



GAME CONTENTS

- 1 PENGUIN PANIC DECK
- 1 ICE BREAKER DECK



GAME SETUP

Take the cards labeled “Penguin Panic” and place them **face down** in the middle of the table. Next, place the cards labeled “Ice Breaker” **face down** at least two card spaces to the right of the “Penguin Panic” cards and flip the top “Ice Breaker” card face up and place on top of deck.



OBJECT OF THE GAME

The player who collects the most cards/points when the deck is finished is the winner. If there is a tie in cards at the end of the game, players can reshuffle the deck and go head to head, best of 5 cards.

GAME PLAY

Choose any player to start the game. The player chosen to start the game flips a “Penguin Panic” card face up in between the “Penguin Panic” cards and “Ice Breaker” cards.

All players then compete to come up with a qualifying word first. **The first player to finish saying a qualifying word is the winner of that round and receives the flipped “Penguin Panic” card to record a point.** To be a qualifying word, the word must start with the correct letter (refer to “Word Cards” and “Number Cards”). The word cannot be the word on the face up card in play, cannot be a name (Michelle, Lonnie, Wanda, etc.), cannot be a number (three, seven, fifty four, etc.), and cannot be a word that has been used before to win a card.

HOW TO DETERMINE THE CORRECT LETTER IN PLAY?

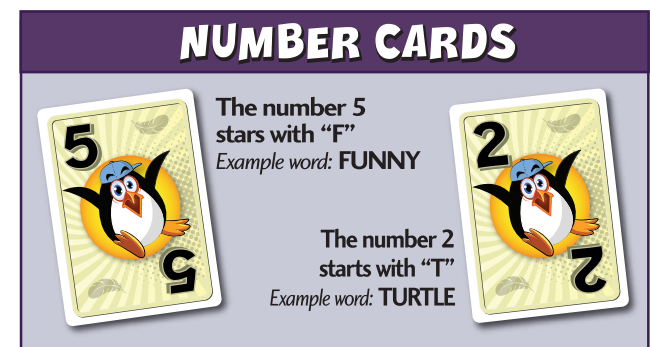
WORD CARDS • (Penguin Panic or Ice Breaker cards that have a word on the face side of the card)

When a word card is flipped it will have a word with one letter highlighted in blue and one letter highlighted in red. **To determine the letter in play, reference the color of the circle on the face down “Penguin Panic” playing deck.** If the circle is red then the red letter is in play. If the circle is blue then the blue letter is in play. Each time a new “Penguin Panic” card is flipped, reference the new top card of the “Penguin Panic” deck.



NUMBER CARDS • (Penguin Panic cards that have a number on the face side of the card)

Number cards throw a slight twist in the game. When a number card comes up you can ignore the red or blue coloring of the circle on the top of the “Penguin Panic” deck. The way to win a number card is by saying a qualifying word that starts with the same letter as the first letter of the number. Example, the number “5” (Five) starts with “F” so the letter in play is “F”. The first player to say a qualifying word that starts with “F” wins the number card.



PENGUIN CARDS • *(Penguin Panic cards that have a penguin on the face side of the card)*

There are 4 different Penguin cards in the “Penguin Panic” deck. When one of these cards is flipped the face up card on the “Ice Breaker” deck comes into play for an “Ice Breaker” challenge. To determine the letter in play for the Penguin cards, refer to the color of the circle on the face down “Penguin Panic” deck as in regular play. However, you will now reference the “Ice Breaker” decks word card to determine which letter to use for a qualifying word.



REPEAT • To win this round you must repeat your word twice. Example: The letter in play is L and you come up with the qualifying word Laser. Example (You must say “Laser, Laser” to win.) The player who wins this “Ice Breaker” challenge keeps the “Penguin” and “Ice Breaker” cards to record 2 points.

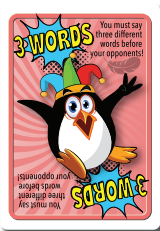


SLAP • When the “Slap” card appears, the first person to slap the “Penguin” card wins the “Ice Breaker” challenge and receives both the “Penguin” and “Ice Breaker” cards to record 2 points.

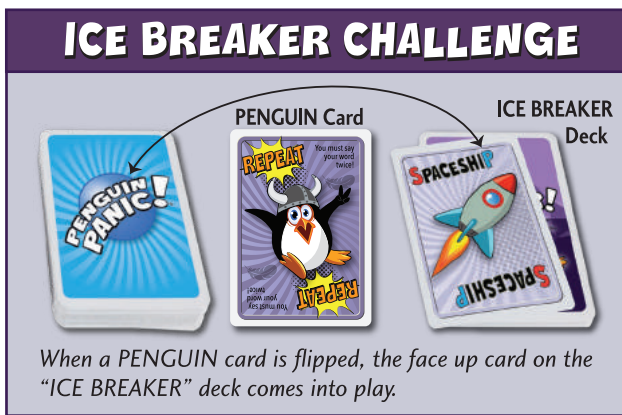


RED & BLUE • The word must start with the letter indicated by the color of the circle on the face down “Penguin Panic” card, but also contain the other colored letter. Example: The word in play is “**S**OLD” and the circle on the face down “Penguin Panic” card is red. Possible words could be “**S**ALAD” or “**S**ANDALS”. If the circle on the face down “Penguin Panic” card is blue, possible words are “**D**RESS” or “**D**ESCRIBE”. The player who

wins this “Ice Breaker” challenge keeps the “Penguin” and “Ice Breaker” cards to record 2 points.



3 WORDS • To win this challenge you must say 3 qualifying words before your opponent can. For example, the letter in play is “T”, you must say 3 words that start with “T” before your opponents can. Example words could be “Tree”, “Tan”, “Truck”. The player who wins this “Ice Breaker” challenge keeps the “Penguin” and “Ice Breaker” cards to record 2 points.



VARIATIONS

TEAMS VARIATION

In the case of larger groups of people you may want to split the group into teams. Each round a player is selected from each team to represent their team in the round. We now have our contenders. Play continues using the same rules as above.

HEAD TO HEAD

Choose any player to start the game. We will call this player the “Head Penguin”. The “Head Penguin” faces the player directly to his/her left (we will call this

person “Challenger Penguin”). We now have the 2 contenders that will go head to head. The “Head Penguin” then flips the top “Penguin Panic” card.

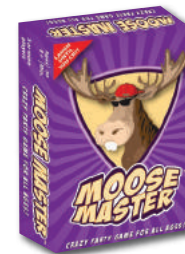
The two players that are head to head must race to see who can come up with a qualifying word first. Play continues using the same rules as above.

If the “Head Penguin” wins, then the player to the left of the “Challenger Penguin” is now the new “Challenger Penguin”. If the “Head Penguin” loses, then the winner becomes the new “Head Penguin” and person to the left of the new “Head Penguin” is now the new “Challenger Penguin”

ELIMINATION VARIATION

(for Head to Head only)

In the elimination variation (played as Head to Head only), instead of gaining a card when you beat an opponent to a qualifying word, your opponent must keep the card to record a penalty. If any player accumulates 9 cards they are eliminated from the game. The last player standing wins the game. In the elimination variation, the player who loses an “Ice Breaker” challenge keeps both the “Penguin” and “Ice Breaker” cards to record 2 penalties.



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