

You are a member of a famous group of really big eaters (called "oogui" in Japan). This time, to show your skills, you decide to pay a visit to a famous ice cream shop. The first bite is incredible! Your taste buds are going crazy! Your friends and you just want to have more, more, more BUT the shop owner has one rule: never order more than 3 scoops of ice cream or you will be thrown out of the store and get nothing!

Dokitto! Ice is a trick-taking game in which high values but also low values are strong. You will compete against the other players trying to get as many ice tokens possible without going over 3! If you get 4, the round ends immediately and you will not be included in this round's scoring! The player with the most points at the end of the round gets 1 Trophy. The first player to get 3 Trophies wins the game!

Components:



This rulebook
(Japanese/English)



Shop cards 40
(10 cards for each taste: Strawberry, Chocolate, Macha and Vanilla)



10 Trophy tiles



4 Cone tiles



12 Ice tiles
(3 for each taste: Strawberry, Chocolate, Macha and Vanilla,
2 worth 1 VP and 1 worth 2 VP)

Preparation of the game:

If you play with 4, use all the Shop cards. (for a 2 or 3 player game, the changes are explained at the end of this rulebook) Place the Ice tiles following the illustration below: first 1 VP, 1 VP and finally 2 VP (these are the ice tiles with toppings). Stack the Trophy tiles next to the Ice tiles. Both will be called "stock" from now on.

Give 1 Cone tile to each player.

Example:



Game summary:

A round of the game will be played following steps 1 to 4 until the end of the round is reached.

- ① **Distribute Shop cards**
- ② **Check cards strength and who wins the turn**
- ③ **End of the round**
- ④ **Calculate VP and distribute Trophy tiles**

④ After the Trophy tiles have been distributed, if one player managed to gain 3 Trophy tiles, the game ends.

If no player has 3 Trophy tiles after the distribution, the game continues. Players keep the Trophy tiles they earned from previous rounds in front of them, so that everybody can see them.

How to play:

- ① **Distribute Shop cards**
Shuffle all the Shop cards face down and distribute them so that every player has a hand of 10 cards.
- ② **Check cards strength and who wins the turn**
During the first round, the player who recently had the best ice cream starts the round.

A. Cards strength

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

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. The card played has to be of the same color 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.

B. 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 color of the card played is not important anymore).

Example:



Example:



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

The winning player takes an Ice tile from the stock. If the winning player won with the biggest value Ice shop card, the Ice tile earned has to be of the same color 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 bottom.

After the player took an Ice tile, he/she adds it to his/her Ice cone. Gather all the Shop cards played during the turn and put it in front of the winning player (do not add these cards to your hand!). If there is no Ice tile available for the color you need in the stock, you receive nothing!

The winning player becomes the First player for the next turn. Players keep playing step 2. (A. and B.) until reaching step 3. one of the end of the round conditions.

③ End of the round

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

- A player has to add a fourth Ice tile on his/her cone
If a player has to take a fourth Ice tile from the stock, the Ice cream shop owner asks security to politely bring you outside. The round ends immediately, even if players still have Shop cards in hand. The players who are still in the game check how many VP they earn for this round.
- Players have played the 10 cards from their hand.
The round ends. All the players check how many VP they earn for this round.

④ Calculate VP and distribute Trophy tiles

The player who had to take a fourth Ice tile is out of this round and will not get any VP. You knew the shop owner rules! The remaining players calculate their VP using the following scoring method: multiply the number of cards of one color by the VP from the Ice tiles of the same color.

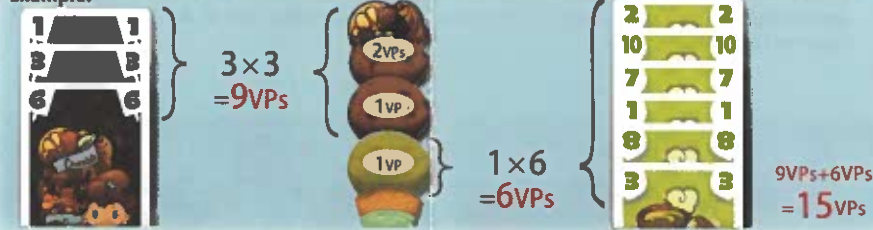
Example: Lana has 3 Chocolate Shop cards, 6 Macha Shop cards. She does not have any Strawberry nor Vanilla Shop cards. She has 3 Ice tiles (1 VP Chocolate Ice tile, 2 VP Chocolate Ice tile and 1 VP Macha Ice tile) on her Ice cone.

3 Chocolate Shop cards \times 3 VP Ice tiles (1 VP + 2 VP) = 9 VP

6 Macha Shop cards \times 1 VP Ice tile = 6 VP

Lana has a total of 15 VP for this round.

Example:



The player with the most VP at the end of the round wins a Trophy tile and puts it in front of him/her. If 2 or more players have the most VP, the player with the most Ice tiles wins. If there is still a draw, the player with the most 1 VP Ice tiles wins. If there is still a draw, the winning players each get a Trophy tile.

If no player has reached 3 Trophy tiles, the game continues. Shuffle the cards, put all the Ice tiles back into the stock and start another round. The player who won the last turn becomes the First player of the new round.

Once a player reaches 3 Trophy tiles, that player wins the game. If more than one player gets 3 Trophy tiles at the end of the round, these players win the game together!

Changes for 3 players:

- Only use 3 colors of Shop cards. The stock is then prepared with the same Ice tiles colors. Put the unused Shop cards and Ice tiles back into the box.
- Shuffle all the cards and distribute 9 to each player. The last 3 cards are put on the side face down. These cards will not be used during this round.
* At the beginning of the next round, do not forget to add the unused three cards before you shuffle and distribute the Shop cards.

Changes for 2 players:

- Use all the colors but remove all cards with values from 7 to 10. Put them back into the box.
- Use all the Ice tiles.
- Distribute 2 Ice cones to both players. They put one on their left side and one on their right side.
- When a player wins an Ice tile, that player decides on which Ice cone to add it.
- If at some point during the round, one of the players has to add a fourth Ice tile to one on his/her Ice cone, the round ends immediately (even if the players still have cards in hand). Players then calculate VP earned for the round.
- The player who reached 4 Ice tiles on one of his/her Ice cone will only calculate VP for the Ice cone with 3 or less Ice tiles.
- Calculate VP in the regular way, multiplying the Ice tiles VP by the number of cards of the same color. The player with the most VP at the end of the round earns a Trophy tile. The first player to reach 3 Trophy tiles wins the game.



Credit

Game Design: Lana & Papa

Art: Osamu Inoue

Rules doctor (Japanese version): Kentaro Yazawa(HOY GAMES)

Special thanks: Takako Inagaki, Masato Uesugi, Shihori Uesugi, Ritsu Uesugi, Tori Hasegawa

Contact: izobretenik@gmail.com