

ROCKY ROAD

à la Mode

Get in the driver seat and feel what it's like to live the life of a sweet treat trucker! Stock up your truck, attract customers, and serve a hefty scoop of tasty frozen delight! The best truckers get to know their customers' favorite selections so they can always meet demand and gain an edge over the competition in the battle to claim the hottest locations. You'll see the business of icy entrepreneurship is no day at the beach. Buckle up, turn on the loudspeaker, and take to the rocky road...with ice cream!

Components



36 Treat Cards



1 Road Board



8 Location Cards



4 Reference Cards



4 Truck Cards



4 Truck Tokens



3 Wild Pop Tokens



9 Treat Tokens

Setup

- 1) Each player takes a truck card and places it on the table in front of them.
- 2) Shuffle the treat cards and deal 3 to each player. This is their starting hand.



Example of a player's area: their truck card and 3 starting cards.

- 3) Place the 8 location cards face up near the play area in four stacks. Each stack will contain two cards with the same location depicted. Place the card with the higher point value (🍌) on top.
- 4) Place the road board in the center of the table. *(Alternately, you may use the back of the four reference cards to create the road board. The road cards must form a continuous loop.)*
- 5) Stack the truck tokens randomly on the start square on the road cards.
- 6) Place one wild pop token on each of the three pothole spaces on the road board.



Example setup of a 4-player game.

- 7) Place the rest of the treat cards as a deck within reach of all players. Turn over the top 3 cards and place them face up in a row. (A discard pile will be created next to the deck during the game.)

Objective

The goal of **Rocky Road á la Mode** is to be the best treat trucker in town! The game end is triggered when a player reaches 9 loyalty points. Earn the most loyalty points by the end of the game to win.



Gameplay

Unlike most traditional card games, players do not take alternating turns. If your truck token is furthest behind on the road, you are the **active player**: you will continue to take turns until you pass another player's token. If you move onto a space with another truck, your truck goes on top. If two or more truck tokens are on the same space, the player whose token is on top is considered to be furthest back and is the active player.

On your turn, **choose 1** of the following 3 actions:

- **RESTOCK:** Draw up to 5 treat cards by moving your truck token the same number of spaces clockwise along the road (see page 5).
- **ATTRACT CUSTOMERS:** Place a treat card from your hand under your truck card by paying it's time cost (see page 6).
- **SERVE CUSTOMERS:** Discard treat cards matching a customer's demands and move forward 1 space on the road (see page 8).

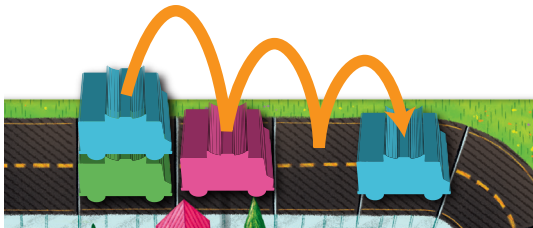
THE “RESTOCK” ACTION

Draw up to 5 treat cards by moving your truck token the same number of spaces clockwise along the road.

First, decide how many cards (1-5) you wish to draw **before** beginning to draw cards. Declare that number to the other players.

NOTE: *There is no limit to the number of cards you may have in your hand, but players may not draw more than 5 cards during a single restock action.*

Next, move your truck token along the road a number of spaces equal to the number you declared.



Josh (blue) decides to draw 3 cards, so he moves 3 spaces.

Last, draw the number of cards you declared. You may draw from the 3 face-up cards or the top card of the deck. When a face up card is drawn, it is immediately replaced with the top card of the deck. Any time the deck is empty, shuffle the discard pile to create a new deck. In the rare occasion that the discard pile is empty when the deck runs out, the active player may restock by drawing cards randomly from the player, or players, with the most cards in their hand.

THE “ATTRACT CUSTOMERS” ACTION

Place a card from your hand under your truck card by paying its time cost.

First, move your truck token along the road a number of spaces equal to the time cost of the card you wish to play. (A treat card's time cost is shown on the megaphone symbol in the top right corner.)



Lisa (green) wishes to play a card with a time cost of 2, so she moves her truck token 2 spaces. This moves her past Jason (pink), so he will become the active player after she completes her turn.

Next, place the treat card under your truck card, arranged so the two rows of customers are still visible. The rest of the card is hidden from view. Your customers are now ready to be served!

NOTE: If there is already a card under your truck card, you may return the current card to your hand and play a new one, paying the appropriate time cost for the new card.



Lisa places her chosen card underneath her truck card so that her two customers and their orders are visible.

THE “SERVE CUSTOMERS” ACTION

Discard treat cards matching a customer's order and move forward 1 space on the road.

First, fulfill the order of your topmost customer by discarding matching treat cards from your hand. You must be able to complete their order in full. (The type of treat a card provides is shown in full. (The type of treat a card provides is shown in the cooler symbol in the top left corner.)



NOTE: You may also fulfill orders by discarding wild pop tokens or by taking advantage of permanent supply bonuses (see Rewards, page 10).



Jason discards 2 popsicles and a push pop to fulfill his customer's order.

Next, slide the card upward underneath your truck card so the served customer is no longer visible. If you served the last customer on the card, it is **completed**: rotate it and move it under the left side of your truck card so only the rewards are visible.



After Jason completes his card, he rotates it so his rewards are displayed behind his truck card.

Last, move your truck token 1 space along the road.

WILD POP TOKENS

When you end your movement on a space that contains a wild pop token, pick it up and place it in front of you. You may use a wild pop token to replace any one treat card required by a customer's order.



After using a wild pop token, return it to the road board in the next unoccupied pothole space in front of the furthest-forward truck token. Each pothole space can only hold one wild pop token.

REWARDS

There are two types of rewards you may receive by completing a card: permanent supply bonuses and loyalty points. *(The rewards received from completing a card are shown along its bottom edge.)*

Each permanent supply bonus provides a treat of the type shown when serving customers, reducing the number of cards of that type you'll need to fulfill an order by one.

NOTE: Permanent supply bonuses also allow you to claim location cards (see Location Cards, below).

Loyalty point rewards count toward the game end trigger!

LOCATION CARDS

When have permanent supply bonuses equal to a location card's demand, immediately claim the top location card of the appropriate stack, if any remain. *(A location's demand is shown along the top of its card.)*



The park has a demand for 3 permanent cone supply bonuses.

You may only collect one location card of each type, but you may collect any number of different types. Location cards are worth loyalty points, which count toward the game end trigger!

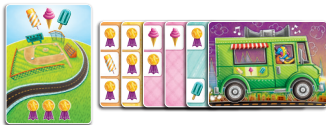
Game End

Gameplay continues until the game end is triggered by a player accumulating at least 9 loyalty points. Loyalty point rewards and location loyalty points are both considered when triggering the game end. The player who triggered the game end will take no further turns, but all other players **may** continue taking turns until their truck tokens pass that player. Afterward, players calculate their scores.

SCORING

Your score is calculated by adding loyalty points from your claimed location cards and loyalty point rewards from completed cards.

The player with the highest score wins! In case of a tie the player furthest back on the road wins.



Lisa ends the game with 10 total loyalty points (3 + 7).

Variant 1: Treat Tokens!

Instead of only using the wild pop tokens, mix up all of the different treat tokens in the top of the box without looking. During setup, randomly draw and place treat tokens on the pothole spaces.

Pick up treat tokens in the same way as the basic rules, but immediately refill the pothole space with a random treat token from the box. You may use treat tokens in the same way as wild pop tokens, but only for the type of treat shown on the token. After using a treat token, return it to the box top and mix it with the rest.

Variant 2: Ice Cream Everywhere!

Instead of only using the wild pop tokens, mix up all of the different treat tokens in the top of the box without looking. During setup, place a randomly drawn treat token on every space of the road board, starting with the first pothole space.

Pick up treat tokens in the same way as the basic rules. You may use treat tokens in the same way as wild pop tokens, but only for the type of treat shown on the token. After using a treat token, place it on the next empty road board space, directly in front of the furthest-forward truck token.

Credits

GAME DESIGN: Joshua J Mills

GAME DEVELOPMENT: Jason Kotarski

ART & GRAPHIC DESIGN: Adam P. McIver

JOSH WOULD LIKE TO THANK:

My parents, who encouraged my curiosity at every turn, my wife for being my muse, and my daughter for being adorable. A big shoutout to Jason Kotarski, Adam McIver, and the Game Designers of North Carolina for bringing my game to life. I could not be happier, thank you all!



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