



THE FUN SOUTH POLE EGGSPECTION!

Welcome to the South Pole!

Our penguins are ready to play with you.
Roll the colored dice to find the matching hidden eggs.
Be the first player to collect six penguins to win.
Memory and a bit of luck will help you succeed
in this fun South Pole eggspedition!

Contents

12 Penguins
12 Colored Eggs
4 Iceberg Scoring Boards
2 Colored Dice



Object of the Game

The first player to collect six penguins with their eggs on the iceberg wins the game.

Set-up of the Game

Place one egg inside each penguin. Mix the penguins and place them in the middle of the table.
Each player takes an iceberg scoring board.

Playing the Game

The youngest player starts.
Then the game proceeds clockwise.

Begin your turn by rolling the dice. You have two attempts per turn to find two hidden eggs that match the colors on the dice.

Every time you lift a penguin, all players need to be able to see the color of the hidden egg.



- If you find no matching egg, put the penguins back on their eggs, and it's the next player's turn.
- If you find one matching egg, place the corresponding penguin with its egg inside in front of your iceberg, and it's the next player's turn.

- If you find two matching eggs, place both penguins with their eggs in front of your iceberg and play again.

You can also look for matches in penguins already collected by another player (just do not take these eggs).

Once a penguin has been collected, it cannot be taken away from the iceberg.

Players are not allowed to relocate penguins on their iceberg.

Game Options (for advanced players)

Players can help one another or give false information to other players.

For advanced players
(suggested for ages 6 and up)

In addition to taking penguins from the middle of the table, players can also take penguins away from opponents. In this case, eggs can be moved from one iceberg to another.

Winning the Game

Be the first to collect six penguins to win.
If the last penguin from the middle has been taken and none of the players has collected six of them, the player with the most penguins wins the game.
In the case of a tie, the player who took the last penguin wins.



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