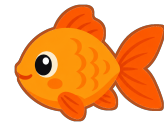




Penguin Paths Rules



You're a hungry little penguin, and you've spotted a fish! Make your way to it in as few moves as possible. You can:

- **Walk** at a slow waddle, possibly hopping into water.
- **Swim**, turning in any direction.
- **Porpoise**, accelerating straight through water to leap onto the ice.
- **Toboggan**, sliding quickly on your belly, and ending on ice or water.

Each puzzle grid has a unique solution to reach the fish in the number of moves indicated.

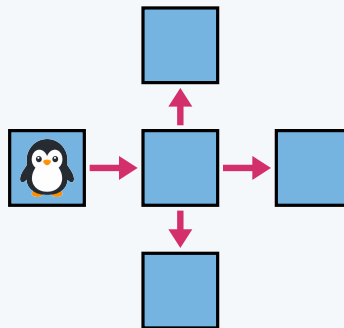
Penguin Moves

 Water  Ice  Either

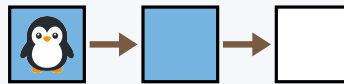
Walk



Swim



Porpoise



Toboggan

