

Carla Caramel™

It's a sweltering day on the fairgrounds! It's so hot that kids are lined up at Carla Caramel's ice cream stand. You showed up just in time to help Carla with the line!

Together, help her quickly serve delicious ice cream cones to all the kids. It'd be a shame if they melt before the kids enjoy them!



Contents



1 Ice Cream Stand
in two pieces:
The base with trays of ice cream and the backdrop with the canopy



5 Kid cards (Waiting/Tasting* side)



24 Ice Cream Scoops
(6 scoops in each flavor: vanilla, caramel, strawberry, pistachio)



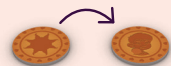
6 Ice Cream Cones
(Fresh/Melted side)



1 Order die



1 Sun



1 Coin





Setup



- 1 Build the Ice Cream Stand and put it in the middle of the table where everyone can see it.
- 2 Put the Scoops in their matching trays according to color. Put the Coin near the Stand.
- 3 Place the 5 Kid cards, Waiting side up, in a line near the Stand.
Suggestion: for simpler games, only use 4 cards.
- 4 Put the Sun in its stand, then put it on the left-most space on the canopy.
- 5 Then place 1 Cone along each space in front of the Stand, as shown in the illustration.
- 6 The player who had ice cream most recently takes the Order die. They will be the first player.



Goal of the game

Carla Caramel is a cooperative game.

Help the ice cream vendor satisfy the kids lining up in front of her Stand. To do this, give 1 Ice Cream Cone to each of them! But make sure the Sun doesn't melt your delicious creations!



Gameplay

The game plays over a series of turns until all the Kids have received 1 Ice Cream Cone, or until the Sun has melted 2 Cones. **Taking turns clockwise, each player will roll the Order die and take the action shown:**

Flavor



Great! You rolled one of these 4 Flavors. The colors on the die represent the following flavors: vanilla, caramel, strawberry and pistachio.

Take 1 Scoop from the tray that corresponds to the die face, then place it in the Ice Cream Cone of your choice, by following these rules:



In a single Ice Cream Cone, each Scoop must be a different flavor.



Each Ice Cream Cone can only fit 3 Scoops maximum.

Note: we suggest placing the Scoops from bottom to top.

Then pass the Order die to the player to your left.

Flipping the Coin



If the die shows a Flavor that is already in all of the Ice Cream Cones or if all the Cones are already full, do not take a Scoop in this color from the Stand. Carla Caramel gives you a Coin instead: flip it in the air and see which side it lands on. If it's the Sun side, take the Sun action. If it's the Kid side, take the Kid action.

Sun



Oh no! You rolled the Sun side.

Move the Sun one space to the right on the canopy. If it is already on the right-most space, move it all the way to the left instead. The Sun moves over each space, even if it's empty or occupied by a melted Cone.



What happens when the Sun moves over an Ice Cream Cone?

- If the Sun moves over **a Cone with 3 Scoops**, the ice cream has been in the sun too long and **it melts**. Remove all 3 Ice Cream Scoops from the game, then flip over the Cone so that its Melted side is visible.

Note: Ice Cream Scoops removed this way are permanently melted! Do not put them back in their trays.

- If the Sun moves over **a Cone with 0, 1, or 2 Scoops, nothing happens.**

Then pass the Order die to the player to your left.

Kid



Awesome! You rolled the Kid side.

You can give 1 Ice Cream Cone that has **at least 1 Scoop** to the first Kid in line. Flip the Kid card to the Tasting side and get them their Ice Cream Cone.

If all the Ice Cream Cones are still empty, nothing happens. Pass the Order die to the player to your left.



End of the game

The game ends when:

- All the Kids have received 1 Ice Cream Cone: everyone is enjoying their tasty treats while cooling off from the heat. You win the game!

OR

- 2 Ice Cream Cones have melted: the Sun was hotter than planned and you didn't have enough Ice Cream Cones to satisfy all the Kids. Try again!

Note: for simpler games with 4 Kid cards, the game ends when all 4 Kids have received 1 Ice Cream Cone or when the third Ice Cream Cone melts. The Score chart below is not used in this version of the game.

To find out which reward Carla Caramel gives you in exchange for your help, earn 1 point per Ice Cream Scoop, plus 1 extra point per Cone with 3 Scoops. Refer to the next section.

Note: if you let 2 Cones melt, your score is automatically 0.

Final Score

Between 0 and 4 points.....

You earn the “**popsicle**” medal!

You spent the whole time looking at the sun shining in the sky, which ended up melting your last scoops of ice cream.

Between 5 and 10 points.....

You earn the “**crispy cookie**” medal!

Not everyone received a full 3 scoops, but you reacted well to the heat and Carla Caramel noticed your efforts.

Between 11 and 17 points.....

You earn the “**creamy caramel**” medal!

Carla Caramel congratulates your amazing ice cream cones. Your scoops got better and better with each cone. Soon you'll be able to open your own stand!

Between 18 and 20 points.....

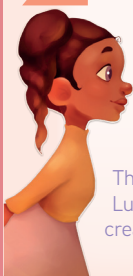
You earn the “**master scooper**” medal!

Carla Caramel is impressed! Not even the smoldering sun could scare you. Some say you scooped faster than your own shadow!

Example: Lola and Roman finished their game. They gave Ice Cream Cones to all 5 kids, with a total of 11 Scoops, and 2 Cones had all 3 Scoops. They earned 13 points total.

To improve your score and earn a better medal, feel free to pass your turn when the die shows the Kid side. This way, you can spend more time building impressive Ice Cream Cones. But don't be too greedy: make sure the risk is worth the wait! The Sun will still move, and if you wait too long, your ice cream might melt!

Special thanks from the team



An especially hot summer in Salzburg inspired this game. Thanks Luki for letting me use the A/C in your office to keep my thoughts cool and collected.

The LOKI team thanks the students in Ludres and Heillecourt for all of their ice cream creations.



Credits

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