

PENGUIN POLE-UP

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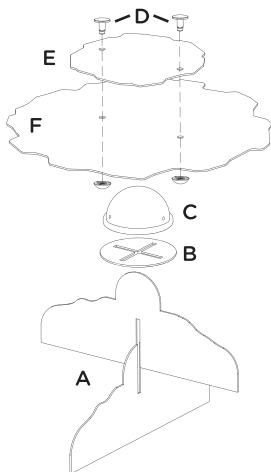
1 iceberg
 16 penguins
 1 rulebook



Wobbly iceberg ahead! One by one, carefully place your penguins on the ice. Will they stay on or fall, splish-splash, into the water?

It's wobbly here on the iceberg! Help the penguins find a place on the ice. But be careful; the more crowded it gets, the more the ice wobbles. Will your penguins stay on the ice, or will the iceberg tip and throw them into the water with a splash?

ICEBERG ASSEMBLY



With the help of an adult, push all cardboard parts from the punch-out boards. Next, assemble the iceberg: Push the water segments **(A)** crosswise into each other, then secure them with the disc **(B)**. Place the hemisphere **(C)** on the disc.

Use the two connecting pins **(D)** to join the small iceberg **(E)** to the large one **(F)**. Place the combined iceberg, centered, on the hemisphere. Make sure it's level.

Finally, assemble the penguins by attaching their feet.



GAME 1: ICE PARTY

The penguins plan to throw a party! Work together to try to place as many penguins as possible on the iceberg.

Place the iceberg in the center of the table. Place the penguins in a circle around the iceberg.

The player who has had ice cream most recently starts. Continue around the table in clockwise order.

When it's your turn, carefully place a penguin on any part of the iceberg. You'll notice that the iceberg will tilt.

Does the penguin stay on the iceberg? Excellent! Now it's the next player's turn.

WHAT HAPPENS IF...

...one or more penguins fall off, but some are still left on the iceberg? Continue taking turns placing penguins on the iceberg. You can use the penguins that have fallen off.

Try to keep the iceberg balanced. The more crowded it gets, the harder it will be to find a good spot.

...the iceberg capsizes, or all penguins fall off? The game ends. Count the number of penguins that were on the iceberg just before they all fell off. Next time, try to beat this number.

One day, all 16 penguins will celebrate an ice party together!

GAME 2: WOBBLE CONTEST

Who will be the first player to place all their penguins on the iceberg?

Distribute the penguins among all players: For two players, each player gets eight penguins. For three players, each gets five; for four players, each gets four penguins. You may agree on a lower number of penguins per player.

LET'S BEGIN!

The youngest player starts, and play follows in clockwise order. Place one of your penguins on the iceberg. If the penguin stays on the iceberg, it's the next player's turn.

If penguins fall off, you collect all the penguins that fell. Your turn is over and it's the next player's turn.

EXPERT WOBBLER VARIANT

If you are an expert player, you can also agree that you may only place your penguins on the outer iceberg. It's much wobblier there than in the middle!

ENDING THE GAME

Once a player has successfully placed their last penguin on the iceberg, they win the game!

The game also ends if the iceberg capsizes and/or all penguins fall off. In this situation, the game ends in a draw.

GAME 3: SOLO WOBBLING

For the solo game, try to place as many penguins on the iceberg as possible, one by one.

The more you practice, the better you will become!

HAVE FUN!

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WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

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