



Rulebook v0.32

The Isle of Penguins

City legends have long spoken of the great frozen lands of the north, a vast and ancient wilderness of glaciers and ice, home to curious, resilient, and remarkable breeds of penguin. Few from Squalls End have ever had reason to venture there, but rumours reached us that something was wrong, and we sailed to find out. Nothing prepared us for what we found. The ice is fracturing, thousands of floes drifting out to sea, carrying with them the penguins who have always called this place home. Our boat is too small for a rescue, but we'll find a way. Leaping aboard the largest sheets we could find, we begin. There is still a chance these remarkable creatures can be saved.

Game play

You are a citizen of Squalls End and are on a rescue mission to save as many penguins as possible before their home melts into the sea. You must navigate the frozen floes, rescue penguins, gather ancient relics, and study the lessons of the keepers to learn how best to care for your feathery friends.

As you drift between the floes, you'll rescue penguins and discover relics. Penguins and relics are represented by tiles of all shapes and sizes that must be carefully arranged on your ice raft. Try to keep penguin families together, complete lessons, and make the most of every inch of ice you have. But watch out - returning with a half empty raft isn't going to look good!

How to win

Throughout the game, you will earn points for:

- ❖ Growing families
- ❖ Protecting eggs
- ❖ Removing rocks (*advanced mode*)
- ❖ Score track bonuses (*advanced mode*)

At the end of the game you will earn points for:

- ❖ Completing lessons

The player with the most points will be the winner.

Learning the game



How to play video

If you prefer watching videos to reading rulebooks, you can find a video explaining how to play The Isle of Penguins on our website:

www.thecityofkings.com/penguins



Where to find us

If you have any questions or would like to get in touch, here are the ways to find us:

- ❖ www.thecityofkings.com
- ❖ Facebook: [cityofgameshq](#)
- ❖ Bluesky: [cityofgameshq.bsky.social](#)
- ❖ Instagram: [cityofgameshq](#)
- ❖ Twitter: [cityofgameshq](#)

Where to start

Family mode

The Isle of Penguins family mode welcomes all players with a fun, relaxed experience focused on rescuing penguins and growing families. With a simple ruleset and quick decisions, it's perfect for a casual game night, younger players, or anyone who wants to dive straight in without a long rules explanation. Ready to begin? Turn to page 4.

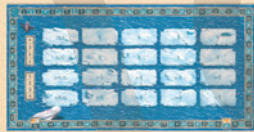
Advanced mode

The Isle of Penguins advanced mode is a deeper, more strategic experience for players who enjoy planning ahead and managing resources. In addition to rescuing penguins, you must manage cards, fish, and boots. There are more ways to score, and many more decisions to make every turn. Ready to begin? Turn to page 6.

Components



1 advanced board



1 family board



4 ice raft boards



1 discovery bag



1 rulebook



100 penguin tiles
20 of each colour



8 Everax tiles



48 relic tiles



42 fish tokens
24 one fish, 18 five fish



25 rock tokens
includes 1 spare



30 penguin figures
6 of each colour



1 sun token



17 discs
1 green, 4 black, 4 purple,
4 red, 4 yellow.



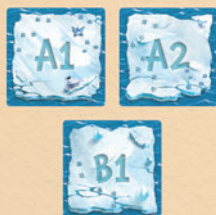
1 X token



4 100-point tokens



1 3-player track
used in 3-player games



122 discovery cards
41 A1, 41 A2, 40 B1



4 colour
reference cards
for anyone who needs
assistance identifying colours



18 family lesson cards
used in family mode

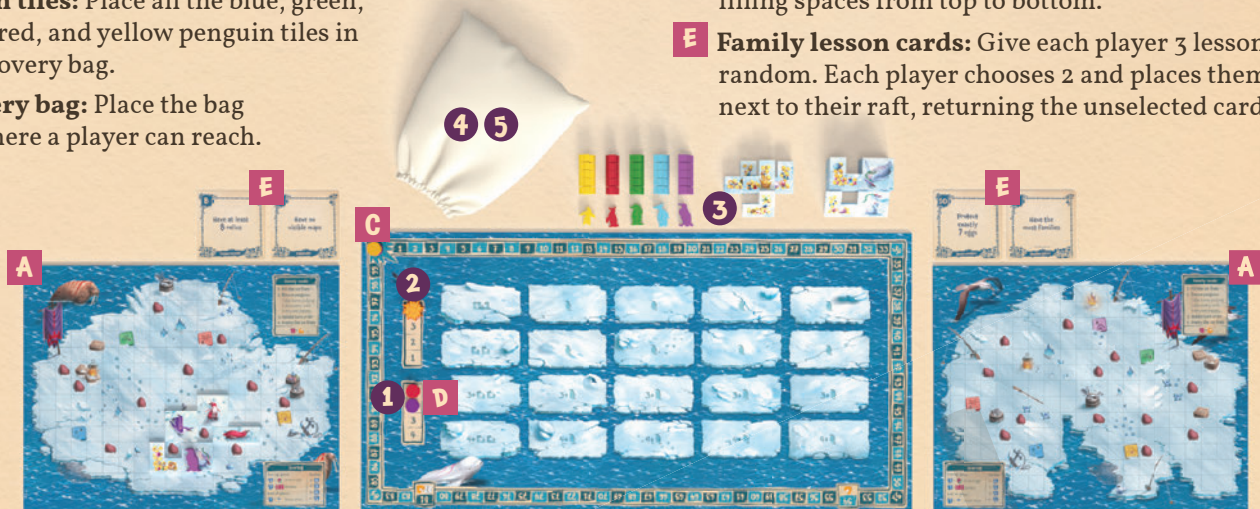


48 solo cards
5 colour, 20 action,
13 A solo lesson, 10 B solo lesson

Family mode

Global setup

- Game board:** Place the family game board in the centre of the table, using the side with 4 spaces on the turn order track. *The side with 6 spaces is used with the Late Arrivals expansion to play with 5 and 6 players.*
- Sun:** Place the sun on the top (4) space of the hour tracker.
- Supply:** Place all the wooden penguin figures, relics, and Everax near the game board.
- Penguin tiles:** Place all the blue, green, purple, red, and yellow penguin tiles in the discovery bag.
- Discovery bag:** Place the bag somewhere a player can reach.



Player setup

- Ice rafts:** Place a randomly selected raft board in front of you with the family mode side facing up.
- Discs:** Each player should choose one of the four available colours: black, purple, red, or yellow, and take 2 discs of that colour. These will be placed during the next 2 steps.
- Score track:** Place 1 disc on the 0 space of the score track.
- Turn order track:** Choose a starting player. We recommend the player who owns the most penguin themed items. Then, starting with the starting player and going clockwise, each player places 1 disc on the turn order track, filling spaces from top to bottom.
- Family lesson cards:** Give each player 3 lesson cards at random. Each player chooses 2 and places them face up next to their raft, returning the unselected card to the box.

Game play

The game is played over 4 hours (rounds), during each hour you should do the following:

- The starting player should fill the ice floes. Use the top 2 rows for 2 players, 3 rows for 3 players, or all rows for 4 players. Place tiles based on the icons shown on each floe.



2 relics



1 Everax



1 random penguin

- In turn order, players take it in turns to choose one ice floe, take the tiles on it, and place them on their raft following the tile placement rules, or they may pass for the rest of the hour. Players should continue doing this until all of the ice floes are empty or everyone has passed.
- Once all the ice floes are empty, or all players have passed, place any remaining tiles back in the box.

If the sun is at the end of the hour track (on the 1 space), it's time to set sail. Proceed to end of game scoring.

Otherwise, move the sun 1 space along the hour tracker, and update turn order for all players based on points. The player with the fewest points becomes first and the player with the most points becomes last. If 2 or more players are tied, the turn order of those players is fully reversed from the previous hour. The first of them becomes last, the last becomes first, and so on for any players in between.

End of the game scoring

At the end of the game, for each lesson card you have completed, add those points to your score.

During the game scoring

During the game you will gain points for growing penguin families and protecting eggs.

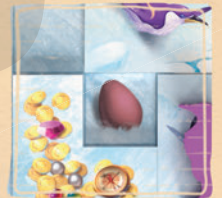
Growing families

Whenever you place a penguin that creates or adds to a penguin family, you immediately gain points based on the new family size. The amount of points is shown on the next page.

Protecting eggs

You gain 3 points each time you protect an egg.

A protected egg is an egg where each of its 4 sides is touching a tile. These tiles can be any combination of penguins and relics. A single tile may touch multiple sides of the egg.



Score track bonuses

The first time any player moves onto a score track bonus space, at the end of their turn, the bonus is resolved.

54 points: All players may gain 1 relic and place it on their raft.

81 points: All players may gain 1 Everax and place it on their raft.

Each bonus can only be triggered once.

Tiebreaker

In the case of a tie, the player who is first on the turn order track wins.

Tile placement

Whenever you gain a penguin or a relic, you must immediately place that tile on your raft. If your raft is full, or a tile does not fit, you cannot take it.

- ✳ Tiles may be rotated and flipped to any orientation you wish.
- ✳ Tiles cannot overlap each other.
- ✳ Tiles cannot cover eggs.
- ✳ Tiles must be within the edge of your raft.
- ✳ Tiles must always line up with the squares on your raft, no parts of a square should be visible.

The first tile

Your first tile may be placed anywhere on your raft.

All other tiles

After your first tile, every other tile must be placed immediately adjacent to another tile already on your raft, so that they touch.

Adjacent tiles do not include diagonals.

Treasure maps

If you place a penguin tile on a treasure map, and the colours match (e.g. green penguin on green treasure map), then you may take 1 relic and place it on your raft following the tile placement rules.



You can find a reminder on your raft board.

You can place other tiles over a treasure map, but you will not receive the bonus.

Everax tiles

Everax tiles contain an Everax penguin on one half, and a relic on the other.

This side (3 squares) is a relic.



This side (4 squares) is both a penguin of the chosen colour, and an Everax.

This line separates the relic and penguin sides of the Everax tile.

When you gain an Everax, you must place it on your raft following the tile placement rules.

Then, take a penguin figure of your choice, and place it on the Everax part of the tile; this Everax counts as a penguin of the chosen colour for the rest of the game.

Relic tiles

Relic tiles help to protect eggs and spread across your raft. They do not score points.

Penguin families

A penguin family is 3 or more penguin tiles of the same colour that are touching.

Whenever you place a penguin that creates a family, gain 8 points.

Whenever you add to a family, gain additional points:

- ✳ The 4th penguin gains 3 points
- ✳ The 5th penguin gains 4 points
- ✳ Each additional penguin gains 5 points

Everax

Everax contribute to penguin families of their chosen colour. They do not have a colour of their own, so three touching Everax with different colours are not a family, but three touching Everax of the same colour are.

Connecting existing penguins

In rare situations, placing a penguin may connect penguins or families that were already on your raft but not previously touching. When this happens, you gain 8 points, regardless of the size of the new family.

Penguin families



- 1 There are 3 purple penguins, making a family of 3.
- 2 There are 4 green penguins, making a family of 4.
- 3 There are 2 blue penguins, but not 3, so this is not yet a family.
- 4 Diagonal tiles are not adjacent, so this is just 1 blue penguin and not yet a family.
- 5 This Everax is blue, but it is not touching the other blue penguins, so this is just 1 penguin and not yet a family.
- 6 As this Everax is purple, there are 3 purple penguins, making a family of 3.

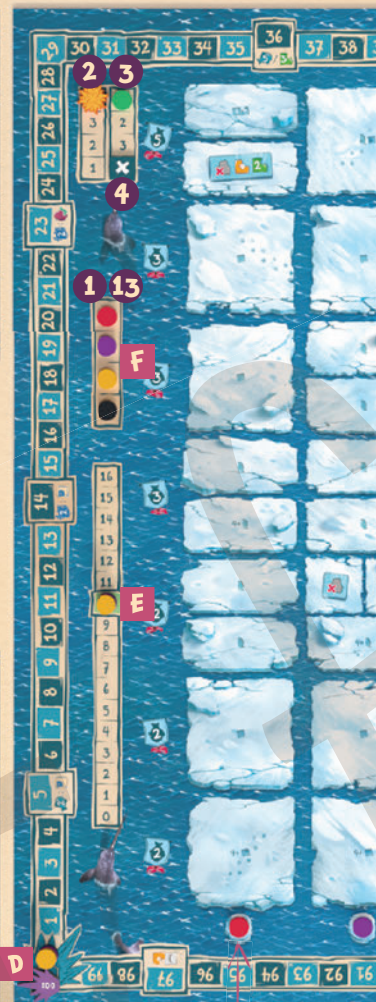
Remember: You score points as you place penguins. These examples show a snapshot in time and you can always add more penguins to create and grow families.

Advanced mode setup

Global setup

- 1 Game board:** Place the game board in the centre of the table, using the side with 2 spaces on the turn order track for 1-2 players, or 4 spaces for 3-4 players.
- 2 Sun:** Place the sun on the top (4) space of the hour track.
- 3 Rescue disc:** Place the rescue (green) disc on the top (1) space of the rescue track.
- 4 X token:** Place the X token on the bottom (4) space of the rescue track.
- 5 A deck:** Shuffle the A1 discovery cards and place them in a face-down pile.
- 6 B deck:** Shuffle the B1 discovery cards and place them in a face-down pile.
- 7 Penguin figures:** Place all the wooden penguin figures near the game board.
- 8 Relics:** Place all the relic tiles near the game board.
- 9 Everax:** Place all the Everax tiles near the game board.
- 10 Fish:** Place all the 1 fish and 5 fish tokens in piles near the game board.
- 11 Penguin tiles:** Place all the blue, green, purple, red, and yellow penguin tiles in the discovery bag.
- 12 Discovery bag:** Place the discovery bag somewhere a player can reach.

- 13 3-player track:**
In a 3-player game, place the 3 player track on the game board, covering the 4 player track.



Red is the starting player, so they place 1 disc on the first area selection space.

Running out of something

Fish, relics, and penguin figures. These are not intended to be limited. In the rare case you run out, use a substitute item instead.

Cards. These should not run out. If they do, create a new deck by shuffling any cards which were removed from the game. After the game, revisit the rules to ensure you are playing correctly.

Penguin tiles. These should not run out. If they do, place any tiles which were removed from the game back in the discovery bag. After the game, revisit the rules to ensure you are playing correctly.



Yellow is the third player, so they place 1 disc on the third area selection space.



Player setup

A Ice rafts: Place a randomly selected raft board in front of you with the advanced mode side facing up.

B Rocks: Place six rock tokens on your raft, covering the six ice blocks that show a rock icon.



C Discs: Each player should choose one of the four available colours: black, purple, red, or yellow, and take all 4 discs of that colour. These will be placed during the next 4 steps.

D Score track: Place 1 disc and the 100-point token of your chosen colour on the 0 space of the score track.

E Boot track: Place 1 disc on the boot track, placing it on the 8 space in a 1-2 player game, or the 10 space in a 3-4 player game.

F Turn order track: Choose a starting player. We recommend the player who owns the most penguin themed items. Then, starting with the starting player and going clockwise, each player places 1 disc on the turn order track, filling spaces from top to bottom.

G Area selection spaces: In turn order, each player places a disc in the next available area selection space, starting from the left.

Expert mode

The Isle of Penguins includes an expert mode, designed for players wanting a more challenging experience. The expert mode requires more thinking, limits resources, and punishes strategic mistakes more harshly.

To play the expert mode, use the A2 cards instead of the A1 cards, all other rules remain unchanged.

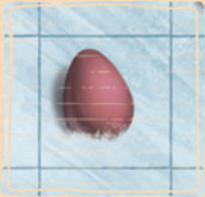
Are we ready?

If all players at the table regularly score 130 or more points, are comfortable completing 6, 7, or more lessons in one game, and want a more challenging experience, then you might be ready.

The ice rafts

Each player has their own raft covered in eggs, rocks, ice blocks, and treasure maps. This is where you will be placing every penguin you rescue and any relics you find.

Eggs



Eggs block spaces and are in need of protection. Surround them to earn points.

Ice blocks



Ice blocks hold fish and boots. Cover them to unlock the bonuses shown.

Rocks



Rocks are placed on your raft during setup and block spaces. Remove them to free up spaces, earn points, and gain access to extra ice blocks.

Treasure maps



Coloured treasure maps can be used to unlock relics or remove rocks from your raft.



Key concepts

Touching

Two things are touching if they are immediately adjacent, diagonals never count.

Edge of the raft

The edge of the raft is the blue line that frames the grid of squares on each raft.

Rows

A row is a line of squares that is 1 square high and runs horizontally from left to right across your raft. Rows may be interrupted by gaps in the raft, but these gaps do not create a new row. Everything on the same horizontal line is part of the same row.

Columns

A column is a line of squares that is 1 square wide and runs vertically from top to bottom across your raft. Columns may be interrupted by gaps in the raft, but these gaps do not create a new column. Everything on the same vertical line is part of the same column.

Protected egg

A protected egg is an egg where each of its 4 sides is touching a tile. These tiles can be any combination of penguins and relics, but not rocks. A single tile may touch multiple sides of the egg.

An example can be found on page 16.

Penguin families

A penguin family is 3 or more penguin tiles of the same colour that are touching.

An example can be found on page 16.

Lonely penguin

A lonely penguin is a penguin not touching any other penguins of the same colour.

Boots

Boots represent your speed, and are periodically used to calculate turn order. Throughout the game you will earn and lose boots.

- ✿ When you gain boots, move your disc up the boot track that many spaces. If you would go above 16, stop at 16.
- ✿ When you lose boots, move your disc down the boot track that many spaces. If you would go below 0, stop at 0.

Hour overview

The Isle of Penguins is played over 4 hours (rounds). During each hour, the ice floes are filled and players gather fish, travel to areas, and make discoveries as they try to fit everything on their ice rafts.

Phase 1: Fill the ice floes

Story

The sky is growing lighter, but your ice raft is holding and your supplies are steady. There is something almost peaceful about the frozen world at this hour, the ice glinting softly, the water still. Somewhere out there, among the drifting floes, are penguins waiting to be found, and you intend to find them. But the pale glow on the horizon is growing. You scan ahead, take stock of what lies before you, and press on.

The game board is covered in ice floes, and each ice floe contains either tablets, or discovery markers.

Penguin markers



The start player should draw penguin tiles at random from the discovery bag, placing 1 random penguin tile per penguin marker on each ice floe.

Card markers



Another player should draw cards from the discovery decks, placing 1 random card per card marker face-up on each ice floe. During hours 1 and 2 use the A deck, and during hours 3 and 4 use the B deck.

Everax markers



The start player should place 1 Everax tile per Everax marker on each ice floe.

3-player game



Ice floes showing 4+ should be ignored in a 3-player game. Do not place any discoveries on these spaces when playing with 3 players.

Phase 2: Fishing

Story

As you push out towards the new area, nets are thrown over the side. The freezing waters are generous if you are quick, and you are going to need every fish you can carry. A penguin, it turns out, will follow one almost anywhere.

Fish are used to gain discoveries.



Each player takes 15 fish from the supply, and adds them to any fish they already have.

Designer notes

For most of the game board, the mid-size ice floes always contain 1 penguin tile and larger ice floes always contain 1 card. Only the top row differs, where most ice floes contain multiple penguins and cards, or Everax.

Phase 3: Rescue (repeat 3 times)

Story

Drifting carefully between the floes, you call out, and wave fish at anything that waddles. The penguins are persuadable, if not exactly dignified about it. Among the ice you find fragments of a lost world: relics of unknown purpose and the carved tablets of the keepers, whose writings speak of what brings these creatures joy. You gather everything you can.

The rescue phase is repeated three times before moving to phase 4, and consists of five steps.

a. Choose area

The game board is split into 4 areas (columns), and each rescue begins with players choosing an area.

Everything in this column, is part of the second area, selected by purple.

Red has selected the first area.

Yellow has selected the third area.



The first choice

During setup, your selection disc will have been placed on the game board for you. Skip the choose area step for the first rescue of the first hour.

All other choices

In turn order, players choose which area they wish to explore by placing their selection disc in the space at the bottom of their chosen area.

Players may not choose an area that already has a disc in it.

b. 1st ice floe

Simultaneously, all players may now select 1 ice floe from the area they have chosen, pay its cost, and resolve its discoveries.

All of the discoveries and how to resolve them are explained on page 14.

Costs

The cost of each ice floe is shown to the left of each row of ice floes. Each ice floe in the same row shares the same cost, and is paid for using fish.

Players can always choose to pass if there is nothing they would like, or if they cannot afford anything.



The ice floes in these rows require 3 fish each.

c. 2nd ice floe

Simultaneously, all players may now select a second ice floe from the area they have chosen, pay its cost, and resolve its discoveries.

Players can always choose to pass if there is nothing they would like, or if they cannot afford anything.

Simultaneous play

Players always choose ice floes simultaneously to keep the game moving.

This does not mean every player must choose at the exact same moment, but players should be making their decisions and resolving their discoveries at the same time rather than waiting to see what others do.

On rare occasions, players may find themselves in a standoff, each waiting for another to decide first. If this occurs, they should make their decisions in turn order. Though if this is happening regularly, players are encouraged to embrace the simultaneous spirit of the game.

Hour overview continued

Phase 3: Rescue continued

d. Gain bonuses

Around the game board is a score track and some spaces contain bonuses.

The first time any player moves onto a bonus space that no player has previously moved onto, all players receive the bonus in turn order. If multiple bonus spaces are passed during a single rescue, they are all resolved in the order they were passed. Each bonus can only be triggered once.

If a bonus causes a player to pass another bonus, it will also be resolved during this step.



Gain 2 fish per lesson card.



Gain 2 points per lesson card.



Gain 2 points per protected egg.



Gain 5 fish or 3 boots.



Gain 2 points per covered map. *You start with 5 visible maps on your raft.*



Remove the X token from rescue track and gain 6 fish. From this hour onwards, you play 4 rescues per hour.



Gain 1 Everax

Designer notes

Always pay attention to other players' scores. If during step b (1st ice floe) a player moves onto a score track bonus, players may want to use step c (2nd ice floe) to improve their rewards when the bonus is resolved in step d.

e. Update tracks

At the end of each rescue, each player should retrieve their selection disc from the bottom of the area they chose, and place it in front of them. Then the turn order, boot, and rescue tracks are updated in order.

i. Turn order track

Update the turn order track for all players, based on the number of boots each player has. The player highest on the boot track will become first, and the player lowest will be last.

If 2 or more players are on the same space of the boot track, the turn order of those players is fully reversed from the previous round. The first of them becomes last, the last becomes first, and so on for any players in between.

ii. Boot track

Some spaces on the turn order track show boot costs, which vary by player count.

Once turn order has been updated, starting from the top of the turn order track, any player on a space showing a boot cost loses that many boots. Move their disc down the boot track, placing it on top of any other discs in that space.



If this was the final turn order, the red player would lose 3 boots and the purple player would lose 1 boot.

This means players who are higher in turn order will naturally lose more boots, making it harder to maintain their position.

iii. Rescue track

Check the current position of the disc on the rescue track.

If it is in the 3 space on the track, return it to the top space and move on to phase 4.

Otherwise, move the rescue disc down 1 space and repeat phase 3. Phase 3 will be repeated 3 times.

4th rescue. The 68 point score track bonus removes the X token from the rescue track. From the moment the X token is removed, including the current hour, you will do 4 rescues per hour instead of 3.

Example: Turn order and boots



Current turn order

Red is first
Purple is second
Yellow is third
Black is fourth

Current boots

Black has 16 boots
Red has 15 boots
Yellow has 15 boots
Purple has 13 boots

updating the turn order track

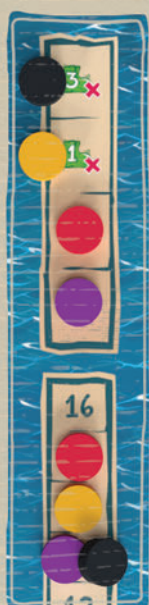
Black has the most boots with 16, they move to first in turn order.

Red and yellow both have 15 boots, so their turn order is reversed. Red was previously ahead of yellow, so we put yellow in second and red in third.

Purple has the fewest boots with 13, and moves to last in turn order.

updating the boot track

In a 4 player game, first in turn order loses 3 boots, and second loses 1 boot. Black moves from 16 to 13 boots, and yellow moves from 15 to 14.



New turn order

Black is first
Yellow is second
Red is third
Purple is fourth

New boots

Red has 15 boots
Yellow has 14 boots
Black has 13 boots
Purple has 13 boots

Phase 4: Empty the ice floes

At the end of each hour, any discoveries that weren't rescued from the ice floes should be placed back in the box; they will not be needed again.

If the sun is at the bottom of the hour track, move on to final scoring.

Otherwise, move the sun down 1 space and start the next hour.

Keeping cards and fish

Cards

Any unplayed cards remain in your hand for the next hour. There is no limit to how many cards you may have in your hand.

Fish

Any fish you do not use get carried over to the next hour.

Story

A sudden wind picks up across the ice, sending floes spinning and drifting into new formations. The penguins ride it out with remarkable composure. You, less so. By the time the water settles, you take stock of what you have gathered, and prepare for what's next.

Discoveries

There are 3 different types of discoveries to discover: Tiles, Cards, and Tablets.

Tiles

There are 3 types of tiles: Penguin, Relic, and Everax.

Penguin tiles

Penguin tiles vary in shape and contain a single coloured penguin.

When you gain a penguin, you must place it on your raft following the tile placement rules, or discard it.

Then check to see if you gained any points for growing families, or protecting eggs. *Scoring is explained on page 16.*



Relic tiles

Relic tiles are all the same, they contain a single relic.

When you gain a relic, you must place it on your raft following the tile placement rules, or discard it.

Then check to see if you gained points for protecting eggs. *Scoring is explained on page 16.*



Everax tiles

Everax tiles contain an Everax penguin on one half, and a relic on the other.



When you gain an Everax, you must place it on your raft following the tile placement rules, or discard it.

Then, take a penguin figure of your choice, and place it on the Everax side of the tile; this Everax counts as both an Everax and a penguin of the chosen colour for the rest of the game.

Then check to see if you gained any points for growing families, or protecting eggs. *Scoring is explained on page 16.*

Tile placement

Whenever you gain a penguin or a relic, you must immediately place that tile on your raft. If your raft is full, or a tile does not fit, then you must remove the tile from the game.

- ✿ Tiles may be rotated and flipped to any orientation you wish.
- ✿ Tiles cannot overlap each other.
- ✿ Tiles cannot cover eggs.
- ✿ Tiles cannot cover rocks.
- ✿ Tiles must be within the edge of your raft.
- ✿ Tiles must always line up with the squares on your raft, no parts of a square should be visible.

The first tile

Your first tile may be placed anywhere on your raft.

All other tiles

After your first tile, every other tile must be placed immediately adjacent to another tile already on your raft, so that they touch.

Adjacent tiles do not include diagonals.

Treasure maps

If you place a penguin tile on a treasure map, and the colours match (e.g. green penguin on green treasure map), then you may take 1 relic and place it on your raft or remove 1 rock from your raft.



You can find a reminder on your raft board.

You can place other tiles over a treasure map, but you will not receive the bonus.

Ice blocks

If you place a tile on an ice block, gain the following:



Gain 2 fish



Gain 2 boots



Gain 1 fish or 1 boot

Cards

There are 3 types of cards: Lesson, Instant, and Anytime.

Lesson cards

Lesson cards are always blue with a number or ? in the top left corner. They give you a personal goal to achieve by the end of the game.

You should place your lesson cards face-up on the table next to your raft. These are public information and if another player wishes to see them, they can.



Instant cards

Instant cards are always green with a lightning bolt in the top left corner. They give you instant bonuses such as a relic tile or the ability to remove a rock.



When you gain an instant card, you must resolve it immediately and then discard the card. They cannot be saved for later. You may gain everything shown on the card, or choose to ignore any part of it.

Anytime cards

Anytime cards are always red with a star in the top left corner. They can be played during the rescue phase at the start of any of the 5 steps and give you bonuses such as fish or boots.



When playing an anytime card, the player should declare they are playing it and fully resolve it before any other actions are performed. You may gain up to the amount shown, taking as much or as little as you choose.

Discarding discoveries

If you gain a discovery you do not wish to keep, you can discard it by removing it from the game.

Gaining multiple discoveries

If you gain 2 or more discoveries at the same time, you may resolve them in any order.

If any of those discoveries gain you a relic by covering a treasure map, you must resolve that relic, before resolving the next discovery.

Tablets

There are many types of tablets, each containing a combination of symbols. When you resolve a tablet, you get all of the things shown, and may resolve them in any order.



Unlike cards and tiles, tablets remain on the ice floe and can be chosen again in future steps.

Boots

Gain the number of boots shown, if there is no number, gain 1 boot.

When you gain boots, move your disc up that number of spaces on the boot track, placing your disc on top of any other discs in that space.



Rocks

Remove the number of rocks shown from your raft, if there is no number, remove 1 rock.

When you remove rocks, remove them from the game and immediately gain 2 points for each rock you remove.



Relics

Gain the number of relics shown, if there is no number, gain 1 relic.

When you gain a relic, you must place it on your raft following the tile placement rules.



Then check to see if you gained any points for protecting eggs.

Story

Among the discoveries you have made are the writings of the keepers, an ancient people long forgotten, whose devotion to the penguins was absolute. In careful, weathered script they recorded what makes a penguin content, and what these creatures need to thrive. Study these lessons carefully. The keepers are gone, but perhaps their wisdom does not have to be.

Scoring

Throughout the game you will score points for protecting eggs, removing rocks, score track bonuses, and growing penguin families. At the end of the game you will score points for any lessons you have achieved.

During the game scoring

Penguin families

A penguin family is 3 or more penguin tiles of the same colour that are touching.

Whenever you place a penguin that creates a family, gain 8 points.

Whenever you add to a family, gain additional points:

- ❁ The 4th penguin gains 3 points
- ❁ The 5th penguin gains 4 points
- ❁ Each additional penguin gains 5 points

Everax

Everax contribute to penguin families of their chosen colour. They do not have a colour of their own, so three touching Everax with different colours are not a family, but three touching Everax of the same colour are.

Connecting existing penguins

In rare situations, placing a penguin may connect penguins or families that were already on your raft but not previously touching. When this happens, you gain 8 points, regardless of the size of the new family.

Penguin families

- 1 There are 3 purple penguins, making a family of 3.
- 2 There are 4 green penguins, making a family of 4.
- 3 There are 2 blue penguins, but not 3, so this is not yet a family.
- 4 This Everax is blue, but diagonal tiles are not adjacent, so it is not touching the other blue penguin. This counts as 1 blue penguin and is not yet a family.
- 5 As this Everax is purple, there are 3 purple penguins, making a family of 3.

Remember: You score points as you place penguins. These examples show a snapshot in time and you can always add more penguins to create and grow families.

Protecting eggs

When you protect an egg, gain 3 points.

A protected egg is an egg where each of its 4 sides is touching a tile. These tiles can be any combination of penguins and relics, but not rocks. A single tile may touch multiple sides of the egg.



Removing rocks

When you remove a rock from your raft, gain 2 points.

Score track bonuses

When a score track bonus is triggered, all players gain any earned points.



End of game scoring

At the end of the game you will only gain additional points for your completed lesson cards.

Lesson cards

All players should now check all of their lesson cards to see if they have been achieved, and add any final points they have earned to the score track. There are no penalties for failing a lesson, you simply get no points for the card.

Score track bonuses

Score track bonuses are only unlocked during the rescue phase. You cannot unlock further score track bonuses during final scoring.

Tie-breaker

In the case of a tie, the player who is first on the turn order track wins.

Designer notes

For experienced players, lesson cards can make up over 50% of their final score. Try your best to get as many lesson cards as possible, and never assume you have won or lost until the last card has been scored.

✿ 70 - 100 points is a great score for your first few games.

✿ 100 - 150 points is a great score once you have played several times.

✿ 211 points was the best recorded score from playtesting.

Good luck and have fun!

Credits

Game Design
Frank West

World Building
Frank West
Sara Jorge

Artwork
Dragolisco

Art Direction
Frank West

Graphic Design
Frank West
Alec Jackson

Assistance Producer
Sara Jorge

Writing
Frank West

Solo mode

As if the melting ice wasn't enough to worry about, you hear a familiar giggling coming from some fishing nets. Your sister suddenly appears from nowhere and is already pointing at penguins as though she caught them herself. Not only do you need to rescue penguins before the ice disappears, but now you will also have to outwit your sister to make sure she doesn't claim all the credit!

Setup

- Global setup:** Follow the global setup for a 2-player game.
- Player setup:** Follow the player setup for you, you are the starting player.
- Discs:** Choose a colour for your sister and place discs on the score, boot, and turn order tracks, 1 disc on the second area selection space, and her 100-point token by the score track. Just like you would for a player.

Next, create your sister's play area.

- Lesson cards:** Choose a difficulty:

✿ **Beginner:** Do not use lesson cards.

✿ **Easy:** 2 x A.

✿ **Medium:** 3 x A.

✿ **Hard:** 3 x A and 1 x B.

✿ **Very Hard:** 3 x A and 2 x B.

✿ **Ultimate:** 3 x A and 3 x B.

Shuffle the A and B solo lesson cards, and place the required amount of each deck for your chosen difficulty in a line face-up.

- Colour cards:** Shuffle the colour cards. Place one card face-up and the other four cards face-down in a line below the solo lesson cards.

- Action cards:** Shuffle the action cards and place them in a face-down pile below the colour cards. **Hard**



Hour overview

The solo mode follows all the advanced mode rules. Your sister takes her turns like a regular player based on the current turn order. An extra phase (sister clean up) happens at the end of each hour.

Phase 1: Fill the ice floes

This phase has no changes.

Phase 2: Fishing

Your sister does not take fish.

Phase 3: Rescue

a. choose area

During setup, your sisters' selection disc will have been placed on the game board. Skip the choose area step for the first rescue of the first hour.

For all other rescues, on your sister's turn, reveal 1 action card and place it face-up on the table. Action cards remain face-up until phase 5.

The top half of the card shows the area your sister is selecting. Place her disc in the indicated area. If the area is full, place her disc 1 area in the direction shown by the arrow. The areas loop. Area 1 and area 4 are adjacent.



Example: Choosing an area



You are first in turn order and choose area 1. Your sister goes next, revealing her card which also shows area 1.



As the spot is taken, she follows the arrow to the left and selects area 4.

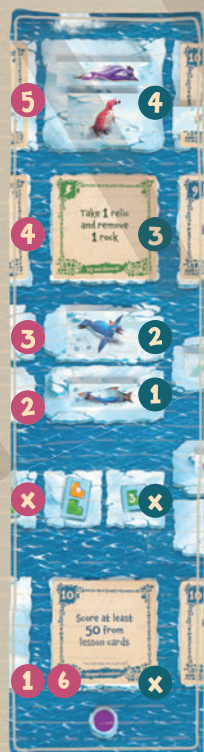
b. 1st ice floe

If your sister is first in turn order, reveal 1 action card, place it face-up on the table, and resolve the bottom half. Otherwise, your sister does nothing.

The bottom half shows a combination of boots and discoveries that are resolved in order from left to right.

If boots are shown, move your sister's disc up the boot track that many spaces. For each discovery shown, start at the bottom of your sister's chosen area, count that many ice floes upward, ignoring empty ice floes and tablets. If you reach the top, continue counting from the bottom. The ice floe you land on has all its contents removed from the game. Your sister does not use fish.

Example: Choosing discoveries



Your sister reveals her card, gains 1 boot, then empties ice floes 6 and 4.



1-6 She counts from the bottom, skipping ice floes with tablets. The top is ice floe 5, so she loops back to the bottom, and removes the contents of ice floe 6 from the game.

1-4 She counts from the bottom again, skipping the now empty first ice floe and the ice floes with tablets. Ice floe 4 is at the top, so she removes the 2 penguins from the game.

c. 2nd ice floe

If your sister is last in turn order, reveal 1 action card, place it face-up on the table, and resolve the bottom half. Otherwise, your sister does nothing.

d. gain bonuses

Your sister gains no benefits from score track bonuses, but if she passes one, it will trigger for you.

e. update tracks

Your sister's discs are moved as normal.

Phase 4: Empty the ice floes

This phase has no changes.

Phase 5: Sister clean up

Going from left to right, reveal the next colour card.

Add up the visible reputation stars on your sister's lesson, colour, and action cards.

She gains this many points. If your sister moves onto a score track bonus in this phase, resolve it as immediately. Then take all her face-up action cards and place them in a discard pile.



Final scoring

At the end of the game your sister scores points for her lesson and colour cards.

Lessons

Your sister does not have her own raft. Her lesson cards score based on your raft board and what you have achieved during the game. For each card, check the condition and score accordingly. For example, '1 point per protected egg' refers to protected eggs on your raft.

Colours

Your sister gains points for each penguin you have placed on your raft based on its colour.

The first revealed colour is worth 5 points per penguin, the second is worth 4, the third 3, and so on.

Refreshing the deck

If at any point you need to draw an action card and the deck has run out, shuffle the discard pile and create a new draw pile, leaving any face-up action cards on the table.



Some action cards include the refresh symbol. If you reveal this symbol, shuffle the discard pile back into the action deck.

Lesson cards

Some lesson cards require you to have the most of something. The amount needed to achieve the lesson in a solo game is shown at the bottom of these cards, in the smaller text.

Quick Reference

Game summary

Play 4 hours, then score your lesson cards.

Each hour consists of:

- Phase 1:** Fill the ice floes with penguins, cards, and Everax tiles.
- Phase 2:** Each player takes 15 fish.
- Phase 3:** Each player chooses an area and takes discoveries from 2 ice floes paying the costs. Then resolve any score track bonuses, and update the turn order, boot, and rescue tracks. Repeat this phase 3 times.
- Phase 4:** Empty the ice floes, removing unselected discoveries from the game.

Tablets

Gain everything shown on the tablet, in any order.



Gain 1 relic and gain 1 boot.



Remove 1 rock.



Gain 3 boots



Remove 1 rock, gain 1 relic and gain 2 boots.

Designer notes

If you have a question about a card that is not answered, you can find our card clarifications page here: www.thecityofkings.com/cards



Score track bonuses

When triggered, all players gain the bonus in turn order.



Gain 2 fish per lesson card.



Gain 2 points per lesson card.



Gain 2 points per protected egg.



Gain 5 fish or 3 boots.



Gain 2 points per covered map.
You start with 5 visible maps on your raft.



Remove the X token from rescue track and gain 6 fish. From this hour onwards, you play 4 rescues per hour.



Gain 1 Everax

Ice blocks

Cover ice blocks with any tile to gain bonuses.



Gain 2 fish.



Gain 2 boots.



Gain 1 fish or 1 boot.
You need to remove rocks to reveal these ice blocks.