



2-8 persons, 8 years and up

VARIATION: "LITTLE PENGUINS, BIG PENGUINS"

The basic game rules apply with the following changes:

To extend playing time, you can increase the number of cards in your pile at the start of the game. You can also adjust the difficulty level of individual people by distributing different numbers of cards. The fewer cards in the pile, the easier it is to win.

VARIATION: "CAUTION WHEN MATCHING"

The basic game rules apply with the following changes:

If you have guessed a match incorrectly, take one of the pool's face-down cards and place it under your pile without looking at it.

VARIATION: "GROWING COLONY"

The basic game rules apply with the following changes:

If a person has guessed a Match correctly, they do not place their top card from their pile on the penguin they have just guessed as usual, but somewhere clearly visible on the face-down cards and say the number out loud. In this way, the number of face-up penguins increases round by round. The newly placed penguin is still the new Seeker. As soon as it has been laid out, everyone searches for a matching partner as quickly as possible.



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FAQs and more
about the game at:

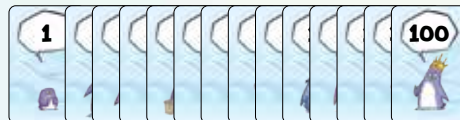


GAME IDEA

"HERE!" – "HERE!" – "HERE!", you can hear from all over the big penguin colony: The penguins are looking for their perfect match and you need to help them! The correct partner is always the penguin whose number is the closest to the number announced. In this reaction game, you try to pick the perfect matches for selected penguins as quickly as possible. Whoever gets rid of their own 5 penguins first wins "HERE".

GAME MATERIALS

100 number cards: Front with the numbers from 1 to 100, back without numbers



Game rules

SET-UP OF THE GAME

Shuffle the cards and deal 5 cards face-down to each of you. Form a pile of these 5 cards and place it in front of you.



Place the rest of the cards face-down in the middle of the table so that they cover a large surface. Now flip 14 random cards from that pool face-up and place them, clearly visible, onto the face-down cards.

COURSE OF THE GAME

The game is played over several rounds until one of you has got rid of their own 5 cards.

When everybody's ready, the oldest person flips one more card from the pool face-up and say out loud the number in the speech bubble. This is the starting card for the first round.



FINDING THE PERFECT MATCH

The penguin just flipped face-up is the first round's **Seeker**, searching for his **Match**.

You now have to find the penguin whose number is closest to the number of the Seeker, meaning with the smallest difference.

Simultaneously, everyone tries to find the fitting Match. If you think, you've found the Match, you take a guess by putting your flat hand onto that card. If more than one person wants to take the same guess, only the person whose hand lies below may let their hand remain on the card. So, only one guess per card is possible. If you were too slow, you are unfortunately out for this round.

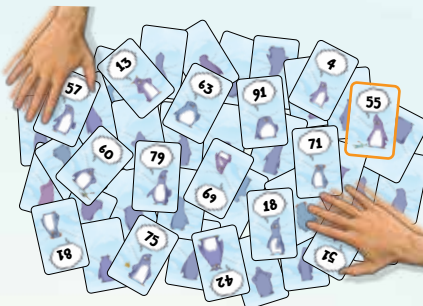
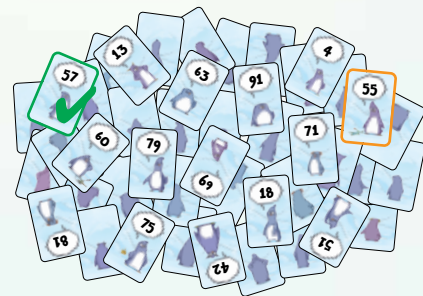
Once you have taken a guess, you cannot take it back. Let your hand lie on the card so the others can still see the number, until anyone who wants to have taken a guess done so.

MATCHING THE PENGUINS

As soon as no one wants to take any more guesses, together check the face-up penguins for the perfect match. For this, compare all numbers from the pool and determine the one with the smallest difference to the Seeker's number.

Example:

The "55" penguin is the Seeker. In this case, the perfect match is the "57" penguin, since its number's difference to "55" is the smallest of all face-up penguin cards.



Special case:

If two numbers have the same difference to the Seeker's number, the penguin with the higher number is the perfect match.

Example:

The "60" penguin is the Seeker. In this case, the "63" is the perfect match: Its difference to "60" is as small as the "57" penguin's but since it is the higher number, only the person picking the "63" penguin is correct.

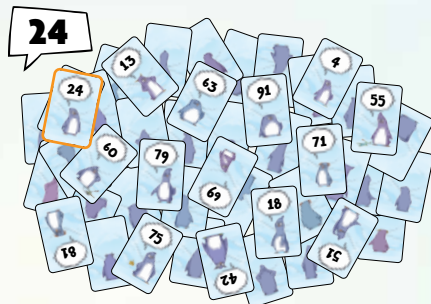


START OF THE NEXT ROUND

If you took a correct guess in the previous round, you start the next round. To do this, quickly place the top card from your pile face-up on the penguin you just guessed correctly and say the number out **loud**. The newly placed penguin becomes the Seeker and right away, everybody now starts looking again for the perfect match.

If nobody guessed correctly in the previous round, the oldest person starts the next round by flipping one face-down card from the pool face-up, placing it on last round's perfect match nobody found and say out **loud** its number. This penguin is the new Seeker and right away, players now start looking again for the perfect match.

To not gain an advantage, always flip the card with the front-side facing away from you.



END OF THE GAME

The game ends immediately when a player flips the last card of their pile and puts it into the pool. The round is no longer played to the end and no more searches are made. This person has won the game.