

REGLUR

FOR THE LONGEST TIME IT HAS BEEN
A MYSTERY: WHO WAS IT REALLY THAT
STOLE THE COOKIE FROM THE COOKIEJAR?
NOW WE FINALLY HAVE A CHANCE
TO FIGURE IT OUT!

 3-7 PLAYERS.

 1-9 MINUTES PER ROUND

 8 YEARS AND UP

SETUP

- REMOVE THE PANCAKE CARDS (WITH A WHITE BACKGROUND) FROM THE DECK AND SHUFFLE ONLY THE CAKE CARDS. IN A THREE PLAYER GAME, THE CAKE CARDS WITH COFFEE AND 'LUMMA MED KAFFI' ARE REMOVED FROM THE GAME.
- DEAL OUT ONE CARD TO EACH PLAYER, FACE DOWN. ONE CARD IS THEN PUT TO THE SIDE. THIS CARD IS CALLED THE SECRET CARD.
- DRAW FOUR RANDOM PANCAKE CARDS AND SHUFFLE THEM INTO THE DECK.
- THE PLAYER WHO BAKED A CAKE MOST RECENTLY STARTS THE GAME.

THE GAME

PLAYERS ALWAYS HAVE ONLY ONE CARD IN THEIR HAND.

WHEN IT IS YOUR TURN, YOU DRAW THE TOP CARD FROM THE DECK WITHOUT SHOWING THE OTHER PLAYERS.

IF IT'S A PANCAKE CARD YOU HAVE TO REVEAL IT IMMEDIATELY AND EXECUTE THE TEXT ON THE CARD. A DETAILED LIST OF EVERY CARD IS ON THE NEXT PAGE. SOME OF THE PANCAKE CARDS SAY 'DRAW

ANOTHER CARD'. THAT IS DONE AFTER THE TEXT ON THE CARD IS EXECUTED. AFTER THE TEXT HAS BEEN EXECUTED THE PANCAKE CARD IS DISCARDED BESIDE THE MAIN DECK IN A DISCARD PILE.

IF IT'S A CAKE CARD YOU DO NOT REVEAL IT BUT INSTEAD PUT IT INTO YOUR HAND. YOU MUST THEN CHOOSE ONE OF THE TWO CARDS YOU HAVE IN YOUR HAND, LAY IT IN FRONT OF YOU AND EXECUTE THE TEXT. THEN IT IS THE NEXT PLAYERS TURN. THE EFFECT OF EACH CARD IS LISTED ON THE NEXT PAGE.

THE TEXT ON THE CARD MUST ALWAYS BE EXECUTED IF POSSIBLE, EVEN IF IT IS NOT BENEFICIAL TO THE PLAYER.

USED CAKE CARDS ARE LAYED IN FRONT OF THE PLAYER WHO PLAYED IT IN SUCH A WAY THAT EVERY CARD IS VISIBLE. THIS IS DONE SO ALL PLAYERS CAN SEE ALL CARDS WHICH HAVE BEEN PLAYED.

IF A CARD IS TOSSED (NOT PLAYED) IT IS PLACED IN THE DISCARD PILE AND THE TEXT IS NOT EXECUTED. PLAYERS CAN LOOK INTO THE DISCARD PILE AT ANY POINT TO SEE WHICH CARDS HAVE BEEN DISCARDED.

SUMMARY

PLAYERS ALWAYS HAVE ONE CARD IN THEIR HAND. WHEN IT IS YOUR TURN YOU DRAW ONE CARD FROM THE DECK AND THEN CHOOSE ONE TO PLAY. YOU LAY THE CARD IN FRONT OF YOU AND EXECUTE THE TEXT ON THE CARD. THEN IT IS THE THE NEXT PLAYERS TURN.

WATCH OUT FOR THE EMPTY JAR, IF YOU ARE CAUGHT HOLDING IT YOU HAVE BEEN REVEALED AS THE NOTORIOUS COOKIE THIEF.

OUT OF THE GAME

IF A PLAYER IS OUT OF THE GAME, HE PUTS THE CARD IN HIS HAND IN THE TRASH, REVEALING TO THE OTHER PLAYERS WHICH CARD HE HAD.

NOTE THAT PLAYERS WHO ARE OUT OF THE GAME, CAN STILL JOIN THE GAME AGAIN.

CHEATING

PLAYERS SHOULD ALWAYS TELL THE TRUTH. IF A PLAYER IS CAUGHT CHEATING, THAT PLAYER NEEDS TO BAKE A CAKE AS COMPENSATION FOR A SPOILED GAME.

END OF GAME

THE GAME CAN END IN THREE DIFFERENT WAYS:

- IF THE EMPTY JAR-CARD IS PLAYED OR DISCARDED THE GAME ENDS IMMEDIATELY BECAUSE THE THIEF HAS BEEN CAUGHT! THE PLAYER WHO PLAYED OR DISCARDED IT IS OUT OF THE GAME AND THE REMAINING PLAYER WITH THE HIGHEST CARD IN HIS HAND IS THE WINNER.
- IF ONLY ONE PLAYER IS LEFT IN THE GAME, THAT PLAYER IS THE WINNER.
- IF THE DECK RUNS OUT THE

CONTENT

22 CAKE CARDS

9 PANCAKE CARDS

5 REFERENCE CARDS

THE CAKE CARDS HAVE DIFFERENT NAMES, EACH AFTER A BAKED TREAT AND EACH HAS THEIR SPECIAL ABILITY THAT IS WRITTEN AT THE BOTTOM OF THE CARD. A NUMBER AT THE TOP, RANGING FROM 1-9, SHOWS THE VALUE OF THE CARD.

THE PANCAKE CARDS ARE EVENT CARDS THAT ALTER THE GAME.

THE REFERENCE CARDS GIVE OVERVIEW OVER ALL THE DIFFERENT CARDS.

PLAYER WITH THE HIGHEST CARD IN HIS HAND AT THE END OF THE CURRENT PLAYER'S TURN IS THE WINNER.

TIES BETWEEN PLAYERS ARE RESOLVED BY ADDING ALL THE NUMBERS ON EACH PLAYERS PLAYED CARDS. THE PLAYER WITH THE HIGHER SUM WINS THE GAME.

AFTER A WINNER HAS BEEN DECLARED, THE NEXT GAME CAN START, WITH THE WINNER BEING THE STARTING PLAYER.

POINTS

IF YOU ARE PLAYING MANY GAMES IN A ROW, PLAYERS CAN DECIDE TO KEEP SCORE. THE WINNER GETS ONE POINT. IF HE WON WITH THE EMPTY JAR IN HIS HAND HE SCORES ONE EXTRA POINT. IF A PLAYER IS CAUGHT WITH THE EMPTY JAR HE SCORES MINUS ONE POINT.

INFO

DESIGN AND GRAPHICS:

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THE CARDS

THE CAKE CARDS

THERE ARE TWO TYPES OF CAKE CARDS: CAKES AND CAKES WITH COFFEE.



1. KLEINA (1 CARDS)

(TWISTED DOUGHNUT). CHOOSE AN OPPONENT AND GUESS WHICH CARD HE HAS. IF YOU GUESS CORRECTLY THAT PLAYER IS OUT OF THE ROUND. YOU CAN NOT GUESS A KLEINA CARD.



1. KLEINA MED KAFFI (1 CARD)

(TWISTED DOUGHNUT WITH COFFEE). GUESS THE CARD OF YOUR LEFT HAND OPPONENT. IF YOU GUESS CORRECTLY THAT PLAYER IS OUT OF THE ROUND. THEN GUESS THE NEXT PLAYERS CARD AND CONTINUE AROUND THE TABLE UNTIL YOU HAVE GUESSED EVERYONE'S CARD. EVERYONE WHOSE CARD YOU CORRECTLY GUESSED IS OUT OF THE ROUND. YOU CAN NOT GUESS A KLEINA CARD.



2. PIPARKAKA (2 CARDS)

(GINGERBREAD). YOU MAY LOOK AT AN OPPONENT'S CARD WITHOUT REVEALING IT TO THE OTHER PLAYERS.



2. PIPARKAKA MED KAFFI (1 CARD)

(GINGERBREAD WITH COFFEE). EXCHANGE YOUR CARD WITH THE SECRET CARD WITHOUT SHOWING THE OTHER PLAYERS.



3. LAUFABRAUD (2 CARDS)

(LEAF BREAD). CHOOSE AN OPPONENT. YOU AND THAT PLAYER SECRETLY COMPARE HANDS WITHOUT SHOWING THE OTHER PLAYERS. THE PLAYER WITH THE LOWER NUMBERED CARD IS OUT OF THE ROUND. IN THE CASE OF A TIE NOTHING HAPPENS.



3. LAUFABRAUD MED KAFFI (1 CARD)

(LEAF BREAD WITH COFFEE). CHOOSE TWO PLAYERS TO COMPARE THEIR HANDS SECRETLY. THE PLAYER WITH THE LOWER CARD IS OUT OF THE ROUND. IN THE CASE OF A TIE NOTHING HAPPENS. YOU CAN CHOOSE YOURSELF.



4. LAKKRÍSTOPPUR (2 CARDS)

(LIQURICE MERINGUE) WHILE THIS CARD IS ACTIVE NO OTHER CARDS CAN AFFECT YOU, NEITHER CAKE NOR PANCAKE CARDS. THE CARD IS ACTIVE UNTIL YOU PLAY ANOTHER CARD.



4. LAKKRÍSTOPPUR MED KAFFI (1 CARD)

(LIQURICE MERINGUE WITH COFFEE) CHOOSE AN OPPONENT. WHILE THIS CARD IS ACTIVE ALL PLAYERS MUST PLAY THEIR CARDS ON THAT OPPONENT. THE CARD IS ACTIVE UNTIL YOU PLAY ANOTHER CARD OR IF THAT PLAYER PLAYS A 'LAKKRÍSTOPP' (LIQURICE MERINGUE).



5. RANDALÍNA (2 CARDS)

(LAYER CAKE) CHOOSE AN OPPONENT TO DISCARD THEIR CARD AND DRAW A NEW ONE. YOU CAN CHOOSE YOURSELF. IF THE PLAYER DRAWS A PANCAKE CARD, THAT CARD IS IMMEDIATELY DISCARDED WITHOUT EXECUTING THE TEXT AND A NEW ONE DRAWN.



5. RANDALÍNA MED KAFFI (1 CARD)

(LAYER CAKE WITH COFFEE) CHOOSE TWO OPPONENTS TO DISCARD THEIR CARDS AND DRAW NEW ONES. YOU CAN CHOOSE YOURSELF. IF A PLAYER DRAWS A PANCAKE CARD, THAT CARD IS IMMEDIATELY DISCARDED WITHOUT EXECUTING THE TEXT AND A NEW ONE DRAWN. IF THE DECK RUNS OUT BEFORE A PLAYER GETS A CARD, THAT PLAYER IS OUT OF THE ROUND. YOU SELECT WHICH PLAYER DRAWS FIRST.



6. HJÓNABANDSSALA (1 CARD)

(HAPPY MARRIAGE CAKE) CHOOSE AN OPPONENT AND SWAP CARDS WITH HIM WITHOUT SHOWING THE OTHER PLAYERS.



6. HJÓNABANDSSALA MED KAFFI (1 CARD)

(HAPPY MARRIAGE CAKE WITH COFFEE) CHOOSE TWO OPPONENTS WHO MUST SWAP CARDS WITH EACH OTHER. YOU CAN CHOOSE YOURSELF.



7. HNALLÞÓRA (1 CARD)

(COLOSSAL CAKE) UNLIKE OTHER CAKE CARDS THIS CARD IS ACTIVE WHILE IN YOUR HAND. IF YOU AT ANY POINT HAVE THIS CARD AND ANY CAKE CARD WITH COFFEE AT THE SAME TIME, YOU HAVE TO PLAY THIS CARD. WHEN THIS CARD IS PLAYED IT HAS NO EFFECT.



9. TÓM KRÚSI (1 CARD)

(THE EMPTY JAR) IF YOU EVER PLAY OR DISCARD THE EMPTY JAR THE THIEF HAS BEEN FOUND, YOU ARE OUT OF THE ROUND AND THE GAME ENDS IMMEDIATELY.

PANCAKE CARDS



GAUTARLUMMA

(PANCAKE WITH LEFTOVER RICEPUDDING) ALL CAKE CARDS THAT HAVE BEEN PLAYED OR DISCARDED SO FAR ARE SHUFFLED INTO THE DECK. PANCAKE CARDS IN THE DISCARDED PILE ARE NOT INCLUDED. AFTER SHUFFLING YOU DRAW A NEW CARD.



HÁLFBÖKUD LUMMA

(HALF BAKED PANCAKE) DRAW A CARD. AFTER YOUR TURN IS OVER THE TURN ORDER IS REVERSED.



KAFFI LUMMA

(COFFEE AND PANCAKE) ALL PLAYERS, INCLUDING YOU, WITH A

COFFEE CARD (I.E. CAKE CARDS WITH COFFEE) IN THEIR HAND ARE IMMEDIATELY OUT OF THE GAME.



LUMMUÐEIG

(PANCAKE BATTER) ALL THE PLAYER'S HANDS ARE SHUFFLED TOGETHER AND THEN EACH PLAYER IS DEALT ONE CARD AGAIN. AFTER DEALING, YOU DRAW A NEW CARD.



LUMMUSTAFLA

(STACK OF PANCAKES) THE PLAYER WHO PLAYED THE HIGHEST CARD THIS ROUND TAKES HIS TURN. THE TURN ORDER THEN CONTINUES FROM THAT PLAYER. IN A CASE OF A TIE THE PLAYER WHO DREW THIS CARD (THE STACK OF PANCAKES) DECIDES WHOSE TURN IT IS.



TVÍLUMMA

(PANCAKE TWINS) DRAW TWO CARDS AND THEN PLAY TWO CARDS. WHEN PLAYING THE FIRST CARD YOU CHOOSE WHICH OF THE OTHER TWO CARDS IS YOUR 'HAND'. IF YOU DRAW A PANCAKE CARD YOU HAVE TO PLAY IT IMMEDIATELY. IF YOU DRAW TWO PANCAKE CARDS YOU CHOOSE WHICH ONE TO PLAY FIRST. IF ONE OF THE CARD IS THE BURNED PANCAKE CARD YOUR TURN ENDS IMMEDIATELY AND YOU DISCARD ONE OF THE OTHER CARDS.



UPPHITUÐ LUMMA

(REHEATED PANCAKE) CHOOSE AN OPPONENT THAT IS OUT OF THE GAME TO BE BACK IN THE GAME AGAIN.



VIÐDRENNÐ LUMMA

(BURNED PANCAKE) YOU MISS A ROUND. IF YOU DRAW THIS CARD BECAUSE OF 'PANCAKE TWINS' YOUR TURN ENDS IMMEDIATELY AND YOU DISCARD ONE CARD IN ORDER TO HAVE ONLY ONE CARD LEFT IN YOUR HAND.