

The Rule Book

Dropsy



Objective

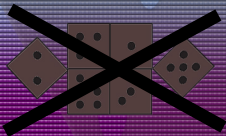
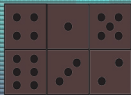
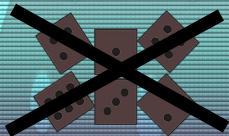
Each player chooses a color. The order is determined and players take turns dropping their tokens while trying to land them in the slots on the boards.

At the end of the round, the tokens that have landed (fully) in the slots count as points. There are different values for each slot.

All players count their points and the scores are recorded. The player with the most points through six rounds of play wins.

Board Setup

The boards are crafted as the outer dots of dice. They can be setup differently and randomly each round (by the player with the least points in the previous round). They must be put together so that the sides are flush to one another. Use the non-slip mat included underneath the board.



To Start the Game

To start the game, players choose a color and determine the order (oldest goes first). The first player starts by dropping 1 token, trying to land it in a slot on the board. The next player does the same, and so on.

Dropping Rules

Players can drop side to side anywhere above the board. You cannot flick or throw the token. Your arm cannot move in a downward motion while dropping. Players must drop from a height no less than 8" (think of the height of a bottle of Coke).

If a player violates any of the above rules, a warning can be given. If the same player clearly violates again during the same round a penalty can be given to the offending player - a loss of 3 points.

Points

Each player is trying to land their tokens in slots. Each slot has a different value. The board with 1 slot is worth the most (6 points). The board with 6 slots is worth the least (1 point per slot).



= 1 Point



= 4 Points



= 2 Points



= 5 Points



= 3 Points



= 6 Points

Players receive points for each token that has landed in a slot on the board. You can land in multiple slots on the same board and receive multiple points (example: 2 red tokens landed in the top left board (6 slots) would count as 2 points). The score is tallied at the end of the round. Only tokens that are FULLY in the slots at the end of the round count. If the token is not sitting flush in the slot, IT DOES NOT COUNT.

Bounces and Knockouts

During gameplay, you will get bounces that go your way - or don't!

If you intended to drop your token in a certain slot and it lands in another, that's part of the game! it is left there and still counts as points (if it remains slotted until the end of the round).

At anytime a player can choose to drop their token on an already slotted token - to try to knock it out. This strategy is commonly used when there is rivalry/competition for a higher pointed slot.

If the slotted token is knocked out and remains on the board it is left there. If it bounces off the board it is collected by the player who owns it to be re-dropped.



Gameplay / End of Round

Players continue taking turns dropping in a clockwise motion. If you drop a token and it does not land on the board or bounces off, it counts as a turn. However, you collect the token back into your pile to drop again.

Once a player runs out of tokens, all other players get 1 last turn. IF a token belonging to the finished player is knocked off the board in the final round, the game continues! To end the round, the finished player should have all of their tokens on the board.

At the end of the round, determine all of the tokens that are fully and flush in the slots. Remove all other tokens on the board. Count and record the points for each player. The player with the most points at the end of 6 rounds wins!



Lykeland Games
Made in Canada