

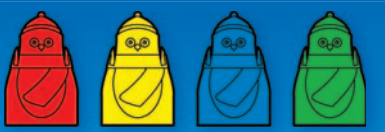
A Family Game

PENGUIN™



Game Components

36 Penguin Figures



39 Penalty Point Chips



6 Player Screens



Bag



Race to the top of the iceberg!

Penguin is a fast and fun family game for two to six players. The game features 36 penguin figures in four different colors, 6 player screens, a bag, and 39 penalty point chips in denominations of 1, 3, and 5. Players take turns playing one penguin figure at a time from behind their screens, creating a pyramid-shaped stack (the iceberg!). The object of the game is to play as many penguin figures as possible from behind your screen to the iceberg.



Game Setup

Place all the penguin figures in the bag and mix them. Each player places one player screen in front of him/her. Place all the penalty point chips in a pile in the play area.

Rules for 3-6 Players

Starting with the youngest player, each player draws a number of random penguin figures from the bag, placing them behind his/her player screen so that only he/she can see them. The player then passes the bag to the player on his/her left. The number of penguins drawn depends on the number of players:

3 players - each player draws 12 penguins

4 players - each player draws 9 penguins

5 players - each player draws 7 penguins

6 players - each player draws 6 penguins

- With five players, place the remaining penguin figure as the first figure on the iceberg (in the middle of the play area).

Select one player to begin, and then play clockwise. On your turn, select one penguin from behind your screen and add it to the iceberg in the middle of the play area. A pyramid of penguins, representing the iceberg, is created as the figures are stacked.

When taking his/her turn, a player must place his/her penguin figure according to the following rules:

- The first penguin figure must be placed in the middle of the play area. This penguin is now part of the bottom row of the iceberg.
- When adding additional penguin figures to the bottom row, the new figure must be placed to either the available left or right side of the row.

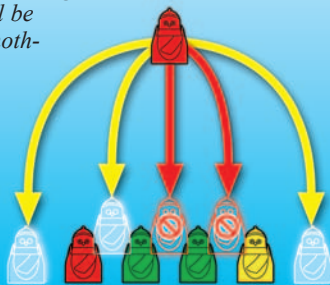
The blue penguin is the third penguin played during a round. It must be played either to the right or the left of the two penguins forming the bottom row.



- If the bottom row contains at least two penguin figures, the new penguin may be stacked on top of two such existing penguins. If the bottom row already contains eight penguins, then the new penguin **must be** placed on top of two existing penguins. If such a penguin cannot be placed, it must remain behind a player's screen.

When placing a penguin on top of two existing penguins, the color of the new figure must match the color of at least one of the two figures below it.

The new red penguin may be played on the left or the right of the bottom row. It may also be played atop the leftmost red and green figures, since it will be placed on top of another red figure. The new penguin may not be played atop the green and yellow figures, since there would be no red figure underneath.



Be careful when stacking penguins! If you make any penguin figures tumble off the iceberg, two things happen. First, you must take a number of penalty points equal to the number of penguins remaining behind your screen, plus one for the penguin you were trying to place. Second, the entire round is re-started, meaning that all players' penguins (from both the iceberg and from behind their screens) are placed back in the bag and the round begins again. Note that no players other than the one who upset the iceberg incur penalty points for the aborted round, no matter how many penguins were behind their screens when the penguins fell.

If it is your turn and you are unable to play one of your figures, **or** you have placed your last penguin figure during your previous turn, your round is over. Keep your remaining penguin figures hidden behind your screen until the round has ended for all players.

The round continues, skipping players who are out of the round until no more players can place penguins. This may result in the last remaining player placing several consecutive penguins.

The round ends when all players are unable to place penguins. You then receive as many penalty points as you have penguins left behind your screen, making change as needed from the unused penalty point chips. Place such penalty points behind your screen in your *penalty pile* with any other penalty points received in previous rounds. Players who succeed in placing **all** their figures this round, may reduce their penalty pile by two penalty points if they already have penalty points from prior rounds, making change if needed from the unused penalty point chips.

Example: James was left with 3 penguins during the last round, so he has 3 penalty points in his penalty pile. During this round, James is able to place all his penguins, so not only does he avoid any additional penalty points, but his penalty pile is reduced to 1 penalty point.

Play as many rounds as there are players, with each player starting the round once. The player who finishes with the smallest total number of penalty points is the winner!

A Completed Iceberg



Rules for 2 Players

In a two-player game, each player draws 14 penguin figures from the bag and the remaining eight figures are left in the bag and not used in the game. The bottom row of the iceberg may only contain seven figures. All other rules apply as described above.

Credits

Game Design: Reiner Knizia
Penguin Artwork: David Clegg
Developer and Graphic Design:
 Brian Schomburg
Executive Developer:
 Christian T. Petersen
Production Manager:
 Rich Spicer
Publisher: Christian T. Petersen

© 2007 Fantasy Flight Games. All rights reserved.
 No part of this product may be reproduced or distributed without the publisher's consent.

WWW.FANTASYFLIGHTGAMES.COM

