



FROZEN KING



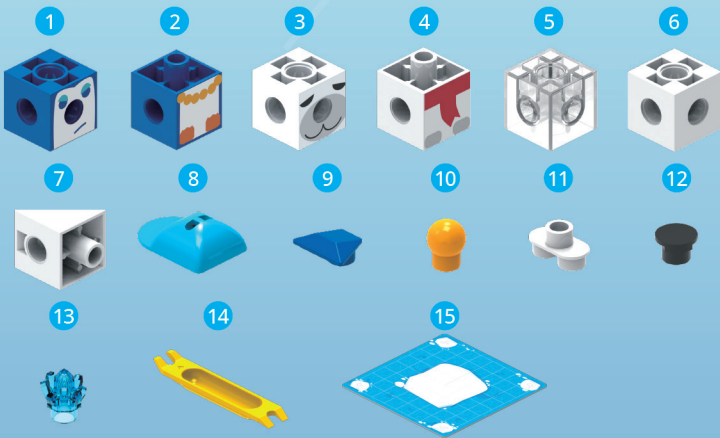
#T205

28 PCS

PLAYERS 2
AGES 6+
TIME 15mins



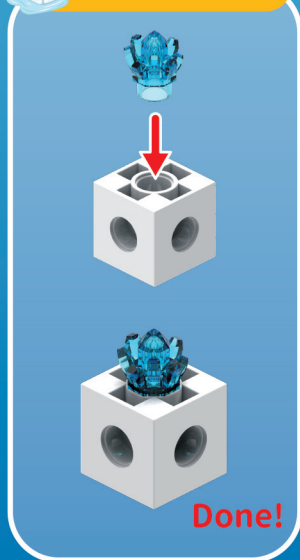
Parts List



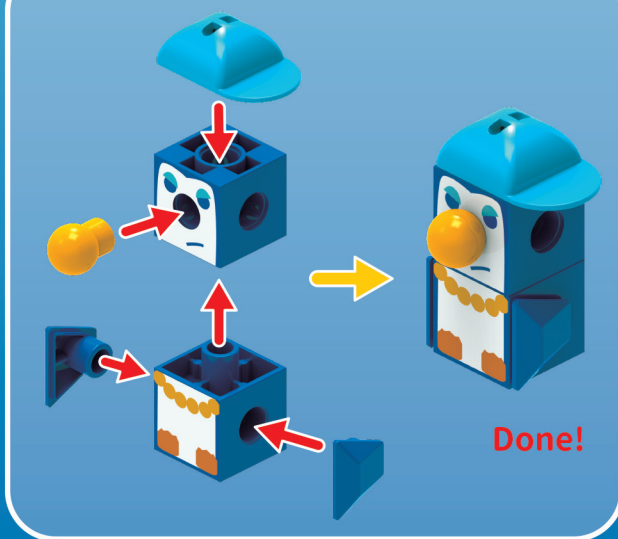
No.	Description	Item No.	Qty.
1	B-FACE CUBE-PENGUIN	1 T205-W22-1	1
2	B-BODY CUBE-PENGUIN	1 T205-W22-2	1
3	B-FACE CUBE-POLAR BEAR	1 T205-W22-3	1
4	B-BODY CUBE-POLAR BEAR	1 T205-W22-4	1
5	B-6 HOLE CUBE	10 880-W10-N1	10
6	B-6 HOLE CUBE	1 880-W10-N1W	1
7	B-TRIANGLE	4 880-W10-S1W	4
8	B-CAP	1 7128-W10-E5B	1
9	B-4-SIDED PYRAMID PIECE	2 7128-W10-E4B1	2
10	B-GLOBAL PIECE	1 7128-W10-E1O1	1
11	C-TWO-IN-ONE CONVERTER	1 7061-W10-G1W	1
12	C-SHORT BUTTON FIXER	1 7061-W10-W1D	1
13	B-CRYSTAL PIECE	1 7430-W10-A1TB	1
14	B-PEG REMOVER	1 7061-W10-B1Y	1
15	P-MAP	1 K16#T205	1



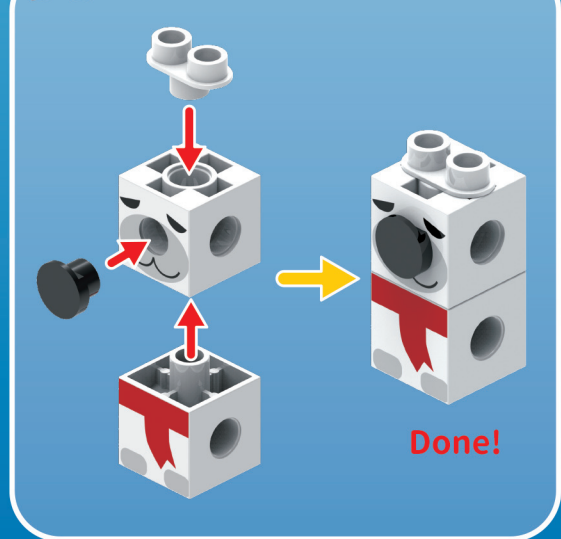
Crown Assembly Steps



Penguin Assembly Steps



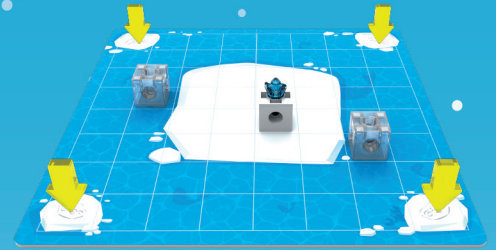
Polar Bear Assembly Steps



HOW TO PLAY

(OBJECTIVE)

First player to reach the crown wins!



(SET-UP)

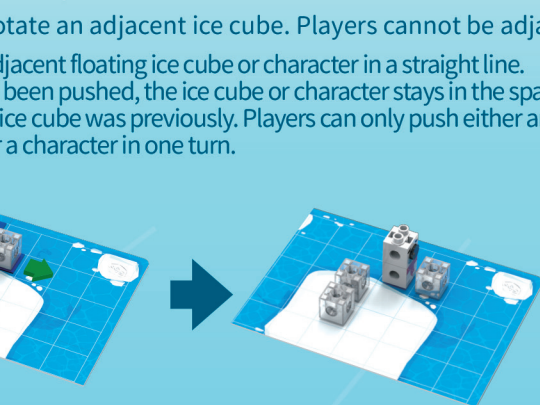
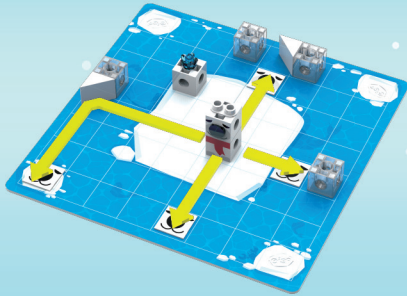
1. Pick a character and decide who will go first. For example, which player most recently played with building blocks?
2. The first player casts the crown and two ice cubes onto the map board. The items are assigned to their nearest square. The crown must be within **the central 4 x 4 set of squares (land)** but ice cubes may fall anywhere. The second player determines the starting position of the two characters, which must be at one of the four designated corners of the map.
3. Each player takes four "floating ice cubes" and two "deflection slopes".

(THE FIRST TURN)

Per turn player options (players may choose one of these 4 actions):

Characters can move in one of four directions aligned with the grid (forward, backward, left, or right). The character will stop when it encounters an obstacle or boundary. If the character touches an inclined surface (deflecting cube) while traveling, the character is deflected and will be redirected. When the character meets an object at a perpendicular angle, it is considered an obstacle and the character stops there.

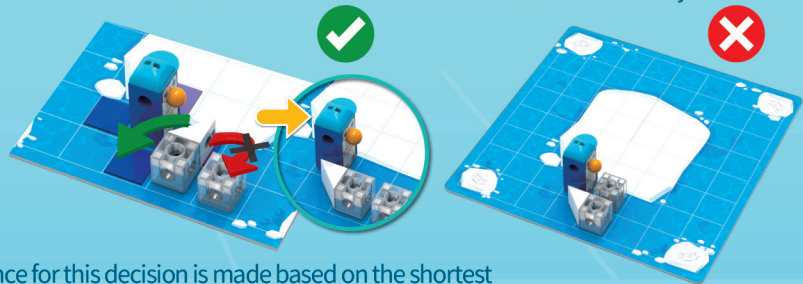
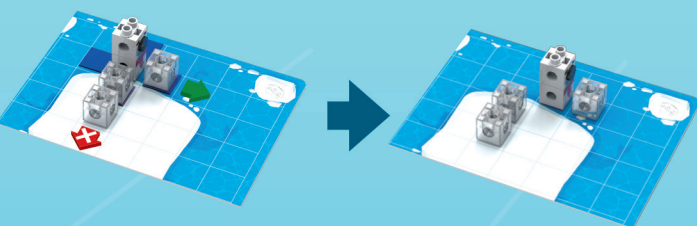
Place a "floating ice cube" or a "deflecting slope" in any space on the map. Deflection slopes must be attached to an existing ice cube on the map. When a deflection slope and ice cube are combined, they are regarded as an iceberg. Icebergs cannot be broken down, pushed or removed.



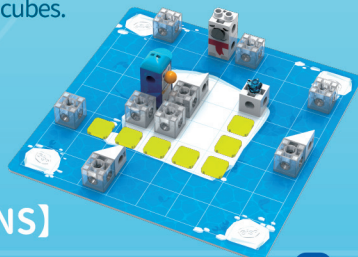
Push or rotate an adjacent ice cube. Players cannot be adjacent to a deflection slope as they would be deflected.

Push an adjacent floating ice cube or character in a straight line. After it has been pushed, the ice cube or character stays in the space where the ice cube was previously. Players can only push either an ice cube or a character in one turn.

Rotate an Iceberg. The iceberg is rotated 90° around the central axis of the floating ice cube. There can be other obstacles in the turning path of the deflection slope, but the final resting place of the reflecting cube must not be obstructed or exceed the board boundary.

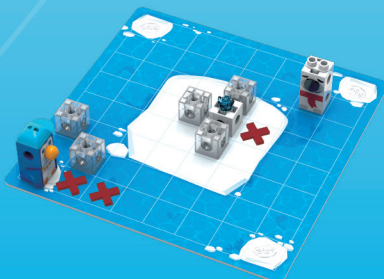


Take back the floating ice cube farthest from the crown. The distance for this decision is made based on the shortest number of grid squares. If two distances are the same, the player can choose one. This action can only be performed when a player has no remaining ice cubes.



(ACTION RESTRICTIONS)

One player may not block all paths for an opponent.



Players may not reverse an opponent's last action.

Example:

- A character cannot push back immediately after being pushed.
- If an iceberg is rotated 90° clockwise by one player, it cannot be immediately turned 90° counterclockwise, however it can be turned a further 90° clockwise.
- After a player puts a floating ice cube farthest from the crown, even if the other player has no ice cube to play, they cannot immediately claim the ice cube. However, in this situation only, the second farthest floating ice cube can be taken.