



DELIVER POPSICLES

# HOME DELIVERY

AND STRUGGLE TO MAKE ENDS MEET

EST. 2018



A game for 2-6 players.  
Takes 60-90 minutes to play.  
Educational and family-friendly.

## Components

### City Tiles

These are the rectangular tiles depicting streets and houses. Each city tile has two sections that the players may move their player figures to. In some sections there lives a resident that will gladly purchase a popsicle with the correct flavor. Other sections may contain subway stations, ice cream parlors or truck rental offices. The box contains 64 city tiles of which four are used as starting tiles.

### Popsicle Tokens

These are the round tokens depicting different colorful popsicles on one side and hearts on the other side. The box contains 60 popsicle tokens.

### Task Cards

These are the cards depicting one, two or three popsicles. The box contains 30 task cards with green backs.

### Truck Cards

These are the cards depicting ice cream trucks. The box contains 6 truck cards with purple backs.

### Player Figures

These are the wooden figures looking like small people. The box contains 12 player figures in six different colors.

### Rule Booklet

This is the booklet you're reading right now. The box contains 1 rule booklet.

## Setup

Separate the city tiles and the popsicle tokens into two separate piles. Place the city tiles face down and place the popsicle tokens face up.

Pick the four blue starting tiles and arrange them, as shown, at the center of the table. Shuffle the remaining city tiles thoroughly.



The four starting tiles should be arranged like this.

Separate the truck cards from the task cards and further separate the task cards into three separate stacks based on the number of popsicles pictured.

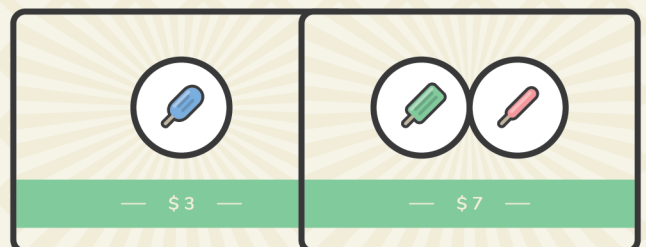
Place all cards face down and shuffle each stack thoroughly. Place all four stacks at the end of the table.

Hand out player figures to each player and let each player select a starting section for one of their player figures on one of the four starting tiles. The second player figure is used to indicate which player is which color.

Note that each tile contains two sections. Multiple player figures may stand on each section at the start of the game and throughout the game.

Let every player draw one task card from the stack of small tasks and one card from the stack of medium tasks. The task cards should be placed face up in front of each player.

Fill each player's two task cards with the corresponding popsicle tokens. The popsicle tokens may not be moved between task cards throughout the game.



Each player starts with two task cards.

## Game Objective

The objective of the game is to satisfy the requests of the popsicle-craving residents of the city. Players may do so through traveling the streets of the city, selling popsicles to the residents they meet.

The residents have very specific tastes and will only accept popsicles with the correct flavor. Furthermore, each resident will only purchase at most one popsicle.

For each task that the players complete, they are awarded with a paycheck. The size of the paycheck grows larger as the task grows larger but so does the risk.

Players failing to complete a task will have to pay for the unsold popsicles out of their own pockets!



This task will award the player with a paycheck of \$7.

## Game Steps

The player who has eaten the most ice cream in a single sitting starts the game and becomes the active player.

### City Tile Placement

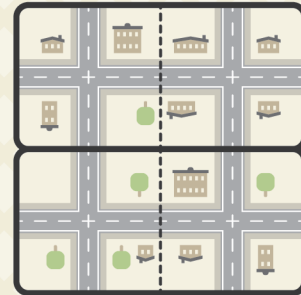
The active player draws a random city tile and places it, face up, next to at least one of the tiles already placed on the table. The tile may be placed so that it sits next to several other tiles as long as none of the placement rules are violated.

It is allowed to place the tile so that the short edge is placed edge to edge with the short edge of another tile.



Tiles may be placed like this.

It is allowed to place the tile so that the long edge is placed edge to edge with the long edge of another tile.



Tiles may be placed like this.

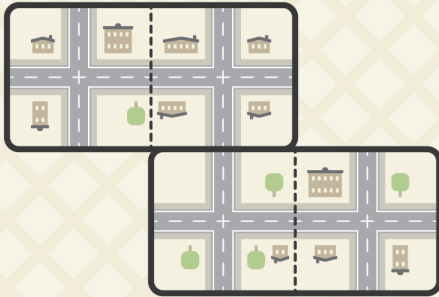
It is allowed to place the tile so that the short edge is placed edge to edge with either half of the long edge of another tile.



Tiles may be placed like this.

## Game Steps

It is also allowed to place the tile so that half of the long edge is placed along either half of the long edge of another tile.

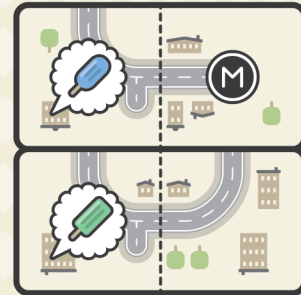


Tiles may be placed like this.

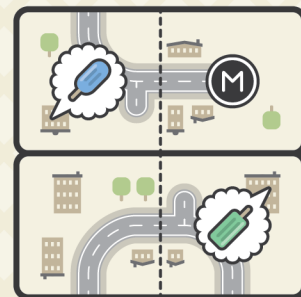
Furthermore, it is required that at least one of the streets leading out from the new tile connects to the road network of the tiles already placed.

The streets may connect at multiple places but the tile may not be placed so that streets end abruptly at the edges of the tiles already placed.

It is allowed to place the tile so that there are open-ended streets leading into empty space.



Tiles may not be placed like this because the streets end abruptly at the edges of other tiles.



Tiles may not be placed like this because the tiles aren't connected through the road network.

If the tile cannot be placed so that at least one of the streets leading out from the new tile connects to the road network, it may still be placed as long as no other placement rules are violated. If this proves to be impossible, the tile is discarded from the game and the active player continues their turn without placing a tile.

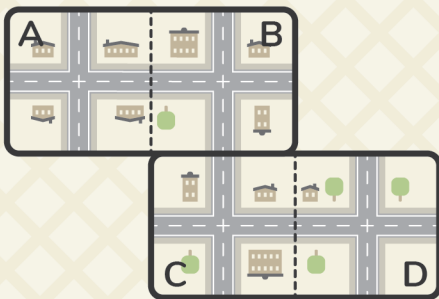
## Game Steps

### Player Actions

Every player may use up to 5 action points in each turn when traveling by foot. Players having rented an ice cream truck may instead use up to 10 action points. All points do not have to be consumed during a single turn but unspent points do not carry over to the next turn.

### Traveling Down Roads

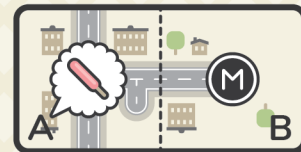
A player may consume an action point traveling to an adjacent city section. This is done by simply moving the player figure to the new section. Note that each tile has two city sections and that players only may move along the streets.



The player may consume an action point moving from A to B and three points moving from A to D.

### Using The Subway

A player traveling by foot, standing on a city section with a subway symbol, may consume an action point using the subway to travel between any two subway stations. This is done by simply moving the player figure to the new section.



The player may consume an action point moving to a subway station of their choosing when standing on city section B.

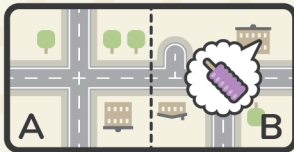
Players having rented an ice cream truck may not use the subway.

### Selling Popsicles

A player standing on a city section with a popsicle-craving resident may consume an action point selling a popsicle. The player must have a popsicle with the corresponding flavor on one of their task cards and the resident must not have already had their request satisfied.

## Game Steps

Selling a popsicle is done by taking the popsicle token from a task card and by placing it on the city section which has the resident. This satisfies the resident's request.



The player may consume an action point selling a popsicle to the resident when standing on city section B.

### Receiving Paychecks

A player standing on a city section with an ice cream parlor symbol may consume an action point receiving a paycheck. In order to be eligible for receiving a paycheck, the player must have sold all the popsicles of a single task card.

Receiving a paycheck is done by flipping a task card with no popsicle tokens left upside down. Larger tasks will award the player with larger paychecks.



The player may consume an action point receiving a paycheck for a completed task when standing on city section A.

The player does not have to visit a specific ice cream parlor in order to receive a paycheck. They're all part of the same chain.

### Accepting New Tasks

A player standing on a city section with an ice cream parlor symbol may consume an action point accepting a new task. This is done through drawing a task card from one of the three stacks and through filling it with the corresponding popsicle tokens.



The player may consume an action point accepting a new task when standing on city section A.



## Game Steps

Note that each player may have at most one task card from each stack at any given point. In order to be eligible for accepting a new task, players must first complete the task undertaken and receive a paycheck for their work.



The player may only accept a new small-sized task.

### Renting Ice Cream Trucks

A player standing on a city section with a truck rental office symbol may consume an action point renting a proper ice cream truck. The rental fee is \$10 and must be paid in full using the paychecks received by the player. The paychecks used to pay the rental fee are discarded from the game and

the player will not receive any change if overpaying.



The player may rent an ice cream truck using the two paychecks.

Upon renting a truck, the player is immediately granted an additional 5 action points that may be consumed right away and for every subsequent turn. The rental fee is a one-time charge and the truck may be used for as many turns as the the player wishes to.

The truck will have to be returned before the game ends or the player will have to pay a late return fee of \$10.

## Game Steps

Additionally, ice cream trucks aren't allowed on the subway due to local safety regulations. Players having rented ice cream trucks may not use the subway.

### Returning Ice Cream Trucks

A player standing on a city section with a truck rental office symbol may consume all of their remaining action points returning the ice cream truck to the rental office. This is done through adding the truck card back into the stack of truck cards.

The player does not have to return the truck at the same truck rental office as they rented it and will not receive a refund for the fee payed.

### Turn End

When the active player is satisfied with how they spent their action points, the next player in clockwise order becomes the active player. The new active player repeats the same steps as the previously active player until there are no more tiles left.

### Game End

When the active player who picked the final city tile finishes their turn, the game ends and it's time to compute the final scores.

### Scoring

Each player computes the sum of the paychecks received but not spent. Partially completed tasks do not award the players with any money.

For every popsicle token still in the inventory of the player, a value of \$1 is subtracted.

Players that have rented ice cream trucks but have yet to return them have to pay a late return fee of \$10.

The player with the highest pay wins the game and has to take all the players out for ice cream!

## Credits

### Game Designer

Joel Ek

### Graphic Designer

Joel Ek

### Play Testers

Lovisa Bergström

Tove Andersson

Patrik Wallgren

Dag Hansson

Martina Hansson

