

Mindy Oberne and
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For 2-6 players

Contents: Gameboard

Players (for 6=18, for 5=15, for 4=16, for 3=12 players) and the Great Guin pointer
2 dice
instructions

Object: to be the first to move all your penguins from your "nest" to the South Pole

Setup: Each player chooses a penguin/color and places their players in their "nest". Each nest is the image of a penguin surrounded by a broad band of color.

How to play:

Each player rolls 2 dice. Highest roller starts. Play then continues to the left. (clockwise) To enter the playing field a player has to roll a 5 or a combination equaling 5. You then must move 1 penguin onto the board via the triangle next to the "nest". Each subsequent turn you need to roll a five to enter with the rest of your penguins. When possible, you **MUST** enter a penguin. Move your penguin counterclockwise along the path the number of spaces you roll on the dice. Move your penguins by the rules below:

1) You may move 1 or 2 penguins on your turn. For example, if you roll a 5 and a 2, you can move one penguin 5 and another penguin 2 or one penguin may both 5 and 2. Remember, if you have a penguin in the nest you must use a roll of 5 to move him onto the board.

2) You must move when ever possible. If you cannot move by the count of both dice, you may move any penguin by the count of either 1 of the dice. No more then 2 of your penguins can occupy any space.

3) Doubles:

Bonus: A roll of matching dice is called a double. A roll of doubles entitles you to another roll. There's an additional bonus if all your penguins are out of the nest. You then get to use the 4 numbers on the *tops* and on the *bottoms* of the dice for movement. The total of this 4-part move is always 14 and can be taken by one penguin or split among all of your penguins. However, if you can't use all 4 parts of your roll, you can't move your penguins at all. Weather you can move or not, roll again.

Penalty: There is a downside if you roll too many doubles. The penguin farthest along, even if it is on the colored Final path to the Pole, will have to go back to the nest and start over. Here you may choose your "house rule on doubles". The standard rule is to apply the penalty on throwing the 2nd double. For a shorter game, apply the penalty on the 3rd double.

4) Capturing an opponent's penguin:

When you land on a space occupied by an opponent's penguin, you capture it and return the penguin to its "Nest". Penguins cannot be captured on the colored final path to the pole or on the safety spaces signified by a miniature map of Antarctica.

Capture bonus: Capturing a penguin entitles you to move any one of your penguins an additional 20 spaces. You do this after moving the count of the dice. If you capture a penguin during a doubles roll, complete your capture bonus before rolling again. If you cannot move the full 20 spaces with one penguin you forfeit the bonus. If you capture your opponent's penguin with your bonus move, you get another 20 spaces, and so on. (3 person game has 10 space capturing bonus)

5) Safety Spaces:

All spaces that have a small Antarctica map (including the Enter spaces) on them are Safety Spaces. Penguins cannot be captured on Safety Spaces. The only exception is when an opponent's penguin occupies your *Enter* space. In that case, when your penguin leaves its nest, you capture your opponent's penguin, send him back to the "Nest"; take your 20 bonus spaces.

6) Blockades:

2 penguins of the same team on any space form a blockade. A blockade cannot be landed on, passed or captured by any penguin. If a blockade occupies your *Enter* space, your penguin cannot leave the "Nest". The 2 penguins in a blockade cannot be move forward together to form a blockade on a new space.

7) Reaching the South Pole:

To reach to South Pole, move your penguin up the colored home path and into the South Pole Circle. You may not move your penguin onto any opponent's home path. Each penguin must enter the winning circle by exact dice roll, counting the winning circle as a space.

Bonus: After moving a penguin to the South Pole, move any 1 of your penguins an additional 10 spaces at the end of your turn. If you cannot move any penguin the full 10 spaces, you forfeit your bonus. (3 person game gets additional 5 spaces)

8) The "Great Guin"

When your board calls for one more player than you have, choose a penguin/color as the missing player we refer to as the *Great Guin*. Each real player takes a turn rolling for the *Great Guin* when its turn comes along. This can add an interesting element to strategy. To keep track of who rolls for the *Guin* next, use the tobogganing penguin as a pointer in the center of the board or simply pass him around.

For more information contact roger@antarcticaphotography.com

Helpful Hints:

Before you start, re-roll the board in the opposite direction to relax the curl and the board will lay flat.

Counting: Learning to count will help you see your options better and allow the game to move more swiftly, by using the safety spaces for counting. Upon leaving the nest, to the next safety is a count of 7. From there, the count to the next 2 safeties is 5 each. This puts you on another exit for the next nest. The next safety from that is a count of 7. The count to the next 2 safeties is 5, and so on. If you can group safeties together you'll see combinations of 10, 12, and 17. The convenience of seeing the count quicker really comes in handy with those 20 space bonuses.

Strategy: While strategies vary here's some helpful hints.

The 5 rule:

If your opponent still has a penguin at the nest, placing your penguin 5 spaces after his exit, or after any of his other penguins on board, will better your chance of not being captured by him. If your opponent rolls 5 he must use it to exit his nest. Only with a double roll of 5 can he possibly capture you.

Blockades:

1) are best on safeties. If not done on a safety, once you remove one penguin, both can become vulnerable.

2) It's tempting to maintain a blockade for as long as possible, however, sometimes letting others pass allows you to capture them as they do so.

Capturing is the best way to make it to the pole. Take your time and make sure you're not missing an opportunity to bump someone back to the nest.

Once entering your final colored path home, don't necessarily be in a rush to get your penguin to the pole. By letting your penguin linger in this safety zone, you can use those spaces for rolls that would otherwise endanger your other penguins. This is especially applicable when you're playing with the 3 doubles rule.

Special Rules for Penguisi for 6

Because you have such a long way to go to get to the South Pole, use 3 dice instead of 2. The third die is a different color.

Doubles: A double has to be the 2 dice of the same color. This avoids too many doubles in a row which would cause you to go back home too often and defeat the purpose of the 3 dice. Only the 2 matching dice are rolled again, always counting both side if all penguins are out of the nest.

Triples: If you roll all 3 dice the same number, it's considered a triple, and you would roll all 3 dice again. If all your penguins are out of the nest, you get to count both sides of all 3 dice.