

How to Play Frogz Online

You play against the AI-driven computer. Try to beat it by having your frog eat five flies. The game consists of a nine-by-nine board, nine flies, and two frogs. The flies are placed randomly on the board. First, you must place your opponent's frog on the board by clicking or tapping on an empty square. Next, the AI will place your frog on the board. Now you take turns. You can play one of the following moves:

1. Move your frog in a chess knight move.
2. Move a yet-unmoved fly to an empty, adjacent square.

Refer to the notes and screenshots below for additional details.

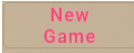
To move a piece, drag it to its destination, or click/tap it, then click/tap the destination square.

When a frog lands on a fly, it eats it.

Your goal is to be the first one to eat five flies.

If a frog lands on the other frog, it kicks it to an adjacent square. See the notes and an example in the screenshots below. If a fly occupies that square, the kicking frog eats it.

If during 16 single steps no fly is moved or eaten, the game ends in a draw.

You can change the AI's level by clicking . Now, select the desired level and click .

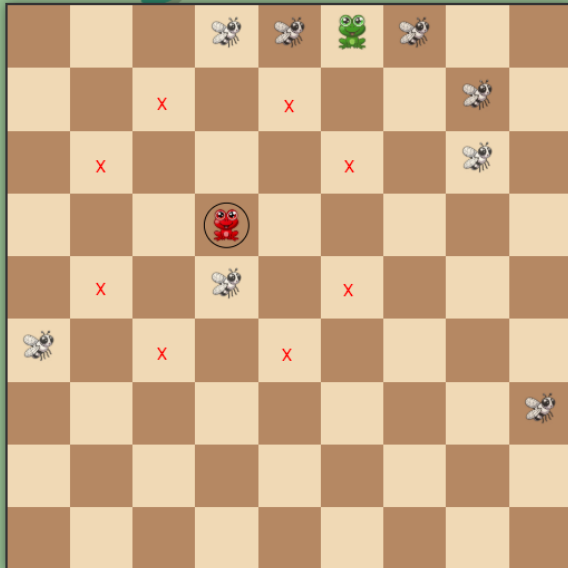
Notes:

- A **chess knight** move is two squares in one direction and one in a perpendicular direction.
- An **adjacent** square is one above, below, on either side, or diagonally next.
- A Fly can not be moved to a square occupied by another Fly or Frog.
- A **Fly that was moved** (denoted by its black body) is locked and can not be moved anymore.
- If you **kick** the other frog, you have to click on the square where it should move into. A **kick** consists of three clicks: on your frog, on the opponent's frog, and on the destination square. See an example in the screenshots below.
- If you selected a piece, you can unselect it by clicking on it again or by hitting the Esc key.
- You can **take back moves** by hitting the Backspace key or clicking on the  icon.
- During the game, hints and instructions appear at the bottom of the screen.

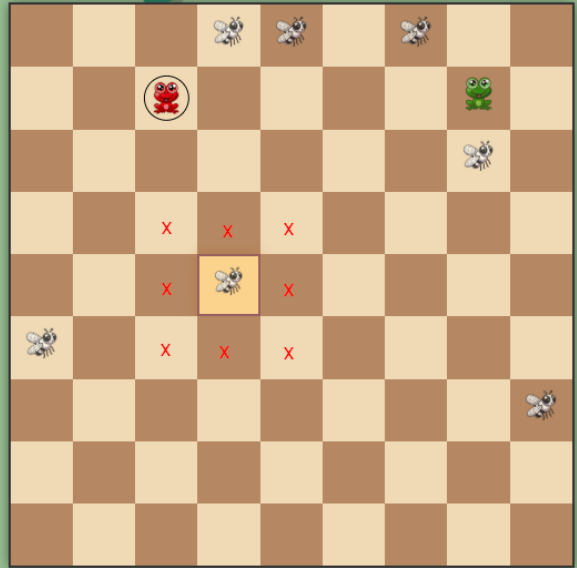
Frog moves: X marks the squares where the red frog can move. (chess knight move)

Fly moves: X marks the squares where the selected fly can move. (chess king move)

Frogz



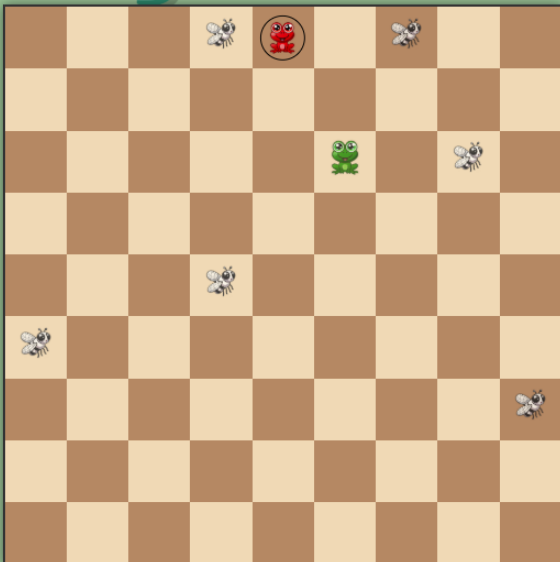
Frogz



Kicking a frog: In the screenshots below, the red frog kicked the green one to a diagonally adjacent square. Subsequently, the green player moved a fly so that it could eat it in the next move. Note that the moved fly has a black body.

Before

Frogz



After

Frogz

