

# Cake Master

*Every day is a cake-worthy day!*

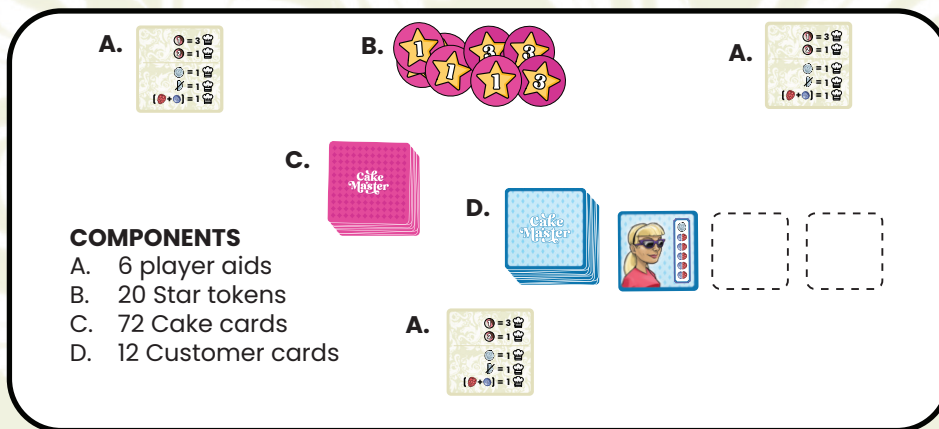
*To find out who makes the best cakes, you and other bakers are organizing a contest. Watch out, though, as it will not be a piece of cake!*

*Choose and share your cake cards, then assemble your masterpieces. Try to meet the demands of the most picky customers! Be careful not to help others by giving them what they don't want and aim for the title of **Cake Master!***

## GAME OBJECTIVE

The game takes place over the course of 3 rounds, in which everyone plays simultaneously. You draw and share cake cards to assemble 3 cakes at the same time.

Cakes are then judged according to their taste and their capacity to meet the customer demands. After 3 rounds, the player with the most Stars ★ wins the game.



### COMPONENTS

- A. 6 player aids
- B. 20 Star tokens
- C. 72 Cake cards
- D. 12 Customer cards

## ICON DETAILS

- Number of icing colors on a cake
- Complete Rosette
- NO half-rosette
- Raspberry NO Raspberries
- Blueberry NO blueberries
- Blueberry **OR** Raspberry
- Tasty points
- Stars

## GAME SETUP

- A. Each player receives a player aid (A).
- B. Place the Star tokens (B) in a pile in everyone's reach.
- C. Shuffle the Cake cards (C) and place them in a face-down draw pile in the center of the table where everyone can reach it.
- D. Shuffle the Customer cards (D) and place them in a face-down pile next to the Cake cards. Reveal ONE Customer card and place it beside the Customer card pile. The game can now begin.

## HOW TO PLAY

The game plays over 3 rounds. Each round is divided in 4 turns during which all players play simultaneously.

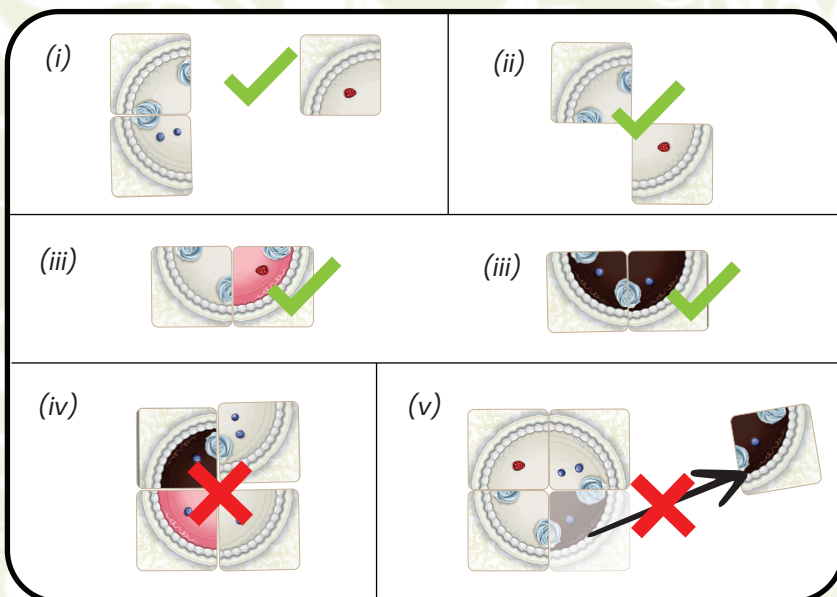
Each turn is divided in 3 phases :

1. **Draw 3 cards.** Each player draws 3 Cake cards from the draw pile.
2. **Choose and Share.** This phase is done secretly. Each player chooses one of their 3 drawn cards card to keep for themselves. Then, they give one of the remaining 2 to the player on their left, and the last one to the player on their right.
3. **Place.** Once all players have received their 3 cards, everyone simultaneously reveals them, and then place them to assemble **NO MORE THAN 3** cakes. See details in the *Card Placement Rules* section.

The turn ends once every player has placed their 3 Cake cards. After the 4th turn of the round, each player **MUST** have 3 complete cakes in front of them.

## CARD PLACEMENT RULES

- i. You can place your 3 cards on one cake, or multiple cakes.
- ii. You can place cards in a cake even if they are only touching by the corners.
- iii. Rosettes and colors do not need to match.
- iv. 4 cards must form 1 round cake. No broken plates!
- v. Once placed, a card cannot be moved.





## ROUND SCORING

Scoring happens after 4 turns, once every player has exactly 12 Cake cards in front of them that make up 3 complete cakes. Each player tallies up their Tasty points and Customer points separately.

### a) Tasty Points

Each cake scores Tasty points (👨🍳) cake according to the chart that's also shown on the player aid:

- ① = 3 👨🍳 Only 1 icing color : 3 Tasty points
- ② = 1 👨🍳 2 icing colors : 1 Tasty point
- ③ = 0 👨🍳 3 icing colors : 0 Tasty point
- 🌀 = 1 👨🍳 Each complete rosette : 1 Tasty point
- 🌀 = 1 👨🍳 NO half-rosette : 1 Tasty point
- [🍓 + 🍷] = 1 👨🍳 Each pair of different fruits [Raspberry + Blueberry] : 1 Tasty point

👨🍳 → = 2★ The player or players with the highest total of Tasty points receives 2 Stars.

← 👨🍳 = 0 The player or players with the lowest total of Tasty points receives NO Stars.

← 👨🍳 → = 1★ Every other player receives 1 Star.

*EXAMPLE: If players get 14, 14, 13, 12 and 12👨🍳, the players with 14👨🍳 receive 2★. Both players with 12👨🍳 receive NO stars and the player with 13👨🍳 receives 1★.*

### b) Customer points

Each player checks if one or more of their cakes meets the demands of the Customer card(s) in play. A player receives 1★ for each satisfied customer! Each cake can be used for only ONE customer and each customer can get only ONE cake.

#### END OF THE ROUND

After scoring, place the customer(s) in play back at the bottom of the Customer pile. Reveal new Customers depending on the round (2 for the 2nd round, 3 for the 3rd round). Shuffle all Cake cards to form a new draw pile

#### END OF THE GAME

The game ends after the 3rd round. The player with the most Stars wins the game! In case of a tie, the player who got the most Tasty points 👨🍳 in the last round wins the game and is crowned as the Cake Master. If still tied, tied players share victory.

### Example of Tasty points scoring:

(a) (b) (c)

② = 1      ② = 1      ① = 3  
🌀 = 1      🌀 = 3      🌀 = 1  
🌀 = 0      🌀 = 1      🌀 = 0  
[🍓 + 🍷] = 1      [🍓 + 🍷] = 1      [🍓 + 🍷] = 1  
3 👨🍳      6 👨🍳      5 👨🍳

**TOTAL : 3 + 6 + 5 = 14 👨🍳**

*NOTE: The 👨🍳 MUST be tallied for each cake separately. For example, if you have 3 Raspberries on one cake and 3 Blueberries on a different cake, you score 0👨🍳 for your pairs of fruits on these 2 cakes.*

### Example of Customer scoring:

The customer's needs are indicated on the right side of the Customer card. It states the **exact number of each characteristic** the customer asks for. The characteristics that are NOT indicated on the card are ignored when trying to meet the customer's demands.



*Example: this customer wants **exactly** 5 fruits and **exactly** 1 complete rosette. Since the number of half-rosettes and icing colors is not specified on the card, these features are not considered for scoring this customer. Here, the (c) cake meets the requirements. The player scores 1★.*

**IMPORTANT: A player can only score one customer per cake, and one cake per customer. Customers don't want to share!**