

Penguin Soccer by Avri Klemer

Players: 2

Playing Time: 30 mins

The pyramids become cute families of penguins playing soccer and sliding around on the ice!

Equipment Needed

- 2 trios of different colors, plus a small of a third.
- a chessboard.

Overview

It is a truth universally acknowledged that everyone loves to see penguins sliding and spinning on the ice.

And soccer is the world's game, right?

So take some cute families of penguins, give them an icy soccer field and a ball, and watch the slippery goodness that ensues . . .

Goal

If you get the ball into your opponent's corner space, even if your opponent has a penguin there, you score a goal and win!

Setup

The two players sit at opposite corners of the board (where the goal spaces are), which sits diagonally between the players.

Each player takes the three penguins of one color, and sets them off the board (swimming).

Place the ball at the intersection of the center four squares. It is considered to be in all four squares until a penguin first enters one of them, at which point, it moves into the penguin's space. The penguin stands and the ball is placed on top of the penguin.

The player with the best penguin impression (as voted by anyone and everyone present) goes first.

All penguins start off the board and may only enter the field of play by sliding from off the board into the Home square.

Penguins off the board are considered upright, and can enter their Home square facing the 3 directions leading "away" from that square.

Therefore, a Mama penguin's first move will always end in the Home square, a Papa's in the second row and/or column, a Baby's in the third row and/or column. They may spin (or not) as usual.

Gameplay

Each turn a player must make a move with one of their penguins. A move consists of one of the following – standing, sliding, or kicking. (The board state must change.)

Standing

- Any penguin that is lying down can stand up. When a penguin is standing, it is considered to be facing all 8 directions. When it slides on a later turn, it lays down in the direction of the slide.

Sliding

- Each penguin can slide in a straight line in the direction it is pointing, then optionally spin:

Mama, the large pyramid, must slide 1 square, then may spin up to 45° either direction.

Papa, the medium pyramid, must slide 2 squares, then may spin up to 90° either direction.

Baby, the small pyramid, must slide 3 squares, then may spin up to 135° either direction.

- A penguin whose full move would make it slide off the board stops just short and stands up instead.
- A penguin that slides to the ball's location stops sliding, stands up, and takes possession of it.
- A penguin of any size may tackle by sliding into the space with an opposing penguin with the ball. The attacker pushes the tackled penguin off the ball, and that penguin falls over in the direction it was pushed, moving one space that way. If it hits another penguin, that one also either falls over in that direction (if it was standing), or turns to face that direction (if it wasn't standing), moving one space that way, and so on. Being pushed during a tackle can push a penguin off the edge of the board, back into the sea, from where they can reenter on a later turn.
- Otherwise, you may not make a move that would slide a penguin into another's space. *Fowl don't foul!*
- You may never make a move that would put a penguin in its opponent's corner.

- A penguin in possession of the ball cannot slide.

Kicking

- A penguin kicks in any direction lays down facing toward the ball, still in the same space where it was.

Mama, the large pyramid, kicks the ball 3 spaces.

Papa, the medium pyramid, kicks the ball 2 spaces.

Baby, the small pyramid, kicks the ball 1 space.

- If the ball is about to go off the board, it stops.
- If the ball reaches a square with a penguin, it stops in the penguin's space, and the struck penguin stands up, in possession of the ball.

Tournament Rules

Use chess clocks set to 15 minutes per player. If you run out of time, you lose.