

4. Polar bears steal fish, so when you flip over the polar bear card, put one of the cards from your scoring pile back, ice-hole side up. Then flip the polar bear card over so its ice-hole side is facing up. If you haven't collected any cards yet, then just flip the polar bear card back over.



5. If you mistakenly slap a card that doesn't have a match on it, you must put two cards from your scoring pile back, ice-hole side up. If you have fewer than two cards, you don't need to put any back.

WINNING THE GAME

Play continues until players have collected all of the sea creature cards, or until all cards except the polar bear card are face-up and no more matches can be made.

The player with the most cards wins.

If you have questions on these rules or on any of our products, please call us at

844-962-6446

M-F 9:00 - 6:00
CENTRAL TIME

We'll do our best to help you.

GAME DESIGN COUNCIL

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POLAR PANIC™

2 to 6 Players; Ages 6 and Up



If you'd prefer to learn to play by watching a video instead of reading these rules, please visit www.amigo.games/game/polarpanic

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50 Fishing Cards
5 Fisherman Cards
1 Polar Bear Card

OBJECT OF THE GAME

To collect the most cards. Players collect cards when they slap two cards with matching sea creatures.

SET-UP

1. Spread all of the cards out on a table, with the ice-hole side face up.
2. Mix the cards well to shuffle them.
3. The player who has been the farthest north in his/her life goes first.



PLAYING THE GAME

1. Take turns flipping over one card at a time. Be sure to flip the card away from yourself so that all players see it at the same time. Leave flipped cards face up on the table. Play passes to the left.
2. When you spot cards with sea creatures that are identical, try to be the first to slap the cards with the matching creatures on them. You don't need to match the entire card, just one sea creature on each card you slap. Keep your hands on the cards you slap.



All players slap at the same time. When players are done slapping, the players who slapped first lift their hands to reveal the matches.

Every player who correctly slapped a match first collects those cards and uses them to start a personal scoring pile.

It's possible (and quite probable) that one player will slap one card first while another player slaps another card. When this happens, players collect the cards they slapped first and add them to their personal scoring piles. It's also possible that there will be more than one pair of identical sea creatures on the face-up cards—players can continue to slap until all identical creatures have been collected,



but no player can collect more than two cards on a turn (since they have to keep their hands on the cards until all players are done slapping).



3. When you flip over a fisherman card add it to your scoring pile, then flip over every face-up card that hasn't been collected so that all the cards still in play have the ice-hole side up. Play passes to your left, as the next player flips over a card to re-start play.

