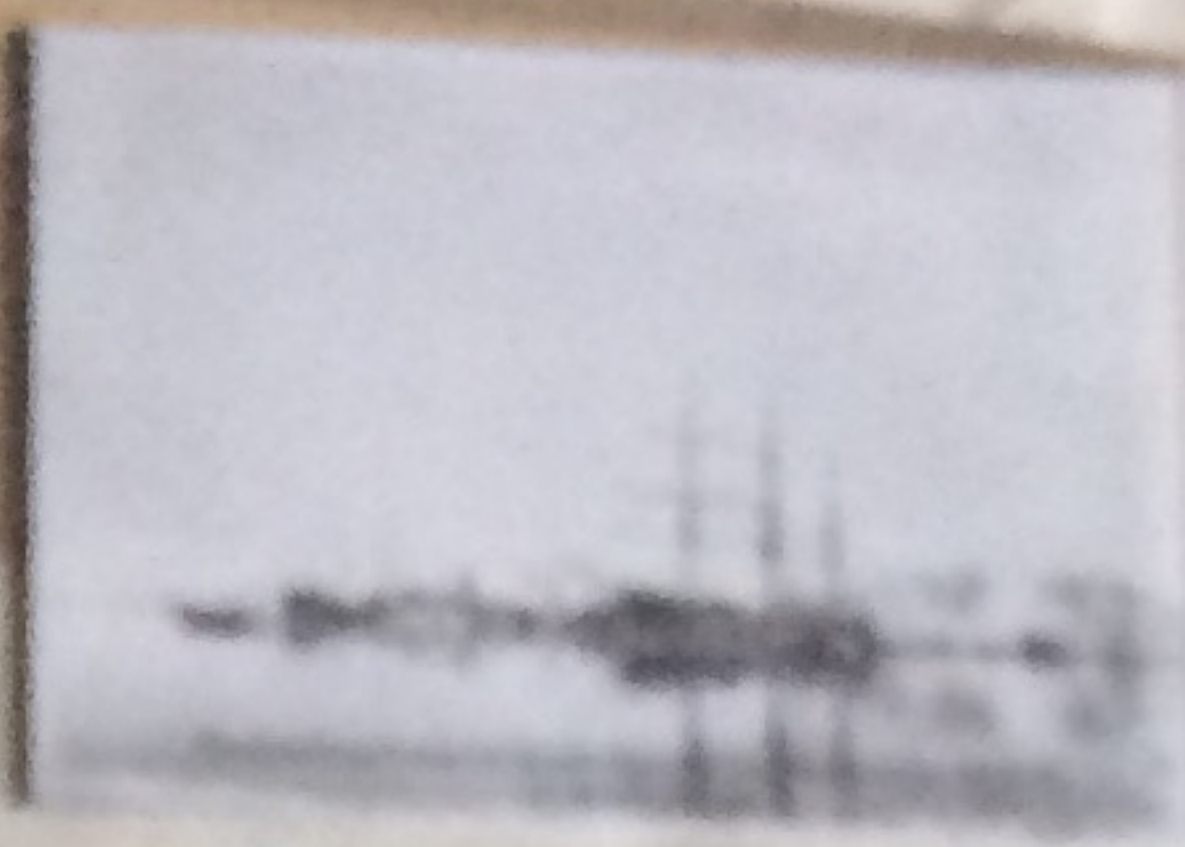
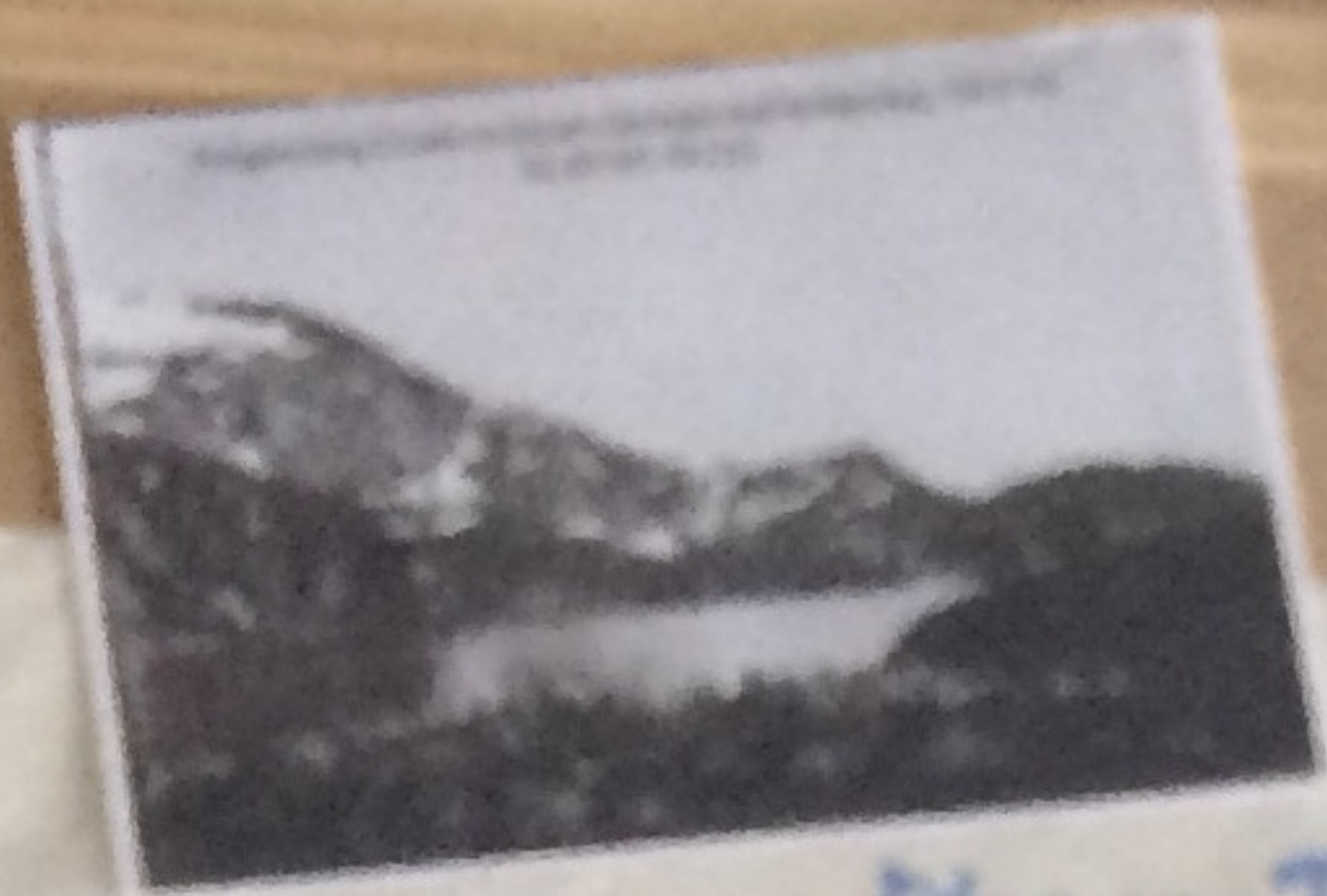


Board Game Jam – Rules Template

Game name	Antarctic Adventure
Creators	Kay Charis
Summary:	Two teams in the early 1900's attempt to travel from Europe to Antarctica via South Georgia. They need to collect their final resources from S. Georgia, set base camp in Antarctica, perform measurements on penguin populations & get back to base camp
Number of players	2 teams
Age range	12-102
Duration(mins)	60-120 min
Resources needed (dice, counters, board, cards, etc.)	dice, double-sided board, cards, counters, ~~pa~~
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Rules

- The team that finishes faster wins
- Teams can trade resources once they've established base camp
- Teams need to act upon hazards that come up before they proceed. (Hazards specified through roll of a dice.)
- They cannot compromise team safety in order to achieve their goal
- They need to get the exact dice number to get to anchorage



Phase II

Antarctic Adventure

Resource
cards

Hazard
cards

