

AGES 7+

CAKE AUF!

RULEBOOK

PLAYERS

2-4

CONTENTS

23 Recipe Cards

39 Ingredient Cards

30 Action Cards

VISIT
www.cafeauf.com
for more information

TIME PER GAME
20 Minutes+

OVERVIEW

goal

The goal of the game is to make the most recipes within 3 rounds.

round 1

At the beginning of the first round, you are dealt recipes (see number below). The first person to complete all their recipes wins that round and the round ends.

# of players	# of recipes given each round
2	3
3-4	2

round 2

In the beginning of the second round, you are dealt the same # of recipes as round 1. The first person to complete all their given recipes wins that round and the round ends.

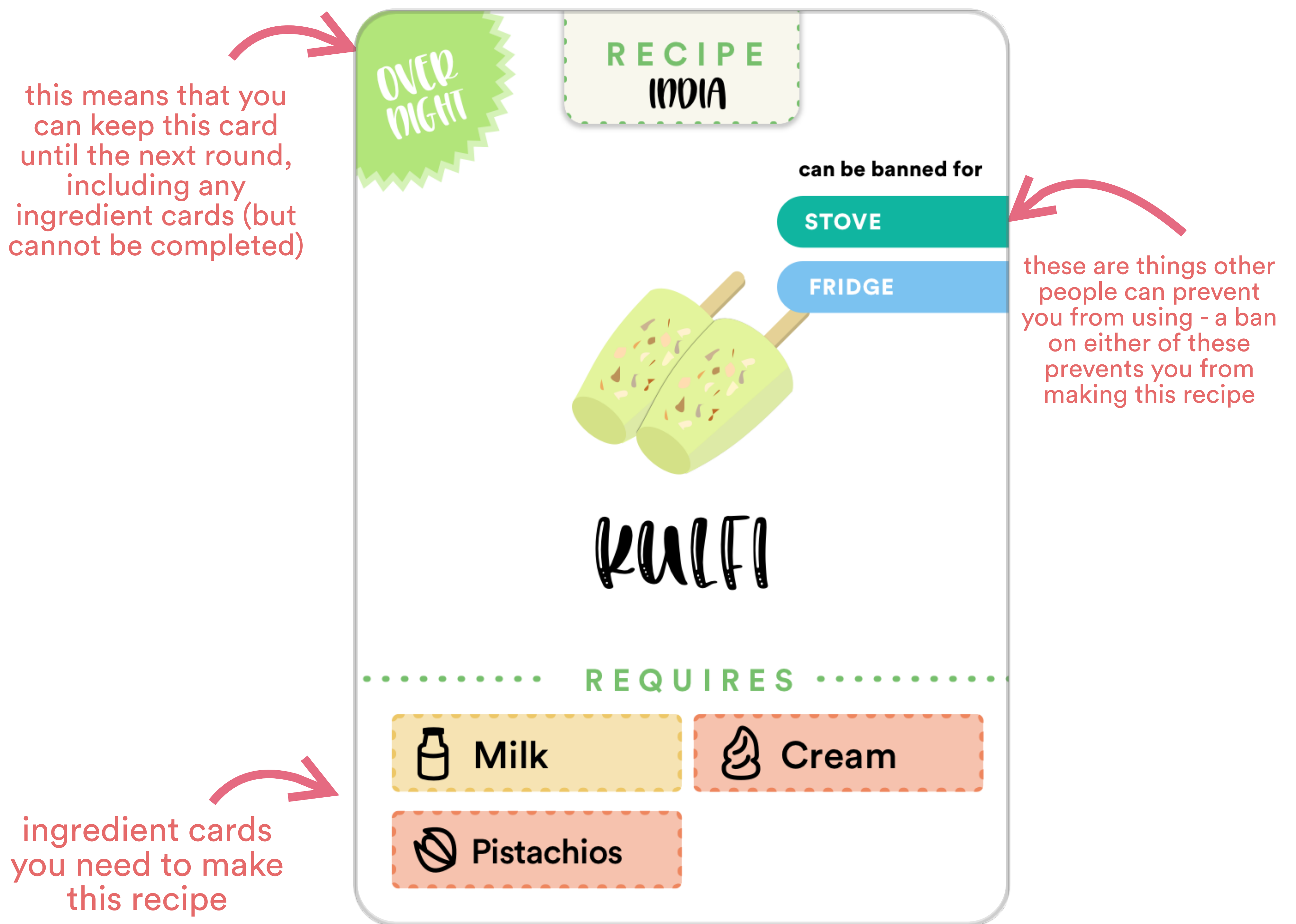
round 3

The 3rd round is played in the same way as the 2nd round, and the winner is the person who completes the most recipes by the end of the 3rd round.

to note:

Any ingredients placed with any recipes are STUCK to that recipe until the end of the round, so place them strategically. Additionally, bans placed on a recipe are also stuck to them until the end of the round or until the recipe is discarded.

ANATOMY OF A RECIPE CARD



SETTING UP THE GAME



HOW TO TAKE YOUR TURN



The player that goes first is the player whose most recently baked or made dessert. Play proceeds in a clockwise manner. The person to the immediate left of that player starts the second round, etc.

At the beginning of your turn, draw up to 5 cards from the DRAW deck (don't draw any if you already have 5 cards). On your turn, you can do any of the following, as many times as you want:

— Place Ingredients —

Place ingredient card(s) facedown underneath the Recipe to build the recipe. **Note:** Once you put an ingredient down on a recipe, you cannot move it to another recipe.

— Play Action Cards —

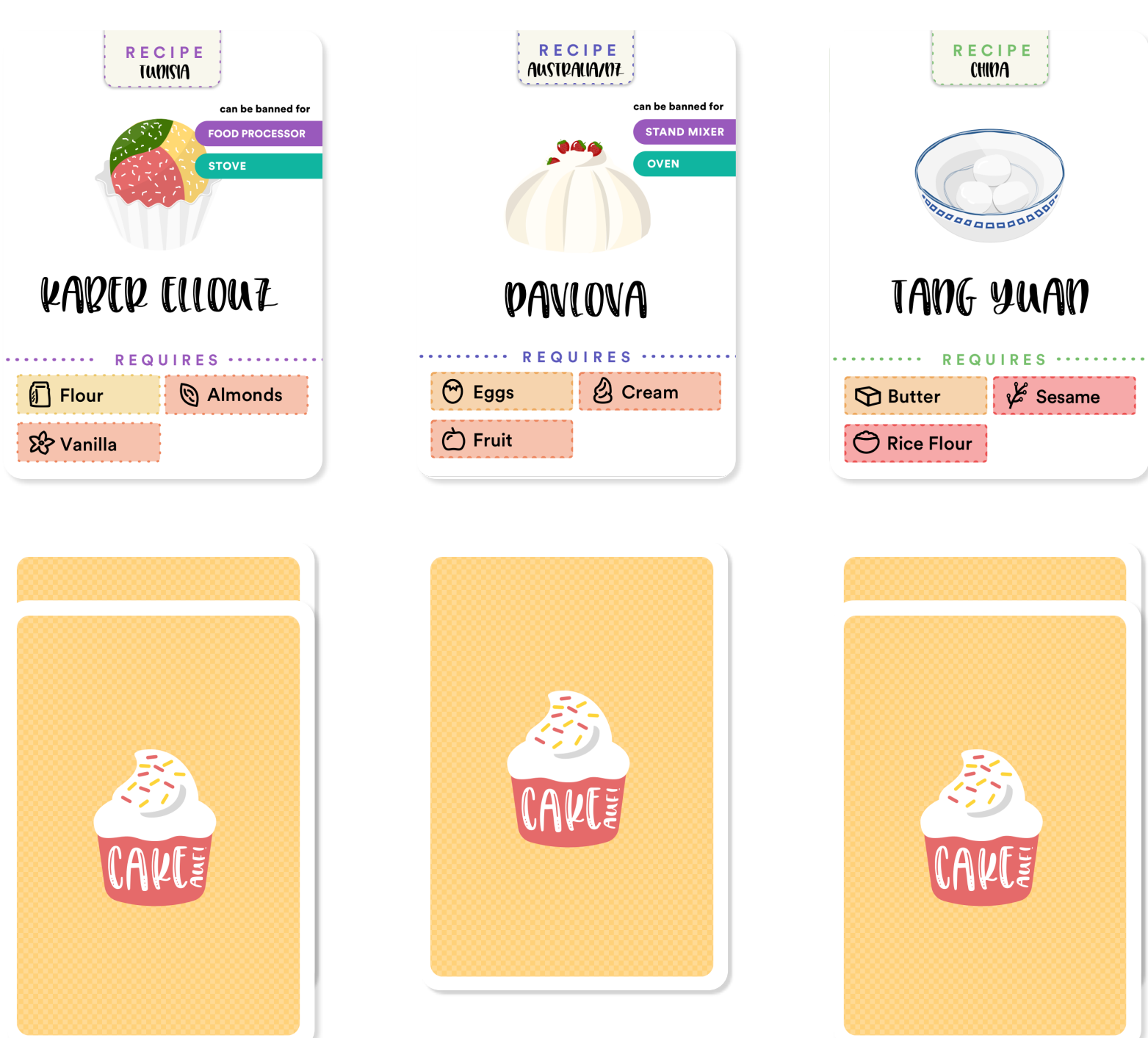
You can play action cards on other players, as many as you want. **Note:** One action card (e.g. Power Outtage) only corresponds to ONE recipe, not all of the player's recipes.

— Play Counteraction Cards —

You can play counteraction cards to lift a ban (e.g. using Power Restored to cancel Power Outtage). **Note:** You cannot preemptively place a counteraction card on yourself or others.

At the end of your turn, you can discard up to 2 cards (optional). Announce that your turn is over by saying "Pass."

Place your ingredients face down below your recipe. The ingredient cards should not cover up the recipe card it corresponds to.



Note: You may discard your entire hand and draw the same amount of cards at most 3 times during a round.

HOW TO PLAY ACTION CARDS

1

When you want to play an Action Card (Power Outtage or Fire Alarm) on another player, place it horizontally above the recipe card it's targeting.



2

With all other Action cards, place immediately in Discard pile after using.

— Notes about the Action Cards —

THE OLD SWITCHEROO (RECIPE)

With The Old Switcheroo, you can switch a recipe with another player. All ingredients placed for that recipe, along with all bans played on that recipe, are included in the switch.

PICKY EATER

Play this card and peek at the top 3 cards in the RECIPE pile and decide if you want to switch any with one of your current recipes. All ingredients placed on that recipe, along with all bans, are included in the switch. The 3 unused recipes should be shuffled back into the RECIPE pile.

1 FOR ONE

Choose another player for this action. They will show you their cards back to you, and you select one at random. They will do the same to your hand of cards. If you do not have any more cards, they do not get any card in return.

IF YOU HAVE A POWER OUTTAGE OR FIRE ALARM PLACED ON A RECIPE:

1

You can continue to place ingredient cards on the card, but you cannot finish making the recipe until one or both bans are lifted.

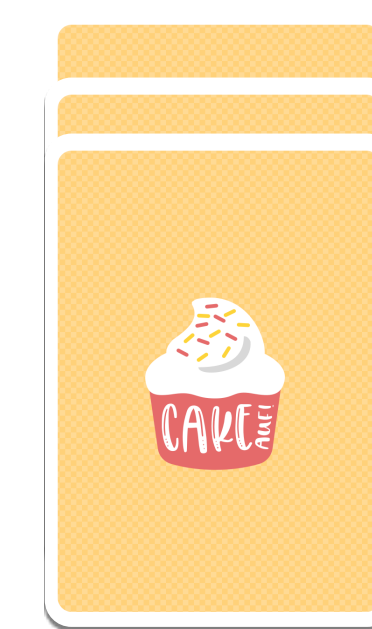
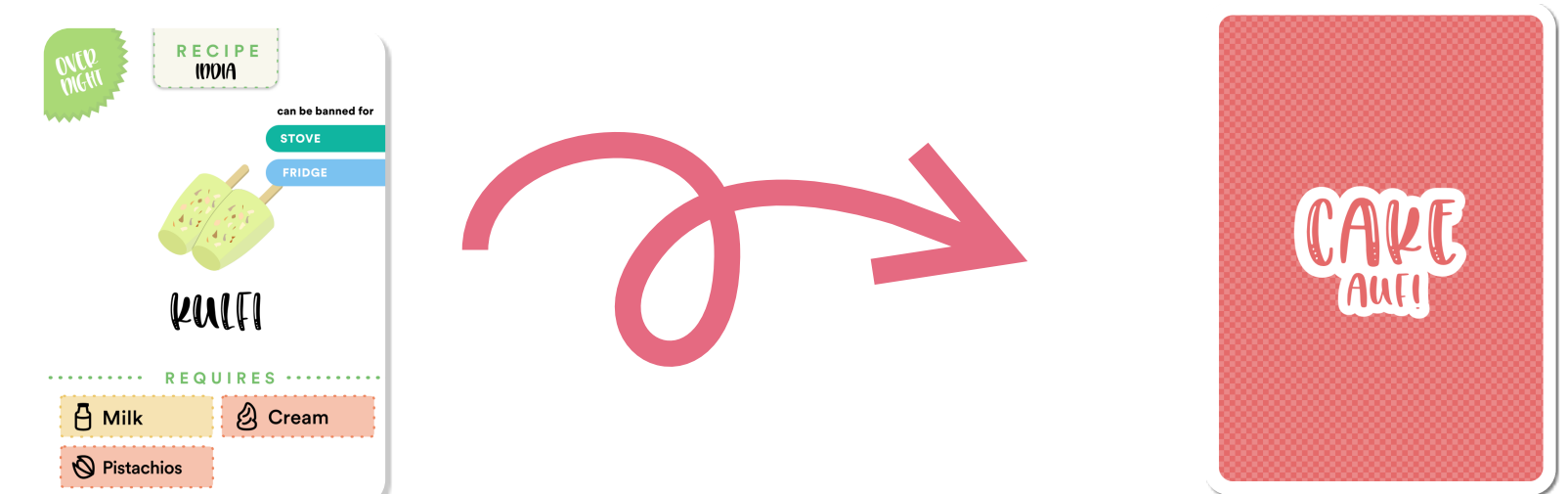
2

You must use a Power Restored to lift Power Outtage, and a Fire Extinguisher to lift Fire Alarm.

FINISHING RECIPES & ENDING THE ROUND

1

Once you have placed all the required ingredients for a recipe, you flip over the recipe and all ingredients used for that recipe go to the Discard pile.



Discard Pile

2

The player to finish all their given recipes first wins the first round and the round is now over.

If at any point, the DRAW deck runs out, reshuffle the Discard pile and that becomes the DRAW pile.

Every player gains 1 point for each recipe they have completed up until that point.

All unfinished recipes must go back in the RECIPES deck, and all ingredients placed with the unfinished recipes go into the Discard deck.

Discard and DRAW decks are shuffled together and once again placed in the center.

EXCEPTION: If any player has an Overnight card by the end of the round, they can keep that card and all ingredients (as well as bans) played with it into the next round.

3

The second round begins in the same way as the first round. (This is exclusive of the Overnight cards). The person to the left of the original first player goes first.

A player with 1-3 overnight cards has the option to make 3-5 recipes in the second round, but they must not complete the 2 recipes they received during the second round until AFTER the Overnight recipes are already finished.

4

The third round is identical to the second round. The player with the most finished recipes has the most points and is the winner of the game.

In the case of a tie, the winning players should play Rock Paper Scissors. Best of 3 wins. Alternatively, you could also have a bake off ^.^~

Questions?
Visit www.cakeauf.com for anything not covered here!