

Penguin Pairs

A game about feeding and reuniting penguins.

Before You Play

- Find a pen, a pair of scissors, and a standard six-sided die.
- Cut out the penguin counters enclosed. Each player needs two penguins of the same colour.
- Players put their penguins on the spaces marked “start”, with one penguin of each colour on each space.

How To Play

Take it in turns to roll the die. You may move either of your penguins in either direction. (See example to the right – Green has rolled a 1 and has four different options for how to use it!) If you land on a waterfall, slide down. If you land at the bottom of rocks, climb up. There is also a space which lets you re-roll, and a space which moves your other penguin! If you finish on a space with a fish, or slide down a waterfall with two fish, then collect and tally them up on the scoreboard.

How To Win

The game ends as soon as one player unites their penguins by getting them on the same space. The winner is the player with the most fish – which may not be the player who finished the game....



EXAMPLE
Let's say that Green chooses to move their top penguin clockwise, which means that they slide down the waterfall, and collect two fish! Mark the two fish as collected on the scoreboard.

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