

Bake & Sale

Players: 1+, Duration: 30 mins, Ages: 8+

Finally, your dream came true!!! You just started your own bakery! During the course of the game, you will have to run your business for an entire week. Each single day you will have to get supplies, produce different types of bread and improve your baking techniques. But this is only the beginning of the story... At the end of the week, only the best bakers will have a chance to win the Baking Industry Awards.

Game Components

- ★ 1 game pad (player sheets)
- ★ 3 white D6 dice
- ★ 3 black D6 dice
- ★ 1 pencil

Game Setup

Each player gets one sheet from the game pad and a pencil. Select one player to roll all six dice. For the rest of the game, that player rolls the dice.

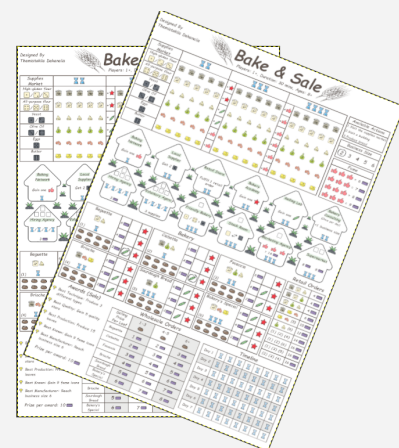
Game Play

The game lasts for 7 *days* (rounds). At the beginning of each *day*, all 6 dice are simultaneously rolled once. Using this shared dice pool, all players **simultaneously** play until the end of the *day*. When all players have finished the *day*, the next *day* begins.

Each *day* you have a limited amount of time (**8 hourglasses**) to spend (**cross out in the current day in your timeline**) throughout the day. Different actions cost different amounts of hourglasses. If you do not have sufficient hourglasses to spend, you cannot take the action. You cannot carry over any leftover hourglasses to an upcoming day (i.e., all unspent hourglasses are wasted). Players can see the sheets of each other at any time.

Beginning of the day

All 6 dice are rolled once. These dice results are shared by all players and are not to be removed from the dice pool. During the day you can take the following actions: *Visit the Supplies Market*, *Visit a building*, and */ or Produce bread*. You can take these actions multiple times and in any order you want



Player Sheets

Day 1	⌚	⌚	⌚	⌚	⌚	⌚	⌚
Day 2	⌚	⌚	⌚	⌚	⌚	⌚	⌚
Day 3	⌚	⌚	⌚	⌚	⌚	⌚	⌚
Day 4	⌚	⌚	⌚	⌚	⌚	⌚	⌚
Day 5	⌚	⌚	⌚	⌚	⌚	⌚	⌚
Day 6	⌚	⌚	⌚	⌚	⌚	⌚	⌚
Day 7	⌚	⌚	⌚	⌚	⌚	⌚	⌚

Timeline

Action 1: Visit the Supplies Market

Every time you choose to perform this action within the day, you must always obey the following process: Obtain supplies based on current business size and dice results; and upon obtaining supplies, spend the corresponding amount of hourglasses. You can choose a new or the same combination out of the **same** dice results (up to your current business size). The dice pool is never re-rolled until the start of the next *day*.

Quality Star, Technique Level or Fame













Quality Star, *Technique Level* or *Fame* are depicted by a star, rolling pin and thumbs-up icon, respectively.

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Supplies Market

Business Size				
2	3	4	5	6

Business Size

High-gluten flour	 /  / 
All-purpose flour	 /  / 
Yeast	 / 
Olive Oil	 / 
Eggs	
Butter	

Supplies that correspond to dice results

									
					+				

After obtaining the last 2 High-gluten flour, you gain a Quality Star bonus. Spend 3 hourglasses.



Quality Star, Technique Level or
Fame

Quality Star: When you gain a *Quality Star*, choose one bread type from the *Bakery* table and circle a star icon. At the end of the game, the selling price per loaf for that bread type increases by one per circled star.

Technique Level: When you gain a *Technique Level*, choose one bread from the *Bakery* table and circle one rolling pin. When you have circled all of the rolling pins of a bread type, **you unlock - and therefore you are hereafter able to produce - that bread type** when performing Action 3. Baguette and Ciabatta are already unlocked.

Fame: When you gain *Fame*, circle a thumbs-up icon on the *Fame Track*. Circle the thumbs-up icon starting from the top, and in a left to right direction, in the *Fame* track. When you complete a row (i.e., circled all three *Fame*), you will gain the amount of money that is depicted at the right of the row **during end-game scoring**.

Action 2: Visit a building

Below the *Supplies Market*, you can find 12 different buildings, each one offering a different special ability / effect.

The top row depicts buildings that can be visited unlimited times. Each time you visit one of these buildings, spend the depicted amount of hourglasses and gain its ability / effect.

The bottom row depicts buildings that can be visited a limited amount of times. **When you visit one of these buildings, cross out one square icon at the top of the building to mark each visit.** The cost for visiting these buildings varies and can be in hourglasses, supplies or money. Spend the depicted cost and gain its ability / effect. **You can freely combine multiple abilities / effects from buildings that you have visited.**

Here is the full list of the available buildings:

- ❖ **Baking Network:** Spend one hourglass to gain one *fame* (see *Quality Star*, *Technique Level* or *Fame* section).
- ❖ **Local Supplier:** Spend 2 hourglasses to get any 2 supplies that correspond to black die results from the *Supplies Market* (e.g. 1 Olive Oil and 1 Yeast or 2 Yeasts). Circle those supplies in the *Supplies Market* (note: you do not need to further spend the hourglass depicted on the top of the *market section*). If you enter a new *market section*, you gain the depicted bonus.

Brioche		6		★
		4		★
(4)		2		★

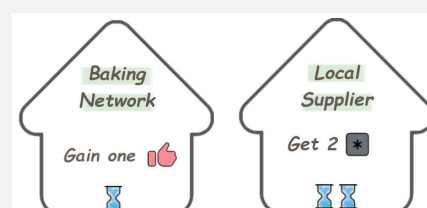
Gained Quality Start

Brioche		6		★
		4		★
(4)		2		★

Gained Technique Level


Fame		
		6
		7
		8
		9

Gained Fame




- ❖ **Retail Store:** Spend 2 hourglasses to fulfill one of the orders in the *Retail Orders* table. Each row in the table represents one order. The left column depicts the supplies and / or the loaves that you have to cross out in order to gain (circle) the amount of money on the right column. A number inside parentheses represents one loaf of the bread type with that number in its bottom left corner in the *Bakery* (e.g. (1) represents one *Baguette* loaf). The supplies and loaves that you cross out must be one of the circled ones in the *Supplies Market* and / or the various bread types in the *Bakery*. Each order can be only fulfilled once in the game.
- ❖ **Bakery Academy:** Spend 2 hourglasses to gain one *Quality Star* (see *Quality Star*, *Technique Level* or *Fame* section).
- ❖ **Rolling Lab:** Spend 2 hourglasses to gain one *Technique Level* (see *Quality Star*, *Technique Level* or *Fame* section).
- ❖ **Bakery Consulting:** Spend 2 hourglasses to increase your business size by one. To do so, cross out the previous size and circle the new one. Your business size enables you to choose more supplies (from dice rolled) during the *Supplies Market* Action (e.g. Assume you roll Black 2, Black 3, White 2, White 3, White 3, White 5, then if you had business size 3, you could take supplies based on White 3, White 3, and Black 2, or any other arrangement). **You can visit this building only once per day.**
- ❖ **Hiring Agency:** Spend 3 money - they will get deducted from your final score - to get an extra hourglass to use. When you spend the hourglass cross out one of the depicted in the building hourglasses. At the end of the game you have to deduct from your final scoring 3 money for each time you have visited the building. You can only visit this building 4 times.
- ❖ **Voluntary Agency:** Spend any 3 supplies to get an extra hourglass to use. When you spend the hourglass, cross out one of the hourglasses depicted in the building. You can only visit this building 4 times.
- ❖ **Friendly Bakery:** Spend 3 hourglasses. Hereafter, you can instead use the white die results of '1' or '4' as it was **any** black die result. For example, you can use the white '4' either to get an All-purpose flour or one of the supplies that correspond to the black die results (e.g. Eggs). You can only visit this building once in order to activate its ongoing effect.
- ❖ **Stock Room:** Spend 3 hourglasses. Hereafter, after the dice are rolled, and before you choose the dice results, you can swap the color of all the black and white dice. That means that all black dice will


FG	AP		4
FG	AP		4
AP			4
FG			6
		(5)	10
		(6)	12
(1)	(2)	(4)	14
(1)	(2)	(6)	16
(1)	(3)	(5)	16
(2)	(3)	(4)	16




Retail Store
Fulfill 1 retail order




Bakery Academy
Gain one




Rolling Lab
Gain one




Bakery Consulting
(Once per day)
+1 business size




Hiring Agency
3



Voluntary Agency
3 supplies



Friendly Bakery



Stock Room

correspond to flour supplies and all white dice to the rest of the supplies. You can only visit this building once in order to activate its ongoing effect. When activating this ability, the colors for *all* rolled dice are switched.

- ❖ **Marketing Agency:** Spend 3 hourglasses to get an extra row of fame icons to circle when gaining fame bonuses. If you circle all three fame icons in this building, you will gain 16 money during end-game scoring. You do not need to have completed any row in the fame track in order to start circling the icons in this building. You can only visit this building once. You can only circle icons in this building after you have visited this building.
- ❖ **Supermarket:** Spend 3 hourglasses to gain an amount of money. You can only visit this building twice. The first time you visit it you gain 8 money during end-game scoring. The second visit will give you an additional 8 money during end-game scoring.

Action 3: Produce bread










At the *Bakery*, you may choose one of the unlocked bread types (i.e., bread with all the rolling pins circled) and produce loaves of that type. At the beginning of the game the only unlocked bread types are *Baguette* and *Ciabatta*. You cannot produce more than 8 loaves of a bread type during the entire game.

For **each** loaf that you produce (you may produce more than one loaf of bread), cross out the depicted kind of circled supplies in the *Supplies Market* and circle one loaf icon under that bread type.

After you have finished with the production for a bread type, spend the amount of hourglasses that is depicted under that bread type, **regardless of how many loaves of that bread type you produced**. Finally, circle the next (in a bottom up direction) non-circled amount of money that increases your end-game score by two, four or six.

You may repeat the process by selecting and producing another bread type. **You can produce any amount of bread type, but the production of each bread type is limited to once per day.**



Ciabatta		6		★
 		4		★
(2)		2		★
    				

Unlocked Ciabatta

Ciabatta		6		★
 		4		★
(2)		2		★
    				

Produced 2 Ciabatta loaves.
Circled the first money amount in a bottom up direction

Game End

After the end of the 7th day the game ends. Calculate your end game score by adding:

- ★ **The money that you made by fulfilling wholesale orders.** For each bread type, consult the *Wholesale Orders* table in order to find the selling price for each loaf of that bread type based on the quantity that you sell. Add to that price the number of circled Quality Stars under that bread type. You can only sell loaves that you have produced (circled). You cannot sell loaves that you used in order to fulfill retail orders (they have been crossed out).
- ★ **The money that you made by fulfilling retail orders.** Gain as much as the amount of money that you have circled in the right column of the *Retail Orders* table.
- ★ **The money that you made by advancing in the Fame track.** For each fully circled row, add to your final score the amount of money that is depicted on the right of the row.
- ★ **The money that you made by visiting buildings.** Marketing Agency and Supermarket offer extra opportunities for additional money.
- ★ **The money that you made by frequently producing a type of bread.** Gain as much as the amount of the money that is circled under all bread types.
- ★ **The money that you made by winning the Baking Industry Awards.** For each award that you have won add to your money an amount of 10. If multiple players have won the award divide the money among them - rounding down if need be. Check the **Baking Industry Awards** to learn more about the available awards.

Remove from the above score 3 money for each time that you visited the *Hiring Agency*. The player with the most money is the winner. In case of a tie, the player with the most awards wins. If there is still a tie, the game ends with multiple winners.

Baking Industry Awards

This is the list with the available awards.













- ★ **Best Technique Award:** Produce the most different types of bread
- ★ **Best Quality Award:** Gain the most Quality Stars
- ★ **Best Production Award:** Produce the most loaves in total
- ★ **Best Manufacturer Award:** Have the highest business size
- ★ **Best Known Award:** Gain the most fame icons

Selling Price Per Loaf	1-3	4-5	6+
Baguette	1	2	3
Ciabatta	2	3	4
Focaccia	3	4	5
Brioche	4	5	6
Sourdough Bread	5	6	7
Bakery's Special	6	7	8

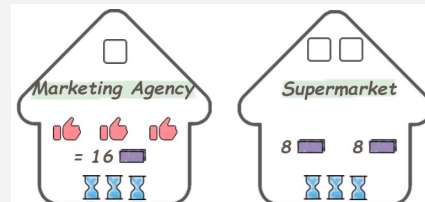
Wholesale orders scoring

  	6
  (5)	10














Retail orders scoring

Fame	
  	6
  	7
  	8
  	9

Fame track gives 6 money



Extra opportunities for additional money.

Ciabatta			
  	6		★
  	4		★
(2)      	2		★

Extra 2 money for producing Ciabatta once.



Two extra hourglasses will cost 6 money during the scoring.

Solitaire Variant

When playing solitaire you have to make a minimum amount of money - based on the difficulty level that you play - in order to win. However, you can continue increasing the victory condition by 20 for each next difficulty level that you want to play based on your experience:

- ★ **Easy:** Make at least 120
- ★ **Normal:** Make at least 140
- ★ **Hard:** Make at least 160
- ★ **Challenging:** Make at least 180
- ★ **Impossible:** Make at least 200

The Baking Industry Awards for the solo variant are the following:

- ★ **Best Technique Award:** Produce at least 3 different types of bread
- ★ **Best Quality Award:** Gain at least 5 Quality Stars
- ★ **Best Production Award:** Produce 15 or more loaves of any combination of bread types
- ★ **Best Manufacturer Award:** Reach business size 6
- ★ **Best Known Award:** Gain at least 9 fame icons