



Designers: 希白(きはく)、ちやべ、みかづき

Players: 3-4 / Time: 30-40 min / Ages: 8+

INTRODUCTION: AICE is a trick-taking game in which you use dice to change the colors and numbers of cards. The object of the game is to predict how many tricks you will win in a hand and to match the number of wins exactly. The key to the game is to be able to use the dice to adjust the number of wins.

COMPONENTS:

40 cards (red, blue, green, yellow, and purple); 20 dice (4 each in the same five colors)

Card Makeup:

- 1 Suit (Flame, Aqua, Plant, Thunder, Dark)
- 2 Card Rank (2-9)
- 3 Active Zone
- 4 Inactive Zone



PREPARATION: Get a pen and paper to record the scores of all players. Determine the start player: the person who has had the luckiest event happen to them recently will be the start player. Or play rock-paper-scissors to decide who is the luckiest person here and now.

Each player receives one die of each color. Shuffle the deck and deal 10 cards face down to each player. Each player checks the cards in their hand and makes a prediction of the number of times they will win that round; then, they select one die that they will not use. All players then simultaneously declare their bid by placing one of the unused dice in the center of the table. These dice are then placed in the bidding zone of the box, with the declared number face up so that everyone's declared bid can be seen.



FLOW OF A ROUND: Continue the following three actions until you have only one card in your hand.

- A. *Card Trick Phase* - Play one card (plus, possibly, one die) per turn. Then, the color of the card is determined.
- B. *Dice Roll Phase* - The players who played dice then roll their dice simultaneously. Then, the strength of the cards is determined.
- C. *Victory Judgment Phase* - A decision is made, and the winner gets 1 trick.

CARD TRICK PHASE: The start player chooses a card from their hand and plays it face up in front of themselves. The color of the card played by the start player determines the "lead suit". When a player plays a card, they declare if they want to use a die or not. If they do declare the use of a die, they place one of their dice on the active space on their card. The start

player may choose a die of any color. If the start player uses a die, the color of the die (which is now the color of the card as well) determines the lead suit.



All these cards are considered Red suited

When the other players' turns come, they play a card from their hand according to the following rules. If they have a card of the same color as the lead suit, they must choose one such card, and play it face up.



In this case, the player must play either the 3 or 8 card

If they do not have a card of the lead suit, they may choose any card and play it face up.

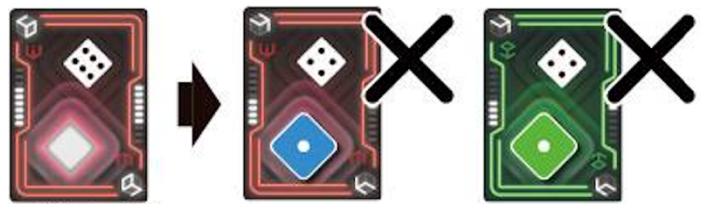


Lead Card

Hand

When a following player declares they want to use a die, they place it on the active space on their card and may only choose a die of the same color as the lead suit.

You can only play a die of the same color as the lead suit



Lead Card

Playing a card with the same color as the lead suit

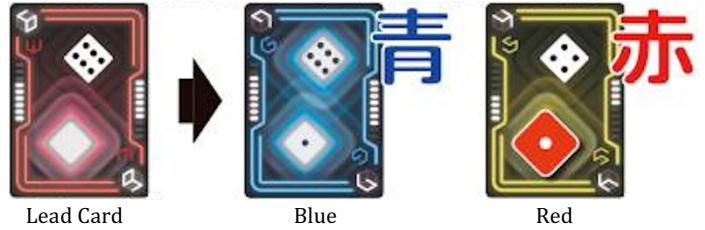


Lead Card

Red

Red

Playing a card when you do not have the same color as the lead suit



Lead Card

Blue

Red

Once each player has played a card, proceed to the Dice Roll Phase.

Cards have “active” and “inactive” zones, dice can only be played in active dice zones (signified by a glowing outline).

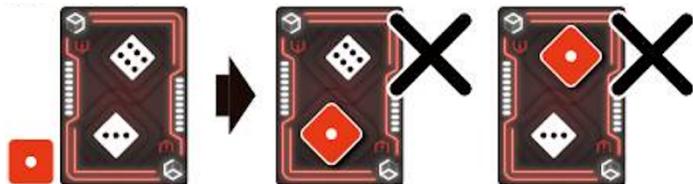
2 – 6 Cards



7 – 8 Cards



9 Cards



DICE ROLL PHASE: The players who placed dice simultaneously roll their dice and then place them back on their cards in the same spot. The value of their card will be the visible printed dice plus the face of the physical die.

2 – 6 Cards: The sum of the dice roll and the value of the card



7 – 8 Cards: The sum of the dice roll and the uncovered value of the card



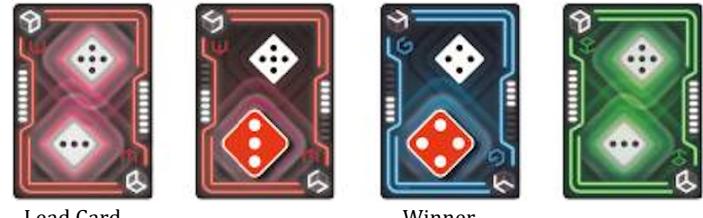
For players who did not place a die, the strength of their card is the printed value. Once everyone’s card strength is confirmed, proceed to the Victory Judgement Phase.

VICTORY JUDGEMENT PHASE: The following procedure is used to determine the winner; there is only one winner for each trick.

1) The player who played the highest value “card” among those of the lead suit wins.



2) If there is a tie, the player with the higher physical die roll wins.

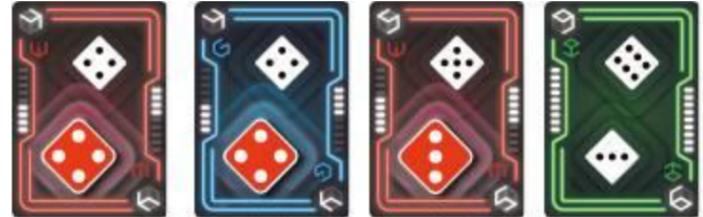


Lead Card

Winner

3) If the die values are the same, the tied players roll their dice again; the higher value wins. Repeat as necessary.

Example

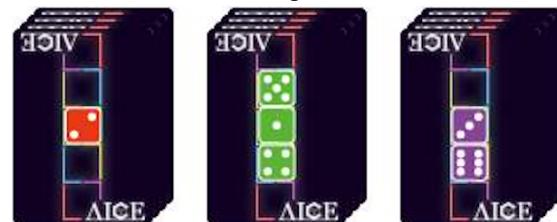


1) Player 1, 2, and 3 all played 8 reds

2) Player 1 and 2 both played a red 4 dice

3) Player 1 and 2 rolls dice to tiebreak. Player 1 rolls a 4 and Player 2 rolls a 3, Player 1 wins.

The winning player collects the cards and dice used and places the cards face down as a trick (with the dice placed on top, the die face does not matter). These dice will not be used again this hand.



The winning player also becomes the start player and leads to the next trick. When all players have 1 card left, the round is over.

SCORE CALCULATION: Points are scored in the following two ways.

- A. *Correct Bid* - Each player compares the number of tricks they declared at the beginning of the round with the actual number of victories. If the number is the same, the player earns 10 points.
- B. *Number of Tricks Won and Dice Collected* - Each player counts the total number of dice collected and dice that they did not use. The player with the least number of dice is considered 1st, the player with the greatest number of dice is considered, 4th. Depending upon your rank, the following points are awarded:

Rank	1st	2nd	3rd	4th
No. of Points	3 pts. per trick	2 pts. per trick	1 pts. per trick	0 pts. per trick

4 player game

Rank	1st	2nd	3rd
No. of Points	2 pts. per trick	1 pts. per trick	0 pts. per trick

3 player game

*If there is a tie for the number of dice, use the following rankings and compare to the above scoring tables.

Dice on Hand	2	4	4	6
Rank	1st	2nd	2nd	4th

After the scores are calculated, proceed to the next round; the player with the fewest points is the start player.

END OF THE GAME: At the end of 4 rounds, the player with the most points wins. If there is a tie, the player with the most dice wins. If that is a tie, roll dice and the higher roll wins. Repeat as necessary.

THREE PLAYER RULES: In a 3-player game, remove the five 2 cards; deal 11 cards to each player, and set the remaining 2 aside, unused. The rest of the rules remain the same as in a 4-player game.

BEGINNER RULES: If you are not used to playing, it will be difficult to predict the number of tricks by looking at your hand. In this case, everyone should bet 2 (or 3 if in a 3-player game). Once you get used to it, use the standard rules.