



The Arctic sea ice has been decreasing at an unprecedented rate, yet the decline mechanism is not well understood.

"The Arctic" is a role-playing board game. Players will learn the current status, anticipated future changes, and the resulting issues in the Arctic.

Players take one "sea-ice tile" in every turn. The tile represents the decline of sea ice and the lapse of time in the game.

Each player becomes either an oceanographer, cultural anthropologist, indigenous personnel, industry personnel, fisher, or diplomat. Players make decisions to cope with the changing Arctic, and aim to fulfil their target "Arctic score".

How will those decisions influence the future?

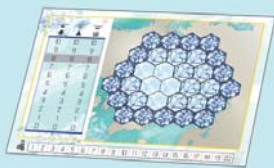


HOW TO PLAY

1

Place ice tiles on the board.

- 5 thick ice tiles
- 11 medium ice tiles
- 17 thin ice tiles



2

Choose a playing role.



3

Pick an ice tile.

Players check the event number and the title written on the tile, find that event number page of the Event book.



← event number

4

Follow the instructions.

Players read the detail on that page of the Event book and follow the instruction.

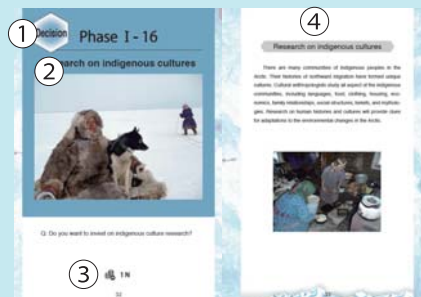
Event

Vote

Decision

An "Event" lowers one or more of the Environment, Culture, and Economy scores. A "Vote" or "Decision" determines whether or not to adopt a research or policy. Since the budget is limited, players should spend money carefully.

- ① Type of action
- ② Event title
- ③ Cost
- ④ Event detail



5

Keep the Arctic scores.

If certain researches and policies are adopted, the Arctic scores can be recovered!



6

Finish the game.

At the end of the game, players check whether their goals are achieved.



7

Discuss the Arctic sustainability.

The theme of this board game is a sustainable Arctic, balance the three dimensions of sustainable development: the economic, social and environmental.

