

Eski Memo- an Icey-Dicey game

The game

The four Eskimos have been out all day long on a hunt for food (fish, crab and other animals). They have to return home to their Igloos by the end of the day. The Eskimo who arrives first is rewarded with the best meal and wins the game. The arctic terrain on which they travel is a giant ice field with the Eskimos on one side and the **igloo** on the opposite side. In the board game, in between the Eskimos and **igloo** are eight patches dotted with icons on squares depicting crevasses, sleds, polar bears, harpoons, crabs, footprints and fish ponds. The Eskimos have to cross on to the other side by moving over these marked icons as per the rules of game play. The Eskimos have to use their memory as well as intelligence to cross this terrain.

Contents

Icey field patches: 8

Starting ice field patch: 1

Arrival ice field patch: 1

Igloo piece: 1

Kayak cut-out: 1

Harpoon cut-outs: 4

Dice: 1

Play pawns: 4 in assorted colours

Tokens: 11 (bearing icons of igloos, crevasse, sled, polar **b**ear, harpoon, crab, footprint, fishpond, kayak and crack)

Game play



Eskimo players have to follow the Ice field rules which are:

- No two Eskimos can be on the same square
- If no movement is possible on an adjacent square, the Eskimo stays put
- If movement is possible, this is mandatory , even backwards



- If many moves are possible one can select the best of them



At the end of each turn the tokens are kept back face down, and the players try to remember the positions. Play then continues to the next player to the left and so on...

Role of the tokens:

Crevasse, footprint, crab and fishpond

When a player flips over any one of the above tokens, then he/she moves onto a neighbouring square only if the square bears the same icon.

Sled

When a player flips over a sled token, then he/she moves onto a neighbouring square only if the square bears a sled. The player is then entitled to **flip over an additional token and move directly to the square** bearing the same icon as the flipped token **in the same ice field or in the adjacent ice fields**. For example if dice roll is 4, five tokens are flipped.



Harpoon

When a player flips over a harpoon token, then he/she moves onto a neighbouring square only if the square bears a harpoon. If the move is possible, then player collects the harpoon tool from the common pool. This harpoon tool comes into play when a bear token is flipped over in a later move.

Polar bear

When a player flips over polar bear token, then player moves only if he/she possesses a harpoon earned in one of earlier moves during game play. The player then moves to polar bear square forwards or backwards in one of the neighbouring ice field patches. The movement is possible even if the bear **is** not in a neighbouring square.



After the move the player surrenders the harpoon back to the common pool.

Crack

When a player flips over the Crack token - In the Ice fields this means there is a thaw and he/she has to separate two icy patches (of the player's choice) creating a gap (supposedly with water in between).



There can be more than one such a crack during the course of the game yielding in multiple gaps in the icy fields.



- In later moves, an existent Crack can be bridged by another player when he/she flips up the crack token. So the Crack token can be used both for separation as well as joining.

The kayak token is used only when there is gap between two icy patches and the player can cross to the next patch by placing the Eskimo token on the kayak (from the common pool) in the sea between the two patches.



As a continuation of this move, or in the next move he/she can move to an appropriate square as per the flipped token in the neighbouring ice field patches. This is logical as the kayak can travel through this gap of water. The kayak is then released back to the common pool. **If the move is not possible because the corresponding square is already occupied, the eskimo pawn is placed on the kayak and stays between the 2 ice fields until the next turn of game.**

When an Eskimo is in the sea between two icy patches, another player cannot join the two when he/she flips over a Crack token.

When a player is on a kayak, and another player flips over a kayak, he/she is unable to use it as the kayak is already in use with the other player.



Igloo

The Eskimos can only enter the Igloo with the help of Igloo token. When any player is adjacent to the Igloo square he must have an Igloo token to win the game.



The End of the game

The first player who reaches the igloo is the great winner.

Thank you!