

Sounds Like a Penguin

Designed by Ellie Dix and Andrew Beardsley

3-8 players | 15 minutes | Age 6+

Set up:

- Shuffle the 49 cards, reveal 2 cards face up on the table and put the rest in a face-down deck.
- The player who sounds most like a penguin becomes the first active player.

How to play:

The active player reveals a card and places it face up on the table. (At the start of the game, this will mean that there are three cards flipped. The active player then makes a *call* and the other players respond.

To make a call, the active player says:

- “**Looks** like a [name of animal]” or
- “**Sounds** like a [name of animal]”

The other players respond by racing to slap a card:

- If the call was “Looks like...” players must slap a card that shows a picture of the animal called.
- If the call was “Sounds like...” players must slap a card that shows the name of the animal written down.

For example, if the active player says “Looks like a pig” - the other players race to slap a card that shows a picture of a pig.

If the active player says “Sounds like a pig” - the other players race to slap a card that shows the word *pig* written down.

- The first player to slap a correct card wins that card and becomes the next active player.
- If there are more than one correct cards, multiple players could win a card.
- If there are no correct cards, then the first player to slap the top of the face down deck wins that card and becomes the next active player.
- Whenever you win a card, you put it face down in front of you in your scorepile. Each card in your scorepile gives you one point at the end of the game.
- There are 7 danger cards! These cards show the picture of the animal that is written on the card. Players should never slap a danger card. These cards should just be left on the table. If a player does slap one of these cards, it is placed face up next to their scorepile. Each danger card taken scores -1 point at the end of the game.

End game and scoring:

When the last card in the deck is revealed, this will be the last turn. On this turn, if the active player makes a call that doesn't exist on a face up card, the first player to slap the active player's scorepile wins one of the active player's cards.

After the final turn, players count how many cards they have in their scorepile and the player with the most cards wins.