



KIM-JOY'S Magic Bakery!

A COOPERATIVE BAKING CARD GAME

Kim-Joy's Magic Bakery is a cooperative baking card game in which you and your friends are running a bakery in a magical forest. The goal of the game is to work together to bake as many treats as you can before the end of the day.

The game takes place over a series of 10 Scenarios that get progressively tougher. Every time you sit down to play, you can work your way through the Scenarios to experience the story, or you can skip to the freeplay mode at the end of this rulebook to mix and match the Scenarios for the ultimate co-op baking challenge!



**First player
standee
with base**



67 Ingredient Cards

- 5 Chocolate
- 6 Fruit
- 10 Flour
- 13 Butter
- 13 Eggs
- 15 Sugar
- 5 Helpful Ducks



24 Layer Cards

4 cards of each type



25 Customer Cards

- 8 Level 1
- 9 Level 2
- 8 Level 3



3 Reference Cards



12 Scenario Cards

SETUP:

Lay out the cards in the center of the play area where all players can reach and see them.



CUSTOMERS:

Separate the Customer cards into three groups as indicated by the number on the back of each card. Shuffle each of these groups and then randomly take a number of Customer cards from each tier based on the number of players you are setting up for:

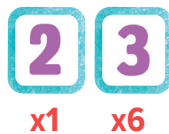
2 Players:



3 & 4 Players:



5 Players:

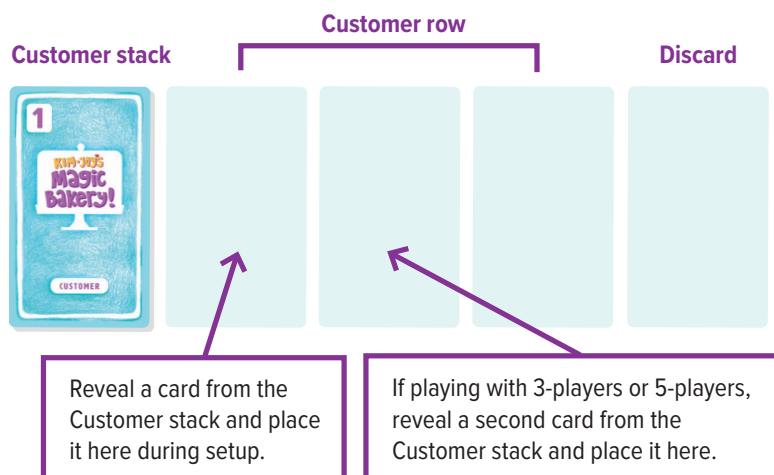


Once you've gathered the correct number of cards from each level, shuffle them and place them in a single stack in the top left of the play area. You can return all of the unused Customer cards to the game box. They won't be needed until you set up for a new Scenario. Then reveal the top card from this stack and place it to the right in the first space of the Customer row.

Level Number



For 3-player and 5-player games, reveal 2 cards and fill the first 2 spaces of the Customer row before starting the game. See the graphic below for an illustration of how this should look during setup:



LAYERS:

Do not shuffle these cards. Instead, sort them into piles by type and place them all faceup. Every player should have access to these cards at all times.

INGREDIENTS:

Shuffle all of the Ingredients together and place them facedown to form the "Pantry deck." Reveal 5 cards from this deck and line them up next to it to form the "Pantry row."

If this is your first game, shuffle just one copy of the Helpful Duck card into your Pantry deck. You'll get to add more of these to your deck as you progress through the Scenarios.

SCENARIOS:

Each of these cards corresponds to a unique and challenging obstacle to overcome. For now, you don't need to do anything with these cards until you're ready to select which Scenario you're going to play. You can find more information about Scenario cards on page 8.

STARTING HANDS:

Each player draws 3 random Ingredient cards from the Pantry deck to start the game. **Now you're ready to play!**

HOW TO PLAY:

The person who most recently baked something is the first player. Place the “Kim-Joy” first player standee as a reminder in front of them. Each game of *Kim-Joy’s Magic Bakery* is played until all 7 Customers in the Customer stack are either fulfilled or discarded.



As you work to fulfill as many Customer orders as possible, players are free to discuss their cards and strategize with their fellow bakers. Players may not show each other their hands. If you want to work together, you’ll have to communicate!

Starting with the first player, each player will take a turn going clockwise around the table. During a turn, a player may perform multiple actions from the options listed below. Players may use the same action more than once during a turn.

- **2 - 3 players:** 3 actions per turn.
- **4 - 5 players:** 2 actions per turn.

1. Take an Ingredient from the Pantry & put it into your hand.

When a player takes one of the faceup cards in the Pantry, immediately reveal a new card and turn it faceup to replace the one that was drawn. If there’s nothing in the Pantry you want to draw, you may use this action to take the top card of the Pantry deck.



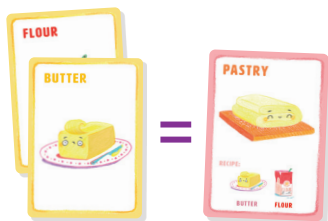
2. Pass a card to another player.

Just take an Ingredient or Layer card from your hand and give it to someone else. Simple!

→ *"Thanks for the sugar!"*

3. Bake a Layer.

If you have the Ingredients in your hand that are listed in the Recipe section at the bottom of a Layer card, you may discard those Ingredients to take the appropriate Layer from the table and place it in your hand.





4. Fulfill a Customer Order.

Just like baking a Layer card, if you have the Ingredients and Layers listed on the recipe you may discard all of them to fulfill one of the Customer cards. When you do this, simply set aside the completed card so that you can count the number of recipes you completed at the end of the game.

Note: Do not immediately draw a new Customer card to replace the one you just baked. Customers will arrive at and leave the bakery at the end of each round. (Details on page 6.)

5. Refresh the Pantry

As an action you may discard every card in the Pantry row and reveal 5 new cards from the Pantry deck to replace them.

Discarding Cards:

When baking Layers or fulfilling Customer orders, you'll be discarding both Ingredient and Layer cards. Discarded Ingredients should be placed in a faceup discard pile next to the Pantry deck. Discarded Layers should be returned to the faceup stack of matching layers that they came from at the start of the game.

Hand Limit: Unless stated otherwise by a Scenario, there is no limit to the number of cards a player can hold in their hand.

Garnishes

If a recipe card has a Garnish on it, it may be completed with these optional Layers or Ingredients to gain a special bonus effect. The specific bonus gained depends on what Scenario or Scenarios are currently being played.

The player who fulfilled the Garnished order may immediately gain the bonus described in the Garnish section of the Scenario card. This player makes any decisions required to complete the bonus but may ask the group for advice if they wish.



Garnish

At the end of each round: After each player has taken a single turn, time passes, and the Customers progress to the right as if on a conveyor belt. If the bakery is getting too full, some of the Customers will leave the bakery.

Here's how this works: Reveal the top card of the Customer stack and place it in the leftmost space on the Customer row. If this space already has a Customer card in it, move that card to the right one space to make room for the new card. Continue bumping cards one space to the right down the row until you move a Customer into an empty space.

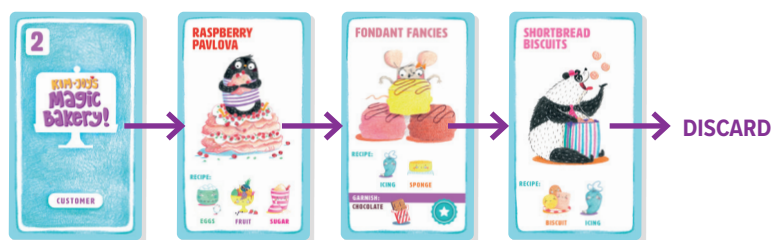
The first time a Customer card is moved into an empty space, stop this process, even if there are still unmoved Customers in the row.

After moving these cards, if the rightmost Customer is more than 3 spaces away from the Customer stack, discard that card.

When the Customer stack is empty: Instead of starting the process by revealing a card from the Customer stack, start by moving the leftmost Customer card one space to the right.

EXAMPLE 1

It's the end of the round and there are no empty spaces in the Customer row. Reveal a new card a new card from the Customer stack and move every card to the right. Then any card that is more than 3 spaces away from the Customer stack is discarded.

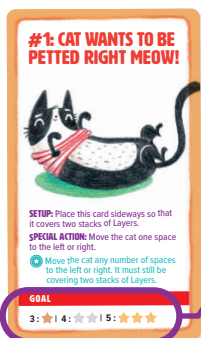


EXAMPLE 2

If there is an empty space in the left or middle slot of the Customer row, any Customers to the right of the empty space will not move!



GAME END:



When there are no Customers remaining in the stack or in the row, the game is over! This will happen because they have all been discarded or fulfilled. Count up the recipes that your group successfully fulfilled and compare the number to the score goals at the bottom of the Scenario you just completed.

For example: If your group fulfilled 4 Customer cards while playing Scenario #1, then you achieved the silver goal for this Scenario!

If the Pantry runs out of Ingredients:

If the Pantry runs out of Ingredients in the middle of a round, simply reshuffle the discard pile and turn them over to create a new Pantry deck.



Special Cards:

Showstopper Cake: This is a special Level 3 Customer card that counts as 2 Customer orders if you can complete it during your game!



The Helpful Duck: Before your first game, shuffle one of these cards into your Pantry deck. During the game, this card may be used as a substitute for any other Ingredient card when a player is baking a layer or fulfilling an order. Remember though, the Helpful Duck may only replace an Ingredient card. It may not be used to replace a Layer card. You may add more copies of the Helpful Duck to your Pantry deck if you're having trouble with the Scenarios. You can read about this on page 8.



SCENARIOS:

Kim-Joy has just opened up a new bakery in the magical forest, and she needs your help to make it a success! Each Scenario in this book tells a piece of the story as you work to befriend the creatures of the forest and win them over as satisfied customers.

We recommend starting with #1 and playing through all 10 Scenarios in order. If you ever finish a Scenario and aren't satisfied with your score, you can always replay it and try to improve. If you're just playing for the story though, don't worry about the score and keep moving forward!

In order to play a Scenario, set up the game according to the instructions on page 2. Then read the story text for the Scenario you're about to play and follow any modified rules for setup and gameplay listed after that.

Each Scenario in this book has a matching Scenario card. Some of these cards are just used as a quick reference for the new rules in the Scenario, while others play a vital role in the game. Follow any special instructions for using these cards during the Scenario. If the Scenario card isn't mentioned itself, then simply place it faceup near the play area so that everyone can see it.

Rewards for Completing Scenarios: Every time you complete a Scenario, keep track of your points by marking the stars you earned in the scoring area on page 20. When you are done with all 10 Scenarios, you can measure your score against the thresholds on page 21 to see how well you did overall!

Having trouble? After every game in which you score ★ or lower, you may permanently add a "Helpful Duck" from the supply into your Pantry deck. In this way, if you start to struggle as the Scenarios get tougher, the Helpful Ducks will be there to give you a hand!

If you're still having trouble with all 5 ducks in your deck, try playing the game without any Scenarios just to practice your teamwork and get the hang of the rules.

Ready to get started?

If you've read the rules and are feeling a little underproofed, you can set up the game and play a few rounds without any Scenario. Just go until you've fulfilled 3 Customer orders, then reset the game and play Scenario #1. If you're playing this way, just ignore the Garnishes. You can worry about those when you start playing a Scenario.

If you're feeling confident with the rules though, feel free to skip this warmup and dive right in to Scenario #1. We promise it's not too hard!

Scenario #1: The Cat Wants to be Petted Right MEOW!

Good morning! It's warm as a hot buttered crumpet when you and Kim-Joy open your bakery for business. She's trusting you and your friends to take care of the bakery while she's out whipping up some business.

You've barely gotten your first batch of biscuits into the oven when a dapper tuxedo cat struts through the bakery window.

"MEOW!" they declare, flopping belly-up on an open countertop right as you hear the bell jingle at the front of the store. It sounds like you've got your first customer! The cat wiggles a little, daring you to look away. You're going to have to pet this cat if you want to get any work done today!

Special Conditions: Place the Scenario #1 card so that it's turned sideways and covering the 2 stacks of Layers in the center of the Layer row. During this scenario, this card represents the cat. Players may not bake any Layers covered by the cat.

Special Action: During this Scenario, players may spend 1 action to move the cat one space to the left or right. The cat must always be covering up 2 stacks of Layers though.



Garnish: Move the cat any number of spaces to the left or right. It must still be covering 2 stacks of layers.

Goal: 3: ★ | 4: ★★☆☆ | 5: ★★★★★






Scenario #2: Sugar and Spice and... Get Out of There Mice!

As you stroll to work the next morning, the friendly duck that lives in the pond behind the bakery quacks a cheery, “Hello!” You unlock the door and begin your morning chores when you notice that a jar of jam has been mislabeled “salt.” When you peel off the incorrect label, you hear tiny voices giggling behind you. You turn to see two laughing mice disappear into the pantry!

On closer inspection, you realize all the ingredients in the pantry have the wrong labels! It seems you’ve been the victim of a prank! You’ll have to chat with your new friend the tuxedo cat and see if you can think of a prank to get back at these mice...

Special Conditions: During setup, draw all of the Ingredients in the Pantry facedown without looking at them. When a player uses an action to take a facedown card from the Pantry, replace it with a faceup card from the Pantry deck. Every time a Customer order is fulfilled, shuffle up all the cards in the Pantry row and turn them facedown.

Special Rule: If a player uses their action to “Refresh the Pantry” all of the new replacement cards are drawn facedown.

 **Garnish:** Instead of shuffling the Ingredients in the Pantry row and turning them facedown, turn all facedown Ingredients in the Pantry faceup.

Goal: 3: ★ | 4: ★★ | 5: ★★★



Scenario #3: Fox has Picked the Locks!

It's been one week since Kim-Joy left you in charge of the bakery. So far, everything is smooth as fresh-piped meringue! The tuxedo cat and mischievous mice are becoming fast friends, and you're starting to see repeat customers. You must be doing something right!

But then, disaster strikes! You arrive at the bakery a little early to get a head start on the day's bakes and are shocked to find the front door ajar. Approaching the bakery, you hear the sound of pots and pans clattering inside. You poke your head into the dark kitchen and see that a dastardly fox has stolen all the eggs from the pantry. They're even pawing through Kim-Joy's personal recipe book!

This is a delicate situation. You'll have to bargain with the fox to get the eggs and the recipe book back!

Special Conditions: During setup, remove all eggs from the Pantry deck and set them aside to create the fox's stash.

Special Action: During this game, players may spend 1 action and discard a matching pair of cards from their hand to take an egg from the fox's stash.



 **Garnish:** Take an egg from the fox's stash.

Goal: 3: ★ | 4: ★★ | 5: ★★★





Scenario #4: Unicornopia

You've finally chased the fox out of the bakery, but in the aftermath, you realize that they nicked Kim-Joy's personal recipe book! Kim-Joy will be devastated if you can't get it back before she returns!

You're still in the middle of cleaning up the fox's mess when you hear a gentle knock at the front door. It's a unicorn! While you hurry to get some tea and scones for your unexpected guest, she explains that she was drawn to the bakery by your sudden burst of sadness. (She's magically good at sensing emotions!)

Over a warm cup of tea, you tell her all about your trouble with the fox and she offers to use her special UnicornMagic™ to summon the recipe book back from the fox. UnicornMagic™ is powered by friendship, though, and there's too much negativity here for this spell to work right away.

Not to worry! All you need to do is create a scrummy new batch of camaraderie and the unicorn can get you your book back in a jiffy! She recommends you get started immediately with some special friendship-building baking techniques. This isn't what you learned in biscuit school, but you're always excited to try something new!

Special Conditions: During this Scenario, when you take an Ingredient from the Pantry, you **MUST** place it in another player's hand rather than your own.



Garnish: Draw 2 random Ingredients from the Pantry deck and give them to another player.

Goal: 4 : ★ | 5 : ★★ | 6 : ★★★

Scenario #5: The Bees Won't Beehive!

The unicorn reaches into her purse and pulls out a strange jar of flour. She explains that as you create friendship at the bakery, this flour will absorb that magical energy and become vibrant and multicolored. Once it's fabulous enough, the unicorn will be able to work her magic! Explanation complete, she bids you farewell and drives away on a moped made of rainbows.

With the unicorn's help you should have the recipe book back in no time. Now it's time to get a wiggle on!

With your new goal in mind, you march to the local gathering tree and post an adorable little flyer that the helpful duck drew for you. When a swarm of friendly bees see the ad, they fly over to the bakery and overwhelm you with orders! The kitchen is buzzing with activity—both helpful and not-so-helpful... time to get those bees in line!

Special Condition: At the end of each round, before progressing the Customers, each player chooses 2 cards to keep, and passes the rest to the player on their left.



Garnish: Players may keep 1 extra card in their hand at the end of this round.

Goal: 4: ★ | 5: ★★ | 6: ★★★



Choose 2 cards to keep and pass the rest to the player on your left at the end of each round.

Scenario #6: Turtle Eclipse of the Tart

It's been a week since the unicorn gave you the magic flour to look after. During that time, you've worked hard at the bakery and made lots of new friends. When you check on the magical flour in the pantry, you're shocked at how much it's changed. When you first saw it, it had light pastel ripples, but now it's a brilliant kaleidoscope of color! Surely this is enough for the unicorn to cast the spell and get Kim-Joy's recipe book back!

The unicorn arrives on her moped and explains that in order to work the spell, you'll need to make a special tart using the flour to share with good friends. As you mix the flour into a dough, you can feel the good vibes you've collected filling up the room. You're no wizard, but even you can tell this is powerful magic!

It's at that moment that all of the cupboards in the bakery start to rattle. You can feel a strange energy simmering in your bones. The unicorn frowns. It doesn't usually feel like this...

An armada of flying saucers piloted by tiny turtles crash through the window! You try to wave them away, but they pay you no heed and start to beam up the magical dough you've worked so hard to create.

The unicorn neighs in panic and disappears in a flash of rainbow light. You leap forward and rescue as much of the magic dough as you can before it disappears into the flying saucers. Undeterred, the turtles disperse and start beaming up everything edible. Your only hope is to bake them some fresh treats and hope that they'll leave!

Special Conditions: Place the "Turtle Eclipse of the Tart" card in front of any player to represent the turtle. At the end of each round, the player with the turtle in front of them discards their hand and draws 2 random cards from the Pantry. The turtle card then moves to the next player on the right.

 **Garnish: Move the turtle to any player.**

Goal: 4: ★ | 5: ★★ | 6: ★★★

If the turtle is in front of you at the end of the round, you'll have to discard your hand and draw 2 random cards!




Scenario #7: That's Completely Irrelevant!

You cough as the flour from the ruckus settles. The invading space turtles have finally flown away, but they beamed up a large part of the unicorn's magic dough before you were able to stop them.

Why were they so drawn to the unicorn's special UnicornMagic™? Maybe they come from a cold and bake-less corner of the galaxy and are searching for the warmth and love found in this bakery? We may never know! What's important now is that with part of the magic flour abducted, you'll have to gather up some more friendship to help charge the spell again.

You're in the middle of feeling sorry for yourself when you hear a trumpet of laughter from the front of the bakery. Standing at the counter, you recognize the one and only Funky Trunky! He's a very popular elephant with a huge following on social media. If you can win him over, surely you'll get lots of new customers. There's just one problem: Funky Trunky can't decide what to order, but he's taking up exactly one third of the space in the bakery. Today is going to get crowded!

Special Conditions: During this round, when you progress the Customer cards at the end of each round, discard a Customer card if it is more than 2 spaces away from the Customer deck.

 **Garnish:** Search through the facedown Customer stack and replace any Customer card with a random level 1 Customer from the game box. Then shuffle the Customer stack.

Goal: 5: ★ | 6: ★★ | 7: ★★★

During this Scenario, discard cards from the Customer row when they are more than 2 spaces away from the deck!



DISCARD

Scenario #8: 65 Million Years in the Baking

Ever since you impressed Funky Trunky, business has been booming! In fact, you're so busy now that you've hired a friendly dinosaur to help share the work. They're still pretty new to the job, but they're improving every day!

You're in the middle of teaching them how to press jam when you feel a sharp tug on your apron. It's the helpful duck that lives in the pond behind the bakery! By the mischievous glint in their eyes, you can see that they've got some juicy gossip.

The duck says that the cat has a secret crush on someone, and that you'll never believe who it is!

But before the duck spills the Earl Grey tea, they want to borrow half the kitchen so that they can bake some treats for a game night they're hosting at the pond. Should be easy enough, if only the new dinosaur wasn't such a butterfingers! You really have your hands full today!

Special Conditions: During this Scenario, players may not have more than 4 cards in their hand at a time. This means that if a player currently has 4 cards, they may not draw new cards and may not accept new cards that would push their hand above the 4-card limit.

During this Scenario, players may discard cards from their hand at any time.

 **Garnish:** Draw a Pastry, Jam, or Icing Layer into your hand.

Goal: 5: ★ | 6: ☆☆☆ | 7: ★★★★★

Players may not hold more than 4 cards in their hand during this Scenario.





Scenario #9: Pandamonium!

Satisfied with the game night treats, the duck finally quacks up the gossip: “Cat is in love with fox!”

Well, that doesn’t make any sense. What could your good friend the tuxedo cat see in such a villain? You ask the duck how they learned this, but they refuse to reveal their source.

You peer out the garden window and see the cat gazing forlornly into the woods. You’ve been so busy trying to get Kim-Joy’s recipe book back that you failed to notice the cat’s sour mood. You realize you were pretty harsh with the fox when you chased them out of the bakery.

You write an apology to the fox and give it to the duck to deliver when you hear a customer at the counter. It’s a panda, and they’re looking to buy a LOT of treats! But the eager duck is already halfway out the door, and he’ll be back with the fox in a matter of minutes! You’ll have to be speedy if you want to finish the panda’s order in time!

Special Conditions: Set a 10-minute timer at the start of this round. This Scenario ends either when the Customers in the row are gone or when the timer runs out.



Garnish: Each player draws a random Ingredient from the Pantry deck.

Goal: 5: ★ | 6: ★★ | 7: ★★★


Scenario #10: Time to Bake the Purrfect Cake!

The fox slinks into the bakery clutching Kim-Joy's recipe book. They apologize for stealing the book and explain that they just wanted to borrow it so they could bake a cake that declares their love for the cat. The fox has never baked anything before—not even a biscuit!

Now that you've got the full story, you make a plan. You provide the baking expertise, while the fox describes the design they've been dreaming of. You grab what's left of the UnicornMagic™ flour and find it shining the most brilliant rainbow you've ever seen.

You've just gotten started when you hear another ring at the front door. Kim-Joy has returned from her trip! And all of your regular customers have shown up to say hello—and place orders. You're feeling a bit overwhelmed, but maybe you can convince some of your new friends to stick around and help with the fox's cake. If you can get this right, this will be the biggest, most magical cake you've ever baked!

Setup: This Scenario includes two cards: one reference card and one special Customer card. Place the reference card in a place where everyone can read it. After setting up the Customer deck with the normal steps, place the special Customer card on the bottom of the Customer stack. This card follows all of the same rules as a regular Customer card, except that it's much more difficult and worth 7 points toward your final score!

 **Garnish:** Take the garnished Customer card and place it in front of any player. For the rest of this Scenario, this player may take 1 extra action during their turn

Goal: 10 : ★ | 12 : ★★ | 14 : ★★★

Scenario card



Special Customer Card



Place the Purrrfect Cake on the bottom of the Customer stack. You won't be able to bake the Purrrfect Cake until it shows up at the end of the round!



Helpful Tip: If things are looking rough, you may need to forgo a Customer or two to make sure you have time to bake the fox's Purrrfect cake at the end of the round!

Read after you have completed Scenario #10:

You kick open the front doors to the bakery and step out into the sunlight.











Between you and the fox, you're carrying the most impressive cake you've ever had the pleasure of baking. All your friends from the forest are waiting as you and the fox carry the cake to a table in the center of the garden.

A few minutes later, the cat strolls down the lane toward the bakery for their afternoon snack. "Surprise!" the gathered animals shout together! The cat leaps into the air, poised to bolt, but then sees you and the fox smiling next to the cake. They soften instantly like melting butter.

As the summer goes on, you can see the cat and the fox cuddling in the garden every day. With Kim-Joy back in charge, the bakery is running smoother than ever. But as the days get shorter and a chilly autumn draws closer, there are more hungry customers than ever, so you better get baking!

SCENARIO SCORES:

After completing a Scenario, fill in the number of stars that you earned. If you don't get all three stars on the first try, you can always go back and try to earn stars that you've missed. After you've completed all 10 Scenarios, count up your stars and see how you scored in the table below!

-  **Scenario #1: The Cat Wants to be Petted Right MEOW!**
-  **Scenario #2: Sugar and Spice and... Get Out of There Mice!**
-  **Scenario #3: Fox has Picked the Locks!**
-  **Scenario #4: Unicornicopia**
-  **Scenario #5: The Bees Won't Beehive!**
-  **Scenario #6: Turtle Eclipse of the Tart**
-  **Scenario #7: That's Completely Irrelephant!**
-  **Scenario #8: 65 Million Years in the Baking**
-  **Scenario #9: Pandamonium!**
-  **Scenario #10: Time to bake the Purrfect cake!**

END GAME SCORING:

10 – 12 stars: DOUGHNUT give up!

13 – 15 stars: KNEADS improvement!

16 – 18 stars: BATTER than before!

19 – 21 stars: PROOFED your worth!

22 – 24 stars: MUFFIN to scoff at!

25 – 27 stars: CRÈME of the crop!

28 – 30 stars: MEISTER OF MACARONS, CALIPH OF CAKES, BURGRAVE OF BISCUITS, AND THE HEIR TO TITLE OF GREATEST BAKERS!



Freeplay Mode:

If you aren't playing through the Scenarios in the campaign, you can simply choose your favorite Scenario and try to beat your previous score! When you're ready for a more challenging experience, we recommend you attempt two or more of your favorite Scenarios simultaneously!

Playing with multiple Scenarios:

When playing with multiple Scenarios, follow all the basic rules along with any additional conditions from all Scenarios in play. When you successfully Garnish a Customer card, gain the bonus listed on all Scenarios you are playing with.

We've listed a few of our favorite Scenario combinations below:

For an interesting puzzle:

☆☆☆ #1 & #3: Cat and Fox

☆☆☆ #2 & #3: Mice and Fox

☆☆☆ #5 & #6: Bees and Turtles

☆☆☆ #2 & #8: Mice and Dinosaur

For a chaotic good time:

☆☆☆ #2 & #4: Mice and Unicorn

☆☆☆ #2 & #5: Mice and Bees

☆☆☆ #4 & #9: Unicorn and Panda

☆☆☆ #5 & #9: Bees and Panda

☆☆☆ #2 & #4 & #9: Mice, Bees, and Panda

For an extreme challenge:

☆☆☆ #2 & #4 & #8: Mice, Unicorn, and Dinosaur

☆☆☆ #6 & #7: Turtles and Elephant

☆☆☆ #5 & #10: Bees and Purrfect Cake

☆☆☆ #6 & #10: Turtles and Purrfect Cake

☆☆☆ #7 & #9: Elephant and Panda

☆☆☆ #9 & #10: Panda and Purrfect Cake

Freeplay Mode Scoring:

When playing with multiple Scenarios, use these score goals: 3: ★ 5: ★★ 7: ★★★ . When playing a combo that includes Scenario #10, use these goals instead: 10: ★ 12: ★★ 14: ★★★

If you'd prefer a more random experience, draw two (or more!) random Scenario cards and attempt those together. Just know that Scenario #8 will not work with Scenario #10, since you won't ever be able to hold all of the cards required to bake the Purrrfect cake. Otherwise, every combination of Scenarios should be viable.

Certain combinations of Scenarios may interact in unexpected ways and create strange situations. For example, if you're playing Scenario #5 and Scenario #6 at the same time, the order that these effects resolve in will be very important to the way you play the game. If you run into a question like this, just pick the ruling that seems like more fun, and then keep it consistent throughout the session.

Playing without Scenarios:

If you're introducing new players to the game, or just want to relax and do some simple baking, you can always play without any Scenarios. When you're playing without a Scenario and Garnish a Customer order, simply draw 2 random Ingredients from the Pantry deck.

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QUICK REFERENCE

Choose a Scenario to play. Setup the game based on player count and any special modifications from the Scenario.

- **General Setup:** Page 2
- **Scenarios:** Start on page 8

Customer Stack Setup:

Assemble the Customer stack using the indicated quantities of Customer cards from each level:

2 Players:



3 & 4 Players:



5 Players:



Starting cards in the Customer row:

- **2 or 4 players:** Reveal 1 card to start the Customer row.
- **3 or 5 players:** Reveal 2 cards to start the Customer row.

Actions per turn:

- **2 - 3 players:** 3 actions per turn
- **4 - 5 players:** 2 actions per turn

Playing a Scenario:

1. Each player takes their turn and performs their actions going clockwise around the table. (Page 4)
2. Progress the Customer row. (Page 6)
3. If all Customer cards have been discarded or fulfilled, the Scenario is over! Otherwise, return to step 1.

After finishing a Scenario:

Remember to record your score on page 20.

If you want to keep playing, go back to the top of this page and set up the game for a new Scenario!

Helpful Ducks

Start the game with 1 Helpful Duck shuffled into your Pantry deck. Every time you score 1 star or less on a Scenario, go ahead and add a new Helpful Duck to your Pantry.