

Ice Pop Swap™

A Sweet Color-Matching Card Game For Kids

2-4 Players
AGES 4+

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1 Plastic Storage Case
46 Ice Pop Cards
Illustrated Instructions

Rules for Competitive and Cooperative gameplay are the same, however the overall goal and "how to win" differs. Decide whether you are playing the Competitive or Cooperative Game before you begin.

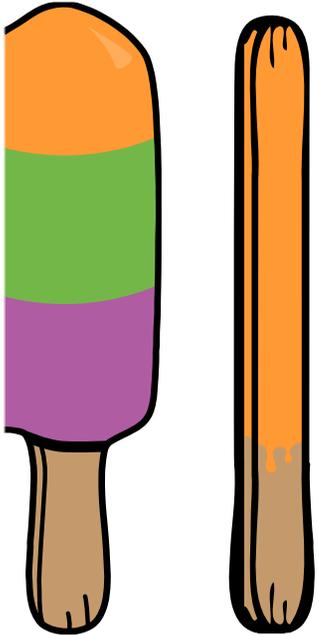
OBJECT OF THE GAME

Competitive Game Goal:

To be the first player to collect 4 Ice Pop sticks of any one color.

Cooperative Game Goal:

To have all players collect 4 sticks of any one color. For more of a challenge try to get all players to collect 5 sticks of any one color.



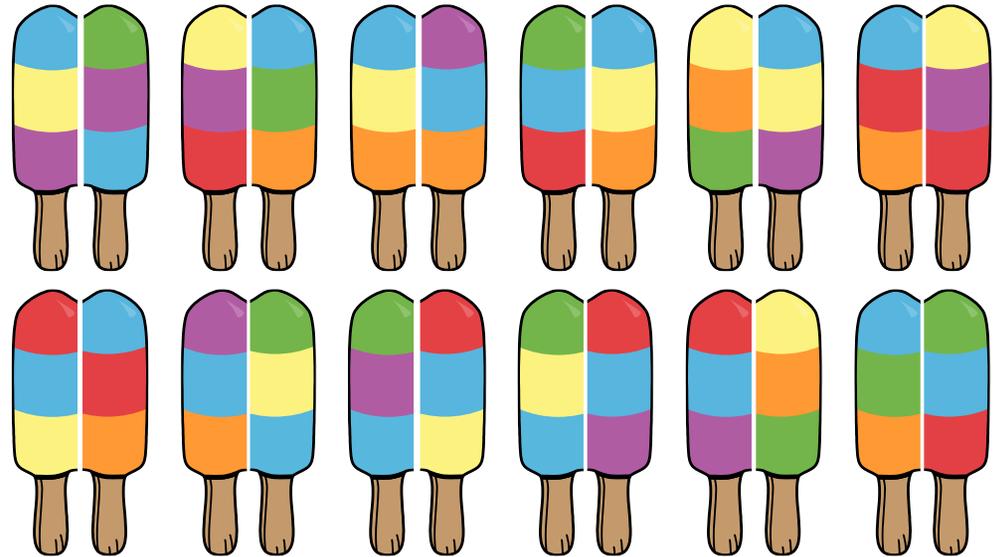
ABOUT THE ICE POPS

Each Ice Pop half has 3 colors on it. One of these colors will be the color of the stick on the back. So, the colors on the front are a little "hint" about the color stick on the back. This will help you choose which Ice Pop pair you might want to take, as well as which half to keep and which half to give away. There are also 4 Ice Pop halves that have "Icky Sticks" on the back. These sticks look a little icky and sticky because someone mistakenly dropped them on the ground. Icky Sticks are further explained in the rules below.

SET UP

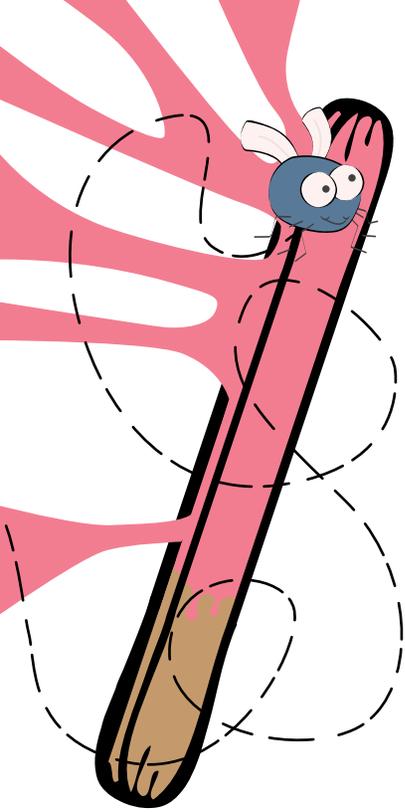
1. Shuffle cards and pair up Ice Pops on the table so everyone can see. They do not need to be next to their exact match—any left/right pair is fine—the only rule is no peeking at the backs!
2. For a 2-Player game you will need 12 Ice Pop pairs (24 cards, 12 left and 12 right) For a 3-Player game 16 Ice Pop pairs and for a 4-Player game use all of the cards.

Set up of a 2 Player Game:



HOW TO PLAY

Play for both competitive and cooperative play is the same. On a player's turn, they select an Ice Pop pair. BEFORE looking at the back of the cards, they must give one half to any other player. (Sharing is caring!) Then both players flip their cards over and reveal what color stick they got. All sticks remain face up on the table for all to see.



ICKY STICK

There are 4 Ice Pop cards that have icky looking sticks on the back (they are the gooey looking ones with flies stuck on them). If, on your turn, you draw or are given an Icky Stick you swap it (immediately) with a colored stick from any other player. If someone swaps for one of your good sticks and you end up with an Icky Stick, don't worry, it's a dud and doesn't count toward anything. You can still win the game with an Icky Stick in front of you! Since it doesn't count, just ignore it and all it's ickiness.

Cooperative game note:

If a player gets 4 sticks of one color they aren't done playing. On their turn they still select an Ice Pop pair and they give both cards away. Still, no peeking at the stick color before giving the Ice Pop away!

WINNING

Competitive Game Winning:

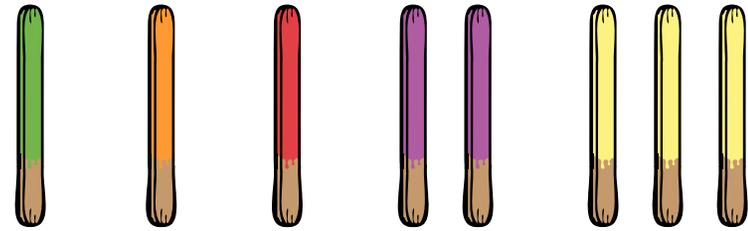
Once a player has 4 sticks of the same color in front of them, they've won! If 2 players both win on the same turn, they get to share the victory! How sweet is that?

Cooperative Game Winning:

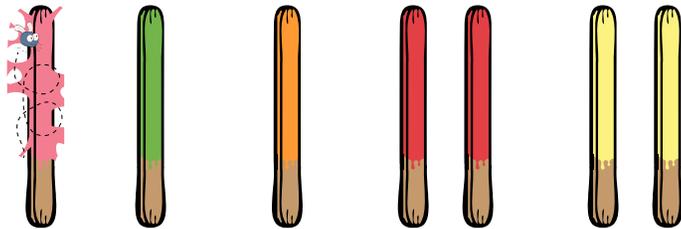
If everyone gets 4 matching color sticks in front of them; then you've won! If you run out of Ice Pops before this happens—oh well, better luck next game!

Three Sample Hands at the End of a Game:

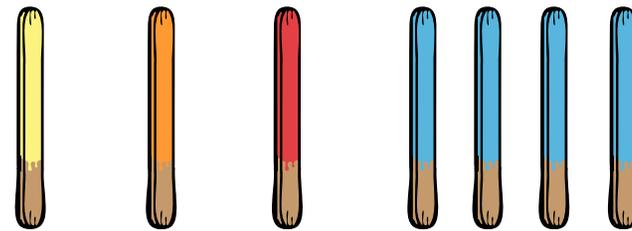
Player 1



Player 2



Player 3 (The Winner)



We are happy to hear from our consumers and hope you enjoy **Ice Pop Swap!** Questions and comments?

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