POLAR ESCAPE

save the last penguin

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Polar escape

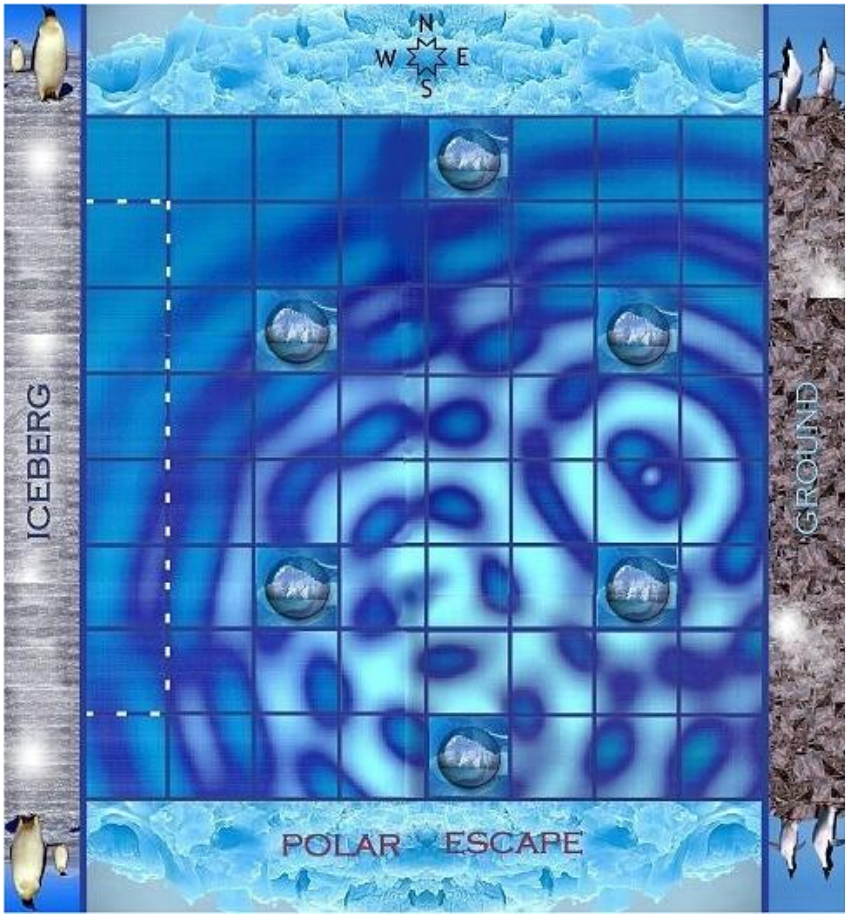
Save the last penguin

THE GAME

A terrible ecological disaster happens in Antartica: a cargo shipwreck sheds in the sea a huge quantity of oil. The penguins, caught on an iceberg, try to reach the dry land avoiding the lethal contact with the water, that is jumping on the floating ice sheets.
In the game each player represents a penguin. The penguin who first reaches the dry land wins the game.
The number of players can range from 3 to 6.

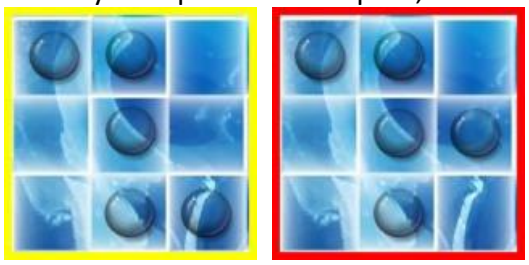
THE GAME BOARD

The game board, that is the sea space between iceberg and dry land, is a 8x8 squares table.
On the board a move on the direction West-East is **horizontal** (that is along the **rows**), and is said **advancing**, while on the direction North-South is **vertical** (that is along the **columns**).
For a given square, the **adjacent** squares are those that can be reached in one step, horizontally or vertically. For a given square, the **neighbouring** squares are the adjacent squares plus the diagonals at one step.
In the sea there are also 6 **small icebergs**, as obstacles on the way of the ice sheets.

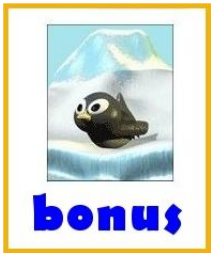


THE ELEMENTS OF THE GAME

On the game board each player is represented by a penguin of a given color.
For every color there are 6 **ice sheet cards**, each of different shape, containing **5 round platforms,** corresponding to the single steps of the penguins.
The other elements of the game are **sea lions** and **seals**, which assault the ice sheets to save themselves, and **12 bonus cards**.
Instead of the traditional die, the random element that determines the number of penguins' steps, and any unexpected in the path, is handled as shown below.



ice sheets cards

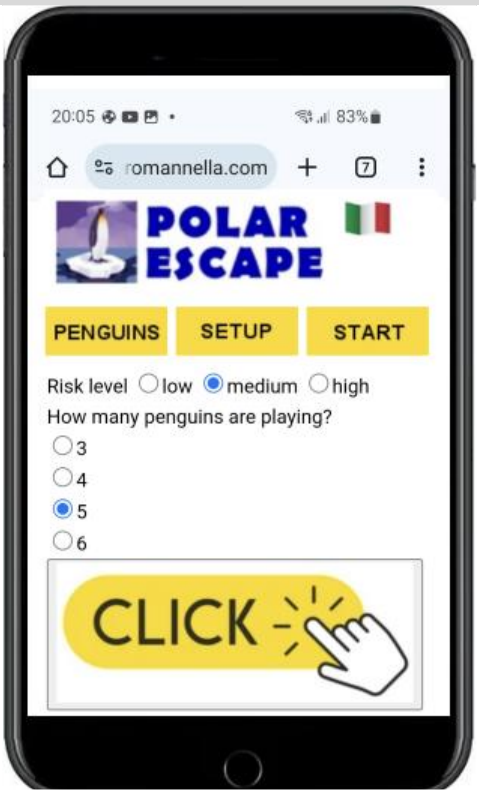


bonus

THE RANDOM ELEMENT

The game is designed as a balance between randomness and strategy. For a large number of players (5-6), the interaction is high and thus the randomness element can be reduced. Conversely it increases when the number of players is small (3-4). To manage this complex randomness the common dice is replaced by the web app at www.geromannella.com/PE
Such an app will have 3 options:

With **PENGUINS** you set the number of players and the risk level	With **SETUP** you choose the player who starts	With **START** you start playing



THE BEGINNING OF THE GAME

In the beginning each player chooses his own penguin and **3 ice sheet cards** of the same color of the penguin. At the start all the penguins are on the iceberg on the left of the game board.
From the app you set the number of players and choose the player who starts the game and the direction of rotation of the games. Then you enter the "START" menu.
The **first player's first play** (and **only that one**) is made by clicking and placing one's own ice sheets in the first column, in the square corresponding to the number drawn, counting the squares from the beginning of the **dashed area** (from above or below)
After this unique play, all the other plays are done as described in the next paragraph.

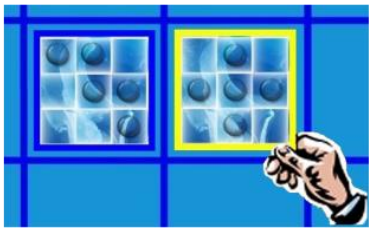
THE GENERIC PLAY

The generic play can be **only one** of the following actions:

1. Placing an ice sheet
2. Moving forward an ice sheet
3. Taking the bonus
4. Moving the penguins on the ice sheets

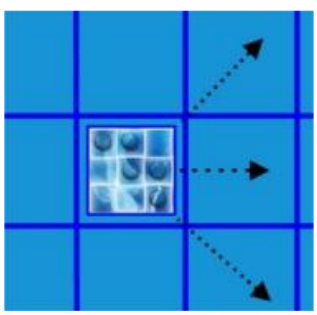
<u>1. Placing an ice sheet</u>

The player places one of his own sheets on a free square adjacent to a sheet already present.
It's not allowed to concatenate in horizontal sheets of the same color, except they are in the **last two columns**.
It is not possible to have more than **one ice sheet of the same color in the last column**.



<u>2. Moving forward an ice sheet</u>

The player moves his ice sheet on a **neighboring square**. The ice sheet must be **free** of penguins.



3. Taking the bonus

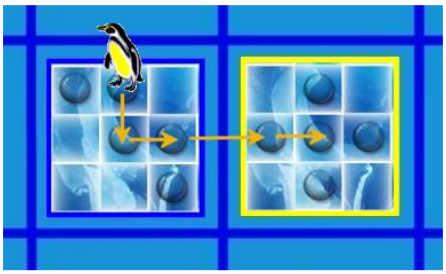
The player on his turn **can give up** making moves. In that case he gains **1 bonus card**.
The bonus can be used in several ways.
With **1 bonus** card it's possible to correct of 1 point the value of the click, both in excess and in defect. **It is cumulative**, for correcting more points in one play.
With **1 bonus** card you can avoid **eviction** by the ice sheet owner (see below).
With **2 bonus** cards it's possible to choose from the pack a new ice sheet card, before your turn to play.
With **2 bonus** cards it's possible to make 2 moves.
After the use the bonus must be given back.

4. Moving the penguins on the ice sheets

You press the click.

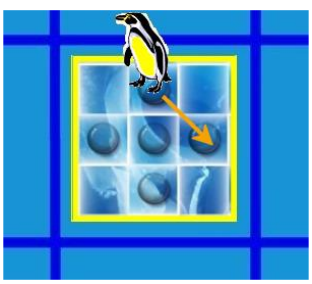
A) A number from 1 to 6 comes out

The player moves the penguin on the ice sheets, **counting the number of round platforms**, as given by the click, 1 step = 1 platform.
The move on the ice sheets can in case **jump over** squares with penguins inside, but it has to complete on a free platform.
If the only available platform is not free, you may press the click again only **once**.
If the number rolled is greater than the number of steps available, or the steps lead to an unwelcome platform, you stand still.
If two ice sheets have platforms adjacent, it's possible to move from an ice sheet to the another.



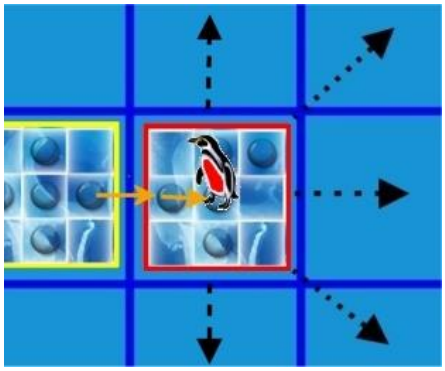
The click gives 4: example of move in 4 steps (platforms), crossing adjacent ice sheets.

It's **not allowed** to move the penguin on **diagonal**.



Move not allowed

If the penguin's move is completed on one of his ice sheets, that is, of the **same color**, after the move the ice sheet with the penguin on it can advance 1 step on a **neighboring** square (**combined move**).

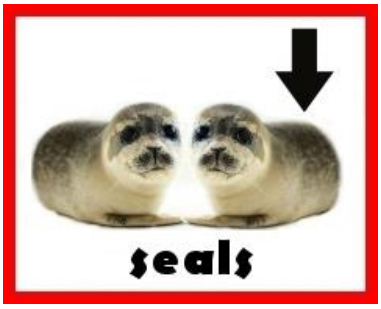


Example of combined move

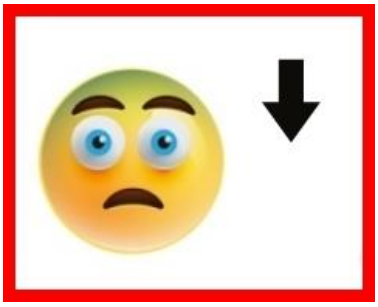
B) The unexpected event happens

UNEXPECTED NEGATIVE EVENTS

The next player in the round places the sea lion on a platform of one of your ice sheets.



The next player in the round places 2 seals on 2 platforms on his choice on the ice sheet where your penguin is or on neighboring platforms.

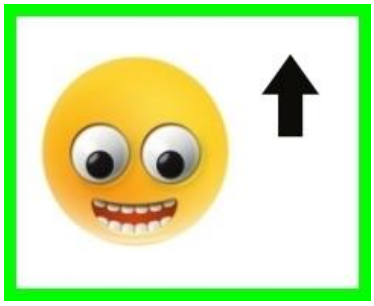


You lose 1 bonus card (if you have it)

UNEXPECTED POSITIVE EVENTS

You place the sea lion on a platform of a player of your choice.

You place 2 seals on 2 platforms on the ice sheet where another player's penguin of your choice is, or on neighboring platforms.



You get 1 bonus card

The **constraints of unexpected events** are as follows:

- As long as the **sea lion** is present on an ice sheet, neither the penguin nor the ice sheet can be moved, nor can other penguins pass over the ice sheet.
  To get rid of the sea lion you must invest **2 bonus cards** before making the play, or stand still 1 turn
- The number of **sea lions** cannot exceed the number of penguins (i.e., if it is equal, and a new sea lion comes out, it has no effect)
- If the number from the click moves the penguin to a platform occupied by a **seal**, the penguin cannot go to that platform, and if it has no other choices it remains still.
  To get rid of 1 seal you must invest **1 bonus card**
- An ice sheet with seals on it cannot advance, but it can be **rotated** or **recycled** (see free moves)
- Sea lion and seal **cannot coexist** on the ice sheet, i.e., if there is already a seal, you cannot place a sea lion (and vice versa)
- If the **unexpected event is positive**, after doing what is prescribed, the player can click again until the numerical sortie

ADVANCED MOVES

In the previous paragraph we described the benefit of the **combined move**, that is possible when a penguin completes the advancing on his own ice sheet.
However, there are 2 possible variations:

- If on the ice sheet there are **guest penguins** the move in advancing will have for them the effect of **eviction**, that is they will be forced to leave the ice sheet. In doing eviction, **before** the owner moves forward its ice sheet every guest penguin will move on a chosen platform of a **backward ice sheet**, following the sequence of plays, in the case of several guest penguins.
  If the ice sheet is on the first column, evictees return to the iceberg.
  In the absence of backward ice sheets, the owner of the advancing ice sheet chooses where to move the evicted guest penguin.
  If the guest penguin exhibits **1 bonus** it can **avoid eviction**.
  An ice sheet with a **sea lion** cannot advance.

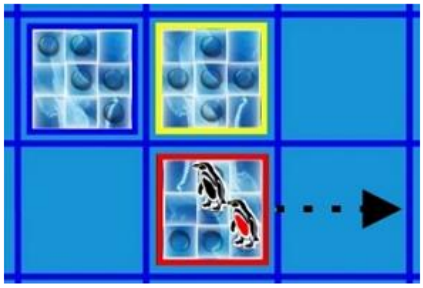


fig.1

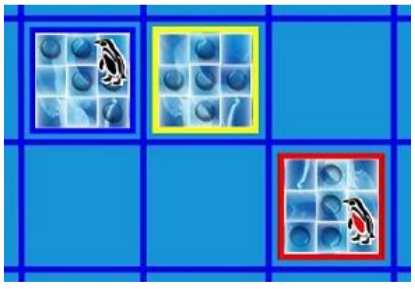


fig.2

Example of eviction with red penguin (owner) and black penguin (guest)
The red penguin lands on an ice sheet of its own, so it can advance one square (fig.1)
Before moving, the black penguin leaves the ice sheet to position itself on the first one behind (fig.2)

- If the move of the ice sheet finds the way blocked by some obstacles (other ice sheets or icebergs) or by game constraints, it's possible to **exchange** the position of the ice sheet in advancing with a neighboring one, provided that the latter is **free of penguins**.
  This exchange **cannot be done** on the **last column**.

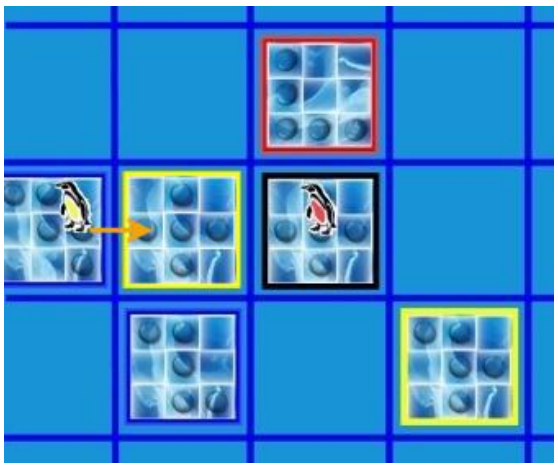


fig.1

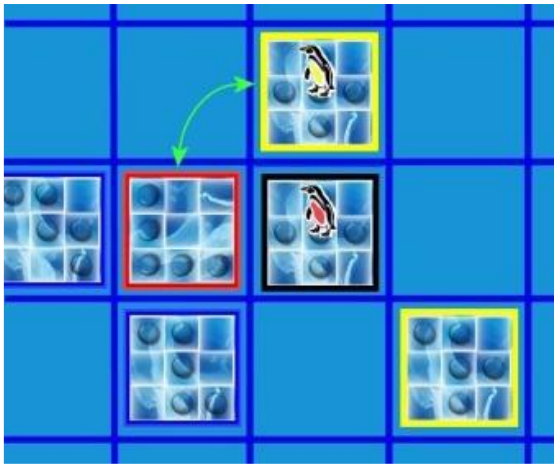


fig.2

In the example the yellow penguin in advancing arrives on a yellow ice sheet, so its ice sheet could advance of 1 step on next column (fig.1). The ice sheet cannot move to the center, because there is the red penguin, and it cannot move in the lower free square, because it's not possible to concatenate in horizontal ice sheets of the same color. Anyway, it can exchange position with the upper free ice sheet (fig.2).

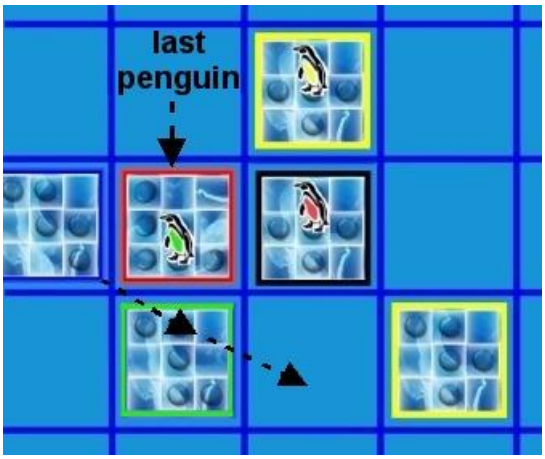
FREE MOVES

There are some moves that can be done freely, also **more than one**, just **before** the generic play. They are the following:

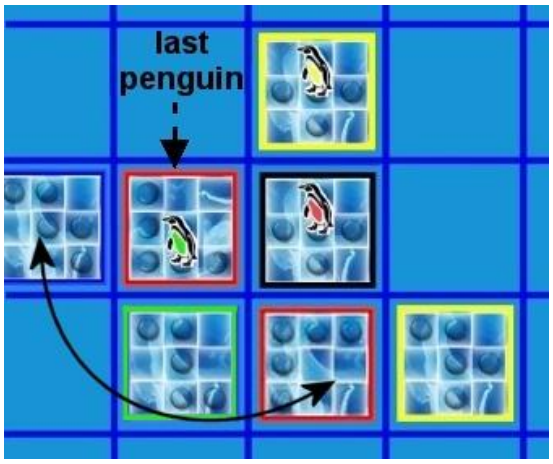
1. **Rotate one's own ice sheet, or another's ice sheet if without penguins**
2. **Move an ice sheet of 1 square backward or along the column, if without penguins**
3. **Recycling rearguard ice sheets** (described in the following)

If the progression forward of the penguins leaves some free **ice sheets in rear position**, that is **behind the column of last penguin**, the owner of those ice sheets on his turn can do the **recycling**.
It is made moving forward the rear ice sheets of at most 2 squares, in case **jumping over** intermediate ice sheets or icebergs, to reach a free square (**simple recycling**).
In this move, **using 1 bonus**, you can exchange your own ice sheet for one in the target square, if it has no penguins (**recycling with exchange**).

Also doing the free moves it's not allowed to concatenate in horizontal ice sheets of the same color, except they are in the last two columns.



simple recycling



recycling with exchange

WHO WINS

The penguin who **first reaches** the dry land wins.
In this move, the last transit must be done **on the ice sheet of its own color**.
Last click has to make the penguin **stop exactly** in the square of dry land. This means that:

- If the click gives a number equal to the number of steps needed, the penguin will win
- If the number is less than the remaining number of steps, the penguin will advance of the given number of steps
- If the number is more than the remaining number of steps, the penguin will not move but it will receive a bonus for next turn, possibly to correct next number from the click
- if the penguin is on the **last column the unexpected events will be invalid**, i.e., it can repeat the click until a number comes up

In the example red penguin only needs a 4 to reach the dry land.
Besides 4, if the click gives 5 or 3, and the player has 1 bonus, his penguin can reach the dry land the same.
In case he hasn't bonus:

- if the click gives a number less than 4 he will advance of that number of steps
- if the click gives 5 or 6 the penguin will remain on the place, but the player will gain 1 bonus to use on next turn.