Cone Zilla

2 to 4 players | Ages 6+

CONTENTS

4 Starting ice cream cones with one scoop
48 Scoop pieces (8 flavors) numbered from 2 to 49

Starting Cones: **Scoop pieces:**

OBJECT OF THE GAME

Combine 10 colorful and mouth-watering ice cream scoops and be the first to build the most spectacular ConeZILLA.

SET UP

Give each player a starting ice cream cone with a scoop numbered '1'.

Spread all 48 scoops, which are numbered between 2 to 49, randomly on the table with the numbers facing down.
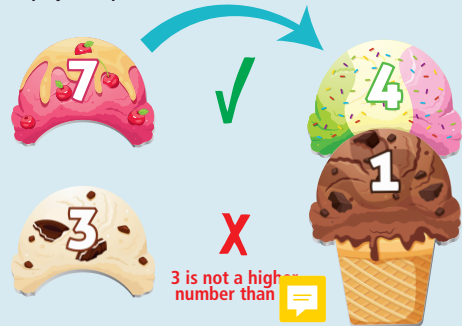
Starting Setup:

HOW TO PLAY CONEZILLA

Starting with the youngest, players, in turn, flip over one ice cream scoop and decide whether to take it and place it on top of their cone or flip it back onto its place.

In order to place a scoop on a cone, its value must be higher than the value of the top scoop on their cone.
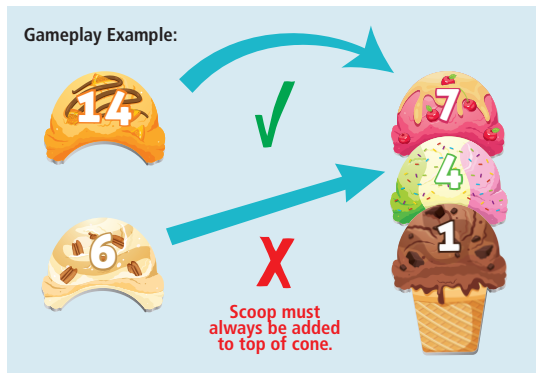
In the example below, a player decides to add a scoop of value '   the top of their cone. On their next turn, they can only add a scoop numbered '   higher.

Gameplay Example:

√

X

3 is not a higher number than

When players do not take a scoop they just flipped, they must let all players see its value before they flip it back.

NOTE: Players cannot insert a scoop between scoops that are already stacked on the cone. (In other words, the scoops must be added to the top of cones in ascending order).

Gameplay Example:

Scoop must always be added to top of cone.

GAME END

The game ends when the first player succeeds in building a cone consisting of 10 scoops (Including the numbered 1 cone). If a situation occurs where no player can build a 10-scoop cone, the player who accumulates the most scoops is the winner.

ENJOY!

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RULES