

JÄÄ SULAA



Melt Away - Game Rules



JAA SULAA



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Introduction

A new day has begun on the polar ice cap.

A penguin family is enjoying another gorgeous Antarctic day. Mother penguins have spent all morning teaching their little ones to swim, and they are already diving into the icy water and learning to catch fish. But it is not as easy as it looks, and only the most skillful penguins are catching prey.

The ice has begun to melt under the relentless midday sun, and blocks are starting to fall off. The little penguins suddenly find themselves in trouble as they float further and further away from their mother. Your mission is to get the little ones safely back to their mother.

But be aware danger lurks in the deep waters! Ollie the Orca is nearby, and is once again harassing the poor penguins!

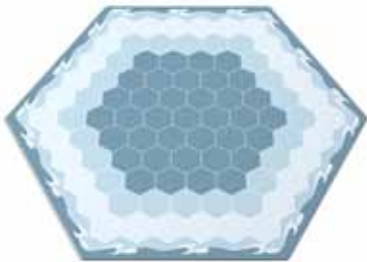
Hurry! Get the little penguins to safety before the ice melts!



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Game contents

Game board:
The Antarctic Ocean



Rulebook



91 ice block tiles
(+ 5 spares, 1 of each)



24 penguin figures, a mother and 5 smaller penguins in four different colors








Game set-up

Each player takes 5 smaller penguins and 1 mother penguin of a single color.
On the face-up side of the ice block tiles are different pictures. Depending on how many players are playing, take the indicated amount of tiles of each type. Put the rest of the tiles back in the game box.

Descriptions of these actions can be found on page 9.

Number of ice block tiles to be used:

						Sum
Two player game	6	6	2	2	21	37
Three player game	12	12	4	4	29	61
Four player game	18	18	6	6	43	91



In a two-player game, the game area is the dark blue area.

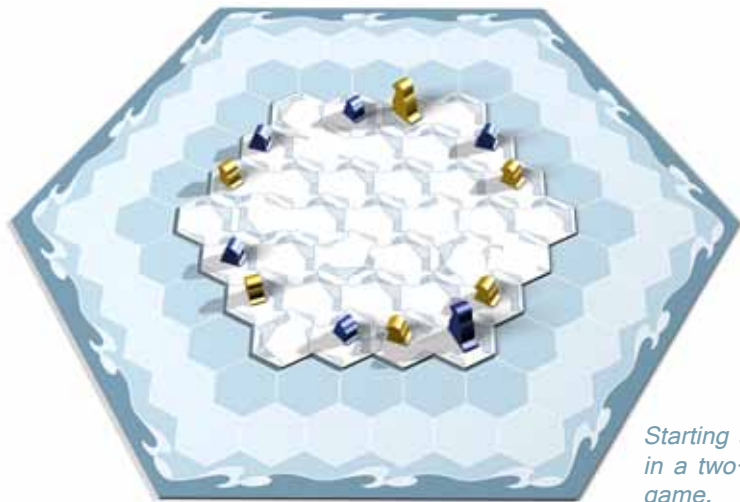
In a three-player game, the light blue area is added to the game area.

In a four-player game, the whole area of the board is used, including the light color areas.

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Turn the selected amount of ice block tiles face down on the game board. Shuffle them well, and place them on the applicable spots on the board. In a two-player game, tiles are only placed in the middle part of the board. In a three player game, they are also placed on the following outer rim area, and in a four-player game they are placed on the whole board.

The youngest player starts. In turn, each player places one smaller penguin at a time onto an ice block on the edge of the game board. During the initial set-up, a smaller penguin cannot be placed in the corners of the game board. There can be only one penguin of a certain color on one edge of the board (but there can be many different colored penguins on one edge). When all of the smaller penguins have been placed, place the mother penguins in a similar way on the outermost edges of the board. The mother penguins may also be placed in the corners.



Starting situation in a two-player game.

Playing the game

The goal of the game is to get the smaller penguins safely around the mother penguin, so that the babies are standing on ice blocks surrounding their mother. (see picture on page 10) The youngest player starts, and the game proceeds in turns in clockwise order.

During a player's turn, **two** things always happen:

1) **The removal of an ice block tile:** The player removes one vacant (meaning no penguin is standing on it) tile from the game board (see actions on page 9).

2) **Moving:** There are **three** ways to move, of which the player must choose one: A step, switching places and floating on an ice block.



Picture 1

A step:

The player moves her own smaller or mother penguin one step to an adjacent empty ice block tile. No penguin may pass through another penguin standing on a tile, and there can never be two penguins on the same ice block tile at the same time. (see picture 1).

Switching places:

A mother and a smaller penguin that are currently standing next to each other on adjacent ice block tiles can switch places. This action is equivalent to taking a step (see picture 2).



Picture 2

Sailing on an ice block:

The player may move one ice block tile across the water. This player must have his or her own colored penguin (mother or smaller) on top of it (see picture 4 on page 8).

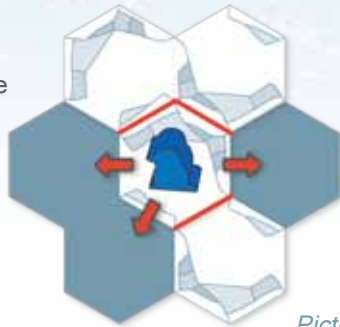
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The player may move one ice block tile across the water. In order to move, this tile must be free to move, meaning it can not be connected to other ice block tiles from opposite sides (see picture 3).

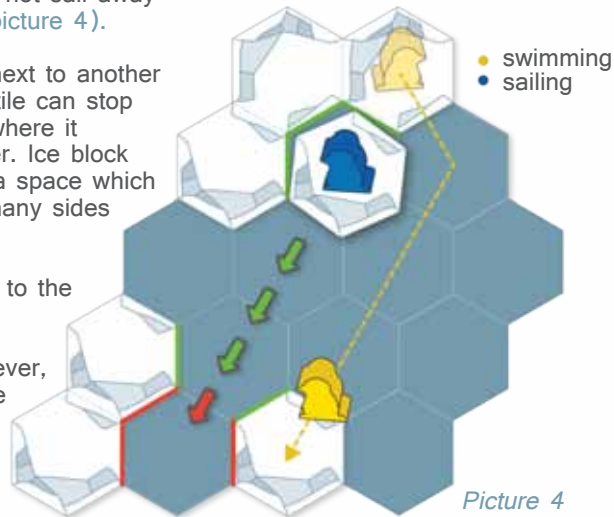
An ice block can only sail when half of the ice block has access to open ocean (three adjacent sides are unobstructed). The ice block always moves in a straight line and it can move as many spaces as desired. The space where an ice block tile stops must be one where the ice block tile remains free; meaning it cannot move to a space from which it could not sail away from again next turn. (see picture 4).

If it is not possible to stop next to another ice block tile, the ice block tile can stop somewhere along the way where it remains surrounded by water. Ice block tiles may not pass through a space which is not open on sufficiently many sides (three sides).

An ice block can also move to the edge of the game board, because the edges of the board are open water. However, you are not allowed to move outside of the game board (in the 2 and 3 player game).



Picture 3



Picture 4

The actions of the Ice Block tiles:



The sun melts more ice. **Immediately remove a new ice block tile.** The action on this new tile immediately takes place. If this action is also a sun, another ice block tile is removed from the game, and so on.



Fish is the penguins' most important food, and it gives you extra energy. **You can move one extra step.** In other words, you are allowed to carry out any of the three different movement options twice. You may use one movement action with one penguin (smaller or mother) and the other on another, or you may use both movement actions on the same penguin.

Examples:

- The player's smaller penguin takes a step, after which it sails away on the ice block.
- The player's mother and smaller penguin switch places, after which the mother moves one step.
- The player's smaller penguin moves two steps.



The Orca is one of the natural enemies of the penguins, and it has just shown up to disturb the smaller penguins' fun. **You may move any (1) of another player's smaller penguin** onto any unoccupied ice block tile on the board.



A penguin is clumsy while walking, but in the water it moves fast and smoothly. **You may swim with your mother penguin or one of your smaller penguins from one ice block to another.** You can move your penguin any distance through open water. You may take one turn during the journey. A penguin can only swim if it is currently standing next to open water.



Empty tile: **No action.**

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Ending the game and scoring

The game ends when one player gets all his smaller penguins safely around their mother, or when the last empty ice block tile is removed from the board. When this occurs, the players' points are calculated and the player with most points wins the game.

Players obtain points in the following ways: For every smaller penguin standing next to its own mother, the player receives one point. For every smaller penguin that is of another color standing next to a mother penguin, the player whose mother penguin it is deducted one point.



The maximum amount of points that can be obtained in the game are 5, and the minimum possible score is -6 (negative six) (which would occur if a player's own mother penguin was completely surrounded by other players' smaller penguins).

Game variants

Saving an action tile:

The players may agree that they are allowed to keep one tile containing a fish-, sun-, or swimming action. Instead of having to play it immediately, the player can use the action at a later stage when he or she draws/picks up an empty tile.

Further variant:

The saved action can be changed, meaning that you can also use the action when you turn another action tile, keeping that new tile for later use.

Playing without special actions:

The game can also be played without using the actions at all, treating all ice block tiles as empty.

Game play for younger (6-8 years) players:

Younger players can play the game with a slightly easier set of rules. This means that every player starts the game with only four smaller penguins. Additionally, players are not deducted points for other players' smaller penguins standing next to their own mother penguin.

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For true board game
fans by Finnish
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The die serves as a measure of authenticity.

The green 'Roll D6' die included is for novelty purposes only, and serves no purpose during gameplay.

Happy gaming!

