

ICED! - *The Ice Cream Game*

Objective: as the owner of a small ice cream shop, buy flavours and collect stars to win!

Number of Players: 2

Approximate Game Time: 30 minutes

Section 1 - GAME OVERVIEW AND RULES

1.1 - The Setup

1. Each player enters their name.
2. Each player chooses their colour.
3. Each player is given \$500.
4. Each player is given 10 stars.
5. All players start at START.

1.2 - On each Turn

1. The turn of the current player is indicated by a spoon beside their name.
2. The current player rolls one dice and moves their spoon forward.
Note: two players can land on the same box.
3. If player lands on START or passes it, they get \$100 and 1 stars.
4. Player executes the instructions on the box they land on.

1.3 - When the Game Ends

1. One player earns 30 stars; this player wins.
 2. One player has \$0; the opponent wins.
 3. One player has 0 stars; the opponent wins.
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Section 2 - THE BOXES

2.1 - START (0)

- This is where all players initially begin at.
- If someone lands on START, they receive \$100 and 1 star.
- If someone passes START as they move, they receive \$100 and 1 stars as well.

2.2 - Flavour Boxes (1, 3, 5, 7, 9, 11, 13, 15, 17)

- See *Section 3 - Flavours*.

2.3 - Surprise Boxes (2, 8, 10, 14, 16)

- Player can choose to take a surprise or pass.
- If they take a surprise, you have the chance to earn money and/or stars, but you equally have the chance to lose money and/or stars.

2.4 - Teleport (4, 12)

- Player moves from one teleport box to the other.
- Teleport does not lead to player passing START, so they do not get money or stars.
- No other action is taken after the teleport.

2.5 - Free Swap (6)

- If either player has no flavours, nothing happens.
 - A random flavor is chosen from each player, and the player who landed on the box can choose to go with the swap or pass.
 - If they choose to swap, the flavour properties and states all remain the same, but the owners are switched (the owner of one becomes the owner of the other, and vice versa).
 - If they choose to pass, nothing happens and the player just stays on the box.
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Section 3 - THE FLAVOURS

3.1 - Flavour Properties

- Name
- Position
- Colour

3.2 - Flavour States

- Owner (or unowned)
- Scoops (1-3)
- Market Price (\$100, \$200, \$300, \$400, \$500, or off the market)

3.3 - The Flavours

- Vanilla (1)
- Chocolate (3)
- Strawberry (5)
- Mango (7)
- Coffee (9)
- Caramel (11)
- Mint (13)
- Green Tea (15)
- Blueberry (17)

3.4 - Landing on the Flavour Box

- If UNOWNED, the player can choose to buy the flavour at the default market price or pass.
- If OWNED BY THE PLAYER, the player gets stars from the bank and can choose to upgrade the flavour or to pass. The maximum level that can be attained is 3 scoops.
- If OWNED BY THE OPPONENT, the player can choose to give stars to the owner or, if the flavour is on the market, to buy the flavour from the opponent.

3.5 - Buying an Unowned Flavour

- A flavour can be bought only if the player lands on the box.
- Since it is unowned, the owner pays the bank by the default market price (\$100). Once the player buys the flavour, the market price of that flavour goes up to \$200.
- The player initially starts with one scoop.
- Once bought, the flavour can never return to the unowned state.

3.6 - Buying and Selling Flavours

- A flavour cannot be sold at the will of the owner at any point in the game; if a player buys a flavour, they are the owner until someone buys it from them.
- If the flavour has been taken off the market, it cannot be bought or sold any longer.
- When a different player other than the owner visits the flavour, they have the choice to pay stars or to buy the flavour from the owner. They pay the market price to the original owner, the market price increases by \$100 (unless it was bought at \$500, at which the flavour is taken off the market) and the number of scoops is reset to 1. This person then becomes the new owner of the flavour.

3.7 - Upgrading Flavours

- When the owner of that flavour lands on the corresponding flavour box, the owner has the choice to upgrade the flavour at a cost of \$100 per scoop.
- Only one scoop can be upgraded on one turn.
- 1 scoop can be upgraded to 2 scoops, and 2 scoops can be upgraded to 3 scoops.
- Flavours cannot be upgraded beyond 3 scoops.
- Once upgraded, there is no way to go back to a lower scoop level.
- When upgraded to 3 scoops, the flavour is taken off the market.

3.8 - Flavours on the Market

- A flavour is on the market if it is still able to be bought by a different player.
- A flavour is automatically on the market if unowned. It is on the market for \$100.
- If a flavour is bought by someone else, the market price increases by \$100 each time. The price cannot be decremented at any point in the game.
- If a flavour is bought at a market price of \$500, it is then taken off the market and the player who has bought the flavour at this price becomes the permanent owner.
- If a flavour is upgraded to three scoops, the flavour is taken off the market and the player who owns it becomes the permanent owner.
- Once taken off the market it a flavour cannot be put back on the market.

3.9 - Scoops

- The number of scoops represents the number of stars that the owner gets when they visit their own flavour, or the number of stars that a visitor is required to pay.
- Once upgraded to a higher scoop level, scoop levels cannot be degraded (cannot go back down to a lower scoop level).
- When a new player buys the flavour, the scoop level resets to 1.
- When a player buys a flavour that they owned before, the scoop level still resets to 1.

Section 4 - LIST OF TERMINOLOGY

- *Bank*: used to describe the infinite collection of money and stars that is unowned.
- *Board*: the set of boxes where the game takes place.
- *Box*: each position on the board where a player can be. Boxes can be of many types.
- *Buy*: a player can buy a flavour and declare it their own. The flavour then becomes owned by that player.
- *Colour*: a player colour is the colour used to represent their spoon and the flavours they own. A flavour colour is the colour used to visually display the number of scoops each flavour currently has.
- *Flavour*: can be bought/sold, upgraded, etc. Used by the owner to earn stars.
- *Market*: the set of flavours that can be bought and sold.
- *Market Price*: the cost at which a flavour can be bought.
- *Money*: used to buy or sell flavours. May be gained or lost.
- *Name*: a player name is the name of the player that is displayed on the game. A flavour name is the name used to identify the flavour and distinguish it from the others.
- *Off the Market*: a flavour that has reached a level of 3 scoops or was bought for \$500. The current owner is the permanent owner and the flavour can no longer be bought or sold.
- *Opponent*: the other player.
- *Owned*: a flavour is owned if it belongs to someone. Once a flavour is owned, it cannot be unowned again although the owner may change.
- *Owner*: the player who owns the flavour.
- *Pass*: when given a choice (surprise, swap, etc.), a player can choose to ignore the choice and take no action (do nothing), which is called passing. Passing can also mean a situation in which a player goes from one box to another, but if one step was moved at another, the player would have landed on the box they passed.
- *Permanent Owner*: the owner of a flavour that has been taken off the market. The owner of that flavour cannot change anymore throughout the game (unless a swap occurs).
- *Player*: a person (or a team) who is playing the game.
- *Property*: each flavour has a set of properties that do not change throughout the game.
- *Scoop*: each flavour has a level between 1 and 3 called a scoop, increased by one on one upgrade. When a flavour reaches three scoops, the flavour is taken off the market.
- *Sell*: a flavour can be sold to someone else without the owner's choice. However, when someone else buys the flavour off the other player, the previous owner collects the money that they sell it for.

- *Spoon*: the moving icon used to represent each player on the board. Spoons are coloured by the colour of the player.
- *Star*: unit of counting used in the game other than money. A player may earn stars, lose stars, or give away stars depending on the situation. Reaching 30 stars means that player's ice cream store has been chosen as the winner.
- *START*: the box all players start at. It is also the first box on the board, and if a player crosses this position as they move, they receive money and stars.
- *State*: each flavour has a state that may change during the game.
- *Surprise*: random events that lead the chooser to gain or lose stars and/or money.
- *Swap*: two flavours which belong to two different players are exchanged. All flavour properties and states are maintained; only the owner changes.
- *Teleport*: jumping to a different position on the board.
- *Unowned*: a flavour which does not belong to anyone.
- *Upgrade*: a flavour can be upgraded to the next scoop until it reaches three scoops.
- *Visit*: landing on a box. If a player visits a flavour, it means they visit the corresponding box of the flavour.

Have fun and enjoy!