



How to Play

2-4 players play numbered cards, adding to the Total of all cards that have been played that hand. Cards of the same suit may not be played consecutively. The suits are Breakfasts (coffee cup), Lunches (lunch bag), Dinners (covered platter), and Desserts (cake with cherry).

Each hand has 4 rounds with a limit that the Total may not exceed. That limit is called the Appetite. The Appetite Counter (the die) keeps track of the Appetite as it increases each round.

Points are scored by satisfying the Appetite (playing a card that brings the Total to exactly the Appetite number), or by being the closest without going over after all of the players have passed.

Players write their points on their score sheets in a column for each suit that they scored with. When a player has filled two columns, the game ends, players total their scores, and the highest score wins.

To Start

One player starts as the dealer who shuffles the deck and deals a hand to each player; **four cards if there are 3-4 players, five cards for a 2-player game.** If a player has 4 of the same suit, they may, once per hand, reveal their hand, put it under the deck and be dealt a new hand. The player to the left of the dealer plays first.

Playing a Round

The first player plays a card. The next player plays a card **of a different suit** on top of that card, adding to it. **The sum of all cards played is the Total.**

The first round of each hand starts with the Appetite Counter at 10 (1 on the die). Players try to **raise the Total to the Appetite number without going over.** Players pass their turn if they don't have any cards, can't play or decide not to play. (see *Passing*)

Turns go clockwise. Each player plays a card or passes until a player scores. **Scoring ends the round.** The Appetite goes up by 10. **After the 4th round, the hand ends.** All cards are collected and the deal passes to the player on the dealer's left.

Scoring

A player may score in one of two ways:

1. **After every player passes**, the player who played the last card scores.
2. **When a player plays a card that satisfies the Appetite** (brings the Total to 10, 20, 30, or 40), that player scores.

The player writes the Total in a box of that card's suit. (see *Desserts*) **If they satisfy the Appetite, they also mark a bonus Dessert icon.** If a column is full, that suit doesn't score points, but the player can still get Dessert bonuses.

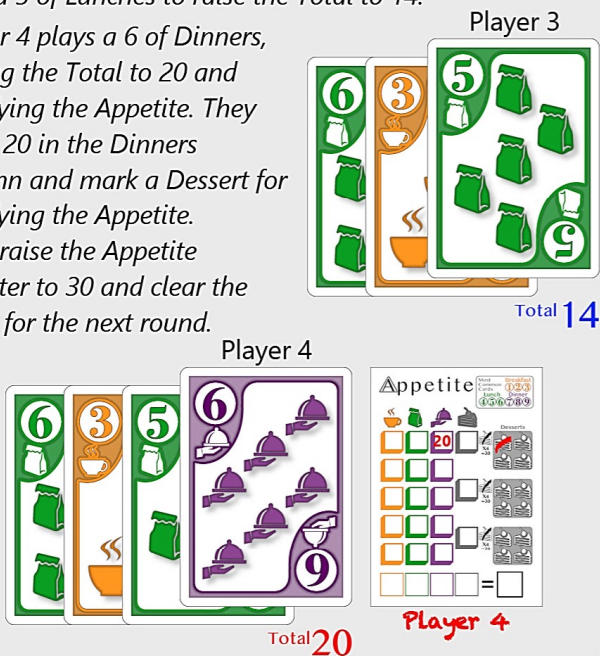
Example of a Hand

In **Round 1**, the players are trying to reach the Appetite of 10 as shown on the Appetite Counter. Player 1 starts off with a 6 of Lunches. Player 2 plays a 3 of Breakfasts, to bring the Total to 9. Players 3, 4, and 1 pass. It's Player 2's turn to play again and they pass as well. Since all of the players have passed, Player 2 scores 9 in the column of Breakfasts. The Appetite goes up to 20 for Round 2 with the Total starting at 9.



2 Player 3 starts **Round 2** with the Total at 9 from the previous round and the Appetite at 20. They play a 5 of Lunches to raise the Total to 14.

Player 4 plays a 6 of Dinners, raising the Total to 20 and satisfying the Appetite. They score 20 in the Dinners column and mark a Dessert for satisfying the Appetite. They raise the Appetite Counter to 30 and clear the cards for the next round.



Passing

Unless it is the start of a new round, players may say "pass" and pass their turn if they can't or don't want to play a card. **When a new round starts, the player must play and may not pass.** If they can't play because all of their cards are the same suit as the last card played, then they say "I can't play" and the next player must play. If no one can play, then the hand ends and the next dealer deals a new hand.

Clearing The Cards

Cards stay on the table between rounds and players may not repeat a suit, unless **a round ends by satisfying the Appetite. Then, the played cards are moved out of the playing area** and the next player starts the new round with a card of any suit.

3 **Round 3** starts fresh with Player 1 leading with a 9 of Desserts bringing the Total to 29. Players 2, 3, and 4 pass so it's Player 1's turn again. Player 1 plays a 1 of Lunches satisfying the Appetite of 30. They get 30 points and a Dessert. They raise the Appetite to 40, and clear the cards for the last round of the hand.



Desserts

When a player scores with the suit of Desserts, a **Dessert icon is marked instead of writing a Total**. If that player scored by satisfying the Appetite, then they mark 1 icon for scoring, and 1 icon for the bonus. **When 4 Dessert icons are marked, that player scores 30 points in the Dessert column.**



4 **Round 4** starts with the Total at 30. Player 2 leads with a 3 of Dinners followed by Player 3 with a 4 of Breakfasts. With the Total now at 37, Player 4 passes.



Player 1 moves the Total up to 38 by playing a 1 of Dinners and Players 2 and 3 Pass. Player 4 plays a 1 of Desserts, bumping the Total up to 39.

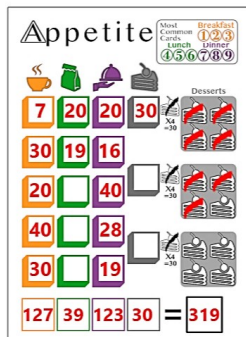


All players pass, so Player 4 wins the **Round 4** at 39. They only gained a Dessert, but prevented Player 1 from scoring 38. The next hand is dealt.

The Deck

All suits have one copy of each card, 1-9. All suits, except for Desserts, have **two extra copies of certain cards.**

This is useful to know the odds of what a player may have in their hand.



The End

When a player fills **2 of the 4 columns** on their score sheet, the game immediately ends. Players total their scores. The highest score wins!

