

The Penguin Game

A piecepack game by Jonathan C. Dietrich

Version: 1.0
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Players: 1-4 Time: 10-20 min
Required Bits: a piecepack set, an opaque bag

Introduction

The little penguins are striving to stay atop a melting iceberg. Unfortunately the body heat of the penguins is melting the ice. Who can stay afloat the longest?

Each player will take on the role of a penguin. On your turn, you will make a move, then remove (or melt) the spot that you left. If you can't make a legal move then you're out of the game. Last player on the iceberg wins!

Setup

Take any 4 tiles, turn them facedown and place them so they form a square. You should now have a coin-sized grid that is 4x4. Place all of the coins in the bag, give them a good shake, and start drawing them out one by one. Place each coin suit side up on the grid in a regular fashion. This should leave 8 coins in the bag once the grid is filled. Take the remaining coins and form a second level in the shape of an "X".

2	1	1	2
1	2	2	1
1	2	2	1
2	1	1	2

The diagram illustrates the number of coins on each spot in the grid.

Determine who will go first. One by one place your penguins (pawns) on any coin in the grid. Once everyone has placed his or her penguin, the game can begin.

A Turn

On your turn you MOVE then MELT.

MOVE: You MUST move your penguin, using either a STEP or a HOP.

- STEP: Move to a coin that is at the same height and is exactly one space orthogonally or diagonally away.
- HOP: Move to a coin that is of the same suit that you are currently on

If you cannot move you are out of the game. Remove your penguin from the grid and do not MELT as you leave

MELT: You MUST melt the coin that you are leaving. Simply remove it from the grid and place it back in the bag, ready for your next game. If you are on top of a stack of coins, only remove the top coin from the stack.

Variations

Solitaire: The goal here is to remove all but a single coin from the grid, thus maximizing the amount of time you spend on the iceberg. For an additional challenge, attempt to end the game on the same suit as the first coin that you draw from the bag during setup. You could use the matching pawn to remind yourself of what your added goal is.

Strategic Start: Lay all of the coins, suit side up, out on the table beside the grid. One by one players choose a coin and add it to the grid. A second level cannot be started until all 16 spaces of the grid have a coin on them.

Irregular Strategic Start: Use all rules from the Strategic Start variant however, second level coins are not restricted to the "X" shape used in the traditional version.

Chaotic Strategic Start: Use all rules from the *Irregular Strategic Start* variant however, stacks are no longer limited to being two coins high.

Non-Square option: Instead of setting the tiles up to form a square, agree on any other configuration of the four tiles.

Tiny and Tall option: Use only 3 tiles, not 4. Before any coins are placed, agree on an arrangement of the 3 tiles. This means that there are 12 coins that make up the first level and 12 that are used to make up higher levels.

Flame-throwers: To be used with the regular game or any of the *Strategic Start* variants (with or without any options). Instead of melting the coin you are leaving, you may melt any unoccupied coin on the board. Note that you still **MUST** melt at least one coin every turn.

Drifting: To be used with the regular game or any of the *Strategic Start* variants (with or without any options) In this variant the ice flow is in fact 4 (or 3 if using *Tiny and Tall*) separate ice flows that are constantly shifting. Add an additional optional part of the turn: DRIFT. A turn now consists of a mandatory MOVE then a mandatory MELT and finally an optional DRIFT. To DRIFT, simply take one of the tiles and move it. Restrictions on movement are as follows: the tile may be rotated, the tile must be placed such that all tiles are still connected together with at least full edge in contact with another tile.

Thanks

Special thanks go out to Rob LeGood (inventor of the *Drifting* variant), Julie Taylor, and FASS.

Revision History

0.9 (2003-01-19) Invented at FASS. Highly inspired by Gigamic's Quivive. Great game.

1.0 (2003-03-21) Added Drifting option, cleaned up formatting.