

Melting Point Rules

Up to 8 Players

Backdrop

The 8 **Countries** surrounding the arctic have finally reached a consensus on several rules and regulations set out against climate change, called the Green Accord. Each **Country** must adhere to these regulations and set out to protect parts of the Arctic that fall within their borders while simultaneously trying to develop their **Country**. Every action has a subsequent reaction that could spell either doom or profit for all.

Throughout the game each **Country** (player) will attempt to accumulate as many **Points** as possible by playing **Event Cards** while simultaneously trying to preserve their part of the Arctic, represented by an **Ice Cube**. Different **Event Cards** will give a different number **Points**, but higher scoring **Event Cards** will often come at the consequence of speeding up the melting of a **Country's Ice Cube**.

Winning and Losing

When a **Country's Ice Cube** has been melted completely, they are out of the game and can no longer play **Event Cards** or accumulate **Points**.

The game ends when all but one **Country's Ice Cube** has melted at which point points will be tallied. The player with the highest point value wins.

Note: you do not necessarily need to be the player with the longest lasting ice cube to win.

Set-up

Note: **Ice Cubes** should be handed out last!

Each player will act as a single **Country** with a piece of the Arctic to preserve in a slowly melting world.

Countries:

- Norway
- Sweden
- Finland
- Russia
- Canada
- United States
- Denmark (Greenland)
- Iceland

Players will sit around a table with a deck of shuffled **Event Cards** in the center. Every player is given an **Ice Cube** in a dish.

Players should also have a slip of paper and a pencil with which they will keep track of their **Points**.

Gameplay

1. To start the game, each **Country** draws **5 Event Cards** from the deck in the center.
2. Each **Country** selects **1 Event Card** to play from their hand and puts it face down on the table.
 - **Countries** can also choose to discard one of their **Cards**, this counts for that **Country's** turn.
3. On the count of three, all **Countries** (except those who discarded a **Card** in this round) flip their **Event Cards** face up.
 - Discarded **Cards** remain face down and are put to the side
 - Used **Cards** are placed in a discard pile
4. The **Cards'** results are played out
 - There are three types of **Event Cards**:
5. Once everyone has made their moves for the round, each **Country** draws a new **Event Card** from the deck in the center such that they always have **5 Cards** in their hand.
 - If deck is empty reshuffle used and discarded **Cards** to replace deck
6. Repeat until your **Ice Cube** melts completely. At this point you are out of the game and can no longer play **Cards** or receive **Points**.
7. Continue until all but one **Country's Ice Cube** has melted.
8. Tally up **Points**.
9. The **Country** with the most **Points** wins.

Event Cards

Prevent

- If everyone plays a **Prevent Card**, all earn **2 Points**.
- If at least one **Country** plays any other type of **Card**, then **Prevent Cards** only add **1 Point** to a **Country's** score.
- Playing a **Prevent Card** also protects a **Country** from effect of other **Countries** using **Wildcards** against them in that round.

Wildcard

- **Wildcards** provide either undercover information about other **Countries** having secretly broken the Green Accord, and allow you to retaliate, or advancements in the treaty which gain you and/or other **Countries Points**.
- Effect will continue around circle until an unprotected **Country** is reached.

Risk

- If a **Country** chooses to play a **Risk Card**, they must deal with the consequence of their choice by taking the brief action described on the **Card** against their **Ice Cube** e.g. holding their hand *on* their **Ice Cube** for the designated amount of time.
- If only one **Country** plays a **Risk Card**, they gain the number of **Points** written on the **Card**.
- If more than one **Country** plays a risk card, they receive half the number of **Points** written on their **Card**.



(Risk)

3 pts

Offshore Drilling

10 seconds hand on ice



(Risk)

3 pts

Offshore Drilling

10 seconds hand on ice



(Risk)

3 pts

Offshore Drilling

10 seconds hand on ice



(Risk)

3 pts

Offshore Drilling

10 seconds hand on ice



(Risk)

3 pts

Overfishing

10 seconds hand on ice



(Risk)

3 pts

Overfishing

10 seconds hand on ice



(Risk)

3 pts

Overfishing

10 seconds hand on ice



(Prevent)

2 pts

Build Solar Panels



(Prevent)

2 pts

Build Solar Panels



(Prevent)

2 pts

Build Solar Panels



(Prevent)

2 pts

Invest in Geoengineering



(Prevent)

2 pts

Invest in Geoengineering



(Prevent)

2 pts

Build Wind Turbines



(Prevent)

2 pts

Build Wind Turbines



(Prevent)

2 pts

Establish Wildlife Reserves



(Wild)

You and the country to your right
have worked together to save the
polar bears among other wildlife.
Collect 2 points each.



(Wild)

You have increased your 'green'
buildings in your country!
Congrats, gain 5 points!



(Wild)

The country to your left has not been using renewable energy and has polluted the air! Heat their ice cube with a lighter for 10 seconds and make them lose 2 points.



(Wild)

If you are the only country to play a wild card this round, gain 3 points. If not, hold your ice cube for 10 seconds.



(Wild)

You found one of your fellow countries secretly drilling offshore and ruining the ocean! Punish this country by melting their ice cube with your hand for 15 seconds. (Choose any country without a prevent card)



(Wild)

The country to your right has secretly been breaking the sustainability treaty! Thankfully you caught them. Take away 4 points.



(Wild)

A neighboring country has been exploiting the native arctic people and taking their land. They lose 3 points and hold ice cube for 5 seconds. (Choose any country without a prevent card).



(Wild)

Oil spill!! The country to your right has infected the ocean and harmed much of the natural wildlife. Hold lighter to their ice cube for 10 seconds.



(Prevent)

2 pts

Increase Public Transportation Transit and Lower Number of Cars on the Road



(Prevent)

2 pts

Increase Public Transportation
Transit and Lower Number of Cars
on the Road



(Prevent)

2 pts

Incorporate Climate Change
Education in Core Public
Curriculum



(Prevent)

2 pts

Make Recycling Required



(Prevent)

2 pts

Make Recycling Required



(Prevent)

2 pts

Planted 10,000 New Trees



(Prevent)

2 pts

Planted 10,000 New Trees




(Risk)

3 pts

Offshore Drilling

10 seconds hand on ice




(Risk)

3 pts

Offshore Drilling

10 seconds hand on ice




(Risk)

3 pts

Overfishing

10 seconds hand on ice




(Risk)

3 pts

Overfishing

10 seconds hand on ice



(Risk)

3 pts

Overfishing

10 seconds hand on ice



(Wild)

Your country founded and hosted the “Save the Arctic” convention and recruited even more countries to convert to green energy use.
Collect 3 points.



(Wild)

The country to your left did not attribute enough funds to the conversion to renewable energy in their country. Place hand on ice for 5 seconds.



(Wild)

Your country converted the highest amount of energy into renewable energy. Punish any other country for not being as good as you by blowing on their ice for 10 seconds.



(Wild)

The country with the largest land mass neglected to help rid their coastline of pollution. Light their ice cube for 6 seconds.