



RULES

You are a baker in a gourmet cookie shop, competing to make the best selling box of cookies. Manage your hand of ingredient cards to fulfill the cookie orders coming in. Collect tips and make sets to score bonuses. When the orders back up, whoever has the best-selling box wins.

SETUP

Shuffle both the Cookie Deck and Ingredient Deck and place them near the middle of the table. Each player draws 7 Ingredient Cards for their hand. *Hands are kept secret.* Pick a player to go first and give them the First Player token. The First Player starts the first round by flipping over the top cards of the Cookie Deck to build the Order Board. The number of Orders that come in each round are equal to the number of players.

PLAYER TURN

At the start of your turn, draw 1 new Ingredient Card.

You may swap out up to 3 Ingredient Cards for fresh ones. Discard first, and then draw the same number from the Ingredient Deck as replacements.

Wilds may be used in place of any single ingredient.

If you can fulfill an Order with the Ingredients in your hand, discard those Ingredient Cards, and move the fulfilled Cookie Order in front of you. You may only fulfill 1 Order per turn.

Play passes to the left.

GAME ROUNDS

When all players have taken their turn, the First Player token is passed *to the right*. The last player of a round, will be the first player in the next.

The new first player flips over new Cookie Orders equal to the number of players.

If the number of Cookies in the Order Board reaches 10, stop adding new Orders. This will be the final round.

HAND MANAGEMENT

If you start your turn with only 1 Ingredient Card, you will only be able to fulfill a 2-ingredient cookie order.

If you start your turn with 0 Ingredient Cards, draw 5 new Ingredient Cards instead of just 1.

TIPS

The Cookie Deck is full of Tips, ranging from \$1 to \$3. If a Tip is drawn it goes in the next open spot in the Order Board. The next Cookie Order will go on top of it, attaching to it. If you can fulfill that Cookie Order you also take the Tip and store it in a personal tip pile.

If multiple tips come out in sequence, they stack on top of one another. A single Order could be stacked atop many Tips.

END GAME SCORING

When the final round has ended add up your score:

You get 1 point for each ingredient used in your cookie box.

Sets of 2-ingredient cookies have an escalating bonus: The first extra cookie is +1, the second extra cookie is +2, and the third extra cookie is +3. A full set of all 4 has a total set bonus of +6.

Sets of 3-ingredients cookies are worth +3. There are only 2 of each in the deck.

1 point for each dollar in Tips.

TIES

If there are ties, whoever had the largest set is the winner. If there is still a tie, whoever has the most cards in their sets is the winner.

COMPONENTS

52 Cookie Order Cards

132 Ingredient Cards

1 First Player Token

CREDITS

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