# ILULIAQ

2-6 | 15min | 8+

For three thousand years, penguins have ruled in Iluliaq. But one day, the penguin king disappeared. Amidst the confusion; seals, bears, and various flightless birds have found an old legend engraved in the ice:
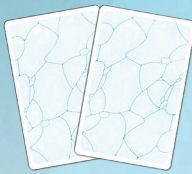
"He who conquers the iceberg will be the new king"

What are you waiting for? Wear your best floaties, be careful with the landing, and plunge into the icy victory!

## COMPONENTS

64 Animal Cards

14 Iceberg Cards

6 Trampoline Cards

## GAME OBJECTIV

During your turn, throw animals onto the iceberg. If you succeed, activate their special powers, but be careful! If you knock cards into the water, you'll have to add them to your hand. The player with the fewest cards in their hand at the end of the game wins.

## SETUP

**1** Separate the cards into three groups: trampoline cards, iceberg cards, and animal cards.

**2** **Build the iceberg.** To play Iluliaq: King of the Iceberg, you need an iceberg. So, the first thing you need to do is **build one.**

bottom

**A.**

lid

**B.**

**C.**

The cards fit into the slot.

**D.**
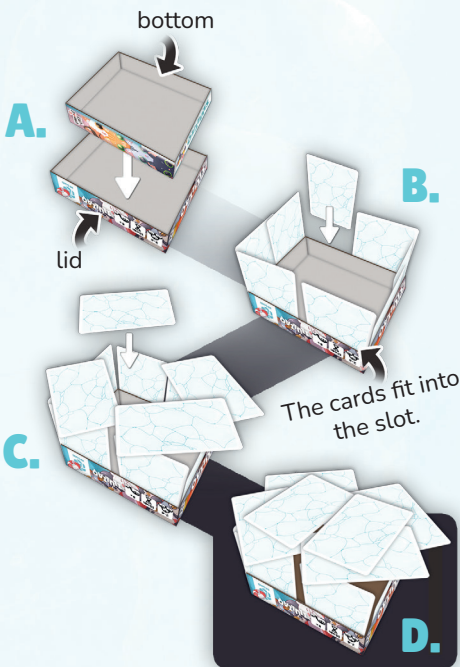
**A.** Place the bottom of the game box inside the lid.

**B.** Take 8 iceberg cards and insert 2 on each side of the rectangle as shown in the picture.

**C.** Take 4 more iceberg cards and place them **horizontally** on top of the previous ones.

**D.** Take the remaining 2 iceberg cards and carefully place them on top of the 4 horizontal cards, covering the central gap.

**3** Each player receives a trampoline card and places it in front of them, three card lengths vertically from the base of the iceberg.

**4** Shuffle all the animal cards and deal 6 to each player to form their deck. You can increase the starting number of cards to 8 if you have good aim. Players may not look at or change the order of their deck.

**5** The player wearing the most layers of clothing is the initial player. Let's keep the spirits high and not let the cold get to us!

## PLAYER'S TURN

During your turn, you launch the first card from your hand aiming for it to land on the iceberg. You can throw it however you prefer and from as far away as you wish, but never closer than your trampoline card. Some animals trigger special effects when thrown, when they fall into the water, or when cards fall on top of them. More details on the special abilities of each animal can be found later in the section **Types of Cards and Their Effects.**

After launching, check if any of the conditions that trigger the end of the game are met (see **End of Game** section for more details).

If the game continues, pass the turn to the player on your left.

## THROWING CARDS INTO THE WATER

**Water is considered to be the entire surface of the table around the iceberg.**

When a card falls into or touches the water during a player's turn, whether when throwing it, activating an animal's effect, by accident, or because the thrown card pushes and knocks any other card(s) into the water, the player who threw must pick up all the cards that are in the water or touching the water (except for the trampoline cards) and add them to their hand.

## ADDING CARDS TO THE HAND

The cards that are added to a player's hand are placed at the bottom of their hand, **underneath** any cards they already have. From this point forward, they will form part of the cards in their hand.

## END OF THE GAME

If at the end of a player's turn, after resolving all corresponding effects, at least one of the following conditions is met, all players must count the cards remaining in their hand. The player with the fewest cards wins! In case of a tie, both players win.

A. A player has no more cards in their stack of animals. In this case, the game ends immediately, and that player wins!

B. The entire surface of the iceberg is broken.

**For the little ones:**

If you're playing with young children, you can ignore the special effects of the cards thrown, as well as the trampoline card that limits how close each player can throw.

## TYPES OF CARDS AND THEIR EFFECTS



**Penguins:** There are many of them, they have floats, and they don't know what fear is (or flying). Penguin cards have no special effects.



**Dodo:** They always come in pairs. When a dodo lands on the iceberg, the player who threw it takes the top card from the draw pile and places it as they wish on the iceberg without activating its effect (if it has one).

If while placing the new card, they throw this or any other card into the water, they add them to their hand, and their turn ends.



**Canadian Lynx:** A relative of the domestic cat, it also has 7 lives. If it remains on the iceberg, it grants an **extra turn** to the player who threw it.
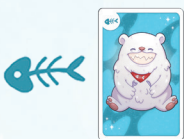


**Polar Bear:** Since waking up from hibernation, it has a voracious appetite. If a card other than a polar bear falls on top of a polar bear card already on the iceberg (even if it was thrown by the same player who threw that bear), the player who threw the card adds the first card from the draw pile to their hand.

The polar bear's ability only activates if it has no other cards on top of it. When it is covered by another card, its effects do not apply.



**Seal:** It's very sensitive to cold and prefers to warm up by swimming. It's the only animal that can fall into the water. If, in the same turn it is thrown, it touches the surface of the iceberg or a card on the iceberg and then falls into the water, it remains in the water and the rule "Throwing cards into the water" does not apply.
Multiple seals can accumulate in the water.
However, if when throwing a seal it doesn't touch the iceberg or any card on the iceberg, or if it pushes and throws a card into the water, the rule "Throwing cards into the water" applies.
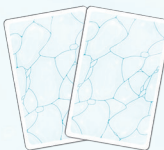


**Iceberg Cards:** If you throw an iceberg card into the water, discard this card from the game and draw the first card from the draw pile.



**Trampoline Cards:** They remain in their initial position throughout the game. They only act as markers and are never thrown or become part of any player's stack of animals.
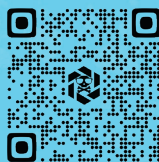
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