

Game Rules

YURA YURA PENGUIN

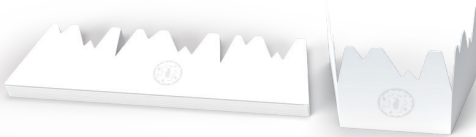
  
7+ 2-6 15'

 Yabuchi Ryoko
 Yabuchi Ryoko, HAMI



I. Game components

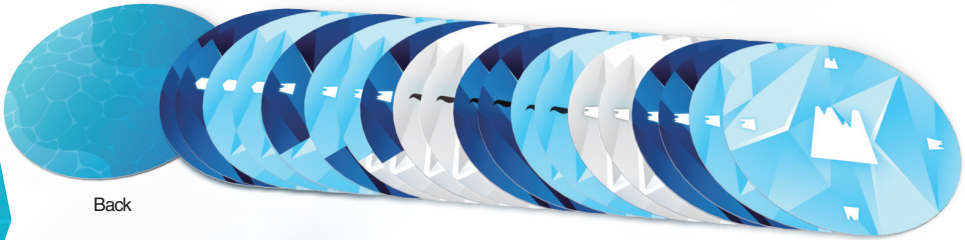
26 Icebergs



1 Starting card



48 Tower Cards



Back

Front



15 Ice stones



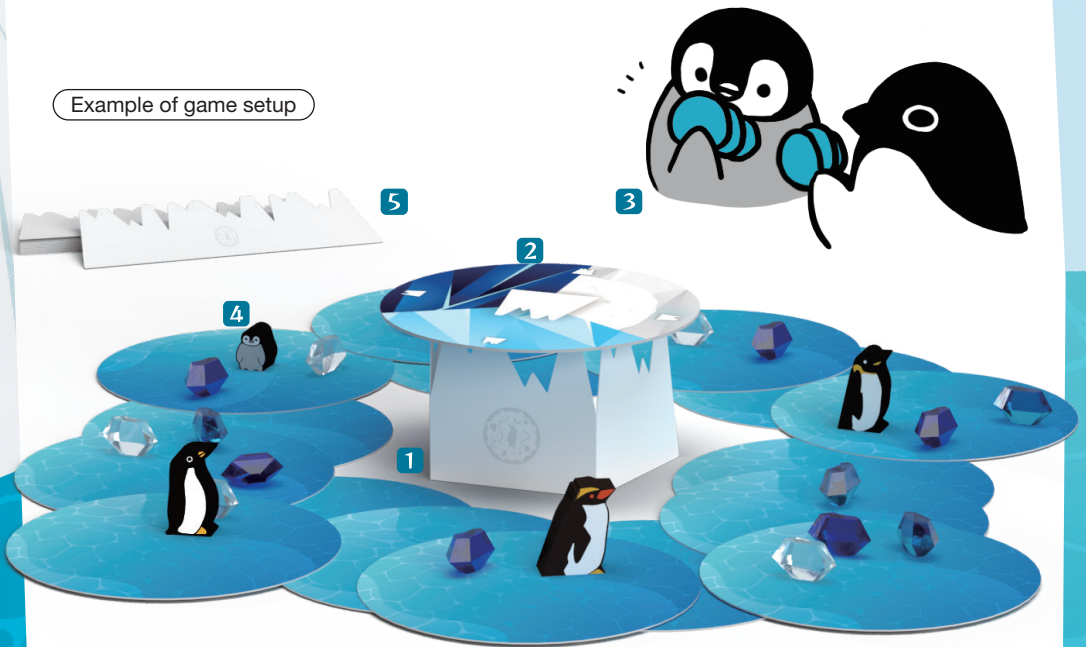
4 Penguin meeples



II. Game Setup

- 1 Fold 1 iceberg as shown on the following image and place it in the center of the table.
- 2 Place the starting card on top of the iceberg. This becomes the first floor of the YuraYura penguin tower.
- 3 Collect the tower cards face down and shuffle them. Then deal 3 cards to each player. Be careful not to be visible to other players. The remaining cards are laid face down around the YuraYura tower.
- 4 Place the penguin meeples and ice stones on the cards around the Tower.
- 5 The player who recently saw a penguin becomes the starting player.

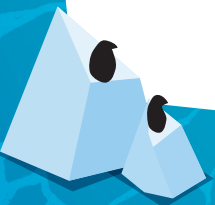
Example of game setup



III. Game play

The game will proceed clockwise order from the starting player and proceeds as follows.

- 1 Look at the top card's symbol at the tower. Then, perform the corresponding challenge according to the following descriptions.





Card descriptions

There are three kind of background colors for cards.

Some cards have multiple colors.

If the card has multiple colors, you can use is as any color you want.

According to the symbol on the center of the card, you will place an iceberg, ice stone or penguin.



1 Starting card



18 Iceberg cards

Place 1 Iceberg on the card. The iceberg you place on should be **inside of the card**.

Note

Fold the iceberg well so it does not open too much, then place it on the top of the tower.

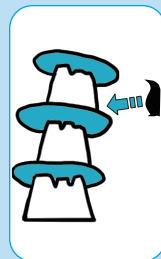


12 Penguin cards

Place the penguin in the highest room of the tower.

Note

- The highest room means the space between the first(top) and the second card of the tower. Don't place the penguin on the top card of the tower!
- If there is no remaining penguin on the ground, move one penguin from the lowest room to the highest room.
- If all the penguins are in the highest room, choose one penguin and move it to the second highest room.



12 Ice stone cards

Place 1 ice stone on the room with the least ice in the tower. If all rooms have the same number of ice stones, place the ice stone on any room.



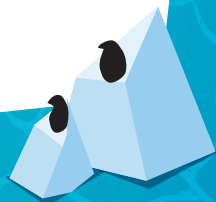
3 Ice stone & Iceberg

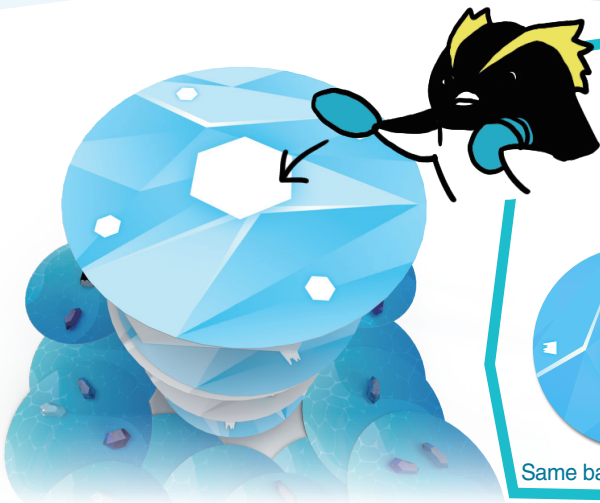


3 Penguin & Iceberg

Perform both challenges (the challenge on the left first)

- 2 Put 1 card from your hand that meets the building rules on the tower. If there are no cards in your hand that match the building rules, show all the cards in your hand to other players. Then, regardless of the building rules, put 1 card of your choice on the tower.





Building rules

Cards with the same background color or challenge symbol can be placed on the tower.



Same background color



Same challenge symbol

- 3 Draw 1 card into your hand (you should always have 3 cards in your hand).
- 4 Repeat steps 1-3 until the tower collapses, or all icebergs are used.

IV. Game end

If the tower collapses, the player taking current turn loses and the game is over.

If someone has placed the last iceberg and successfully placed a card and then ends their turn, that player wins and the game is over.



The Ice tower has collapsed!

The tower is considered collapsed if any iceberg or card placed on the tower during the previous player's turns fell to the ground.

The ice tower has collapsed!



What if any penguin, ice, or the card you just placed fell to the ground?

The tower has not collapsed yet. So put back dropped penguins, ice, and tower cards to their original position.



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