Mein lieber Scholli

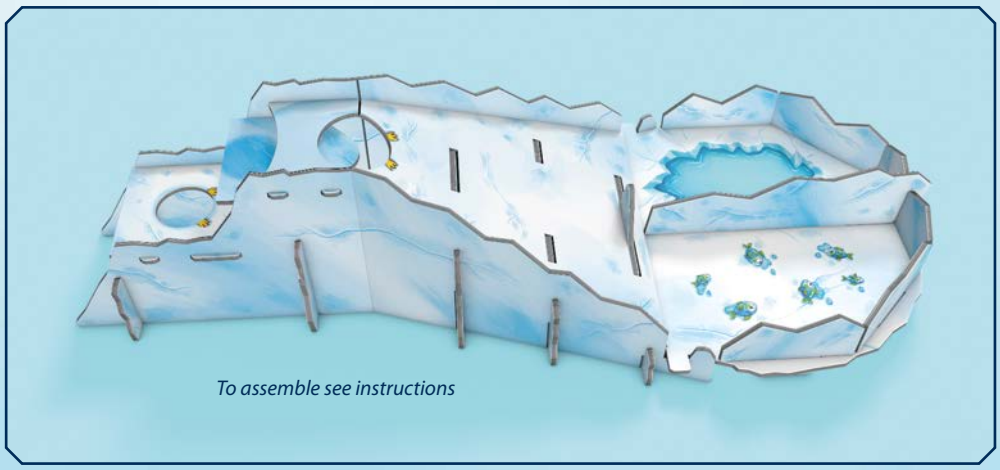
by Anna Oppolzer & Stefan Kloß

Nolli, Bolli and Scholli have invited their penguin pals over. And they're not alone! Their big splashing friend Wendy Whale is swimming by. And then things get lively on the ice floes. All the penguins try to get a few fish from the cold water. But anyone who is frightened by Wendy goes for a dip and then gets to go on the ice slide. Even more fish can be won there – but they can get lost sometimes too ...



6+ 2–4 30

COMPONENTS



To assemble see instructions

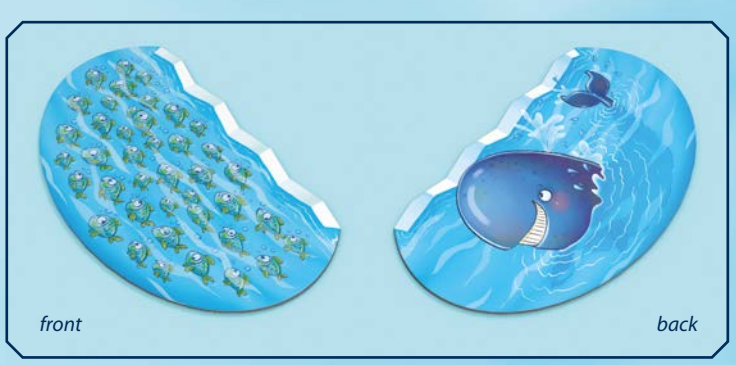
1 ice slide



12 penguins



24 ice tiles

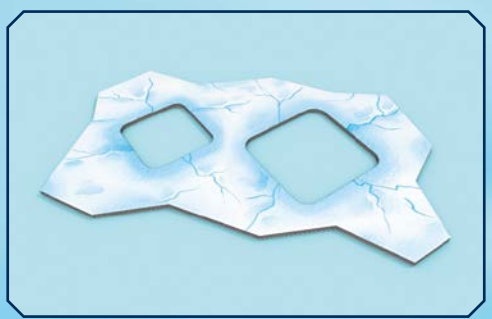


front *back*

1 fish board (school of fish/ Wendy Whale)



47 fish



1 dice slide



1 penguin die



1 fish die

How you prepare the ice slide – before the first game



Assemble the ice slide as shown in the assembly instructions!

SET UP

❶ Create ice floes using **4 different ice tiles** each. The first tile of each **floe** must show 1 fish, the second 2 fish, the third 3, and the last no fish.





❷ Then, going clockwise around the ice slide, arrange …

… **6 ice floes** if there are **four** players,
… **5 ice floes** if there are **three** players,
… **4 ice floes** if there are **two** players.

Leave any extra ice floes in the box.

❸ Scatter all the 47 fish **around the ice slide to form the supply. Then, each** of you **takes one.**

❹ Place the **school of fish** on the outer edge of any ice floe. Wendy Whale (on the back) can't be seen yet.

Each of you takes the **3 penguins** of a color of your choice.

❺ Whoever most recently ate an ice cream gets **both dice** in the **die slider.**

❻ Then, that player places one of his or her penguins on any free ice tile that shows **one** or **two** fish. After that the other players take turns to do the same. Then, you all take turns doing the same with your second and then third penguins.

❼ Place one of the scattered fish onto the fish area of the ice slide.

AIM OF THE GAME

Whoever collects the most fish wins.

COURSE OF THE GAME

Whenever you receive the **two dice** in the **dice slider,** it's your turn! A turn consists of **two parts:**

1. You roll the **penguin die** and do as it shows.
2. You roll the **fish die** and do as it shows.

1. Roll the penguin die!

Choose **one of your penguins** on an ice tile. Carry out the result of your roll with it.

There are **3 possibilities:**



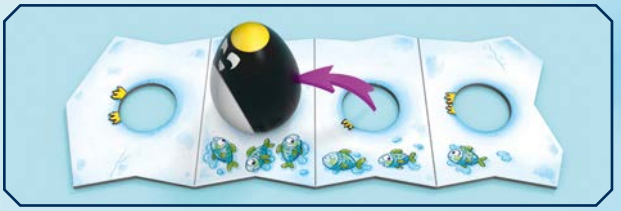
WADDLE FORWARD
Move one of your penguins to the **next ice tile.**



DIVE
Move one of your penguins to the first ice tile on the **next floe.**



WADDLE BACKWARDS
Move one of your penguins one ice tile **back.**







Tile is occupied? Push!

If a penguin lands on an occupied ice tile, it pushes the penguin already there to the **next ice tile** in the direction it was moving. A penguin that is pushed on to an occupied tile pushes the penguin there too.

Fall off the floe? To the ice slide!

If a penguin waddles off the **edge of a floe,** or is **pushed off** one, it **immediately swims to the ice slide!** Don't roll the fish die **till you've carried out all the ice slide's actions** (as described on page 11).

While there are still actions to carry out on the ice slide, the **fish die** waits in the slider in front of you.





Example: *The blue penguin on the ice floe waddles to the next tile. The yellow penguin tumbles into the water and immediately swims to the ice slide …*
➞ Read the section ***THE ICE SLIDE*** *to see what the yellow penguin does there!*



Example: *The green penguin dives from one floe to the next. He is placed on the first tile. A red penguin is there already. The red penguin is pushed one tile forward.*



Example: *The yellow penguin is walking backwards. But behind him, the floe ends. He tumbles into the water and swims to the ice slide …*
➞ Read the section ***THE ICE SLIDE*** *to see what the yellow penguin does there!*

2. Roll the fish die!

Your roll tells you how to move the fish board clockwise from floe to floe:

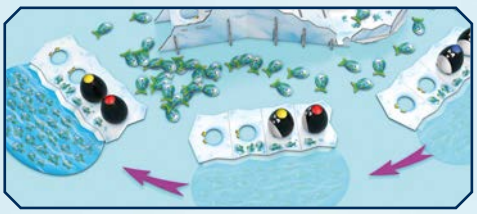


Move the **school of fish** to the next floe!



Move the **school of fish** to the floe after the next one!





If Wendy Whale is visible, flip the school of fish up.



Flip the **fish board** over and then move it to the next floe.



Flip the **fish board** over and then move it to the floe after the next one.





Whichever side is visible, flip the fish board over.



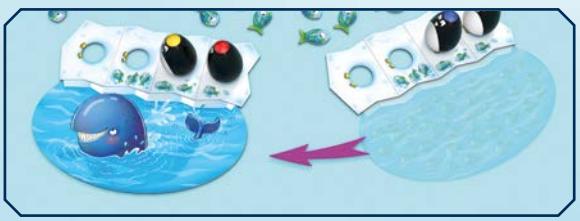
Move the fish board three floes forward, **without flipping it over.**



Whichever side is visible, do not flip the fish board over.



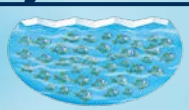
Move **Wendy Whale** to the next floe!



If the school of fish is visible, flip Wendy up and move her to the next floe.

Now, either the **school of fish** or **Wendy Whale** arrives at a new floe. The following happens there:

Yay! Fish time!



If the **school of fish** arrives at a floe, each penguin there takes **as many fish** as are **shown on its ice tile.**



Example: *The school of fish arrives at this floe and gives the two yellow penguins 1 + 3 = 4 fish. There are no penguins where you get 2 fish. The red penguin on the no-fish tile gets nothing.*

Place fish you win this way in front of you!

Ooh... Splash!... and off to the ice slide!



If **Wendy Whale** arrives at a floe, she bumps her head. The penguin standing by the **most fish** falls into the water in surprise and swims to the **ice slide.** Read what the penguin does now in the section ***THE ICE SLIDE.***

The ice tile the surprised penguin was standing on breaks off and drifts away. Put it back in the box. If a floe split into two parts, slide them back together to form a single floe again. Ice tiles with **no fish** are **never** removed, so penguins on them are safe from Wendy.



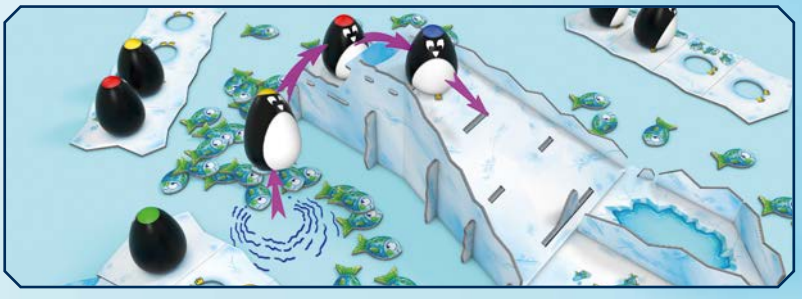
Example:
Wendy Whale arrives at this floe and breaks the yellow penguin's ice tile, as there are more fish there (2) than at any of the other occupied tiles. The yellow penguin gets a fright, plops into the water, and swims to the ice slide. The tile on which the frightened penguin was standing breaks away from the floe and is removed. This makes the floe break into two parts, which you then push back together into one floe.

THE ICE SLIDE

Arrive, line up at the bottom, and climb up

Whenever a penguin swims to the ice slide, immediately place it on the **bottom step.** If that step is **occupied,** the penguin there makes space and **waddles up.** If there is also a penguin at the top, it's **pushed forward** and … **slides down!**

The yellow penguin swims to the ice slide and stands on the lowest step. From there, he pushes the red one up, who in turn causes the blue one to slide down from the top!

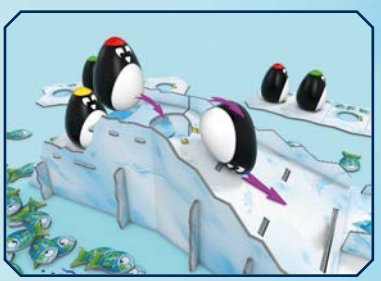


Sliding

Whenever a penguin waddles up a step, it **pushes** the small **intermediate step** down along the way. This pushes the penguin at the top forward and makes it slide down.

→ The owner of the climbing penguin may carry out this "sliding catapult" before placing his penguin on the then clear top step.





Landing and getting fish… or giving them away

Each sliding penguin lands in one of the two **ice areas** below.

- If you're lucky, your penguin lands in the **fish area.** You get **all the fish** there and place them in front of you. Then, place **a new fish** from the supply into this area.
- If you're unlucky, your penguin lands in the **hole area.** Put **one** of your already collected fish **into the fish area.** If you don't have any fish, this doesn't affect you.



The fish area



The hole area

Stand on a floe

Return the penguin that slid to a floe, on any **free ice tile** of your choice.

Pass the dice

Then, put **both dice** back on the **dice slide** and pass it to the **player to your left,** who now takes a turn.



END OF THE GAME

The game ends **immediately** when,

- the **last fish from the supply** is placed into the slide's fish area

  or

- **all ice tiles** are occupied by penguins

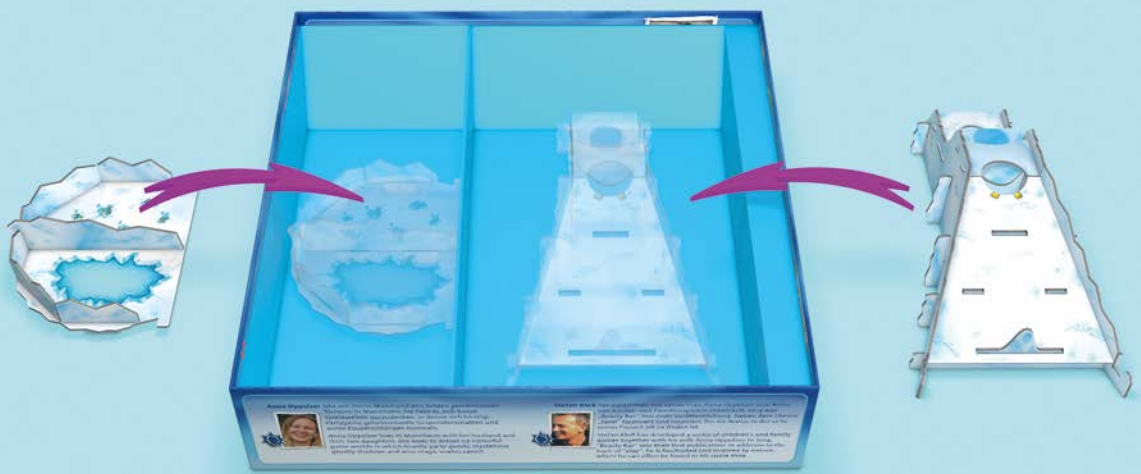
  or

- the **school of fish** arrives at a floe where all the remaining fish are taken from the supply. If there are too few fish in the supply, all the fish there swim away and are **not distributed at all.** And then the game ends.

VICTORY

Whoever collected the **most fish** wins. If you'd prefer not to count, lay your fish out in rows beside each other and see who has the longest row. In the case of a tie, the tied players share the victory.





Storing the Slide: You don't need to disassemble the ice slide. To store it in the game box, just unhook the basin from the slide and place them in the box.



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