

Battle Penguins

A Game by Chris Castagnetto

Ages 8+
2 to 6 Players
15 minutes

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Word of the Cat Kingdom's competition to divvy up their record haul of fresh fish spread across the frozen tundra to the Penguin Lands. The news did not sit well with the Penguin Emperor.

"Those feline fiends could only have captured so much cod by foolishly trespassing into our fishing territory," he exclaimed.

"By all rights, those mountains of mackerel and heaps of haddock should be divvied up among my penguin populace!"

A chill rolled in from the north that froze the waters of Cattail Harbor as the marching of webbed feet echoed across the ice. The Emperor had sent his strongest, wisest, cutest and most agile combatants to come and claim their share of the salmon, their portion of the perch, their take of the hake, and their mass of the bass.

And thus it falls to you to assemble your ideal teams of feathered, flightless fighters. Who will win this race for dace, this bout for trout, this skirmish for fish? The outcome is up to you when you wage war with Battle Penguins!

Contents

- 54 Penguin Cards
- 9 Battleground Cards
- 4 Attribute Cards
- 7 Present Cards
- 6 Reference Cards
- 50 1 Fish Counters
- 15 5 Fish Counters
- This Rulebook



Game Overview

Players draft Penguins into Squads and deploy them into different Battlegrounds to compete to see who can claim the most Fish.

Gameplay Summary

- Players draft Penguins
- Players divide their Penguins into 3 Squads and assign each Squad to a Battleground
- Players add up the stats of their Squads at each Battleground to see who earns the most points for that Battleground's Attribute and award Fish accordingly
- Players repeat the above steps for the second and third Round
- Players total up their Fish and whomever has the most Fish wins!

Setup

- Shuffle all the Battleground Cards and place them face down in a pile to form the Battleground Deck.
 - Place 2 Battleground Cards face up and 1 face down in the center of the table.
- Shuffle the Attribute Cards and place them face down in a pile to form the Attribute Deck.
 - Place 1 Attribute Card face up adjacent to each of the revealed Battleground Cards and 1 face down on the hidden Battleground.
- Shuffle all the Present Cards and place them face down in a pile to form the Present Deck. These cards represent surprises that can be helpful or harmful depending on the mysterious "gift" that lies inside.
- Deal 1 Reference card to each player.
- Shuffle all the Penguin Cards and place them face down in a pile to form the Penguin Deck.
 - Deal 7 Penguin Cards to each player to form their starting hand.



Setup Example



Sequence of Play

- Play 3 Rounds of combat with each Round consisting of the following 3 Phases:
 - Draft Phase
 - Play Phase
 - Competition Phase
- After 3 Rounds of play, proceed to Final Scoring.

Round 1:

Draft Phase

- Each player chooses 1 Penguin Card from their hand and places it face down in front of themselves, then passes the remaining 6 cards in their hand to the player to their left. Repeat this until all cards have been claimed.
- Once all players have 7 Penguin Cards on the table in front of them, proceed to the Play Phase.

Anatomy of a Penguin Card



Play Phase

- Players take the 7 cards they drafted into their hand.
- Reveal the hidden Battleground Card and Attribute Card.
- Players arrange their Penguin Cards into 3 Squads by playing them face down into piles based upon which Battleground they want to send those Penguin to.
- **Each player must deploy a Squad consisting of at least 1 Penguin to each Battleground.**
- Once all the Squads have been selected by players, proceed to the Competition Phase.

Competition Phase

- Each Battleground now holds a competition for the stat shown on that Battleground's Attribute Card.
- Starting with the first revealed Battleground:
 - Each Player reveals their Squad of Penguins they assigned to that Battleground.
 - If any Penguins have a Present, Rogue, Traveler, or Intimidator icon on their cards, resolve each of their special abilities now.
 - If more than one Squad has Penguins with special abilities, the Squad containing the Penguin whose name comes first alphabetically resolves each of its Penguins' abilities first in the order of the player's choosing.

- Once all Penguins on that Squad have been resolved, proceed clockwise to the next player to resolve all the Penguins in their Squad.
- Continue proceeding clockwise to the next player's Squad until every Squad and every Penguin has had the opportunity to resolve each of their abilities.
- Determine which Squad has the highest of that Attribute to claim first place.
- Determine who has the second highest to claim for second place.
- Determine who has the third highest to claim third place.
- Award Fish to the first, second and third place players according to the values printed on that Battleground Card. (In case of a tie, all tied players gain the associated number of Fish.)
- Repeat these steps for the second and third Battleground.
- Once the Fish have been claimed at all 3 Battlegrounds:
 - Reshuffle all the Penguin Cards and deal 7 to each player.
 - Reshuffle all 7 Present cards and place them face down to reform the new Present deck.
 - Discard the 3 Battleground Cards and draw 3 new ones, placing 2 face up and 1 face down in the center of the play area.
 - Shuffle the Attribute Cards and place 1 face up on each of the revealed Battleground Cards and 1 face down on the hidden Battleground.
 - Proceed to Round 2.

Rounds 2 & 3:

- Repeat the above Draft, Play and Competition Phases for Rounds 2 and 3, followed by Final Scoring.

Final Scoring

- Players add up their number of Fish collected.
- The player with the largest number of Fish wins.
- In the case of a tie, those players rejoice in a shared victory.

Combining with



If you have Battle Kittens, both games can be combined together for even more fun and bigger, crazier battles! Please observe the following adjustments to the rules in order to properly integrate these two games together:

- All Penguin and Kitten Cards should be shuffled together to form a combined deck, the “Warrior” Deck. Whenever a card or rule refers to the “Penguin” or “Kitten” Deck, it refers to this “Warrior” Deck. Whenever a card or rule refers to a “Penguin” or “Kitten” Card, these should be considered “Warrior” Cards and the type of animal pictured on them does not matter.
- You can choose to play with 1 set of Attribute Cards (4 different Attributes) or combine both sets together for a total of 8 Attribute Cards (still with 4 different Attributes, but now there is a chance of the same Attribute being assigned to two Battlegrounds in a Round).
- Through the icons for Agility and Cuteness appear different on the Penguins cards than they do on the Kitten cards, their stats count as their printed value for that Attribute no matter the look of the icon.
- Choose to play with only the Penguin Battlegrounds or only the Kitten Battlegrounds.

F.A.Q.

Q: Can I play a second Squad into a given Battleground?

A: No, a player may only have 1 Squad at any given Battleground.

Q: If two players are tied for first and both receive points does the next highest player get the second or third place points?

A: If there is a tie for first, both players get the points for 1st place. The next highest player would win the points for second place and then the next highest player would win the points for third place.

Q: I played a Squad at a location but have 0 of that Battleground’s Attribute; can I earn Fish?

A: Yes, if a Squad with a total of 0 in an Attribute places in first, second or third place, that Squad earns Fish.

Q: If an ability adds a new Penguin with an ability to a Squad, does that new Penguin's ability trigger?

A: Yes, that Penguin's ability would trigger once play passes to the Squad to which the new Penguin was added.

Q: If I had a Penguin with an ability in a squad and it was removed or replaced, do I still resolve its ability when resolving my squad?

A: No, that Penguin is no longer in your Squad and as such does not resolve its ability.

Variants to Game Play

Battle Penguins has a number of different game play variants available for players to change the difficulty and pace of the game. Players may also choose to play with multiple variants for an even more customized experience. Before playing with any variant please ensure that all players understand the rule changes.

Family Variant

For a simpler game to play with children, reveal all 3 Battlegrounds and all 3 Attributes before the Draft Phase so all players know what stats they need to draft for and can strategize accordingly. Ignore the Present, Rogue, Traveler, and Intimidator icons on the cards. There is no need for Reference or Present cards, so return them to the box.

Short Variant

For a shorter game, replace each Draft Phase with the following:

- Deal each player 10 Penguins randomly from the top of the Penguin Deck.
- Each player chooses 7 cards to keep and 3 to discard.
- Once each player has chosen their hand of 7 Penguins, proceed to the Play Phase.

Longer Variant (when combined with Battle Kittens)

Combine both Penguins and Kittens Battleground cards into 1 deck for a longer, 6-round game.

Variable Draft Variant

For a more strategic Draft Phase, when passing cards change direction depending on the round:

- Round 1: Pass to the left (clockwise)
- Round 2: Pass to the right (counterclockwise)
- Round 3: Pass to the left (clockwise)

Team Variant

- The Team Variant is for 4 to 6 players.
- Players break into teams of 2 and sit in a fashion so that they are not sitting next to each other.
- During the Competition Phase, team members add their Penguins' stats together for each of the Battlegrounds.
- Players must keep their hands secret and may **NOT** do any of the following:
 - Show each other your cards
 - Share the name of your cards
 - Share any information relating to which Attributes you are playing for, which Battlegrounds you are playing your Squads into, or how many Penguins you will be sending to each Battleground
 - Share any information relating to the information on your cards including their total or individual stats
- Fish are awarded to the team and not to individuals.
- During Final Scoring, each team adds up their team's total Fish to determine the winner.

Credits

Game Design: Chris Castagnetto

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