

Go Go
Gelato!



blue orange
Hot Games Cool Planet

Go Go Gelato!™



Components

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

The background features a stylized illustration of a house with a chimney and several windows, set against a light blue sky. The house is rendered in a semi-transparent, light green color. In the foreground, there are green hills and a yellow ground area at the bottom. The overall aesthetic is clean and modern.

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 gelato mixer will be the winner!



Object of the game

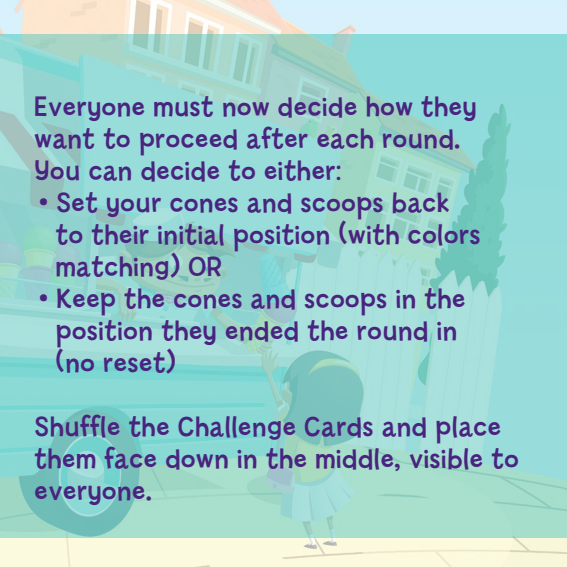
Be the fastest to fill your customers' orders, making sure to arrange your scoops and cones exactly as shown on the Challenge Cards.

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.

An illustration of a city street scene. In the foreground, a blue bus is partially visible on the right side. A girl with dark hair, wearing a blue dress and a yellow backpack, is walking on the sidewalk on the left. In the background, there are colorful buildings in shades of orange, green, and blue. The overall style is bright and cartoonish.

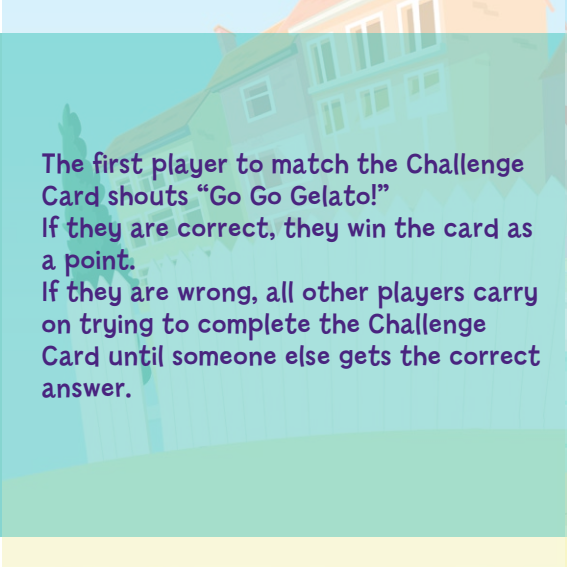
Playing the game

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:

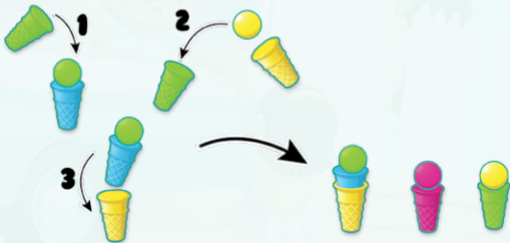
If you drop a scoop, you must pick it up using two cones, (not touching the scoop with your hand).

The background features a stylized illustration of a house with a chimney and several windows, set against a light blue sky. In the foreground, there are green hills and a row of tall, thin trees. The overall color palette is soft and pastel.

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!



Roberto Fraga



Stephane Escapa

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Go Go
Gelato!

The sign is white with colorful, bubbly letters. 'Go' is in pink and blue, 'Go' is in green and yellow. 'Gelato!' is in blue, yellow, pink, and green. A blue ice cream cone with a pink cherry is to the right. A small 'TM' symbol is above the cone. Two small birds are perched on the top left of the sign.



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Matériel de jeu

- Une règle du jeu
- 16 cônes
(4 verts, 4 roses, 4 jaunes, 4 bleus)
- 12 boules (4 vertes, 4 roses, 4 jaunes)
- 54 cartes Objectif

The background features a stylized illustration of a house with a chimney and several windows, set against a light blue sky. In the foreground, there are green trees and a yellow ground area at the bottom. The overall aesthetic is bright and cheerful.

Introduction

Quelle belle journée ensoleillée!

Vous êtes vendeurs de glace et vos compositions sont tellement originales et rafraîchissantes que la file d'attente ne désemplit pas!

Soyez plus rapide que les autres joueurs pour réaliser les commandes de vos clients et votre stand de glace connaîtra un succès mérité.

But du jeu

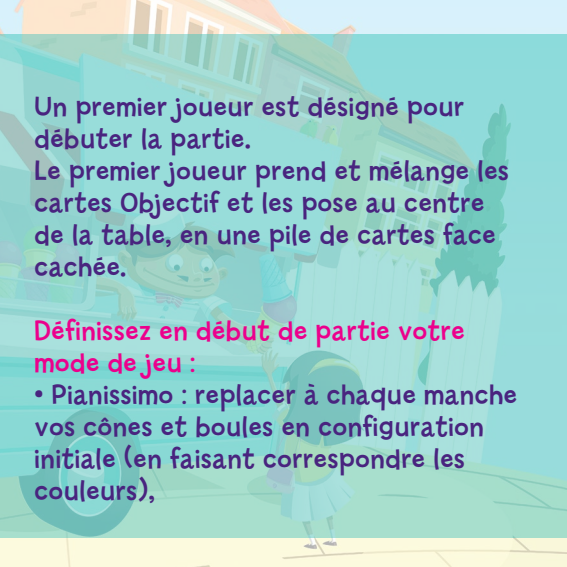
Être le plus rapide à répondre aux commandes des clients, en composant les glaces présentes sur les cartes objectifs.

Préparation

Chaque joueur prend 4 cônes de couleur différente et les pose devant lui côte à côte. Puis chacun prend 1 boule de chaque couleur et les place sur les cônes en faisant correspondre les couleurs.



Position initiale

An illustration of a house with a chimney and a white picket fence in the foreground. A boy in a blue shirt and a girl in a blue dress are playing in the yard. The scene is overlaid with a semi-transparent teal rectangle containing text.

Un premier joueur est désigné pour débiter la partie.

Le premier joueur prend et mélange les cartes Objectif et les pose au centre de la table, en une pile de cartes face cachée.

Définissez en début de partie votre mode de jeu :

- Pianissimo : replacer à chaque manche vos cônes et boules en configuration initiale (en faisant correspondre les couleurs),

• Fortissimo : laisser vos éléments comme ils étaient à la fin de la manche écoulée.

Puis démarrez la première manche.

Déroulement du jeu

Le premier joueur retourne la carte du dessus et la place au centre de la table pour qu'elle soit bien visible de tous. Tous les joueurs doivent réaliser l'objectif de la carte en transvasant les boules d'un cône à un autre sans jamais toucher les boules avec les doigts et sans les faire tomber.

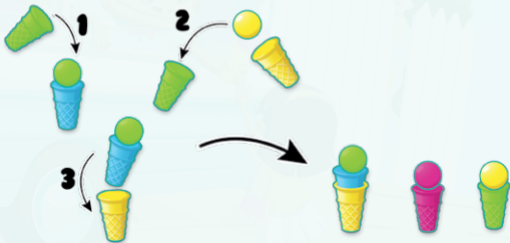
Important :

Si une boule tombe, il faut la récupérer **SANS LA TOUCHER AVEC LES MAINS**, en utilisant 2 cônes.

Le premier qui a réalisé l'objectif lève les bras en criant "Go Go Gelato!".

Si le résultat est bon, le joueur remporte la carte.

Si le résultat est faux, le joueur est éliminé du tour et les autres continuent jusqu'à ce qu'un des joueurs réalise la bonne composition.



Démarrez une nouvelle manche en respectant la règle fin de manche choisie au départ.



Fin du jeu

Le premier joueur qui atteint 5 cartes Objectif est le grand vainqueur.



Roberto Fraga



Stephane Escapa

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Spielmaterial

- 1 Spielregel
- 16 Eistüten
(je 4-mal grün, rot, gelb und blau)
- 12 Eiskugeln
(je 4-mal grün, rot und gelb)
- 54 Eiskreations-Karten

Einleitung

Was für ein heißer Sommertag!

Als einfallsreicher Eisverkäufer bietest du so ausgefallene Geschmacksrichtungen an, dass die Kunden bei dir Schlange stehen.

Stille am schnellsten den Heißhunger deiner Kunden und werde der bekannteste Eiskönig der Stadt!

Spielziel

Sei der schnellste Eisverkäufer, der die auf den Karten abgebildeten Eiskreationen erschafft und seine Kunden damit beglückt!

Spielvorbereitung

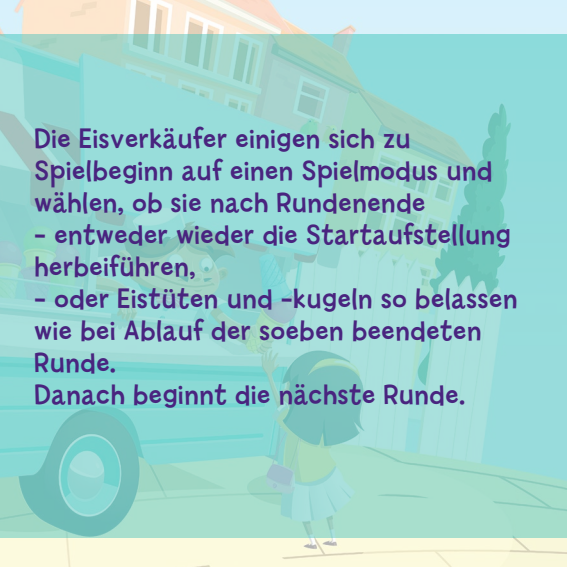
Jeder Spieler platziert vor sich 4 verschiedenfarbige Eistüten nebeneinander.

Als Nächstes nimmt jeder Spieler 1 Eiskugel je Farbe und legt sie in die farblich zugehörige Eistüte, während die blaue Eistüte leer bleibt.

Wer zuletzt Eis gegessen hat, wird Startspieler, mischt die Eiskreations-Karten und legt sie als verdeckten Stapel in der Tischmitte bereit.



Startaufstellung

The background is a stylized illustration of a neighborhood. In the foreground, a girl with dark hair in a ponytail, wearing a light green shirt and a light blue skirt, is roller skating. She is holding a purple bag and has her arms raised. Behind her, a boy with blonde hair and a blue shirt is also roller skating. In the background, there are houses with windows and a green tree. The overall color palette is soft and pastel.

Die Eisverkäufer einigen sich zu Spielbeginn auf einen Spielmodus und wählen, ob sie nach Rundenende

- entweder wieder die Startaufstellung herbeiführen,
- oder Eistüten und -kugeln so belassen wie bei Ablauf der soeben beendeten Runde.

Danach beginnt die nächste Runde.

Spielrunde

Der Startspieler deckt die oberste Eiskreations-Karte des Stapels auf und legt sie gut sichtbar in die Tischmitte. Alle Eisverkäufer versuchen nun gleichzeitig, die auf der Karte abgebildete Eiskreation zu erschaffen und die Eiskugeln von einer -tüte zur anderen wandern zu lassen, ohne dass sie dabei herunterfallen.

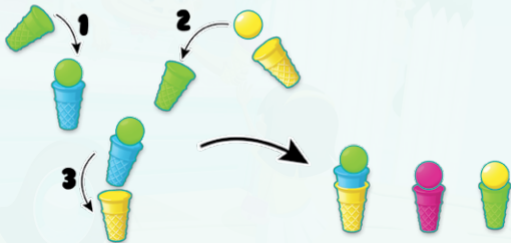
Wichtig:

Fällt eine Eiskugel herunter, muss sie mit Hilfe zweier Eistüten und ohne sie

mit den Händen zu berühren wieder eingesammelt werden.

Der schnellste Eisverkäufer, der die Eiskreation erschaffen hat, wirft die Arme in die Luft und ruft «Go Go Gelato!» Stimmen Eiskreation und Karte überein, erhält der Eisverkäufer zur Belohnung die Karte.

Bei fehlender Übereinstimmung pausiert der Eisverkäufer, während die anderen so lange weiterspielen, bis jemand die richtige Eiskreation erschafft.



Anschließend beginnt eine neue Spielrunde im zuvor vereinbarten -modus.



Spielende

Der erste Eisverkäufer mit 5 gewonnenen Karten wird zum bekanntesten Eiskönig der Stadt gekrönt



Roberto Fraga



Stephane Escapa

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Componentes

- reglas de juego
- 16 conos
(4 verdes, 4 rosas, 4 amarillos, 4 azules)
- 12 bolas de helado
(4 verdes, 4 rosas, 4 amarillas)
- 54 cartas de pedido

Introducción

Es un día cálido y soleado y todo el mundo hace cola para probar los nuevos y refrescantes sabores de tus helados. Contra más rápido sirves a tus clientes más éxito tienen tus helados. ¿Quién será el primero en atender sus pedidos?

Objetivo del juego

Ser el más rápido en atender a los clientes preparando los helados que aparecen en las cartas de pedido.

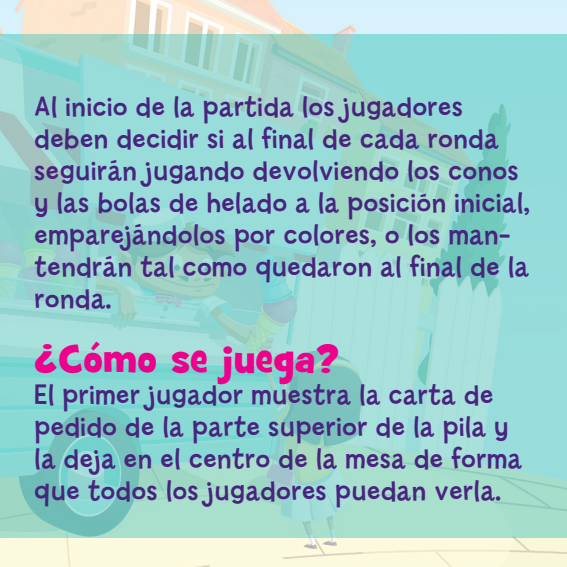
Preparación del juego

Cada jugador coge 4 conos de diferente color y los coloca uno al lado de otro delante de él. A continuación coge una bola de helado de cada color y las coloca encima de los conos de los colores correspondientes.

Se escoge qué jugador empezará el juego y éste baraja las cartas de pedido y las coloca en el centro de la mesa bocabajo formando una pila.



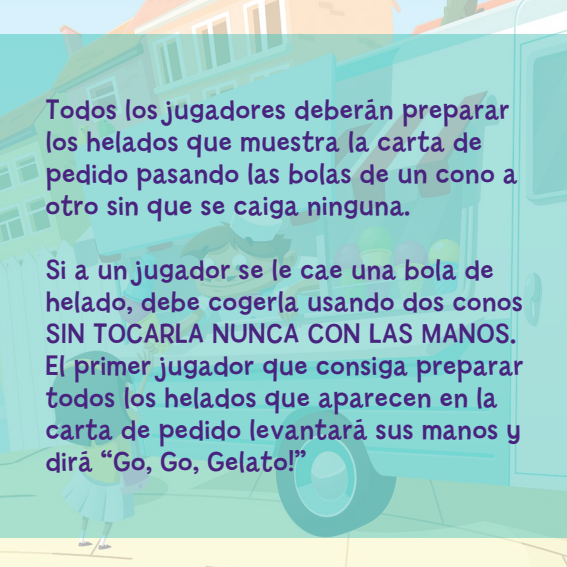
Posición inicial

The background features a stylized illustration of a house with a chimney and several windows. In the foreground, a person wearing a blue dress and a light blue hat is depicted from the back, looking towards the house. The overall color palette is soft, with light blues, greens, and oranges.

Al inicio de la partida los jugadores deben decidir si al final de cada ronda seguirán jugando devolviendo los conos y las bolas de helado a la posición inicial, emparejándolos por colores, o los mantendrán tal como quedaron al final de la ronda.

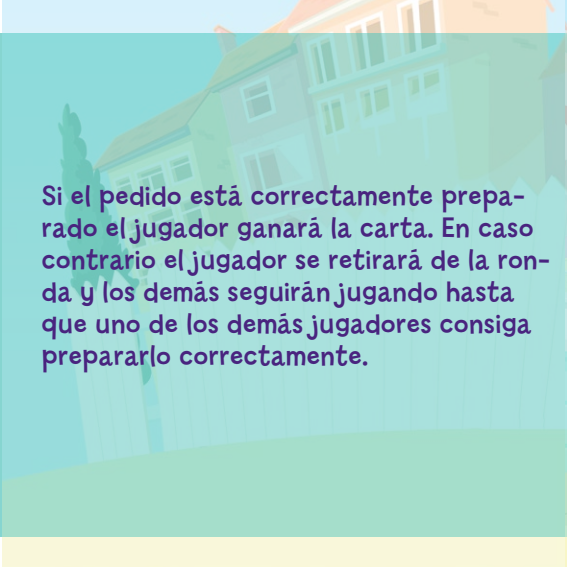
¿Cómo se juega?

El primer jugador muestra la carta de pedido de la parte superior de la pila y la deja en el centro de la mesa de forma que todos los jugadores puedan verla.

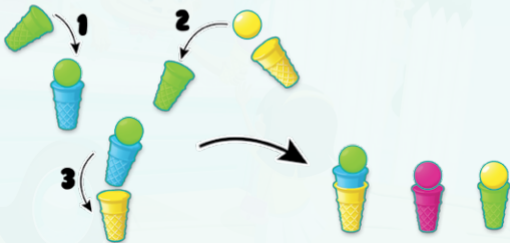
An illustration of an ice cream truck parked on a street. The truck is light blue with a large wheel and a sign on top. A girl in a blue dress and purple top is standing in front of the truck. In the background, there are colorful houses. The text is overlaid on the scene.

Todos los jugadores deberán preparar los helados que muestra la carta de pedido pasando las bolas de un cono a otro sin que se caiga ninguna.

Si a un jugador se le cae una bola de helado, debe cogerla usando dos conos SIN TOCARLA NUNCA CON LAS MANOS. El primer jugador que consiga preparar todos los helados que aparecen en la carta de pedido levantará sus manos y dirá “Go, Go, Gelato!”

The background of the slide features a stylized illustration of a house with a chimney and several windows, situated on a green hill. To the left of the house is a tall, dark green tree. The entire scene is rendered in a soft, semi-transparent style against a light blue and green gradient background.

Si el pedido está correctamente preparado el jugador ganará la carta. En caso contrario el jugador se retirará de la ronda y los demás seguirán jugando hasta que uno de los demás jugadores consiga prepararlo correctamente.





Fin del juego

El juego finaliza cuando un jugador consigue preparar su quinta carta de pedido y gana así la partida.



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Stephane Escapa

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Materiali di gioco

- Un regolamento
- 16 coni (4 verdi, 4 rosa, 4 gialli, 4 blu)
- 12 palle di gelato (4 verdi, 4 rosa, 4 gialle)
- 54 carte obiettivo

The background features a stylized illustration of a house with a chimney and several windows, set against a light blue sky. In the foreground, there are green trees and a green hillside. The overall aesthetic is clean and modern.

E' una splendida giornata di sole!

Tu sei un venditore di gelati e le tue proposte sono così originali e rinfrescanti che la coda in attesa non si esaurisce mai!

Se sarai il più veloce a evadere le richieste dei tuoi clienti il tuo banco avrà un successo più che meritato.

Scopo del gioco

Essere il più veloce nel rispondere alle richieste dei clienti, componendo i gelati mostrati dalle carte obiettivo.

Preparazione

Ogni giocatore prende 4 coni di diverso colore e li pone davanti a se affiancati.

Poi ciascuno prende una palla di gelato per ogni colore e la mette sopra i coni facendo corrispondere i colori.

Solo il cono blu non ha la palla di gelato!



Posizione di partenza

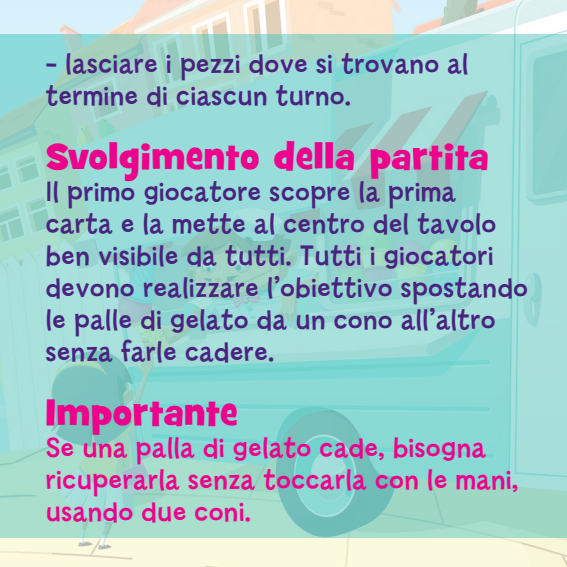
The background features a stylized illustration of a house with a chimney and a girl with dark hair, wearing a green shirt and a light blue skirt, holding a purple bag. The scene is set against a light blue sky and green ground. The text is overlaid on this background.

Si tira a sorte il giocatore che inizia.

Il primo giocatore prende le carte obiettivo, le mischia e pone il mazzo a faccia in giù al centro del tavolo.

Prima di iniziare stabilite la modalità di partenza tra un turno e l'altro e applicatela poi in tutti i turni successivi. Scegliete tra:

- riposizionare i coni e le palle di gelato com'erano all'inizio (i colori corrispondono fra loro);

A stylized illustration of a city street scene. In the background, there are colorful buildings in shades of orange, yellow, and green. In the foreground, a large green van is parked on the right side. The overall style is flat and modern.

- lasciare i pezzi dove si trovano al termine di ciascun turno.

Svolgimento della partita

Il primo giocatore scopre la prima carta e la mette al centro del tavolo ben visibile da tutti. Tutti i giocatori devono realizzare l'obiettivo spostando le palle di gelato da un cono all'altro senza farle cadere.

Importante

Se una palla di gelato cade, bisogna recuperarla senza toccarla con le mani, usando due coni.

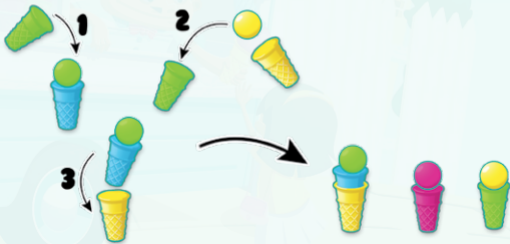


Il primo che raggiunge l'obiettivo alza la mano e grida "Go Go Gelato!".

Se il risultato è corretto, il giocatore guadagna la carta.

Se il risultato è sbagliato, il giocatore salta il turno e gli altri continuano finché uno non realizza la giusta composizione.

Proseguite con un nuovo turno rispettando la regola fissata all'inizio per il passaggio tra un turno e l'altro.





Fine del gioco
Vince chi ottiene 5
carte obiettivo.



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Stephane Escapa

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Componentes

- regras do jogo
- 16 cones (4 verdes, 4 cor-de-rosa, 4 amarelos, 4 azuis)
- 12 bolas de gelado (4 verdes, 4 cor-de-rosa, 4 amarelas)
- 54 cartas de objetivo

Introdução

Está um dia bonito e solarengo!

Tu és o vendedor de gelados e toda a gente faz fila para experimentar os novos e refrescantes sabores!

Quanto mais rápido conseguires atender os teus clientes mais sucesso terá a tua barraca de gelados.

Objetivo do jogo

Ser o mais rápido a atender os pedidos dos clientes, preparando gelados que constam nas cartas de objetivo.

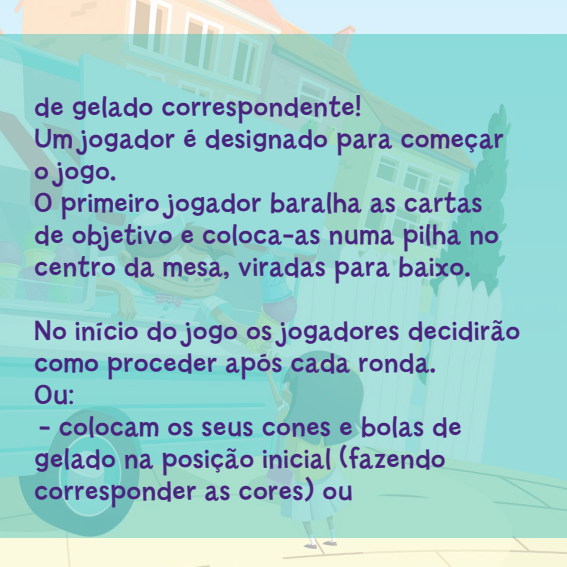
Preparação

Os jogadores pegam em 4 cones de cores diferentes e colocam-nos à sua frente, lado a lado. A seguir, cada jogador pega numa bola de gelado de cada cor e coloca-a no cone correspondente.

Somente o cone azul não terá uma bola



Posição Inicial

The background features a stylized illustration of a house with a chimney and a child in a blue dress standing in the foreground. The scene is overlaid with a semi-transparent teal and green filter.

de gelado correspondente!

Um jogador é designado para começar o jogo.

O primeiro jogador baralha as cartas de objetivo e coloca-as numa pilha no centro da mesa, viradas para baixo.

No início do jogo os jogadores decidirão como proceder após cada ronda.

Ou:

- colocam os seus cones e bolas de gelado na posição inicial (fazendo corresponder as cores) ou

A stylized illustration of a city street scene. In the foreground, a yellow bus is parked on the right side. A young girl with dark hair, wearing a green shirt and a light blue skirt, is walking away from the viewer on the left. The background shows colorful buildings in shades of orange, green, and blue. The overall style is flat and modern.

- mantêm os elementos como ficaram na última ronda.

A seguir, começam uma nova ronda.

Como jogar

O primeiro jogador vira a primeira carta do baralho e coloca-a no centro da mesa, visível para toda a gente.

Todos os jogadores tentarão recriar a carta de objetivo transferindo as bolas de gelado de um cone para o outro, sem deixar cair nenhuma.

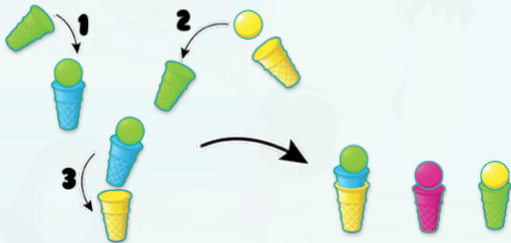
Importante:

Se deixares cair uma bola de gelado, terás que a apanhar **SEM USAR AS MÃOS**, usando para isso 2 cones.

O primeiro jogador a recriar a carta de objetivo levanta as suas mãos e grita “Go Go Gelato!”

Se o resultado estiver correto, o jogador fica com essa carta.

Se não estiver, o jogador é excluído da ronda e os restantes jogadores continuam até que um deles recrie a carta corretamente.





Fim de jogo

O primeiro jogador a conseguir 5 cartas de objetivo é o grande vencedor.



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Stephane Escapa

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Go Go
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The sign features the words 'Go Go' in a playful, bubbly font with 'Go' in pink and blue, and 'Gelato!' in blue, yellow, and green. A small blue ice cream cone icon with a pink cherry is to the right of the text. The sign is mounted on a white background with a red and white striped awning above it.



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Spelmateriaal

- Een spelregel
- 16 hoorntjes
(4 groene, 4 roze, 4 gele, 4 blauwe)
- 12 bollen (4 groene, 4 roze, 4 gele)
- 54 creatiekaarten

Inleiding

Wat een mooie zonnige dag!

Je verkoopt ijsjes en je creaties zijn zo origineel en verfrissend dat er voor je kraam een aanhoudende lange wachtrij staat! Wees de snelste om je klanten te bevredigen en je ijskraam zal het welverdiende succes kennen.

Doel van het spel

Wees de snelste om te reageren op bestellingen van de klanten, door de ijsjes samen te stellen die op de creatiekaarten afgebeeld staan.

Vorbereiding

Elke speler neemt 4 hoorntjes van verschillende kleuren en plaatst ze naast elkaar voor zich. Dan neemt iedereen één bol van elke kleur en plaatst die op het hoorntje waarvan de kleur dezelfde is.

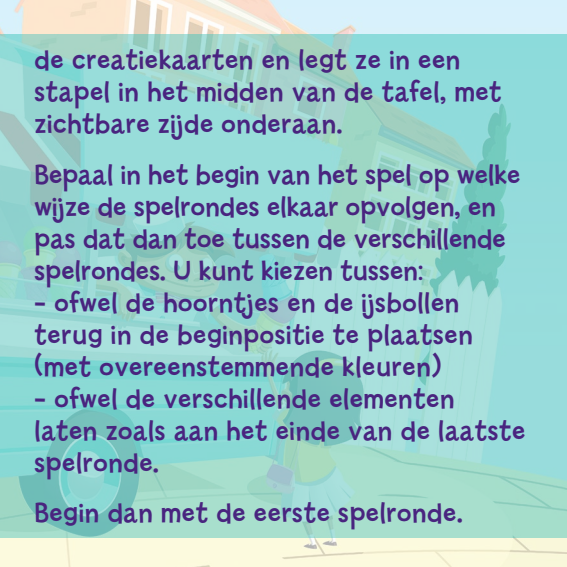
Alleen het blauwe hoorntje heeft geen bol!

Een eerste speler wordt aangeduid om met het spel te beginnen.

De eerste speler neemt en mengt



beginpositie

A stylized illustration of a child sitting on a green lawn. In the background, there is a house with orange and white walls, a green tree, and a blue sky. The child is wearing a green shirt and blue pants. The text is overlaid on the scene in a dark purple font.

de creatiekaarten en legt ze in een stapel in het midden van de tafel, met zichtbare zijde onderaan.

Bepaal in het begin van het spel op welke wijze de spelrondes elkaar opvolgen, en pas dat dan toe tussen de verschillende spelrondes. U kunt kiezen tussen:

- ofwel de hoorntjes en de ijsbollen terug in de beginpositie te plaatsen (met overeenstemmende kleuren)
- ofwel de verschillende elementen laten zoals aan het einde van de laatste spelronde.

Begin dan met de eerste spelronde.



Spelverloop

De eerste speler draait de bovenste kaart om en legt ze in het midden van de tafel zodat ze voor iedereen zichtbaar is.

Alle spelers moeten de creatie op de kaart verwezenlijken door de ijsbollen van het ene hoorntje naar het andere te verplaatsen zonder ze te laten vallen.

Belangrijk:

Als een ijsbol valt, moet je die

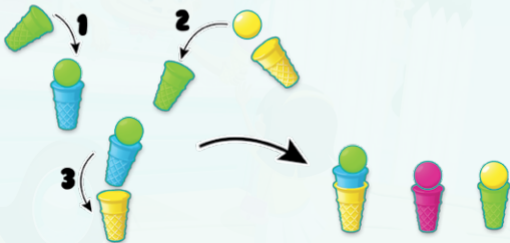
The background features a stylized illustration of a house with a brown roof and several windows, set against a light blue sky. In the foreground, there are green trees and bushes. The overall scene is bright and colorful.

recupereren ZONDER HEM MET DE
HANDEN AAN TE RAKEN, met behulp van
2 hoorntjes.

De eerste die de creatie gerealiseerd
heeft, steekt zijn handen omhoog en
roept «Go Go Gelato!».

Als het resultaat goed is, behaalt deze
speler de kaart.

Als het resultaat niet goed is, wordt de
speler uitgesloten voor deze spelronde
en spelen de anderen verder totdat een
speler de juiste creatie verwezenlijkt.



Start een nieuwe spelronde met respect voor de afgesproken overgang tussen de spelrondes.



Einde van het spel

De eerste speler die 5 kaarten heeft behaald, is de grote winnaar.



Roberto Fraga



Stephane Escapa

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Go Go
Gelato!

The sign is white with colorful, bubbly letters. 'Go' is in pink, blue, and green. 'Gelato!' is in blue, yellow, pink, and green. A blue ice cream cone with a pink cherry is to the right. Two small birds are perched on the top left.



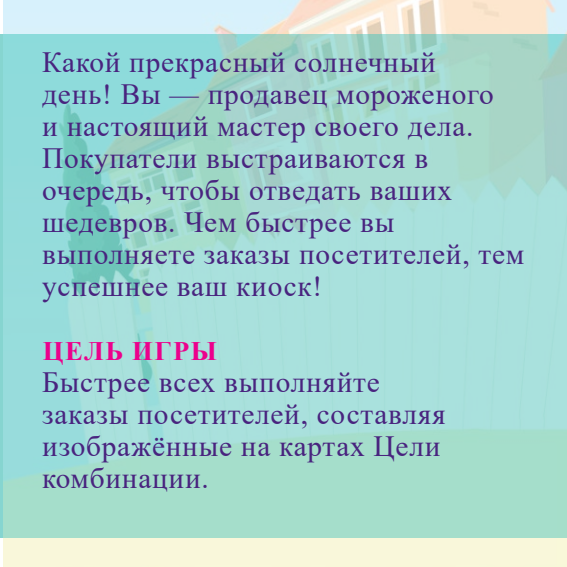
blue orange
Hot Games Cool Planet

Go Go Gelato!™



КОМПОНЕНТЫ

- Правила игры
- 16 вафельных рожков (4 зелёных, 4 розовых, 4 жёлтых, 4 синих)
- 12 шариков мороженого (4 зелёных, 4 розовых, 4 жёлтых)
- 54 карты Цели

The background features a stylized illustration of a house with a brown roof and white walls, partially obscured by green foliage and trees. The scene is set against a light blue sky and a green ground area.

Какой прекрасный солнечный день! Вы — продавец мороженого и настоящий мастер своего дела. Покупатели выстраиваются в очередь, чтобы отведать ваших шедевров. Чем быстрее вы выполняете заказы посетителей, тем успешнее ваш киоск!

ЦЕЛЬ ИГРЫ

Быстрее всех выполняйте заказы посетителей, составляя изображённые на картах Цели комбинации.

ПОДГОТОВКА К ИГРЕ

Каждый игрок берёт по 1 рожку каждого цвета и ставит их перед собой. Затем он берёт по 1 шарик мороженого каждого цвета и кладёт его в рожок того же самого цвета. Синий рожок остаётся пустым!

Выберите первого игрока. Он тщательно перемешивает колоду карт Цели и кладёт её рубашкой вверх в центр стола.

Договоритесь, как вы будете



Подготовка к игре

A stylized illustration of a street scene. In the background, there is a two-story house with a red roof and several windows. In the foreground, a girl with dark hair in a bun, wearing a blue dress and a white headband, is walking towards the right. To her left, a boy in a white shirt and blue shorts is walking towards the left. The scene is set on a sidewalk with a green lawn and a tree on the right. The overall color palette is soft and pastel.

поступать в начале каждого раунда:

- раскладывать шарики мороженого в рожки соответствующих цветов (как при подготовке к игре)


ИЛИ

- оставлять шарики мороженого как есть.

Перейдите к первому раунду.

ХОД ИГРЫ

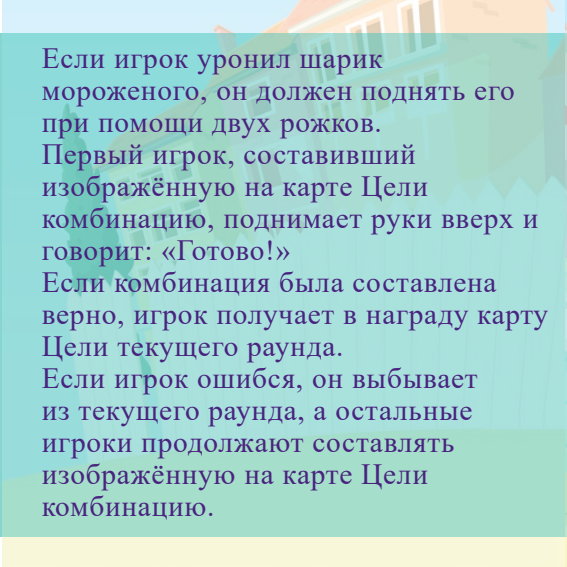
Первый игрок переворачивает верхнюю карту колоды и кладёт её в центр стола так, чтобы всем было хорошо её видно.

An illustration of an ice cream truck with a teal body and a white top. The truck is parked on a sidewalk. A boy with brown hair and a blue shirt is leaning into the open back of the truck, which is filled with various colored ice cream cones. A girl with dark hair in a blue dress is standing on the sidewalk in front of the truck. In the background, there are colorful houses in shades of orange, green, and blue.

Все играют одновременно. Игроки пытаются составить изображённую на карте Цели комбинацию, перемещая шарики мороженого из одного рожка в другой.

ВАЖНО:

Игроки не должны касаться шариков мороженого руками! Если игрок коснулся шарика мороженого руками, он выбывает из текущего раунда, а остальные участники продолжают игру.

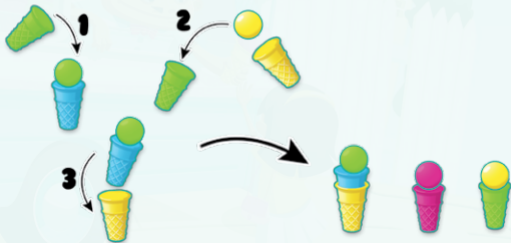
The background features a stylized illustration of a house with a red roof and white walls, partially obscured by green foliage and trees. The scene is set against a light blue sky. The text is overlaid on a semi-transparent teal rectangular area.

Если игрок уронил шарик мороженого, он должен поднять его при помощи двух рожков.

Первый игрок, составивший изображённую на карте Цели комбинацию, поднимает руки вверх и говорит: «Готово!»

Если комбинация была составлена верно, игрок получает в награду карту Цели текущего раунда.

Если игрок ошибся, он выбывает из текущего раунда, а остальные игроки продолжают составлять изображённую на карте Цели комбинацию.



Подготовьтесь к новому раунду,
как вы договорились перед началом
игры.



КОНЕЦ ИГРЫ

Побеждает игрок,
первым собравший
5 карт Цели.



Roberto Fraga



Stephane Escapa

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зарегистрированные марки Blue Orange. Игра издана по
лицензии Blue Orange, 97 rue Jean Lamour,
54700 Pont-à-Mousson, France. Сделано в Китае.
Разработано во Франции. www.blueorangegames.eu