

FRIEDEMANN FRIESE

FREAKY FROGS

FROM OUTASPACE

THE ACTION-PACKED SOLO PINBALL EXPERIENCE

IDEA OF THE GAME

Finally you have time again for a pinball session. Let's see how long you can keep the ball running on your favorite old pinball machine this time.

If everything runs perfectly, you will start the nerve-wracking Multiball or gain an Extra Ball to play an additional round.

Can you achieve a new High Score, or do you lose the balls faster than you are able to push the flippers?

CONTENTS

- 63 playing cards
- 10 pinball tiles (1 MULTIPLIER display, 5 MULTIPLIER, 1 each of AUTOSAVE, SAVE, MULTIBALL, ball)
- 1 scoring pad for up to 100 games
- 1 poster / target overview
- this rule booklet



A MESSAGE FROM FRIEDEMANN

When developing the game, my point was to recreate the exciting experience of a real pinball machine as a card game. Try to keep playing as long as possible, relying upon both skill and luck.

This game can be unfair, exactly like a real pinball machine. Sometimes you lose a ball very fast without having any opportunities to aim on the targets: Bad luck!

But you have 3 balls. Most often, one of these three balls is "hot" and lets you score the most points. You only gain lots of points when triggering a Multiball, and during that possibly preparing the next Multiball.

Gaining an Extra Ball is really tough. So, do not give up if you initially only score 1000 points. From game to game you will get better, and you will get to scores of 100000+ points, as you score with a real pinball machine.

GOAL OF THE GAME

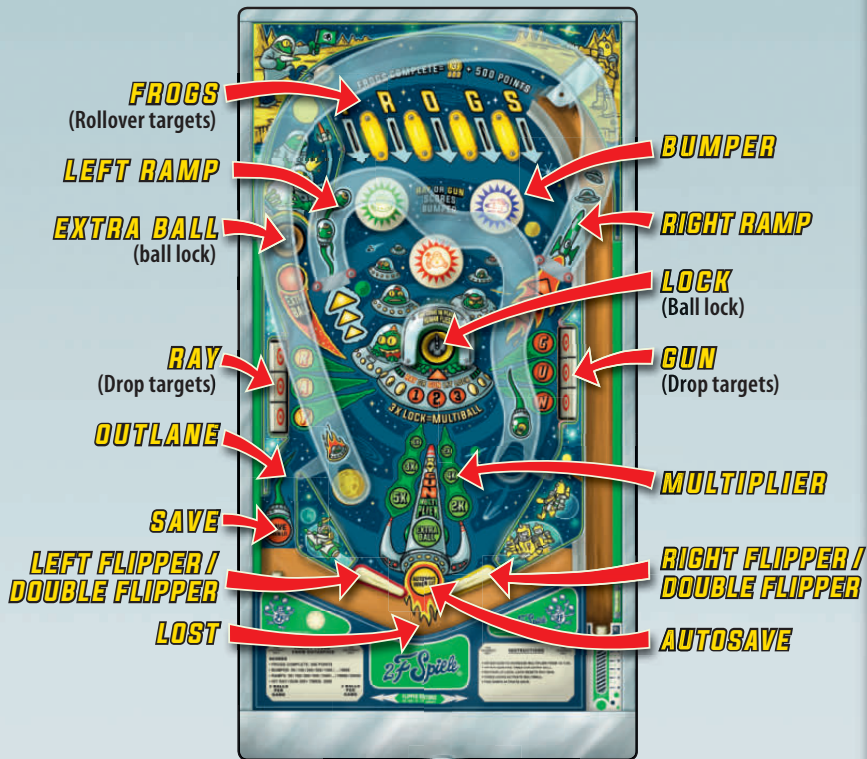
As soon as the ball rolls, try to hit the targets and score as many points as possible. Activate all FROGS rollover targets or let the ball bounce between the BUMPERs. Complete the RAY and GUN targets to increase the MULTIPLIER and to activate the LOCK. Hit the LOCK three times and trigger the MULTIBALL. With help of the FLIPPERS you reach all these targets and the RAMPS as well, which let you activate the SAVE to recover the ball from the OUTLANE.

There are more than points: Each card you play lets you draw different numbers of cards. This is the only way to gain important cards from the draw stack to finally trigger the MULTIBALL.

The ball takes two paths: The ball rolls down the pinball table naturally, while you propel it upwards by strategically playing through the draw stack. Master this card play and get the Highscore!

Declining focus: The longer you play pinball, the more your focus declines. You add additional LOST cards to your draw stack, thus increasing the difficulty of the game and the chances of the ball rolling off at the bottom of the table.

ALL PARTS OF THE PINBALL MACHINE



PINBALL BASICS

WHERE DOES THE BALL ROLL?

Like on a real pinball machine, the ball rolls in two directions: Because of the inclination of the table either it rolls “downwards” in the direction of the FLIPPERS, or by use of the FLIPPERS “upwards” in the direction of the targets. The direction of the ball is important for you to reach certain targets.

HOW DO YOU CONTROL THE BALL?

After launching the ball, play the cards one by one. Depending on the current direction the ball rolls, each target specifies which card you can play next. Please check the following pages for each target. **If you cannot or do not want to play a target, the ball rolls downwards to the FLIPPERS.** By playing FLIPPER cards, you can shoot the ball upwards again.

There is a hand limit: You have **at max 7 cards in your hand**, that you keep face up in front of you. You do not need to hold the cards in your hand, and instead can take your time to plan your turns.

When playing a card, always follow this process: Place the card in the matching display and score it. Then the card shows how many new cards you draw from the draw stack. **Always draw the stated total number of cards at once.** If you now exceed the hand limit of 7 cards, discard excess cards of your choice on the discard pile until you have again 7 cards in your hand. **Important:** You must keep all LOST and OUTLANE cards in your hand and cannot play or discard them. There are other ways to get rid of them, as we will explain later.

Only shuffle the discard pile when you must draw cards and the draw stack is depleted. If this happens while you draw several cards at once, first draw the remaining cards of the current draw stack, then check the hand limit. If you still need cards, shuffle the discard pile and draw the cards to fill your hand to the hand limit.

HOW DO YOU TRACK YOUR POINTS?

Use a score sheet for each of your games. We explain more details on the following pages. First, we show you how to launch the first ball on the table.

ALL CARDS AND TILES OF THE PINBALL MACHINE



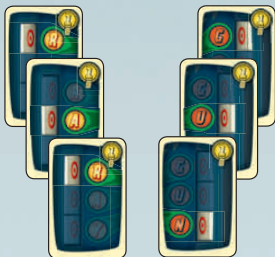
FROGS LETTERS
(10 cards)



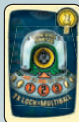
BUMPER
(9 cards)



RAMPS
(8 cards)



RAY AND GUN LETTERS
(6 cards)



LOCK
(3 cards)



EXTRA BALL
(1 card)



LOST
(9 cards)



OUTLANE
(2 cards)



FLIPPER AND DOUBLE FLIPPER
(15 cards)



SAVE
(1 tile)



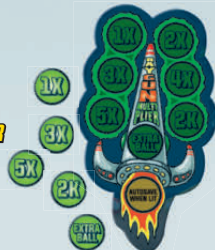
AUTOSAVE
(1 tile)



MULTIBALL
(1 tile)



BALL
(If you want to play with the poster)



MULTIPLIER
(1 display and 5 tiles)

GAME PREPARATION

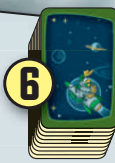
Before launching the first ball, prepare the pinball machine as follows:

- 1 Lay out the **poster** for reference. Check the back of the poster for all targets represented by cards.
- 2 Take 1 score sheet. You need a pencil to track your scores on the score sheet.
- 3 Place the **MULTIPLIER display** in front of you. Place the two-sided **MULTIPLIER** tile with the "1x" face up on the matching space of the **MULTIPLIER** display.
- 4 Place the **AUTOSAVE tile** on the matching space at the bottom of the **MULTIPLIER** display. It is a reminder, that **AUTOSAVE** is activated at the start of the round.
- 5 For now, place the remaining 4 two-sided **MULTIPLIER** tiles and the **SAVE** and two-sided **MULTIBALL** tiles to the side. Place the **EXTRA BALL card** and a face up stack of 6 **LOST cards** next to them. After that stack depletes during the game, you stop taking additional **LOST** cards. Place the remaining 3 **LOST** cards with the other playing cards.
- 6 Shuffle all remaining 56 **playing cards** and place them in a face down draw stack.
- 7 Draw 5 cards from the draw stack and place them as your "cards in hand" face up in front of you.
- 8 You need some space for the cards you played, so you can place them in their respective displays in front of you for a better overview. You also discard cards on a discard pile during the game.
- 9 Launch the first ball by marking it off on the score sheet.

Here we go! Will you get a new Highscore?



1



6

FROGS
display

BUMPER
display

RAY
display

8

GUN
display

LOCK
display

RAMP
display



5



2



9

3



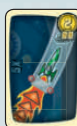
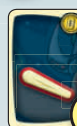
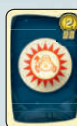
4

7

7

**DISCARD
PILE**

8



HOW TO PLAY

LAUNCHING A NEW BALL

At the start of each round, mark off a ball on the scoring sheet and launch it with the plunger to the top of the table.

Next targets: The ball rolls now from the top “downwards”. On its way it can hit one of the following targets: FROGS letters, BUMPER, or RAY/GUN letters. Depending on the cards in your hand, play a FROGS, BUMPER, or RAY/GUN card. Check the matching chapters, to see where the ball rolls next. If you cannot or do not want to play a card for one of these targets, the ball always rolls completely downwards on the table to the FLIPPERS.

AUTOMATIC AUTOSAVE

When you start the round with 3 LOST and/or 2 OUTLANE cards in your hand, or if you draw that many when playing your first targets, the AUTOSAVE triggers automatically and saves the ball once.





FROGS (Rollover targets) – 10 cards (2x F, R, O, G, S)

Regardless if the ball rolls upwards or downwards across the rollover targets, activate the FROGS letters one by one in the order of your choice.

When played: Play a FROGS letter of your choice and place it into the FROGS display. If the same letter is already on display, instead discard the card just played.

Scoring: When the FROGS is complete: **500 POINTS**. Discard all FROGS cards on display.

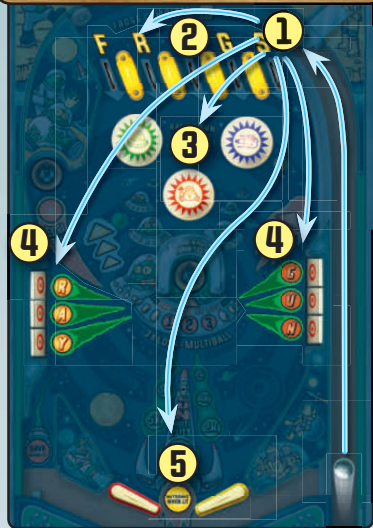
Draw cards:  Draw 1 card.  Additionally, draw 3 cards at once for scoring the FROGS.

Next targets: Depending on the direction of the ball you have a choice:

- **Ball rolls downwards:** If you played the “F” or “S”, you can play a RAY/GUN letter of the target directly below. Otherwise, play a BUMPER after all letters.
- **Ball rolls upwards:** The ball turns around at the top of the table and rolls again downwards. You can play an additional FROGS letter of your choice, before the ball rolls downwards to the other targets.

At the end of the round: Discard all FROGS cards on display.

WHAT ARE YOUR FIRST TARGETS?



Launch the ball with the plunger to the top of the table ①. It rolls from the top downwards.

Depending on your cards in hand, you can play a FROGS letter ②, a BUMPER ③, or a RAY or GUN letter ④. Accordingly, the ball continues to roll.

If you do not play any of these cards, the ball rolls completely downward to the FLIPPERS ⑤.

PLAY A FROGS LETTER



After its launch, the ball rolls downwards.

Play the "F" ① and place it into the FROGS display. Now, you have a choice: Play a BUMPER ② or a RAY letter ③.

After an "R", "O", or "G" the ball only rolls to the BUMPERS ②. After an "S" to the BUMPERS ② or GUN letters ④.

If the ball rolls upwards, you can play up to two FROGS letters successively. The ball turns around at the top of the table and rolls downwards again.



BUMPER – 9 cards (3x green, blue, red)

If you hit a BUMPER, it repels the ball in any direction. With luck you can hit several BUMPERS successively, but never the same twice in a row.

When played: Play a BUMPER of your choice and place it into the BUMPER display.

Draw cards:  Draw 2 cards at once.

Next targets: The BUMPER repels the ball in any direction. Play a different-colored BUMPER, a FROGS letter, or a RAY/GUN letter.

At the end of the round: Score all BUMPERS on the display and discard them.



RAY/GUN (drop targets) – 6 cards (1x R, A, Y, G, U, N)

If you hit one of these drop targets, it disappears from play. If you got all RAY or GUN letters and then hit a LOCK, the drop targets turn up again.

When played: Play a RAY/GUN letter of your choice and place it in the matching RAY/GUN display.

Scoring: When the RAY or GUN is complete, first score all BUMPERS on display. Score the following points and discard all BUMPER cards on display. Then, increase the MULTIPLIER. Keep the complete RAY/GUN on display until you hit a LOCK.

BUMPER:	1	2	3	4	5	6	7	8	9
POINTS:	50	100	200	500	1000	2000	3000	4000	5000

Draw cards:  Draw 1 card.

Next targets: The ball bounces off of the RAY/GUN letter. Depending on the direction of the ball, you have a choice:

- **Ball rolls downwards:** When the ball comes from the top of the pinball table, you must play a FLIPPER.
- **Ball rolls upwards:** Play a BUMPER. Depending on the RAY or GUN you can also play one of the following FROGS letters: coming from RAY play "F", "R", or "O", coming from GUN play "O", "G", or "S".

At the end of the round: Keep all RAY/GUN cards on display.

PLAY A BUMPER

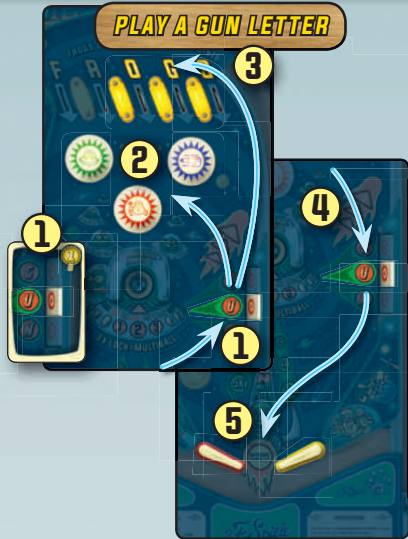


The ball rolls in **any direction** to the **BUMPERS**.

Play the red **BUMPER 1** and place it into the **BUMPER** display. The ball rolls again in any direction.

Next, play the green or blue **BUMPER 2** or let the ball roll on and play a **FROGS 3**, **RAY 4** or **GUN** letter **5**.

PLAY A GUN LETTER



The ball rolls **upwards** to the **GUN**.

Play the "U" **1** and place it into the **GUN** display. The ball continues to roll **upwards**.

Next, play a **BUMPER 2** or the **FROGS** letters "O", "G", or "S" **3**. The ball cannot reach the letters "F" and "R", when coming from the **GUN**.

If the ball rolls **downwards 4**, after the "U" you must play a **FLIPPER 5**.



FLIPPER / DOUBLE FLIPPER – 15 cards (6x left, 6x right, 3x double)


Keep the ball in play with the FLIPPERS. Shoot the ball upwards on the table and continue to play BUMPERs, FROGS, or RAY/GUN letters. Shoot the ball on the RAMPS, to the LOCK, or get the EXTRA BALL. If you cannot play a FLIPPER, the AUTOSAVE helps you once at the start of the round. Otherwise, the ball rolls off at the bottom of the table and the round ends.

When played: Play any FLIPPER, unless the target you want requires a specific FLIPPER.



Important: You can always play a DOUBLE FLIPPER or Trick Shot, unless the target you want requires something specific.

Discard the FLIPPER or DOUBLE FLIPPER cards.

Trick shot: Play both FLIPPERS simultaneously (**not** the DOUBLE FLIPPER) and discard them.

- As a reward, discard **all** LOST and OUTLANE cards in your hand. Draw the same number of cards at once.
-  As a cost take 1 additional LOST card from the stack initially placed to the side and place it on the discard pile.

Important: You can also play both FLIPPERS one after the other, thus letting the ball roll from one to the other FLIPPER to play a certain target afterward. This does not count as a Trick shot, so you cannot discard and draw cards, but also are not forced to take a LOST card.

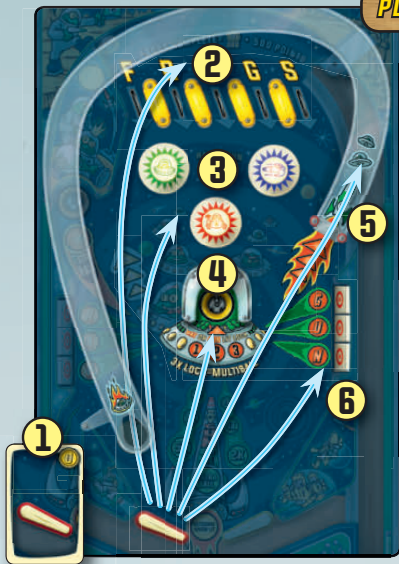
Draw cards:  Do not draw cards for a FLIPPER.  Draw 2 cards at once for the DOUBLE FLIPPER.

Next targets: Depending on the FLIPPER or DOUBLE FLIPPER you have designated choices:

- **LEFT FLIPPER:** Play a BUMPER, FROGS or GUN letter, the LOCK, or the RIGHT RAMP.
- **RIGHT FLIPPER:** Play a BUMPER, FROGS or RAY letter, the LOCK, or the LEFT RAMP. If you unlocked the EXTRA BALL card, you can also play the EXTRA BALL.
- **DOUBLE FLIPPER or Trick Shot:** Play any card. Free Choice!

The round ends: If you cannot play a FLIPPER, DOUBLE FLIPPER, or Trick shot, the ball rolls off at the bottom of the table.

PLAY A FLIPPER



When the ball rolls **completely downwards** on the table, play the **LEFT FLIPPER ①**.

Then, choose one of the following five targets: **FROGS letters ②**, **BUMPER ③**, **LOCK ④**, **RIGHT RAMP ⑤**, or **GUN letters ⑥**.

When you play the **DOUBLE FLIPPER** or both **FLIPPERS** simultaneously as a **Trick Shot**, you have a free choice to play any card in your hand. **Reminder:** As cost for the trick shot, you must take 1 additional **LOST** card.

When the ball rolls **completely downwards** on the table, play the **RIGHT FLIPPER ①**.

Then, choose one of the following six targets: **FROGS letters ②**, **BUMPER ③**, **LOCK ④**, **LEFT RAMP ⑤**, **EXTRA BALL ⑥**, or **RAY letters ⑦**.



AUTOSAVE – pinball tile

If you have a bad hand at the start of the round, keep the ball in play with the AUTOSAVE.

The AUTOSAVE is active at the start of the round: The first time when the ball rolls down to the FLIPPERS, you can save it once with the AUTOSAVE instead of playing a FLIPPER. Discard all LOST and OUTLANE cards with additional cards of your choice in your hand. Draw the same number of cards at once.

Next targets: With the plunger launch the ball again to the top of the table. The ball rolls from the top “downwards”. Play a BUMPER, FROGS, or RAY/GUN letter.

AUTOSAVE ends: Regardless of keeping the ball in play the first time with the AUTOSAVE or a FLIPPER, the AUTOSAVE ends. Place the tile to the side until the start of the next round.



RAMPS – 8 cards (4x left, 4x right), **SAVE** – pinball tile

After a FLIPPER you can shoot the ball once “around” the RAMPS, before it rolls back to same FLIPPER. Do you manage several consecutive rounds?

When played: Play the matching RAMP directly after a FLIPPER and place it in the RAMP display.

- **LEFT RAMP:** Play the LEFT RAMP after a right FLIPPER.
- **RIGHT RAMP:** Play the RIGHT RAMP after a left FLIPPER.



Per five RAMPS: Each time you played five RAMPS, turn a RAMP 90° and keep it in the RAMP display (it counts as 5 RAMPS) and discard the other RAMPS.



SAVE: When you turn a RAMP 90°, activate the SAVE. Place the tile as a reminder next to your hand. If the SAVE is already active, only take care of the five RAMPS.

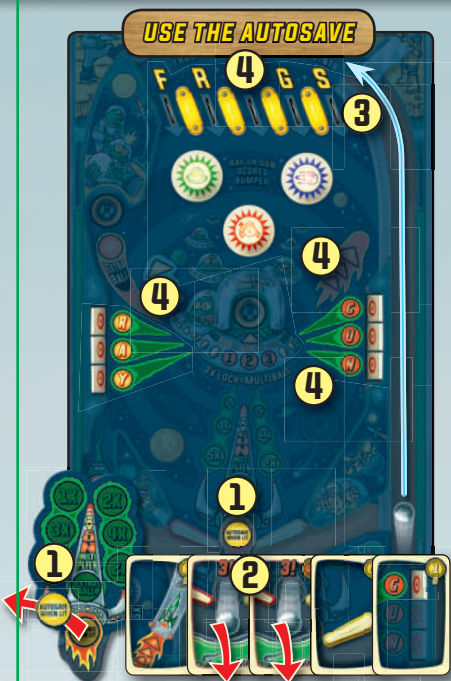
Draw cards: Draw 2 cards at once.

Next targets: Play the designated FLIPPER depending on the RAMP.

At the end of the round: Score all RAMPS on display. Score the following points, then discard all RAMPS.

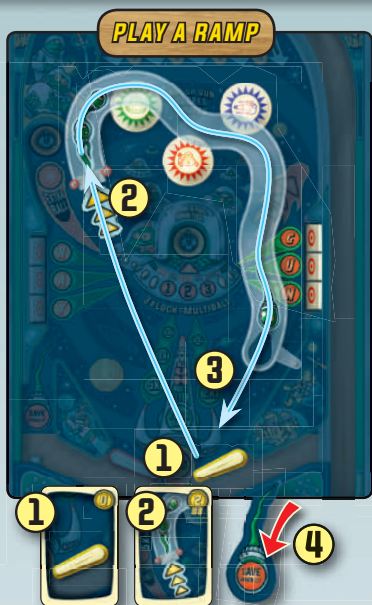
RAMPS:	1	2	3	4	5	6	7–22	23	24
POINTS:	50	100	200	500	1000	2000	each +1000	19000	25000

USE THE AUTOSAVE



Keep the ball in play with the AUTOSAVE ①.
Exchange cards of your choice ②, before launching the ball once more with the plunger to the top of the table ③. Similar to the start of the round, choose your first target ④.

PLAY A RAMP



After the RIGHT FLIPPER ①, play the LEFT RAMP ② and place it into the RAMP display.

The ball rolls once "around" and again downwards ③. Play another RIGHT FLIPPER to keep the ball in play.

When playing the fifth ramp, activate the SAVE and place its tile in front of you ④.



LOCK (Ball lock) – 3 cards

Activate the LOCK with a complete RAY or GUN. Otherwise the ball only bounces off the target.

When played: Play the LOCK directly after a FLIPPER. Depending on a complete RAY or GUN, the following is valid:

- **Complete RAY or GUN:** Place the LOCK into the LOCK display and discard the complete RAY or GUN. Additionally, discard **all** LOST and OUTLANE cards in your hand. Draw the same number of cards at once. If both RAY and GUN are complete, only discard one set (RAY or GUN) of your choice. Keep the other on display, so you can play another LOCK.
- **No complete RAY or GUN:** Discard the LOCK.

Draw cards:  Draw 1 card.

3x LOCK: When all three LOCK are on display, the MULTIBALL starts. If you are able to play three LOCK again during a MULTIBALL, the MULTIBALL restarts with 3 balls.

Next targets: If no MULTIBALL starts, play a FLIPPER.

At the end of the round: Keep all LOCK cards on display.




EXTRA BALL (Ball lock) – 1 card


If you hit the complete RAY and GUN drop targets five times in a single round, you unlock the EXTRA BALL. The MULTIPLIER shows how many complete RAY and GUN sets you have already achieved.



Unlock the EXTRA BALL: After scoring the fifth complete RAY/GUN, do this:

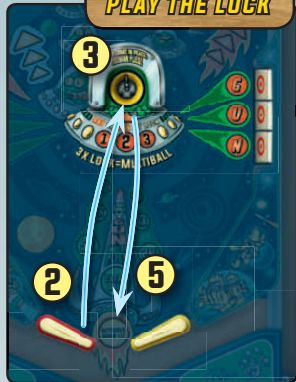
- Take the EXTRA BALL card initially placed to the side and place it on the discard pile. You can take that card only once per game.
-  As a cost take 1 additional LOST card from the stack initially placed to the side and place it on the discard pile.

When played: Play the EXTRA BALL card directly after a RIGHT FLIPPER and circle the fourth ball on the score sheet. Place the card in the game box, there is only 1 EXTRA BALL!

Draw cards:  Do not draw cards for the EXTRA BALL.

Next targets: Play a FLIPPER.

PLAY THE LOCK

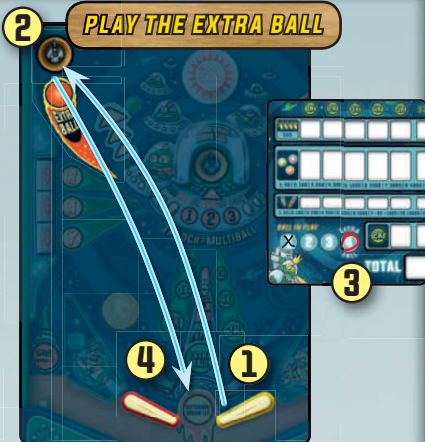


You have a complete GUN in the display ① and can now activate the LOCK. One after the other, play the LEFT FLIPPER ② and the LOCK ③. Place the latter in the LOCK display. Then, discard the three Gun cards ④.

The ball rolls again downwards ⑤. Play another FLIPPER.

Activate the MULTIBALL with the third LOCK!

PLAY THE EXTRA BALL



After you unlocked the EXTRA BALL and drew the card, you play a RIGHT FLIPPER ① and then the EXTRA BALL ②. Circle the fourth ball on the score sheet ③ and place the EXTRA BALL card in the game box.

The ball rolls again downwards ④.

Play a FLIPPER to keep the ball in play.

CAN ANYTHING GO WRONG? A THING OR TWO...

If you have at least 3 LOST or both OUTLANE cards in your hand, you must try to stop the ball from rolling off the table, even if you have other cards to keep the ball going. LOST cards always supersede OUTLANE cards, so always check them first.




1 LOST – 9 cards

It cannot get worse! The ball is almost lost.



Card limit: You cannot discard LOST cards to meet the hand limit.

3! Constraint: When you have at least 3 LOST cards in your hand, discard **all** these cards. If you **have** both OUTLANE cards as well, discard **both**. Do not draw cards for them! Can you keep the ball in play?

-  **Recover the ball:** Simultaneously play a LEFT and RIGHT FLIPPER (does not count as a Trick Shot) or a DOUBLE FLIPPER. As a cost immediately take 1 additional LOST card from the stack initially placed to the side and place it on the discard pile, before you draw 2 cards if you played a DOUBLE FLIPPER. Then, play any card. Free choice!

Exception: If the LOST stack is empty, you can recover the ball without any additional costs.

The round ends: If you cannot recover the ball, the ball rolls off the table.



2 OUTLANE – 2 cards

Only the SAVE or nudging the pinball machine keeps the ball in play, or the ball rolls off the table.



Card limit: You cannot discard OUTLANE cards to meet the hand limit.

2! Constraint: When you have both OUTLANE cards in your hand, discard **both**. Do not draw cards for them. Then:



- Use the active SAVE:** The active SAVE shoots the ball back on the table. Place the SAVE tile to the side, until you activate the SAVE again with 5 RAMPS. Then, play a BUMPER or a RAY/GUN letter.
- Nudge the pinball machine:** Lose 2 FLIPPER cards of your choice or 1 DOUBLE FLIPPER. Place them in the game box. Then, play any card. Free choice!

The round ends: If you do not nudge the pinball machine or have no active SAVE, the ball rolls off the table.

SAVE THE BALL FROM THE LOST



- 1 Because of the three LOST cards, the ball threatens to roll off the table. Discard all LOST cards.
- 2 To keep the ball in play, simultaneously play a LEFT and RIGHT FLIPPER.
- 3 As a cost take 1 LOST card from the stack initially placed to the side and place it on the discard pile.
- 4 The ball rolls again upwards. Play a BUMPER or another legal target.

THE BALL ROLLS ONTO THE OUTLANE: ...USE THE SAVE



- Discard both OUTLANE cards 1.
- Use the SAVE and place its tile to the side 2 to shoot the ball back on the table.
- Play a RAY/GUN letter 3 or BUMPER 4.

...NUDGE THE PINBALL MACHINE



- Lose 2 FLIPPERS of your choice or 1 DOUBLE FLIPPER. Place the card(s) in the game box.
- Play any card. Free choice!



MULTIPLIER – pinball display and 5 tiles



At the start of each round the MULTIPLIER starts at "1x". If you score points, note them in the column "1x" of the score sheet.



The first complete RAY or GUN: When the first RAY or GUN is complete, raise the MULTIPLIER to "2x". Turn the two-sided tile from "1x" to the "2x" side and place it on the matching space of the MULTIPLIER display. From now on note your score in the column "2x".



The second to fourth complete RAY or GUN: Raise the MULTIPLIER step, by step from "3x" to "5x". Each time place the two-sided tile with the matching side on the MULTIPLIER display.



Once-only – the fifth complete RAY or GUN: The MULTIPLIER remains at "5x". Unlock the EXTRA BALL. Place the EXTRA BALL tile on the MULTIPLIER display. Take the EXTRA BALL card initially placed to the side together with 1 additional LOST card and place it on the discard pile. You only get one EXTRA BALL per game.



Every further complete RAY or GUN: The MULTIPLIER remains at "5x". Additionally, place the bright "2K" tile on the MULTIPLIER display. Now and for every further complete RAY or GUN, take 1 additional LOST card, place it on the discard pile, and score **2000 POINTS** that you multiply by five thanks to the MULTIPLIER at "5x". **Exception:** If you unlocked the EXTRA BALL in a former round, gain these points starting with the fifth complete RAY or GUN!

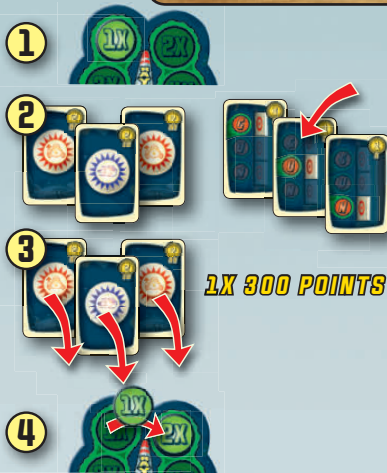
At the end of the round: Reset the MULTIPLIER back to "1x". Place the tiles on the display to the side and instead place the "1x" tile on it. If you unlocked the EXTRA BALL during this round, place the EXTRA BALL tile in the game box. You can only unlock the EXTRA BALL once per game.

NOTE YOUR POINTS ON THE SCORE SHEET

Sadly, the automatic scoring display of the pinball machine is defective, and you need to do some mental math. Note your points on the score sheet, so you can determine your total score at the end of the game.

At the start of each round, note all points in the column "1x". When the MULTIPLIER raises to "2x", double your points, and so on. Note your points in the respective columns.

NOTE YOUR POINTS WHEN SCORING TARGETS



- The MULTIPLIER starts at "1x".
- After playing 3 BUMPERS, you complete the first GUN.
- Score the BUMPERS and note 300 POINTS in the first column. Discard the BUMPERS.
- Raise the MULTIPLIER to "2x".
- Later, you complete the FROGS and score 500 POINTS. Thanks to the MULTIPLIER at "2X" note 1000 POINTS in the second column. Discard the FROGS letters.

END OF THE ROUND

When the ball rolls off the table, the round ends.

Perform the following steps, before starting the next round with a new ball:

- 1 Trigger the end of the round:** The ball rolls off the table in three cases:
 - You cannot play a FLIPPER, DOUBLE FLIPPER, or Trick Shot.
 - You have three LOST cards in your hand and cannot recover the ball.
 - You have two OUTLANE cards in your hand and cannot nudge the pinball machine nor have an active SAVE.
- 2 Note points and clear up targets:** Take care of the different card displays:
 - FROGS: discard all cards
 - BUMPER: score all cards and discard them
 - RAMPS: score all cards and discard them
 - RAY/GUN: keep all cards on display
 - LOCK: keep all cards on display
- 3 Clear up your hand:** Discard all LOST and OUTLANE cards together with other cards of your choice in your hand, until you have 5 or less cards in your hand.

If you have less than 5 cards in your hand, draw cards to refill your hand to 5. If you already unlocked the EXTRA BALL or needed to take additional LOST cards as a cost, all these cards remain in play. The pinball machine remembers everything, regardless if it is (sometimes) positive or (mostly) negative for you. If you activated the SAVE, it remains active and you keep the SAVE tile in front of you.
- 4 Start the next round:** Place the "1x" tile on the MULTIPLIER display. Activate the AUTOSAVE and place that tile on the MULTIPLIER display, too. Mark off the next ball on the score sheet and launch the ball with the plunger to the top of the table.

...AND NOW IT IS TIME FOR THE MULTIBALL, THE ULTIMATE ADRENALINE RUSH!

...THE BALL ROLLS OFF THE TABLE. WELL THEN?

1



You have three **LOST** in your hand and cannot keep the ball in play.

2



100 POINTS

3000 POINTS

Note **100 POINTS** for 2 **BUMPERS** and **3000 POINTS** for 7 **RAMPS** (the turned card counts as 5 **RAMPS**).

Discard the **BUMPERS**, **RAMPS**, and **FROGS** letters. Keep the **GUN** letters and the **LOCK** on display.

3



Discard the **LOST** and **OUTLANE**.

You keep the other 3 cards.

Draw 2 cards, so you have again 5 cards in your hand to start the next round.

4



Activate the **AUTOSAVE** and launch a new ball with the plunger to the top of the table.

The next round starts!

MULTIBALL – pinball tile

When you activate the third LOCK, start the MULTIBALL! First, simultaneously play with 3 Balls, then with 2 balls! Thanks to the greater chaos, completely different rules apply for the MULTIBALL.



MULTIBALL WITH 3 BALLS

The great chaos! Can you keep all three balls running?

Start the MULTIBALL: Discard the three LOCK cards. Place the MULTIBALL 3 tile in front of you.

Hand limit: You can have **up to 9 cards** in your hand.

When played: There are no restrictions: You can play any targets, even the same target several times. Just perform the following steps:

- 1 Shooting at targets:** Play up to 3 cards at once next to the MULTIBALL tile.
- 2 Check targets:** Place the played cards into their matching displays and trigger the usual scorings
Hint: First score a complete RAY/GUN, to raise the MULTIPLIER.
- 3 Draw cards:** Draw all cards at once (for played cards and the FROGS scoring). Regard the following order and continue directly with the stated step. **You cannot recover the ball nor nudge the pinball machine.**
 - A LOST:** When you have at least 3 LOST cards in your hand, go to **5**.
 - B OUTLANE:** When you have 2 OUTLANE cards in your hand and the SAVE is active: Discard **both** OUTLANE cards and place the tile to the side. Go to **4**. Otherwise: Go to **5**.
- 4 Keep the balls in play:** Check the hand limit. Then, play 1 FLIPPER or DOUBLE FLIPPER (draw 2 cards if any). If you do this, go back to **1**. **Otherwise:** Go to **5**!
- 5 Lose ball:** Lose 1 Ball. Keep all played cards in the target displays. The MULTIPLIER keeps its current value. Discard **all** LOST and OUTLANE cards. Continue with MULTIBALL WITH 2 BALLS!

HOW DOES THE MULTIBALL WORK? REALLY SIMPLE!

WITH 3 BALLS PERFORM THE FOLLOWING FOUR STEPS ALWAYS IN TURN:



1

Play 3 cards at once: BUMPER, "G", and LOCK.

2



500 POINTS

Score the FROGS.
Discard the FROGS letters.

Place the cards in their respective displays.

No complete RAY/GUN:
Discard the LOCK.

4



Check your hand limit. Then, play the LEFT FLIPPER:
The MULTIBALL continues!

3



Draw 7 cards at once (4 for the played cards, 3 for the FROGS scoring).

- A** You have less than 3 LOST. Great!
- B** You have 2 OUTLANE, but also an active SAVE? Discard the OUTLANE cards and place the SAVE to the side. Lucky you!



MULTIBALL WITH 2 BALLS

It gets a little bit calmer. You still have a huge chance for a lot of points!

Continue the MULTIBALL: Turn the MULTIBALL tile to its MULTIBALL 2 side.

Hand limit: You can have **up to 8 cards** in your hand. At the start of MULTIBALL with 2 balls check if you must discard a card of your choice.

Most everything as with 3 balls: Basically the same rules apply as for MULTIBALL with 3 balls. In step ① play only up to 2 cards at once, the other steps remain the same. Of course the same is true for the three options how you lose the second ball! **You still cannot recover the ball nor nudge the pinball machine.**

Lose ball: Lose 1 Ball. Keep all played cards in the target displays. The MULTIPLIER keeps its current value. Discard all LOST and OUTLANE cards and place the MULTIBALL tile to the side. Return to the normal rules for 1 ball: Your limit of cards in hand decreases to 7. The ball rolls from the bottom "upwards". Play any card. Free choice!

GAME END

When the third round ends, or thanks to an EXTRA BALL the fourth round, finish the game.

Like on a real pinball machine this can happen very, very fast . . . please do not be disappointed and try it again! Possibly everything works fine, even the most unlikely hit, and you get the Highscore . . . to the envy of all the other people in the pinball hall!

Add all points of the three (or four) rounds. Is it enough for a new Highscore?

ELECTRONIC PINBALL SCORING DISPLAY

Instead of the scoring sheets you can track your points on your smart phones and other gadgets as well. Please check our website www.riograndegames.com for the electronic pinball scoring display for *Freaky Frogs From Outaspace*. With their support, the whole pinball experience feels even more realistic!

WHAT HAPPENS, WHEN SOMETHING GOES WRONG WITH THE MULTIBALL?

IN STEP 3 OR 4 THE FOLLOWING CAN HAPPEN:



3

You have at least 3 LOST or 2 OUTLANE, but no SAVE? Tough luck!



4

You cannot play a FLIPPER or DOUBLE FLIPPER? Bad timing!



5 LOSE THE BALL!



CONTINUE WITH MULTIBALL WITH 2 BALLS...



...OR CONTINUE THE GAME AGAIN WITH 1 BALL.

WHICH CARD CAN YOU PLAY NEXT?

FROGS: upwards: ball turns around ➡ FROGS / downwards: "F", "S" ➡ RAY/GUN, any letter
➡ BUMPER.

BUMPER: ➡ a different-colored BUMPER, FROGS, RAY/GUN

RAY: upwards: ➡ "FRO", BUMPERS / downwards: ➡ FLIPPER

GUN: upwards: ➡ "OGS", BUMPERS / downwards: ➡ FLIPPER

LEFT FLIPPER: ➡ BUMPER, FROGS, GUN, RIGHT RAMP, LOCK

RIGHT FLIPPER: ➡ BUMPER, FROGS, RAY, LEFT RAMP, LOCK, EXTRA BALL

DOUBLE FLIPPER: always playable ➡ free choice!

Trick Shot: always playable* ➡ both FLIPPERS simultaneously, cost: 1 additional LOST ➡ free choice!

LEFT RAMP: ➡ RIGHT FLIPPER

RIGHT RAMP: ➡ LEFT FLIPPER

LOCK: ➡ FLIPPER. 3x LOCK = MULTIBALL

EXTRA BALL: unlocked after 5th RAY/GUN set, cost: 1 additional LOST ➡ FLIPPER

"2K" MULTIPLIER: 2000 POINTS, cost: 1 additional LOST

MULTIBALL: Follow the special game rules.

BAD STUFF:

3 LOST: the round ends **OR** recover ball: ➡ DOUBLE FLIPPER or both FLIPPERS simultaneously
(*does not count as a Trick Shot), cost: 1 additional LOST ➡ free choice!

2 OUTLANE: the round ends **OR** active SAVE: ➡ BUMPER, RAY/GUN **OR** nudge the pinball machine:
lose DOUBLE FLIPPER or 2 FLIPPERS ➡ free choice!

The round ends: The ball rolls off the table.

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