



Hungry Little Penguins



Collect colourful fish, but watch out for the seal!

Contents

• 1 five-piece playing board • 30 fish cards • 4 seal cards • 2 whirlpool cards • 5 3D characters

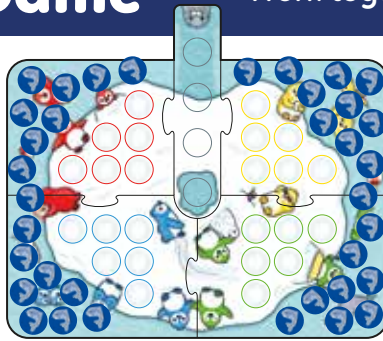
Collaborative Game

Work together to beat the seal!

Setting up the game

Assemble the playing board with the **light blue sea/large iceberg** and place it in the middle of the table. Spread out the fish and seal cards, with the dark blue side showing, on the sea sections of the board.

Note: The 2 whirlpool cards are not used in this game.



Slot together the penguin and seal characters, by firmly pressing the illustrated white pieces into the smaller white stands.



Each player picks a coloured penguin and places it in front of them. Put the seal on his face on the board.

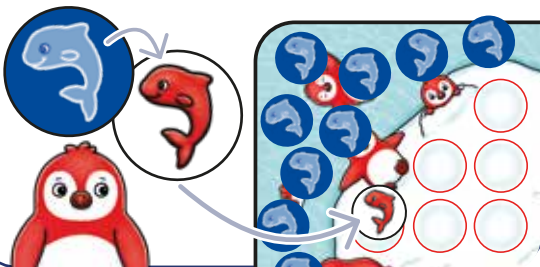


1 Turn over fish

The **youngest** player starts by turning over a fish card. If it matches **a colour of any player's penguin**, place it on a blank space on their coloured section.

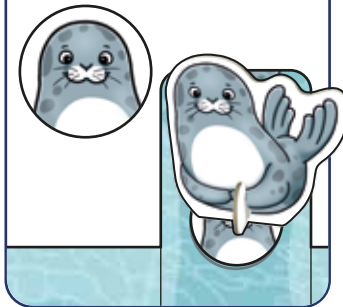


Rainbow fish count as **any colour**.



2 Move the seal

If you turn over a seal card, place it on the next circle in front of the seal on his section of the playing board. Move the character one space onto the card.



3 The penguins win!

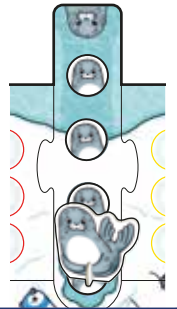
Continue to help other players collect fish. Once **every player has 6 fish**, the penguins have won the game!



OR

3 The seal wins!

If you turn over **4 seal cards**, the seal moves into the ice hole on the iceberg and steals all the fish. He wins the game!



Individual Lotto Game

Play against each other, but watch out for the seal!

Setting up

Each player takes a separate iceberg board and the matching coloured penguin so they know what colour to collect.

Put the seal section in the middle of the table, dark blue side face up.

Spread **all** the dark blue backed fish cards, around the seal board.



1 Turn over fish

The **youngest** player starts by turning over a fish card. If it matches the **colour of their penguin**, they place it on an empty space on their board. Rainbow fish count as any colour. If **it does not match**, turn the card back over.

If you turn over a whirlpool card, **mix up** the fish cards on the table. The whirlpool card is placed to one side out of play.



2 Watch out for the seal!

The same rules apply to the seal as in the **collaborative game**.

3 The winner!

The **first person** to collect **6 fish** before the seal reaches his fish pile is the winner!

