



# Rulebook

You and your fellow competitors are all on your way to becoming famous pie-making *Cheflebrities*! You have been selected for a contest competing with each other in the kitchen, to build the best quality pies you possibly can!

# Contents

**96 cards, including:** 20 Bottom Crust, 20 Fillings, 20 Top Crust, 20 Extras, 4 Oops!, 4 Sabotage!, 4 Saved It!, and 4 Stroke of Genius! cards. Also includes 5 Quick Guide cards.

## Types of Cards

### Pie Cards



- There are 4 different types of pie cards, each corresponding to a part of a pie: **Bottom Crust, Filling, Top Crust, Extras.** There are 4 different kinds of pie fillings that can be built for a Variety Bonus: Apple, Blueberry, Cherry, and Pumpkin.

5

10

15

20

25

• There are 5 different qualities for each part of the pie, shown in the upper corners: **5, 10, 15, 20, 25**. Cards with the number 5 are the lowest quality and 25 is the highest. These numbers are used for scoring at the end of the game. *Pies can be built with any type and combination of qualities.*

## Special Cards



### Oops!

When this card is drawn from the Ingredients Pile, you must reveal and use it immediately. This card forces you to discard to the Out Pile the last played card on one of your own pies in the Working Line. After

you draw an Oops!, you continue with the rest of your turn as normal. Oops! cards do not count as playing a pie card for your turn. After playing an Oops! card, discard it to the Out Pile.

**Sabotage!** You may play this card anytime, on any player's turn. This card allows you to sabotage one of another player's most recent pie cards. It forces the player to discard to the Out Pile the last played card on a pie of your choice. Sabotage! cards do not count as playing a pie card for your turn. If successfully played, keep the Sabotage! card face up near you, to keep track of for points at the end. If unsuccessful, put it in the Out Pile.

**Saved it!** This card can be played at anytime on any pie to cancel out an Oops! or Sabotage! card. Saved it! cards do not count as playing a pie card for your turn. After playing a Saved it! card, keep it face up near you, to keep track of for points at the end.

**Stroke of Genius!** This card may be used as your choice of a Sabotage!, Saved it!, Bottom Crust, Filling, Top Crust, or Extras card. Once you have chosen which type of card Stroke of Genius! is taking the place of, it follows the game rules of that card. If used as one of the parts to a pie, it counts as playing a pie card for your turn, and its quality value is worth 5 points.

## Areas of the Game

**Ingredients Pile:** The deck you draw a card from each turn that includes all the Pie and Special cards. This deck is face down.

**Leftovers Pile:** A discard area. All cards here are placed face up, so everyone can see each card. When you are able to pick a card from the Leftovers Pile, any card may be chosen.

**Out Pile:** Oops! and unsuccessful Sabotage! cards are placed here, face up. Cards that have been affected by Oops! or Sabotage! cards are also placed here.

**Cards in Hand:** Whenever you draw a card or pick one up, it goes into your hand which you keep hidden from other players during the game. There is no limit to how many cards you may hold in your hand.

**Working Line:** The area in front of you where you play and assemble your pie cards.

**Serving Line:** After a pie is complete, you move it into the Serving Line. Cards in the Serving Line are no longer affected by any Special cards, and you cannot play any more pie cards onto them. They are finished, completed pies. Their points will be tallied up at the end of the game.

*\*Each player has their own Working and Serving Lines in front of them.*

# Example Game Layout



**Out  
Pile**



**Ingredients  
Pile**



**Leftovers Pile**



**Working Line**



**Serving Line**

# How to Play

## Game Setup

1. Separate the Pie cards from the Special cards.
2. Shuffle the Pie cards by themselves and deal out 7 cards to each player for a 2- or 3-player game, 6 cards for a 4-player game, or 5 cards for a 5-player game.
3. Next, take the Special cards and shuffle them into the remaining deck of pie cards without looking at them. Place the deck face down where everyone can reach. This deck is now known as the *Ingredients Pile*.
4. Each player takes the cards dealt to them into their hand and looks at them, but keeps them hidden from other players.
5. Whoever most recently ate a piece of pie goes first! Play then proceeds clockwise to the left with the following steps:



## On Your Turn

**1. Draw a Card** - On your turn you must first draw a card from the Ingredients Pile OR, if any cards are in the Leftovers Pile, you may pick a card from there instead. Place the drawn card into your hand, *unless it's an Oops! card*, in which case it gets revealed and used immediately.

**2. Discard** - You may optionally choose to discard a card from your hand and place it into the *Leftovers Pile* face up. You can then draw another card from either the Ingredients Pile, or the Leftovers Pile and place it into your hand.

**3. Play a Pie Card** - You may play one pie card on your turn from your hand into your Working Line face up.

- Pie cards must always be played in the following order to build a pie: Bottom Crust, Filling, Top Crust, Extras.



- Pies can have any combination of quality values. You can have a Bottom Crust worth 5, Filling worth 20, Top Crust worth 10, etc. They can be all the same, or mixed and matched any way you'd like!

- You can work on more than one pie at a time; there is no limit to how many you can have in your Working Line.

- Once a card is placed down on a pie in the Working Line, it cannot be moved onto another pie.

## Tarts



- To complete a pie, and serve it, it must consist of at least 2 cards: Bottom Crust and Filling. If you only have these 2 parts and you choose to serve it, it's called a *Tart*.

## Pies



- If you have 3 or more parts, this is a traditional *Pie*, consisting of at least a Bottom Crust, Filling, and a Top Crust.

## Multiple Extras



- Multiple Extras cards may be played on a Pie or Tart; there is no limit to how many. For all other parts (Bottom Crust, Filling, Top Crust), there can only be one card per pie.

## Covered Tart



- If you put down an Extras card on a Tart, you have built a *Covered Tart* and can no longer add a Top Crust card to it.

**4. Serve a Pie** -When you no longer wish to add any more cards to a Pie or Tart you've made, then it is complete and can be *Served*.



**Working Line**



**Serving Line**



- Pies or Tarts that are Served are moved to a row called the *Serving Line*. You can stack them vertically to distinguish them from the working line.

- The quality point values of your cards need to be kept visible to the other players.
- Pies or tarts that are Served can no longer have any other cards added to them, and cannot be affected by Special cards.
- You can only serve one pie or tart during your turn.

**5. Trading Cards** - On your turn you have the option to trade one or more cards with any other players. You'll announce what card you have to trade, and what card you are looking to trade it for, but you and the other players do not need to be honest about what you are trading. When the trade is agreed upon, both players pass the cards to each other face down, then pick up and look at the cards given to them at the same time. They do not have to be revealed to other players.

*The game then proceeds to the next player's turn, following steps 1-5.*

## Ending the Game

The final round of the game is when the last card in the Ingredients Pile has been drawn. Each player after the one who drew the last card gets one final turn. Those players must take their final draws from the Leftovers Pile since the Ingredients Pile is now empty.

## Scoring a Game

After the game is over, you must tally up all your points to find out who won!

- **Quality Points** - Add up the quality point values for all of your Pies and Tarts in the Serving Line. Remember, any *Stroke of Genius!* cards are worth 5 points when used as a part of a Pie or Tart. Cards left over in the Working Line or in your hand are not worth any points, nor counted against you.

## Bonus Scoring

The following bonuses are awarded to players who have met the stated goals.

**They are worth 25 points each.** If there is a 2 way tie for a bonus, those players each get 10 points. For a 3 way tie, 5 points each. For a tie of 4 or more, no points are awarded.

***Have fun with these!*** After playing a while, you and your friends can create your own fun and interesting Bonus goals to play for!

- **Most Pies built.**
- **Most Tarts built.**
- **Most Variety of Pies** - Goes to the player who has the most types of *Fillings* for variety: Apple, Pumpkin, Blueberry, Cherry.
- **Most Variety of Tarts**
- **Most Consistent Quality** - Pie that contains the most amount of cards with the same quality point value.
- **Fanciest Dessert** - Pie or Tart that has the most amount of *Extras* cards on it.
- **Highest Quality Pie** - Pie with the most highest quality ingredients.
- **Worst Quality Pie** - Pie with the most lowest quality ingredients.
- **Most Sabotage! cards** played *successfully*.
- **Most Saved It! cards** played *successfully*.

## Quick Turn Guide

### On your Turn:

1. **Draw a card** from the Ingredients OR the Leftovers Pile.
2. **Discard a card** *optionally* into the Leftovers Pile, and then draw another card from the Ingredients or Leftovers Pile.
3. **Play one Pie card** into your Working Line if you are able.
4. **Trade any card** or cards with other players if you'd like.
5. **Serve one Pie** or Tart if you're done with it.

### On anyone's Turn:

*Optionally* play a Sabotage! or Saved it! Card.

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