

## THE RULES

Shuffle the cards and deal out equal numbers to all players. Everyone picks up their cards in a stack so that they only see their top card.

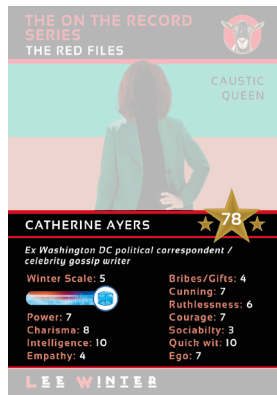
The player to the dealer's left selects a category of their choosing and reads it aloud. The categories in which you can compete are: **Winter Scale, Power, Charisma, Intelligence, Empathy, Bribes/Gifts, Cunning, Ruthlessness, Courage, Sociability, Quick Wit, Ego** and **Total Points**.

Other players will look at their top card and read aloud the value for the selected category. Whoever has the highest value wins all the other top cards of their fellow players and puts them under their own stack. The winner of each round chooses the category of the next round.

If the values are equal: All players place their card in the middle. The player to the left of the first player announces a category for everyone's next card.

The winner of this next hand wins the cards in the middle too.

When someone owns all the cards, they are pronounced the winner and **Honorary Ice Queen**.



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## CATEGORIES

Rated out of ten, except for The Winter Scale

### **The Winter Scale:**

Characters tend to be either cooler or warmer so are ranked out of five according to their appropriate ice or fire scale. Five is most powerful; one is least.

**Ice:** How distant, unapproachable, and closed off a character is from the world and others.

**Fire:** How outgoing and approachable a character is in relation to other people and the world around them.

**Power:** The influence a person has professionally and/or politically.

**Charisma:** The ability to draw people to them with charm/influence.

**Intelligence:** How smart a character is. Purely intellect; not related to learned skills or abilities.

**Empathy:** Willingness to put themselves in other people's shoes regarding their life and situations.

**Bribes/Gifts:** Frequency and rating of the gifts that a character gives to another character.

**Cunning:** How crafty they are at thinking outside the box in non-obvious ways. Street smart rather than book smart.

**Ruthlessness:** Ability to act in an unyielding, unforgiving way to get what they want. Their own interests matter most. Opposite of empathy.

**Courage:** How courageous they are in dangerous situations and when admitting to or expressing feelings.

**Sociability:** Capacity to get on well with people, appreciate the company of others, make contacts quickly, and be easily liked.

**Quick Wit:** The ability to react quickly to a remark or situation with clever words.

**Ego:** A sense of self importance. How important do they feel they are? How much does it affect them if people don't admire them?

**Total Points:** The number in the star is the sum of points on this card.



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