



Early
Learning
Centre

PENGUIN PICK-UP



For 2 to 4 players

CONTENTS:

1 game base, 16 Penguins, 4 Iceberg mats.

THE FIRST TIME YOU PLAY (ASK AN ADULT TO DO THIS)

Open the battery compartment on the underside of the game base with a crosshead screwdriver. Insert 1 'D' size battery (not included). Make sure you match up the battery with the '+' and '-' symbols inside the compartment. Replace the door and the screw.

BEFORE YOU BEGIN

Place all the penguins on top of the game base. Each player selects an iceberg mat.

OBJECT OF THE GAME

To collect all four Penguins whose bases match the colour of the circles on your iceberg mat.

PLAYING THE GAME

The oldest player starts the game by turning the dial (located in the centre ring of the game base) in either direction until the arrow points to start. This starts the game timer. At the same time all the players pick up a penguin and look underneath it to see what colour it is. If the colour of your penguin matches the colour on your iceberg, place it on one of the four circles on your iceberg. If the colour does not match your iceberg put it back on the game base.

Keep playing until one of you fills your iceberg with all four matching penguins or until the timer runs out.

THE WINNER

The first player to have all four penguins on his or her iceberg wins the game. If the timer runs out before anyone has all four penguins on their iceberg then the winner is the player with the most penguins on his or her iceberg.

GAME 2

The iceberg mats are not needed for this game. Start the timer as in the standard game. The youngest player goes first. On your turn, pick up two penguins from the game base. If the colours of the penguins match you keep them. If the colours don't match place them back on the game base. Your go is now over and it's time for the player on your left to have a turn.

When the timer runs out the game is over and the player with the most pairs of matching penguins wins the game.

