



TRIPLE SCOOPS

A Game of Delicious Chaos
by Mike & Shyne



SCOOPER HANDBOOK

TRIPLE SCOOPS

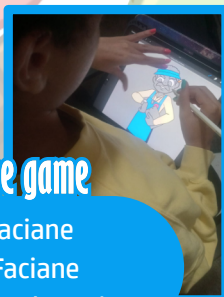


a Mike & Shyne game

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PLAYTASTERS

Thank you!

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OVERVIEW

Three-time champion football coach Clyde Dugan may have retired from the game, but its spirit lives on in his new passion, ice cream!

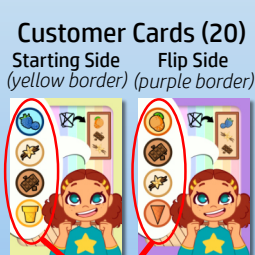
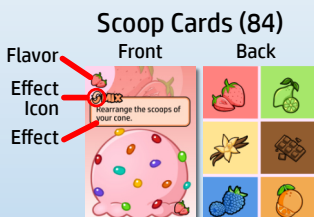
Working at Coach Clyde's ice cream shop is not only fast-paced and hectic but is also known to be highly competitive.

Now, looking to expand the franchise, Coach Clyde has open tryouts for positions on his scooper squad.

In **TRIPLE SCOOPS**, 2-5 players will take on the role of scoopers in Coach Clyde's ice cream shop.

OBJECTIVE: Gain the most points by serving customers.

INGREDIENTS



ORGANIZING CARDS

The cards in the box are randomly packaged together and must be separated and organized by the card types seen on this page.

Flavor Sequence
Boss Cards (8)



Assignment Cards (15)



Serving Tracker



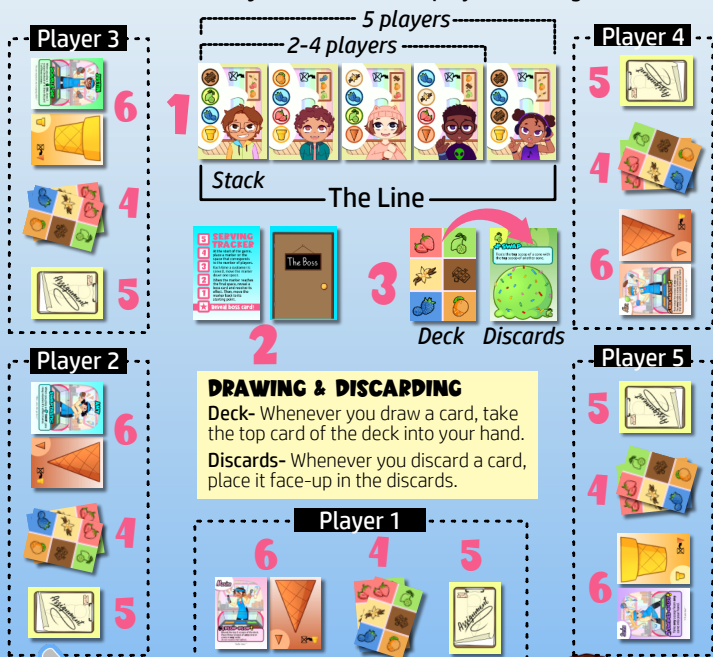
Serving Marker



2

SET UP

- Form Line:** Shuffle all customer cards with their starting sides face up in a stack. Place customers from the top of the stack side by side to form a line. If playing with 2-4 players, form the line with 4 customers. If playing with 5 players, form the line with 5 customers instead. *All visible customers occupy a space in the line, including the one on top of the stack.*
- Boss:** Shuffle the boss cards and place them face down in a stack under the line with the serving tracker next to it.
- Prepare Deck:** Choose 5 scoop effects then gather all scoops that have those effect icons. Shuffle those scoops with the NEAPOLITAN, RAINBOW, and SPARK scoops to form the game deck. *See back of this book for a list of scoop effects.*
- Draw Cards:** Each player draws 2 cards from the deck.
- Issue Assignments:** Each player looks at 2 random assignment cards and chooses 1, keeping it hidden from all other players.
- Pick Scoopers:** Each player picks a scooper whose effect icon matches one of the chosen scoop effects and places it face-up in front of them. Give each player a cone to place on the right side of their scooper, with either side facing up.
- Determine 1st Player:** Choose a first player for the game.



Scooper Pro-tip

You get to see your assignment, the customers in line, and your starting hand of cards before deciding which cone to start the game with!



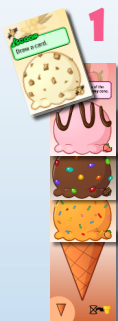
OPEN FOR BUSINESS

Beginning with the first player (as determined during set up), players take turns in clockwise order.

PLAYING A SCOOP

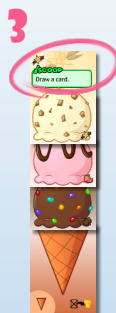
On your turn, you may play any number of scoops from your hand.

1. Place the scoop from your hand face-up in the discards **or** directly above your cone. If there are already 1 or more scoops above your cone, stack the new scoop on top by overlapping the scoops.
2. Follow the overload rule (*see overload below*).
3. You **may** use the effect of the scoop. If the scoop has the same effect icon as your scooper, you may choose to use your scooper's effect instead of the scoop's effect.



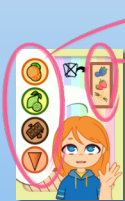
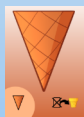
OVERLOAD

If a scoop is placed on your cone when it already has 3 scoops, you must discard the bottom scoop.



FLIPPING

During your turn, you may discard 1 card from your hand to flip your cone to its other side. You may also discard 2 cards from your hand to flip a customer in the line to its other side. You cannot use the effects of cards discarded to flip your cone or a customer.



Scooper Pro-tip

The picture on the wall behind the customer indicates what flavor sequence is required to serve the customer on its reverse side. The cone flavor always switches from side to side.



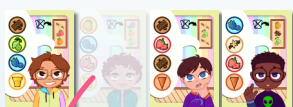
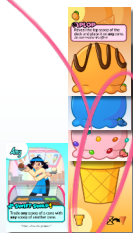
SERVING CUSTOMERS

Anytime during your turn, if your scoops and cone match a flavor sequence on a customer card in the line, you may serve that customer.

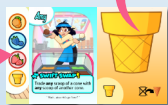
1. Take the customer and tuck it under your scooper so that only its flavor icons are visible.
2. Discard all of the scoops used to serve.
3. Move all customers in the line 1 space to the right.
4. Move the serving marker down one space.



Amy has a triple scoop matching the flavor sequence of a customer in the line. During her turn, she serves the customer.



3



Scooper Pro-tip

Remember, after you serve a customer, it is still your turn and you may continue to play cards from your hand. You may even serve multiple customers in one turn!

4



BOSS REVEAL

When the marker reaches the final space, reveal the top boss card from the stack and resolve its effect. Then, move the marker back to its starting point.

RESTOCKING

After you have played all the cards you wanted or are out of cards to play, you must **restock** your hand. To do so, draw enough cards from the deck until you have a total of 2 plus the number of scoops on your cone.

NEXT UP

After restocking your hand, play continues with the next player in clockwise order.

5

CLOSING TIME

When a player finishes their turn with 4 or more served customers, it is closing time. Each other player takes 1 last turn then the game ends.

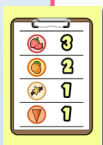
Reveal your assignment card and add all the points from your served customers.



At the end of the game, Justin has these 5 customers. Here's examples of points based on a few different assignments:

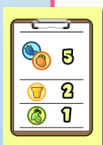
Scooper Pro-tip

The way points are scored differs between assignments. Keep that in mind when deciding which customers to serve, as one customer may get you nothing, while another may be exactly what you need to win the game!



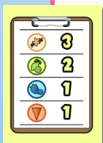
5 strawberry x3 = 15pts
3 orange x2 = 6pts
2 vanilla x1 = 2pts
2 sugar cone x1 = 2pts

25



3 sets of raspberry & orange x5 = 15pts
3 cake cone x2 = 6pts
0 lime x1 = 0pts

21



2 vanilla x3 = 6pts
0 lime x2 = 0pts
4 raspberry x1 = 4pts
2 sugar cone x1 = 2pts

12

WHO WON?

The player with the most points wins!

In the case of a tie, the first tied player to scoop some real ice cream wins! It's a win-win!

ALTERNATE MODES

TEAM UP 2 VS 2

While Coach Clyde encourages and rewards individual achievement, he also values teamwork. Show the boss you have what it takes to outshine the competition.

Split players into teams of 2. Teammates must sit across from each other (1st and 3rd players are a team and 2nd and 4th players are a team). Players will combine their scores with their teammate.

BUDDIES 1 VS 1

Sometimes a scooper may buddy up with one of their co-workers and work together like a well oiled machine.

Each player chooses 2 scoopers, each with their own cone.

When prompted, you may use the effect of either of your scoopers (but not both at once).

When you restock, only count the scoops of one of your cones to determine total number of cards to draw.

IN THIS TOGETHER CO-OP

The Fun Festival is underway and there's many attractions that may be seen through the window of the ice cream shop. The scoopers must work together to serve the customers before they are drawn away by the activities outside.

No assignments are issued and all players are a team.

Before each player's turn, discard the top card of the deck. If the leftmost customer in the line has a flavor matching the discarded card, they are distracted and removed from play.

The players immediately lose once 11 customers have been removed from play. The players win the game if they serve a total of 10 customers.

THE GLOW 1 VS 2-4

Ever since that strange meteor struck there have been multiple reports of extraordinary feats throughout the town by glowing citizens. Now one of Clyde's scoopers has the glow!

Choose a player to have the glow. All other players are teamed up and will combine their scores. The glow player multiplies their score by the number of opposing players in the game.

Glow Special Rule: When an opposing player affects any of the glow player's cards, the glow player may draw a card.

ALL IN!

The power is out and the ice cream is melting! The scoopers must do whatever it takes to scoop and serve with haste!

Add all scoops to the deck.

Ignore the closing time rule. The game immediately ends when the deck runs out.

RACE TO 5

Coach Clyde is away at an ice cream tech convention. While he's gone, the scoopers ignore their assignments but maintain their competitiveness!

Do not use the boss cards or assignments.

Ignore the closing time rule. The first player to serve 5 customers wins!

LINE 'EM UP

Layla has been left in charge of the shop while Coach Clyde is meeting with the Mayor. She is taking this opportunity to run the show her way!

Layla may not be used as a scooper. Do not use the boss cards or assignments.

Each player takes a random 4 customers and places them in a stack. Players may only serve the customer on the top of their stack. The first player to serve all of their customers wins!

MEET THE SCOOPERS

Scooper [skoo-per] *noun* **1** professional scoop engineer; **2** master scoop artist; **3** reckless conveyor of scoops; **4** one who scoops...by any means necessary.

JUSTIN

Priding himself as the GOAT of scoopers, Justin's superb scooping technique is only outmatched by his arrogance.



AMY

As the newest recruit, Amy often seems to be unsure of herself but can surprise opponents with some swift scoop switching.



SASHA

Determined to always get what she wants, Sasha is infamous for her pilfering ways.



MAXINE

Aloof and nonchalant, Max is usually found with her head in the clouds, but her annoying luck always gets her by.



ALEX

Raised in a family of magicians, Alex has a sleight of hand that leaves the competition amazed and bewildered.



CALEB

Engineering student and perfectionist, Caleb is always seeking to improve scoop stacks.



**STEVE**

Highly competitive and aggressive, Steve takes scooping as serious as he takes online video games.

**GUNTHER**

As a greatly skilled retired miner, Gunther is adept at digging for the perfect scoop.

**AMIRA**

Disciplined and intimidating, Kenpo Karate champ, Amira excels at checking her opponents.

**LAYLA**

Delightful and attentive, Layla always knows what customers want. And she lets them know as well.

**SIMON**

With a heart and mind for the betterment of the environment, Simon has a knack for scoop reuse and recycling.



More scoopers on the way!



THE DECK & SCOOP EFFECTS

The game deck consists of 8 unique scoop effects, including 3 constant effects and 5 variable effects that are selected before each game.

CONSTANT EFFECTS

The SPARK, RAINBOW, and NEAPOLITAN scoop effects are constant and always added to the deck each game.

RAINBOW

This may be used as



SPARK

Use your scooper's effect.

NEAPOLITAN

This may be used as



VARIABLE EFFECTS

The remaining scoop effects are variable, and only five can be selected for each game and added to the deck.

SUGGESTED FIRST GAME

For your first game, select SCOOP, SWAY, SWAP, MIX, and PLOP for the deck.

SCOOP

Draw a card.

SWAY

Flip a customer in the line.

SWAP

Trade the **top** scoop of a cone with the **top** scoop of another cone.

MIX

Rearrange the scoops of your cone.

PLOP

Reveal the top scoop of the deck and place it on **any** cone. *Do not use its effect.*

DIP

Take 1 of the top 3 scoops (without 🍷) of the discards into your hand.

STUFF

Place this scoop under **any** scoop on your cone.

SWIPE

Take a 🍫 from **any** cone into your hand.

SPLAT

Discard a 🍓 from **any** cone and replace it with this scoop.

STOP

When another player plays a 🍌, you may play this to cancel its effect and discard it then draw a card.

DIG

Reveal the top 3 cards of the deck. Take 1 revealed 🌸 into your hand and discard the rest.

Selecting variable effects for the deck may be done randomly or by players' choice. With 11 variable effects to choose from, each game can be different.

You can use the bags included in this game to keep your scoops organized.