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.

Race to the top of the iceberg!

Game Components

- 36 Penguin Figures
- 39 Penalty Point Chips
- 6 Player Screens
- Bag

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 players draws 12 penguins
- 4 players - each players draws 9 penguins
- 5 players - each players draws 7 penguins
- 6 players - each players 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.

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.

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.

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.