

Sweets!

Players: 1-4

Playing time: 15 minutes

Age: 7+

Game Design: Tetsuya Iida

Story

Enjoy lots of delicious treats in this popular sweet shop. But picking up your sweet prize will be no piece of cake. Fill yourself up and have a sweet day!

Objective of the Game

Score the most points by forming a hand containing the same card type. The number of cards required to form a hand is different for each card type. Form as much hand as possible, with a fixed number of cards in your possession. A Tea Cup Card can be used strategically to form a hand.

Components

- 45 Sweets Cards: Biscuit x10, Candy x9, Donut x8, Pudding x7, Ice Cream x6, Cake x5
- 4 Tea Cup Cards
- 1 Star Card (reverse side shows scorecard)
- 1 Instruction Sheet

How to read the Card

*See the picture in Japanese instruction sheet.

- ← The amount of cards in a deck for each card type.
- ← The numbers followed by "x" (top row) indicates the quantity of cards of the same type, and the numbers underneath represent the corresponding score for the cards collected. For example, a hand of five Donuts is scored 7 points, a hand of four Donuts is scored 5, and a hand of three scored 3. A pair or a single for this card type has no value, and cannot form a hand.
- ← The amount of cards to be laid out facing up when released as a hand. For example, "3" for a hand of Donuts means that three of these cards must be released facing up. For a hand of five Donuts, three out of five cards should be laid out facing up with the remaining two placed facing down.
- ← The score for each card to be counted at the end of the game.

Setup

- Cut the deck of cards (excluding Tea Cup Cards and a Star Card) facing down, and deal out three cards to each player. Do not reveal your cards to others. The remaining cards should be placed in the center facing down. Take five cards from the remaining pile, and lay them out facing up so that the cards are revealed.
- Distribute a Tea Cup Card to each player (the remaining Tea

Cup Cards, if any, will not be used). Your Tea Cup Card should be placed facing up in front of you. A Tea Cup Card is not counted as a holding card.

- A player who ate something sweet most recently (or the youngest player if there isn't any) starts the game first. Take turns in a clockwise direction.
- For four-player games: give a Star Card to the player who will start the game last.

*See the picture in Japanese instruction sheet.

For four-player games, give a Star Card to the player who will start the game last. This gives an automatic 1 point to the fourth player.

Gameplay

- For each turn, choose one of the following actions. The turn is finished after completing the action.

A. Take a card from the five cards that are laid out facing up

Take a card and add it to the cards in your possession. However, you may not select this action if you already have five or more cards in possession. You may instead choose to pick up a Tea Cup Card. A Tea Cup Card will not be counted as a holding card, and should be placed facing up in front of you if drawn. You may pick up a Tea Cup Card regardless of the number of your holding cards, even if you have another Tea Cup Card with you.

B. Take a card from the top of the remaining pile

Take a card and add it to the cards in your possession. However, you may not select this action if you already have five or more cards in possession.

C. Trade in two or more cards in your possession with the same amount of cards that are laid out facing up

The cards you choose to trade in may either be those in your possession, one or more Tea Cup Cards, or a combination of your holding card(s) and Tea Cup Card(s). You may pick up a card of the same type as the one you will be trading in. However, you may not release a card and pick up the exact same card which you just released. The card you released to trade in must be forfeited, and you will be required to pick up a card from those that are already laid out. If you pick up a Tea Cup Card, place it in front of you facing up. A Tea Cup Card is not counted as a holding card.

D. Release your card(s) as a hand

Form a hand and release it to score points. Refer to each card to find out how many cards to release as a hand, and the corresponding points for the hand. When you release your hand, check how many cards should be laid out facing up and place them accordingly.

- Make sure that there are five cards laid out facing up at all times. Replenish as needed from the remaining pile of cards at the end of each turn (if you can). Continue playing until all the cards are depleted from the pile.

*See the picture in Japanese instruction sheet.

Example: Trading in two cards

- You may exchange a card of the same type.
- You may also trade in two cards and pick up the same two types.
- By trading in a Tea Cup Card, you will end up with one extra card in your possession.
- You may trade in and acquire two or more Tea Cup Cards at the same time.

Example: Card placement after releasing a hand

- You can form a hand of a single Ice Cream, or a hand of up to five cards. Number "1" indicates that one card should be laid out facing up and the rest facing down. For a hand of five Ice Cream, one out of five cards should be laid out facing up and the rest facing down. At the end of the game, count the star on each card to find out your total score. A hand of five Ice Cream is scored 9 points.

Note: The cards that are placed facing down can be revealed at any point during the game.

Winning

- After all the cards have been depleted from the pile, each player gets one final turn. Each player can only do action D. Release your card(s) as a hand just once.
- After all the players have finished their turn, count the score for each player. Each player counts the number of stars from the released cards and fomed to find out the total score (a card facing up is scored 1 point, and facing down scored 2 points). For a four player game, a Star Card given to the fourth player at the start of the game is also counted as a point.
- The player with the highest score is the winner. If there is more than one player with the same highest score, the player with the most number of the released cards is the winner. A Star Card is also counted as one released card. If more than one player has the same highest score with the same amount of cards from the hands, then the game is a tie.
- A Tea Cup Card is not included in your score, and it is not counted as a released card.

*See the picture in Japanese instruction sheet.

Example: Calculating your score

Five cards facing down: $2 \times 5 = 10$ points

Six cards facing up: $1 \times 6 = 6$ points

10 points + 6 points + 1 point (from Star card) = 17 points

Count the number of stars on each card to find out your total score

Tips

- You may only select one action per turn. Choose carefully whether to draw, pick up, trade in, or release a card.
- For each card type, there is a limited number of cards in the deck. Keep track of the cards that are revealed to get an idea of how many cards are still remaining in the game.
- Try to form a hand of five cards as much as possible. To do this, use the Tea Cup Card strategically.
- Towards the end of the game, you may also choose to pick up and retain a card pursued by another player. Monitor which card types are being pursued by others.

Solo Gameplay (for one player)

- Cut the deck of cards (excluding Tea Cup Cards and a Star Card), and deal out three cards to yourself. The remaining cards should be placed in the center facing down. Take five cards from the remaining pile, and lay them out facing up so that the cards are revealed. Give yourself a Tea Cup Card to be placed in front of you (the remaining Tea Cup Cards and a Star Card will not be used).
- For each turn, choose one of the following actions.
 - A. Take a card from the five cards that are laid out facing up
 - B. Take a card from the top of the remaining pile
 - C. Trade in two or more cards in your possession with the same amount of cards that are laid out facing up
 - D. Release your card(s) as a hand

- Make sure that there are five cards laid out facing up at all times. Replenish from the remaining pile of cards at the end of each turn (if you can).

- **Don't forget to follow this step:** After each turn, the top card from the draw pile is forfeited and placed aside.

At any point during the game, you can check the cards that were placed aside.

- Keep playing until all the cards are depleted from the draw pile. After all the cards have been depleted, you may choose to release a hand for the last time. Then, count your score and determine your rank.

26 points or more: rank S

23 - 25 points: rank A

20 - 22 points: rank B

19 points or less: rank C

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