Data & Temperature

Rescue Polar Bears

10+ | 1 - 4 | 30-60 min

Recent years have seen a continued rise in temperatures around the globe. In the arctic, the last of the world's icebergs are melting and polar bears are facing the risk of extinction. In **Rescue Polar Bears** players are members of an international scientific organization. Their goal is to collect data about climate change to inform and persuade governments to take action to save our world. At the same time, they also seek to prevent polar bears from sinking into the arctic waters. Each player commands a science and rescue ship on the Arctic Ocean. As long as the players collectively gather enough data, they win together. However, if too many polar bears sink into the water, everyone loses.

Goal of the Game

Winning the Game

Players must collect 20 **Data Tokens** (15 **Data Tokens** in a 2 player game).

Losing the Game

If either of the following occurs, all players lose immediately.

1. Any polar bear sinks into the ocean and players have no remaining **Helicopter Tokens** for an emergency rescue.
2. After *Ice-Melting*, the temperature is higher than 20 degrees.

Set-Up

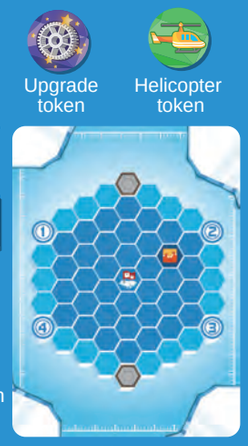
The list of all game components and the rule for a solo game is at the end of this rule book. This section teaches how to set-up a basic game.

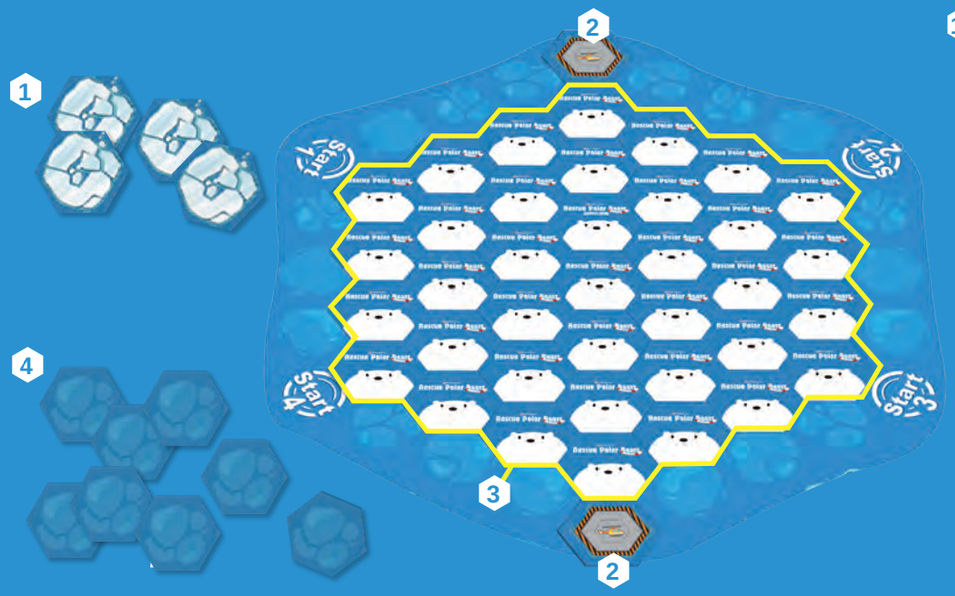
1. Put the **Game Board** in the center of the table. Put the four **Ice float Tiles** back into the box as you don't need them in a basic game.
2. Place the two **Base Tiles** on the hexagons at the top and bottom of the **Game Board**.
3. Shuffle the remaining 37 **Hexagon Tiles** face-down and randomly place them on the **Game Board** to form the play area.
4. Flip all of the **Hexagon Tiles** face-up and remove all the **Ocean Tiles**. Only the **Ice Tiles** and **Support Tiles** remain on the **Game Board.**
5. Place the **Polar Bears** onto the **Hexagon Tiles** according to the following chart. Put the remaining **Polar Bears** next to the **Game Board** as the *Polar Bear Supply*.

	Bear cub	Bear cub	Mother and child	Couple	Family	Number in the supply
Male				1	1	1
Female			1	1	1	2
Bear cub	1	1	1		1	4

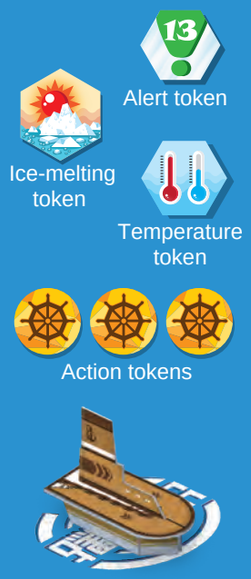
6. Place the 6 **Upgrade Tokens** onto the *Data Track* marked spots numbered 3/6/9/12/15/18. In a two player game, use only 4 **Upgrade Tokens**. Put them on numbers 3/6/9/12 of the *Data Track*.
7. Place 3 **Helicopter Tokens** onto each **Base Tile**.
8. Shuffle the 37 **Position Cards** to form a *Position Deck*. Place the *Position Deck* on the indicated corner of the **Game Board**.
9. Put the **Location Flag** onto the center **Hexagon** (the flag has no effect in gameplay but makes it easier to find where to place **Data Tokens** according to **Position Cards**).
10. Flip a **Position Card** face-up from the *Position Deck* and place a **Data Token** onto the corresponding **Ice Tile** or **Hexagon**. Discard the **Position Card** into a discard pile near the *Position Deck*.

    Example: If the **Position Card** to the right is drawn, place a **Data Token** onto the **Ice Tile** or **Hexagon** as shown below.
11. Shuffle the 10 **Support Cards** to form a *Support Card Deck*. Place this deck on the indicated corner of the **Game Board**.

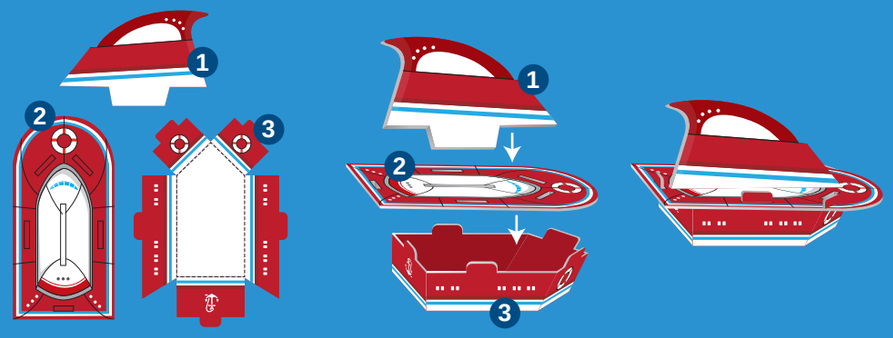




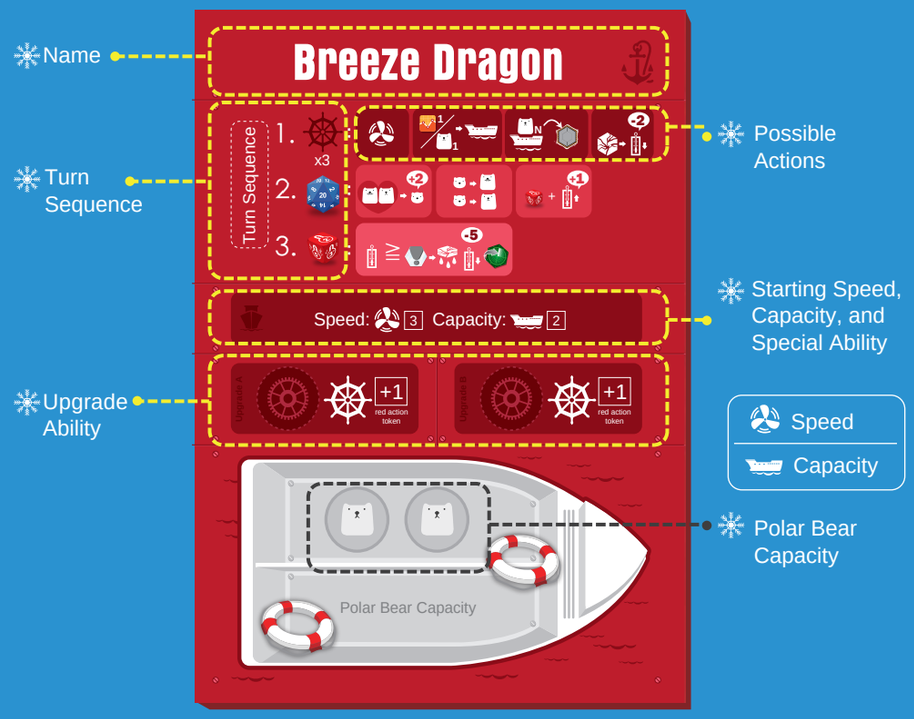
12. Shuffle the 20 **Alert tokens**. Put them face-down in the indicated corner of the **Game Board** as *Alert Token Supply*.
13. Randomly flip an **Alert Token** face-up. Place it on the spot of the *Temperature Track* with the matching number. Example: If the #13 **Alert Token** is flipped, place it on the 13th spot of the *Temperature Track*.
14. Put the **Ice-melting Token** on the **Ice Tile** which has the same number as the current **Alert Token**.
15. Place the **Temperature Token** on the 8th spot of the *Temperature Track*.
16. The first player will be the player who feels the hottest. The first player takes the 3 **Action Tokens**.
17. The first player randomly draws a **Ship Board**. Place the corresponding **Rescue Ship** on the *1st Starting Position*.
18. In clockwise order, each of the remaining players draws a **Ship Board** and places the corresponding **Rescue Ship** on the *2nd, 3rd and 4th Starting Positions* respectively.



Assembling the Rescue Ship



Ship Board Anatomy



Turn Order

A player's turn consists of the following 3 phases after which play continues clockwise. Players take turns until the winning or losing condition(s) are met.

1. Action Phase

In the *Action Phase* the current player may take any of following actions: *Sailing, Loading, Unloading,* or *Ice-breaking*. After completing each action, pass an **Action Token** to the next player. When all 3 **Action Tokens** have been passed to the next player, move on to the *Reproduction Phase*.

Possible Actions:

Sailing

Sailing allows you to move your **Rescue Ship**. The number of **Hexagons** you may move onto and/or through are limited by the speed of your ship.
(For example: **Breeze Dragon** can move up to 3 **Hexagons** when *Sailing*.

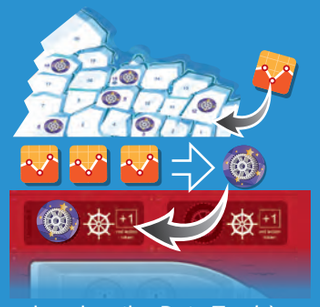
When moving your **Rescue Ship**, you may not pass through any **Base Tile** or **Ice Tile**. You may move onto and/or through the **Ocean Hexagons** (including the outermost light-colored **Ocean Hexagons**) and **Support Tiles**. You may move through a **Hexagon** occupied by another **Rescue Ship** but you may not end your movement there.

If you end your movement on a **Support Tile**, remove the tile and draw a **Support Card.** (Descriptions of the **Support Cards** are listed in the appendix.)

If you end your movement on an **Ocean Hexagon** containing a **Data Token**, you may collect the **Data Token** immediately without spending another action.

If you end your movement on a **Support Tile** containing a **Data Token**, first collect the Data Token (without spending another action) and complete any **Rescue Ship** upgrade (if an upgrade is triggered) and then draw and resolve the effect of a **Support Card**.

Data Tokens and Upgrades



When a player gets a **Data Token**, place it on the next number of the *Data Track*. If the 20th**Data Token** (15th in a 2-player game) is collected, the players win immediately.

For every 3 **Data Tokens** collected by the players, 1 **Upgrade Token** is rewarded.
(At the beginning of the game, the **Upgrade Token** are placed on the *Data Track*.)

The current player must decide which of the players' **Rescue Ships** to upgrade (this should ideally be a group decision, but the current player has final say). Place the **Upgrade Token** on the chosen **Ship Board** and choose an upgrade ability to activate. The player may use this ability immediately if able. If the ability is a one-time use, resolve the effect immediately.

Note: Each upgrade ability on any ship can only be activated once unless otherwise stated.
Note: Resolving the upgrade effect may interrupt a player's turn. If this happens, the player needs to completely resolve the effect before taking their next action.

After collecting a **Data Token**, if there are no **Data Tokens** in the play area, flip a **Position Card** from the *Position Deck* and put a **Data Token** on the corresponding **Hexagon**. If the new **Data Token** would be put on a **Hexagon** containing a **Rescue Ship**, discard the **Position Card** and draw a new one.

Normally, there will only be 1 **Data Token** on the board. However, some **Support Cards** and upgrade abilities place multiple **Data Tokens** in play. In these cases, players will draw new **Data Tokens** only after the last **Data Token** already in play is collected.

Support Tiles and Support Cards

A player may only activate 1 **Support Tile** in his turn. If the player ends movement on another **Support Tile** in the same turn, the **Support Tile** will be removed without rewarding a **Support Card**.

The ability of a **Support Card** must be used immediately and cannot be saved for future turns. A player may, however, choose not to use the ability of a **Support Card**. It does not require any action to use a **Support Card**. (For detailed explanation of the effect of the **Support Cards**, see the appendix.)

Loading

Data token or Polar bear

Loading allows you to collect one **Data Token** or **Polar Bear** on an adjacent **Ice Tile**. Remember: **Data Tokens** on an **Ocean Hexagon** or a **Support Tile** can only be obtained by ending your movement there. If you choose to take a **Polar Bear** on an adjacent ice tile, place it onto the loading area of your **Ship Board**.

Important: Remember your **Rescue Ship** has a maximum capacity. If your **Rescue Ship** is at full capacity, you may not load **Polar Bears**. (Collecting **Data Tokens** does not affect your capacity.)

Note: Adjacent **Ice Tiles** are those on any of the 6 Hexagons surrounding your **Rescue Ship.**

Unloading

Polar bear

Unloading allows you to place ALL **Polar Bears** on your **Rescue Ship** back to the *Polar Bear Supply*. This action may only be taken when your **Rescue Ship** is on an **Ocean Hexagon** adjacent to a **Base Tile**.

Ice-breaking

Ice-breaking allows you to clear **Ice Tiles** from the **Game Board**. When taking this action, choose an **Ice Tile** adjacent to your **Rescue Ship**. Any **Polar Bear** on the chosen **Ice Tile** must flee to an adjacent **Ice Tile** (see fleeing below). Remove the **Ice Tile** and return it to the box. Next, move the **Temperature Token** down by 2 degrees.

If the chosen **Ice Tile** has the same number as the **Alert Token** on the *Temperature Track*, remove the **Alert Token** and draw a new one placing it on the spot of the *Temperature Track* with the matching number and move the **Ice-melting Token** to the **Ice Tile** with the matching number.

Caution: *Ice-breaking* may cause the game to end more quickly.

New Alert Token

Normally, when removing any **Alert Token** from the *Temperature Track*, flip over a new **Alert Token** from the *Alert Token Supply*. Place the new **Alert Token** on the spot of the *Temperature Track* with the matching number.

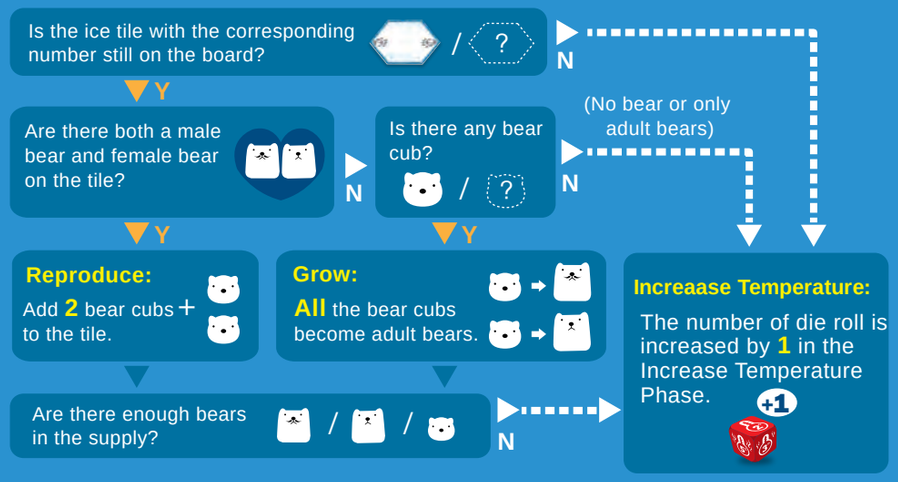
However, some effects of **Support Cards** or **Rescue Ship** special abilities may cause players to flip **Alert Tokens** face-up in the *Alert Token Supply*. In that case, when an **Alert Token** is removed from the *Temperature Track*, you MUST choose to replace it with an **Alert Token** already face-up. You may choose a face-down **Alert Token** only after you run out of face-up tokens.

Note: Sometimes the **Ice Tile** matching the number of a new **Alert Token** has already been removed (i.e. from previous Ice-breaking). In this case, immediately remove this **Alert Token** and choose up a new one.

Remember: According to the number of the **Alert Token**, put the **Ice-melting Token** on the **Ice Tile** with the matching number as a reminder.

2. Growth and Reproduction Phase

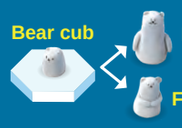
Roll the blue **20 sided die**. Check which **Polar Bear(s)** are on the **Ice Tile** with the matching number. Resolve the die roll according to the following flow-chart (also available on the player aid).



When Reproducing: Place 2 bear cubs from the *Polar Bear Supply* onto the tile with the matching number. But beware! The maximum number of **Polar Bears** an **Ice Tile** can hold is 3. If, when placing cubs, there are ever going to be more than 3 bears on the tile, you must place the extra bear cub(s) on adjacent tiles. If there is no space for the bear cub(s) on adjacent tiles they sink into the ocean and must be rescued by removing a **Helicopter Token** from either **Base Tile**.

When Growing: Replace the bear cub(s) on the tile with the same number of adult bears. When more than one adult bear occupies an **Ice Tile** there must be at least 1 male AND 1 female bear represented. Otherwise, you may choose whether a cub grows into a male or female bear.

If the outcome of the rolling of the 20-sided dice is Growth, replace all the bear cubs on the tile by same number of adult bears. The player may determine the number of male bears and female bears freely. However, there must be at least 1 male bear and 1 female bear after the Growth.



When reproducing or growing, if the following happens:

- There are less than 2 bear cubs in the supply when Reproducing.
- There are not enough male bears or female bears to replace all the bear cubs when Growing.
- After replacing all bear cubs with adult bears, there are only male bears or only female bears on the tile when *Growing*.

The player must follow the rules for the placing or replacing as much as possible and then add 1 to the red **6-sided die** roll in the subsequent *Increase Temperature Phase*.

3. Increase Temperature Phase

Roll the red **6-sided die**. According to the number rolled, move the **Temperature Token** on the *Temperature Track* up by that amount. If the **Temperature Token** is lower than the **Alert Token**, nothing happens. If the **Temperature Token** is higher than or equal to the current **Alert Token**, execute *Ice-melting* and select a new **Alert Token**.

Ice-melting

When *Ice-melting*, all **Polar Bears** on the **Ice Tile** matching the current **Alert Token** on the temperature track must *flee* to adjacent tiles (see *Fleeing* below). Remove the **Ice Tile** and the current **Alert Token** and put them back into the box. Lower the **Temperature Token** on the *Temperature Track* by 5 degrees. Select a new alert token.

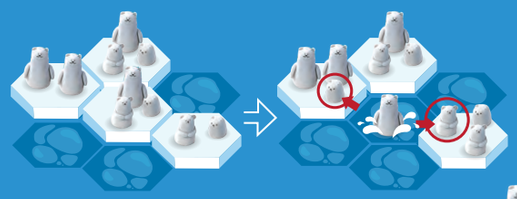
Note: If the **Temperature Token** is higher than or equal to the new **Alert Token**, *Ice-melting* will NOT occur again immediately. The *Ice-melting* condition will be checked again on the next player's turn.

*If after *Ice-melting* occurs, the temperature is higher than 20 degrees, all players lose immediately.

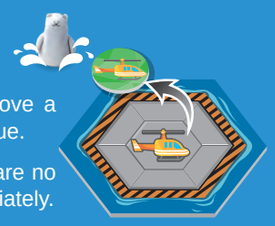
Fleeing

When *Ice-breaking* or *Ice-melting* happens, the players must move all **Polar Bears** on the original **Ice Tile** to adjacent **Ice Tile**. The current player may decide how to distribute the Polar Bears.

Remember: There can be at most 3 Polar Bears on each Ice Tile. If there is not enough space on adjacent tiles for the fleeing Polar Bears, the extra Polar Bears sink into the ocean and must be rescued by removing a Helicopter Token from either Base Tile.



Sinking and Helicopter Rescue



Whenever there is a **Polar Bear** sinking into the ocean, remove a **Helicopter Token** from either **Base Tile** for an emergency rescue.

If there are any **Polar Bears** sinking into the ocean and there are no **Helicopter Tokens** remaining, all players lose the game immediately.

Restarting

If players want to start a new game, we suggest the following set up to save time:

1. Put the **Base Tiles** back to their original **Hexagons**. (see step 2 of *set-up*)
2. Shuffle all **Ocean Tiles**, **Support Tiles** and **Ice Tiles** which have been removed from the previous game. Place them face-down on the **Ocean Hexagons** on the board. Flip them face-up and remove all **Ocean Hexagons**.
3. Proceed from the step 5 of set-up of the game.

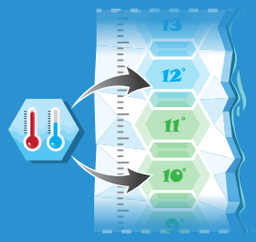
Solo Rules

A single player game is set up as either a 2, 3, or 4-player game. The player controls all the rescue ships in turn order.

Game Variants

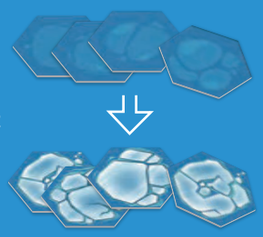
If the players complete the basic game easily, there are 3 sets of variation rules to increase the difficulty of the game, each set can be used with any other set.

It's Too Late



In step 15 of setting up a game, players may choose to put the **Temperature Token** on 10 or 12 of *Temperature Track*. If the game is still completed successfully, players may set the starting temperature even higher.

Rough Road Ahead



In step 1 of set-up, replace **4 Ocean Tiles** by **4 Ice Float Tiles**. Shuffle all the tiles and place them on the board randomly. The **Ice Float Tiles** act as normal **Ice Tiles** with the following exceptions:

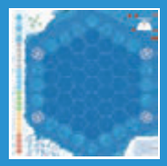
Shuffle all the tiles and put them on the board. The Ice float tiles act as normal ice tiles with the following exceptions:

1. **Ice Float Tiles** will not melt spontaneously in the game.
2. A player may still use the *Ice-breaking* action or a **Support Card** to remove an **Ice Float Tile**, however, the temperature will not be lowered when breaking a Ice **Float Tile**.
3. When the **Polar Bears** *flee*, they can not move onto **Ice Float Tiles**.

Rapid Warning

In the reproduction phase, if the result is Increasing Temperature, add 2 to the 6-sided die roll.

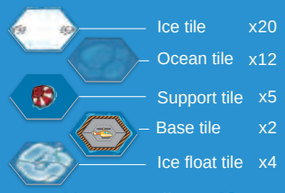
Components



Game Board **x1**

Male bears x10
Female bears x15
Bear cubs x20

Polar bears **x45**



Ice tile x20
Ocean tile x12
Support tile x5
Base tile x2
Ice float tile x4

Hexagon tiles **x43**

Rescue ships **x5**

Rescue ship board **x5**

20-sided dice **x1**

6-sided dice **x1**

Position card x37
Support card x10
Player aids x4

Card **x51**

Normal action x3

Blue action x6

Speed decreasing x2

Red action x2

Large round token **x13**

Upgrade x6

Helicopter x9

Small round token **x15**

Data x21

Square token **x21**

Temperature x1

Ice melting x1

Location flag x1

Large hexagonal token **x3**

Alert x20

Small hexagonal token **x20**

The function of wooden flag is the same as Location flag token, players choose either one to use.

Wooden flag **x1**

CREDITS

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