





studios
about this game

This is the "bronze" version in English of Penguin Pals Passing Puzzle, an original game developed by Oca Studio. We, the authors, release under Public Domain this game and all art included in it. This file is distributed as a PDF so anyone can download, print and play it. For more information, visit www.ocastudios.com/rights

Printing instructions:

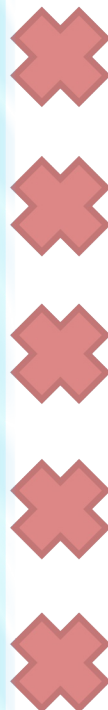
- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).

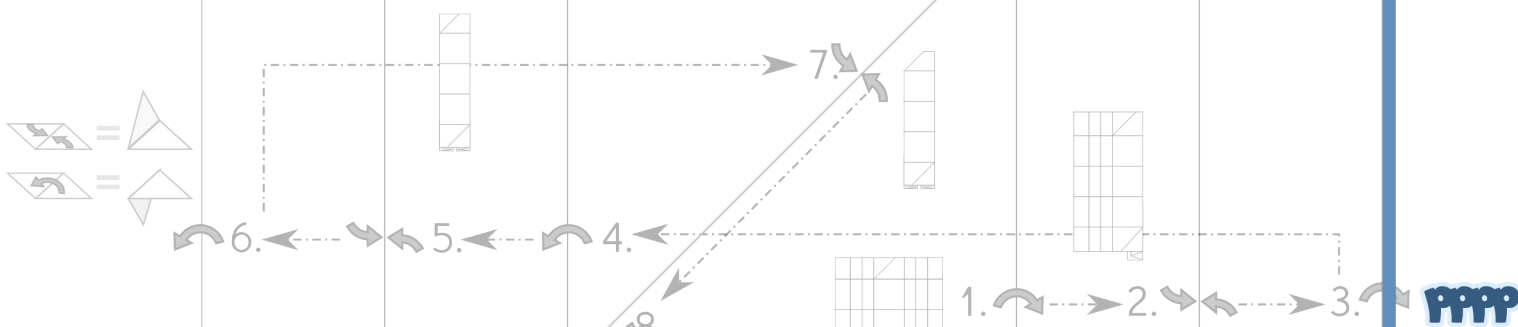
draw pile

discard pile



Penguin Pals Passing Puzzle





PPP



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PenguinPalPassingPuzzle



Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

Instructions for assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.

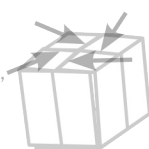


10.

III. Lock a tab into the pocket of the tab to its left.



IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



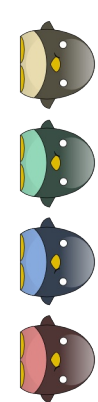
12.



PenguinPalPassingPuzzle

number of players	2-4	ages	8+
duration of a match*	40	duration of assembly	2h

*IT TAKES 10' TO LEARN THE GAME. DURATIONS MAY VARY



Game Manual

Object

When playing Penguin Pals' Passing Puzzle, your goal is to be the first to guide your team of penguins to the opposite shore. To do so, you'll have to find a way to take them quickly and safely while blocking the opponents' paths.

Setting Up

Before you begin, it's necessary to set the game. Place one ice block on each space of the board. Then each player choses a team of penguins and places them on his shore. Finally, you should shuffle the cards and hand three to each player. Remaining cards should be placed as the Draw Pile, as indicated on the board.

Choose who goes first, and then continue the sequence clockwise.

How to Play

In his turn, each player must choose and execute one of the actions described below.

If he still has a penguin on his shore, he may place it on an ice block in the first row (the one closest to his shore).

or

He may move a penguin one space forward, backward or sideways, as long as it lands on an ice block. But penguins are excellent swimmers, and if there is a space with no ice, followed by one with an ice block, the penguin may swim across the first and land on the latter.

or

If he has a penguin on the last row (the one farthest from his initial shore), he may move it to that shore. When a penguin reaches its destination he won't be able to return to the game, but its player can draw an extra card. The winner is the first player to get all five penguins to the opposite shore.

or

He may take one ice block from the board, as long as there are no penguins on top of it.

or

He may move one ice block if there are no penguins on top of it. As with the penguins, ice blocks may move forward, backward or sideways, but they may move as many spaces as the player wishes in one direction.

or else

He may draw a card. If there are no more cards in the Draw Pile, reshuffle the Discard Pile and place it as the new Draw Pile. If there are no cards there either, then players simply cannot draw.

Expelling

There's no limit to how many penguins can occupy the same ice block. But if one player has more penguins on a space than all other players combined, then his penguins with automatically expel all opponents' penguins. When this happens, expelled penguins will have to return to their original shores.

Using Cards

Players can use cards at any time, even during other players' turns. When a player uses a card, any other player may use one of their own cards in response to it, and so on, which will create a card sequence. Only after able players have used all the cards they wanted that we'll execute the cards' commands, and we do it in the opposite order they were played. That means the first card to produce effect is the last one of a sequence, and the last card to produce its effects is the first one used.

It is important to pay attention to the sequence, because cards may annul prior cards or effectively make them useless.

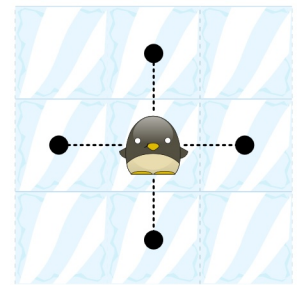
For example, if Joe and John have penguins on the same space, Joe may use 'Fury!' to expel John's penguin. But John may immediately use the card 'Once Again!', having its effects happening before Joe's. That means his penguin could leave the space before Joe's 'Fury!' come into play, saving it.

In another example, Mary uses the card 'Mind Control!' to move one of Rita's penguins. Rita, her opponent, then uses 'Wait a Sec...' to annul Mary's card, but Mary in turn uses another 'Wait a Sec...'. The sequence of cards is 'Mind Control!' > 'Wait a Sec...' > 'Wait a Sec...'. In order to know what actually happened we must read the sequence backwards: the second 'Wait a Sec...' (Mary's) annulled the first 'Wait a Sec...' (Rita's) so that it was not allowed to annul Mary's 'Mind Control!'. Mary could, after all, affect Rita's penguin.

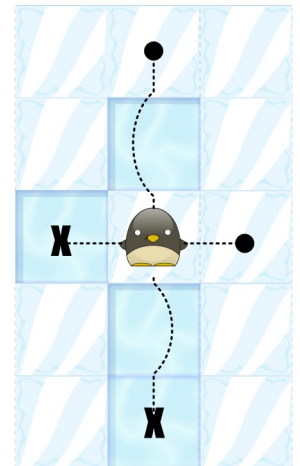
After a card has been used, it is placed facing up on the Discard Pile, as indicated on the board.

Remember that the cards 'Wait a Sec...' and 'You snooze, you lose.' can be used to annul the previous card only in the same sequence, and 'Once Again!' and 'Mind Control!' may move penguins, but not take them from or to the shores.

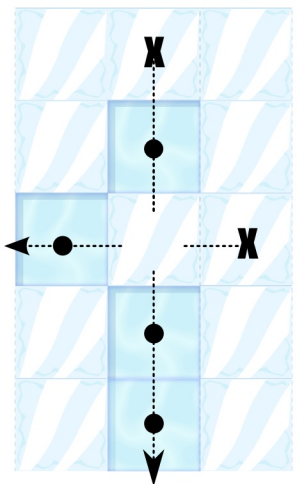
If there are ice cubes, the penguin may move one space orthogonally.



A penguin may not move to a space without ice.



It may, however, swim through one water square and land on the next space, if there's an ice block there.



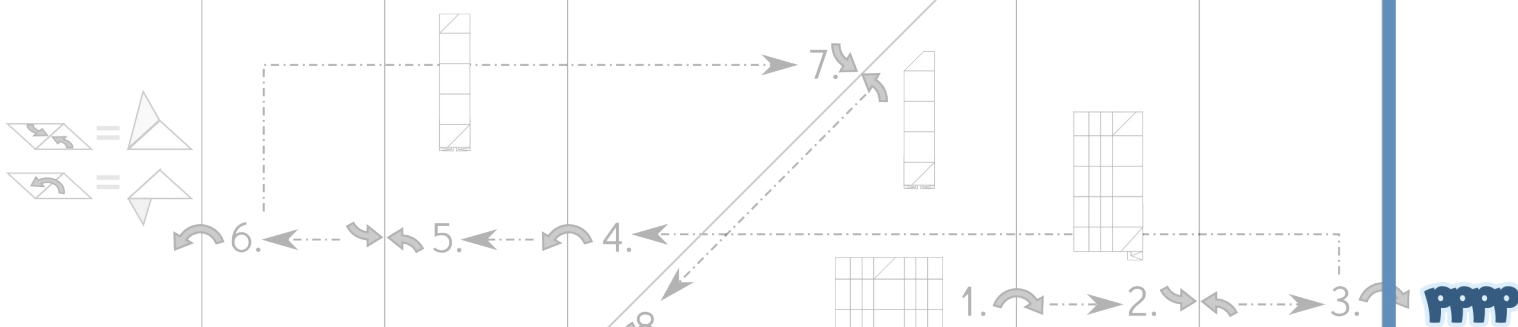
An ice block may move any number of spaces you wish, as long as it does not leave the board or collide with other blocks.

Tips

1. To keep your game, place the smaller ice blocks inside the large ones. This way you'll have just enough space to accommodate all game pieces.
2. It's sometimes easy to lose track of whose turn it is. Because of that, we included a penguin block, so that players would keep it during their turn.

Still got any doubts?

write to oca@ocastudios.com



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we would love your feedback!
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Once again!

Move one of your penguins.



Once again!

Move one of your penguins.



Once again!

Move one of your penguins.



Once again!

Move one of your penguins.



Hold tight!

Move an ice, even if penguins are on top of it.



Hold tight!

Move an ice, even if penguins are on top of it.



Hold tight!

Move an ice, even if penguins are on top of it.



Hold tight!

Move an ice, even if penguins are on top of it.



Wait a sec...

Annul the card played before this one.



Wait a sec...

Annul the card played before this one.



Wait a sec...

Annul the card played before this one.



Wait a sec...

Annul the card played before this one.



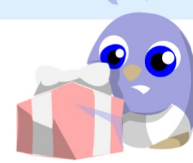
My turn!

Interrupt an opponent's turn. It's your turn now.



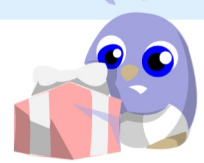
I want that!

Take the top card of the Discard Pile.



I want that!

Take the top card of the Discard Pile.



Fury!

A penguin of yours expels all adversaries on his ice block.



Gimme that!

Take one random card from each opponent.



Gimme that!

Take one random card from each opponent.



You snooze, you lose.

Annul the card played before this one. Instead of being discarded, it goes to you.



You snooze, you lose.

Annul the card played before this one. Instead of being discarded, it goes to you.



Mind Control!

Move an opponent's penguin.



Mind Control!

Move an opponent's penguin.



It's freezing!

Place ice blocks on as many empty spaces as you want.



It's freezing!

Place ice blocks on as many empty spaces as you want.



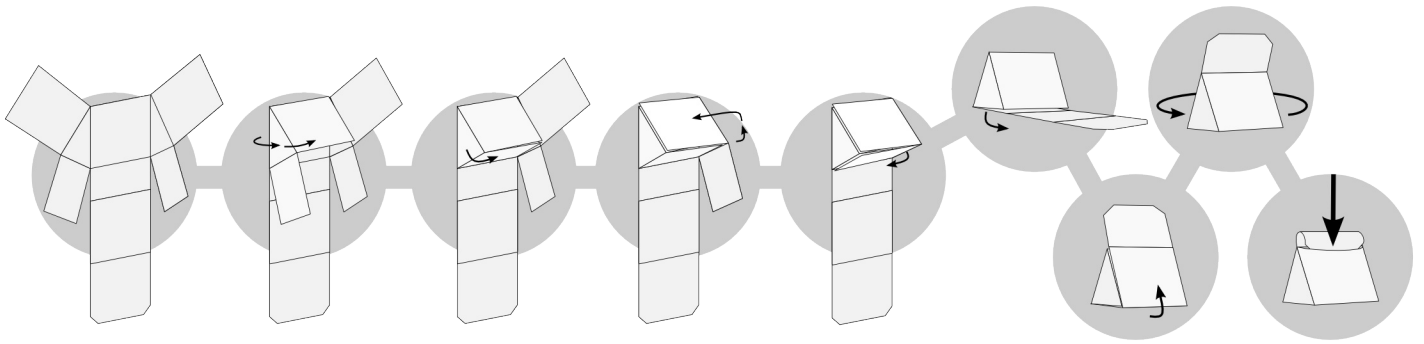
It's freezing!

Place ice blocks on as many empty spaces as you want.

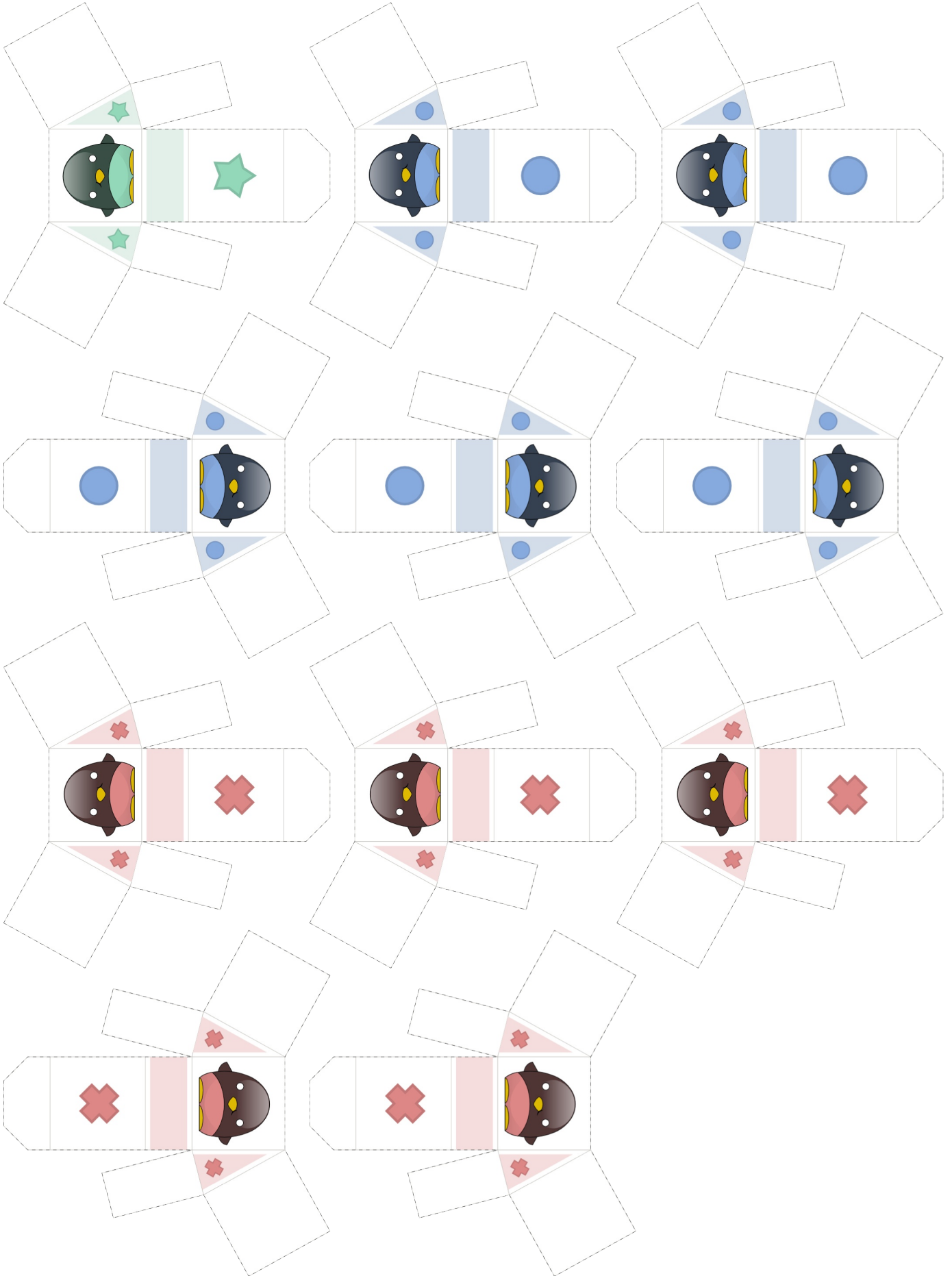


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