

yummy yummy PANCAKE

Game by Yohan Goh

Rulebook

6+, 2-4, 15min.

It's time for a pancake party!

All gather around, let's make it a pancake-flipping success!
Whoosh, whizz, splat! Pancakes are flying all around in a frantic mess.
Stay focused to remember the topping and get your share.

Contents



1 frying pan

36 pancake tokens

(strawberry×8, kiwi×8, banana×8, blueberry×8, chocolate×4)

Setup

Put all pancakes face-down in the center of the table and mix them.
Choose the starting player. He becomes the first chef.

Gameplay

Each turn a new chef is in charge of making pancakes. At the end of the game, whoever gets the most pancakes is the winner. A chef's turn has 3 steps: drawing, flipping and sharing pancakes.

1. Drawing pancakes

Draw 8 pancake tokens and put them in the frying pan. If there already are pancakes from the previous player's turn, add pancakes so that the total equals 8. All tokens must be face-up. The chef must show all players what pancakes are in the frying pan.

2. Flipping pancakes

The chef tosses pancake tokens in the frying pan in one flick to flip them face-down. If any pancakes fell out, put them back face-up in the frying pan. There must be at least 2 face-down pancake tokens. If not, keep tossing the pancakes until there are.

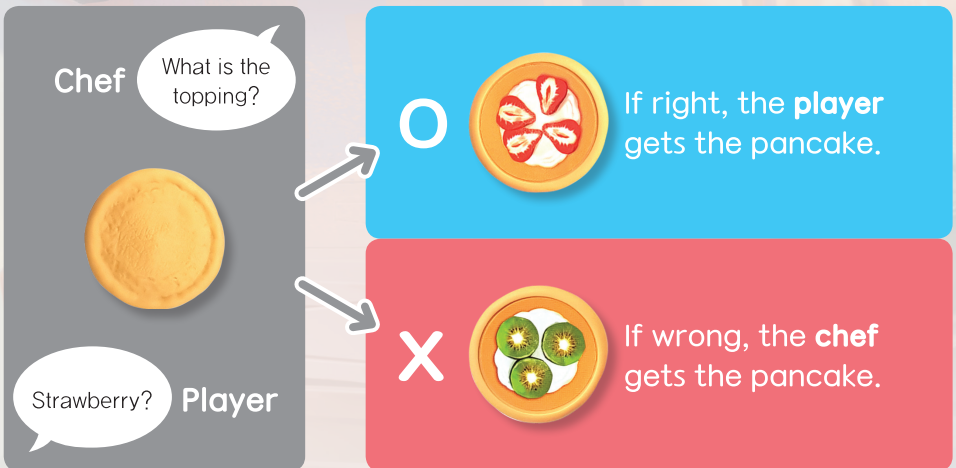
In the case the chef succeeds in flipping 5 or more pancakes face-down, he gets 1 of them as bonus.

3. Sharing pancakes

The chef chooses 1 of the face-down pancakes from the frying pan, while being careful not to show its topping. He checks it for himself. Then he asks a player of his choice: "What is the topping?"

The player must guess what the pancake's topping is among the 5 possible answers: banana, strawberry, blueberry, kiwi or chocolate.

After hearing his answer, check the pancake's topping. If the player was correct, he gets the pancake. If not, the chef gets it.



Chef must at least share a pancake with 1 player. He can then keep on sharing pancakes, with the same player or someone else. It's up to him whether to keep sharing pancakes or not.

The chef's turn ends when all face-down tokens have been shared or he does not want to share anymore pancakes. Turn all remaining tokens face-up. Play proceeds with the player on his left becoming the next chef.

End of the game

Game ends if either:

- A player has at least 12 tokens. The game stops immediately and he is declared winner.
- There are not enough pancake tokens left on the table to put 8 pancakes in the frying pan. Count your gained pancake tokens. The player with the most pancakes wins the game.

Variant for experienced players: chocolate gamble

During the “sharing pancakes” step, when a player answer “A chocolate pancake” the following rules apply:

- 1 If it really is a chocolate pancake, the player who answered gets the chocolate pancake and 1 additional pancake from the chef if he has any.
- 2 If it's not, the chef gets the pancake and 1 additional pancake from the player who answered if he has any.



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