

# Polar Bear and Glaciers: Seal Your Survival

Welcome to the Bering Sea! You and your polar bear friends are preparing for hibernation\*, and you need to eat enough seals to survive the long winters of 2012, 2014, and 2016. It's easier for polar bears to hunt and live on ice than it is on water, but as time passes, global warming will melt away a lot of your ice. Can you survive all 3 winters?!

**Objective:** During each year, eat at least 8 seals before its time to hibernate. This game is cooperative, so you and your polar bear friends all want to survive - help each other out!

**Rounds:** Players will try to survive 3 winters, which represent the environment in the Bering Sea in the years 2012, 2014, and 2016\*\*. If a player does not survive a round (reach the end with at least 8 seals), that player will not move onto the next round. Follow the instructions in "Setup" before each round.

## Setup:

### 1) Set up the board tiles.

- a) Round 1 (2012): Do nothing, everything is ice!
- b) Round 2 (2014): Place **16** water tiles randomly on the board
- c) Round 3 (2016): Place **18** more water tiles randomly on the board, so there should be a total of **34** water tiles on the board

### 2) Set up cards. Shuffle the ice cards together and put them on the ice cards section of the board. Do the same for water cards

### 3) Decide who goes first. Each player should roll one die to see who gets the highest number. Whoever rolls the highest number gets to go first. After the first player takes a turn, the person sitting to that player's left will take a turn. Play continues in a circle going left.

- If two or more people roll the same number, *and* it is the highest number rolled, each of those people roll the die an additional time to see who gets to go first

### Game Play:

- 4) **Roll the dice and move.** To take your turn, roll the dice and read the sum of the dice that you rolled. Move your polar bear forward that number of tiles.
- 5) **Draw a card.** You've landed on either a ice tile (white) or water tile (blue). Draw a card from the deck corresponding to what kind of tile you landed on. Follow the instructions on the card. If you need to collect a seal, take a seal piece. Possible card effects include
- 6) **Global warming cards:** If you draw a global warming card, you'll ask the other players the question on the card. The other players will collectively come up with an answer. If they're right, roll a single die
  - a) If the result is a 1 or 2, everyone gets a seal
  - b) If the result is 3, 4, 5, or 6, remove up to one water tile from the board
- 7) **Repeat steps 4 and 5** until you reach the "end".
- 8) If at any point all players have 8 seals, the round is considered over and all players move to the next round

\* Only pregnant polar bears hibernate, so you are actually a pregnant polar bear preparing to have cubs!

\*\* In 2012, the Bering Sea had roughly 1.2 million square kilometers of ice. In 2014 and 2016, the amount of ice decreased to 0.9 million and 0.7 million square kilometers, respectively.