ICE FLOW

WINNER 2008
UK GAMES EXPO
Best New Board Game

INTRODUCTION

ICE FLOW is a strategic board game for 2-4 players, aged 11+

You oversee 3 explorers crossing the icy waters of the Bering Strait between Alaska and Siberia - on foot! Use drifting ice floes as 'stepping stones' as you trek from east to west. Climb pack ice ridges using rope, and avoid polar bears by using fish. But beware the other players, who will attempt to slow your progress!

AIM OF THE GAME

The first player to get all 3 explorers to Siberia is the winner.

IN THE BOX

❋ Rules (English, German, French)
❋ 1 Game Board
❋ 24 Blue Acrylic Ice Floe Tiles
❋ 1 Cloth Bag
❋ 12 Explorer Figures (3 x 4 colours)
❋ 15 Red Rope
❋ 15 Brown Fish
❋ 5 White Polar Bears
❋ 14 Ice Floe Cards
❋ 2 Diomede Islands Cards
❋ 4 Rucksack Cards
❋ 4 Player Guide Cards

x24   x1

x3

x15   x5

x14   x2   x4   x4

PREPARATION

❋ Place the **Game Board** in the centre of the table.
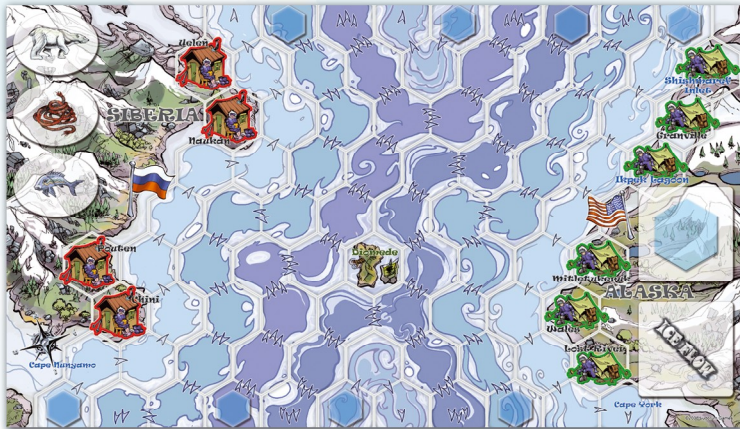
❋ Place the **24 Ice Floe Tiles** in the **Cloth Bag** and shake gently.
❋ Shuffle the **14 Ice Floe Cards** together with the **2 Diomede Islands Cards**. Place these face-down on the card deck space in Alaska.
❋ Place the **15 Rope**, **15 Fish** and **5 Polar Bears** in their supply areas in Siberia.

Each Player Receives:
❋ 3 **Explorers** of one colour
❋ 1 **Player Guide Card** of the same colour
❋ 1 **Rucksack Card** of the same colour
❋ 1 **Rope** from the supply
❋ 1 **Fish** from the supply

❋ Discard any unused **Rucksack Cards** and **Player Guide Cards** to the box.
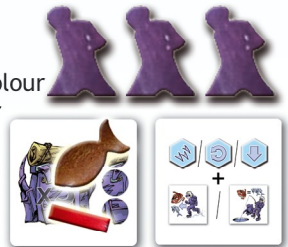
GAME SETUP
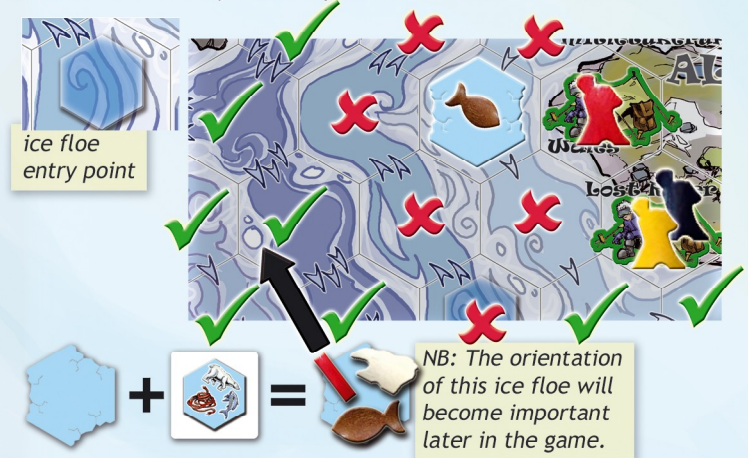
a. Choose a Starting Player

The player who proves best able - by general consent - to do a polar bear impression becomes the Starting Player. If no agreement can be reached, use your group's favoured method.

b. Place Initial Ice Floes (x12)

Each player takes ice floe tiles from the cloth bag (4 players = 3 tiles each; 3 players = 4 tiles each; 2 players = 6 tiles each).
❋ Beginning with the Starting Player, take turns to reveal one face-down ice floe card from the deck in Alaska. Place any items (rope/fish/polar bears) shown on this card onto an ice floe tile. Then place the loaded ice floe tile onto a sea space in the Bering Strait, according the following rules:

These 2 rules apply ONLY to this initial ice floe placement phase
1 Ice floe tiles may NOT be placed on any of the 8 entry points, which are marked at the beginning of each sea current in the Strait.
2 Ice floes tiles may NOT be placed next to each other.

ice floe entry point

NB: The orientation of this ice floe will become important later in the game.

❋ If a Diomede card is revealed, place the items shown on this card onto the Diomede Islands space near the centre of the board. Then place an empty ice floe tile onto a sea space in the Bering Strait following the 2 rules above (this may occur twice during this setup phase).

Diomede Islands card

❋ Once an ice floe tile has been played onto the board, place the used card on the discard pile next to the deck in Alaska.
❋ Take turns underlined clockwise around the table until all 12 initial ice floe tiles have been placed on the board.

c. Place Explorers (3 each)

Beginning with the last player to place an ice floe tile onto the board, place 1 explorer onto any of the start stations on the Alaskan coast, observing the following rules: no station may hold more than 2 explorers; however, the 2 explorers on a station may be of the same colour.
❋ Take turns anti-clockwise around the table until each player has placed 3 explorers (the Starting Player will be the last to place an explorer).

In the example here, the red explorer may not be placed where there are already 2 explorers; she may, however, be placed on the empty space, or with the other red explorer.

ICE FLOW is now set up.
    Play proper begins with the Starting Player...

PLAYER TURN

Your turn is divided into 2 possible actions:
A. ICE FLOE ACTION and *B. EXPLORER ACTION*
At the end of your turn, play moves <u>clockwise</u> to the next player.

A. ICE FLOE ACTION

You MUST complete one Ice Floe Action (*Ai* or *Aii* or *Aiii*).
This may be taken <u>before or after</u> your Explorer Action (B).

Ai. Chart an Ice Floe Movement

Move an ice floe tile which is already in the Bering Strait, according to the sea current that it is floating in. The floe must remain in this current at all times. Each sea current shows the distance and direction of flow using arrows; the floe is moved at least one sea hex space, and then as far as possible according to these arrows. The orientation of the ice floe tile remains the same throughout this movement.

❉ You may chose an empty ice floe tile, or one carrying rope, fish, polar bears or <u>your own</u> explorer(s). You may NOT choose to move an ice floe which is carrying another player's explorer UNLESS you also have one of your own explorers on the target ice floe.

❉ An ice floe may not move through, over or around another ice flow which is in the same sea current.

❉ If there is a choice of direction, you may make that choice, even if the movement in one direction is shorter. However, if one route is blocked before the move, the floe must take the other route.

❉ Ice floes which drift off the Bering Strait are returned to the cloth bag; any items (rope, fish, polar bears) are returned to supply.

❉ Ice floes containing explorers may NOT leave the Bering Strait; instead they move as far as possible, stopping at the edge.

Aii. Measure Ice Floe Rotation

Rotate an ice floe tile through 60° (1 edge), either clockwise or anti-clockwise.
❉ Care should be taken to leave this ice floe aligned with the hex grid on the map.

❉ You may chose an empty ice floe tile, or one carrying rope, fish, polar bears or <u>your own</u> explorer(s). You may NOT choose to move an ice floe which is carrying another player's explorer UNLESS you also have one of your own explorers on this same floe.

Aiii. Discover a New Ice Floe

Take an ice floe tile at random from the cloth bag. Reveal one face-down ice floe card from the deck in Alaska. Place any items (rope/fish/polar bears) shown on this card onto your ice floe tile; take these from the supply. Then place the loaded ice floe tile onto any clear entry point at the start of a sea current in the Bering Strait.

❉ If a Diomede card is revealed, place the items shown on this card onto the Diomede Islands space near the centre of the board. Then place an <u>empty</u> ice floe tile onto a clear entry point at the start of a sea current in the Bering Strait.

❉ Once an ice floe tile has been played onto the board, place the used card on the discard pile next to the deck in Alaska. If this was the last card, re-shuffle the deck and replace it face down in Alaska.

❉ If the cloth bag is empty, you may immediately move an existing ice floe tile off the Bering Strait, following the 'Chart an Ice Floe Movement' rules (*Ai*) above. This new ice floe tile must now be used for your 'Discover a New Ice Floe Action' in this turn. This rule applies ONLY if the bag is empty. If it is not possible legally to move any ice floes off the strait to use for discovery, then you may NOT chose this Ice Floe Action (*Aiii*).

Aiii: A Diomede Islands card has been drawn, so a rope and a fish are placed onto the islands. The ice floe tile is placed empty onto a start point on the board.

Ai: This ice floe tile moves 3 sea spaces - choosing the westerly current and maintaining its orientation as it goes.

Aii: Rotating this ice floe 60° in either direction will allow the grey explorer free passage across the ice.

Aiii: This card shows rope, fish and a polar bear. These items are placed, with the selected ice floe tile, onto a start point on the board.

❉ *What if I cannot complete an Ice Floe Action?*
If a particular Ice Floe Action can't be completed (eg: no ice floe tile can be moved, or there are no clear entry points available in the Bering Strait), you must chose a different Ice Floe Action. It is always possible to complete at least one of the 3 actions.

B. EXPLORER ACTION

You MAY, if you wish, complete one Explorer Action (*Bi* or *Bii*). This may be taken <u>before or after</u> your Ice Floe Action (A).

Bi. Move Explorer and Collect an Item

You may choose to move 1 of <u>your own</u> explorers in a turn. Movement between ice floes using the flat, un-broken edges is FREE; however, to move across broken edges (pack ice ridges), across the sea, or past polar bears, you will need to use rope or fish from your rucksack (see 'Using Items for Movement' on page 3).

pack ice ridges

free movement edges

Movement between land (Alaska, Siberia) and ice floes carries no additional cost. Explorers may also enter and leave Diomede Islands at no extra cost; but beware: polar bears may also land here!

❉ To move between adjacent stations in <u>Alaska</u>, explorers must pay 1 rope - or 1 fish, if the sea space adjacent to these stations is empty (see also 'Using Items for Movement' on page 3). Explorers may NOT move across open land in Alaska, ie: they may not move across the *Stars & Stripes* from Mitletukeruk to Ikpek Lagoon.

❉ At <u>the end</u> of your explorer movement, you may collect 1 item (rope or fish) from the space where your explorer stops. Place this item on a free space in your rucksack for use in <u>later</u> turns; the item may NOT be used for further movement in this turn. Your rucksack will hold up to 3 objects.

❉ When an explorer reaches any station in Siberia, she MUST stop <u>immediately</u>; she may NEVER move on from here.

❉ If you choose not to move any explorer, you may collect 1 item from an ice floe already carrying one of your explorers.

❉ No space on the board (except the Siberian stations) may contain more than 2 explorers at the end of explorer movement. Explorers may pass through a space with 2 other explorers, but may NOT stop there.

Bii. Go Fishing (the same as *Rii* below)
(discard this rope to supply)
Instead of moving and/or collecting an item (*Bi*), an explorer may use a rope to 'go fishing'. Exchange 1 rope from your rucksack for 2 fish from the supply.
Discard the rope to supply. This completes your Explorer Action.

❋ *What if there are no objects left in the supply?*
No object can be taken - or added to a newly discovered ice floe.
❋ *Can I have two of my own explorers on the same space?*
Yes, except in Siberia.
❋ *Can I move my explorer after collecting an item?*
No. Collecting 1 item is the final part of Explorer Action.
❋ *Do I have to move the maximum possible distance with my explorer?*
No, you may move any distance up to the full distance, using any of the items already in your rucksack at the start of your turn.
❋ *Can I move another player's explorer during my Explorer Action?*
No. The only time you may move another player's explorer is during Ice Floe Actions *Ai (move)* & *Aii (rotate)*, and then only if you have an explorer on the same ice floe as the other player's explorer.
❋ *Can I discard an object that I don't need or want without using it?*
Yes. You may discard items from your rucksack at any time, to make room for preferred items. Leave your discarded items on the current ice floe - available for others to collect.
❋ *Can I move one explorer and collect with another?*
No. Sorry.

At the end of your turn, play moves clockwise to the next player.

Using Items for Movement

In your turn, 1 explorer may move FREELY across the flat, un-broken edges of the ice floe tiles (avoiding polar bears). However, to help your explorers cross the strait faster, during your turn you may use any rope/fish which is in your backpack <u>at the start of your turn</u>.

Uses for ROPE

Ri. Cross 1 pack ice ridge
(leave rope on anchor point)
Each ice floe contains pack ice ridges - indicated by 2 or 3 broken edges. To cross 1 pack ice ridge (or between adjacent stations in Alaska) with an explorer, you must use 1 red rope from your rucksack. Take the rope from your rucksack and <u>leave it anchored to your start point</u> (which may be land or ice) for following explorers to collect. Then move your explorer across the pack ice ridge (or Alaskan hills) onto the new space.
❋ You may continue to move the same explorer after crossing, or you may stop on the new space (land or ice).
❋ <u>To cross 2 adjacent pack ice ridges</u>, you must use 2 rope from your rucksack. Anchor both these to the start point.

Ri: The black explorer has used 1 rope to cross the pack ice ridge. The rope is left anchored to the start floe. The yellow explorer has used rope to cross between Alaskan stations.

Rii. Go Fishing (the same as *Bii* above)
(discard this rope to supply)
Instead of moving and/or collecting an item (*Bi*), an explorer may use a rope to 'go fishing'. Exchange 1 rope from your rucksack for 2 fish from the supply. Discard the rope to supply area in Siberia.

Uses for FISH
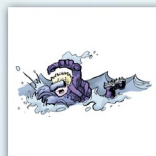
Fi. Swim 1 sea space *(discard this fish to supply)*
As part of her trek, an explorer may eat fish to gain energy enough to swim across the open waters of the Bering Strait. This action is part of continuous movement.
Pay 1 fish from your rucksack to the supply and move the explorer across 1 sea hex from space to space (land or ice).
❋ An explorer may NOT swim more than one consecutive sea hex; however, she may swim to an ice floe or to land, walk across this space and then swim again to another ice floe or land space. Pay 1 fish for each swim. Your explorer may NOT end any movement turn in the sea!
❋ If entering or leaving the sea involves crossing pack ice, you must also use rope, following the rules in (*Ri*) above. If rope is used to enter the sea, it is left on the start point; if rope is used to leave the sea, it is lost and returned to the supply area in Siberia.

Fi: The black explorer has used 1 fish to swim between the ice floes and avoid the pack ice. The fish is returned to the supply.

The red player's rucksack contains 1 rope.

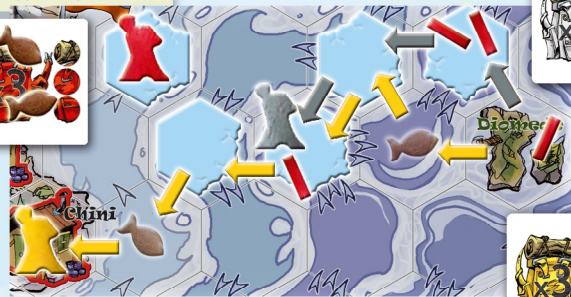The grey player's rucksack contains 3 rope.
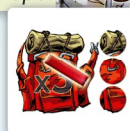
The yellow player's rucksack contains 1 rope and 2 fish.

The red explorer does not move. Instead he goes fishing, turning 1 rope into 2 fish.

The grey explorer climbs off Diomede leaving 1 rope on the islands, crosses a double ice pack leaving 2 rope, and stops to collect a fish.

The yellow explorer swims off Diomede Islands using 1 fish, walks across the ice using 1 rope, and then swims to Chini in Siberia using a second fish.
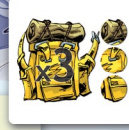
Fii. Distract 1 Polar Bear
(discard this fish to supply)
To enter a space (ice floe or Diomede Islands) containing polar bear(s), you MUST have fish in your rucksack. Use 1 fish to distract <u>each bear</u> (up to 2). Pay the fish back to the supply.

The explorer may then either:
<u>i. Continue movement to another space</u>
　　　- leaving the polar bear(s) alone:
<u>ii. Stop on this space</u>
　　　- sending the polar bear off the space (see page 4).

When you use a fish to move a polar bear, it walks or swims in the direction you choose, until it reaches another ice floe, Diomede Islands, or leaves the Bering Strait:

Polar Bear 'Bouncing'

If you move a polar bear onto a space containing 1 or more explorers [D], these explorers MUST be moved immediately to an adjacent space (or across a maximum of 1 sea hex to the next safe point).

❄ Players affected by the polar bear's arrival immediately take turns (in clockwise order starting with the active player) to move their explorer(s) out of danger. Rope and fish must be used to pay for this escape according to the rules (*Ri* and *Fi*) above.

❄ Endangered explorers may also use fish to move (or 'bounce') the polar bear on to another ice floe. All (*Fii*) rules apply, except that the polar bear may NOT be sent to an ice floe already visited during the current movement.

❄ If an escaping explorer causes a new polar bear bounce, this new bear movement is resolved first.

❄ **Nobody dies in *ICE FLOW*!** If escape from the polar bear is not possible, your endangered explorer is immediately air-lifted back to any start station in Alaska (choose carefully!).

❄ Once all explorers are safe, play returns to the active player.

Bears which swim out of the Bering Strait are returned to the supply.

Up to 2 Polar bears may share a space.

The polar bear may NOT land in Alaska or Siberia; therefore, you may not send it in this direction.

[D]

[D] ✓

Bears may land on Diomede.

❄ *Do I have to escape from the polar bear, or can I choose to be air-lifted back to Alaska?*
Air-lifting is expensive and the wait could be dangerous. You MUST escape from the polar bear immediately, if you can.
❄ *If the polar bear is 'bounced' away from my ice floe by another player, do I still have to move?*
No. You are lucky: your explorer is now out of danger.
❄ *I am carrying a fish: can I stop on a space containing a polar bear?*
You may NEVER finish your turn on a space with a polar bear.

At the end of a turn, play moves clockwise to the next Player.

GAME END

ICE FLOW ends as soon as one player gets their explorers to 3 different stations in Siberia. This player is the WINNER!

❄ As soon as an explorer reaches a Siberian station, she MUST stop; she cannot move on from here.

❄ The Siberian stations are the only spaces on the map which will hold more than 2 explorers; however, they may NOT contain more than 1 explorer of any given colour.

Alternative Game End

For a quicker game, aim to get 2 explorers back to different stations in Siberia.

PLAYER TURN
Your turn is divided into TWO possible actions:

A. ICE FLOE ACTION
(you MUST choose 1 of these)

Ai. Chart an Ice Floe Movement
Aii. Measure an Ice Floe Rotation
Aiii. Discover a New Ice Floe

Actions A & B may be taken in either order

Bi. Move and Collect
(or stay and collect)
Bii. Go Fishing

B. EXPLORER ACTION
(you MAY choose 1 of these)

SUMMARY

USING ITEMS FOR MOVEMENT
Each item has two potential uses:

uses for ROPE

Ri. Cross 1 Pack Ice Ridge
or between Alaskan stations
(leave rope on anchor point)
Rii. Go Fishing
(discard rope to supply)

Fi. Swim 1 open sea space
(discard fish to supply)

Fii. Distract 1 Polar Bear
(discard fish to supply)

uses for FISH

You may hold up to 3 objects on your rucksack card.

CREDITS