



TRIPLE SCOOPS

A Game of Delicious Chaos
by Mike & Shyne



SCOOPER HANDBOOK



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

Scoop Cards (48)

	Front	Back
Flavor		
Effect Icon		
Effect		

Cone Cards (5)

	Cake Side	Sugar Side
Flavor		

Customer Cards (20)

	Starting Side (yellow border)	Flip Side (purple border)
Flavor Sequence		

Scooper Cards (5)

	Front	Back
Name		
Effect Icon		
Effect		

Assignment Cards (12)

	Front	Back
Flavor Values		

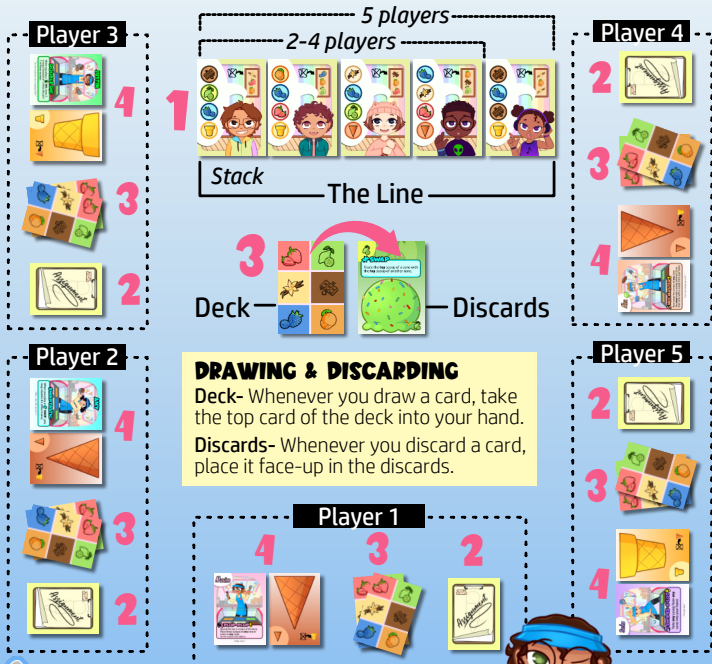
ORGANIZING CARDS

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

1

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.*
- Prepare Deck:** Shuffle all the scooper cards into a deck and deal 2 cards from the deck to each player.
- 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 card to place face-up in front of them and a cone next to 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

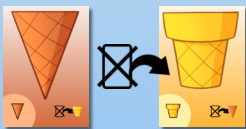
On your turn, you may play any number of scoops from your hand.

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.



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.

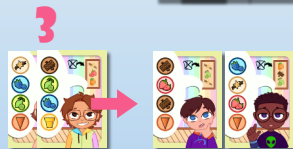
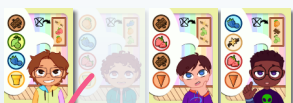
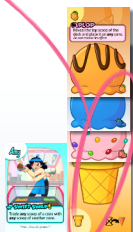
SERVING CUSTOMERS

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.



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



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!

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.

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.

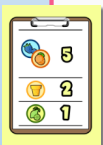


At the end of the game, Justin has these 5 customers. Here's examples of points based on a few different assignments:



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

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!

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!

BUMPING

Optional Rule

Coach Clyde wants to see which of his scoopers are the toughest. It is full-contact scooping today!

Bump: When another player plays a scoop, you may play a scoop with the same effect icon of the opposite flavor (see opposite flavors below) to bump that player and take over the turn. The bumped player's scoop effect is canceled and they must restock and end their turn.

You then take your turn, starting with the scoop you played to bump the other player. You may use its effect. After your turn, play resumes in clockwise order, which may result in other players having their turns skipped.

Rainbow and Neapolitan scoops may not be used to bump.

Players may not be bumped during closing time.

OPPOSITE FLAVORS

Raspberry is opposite to Orange.



Strawberry is opposite to Lime.



Vanilla is opposite to Chocolate.



These scoops may be used to bump each other:



Scooper Pro-tip

In Bump Mode, be sure to pay attention to what your opponents play as there may be opportunity to take over the turn!

a Mike & Shyne game

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PLAYTASTERS

Thank you!

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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.

