



# Rule Book

Print the following pages after this 1 time, double sided on the long edge. To make this into a booklet, cut the page in half as pictured to your right. Then, fold your two halves and staple the pages in a booklet! See below for order of all pages.

## RULE BOOK

### Alternative ways to play

*Ready to scoop up something different? Mix and match these variations of Scooped for an extra sprinkle of fun!*

**Fast Flavors:** Play cards immediately after passing with only a few seconds to deliberate to create a action-packed fast game environment!

**Flair with Flavor:** Play the standard game, with the following bonuses when selling a Cone:  
 1) A single-flavor Cone with a height of 3 or more cards gets 5 bonus points.  
 2) A Neopolitan Cone (1 or more each of Vanilla, Chocolate, Strawberry) gets 3 bonus points.

**Scoop a Switcheroo:** Change the direction that you pass cards for each new round you play.

**No Two Scoops are Alike:** On each turn, if two or more players play the same flavor Ice Cream Card, they must discard the card and cannot place the card on a Cone.

### Inside this game

- 24** Vanilla Ice Cream Cards
- 24** Chocolate Ice Cream Cards
- 24** Strawberry Ice Cream Cards
- 12** Melt Cards
- 6** Freeze Cards
- 6** Cherry Bomb Cards
- 18** Cones

### HOW TO PLAY

**Scooped is played in 3 rounds. Each round lasts 6 turns. After you're done setting up, start your game!**

- 1** Each turn, each player **secretly** chooses 1 card from their hand to play.
- 2** On the count of 3, all players simultaneously reveal their chosen card. Different cards have **different effects and different ways to place** them in the game.
- 3** After playing their card, each player passes their hand to the player on their right. Each player now has a **new, smaller hand** to choose from. Then, another turn begins.

### 4 Keep playing turns until all players run out of cards, which ends the round.

#### Selling a Cone

At the end of a round, all players must sell 1 Cone. After choosing a Cone to sell, each player earns points based on the following formula.

$$\text{Score} = \# \text{ of Ice Cream cards on cone} \times \text{Sum of Ice Cream scoops on cone}$$

This Cone is worth 2 (# of ice cream cards) x 5 (total ice cream scoops) = 10 points!

2 Ice Cream cards on cone

Sum of scoops:  
+3 strawberry scoops  
+2 chocolate scoops  
5 total scoops

Use the scorecard to keep track of who's in the lead!  
**Sold Cones are no longer in play, and no further ice cream cards can be added to them.**

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### SETUP

- 1** Distribute 3 Cones to each player. Each player places their 3 Cones in a row in front of them, face-up. All 3 Cones are in play at the start of the game.

Any remaining Cones will not be used in the game and should be set aside.

- 2** Shuffle the deck thoroughly and deal 6 cards to each player. Place the rest of the cards in a face-down pile for future rounds.
- 3** Place a blank Scorecard in the center of the playing area where everyone can see it.

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### Types of Cards

#### Ice Cream

**Stack on top of any of your face-up Cones.** The taller an ice cream Cone, the more points it is worth. But watch out! If you stack too high, your opponents may target you!

#### Melt

**Place on top of an opponent's Cone that you want to melt.** This will discard all of the ice cream cards on top of that Cone, including any ice cream cards added that turn. Discard this card after it is played.

#### Cherry Bomb

**Place in the center of the playing area.** This removes the topmost card from each opponent's tallest Cone. Discard this card after it is played.

If an opponent has 2 or more tallest Cones of the same height, choose which to discard first.

#### Freeze

**Place above your ice cream cones to protect yourself from attack this turn.** Any Melt or Cherry Bomb cards played against you have no effect this turn. Discard this card after it is played.

### 4 Keep playing turns until all players run out of cards, which ends the round.

#### Selling a Cone

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- 5** After selling a Cone, discard all ice cream cards on that Cone into a discard pile. Then, flip the Cone to the "Sold" side to indicate that the Cone is sold.
- 6** After each player sells a Cone, begin another round by dealing 6 new cards to each player and starting a new turn. After each round, players have fewer cones to work with.
- 7** The game lasts until all Cones have been sold, meaning the game lasts three rounds total. After all Cones have been sold, the player with the most points wins!

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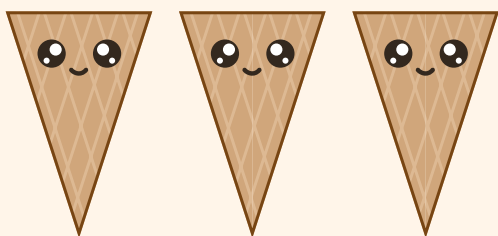
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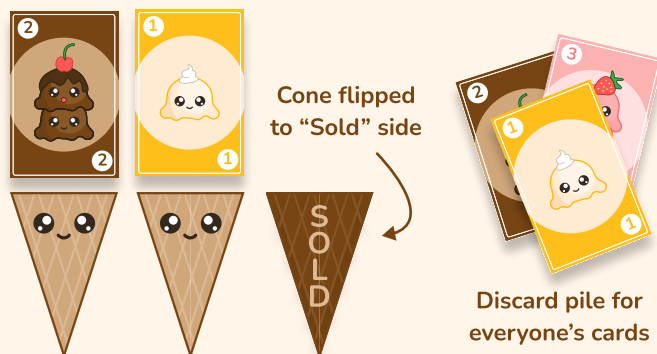


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- 2 Shuffle the deck thoroughly and deal **6 cards to each player**. Place the rest of the cards in a face-down pile for future rounds.

- 3 Place a blank Scorecard in the **center of the playing area** where everyone can see it.

- 5 After selling a Cone, **discard all ice cream cards** on that Cone into a discard pile. Then, **flip the Cone to the "Sold" side** to indicate that the Cone is sold.



- 6 After each player sells a Cone, begin another round by dealing 6 new cards to each player and starting a new turn. After each round, **players have fewer cones to work with**.

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## Types of Cards



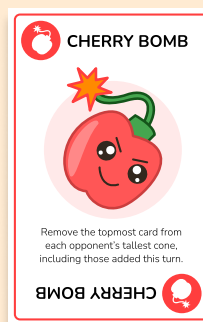
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Stack on top of any of your face-up Cones. The taller an ice cream Cone, the more points it is worth. But watch out: if you stack too high, your opponents may target you!



### Melt

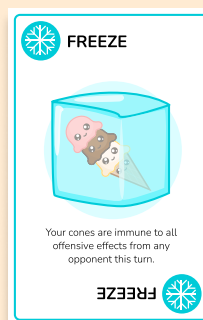
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### Cherry Bomb

Place in the center of the playing area. This removes the topmost card from each opponent's tallest Cone. Discard this card after it is played.

*If an opponent has 2 or more tallest Cones of the same height, choose which to discard from.*



### Freeze

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