

Isle of Bears 熊之島 · 2 PLAYERS · AGE 8+ · 15 MIN

Every summer will be the coolest summer of the rest of your life.

Summer, 2050. The Arctic Ocean is nearly ice-free. The displaced white bears drift across the sea and discover the black bears' isles. But there's not enough room for everyone, and the battle for the Isle of Bears begins...

Getting Ready

1. Put the 4 isles together in a square to make a 4×4 grid of 16 spaces. Spaces on different isles that share an edge are still adjacent. Mix up all 16 bears and place one bear on each space.
 2. Each player chooses a colour and takes the 13 matching cards. Shuffle your cards into a deck and turn 3 of them face up in front of you.
 3. Both players snap their fingers at the same time. The louder snap goes first. Off you go!
- The digital edition does all of this for you.

Objective

Play cards to move, stack, and remove bears. Get your bears on top of stacks to take control of them.

Playing a Turn

Players take turns. On your turn, resolve the following four steps in order:

1. **Play a Card** — choose one face-up card in front of you and resolve its effect.
 - **Stack & Control:** bears can share a space and form a stack. If the **top** bear is your colour, you control the entire stack.
 - **Act Together:** card effects apply to **all bears** in a space as one group.
 - **Falling into the Sea:** bears can only remain on isles. Any bear that falls into the sea is permanently removed from the game.
2. **Overcrowding** — check the bears. A space can safely hold up to 5 bears. If a space contains 6 or more, it becomes overcrowded. Send all of your opponent's bears in that space into the sea. Only your bears remain.
3. **Sinking Isles** — check the isles. If an isle has no bears on it, rising sea levels cause it to sink. Permanently remove that isle from the game.
4. **Discard & Draw** — discard all cards you used this turn, then refill to 3 cards. If your deck runs out, shuffle the discard pile to form a new deck.

Then your opponent takes their turn.

Winning

At any time, if the top bear on every occupied space is the same colour, the player of that colour immediately wins the game!

What the Cards Do

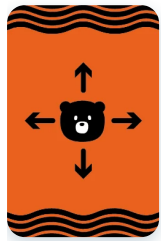
Shown as black bear cards; the white bear cards work the same. You have two Straights and two Diagonals; one of everything else. See the [Card guide](#) for the full text and a worked example of each.

Digital edition notes

Edge cases the printed rules leave open but an online version has to settle. All rulings confirmed by the designer.

- Which player moves first is decided by the platform you are playing on (here, in the vs-CPU mode, black goes first).
- “A stack you control” is decided by the colour on top; when Wild activates an opponent’s card, “your” always means the player of the Wild.
- Straight and Diagonal may pass over sunken gaps, but must land on a space that still exists.
- The pusher moves along too; pushing toward an empty adjacent space is a plain one-step move (the pusher’s destination must exist). The pushed line stops at the first empty space (bears beyond it are unaffected); bears pushed off the isles or into a sunken gap fall into the sea.
- If Dismiss runs out of adjacent spaces, the remaining bears stay put.
- Swap needs bears on both spaces.
- Wild may activate Play Twice (everything used is discarded together). Wild cannot activate another Wild, and Play Twice cannot activate Play Twice or Wild, to avoid endless chains.
- A card with no legal target may still be played — the effect fizzles and the card is discarded as usual.
- If a player would start their turn with no cards (only possible via Wild → the opponent’s Play Twice → Forced Discard twice), that turn is skipped and their hand is refilled to 3.

Card guide before → after, for every card



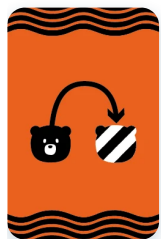
Straight

Move a stack of bears you control to any other space in a straight line up, down, left, or right. There is no distance limit, and the bears may pass over other bears.



Diagonal

Move a stack of bears you control to any other space diagonally. There is no distance limit, and the bears may pass over other bears.



Leap

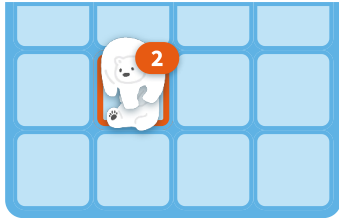
Move a stack of bears you control to any other space.



Swap

Swap all the bears between any two spaces.





Party

Choose a stack you control. Move all bears from the four orthogonally adjacent spaces onto that stack. You choose the stacking order.



Push

Move a stack you control 1 space in any direction, including diagonally. Any stacks directly in its path are pushed 1 space too. Bears pushed into the sea are permanently removed.





Dismiss

Pick up a stack of bears you control and place them one by one, starting from the bottom. Place the first bear adjacent to the original space (diagonals count), then each next bear adjacent to the previously placed bear. Bears may stack. Continue until no bears remain in your hand.



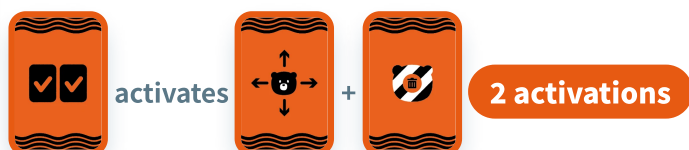
Banish

Choose any space and send all bears on that space, regardless of colour, into the sea. They are permanently removed from the game.



Play Twice

Resolve two other face-up card effects in front of you: either two different cards once each, or the same card twice. Then discard all cards used.



Forced Discard

Choose one of your opponent's face-up cards and discard it. On their next turn, they can only play from the remaining cards.





Wild

Choose any other face-up card in front of either player and resolve its effect. If it is your opponent's card, reverse all black and white references. Discard each used card to its owner's discard pile.

