

family **8+** age | 2-4 players | 40+ min.

UK



ARCTIC RACE

RULES

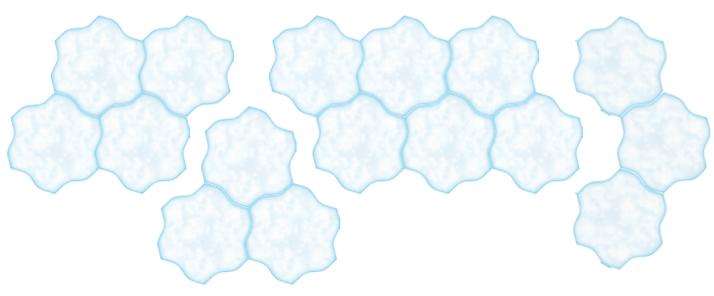
CONTENTS:

18 big ice floes, 1 North Pole, 1 starting tile, 20 water tiles, 31 cards (15 dog sled cards and 16 ladder cards), 9 wooden hazard pawns, 6 wooden dog sled pawns, 4 helicopter tiles, 2 special dice

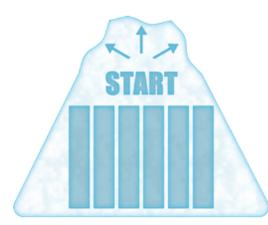
AIM OF THE GAME

Lead both of your two dog sled teams to the North Pole first.

BIG ICE FLOES



STARTING TILE



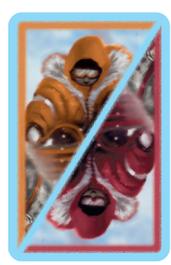
NORTH POLE



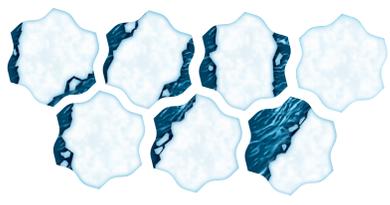
LADDER CARDS



DOG SLED CARDS



WATER TILES



HELICOPTER TILES



SPECIAL DICE



Hazard die

Movement die

WOODEN HAZARD PAWNS



Fog

Blizzard

Vortex

WOODEN DOG SLED PAWNS



SETUP

- 1. You can build a unique and different game board with the ice floes every time you play!** Start by placing the North Pole tile and the starting tile on the table so that the North Pole is at one end of the board and the starting tile at the other end. The board can measure 70–100 cm from end to end, for example. It is a good idea to vary the width of the game board, so that it is sometimes wider and sometimes narrower.
- 2.** Turn the water tiles water side down and shuffle them. Place them in a stack by the game board.
- 3.** Place all 6 dog sleds on the starting tile regardless of the number of players.
- 4.** Place the hazards around the game board. Each hazard should touch the outer edge of two spaces.
 - Place each vortex near the end of the game board, the blizzards around the middle and the fogs near the beginning!
- 5.** Shuffle the sled cards and deal one to each player sled side down. Check the colour of your two dog sled teams from your own sled card, but **do not reveal your card to the others!**
 - Each player plays with two dog sleds, but the colours are kept hidden from others during the game. So, several players may aim to move the same sled, which could either benefit or hinder others.
- 6.** Give each player 3 ladder cards and 1 helicopter tile.
- 7.** Give the dice to the player who has travelled the furthest north. That player starts.

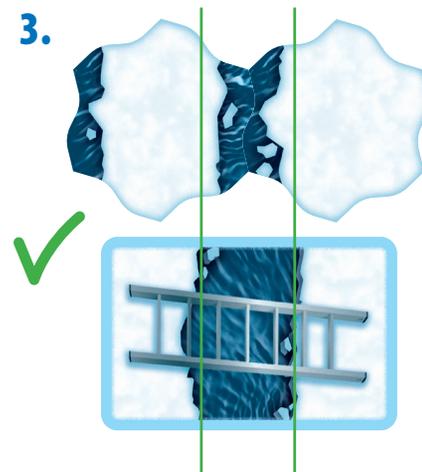
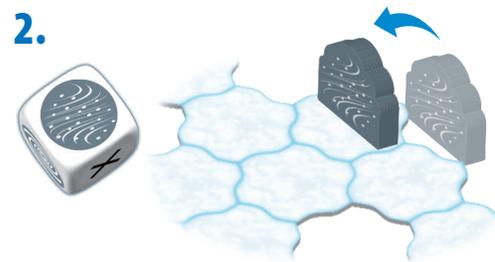
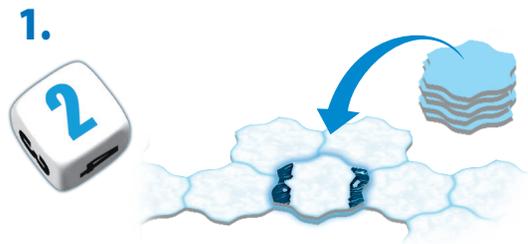
Now the snowy race is ready to begin!



HOW TO PLAY

Turns pass clockwise during the game. When in turn, roll the dice and act in accordance with the results:

1. Possibly place a new water tile on the game board.
 2. Possibly move a hazard.
 3. Move a dog sled or call the helicopter.
1. If the movement die shows a blue number, reveal the top water tile and place it in a free space on the game board. Sometimes the revealed tile does not contain water. In that case, you can treat it like an ice floe tile and place it along the edge of the game board, if you want to. A water tile can never be placed on top of another water tile. If the movement die shows a black number, no new water tile is placed.
 2. If the hazard die shows a hazard type, move a piece of the specified type of hazard onto the game board or one step in any direction on it.
 - The hazard cannot be moved off the board once it has been placed onto it!
 - If the hazard die shows the joker, you can choose any type of hazard and move it normally. If you roll the double joker, you can move any 2 pieces of hazard one step each or one piece of hazard two steps.
 - **If the hazard is moved into the same space with one or several dog sleds, the dog sleds in the space cannot move** before the hazard has been moved to another space.
 - If the hazard die shows “no hazard”, you move no hazard on your turn.
 3. Then, move a dog sled normally or call the helicopter.
 - There can be several dog sleds in one space on the track.
 - When moving a dog sled normally, choose a dog sled and move it in the direction of your choice as many steps as the die allows, or less.
 - You can cross water with a maximum width of half a space by using a ladder card. Wider water areas can only be crossed by helicopter.
 - You can never move a dog sled into a hazard space! Instead, sleds have to travel around them or stop before the space the hazard is in. After you have moved a sled, the turn passes to the next player.
 - You can also call the helicopter for help **once** instead of moving a dog sled! With the helicopter, you can move two spaces in the direction of your choice regardless of the space you leave from. The helicopter can also save a dog sled that is in the same space with a hazard. When using this option, put your helicopter tile aside and move a dog sled. Then it is the next player’s turn.



Use a ladder card to check whether a water area can be crossed.



Summary of the dice rolls and the events following them:

#	DICE ROLL	EVENT
1.	1 2	Reveal the top water tile and place it in a free space on the game board.
2.		Move a fog onto the game board or one step in any direction on it.
		Move a blizzard onto the game board or one step in any direction on it.
		Move a vortex onto the game board or one step in any direction on it.
		You can choose any type of hazard and move it normally.
		You can move any 2 pieces of hazard one step each or one piece of hazard two steps.
		You move no hazard on your turn.
3.	1 2 2 3 4	Move a dog sled of your choice as many steps as the die allows.

END OF THE GAME AND WINNER

The game ends when one of the players announces both of their dog sleds have reached the North Pole. That player wins!

If two or more players win during the same round, the player with an unused helicopter tile is the winner. If the winner is not found using the helicopter tiles, check to see who has the most unused ladders. If there still is no difference between players, the players share the victory.

The game ends if the last dog sleds on the track are not able to move to the North Pole due to obstacles. In that case, the player with the smallest sum of steps required to win, wins.

