



Lickety Split



Grab the lolly!

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
- 59 colour cards
- 4 tokens
- 5 envelopes
- 30 second sand timer

Features

Speed drafting

Push-your-luck

Enclosed dice shaker

How to Play



Shake the giant lollipop to start the round. Draft 7 cards - locking each in or discarding it. Then grab a finished card. After the 1st player finishes, other players have 30 seconds.



Score only your longest colour. The value of each colour is the number in the shaker. You must also have one card in each colour lower in the dice shaker.



The players in 1st, 2nd and 3rd place save 3, 2 and 1 cards, respectively. The player that scored the highest colour in the shaker flips their cards to make their cards wild. Saved cards are kept in a player's envelope.



In the third round, players add the saved cards to their card line. The player who scored the highest colour in the shaker doubles their score. The player with the most points in the final round wins.

Designers: Ellie Dix & Mandela F-G

Contact: ellie@thedarkimp.com