

## Habermaß Game 4192

# PENGUIN-PARADE

A competition game in ice and snow for 2 to 4 players  
Ages: 5 years and up

Penguins spend the winter in the pack ice of Antarctica. In October they travel up to 80 km (50 miles) to the penguin breeding grounds. In November, the females lay two eggs in a nest of stones.

After the eggs are laid, long rows of females can be seen moving back to the ocean to feed on krill, a small, shrimp-like crustacean, and fish. While they are gone, the males sit on the nest and watch over the eggs. When the females return from feeding, the roles are reversed and the males go off to feed. The males and females alternate caring for the eggs until they hatch.

This game is based on the comical antics of the penguins as move in long lines to and from the ocean.

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Graphic: Gertrud Dieckhoff  
English version: Michael Gatscher, Tim Rose  
Duration of the game: approx. 30 minutes

### Contents:

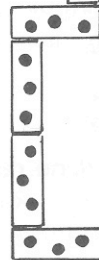
12 Penguins in 4 colors  
4 Obstacles  
1 Die with symbols  
8 Wooden game board pieces.

### Object of the Game:

Be the first player to bring a family of three penguins back to the nest.

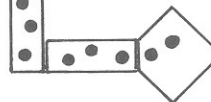
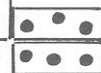
right:

**Nest = Start  
and Finish**



**Ocean**

wrong:



**roll the die,  
only empty  
fields count!**



### Preparation of the Game:

The nest and ocean pieces are shaped like a square with one of the corners cut off. The nest is placed on the table first. The six long pieces are placed so as to form a continuous line from the nest. The ocean is placed at the end of the line. The line should not be straight, but you must be able to trace a single route from the nest to the ocean.

The illustrations show both a correct and an incorrect set-up.

The four (4) obstacles are placed, face up, at random on the path. They should be relatively evenly placed.

Each player chooses a family of three penguins, all of the same color. They are placed on the nest, two penguins laying on their belly, and the other standing upright.

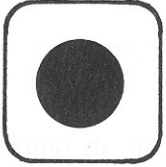
### How to play the Game:

The youngest player starts.

Each player rolls the die, and moves a penguin of the type shown on the dies forward the number of spaces shown on the die. Only spaces without penguins already on them are counted during the move. (If a player rolls a two, and there is a penguin on the space directly ahead of the player's penguin, then the player's penguin actually moves forward three spaces, or two empty spaces.)



The die shows two things; a penguin (standing or laying), and a number of dots. If the die shows a standing penguin after the roll, the player must move a standing penguin forward the number of spaces shown on the die. If the die shows a penguin laying on his belly, a penguin of this type must be moved.



When the die shows only a blue dot, the player has to change the position of one of his penguins. If the player chooses a standing penguin, he must lay the penguin on his belly. If the player chooses a penguin laying on his belly, he must make the penguin stand.

A player also changes the position of a penguin, if he cannot complete the move shown on the die.

**The Trail:**

**Penguins move from the nest to the ocean, and back again.**

The penguins move from their nest to the ocean. After they have eaten at the ocean, they turn around and return to the nest. A penguin must pause to eat at the ocean. He may not arrive at, and leave the ocean in the same turn.

The penguins' position (laying, standing) may be changed while they are in the ocean, but not while they are in the nest.

On the path to and from the ocean the penguins encounter obstacles. These are the wooden disks placed at the beginning of the game.



**Ice floe:**

The penguins can coast on an ice floe.

When a player lands on a space with an ice floe, they coast (continue moving) until:

**Ice-Floe = coasting!  
The penguin slides forward.**

- A) they reach the first empty field before another penguin of the same color (family) not containing another obstacle.
- B) the next empty field (not containing another obstacle).

The penguin leaves the ice floe before he ends on the position (A or B).

The penguin may coast into the nest, or into the ocean on this move. After the penguin has coasted on the ice floe, the ice floe disk is placed, at random, on another empty field.

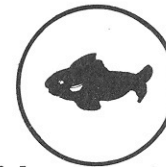


**Crevasse:**

If a penguin in an upright position lands on this obstacle by exact roll of the die, the penguin moves double the roll of the die (he gets to jump the crevasse).

Penguins laying on their belly cannot jump the crevasse, therefore they cannot perform the move.

**Crevasse  
Speed up!  
A penguin standing upright moves double the roll.**



**Fish:**

If the penguin lands on the space with the fish obstacle, he gets so excited that he stands on his head (turn the penguin upside down).

The penguins on directly adjacent spaces are so absorbed by watching this move, that they cannot move until the penguin on his head moves again. He may move with any combination rolled on the die and is positioned accordingly.

Only after the penguin on his head moves can the penguins on adjacent spaces move again.

**Fish:  
Upside down!  
One penguin remains upside down, the others nearest watch.**

**Sun:**

The sun warms up the penguin's coat and puts him in high spirits. He gambols (waddles enthusiastically) up to three additional spaces forward. (upright or on the belly).

**Sun:****Gambolling!**

**The penguin may move up to three fields forward in any position.**

**Finish:**

**The whole family is in the nest again.**

**End of the Game:**

When a penguin reaches the nest again, he is finished. He does not need to land on the nest by exact roll of the die. The player who first brings all three of his penguins back to the nest, wins.

**Game for two or three players:**

The rules are the same, only the extra figures are not used.