

Player aid



Player's turn :

1 - Melting ice

Play at once



(6x)



(4x)

Shoal of Fish

Place 2 or 3 fish tokens on the space where the tile was drawn.

Keep in hand



(4x)



(2x)

Stamina

You get one or two extra action points



(4x)

Polar bear

Place a polar bear on the space where the tile was drawn.



(4x)

Thaw

Remove an ice floe tile with no igloo from the game, without looking at it. Animals are removed from the game. Replace the inuits on corner spaces.



(10x)

Drift

Move a tile one space

- No move outside the grid
- Other tiles can be pushed.
- Fishes are moved to a neighbouring sea space.



(4x)

Harpoon

- Kill an animal without spending any action point.
- Counter a polar bear attack..



(10x)

Pack Ice

- Replace the tile, face up, where it was drawn.
- Place a fox on the tile.



(8x)

Move animals

Divide 3 movement points among animals.

- No diagonal move
- Fishes stay in water
- Foxes stay on ice
- Bears can move either in sea or ice.

Each tile can be used only once, and is then removed from the game

Aide de jeu



Player's turn :

2 - Spend action points

- 3 action points every turn, for :

A - Move an inuit

- On foot, to an adjacent ice tile 1
- With kayak, over a sea area 3

B - Hunt

= animal's value
(or harpoon)

C - Build an igloo

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- Actions can be made in any order.
- The same action can be made more than once..

Scoring

Each player scores points for the animals killed, and for the island occupied by his inuits. Highest score wins.

A - Killed animals

Score = sum of animal values.

B - Occupying islands

- Strongest tile : 1 point per tile.
- Second strongest tile : half the number of tiles, rounded down.
- Tribe alone on an island : square value of the island

Tribe strength = 1 pt per inuit + 2 pts per igloo

