

POLAR BEARS GO WITH THE FLOES

RULES OF THE GAME

OBJECTIVE: Work together as a team to keep the sea ice intact under the polar bear.

SET UP: Put the ice floe puzzle pieces together, place the puzzle in the middle of the board, and place the polar bear on the ice floe. Shuffle the deck of “Green Points” game cards and deal each player four cards. Shuffle the “EcoFact” and “EcoBlooper” game cards and place them on the card sheet.

RULES OF THE GAME:

1. Roll the die to determine who goes first, then proceed clockwise from player to player. On each turn you should roll the die and advance the number of squares indicated.
2. If you land on an EcoFact, pick an “EcoFact” card and read it to the rest of the team, then return it to the bottom of the pile.
3. If you land on an EcoBlooper, you have three choices.
 - ☞ Pay the number of points indicated on the square (resolving environmental problems is costly!).
 - ☞ Go back five squares. You may only use this option twice. If there are not five squares behind you, then you must choose another option.
 - ☞ Remove a piece from the ice floe puzzle (keep it with your “Green Points” cards).
4. Place all used “Green Points” cards in the discard pile on the card sheet. They can only be used once.
5. Once you are out of cards totalling the number of points you need, you may ask other teammates to contribute. More than one teammate may contribute, although no teammate has to contribute.
6. All players must reach the last square before the game concludes. Players who are on the last square may still share “Green Points” with players in need.
7. If there is at least one piece of the ice floe left for the polar bear when all players are on the last square, everyone wins. Players tally their “Green Points” left at the end of the game (each player with a piece of ice in their possession loses 10,000 points for each piece) and the player with the highest number of points remaining is the **Big Winner!**
8. If the final piece of the ice floe is removed before all players reach the last square, everyone loses, even the player with the most points.

PLAY POINTERS:

- ☞ There are many factors to be weighed, and choices to be made, when you land on an EcoBlooper. Giving up points is hard, but may allow you and your teammates to win in the end! Moving back may lessen your chances of being the **Big Winner**, but may improve the chances of everyone, including you, winning!
- ☞ You can say “No” to a teammate who asks you to contribute points. You may suggest that he/she choose the option of moving back five squares if he/she has not already done so twice.
- ☞ Don’t take it personally if one of your teammates says “No” to your request for points. They may have a different strategy than you.
- ☞ Remember that you are working together as a team toward a common goal.

Put

EcoFacts

Here

Used cards go to the bottom of the pile.

Put

EcoBloopers

Here

Used cards go to the bottom of the pile.

Put

Used Green Points

Here