



# ARTISAN'S HANDBOOK

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Welcome to Combo Cone Paradise, where our combos are even sweeter than our ice cream. Congratulations on your first day, rookie! You and up to 4 other newly hired Combo Artisans will be fronting this branch, serving up sweet combolicious ice cream to our customers. Of course, each of you will be evaluated, and the Artisan who brings in the most coin by the end of the day shall be promoted to Head Combo Artisan of this branch!

Now show me what you've got, Artisans!

## COMPONENTS ☆

### ☆ 112 ICE CREAM CARDS

Each Ice Cream Card has 3 elements: Flavour, Brand, and Combo Brand.



Combo Brand: stack this brand of Ice Cream above this one to cause a combo!

Brand: the brand of this Ice Cream.

Flavour: the flavour of the Ice Cream, used to match orders.



# SETUP

Prepare the Ice Cream draw pile based on the number of Artisans in the game:

2 Artisans: 52 Cards

3 Artisans: 72 Cards

4 Artisans: 92 Cards

5 Artisans: All Cards

Place the unused Ice Cream cards back into the box.



1. Shuffle the Ice Cream draw pile and place 4 cards face up in a row next to it.
2. Shuffle the Order cards to form a draw pile and place 4 cards face up in a row next to it.
3. Place the Rainbow Ice Cream cards nearby.
4. Each Artisan takes 2 Cone cards and places them in front of them, leaving the remainder nearby.

You are now ready to start! The Artisan who most recently had Ice Cream gets to go first, with play going clockwise.

# GAMEPLAY

As Combo Artisans, you are preparing ice cream to serve customers. The row of Order cards shows you the orders that are waiting to be filled, while the row of Ice Cream cards show you what flavours and brands are available for you to take.

During your turn, you must follow the sequence below:

1. Choose a main action: Scoop, Secure or Serve.
2. Fill any number of Orders using your Ice Cream Cones.
3. Perform End of Turn clean up.



For your main action, you must pick one of the following 3 options:

- Scoop: Take 1-3 cards from the row of Ice Cream cards.
- Secure: Take a Rainbow Ice Cream and reserve an Order.
- Serve: Place up to 1 Ice Cream card per Cone you have from your hand on your Cones.

Each option is detailed below.

## ★ SCOOP

Choose 1-3 Ice Cream cards from those available and add them to your hand. The chosen cards must follow at least 1 of the following 2 rules:

1. The Ice Cream must be of a single flavour.
2. The Ice Cream must be of a single brand.



Following the above rules, aside from taking any individual card, an Artisan may choose either group A or B to add to their hand.

**REMINDER:** an Ice Cream's Brand is in the card's background!

There is no limit to the number of Ice Cream cards you may have in your hand.

## ★ SECURE

Add a Rainbow Ice Cream card to your hand and choose 1 of the available Orders to reserve. You may instead choose to reserve a random Order from the top of the deck. Reserved Orders are placed face up in front of you and may be filled only by you. You may only have up to 3 Orders in reserve. If you already have 3 Orders reserved, you may not choose this option.

## ★ SERVE

For each Cone card you have in front of you, you may place 1 Ice Cream card from your hand on an empty Cone or stack it above an already placed Ice Cream.

If you stack an Ice Cream card over an already placed Ice Cream, check if you caused a **COMBO**.

Each Artisan starts with 2 Cone cards in front of them. This allows them to place 2 Ice Cream cards whenever they Serve.



## ★ CREATING A COMBO

When stacking an Ice Cream card on top of another, if you manage to match the Combo Brand of the bottom Ice Cream with the Brand of the top Ice Cream, you have caused a combo!

Whenever you cause a combo, you may immediately place an extra Ice Cream card from your hand. This might lead to more combos being caused, allowing you to place even more Ice Cream cards!



A. This placement causes a Combo, allowing the Artisan to place another Ice Cream!

B. This placement does not cause a Combo, and takes up one of the Artisan's placements.

Rainbow Ice Cream may be treated as any Brand and can combo into any Brand. Remember to make good use of it!

You do not need to place the Ice Cream from causing a combo on the same Cone as the Ice Cream that caused the combo.

## ★ FILLING ORDERS

After carrying out the chosen action, you may use your Ice Cream cones to fill as many orders as you wish from those available. To fill an Order, you must have the exact flavours displayed on the order and it must be the same height. The order in which the flavours are arranged does not matter.



This Ice Cream Cone may be used to fill this triple scoop order, but not to fill this single scoop (does not match height).

After filling an order, discard the Ice Cream cards that were used. Do not discard the Cone card. If a Rainbow Ice Cream card is discarded, return it to the pile instead.

## ★ REWARDS

Filling an order means earning coins, and each coin earned brings you closer to the Head Combo Artisan position! However, some Orders have alternative rewards that you may choose to take over earning coin.

To keep track of the number of coins earned, keep the Order card that you filled face down next to you.



If you wish to take the alternative reward when filling an Order, immediately discard that Order instead of keeping it. All possible alternative rewards are listed below.



Take up to 2 Ice Cream cards from the row or the top of the draw pile without the usual restrictions.



Take a Cone card from the reserves and place it in front of you.

## ★ END OF TURN

Once you are done filling Orders, replenish the Order and Ice Cream rows back up to 4 cards each. If the Order draw pile is empty, shuffle the discard pile to form a new draw pile. If the Ice Cream draw pile is empty, follow the instructions under End of Game. It is now the next Artisan's turn.

## ★ END OF GAME

When the Ice Cream draw pile runs out of cards, you have reached the end of the day! Each Artisan gets to take 1 final turn before the game ends and Evaluation begins!

## ★ EVALUATION

Each Artisan should now add up the coins earned from all the Orders they filled. The Artisan with the highest coin total earns the title of Head Combo Artisan! If there is a tie, the Artisan with fewer Ice Cream cards remaining in their hand wins the tie. If there is still a tie, the Artisan who can scream "I scream for Ice Cream!" the loudest is the winner!