

Cake Auf!

2-4 15-30' 7+

Rulebook

THE BASIC GIST

You're a baker tasked with making desserts from around the world. Collect the ingredients for the desserts you're assigned and use cheeky action cards to stop your opponents' progress!

WINNING CONDITION



The first player to collect 5 stars wins!

NOTE: There are considerable rule changes from the 1st edition. If you prefer the 1st edition rules, you're free to play that version.

Anatomy of a Recipe Card

Ingredients

The ingredient cards you need to make this recipe.

Note:

Once you place an ingredient on a recipe, you cannot move it to another recipe.

Attacks

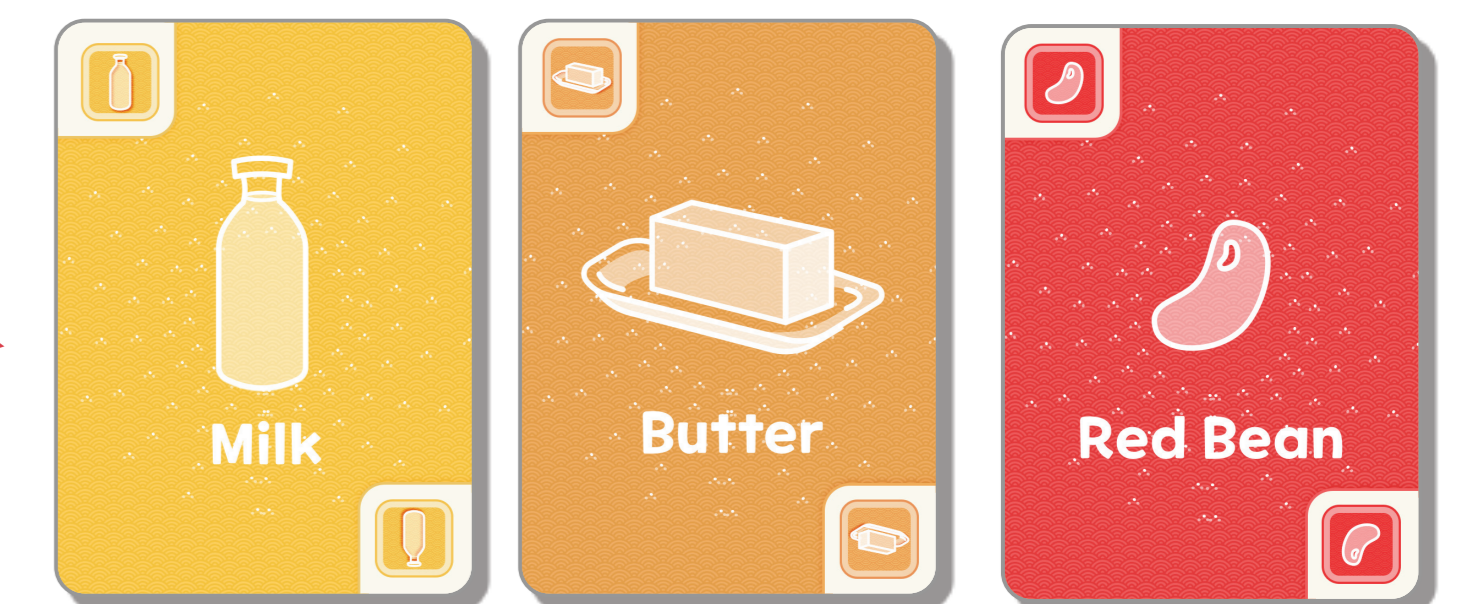
If a recipe card has these icons on the bottom, it means it can be attacked by the corresponding Attack cards.

Star Value

When you complete this recipe, you receive the number of stars displayed here.

Playing Deck: Yellow-back Cards

Ingredient Cards



Place ingredient cards under the recipes that require them.

Action Cards



Use action cards to speed up your progress and prevent other players from completing their recipes.

There are two types of yellow-backed cards.

Read in this direction (Left to Right; Top, then Bottom)



Set-up (Aerial View)

Step 1

Each player randomly receives 3 recipes - they are placed face up on the table in front of the player.



Player 1

Step 2

The unused recipe cards are placed face down on one side of the table. (Also called **Recipe Deck**.)

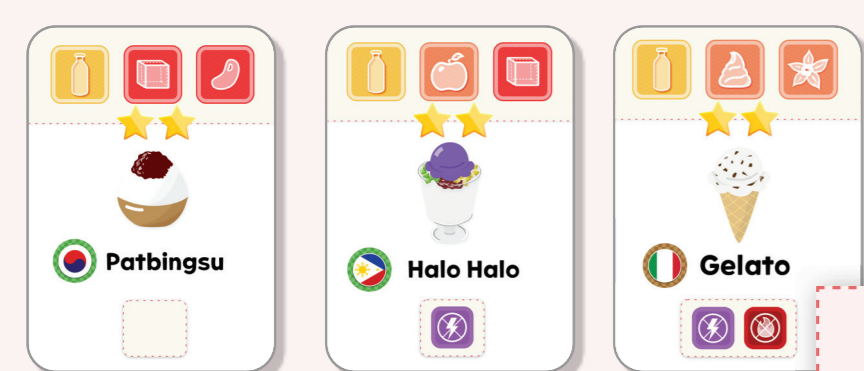
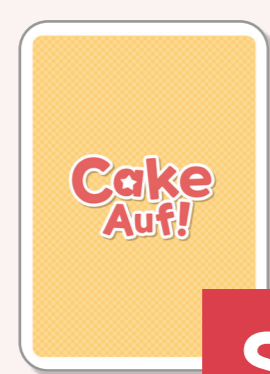


Step 5

Cards that will be discarded will be placed in a pile next to the Deck. (Also called **Discard Pile**.)

Step 4

Place the remaining yellow cards on the center of the table. (Also called **Deck**.)



Player 2

Step 3

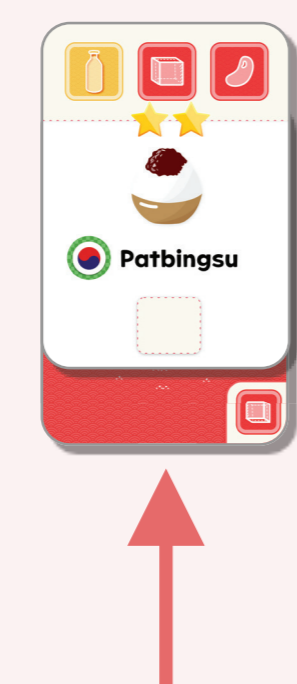
Each player receives 5 yellow-backed cards.

Turn Taking

Decide who will go first, and turns will proceed in a clockwise manner.

Step 1

You can take up to 3 actions on your turn. The 3 options are:



- Placing an ingredient card beneath a recipe card.
- Playing an action card (place the card in the **Discard Pile** & perform that action).
- Discarding a card by placing it in the **Discard Pile**.

You can do any combination of the 3 options above.

Step 2

Draw back up to 5 cards (from the Deck, yellow-backed cards).

Step 3

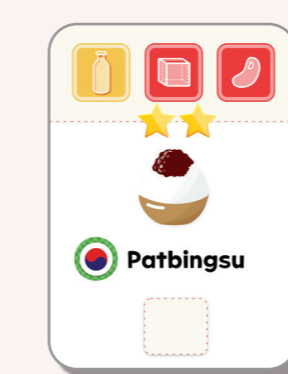
Your turn is now over.

Finishing Recipes

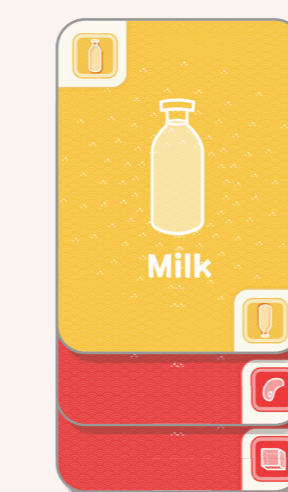
Finishing a Recipe

Once you've placed all 3 ingredients required for a recipe, move the recipe to the side & place ingredient cards in the **Discard Pile**.

1



2



Discard Pile

3 Get a New Recipe

Get a new recipe from the **Recipe Deck** and place it in the empty space left by the recently finished recipe. You should always have 3 recipes to make.



2

Winning Condition

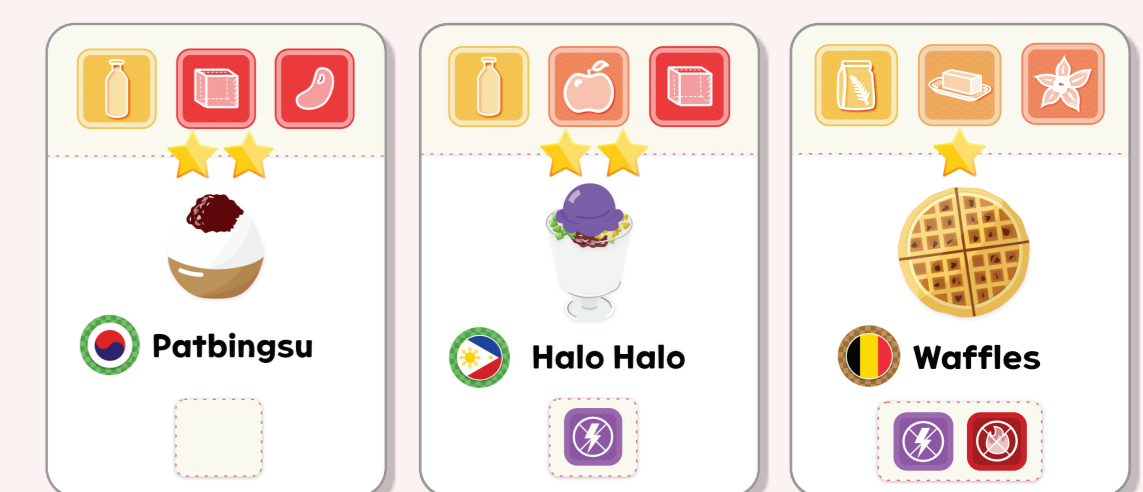
When a player collects 5 stars, they win immediately.



The combination of stars does not matter, as long as a player reaches 5 (or more) stars.

Examples:

It can be comprised of these kinds of recipes:

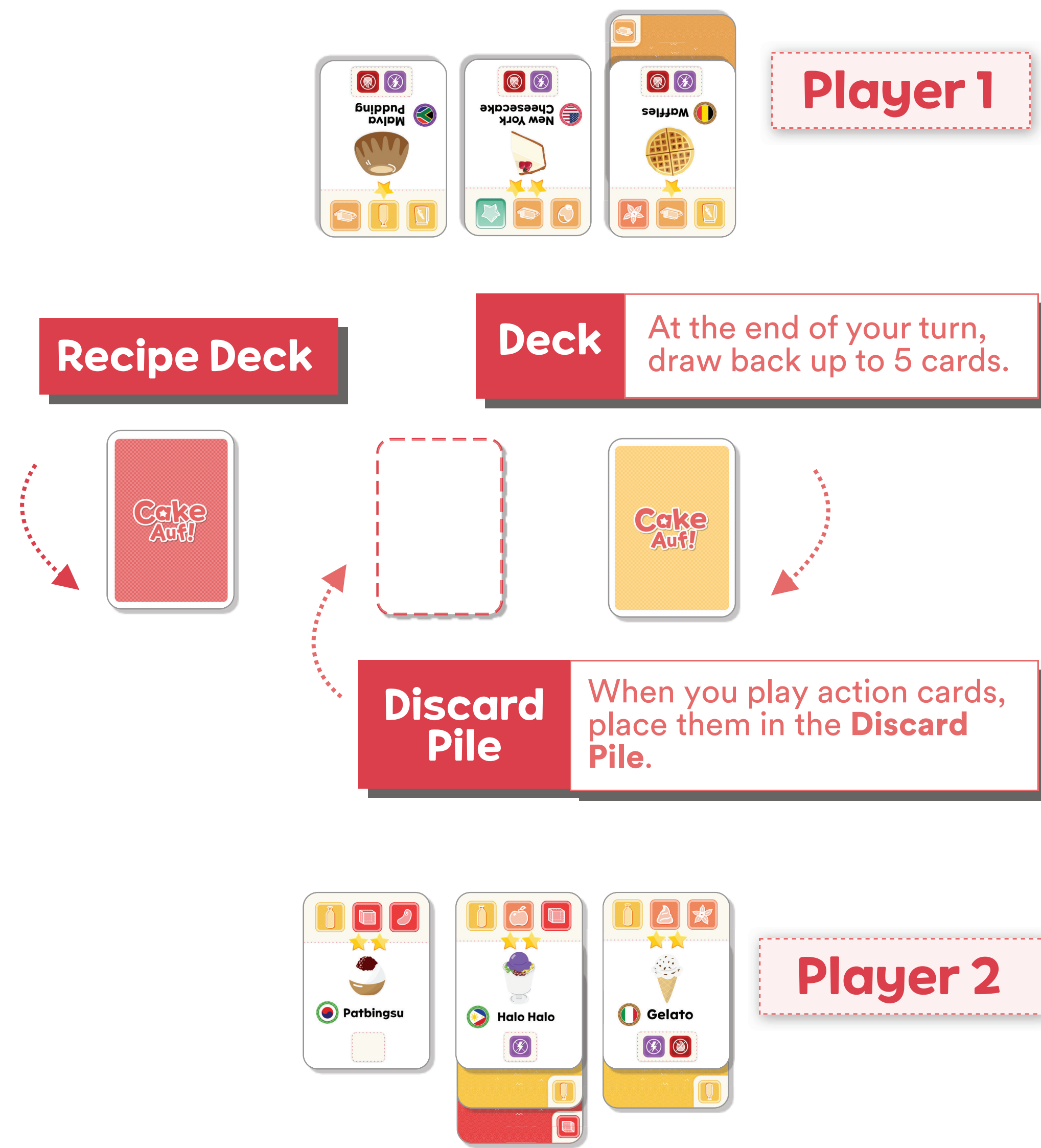


Or these kinds of recipes:



Aerial View

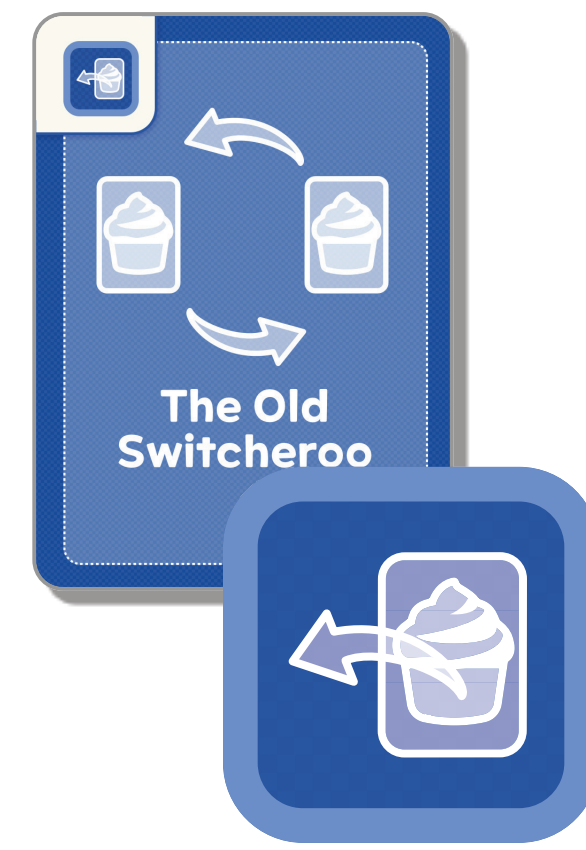
This is what the table looks like as the game proceeds:



Action Cards

When you play an action card, place it in the **Discard Pile**.

The Old Switcheroo



How to Use:

Select the recipe of another player and switch it with a recipe of yours. This can **ONLY** be used with uncompleted recipe cards.

Note:

All of the ingredients and attack cards played on a recipe are switched as well.

Go Dumpster Diving



How to Use:

Look through the **Discard Pile** and pick one card (any card) to take and place in your hand.

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Get New Recipe



How to Use:

Select one recipe to discard, and place it at the bottom of the **Recipe Deck**.

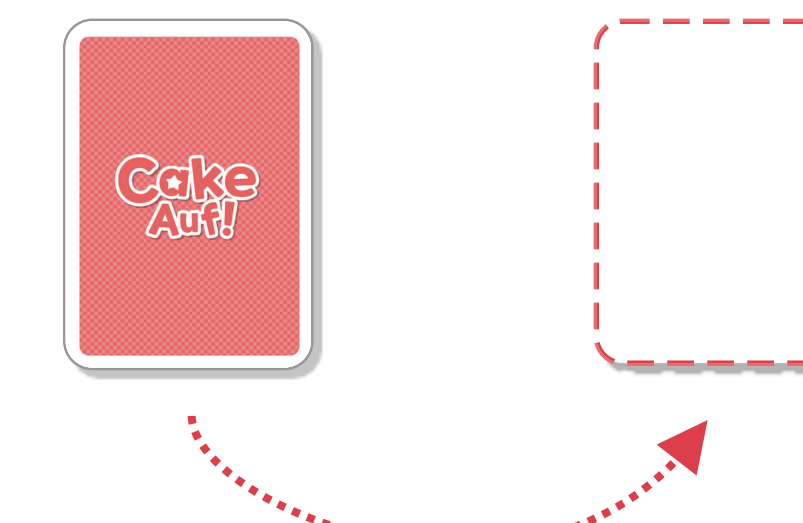
Place any ingredients and/or Attack cards placed on the recipe in the **Discard Pile**.

Draw the top card of the **Recipe Deck** and place in the empty recipe left by the discarded recipe.

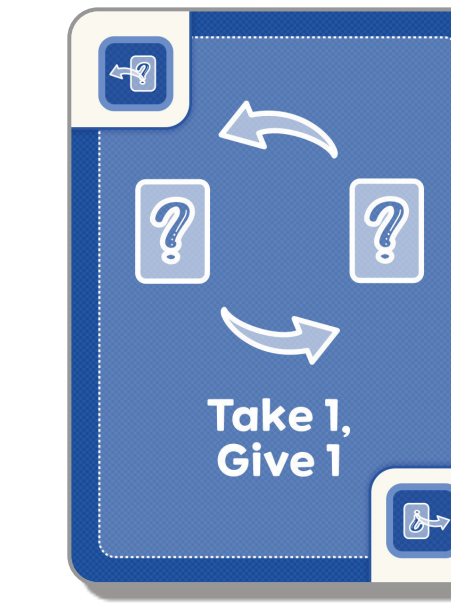
1 Return Discarded Recipe to Recipe Deck



2 Get New Recipe



Take 1, Give 1



How to Use:

Select a player and ask that player to hold all cards up (backside facing you). Pick one at random. Place that card on the table in front of you.



That player will then do the same with you.

FAQ

- Q** If the **Deck** runs out of cards, what happens?
- A** If the **Deck** runs out of cards, shuffle the **Discard Pile**, which turns into the **Deck**. If the **Deck** runs out during someone's turn, shuffle the **Discard Pile** immediately.

- Q** Can I use the **Restore** card on another player's recipe?
- A** Unfortunately, you cannot use the **Restore** card on another player's recipe.

- Q** Do I need to have the **Go Dumpster Diving** card to look at the **Discard Pile**?
- A** No, you can look at the **Discard Pile** whenever you want.

- Q** When I use the **Get New Recipe** card, do I have to use the new recipe?
- A** Yes, when you use the **Get New Recipe** card, you have first pick a recipe to discard, discard both it and the cards played on it, before getting the new recipe.

If you have any other questions, feel free to look at the **FAQ** on the website, hawberrygames.com.

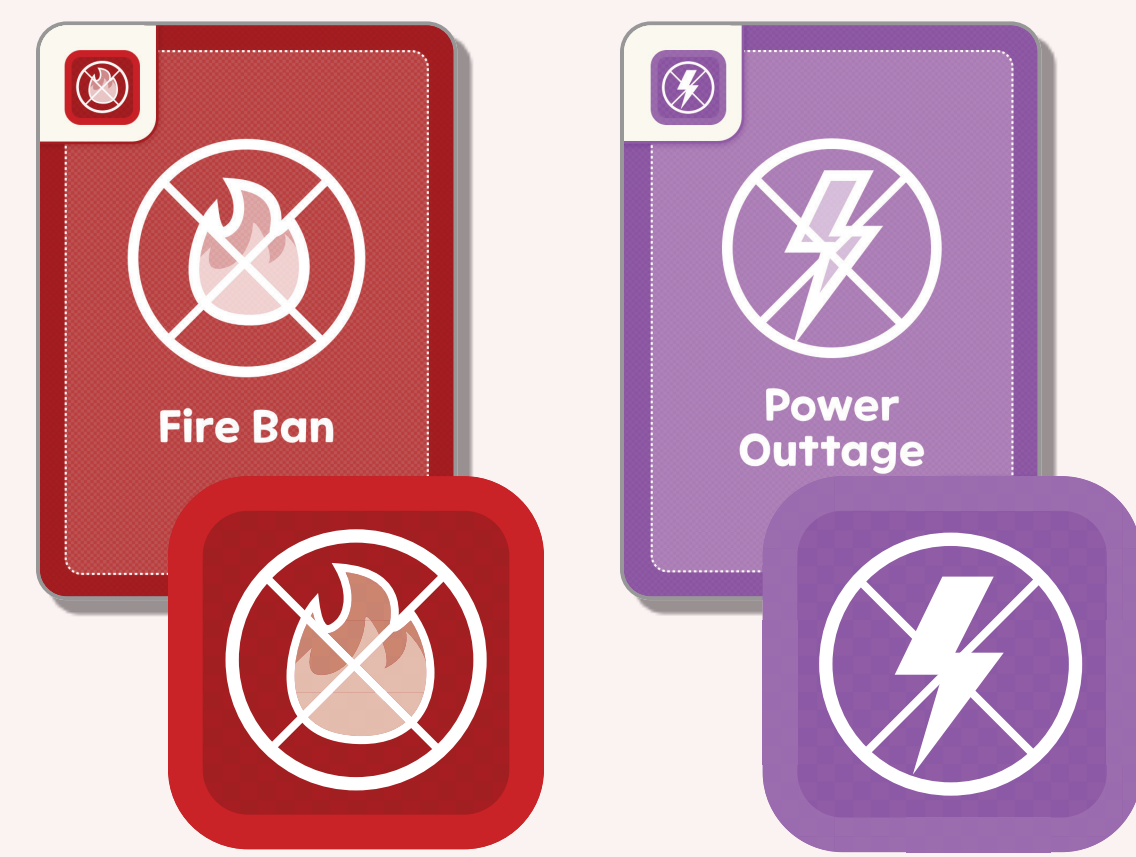
You can also contact us at contact@hawberrygames.com.

Attack Cards

Attack cards allow you to block other players' progress.

Ban Cards

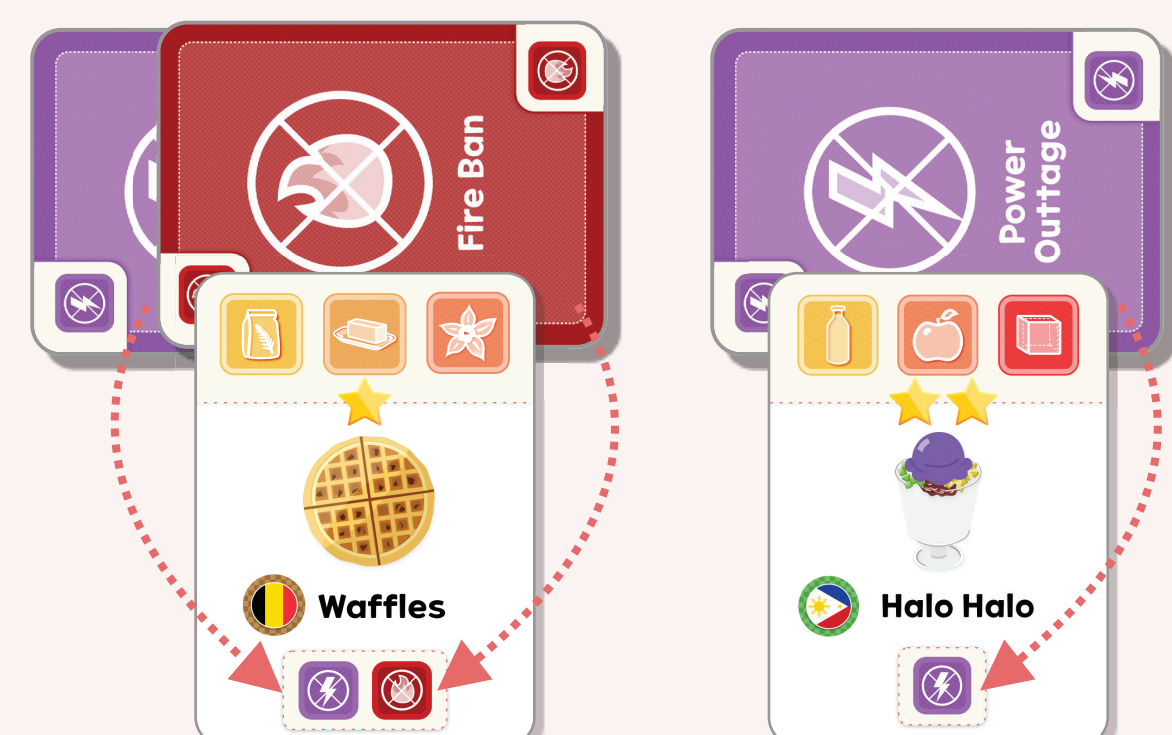
There are 2 types of Ban cards:



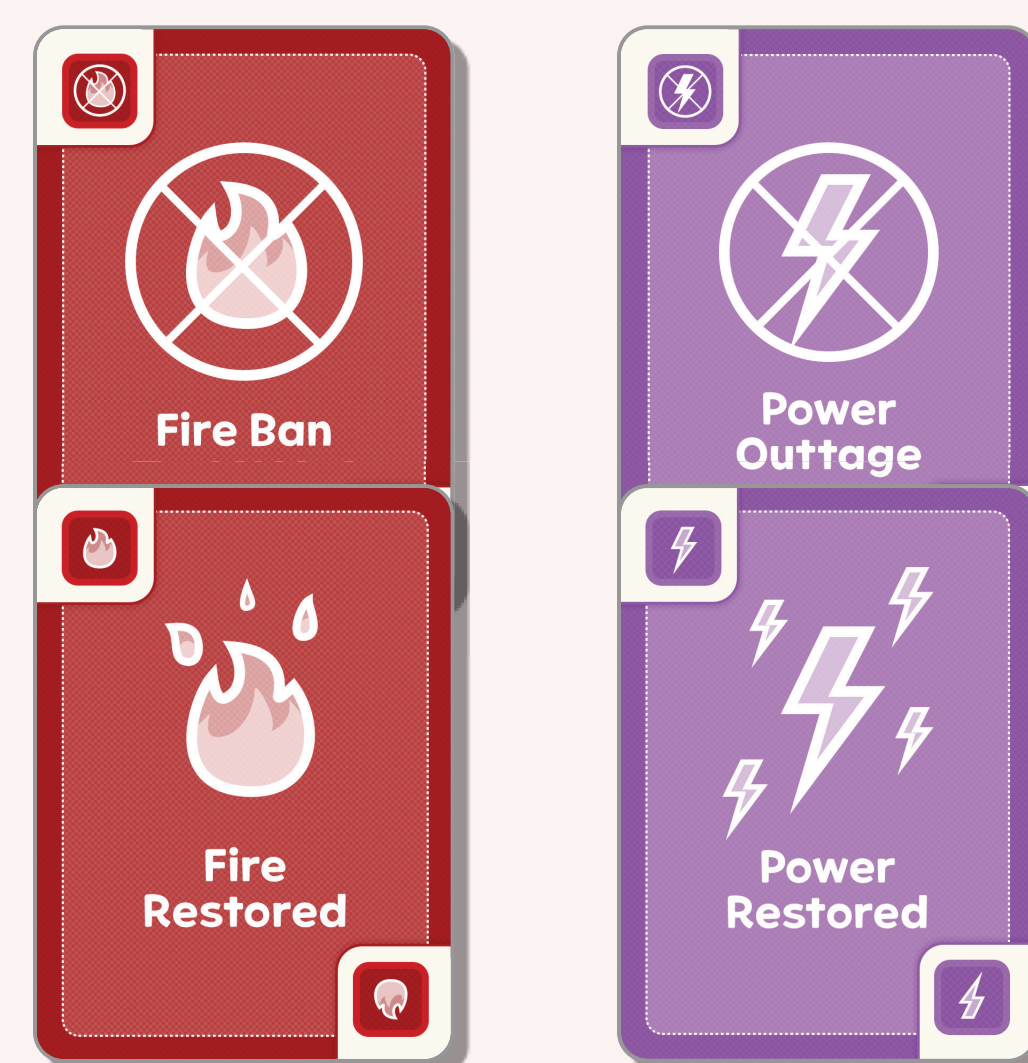
How to Use

Each Ban card can only be used on recipe cards that have the **same icon on the bottom of the recipe card**.

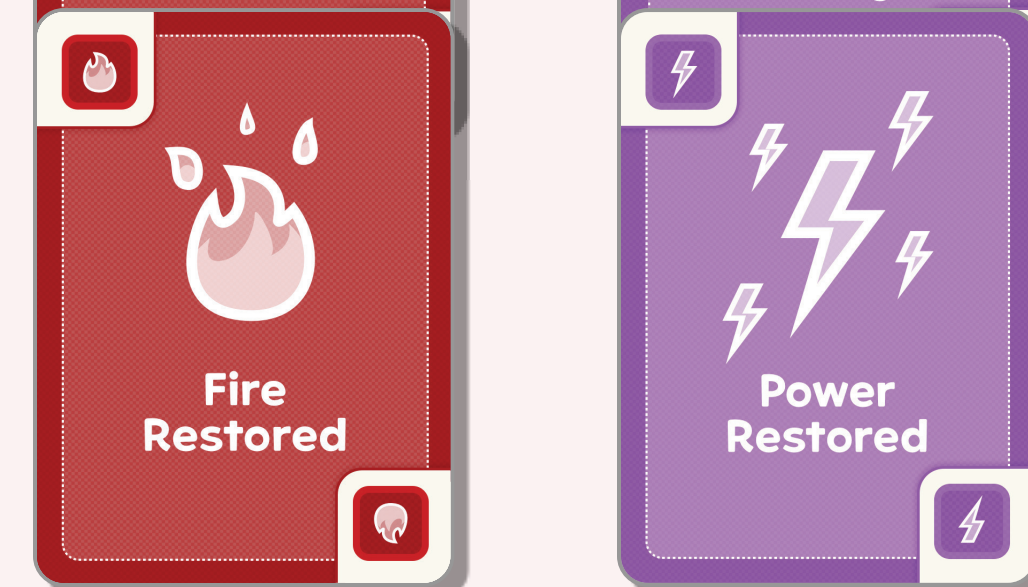
When you use the Ban card, place it horizontally above the recipe card. (Make sure it doesn't cover the required ingredients.)



Ban Cards



Restore Cards



How to Use

Once you have the related Restore card, you can place it and remove the Ban card from a recipe. Both cards then go to the **Discard Pile**.

Note: 1 Ban card only targets 1 recipe.

Recipes that have a Ban card (or 2) placed above cannot be completed.

However, you can still place ingredient cards under the recipe.

Hint

If you can't find the related Restore card, it's best to use the **Get New Recipe** card to get rid of the recipe entirely.

The Ultimate Attack Card

Destroy Opponent's Completed Recipe



How to Use

Use this card to force another player to discard a recipe they have completed (only applies to 1-star recipes). Discarded recipe goes to the bottom of the **Recipe Deck**.

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