



Players: 2-6+ rollers
Ages: 10+ years
Length: 30-45 minutes

Thank you for playing **Polar Roller: The Thaw & Draw Game!**
Feel free to share your cool plays and polar puns using #PolarRoller.
Have Fun & God Bless,
Justin Antezana

P.S. I owe icebergs of gratitude to my wife, family, friends & Meeples! Cafe & Games for dedicating countless hours to help me thaw & draw this game into reality.

Polar Roller: The Thaw & Draw Game

Polar Rollers, our Polar Homeland is rapidly melting; it is up to you to track each polar species as they adapt to their transforming habitat. Trace penguin paths across cliffs to connect penguin colonies. Unite orcas through melted glacier pools to form orca pods. Claim glacier clusters as hunting grounds for each polar bear. Stay frosty as you thaw glaciers & draw animals on your polar map to score the most points & win! Draw with your all as the rolling tundra thaws in Polar Roller: The Thaw & Draw Game.

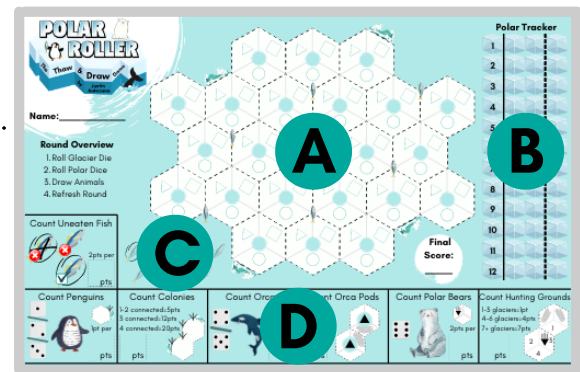
Setup: Here are a few iceberg tips to know before rolling.

Components: Rules, Player Sheets, Pencils, 1-D8, 12-D6.

Give each player a player sheet, pencil & 1 pair of Polar Dice (D6).

Give the Glacier Die (D8) to the youngest player to begin the game.

- A. Polar Map: Each player shades in the central glaciers to melt them now.
- B. Polar Tracker: Each player writes the polar dice numbers they roll & choose here each round.
- C. Fish Tracker: Each player tracks their fish here.
- D. Scoring Section: Learn how to play & score each animal & objective here.



Gameplay: Each round consists of the following 4 phases:

1- Roll Glacier Die: Melt Glaciers.

At each round start, a player rolls the Glacier Die to determine which glaciers players melt on their own polar maps. When rolled, each player chooses adjacent glaciers to shade in on their map matching the die result. If the die shows identical shapes, players shade 2 glaciers matching the shape anywhere. Once all players have finished melting glaciers, proceed to phase 2.

2- Roll Polar Dice: Track Animals.

After resolving the glacier die, players simultaneously roll their individual polar dice to determine which 3 animals they each will be drawing this round. Each player tracks their animals by writing their 2 dice result & 1 neighbor's die result of their choice on their Polar Tracker next to the current round number. Keep Polar Dice results in view for each neighboring player. Once each player has finished tracking animal numbers, they may proceed to phase 3.

3- Draw Animals: Catch & Eat Fish.

After tracking animals, each player draws their respective animals on their polar map following each animal's placement rules (see *Polar Animals*). Each player must draw 3 animals each round, 1 per written number; however they may change numbers they roll each round to any number by eating Caught Fish (see *Fish*). Mark the new number on the polar tracker, cross off 1 caught fish, then draw the chosen animal. Do not change the die face itself, only change the number on the polar tracker. **Do not change the number chosen from a neighbor.** Once all players have finished drawing animals, proceed to phase 4.

4- Refresh Round: Pass Glacier Die.

At each round end, check off the round number & pass glacier die clockwise. Begin the next round repeating phases 1-4. After 12 rounds of thawing & drawing, end the game & begin scoring. The player with the highest score wins!

Polar Animals: Draw & score each animal as shown below

Penguins

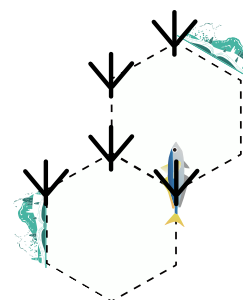
Roll 1, 2, or 3 to draw a penguin on a cliff touching a colony or adjacent to another penguin, then draw the connecting path.

- Score **1pt** per penguin on your map.

Colonies are connected when penguin paths are drawn between them.

- A Colony is accessed by either of its 2 cliff corners.
- Score per connected colony on your map: [2= **5pts**, 3= **12pts**, 4= **20pts**].

Penguins want to connect all of their colonies so they can easily find their way back to their families. Penguins like to relax on their journey by catching fish; catch a fish by drawing a penguin on a fishing cliff (fish symbol) (see Fish). Penguin paths can be formed regardless of any adjacent melted glaciers or animals.



In this example, the player scores:
5pts for their penguins
5pts for connecting 2 colonies
and they caught 1 fish

Orcas

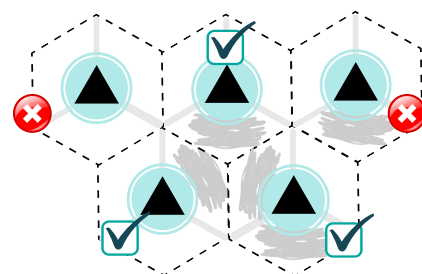
Roll 4 or 5 to draw an orca on a pool touching at least 1 melted glacier.

- Score **1pt** per orca on your map.

A Pod is formed when 2 or more orcas touch the same connected group of melted glaciers.

- Melted Glaciers are connected by sharing sides, not edges.
- Score **4pts** per pod on your map.

Orcas love to swim with their best friends, but not with all their friends at once. When the same group of melted glaciers touch 2 or more orcas, you form an Orca Pod. If multiple pods are connected by melted glaciers, they become one pod. Separated orca pods touching the ocean boundary do not transform into one pod. **Do not draw an orca on a pool that does not touch a melted glacier.**



In this example, the player scores:
4pts for their orcas
4pts for their single pod
0pts for the orca without melted glaciers

Polar Bears

Roll 6 to draw a polar bear on an empty, non-melted glacier.

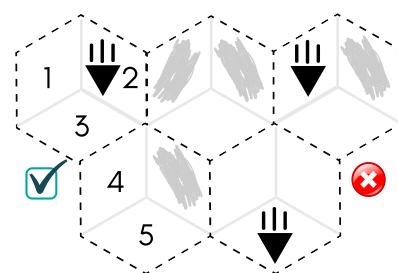
- Score **2pts** per polar bear on your map.

A Hunting Ground is a cluster of non-melted glaciers connected to a single polar bear.

- Score per glacier cluster for each hunting ground: [1-3= **1pt**, 4-6= **4pts**, 7+= **7pts**].

Polar Bears enjoy lonely walks on frozen beaches in their own hunting grounds and do not care to share with other bears. You may draw multiple bears within the same hunting ground, but try to separate them before endgame. Melted glaciers separate hunting grounds.

A hunting ground is only scored if it has a single bear.



In this example, the player scores:
6pts for their polar bears
4pts for their single hunting ground
0pts for the shared hunting ground

Fish

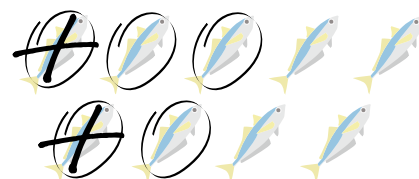
Draw penguins on fishing cliffs to catch fish. Catch and eat fish to mitigate your polar dice.

Catch Fish- Circle 1 fish in the Fish Tracker when drawing a penguin on a fishing cliff.

Eat Fish- Cross off 1 circled fish in the Fish Tracker when changing a polar die number you rolled this turn, not a chosen neighbor's die number.









- Score **2pts** per uneaten fish on your Fish Tracker.

Fish love to be caught & eaten by penguins, almost as much as players love to mitigate their polar dice rolls. You may catch & eat a fish within the same round, but may only use it to change an unused number you rolled.



In this example, the player scores:
6pts for their 3 uneaten fish
0pts for their 2 eaten fish

Glacier Die (D8) Table

1	2	3	4	5	6	7	8
							

Printing Instructions:

Print 1 copy of pages 1-4.

- Use the Glacier Die (D8) Table at the top of this page when rolling the D8.

Print 1 copy of the Player Sheet for every 2 players.

- Cut each Player Sheet in half at the dotted line and give a 1/2-sized sheet to each player.



The Thaw & Draw Game
by Justin Antezana

Name: _____

Round Overview

- 1.Roll Glacier Die
- 2.Roll Polar Dice
- 3.Draw Animals
- 4.Refresh Round

Count Uneaten Fish



Fish Tracker

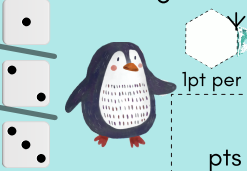


Final Score:

Polar Tracker

A 12x3 grid of blue cubes. A solid vertical line is on the left, and a dashed vertical line is on the right. The left column is numbered 1 to 12 from top to bottom.

Count Penguins

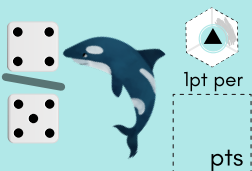


Count Colonies

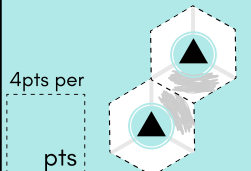
2 connected=5pts
3 connected=12pts
4 connected=20pts



Count Orcas



Count Orca Pods



Count Polar Bears

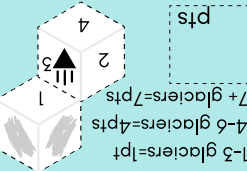


Count Hunting Grounds

1-3 glaciers=1pt
4-6 glaciers=4pts
7+ glaciers=7pts



pts

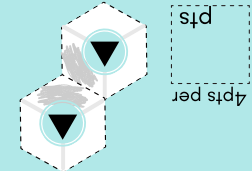


pts

■
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Costs



pts

4



pts

2 connected=5pts
3 connected=12pts
4 connected=20pts

std



Final Score:

Fish Tracker

Round Overview

1. Roll Glacier Die
2. Roll Polar Dice
3. Draw Animals
4. Refresh Round

Name:



Polar Tracker