68853-FLIP FLOP FREEZER POPS GAME

- No reading required
- Ages 3 to 7
- 2 levels of play/2 or more players
- Object of game: collect the most freezer pops, and you win.

Contents:

1. 15 freezer pops,
2. ice cube die
3. ice machine die roller
4. label sheet

cooler package
Replace with full product

Preschoolers will have fast paced fun as they roll the jumbo die in the shivering freezer to match the color on the freezer pop. If the player gets a melting pop, it goes back into the freezer. Flip Flop Freezer Pops is a combination of skill, action and memory. The two levels of play make it good for beginners and advanced players.

INSTRUCTIONS:

Mix up the freezer pops and spread them out, face down.

Keep the cooler package open.

BEGINNERS:

1. Youngest player goes first.
2. Roll the ice cube die by slightly spinning the die while randomly dropping it into the top of the ice machine die roller. The die will come out a chute in the bottom, with one side facing up (red, orange, green or wild).
3. Now flip over a freezer pop.
4. If the color of the freezer pop matches the color on top of the ice cube die, you get to keep the freezer pop. It is now the next player's turn.
5. If the color of the freezer pop doesn't match the color on the ice cube die, your turn is over. Put the freezer pop back in its original location, face side down.
6. If you turn over a melting freezer pop, put it back into the cooler package-that pop needs to cool off! It is now the next player's turn.
7. If you roll a wild on the ice cube die (all 3 colors), you can keep any freezer pop you turn over, as long as it's not a melting freezer pop.
8. Play continues until all the freezer pops are collected. Now count your freezer pops. Do you have the fewest? Then you get to take the melting freezer pops out of the cooler package and add them to your collection.
9. The player who collects the most freezer pops by the end of the game wins.

ADVANCED:

Match 2 freezer pops to the ice cube die

Roll the ice cube die by dropping it into the top of the ice machine die roller

Now flip over 2 freezer pops.

1. If neither freezer pop matches the color on top of the ice cube die, your turn ends. Turn both freezer pops back over and return them to their original positions. It is now the next player's turn.
2. If one freezer pop matches the color on the top of the ice cube die, you do not get to keep either freezer pop. Turn both back over to their original positions. It is now the next player's turn.
3. If both freezer pops match the color on the top of the ice cube die, you get to keep both freezer pops. It is now the next player's turn.
4. If you turn over one or more melting freezer pops, your turn ends. Put the melting freezer pop back into the cooler package. It is now the next player's turn.
5. If you roll a wild on the ice cibe die (all 3 colors), you can keep any 2 freezer pops you turn over as long as they're not melting freezer pops.
6. Play continues until all the freezer pops are collected. Now count your freezer pops. Do you have the fewest? Then you get to take the melting freezer pops out of the cooler package and add them to your collection.
7. The player who collects the most freezer pops by the end of the game wins.