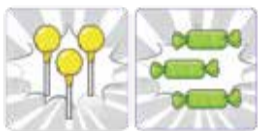


# LOLLIPOPS

## GAME RULES

### IN THE BOX:

- 60 candy cards



- 6 super cards



- rules of the game

1

### THE GOAL OF THE PLAYER

To score the most cards.

### PREPARING FOR THE GAME

Put all the cards in one deck and shuffle them. Elect a game leader and hand them the deck.

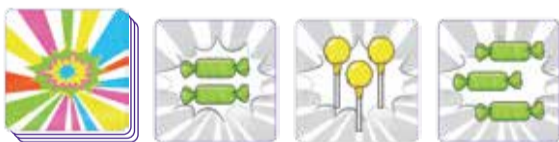
The game leader can participate in the game alongside other players.

2

### GAME PROCESS

The game leader lays the cards down on the table one by one. All players watch the cards and **act simultaneously**.

- \* While laying down a new card, the leader makes sure that the cards are clearly visible.



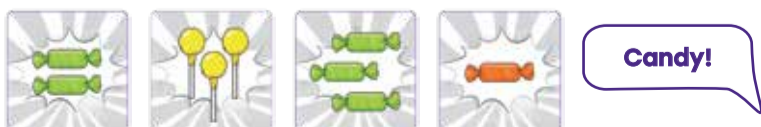
As soon as there are 3 cards on the table with a common feature, name that feature.

3

For example:



or



or



4

The one who was **the first to name** a common feature of the 3 cards puts those cards into their victory pile. The leader keeps laying the cards down on the table. The players keep looking for a common feature.

- \* Sometimes there is 4 or more cards with a common feature on the table. However, the player who noticed them can only take 3 cards of their choice.

Occasionally, the leader will draw a super card. There is 2 types of them: helpful and unhelpful.

**A helpful card** can be used as a wild card depending on the feature depicted on it:



Any color



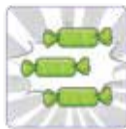
Any sweet



Any quantity

5

For example:



Green!

or the same situation with a different super card



Three!

If a helpful card is one of the three cards with a common feature, the player puts it in the victory pile, just like regular cards.

6

**Unhelpful cards**, on the contrary, block the feature depicted on them:



You can't name the color



You can't name the sweet



You can't name the quantity

As long as a super card (helpful or unhelpful) lays on the table, it is active.

However, **as soon as the leader draws a new super card, the old one goes off the table.**

7

### Penalties

The player has to return a card from their victory pile into the deck if:

- he or she named a feature that is not on the table,
- he or she named the feature despite the unhelpful super card.

### THE END OF THE GAME

The game ends once there is no cards left in the deck. The one who scored the most cards wins.

8

Kids can finally have unlimited amount of candy!  
No cavities 100% guaranteed.



Video instructions included.

Enjoy the game and join us on social media.



@prostyepravila



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