

Objective

Be the first to build your penguins' nest by filling your nest with 6 rocks, one on each of the Outer Nest Spaces.

Set up

Start by assembling player pieces by inserting penguins in the stands' center slots with the extra slot in front. Players then choose a color to play as. Fill the rock pile to the right of your nest with 6 rocks on the edge of the board. (Note: If you are playing two-player game, players must choose colors directly next to one another on the board, not across.) Locate the two penguins that match your nest and place them on the board. The penguin labeled "1" is placed on the space directly in front of the rock pile to the right of the nest. Penguin labeled "2" is placed in the center of your nest.

At the start of the game, you may only use penguin 1. Your penguin 2 cannot be activated until penguin 1 retrieves a rock and brings it to your nest.

How to Play

Starting the game:

To begin, the youngest player goes first, rolling the die to indicate how many spaces their penguin 1 may move. The player then moves their penguin 1 the rolled number of spaces, attempting to bring a rock back to their nest. The rockpiles are located at the end of each pathway. Stepping into the rock pile takes one move and leaving it takes a second move. Picking up or dropping a rock does not take a move action. Once the first player's turn is complete, gameplay continues clockwise.

Once the player's penguin successfully delivers a rock to their nest, the player's penguin 2 is now active and may take a turn. Once penguin 2 is out of the Nest Center, the player will now use both penguins starting on their next turn. (Note: Players must use both penguins on their turn. Roll the die and complete penguin 1's turn first before rolling for penguin 2.)

Movement:

A penguin's path does not need to be forward; a player may choose to change the penguin's direction as many times they have move actions. Two penguins may not occupy the same space. If your final space of movement is already occupied by a penguin, jump your penguin to the next available space past it. (You may have to jump over more than one penguin to reach an open space!) When hopping over a penguin, count that space as one of your moves, (even if you hop over multiple penguins.)

How to collect and drop rocks:

Rocks can be taken from any rock pile on the board. Players may also take rocks from each other's nests! Instead of picking up a rock from the rock pile, a player may move into another player's nest and pick a rock that a penguin has dropped. Rocks that are placed on the board by other players may be picked up just by passing through the space. Players may not pick up a rock from a space a penguin is currently occupying. Penguins cannot hold more than one rock at a time. A player may not steal a rock being held by another player

If a rock-bearing penguin arrives at a nest that is already complete, it may drop an additional rock on a space that already has a rock. A penguin may also move a rock from one space in its nest to another.

How to win:

Be the first player to complete your nest by having a rock in each of the 6 outer nest spaces and one of your penguins in the Nest Center. To be able to step into the Nest Center, your roll doesn't need to be exact, but you must have enough movement left to step into the space.

That's it! You're ready to rock.