

INSTRUCTIONS

INVENTED BY HAIM SHAFIR AND TAL SCHREIBER

Cake Off!™ Game



AGES
5+



15
MINUTES



3-6
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit www.amigo.games/game/cakeoff.

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30 Cake
Cards

5 of each color:
beige, yellow,
red, blue, purple,
and brown

4 Stampers



1 Cake Plate

Instructions

OBJECT OF THE GAME

To earn five stamps. Players earn stamps by collecting five cake cards of the same color or by noticing when other players have collected five of the same cake cards.



SET UP

1. Pull out one set of matching cake cards (five cards of the same color) for each player in the game. Place the remaining cards aside; they won't be used. For example, if there are four players, pull out four sets of cards.
2. Place the cake plate in the middle of the table.
3. The oldest player shuffles the cards and deals them out to each player, one at a time, until all of the cards have been dealt.
4. Players pick up their cards, look at them, and hold them so that other players can't see them.

PLAYING THE GAME

1. The youngest player says, "Cake Off!" to start the game. Each player picks one of his/her cards and passes it face down to the player on his/her left. All players pass their cards at the same time. So, players will get a new card from the player on their right at the same time that they give a card to the player on their left.
2. After picking up cards, players pick another one of their cards and pass it to the player on their left. This continues until one player holds five cards of the same color.

3. When a player has five cards of the same color, s/he quickly and quietly places his/her hand on top of the cake plate. When players notice that another player has a hand on the cake plate, they put their hands on top of the other player's hand to form a stack of hands on the cake plate.
4. The player who touched the cake plate first picks up one of the stampers and makes two stamps on the back of his/her hand. This player then makes one stamp on the back of all other players' hands, except for the player whose hand was on top of the pile (the player who was last to notice). The player making the stamps may choose any color stamper.
5. The oldest player collects the cards, shuffles them, and deals them out to start a new round.



WINNING THE GAME

The game ends when a player earns a fifth stamp. The player (or players) with the most stamps wins.

If you have questions on these rules or on any of our products, please call us at

844-962-6446

M-F 9:00 – 6:00

CENTRAL TIME

We'll do our best to help you.

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