



It is a truth universally acknowledged that everyone loves to see penguins sliding and spinning on the ice. And soccer is the world's game, right? So take some cute families of penguins, give them an icy soccer field and a ball, and watch the slippery goodness that ensues...

COMPONENTS

A **PENGUIN SOCCER** set includes:

- A PENGUIN SOCCER 8x8 board.
- 3 white penguins in 3 sizes.
- 3 black penguins in 3 sizes.
- One red ball.

SETUP

The board is set at 45 degrees to "normal" orientation, with each player sitting at a corner, opposite another player. Each player controls a Family of three penguins, each Family of a unique color. Families consist of a Mama (big), a Papa (medium) and a Baby (small).

All penguins begin the game off the board.

The red ball is placed on the intersection of the central 4 spaces. The first time a penguin reaches any of the 4 center squares, the ball is collected in that square.

The player with the best penguin impression (as voted by anyone and everyone present) goes first.

GOAL

The winner is the first Family to get the ball into their Goal square, directly opposite their Home square. Home is the corner square nearest to each player.

The ball placed in the Goal square always count as a goal, even if there is a penguin on that square.

GAMEPLAY

- A Mama (big) can slide 1 square or kick 3 squares.
- A Papa (medium) can slide 2 squares or kick 2 squares.
- A Baby (small) can slide 3 squares or kick 1 square.

Each turn a player must make a move with one of their penguins. A move consists of one of the following - **sliding**, **standing** or **kicking**.

Sliding: From an **upright** position a penguin can lie down and slide in **any** of the 8 diagonal or orthogonal directions.

For each square slid, a penguin's orientation may be rotated 45 degrees. For Papas and Babies (who can move more than one square per turn) the direction of the slide continues in the original orientation. Remember, these are penguins sliding and spinning on the ice!

A penguin who starts his turn **lying** on the ice and pointed in one of the 8 directions may again slide in that direction, spinning or not spinning irrespective of any previous move.

A penguin with the ball may not slide. The ball can only be moved by kicking it.

When a penguin reaches the square containing the ball, it immediately ends its slide and stands up (so the ball and the penguin are on the same square).

If a slide or a kick would take a penguin or the ball off of the board, that piece ends its move in the square before leaving the board and, in the case of a penguin, it is stood up.

Standing: Instead of sliding, a penguin (lying on the ice) that is oriented in any one of the 8 directions may stand up. This ends the turn.

Kicking: Only the penguin with the ball may kick.

To kick the ball, the upright penguin with the ball orients in its current square in one of the 8 directions, and the ball travels 1, 2 or 3 squares in that direction, depending on the penguin doing the kicking. Remember, a penguin with the ball may not slide and, when kicking, does not leave the square it starts the turn in.

The ball never leaves the ice (webbed feet, you see) so cannot be kicked over penguins. If the ball is kicked to a square containing any penguin, that penguin immediately stands up with the ball and the kicking player's turn ends.

There can only ever be one penguin in a square. No penguin may attempt to slide into a square containing another penguin who does not have the ball. This would be a foul, and penguins are far too polite for that!

A penguin may slide into the space occupied by an opposing penguin who has the ball. This is called a **tackle**. A tackle ends the tackling penguin's slide, and it stands up so that penguin and ball are on the same square.

The tackled penguin is pushed one square in the direction the tackler was moving, and oriented in the direction of the push. This may result in a line of pushed and reoriented penguins, or even a penguin shoved off of the field entirely! Penguins who are shoved off the field may be played as usual from their Home square on a subsequent turn.

You may not tackle a penguin on your own team - again, this is considered impolite!

All penguins start off the board and may only enter the field of play by sliding from off the board into the Home square. Penguins off the board are considered upright, and can enter (sliding) their Home square facing the 3 directions leading "away" from that square. Therefore, a Mama penguin's first move will always end in the Home square, a Papa's in the second row and/or column, a Baby's in the third row and/or column. They may spin (or not) as usual. No opposing penguin may ever enter another player's Home, even if pushed there!