### 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
- Canada
- Sweden
- United States
- Finland
- Russia
- 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.
- 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.
- 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**:
- 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

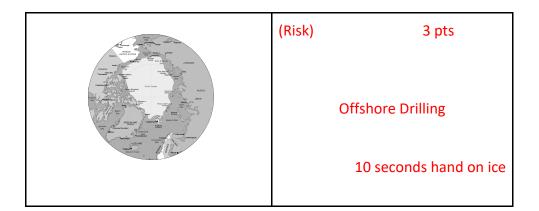
- If everyone plays a **Prevent Card**, all earn **2 Points**.
- If at least one Country plays any other type of Card, then Prevent Cards only add
  1 Point to a Country's score.
- Playing a Prevent Card also protects a Country from effect of other Countries using Wildcards against them in that round.

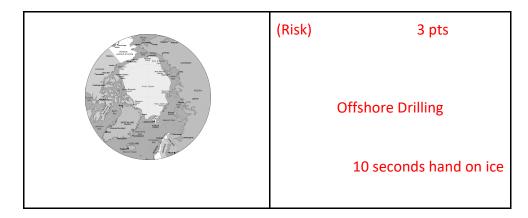
#### Wildcard

- 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.

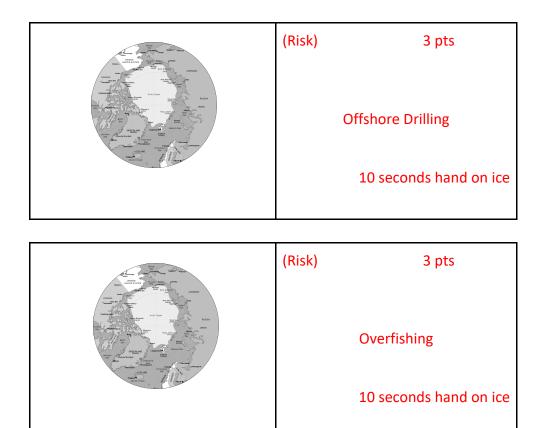
#### Risk

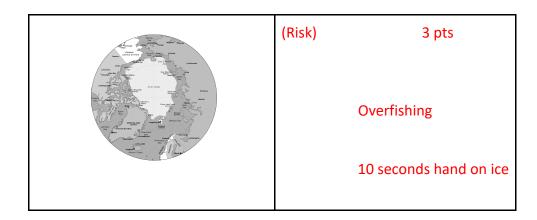
- If a Country chooses to play a Risk Card, they must deal with the consequence of their choice by taking the brief action described on the Card against their Ice
  Cube e.g. holding their hand *on* their Ice Cube for the designated amount of time.
- If only one Country plays a Risk Card, they gain the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

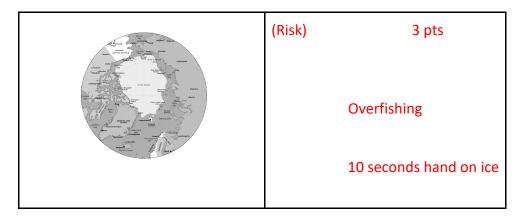


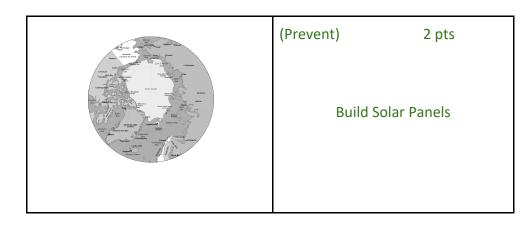


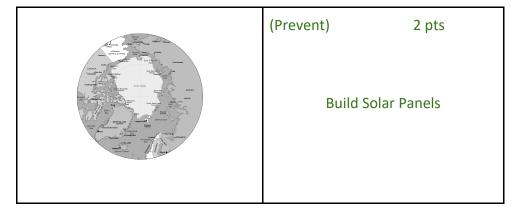
the same of the sa	(Risk)	3 pts
		Offshore Drilling 10 seconds hand on ice

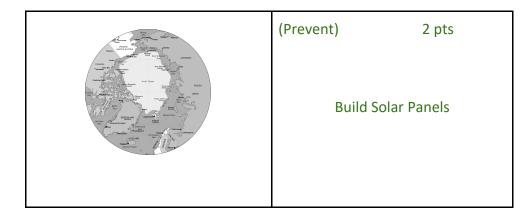


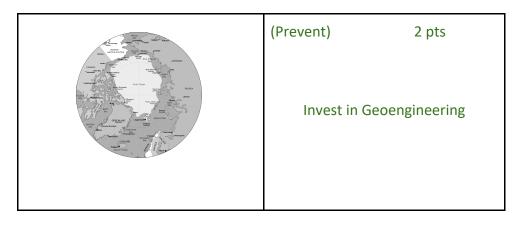


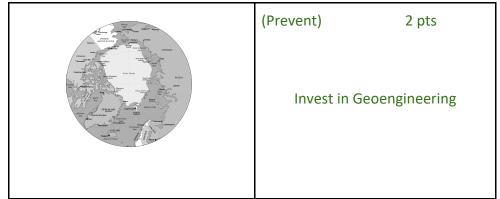


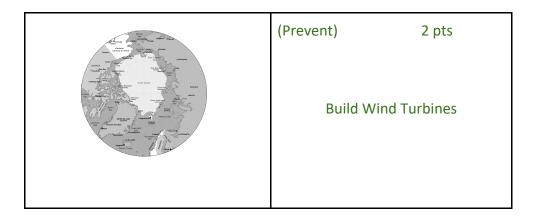


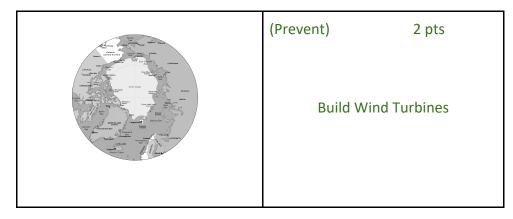






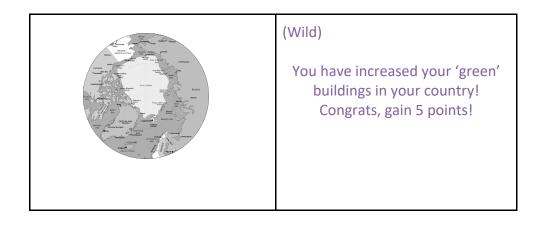


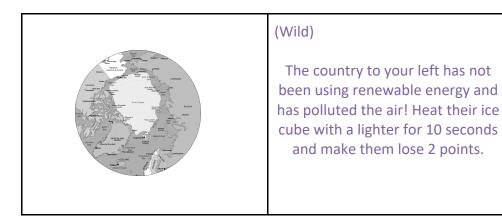


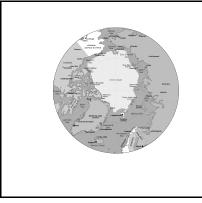




You and the country to your right have worked together to save the polar bears among other wildlife. Collect 2 points each.







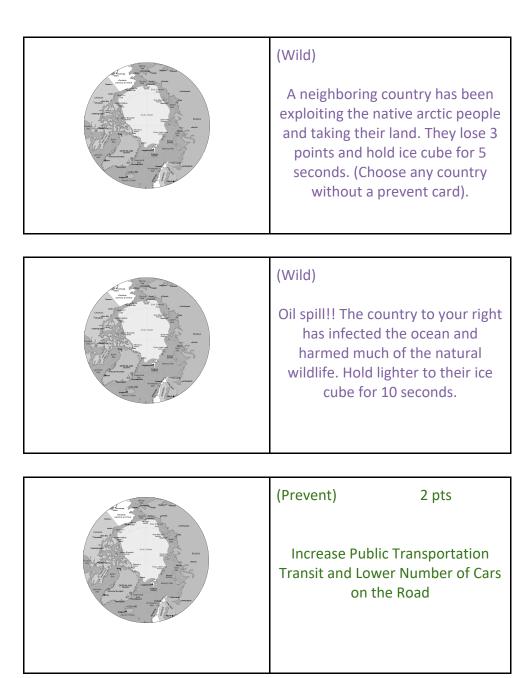
# (Wild)

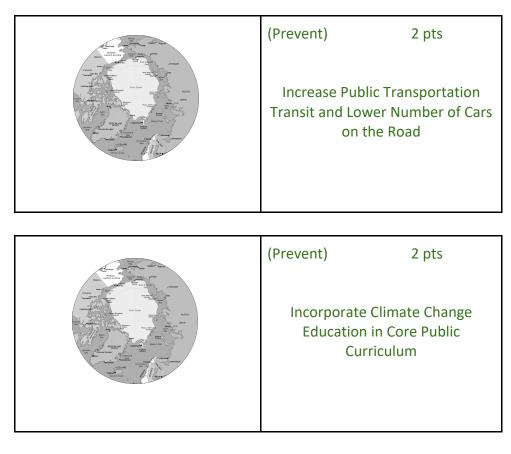
If you are the only country to play a wild card this round, gain 3 points. If not, hold your ice cube for 10 seconds.

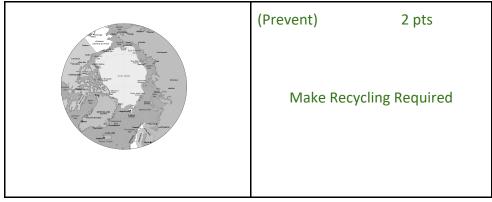


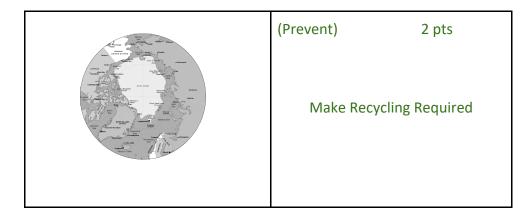
You found one of your fellow countries secretly drilling offshore and ruining the ocean! Punish this country by melting their ice cube with your hand for 15 seconds. (Choose any country without a prevent card)

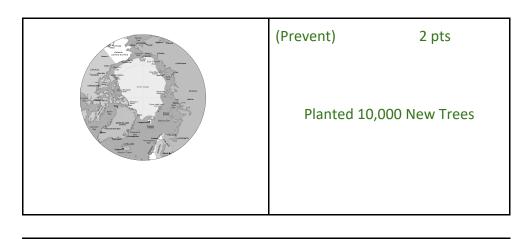


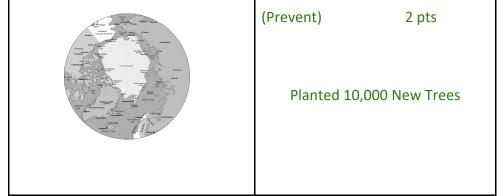


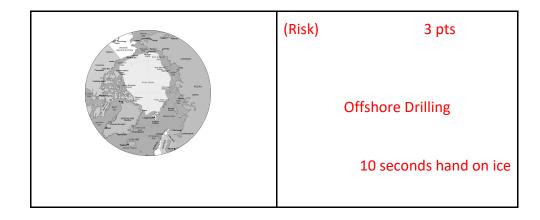


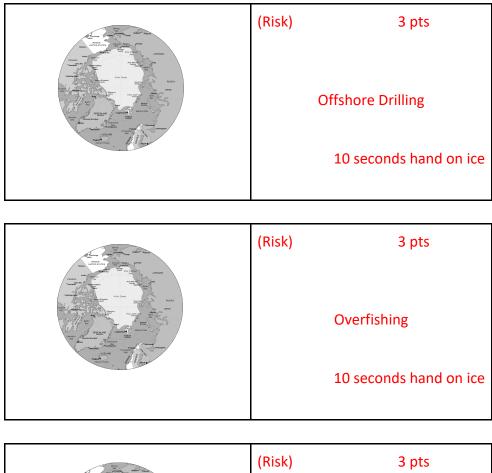


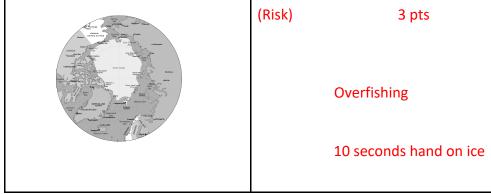


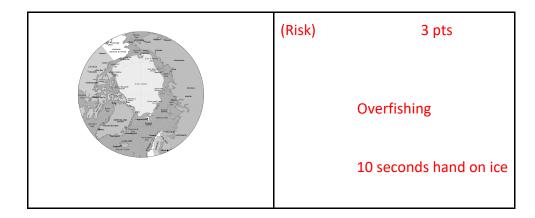


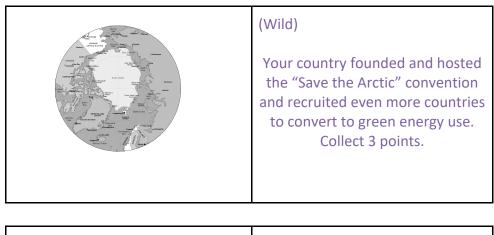














# (Wild)

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

