



4
seasons

Winter



RULEBOOK



TO BEGIN

Shuffle all the cards and place them in a deck with the snowflakes hidden. Turn over the first card to reveal the snowflakes and place it on the table. Whoever is the first player (chosen at random) draws another card and plays it face up next to the first card.

Before starting his turn, the second player chooses which color of snowflakes each player will play with, either light blue or dark blue, and both players take the counters matching their color. Once this decision has been made, this player can carry out their turn normally as described below. The game then continues through its phases of freezing and thawing, with the players alternating turns until the end of the game.

COMPONENTS:



18 cards



18 counters
(9 for each color)



Rulebook





PHASE 1 - FREEZING

This is the starting phase of the game. During their turn in this phase, the player must choose **one of these two** possible actions:

- Turn over 1 card from the deck and Place it
- Place 1 counter of their color

Then the other player takes their turn. The Freezing Phase comes to an end when, during either player's turn, the deck runs out of cards and the last card is played on the table. This leads to the Thawing Phase, and the next player begins the second phase of the game.

PHASE 2 - THAWING

During their turn in this phase, the player must choose between **one of these three** possible actions:

- Move 1 card to another position AND place at least 1 counter of their color
- Remove 1 card from the table
- Take away 1 counter of their color

This phase continues until the end of the game.

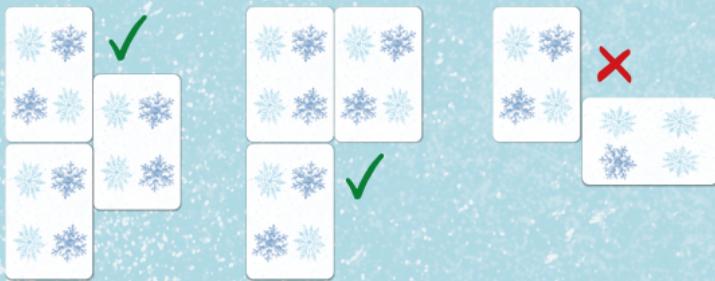
END OF THE GAME

The game ends when one of the players removes their last counter. The player who was able to keep at least one of their counters in play is the winner!

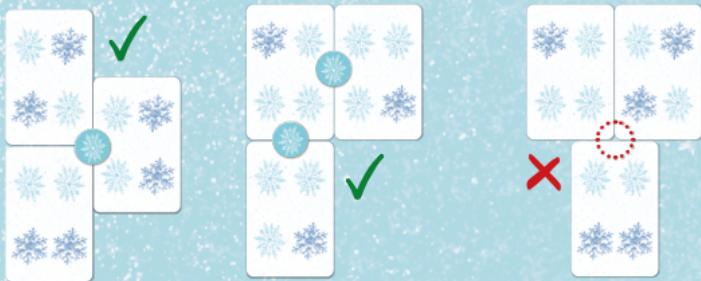


Each card has four snowflake sections, in light blue for one player and dark blue for the other.

Cards are always **PLACED** together with the other cards on the table in the same alignment (they can be rotated 180° but not 90°) and touching at least one snowflake section on another card.

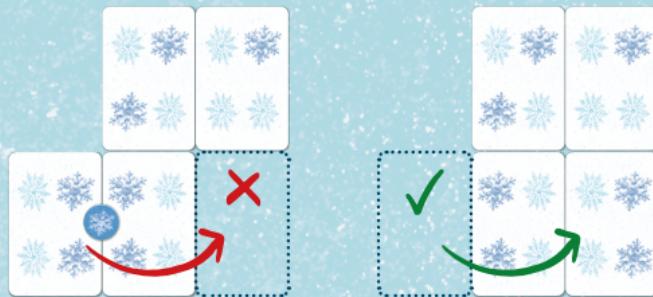


Counters are always **PLACED** on top of a square made up of four snowflake sections of the same color.

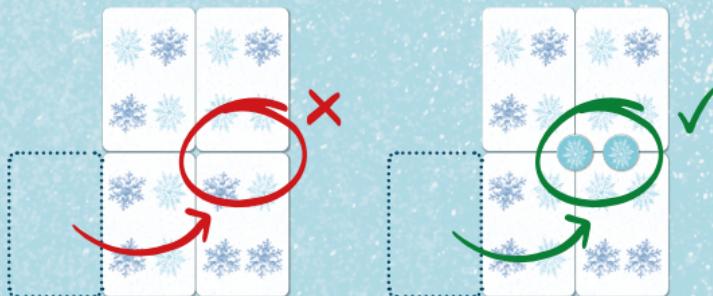




A card with any counter on top of it cannot be **MOVED** or **REMOVED**.

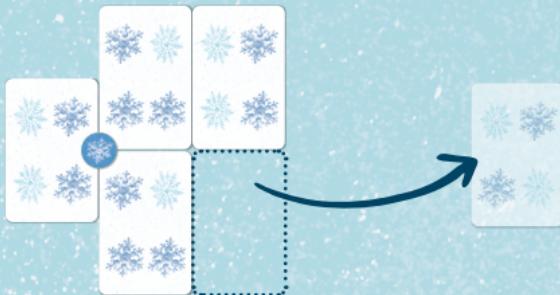


Cards can only be **MOVED** during the Thawing Phase, and only if doing so forms at least one new square of four snowflake sections of the color belonging to the player who moved it. That player must immediately **PLACE** one of their counters on **each** new square of their color that was created by moving the card.

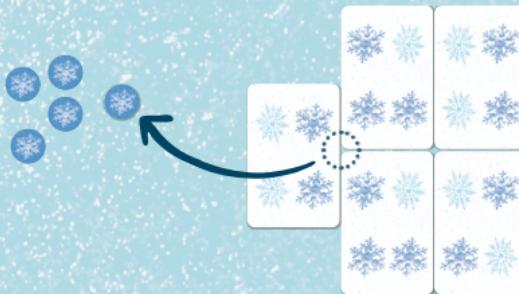




When a **card** is **REMOVED**, it is discarded from the game and cannot be used again during that game.



When a **counter** is **REMOVED**, it is placed with the rest of the player's available counters and may be reused.

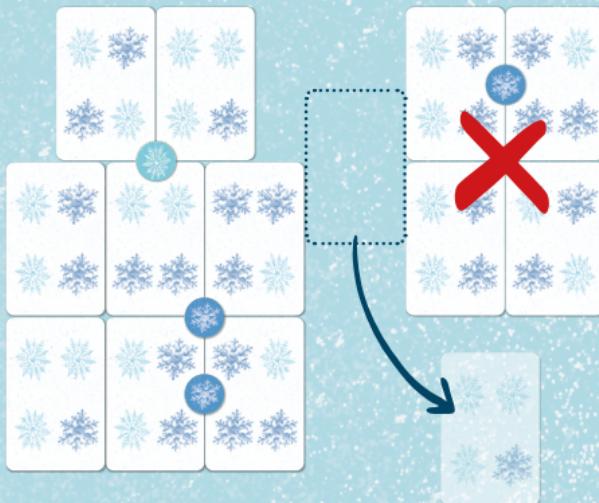


At the end of the Freezing Phase, the 18 cards will create a group of connected cards and counters. During the Thawing Phase, if a player **MOVES** or **REMOVES** a **card** and this group of cards is split into two disconnected groups, **all** of the cards and **all** of the counters in the group with fewer cards are **REMOVED** from the game. If the two groups have an equal number of cards, the





player whose turn it is at that moment decides which of the two groups is discarded.



CREDITS

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You may write down your names under the color you played with and your results in this scoreboard:

Score:						
Score:						
Score:						
Score:						
Score:						

