



Contents:

- 40 round frosting cards
- 80 folded sponge cake cards
- 4 round plate tokens
- 40 coloured cubes
- 19 order cards
- 1 round bell card
- 1 bell



2-4 Players



+5 Age



15 minutes

At Chef Sweetener's bakery, everybody is working flat out! We have to make huge and delicious cakes. Who will be the fastest baker? Will you be able to make the highest cake?

The object of the game is **to make the highest cake (10 layers)** according to the orders you receive, and having in mind that balance plays an important role.

Setup

Each player draws **10 Frosting cards**, **1 Plate card** and **20 Sponge Cake cards**.

In the middle of the table, place the bell, the Order deck (facing down) and the coloured cubes, which are the toppings supply.

The player who ate cake most recently flips the top card of the Order deck so all players can see it.



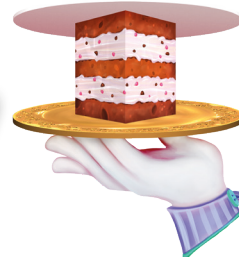
x10



x1



x20



How to Play

Players place their Plates on their hands. On top of these Plates, they will stack the layers of their cakes depending on the Order card (one layer, two layers...). In order to do so, each player draws 2 Sponge Cake cards and places them in a way they can put a Frosting card on top of the Sponge cake.

In following turns, **they will stack layers on top of the ones that are already on their plate.**



If the Order card has a Candied Cherry on it, each player needs to draw a Topping cube from the supply (**no matter the colour**) and place it on the layer of their cakes.

The first player who completes the Order rings the bell, and the other players stop making their cakes. If the cake of that player is still standing, that player keeps the Order card as a reward and, at the end of the game, the points on that card will be tallied.

Once a player rings the bell, the other players must stop; they cannot touch their cakes. If any of them has an unfinished layer, they must remove all the components of that unfinished layer.

If a player's cake collapses, that player continues with what remains or starts the cake again.

The winner of the round (the player who rang the bell first and kept the Order card) will flip a new Order card during the next round, and so on and so forth.

End of the Game

The game ends when at least **one of the following conditions** is fulfilled:

- A player makes a 10 layer cake, without it collapses, and touches the Bell.
- The Order deck runs out of cards. In that case, players tally their points. The player with the most points wins the game (Order cards grant points according to their difficulty).

In case of a tie, the tied players share the victory.

Remember! There are **2 strategies to get the victory**:

- Stack the layers very quickly, with a high risk that your cake collapses.
- Or make the cake slowly in order to get the 10 layers.



Kids Variant

To make a cake on a Plate that is on your hand may not be a piece of cake for the youngest. In that case, they may just make their cakes on the table.

Optionally, **the toppings rule may be ignored** and cakes may be made without them.



Advanced mode

Once you become an expert pastry chef, try adding special cards for a greater challenge.

You can combine them as you want. During the setup, choose which special cards you are going to play with and shuffle them into the deck with the rest of the order cards. That's all you need to have everything ready to start playing.



Special cards orders: these orders are different. The **4 tier cake** is more complicated to build, but it will give you a lot of points if you complete it. However, **adding a topping** is simple, you will have to be the fastest to do it and press the bell to get the victory point!

Event: working in a professional kitchen has always been your dream, but no one told you that, sometimes, you have to switch places with a colleague in the middle of a service.

If one of these special cards appears when you flip an order card, check the arrow direction. **You have to change places with the player next to you** in that direction, taking your cake with you.



Credits

Publisher: Átomo Games S.L. (info@atomo-games.com) **Designer:** Juan Calor Ruiz
Illustrator: Natalia Romero **Graphic Design:** 221B Studio