

CAMP CARDS

Camp cards represent other players' Treasure stashes. If a Camp card is accessible, you can steal other players' Treasure cards.

A Camp card works just like a Treasure card: If it is accessible (right time of day, and not trapped), you must tap it first. If it is inaccessible and you tap it, you lose 1 Life Point.

However, the reward is different: The first player to tap an accessible Camp card may steal up to 2 Treasure cards from other players. You can steal one card each from two different players, or two from the same player. Place the two cards in your Treasure pile, face-up in front of you. If there are fewer than 2 Treasures to steal, you only steal as many as you can. Camp cards stay in the middle.

EVENT CARDS

Event cards are encounters or adventures you have on the island. For the most part, these are dangers, but a few can help you.



When you reveal an Event card, you must perform a particular action (see below).

As soon as you fail or succeed, the game continues with the next player revealing a card. Event cards stay in the middle.

END OF THE GAME

If you lose your last Life Point, you are eliminated from the game. You lose all Treasures and must distribute them as evenly as possible between the surviving players, who place them face-down under their respective Adventure decks.

If only one player remains in the game, this survivor wins.

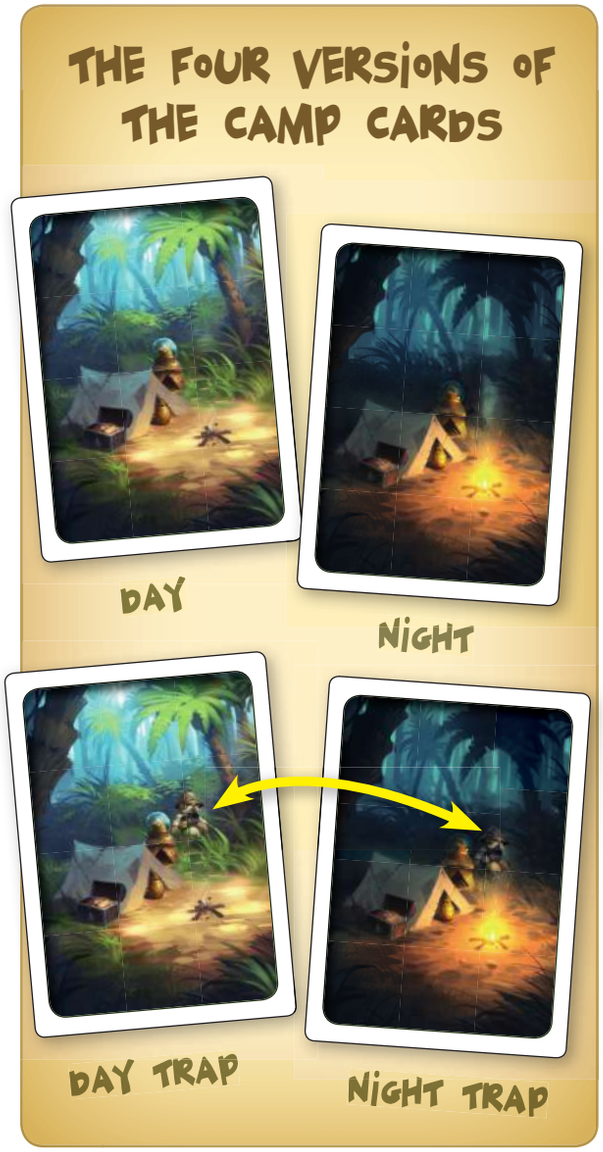
Otherwise, the game ends when the music stops and the sound of the oars plays. All players still in the game count up their Treasure cards.

But beware! You can only keep 3 Treasure cards per Life Point you have. You must discard any beyond that number.

Example: *If you have 4 Life Points, and you took 15 Treasure cards, you can keep only 12 of them.*

The player who still has the most Treasures is the winner.

If there is a tie for the most Treasures, the winner is the tied player with the most Life Points. If there is still a tie, the tied players take turns shooting at a target with the Pistol. As soon as a player misses the target, she is eliminated.



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EVENT DETAILS



★ BEAR RIDER

A furious penguin mounted on a colossal white bear attacks you!

The player who revealed this card must take the pistol and shoot the Bear target with a dart before the next Cry. You can take as many shots as you need.

If a Cry sounds before you shoot the target, you fail and lose 1 Life Point.



★ SPACE PENGUIN

The statue of these penguins' deity comes to life and lunges toward you! You can only fight it with a special weapon hidden in the wreckage of a pirate ship on the island.



The player who revealed this card must get up and go touch the Pirate Ship base, then return to her seat, take the pistol, and shoot the Space Penguin target with a dart before hearing the next Cry. You can take as many shots as you need.

If a Cry sounds before you shoot the target, you fail and lose 1 Life Point.

★ SUSPENSION BRIDGE

You reach a suspension bridge over a deep ravine. The ropes don't look too sturdy, so you'd better hurry!

The player who revealed this card must get up and go touch one of the Suspension Bridge bases, then the other, and return to his seat before hearing the next Cry.

If a Cry sounds before you get back, you fail and lose 1 Life Point.



PENGUIN RAMPAGE

A horde of relentless penguins charges right at you. Gather your affairs and get out of there!



The player who reveals this card must take all cards from the middle of the table and distribute them as evenly as possible to all players (including herself) before hearing the next Cry. Players place these cards face-down under their respective Adventure decks.

If a Cry sounds before you distribute all the cards, you fail and lose 1 Life Point, but you must still finish distributing the cards.

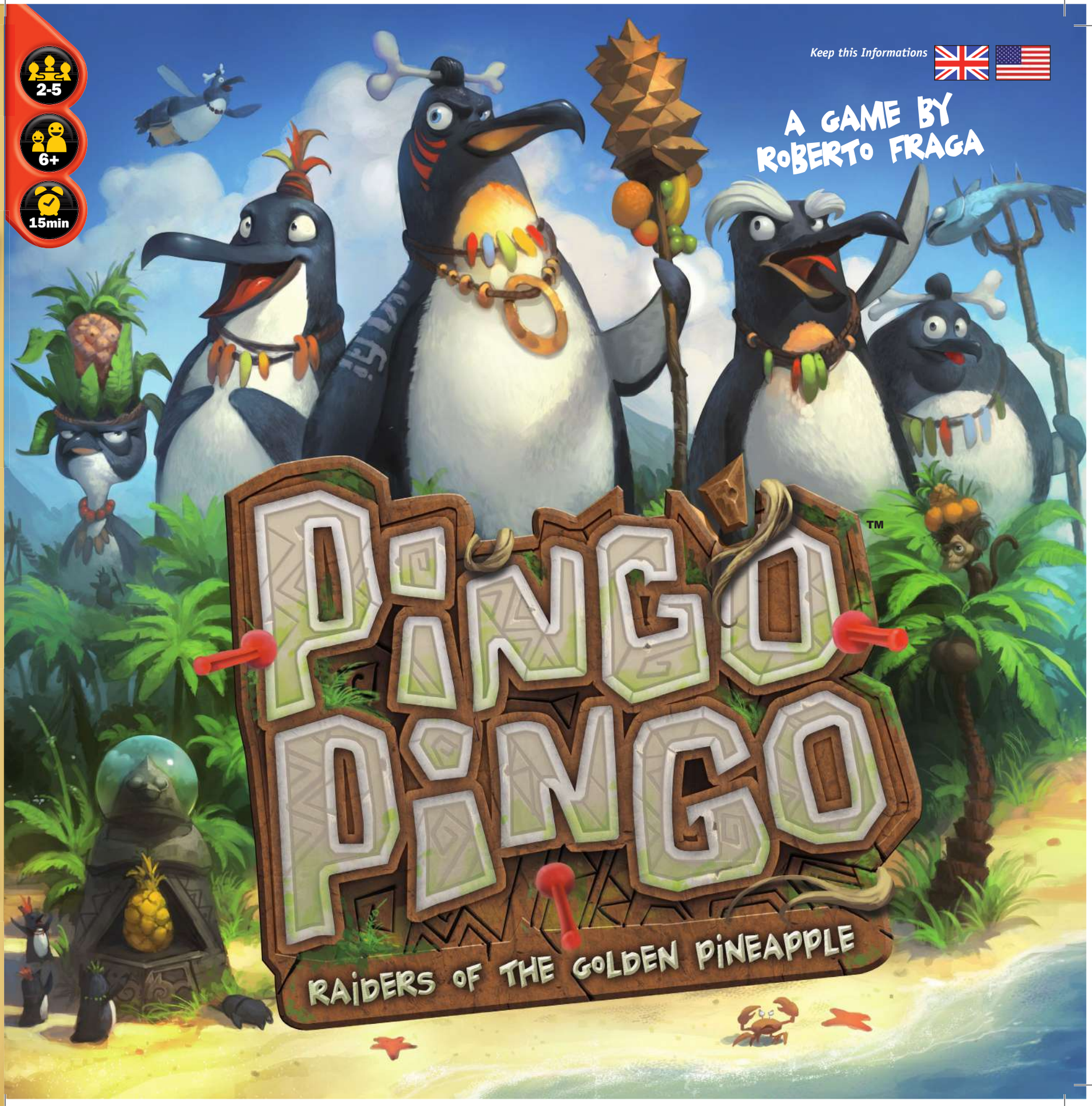
★ MONKEY SORCERER

Lost in the jungle, you encounter a mysterious monkey sorcerer, the only friendly face on this island.

When a player reveals this card, everyone tries to tap it. The first player to tap it regains 1 Life Point (flip a Skull card back to the Heart side).

But beware! If you tap it and have all of your Life Points, the Monkey Sorcerer punishes you. Lose 1 Life Point, instead!




2-5
6+
15min
Keep this Informations
A GAME BY
ROBERTO FRAGA
PINGO PINGO
™
RAIDERS OF THE GOLDEN PINEAPPLE

In the middle of the Caribbean, a mysterious island holds countless treasures. One stands out—the Golden Pineapple, the dream of every treasure hunter.

You have discovered this fabulous island! But your quest will be dangerous. Fearsome penguin warriors have lived here for centuries, protecting their treasures.

Dodge their attacks, avoid the traps, and face the terrible guardians of the Golden Pineapple! Then steal everything in your path and get back to the boat, safe and sound!



GOAL OF THE GAME

Survive your expedition to the Isle of the Penguins, and bring back as many treasures as you can grab in 15 minutes. The player with the most Treasure cards wins.

SETUP

- Each player receives 7 Life Point cards. Line them up in front of you, Heart-side-up.
- Shuffle the Adventure cards. Deal them out fairly evenly to all the players, face-down. (It's OK if some players have one more card than others.)
- Place your Adventure cards in a face-down deck in front of you, without looking at them!
- Place the pistol and darts on the table, in easy reach of all players.

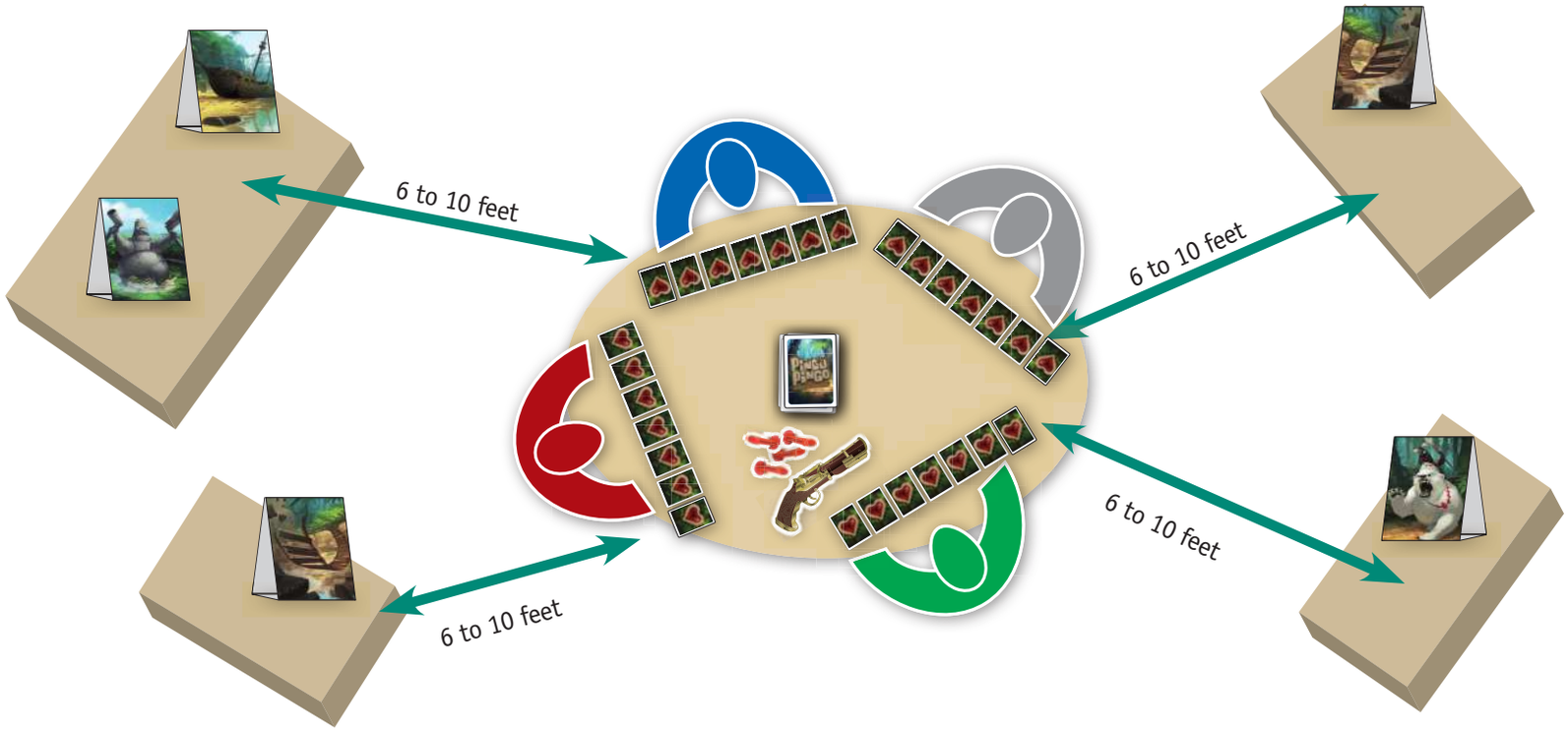
CONTENTS

- 1 rule booklet
- 1 pirate pistol
- 1 CD
- 10 darts for the pistol
- 1 Space Penguin target
- 1 Bear target
- 2 Suspension Bridge bases
- 1 Pirate Ship base
- 35 Life Point cards
- 82 Adventure cards

- Stand the 2 targets (Space Penguin and Bear), the 2 Suspension Bridge bases and the Pirate Ship base in assorted locations 6 to 10 feet from where the game is set up, visible to all players.

Note: *We recommend that you place a weight in the bases and targets, or assemble them with the tabs on bottom permanently attached (glued or taped).*

- Insert the CD into a CD player, or prepare the MP3 file. Do not start the music (track 2 on the CD) until all players are ready to begin.



THE MUSIC

The music is indispensable to Pingo Pingo. It determines the length of the game and guides play. The music has two different moods: Day and Night.

Some actions are only available during Day music and others during Night music. In addition, you will regularly hear (about every 30 seconds) a Cry of "Pingo Pingo!". This Cry resolves certain specific actions.

The CD contains two soundtracks, both downloadable from the games page on the IELLO website.

Track 1 provides an explanation of the rules and identifies the sounds. Sounds play in this order: a Cry, Day music, a Cry, Night music, and a final Cry. This way, everyone knows what to expect.

Track 2 lasts 15 minutes, and is played during the game. It starts with the sound of the oars of a boat at sea. As soon as the Day music starts, the game starts. When the music ends, and you hear the sound of oars again, the game is over.



HOW TO PLAY

Start Track 2 of the CD. As soon as the sound of the oars and footsteps stop, you hear the music and the game is on!

Starting with the oldest player, take turns revealing Adventure cards from your decks.

On your turn, reveal the top card from your deck, and place it face-up in the middle of the table. This card triggers one action. As soon as this action is resolved, the next player to the left reveals a card, and so on.

Reveal cards as quickly as possible, without pausing between players' turns.

The game ends when the music stops, and you once again hear the sound of the oars.

HOW TO REVEAL YOUR CARDS

Flip your card over toward the center of the table (not toward yourself) so that all players see it at the same time. Do it quickly so no one gets the jump on you!



THE CARDS

Adventure cards can be one of three types: Treasure, Camp, or Event. Treasure and Camp cards have a white border. Event cards have an orange border.

Each card requires a specific action when it is revealed.





TREASURE CARDS

A Treasure card represents a treasure on the island. These are why you came! Whoever has the most Treasure cards at the end of the game wins!

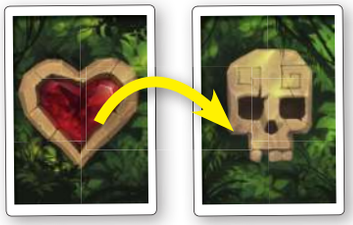
But beware! Some Treasure cards are trapped, and can make you lose Life Points. If you run out of Life Points, you lose.

When a Treasure card is revealed, check whether it is accessible.

A Treasure is accessible when the time of day shown on the card matches the music (day while Day music is playing, or night while Night music is playing) and no trap appears on the card.

If the Treasure is accessible (right time of day, and not trapped), be the first one to tap the card with your finger. Whoever taps first takes the Treasure card and places it face-up in front of herself to form a Treasure pile.

If the Treasure is not accessible (wrong time of day, or trapped), DO NOT tap the card. If you do anyway, the card stays in the middle and you lose 1 Life Point (turn one of your Life Point cards from the Heart side to the Skull side).



Note: If no one taps an inaccessible card, the next player must reveal a card without waiting too long. Leave the inaccessible card on the table. When the music changes, it might become accessible!

THE FOUR VERSIONS OF EACH TREASURE CARD



DAY



NIGHT



DAY TRAP



NIGHT TRAP



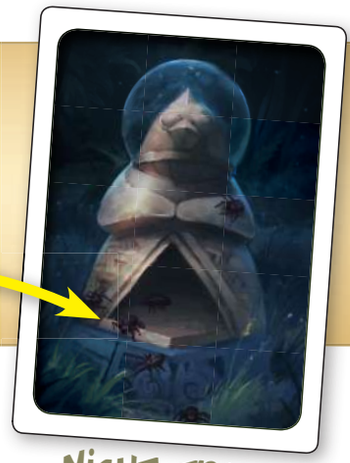
DAY



NIGHT



DAY TRAP



NIGHT TRAP



DAY



NIGHT



DAY TRAP



NIGHT TRAP