

IGLOO POP



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**The game that makes you enjoy the cold!
for 2-6 cool ice giants aged 7 and up.**

The young ice giant has a big problem: he wants to buy fish sticks, but he cannot remember how many and he has nine shopping lists in his basket.

So he goes from igloo to igloo and shakes each. In each he listens to the delicious fish sticks bouncing off the igloo walls. When he thinks that the igloo in his hand has the same number of fish sticks as one of his shopping lists, he takes it home.

When he gets home, there are no fish sticks in the igloo. Instead, wild and laughing Eskimo children tumble out of the igloo. Excitedly they shout, "Shake us again!" "That was great fun!" "This is super", thinks the young ice giant. "Now, I have found some new friends to play with!" And, he promptly forgets all about his shopping lists.

Contents

- 12 igloos (each with 2 halves to put together)
- 33 cards
- 60 talers (wooden chips in 6 colors)
- 90 Glass beads (some games may have a few extras)
- 12 stickers with igloo numbers from 2 to 13
- 1 rule booklet

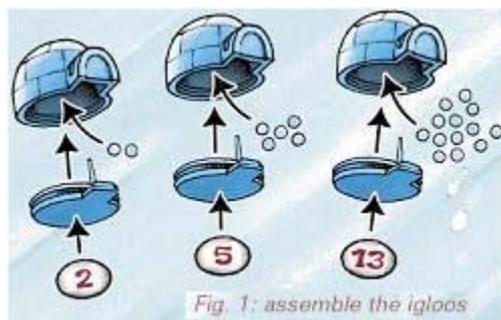


Before the first game...

NOTE: make sure you put the correct number of glass beads in the igloos before you put them together as it is very difficult to take them apart to correct a problem later.

Before the first game, carefully assemble the igloos. Put 2 glass beads in one half of an igloo. Then assemble the igloo by pushing the two halves together. Finally, put the number 2 sticker

on the bottom of the assembled igloo. Put 3 glass beads in the next igloo, push the halves together, and put the number 3 stick on the bottom. Continue assembling the igloos with 4 beads and the number 4, 5 beads with number 5, and so on, until you finish with 13 beads and the number 13 (see figure 2).



Now you can play the game!

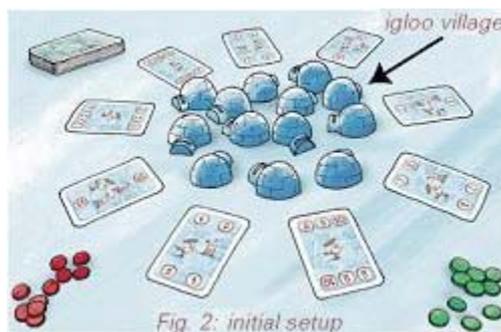
Goal of the game

The player who gathers the highest-valued cards and collects the most ice giant talers will win the game.

Preparation

Place the filled igloos in the middle of the table arranged like an igloo village.

Shuffle the cards thoroughly and place in a stack face down on the table. Draw the top-most 9 cards from the card stack and place them face up in a circle around the igloo village. Each player chooses a color and takes the 10 talers in that color, placing them in his play area: the area before him on the table (see figure 3).



cards with only one number are the hardest to gather, as the players must find the exact right igloo to get the card.

Accordingly, these cards have 3 Eskimos and are worth 3 points each. Cards with 2 numbers are somewhat easier to gather as the players can choose between two correct igloos to get the card. These cards have 2 Eskimos and are worth 2 points each. Cards with 3 numbers are the easiest to gather, but have only 1 Eskimo and are worth only 1 point.

Playing the game

The youngest player counts to 3. On 3, each player, simultaneously, takes one igloo from the igloo village and shakes it. Players must always follow the shaking rules (see below) when shaking igloos.

While shaking an igloo, a player tries to determine how many beads were in the igloo, by listening to and feeling the vibration of the glass beads tumbling inside the igloo. If he believes the number of beads inside the igloo does not match any of the numbers on the face up cards around the igloo village, he returns the igloo to the igloo village. If he believes that the number of beads inside the igloo matches one of the number on the face up cards, he puts one of his talers in the notch in the igloo to mark the igloo as "his" and puts the igloo on the card (see figure 5). When a player has returned the igloo he shook to the igloo village or placed it on a card, he may take and shake another igloo from the igloo village. As long as there are igloos in the igloo village, any player with talers may take an igloo, shake it, and place it as described above on one of the face up cards.

Players may place more than one igloo on each card.



The round ends when all igloos have been placed on the face up cards or when no player wishes to shake and place any further igloos.

The shaking rules:

- Each player may only take and shake one single igloo at a time.
- A player, after shaking an igloo, must either place the igloo with one of his talers on one of the face up cards or return the igloo to the igloo village.
- A player may not place an igloo in his play area or any place outside the igloo village or on a face up card.
- A player may not look at the bottom of the igloo.
- A player may not place an igloo on a card without one of his talers.
- Once an igloo is placed on a card, it may not be further moved nor shaken.

- When a player has no more talers, he may not shake or place igloos.
- A player may only use his own talers when placing an igloo. Talers collected from other players are only victory points - they may not be placed with igloos.

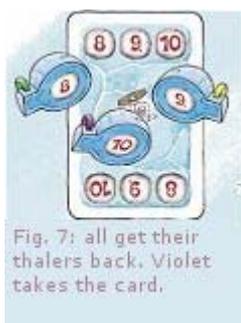
Next, the players check the igloos on all cards that have igloos on them, in clockwise order (the players may choose any card to start the checking). For each card with igloos, the players compare the number(s) on the card with the number(s) on the igloo(s) on that card by turning the igloos up-side-down. The possible outcomes are detailed below.

1. There is just one igloo on a card:

- If the number on the bottom of the igloo exactly matches one of the numbers on the card, the player whose taler is on the igloo takes the card and his taler (see figure 6), putting them in his play area. He returns the igloo to the igloo village.



- If the number on the bottom of the igloo does not exactly match one of the numbers on the card, the taler is returned to the box and the igloo to the igloo village (figure 7). The card remains where it is.



2. There are several igloos on a card:

- If all the igloo numbers exactly match one of the numbers (not necessarily the same number) on the card, the player whose taler is in the highest numbered igloo takes the card, putting it in his play area. All players take their talers back, putting them in the play areas (see figure 8).



- If only one igloo number exactly matches one of the numbers on the card, the player whose thaler is in this igloo takes the card, his thaler, and all his opponent's thalers from the other igloos on the card, putting these in his play area. He returns all igloos from the card to the igloo village (see figure 9).



- If some, but not all the igloo numbers exactly match one of the numbers (not necessarily the same number) on the card, the player whose thaler is in the highest numbered igloo takes the card, putting it in his play area. He also takes his opponent's thalers from the igloos on the card whose numbers do not exactly match one of the numbers on the card. If an igloo number exactly matches one of the numbers on the card, the player whose thaler is in that igloo take his thaler, putting it in his play area. The players return all igloos to the igloo village .

When the players have checked the igloos on all the cards with igloos, gathered the cards they deserve, collected the thalers they have earned, and returned the igloos to the igloo village, they shuffle the igloos in the igloo village, draw cards from the card stack to replace those taken, and play another round. Again, the youngest player counts to 3 to start the new round.

Game end

The game ends in two ways:

The game ends after the round, which started without a complete set of 9 cards surrounding the igloo village.

The game ends at the end of a round if one or more players have no thalers of their own left.

Now the players determine who won: each player counts the Eskimos on the cards they gathered. To this number, each adds the number of thalers they have (both theirs and their opponents'). The player with the most points is the winner! If players are tied

with the most points, the player among them who gathered the most cards is the winner. If there is a tie of gathered cards among those with the most points, the player among them with the most opponents' talers is the winner!

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developed at Zoch Verlag

Copyright: 2003

authors: Heinz Meister, Klaus Zoch

Illustration & Layout: Victor Boden

Published in English by

Rio Grande Games

PO Box 45715

Rio Rancho, NM 87174

Drucken