

Penguin Freeze Tag™

INSTRUCTIONS

To help you learn how to play Penguin Freeze-Tag, University Games provides a Parents' Summary of the Rules, and a set of Players' Rules to read aloud to the players.

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1 Game Board
4 Penguin Playing Pieces
16 Fish (4 Red, 4 Blue, 4 Green, 4 Yellow)
1 die
3 Freeze-Tag Ice Cubes

OBJECT

To be the first player to catch one fish of each color and return to the Penguin Club.

RULES OF PLAY

Parents' Summary

The hungry penguins roll the die and waddle around the board to reach the Fishing holes. When they land exactly on one of the squares with fish printed on them, they catch a fish of that color and move it to their Fish Freeze. Each time that they catch a fish, penguins must return to the Penguin Club through one of the four blue entrances marked "Start." Penguins must catch the fish of their own color last.

Penguins who land on or next to another penguin can freeze that penguin by covering it with a Freeze-Tag Ice Cube.

Frozen penguins stay frozen, and may not move, although they roll the die on each turn. On the turn that they roll either a one or a six, frozen penguins thaw out, and roll again and move. Penguins get an extra turn whenever they freeze another penguin.

Penguins may move in any direction that they choose, although they may not move diagonally or move through a square that they already moved through on that turn. Penguins who start their turn on a Swimming Hole may move to any other Swimming Hole, then roll and move.

To reach a Swimming Hole, the Penguin Club, or one of the squares with a fish printed on them, penguins must roll the exact number of squares needed. Swimming Hole spaces and the Penguin Club count as one square. The first penguin to catch one fish of each color and return to the Penguin Club is the winner.

SET UP

1. Each player selects a penguin and places it at the Penguin Club, in the center of the board.
2. Place all four red fish inside the red Fishing Hole, all four blue fish inside the blue Fishing Hole, all four green fish inside the green Fishing Hole, and all four yellow fish inside the yellow Fishing Hole.
3. The youngest player goes first. Play proceeds in a clockwise direction.

PLAYERS' RULES (To be read aloud to players)

At the start of the game, all the penguins are hungry—they have no fish to eat. The object of the game is to feed your penguin, by catching one fish of each color and returning to the Penguin Club.

Moving

Each square on the board is a block of ice. When it's your turn, roll the die, count the number of dots face up, and move your penguin that many blocks. You may only leave the Penguin Club through one of the four blue blocks of ice marked "Start." You can move in any direction that you want, but you may not move diagonally, and you may not move through the same block twice on the same turn. On every turn, you must move the full number of blocks that you rolled. When you are done moving, the player on your left goes next.

Catching Fish

You must catch one fish from each Fishing Hole, and the last fish that you catch must be the one that is the same color as your penguin. To catch a fish, you must land exactly on one of the blocks with fish on them that surround each Fishing Hole. Since you must move the full number of blocks that you roll and since you can't move through the same square twice, if you roll a high number when you're close to a Fishing Hole, you may have to move away from that Fishing Hole. When you end up on one of the blocks with fish on it, move one of the fish from that Fishing Hole to the Fish Freeze Island with flag that is the same color as your penguin. You may only catch one fish of each color.