



ICECOOLTM + ICECOOLTM2



BRAIN GAMES



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*Pick a game mode,
then pick a layout and
you're ready to go!*

ICECOOL and ICECOOL2 can each be played on their own, but if you have both games, then you can combine them for even more fun! The games are printed as mirror images of one another, and by combining them, you can customize your playing area into multiple new exciting combinations.

We've included some of our favorite set-ups, along with rules for how to play with up to eight players at the same time! We hope you will create your own track configurations and ways to play. If you do, share them with us online using the hashtag **#playicecool**.



COMBINING FISH CARDS

Since you have two decks of cards, you can shuffle them together and use them as a single deck.

Should you wish to separate the decks in the future, the ICECOOL2 cards have a small number 2 in the lower right corner of each card.



PLAYING THE STANDARD GAME WITH MORE THAN FIVE PLAYERS

When playing the standard game with 5 players, you can play with the same rules as when playing with 2–4 players. When playing with 6–8 players, the following additional rules apply:



- Now the game has two Catchers. They will both chase the Runners, but they are not on the same team.
- After everybody picks their color, but before the first round, shuffle all the color reminder cards in play, then deal them in a circle around the board to determine the player order.
- In the first round, the first two players in turn order will be Catchers. In the second round, the next two players, and so on.
- Both Catchers start in the same box. The 1st player places their penguin, then the 2nd player places theirs, whether right next to the first one or in the other end of the box. These players take their turns in the same order (after the Runners have taken their turns).
- The round ends when one Runner collects all three of their fish, or when the Catchers have collectively captured all of the Runners' ID cards. Each Catcher scores their ID cards separately, so one Catcher might score more points than the other one.
- Play a number of rounds so that each player has one turn as a Catcher (3 rounds with 6 players, and 4 rounds with 7 or 8 players). In the last round of a 7-player game, the 1st player will join the 7th player as a Catcher, which means the 1st player will be Catcher twice in the same game.

RACE GAME MODE

2–8 players, played in teams of two.

The race game follows the same rules as the base game with the following exceptions:

Objective

Be the first team to collect all the fish in the team's two colors, then flick both their penguins into the finish box.



Set-up

1. Choose a layout and arrange the boxes as shown in the layout.
2. Divide into teams of two penguins, with one or two players per team. Players can choose to play by themselves and control two penguins, or two players can join together and share control of two penguins.
3. Randomly determine team order. Group the color reminder cards by team on the table in the order of play. When two players are on the same team, they alternate taking turns for their team.
4. Combine the fish of the two team colors, then place one fish on each door marked with a  symbol in the chosen layout. It doesn't matter which color goes where as both colors belong to the same team.
5. Return ID cards and fish cards to the box as they are not used in this mode.

Playing the game

- When a team takes a turn, the player whose turn it is decides which penguin from their team to move. The player flicks the chosen penguin, then the next team takes their turn.



- A player can flick the same penguin their partner did the previous turn, and the team's second penguin does not have to be put into play on the second turn or any particular turn. Players choose whatever strategy they wish.

- Players on the same team must alternate turns each time it is their team's turn.

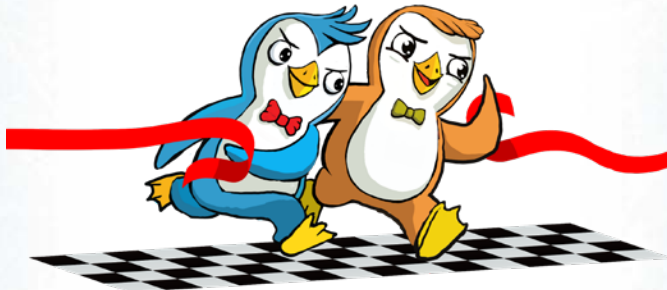
Example: Player 1 on team A goes, then player 1 on team B.

It's now team A's turn, and player 2 must go, but they can flick either of the team's penguins.

- Both players on a team can collect either of the team's colors of fish. They are treated the same for all purposes.

Example: Team A has a yellow penguin and a blue penguin, so the blue penguin can pass through a door and collect a yellow fish.

- When you pass completely through a door bearing one of your team's fish, collect the token and place it aside. You don't score a fish card for doing this.
- Once the team has collected all of their fish, both penguins on this team must end their turn in the finish box to win the game. (Check the layouts to determine the location of the finish box.)



Winner

When a team has collected all of their fish and both of their penguins are in the finish box, that team has won.

However, the game continues until each team has had the same number of turns. If more than one team can win on their final turn, then the victory is shared.

NEW LAYOUTS

The following layouts are meant to be played by 2–8 players. Don't worry if some doors and dots don't line up exactly as the game will function just fine.

Remember: If your penguin ends its turn outside the confines of the playing area for any reason, then your turn ends and you must return your penguin to where it was at the start of your turn.

Some of these layouts have open doors that challenge you to keep cool while flicking. Don't go outside!



Symbols in layouts:



Runners' starting box for the standard game



Catcher's starting box for the standard game



Standard game fish



White fish that hold the boxes together



Starting box for the race game



Finish box for the race game



Race game fish

Beginner layouts

Layout #1

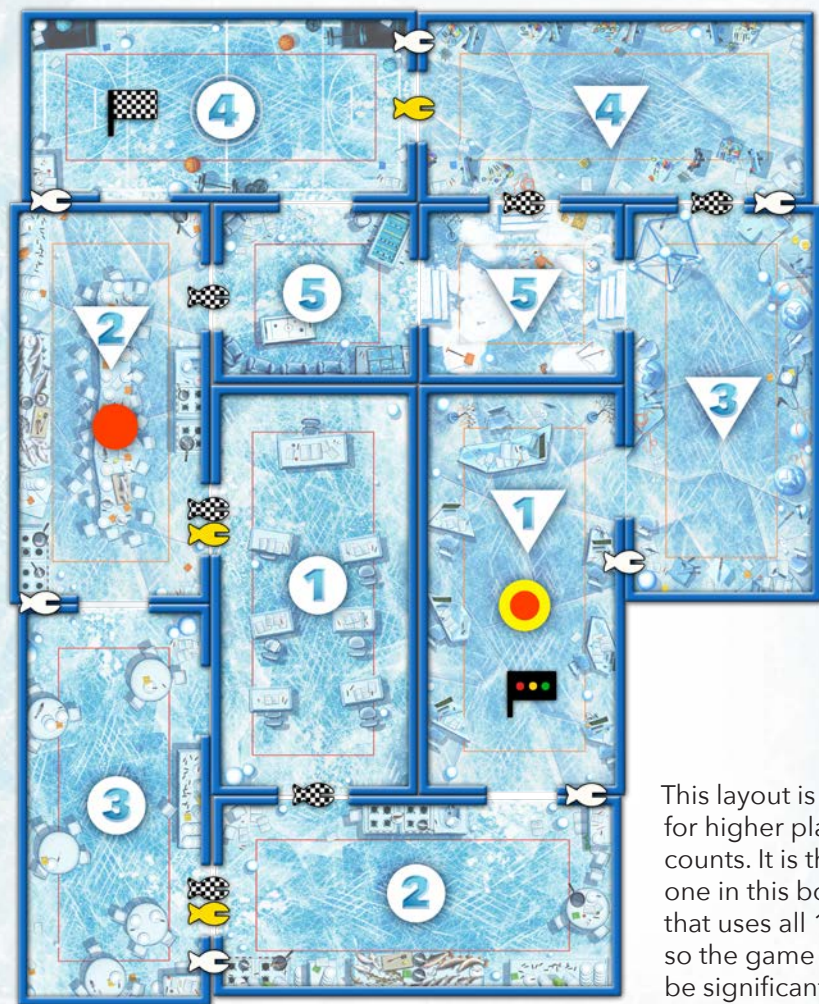
Kindergarten Court



This layout is great for lower player counts if playing standard ICECOOL, and it works well with any player count for the race game. This layout makes for a quick and simple game.

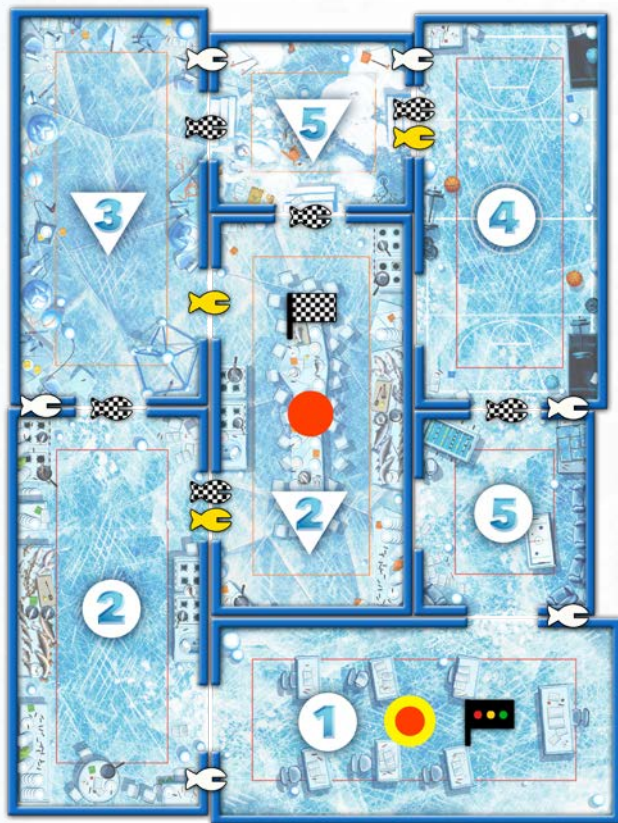
Layout #2

Big Tuna University



This layout is good for higher player counts. It is the only one in this booklet that uses all 10 boxes, so the game will be significantly longer.

Layout #3 After-School Special



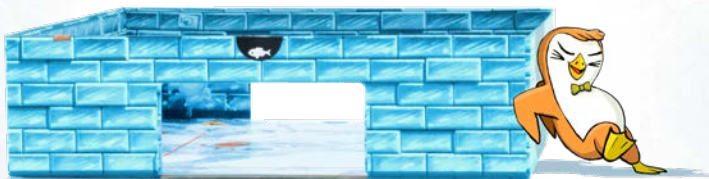
This set-up is an expanded version of the original layout.

Advanced layouts

These advanced layouts introduce a new "sliding box" mechanism.

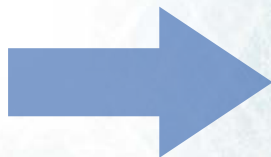
Sliding boxes

- Before your turn, you can slide specific boxes (i. e., the ones mentioned in each layout) in either direction and leave them at whatever position you wish.
- Please use caution when moving boxes so that the penguins do not move. If penguins do move, try your best to return them to their original position within the box.
- If a penguin stuck in a door between boxes would interfere with the movement of a sliding box, then the penguin's owner moves it to the nearest red or orange line following the normal rules.
- You cannot use the **"Two fish, move fish"** special ability to move fish onto a door so that the fish hinder the movement of a sliding box.



Layout #4 Iceberg Alley

- Player may slide boxes 5 (from ICECOOL) and 5 (from ICECOOL2).
- At the start of the game, some boxes are held together by fish. Once all of these fish have been collected, each of these boxes can be moved freely on its own.



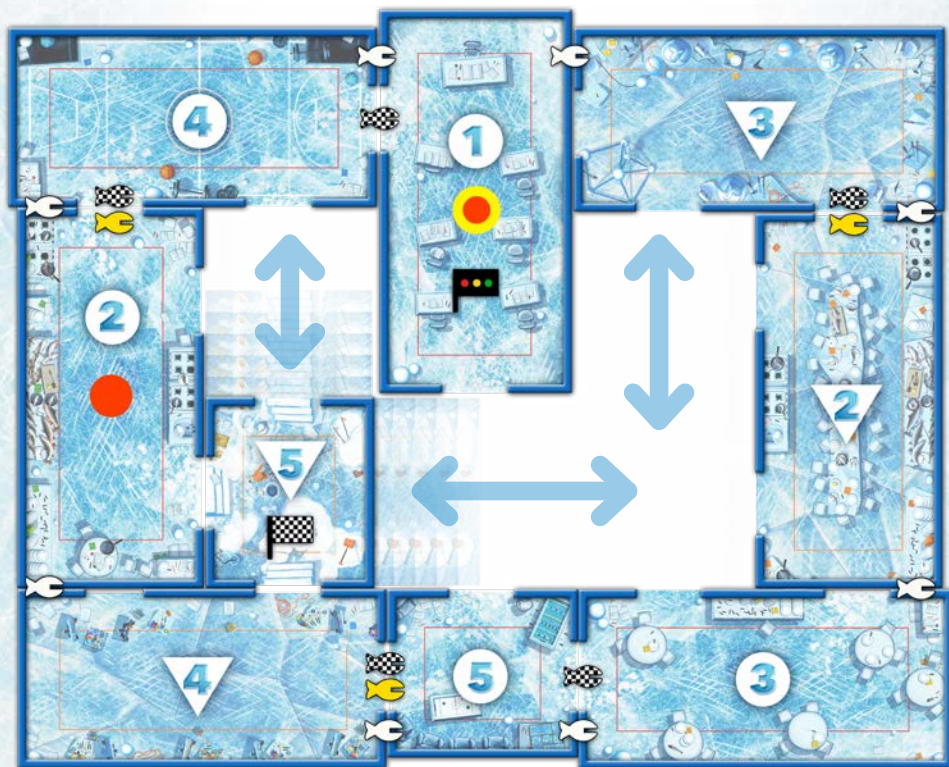


Layout #5

The Sliding U

Players may slide only box  (from ICECOOL2).

Watch out because in this layout, the sliding box is also the finish box!



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