



STAY IN THE LOOP, LEARN TO SCOOP[™]

RULEBOOK

TERMS

Cone: all ice cream bases (including cups - if you don't like it, make your own game).

Freezer: cards in a player's hand

Flight: all played cards in front of a player.

Melt: an individual stack in a player's flight with a cone, scoops(s), and a topping.

Scooper: player that draws from the deck and discards into the discard pile. The scooper rotates with gameplay each round.

Day: 1 full game round with scores counted at the end.

CHARACTER CARDS

Character cards have blue backs.

Each player has a unique character card for each day. Your character dictates which cones, scoops and toppings will get you extra points or make you lose points. (Your ice cream craving won't be satisfied if you throw your melt at the server).

Beware of other players sabotaging your melts. If you let your personality show at West Van Soft, you might develop trust issues.



ACTION CARDS

Action cards have a chalk board background.

Budge in line: Switch the direction of gameplay (clockwise or counter-clockwise). The scooper also rotates in the opposite direction.

Change of tastes: The player who picked up this card chooses two people (could be themselves) to switch character cards.

No, I insist!!: Switch card sharing mode between delivery and self-serve.

Dog ate my ice cream: Discard all cards from your freezer and draw replacements from the deck.

Mouldy cones: All players discard all cones from their freezers and draw replacements from the deck. Draw in order of gameplay and follow play sequence for any drawn action cards immediately.

Freezer burn: A player with this card in their hand at the end of the day gets negative points for all cards in their flight and freezer (including this card). This card cannot be played, given away, or discarded, but it can be transferred during self-serve sharing mode.

Note: You may discard or give away **freezer burn** if it is the very last card in your freezer and doing so would end the day **or** if you pick up **dog ate my ice cream**.

Optional rule (for ice cream sommeliers): if any player asks whose turn it is or who the scooper is, the **freezer burn** is immediately given to them if it is currently in play.

Action cards must be **played immediately** when drawn at the beginning of the **scooper's** turn (except **freezer burn**). Players pick up a replacement card after the play.

Any action cards drawn not during the scooper's draw are **discarded and not played** (except **freezer burn**). Pick up a replacement card.

Example:

Pavlina (scooper) picks up **mouldy cones**. She plays it immediately. Mila discards her two cones. Finlay discards his one cone. They both draw to replace their cones. Mila picks up **budge in line**. She discards the action card without playing it and draws a replacement. Finlay picks up **freezer burn**. He keeps it since **freezer burn** cannot be discarded.

SETTING UP

1. Remove **action cards** from the deck.
2. Deal **9 pink cards** to each player.
3. Deal **1 blue character** card to each player (this is kept hidden).
4. Shuffle action cards back into the deck
4. The player who ate ice cream most recently goes first and starts as the **scooper**.

ON YOUR TURN

1. Get 1 card through card share or draw if you are the scooper
2. Play OR pass if you cannot or do not want to play.
3. Lose 1 card through card share or discard if you are the scooper

CARD SHARING

There are two card sharing modes:

Delivery: After playing or passing, choose one card to **give** to the next player

Self-serve: After playing or passing, offer your hand for the next player to blindly choose one card to **take**.

Each day begins in **delivery** mode. Card sharing mode switches with the **No, I Insist!!** action card

THE SCOOPER

The scooper rotates in the direction of gameplay. When you start as scooper, get a card by **drawing two cards** from the deck and **choosing one to keep**. Lose a card through card share.

When the play comes back to you, get a card from card share but lose a card by **discarding**. The next player now becomes the scooper and begins their turn by drawing two cards from the pile.

Any **action cards** the scooper draws must be played **immediately**.

Note: if you draw the **freezer burn**, you **must** add to your hand and discard the other card.



PLAYING INTO YOUR FLIGHT

Each turn, you may play **one** card into any player's flight, **unless** you are starting a melt. When you start a melt, you may play a **cone and scoop combo** into your own flight **only**.

- You cannot start a new melt for another player
- No player can have a melt with only a cone

A complete melt has **1 cone, 1 or more scoops, and 1 topping**. Melts must be made **in that order**. Once a melt has been completed, the order is made and **cannot be changed** (let's hope the critics don't wish it could be).

SCORING

To get a good score, your flight has to align with your character

Each card in your hand:	-1 point
Each card in a melt:	1 point

BUT, if one of your melts has any ingredients your character dislikes, you get punished: the whole melt is worth **0 points**.

If your melt has any ingredients your character really likes, you get rewarded:

1 liked ingredient:	melt points x2
2 liked ingredients:	melt points x3
3 liked ingredients:	melt points x4

More? Well hopefully you can follow a pattern.

ENDING THE DAY OR GAME

The day ends when one player has **no cards left** in their freezer. A player may empty their freezer by playing all their cards or through losing a card at the end of their turn. If the **deck runs out** before a player's freezer has emptied, reshuffle the discard pile and continue playing.

All players count their points and the cards are shuffled and redealt. One day of ice cream is never enough so the game plays for **three days**.

Every day is different so each player gets a **new character card**.

