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Brian Gomez

ICECOOL 2™



BRAIN GAMES

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ICECOOL2™

For 2 to 4 players, ages 6 and up, with a playing time of 30 minutes.



ICECOOL2 is played the same way as the original ICECOOL, but with new special abilities on some cards. If you have played ICECOOL before, see page 7 for the new changes to the rules. If you own ICECOOL, please see the "ICECOOL+ICECOOL2" booklet to learn how to combine both games for more awesome ways to play.

COMPONENTS



4 plastic Penguins



5 cardboard Boxes (rooms)



16 plastic Fish tokens (12 fish in 4 player colors and 4 fish in white color)



54 Fish cards (each showing 1, 2, or 3 victory points)



4 Color Reminder cards



4 Penguin ID cards

OVERVIEW

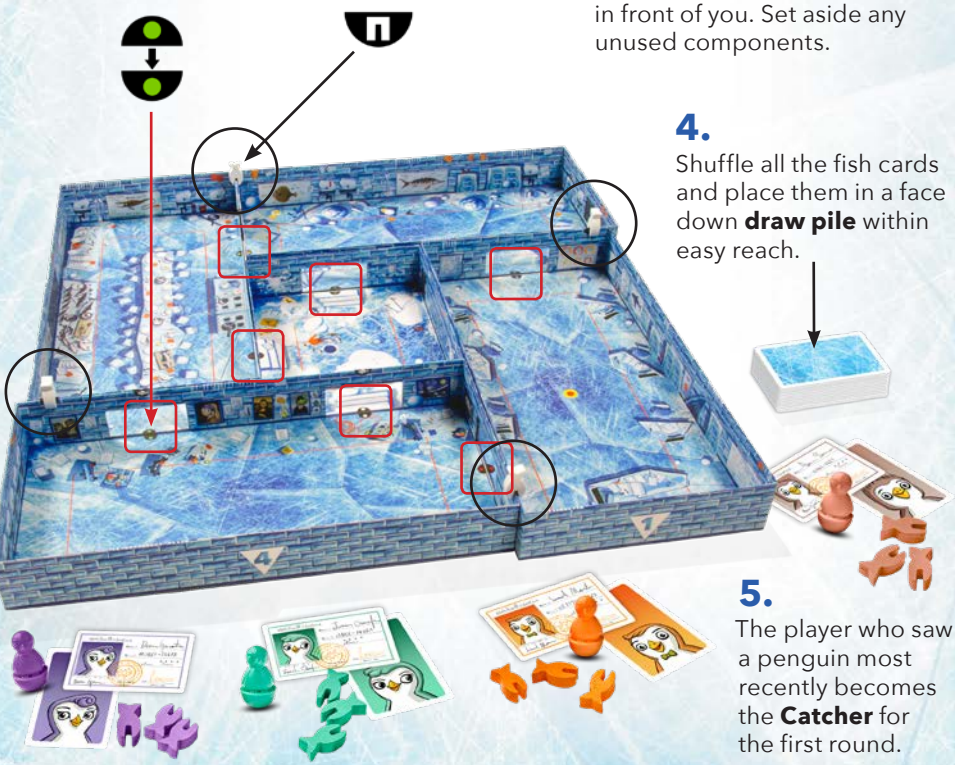
In each round, one of the players takes the role of the Hall Monitor (**the Catcher**), and their goal is to catch the other penguins (**the Runners**), who will try to collect fish hanging from the doors. Players gain victory points for catching others or for collecting fish. When either the Catcher has caught all the Runners or any of the Runners has collected the 3 fish in their color, the round ends. The game is over when every player has been the Catcher once. The player with the most victory points wins!

GAME SET-UP – IT'S EASY

1.
Arrange the 5 boxes by matching dots of the same color on the bottom of the doorframes.

2.
Put the 4 white fish tokens on the 4 marked spaces to hold the board together.

3.
Choose a color and take the penguin, reminder card, ID card, and 3 fish tokens of that color. Place your color reminder card and ID card on the table in front of you. Set aside any unused components.



4.
Shuffle all the fish cards and place them in a face down **draw pile** within easy reach.

5.
The player who saw a penguin most recently becomes the **Catcher** for the first round.

BEFORE YOUR FIRST GAME

Hey, I see you're ready to begin the game. I want to help you understand how we move, so I suggest you take a warm-up run around the school. Yes, just like in gym class.

Wanna see some cool moves?



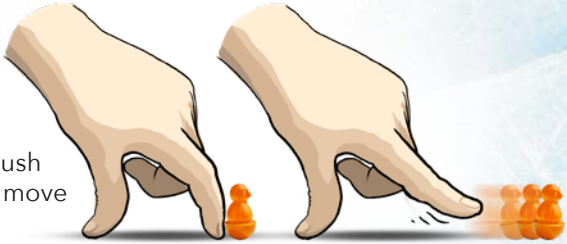
Take your penguin and start on the red circle in the Classroom (box nr. 1). Flick your penguin around the school until it's back in the Classroom again. Once you're done, let the next player get some practice.

Flicking techniques

1.



To move your penguin straight ahead, place your fingernail flat against the penguin's back, then push in the center of the penguin. It will move in a straight line.



2.



To make your penguin run around corners or do crazy turns, flick it on the same side that you want it to turn toward. If you flick its right side, for example, it will rotate to the right.



3.



Believe it or not, your penguin can also jump! Flick the penguin on the **very top** of its head, and it will jump off the floor. Use this to jump over walls! It's a legal move, and all the cool kids are doing it!



PLAYING THE GAME

The game consists of as many rounds as there are players (except in a 2-player game, see page 11). In each round one, player is the **Catcher** and the other players are the **Runners**. Each round consists of 3 phases.

Phase 1 – Round set-up



1. Each **Runner** attaches one of their fish tokens on **each of the three** doors marked with the fish symbol.



2. **The Catcher** places their penguin in the Kitchen (box nr. 2) anywhere within the orange lined area. The placement of Runners is described below.

Phase 2 – Playing the round

It's go time! The round is played in clockwise order starting from the player on the left of the Catcher, so in a 4-player game the sequence goes Runner – Runner – Runner – Catcher, then repeats until the round ends. A player's turn consists of one flick. The player **on the left** of the Catcher starts the round by placing their penguin on the red circle in the **Classroom** (box nr. 1) and flicking it. Then the next player in clockwise order does the same. The Catcher starts from the spot in the Kitchen where they placed their penguin during the **Round Set-up**. On each next turn, the player flicks their penguin from wherever it stands at the beginning of their turn.

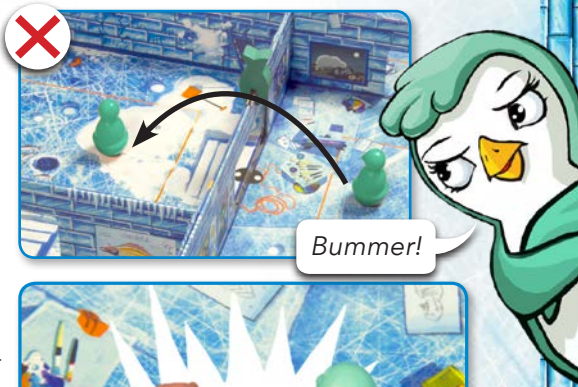
Note! For each Runner's first flick of the game, if their penguin fails to move away from the red circle or lands back on the red circle, they must repeat the flick until their penguin moves away from the red circle.

Events that can happen on a player's turn:

- If the Runner **completely** passes through a door with a fish token of their color on it, they collect that fish, then draw the top card from the fish card draw pile. Look at the card, then place it **face down** partly covering your color reminder card. Each fish card is worth as many victory points as the number on the card. If you flick well, you can pass through multiple doors and score multiple fish on a single turn!
  Important! To go through the door **completely**, your entire penguin must start its turn on one side of the door, then after the flick the entire penguin must be on the other side of the door (see the 3 pictures below).



Watch your jumps!
If you jump **over** a door with your colored fish on it, you **do not** collect the fish token. You must pass **through** the door to receive the fish token.



- If the Catcher at any point during their turn touches one or more Runners, these Runners hand over their ID card to the Catcher.

- Also if a Runner at any point during their turn touches the Catcher, they must give their ID card to the Catcher.



ID taken! If a Runner's ID card has been taken, they are still in the round and can still continue to play and collect fish!



Card special abilities



Ice skates

If you have **two fish cards with value 1**, you may turn them face up at the end of your turn and immediately take another turn, flicking your penguin following the regular rules. These cards must remain face up, which means you can't use them again for an extra flick. If you have enough 1 cards, you may take more than one extra turn in a row. This ability may be used by both the Catcher and the Runner.



Tasks

Each fish card with value 1 also has a task that you may try to complete to score additional points. There are 3 possible tasks:

- Jump over the wall of one box into an adjacent room. Your penguin doesn't need to end its movement in that room.
- Pass completely through 2 doors on a single flick (it does not need to follow a straight or direct path).
- Bounce off at least 1 wall, then pass completely through at least 1 door.

You can complete only **one** task on your turn. To complete a task, you must announce the type of task you are attempting before taking your turn. If you successfully complete the task, then flip the card face up (to show the task has been completed) and draw a new fish card from the top of the draw pile.



If a value 1 card has been used to take an extra turn, it cannot be used to complete a task, and vice versa.

Two fish, move fish

If you have **two fish cards with value 2**, you may turn them face up at any point during your turn to immediately move a fish token of any color to a different door (even a door without a fish symbol). You cannot place this fish on a door in the room where the penguin of this color is located.

Example: If the orange penguin is in the small middle room, their fish token cannot be placed on any of the 3 doors that lead into (or out of) the small middle room – but it can be placed on any other door.

You still score points for these face-up cards at the end of the game!

Phase 3 – The end of the round

The round ends when:

1. Any Runner has **collected all 3 fish tokens** of their color.

OR

2. The Catcher has **caught all Runners** (that is, the Catcher has all the ID cards in play).

Now that the round has ended:

- Each player, starting with the Catcher, draws 1 card from the fish card draw pile for **each** ID card they have. The Catcher will always get 1 fish card for their own ID card, plus an additional fish card for each ID they captured. A Runner collects a fish card only if they weren't caught.
- Players take back their ID cards and 3 fish tokens for the next round.
- The player to the left of the Catcher becomes the new Catcher for the next round.
- Start a new round with **Phase 1 – Round Set-up**.

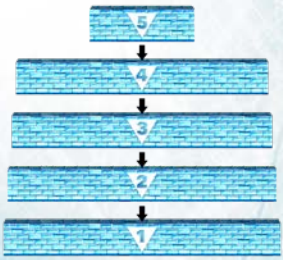
For changes in a 2-player game, see page 11.

THE END OF THE GAME

The game ends after **as many rounds as the number of players**, which means that each player will be the Catcher once. Count the victory points from your fish cards. (Don't forget to count your face-up fish cards!) Whoever has the most victory points wins!

In case of a tie, the tied player with the most cards wins. If this results in another tie, the tied players share the victory! For changes in a 2-player game, see page 11.

In the rare case you don't want to play another game of ICECOOL, pack the boxes in the order shown below.



SPECIAL SITUATIONS AND CLARIFICATIONS

Orange lines

Before your flick, if your penguin is close to a wall (and doors are part of a wall) or stuck in a door, you may place it on the **closest free point** on the nearest orange line (with the center of the penguin on the line).



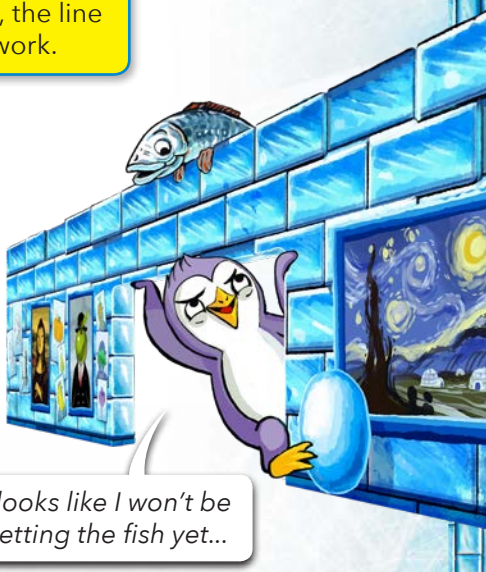


Where's the orange line? Sometimes the orange line is covered with artwork. In such cases, the line is considered to be present under the artwork.

Getting stuck in the door

First, why are you getting stuck in doors? You probably shouldn't have skipped all those gym lessons...

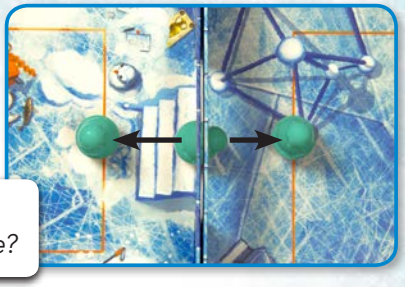
To collect your fish token, you must pass **completely** through a door bearing your fish token **in a single move**. If even a small part of your penguin remains in the door frame (looking down from the top), it hasn't gone through and is stuck. On your next turn, you must flick it from an **orange line** (see below).



Important! Your penguin might go completely through a door, then rotate back and become stuck in the same door. If this happens, you still went through the door, so you get to collect your fish token and fish card.

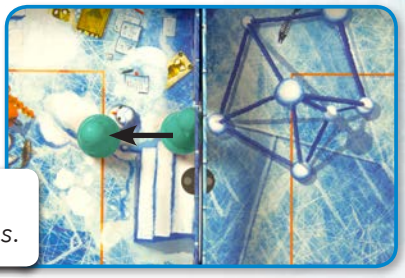
If you're stuck in a door:

- Before your flick, if you can see part of your penguin on both sides of a door when looking down on that door from directly above, you may place the penguin on either room's closest orange line.





- Before your flick, if you see your penguin on only one side of a door when looking down on that door from directly above, you may place the penguin only on the orange line in that room.





Note! Once stuck in a door, to collect the fish on this door you must move your penguin to an orange line, then go completely through this door in a single flick. You cannot just flick your penguin the rest of the way through this door.

Events outside of a player's turn

If during another player's turn, they push your penguin either **completely** through a door with your fish token on it or into the **Catcher**, you resolve these effects like normal, collecting your fish token and taking a fish card for being pushed through the door or losing your ID card for being pushed into the Catcher. Your penguin remains wherever it is pushed.



Ending your turn out of the game

If your penguin ends its turn outside of all the boxes, place it back into the box at the exact point where it started and end your turn immediately. (You may still use two 1s to "Ice Skate".)

If during another player's turn, your penguin is somehow knocked out of the boxes, place the penguin on the same spot where it started the turn. No player is penalized for this.



Accidentally moving another player's penguin

If at any point you touch and move another player's penguin with your hand, return that penguin to its previous spot.

CHANGES IN A 2-PLAYER GAME

Wondering if the game is great for 2 players? Yes, it is. There are just a few changes in the rules for 2 players:

1. The Catcher has to catch the Runner **twice** before the round ends. When the Catcher touches the Runner for the first time, the Runner hands over their ID card as usual. Then the Runner is moved to the Classroom and the Runner immediately takes a turn starting from the red circle as at the beginning of the game. The Catcher's turn completely ends, and they **cannot** play two fish cards with value 1 to take an extra turn before this immediate turn of the Runner.

   The round ends when either the Runner has collected all 3 fish tokens or when the Catcher has caught the Runner for the second time. The Catcher receives no benefit for this other than the round ending immediately.

2. The game ends when each player has been the Catcher **twice**. (The players switch roles between Catcher and Runner each round.)

All other rules remain unchanged. Have fun!

TOURNAMENT SCORING

If you want to play a less random game, or maybe just see how scoring is done during official tournaments, you can use this scoring variant instead of the standard one.

During set-up, do not shuffle the deck of fish cards. Each time a Runner goes through a door with one of their fish on it, they collect the fish, then take the top fish card from the deck without looking at it. Each card collected **counts as 1 point**.

The same is true for the scoring of ID cards. At the end of the round, each ID scores its holder **exactly 1 point**.

Special abilities on cards cannot be used – and you shouldn't be looking at them anyway as the cards are face down!

At the end of the game, whoever has collected the most points wins!



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