ISLE of BEARs
熊之島

8+ | 2 players | 15 mins

Every summer will be the coolest summer of the rest of your life.

Summer, 2050. The Arctic Ocean is nearly ice-free.

The displaced white bears drift across the sea and discover the black bears' isles. But there's not enough room for everyone, and the battle for the Isle of Bears begins...

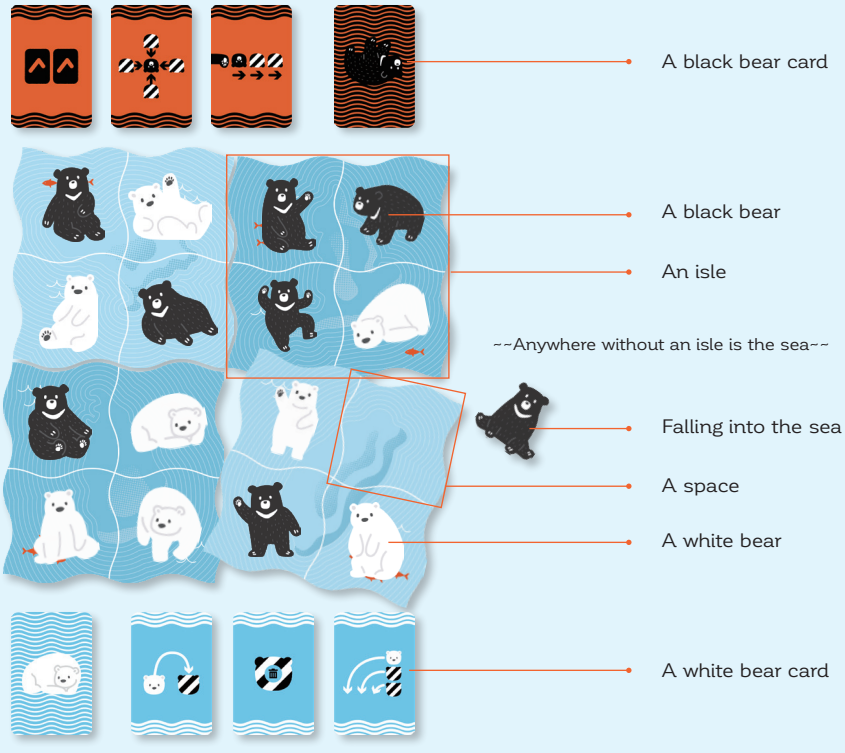


What's in the Box

Play area
4 isles

Black player
8 black bears
13 black bear cards

White player
8 white bears
13 white bear cards



Getting Ready

1. Put the 4 isles together in a square to make a 4×4 grid of 16 spaces. Spaces on different isles that share an edge are still adjacent. Mix up all 16 bears and place one bear on each space.
2. Each player chooses a colour and takes the 13 matching cards. Shuffle your cards into a deck and turn 3 of them face up in front of you.
3. Both players snap their fingers at the same time. The louder snap goes first. Off you go!

Objective

Play cards to move, stack, and remove bears. Get your bears on top of stacks to take control of them.

Playing a Turn

Players take turns. On your turn, resolve the following four steps in order:

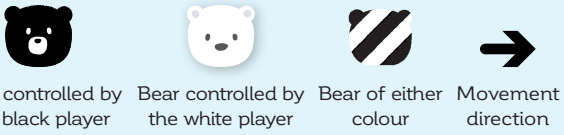
1. **Play a Card** Choose one face-up card in front of you and resolve its effect.
   - **Stack & Control** Bears can share a space and form a stack. If the top bear is your colour, you control the entire stack.
   - **Act Together** Card effects apply to all bears in a space as one group.
   - **Falling into the Sea** Bears can only remain on isles. Any bear that falls into the sea is permanently removed from the game.
2. **Overcrowding** Check the bears. A space can safely hold up to 5 bears. If a space contains 6 or more, it becomes overcrowded. Send all of your opponent's bears in that space into the sea. Only your bears remain.
3. **Sinking Isles** Check the isles. If an isle has no bears on it, rising sea levels cause it to sink. Permanently remove that isle from the game.
4. **Discard & Draw** Discard all cards you used this turn, then refill to 3 cards. If your deck runs out, shuffle the discard pile to form a new deck.

Then your opponent takes their turn.

Winning

At any time, if the top bear on every occupied space is the same colour, the player of that colour immediately wins the game!

Colour & Icon Reference



Bear controlled by the black player | Bear controlled by the white player | Bear of either colour | Movement direction



Black bear card | White bear card | Any card

What the Cards Do

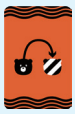
Shown here as black bear cards; the white bear cards work the same. You have two Straights and two Diagonals; one of everything else.



Straight Move a stack of bears you control to any other space in a straight line up, down, left, or right. There is no distance limit, and the bears may pass over other bears.



Diagonal Move a stack of bears you control to any other space diagonally. There is no distance limit, and the bears may pass over other bears.



Leap Move a stack of bears you control to any other space.



Swap Swap all the bears between any two spaces.



Party Choose a stack you control. Move all bears from the four orthogonally adjacent spaces onto that stack. You choose the stacking order.



Push Move a stack you control 1 space in any direction, including diagonally. Any stacks directly in its path are pushed 1 space too. Bears pushed into the sea are permanently removed.



Dismiss Pick up a stack of bears you control and place them one by one, starting from the bottom. Place the first bear adjacent to the original space (diagonals count), then each next bear adjacent to the previously placed bear. Bears may stack. Continue until no bears remain in your hand.



Banish Choose any space and send all bears on that space, regardless of colour, into the sea. They are permanently removed from the game.



Play Twice Resolve two other face-up card effects in front of you: either two different cards once each, or the same card twice. Then discard all cards used.



Forced Discard Choose one of your opponent's face-up cards and discard it. On their next turn, they can only play from the remaining cards.



Wild Choose any other face-up card in front of either player and resolve its effect. If it is your opponent's card, reverse all black and white references. Discard each used card to its owner's discard pile.

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