

Object of the game

To save YOUR penguins from the melting ice, wisely choose which of your zany recruits will be sent to conquer Strategic Zones (Antarctica, the desert, the jungle, the city, and the Moon) and which ones will be sent to sabotage your opponent's plans.

Contents

90 cards numbered from 1 to 9, divided into sets of 18 for each of the 5 Strategic Zones.

- 1 **Master of the World Point Value**
- 2 **Reminder of the card's effect**
- 3 **Strategic Zone**
- 4 **Card Back**



Setup



Shuffle all of the cards and deal 18 to each player. Place your cards in a pile in front of you, face-down. These cards make up YOUR Reinforcement deck. When playing with fewer than 5 players, the extra cards are returned to the box without being looked at.



Each player creates their starting hand by drawing the top 2 cards from their Reinforcement deck.

Game Turn

A game is played over 8 rounds, each round made up of 3 phases:



Recruitment

Each player draws the top 2 cards of their Reinforcement deck and add them to their hands. They will therefore have 4 cards in hand at the beginning of the first turn.



Infiltration of the Saboteurs

Each player chooses one card from their hand which they should place face-down in front of the player to their left, and one card they should place face-down in front of the player to their right. Each player then adds the two cards placed in front of them by their neighbors to their hand.



Troop disembarkation

Each player chooses a card from their hand and places it in front of them, face-down. When everyone has chosen their card, each player reveals their own. The card's possible effects (see Special Cards) are applied. Each player then places the card they've just played with the other cards from that same Strategic Zone which have already been played face-up in front of them. These cards are used to establish majorities at the end of the game. Play then proceeds to the next turn.



**Reinforcement
Deck**



**Recruitment
of 2 cards**



Player's hand

2

**Cards given by the players
on the left and the right**



3



Special Cards



The Ninja Twins (1 per Strategic Zone): on their next turn, a player who played the Ninja Twins must place two cards instead of one during the troops Disembarkation. The Ninja Twins have no effect if they are played on the last turn.



The Kamikaze (1 per Strategic Zone): on the turn in which it is played, the Kamikaze destroys all of the cards with a value higher or equal to 7 played on that turn. The destroyed cards are returned to the box.



The Spotter (2 per Strategic Zone): on their next turn, the player who played the Spotter waits for the other players to reveal their cards during the troop Disembarkation to choose and reveal their own card. The Spotter has no effect if played on the last turn.

Note: if multiple players played a Spotter, on the next turn they'll choose their card simultaneously, after their opponents have revealed their own cards.





End of the Game

Determine majorities

To determine who has a majority in a Strategic Zone, you just need to add all of the Master of the World points visible on the cards for that Zone which are placed in front of the player. Whoever has the most is declared to have the majority, and in case of a tie, this majority is shared.

Totaling points

Only the cards kept in hand grant Master of the World points:



For the Strategic Zones in which a player has a majority, that player scores the points from each card from that Zone still in their hand.

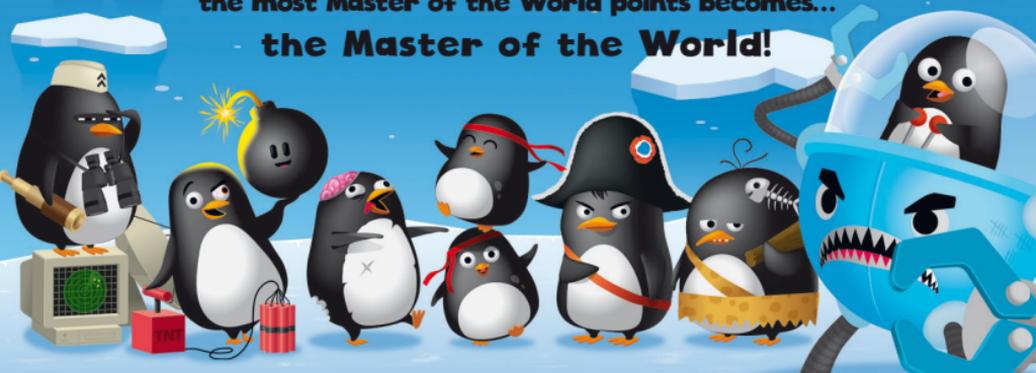


For the Strategic Zones in which they do not have a majority, a player only scores the points from the weakest card from that Zone still in their hand.



For the Strategic Zones for which they have no cards placed in front of themselves, a player scores no points.

**The player who has accumulated
the most Master of the World points becomes...
the Master of the World!**



Cards placed by player A

Player A has a majority on the Moon, with a value of 11, and in the jungle with a value of 15. Player A will therefore score all of the Master of the World points on the Moon and jungle cards that they still have in hand, as well as the weakest card for the Zones in which they don't have a majority.

Desert



Moon



Jungle



City

Antarctica



Cards placed by player B

Player B has a majority in the city, with a value of 12. They will thus score all of the Master of the World points on the city cards that they still have in their hand as well as the weakest card for the Zones in which they don't have a majority.



Cards placed by player C

Player C has a majority in the desert and in Antarctica, with a value of 11 in each Zone. The player will thus score the points from all of the desert and Antarctica cards which they still have in hand, meaning 19 for the desert and 8 for Antarctica. Moreover, they will score the weakest card in their hand for all of the Zones where they don't have a majority, meaning 2 points on the Moon, and 5 for the jungle. As they have no city cards in front of them, they will not score any points for the city card they have in hand. Player C has a total of 34 points!



Player C's Hand

With two players

Play in a 4 player configuration with 2 virtual players between the 2 real players. Each player (real and virtual) thus gets 18 cards. Then, each real player takes 2 cards in hand.



Recruitment

Each real player draws 2 cards, so that they will have 4 in hand at the beginning of the first turn.



Infiltration of the saboteurs

Each player chooses a card from their hand, which they place face-down in front of the virtual player on their left and the virtual player on their right. These cards will create, as play proceeds, a distinct Reinforcement deck. Each real player then draws a card from the Reinforcement deck of each virtual player.



Troop Disembarkation

Each real player chooses a card from their new hand, which they place face-down in front of themselves. For the virtual players, the top card of their Reinforcement deck is taken. When everyone has chosen, the players reveal their cards and those of the virtual players. Their possible effects (see Special Cards) are applied, then play proceeds to the next turn. When the Reinforcement decks of the virtual players are emptied, they are remade using the cards given by the real players.

End of game with two players

Determining the majorities

The determination of majorities between the 4 players is done the same way as in a standard game.

Scoring

The scoring system doesn't change. The 2 virtual players score their points according to the cards which are still hidden (Reinforcement deck + stack of cards given by the real players) by following the basic rules.