

FOUNDERS

RULES

OVERVIEW AND PURPOSE OF THE GAME



"We arrived at the site of the Edifice.
It shines and warms us for hundreds of meters.
I believe that we finally found
the sun of our City..."

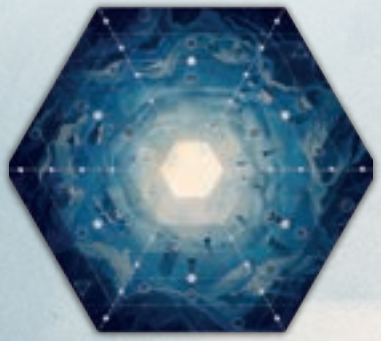
Sitting in front of the first drawings of the city, you're getting ready to draw up the plan.

The Council has given you design objectives to best meet the needs of the inhabitants. However, you don't know if it's wisdom or carelessness - Council decisions are often inscrutable - but you've each been given two different halves of two plans.

So you'll need to work with two other Founders to get the most out of your task. But remember, even if some of us share the same objectives, only one seat on the Council has been offered...

MATERIAL

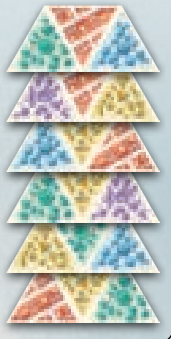
1 City game board



5 Character boards



40 City tiles



10 District tiles



10 Switch tokens



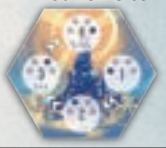
10 Design cards



10 Reminder Design cards



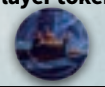
1 Hearth tile



1 Hearth token



1 First Player token



1 Bag



10 Color cards



10 Sleeves



12 Renown tokens



1 Scorepad



5 Yak tokens



3 Bardiche tokens



3 Foundation tiles



15 Monolith pawns



3 Carving tokens



SETUP

A. Color card assignment

1

Sort the Color cards **by color** and **by back:** there are **5 different colors** (Green, Blue, Purple, Red & Yellow) and **2 different backs (Parchment & Compass**).

Form **5 face-down piles,** each with the 2 cards of the same color, the **first card** of each pile must be the one with the **"Compass" back** and the **second** one has to be the one with the **"Parchment" back.**



2

Quickly rearrange each pile separately so that no-one knows where each color is. Then, remove 1 or 2 piles to play with 4 or 3 players, respectively, so that the remaining piles equal the number of players. Any removed piles will not be used in the game.

For a 2-player game, see page 20 for setup. For 5 players, you must have the BEYOND THE HEARTH expansion.



4 players = 4 piles

3

Place the first card of each pile, in a staggered fashion, above the pile to the right of it. The far-right card on the top (now an orphan) should be moved to the empty space now on the top left. Then reform each pile by placing the top card of each column above the card below.



4

Quickly rearrange each pile separately so that no-one knows where each pile is.



5

Each player takes a pile. These two Color cards form the two different types of color assigned to the player.

B. Choose a Character

Each player chooses a Character board and places it in front of them ❶.

If Silèn, Olechia, Salyx or Pehuën are chosen, take their respective tokens or tiles (see page 16-19).



The pro way to shuffle the piles

During the steps 2 and 4 of the "Color card assignment" phase, if you want to shuffle like a pro and be sure no one knows where each pile was, you can do this:

All players (except one) closes their eyes, and then the player with open eyes randomly changes the order of the piles. Then this player closes their eyes while another player opens their eyes and randomly changes the order of the piles.

C. Design card assignment

Shuffle the **5 Parchment Design cards** together and deal **one card to each player.** Then do the same with the **5 Compass Design cards ❷.**

Remove from the game (face down so they are not seen) any remaining Design cards.

For your first game, reveal all the Design cards not dealt.

Each player takes a Compass and Parchment sleeve. They place their Compass color card in the corresponding sleeve and then slide the Compass Design card in front of it. They do the same with their Parchment sleeve and cards ❷.



At any time, players may secretly look at their Designs in their sleeves without showing to other players. The Designs and Colors may not be discussed between players during the game.

D. Shared Elements

Place the board in the middle of the table ❸.

Next to the board, place the Reminder Design Compass cards in a row, and the Reminder Design Parchment cards in another row right below them ❹. These cards are a reminder of the game's different Designs, so that during the game you can search for your partners by comparing their actions with the Designs shown on these cards.

Store the **City tiles in the City bag** and place it next to the board ❺.

Form **pools** for the players to use with the following items: District tiles, Switch tokens, Renown tokens and Monolith pawns ❻.

E. Hearth tile & First player

Place the **Hearth tile** in the center of the City board and place in the first slot the Hearth token ❼. The wisest player begins and takes the First player token ❽.



FLOW OF A GAME

A game takes place over several Days, represented by the Hearth Token in the middle of the board. Each Day is comprised of 3 game phases:

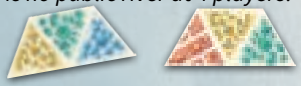
A. Beginning of a Day

- **At 3 players, take 9 City tiles from the bag and place 3 in front of each player.** Then place 2 additional City tiles between any two players to form a public river. There should be 11 tiles revealed in total.



- **At 4 players place 2 City tiles in front of each player.**

There is no public river at 4 players.



These tiles can't be flipped yet, and players can't look at the back of them. During their turn, players will be able to flip the tile they want to play if chosen.

B. Daytime

Starting with the player with the first player token, each player during their turn can take a single tile from anywhere, **but not in front of them**, and place it on the board. Play continues clockwise.

Once you have chosen a tile you can flip it and place it on the board on any side you wish.

If it's your turn and there are no tiles in front of other players or in the river, then you can take a tile in front of you.

C. End of a Day

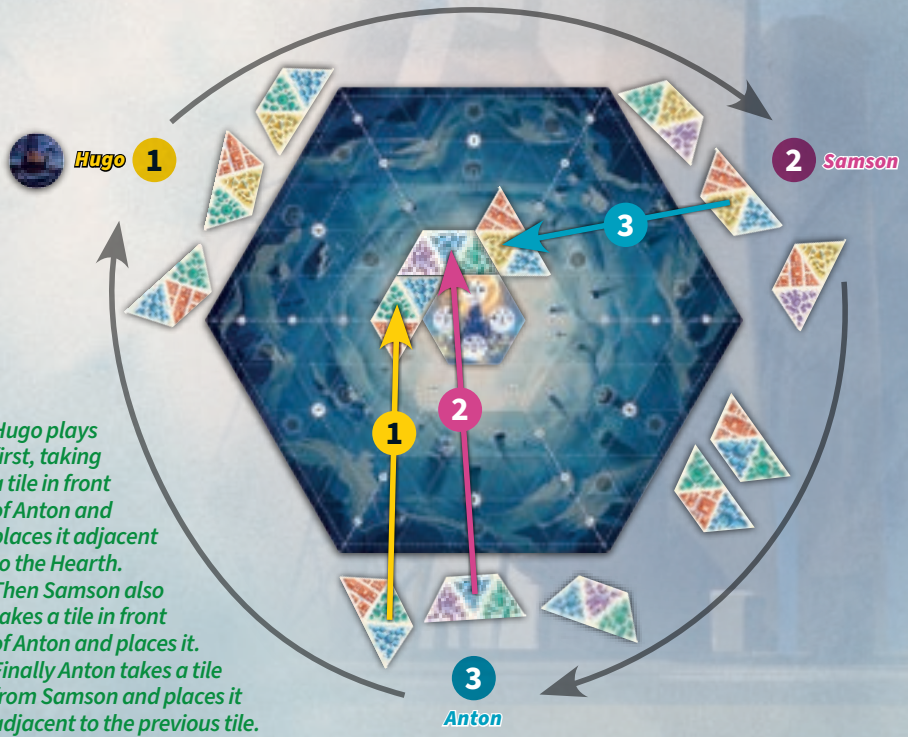
After the last tile in front of players or in a river is played, pass the First player token **counter-clockwise**.

Unless this was the last Day, move the Hearth Token to its next space and start a new Day.

D. End of the last Day

- At 3 players the game ends at the end of the **3rd Day**.
- At 4 players the game ends at the end of the **4th Day**.

The score is tallied at the end of this Day.



Hugo plays first, taking a tile in front of Anton and places it adjacent to the Hearth. Then Samson also takes a tile in front of Anton and places it. Finally Anton takes a tile from Samson and places it adjacent to the previous tile.

HOW TO PLAY

How to place a tile?

- You must place the tile with at least one **district adjacent** to the Hearth tile ❶ or to a tile already in play ❷.
- You cannot place a tile that is only **connected** to another tile ❸.
- You cannot place a tile on top of another tile.
- You cannot place a tile if any part of it protrudes from the board grid.

DISTRICTS

Each City tile has 3 triangles on each side, **one triangle represents a District**.

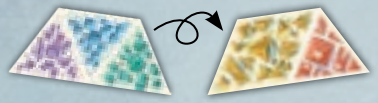


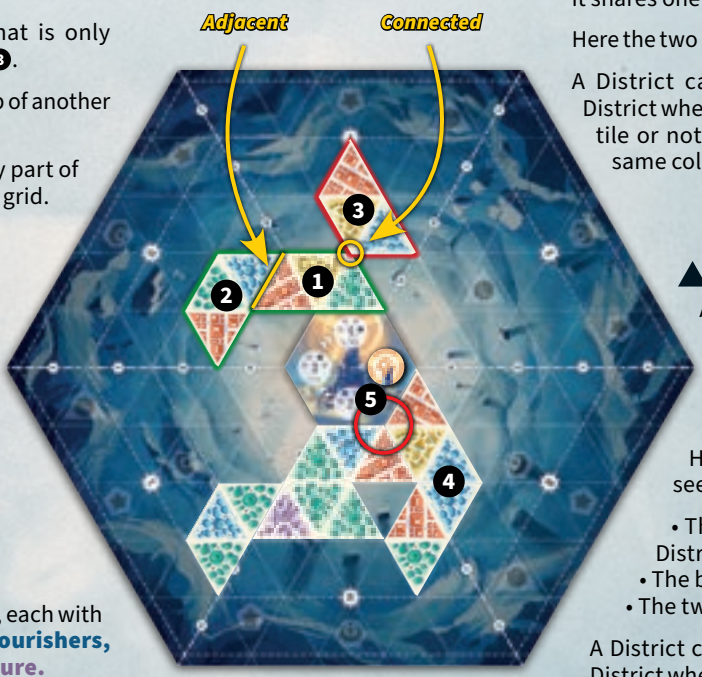
a district

DISTRICT COLOR

There are **5 types** of Districts, each with a different color: **Scholar, Nourishers, Arcane, Workshop** and **Leisure.**

A City Tile always has 3 different District colors on one side and the remaining 2 colors on the other side (one of which is represented twice).







The side of a City Tile showing only 2 colors is still always divided in 3 districts.

ADJACENT DISTRICTS

A District is **adjacent** to another District if it shares one of its sides with it.

Here the two Blue districts are adjacent ❹.

A District can be adjacent to another District whether it is located on the same tile or not, and whether it shares the same color or not.

CONNECTED DISTRICTS

A District is **connected** to another non-adjacent District if one of its vertices touches one of the vertices of this second District ❺.

Here in the **red circle** we can see 3 connected districts:

- The blue and the top right red District
- The blue and the yellow District
- The two red Districts

A District can be connected to another District whether it is located on the same tile or not, and whether it shares the same color or not.

If two districts are adjacent, they are not considered connected.

ARTIFACTS

Certain locations on the board contain symbols known as Artifacts. As soon as a player covers one of these symbols by placing any tile, they may earn the associated bonus.

Harmony Artifacts

Take a **Switch token** of the color of your choice and place it on the board on top of any District *(from a City tile or a District tile).* This District acquires the color of this token, and the previous color no longer applies.

You cannot place a Switch token on top of another Switch token.

Achievement Artifacts

Take a single **District tile** and place it on the board adjacent to any tile *(Hearth, City or District tile).*

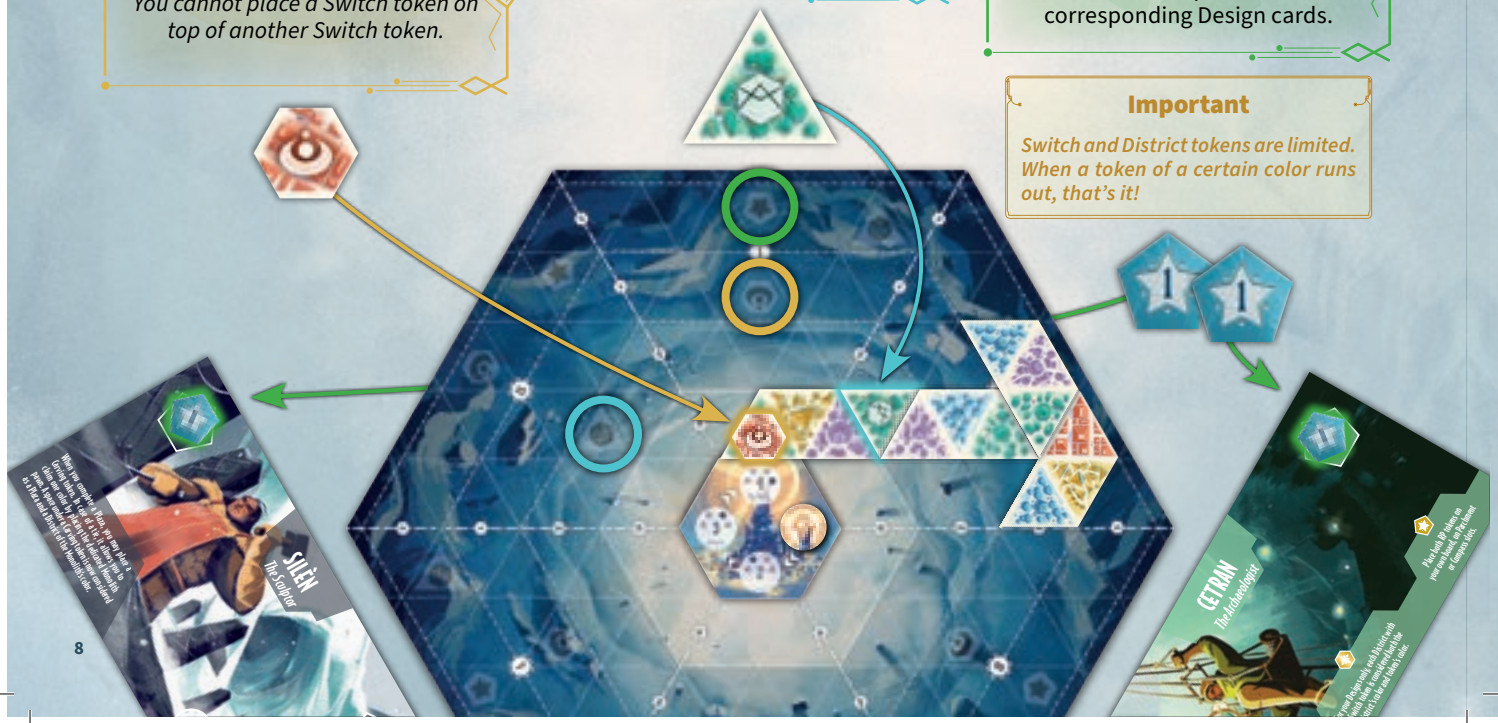
If it covers another Artifact symbol you earn its bonus.

Philosophical Artifacts

Take **2 Renown tokens**, place one of them on the Parchment or Compass slot of your Character board and another one on either the Parchment or Compass slot of another Character's board. Each Renown token will earn 1 bonus point for the corresponding Design cards.

Important

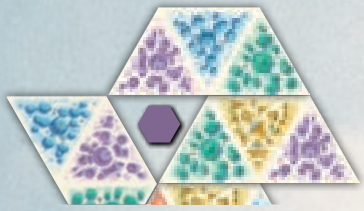
Switch and District tokens are limited. When a token of a certain color runs out, that's it!



PLAZA

A **Plaza** is formed as soon as an **empty space is completely surrounded by 3 or more Districts** (yellow background in diagram). The 6 spaces within the Hearth tile are considered **colorless Districts** and can therefore be used to make a Plaza.

However the Edges of the board are not considered as Districts, thus they do not help to make a Plaza.



In the middle of one of the empty spaces of the Plaza, **place a Monolith Pawn** of the color of the District with the **majority of adjacent** Districts to the Plaza.

If there is a tie between two different District colors, the Plaza is not allocated for any color, and a Monolith is not placed. This Plaza can be claimed later, by changing the color of an adjacent District.

A Plaza with more than one empty triangle is possible. However tiles cannot be placed inside a Plaza even if it consists of 3 or more empty spaces.

After a Monolith is placed, it can't be removed or change color, even if a player changes the color of a District adjacent to the Plaza.

At the end of the game **each Monolith gives 1 bonus point** to two Designs of the corresponding color.

There are **3 Monoliths per color.** If there are no more Monoliths in a specific color, you can't claim a Plaza for that color; that Plaza remains unclaimed for now.



END OF GAME

The game ends at the end of the 3rd or 4th Day, depending on the number of players, or when the Active player can no longer legally place a tile. Players' scores are counted in Renown Points (abbreviated RP) and marked on the scorepad.

Players reveal their two secret Design cards with their associated Color card.
The score of each player is then counted according to these phases:

A. Design Score

1. After writing their name, each player selects their **Parchment color**. (A)

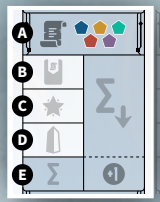
2. Each player calculates the points earned by their **Parchment Design card objective** (see details in next pages) and writes this in the corresponding "goal" space. (B)

3. They then write the number of **Renown tokens** placed on their Parchment slot of their Board, in the corresponding RP space. (C)

4. Counting the **number of Monoliths on the board** matching the color of their Parchment Design, they then write this number in the "Plaza" space. (D)

5. The total sum of **those three spaces** gives them their initial Parchment Design score. (E)

6. Then players do the same steps above for their **Compass Design card**.



B. Color Score

1. Going **one color at a time**, players with matching colors compare their final **Design scores**. Both players will now adopt **the lowest score of those two Designs**. (F)

2. If one player's Design score was higher, they will earn an additional 1 bonus RP. (G)

If both player's Design scores were tied, then they each earn an additional 1 bonus RP.

3. Players continue until both of their **colors have their final scores**, which may or may not have been adjusted from their initial Design score.

Example: If Players Jan & Fauve both had red (Scholar) Design cards, and they scored 9 and 12, respectively, for their Designs – then the final score for Jan would be 9, and for Fauve would be 10 (9+1).

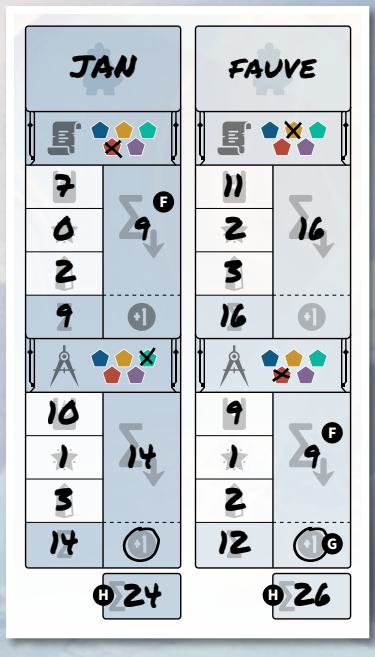
Author's note

It's important to deduce the Colors and Design objectives of other players during the game. Once you've deduced what their objectives may be, try and see if their score is potentially far behind yours - you may need to help them before focusing on your own Designs. It will ultimately affect your own score.

C. Final Score

The Final Score of each player is the sum of their two Color scores. (H)

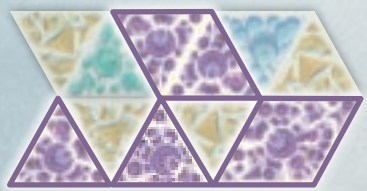
Whoever has the most Renown Points is declared the winner! They will be rewarded with a coveted seat on The Council. If there is a tie, players share the victory!



PLACEMENTS ON THE BOARD

Group

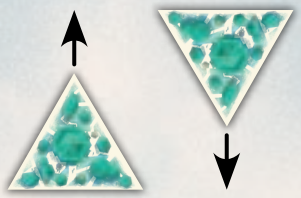
A Group is formed as soon as two or more Districts of the same color are Adjacent and/or Connected.



Orientation

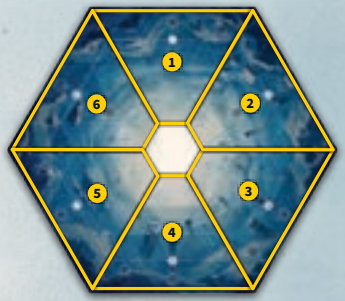
The Orientation of a District or a Pattern is linked to its rotation.

On the board, a District alone will be in one of 2 Orientations:



Sides

A Side of the City is an area starting from one of the 6 sides of the Hearth tile and extending to the edge of the board. There are thus 6 distinct Sides.



Pattern

A Pattern is a Group formed by Districts in a specific position.



However a Pattern of two or more Districts can have up to 6 Orientations:



Fields

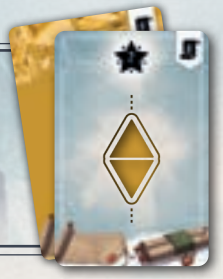
The board is made up of 4 concentric Fields:

- One close to the Hearth
- Two in the middle
- And a last one located farthest from the Hearth



PARCHMENT DESIGN

2 DIAMOND



Choose an Orientation. For each Pattern of two adjacent Districts of this color, forming a diamond shape and in this Orientation: 2 RP.

1 PYRAMID



Choose one of the 6 Sides of the City. Each District of this color in that part of the City: 1 RP.

1 HEXAGON



Choose one of the six corners of the Hearth, and its corresponding corner at the edge of the board. The hexagon shape that forms inbetween (which the corners divide in half) is your target area.

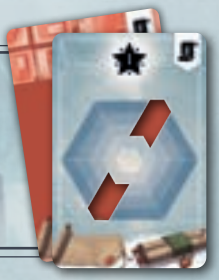
Each District of this color in that hexagon shape: 1 RP.





1 STRIP

Choose two opposite Corners of the City board. Each District of this color contained in the strip shapes opposite each other as shown (not counting the first Field): 1 RP.



1 TRAPEZOID

Choose any two of the 6 Sides of the City that are opposite each other. Each District of this color contained in the middle Fields of these Sides: 1 RP.





COMPASS DESIGN

2 HOURGLASS



Choose an orientation. For each Pattern of two connected Districts of this color, forming an hourglass shape and in this Orientation : 2 RP.

2 TWIN



Choose an orientation. For each Pattern of two connected Districts of this color, forming this Pattern and in this Orientation : 2 RP.

Each District can only be counted once for scoring.

1 MOSAIC



Choose 1 Group of Districts of this color (a continous, unbroken group that is either connected or adjacent to each other). Then choose an Orientation. Each District of this color in that Orientation : 1 RP.





1 / 2 SANDWICH



Each District of any other color adjacent to 2 Districts of this color: 1 RP.
Each District of any other color adjacent to 3 Districts of this color : 2 RP.
Unlike the “Twin” Design, the Districts of this Design’s color can be used multiple times for scoring, as it is the other-colored Districts adjacent to them that are being counted.

1 COLUMNS



There are six “columns” (of 4 Districts each) in the middle of each Side of the City, extending out from each side of the Hearth. For every District of this color within these columns: 1 RP



DESCRIPTION OF EACH CHARACTER

SILÈN, The Sculptor



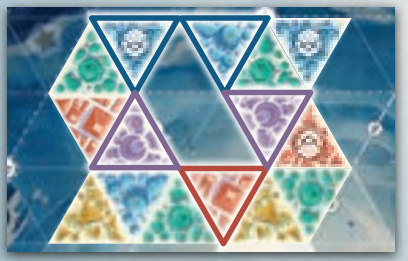


You start the game with **3 Carving tokens**.

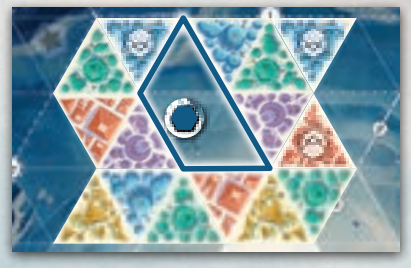
When you complete a Plaza, you can place one of your Carving tokens within it, on an empty space.

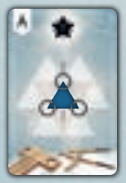
If there is a tie between two or more different District colors surrounding the Plaza, the Carving token allows you to allocate a Monolith pawn for any of the tied colors. To do so, place a Monolith pawn of the chosen color on top of your Carving token.

Moreover, the space under a Carving token is now considered as a **Plaza and a District of the Monolith's color**.



As there is a tie, no Monolith should be placed in the Plaza, but thanks to a Carving token, Silen can still choose to place a blue or purple Monolith (he can't make it red).





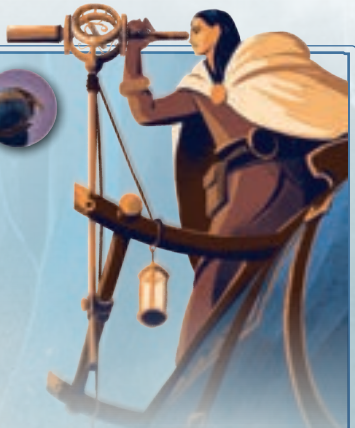
He chose to put in a blue Monolith, making it a blue Plaza. He chose this location as it would become a blue District and would help him realize his Mosaic Design.



Although this location is now also a District, it does not make 2 new Plazas.

PEHUËN, The Surveyor





You start the game with **5 Yak tokens**.

On your turn, before or after playing your tile, you can place (or change the place of) one of your Yak tokens on the board. This token has to be on an empty space and Adjacent to at least one District. You can't cover an Artifact with the Yak token.

Players can only place a tile on a Yak token's location if the District being placed there **matches the same color of the Yak**. In this case, remove the Yak token before placing the tile, and return it to Pehuën's reserve.

If, at any time, a Yak token is completely surrounded by 3 or more Districts, remove it and return it to Pehuën's reserve.



Pehuën chose to put a purple Yak near an Artifact. This makes it more difficult for another player to take it.

Additionaly, if a player puts a City tile here, they must put a purple District on this spot, wich will help Pehuën with her hourglass Design.





Although she can place, or move only one Yak per turn, Pehuën can have up to 5 of them on the board simultaneously. If no one removes them, it can quickly become a nightmare!



Fortunately, Salyx places a tile in the right place, which removes not only the green Yak but also the red one, as it becomes completely surrounded by tiles (the Hearth tile counts).

OLECHIA, The Builder



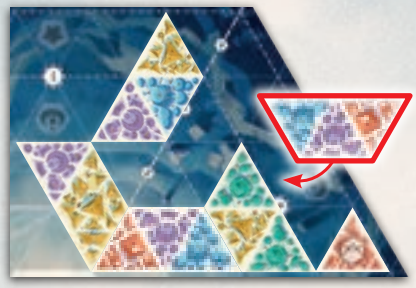
You start the game with **3 Bardiche tokens.**

When placing City tiles you can place them so they are **Connected** (not just Adjacent) to other tiles. If you earn an Artifact bonus in this way, you cannot claim it unless you spend a Bardiche token (flip it on the grey side).

You can also place a City tile **over the edge of the board**, as long as **only one District protrudes** from the board grid. Districts outside the board can count for Designs.



Olechia places a connected City tile. She can earn the Artifact bonus by flipping one of her Bardiche tokens.



Later this Day she places another City tile, covering an Artifact symbol again. She doesn't have to flip a Bardiche to earn it.



Any District placed off the board counts towards any Design of any player. Here it will help Olechia with her Hourglass Design.



For area designs (Pyramid, Hexagon, Strip and Columns), consider them as if they continued beyond the board:



SALYX, The Foreman





You start the game with **3 Foundation tiles**.

On your turn, before placing a City tile, you can **place a Foundation tile** adjacent to any District on the board. When placing your City tile, two of the three Districts on the tile must cover the entire Foundation tile, while the third District must cover an adjacent District already on the board.

You cannot place a City tile if it would cover a Switch token. However, a Switch token can still be placed on a tile that's on top of a Foundation tile.

If you cover an Artifact symbol with a Foundation tile, you still earn the associated bonus.



First, Salyx places the Foundation tile…



…then, he places the tile, covering the two slots of the Foundation tile and a red District of a tile already on the board.



Covering the red District with a green one will help Salyx with his Diamond Design.

CETRAN, The Archaeologist



Every Artifact effect is improved for you.



You can place a **District tile** so that they are **Connected** (not just Adjacent) to other tiles. You can't place them on an Artifact location when placing in a Connected way.



For both your Design cards, and the Design cards of your two allies, each District with a Switch token counts as both a District of the **covered District color and the Switch token color**.



When you cover this Artifact, place **both RP tokens on your own** Parchment and/or Compass slots.

2-PLAYER MODE

Setup

A two-player game is similar in some aspects to a 4-player game.

During set-up phase 3, when allocating Color cards, remove only one stack of cards, as if you were playing with 4 players. **Then in phase 5,** instead of shuffling the piles of cards separately, give the first pile to one player and the third pile to the second player. Remove the two remaining piles and proceed with the rest of the setup as normal.

The game will take place over the course of 4 "Days". During each **Beginning of a Day** phase, place 2 tiles in front of each player and 4 tiles between the two players (as a shared river). **When playing,** you can choose any tile not in front of you as normal (unless there are no other tiles to take elsewhere).

8 tiles will be played per Day (and 32 tiles in total during a game).

In game

During the game, **if you cover a Philosophical Artifact**, take only one Renown token, which you can place on your Parchment or Compass slot. *If you play as Cetran, start the game with 1 additional Renown token on one of your slots.*

End of game

At the end of the game, **the player's Ultimate score is the sum of the points earned by their two Design cards** (including any RP in the corresponding slots), **plus the points earned by Monoliths of their Colors.**



THE I C E UNIVERSE

In the heart of a frozen landscape swept by winds and snow, the Great Caravan discovers a gigantic cave housing an imposing edifice that radiates the surrounding area... Around this Hearth, the members of the Council lay the foundations of what will become The City, where the powerful Guilds of I C E will evolve.

300 years later, the era of Expeditions begins, and the elite Guilds set out to discover the now mythical Valley of the Nuvkas and its prestigious Artifacts and Edifices! Come and immerse yourself in I C E...

Excavate through the ice...
Thanks to the archaeologists present on the board, remove little by little the tiles, and reveal the mysteries buried under the ice.

Dig on the board

Discover the different Artifacts
and unlock their powerful effects.

Discover more than 110 tiles through 3 layers of ice.

Play with one of the 5 guilds with unique abilities.

THANKS & CREDITS



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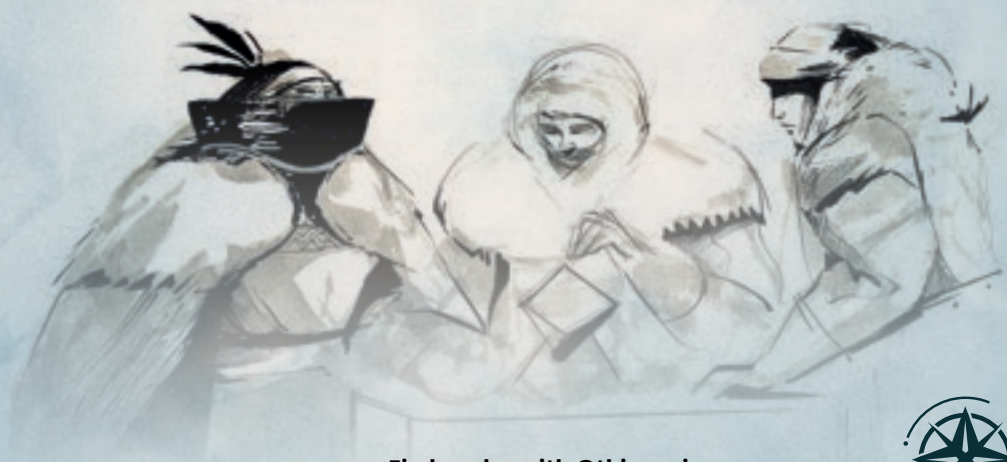
Last but not least, enormous gratitude to the founders of this great adventure of play, our parents: **Chris & Da**.

LINKS & COMMUNITY

The link to find them all

This Way community on Discord

Discover the whole Lore of the ICE universe



Find us also with @thiswayice on

If you have any questions or issues with the material, please contact us at: **contact@thiswayeditions.com**

THIS WAY!

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SUMMARY

A. Beginning of a Day

• **At 3 players: 3 City tiles** for each player **+ 2 City tiles in a public river**.

• **At 4 players: 2 City tiles** for each player (no river).

B. Daytime

- **Clockwise each player takes turns placing City tiles** until there are no City tiles left in front of players or in the river.

- A tile needs to be adjacent to another District.

- If an **Artifact** is covered you earn its bonus:

• : Place a **Switch token** on top of a District to change its color.

• : Place a **District tile** adjacent to any tile.

• : Take 2 **Renown tokens**: one for you and the other for another player.

- If placing a tile enables you to make a **Plaza** by enclosing an empty area, place a Monolith of the color of the majority District. If there is a tie, don't place a Monolith.

C. End of a Day

Pass the First player token **counter-clockwise**.

D. End of the last Day

• **At 3 players** the game ends at the end of the **3rd Day**.

• **At 4 players** the game ends at the end of the **4th Day**.