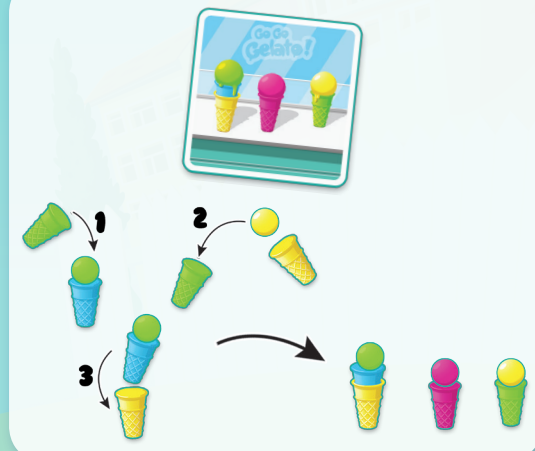


The first player to match the Challenge Card shouts “Go Go Gelato!”. If they are correct, they win the card as a point.
If they are wrong, all other players carry on trying to complete the Challenge Card until someone else gets the correct answer.

END OF THE GAME

The first player to collect 5 points wins!

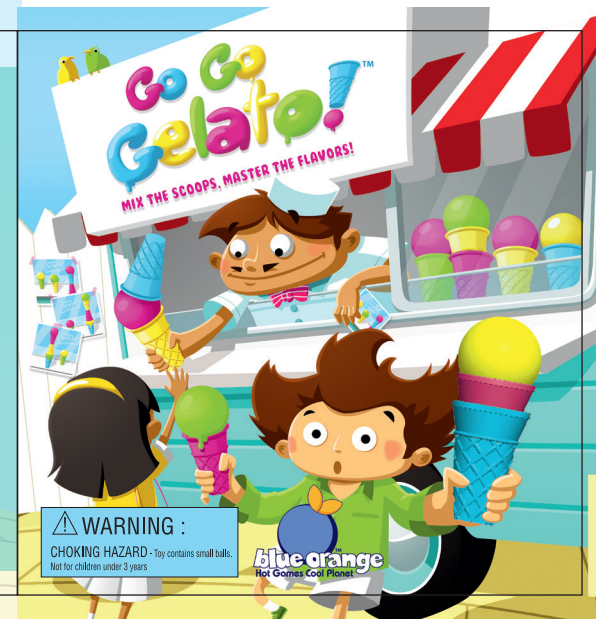


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Roberto Fraga / Stephane Escapa
6 and up • 2 to 4 players

COMPONENTS

- 16 Cones (4 green, 4 pink, 4 yellow, 4 blue)
- 12 Scoops (4 green, 4 pink, 4 yellow)
- 54 Challenge Cards
- Illustrated Rules



AUTHOR: Roberto Fraga
NBR OF PLAYERS: 2 to 4
AGE: 6+

INTRODUCTION

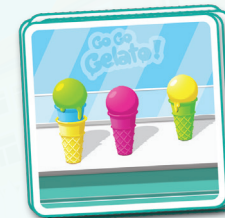
Fill your customer's orders before your competition! Pass the scoops back and forth between the cones, but be careful to not touch or drop them! Make sure you fulfill the order exactly like it looks on the card, or you'll lose the race, and the customer! The fastest and most successful gelato mixer will be the winner!

OBJECT OF THE GAME

Be the fastest to fill your customers' orders, making sure to arrange your scoops and cones exactly as shown on the Challenge Cards.

SET UP

All players take 4 cones and 3 scoops (one of each color) and set them up in front of themselves. Match the scoops to the cones of the same color, as shown in the example. (Note: The blue cone does not have a matching scoop)



Set up

Everyone must now decide how they want to proceed after each round. You can decide to either:

- Set your cones and scoops back to their initial position (with colors matching) OR
- Keep the cones and scoops in the position they ended the round in (no reset)

Shuffle the Challenge Cards and place them face down in the middle, visible to everyone.

PLAYING THE GAME

When everyone is ready, one person flips over the top card. Race your opponents to match the Challenge Card by transferring the scoops from one cone to another, without touching the scoops or dropping them.

IMPORTANT:

If you drop a scoop, you must pick it up using two cones, not touching the scoop with your hand.