

# Baker's Brawl

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## Overview

You and your fellow bakers are in a competition to see who can win the most Brownie Points with the boss of the bakery. Connect Basic and Special ingredients to complete Orders and win points, but don't slack off – if you don't complete the orders in time, the boss will instead, and you'll *all* get fired!

## Game Setup

1. Separate the **Orders**, **Special Ingredients**, and **Secret Agenda** cards into three face-down stacks.
2. Turn three Orders face-up in a row next to the board. This is the Order Line. Keep the Orders deck next to the Line.
3. Have each player choose a color, take 15 cubes of that color, and take their five **Basic Ingredients**: Flour, Butter, Milk, Eggs, and Sugar. These ingredients go face-up in front of them. Players then draw one Special Ingredient for their hand and one Secret Agenda.
4. Remove the rest of the Secret Agendas from the game.

## Rules for Play

### Turn Actions

Players can take one of the following actions during their turn:

1. Draw a Special Ingredient card.
2. Play an Ingredient card on the board.
3. Blindly play a Special Ingredient card from the deck.

### Drawing Ingredients

Players have a hand limit of 3 Special Ingredients. There are two ways to get Special Ingredient cards – face-down from the deck, or face-up from the **Pantry**.

When drawing from the deck, take two cards and choose one to put into your hand. The other card goes into the Pantry. If the Pantry has five cards, it is full and you may choose to discard one of the cards in the Pantry to make room.

### Playing Ingredients

Playing ingredients to the board costs **Labor Points**, represented by cubes. Basic Ingredients cost 1 cube, and Special Ingredients cost 2 cubes.

Using a Blind play from the Special Ingredient deck costs only 1 cube – however, you must select the location of the Ingredient *before* you reveal it.

## Completing Orders and Scoring

Players complete an Order when they place the last ingredient needed for that Order on the board. Ingredients must connect orthogonally without any repeat or unnecessary ingredients.

The player who completes the Order scores the **top number** on the card. The player with the most Labor Points involved in a recipe scores the **bottom number** on the card. If there is a choice, the player completing the Order chooses which Ingredients are used.

The first tie-breaker for majority is the number of Ingredients that belong to a player.

The second tie-breaker is the number of Special Ingredients belonging to a player.

If players are still tied, both get the majority score.

After scoring, remove the Ingredients from the board – return Basic Ingredients and Labor Points to their owners and discard Special Ingredients. Then, take the Order card and move it out of the Order Line to the other side of the board. Every player whose Ingredient was used to complete the Order puts a Labor Point on the Order.

## New Orders

Every round, a new Order comes into the bakery. Move the row of Orders down one space and reveal another card off the Order deck.

The Order Line can only hold five Orders. If a sixth Order comes out into the Order Line, the head of the bakery completes the oldest Order in the Line. Needless to say, no one gets any Brownie Points for this.

## End of the Game and Scoring

After the head of the bakery is forced to complete five Orders, you are all declared incompetent and immediately fired. The game is over.

Calculate your score according to your Secret Agenda and how many Orders you helped complete. Every Order with your cube on it can count towards your Secret Agenda – in addition, you get 3 points for every two Orders you helped complete. Add these points to your total to determine the winner!