Pondscape

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Capstone Games

PINK
TROUBADOUR

In **Pondscape**, you will be creators of natural habitats for various frog species. Choose carefully, because your space is limited. By combining the right frog species, food, and habitats, you can score the most points and become the winner with the richest ecosystem.

Pondscape is played over 15 rounds, during which each player creates their own grid of fifteen cards. Each card type has specific conditions that you'll try to meet to earn victory points.

Components

1 jumping frog card

20 player food cards (5 per player)

3 movement cards

5 jumping frog food cards

6 solo cards

1 scoring card

1 scorepad

120 pond cards (95 frog cards and 25 habitat cards)

Setup

1. In the middle of the play area, arrange the **5 jumping frog food cards** according to the symbol on the bottom of each card, to form the *food row*.

2. Place the **jumping frog card** above the leftmost 2 cards of the food row.

3. Thoroughly shuffle the **pond deck** and place it within reach of all players.

4. Lay out **3 cards from the pond deck** face up beside it to create the *card display*.

5. Place the **movement cards** (**0**, **1**, and **2**) left to right in that order above the 3 cards of the card display.

6. Place the **scoring card** beside the card display.

7. Each player arranges a set of **5 player food cards** in front of them according to the symbol on the bottom of each card. These serve as the foundation of your pond, and as a food supply for your frogs.

8. Each player then draws **3 cards from the pond deck** into their hand.

9. Randomly determine the starting player.

At the end of the game, each player will have a pond of 15 cards (3 rows of 5 cards) above their food cards. So, leave enough space above that row!

Gameplay

Pondscape is played over 15 rounds, with players taking turns starting from the first player and continuing clockwise.

On your turn, follow these steps:

1. Take **one frog or habitat card** from the display into your hand.

2. The number on the movement card above the card you took tells you how far the jumping frog will hop. Advance the jumping frog card that many cards clockwise around the food row. It always spans 2 cards, thus it will hop around the ends.

3. Replace the card you took with one from the deck (don't shift the cards).

4. Then **place one card from your hand** (any card, including the one you just took from the display) in any space of your pond, either face up or face down.

5. Resolve the card's effect, if any.

6. Play passes to the next player.

The game ends when each player has placed 15 cards grid in front of them. The player with the highest score wins.

Placing Cards

You may place your card anywhere within your pond area. It doesn't need to be beside existing cards, and you don't have to start from any particular spot. However, once you place a card, you cannot move it for the rest of the game.

*You take the card under movement card **2**. You thus advance the jumping frog card 2 steps clockwise around the food row.*

The jumping frog card must always straddle two adjacent food cards: Position it so it's centered on the border between two cards.
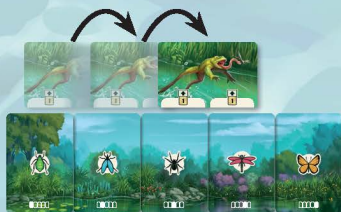
After moving the jumping frog card, a new card from the deck fills the card display gap.

*Then you place any card from your hand in your pond. This card has no effect (no leaf in its lower-right corner; see **Card Effects**, p. 6). Play passes to the next player clockwise.*

Cards

The deck contains frog cards and habitat cards. Cards may feature food symbols (upper-left corner), immediate effects (on a leaf in the lower-right corner), or endgame scoring conditions (at the bottom). You will find these on the fronts and backs of cards.

Food symbol

Symbols on the back of the card

Scoring condition

Card Backs

You can choose to place any card face down in your pond as a *water card*. When you do, the food symbols and immediate effects on the back will apply, instead.

The upper-right corner of the front indicates what you'll get if you place the card face down as water.

Habitat Cards

Habitat cards may provide immediate effects or help fulfill scoring conditions.

There are 5 different habitat types. Having more variety of habitats in your pond will score you more points at the end of the game.

This is indicated by the scoring condition icon at the bottom of the habitat cards.

Habitat cards have this symbol in the upper-left corner.

Card Effects

When you play a card that has a leaf symbol in its lower-right corner, resolve the depicted effect right after placing it.
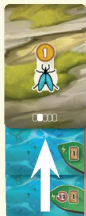
Jumping Frog effect

1/2 When you play a card depicting this effect, follow these steps:

Advance the jumping frog card 1 or 2 spaces clockwise around the food row. If it passes the end, hope around it and continue on the other side.

Then, under each of **your** food cards that match the two the jumping frog currently spans, you may tuck a card from your hand. You may choose to tuck under either, neither, or both food cards.

At game end, each tucked card will score 1 point for each matching food symbol in your pond.

Tucking cards lets you turn undesired hand cards into food symbol multipliers for endgame points. Watch the jumping frog's position so you can tuck cards at the best time for the food symbols in your pond.

Note: You may tuck any cards from your hand without any restriction.

You play a card face down as water, showing the Jumping Frog effect.
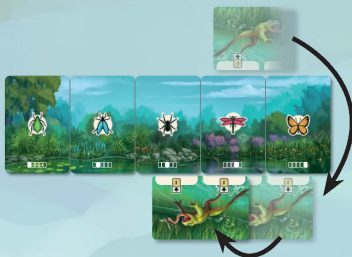
You choose to advance the jumping frog 2 hops clockwise, around the right end..

Because you already have 2 spider symbols in your pond, you decide to tuck a card under your spider food card. You don't have any dragonflies yet, so you decide not to tuck a card under the dragonfly food card — but you could have, hoping to get some later!

6

Draw Cards effect

When you play a card depicting this effect, draw the indicated number of cards (1, 2, or 3) from the pond deck into your hand.

Always refill the empty display slot before drawing these cards.

The Draw Cards effect may appear on either side of a card.

Special Tucking effect

If you play a desert rain frog card that has a special effect, first resolve this Special Tucking effect. Then, if the card also has a leaf effect in the lower-right corner, resolve that effect next.

Tuck up to this many hand cards (total) under **any** food cards you wish: If the effect indicates **2**, you may tuck either 2 under 1 food, or 1 each under 2.

Scoring Conditions

The game features 8 different frog species. Each species has its own unique endgame scoring condition. The scoring conditions are explained in detail on the following pages.

Frog clusters

Frogs enjoy living together. At game end, if you meet a frog species' scoring condition, look for contiguous groups (**clusters**) of orthogonally connected frog cards of that species, and score each cluster separately based on its size. **See the scoring card.**

When you meet a frog species' scoring condition, the size of its cluster matters. The larger it is, the more points you'll score. If you have multiple separate clusters in your pond, each one scores separately.

ORNATE HORNED FROG: You will score points for this frog if your pond cards contain symbols of at least four different food types. It doesn't matter whether the card is face up or face down.

Note: Food symbols in the upper-right corner don't count: That's just a preview of the card's back!

RED-EYED TREE FROG: You will score points for this frog if your pond contains no more than 3 different species of frogs, including this one.

PANAMANIAN GOLDEN FROG: You will score points for this frog if you have at least four cards tucked under any single food card.

TOMATO FROG: You will score points for this frog if you have at least 4 water cards in your pond (i.e. placed water side up). These cards don't need to be connected to each other, and don't need to be connected to tomato frogs.

CLOWN TREE FROG: You will score points for this frog if its cluster is adjacent to at least 3 other different frog species. The cluster must meet this condition — the individual frogs of the cluster don't need to meet it.

BLUE POISON DART FROG: You will score points for this frog if its cluster is adjacent to at least two habitat cards of any type(s). The cluster must meet this condition — the individual frogs of the cluster don't need to meet it.

INDIAN BULLFROG: You will score points for this frog if its cluster is adjacent to at least one water card, one frog card, and one habitat card. The cluster must meet this condition — the individual frogs of the cluster don't need to meet it.

DESERT RAIN FROG: *These frogs are solitary and are the only ones that DO NOT form clusters!* They provide immediate benefits during the game, but this species doesn't score endgame points in clusters. However, some of these cards have their own individual scoring conditions.

SCORING SOLITARY FROGS: Some desert rain frog cards have specific scoring conditions that apply only to them as individual cards.

Earn 3 points for each adjacent water card.

Earn 3 points for each adjacent habitat card.

Earn 2 points for each adjacent frog card.

Earn 2 points for each different food symbol on adjacent cards.

Earn 3 points for each water card in the same row as this card.

Earn 3 points for each habitat card in the same row as this card.

At the end of the game, this card acts as any 1 food type.

At the end of the game, this card acts as any 2 different food types.

These two symbols in the lower-left corner of the cards indicate whether the scoring condition applies to all cards in your pond, or whether the cards in question must be adjacent to this card's cluster.

End of Game and Scoring

The game ends when everyone has 15 cards in their pond. Then, jot each player's points for each category on a scoresheet, according to the scoring card.

Scoring for each player:

1. Score each frog cluster separately, according to the scoring card.

2. Next, score solitary frogs in your pond, if you have any that score.

3. Then, add up the points depicted on your water cards.

4. After that, determine the points you get for different habitat cards, according to the scoring card.

5. Finally, evaluate your food type multipliers:. Each card tucked under a food card scores 1 point for each matching food symbol on the cards in your pond.

The player with the most points wins!

In case of a tie, the tied player with more cards remaining in their hand wins. If there's still a tie, the tied players share the victory.

SCORING EXAMPLE: You ended the game with the pond depicted to the right. Let's do your final scoring and see how you did!

1a Your **pond** meets your **ornate horned frog**'s condition: It has at least 4 different food types. It's a cluster of **1 card**, which is worth **5 points**.

1b Your **cluster** of **blue poison dart frogs** doesn't meet its condition: It isn't adjacent to 2 habitat cards, so it earns **0 points**. If it had been, this cluster of 2 would've earned 12 points.

1c Your **cluster** of **clown tree frogs** meets its condition: It's adjacent to 3 other different frogs. It's a cluster of **4 cards**, which earns **32 points**.

1d Your **pond** meets your **Panamanian golden frogs**' condition: You have 4 cards tucked under your dragonfly. A **2-card** cluster is **12 points**.

1e And the **Panamanian golden frog** cluster with just **1 card** is worth 5 **points** (your pond already met their condition, so all **Panamanian golden frog** clusters score).

2 For the **solitary desert rain frog** card, you earn **6 points** because there are **2 habitat cards** in its row.

3 Your **water** card earns the value depicted on it: **5 points**.

4 For **3 different habitat** cards, you earn **21 points**.
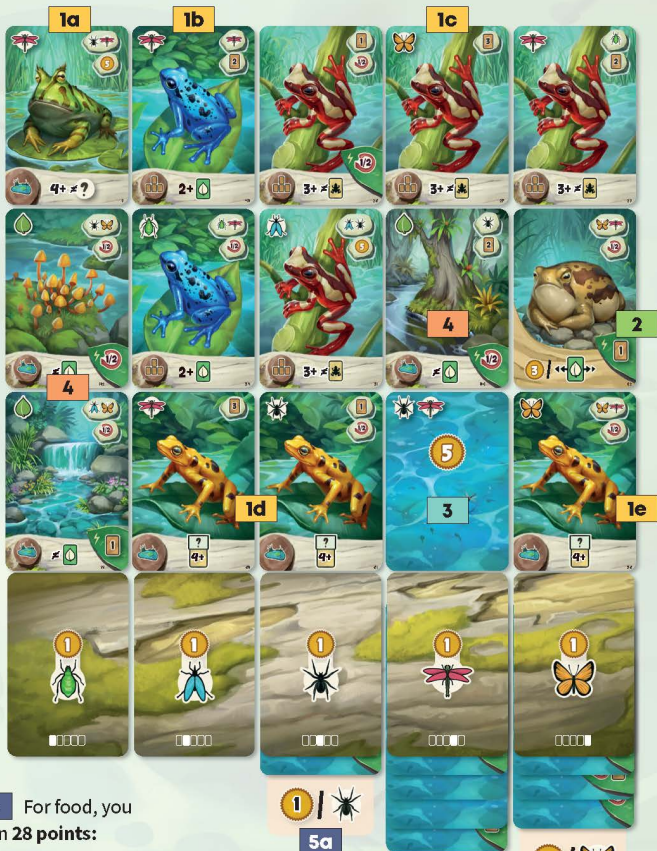
5 For food, you earn **28 points**:

5a 2 spiders in your pond × 1 card tucked under your spider = 2 points.

5b 5 dragonflies in your pond × 4 cards tucked under your dragonfly = 20 points.

5c 2 butterflies in your pond × 3 cards tucked under your butterfly = 6 points.

You earned a total of **114 points**!

Solo Game

During setup, shuffle the **6 solo cards** to form a deck for your opponent, *Croaker*. You go first, taking turns with Croaker until you both have taken 15 turns.

Croaker doesn't build a pond; Croaker just takes cards from the display and moves the jumping frog card.

On Croaker's turn, reveal the top card of the solo deck and resolve it:

- The number on it indicates how many hops the jumping frog advances clockwise (this is the total number; ignore the number on the movement card in the next step).

- The pictogram at the bottom indicates which card Croaker takes from the display.

Each time Croaker's deck is empty, shuffle the 6 solo cards to form a new deck for Croaker.

At the end of the game, Croaker doesn't score. Simply compare **your** score to the achievement table on the right to see which frog rank you've achieved. Keep improving and try to climb as high as possible!

Number of spaces the jumping frog moves.

The card that Croaker takes from the display.

On each of the Croaker's turns, resolve the top part first, then the bottom part. After that, refill the display gap from the deck and take your turn.

Achievement Table

Points	Frog Rank
140+	Troubadour Frog
130–139	Adult Frog
120–129	Leggy Tadpole
110–119	Mouthy Tadpole
100–109	Tiny Tadpole
0–99	Egg