

Take the Cake Instructions

Goal

In Take the Cake, each player is a robot baker working to collect ingredients in order to bake a delicious pastry before his or her opponents. If a player collects all of their ingredients and bakes their pastry before everyone else, they win!

Setup

To set up the Take the Cake board, randomly select 4 board sections and place them together in a square. After you do this, place the Oven tile in the four center squares of the board (the four adjacent corners of the quadrants). The four corners of the full 10x10 board (colored) serve as starting tiles for the players. Each player places their baker on their respective start tile.

Take the Cake has three types of cards: recipe cards, featured item cards, and player cards. Each recipe card contains a list of ingredients required to win the game; only one of these cards is used per game. Featured item cards contain the bakery's featured item, and affect all players on the board simultaneously. Only one of these cards is active at one time, but the featured item can change over the course of the game. Player cards are used by players to construct "programs" that move their bakers during their turn.

To select the recipe, shuffle the recipe cards, and have a player select a random recipe. The ingredients on this card will be the ingredients required to bake the pastry and win the game. Find the ingredient tokens that correspond to the ingredients in the recipe, and place them on the ingredient tiles on the board in an arrangement that all players agree upon.

Shuffle the featured item cards and draw the top card. This will be the bakery's featured item at the beginning of the game.

Finally, shuffle the player card deck, and deal five cards to each player. These five cards are the player's hand, and are available to the player on his or her turn. Place the remaining player cards to the side for future use.

The board

The board is a 10x10 grid of tiles which the players will move their bakers across by building "programs" during their turn. The tile types are as follows:

- *Blank tile:* An ordinary white tile. The players can move their bakers over these tiles.

- *Wall tile*: The players may not move their bakers over these dark gray tiles.
- *Start tile*: The starting location for each player. At the beginning of the game, each player will place their baker on their respective start tile.
- *Ingredient tile*: Ingredient tiles contain the required ingredients to bake the desired pastry. By passing their baker over an ingredient tile, the player will collect that ingredient.
- *Oven tile*: If a player passes their baker over the Oven tile while holding all of the necessary ingredients, they win!

Gameplay

Each player takes their turn in a clockwise order, and the player who most recently ate cake will go first. After every full revolution around the table (i.e. just before it is the first player's turn), draw a new featured item card -- this card replaces the previous featured item card for the round. On each player's turn they have one of two options:

Build a program and run it.

Using the cards in their hand, the player may build a small "program" and execute the commands in order. The cards are as follows:

- *Move forward 1 (8)*: Move your baker forward one space.
- *Move backward 1 (4)*: Move your baker backward one space.
- *Turn left (4)*: Rotate your baker 90 degrees to the left.
- *Turn right (4)*: Rotate your baker 90 degrees to the right.
- *Turn around (4)*: Rotate your baker 180 degrees.
- *Jump 1 (4)*: Move your baker forward two spaces, jumping over the tile immediately in front of you baker. You can use this card to jump over walls or other bakers.
- *Repeat x2 (4)*: Repeat the following command(s) twice. This card may affect as many commands as the player wishes.
- *Repeat x3 (4)*: Repeat the following command(s) three times.
- *If cards (16)*: Cards whose commands depend on the featured item. If this card's condition is met, the player may execute the command on the card. Otherwise, this card is useless.

When a player wishes to build a program, they lay the necessary cards out in order face-up, and move their baker accordingly. A baker may not move through walls or other bakers (unless using a jump card). If such an obstacle is in the way of the moving baker's movement, the movement does not occur. Once the program runs to completion, the player draws the number of cards they played from the deck, replenishing their hand to five cards. All cards used in the program are placed in a discard pile.

Swap out cards

If a player does not wish to execute a program, they can discard up to three cards in their hand and draw the same number of cards from the deck. If the player chooses to do this, however, they may not execute a program, and their turn is over.

Housekeeping

If the deck ever runs out, replenish it by shuffling the discard pile and using it as the new deck.

To win the game, each player must collect all of the ingredients on the recipe card checklist, then make their way to the oven tile. The first player to do so wins!

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