

ICECOOL™

TOURNAMENT RULES

The game is played using regular game rules with the following changes in scoring:

- Each collected fish is worth one point
- Each ID card is worth one point
- Point cards from the drawing deck are NOT used, therefore there is no possibility of getting extra turns

TOURNAMENT STRUCTURE

One tournament round consists of one full play of Ice Cool, where each player gets to be the Catcher once.

A tournament with 16 players consists of five rounds (4 base rounds and 1 final). After the last base round is played, the four best players play the final.

If there are 25 and more players, add semi-final between base rounds and final.

Examples:

16 to 24 people – play four rounds, at the end the four best play one final game.

25 to 36 people – play five rounds, then the top 16 players meet in a semi-final and the winner of each semi-final gets to the final game.

One round takes 15–25 minutes (final round can take a bit longer).

Add 5 minutes between rounds for scoring and 10 minutes in the beginning for briefing.

Whole tournament thus usually takes from one and a half to 2+ hours.

TABLE DISTRIBUTION

Each table consists of four players.

Each table should always have exactly four players; otherwise three-player tables are at a total point disadvantage. If necessary, dummy players should be provided from the organizers, so that the number of participants divides by four. Dummy players play as regular players, however, they cannot participate in semi-finals or the final.

In the first round, the tables are distributed randomly. Starting with the second round, the best four players, according to the ranking, play at table one, the next best four at table two, and so on. This is done for each basic round, recounting the ranking after each round.

RANKING

To sort people by ranking, first you count each player's victories, then victory points and finally the victory point coefficient. In the event that a game ends

in a tie, the tied players each receive a share of victories (in a two-player tie, everyone would get a 0.5 victory, and so on).

WINNING

The winner of the tournament is the winner of the final play (the final is not counted in the ranking).

However, if there is a tie in the final, the winner is the player who was higher in the ranking before the final.

SPECIFIC RULES QUESTIONS

* A player must not touch their penguin, unless doing a shot in their turn. Any contact with the penguin counts as a player's flick. The only exception is when moving the penguin to the red line – then this one touch is allowed (however, after letting the penguin go, any further contact counts as a player's flick for the turn). This is important to avoid things like rotating the penguin or accidentally touching it and changing its position.

* When flicking in your turn, the player has to touch their penguin first. (This is to avoid a situation where you would like to hit another penguin so it hits yours, thus helping you with a shot where maybe the other penguin doesn't let you do your flick nicely).

* If a penguin jumps out of the board, everything that happened before the jumping out still counts (getting fish, catching someone or getting caught). Then the jumping out is resolved as usual (by placing the penguin back).