

Blizzard!

•Collect 4  to win! ○ ○ ○ ○



START



Protection from the Blizzard



Move 1 square forward



Move forwards or backwards 2 squares



Move 3 squares forward



Deep Snow, Lose 1 turn



Ice, slip forward 1 square



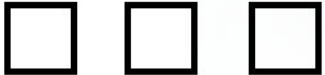
Alternate path



Warehouse



Blizzard Start



Blizzard! (1 Player Board Game)

Your Megazumi pet is foraging for the rare Icy Bubbfruit to bake a delicious winter pie. However, the weather is unpredictable and if your pet isn't careful they will get lost in the blizzard!

WHAT YOU NEED TO PLAY

✱ A six-sided die, a pencil, and three tokens. One token will represent the Player, and the other two tokens represent the roaming Blizzards.

HOW TO PLAY

✱ The goal of the game is to collect 4 Icy Bubbfruits and avoid getting caught in the Blizzard. You collect Icy Bubbfruits by landing on the purple squares. After collecting 4 Icy Bubbfruits pass by or land on the next Warmhouse square to win!

❖ To begin, place your Player token on the START square and place the two Blizzard tokens on the Blizzard Start tiles. The Player and the Blizzard tokens can only move forward clockwise.

ROUND ORDER

1. Use an Item
2. Roll the Die and move forward the corresponding number
3. If you land on a Special Square, follow the instructions
4. Move the Blizzard forward 2 squares

ITEMS

* Items can be picked up throughout the game. You can only have 1 of each item at a time, and after the item is used- it is discarded.

BLIZZARD RULES

✱ If the Blizzard and Player tokens overlap, the game ends- unless the Player has the Scarf, Gloves, or Hat for protection. Then discard the item and move both Blizzard tokens back 3 squares. Start a new round.

OPTIONAL MULTIPLAYER RULES

✱ The game can be played with up to 3 Players. Each Player is competing to see who can collect 4 Icy Bubbfruits and reach a Warmhouse first.

❖ The game Rounds are the same, however the Blizzard turn begins after everyone has finished their turn. Additionally, during the first round the Blizzards do not move- even if a Player lands on a Deep Snow square.

※ If a Blizzard and Player token overlap the Blizzards are removed from the board for 1 round. The rest of the Players (if any) finish their turns. Afterwards the Blizzard tokens are reset to their original starting positions. If the Player had no protection items, they either lose the game OR are sent back to the start.

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