

Lickety Split

Designed by Ellie Dix and Mandela F-G

2-5 players | 15 minutes | Age 6+

Overview:

Quickly grab a load of lollipops... But remember, you can only score one colour and the value of each colour is set by the giant dice shaker lollipop. Aim to score the hard-to-reach colours higher up the shaker for a big bonus, but at what cost?

Components:

- Dice shaker containing 5 dice
- 55 colour cards
- 5 finished cards
- 4 order tokens
- 5 bonus envelopes
- 30 second sand timer

How to play:

Structure:

The game takes place over 3 rounds. On each round, play is simultaneous.

Round preparation:

- Put all the colour cards face down in the centre of the table and mix them all up so that they cover most of the play space.
- Make a space in the centre of the table to place the sandtimer, the order tokens, the scoring tokens and the five face up finished cards to the side of the play space.
- On the first round, give the dice shaker to any player. On subsequent rounds, pass the dice shaker clockwise to the next player.

Game play:

- One player shakes the dice shaker, then holds it upwards - allowing the five dice to fall into the handle. The shaker is placed standing to the side where all players can see it.
- All players sit on one of their hands. Everyone counts down 3-2-1-Go.
- As quickly as you can, draft cards with your free hand. You may only pick up one card at a time. Choose to:
 - Keep the card and place it face up on the table in front of you.
 - Discard the card and place it face down anywhere on the table.
- Each time you choose to keep a new card, place it in your line of drafted cards. You may never draft more than 7 cards from the table, but you may draft fewer.
- When you are happy with your drafted cards, choose a Finished card and add it to your line of drafted cards. The first player to take a Finished card shouts 'finish', grabs the sandtimer and flips it. This player must now monitor the sandtimer while all other players have 30 seconds to

finish. If you finish after a player has already taken the timer, take one of the remaining Finished cards and grab the lowest available order token. After you have taken a Finished card, you may no longer pick up or discard cards.

- When all players have finished or the timer has run out - whichever happens first, the round is over.

End of round scoring:

- If you have more than 7 colour cards (not including your Finished card) you do not score.
- The number of cards you selected of each colour determines which colours you will score. You always score the single colour that you have the most of. So if you have 4 yellow cards and 2 purple cards, 1 green card and a blue Finished card - you will score yellow. The Finished card counts as a colour card when scoring.
- The number on the dice in the shaker determines the value of the cards of that colour. So if the yellow die is showing a 3 each yellow card is worth 3 points.
- To score, you must have at least one card of each colour below your scoring colour in the dice shaker, otherwise, you score zero.
- The three players who score the most points will each save cards from their scoring colours as follows:
 - 1st place: Save 3 cards.
 - 2nd place: Save 2 cards.
 - 3rd place: Save 1 card.

In the case of ties, the tied player who finished first always breaks the tie.

- The scoring player who scored the colour highest up the shaker flips their saved cards to turn them wild. All players with saved cards put them in an envelope (showing the locked in colour/wild). Again, in the case of ties, the tied player who finished first breaks the tie.

Rounds 2 and 3

Round 2: This round works in the same way as round 1.

Round 3: Play round 3 the same way as the first two rounds, but at the end of the round players must add all their saved cards to the cards they have taken during the round. They may not discard any saved cards. Wild cards may represent any colour. Each wild card may represent a different colour.

End Game:

The game ends at the end of the third round. The player with the highest score for this final round wins the game. In the case of a tie, the tied player who finished first wins.