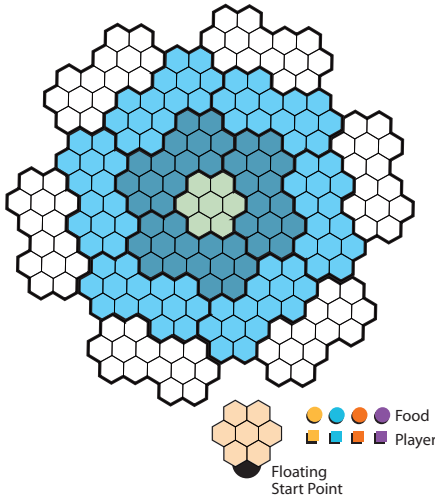


Melt!

The game of global warming and arctic survival. (Several tribes on a melting iceberg.)

Cardboard Jam October 8 - 9 2011

Mitchell N Charity • Alex Gurany • Calvin Crane Nelson III



Objective:

Player wins by having the most animals equipped with food on the final remaining iceberg.

Games can end in ties.

Set up:

Board: Hex Grid set up as shown.

Each player has animal and food pieces, and a starting floating iceberg. 7 animal, and 8 food pieces. Place animals on floating iceberg with handle. Your food is placed by other player(s). Give half your food to each adjacent player.

Initial play:

Roll dice to determine Player one. Give Player one the Melt Counter, and set it to the start (first 0).

Starting with the Player one, going clockwise, take turns placing single food pieces. 2 turns placing in outer ring (white), 3 turns in next outer ring (teal), and the rest wherever.

Next turn, each player docks their floating start point, with animals, anywhere on the outer edge.

Turn play:

Each turn consists of a round of animal movement, and a round of melting.

The player with the Counter hands it to the player on their left. They become Player one.

Player one rolls two dice. One die tells how many animals may move, and the other die tells how far (maximum). Each player decides which is which for their own animals.

Starting with Player one, each player moves their animals.

Player one increments the Counter. Again starting with Player one, each player rolls a die for melting. If the die value is less than or equal to the Counter value, the player must melt a iceberg.

Players without animals are out of the game entirely.

Movement:

Movement is optional, and you can stop early. You (an animal) can move over food, but not through other animals. You can only move your own food. When you stop to pick up food, you can't move further that turn. You can drop food. Dropping food on others' foods makes it inaccessible. When carrying food, you move half as fast (rounded up).

Melting:

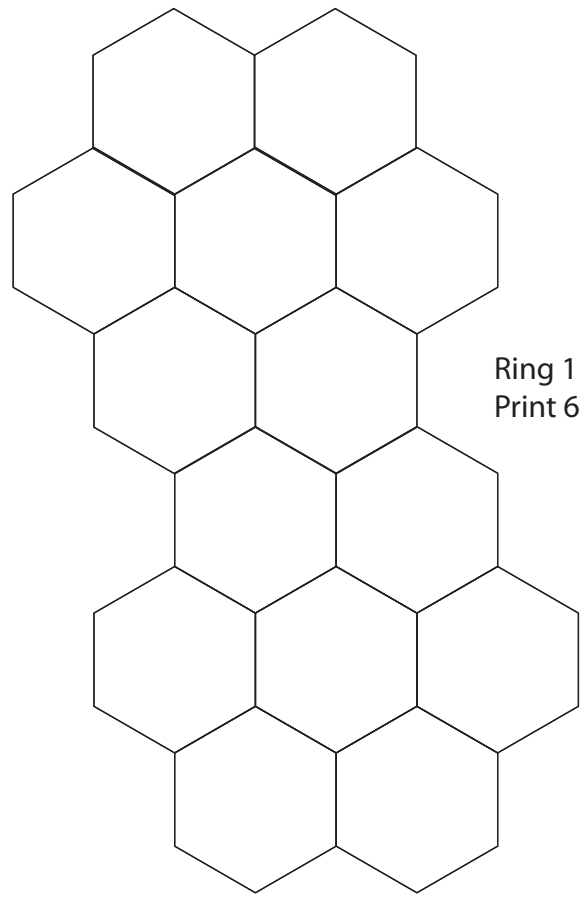
A iceberg can be melted if: (1) it can be slid out without its edges catching on other icebergs, or (2) 6 hexes are exposed to the sea AND there is no floating start point attached. All pieces on the iceberg are lost. If melting causes board to split to two pieces, the largest side of the board becomes the main playing field, and the rest are melted.

Victory condition:

On the last iceberg, the player with the most animals standing on food win. Tie is possible

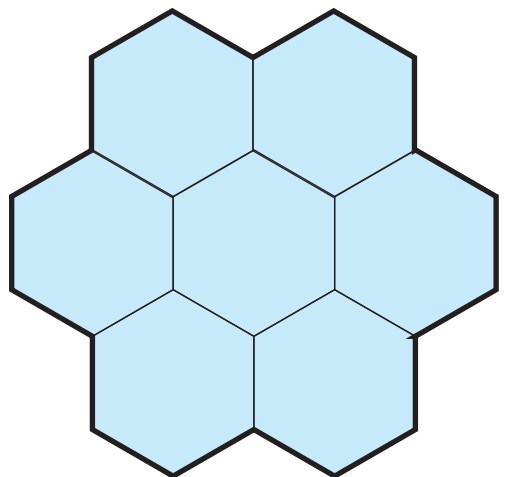
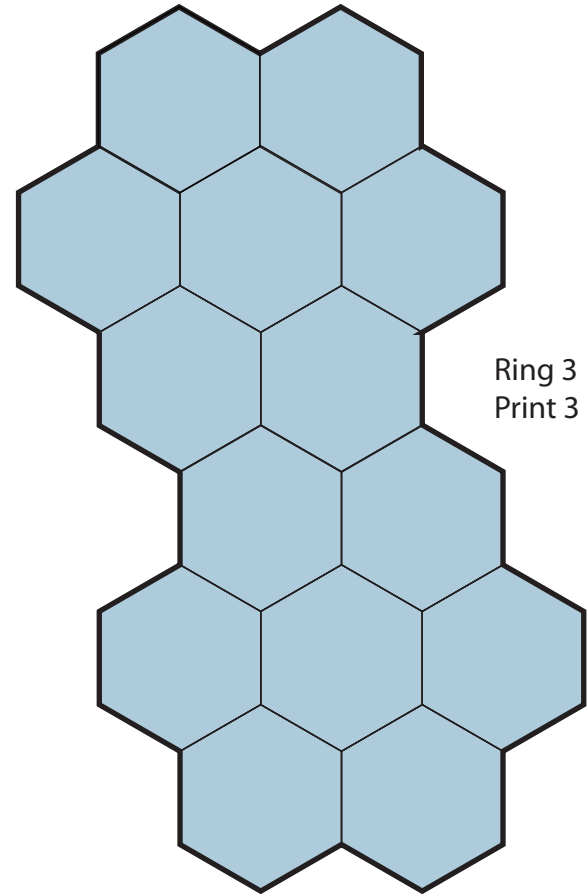
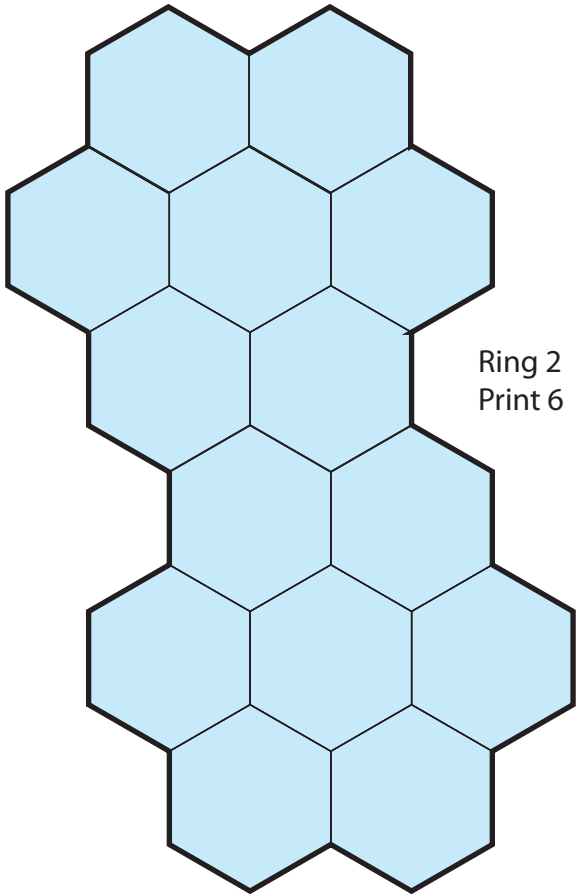
Alternative play:

- 1.) For more conflict (footless animals blocking others' food), start with 6 instead of 8 food.
- 2.) Ties can be broken by number of player pieces not on food.



START

0	0	1	2	3	4	5	6
NO MELT	NO MELT						MELT NO ROLL



Starting Bases

