

# Froschkönig Frog Prince

**Under the lily pads of a pond gems are hidden. The one who finds the most becomes the new Frog Prince. A clever dice memo game for children from 5 years.**



The players jump with the frog from water lily card to water lily card. The eyes of the die indicate how far the frog moves. The players guess which gem is hidden under the card. Is it one of the 3 rubies, 4 sapphires, 5 turquoise, 6 diamonds or 7 pearls? Who guesses the right gem, may keep it. If you're wrong, show it to the other players and put the card back in place. This is where the memo effect comes in: because anyone who remembers the gemstone can find it easier to find it again. But the players also roll the same frog ... Whoever has found the most gems, wins the game and becomes the new Frog Prince.

A stricter game rule allows the game for older children from 8 years and for adults.

## People and Age

For 2 and more children age 5 +

## Time

about 30 minutes

## Material

- a frogs pond as board
- 1 frog
- 2 dice
- 25 water lily cards, which hide the gems
- a rule

## Publications

1987: Heinz Vogel Verlag

