

# Penguin Picnic

Catch the most fish and win the game!

Ravensburger® game no. 21 397 9

For 2-4 players, ages 5 to 10

Contents: 2 Penguins  
1 game board  
10 fish chips  
5 fish bones chips  
1 special die  
Game rules



## Object of the game

To catch as many fish as possible.

## Before you begin

Each penguin is made up of three pieces:

- the front (white)
- the back (black)
- the head and wings (black)

First, put the front and back pieces together. Then add the head and wings piece to the front of the penguin.

The stick at the back of the bow tie and the edges of the wings will click into the penguin.

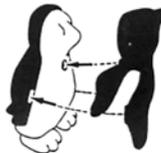
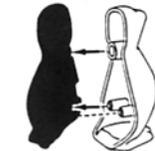
Now the penguin is complete and cannot be taken apart again.

The game board comes in three parts; simply push the matching ends together.

Turn the fish and the fish bones chips face side down and mix them up. Spread them, still face down, around the arctic sea on the board.

Put one penguin on the yellow space of the inner iceberg. Put the other penguin on any other colored iceberg space around the outside. Both penguins face a clockwise direction.

It's time to begin!



## Playing the game

The youngest player starts.

Each turn consists of three actions:

1. Move the penguin on the next inner iceberg space in the direction of its beak.
2. Roll the die.
3. Move the second penguin by the same number shown on the die in the direction of its beak, or in the other direction. If you move it in the opposite direction, then you lose one move. If both the penguins are on spaces of the same color, then you may take a chip.



## Example:

One penguin is on the red space of the inner iceberg. The other penguin is on the blue space of the outside iceberg. If it is your turn, you move the inside penguin one move ahead, so that it lands on the blue space. If you throw a five with the die, you can move the second outside penguin, either:

- Five spaces in the clockwise direction and land on the green space,
- or, you turn the penguin around (one move) and move it four spaces in the counter-clockwise direction to the blue space.

If the penguin lands on the blue space, it's picnic time! This is always the case when two penguins end up on spaces of the same color. Now you can fish one of the chips from the arctic sea. Look at it quickly to see whether it is a fish or a fish bone - (don't let the others see what it is) - and put it face down in front of you.

If on your turn, you roll the penguin, you must decide (while your chips are face down) which chip you will trade with another player. You give the chip face down, to the player you have chosen and take a chip from that player. Now the trade is over and you can both look at the new chip that you have.

Tip: You can only look at the picture on a chip after you have fished it out of the arctic sea or after a trade. Therefore, remember which chips you have in front of you so that you give your fish bones chips away and keep the fish chips. If you do not have a chip to trade, you lose your turn and the next player takes his or her turn.

## End of the game

After all the chips have been fished out of the sea, add up how many you have. Everyone turns over their chips. The winner is the player with the most fish chips.

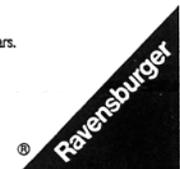
If two players have the same number of fish chips, the one with the least number of fish bones chips wins the game. If both of you also have the same number of fish bones chips, then both players win the game.

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⚠ WARNING: CHOKING HAZARD Small parts. Not for children under 3 years.

Ravensburger® - quality you can play with

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