

# Dokitto! Ice

2 to 5 players

20 minutes

8 and up

*You are a member of the Ice Lovers club.*

*The Happy Ice Festival is being held in town and all the members are going! There are a lot of ice flavors and you want to try them all!*

*You have to keep in mind that the club is on a limited budget... so there is a limit to how many ice scoops you can order.*

*You need to be better than the other members and try to eat as many scoops of ice as you can without going over the limit of 3 scoops on your cone! Everybody knows that 4 scoops is one too many.*

*You will try to eat as many ice scoops as you can will competing against the other members of the club. Who will be the champion this year?*

## Components:

- 65 Shop cards (13 cards of each **flavor**: Strawberry, Chocolate, Macha, Grape and Vanilla)
- 5 Topping tokens (1 of each flavor)
- 15 Ice tiles (3 of each flavor)
- 5 Cone tiles
- 25 Happiness tokens (front: 1 VP back: 5 VP)
- The rulebook (Japanese)

## Preparation of the game:

### Distribution of the Cone tiles

Each player takes a Cone tile and put it in front of himself/herself.

If there are some Cone tiles left, put them back into the box.

### Preparation of the Shop cards

The number of flavors (colors) depends on the number of players as explained in the table below:

Number of players	2	3	4	5
Number of flavors (Shop cards)	3	3	4	5

After the players have chosen what flavors they will use in this game, take the corresponding

Ice Tiles and Topping tokens.

The flavors that are not being used in this game are put back into the box.

## Preparation of the Ice tiles, Topping tokens and Happiness tokens

Shuffle separately the Ice tiles corresponding to the flavors you have chosen for this game and stack them face down on the side of the play area. Put the corresponding Topping tokens close to the corresponding flavor. Next to the Ice tiles and the Topping tokens, add the Happiness tokens.

## Distribution of the Shop cards

Shuffle all the Shop cards you will use for this game face down. Distribute the cards depending on the number of players:

Number of players	2	3	4	5
Number of cards	6	8	10	13

Don't show your cards to the other players. The cards that have not been distributed for this round are put aside.

## Choosing the First player

The player that has had some ice cream the most recently is the First player.

### 4 player set-up



## How to play

The game is composed of rounds and turns.

On each turn, starting from the First player, players play a card from their hand. They then check who is winning during this turn and that player gets an Ice tile that will be added to his or her Cone.

Once the round is finished; players check how many Happiness points (represented by Happiness tokens) they each receive.

Players will play a number of rounds until one player or more reaches 10 Happiness points.

### A turn is played as followed:

1. The First player plays a card from his or her hand.
2. The other players play a card from their hand.
3. Players check who is winning this turn.
4. The winner of the turn takes an Ice tile.
5. The next turn starts.

Once all the players have no card left in hand, or if a player must take his or her 4<sup>th</sup> Ice tile, the round ends.

### 1. On your turn, the First player plays a card from his or her hand

The starting player chooses a card from his/her hand and plays it face up.

### 2. Check cards strength and who wins the turn

After the first card has been played, the other players play a card face up from their hand in clockwise order.

The other players must follow some rules when choosing and playing a card from their hand. If possible, the card played **must be of the same flavor** as the one played by the First player. If a player does not have a card of the same color in their hand, that player can choose any other card.

Once every player has played a card, players will check to see who wins this turn.

### 3. Check who wins the turn

**If all the cards played are of the same color**, the card with the biggest number wins.

**If one or more players played a card of a different color during this turn**, the player who played

the smallest number wins (in this case, only the number is relevant. The flavor of the card played is not important anymore).

If more than one players played the smallest number, the last player who played that number wins the turn.

#### 4. The winning player takes an Ice tile from the stock.

If the winning player won with the biggest value Shop card, the Ice tile earned **must be of the same flavor as the card that won the turn.**

If the winning player won with the smallest value Shop card, that player **can take any Ice tile among the colors played this turn.** The winning player has to take the first Ice tile available from the top of the stack.

After the player has taken an Ice tile, he/she adds it to his/her Cone. If there is no Ice tile available for the flavors played during this turn, the winning player can choose any Ice tile still available (but always from the top of the chosen stack)!

☆ **This mark on the Ice tile indicates that the player also takes the Topping token for this flavor.**



#### 5. Going to the next turn

The winning player becomes the First player for the next turn. Players keep playing until they have no cards left in hand or if a player must take his or her 4<sup>th</sup> Ice tile.

#### End of the round

A round can end if one of the following two conditions is met.

➔ A player must take his or her 4<sup>th</sup> Ice tile

If a player has to take his or her 4<sup>th</sup> Ice tile from the stock, the round ends immediately, even if players still have Shop cards in hand. The players who are still in the game check how many Happiness points they earn for this round.

➔ Players have played all the cards from their hand

The round ends. All the players check how many Happiness points they earn for this round.

The player who had to take his or her 4<sup>th</sup> Ice tile is out of this round and does not get any Happiness points. The remaining players calculate their Happiness points using the following scoring method: every Ice tile or Topping token you have on your Cone is worth 1 Happiness point.

At this moment, if a player has 10 Happiness points or more, the game ends. If not, players go to the next round.

## Preparation of the next round

Shuffle all the flavor cards (adding the one that were put aside during the previous round), do as in [Preparation of the Ice tiles, Topping tokens and Happiness tokens] and [Distribution of the Shop cards]. You are ready for another round!

## End of the game

Once a player reaches 10 Happiness points, the game is over.

Players then check who has the most Happiness points. If more than one player has the most Happiness points, these players share the victory.

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