

OPERATION PENGUIN

An RPG about penguins and secret agents

Your mission, if you choose to accept it.

You are all secret agents.

Your task is to steal vital top secret information to protect the world & raise conservation awareness.

You will be armed with the latest spy gadgets, all while wearing a smashing tuxedo.

You're also a penguin.

Double O Penguin.

This message will self-destruct in 3 seconds...

YOU WILL NEED

- A group of trustworthy agents (or friends) numbering around 4-6.
- A crackerjack spy accent
- Deck of playing cards
- Three coins or poker chips per player
- Some six-sided dice (optional)
- Plenty of scratch paper and writing/drawing equipment

GETTING STARTED

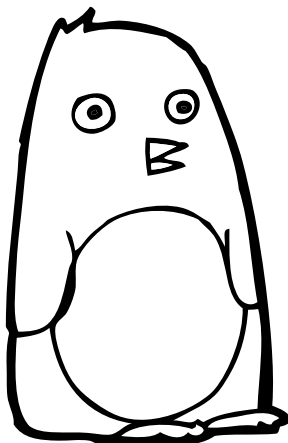
One of your friends will need to be the leader of the **Penguin Spy Agency** (or **PSA**), codenamed "**P**" and the rest of the players will be referred to as Agents. **P** sets the missions, the situation, the environment, and how the world reacts to the Agents' choices. The Agents describe their characters' actions while still trying to maintain their cover as harmless penguins.

Print multiple copies of the AGENT FILES page and distribute to them the players. Print the ENGAGEMENT sheet and place that within easy reach for everyone at the table. Finally, the FOR "P" EYES ONLY is for the player is designated as P.

DID YOU KNOW?

- All 18 species of penguins are found exclusively in the Southern Hemisphere.
- The fastest species is the Gentoo Penguin, which can reach swimming speeds up to 22 mph.
- A penguin's coloring is a matter of camouflage; from above, its black back blends into the murky depths of the ocean. From below, its white belly is hidden against the bright surface.
- The name penguin was originally given to an unrelated bird species - the now-extinct great auk, which was a large, flightless, black and white bird. When explorers first encountered wild penguins, they used the same name for the new creatures they were seeing.

- Facts retrieved from [Mentalfloss.com](http://mentalfloss.com) & [DiscoverWildlife.com](http://discoverwildlife.com)



CREDITS

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Interior Art: Adobe Stock

Special Thanks to Grant Howitt for creating & inspiring a legion of creative & funny RPGs about animals committing crimes.

AGENT FILES

Everything a good agent needs to begin OPERATION PENGUIN.

THE DOSSIER

Agents will need a character. Roll (or choose) from the following lists:

PENGUIN SPECIES

- 1: Emperor (the prime example)
- 2: Adelie (the snazzy dresser)
- 3: Chinstrap (the skilled driver)
- 4: Magellanic (the pathfinder)
- 5: Fiordland (the fierce one)
- 6: Puffin (not a penguin)

SECRET AGENT TOOLS

- 1: Laser Watch
- 2: X-Ray Glasses
- 3: Tranquilizer Pen
- 4: Fish Phone (Set of 2)
- 5: Exploding Bubblegum
- 6: A piece of string

DECIDE ON A CODENAME

You're a super secret agent penguin, after all, everyone needs a codename.

STATS

You have three important stats: **CLOAK** (your ability to hide or deceive), **DAGGER** (your ability to attack or using your cunning), and **MARTINI** (your ability to be an absolutely dashing penguin).

Assign your stats by placing a 2, 2, and 1 between the three stats. The higher the number, the more cards the Agent draws when using their stat.

LUCKY COINS

Each agents starts with **three** coins or poker chips. They are essential for taking risky wagers. If you run out, your luck has finally run out and you've either been captured or worse.

YOUR SECRET AGENDA

Every spy comes with their own hidden motives and objectives to be completed during the heist. Using a deck of cards, pull out and retrieve all the Jacks, Queens, Kings, and both Jokers. P will shuffle the cards to form a small deck and distribute one card to each player. The players will consult the table below to determine their hidden agendas. The players keep the cards in front of them face down.

During the course of the **HEIST**, you may reveal your Secret Agenda card during an Engagement (see The Engagement page) to draw an additional card before making your selection. To reveal it, you must fulfill the objective listed either before or during the Engagement. After the Engagement, your Secret Agenda card remains face up for the remainder of the game.

SECRET AGENDA TABLE

Jack of ♠ (The Signer)	Leave a calling card	Jack of ♥ (The Face)	Wear a disguise
Queen of ♠ (The Bookie)	Steal cash during the heist	Queen of ♥ (The Siren)	Distract someone with your charms
King of ♠ (The Brain)	Use DAGGER to apply your wits	King of ♥ (The Romantic)	Break someone's heart
Jack of ♦ (The Trickster)	Succeed in any CLOAK Engagement	Jack of ♠ (The Mixer)	Succeed in any MARTINI Engagement
Queen of ♦ (The Oracle)	Get a "bad feeling about this"	Queen of ♠ (The Shadow)	Use CLOAK to stealth past an obstacle
King of ♦ (The Star)	Use MARTINI to be dashing	King of ♠ (The Blade)	Succeed in any DAGGER Engagement
Joker 1 (The Overwatch)	Spot danger ahead & warn your allies	Joker 2 (The Mermaid)	Use a waterway as an entry or exit point

THE ENGAGEMENT

Whenever you do something spy-thrillingly risky, or even risky for a penguin, you enter into an Engagement. There are three phases: **the Deal**, **the Bluff**, and **the Bust**.

THE DEAL

- During the Engagement, your Secret Agenda card counts as part of your hand valuer. All **Jacks**, **Queens**, **Kings**, and **Jokers** have a value of 10. **Aces** are either valued as 1 or 11 and always to the agent's benefit.
- P will shuffle the remaining deck of cards.
- P takes the top card of the shuffled deck and puts it to the side. (This is called the Burnt card).
- Each player in the Engagement must declare which skill they are using.
- P deals a number of cards from the top of the deck to a player(s) in the Engagement base on the rating of the Stat they wish to use in the Engagement. If a player chooses, they may reveal their Secret Agenda card and draw one additional card to be selected. The players keep these dealt cards separate from their Secret Agenda card.
- The players may peak at their cards, but may not reveal their cards to each other or to P.
- P deals two cards to themselves, revealing the second card dealt.
- The players can only keep **ONE** of the cards dealt to them. For example, if Agent Gus had a CLOAK rating of 2, they are dealt 2 cards and must select one to keep. The remaining cards are placed alongside the Burnt card pile.

THE BLUFF

Once the players have made their selection, the Engagement shifts into the Bluff phase. Players may choose to wish to push their luck before the Bust phase and wager one of their coins to have a better outcome. If there are multiple players in the Engagement, only one Player needs to make the wager. The outcome affects all participants, as this is a team effort.

THE BUST

- Once all selections are made, and wagers placed. The Engagement shifts into the Bust phase.
- Players reveal the cards dealt to them (not their Secret Agenda cards, unless they chose to during the Deal phase).
- Here, it is the player's objective to have the sum of their cards be as close to or equal to a value of 21 while also beating P's card value or causing P to "bust."
- P will ask each player if they wish for additional cards. A player may either say yes or no. If they say yes, they may ask P to stop dealing additional cards at any time.
- If a player goes over 21, they "bust" and their risky action fails and causes some complications for the entire Heist. If there are multiple players in the Engagement, so long as one of the players did not "bust," they may proceed to determine the results.
- It's now P's turn to either beat the agents or reach 21 first. Please read the Special Rules for P during this phase.

THE RESULTS

- If the agents beat P, the risky action is **successful**.
- If the agents beat P and an agent who wagered their coin did not BUST, the **action goes beyond expectations** and the player **keeps** their coin.
- If the agents beat P but the agent who wagered their coin BUSTed, the **risky action is successful** but the player **loses** their coin.
- If P beats all of the agents, the action is **unsuccessful** and they run into **some complications** during the HEIST.
- If P beats all of the agents and an agent wagered their coin, the action **fails** and a **severe complication** arises during the Heist.
- If P **ties** with the highest value of the players, the risky action is **successful**.

FOR "P" EYES ONLY

The information your agents need to steal are of international conversational significance. The literal fate of the world rests on their hands...er...wings.

RANDOM TABLES TO SET UP THE HEIST

VILLAINOUS MASTERMINDS

- | | |
|----------------------------------|---------------|
| 1: Devilish CEO | 1: Polar Bear |
| 2: Greedy Fashion Mogul | 2: Shark |
| 3: Inventive Gourmand | 3: Sea Lion |
| 4: Spoiled Royalty | 4: Eagle |
| 5: Melmaniac Pirate | 5: Cat |
| 6: Militaristic Environmentalist | 6: Orca |



THE VITAL INTEL IS HELD INSIDE A

- | | |
|--------------|----------------------|
| 1: Crowded | 1: Casino |
| 2: Fancy | 2: Bank |
| 3: Haunted | 3: Resort |
| 4: Abandoned | 4: Observatory |
| 5: Remote | 5: Train Convoy |
| 6: Glamorous | 6: Wildlife Preserve |

BUT IT'S GUARDED BY

- 1: An intricate security lock that requires you to answer in rhymes
- 2: An icicle-shooting minigun
- 3: A pool of acid with exploding, inflatable rubber ducks
- 4: Sentries of guard dogs with lasers and rockets
- 5: A jumbo penguin-eating tuna in a large tank
- 6: Skilled hired ninjas

SECURITY FEATURES/OBSTACLES (ROLL 2 OR 3 TIMES)

- 1: Security Guards
- 2: Complex Network of Cameras
- 3: Sleeping Gas
- 4: Laser Grid
- 5: Restricted Access Doors
- 6: A Steel Wall

RULES FOR "P" DURING A BUST PHASE

- When it is P's turn to draw cards, both cards are revealed.
- P must draw a card from the deck if the value of their hand is 15 or lower.
- Whenever their hand value is 16 or higher, they must **abstain** from drawing any more cards.
- For example, P starts with a hand with a 10 and a 4, they must draw a card. They drew a 6 and stop drawing any further cards as the total value is above 16.
- Just like the players, if P's cards have a value over 21, they bust and victory of the Engagement goes to the agents.