Peggy Porcupine

Reiner Knizia

6+
2-5
10-15 min
Reiner Knizia was born in 1957. He holds a doctorate in mathematics and has already published numerous games. Reiner Knizia has been inventing games for as long as he can remember.

Besides his passion as a game inventor, he enjoys travelling and is always open to suggestions for new game ideas. In his eyes, a successful game is one where all the players feel like winners, because playing the game together was interesting and exciting.

The animals are having a fun party and have decorated the place with colourful balloons. Everybody is in high spirits. Peggy Porcupine is here, too. The sounds of “Pop, puff, bang!” suddenly start to go off. Shocked, the party guests look up. What has happened?

“Not again, Peggy!” shout the animals. “Heavens, was that me?!” asks the little porcupine and looks at the popped balloons in astonishment. When putting the decorations up, nobody gave a second thought to the fact that balloons and porcupines are not exactly compatible...

Components

- 28 balloon cards
- 5 party guests (2 parts)
- 1 porcupine figure
- 1 die

Story
Shuffle the 28 balloon cards and deal them out in accordance with the number of players.

2 players = 8 cards each
3 players = 7 cards each
4 players = 6 cards each
5 players = 5 cards each

Place your cards face-up in front of you so that, along with the cards of the other players, they make a circle. Leave a gap between the cards of the individual players and position 1 party guest in each gap. This makes it easier for you to see where the cards of the other players begin. Put the left-over cards face-down in the middle of the circle.

The player amongst you with the highest card bearing a porcupine symbol puts it face-down in the middle of the circle and, in its place, puts Peggy Porcupine in the empty space. Peggy must clearly be facing one direction, either in a clockwise direction or in an anti-clockwise direction. This player takes the die.

Example: set-up for 4 players

The objective of the game is to have the highest number of balloons laid out in front of you at the end of the game.
On the balloon card on which Peggy lands, the balloons burst. Place this card face-down in the middle.

Place Peggy Porcupine on the empty space (without changing direction). The player who now has the Peggy Porcupine amongst their cards gets to roll the die next.

The game is over as soon as a player has to put their last balloon card in the middle. All the other players count up the rest of the balloons on their cards. The player with the highest score is the winner.

Tip: Play 3 games in a row, writing down the scores each time. The player with the highest total score is the overall winner!

When younger players are playing, simply count the number of left-over balloon cards without counting their value. The person with the most cards left over, wins.