lines, roll a Yellow die and consult the TARGET-LINE DIAL (*see above*), starting with the target line in the direction indicated by the die-roll and then progressing clockwise until a viable target line is chosen for the Leap. *e.g. if there are two target lines that can be leapt down that take the RoboFrog 2 hexes away from a Land, and that is as close as they can leap to a Land, then roll a die and consult the target-line dial to choose between them*. In the rare event that the RoboFrog cannot leap, they will instead Leap into the Aether.

### When a RoboFrog Raids:

If your Vault is empty or locked, then skip to the next action. Otherwise:

- If the RoboFrog's Ability card is face-down then turn it face-up (*unless an Ability prevents it*.)
- RoboFrogs will always try to Raid up to 2 points of land (*they are not limited by Outer Dimensions*).
- RoboFrogs will always try to raid Highland tiles first.
- If there are multiple choices for RoboFrog to take, RoboFrog will take from the smallest stacks first.
- If there are still multiple choices, choose a tile type at random (*eg. put spare tiles from the box in your hand, give them a shake, and pull one at random*).

### When a RoboFrog Disgorges:

If the RoboFrog's gullet is empty, then skip to the next action. Otherwise:

- Put lands in increasing numerical order starting with the lowest numbered slot that has the fewest lands in it as follows:

	9	5	4
8	6	3	
7	2		
1			

### **When a RoboFrog Lands:**

- RoboFrogs will land on the Shard in a direct target line to your Frog and as close as possible to (*but not on*) your Frog. If there is no direct target line to your Frog, they will select a random hex as close as possible to your Frog. **NOTE: If you are in the OuterDimensions, draw a Splinter Strike and imagine your Frog is standing there; then shuffle the Splinter Strike back into the deck.**

*To determine where on the Shard a RoboFrog will land, use a die-roll on the target-line dial, where your Frog is the centre-spot of the dial and the die-roll represents a target line from your Frog, progressing clockwise around the dial to break ties between more than one equally viable landing hex.*

### **AETHER FLUX**

You choose your response first. Randomly shuffle together the RoboFrogs' Ability cards, place them on the bottom of the Ability deck, and deal each RoboFrog a new one, face-down.

### **SPLINTER STRIKE**

Play as normal, except that if a RoboFrog is hit by the central *strike hex*, turn its Ability card face-up.

### **OUTER DIMENSIONS**

When a RoboFrog is sent to Outer Dimensions, they lose their Ability card as normal, and gain a new one face down when they return to Dimension Zero.

If a RoboFrog is in the Outer Dimensions at the END of their turn, they do not set aside their action card for this turn (leave it in the discard pile).

When a RoboFrog returns to Dimension Zero, place them in the Aether.

### **GAME END**

When the game ends, calculate your final score as normal, but when scoring for the RoboFrogs, just count each land as a singleton (*i.e. do not score for lines of 2,3 or 4, but instead score each land as if it were a line of 1*).

If your score is higher than the RoboFrog's score then you win! The net score is the quality of your victory; try to do better next time!