

Tab 1

How to Play POND

Version 6.5

Version Updates:

Version 7 (Major Update)

- Removed Crowns as a resource
- Removed Megaphones as a resource
- Fountain (central pond) no longer rewards crowns, only 1 extra VP
- VP tokens is now a limited resource pool
- The game ends when the VP tokens run out
- Starting deck composition changed
- Frog with a Net no longer a generic purchase, instead a starting card
- Starting decks have:
 - 5 x Faction frogs
 - 1 x Long Frog
 - 2 x Frog with a Net
 - 2 x Frog with a Knife
- Long frog cards are unique to each faction now

Version 6.5

- Added Pumpkin and Banana Frog faction
- Added 4 more legendaries, 1 for each of the factions.

Version 6.4

- A few more changes to cards
- Balloon frog rework
- Some wording fixes
- Slight nerf to frog with a Bomb
- Changed Biblically Accurate and Crewmate frogs to be 2 crown cost single use heros

Version 6.3

- Cowboy Frog card buffed to change a X die roll result to a Sword
- Number of total crown tokens increased from 15 to 18
- The cost to merge a Long Fwoooog now scales with how many Long Fwoooogs you have
- Turn 2 player takes 1 Crown Token instead of 3 VP to start the game
- The amount of VP printed on Frog Cards overall increased
- Pancake Frog costs 1 more Berry
- Balloon Frog only deploys to Ponds without your Frogs now

- Long Fwoog card buffed to gain X Berries and is also worth X squared VP at the end of the game where X = Long Fwoogs deployed

Version 6.2 (Changes between 4min How To Play Video)

- The central pond is now the Fountain. The pond in the very middle of the game board on top of the frog statue.
- The ways to gain Crowns has changed from 3 ways to 2 ways
 - Gain 1 Crown for controlling the “Fountain” at the end of your turn.
 - Gain 1 Crown the first time you damage a Long Fwoog each turn (same as before)
- You no longer gain 1 Crown the first time you remove 3 frogs.
- You now choose how many dice you roll, UP TO the number of Frogs attacking
- The Long Fwoog card now hibernates a card instead of deploying 1 frog
- You no longer gain 1 VP when you remove a Frog

Version 6.1 - POND Launched on Backerkit (4 min how to play video)

- This version is what was described in the 4 min how to play video.

Set Up (table):

1. Place the map board in the middle of the table
 - a. For 2 player games, use the side with 8 ponds
 - b. For 3 and 4 player games, use the side with 12 ponds
2. Place VP tokens within reach of all players:
 - a. 100 VP total for 2 players
 - b. 110 VP total for 3 players
 - c. 120 VP total for 4 players
3. Place Lilypad Tokens within reach of all players
 - a. Place 1 Lilypad in the **Fountain** (the central pond)
 - b. The Fountain cannot hold Long Fwoogs
4. Place the combat dice within easy reach of all players



5. Set up shop cards
 - a. Place a stack of “Frog with 2 knives” in the shop
 - b. Place a stack of “Frog with a BIG net” in the shop
 - c. Shuffle the Normal Frog Cards and deal 5 in the shop
 - d. Shuffle the Hero Frog Cards and deal 3 in the shop



Set Up (players):

1. The player who most recently saw a Frog (real or digital) goes first.
2. Give VP tokens to the remaining players.

- a. 2nd player gets 1 VP
 - b. 3rd player gets 2 VP
 - c. 4th player gets 3 VP
3. Each player selects a faction to play as, taking that faction's components:
 - a. 1 player board (indicates your faction's unique ability)
 - b. Starting deck of 10 cards
 - c. 4 Long Fwoooog Meeples
 - d. 12 Frog Meeples (Reduced to 10 in 3 & 4 player games)
4. Each player shuffles their starting deck, then draws 5 cards
5. Each player places 1 Long Fwoooog in their starting pond.
 - a. Your starting pond is the Pond along the edge of the board closest to you.



Winning the Game:

- Whenever all of the VP tokens have all been taken, **the game immediately ends!**
- The player with the most VP (victory points) wins the game.
- Your VP is the sum of:
 - Value of your VP tokens
 - Value of VP from the cards you've purchased (even those that were hibernated)

How to Gain VP:

- You gain 1 VP token per Pond and Lilypad you control at the end of your turn
- You gain 1 VP token per damage you deal to an opponent's Long Fwoooog
- You gain VP equal to the value printed on purchased Frog cards

How to Play:

POND is a turn based game. A player's turn is divided into 3 parts:

Start of your Turn:

- **Deploy 1 Frog to each of your Long Fwoooogs**
 - If you have multiple Long Fwoooogs, they each deploy 1 Frog

During your Turn:

You may perform the following options in any order

1. **Play Cards from your hand**
 - a. Cards played are put in front of you into a "play area".
 - b. Cards in your play area are discarded at the end of your turn.
2. **Spend Berries to buy a Frog Card**
 - a. Purchased cards are added to your discard pile
 - b. Unspent berries do not carry over between turns
 - c. A new frog card is revealed immediately after a Frog card has been purchased.
 - d. When your deck is empty and you need to draw, shuffle your discard into a new deck
3. **Spend 5 Berries to hibernate a Frog Card from your play area or discard**
 - a. Remove that card from your deck for the rest of the game
4. **Merge Hibernated Frogs into a Hero Frog**
 - a. Each Hero frog has a Hibernated Frogs cost
 - b. To gain that Hero, stack that many Hibernated Frogs and place the Hero Frog on top
 - c. Hero Frogs are placed in front of you for the rest of the game
5. **You do not have any Attack, Move, or Hibernate actions by default**
 - a. Playing cards like "Frog with a Knife" will let you take an Attack or Move action
 - b. You Hibernate a Frog card whenever you need to shuffle your discard into a new deck, or if a card tells you to Hibernate a card.

End of your Turn:

1. **Discard all played cards** in your play area (do not discard Permanents)
2. **Discard all unplayed cards** in your hand
3. **Draw 5** new cards
 - a. If your deck is empty, **hibernate** one of the Frog cards in your discard, then shuffle the remaining discard into a new deck.
4. **Gain 1 VP** for each Pond you control
 - a. You control a Pond if you have the most pieces in that pond (Frogs + Long Fwoooog)
 - b. No one controls a Pond in the case of a tie

5. **Gain 1 VP** for each Lilypad you control
 - a. You don't need to control a Pond in order to control a Lilypad
 - b. Lilepads have no other functions other than providing an extra VP each turn

At any Time:

1. **If your deck is empty and you need to draw:**
 - a. Hibernate a card from your discard
 - b. Then shuffle your discard into a new deck
2. **If all VP tokens are gone:**
 - a. The game ends immediately! Any extra VP that could have been gained is lost
 - b. Player with most VP total (Between cards and tokens) win

Mechanics & Keywords:

Hibernating a Card:

- Remove the selected card from your deck for the rest of the game. You can merch Hibernated cards into a Hero Frog.

Taking a March Action:

- When you march, you may move any number of your frogs (not long fwoooogs) inside of a single pond to one other connected pond.
- Long Fwoooogs do not move.



Taking an Attack Action:

- You can declare an attack in a Pond with your Frogs along with enemy Frogs or Long Fwoooogs
- To Attack, roll up to 1 dice for each of your frogs (not Long Fwoooogs) in that Pond
 - Maximum of 3 dice per Attack
 - **Swords** deal 1 Damage to another player
 - **Bombs** deal 1 Damage to another player AND yourself
 - **Xs** miss and do nothing
- Each player removes 1 Frog per damage taken
 - Frogs sitting on Lilypads are the last frog to be removed by a player.
 - When a Lilypad becomes empty, you can immediately occupy it.
 - Removed frogs are returned to your supply of available frogs.
- Long Fwoooogs take damage if there are no frogs to remove.
 - Long Fwoooogs cannot be removed
 - You gain 1 VP for each damage dealt to a Long Fwoooog

The Fountain:

- The fountain is the pond in the very middle of the board atop of the frog statue.
- Long Fwoooogs cannot be placed in the Fountain
- The Fountain starts the game with a Lilypad

Long Fwoooogs:

- Each player can only have 1 Long Fwoooog per Pond.
- Long Fwoooogs cannot move and cannot attack (roll dice).
- Long Fwoooogs cannot occupy Lilypads.
- Multiple players can have Long Fwoooogs in the same pond.
- Dealing damage to Long Fwoooogs gives you 1 VP per damage dealt.
- Your Long Fwoooog only takes damage after you have no more Frogs in that Pond.
- A Long Fwoooog can take damage multiple times in a single attack or turn.

Keywords

- **Hibernate** - Hibernating a card removes it from your deck permanently. You need Hibernated cards to merge into Hero Frogs.
- **Build a Lilypad:**
 - To build a Lilypad, place a Lilypad token into a Pond.
 - Each pond can only hold a maximum of 1 Lilypad.
 - Each Lilypad gives its owner 1 VP at the end of their turn.
 - When you build a new lilypad or a Lilypad becomes unoccupied in a pond where you have a Frog on your turn, you may immediately take over that Lilypad.
 - Long Fwoooogs cannot occupy lilypads.
- **Deploy a Frog**
 - You can deploy frogs from your supply to a Pond where you have a Long Fwoooog.
 - If you can deploy multiple frogs, you can split up the deployment to different Long Fwoooogs.
 - If you have no more Frogs in your supply, effects to deploy a frog simply fail but do not prevent the rest of the card from resolving.
- **Permanent:**
 - Permanent cards go in front of your immediately after they are purchased
 - Permanent cards are not discarded at the end of your turn and cannot be hibernated
 - Effects of a Permanent card are immediately and always available to you
 - Once per Turn abilities can only be used on YOUR turn
- **Once per Turn** - Can be activated only on YOUR turn, not on other player's turns.
- **Reaction**
 - Cards with Reaction effects can be played whenever their condition is met, even if it is not your turn.
 - Only 1 reaction card can be played at a time, pausing and interrupting whatever was happening before.

- A player can play a reaction after another reaction has finished resolving if the condition to play it is still valid.

FAQs:

Q: Can Long Fwoooogs move?

A: No

Q: Do Long Fwoooogs attack?

A: No

Q: Can I damage the same Long Fwoooog multiple times in one turn?

A: Yes. If you roll 3 Swords against a Long Fwoooog with no Frogs to defend it, it takes 3 damage. If this is the first time you've damaged a Long Fwoooog this turn, giving you 3 VP.

Q: Can I declare an Attack in the same Pond multiple times in one turn?

A: Yes, as long as you have the Attack Actions available to take

Q: Can I Move a Frog after it's already performed an attack?

A: Yes, you can march a frog regardless of if it's attacked this turn.

Q: Are Hibernated cards still worth the VP printed on them?

A: Yes, Hibernated cards are worth 2 additional VP to what is printed on them.

Q: Can I merge frogs into a Long Fwoooog without playing the Long Fwoooog card?

A: No.

Q: Can I hibernate a card without playing a card that has the effect of hibernating a card?

A: No, hibernating a card is an effect that some cards have (such as the Long Fwoooog card). There are no "Generic" actions in POND. Everything is either done by playing a card and resolving the effects of that card.

Q: Do Permanent cards count as part of your hand?

A: No.

Q: Can you do actions in any order?

A: Yes, you can spend berries and play cards in any order on your turn.