



RULES

ICE

Split™

 *Luca Borsa, Carlo Lanzavecchia,
Luca Bellini, Walter Obert*

 *Simon Douchy*



blue orange

You're in front of your display, ready to get set up! You're split between completing more objectives and adding more flavours of ice cream. One thing's for sure: you can't have one without the other. On your turn, place your card in your display, either the Objective side or the Flavour side up, attempting to create the set that'll scoop up the most points! Sounds tasty, doesn't it?

Components

63 cards

Each card has two parts:

- On the left, an objective for earning points.
- On the right, an ice cream flavour. There are 7 different ice cream flavours.



Goal of the game

Combine ice cream flavours and your objectives to score more points than your opponents.

Setup

Shuffle the cards, face down, and then deal 4 face-down cards to each player. Set the deck of remaining cards in a pile, face down, in the centre of the table, and reveal the first 4 cards in a row next to the draw pile.

Each player secretly chooses a card from their hand. All players then simultaneously reveal them, face up, in their respective displays. These are your starting cards.

The "display" is the row of cards in front of you. At the start of the game, your display is only your starting card.

Example of setting-up a 4-player game.



The player who most recently ate ice cream goes first.

How to play

Beginning with the starting player and proceeding clockwise, your turn consists of two actions in the following order:

1. Play a card

Choose a card from your hand and add it to your display.

Important! You must add a card in one of the following 2 ways:

- Slide your card under the card furthest to the left of your display, leaving the Objective side visible.
- Slide your card under the card furthest to the right of your display, leaving the Flavour side visible.



You can never insert a card between two cards already in your display.

Note: You can play any combination of as many Objective or Flavour cards as you like, up to a maximum of 13 cards in your display throughout the course of the game.

2. Draw a card

Replenish your hand by drawing a card using 1 of the following 2 methods:

- Choose 1 of the 4 face-up cards from the centre of the table and add it to your hand. In this case, restock the empty space by using the top card from the face-down pile.

Or,

- Draw the top card from the face-down pile and add it to your hand.

End of the game

The game ends once each player has a total of 13 cards in their display.

Players score points based on the objectives that they've achieved.

- The flavour objectives must always be completed in the order shown by their icon.
- A flavour can be used to complete different objectives. However, each flavour can only be used once per objective: see **Example**.
- Each objective can only be counted once.
- Incomplete objectives do not score points.

The player with the highest score wins the game and is named the Ice Cream Ace of the Summer!

In case of a tie, the player with the most distinct flavours in their display wins. If there's still a tie, the players involved can share the victory.

Example:



A 0 points 

B 4 points  

C 4 points  

1

D 4 points  - *Even though the combination occurs twice in the display, each objective can only be counted once.*



E 6 points  - *Even if some flavours were used in objective **B**, they can still be used again for objective **E**.*



F 5 points 



Total = 23 points

Note that each player uses the same flavours to complete different objectives, such as **B**, **C** and **E**.

OBJECTIVES



Score 4 points if this flavour is the single most common one in your display.

Score 3 points if you haven't played any cards of these flavours.



Score 4 points if only one of the corresponding flavour cards is present in your display.



Score the number of points indicated if you have the following flavours in the corresponding order in your display.



12

Score 12 points if you have all 7 different flavours in your display, in any order.

Score 5 points if the card furthest to the right in your display is one of these flavours.



6

Score 6 points when you only have 1, 2, or 3 different flavours in your display.

Score 5 points if you have a set of 2 pairs of flavours in your display. *Note: These 2 pairs must be different and adjacent.*



5

Score 5 points if you have a set of 3 flavour cards of your choice adjacent to one another in your display.

4+

6

Score 6 points if you have at least 4 cards of the same flavour in your display, regardless of their position.

Score 5 points when you have more flavours than objectives in your display.



5

Score 5 points when you have more objectives than flavours in your display.



English Translation and Proofreading: Joseph Philipson and Emilie Delcourt for The Geeky Pen

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