



A game by Torsten Landsvogt
 Graphics designed by Ari Wong @ Jolly Thinkers
 Product Development: Arthur Au @ Jolly Thinkers
 Players: 1-5
 Age: from 8 years

Eng



The Nanuks are determined - they don't want to become sitting "bears" due to global warming. Sourcing a supply of canned fish may be a way to survive the diminishing sea ice. At least it gives them a very good reason to travel all the way from the North Pole to Germany, and party up with their doggie friends there!

Components

- 96 animal cards (3 sets of 32 different cards)
- 9 special cards (1 "hold back" card, 8 "bonus round" cards)
- 5 "-2 points" cards
- 1 rules sheet

Basic Game

Set-Up

Only the 96 animal cards will be used in the basic game. Put the other cards back into the box. Choose a player to be the dealer and do the following in order:

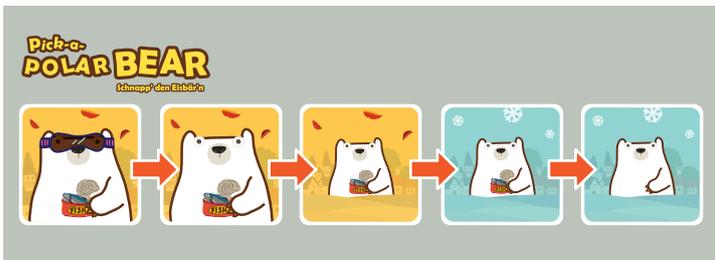
- Shuffle all the animal cards face-down and form a draw pile.
- Place one card face down in front of each player as their "Captain" card. (The players should not look at them.)
- Lay out 5 rows of 6 cards face-up, 30 in total, as the "Member" cards in the middle of the table.

Players now say "GO!" (at the same time) to start the first round of the game.

Game Play

Picking Members

On "GO!" all players simultaneously turn over their Captain card. Using one hand only, all players try to quickly grab their first Member card from the middle of the table. The first Member card a player collects must feature either no differences or only one difference when compared to his Captain card.



There are five attributes shown on each card:

- (1) Size of the animal
- (2) With/without an upright arm
- (3) With/without goggles
- (4) With/without canned fish
- (5) Color of the background

Once a player has collected his first Member card, he places it on top of his Captain card and immediately looks for another Member card with no differences or only one difference when compared to the last Member card on top of his pile. Players repeat doing this until one of them thinks that there is no appropriate Member card left that he could grab. This player immediately shouts "FREEZE!" and slaps the table. All players must immediately stop collecting Member cards, and proceed to the examination of cards.

Examination of Cards

Now the players check to see if the player who shouted "FREEZE!" really has no appropriate Member card to grab.

- If he was right, he may pick up an extra Member card from the middle of the table and add it to his winning pile.
- But if he has made a mistake and would have been able to carry on by picking up another Member card, he has to discard all the cards that he has collected during this round, including his Captain card.

Then, all the collected cards of each player are checked. The Member cards have to be examined one after another in the order of collection and must always present no or only one difference when compared to the previous Member card.

- If all cards are correct, the player places the cards he has collected in this round, together with his Captain card, in front of him as his winning pile.
- If he has made any mistake, meaning that at least one of his cards does not fit in the sequence, the player has to discard all the cards that he has collected during this round, including his Captain card.

New Round

At the beginning of a new round, each player receives a new face-down card from the draw pile as a starting Captain card. Then the dealer fills the gaps in the rows on the table with new Member cards from the draw pile. If there are not enough Member cards to fill all the gaps, the last round is played with the remaining cards only.

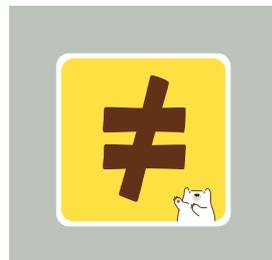
Scoring and End of the Game

The game ends immediately when there are not enough cards in the draw pile to deal each player a new Captain card. Players count the cards in their winning pile. Each card in the winning pile is worth one point. Players score no points for the cards that they have discarded. The player with the most points wins the game.

Advanced Rules

After you have mastered the basic rules, add the special cards for more fun!

Variant 1 - Hold the Leading Player Back!



The "hold back" card is brought into play after the first round. The player who has just successfully obtained the most cards in the preceding round (including both the cards he has grabbed and, if any, the extra card for correctly shouting "FREEZE!") receives the "hold back" card, placing it face-up in front of him. In the next round, this player is not allowed to grab a card that is identical to its previous

card. If he has made a mistake, he has to discard all the cards he has collected during this round, including his Captain card.

If more than one player obtains the most cards in a round, no player receives the "hold back" card for the next round.

The "hold back" card may also be brought into play even before the first round. It is assigned to the winner of the last game, if you remember who the player was.