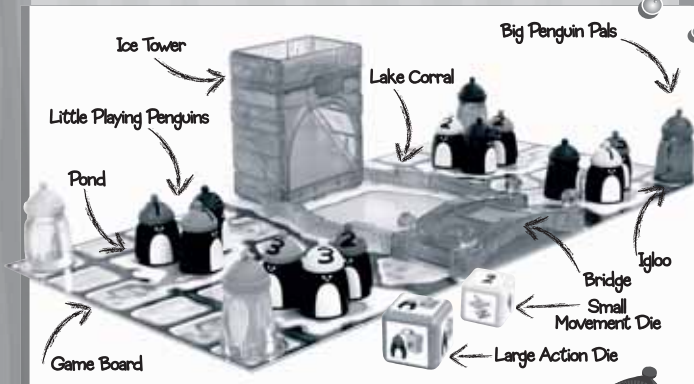


## OBJECT

Be the first player to collect the 3 Little Playing Penguins that match the color of your Big Penguin Pal in 1-2-3 order, and bring them back to your home igloo.



## CONTENTS

- 1 Game Board
- 1 Ice Tower
- 1 Lake Corral
- 1 Bridge
- 2 Dice: 1 Small Movement Die, 1 Large Action Die
- 4 Big Penguin Pals
- 12 Little Playing Penguins-numbered 1, 2 or 3



Please remove all contents from the package and compare them to the above list. If any of the items are missing, please contact your local Mattel office.

## BOARD ASSEMBLY

1. Place the game board in the center of the playing area.



2. Place the Ice Tower into the slots on the board.



3. Attach the two sides of lake corral to the Ice Tower.



4. Attach the bridge to the other ends of the lake corral.



5. Place the bridge into the slots on the game board.



## PENGUIN SETUP

1. Choose which color you'd like to be and place your Big Penguin Pal on its matching-colored igloo start space.



2. Remove the drawer from the package.



3. Put all the numbered Little Playing Penguins inside the empty package.



4. Reach inside the empty package to pull out THREE penguins at a time...no peeking!



5. Now look at your Penguins. Make sure there are NO two of the same color Penguin. If you pull out two Penguins of the same color, put any duplicates back in and pull out replacement Penguins without peeking.



6. Start at the upper left hand corner of the game board—the yellow igloo—and place those three Little Playing Penguins in that pond. Repeat this process for each pond going clockwise around the board. Players can take turns doing this if you wish.

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## CONSUMER INFORMATION

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1-800-524-8697, M-F 8AM - 6 PM, ET.

# PLAYCHEST-GAMES™ PENGUIN PLUNGE

## LET'S PLAY!

- Who goes first? The player who best imitates a penguin! Or you can let the youngest go first. Play moves clockwise.
- Since your Big Penguin Pal needs to round up the 3 matching-colored Little Playing Penguins in 1-2-3 order before the ice melts, look around for your Penguin with the #1 on it. Where's #2 and #3?
- You might also want to look for your opponents' Little Playing Penguins in case you get the chance to put them in the Ice Tower later!
- On your turn, roll the Small Movement Die.
- If you roll a number, move your Big Penguin Pal up to that many spaces in any direction on the board—you do not have to move the full roll. Since Penguins cannot share spaces, if you land on an occupied space, jump to the next open space.
- If you roll the picture of the Action Die, or land on the bridge space with the same picture, you get to roll the Action Die! See "THE ACTION DIE."
- If you land on a space that shows Penguins being released from the Ice Tower, you get to send the Penguins plunging! See "RELEASING THE PENGUINS."
- When you reach a pond, you may enter it to collect a Little Playing Penguin. You don't need an exact roll to enter a pond, but once you're inside, you **MUST** stop there. See "PICKING UP THE PLAYING PENGUINS."

**NOTE:** You don't have to enter a pond if you've already gathered up your Little Playing Penguin there, but you may use the ponds as shortcuts to move along the board. Remember, the pond entrance and exit spaces



- must be counted as normal spaces, whether or not you decide to enter a pond, and you **MUST** always stop at the pond whenever you do enter it.
- When you have collected all three of your Little Playing Penguins, race back to your home igloo!

## THE ACTION DIE

Whenever you get to roll the Action Die, the Penguins get to play! The picture you roll on the Die will show you what to do.

- Pick one Little Playing Penguin that matches the color you rolled—even if it's your color—from ANY of the four PONDS and put it in the Ice Tower. Hmmmm...which one will you choose?
- Release the Little Penguins from the Ice Tower to go plunging into the lake! See "RELEASING THE PENGUINS."
- Move your Big Penguin Pal five extra spaces.

## PICKING UP THE PLAYING PENGUINS

- To collect a Little Playing Penguin, you need to enter its pond. Your Big Penguin Pal can only enter a pond at the water-slide entrance indicated by the arrow sign.
- Once you are in the pond, collect **ONLY** the Little Playing Penguin that you need and stack it on top of your Big Penguin Pal's cap. Remember to collect your Little Playing Penguins in 1-2-3 order.



- Example:** If your Big Penguin Pal is purple, and you have already collected purple Playing Penguin #1, then you can collect purple Playing Penguin #2.
- Your Little Playing Penguin is now safely on its way home and cannot be plucked later to be put in the Ice Tower. Your turn is over.
  - At the beginning of your next turn, you may exit the pond from the exit space only—follow the arrow and the penguin prints. Now, where's the next Penguin you need to bring home?

## RELEASING THE PENGUINS

- Whenever you roll the "Releasing the Penguins" picture, or land on one of the spaces that shows the same picture, it's time for the Penguins to take a **PLUNGE** out of the Ice Tower!
  - Simply pull the ice cube handle on the Ice Tower so that all the Penguins slide and splash down.
  - Once you have released the Penguins from the Ice Tower, you must redistribute them into any of the four ponds, following two simple rules:
1. There must never be more than three Little Playing Penguins in any pond **AND**
  2. There can never be two of the same-color Penguins in a pond.

## HINTS

1. Think carefully about which Penguins you may want to put into the Ice Tower.
2. Redistribute the Penguins to your advantage: put your Penguins closer to you and your opponents' Penguins further away from them!
3. If you want to release some of your own Penguins in the Ice Tower, remember to aim for the two "Releasing the Penguins" spaces on the board.

## WINNING

1. The first player to collect all three of their matching-colored Little Playing Penguins, in 1-2-3 order, and then return to their home igloo wins!

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The winter thaw is finally here and the penguins are ready to play! They want to swim and slide, dunk and dive...and especially **PLUNGE** down the Ice Tower. But **YOU** want to collect 'em in 1-2-3 order and race back to your igloo. You'll need to think ahead and use some clever moves to stack 'em and bring 'em home!



Sequencing



Thinking Ahead



15-30 Minutes



3-4 Players



Fisher-Price

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