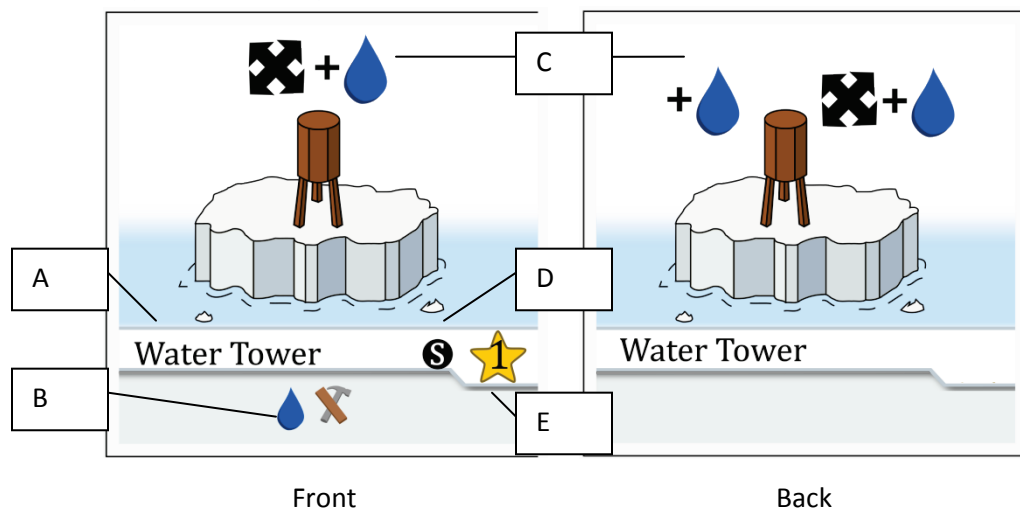


Iceburgh

The Town of Iceburgh floats around on giant blocks of ice. The residents of Iceburgh are competing to become the new Mayor by making improvements to the town as buildings continuously shift.

The Buildings of Iceburgh



Iceburgh comes with 15 two-sided building tiles, showing 5 basic parts. The Front side includes the points and upgrade cost.

- A. Building name (Front and Back)
- B. Cost to upgrade (Front)
- C. Building action (Front and Back)
- D. Special symbols (Front)
- E. Upgrade Point Value (Front)

Each building has an action that helps players collect and use the resources:



Materials







Water



Coins

This action is different on the front and back. Some buildings only have an action on the back.

Actions are represented by additional symbols such as one directional arrows, , two directional

arrows , Four way arrows, , or plus signs .

The resources listed at the bottom are the cost to upgrade the building. Some costs include the Water/Material Symbol. Either resource may be used for that cost.




Water/Material


Players can earn points by upgrading buildings. The number in the Star is the number of points earned (1, 2, or 3) when a player upgrades the building. Upgraded building actions are more powerful versions of the actions.



Star, Point Icon


Special Symbols


The  Symbol appears on 4 buildings, Cool Mint, Park, Ice house and Cold Storage. It indicates buildings which are only used in a 4 player game

The  symbol appears on 3 buildings, (Water tower, Salvage Yard, Market). It indicates basic supply buildings which must be spread out during setup.

Setup

Setup for 2 or 3 players

Set the 4 buildings with  aside, leaving 11 buildings. Shuffle and arrange the buildings set up the 11 buildings Front side up, in 3 rows of 4, leaving any 1 space empty.

The three buildings marked with  must start in different rows and columns. Rearrange the buildings to ensure no two of them share a row or column.

Give each player a resource card and two resource markers. Place one marker on the 1 coin space.

The coldest player starts.

Setup changes for 4 players

For 4 players, use all 15 buildings. Create 4 rows of 4, leaving any one space empty.

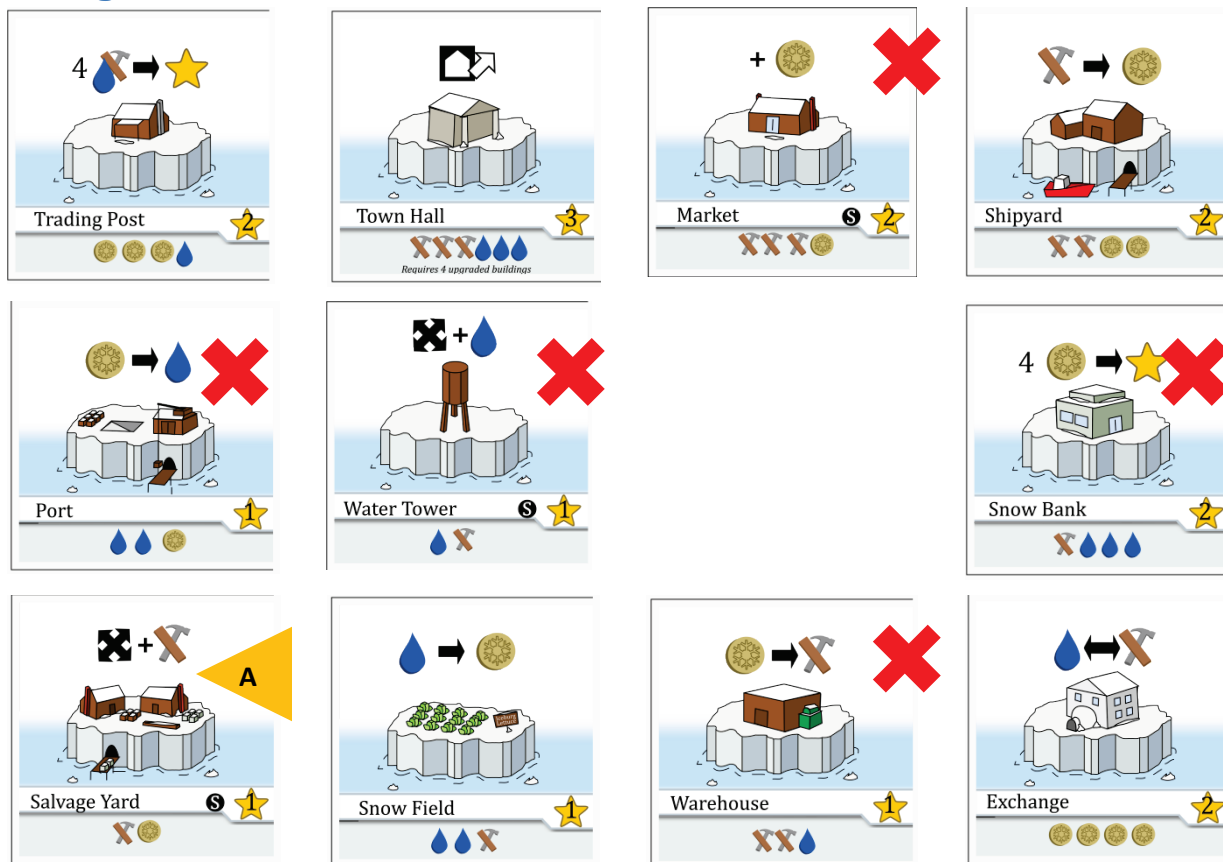
Collecting Resources

The player resource card shows a track of 1, 2, 3, and 4 of each resource. When collecting or spending a resource, move the resource marker up and down the appropriate track indicate resources gained or lost. Both resource markers may be on the same track

Important! *You may never give up resources in the game without an action. Life in Iceburgh is tough, and nobody can afford to waste resources. If you do not have a free resource marker, and do not have a marker on that track, you cannot gain that resource!*

When resource markers are on a space, they may **only** be moved to a different type of resource by using an appropriate action (e.g. Turn coins into Water by using the Snow Field). Resource markers that are not on any track space may be assigned to any type of resource when it is gained.

Taking a Turn



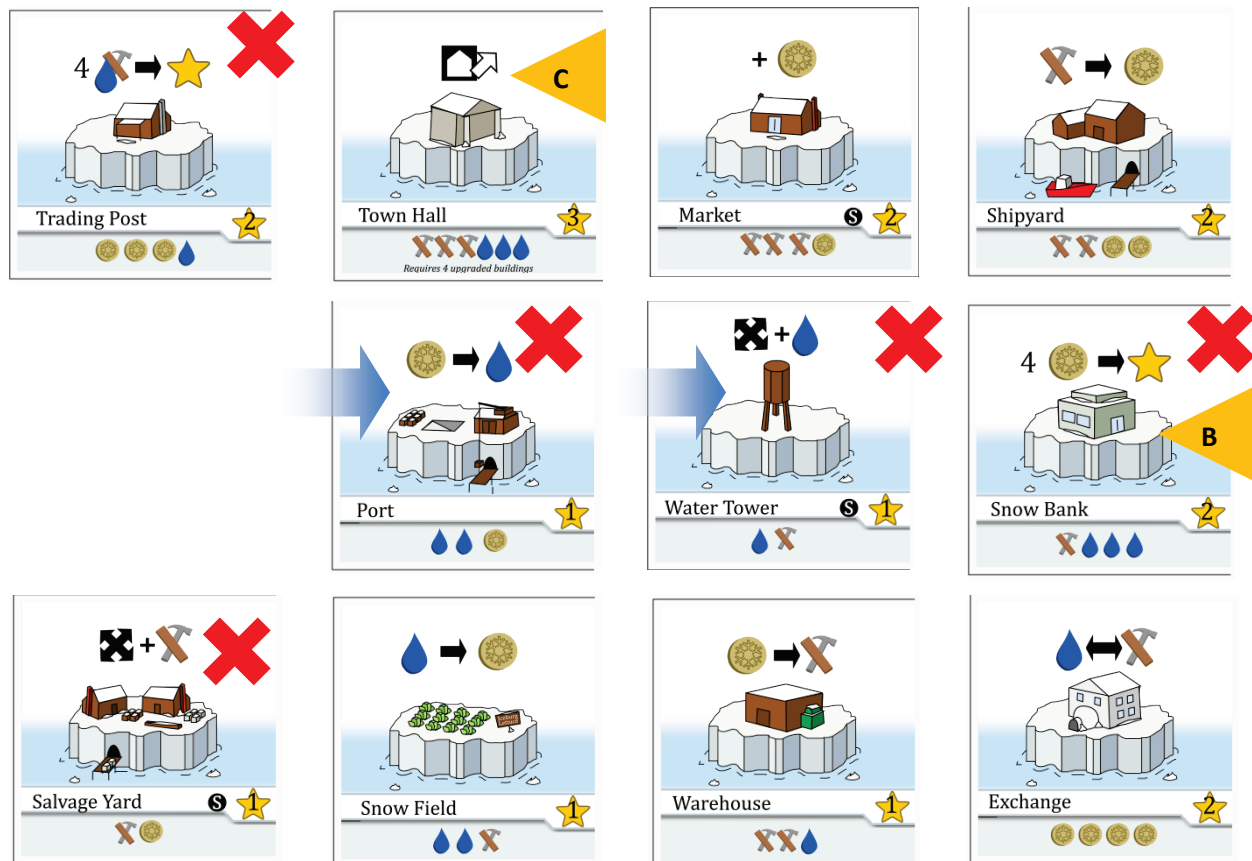
On your turn, choose a building to activate. You may not choose a building in the same row or column as the empty space.

Important! *You may only use the action of a building you activate if you can perform at least part of the action.*

To activate the building, slide buildings either horizontally or vertically (But not both), one by one into the empty space until the empty space is in the row or column of the building you want to move.

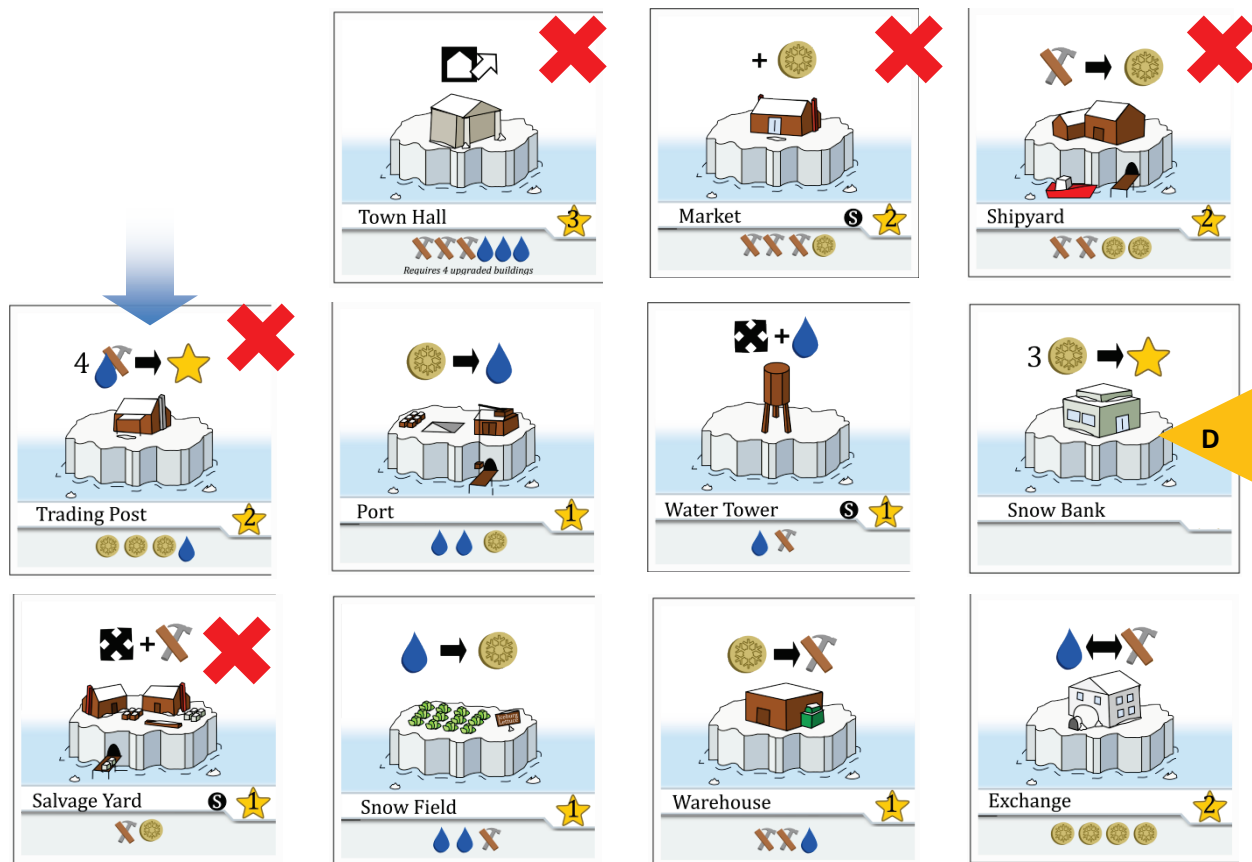
When activated, you may either use the building action, or upgrade the building. Building actions are discussed below.

Example: Josh wants to use the **Salvage Yard**, (Marked A, above) and chooses to move the **Water Tower** and **Port** to the right. The empty space is now in the column with the Salvage yard, and Josh activates the **Salvage Yard**, gaining 1 Material. Anna had 3 water, and no other resources, and chooses to collect the material, too. Josh could instead have moved the **Warehouse** up, in order to activate the Salvage yard.



To upgrade a building, pay the cost in listed at the bottom, collect the number of points listed for the building, and flip the building to the other side, revealing a new, more powerful action.

Example: Anna has 3 water, and 1 Material, and wants to activate the **Snow Bank** (Marked B, above) in order to upgrade it and earn 2 points, but cannot, because it is in the same row as the empty space. Instead, she chooses moves the **Trading Post** down to activate the **Town Hall** (marked C above). She pays 1 material and 3 water from her resource card, flips the **Snow Bank** to the back, and earns 2 points. Now the **Snow Bank** (marked D below) can be used to turn 3 coins into 1 point, instead of 4 coins.



After taking your turn, play passes clockwise.

Next, Owen would like to use the **Water Tower**. He moves the Trading Post Back up. Owen collects 1 water. Anna can collect 1 water, and chooses to do so. However, Josh already has 2 material and 2 coins, and cannot collect water.

Remember! Because you have only 2 markers, you can never hold more than 2 different types of resource. You will have to trade or use some resources first.

Iced In

It may be possible to get stuck in a position where you are unable to perform any of the actions available to you and cannot upgrade any building. In this event, take 1 resource of your choice, and pass without moving any of the cards.

End of the Game

The game ends when a player reaches at least 9 Points in a two player game, or 7 Points in a 3, or 4 player game. Play an equal number of turns, and the player with the most points is declared the winner, and hero of Iceburgh!

In case of a tie, the player who upgraded more buildings wins, followed by the player who upgraded the Town Hall. If the game remains tied, give each player an ice cube and play again. The player whose ice lasts the longest wins.

Building Actions



A resource with a Plus in front of it means Gain this resource.



Icons with a one-directional arrow between them means trade the resource, losing the resource on the left and gain the resource or point on the right at the rate shown.



Icons with a two directional arrow between them means trade either resource for the other.



Actions that contain a 4-way arrow may be used by all players when the active player takes the action. Other players are not required to use the action.

Special note about trading resources and exchanging for points




































































































When you exchange water, materials, and coins, you may move the resource markers in any combination. You may move a resource marker directly from one type to another to perform the trade. However, you need not convert all of a resource type to another, as long as you have a marker on that other resource, or free to assign to that resource.

The **Trading Post** allows players to exchange any combination of materials and water for points. The **Snow Bank** similarly allows players to exchange coins for points. The resources traded may be taken from resource markers in any way that provides the required number.

All trading actions may be performed as much as the player wishes, including trading multiple resources for points.

Building Reference

| Building | Front Action | Cost | Upgraded Action | Points |
|-------------------|--------------------------|--|--------------------------------|--------|
| Town Hall | Upgrade Any Building | (requires 4 other upgraded buildings to be upgraded) | Upgrade a building for 1 less | 3 |
| Snow Field | Trade to | | Trade to , And All +1 | 1 |

| | | | | |
|--|--|--|--|---|
| Salvage Yard  | All +1  |   | All +1  , And You +1M | 1 |
| Water Tower  | All +1  |   | All +1  , And you +1  | 1 |
| Exchange | Trade  and for each other |     | All Trade  and for each other | 2 |
| Shipyards | Trade  to  |     | Trade  to  , And All +1  | 2 |
| Trading Post | Trade 4  and/or  to 1  |     | Trade 3  and/or to 1  | 2 |
| Market  | You +1  |     | All +1  , And You +1  | 2 |
| Warehouse | Trade  to  |    | All Trade  to  | 1 |
| Port | Trade  to  |    | All Trade  to  | 1 |
| Snow Bank | Trade 4  to 1  |     | Trade 3  to 1  | 2 |
| Cool Mint  | |       | You +1  | 2 |
| Ice House  | |       | Upgrade a building for 1  or 1  Less | 2 |
| Park  | Swap 2 other Building locations |        | Swap 2 other Building locations | 2 |
| Cold Storage  | |       | You +1  or +1  | 2 |