



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) and each *day* consists of 3 phases. 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 all 3 phases of 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.

Phase 1: Sourcing supplies

The *Supplies Market* has 6 rows of supplies (high-gluten flour, all-purpose flour, yeast, olive oil, eggs and butter), and column-wise, is divided into 3 different *market sections*. From left to right, the first, second and third *market section* has two, three and four hourglasses depicted on the top, respectively.

At the beginning of this phase, each player chooses a number of dice results **up to their current business size** (do not remove dice from the shared dice pool!). All businesses start with a business size of 2. You can choose any combination of black and white dice results.

Under each supply's name, there are white / black dice of different values. The types of supply you can obtain are determined by the results of the white / black dice that were rolled at the start of the day. For example, a one-, two- or three- die value from a white die result gives you a High-gluten flour (note: a '/' represents 'or'). To obtain supplies, circle the supplies that correspond to the dice results that you selected in a left to right direction. If while circling the supplies you enter a new *market section*, you also gain the depicted bonus, which could be a *Quality Star*, *Technique Level* or *Fame* (see *Quality Star*, *Technique Level* or *Fame* section below).

Obtaining supplies from the *Supplies Market* cost time. After you have finished circling the supplies, check which is the rightmost market section with at least one supply circled or in a *square box* (i.e., sold through the **Retail Store**). Spend as many hourglasses as the amount that is depicted in that market section. Each *day*, you have to spend the hourglasses even if you did not choose any dice results to obtain supplies (time is still wasted window-shopping!). If no supplies on the *Supplies Market* are circled, spend the depicted hourglasses in the first *market section* (i.e., two hourglasses).

The *Supplies Market* can be visited multiple times during Phase 1 but 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. On a repeated visit to the *Supplies Market*, players can choose a new or the same combination out of the **same** dice results (up to their current business size). The dice pool is never re-rolled until the start of the next *day*. Once all players are done visiting the *Supplies Market*, move on to Phase 2: Visit the building.

Quality Star, Technique Level or Fame

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

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** during Phase 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**.

Phase 2: Visit the buildings

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).
- ❖ **Wholesales Market:** Spend 2 hourglasses to get one supply of your choice from the *Supplies Market*. Circle that supply 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.
- ❖ **Retail Store:** Spend 2 hourglasses to sell 3 supplies. To do so, put a *square box* around any 3 of your circled supplies. At the end of the game each supply inside a square is worth 1 money.
- ❖ **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 dice results during the Phase 1.

- ❖ **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 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 10 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 4 money during end-game scoring. The second visit will give you an additional 6 money during end-game scoring.

Phase 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* (note: you can't use supplies in a *square box*) 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 one, three or five.

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.**

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 selling your produced bread.** For each bread type, consult the *Selling Price Per Loaf* 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.
- ★ **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 selling supplies.** Gain as much as the amount of the supplies that are inside squares in the Supplies Market.
- ★ **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

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 80
- ★ **Normal:** Make at least 100
- ★ **Hard:** Make at least 120
- ★ **Challenging:** Make at least 140
- ★ **Impossible:** Make at least 160

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 at least 15 loaves of any bread type
- ★ **Best Manufacturer Award:** Reach business size 6
- ★ **Best Known Award:** Gain at least 9 fame icons

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Supplies Market	⏰ ⏰	⏰ ⏰ ⏰	⏰ ⏰ ⏰ ⏰
High-gluten flour 	5 HG	+★ 5 HG	+👍 5 HG
All-purpose flour 	5 AP	+★ 5 AP	+👍 5 AP
Yeast 	5 Yeast	+👍 5 Yeast	+👍 5 Yeast
Olive Oil 	5 Olive Oil	+👍 5 Olive Oil	+👍 5 Olive Oil
Eggs 	5 Eggs	+👍 5 Eggs	+👍 5 Eggs
Butter 	5 Butter	+👍 5 Butter	+👍 5 Butter

Round Phases
1. Sourcing supplies
2. Visit the buildings
3. Produce bread

Business Size
② 3 4 5 6

Fame
👍 👍 👍 = 4x
👍 👍 👍 = 5x
👍 👍 👍 = 6x
👍 👍 👍 = 7x

Baking Network

Gain one 👍

⏰

Wholesales Market

Get one supply

⏰ ⏰

Retail Store

Sell 3 supplies

⏰ ⏰ ⏰

Bakery Academy

Gain one ★

⏰ ⏰

Rolling Lab

Gain one 🍴

⏰ ⏰

Bakery Consulting

+1 business size

⏰ ⏰

Hiring Agency

-3x

⏰ ⏰ ⏰ ⏰

Voluntary Agency

3x Supplies

⏰ ⏰ ⏰

Friendly Bakery

/ = ★

⏰ ⏰

Stock Room

↔

⏰ ⏰

Marketing Agency

=10x

⏰ ⏰

Supermarket

4x 6x

⏰ ⏰

Bakery

Timeline

<p>Baguette</p> <p></p> <p>5x ★</p> <p>3x ★</p> <p>1x ★</p>	<p>Ciabatta</p> <p></p> <p>5x ★</p> <p>3x ★</p> <p>1x ★</p>
<p>Focaccia</p> <p></p> <p>5x ★</p> <p>3x ★</p> <p>1x ★</p>	<p>Brioche</p> <p></p> <p>5x ★</p> <p>3x ★</p> <p>1x ★</p>
<p>Sourdough Bread</p> <p></p> <p>5x ★</p> <p>3x ★</p> <p>1x ★</p>	<p>Bakery's Special</p> <p></p> <p>5x ★</p> <p>3x ★</p> <p>1x ★</p>

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

Baking Industry Awards (Solo)

- 🏆 Best Technique: Produce 3 different types
- 🏆 Best Known: Gain 9 fame icons
- 🏆 Best Quality: Gain 5 quality stars
- 🏆 Best Manufacturer: Reach business size 6
- 🏆 Best Production: Produce 15 loaves

Prize per award: 10x

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