

► END OF THE GAME

When there are only 8 tokens left on the big game board, the players play out their turns until the turn reaches the first player, so that everyone takes the same number of turns.

► SCORING

- You gain 1 point for each token on your player's board.
- If you have more tokens in a specific color than the other players, you gain an additional point for each token of this color. If some players have the same (highest) number of tokens of a specific color, then:
 - *the players gain an additional point for each token of this color, if you're playing with children;*
 - *none of the players gets additional points for these tokens, if you're playing with adults.*
- On top of that, you get as many extra points as many colors you've collected.

The player with the most points wins.

► GAME VARIANTS

• FOR THE YOUNGER PLAYERS (6+)

If you're playing with young children, you may use only the numbers from 1 to 18 and only two basic arithmetic operations: addition and subtraction.

• FOR THE EXPERIENCED PLAYERS (8+)

You can mix the sides of the tokens to add a touch of randomness to the game and increase the difficulty: at the start of the game place the tokens randomly any side up on the summer side of the big game board. Now some numbers will appear twice and some numbers won't appear at all! You still can't first move a token from the big game board to the medium game board and then move a token with the same number from the medium game board to your player's board during the same turn (even if the tokens are different)!



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ICE DICE

• MARTIN NEDERGAARD ANDERSEN •

GAME RULES

► COMPONENTS

- 1 big double-sided game board
- 1 medium double-sided game board
- 6 double-sided player's boards
- 3 dice
- 1 hourglass (30 seconds)
- 36 numbered tokens
(6 tokens in each of 6 different colors)

► AIM OF THE GAME

Collect as many colored tokens as possible in such a way as to score the most victory points.

► SETUP (8+)

First choose on which side of the boards you want to play—the winter or the summer side.

Place the game boards (A) and (B) the chosen side up in the center of the table. Each player takes a player's board (C) and places it the same side up in front of them.

Take 36 colored tokens (D) and place them on the corresponding circles on the big game board in ascending order the same side up (Christmas baubles with blue numbers for the winter side of the game boards and ice-cream scoops with white numbers for the summer side of the game boards). Place the dice (E) and the hourglass (F) in the center of the table.



Components may differ from those pictured.

Randomly choose the first player: from then on the turn passes clockwise. The first player moves 3 tokens of their choice from 3 different lines on the big game board to the medium game board.



► PLAYING THE GAME

Your turn begins when the player to your right flips the hourglass (at the start of the first round, the player to the right of the first player flips the hourglass). Now you have 30 seconds. When the time runs out, the player to your right flips the hourglass once more and you may continue playing. When the time runs out for the second time, the turn passes to the player to your left: now you flip the hourglass.

At the beginning of your turn, roll three dice. Using the numbers you've just rolled perform basic arithmetic operations (addition, subtraction, multiplication and division) to get a number matching the number on one of the tokens on the big game board. Move this token to the medium game board.

Now, still using the numbers you have rolled, try to get a DIFFERENT number matching the number on one of the tokens on the medium game board. Take the token and put it on your player's board.

Both actions must be performed within 1 minute (2 flips of the hourglass). When the time runs out, your turn immediately ends.

EXAMPLE:

Julia flips the hourglass, and Jack, the player to her left, rolls the dice and gets 2, 3 and 6. There is a token with the number 5 on the big game board. Jack decides to add 2 and 3 and move the corresponding token to the medium game board. Now Jack looks at the medium game board and sees a token with the number 18. This time he multiplies 3 by 6 to get 18. Then Jack moves this token to his board.



IMPORTANT!



- You can't move a token from the big game board to the medium game board and then move the same token from the medium game board to your player's board during one turn.
- You can't move a token from the medium game board to your player's board unless you have already moved a token from the big game board to the medium game board during this turn. If you can't move any tokens, you pass the turn.
- You can't use a number from only one of the dice. You must use numbers from either 2 or 3 dice.
- You can reroll one, two or all three dice as many times as you like, but you must do it BEFORE you move the token from the big game board.
- You can use the number on each die only once (but you can use them again to get the second number).

