

# THE RULE BOOK



# Time are tough...

Lately it's all about the protein and fiber, less about the sugar and carbs. But a baker's got to survive...one way or another, even if that means taking part in an underground donut fighting circuit.

Your baking skills will be tested and your oven will be worked to the max. Will your donuts rise to the challenge or get tossed out with the day-olds that failed to sell? *Only time will tell. All I know is...it's a bad day for donuts.*

## Object of the Game

The object of the game is to reach the goal of a baker's dozen (13) points first. This is accomplished by defeating the other players' donuts in battle to obtain the baker points at which each donut is valued.

## Icon Key

Below is a key to the icons/images used throughout the rules and cards.



**Baker  
(player)**



**Kitchen**



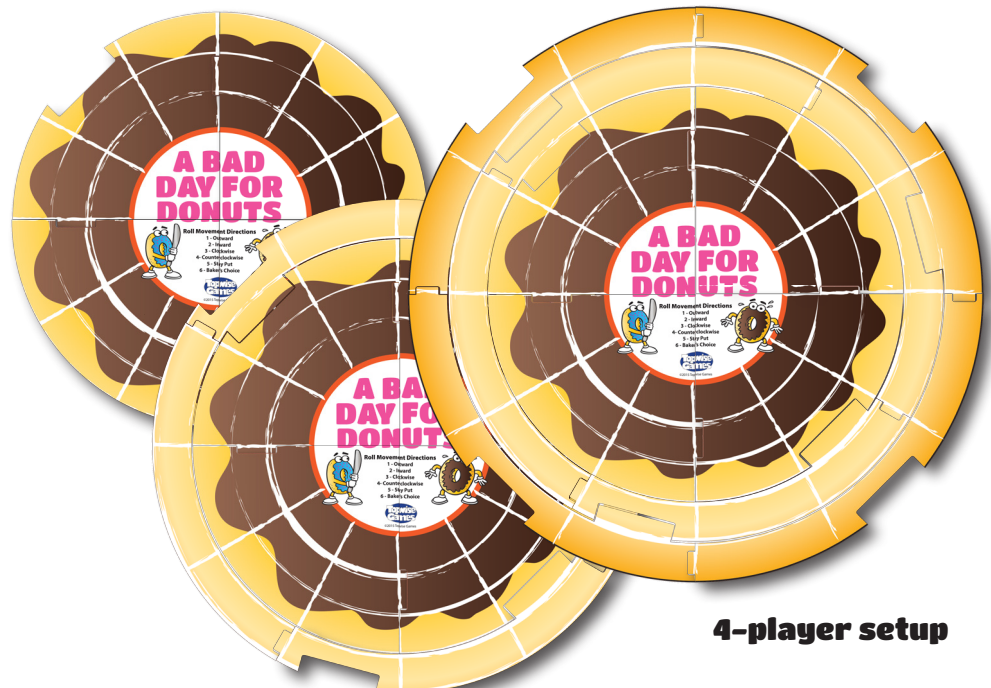
**Roll Movement  
Directions  
Chart**

1

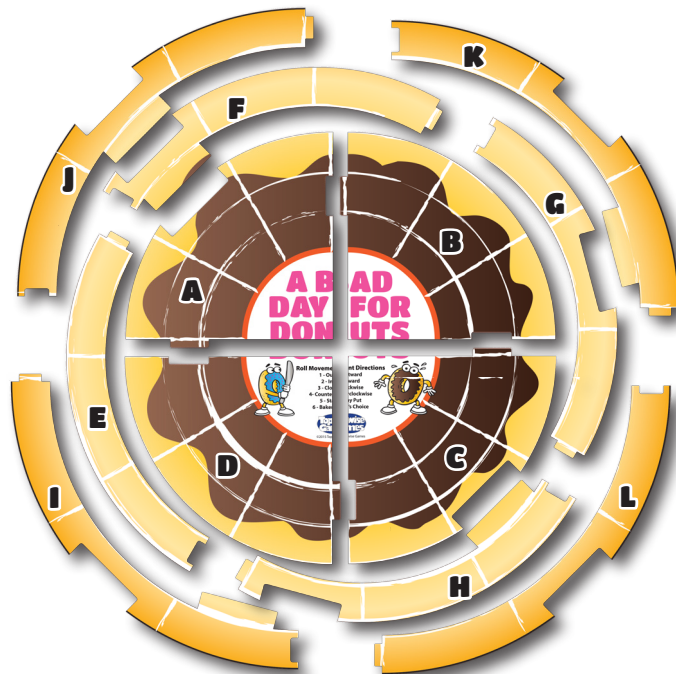
## Game Components and Setup

The game board is divided into 12 pieces; 4 main inside pieces (A,B,C,D) for a simple 2-player game, 4 ring pieces (E,F,G,H) to make up an extra ring level for a 3-player game, and 4 slightly larger ring pieces (I,J,K,L) to make up another extra ring level for a 4-player game (see pics below for assembly).

**2-player setup**



**3-player setup**



**4-player setup**

2

Shuffle the donut cards (60) and set the deck off to one side of the board for easy access.

Place all 165 Freshness cubes (silver cubes) out on the table for easy access as well.

There are two types of cards in the deck of donut cards, those with a donut and those that give you a competitive edge (Today's Special).

To the right is an example of what a card with a donut will look like once you have chosen it for baking and prepared it for battle.

The donut card is placed face up in front of the baker who drew it.

A donut life holder disc (ex. Green 6) is placed on the card.

The matching double-sided donut disc is placed in that baker's kitchen with the white number up (see below) to start and is used to move about the board so everyone can match the board piece to the appropriate donut card. This is useful for finding which donuts are strong and which are on their last leg.



The number on the silver jar of the donut card represents the donut's starting freshness level (life), so you use that to determine how many freshness cubes to place on top of the card once it has been baked.

The number on the black jar represents the donut's staleness level. Once a donut's current freshness level (# of freshness cubes remaining) has dropped to its staleness level (or below), the donut becomes stale (flip matching double-sided donut disc over to side with black number). It now has a disadvantage in donut battles (explained later).

The number up in the top right corner of the card is the baker's point value of the card and is awarded to the baker who defeats that donut in battle.

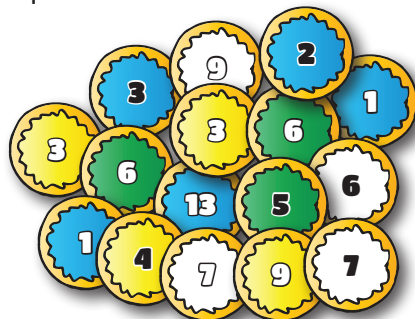
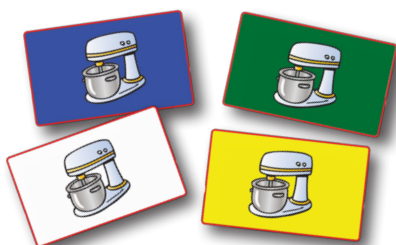
An example of a Today's Special card is show on the following page. When a donut card is drawn that turns out to be a Today's Special card, it is placed face up in front of the baker who drew it.

The card text will first inform you how many counters to place on the card (use freshness cubes).

The rest of the card explains how and when to use the counters to your advantage during the game.

Each player chooses a color and collects that color's kitchen piece, 13 double-sided donut discs (sticker assembly required), and 13 donut life holder discs, as well as a quick reference card.

### Kitchen pieces

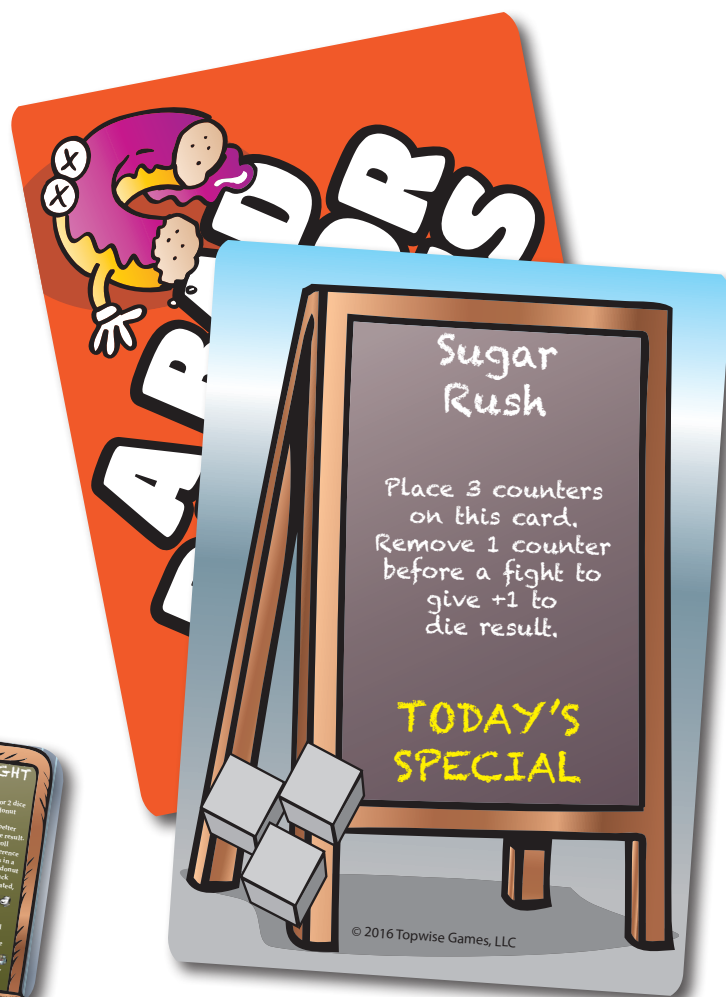


### Double-sided Donut Discs



### Donut Life Holder Discs

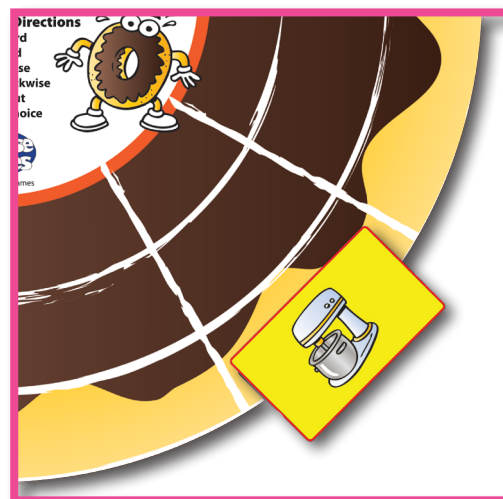
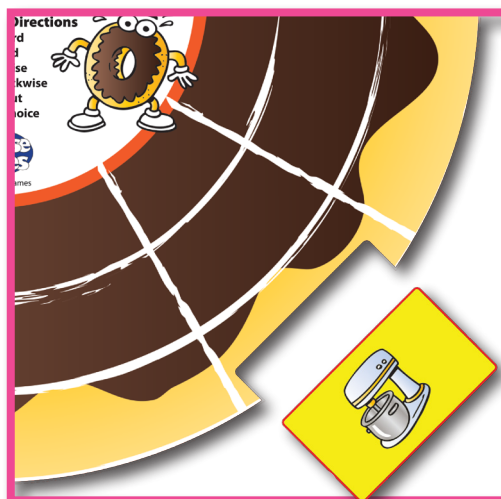
### Quick Reference Card



3

Rotate the game board so that each player is close to an entry point (tab cutout). Each player now inserts their kitchen piece into the entry point closest to them. This space on the game board is now an extension of your kitchen area. This is the space where your newly baked donuts start from.

After leaving this space, they may not re-enter, and no donuts may travel through this space during the donut movement phase (explained later).





# Quick Summary of Game Play

Here is a quick outline of how the game is played.

Afterwards the next rules section will go into the details of each phase of a baker's turn.

During a baker's turn, they will draw some donuts, bake a donut (put it into play), move their donuts around on the game board for positioning, and have their donuts fight enemy donuts (if they so choose).

Movement of donuts is based on how many moves a baker is given and what strategy they wish to perform at the time. When a donut is eliminated in a fight (loses all its remaining freshness cubes), the baker that eliminated that donut gains its baker point value. Once someone has reached a baker's dozen (13) points, the game is over.

## Phases of a Baker's turn

*There are three simple phases to a baker's turn:*  
**Bake, Move, Fight.**

### Phase 1:

#### Bake a Donut -

If your kitchen IS NOT OCCUPIED by a donut (very important fact), draw two donut cards (note: the board space connected to your kitchen piece is considered a part of your kitchen). Choose which donut card you wish to bake and discard the other.

#### Baking your chosen donut:

- Place donut card face up on table in front of you
- Place freshness cubes on the card equal to its freshness value (# on large silver jar on donut card)
- Place an unused life holder disc on the card
- Place the matching double-sided donut disc in your kitchen with the white number facing up (opposite side has a black number for when the donut goes stale)

If you draw a **Today's Special** card, place it face up in front of you, load the specified amount of counters (use freshness cubes) onto the card, and draw a new donut card.



### Example of Baker's work area

### Phase 2:

#### Move your donuts -

Roll 2 dice (optional) to move any of your donut discs around the game board (note: reminder to use 1 dice point to at least move newly baked donut off of kitchen space. Otherwise you will not be able to draw and bake a new donut next turn).

Each space you wish to move a donut uses 1 point from your roll (divided among your donuts as you see fit). You do not have to use all the points from your roll.

You may pass one of your donuts through a space occupied by another one of your donuts, but two of your donuts cannot end their movements on the same space.

If at any point one of your donuts enters a space occupied by an enemy donut, it can no longer be moved this turn and a donut fight becomes pending (next phase). Complete the movement phase before executing any donut fights.

### Phase 3:

#### Donut Fights -

When your donut moves into a space occupied by an enemy donut, follow the donut fight steps below:

1. Each baker involved in fight rolls 1 or 2 dice (2 if donut is fresh; 1 if donut is stale). If rolling 2 dice, use the better result of the 2 as your die result.
2. The baker with the higher die result wins the fight (reroll when tied). The losing donut loses freshness cubes equal to the difference between the dice results (ex.  $5 - 3 = 2$  freshness cubes lost).
3. Check donut life totals on losing donut. If a donut's life total is equal to or less than its staleness level, flip the double-sided donut disc over to the side with the black number (it is now a stale donut and has the 1-dice disadvantage in future donut fights).

If a donut has lost all its freshness cubes, the winning baker is awarded the baker points for that donut.

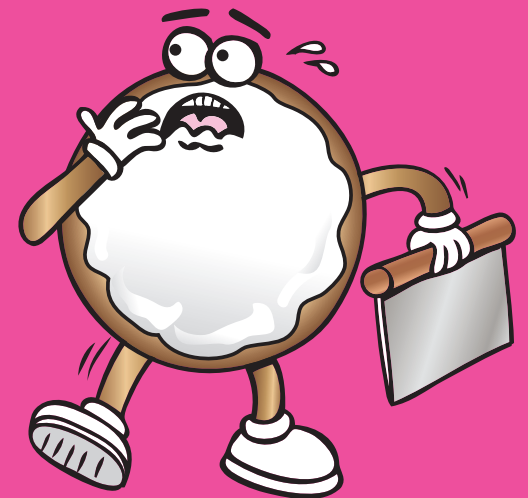
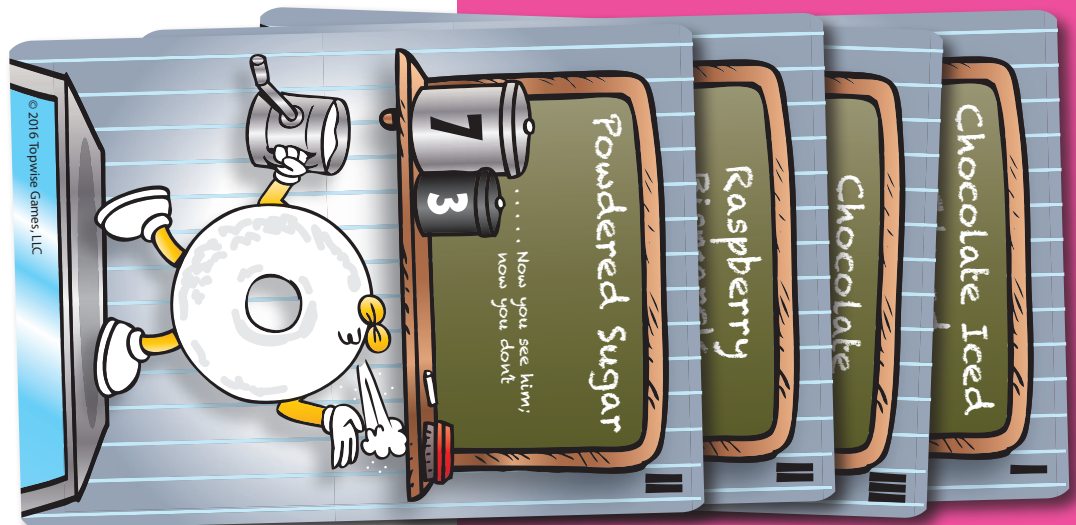
The winning baker takes the eliminated donut and stores it in their work area. The eliminated donut card is turned sideways (so it can't be mistaken for a donut that's still in the game) and stacked with the baker's other eliminated donuts so everyone can quickly reference the baker points (see example below).

The life holder disc and double-sided donut disc of the eliminated donut are placed back into the losing baker's stockpile so they can be used again if needed.

#### Fresh donut side



#### Stale donut side



If the losing donut survived, it must now evacuate the space.

The losing baker rolls 1 die, uses the Roll Movements Direction Chart (found in the center of the game board) to determine the evacuation direction, and moves 1 space in the resulting direction unless one of the below factors comes into play:

- resulting direction blocked by inside/outside game board edge
- resulting direction blocked by any baker's kitchen space
- resulting direction blocked by another donut that belongs to losing baker
- resulting direction blocked by a pending donut fight
- a 5 is rolled

If any of the above factors come into play, the losing donut will stay put and fight another round.

If the resulting direction places the losing donut in a space occupied by an enemy donut (of any baker), those donuts must now fight.





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