

FROG JUMP

-GAME DESCRIPTION

Using a rubber mallet the player strikes a catapult which launches a rubber frog into the air and tries to land the frog in a frying pan.

-HOW TO SET UP GAME

- 1) Unfold legs on bottom of game and stand up the unit.
- 2) Place the game so that the launch unit is toward the front of the booth.

-HOW TO PLAY

- 1) Each player gets three frogs per turn.
- 2) Player places frog on launcher.
- 3) Player strikes the launcher with the rubber mallet and wins if 50 % of frog lands inside frying pan

Materials and or Items you need to supply for this game:

non

Pay outs

Three frogs in pan 4 tickets
Two frogs in pan 3 tickets
One frog in pan 1 ticket

