

PENGUIN PROTECTION LEAGUE

Draft the most scoring animals possible.

SET UP:

Place all the animals, the coaster and six tokens in the centre of the table.

HOW TO PLAY:

On each round:

Players take multiple turns on each round. On your turn, do one of the following:

Cover one of the animal names on the coaster with a cube. Note, the penguin is protected, you may not cover it on the coaster. Note if you already have the penguin, you may not cover any of the animal names.

Take one of the animals from the centre and hide it in your hand. Note, if you already have the penguin, you may not take any more animals.

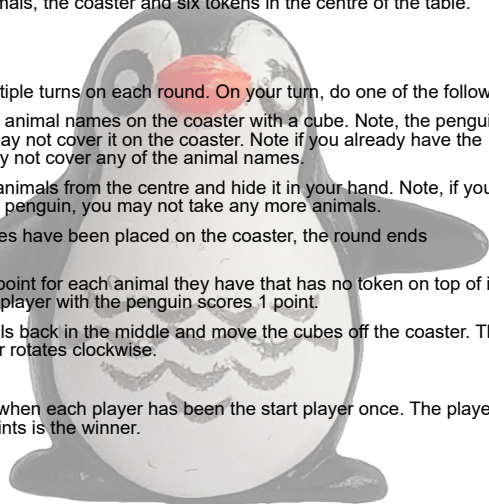
When all six cubes have been placed on the coaster, the round ends immediately.

Players score 1 point for each animal they have that has no token on top of it on the coaster. The player with the penguin scores 1 point.

Put all the animals back in the middle and move the cubes off the coaster. The role of first player rotates clockwise.

GAME END:

The game ends when each player has been the start player once. The player with the most points is the winner.



FLICK THE PIG

Have control of a puddle when the buzzer goes off.

SET UP:

Each player takes an animal. Place puddles on the table according to the player count:

3 players - 1 big puddle & 1 small puddle

4-5 players - 1 big puddle & 2 small puddles

6-7 players - 2 big puddles & 2 small puddles

Place the pig in the centre of the space, near the puddles. Place the buzzer to the side of the play space.

HOW TO PLAY:

On each round:

One player starts a 20 second timer.

All players flick their animal to try to get it into a puddle. If you are the only animal in a puddle when the buzzer goes off you win points. You are only allowed to flick your own animal or the pig. But you may flick your animal into another animal to try to push it out of the puddle.

If you flick the pig off the table, you must put it back on the table and place your hands on your head until the end of the round.

You may only flick the pig once at a time and must wait until another player has flicked it before you can flick it again.

When the buzzer goes off, any player whose animal is in a puddle with no other animal scores points - 3 points for a large puddle and 1 point for a small puddle. If your animal is in the same puddle as the pig, subtract the points you otherwise would have won.

GAME END:

The game ends when one player has 6 points. They are the winner.

BUY THE COW

Buy the cow to win points.

SET UP:

Take the same number of animals as there are players in the game. One of the animals should be the cow.

Place the animals in a line, with the cow somewhere in the middle of the line.

Place a target at one end of the line.

Give each player 5 tokens and give a beermat to one player.

HOW TO PLAY:

On each round:

Each player simultaneously and secretly chooses some number of their tokens to place in their hand. Everyone reveals simultaneously.

The player who bid the most tokens wins the animal closest to the target (though they don't actually take it). The next highest bidder wins the next animal and so on. In the case of a tie, the tied player closest to the beermat (in a clockwise direction) wins the tie.

All players will buy an animal. The player who buys the cow takes the cow, holds it high and says, "I have bought the cow". As a reward, they take an additional token from the supply.

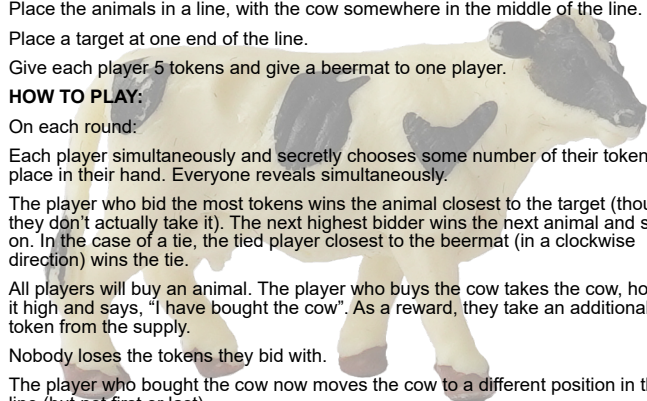
Nobody loses the tokens they bid with.

The player who bought the cow now moves the cow to a different position in the line (but not first or last).

Pass the beermat clockwise to the next player.

GAME END:

The game ends when each player has held the beermat twice. The player with the most tokens wins.



I AM NOT THE BLACK SHEEP

Find the black sheep.

SET UP:

Place some animals in the bag:

1 black sheep

1 fewer other animals than the number of people playing. E.g. for a 4 player game, you will have 3 other animals in the bag.

Put the scoring tokens in the middle of the table.

HOW TO PLAY:

On each round:

Each player takes an animal from the bag and hides it in their hand. They must look at it themselves, but keep it hidden from others.

In turn around the table, each player says "I am not the black sheep. I am the (any animal in play)" or you could say "I am the black sheep". Players may name the animal they have, or they may lie. They may name an animal that has already been claimed.

Players talk about which player they think has the black sheep.

When all players are ready, count down 3-2-1 and point to another player who you think has the black sheep. (The black sheep holder must vote for another player).

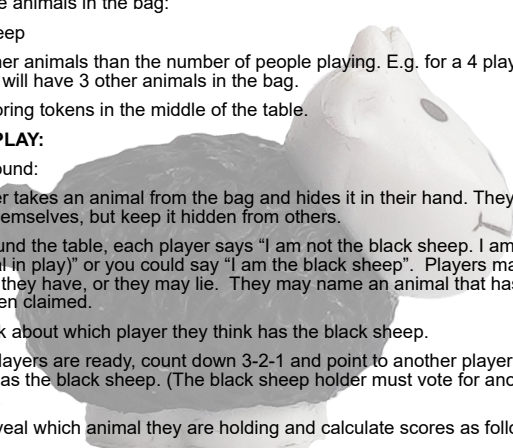
Players reveal which animal they are holding and calculate scores as follows:

Receive 1 token if you guess who is the black sheep.

Receive 2 tokens if you are the black sheep but nobody guessed you.

GAME END AND SCORING:

The game ends when one player has four point tokens. They are the winner.



CATAPULT

Land the cat on the target.

SET UP:

Place a target in the centre of the table.

HOW TO PLAY:

On each round:

One player takes the cat, a beer mat and one other animal to use as a pivot.

All other players take turns to draft two animals (one to launch and one to be used as a pivot). In a 7 player game the last player to launch can use any of the other player's pivots.

The active player launches the cat using the beer mat and as a catapult then passes the beer mat to the next player clockwise.

In turn, all other players take turns launching one of their animals, using the other as a pivot for beer mat.

When all animals have been fired, animal positions are scored.

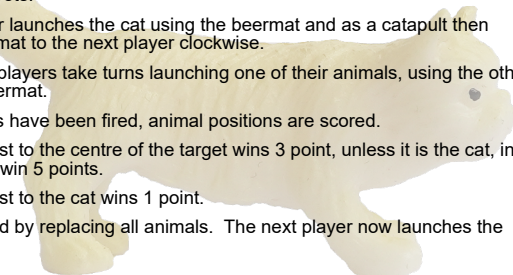
The player closest to the centre of the target wins 3 point, unless it is the cat, in which case they win 5 points.

The player closest to the cat wins 1 point.

Start a new round by replacing all animals. The next player now launches the cat.

GAME END:

The game ends when each player has launched the cat twice (3-4 players) or once (5-7 players). The player with the most points is the winner.



BIGGER OR CRAB?

Quickly identify whether animals are bigger or smaller than each other in real life... or if they are a crab.

SET UP:

Place all the animals in the centre of the table.

HOW TO PLAY:

On each turn:

One player closes their eyes and opens both hands, palms up. Their thumb and fore-finger must be held together on each hand - these are your crab pincers.

The player to their right chooses two animals and places them in the active player's hands. The active player closes their hands into fists - maintaining their crab pincers - and keeps their eyes closed.

All players except the active player shout "WHICH...ONE'S...BIGGER..."

When the count would reach zero, the active player must immediately do one of the following:

Put one fist in the air and shout 'CRAB'.

Put one fist in the air and shout 'BIGGER'.

The player reveals which animals are in their fists.

If one of the animals is a crab, they must have identified it and shouted crab to win.

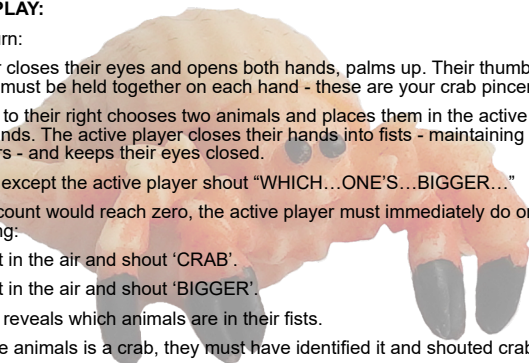
Otherwise, they should aim to identify which animal is bigger in real life.

If the player was correct, they take a point.

Play continues to the next player.

GAME END:

The game ends when each player has been the active player twice. The player with the most points is the winner.



SNAIL RACE

Win a slow race.

SET UP:

One player takes the snail. Each other player chooses a different animal.

Place a target in the centre of the table.

HOW TO PLAY:

On each round:

Players count down for the race to start 3-2-1-Go!

As soon as players say 'go', all players must start to push their animal towards the target. They can only push from behind the animal, not by putting a finger on top of the animal.

This is a slow race. Players are trying to get their animal to be the LAST to reach the target.

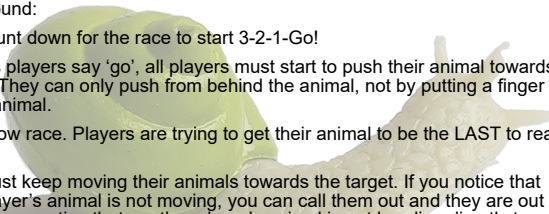
Players must keep moving their animals towards the target. If you notice that another player's animal is not moving, you can call them out and they are out of the race. If you notice that another player's animal is not heading directly towards the target, you can call them out and they are out of the race. If your animal falls over, you are out of the race.

The player whose animal reaches the target last wins a point. If the snail is the last to reach the target, this player wins 3 points.

When the race is over, players pass their animals clockwise to the next player.

GAME END:

The game ends when each player has raced each animal once. The player with the most points wins.



I'M A STARFISH

Work out which animal is missing.

SET UP:

Select the right number of animals for the player count, as follows:

3 players: 6 animals + starfish

4 players: 8 animals + starfish

5 players: 10 animals + starfish

6 players: 5 animals + starfish

7 players: 6 animals + starfish

Place the selected animals in the bag

HOW TO PLAY:

On each round:

Each player quickly delves into the bag and takes the first animal (6-7 player game) or the first two animals (3-5 player game) that they feel. Players must not spend time feeling what is left in the bag.

Each player conceals a single animal in their fist. In 3-5 player games, players will each have two animals, one in each fist.

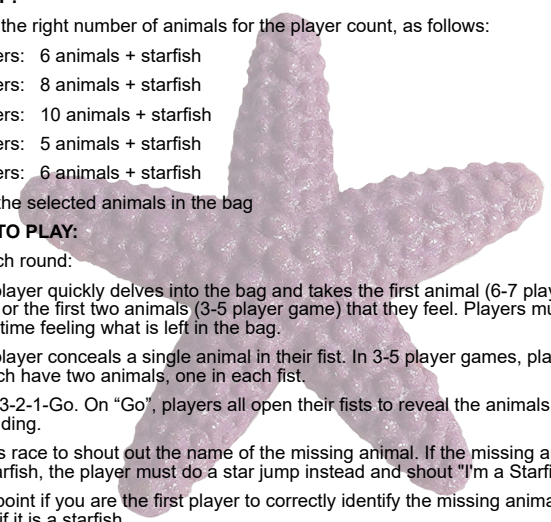
Count 3-2-1-Go. On "Go", players all open their fists to reveal the animals they are holding.

Players race to shout out the name of the missing animal. If the missing animal is the Starfish, the player must do a star jump instead and shout "I'm a Starfish!".

Get 1 point if you are the first player to correctly identify the missing animal. Or 3 points if it is a starfish.

GAME END:

The game ends when one player has 5 points. They are the winner.



CHICKS DON'T LIE

Identify the hidden animal by asking questions.

SET UP:

Place all the animals in the bag.

HOW TO PLAY:

On each round:

The active player takes the bag and puts it in front of them. They secretly remove one animal from the box and place it in their fist.

Starting with the player to the left of the active player and moving clockwise, each player asks a question with a YES/NO answer that is designed to lead players closer to the animal that is hidden.

The active player must answer each question with a lie, unless they chose the chick, in which case, they must be truthful.

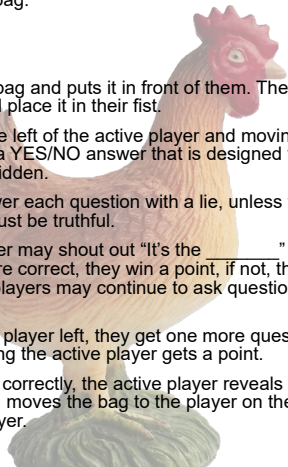
After any question, any player may shout out "It's the _____" and add the name of an animal. If they are correct, they win a point, if not, they are out of the rest of the round and other players may continue to ask questions and make guesses.

If there is only one guessing player left, they get one more question and then must guess. If they are wrong the active player gets a point.

When a player has guessed correctly, the active player reveals the animal in their hand and gains a point, then moves the bag to the player on their left, who becomes the next active player.

GAME END:

The game ends when each player has been the start player once. The player with the most points is the winner.



POLAR BEAR OVER THERE

Work out where the Polar Bear is hiding.

SET UP:

Place all the animals in the centre of the table.

HOW TO PLAY:

On each round:

One player is the active player.

One non-active player take the polar bear in one hand and shows all players where it is.

All players chant "Polar Bear Over There" three times. While chanting, the non-active players make some 'moves'. On each move, each player may:

Give, receive or swap an animal with another player.

Pretend to give, receive or swap an animal with another player.

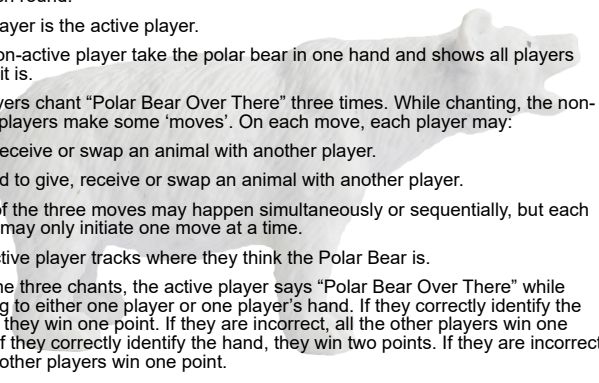
Each of the three moves may happen simultaneously or sequentially, but each player may only initiate one move at a time.

The active player tracks where they think the Polar Bear is.

After the three chants, the active player says "Polar Bear Over There" while pointing to either one player or one player's hand. If they correctly identify the player, they win one point. If they are incorrect, all the other players win one point. If they correctly identify the hand, they win two points. If they are incorrect, all the other players win one point.

GAME END:

The game ends when each player has been the active player twice. The player with the most points is the winner.



DON'T KISS THE CAMEL

Be the first two animals to kiss, but don't get kissed by the camel.

SET UP:

Take the same number of animals as there are players in the game. One of the animals should be the camel. Put them all in the bag.

All players place a beer mat in front of them

HOW TO PLAY:

On each round:

All players take an animal from the bag and place it in front of them, facing forwards.

One player makes a 'kissy' noise to start the round.

All players must start to push their animal towards the beer mat to their left. They can only push from behind the animal, not by putting a finger on top of the animal.

As soon as a player reaches the left hand beer mat they must start to push their animal towards another animal.

The first two non camel players who get their animals to 'kiss' make a kissy noise, win one point each and the round ends. To 'kiss' both animals must be facing each other and have their fronts connecting.

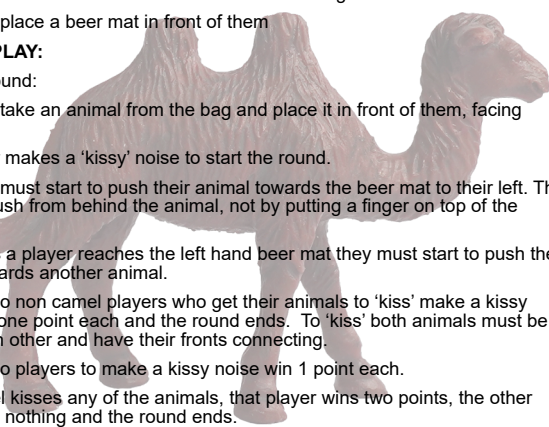
The first two players to make a kissy noise win 1 point each.

If the camel kisses any of the animals, that player wins two points, the other player gets nothing and the round ends.

The camel can kiss another animal anywhere on its body, it does not have to be the other animal's face, but the camel's face must be used.

GAME END:

The game ends when one player has 4 points. If there is a tie, then both players win together!



FIND THE FROG

Find the frog, avoid the penguin.

SET UP:

Place the frog, the penguin and two other animals in the centre of the table. Decide who will be the first player

HOW TO PLAY:

On each round:

The active player closes their eyes.

The non-active players hide the animals in their hands and place their closed fists on the table. They must silently agree which hand will hold each animal. The penguin must be held in a hand on its own. The other animals may be held separately or grouped together.

The active player opens their eyes and starts picking fists. Each time they pick a fist, its contents are revealed. After each reveal, they may choose to keep searching or to stop. If they find the penguin, they must stop immediately.

The first animal the player finds is important:

frog: all other animals will be worth 3 points not 1.

penguin: all players must walk around the table like penguins.

any other animal: proceed as normal.

When the active player has finished searching, points are scored as follows:

If the penguin is not found:

Active player scores 1 point for each animal (non frog)

Active player scores 3 points for the frog

If the penguin is found:

Active player scores 0.

If no other animals were found, non-active players score 1 point each.

If other animals were found, non-active players score 1 point for each animal (non frog) that is found and 3 points for the frog.

Play passes to the next player.

GAME END:

The game ends when each player has been the active player twice. The player with the most points is the winner.

