

Take the Cake Rules

Overview

Take the Cake is a game for 2-4 players in which players will draft cake pieces and place them in a grid to create a cake worth the most points. Players build 2 cakes and combine their score. The cake maker with the most points at the end of 2 rounds is known as the cake connoisseur.

Setup

1. Give each player one of the 4 Reference Cards. (Even if you no longer need to refer to them, these cards will come into play in a 3 Player game.)
2. Shuffle the 27 Cut Cards and place them in a facedown deck near the play area.
3. Shuffle the 23 Order Cards and deal 3 to each player. *Order Cards provide players with additional ways to score points at the end of each round.*
4. Shuffle the 64 Cake Cards and place 16 of them faceup in the center of the play area in a 4x4 grid.
5. The player who most recently baked something becomes the first player and is given the First Player Marker. (Players may also decide the first player randomly.)

How To Play

(These rules describe a 4 player game. For 2 and 3 player games you will also need to read the corresponding variant section.)

Players will take turns splitting the 4x4 Cake in the middle of the playing area into 4 equal pieces of 4 Cake Cards.

Cutting the Center Cake

The player with the First Player Marker draws 2 cards from the top of the Cut Deck.

Cut Cards show how the Cake in the middle will be cut. Cut Cards show a 4x4 grid with 4 different colored shapes. Red, Blue, Purple and Green. These colored shapes show the 4 different pieces the center Cake will be divided into. Players may orientate the Cut Cards in any direction they wish when choosing how to cut the cake. This means the player cutting the Cake has up to 8 different ways they can divide the cake in the middle.

Then, the player who drew 2 Cut Cards chooses one, in any orientation, and plays it faceup next to the cake in the center.

Players now divide the center Cake into the 4 equal pieces shown on the Cut Card. *When cutting the Cake in the center, you will be the last to draft a piece, meaning it's best to make the cake squares you really want seem less appealing to the other players.*

Creating Your Cake

Starting with the player to the left of the player that just cut the cake, players take turns choosing one of the remaining pieces from the middle and adding them to their personal cake.

Pieces taken from the center cake may be broken up and placed into your cake in any way you choose with a few limitations.

- Your cake may never exceed the limits of a 4x4 grid.
- Once your cake has a row or column that is 4 cards in length that axis of your cake is locked. Until then you may slide your cake as a whole to make room to add to it in any direction.

- Once placed, you may never move pieces in your cake.
- You *MAY* create holes in your cake in hopes of drafting the perfect piece later.

Once all players have taken a cut piece from the center cake, the cutting player passes the First Player Token to the player on their left and 16 new Cake Cards are drawn and placed in a 4x4 grid to form a new Center Cake.

Play continues like this until all players have a completed cake in front of them. (4 Rounds.)

At this point players must secretly assign one of their 3 order cards to their first cake. (This means that your other order card will score for your second cake.)

Then all players reveal their order cards and score their first cake.

Once all players have scored their first cake, shuffle the 64 Cake cards together to create a new Cake Deck and reveal a new center cake.

Players will now build their second cake following the same rules as the first cake except the players will cut the cake in reverse order. Starting with the player that cut the first cake last, the First player token will now be passed to the right rather than the left. ****Drafting pieces from the center cake is still performed in clockwise order**

Once all players have finished their second cake, players will reveal their remaining order cards and score their second cake.

Players now add their scores from both cakes together and the player with the highest total score wins.

If there is a tie, the player that scored the most points from flowers wins. If there is still a tie, players share the victory.

Scoring

There are 5 different ways your cake can score you points.

Cookies

Cookies score you 2 points each if they are on the perimeter of your cake.

Flowers

Flowers score you 1 point each just for being on your cake. The player with the most flowers on their cake scores an extra point for each flower (2 points each.) If there is a tie for the most flowers, neither player receives the bonus.

Fruit

There are 4 types of fruit; Oranges, Cherries, Blueberries, and Strawberries. Each type of fruit scores individually.

Fruit types score exponentially. If you have

1 (Single fruit type) = 1 point

2 (Single fruit type) = 4 points

3 (Single fruit type) = 9 points

4 (Single fruit type) = 16 points

5 (Single fruit type) = 25 points

You can only score a maximum of 25 points per fruit type.

Example: Megan has 4 Oranges, 2 Cherries, 1 Strawberry, and no Blueberries. Her oranges score her 16 points, her cherries score her 4 points, and her strawberry scores her 1 point. Megan scores 21 Points for her Fruit. ($16+4+1= 21$)

Candles

Candles will score you points based on your connected groups of the same flavor of icing. There are 4 flavors of icing; Vanilla, Chocolate, Strawberry, and Lavender. Each candle will score 1 point for each connected piece of the same icing flavor.

Example: Max has 3 candles on chocolate pieces that are all in a connected group of Chocolate icing. The connected group is 6 pieces. This scores Max 18 points ($3 \times 6 = 18$)

There are several pieces in the game that have 2 cookies, 2 flowers, 2 fruit, or 2 candles on them. These count as having 2 of them on that square of your cake and will score twice. They will also count as 2 towards your orders.

Orders

Order cards will score points based on if, or how well you completed that customer's order. **If you ever tie with another player for the most of anything, neither of you are considered to have the most.**

3 Player Variant

The 3 player game of Take the Cake plays almost identically to the 4 player game with two minor changes.

1. The first cut of each round will be performed at random by the cut card. Have one player draw the top card of the cut deck and place it face up in a random orientation. Next, players will each take the piece of cake corresponding to the color on their reference card.
2. The unchosen piece of cake each round will be discarded next to the cake deck.

2 Player Variant

In a 2 player game of Cut the Cake, players will be building two cakes at the same time and only play one round instead of 2. Then, each cake will score separately and the 2 scores will be added together.

On a player's turn, they will draft 1 piece of cake from the middle and place it in one of their 2 cakes. After each player has taken a piece from the middle cake they will each take another turn and must place the next piece taken into the cake they did not place the first piece in.

During scoring players must assign one order card to each of their cakes and score them separately.

Flower scoring is based on each individual cake rather than individual players

Easy Variant

For an even more streamlined experience, players can choose to play without the Order Cards.