

Frost Bitten!

A piecepack port of Milton Bradley's "Polar Dare!"

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Requirements:

Players: 2-4

Time: 20 minutes

Materials: One piecepack

Introduction:

A new "Ice Age" has struck the planet!

Ice floes are circling the oceans, allowing Antarctic penguins to drift into the territory of Arctic polar bears.

Get your penguins safely from the South Pole to the North Pole across drifting ice floes whilst watching out for a hungry Polar Bear.

This is a piecepack port of Milton-Bradley's "Polar Dare!"

Recommendations:

1. The game board is best setup on a smooth/shiny surface, to allow for easy sliding of tiles.
2. You may want to make a custom dice/spinner, as referring to the Tables can be repetitive. Label the faces with either Penguin/Polar Bear symbols and accompanying numbers, or 'P(Penguin)'/ 'B(Bear)' and accompanying numbers [e.g.: P2, B3 etc.], see Table 1.

Setup:

The game board is bordered by two immovable 'Poles'; South (Start) and North (Finish) Poles. The South Pole is made up of all 4 'null' tiles. The North Pole is made up of 4 matching (with South Pole) '5' tiles.

There are four (numbered 1-4) movable 'Ice Packs', each made up of four (suited) individually movable 'Ice Floes'. These are evenly spaced between the poles. The movement boundaries for the packs/floes are marked by the 'Line of Latitude' pawns. All ice packs/floes start on their southernmost movement boundary. Leave a very small gap between tiles of the same ice pack, for ease of movement.

Each player chooses a suit and collects three 'Penguins' of that suit and places them on any of the South Pole tiles (more than one penguin can be on each tile). The remaining pawn is the 'Polar Bear' and is placed on any tile on the North Pole.

Only one dice is used, with its' own customised results (see Table 1).

Diagram 1 - Setup

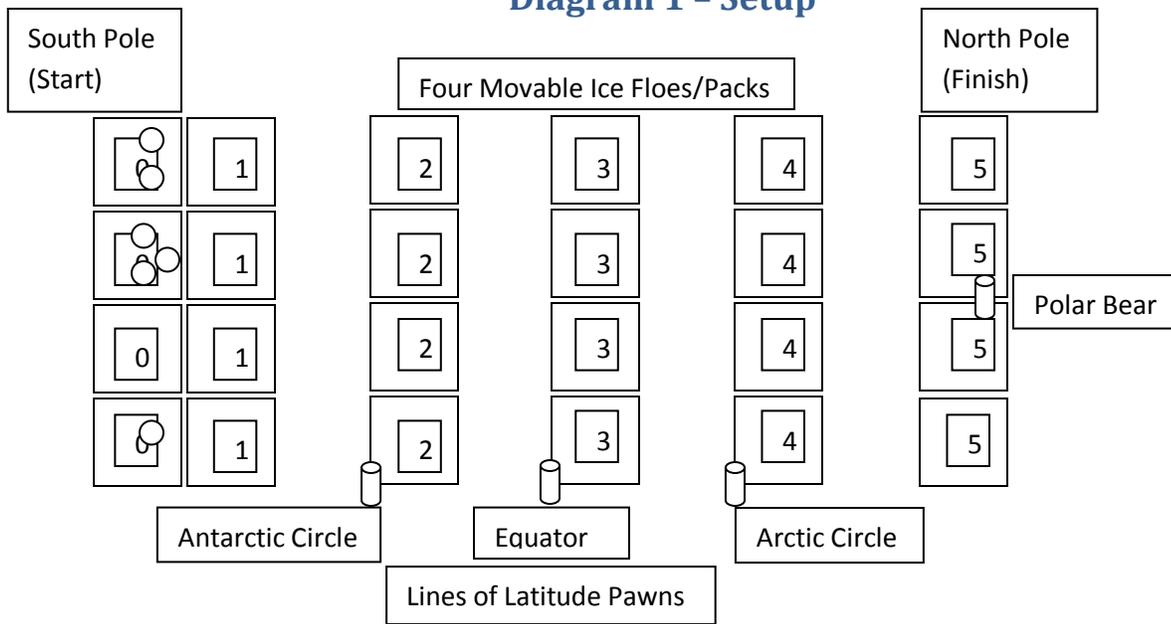


Table 1 - Die Rolls

Roll	Result
0	Bear "3"
1	Penguin "3"
2	Penguin "2"
3	Penguin "3"
4	Penguin "4"
5	Penguin "4"

Play:

Choose a player to go first, who then rolls the dice. See Table 1 for results.

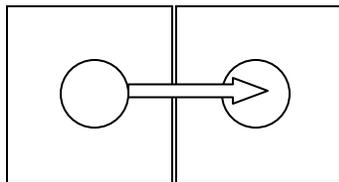
Players **must** move the full amount shown on the dice.

If a 'Penguin' 2, 3 or 4 is rolled then it is a "**Penguin Roll**". The player may move Penguins, Ice Floes, or combinations of these.

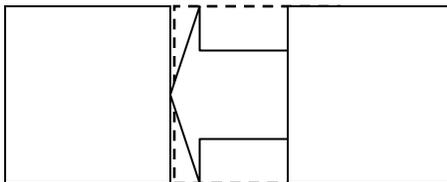
If a 'Polar Bear' 3 is rolled then it is a "**Polar Bear Roll**". The player may move the Polar Bear, Ice Floes, or combinations of these.

Play rotates to the left.

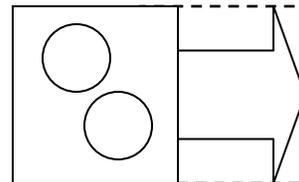
Die Roll Movement Examples



Moving Penguin/Polar Bear



Moving an empty Ice Floe



Moving a loaded Ice Floe

Penguin Rolls:

Penguin Rolls involve 2, 3 or 4 moves.

One move can be any of the following:

- Move a penguin from pole to *adjacent* ice floe (or vice versa),
- Move a penguin from one ice floe to an *adjacent* ice floe (horizontally or vertically, *not diagonally*),
- Slide an ice floe forward or backward towards either pole, dependant upon the 'Line of Latitude' movement boundary (no ice floe can go outside it's boundary). The ice floe can be either empty or carrying penguins.

Complete any combination of the above, to move the full amount of the dice. Turn is then over.

Note 1: You may only move another players' penguin by moving an ice floe that they are on.

Note 2: Ice floes may only have a maximum of 3 penguins on it. Suits make no difference.

Note 3: Once a penguin moves off the South Pole onto an ice floe, it cannot return to that pole.

Polar Bear Rolls:

All Polar Bear Rolls involve three moves.

Try to move the Polar Bear away from your penguins and towards your opponents' penguins!

One move can be any of the following:

- Move the polar bear from pole to *adjacent* ice floe (or vice versa),
- Move a polar bear from one ice floe to an *adjacent* ice floe (horizontally or vertically, *not diagonally*),
- Slide an ice floe forward or backward towards either pole, dependant upon the 'Line of Latitude' movement boundary (no ice floe can go outside it's boundary). The ice floe can be either empty or carrying the polar bear.

Complete any combination of the above, to move the full amount of the dice. Turn is then over.

Note 1: You may not move an ice floe with penguins upon it.

Note 2: Once a Polar Bear moves off the North Pole onto an ice floe, it cannot move onto either pole.

Polar Bear vs. Penguin(s):

When the Polar Bear lands on an ice floe with penguin(s), all penguins must return to the South Pole and start again. The Polar Bear may move onto more than one penguin-occupied ice floe per turn, sending

home penguins every time. If a penguin moves onto a Polar Bear-occupied ice floe, then penguin is sent home.

Winner:

The first player to get all three of their penguins safely to the North Pole.

Variants:

1. **Polar Bear Alert:** Roll according to Table 2/3. Polar Bear has more frequent moves. Watch Out!

Table 2 – Polar Bear Alert Die Roll

Roll	Result
0	Bear "3"
1	Penguin "3"
2	Penguin "2"
3	Penguin "3"
4	Penguin "4"
5	Roll again as per Table 3

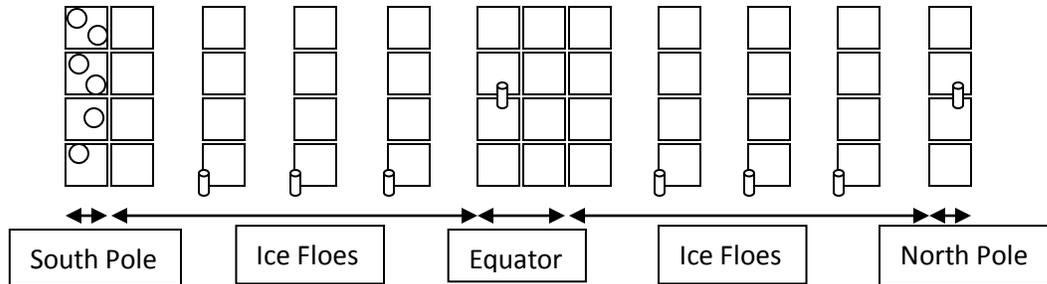
Table 3 – Additional Roll

Roll	Result
0,1,2	Bear "4"
3,4,5	Penguin "4"

2. **Homesick Penguins:** In order to win, penguins must return to the South Pole after first reaching the North Pole. On the outward trip point the coin directional marker towards the North Pole. Once reached, rotate and point towards the South Pole for the return journey. Eaten penguins return to the South Pole and must restart the entire journey.
3. **Global Warming:** Remove one ice pack (all tiles from a single number) from the game board, so that there are only three moveable packs. Allows for a shorter game, but increases the luck factor.
4. **Mega Ice Age:** The size of the board is doubled with the addition of a second piecepack set. It is setup according to Diagram 3. The two tile wide equatorial ice pack (North Pole of 'set one' and

South Pole of 'set two') does not move. Two die are used per roll. Two polar bears, one starts at the 'Equator' and the other one the 'second' North Pole.

Diagram 3 – Ice Age Setup



5. **Pack Ice:** Ice floes are not restricted in their longitudinal movements, provided there is sufficient space. Ice floes must still stay in the same colour line of longitude.
6. **Deep Freeze:** Same rules as for 'Pack Ice', with the addition of allowing ice floes to also move latitudinally, provided there is sufficient space. Ice floes are no longer restricted to the same colour line.

Version History:

[10/03/2009] v 1.0 First draft.

Links:

<http://www.boardgamegeek.com/boardgame/1267>

(Polar Dare! Boardgamegeek page, includes link to rules pdf)

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