

A micro dexterity game for 2 players in 10 minutes inspired by the Japanese sport of pole toppling

Components

4 frogs (discs): 2 of brown & green

1 fly (pole)

1 leap/reference card

Setup

1. Select a smooth play surface, ideally around 3 feet per side, with room for players to move around it

2. Each player selects a color and places their frogs along the edge of the play surface closest to themselves
3. Set the fly and leap card aside
4. Choose a first player, such as by playing odds and evens with the frogs
5. Beginning with the first player, players take turns flicking one frog into play; if any frog leaves play, follow **Leaving Play**
6. Once all four frogs are in play, the second player places the fly on either of their frogs
7. Gameplay begins, continuing in turn order

Gameplay

Players attempt to win by knocking over the fly twice with an airborne frog.

Turns

1. Take an action with one of your frogs: **Flick** or **Leap**
2. After each action, follow **Leaving Play** if any frogs left play
3. If your first action was a **Flick**:
    - **Hit an opponent's frog:** You may take one additional action with your other frog

    - **Did not hit an opponent's frog:** Your opponent may immediately **Flick** their non-fly frog as a bonus action; this bonus action does not count as their turn
4. Your turn ends

Whenever your turn ends, after resolving **Leaving Play**, place the fly on the frog you least recently took an action with.

Flick

1. Flick one of your frogs along the play surface
2. If the fly is knocked over, your turn ends

Leap

To **Leap**, there must be another frog (either player's) between your frog and the fly:

1. Position the leap card as a ramp near your frog, with one edge touching the play surface and the ramp aimed toward the fly
2. Flick your frog up the ramp toward the fly
3. If your frog hits the fly while airborne and knocks it over, the **Leap** is successful
4. Your turn ends

Leaving Play
If any frogs leave play:

1. The current player's turn ends; complete the following steps before starting the next player's turn
2. The opponent of the player who caused the frogs to leave play immediately flicks each frog back into play, regardless of color
3. Apply steps 2–3 recursively: if a return flick causes another frog to leave play, switch players and repeat until all frogs are in play

Game End

The first player to complete 2 successful **Leaps** wins.

Web Links

Hop Shot website:
https://hopshotgame.com

Discord server:
https://discord.gg/zKhu6G9tfg

Credits

Game design by David Gregg
Card and logo illustration by Ade

Huge thanks to the many playtesters whom I couldn't have finished this game without.