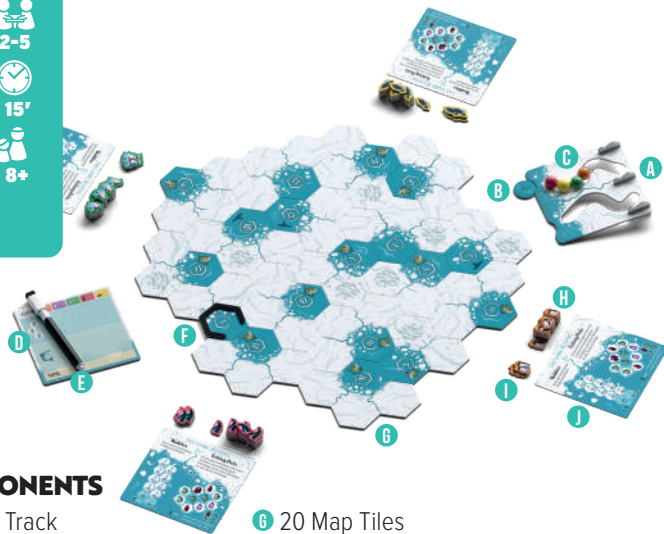


WADDLE



Place your penguins together to make "waddles" and compete for the best fishing spots!



COMPONENTS

- A** 1 Turn Track
- B** 1 Turn Track Marker
- C** 5 Marbles
- D** 1 Scoreboard
- E** 1 Dry Erase Marker
- F** 1 Active Hex Marker
- G** 20 Map Tiles
- H** 90 Single Penguin Tokens (18 per player)
- I** 10 Double Penguin Tokens (2 per player)
- J** 5 Player Aids

SETUP

- 1** Find any tiles marked on the back with a higher **player count** than you have and return them to the box.
- 2** Randomly arrange all other tiles faceup in a roughly hexagonal area with no gaps. Place the active hex marker on the water hex with a .
- 3** Each player picks a color and takes their marble, 20 penguin tokens, and player aid.
- 4** Assemble the turn track and slot the marker under the **left** track. Randomly arrange the player marbles on the left track.

Note: Nests and orcas are used in expansions. They have no effect in the base game.



GOAL

Cleverly place your penguins to make the biggest **waddles** and compete for the best **fishing pools**. Score the most victory points to win!

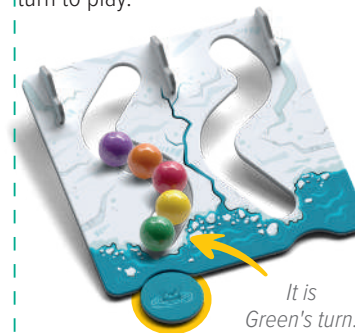
- ▶ A **waddle** is a group of adjacent penguins of the same color. At the end of the game, you score each waddle of your color based on the **number of penguins** it has.
- ▶ A **fishing pool** is any area of 1 or more adjacent water hexes on the map. At the end of the game, players score the **fish** in each pool based on who has the **most penguins** surrounding it.

GAME ROUNDS

Each round, players take turns placing penguins on ice hexes next to the hex with the **active hex marker**. When no more penguins can be placed around the active hex, the round ends, and the marker moves to the next water hex in **numbered order**.

TURN ORDER

The turn track marker indicates which of the 2 turn tracks is **active** for the current round. When a player's marble reaches the **bottom** of the active track, it is their turn to play.



PLAYER TURNS

On your turn, you must do 1 of the following:

- A** **Place** a penguin token next to the active hex
- B** **Scout ahead** for the next round

A. PLACE

If you choose to place a penguin, take one of your unused single or double penguin tokens and place it on any empty **ice hex** next to the active hex.

Next, move your marble from the bottom of the **active** turn track to the top of the **same** track (at the end of the current turn order).



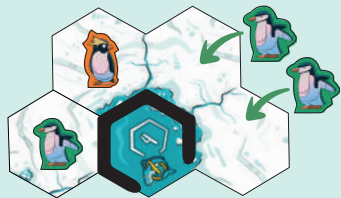
B. SCOUT AHEAD

Instead of placing, you may move your marble from the active turn track to the top of the **opposite** track. You can't place any more penguins this round.



LAST PLAYER PLACING

If yours is the **only** marble remaining on the active turn track, and there are still empty ice hexes around the active hex, you may **not** scout ahead. Instead, you **must** continue placing until all ice hexes around the active hex are filled.



ROUND END

Once all ice hexes around the active hex have penguins in them, follow these steps to end the round:

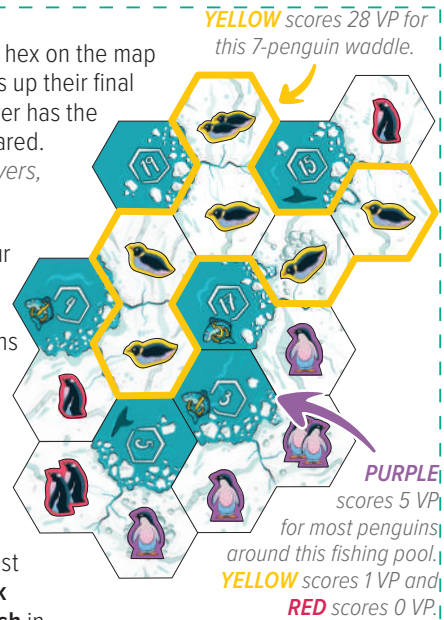
- ▶ **New Active Hex:** Move the active hex marker to the lowest-numbered water hex next to it. *(If there is no such hex, the game ends.)*
- ▶ **New Turn Order:** If at least 1 player **scouted ahead** this round, move all marbles on the active track to the top of the opposite track, keeping them in order. Move the turn marker below the track with the marbles to show it is now the **active** track.
- ▶ **New Round:** The player at the bottom of the active track takes the first turn of the round.

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GAME END & SCORING

The game ends when **every** ice hex on the map has a penguin. Each player adds up their final **victory points (VP)**, and whoever has the most wins. In a tie, victory is shared. *(For scoring changes with 2 players, see pg. 6.)*

- ▶ **WADDLES:** Score each of your waddles using the scoring table on your player aid. Waddles of 8 or more penguins score the max value of 36 VP.
- ▶ **FISHING POOLS:** Score each fishing pool one at a time. To score a pool, **rank** players based on the number of penguins they have directly adjacent to the pool, from most to fewest. Then, going in **rank order**, each player scores **1 fish** in the pool, until there are none left to score. You must have at least 1 penguin next to the pool to score a fish.



FRIENDLY TIES: When players tie for a fish, each of them scores the fish's **full VP**. The next-ranked player scores the next-best fish, if there is one.

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CLARIFICATIONS & TIPS

- ▶ Penguins can only be placed on **ice hexes**, never on water or off the map.
- ▶ If **no one** scouts ahead during a round, do **not** move the turn track marker *(player order does not change)*.
- ▶ Double penguin tokens count as **2 penguins** for all scoring.
- ▶ Each player can only place **2 doubles** per game, but singles are **unlimited**. If a player runs out, they may use a substitute.
- ▶ All penguins in a contiguous group must be scored as a **single waddle** *(even if it exceeds the maximum VP value)*.
- ▶ In 3+ player games, if there are any fish left in a pool after each player has scored 1, the remaining fish are **not** scored.
- ▶ Don't be afraid to **scout!** Snagging a spot at the next hex can be key to securing a pool or connecting a big waddle.
- ▶ For a greater challenge, use a more creative **map layout**. Try adding peninsulas, gaps, or separate islands!

2 PLAYER SCORING

With 2 players, waddles score maximum VP at **10 penguins** instead of 8 *(see player aids)*. Additionally, the player with the most penguins around a fishing pool scores **all** fish inside it, while their opponent scores **none**. *(In a tie, both players score all fish in the pool.)*

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