

## Endangered: Polar Bear Rules Summary (v1)

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Rules specific to polar bears are in red!

### Setup:

- Place the game board on the table, **shore** side up.
  - Place **Ice tiles** (I) and **polar bears** (B) as indicated (2 left in the supply).
  - Put year marker on square 1 of its calendar track.
- Place the **Continents board** face up next to it.
  - Continent adjacency is indicated by a connecting red line.
  - The 3 northern continents are adjacent to ALL polar bears.
- Place 8 **deforestation tiles** in the supply.
- 25 Money, 25 **influence cubes**, black & **orange dice** nearby.
- Put year marker on square 1 on game board calendar track.
- Choose difficulty level for your game:
  - Normal**: For a Climate Change impact, you may remove a deforestation tile from the Continents board then resolve it.
  - Hard**: No changes..
  - Critical**: If any bears are in the water when an Oil Spill impact is played, resolve it - the do the Impact phases again
- Shuffle the **polar bear** impact deck face down by game board.
- Randomly place 3 **blue**, 2 **green**, 1 **grey** ambassador cards face down above the game board.
- Each player takes a role and its matching turn marker, 3 dice, specialty cards, 14 player cards and player aid card.
  - Choose ONE specialty card to keep (*other goes to the box*).
    - Immediately play the card specified at the bottom. Note:
      - Action**: put in the action zone side of the game board.
      - Continuous**: put face up by your board (*just for you*).
      - Once**: Do it then discard it (*to your own discard pile*).
  - Place your 3 dice & turn marker around your player board.
  - Shuffle the player deck. Draw 2 face up cards to your hand.

### Game Play (not clockwise - choose play order each round):

#### 1) Actions (via your 3 dice)

- Place your turn marker on top of the year marker (in a stack).
- Retrieve your 3 dice from wherever they are and roll them.
- One at a time, place a die on any available action zone card.
  - The die remains on that card until your next turn.
  - Perform the action specified on the card.
  - You may not place a die on a card where you have a die.
  - The value of the die must be greater than any die there.
    - 2 player game: must be at least 2 higher.
  - Social Media Campaign** ignores the ● rule restrictions.

- In order to play a card from your hand you must select an action that allows this. There are 3 types of cards to play:
  - Action**: put in the action zone side of the game board.
  - Continuous**: put face up by your board (*just for you*).
  - Once**: Do it then discard it (*to your own discard pile*).

#### 2) Offspring (special rules for this scenario)

- IF** there is at least one pair of polar bears on an ice tile:
  - First, lose all polar bears that are NOT on an ice tile.
  - THEN** roll the **orange** offspring die.
    - If its value is less or equal to the number of **bear pairs**+1:
      - Place an offspring **polar bear** adjacent to any **polar bear pair** (*not diagonal*) onto an empty ice tile or in an empty square.
        - If not possible, no offspring are produced.

#### 3) Destruction (via rules for this scenario)

- Roll the **black** destruction die to choose a continent.
  - If the continent is empty, place a deforestation tile there.
  - If not empty, remove an ice tile with a bear(s) on it.
    - If there is no ice tile with a bear left: **LOSE!**
    - The bear(s) are left in the water on that square.

#### 4) Impact (if deck runs out, shuffle discards for a new deck)

- Reveal the top card of the impact deck. Two types:
  - Instant**: Do it now! Then put it in the face up discard pile.
    - Normal**: climate change also removes a deforestation tile.
    - Critical**: oil spill: if a bear(s) is in the water, resolve it, then do the Impact phase again.
  - Persistent**: Place face up next to the impact deck. Its ongoing effect stays in play until told to remove/discard it.
    - Resolve in order with the oldest being resolved first.

#### 5) Upkeep (if deck runs out, shuffle discards for a new deck\*)

- Draw 1 card from your action deck to your (*unlimited*) hand (*optional*).
- Pick a player who hasn't had a turn this round to go next.
  - If every player has had a turn, do the **year end** first!

#### Ambassadors (need 4 yes votes of revealed ambassadors):

- Placing an influence cube reveals an ambassador (*cube stays*)
- Each ambassador has different criteria needed for a **yes** vote!

#### Money (each money token is 1 million dollars... no sharing!):

- Gained money comes from the supply; spent money to supply

#### Animals:

- When adding an animal, take it from the supply.
- When losing an animal, return it to the supply.
  - If only 1 animal (*or less*) is left on the board: **LOSE!**
- Some actions allow you to move animals.
  - May move onto a tile with other animals.

#### Year End (icons are based on the number of players):

Voting years have a black (1st) or red (2nd) icon on the side.

- If this is a voting year, check each revealed ambassador.
  - If at least 4 vote **yes**: **WIN!**
  - If this was the 1st voting year and no win: **Continue!**
  - If this was the 2nd voting year and no win: **LOSE!**
- Continue**: move the year marker to the next year & give turn markers back to players. The player who went last chooses who goes next (not themselves).

**Note**: this scenario can be part of an **Endangered Campaign**.

\* Official rules updates per Joe Hopkins, game designer