

ANTARTIK

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The penguins are holding their annual diving contest on the Antarctic ice shelf. Divers compete to fit as many artistic figures as possible into their dive before entering the water cleanly without doing a bellyflop.



Game components

55 «artistic figure» cards: One card marked 1, Two cards marked 2, Three cards marked 3, ..., Ten cards marked 10.

Certain cards bearing the number 8, 9 or 10 also feature a bonus symbol. There are two kind of symbol : judge and parachute.



Setup

Give each player a «figure» card bearing the same value as the number of players (i.e. a «2» for a two-player game, a «3» for a three-player game, etc.).

Shuffle the remaining cards and stack them face down in the centre of the table. Players will draw cards from this deck.

Choose the first player at random. This «active player» will be the diver.



Turn of the active player - Diving

The active player performs a dive as follows: Draw a «figure» card from the deck and lay it face up in the centre of the table.

Before turning over each additional «figure» card, the diver must pause to allow the other players to raise their hand or bet a card (see below).

Continue drawing cards, placing them in a row until you decide to stop performing figures and enter the water cleanly, OR until you turn over a card that forms a pair with any of the cards already drawn, resulting in an unfortunate bellyflop.

In the first case, you win all the cards that make up your dive. However, if you did a bellyflop, you win only the last card that you turned over. This ends the active player's turn. All cards won are placed face-up in front of the player.

The next player can then choose either to attempt the preceding dive again, by leaving the cards on the table and drawing a new «figure» card, or alternatively, perform a new dive after returning all the cards from the previous dive to the bottom of the deck.

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Turn of the non-active player(s): Daring the diver

Before the diver decides whether or not to turn over another card, any or all of the other players can bet that the diver's turn will end by staking one of their cards:

- a) **Fearful** : If the diver decides not to attempt another figure before entering the water, the non-active player wins his bet,
- b) **Reckless**: If the diver attempts another figure but does a bellyflop, the non-active player wins his bet.
- c) **Daring** : If the diver decides to perform another figure and the attempt is successful (i.e. the new card does not form a pair), the non-active player loses his bet.

Each player that successfully bet against the diver takes back the card that he staked and places it **FACE DOWN** in front of him. If he lost his bet, his card is placed **FACE UP** in front of the diver.

Each player can only bet once during another player's turn, and can only stake one card. If you don't want to bet, raise your hand to let the diver know that he can continue. At any time, a player can trade in a face-down card and receive two face-up cards in exchange. (In this case, turn over the face-down card so that it is face up, and draw the second card from the bottom of the deck).

Bonus action :

- **judge** :If, and only if, none of the other players has bet that the dive would end, the diver can choose to permanently discard his «judge» card in order to examine the top three cards in the deck before turning over the next card in his dive. The diver can either rearrange these cards and replace them on top of the deck or else place them all at the bottom of the deck.
- **parachute** (for use only in games with under-12s): If the diver does a bellyflop, he can permanently discard his «parachute» card and place the last card drawn (i.e. the card that formed a pair) at the bottom of the deck. Clearly the judges didn't notice the bellyflop! This action ends the players turn and the player win all returned cards; any bets are considered to be won.



Winning the game

The game ends when there are no cards left in the deck.

Each player counts his score: each face-up card is worth 1 point; each face-down card (obtained by winning a bet) is worth 3 points.

The player with the most points wins the game and the official title of «Antarctic Champion Diver».