

# ***TURN STRUCTURE OVERVIEW***

## **Planning Phase:**

**Step 1** Reveal Event card

**Step 2** Discuss strategy.

**Step 3** The Captain places their penguin.

**Step 4** The other players place their penguins in secret.

## **Movement phase:**

**Step 5** Gain speed

**Step 6a** Execute Penguin actions

**Step 6b** Move the ship

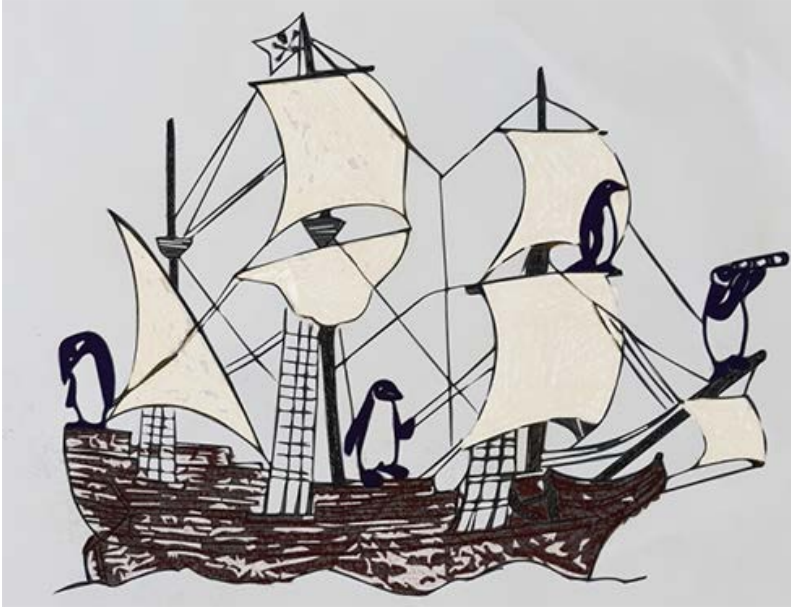
Repeat **step 6a**, and **step 6b** until no longer able

## **Event phase:**

**Step 7** Event card!

**Step 8** Pirate movement

**Step 9** Pass the Captain penguin to the player on the left.



# ***PENGUIN PIRATES***

3-4 players

45-60 minutes

***BJARKE THOMSEN***

# ***INTRODUCTION***

*It was a truly horrible storm. Instead of waking up on your usual ice floe, there were sandy beaches and palms around you. So, along with your friends: Otto, Anna, and Elle, you have stolen a white ship and set sail for home! Along the way however you have to find Bob, who got lost somewhere.*

Welcome to Penguin Pirates!

## **Content list:**

This Rulebook  
4 Penguin tokens in different colours  
1 Captain penguin in black and white  
4 Handicap decks, each with 12 cards  
13 tile boards, made of hexes  
1 event deck with 12 cards  
1 Sail and speed tracker + 2 wave tokens  
1 Water tracker + 1 crab token  
10 fish tokens  
1 white penguin ship  
1 black pirate ship  
1 anchor token

## **Setup:**

Start by placing the tile board with Puerto Rico face up (this tile board has a blue back). Then shuffle the remaining tile boards and place them facedown according to the pictogram on page 2. Place the white Penguin ship on the Puerto Rico pier, facing the whirlwind hex.

Each player takes 1 penguin and a handicap deck with the cards numbered 1-12. Each player shuffles their deck.

The most penguin looking player takes the captain penguin.

# ***FAQ AND OTHER NICHES***

Playing with 3 players:

If playing with only 3 players, the captain will play for the 4th player.

What happens if the ship has speed left, but not enough speed to enter the next hex?

- Unspent speed is kept between turns. The ship will always move if it is able to.

What happens if the ship tries to go over the edge of the map?

- The ship is unable to leave the board. It will keep accumulating speed until turned away from the edge.

Can we gain more fish tokens?

- Yes, the bail water action can be used to gain fish instead of bailing water. Note that there is still a limit of 10 fish total.

The game is too easy!

- Remove step 2 of the planning phase.

Even harder?

- Rescue Bobs cousin who is hidden on another tile board!

# ***TERMINOLOGY***

**Penguin** - Worker, each player gets one.

**Captain** - Starting player of the turn, marked by the large penguin token.

**Penguin ship** - The ship that is controlled by the players (white).

**Pirate ship** - The ship that is not controlled by the players (black).

**Puerto Rico** - The start harbour of both the Penguin ship and the Pirate ship

**Handicap cards** - Cards that limit the player's actions during that turn.

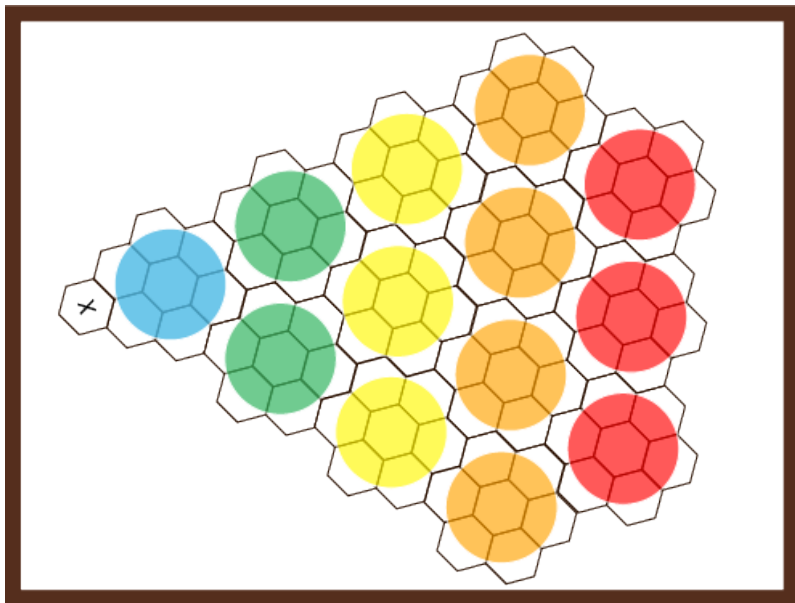
**Handicap deck** - Each player has their own deck made of handicap cards

**Event cards** - Cards with events that happen each turn, and also shows how the pirate ship moves



# SETUP AND CONTENT

Tile setup: Only the blue tile board should be face up at game start.



How the event deck should be packed:



## ***SETUP CONTINUED***

Each player is assigned one of the following responsibilities:

- Sail / speed tracker - place one wave token on sail 2, and the other wave token on speed 0.
- Water Tracker - the crab token is added when the ship gains water.
- Event deck - see setup below
- Fish tokens - the players start with 8 shared. They are always shared.

Setup the event deck: the deck is ordered in ascending order, so the top card should be 1 and the bottom card should be 5. When there are multiple cards with the same number, shuffle their order in respect to each other (see page 2, bottom).

### **Win condition**

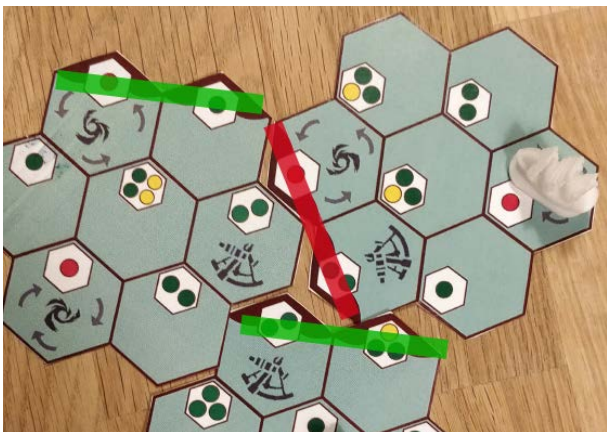
To win the game the penguin ship must first rescue Bob by entering the penguin hex and then later end on the home hex.

The game is lost if:

- The water tracker is moved to the skull.
- The Pirate ship is in the same hex as the penguin ship during the event phase.
- The event deck runs out of cards (after 12 turns).

## SCOUTING EXAMPLES:

When revealing a tile board, ensure that the end with the thicker brown border is facing in the same direction as on the other revealed tile boards (away from the Puerto Rico pier).





# SPECIAL HEXES

The following hexes each have a special effect that will trigger upon entering the hex:

## Sextant:

Turn a facedown tile board that is located adjacent to a face up tile board, face up. Make sure the revealed tile board is rotated correctly. See page 12 for example.



## Bucket:

Decrease the Water tracker by 2.



## Fish:

Gain 2 fish tokens.



## Whirlwind:

Rotate the ship once in the direction of the arrows.



## Kraken:

Increase the water tracker by 1.

The Water tracker with the crab currently on 1 water:



Puerto Rico, the starting hex,  
is located on the blue tile board.



Bob the lost penguin is hidden  
on one of the yellow tile boards.



Antarctica, the south pole, home,  
is found on one of the red tile boards.



# ***HOW TO PLAY***

## ***TURN STRUCTURE - PLANNING PHASE***

**Step 1:** Reveal the top card of the event deck. It does not take effect until later.

**Step 2:** Discuss priority of upcoming actions.

*Players are not allowed to communicate during **step 3** and **step 4**.*

**Step 3:** The Captain chooses an action (see below) and reveals it.

**Step 4:** Each remaining player chooses an action in secret. When all players have chosen, they reveal their choice simultaneously

### **Choosing an action:**

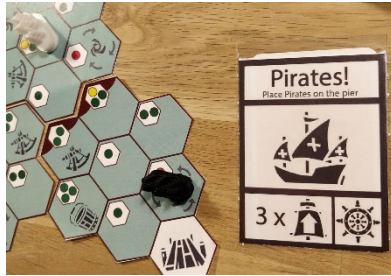
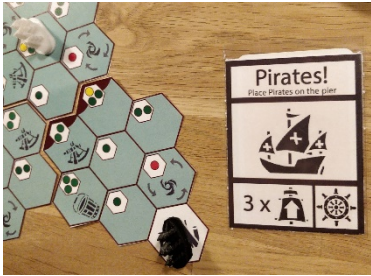
When choosing an action, the player reveals the top card of their handicap deck and in secret places their penguin token on one of the white or yellow spots on the handicap card.

If the chosen spot is yellow, the players collectively lose one fish token. If the players have no fish tokens left, the ship instead takes in water and the water tracker increases by one.

The red spots are not playable for this player, this turn.

# EVENT PHASE - EXAMPLE

The pirate ship spawns on the Puerto Rico Hex and moves 3 hexes straight ahead. Hitting the whirlwind after the first movement rotates it once and it continues on. After having moved 3 "straight" hexes it rotates to face the white penguin ship.



# ***HOW TO PLAY***

## ***EVENT PHASE***

### **Step 7:** Event card!

Resolve the top part of the event deck.

### **Step 8:** Pirate movement

The pirate ship moves in a straight line, a number of hexes equal to the number on the bottom of the event card. The pirate ship moves in the direction it is facing. After it has moved, the ship rotates until it is facing the penguin ship or as close as possible.

### **Additional rules:**

- The pirate ship is affected by whirlwind hexes, turning once in the direction indicated.
- The pirate ship can move on unrevealed hexes
- If the pirate ship ever leaves the board, the pirates are gone.
- If the penguin ship is at any point sharing a hex with the pirate ship, the penguins lose the game.

### **Step 9:**

Pass the Captain penguin to the player on the left.

# THE 6 SHIP ACTIONS

## Scouting:

Turn a facedown tile board that is located adjacent to a face up tile board, face up. Make sure the revealed tile board is rotated correctly. See page 12 for example.

## Anchor

Reduce the ship's sails by 1 **and** reduce the speed to 0.

## Full sail

Increase the ship's sails **and** speed by 1.

## Bail or Fish

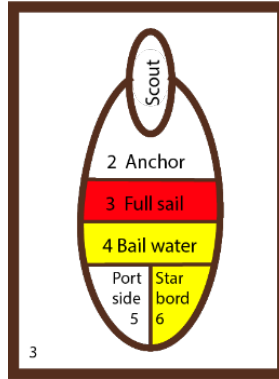
Decrease the water tracker by 1 **OR** gain 2 fish tokens.

## Turn Portside

Rotate the ship once counterclockwise.

## Turn Starboard

Rotate the ship once clockwise.



# HOW TO PLAY

## TURN STRUCTURE, MOVEMENT PHASE

**Step 5:** Gain speed

Gain additional speed equal to the number of sails. These will be spent during this phase, to move the ship.

**Step 6a** and **Step 6b** can be performed in any order and as many times as wanted / possible.

**Step 6a:** Execute Penguin actions

The captain removes a penguin from any player's handicap card to execute the action it is standing on.

**Step: 6b** Move the ship

The Ship moves in the direction it is facing, by “paying” the number of speed equal to the cost indicated on the hex the ship is entering.

Each “dot” costs one speed no matter the colour of the dot.

- If the “dot” is yellow, and the ship's sails are 5 or above, increase the water tracker by 1
- If the “dot” is red increase the water tracker by 1 irrespective of the number of sails.

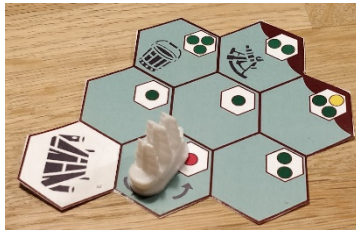
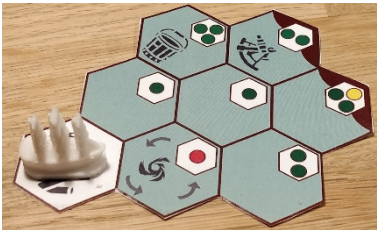
After moving the ship, check:

- If the penguin ship is located on the lost penguin hex, place an anchor token on the hex to indicate that Bob the penguin has been rescued.
- If the penguin ship has entered the home hex and the penguins have previously rescued Bob, the lost penguin, the penguins immediately win.

Repeat **step 6a** and **step 6b** until the ship is out of speed and all Penguins have been removed from their respective handicap cards.

## ***MOVEMENT EXAMPLE***

The ship pays 1 speed to enter the whirlwind. The ship gains 1 water, since the dot is red. The whirlwind then rotates the ship (see page 11).



The ship then pays 1 more speed to continue on to the middle of the tile board. The Captain then decides to remove a penguin from a "Turn starboard" spot, to rotate the ship again.

