

POLAR RUSH!

The exciting game of arctic adventure

Rules of Play

2 to 5 Inuit • Ages 6 and Up

Contents

- 5 Little Inuit figurines
- 1 Custom dice
- 1 Kayak token
- 6 Harpoon tokens
- 1 Double-sided Starter Ice Floe board
- 7 Double-sided Mid-section Ice Floe boards
- 1 Double-sided Home Ice Floe board
- 11 Movement tiles: 2 Igloos, 1 Crack, 1 Kayak, 1 Harpoon, 1 Polar Bear, 1 Sled, 1 Arctic Hare, 1 Puffin, 1 Seal, 1 Fishing Hole

Object

In Polar Rush use your memory to turn over movement tiles and cleverly navigate your Inuit across the ice floes back to the igloo. The player whose Inuit reaches the igloo first wins!

Set Up

- To make the game board, take the Starter Ice Floe board, the Home Ice Floe board and 5 random Mid-section Ice Floe boards, and join them all together edge to edge in the play area (as shown in the diagram). The Starter Ice Floe board and the Home Ice Floe board must be at opposite ends of the game board.
- Shuffle the 11 Movement tiles and spread them out face down next to the game board within reach of all players.
- Take the Kayak token and the Harpoon tokens, and place them next to the game board.
- Each player chooses an Inuit figurine and places it on the Starter Ice Floe board in the empty space of ice.
- The player who feels the coldest takes the dice and starts the game. Then, play continues clockwise.



How to Play

On your turn, follow these 3 steps:

1. Roll the dice

Roll the dice to see how many Movement tiles you can turn over.

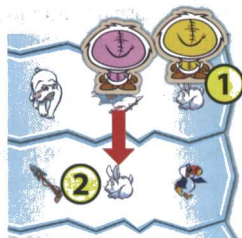
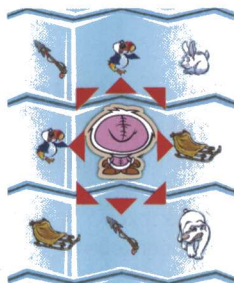
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2. Turn over Movement tiles and move

Turn over the same number of Movement tiles as the number shown on the dice, but **one at a time**. Turn over the first tile. If the tile you turned over matches the picture on a free adjacent space to where your Inuit is currently standing, **you must move your Inuit to this adjacent space**. A free adjacent space means **one space forward, sideways, diagonally and even backward** that isn't currently occupied by another player's Inuit. If there isn't a matching picture adjacent to where your Inuit is currently standing, or the space is occupied by another player's Inuit, you remain where you are. Next, turn over the second tile and move your Inuit again. Continue in this manner until the total number of tiles you have turned over matches the number shown on the die.

Note: On the Starter Ice Floe, all spaces are considered adjacent for your very first move.

Example: Susan (pink) rolled a 3. She turns over one Movement tile. It's an Arctic Hare. There are two adjacent spaces with an Arctic Hare. However, Roberto's Little Inuit (yellow) is standing on one of the Arctic Hares (1). Therefore, Susan **must** move her Little Inuit backwards to the Arctic Hare behind her (2). Susan then turns over another Movement tile and continues her turn.



Some Movement tiles can help or hamper your Inuit's movement. These are explained below:



Harpoon tile

If you moved to a space with a Harpoon picture, you may collect a Harpoon token from the pile of Harpoon tokens next to the game board. The Harpoon token will come in handy if you turn over a Polar Bear tile in the future.

Note: You can only possess 1 Harpoon token. If you already have a Harpoon token, you cannot take another.



Polar Bear tile

If you reveal a Polar Bear you can only move there if you possess a Harpoon token. The Polar Bear doesn't need to be on an adjacent space, but it must be on a free space on the Ice Floe immediately in front of you, on your current Ice Floe, or on the Ice Floe immediately behind you. Return your Harpoon token to the pile of Harpoon tokens next to the game board and then move your Inuit to the Polar Bear. If you don't possess a Harpoon token, you remain where you are.





Sled tile

If you moved to a space with a Sled picture, the **next space** you move to does not need to be adjacent, **but** it must be on the Ice Floe immediately in front of you, on your current Ice Floe, or on the Ice Floe immediately behind you. This could be on your current turn (if you haven't yet turned over the total required Movement tiles) or on your next turn (if you are standing on the Sled picture at the start of your next turn).

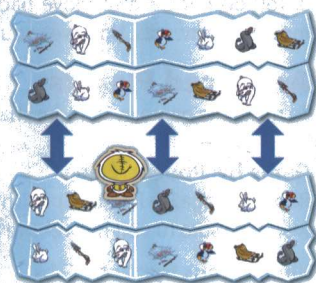


Example: Dammi's Little Inuit is standing on a Sled. He turns over a Fishing Hole tile. He can move his Little Inuit all the way to the Fishing Hole on the Ice Floe immediately in front of him.



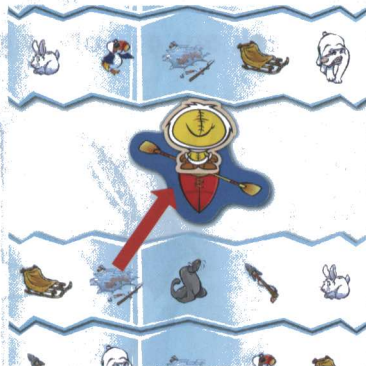
Crack tile

If you reveal a Crack, you must either separate two adjacent Ice Floes to create a gap, or bridge a gap by bringing two previously separated Ice Floes back together. There can be more than one gap created during the course of the game. After creating or bridging a gap, you may then continue your turn if you haven't yet turned over the total required Movement tiles. Then, when you finish your turn and have turned the tiles back face down, shuffle all the Movement tiles thoroughly. To cross a gap, the only way is by Kayak.



Kayak tile

If you want to cross a gap, you need to reveal a Kayak tile. Take the Kayak token and place it in the gap, then place your Inuit on the Kayak token. When your Inuit is on the Kayak token **all spaces** on the Ice Floe immediately in front of you and Ice Floe immediately behind you are now considered adjacent.



Note:

- If the next tile you turn over is the Polar Bear tile, you still need to possess a Harpoon token to move to it.
- If the Kayak token is currently being used by another Inuit, you cannot cross the gap. Instead, you must remain where you are. You cannot bridge a gap if there is currently an Inuit on the Kayak token in that particular gap.



Igloo tile

To win the game, your Inuit needs to reach the Igloo on the Home Ice Floe. If your Inuit is on a space adjacent to the Igloo, you can win the game by turning over one of the Igloo tiles.

3. Turn Movement tiles back face down

When you finish your turn, turn all the face up tiles back to the face down position. Be careful not to mix the tiles up or to move them. They must remain where they are (unless you turned over the Crack tile).

Ending the Game

The first player to reach the Igloo wins the game!

Easyplay Rules for Younger Inuit

To play Polar Rush with players younger than 6 make the following changes:

1. The Sled, Harpoon and Polar Bear tiles do not have any special actions any more. If you move from a Sled, it can only be to an adjacent space. If you move to a Harpoon, you do not collect a Harpoon token. If you move to a Polar Bear, it can only be to a Polar Bear on an adjacent space.
2. Remove the Harpoon tokens from the game. To move to a Polar Bear, you do not need a Harpoon token anymore.
3. You do not have to move backwards. Players can now choose to remain where they are instead of moving backwards. However, you must still move your Inuit forward, diagonally forward, or sideways.

Advanced Players

To make the game even more challenging, add 1 or 2 more Ice Floe boards to the game board.

Game by: Roberto Fraga

www.fragames.com

Roberto Fraga is a French-Spanish game designer of some of the most unique, wacky, and fun games in the world! Be sure to visit his website to see more of his entertaining creations.

Illustrations by: Wesly Gibs

www.drawtheline.nl

Wesly Gibs is a Dutch illustrator and designer, based in Amsterdam, The Netherlands. He creates art in a variety of styles ranging from cartoony, realistic, figurative to abstract designs. He uses several techniques including vector base design, hand drawing and digital painting.

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Immerse yourselves in the lives of five little Inuit rushing across the arctic, avoiding a variety of dangers, to get back to their igloos before a fierce blizzard arrives! Roberto Fraga has brought us a game that is not only exciting and loads of fun, it also teaches us about the arctic environment, tests our memory and strategic thinking, and is a challenge for young and old alike! Here's a handy tip: Try to carry a harpoon with you as often as possible.



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