

Mare Polare

Story

Suspense on the ice:
An animated dice game
to catch fish for a delicious soup
for 2 to 4 enterprising
polar anglers from 4 years.
With a cooperative variation.



In **Mare Polare** you can discover the arctic world of the Eskimos. If you translate the word “eskimo” literally, it means “eaters of raw meat”. Since this is not a very friendly name, they call themselves “Inuits”, which simply means “human beings”.

The Inuits live in the Arctic, despite it being very cold. This area includes the oceans and land near the North Pole.

They live in special houses called igloos, that are built of ice blocks.

In times gone by, the Inuits were hunters and had to hunt all the food that the family needed to survive. They ate meat and fish every day. The Inuits did not know fruit or vegetables – or even chocolate!

In the game **Mare Polare** the Inuits are on their way across the frozen polar sea and try to catch themselves some delicious fish. Each Inuit has a favourite fish with which to make his favourite food, a fish soup called “Gamka”. They each take their own personal recipe angling to make sure they catch the right fish for their soup. They keep their recipes secret from the other players because each recipe is different.

During the game, players try to lead their Inuit across the ice floes to the water-hole. There they can try their

- Game type:** Family game
Players: 2 to 4 players,
from 4 years
Contents: 14 ice floes,
1 with a mirror,
1 igloo,
1 iceberg,
4 Inuit pieces
with a harpoon,
10 recipe cards,
1 dice,
1 bag with 64 fishes
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Illustrations: Barbara Kinzebach

luck in catching the correct fish for their Gamka.

The way through the polar sea can be quite dangerous though! There are some places where the ocean is not properly frozen over so players must be careful that their Inuits do not fall into the sea, otherwise the fish they have caught will get away.

If a player forgets his secret recipe during the game, the oracle mountain can help him.

Preparation

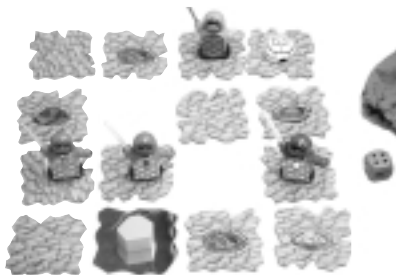
Place the 14 double-sided ice floes into 4 rows of 4, as shown in illustration 1. Two places remain free.

Before starting to play, have a good look at the ice floes. On some of them, you can see a water-hole just right for fishing, on others there is none. 5 water-holes should be visible!

Place the iceberg on the ice floe with the mirror and the igloo on the ice floe with the igloo outline.

Each player chooses an Inuit piece and a recipe card. Memorize the fish you need in order to prepare your soup, because from now on you have to remember the fish without looking at the recipe card.

Fix your recipe card on the button on your Inuit's chest (see illustration 2). The



ill. 1

side with the fish should be inside so that nobody can see it. It hangs here until the end of the game.

You should also have a good look at the fish so that you will recognise the ones that you will need later for your Gamka by feeling them in the bag.

Place your Inuit on an ice floe **without** a water-hole, but not on the oracle mountain or on the igloo ice floe.

The dice and the bag with the fish are placed in readiness. You do not need the four natural-coloured fish.



ill. 2

Aim of the game

The players' Inuits try to catch the fish for their favourite soup as soon as possible. The first player to come to the igloo ice floe with the right number and the right combination of fish wins the game.

Course of the game

The player who spent his last holiday in the northernmost country starts. Play commences in a clockwise direction. The first player throws the dice and makes the following moves:

Points 1 to 4

If the dice shows 1 to 4 points, the player moves his Inuit piece in the direction of his choice within the number of points. He may move the Inuit horizontally or vertically and must not necessarily use all the points indicated on the dice.

If an ice floe is already occupied by an Inuit, it may not be entered or jumped over by another Inuit. This rule is also valid for the igloo and the iceberg floe.

After this move the player turns over the ice floe from which he started and places it on one of the two free spaces. During his turn, the Inuit may not return to the ice floe from which he just started.

Nobody may enter the **two free spaces** since the polar sea is not frozen over here and the Inuits would fall into the water.

When an Inuit stops on an ice floe **with a water-hole** he tries to catch a suitable fish for his Gamka.

All the fish of one colour have the same shape, so that the players can tell what colour it is by feeling it. The player

may now angle, i.e. he takes one fish out of the bag and checks to see if it is one he needs for his recipe (that he hopefully still remembers).

If he thinks he's caught a suitable fish, he fixes it on the harpoon. The order of fish on the harpoon does not matter, only the right number and the correct colours are important.

If he takes out a fish that he does not need, he puts it back into the bag. It is then the turn of next player.

If the Inuit stops on an ice floe **without a water-hole**, he may not angle and the next player takes his turn.

Special symbols on the dice



If the player throws the symbol showing the jumping Inuit, he may place his figure on an ice floe of his choice. If it is an ice floe with a water-hole, he can, of course, begin fishing here.



If the player throws the symbol showing the splashing water, the Inuit falls into the ocean and loses the top fish off his harpoon.

i.e. The player places his Inuit on one of the free spaces. If he has already caught some fish, he has to put the first

fish back into the bag. Then it's the next player's turn.

If there are already Inuits on the two free spaces, no other player can fall into the ocean. In this case, the player who throws this symbol only has to miss a turn. He remains on his ice floe and does not lose a fish.

If a player whose Inuit is standing on one of the two free spaces again throws the symbol showing the splashing water, he remains on the free space but does not lose another fish.

On his next turn, he may not move the ice floe from his start position.

Have you forgotten your recipe?

If a player forgets his Gamka recipe during the game, it's not the end of the world. He may go to the oracle mountain on the iceberg to get help.

In this case, the player must find his way to the iceberg to place his Inuit on the oracle mountain. He then holds the Inuit and lifts the recipe card with his thumb **over** the button holding it (see illustration 3).

The player can now see a reflection of the fish on his recipe card in the ice underneath the mountain. If he notices that he has caught the wrong fish, he may now take them off the harpoon and put them back into the bag.

It is then the next player's turn. The ice floe is not moved after this turn.

End of the game

When a player believes he has angled all the necessary fish for his soup, he moves to the ice floe with the igloo. The first player to reach the igloo shows his recipe card to the other players. They then check together whether the player has collected the right fish. If the number and the colours of the fish are correct, this player wins **Mare Polare**. He can now prepare the Gamka for his family.

If he has made a mistake and caught the wrong number or the wrong combination of fish, he has to put three fish back into the bag and try his luck again. The ice floe with the igloo will not be moved after this turn.

And now have fun with Mare Polare!

Variation

Follow the instructions described above. In addition, you need the four natural-coloured fish in the fish bag.

The Inuits want to celebrate a family party and plan to prepare a Gamka together. First, they must go fishing.



ill. 3

Each player takes a recipe card and they try to angle the correct fish together. This means that they can look at their own recipes and those of the other players.

Follow the instructions for the basic game. If a player angles a suitable fish, he fixes it on his harpoon. In this co-operative variation, players help each other. If a player angles a **fish that he does not need for his recipe**, he can offer it to the other players. He asks them if they are interested in this fish and gives it to a player who needs it.

In case a player has already all the necessary fishes for his recipe, he continues playing and helps the others.

If someone catches a **natural-coloured fish**, he places it on the table so that everyone can see it. There are four natural-coloured fish in the bag.

The game ends as soon as the fourth natural-coloured fish is caught. If the Inuits have caught all the fish they need for their Gamka and all reached the igloo before the fourth natural-coloured fish appears, they all win the game and have a big family party.

If someone angles the fourth natural-coloured fish before the Inuits have collected all the required fish, they have to let all their fish go.