

Short explanation

Christmas Penguins is a lively tactical dice game for 3-6 people. Each player acts as one of the thieving penguins who want to steal presents from Santa Claus. The aim of the game is to get as many gifts as possible. Santa Claus, on the other hand, tries to stop the penguins from doing just that.

Components

- 1 Santa Claus
- 6 Penguins
- 1 Icebear
- 1 Hut
- 1 Christmas tree
- 44 Ice floes
- 12 Glass stones (6x red, 4x blue, 2x green)
- 24 Presents
- 18 Sticks (Watercourses)
- 1 Dice (1-3)

The story of the game

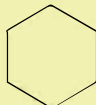
It's December, the world is deeply covered in snow. Once again only a few days until Christmas. Our dear Santa Claus has bought everything that needs to be given away based on the zig million wish lists. The sleigh is already loaded with countless packages and is ready to leave. All reindeer are fit. So time to drink a nice warm coffee in the igloo. Finally, it is cold at the Pole, especially in the winter months. Our Santa Claus has put his feet up and is looking dreamily at the crackling fire in the fireplace when a noise startles him. A look through the snowy window makes him pale: the penguins are stealing the presents from the sleigh!



6 Penguins



1 Icebear



44 ice floes



24 Presents



18 Watercourses



1 Dice



1 Hut



Event stones



1 Christmas tree ... and Santa Claus!



Lineup

The playing field consists of 44 ice floes and is laid out in a 4x5 field format. The hut is placed on one side of the playing field. The event stones are distributed randomly across different, free ice floes.



Each player receives a penguin, three blue streams and two gifts in their color. The remaining gifts are initially placed next to the playing field.



Each player's starting equipment

If the number of participants is less than 6 players, the penguins, streams and gifts that are not needed are put aside.

The player whose birthday is next starts as Santa Claus. The figure of Santa Claus is placed on the floor of the hut, right next to it. This player's penguin remains outside the playing field, while the other players place their penguins on any free floe in a clockwise direction. Santa Claus then places the Christmas tree and the polar bear on any free ice floes.



Santa Claus player starting lineup

Process

I. Santa Claus

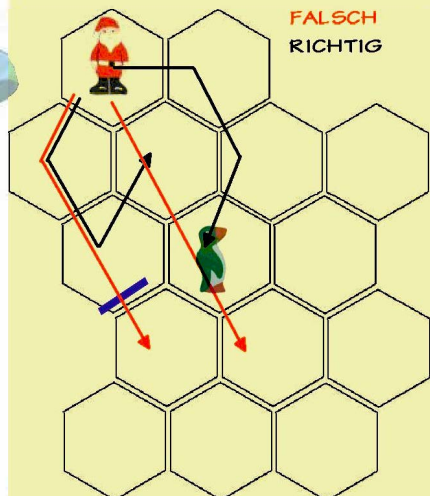
Santa Claus now rolls the dice first and moves his figure along the floes according to the result of the roll. He can't stop before then. Every clod counts for one

Dice point.

The direction in which it is moved is arbitrary. However, it may not be moved from one floe to an adjacent one and from there directly back again (back and forth).

Santa Claus cannot be moved onto the floe of the Christmas tree as it will be too narrow for him... Other figures and streams cannot be jumped over.

Roll



Santa's train options

II. The Penguins

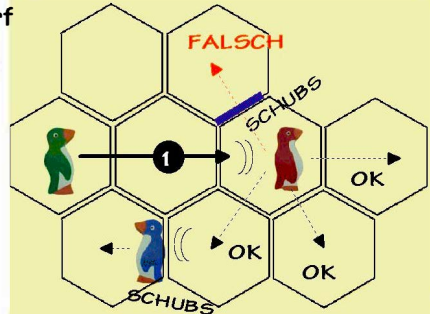
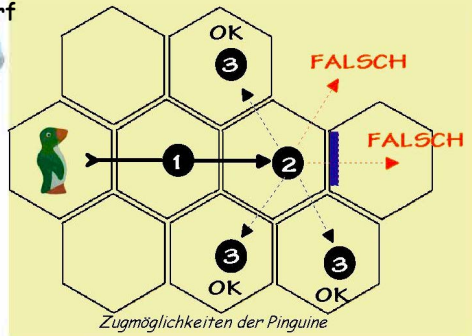
After Santa Claus runs off, the penguins move clockwise. They follow the same pattern as Santa Claus. They also can't jump over each other. It can happen that a figure cannot move the number of steps rolled. In this case she remains on her ice floe.

If a penguin ends up on a field where another penguin is already standing, he pushes him away (penguins who steal gifts are not nice - not even to each other). The pushing takes place on a neighboring floe and can take place in any direction, except in the direction from which the pushing penguin itself comes. The pushing player decides where. This can also be a floe on which other figures stand. If a penguin is pushed onto a field on which another penguin is standing, he also pushes him onto an adjacent field ("chain pushing"). Attention: No penguin may be pushed over a watercourse.

III. The Christmas tree

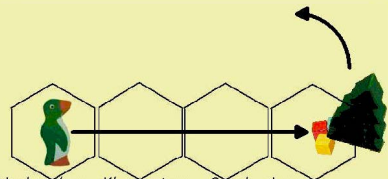
The penguins try to get to the Christmas tree to steal more presents (which are all supposed to be under the tree). If a penguin's turn ends on the ice floe with the Christmas tree, the penguin can take any present.

As soon as a penguin has stolen a present, Santa Claus can move the Christmas tree to any other free floe. However, this must not be in the immediate vicinity of Santa Claus, but must be at least 3 spaces away.



Example: Penguin rolls a 2 and pushes the penguin onto an adjacent ice floe.

If the penguin is pushed to the bottom left of the third penguin, it will push the third penguin in any direction (e.g. to the left).



Nach dem Klau eines Geschenkes versetzt der Weihnachtsmann den Tannenbaum

IV. The event stones

A penguin Lands - even out of turn! - on an ice floe with an event stone, he can take the stone. To clarify: If a penguin is pushed onto a floe with an event stone, it can pick up this stone before the pushing penguin continues.

A penguin can use event stones at any time, even outside of the player order and even in the middle of another player's turn. Santa Claus cannot do this. To do this, the player must shout "Stop" loudly - the game is immediately interrupted. The interrupting player names the action he wants to carry out and gives the corresponding stone to Santa Claus:

- **Red Stone** (6x) : The player can swap his penguin figure with another penguin figure on the field.
- **Blue Stone** (4x) : The player can swap his penguin figure with any other figure (including polar bear or Santa Claus).
- **Green Stone** (2x) : The player may move a floe and the figures standing on it to another location

V. Caught !

If Santa Claus and the penguin meet on an ice floe, Santa Claus takes a gift (of his choice) from the penguin. Now the players switch tasks. The captured penguin is removed; the corresponding player continues playing with the Santa Claus figure. The former Santa Claus places his penguin on the floe with the hut and continues playing as a penguin from there. If Santa Claus changes frequently, there can be several penguins in the hut field. Otherwise no figure may enter it during the course of the game!

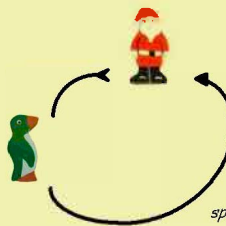


If a penguin Lands on a floe with an event stone, he receives one of these.

With a "Stop" used at the right time, an event stone can save the penguin.



Event stones can be played at any time, even out of order - even in the middle of another player's turn.



If Santa Claus catches a penguin, the players swap tasks.

The penguin player is now Santa Claus, the former Santa Claus continues to play as a penguin spiekt als Penguin weiter.

Santa Claus basically stops - he can't steal any presents - until he catches a penguin.

VI. The Icebear

The polar bear is moved whenever a player rolls a "1". After the player moves his penguin, he must move the polar bear one floe.

If the polar bear reaches another figure or if the penguin or Santa Claus come to stand on the ice floe on which the polar bear is, they must leave a present on the floe in order to be able to quickly flee from the polar bear to a neighboring, empty floe. If there is no empty space, then go to an occupied one (gift, penguin - but then push!, Santa Claus - then exchange!) or even over obstacles. Everything happens when you panic.

Any penguin or Santa Claus can pick up scattered presents once the polar bear has left the ice floe, simply by ending his turn on such an ice floe.

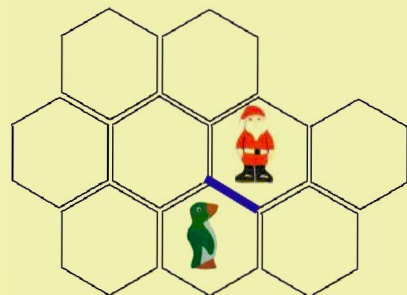
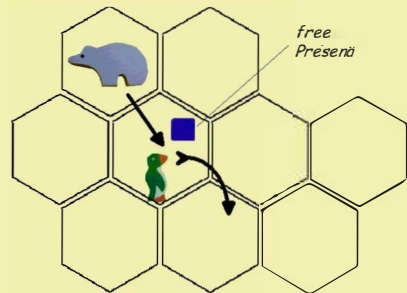
VII. The watercourses

How can you protect yourself from dangers as a penguin? With the help of the watercourses, which symbolize cracks between the ice floes.

When it is his turn, a penguin may place and pick up water hazards. To/from the floe where it starts and/or from/to the floe where it lands. Santa Claus cannot do this. When laying it, make sure that it is not allowed to completely enclose a figure. A penguin can only take up one stream per round.



Icebears are dangerous - penguins and Santa Claus have to flee to a neighboring ice floe



Cracks in the ice floes are insurmountable. More safety for penguins...

End of game

The game ends when all the presents have been stolen from the sleigh. The winner of the game is the player who was able to collect the most gifts.

The player with the most gifts of one color receives an additional point, as does the player or players with the most gifts of different colors. In case of a tie, there are multiple winners.

Attention: Santa Claus gives away all his presents on Christmas Eve. In this respect, the player who ends up being Santa Claus cannot be the winner. Even though he should have collected most of the gifts.

To the game

We hope you enjoy this game.

The basic idea was created as an entertainment event for the family at Christmas 2000 and has undergone a number of changes since then. What remains is the basic idea and the game mechanics.

If you have any general or specific questions about the game or are missing parts, please feel free to contact us directly:

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Information about the game is also available online at <https://verlag.muecke-spiele.de/muecke-spiele-weihnachtspinguine/>. Here you can find FAQs, video explanations and rule extensions.

Victory points

Number of gifts
+ 1 point each (majority for one color)
+ 1 point (most different colored gifts)



He can never be the winner. After all, all the presents were stolen



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