# 860008

Adhemme and competitive cerel-bessel gemes

# (1963) 1963 (1963)

You are running an ice cream business, and your goal is to beat your competitors! Earn as much money as possible by selling your ice cream!

### Mestaria

- 4 Truck Pieces for each Player
- 4 Truck Player Mats
- 4 Mini Truck Pieces for each Player
- 4 Mini Truck Player Mats
- 84 Card Ice Cream Deck
- 32 Card Go Deck

# **8360**

- 1. Shuffle the Ice Cream deck and the Go deck (separately).
- 2. Place the Starting Tile in the middle of the table.
- 3. Put each Player Piece on the Starting Tile.
- 4. Deal 5 Ice Cream cards to each player.
- 5. Give each player a player mat ("truck") with five slots.
- 6. The player who had ice cream last will start, and players take turns clockwise.

## on Som Man

You MUST play another Go tile and connect it with another existing road.

MOVESTER Your trucks MUST move 1 space onto an adjacent tile if possible (if you cannot move, you skip this step).

ETUSION You may sell any amount of Ice Cream in your truck.

DRAW 3 Draw 3 cards from the Ice Cream Deck.

PLATEUR You may play up to 3 Ice Cream cards into your truck (place an Ice Cream card in one of the five boxes in front of you to play it into your truck).

discard cards until you have 7 cards in your hand you must

Youngueanyamountof Use Abilities or Read Abilities along point on your turn (Read Abilities can be played on other players) turns as well).

### 130 mm

The player who has earned the most money once the Go deck runs out wins the game. All players may sell the ice cream in their truck at this point. The effects of the tiles they are on still apply. (if a player is on a no-sell tile, they still cannot sell).



### Memana 2003

You may move to any adjacent tile where the road is connected. The base movement for a truck is 1 space. Any bonuses to movement are additive. It does not matter if multiple trucks are on the same tile.

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You may only sell ice cream before your Play Step. You may only sell the ice cream that is in your truck. If you want to sell, the price of the ice cream is indicated by the number written on the top right corner of the card. To sell an ice cream, place the card in the discard pile and exchange it for the price listed.



# THE OF CARES

Chocolate △ \$1



BOBB 3

These Ice Creams sell for \$1 and have no additional abilities. They are marked with a triangle.



8000

These Ice Creams sell from \$2-\$5 and always have an ability along with it. They are marked with a diamond.



GREW

These Ice Creams have the same characteristics as Cool Ice Creams, but are often worth much more. They are marked with a star.

#### Card Abites



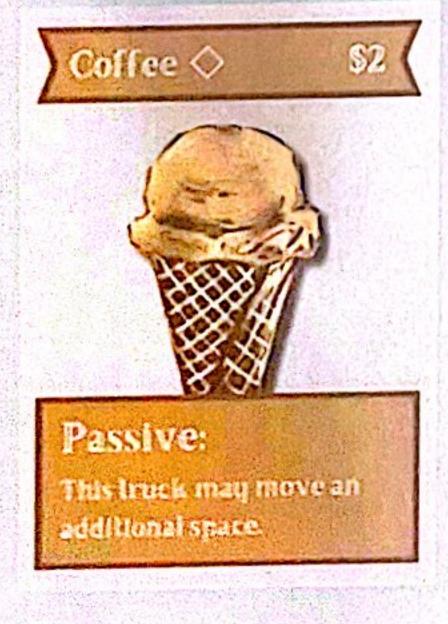
#### MBG

Ice Cream cards with "Use" in their Ability Box can be played into your truck, OR discarded from your hand to activate its Use Ability (Found on the card: "Move target Ice Cream from one truck to another"). You may not activate the Use Ability once it has been played into your truck. This card can only be played on your turn.



#### BOOG

Ice Cream cards with "React" in their ability box can be played into your truck, OR discarded from your hand to activate its React Ability (Found on the card). A React Ability's effect will resolve before any abilities played before it. You may not activate the React Ability once it has been played into your truck. The React Ability can be activated regardless of whether it is your turn or not.



#### Passing

Ice Cream cards with "Passive" in their Ability
Box will affect the game only if it is played into
a truck. You may only play these cards into
your truck on your turn.