Arctic Roll

A roll and write with a cold draft.

1-6 Players ; 20 minutes

In Arctic Roll Players are a group of intrepid Inuit hunters, heading out across the ice to hunt for fish.
Using dice they move across the ice, dig ice holes, and fish. The dice are drafted and passed round the table. A common pool of calamities are rolled each round. Draft these early to avoid the worst consequences or leave it too late and find that you suffer a dreaded chasm collapse.

Setup

Each player takes a player sheet and adds 2 areas of open water.

To add an area of open water roll 2 dice. The 1st hex of open water is 2 hexes away from the centre, in the direction shown by the dice. The second hex is adjacent to the 1st hex in the direction shown by the 2nd dice. The second area of open water cannot be in the same direction as the first (reroll if the same number is rolled). Add a Walrus to the 1st hex of the 2nd area of open water.

Each player then takes a player pawn and places it in the central hex of their sheet.

Game Play

The player with the coldest hands is declared the start player. The start player rolls as many black dice as there are players, placing them in the middle of the play area. These are the calamities.

Drafting

Each player rolls 6 dice and places them on a diceflow in the middle of the table. They then choose one dice from the diceflow in front of them and add it to their player sheet.

Dice can be used in 3 ways.

Placement
- Draw the pips of the dice into the hex where the Pawn is standing (holes) or the surrounding hexes (for the hunters).
- Central pips (on 1,3,5) are ice holes around which fish can be hunted.
- Outside pips (on 2-6) represent hunters.
- Dice can be rotated into any orientation before placement.
- Nothing can be added to a hex that already has something inside it.
- If all the spots of the dice cannot be placed then the dice can not be used.

Movement
Move the pawn the number of hexes as there are pips on the dice.
Any movement;
- must be in a straight line.
- must finish on an empty hex.
- may not cross open water.
- may not take the pawn out of the play area

If no legal movement is possible (for any dice value regardless of dice actually available), then instead of taking their turn the player may take a dice and then move their piece to the nearest empty hex from which movement will be possible on a future turn. If two hexes are equally close then the player chooses.

Choose a Calamity

- Starting with the start player players can choose to dispose of one dice on their dice flow and take one of the Calamity Dice in the middle of the play area.
- Cross off a calamity counter on the player sheet. A player cannot take another calamity dice this round.
- If a player has not taken a calamity dice when they draft the 6th dice from a diceflow then they must take a calamity dice.
- The calamity dice is held until the end of the round.

The diceflows are then passed clockwise and another dice is drafted by each player.

Continue for 6 drafts (until the last dice is removed from each dice flow and added to the player sheets).

PLACE CALAMITIES

Each player then passes their player sheet and their calamity dice to the next player in the direction of play. This player places the calamity on their player sheet. Calamities must be drawn into an empty hex.

There are 6 types of calamity.

1. Pack ice. Nothing else can be added to this hex.
2. New Ice Flow. Add a new area of open water to the player sheet (2 hexes). This area cannot touch existing areas of open water and must be drawn into the central hexagon (within 3 hexes of the centre).
3. Expand open water. Add 1 hex of open water to an existing area of open water.
   When expanding an existing area of open water, 2 areas of open water can become joined together.
4. Walrus. Walrus must be placed adjacent to an area of open water, expanding the area of open water by 1 hex. Any area of open water adjacent to a Walrus may not be fished.
5. Polar Bear. Adjacent hunters do not hunt.
6. Ice Chasm. Draw an arrow pointing towards an adjacent hex. Nothing on that hex will score at the end of the game.

BONUSES

When anything is placed in one of the 6 bonus hexes (player pawn, hunters, holes or calamity) the player can claim the bonus shown, by marking the relevant spot on the player sheet. Bonuses can be used immediately or at any point in a future turn.

- Igloo. The player can place 6 hunters around another hex.
- New dice. The player can take another turn as though they had an extra dice of any value they choose. This dice can be discarded to take a calamity dice.
- Reroll. The player claims a reroll which can be used to reroll all dice on a diceflow before picking dice.

ROUND END

When the round ends, pass the Calamity Diceflow to the next player. They become the start player for the next round. Each player then takes 6 dice and rolls them to place on their Diceflow and another round is played.

After 6 rounds the game ends and players score their dice sheets.

SCORING

- Hunters that are adjacent to a dice hole or open water are able to fish there, and will score 1 point for each place they are able to fish.
- Score each hole or area of open water according to

2 pt   2 pt

3 pt

4 pt

3 pt

0 pt

0 pt

⬤ Hunters unable to fish (due to Walrus or Polar Bear
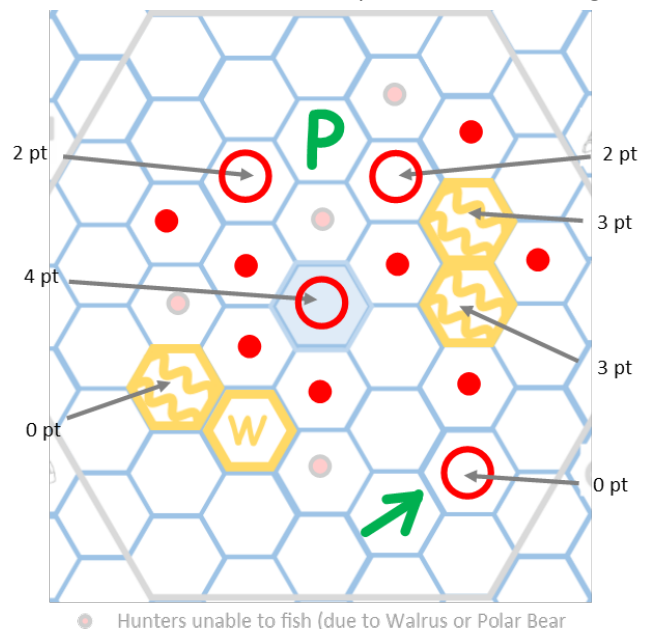
the number of hunters able to hunt there.

WINNING THE GAME

The player with the most points, wins the game. In the event of a tie then the player who has dug the most ice holes wins the tie.