

We are in the frigid Antarctica. A blizzard rages on some little pengos, that have to huddle together to keep themselves warm and survive!





Configuration recap card





Goal of the game

Waddle Waddle is a tile placement game for 2 to 4 players that uses a modular set of rules.

The goal of the game is to score the most points by creating as many groups of pengos as possible and by collecting Configuration cards.

How to read this rulebook

Before starting with the initial setup, decide which **difficulty** you would like to play with.

Waddle Waddle uses 3 different rule modules that can be played on top of each other to change the game experience:

- Walk with the pengos: use base rules only
- Shake your feathers: use base rules and rule module 1
- Climb the iceberg: use base rules and rule modules 1 and 2

When you read each section of this rulebook, always follow all base rules first, then include the extra rules relative to the modules you are playing with. Ignore them otherwise.

Module 1 rules are shown in a blue box. This module introduces new abilities for your pengos.

Module 2 rules are shown in a green box. This module introduces Configuration cards.

Initial setup

Each player chooses a colour and places all 16 tiles of that colour in front of them.

Place the Iceberg tile in the middle of the table.



Place the Configuration recap card on the side, leaving enough space for other components. Then, depending on the number of players, place the Configuration cards in one of the following ways:

- **2 players**: use Configuration cards marked with 2. Shuffle them and place them as shown on fig.1
- **3 players**: use Configuration cards marked with 2 and 3. Shuffle them and place them as shown on fig.2
- 4 players: use all Configuration cards. Shuffle them and place them as shown on fig.3





Whoever wears the warmest clothes is the first player. If this does not apply, choose the first player randomly.

How to play

Starting from the first player, turns proceed clockwise.

Despite having different designs, pengo tiles have no extra effects rules.

... Unless you are using Module 1! In that case each type of pengo has a different ability. Keep reading and find out how they work in detail.

There are only two actions a player can take during their turn, of which one is mandatory:

- Mandatory action: add one of your pengo tiles to the board
- **Optional action**: move one pengo tile that is already part of the board to a new position, even one of your opponents'

You can take these two actions in **any order** you prefer:

- Move and add
- Add and move
- Just add

On their last turn, players **cannot** use the optional move action.

Adding a pengo tile to the board

When a pengo tile is added to the board, it must follow one of the two **constraints** below:

- It must share at least one side the leeberg tile, or;
- It must share at least two sides with any other tile

All tiles can be added to the board only by **sliding** it on the table, therefore they cannot be placed inside a hole or any other configuration that doesn't allow enough space.



The blue tile shares one side with the Iceberg tile.



The red tile shares at least two sides with other tiles.

Here is a brief overview of pengo's abilities:



Alpha pengo

There can only be at most one Alpha pengo in a group



Parent pengo

Scores 2 extra points if at the end of the game it is adjacent to another Parent pengo



Big Belly pengo

Cannot be adjacent to any other Big Belly pengo



Grumpy pengo Once added to the

board, it cannot be moved until the end the game

The red tile cannot share just one side with a tile that is not the Iceberg one.



Example of correct and wrong positioning.

Alpha pengo tiles cannot be added to a group that already contains another Alpha pengo tile. Alpha pengo tiles of different colours can however be adjacent to each other. It is however possible to merge two or more groups that already contain an Alpha pengo tile using another type of pengo tile.

Big Belly pengo tiles cannot be adjacent to any other Big Belly pengo tiles, even of the same colour.



This Alpha pengo tile cannot be added to this group as it already contains another Alpha pengo tile.



This Big Belly pengo tile cannot be placed adjacently to the other BigBelly pengo tile.

Moving a pengo tile to a new position

Before or after adding one of their pengo tiles to the board, a player **can** move another pengo tile that was already part of the board to a new position, theirs or their opponents'.

In order to do that, they must first check if that pengo tile can be moved. A tile **cannot** be moved if:

- It cannot physically slide out of its initial position
- By removing it, one of the initially adjacent pengo tiles would share less than two sides with other pengo tiles, even **temporarily** (unless, as stated before, it was adjacent to the lceberg tile)
- By removing it, some tiles would be left stranded or separate the board in two
- **Grumpy** pengo tiles **cannot** be moved once they have been placed

Once removed from its initial position, the tile can be moved somewhere else following all the rules listed in the *Adding a pengo tile to the board* section.



Moving the red tile doesn't break any rule.



The green tile cannot be moved as the red tile would temporarily share just one side with another tile.



The red tile cannot be moved as it cannot slide out of the configuration.



Collecting Configuration cards

A player can collect one Configuration card **only during their turn** and as soon as the criteria shown on it are met by adding or moving a pengo tile. Collecting a Configuration card doesn't count as an action.

Also, a Configuration card can only be collected similarly to moving a pengo tile to a new position. Even if criteria are met, a Configuration card **cannot** be collected if:

- It cannot physically slide out of its initial position
- By collecting it, one of the initially adjacent Configuration cards would share less than two sides with other Configuration cards, unless it was adjacent to the Configurations recap card
- By collecting it, some cards would be left stranded or separate the card group in two

There are 3 types of Configuration cards:

- Adjacency: a specific type of pengo tile is adjacent to two specific types of pengo tiles of any different colour. The configuration can be mirrored.
- Proximity: there are at least 5 or 7 tiles between a specific type of pengo tile and the Iceberg tile
- Size: a specific type of pengo tile is added to a group of at least 5 other pengo tiles.





Each Configuration card has a symbol shown on the top left (fish, egg, ice cube, snowflake, feather, penguin foot). At the end of the game, players will score points depending on how many **different** symbols they collected as explained in the *Scoring* section.

End of the game

The game ends as soon as the last player adds their last tile to the board.

Remember that during their last turn, players **cannot** use the optional move action.

Proceed by calculating all players' scores.

Scoring

Players' goal is to create groups of pengo tiles of their colour in order to score points. A group is made up of an **uninterrupted** sequence of at least two pengo tiles of the same colour.

Each player counts their groups from the largest to the smallest.

- The first, largest group grants: number of pengo tiles contained x 1
- The second one grants: number of pengo tiles contained x 2
- The third one grants: number of pengo tiles contained x 3
- ... and so on.

A single pengo tile does **not** count as a group and therefore it doesn't earn any points.

Example: the score granted by these groups <5,3,3,2,2,1> is 5x1 + 3x2 + 3x3 + 2x4 + 2x5 = 38The remaining tile is not worth any point. Players earn 2 extra points for each of their **Parent** pengo tiles that is adjacent to at least one other Parent pengo tile of any colour. This bonus applies even if a Parent pengo tile is **isolat-ed** and therefore is not part of a group.



Players earn extra points depending on how many different symbols are shown on the Configuration cards they collected during the game.

Different symbols	1	2	3	4	5	6
Points	3	6	10	15	21	28

Players can group their symbols in any way they prefer.

It is allowed to create **multiple** sets. In that case, add up all set scores to get the final score.

Each player adds up all their group scores to get their Base score.



Whoever scores the most points wins the game. Ties are broken in the following order: If it is still a tie, players share victory.



Example of a 3 players game: Red player's groups: <3,3,3,2,2,2,1> = 48 points. Blue player's groups: <7,3,3> = 34 points. Yellow player's groups: <4,3,3,3> = 46 points. The red player wins! Bonus points granted by Parent pengo tiles adjacent to other Parent pengo tiles:

Red player: 2/4 = 4 bonus points. Total score = 52 points. Blue player: 3/4 = 6 bonus points. Total score = 40 points. Yellow player: 4/4 = 8 bonus points. Total score = 54 points. In this case, the yellow player wins! If in the game above the three players collected the Configuration cards below:



The scores would change as follows:

Red player: 3 different symbols = 10 bonus points. Total score = 62 points. Blue player: 6 different symbols = 28 bonus points. Total score = 68 points. Yellow player: 2 different symbols = 6 bonus points. Total score = 60 points. In this case, the blue player wins!