



2 – 4 players, 10 years and more

Idea of the game :

The players divide their action points among their Inuits to take control of the ice floe islands and hunt animals. During the game, ice will melt and drift, forming islands, and animals will appear.

At the end of the game, the players score points for the islands occupied by their Inuit tribes, as well as for the animals they have hunted. The player with the highest total score wins.

Components :

- 1 game board
- 56 ice floe tiles
- 28 fish (8 with value 1, 8 with value 3 and 12 with value 2)
- 10 polar foxes (3 with value 1, 3 with value 3 and 4 with value 2)
- 4 polar bears (value 4)
- 16 Inuits (5 red, 5 blue, 3 yellow and 3 green)
- 8 igloos (2 in each color)
- 4 player aids
- 1 rule set

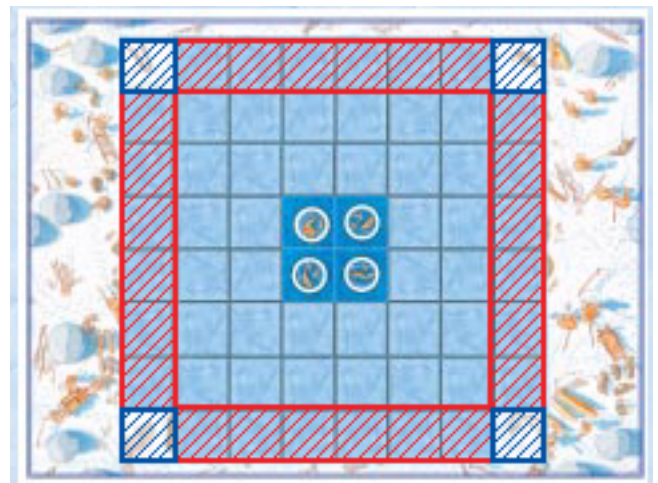
Before playing your first game, carefully punch the ice floe tiles and animal markers from their frame, so that they cannot be recognized from their back.

Setting up the game :

- Place the board in the center of the table. It shows a frozen waste and an 8 x 8 area in the center. The four corner spaces are land, the other are cold water which, at the beginning of the game, is almost entirely covered with ice.
- The 56 ice floe tiles have the same back, showing snow on ice. On the other side are pictures describing the different possible actions. The 56 tiles, ice side up, are carefully shuffled and placed on all sea spaces on the board, save the four central spaces.
- The "fish" tokens are shuffled, face down, and placed beside the board. A random

token is the drawn and placed, face up, on each of the four central sea spaces.

- The "fox" tokens are shuffled, face down, and placed beside the board.
- The polar bear tokens are also placed beside the board.
- Each player chooses a color and gets in this color :
 - 3 Inuits
 - 2 igloos
 - These pawns make his Inuit tribe. ATTENTION : In a two player game, each player gets 5 Inuits. The players must therefore use the red and the blue tribe.
- The first player is chosen.



Here is the gaming area before the game starts. The red-hatched spaces are the outer ring (see starting position). The corner land spaces are blue-hatched.

Starting position:

The first player places one of his Inuits on one of the outer ring spaces (red hatched spaces on the picture above). There can be more than one Inuit, of the same or of different players, on the same space.

Then his left neighbor does the same, and so on until all players have placed all their Inuits on the tiles.

The game can start.

Playing the game:

A player's turn is made of two phases.

During your turn, you must go through the two phases, always in the same order:

1. You must melt an ice tile. The picture below the tile shows an event that must be played immediately, or one that may be played later in the game.
2. Then you have 3 action points to spend. You can divide them as you wish among your Inuits, to move, hunt or build an igloo.

After you have played the two phases of your turn, your left neighbor starts his turn, and so on.

The game ends when, on his turn, a player cannot melt an ice tile. Each player scores points for the animals he has hunted during the game, and for the islands occupied by his tribe. Highest score wins.

Note: Before playing your first game, please go through the explanations below. During the game, a short look at the player aid will then be enough.

1- Melting ice:



First, you must choose which ice tile will melt. This means that you draw a face down ice tile from the board.

Drawing a face down ice tile

The tile must be empty – no igloo, no Inuit, and no animal.

The tile must be orthogonally adjacent with at least one sea space (space with no ice). On the first turn, the choice is therefore between the 8 ice tiles adjacent with the four central sea spaces.

If all the tiles adjacent to sea spaces are occupied, you must choose a tile from the outer ring, and create a new sea area.

Important: *If there is no unoccupied ice tile either orthogonally adjacent to a sea space or on the outer ring, then no tile can be melted, and the game ends immediately.*

You secretly look at the picture on the tile you have just drawn. If the picture has a **red** border, you take the tile in your hand and don't show it to the other players. You can play it to use its effect either immediately, or on a later turn.

If the picture on the tile has no red border, then you must reveal it and apply its effect immediately.

Events:

Under each ice tile, there is a picture showing the event.

These events have no red border. When you draw one of these tiles, you must reveal it and apply its effect immediately.



Fish

A shoal of fish appears. You draw as many fish tokens from the reserve as there are fish pictured on the tile, and place them, face up, on the space where the tile was drawn. The tile is removed from the game.



Polar bear

You take a polar bear token and place it, face up, on the space where the tile was drawn. The tile is removed from the game.



Drift

The drift tile that has been drawn is removed from the game. Then you must push an ice tile one space, horizontally or vertically, possibly pushing one or more other tiles in the same direction.

There must be a free sea space at the end of the drift move.

It is forbidden to push an ice tile on one of the four corner tiles, as well as outside the 8 x 8 grid.

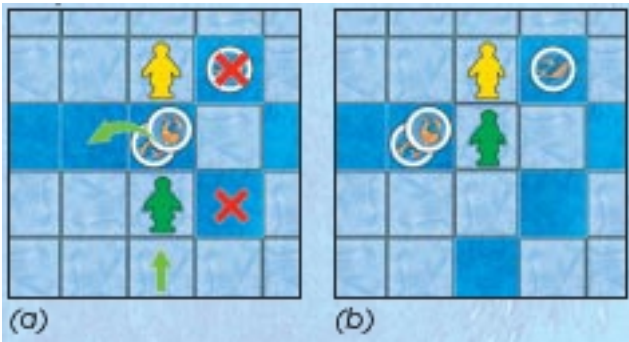
The Inuit, igloo or animal tokens on the drifting tiles are moved with the tiles.

If there are fish or a polar bear in the sea space where an ice tile is pushed, you must first move these animals to an orthogonally adjacent sea space. If it is impossible, then this drift move is forbidden.

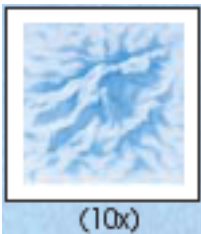
Note: there is no limit to the number of fish in the same sea space.



Example:



The green player wants to move up the ice tile with green arrow. He must first move the fishes to the sea space on the left (a). The fishes cannot be moved to the sea spaces crossed in red, since these spaces are not orthogonally adjacent to their starting space. Then, he moves the tile up, thus pushing the tile with the green Inuit (b). This way, the yellow player won't be able to fish, while the green player will.



Pack Ice

This ice doesn't melt. You place the tile back where you drew it, the picture side up. Then, you take a random fox tile from the reserve and place it on this tile.



The following events have a red border. When you draw one of these tiles, you keep it and don't reveal it to the other players. You may play it at the right time, this turn or in a later turn. Once played, the tile will be removed from the game.

During your turn, you may play more than one red border tile, but you may play only one tile of each kind.

A player, for example, may play a Stamina and a Thaw tile in the same turn, but he cannot play two Stamina tiles, even with different values.



Thaw

You can play this tile either at the beginning or the end of the first phase of your turn, or during the second phase of your turn.

Remove a face down tile from the board, without looking at it

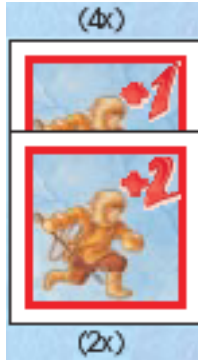
and without applying the event pictured on it. The tile must be orthogonally adjacent with at least one sea space.

Unlike what happens for the melting at the beginning of your turn, you can thaw a tile with

Inuits or animals on it. On the other hand, you cannot thaw a tile with an igloo.

The animals (fox or bear) on the thawed tile are removed from the game. The Inuits on the thawed tile are placed on one of the four corner tiles, chosen by the player who played the thaw (if there is more than one Inuit on the tile, they may be placed on different corners).

Hint: Since pack ice tiles and tiles with igloos cannot be thawed, they are usually safer places for Inuits.



Stamina

This tile can be played during the second phase of your turn, and gives you as many extra action points as stated on the tile.



Harpoon

You can play a Harpoon at any time you are threatened by a polar bear.

A polar bear can only be killed with a harpoon.

You can also play a harpoon during the second phase of your turn, to help you hunt (see below, hunting animal).



Move animals

You must divide three movement points between different animals. You can, for example, move an animal three spaces, or divide the three points between two or three animals.

Animals movement rules are:



A fish can be moved on an orthogonally adjacent sea space. There can be more than one fish in the same space.



A fox can be moved on an orthogonally adjacent ice space. There can be more than one fox in the same space.

Hint: a fox can be moved on a space with Inuits.



A polar bear can be moved to any orthogonally adjacent space, no matter whether ice or sea. A bear cannot be moved on a space where there is already another bear.

Note: There can be neither bear nor fox on the four corner spaces.

White Bear attacks

The white bear attacks when it is moved onto an ice or sea space with animals or Inuits.



The fish and fox tokens on the space where the bear moves are removed from the game.



When an Inuit is attacked by a white bear, he can hide if there is an igloo of his color on the space, or kill the bear with a harpoon. The player discards a harpoon tile and places the bear token with his hunted animals.



An Inuit that cannot hide nor use a harpoon must flee. The player who moved the bear places the fleeing Inuit on the corner space of his choice.

If there are Inuits from more than one player on the tile, then check, proceeding clockwise from the player left to the player who moved the bear, if someone plays a harpoon. If someone does, then the player who played the harpoon wins the bear token, and all Inuits stay in place.

If no one plays a harpoon, then the player who moved the bear places all the Inuits who cannot hide on the corner spaces of his choice.

2. Inuit tribe action points

During this phase, you can spend up to 3 action points, dividing them as you chose between your Inuits.

There are 3 different possible actions. During your turn, you can make the actions of your choice, in any order. You can even make the same action more than once, as long as you have enough action points.

- A. Move an inuit
- B. Hunt
- C. Build an igloo



You don't have to spend all your action points, but the action points not spent are lost and cannot be saved for the next turn.

A. Move an Inuit

You can :

- . for 1 action point: Move an Inuit on ice, by foot
- . for 3 action points: Move an Inuit by kayak over a sea area.

Move on ice

You move one of your Inuits to an orthogonally adjacent tile. There is no limit to the number of Inuits, of one or more players, on the same tile. You can move on tiles with an igloo, no matter its color, or a fox.

Important: You can move an Inuit on a space with a polar bear only if you have a harpoon. You must immediately play your harpoon to kill the bear, and place the bear with your hunted animals.

Cross a sea area

The movement is from an ice tile next to a sea area onto another ice tile next to the same sea area. The movement can cross more than one space, but may never end on a sea space. You can cross sea spaces with fish, but cannot hunt them on the way. You cannot cross a sea space with a polar bear.



The blue Inuit can cross the sea area and land on all the spaces checked in green. He cannot reach the spaces in red, which are not adjacent with the sea area where he started his movement.

B. Hunt

Inuits can also hunt. The figure on the top right corner of the animal token is the number of action points needed to hunt it. It is also the number of victory points the killed animal will award the player at the end of the game.



An Inuit can hunt a fox or polar bear if he is on the same ice tile.

An Inuit can go fishing if he is on a tile orthogonally adjacent to the sea space with the fish token.



Harpoon

With playing a Harpoon tile, you can hunt any one animal, no matter its value, without spending any action point. Simply discard the harpoon tile

and take the animal token.

The polar bear can only be killed with a harpoon. An Inuit can enter a space with a polar bear only to kill it with a harpoon.



Note: You cannot spend 4 action points, using a stamina tile, to hunt a polar bear.

When an Inuit is attacked by a polar bear moved with an animals move tile, the Inuit player may play a harpoon tile to kill the bear, take the bear token and place it with his hunted animals. The Inuit doesn't flee and stays where he is.

C. Build an igloo

For 3 action points, a player can build an igloo on a tile with one of his Inuits and with no opponent Inuit.



There can be only one igloo on any one tile.

Note : A player who has already built all his igloos cannot use this action. He cannot remove an igloo to rebuild it somewhere else.

End of the game

The game ends when, at the beginning of his turn, a player cannot melt any ice tile, since all tiles next to a sea area or on the outer ring are either occupied by Inuits, animals or igloos, or pack ice.

The tiles remaining in the player's hands cannot be played and are removed from the game.

Scoring

Each player scores for

- A. His killed animals
- B. The islands occupied by his Inuits.

Each player sums his points for animals and territories, and the highest total wins.

A. Killed animals

Every animal hunted during the game is worth the number of victory points indicated on the animal tile.

B. Islands

An island is a group of one or more ice tiles orthogonally adjacent. An island is not necessarily circled by water, and can have tiles on the outer ring of the board. A single isolated ice tile is also an island.

Important: *Ice tiles on both sides of one of the four corner spaces are **not** considered in the same island, unless they are connected by other ice tiles.*

The corner spaces don't belong to any island.

The base value of an island is 1 per ice tile in it.

On each island, each player counts the strength of his Inuit tribe. Only the strongest and the second strongest player on each island will score points for this island. The others don't score anything.

The strength of a tribe is one for each Inuit and 2 for each igloo on the island.

The player(s) with the strongest tribe scores 1 for each tile in the island.

The player(s) whose tribe has the second highest strength score half this value. (see example below)

If a player is alone on an island, he scores the square value of the island.

*Example: A player is the only one with igloos or Inuits on a four tiles island. He scores $4 * 4 = 16$ victory points.*

In case of a tie for the first or second place on an island, tied players all score the maximum of points.

Example: The yellow island is made of 6 ice tiles. On this island, the yellow player has a strength of $3=1(\text{Inuit})+2(\text{igloo})$. Blue also has a strength of $3=1(\text{Inuit})+1(\text{Inuit})+1(\text{Inuit})$. Red has a strength $2=1(\text{Inuit})+1(\text{Inuit})$, and green a strength of $1=1(\text{Inuit})$. Yellow and Blue each score the maximum, 6 points, while red scores half, 3 points, and green nothing.

Red also scores 1 point for the red island (1x1=1).



Note: The corner space is not part of the islands. The red and yellow islands must be scored separately. The yellow Inuit on the corner space doesn't count on any island.

Hardcore gamers variant

The game Bruno and I originally submitted to Goldsieber was significantly different from the game that was finally published. Most of the changes made by Joe Nikisch and his team have been for the best, and the final game is simpler, lighter and more coherent than our original project.

As it is published, Igloo Igloo is probably a perfect game for occasional gamers. Tacticians and hardcore gamers, though, might find it a bit too light for their taste, and I suggest they bring back in the game two rules from our original design :

- An Inuit cannot enter a tile with an opponent's igloo on it. This makes, especially in the last turns of the game, for interesting blockade tactics.
- The final score value of islands depends on the number of tiles in the island as follows :

| | |
|------------------|-----------|
| 1 tile | 1 point |
| 2 tiles | 3 points |
| 3 tiles | 6 points |
| 4 tiles | 10 points |
| 5 tiles | 15 points |
| 6 tiles and more | 21 points |

On the other hand, the island scores are no more squared when a player is the only one with Inuits on an island.