



COVER YOUR
COOKIES

featuring crumbl



Cookies: Delicious, delightful, and destined to be devoured. You've (hopefully) been coached that it's not courteous to clutch as many cookies as you can, and that it's positively not polite to pilfer pastries from other people's plates.

Well... while playing this game, ignore all that! It's time to indulge your sweetest desires. You can't be polite when there's a load of dough on the line! To prevail, you've got to be one tough cookie and willing to get your fingers sticky.

Let's get ready to crumble!



Watch how to play:
WWW.GBECKS.COM/CYC-VID

Overview *(How the cookie crumbles)*

The game begins with a stack of unclaimed Cookies, each worth a certain amount of Dough (points). You'll claim these cookies by forming sets of matching cookies called Batches. Each new Batch added to your pile is stacked across the previous one, protecting it. Protecting it from whom, you ask? From your cookie-craving friends of course!

Your "friends" will (repeatedly) attempt to swipe your top Batch of cookies. If you don't want to lose your cookies (who does?) you'll have to defend them!

Once the flour settles, the Batch will either remain in your stack, or be moved to theirs. Either way, the Batch's value, and all player's hunger for it, will have increased. Once all the cookies are claimed you'll add up your dough and the player with the most dough wins.

Let's get baking!

Ingredients:

- 90 Cookie Cards
- 12 Milk Cards
- 8 Mixer Cards
- 6 Crumb Collectors
- 6 Cookie Tokens



Setup

(measure twice, cut once)

- Hand a Crumb Collector & Cookie Token to each player.
- Remove the 8 cards with a Mixer icon and set them aside.
- Shuffle the remainder of the deck a few times.
- Deal a hand of 5 cards to each player.
- Split the remaining deck into two equal(ish) halves.
- Shuffle the Mixer Cards into one half of the deck.
- Place the other half on top, then set the deck in the middle of the table as the draw pile.
- Flip a card from the deck to start the discard pile.
- The player who ate a cookie most recently goes first.
- After their turn, play passes left.



4 Player Setup

5 cards per player



Deck



Mixer
Discard



Cookie
Discard



Key Terms

(words every baker must know)

Cookies: The sweet things you want (neeeeed) to acquire. Each one is worth a certain amount of Dough (points).



Milk: Wild cards which can be played in place of any kind of Cookie.



Batch: A collection of two or more Cookies of the same flavor. (Can include milk cards.)



Stack: A pile composed of a player's Batches of Cookies.



Mixers: Action cards that are triggered by being drawn from the deck.



Crumb Collector: Tracks bonus points earned when your Cookies are swiped.



Taking Your Turn

Each turn, take one of the following 3 actions:

- 1) Start a Batch of Cookies.
- 2) Attempt to swipe a Batch of Cookies
- 3) Discard a Cookie and then draw.



OPTION 1) FORM A BATCH OF COOKIES

(The only thing better than 1 cookie is 2 cookies)

You may start a Batch in one of two ways:

- Pairing two identical Cookies from your hand.
- Pairing a Cookie from your hand with an identical Cookie atop the discard pile.

You also may use a Milk card (wild) from your hand in place of a Cookie card to form a Batch with any Cookie. **Important:** You can't form a Batch with two Milks or with more than two cards.



two identical cookies

cookies and milk (wild)



cookie/milk from your hand + cookie atop discard pile

START A BATCH (CONTINUED)

Occasionally, a player will have the lousy luck of not being able to lay down their first Batch for their first few turns, keeping them back from joining the fun. To prevent that, we'll allow you to fudge the rules a bit.

If you weren't able to start a Batch on your first turn then on a subsequent turn you may choose to lay down a single Cookie as your first "Batch." This is the only time you can start a Batch with only one card.

Stacking your Batches:

Each new Batch added to your pile is placed across the previous Batch, alternating upright and sideways. Batches are never combined, even if they are both made up of the same kind of Cookies.



OPTION 2) ATTEMPT TO SWIPE COOKIES

The first Batch in each player's pile can't be swiped, but if you have 2 or more Batches, the exposed one on top is up for grabs!

On their turn, another player, who has laid down at least 1 Batch of their own, may attempt to swipe your top Batch of Cookies. They start the challenge by laying down either a Cookie that matches your top Batch, or a Milk (wild) from their hand.



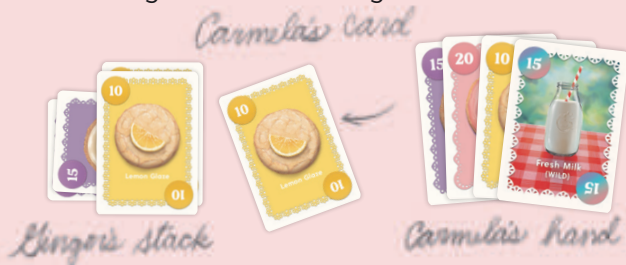
You can defend your top Batch by playing a matching Cookie or a Milk (wild) from your hand atop the challenger's card. They can respond by playing another matching Cookie or Milk card from their hand atop yours.

Continue until one player can't (or chooses not to) respond. The last to lay down a card takes (or keeps) the Batch, adding all cards played by both players to the Batch that was targeted. Be sure a Cookie (not a Milk) is on top.

Note: Chocolate Milk cards are worth more points than Fresh Milk, but they do not outrank or trump Fresh Milk. Both function as a substitute for any Cookie card when forming, swiping, or defending a Batch.

Example: Carmela, having formed her first Batch of cookies in her stack during her previous turn, can now attempt to swipe a Batch, if she wants to... and she does.

Ginger has more than one Batch in her stack, so the top Batch, composed of Lemon Glaze Cookies, is vulnerable. Carmela, wanting those Lemon Glaze Cookies for herself, attempts to swipe them by playing a matching Cookie beside Ginger's stack.



Ginger, to defend her top Batch, responds by playing a Chocolate Milk (wild) on top of Carmela's card.



Carmela continues the challenge by playing a Fresh Milk (wild) on top of Ginger's card.



Ginger doesn't have another Lemon Glaze Cookie or Milk card in her hand, so she loses the Batch. Carmela smugly gathers the three cards played, adding them to the Batch she swiped, and places it crosswise atop her own stack.



Carmela draws back up to 5 cards, then Ginger does the same, smiling as she sees her new card is a Lemon Glazed Cookie. Revenge, like a glass of milk, is best served cold.

OPTION 3) DISCARD A COOKIE THEN DRAW

This option is typically a last resort to use only when you can't do anything else. To perform this action, place a Cookie Card, face up, in the Cookie discard pile. Then, draw a card to replace it. This ends your turn.



Note: The only time a card is added to the discard pile from the deck is at the start of the game. The pile may be empty from time to time throughout the game.

Ending Your Turn

After you've completed an action, draw cards, one at a time, until you once again have 5. If someone else played cards to defend a Batch from you, they'll draw as well after you finish. As you draw cards, pick them up 1 at a time in case you encounter a mixer card (which will be explained next.) Play passes to the left.

Mixers

There are 8 Mixer cards. Each triggers an action that takes effect immediately, before another card is drawn. They do not count as a player's turn. Here's how they work:



ROTATE (2) : All players simultaneously move their top Batch to their neighbor's stack, in the direction you declare (left or right). All players with 1 or more Batches must participate.

ENHANCE (2): This wild card is inserted into your top Batch, increasing its value by 30. That's great for you, so long as it doesn't get swiped!

SWAP (2): Force any two players with at least one Batch, excluding yourself, to swap their top Batch.

EXCHANGE (2) : All players hold out their hand, face down. Then, say either "1", or "2." Then, all players will simultaneously take the number of cards stated from their neighbor's hand (in the direction indicated on the card), adding them to their own hand. Skip players with less than three cards.

After their action takes effect, Mixer cards (except the Enhance cards) are discarded permanently into their own separate discard pile. The player who drew the Mixer then resumes replenishing their hand.

***Note:** Mixers add fun and excitement, but you can simplify the rules by choosing not to use them when you play.*

Crumb Collector

Let's face it, it's never fun to lose your cookies. Fortunately for you, cookies, when moved, tend to crumble, leaving crumbs behind. That's where your handy-dandy Crumb Collector comes in!

Each time after another player successfully swipes one of your Batches of Cookies, you'll move your Cookie Token one spot up the tracker. At the end of the game, simply reference the number beneath your Cookie Token to know how much extra Dough to add to your score. That should help you feel a little better about your 'crummy' luck.



To begin, place your Cookie Token on START.



Each time one of your Batches is swiped, move your Cookie Token up one spot.

Ending the Game

After the deck is depleted, play continues until everyone has played all the cards in their hand. If you can't start a Batch or attempt to swipe one, you may add a matching Cookie from your hand to your top Batch—this can only be done after the deck runs out. If you can't do anything else, you must discard a Cookie—you can't just pass your turn.

Be thoughtful of how you use your cards once the deck runs out. If you run out of cards before other players you will be left completely defenseless!

After everyone's hand is depleted, the game ends. It's time to add up the Dough from your cards and Crumb Collector to see who won!

Grandma's Tips: *the easiest way to add up your points is to create stacks of cards worth 100 each. If anyone is left feeling slightly sulky about the outcome of the game, you might try giving them a cookie (a real one). It's hard to feel bitter after you bite into something sweet.*



Options for longer games

- **First to 750:** Play as many rounds as needed, tallying scores after each, until someone reaches 750 Dough.
- **Highest score after 3 rounds:** Record scores after each round. After 3 rounds, the highest score wins!
- **First to win 2 rounds:** Record only which player has the highest score each round. First to win 2 rounds wins!



3 Player Rules

The standard rules for this game work great with 4-6 players. For the best experience when playing with just 3 players, a couple of small modifications are recommended.

First, remove the 2 Swap cards from the deck and return to the box; they aren't used in 3 player games.

After you've done that, you'll then follow the standard setup instructions with a couple of small changes.

- Deal 6 cards to each player.
- Flip 3 cards over beside the deck, side by side to start the Cookie discard row.



When playing with 3 players, there is no discard pile. Instead, cards are discarded in a row. When you discard a Cookie, place it to the right of any other Cookies in the row, not in a pile as you would normally.

Any cookie in the row is accessible and may be used to start a Batch by pairing it with a matching Cookie or Milk Card (wild) from your hand.

Advanced Rules

Once you've got the classic rules down, you can play with one or both of these optional rules for added depth and strategy.

Extra Strength Chocolate Milk

- With this rule in play, Chocolate Milk cards count as 2 cards instead of 1.
- That means if another player lays down a Chocolate Milk during a challenge you'll have to play either another Chocolate Milk card to counter theirs, or 2 other eligible cards—any combination of 2 Fresh Milk or Cookie Cards (that match the targeted Batch).



Take up to two actions per turn.

- You only have to take one action each turn, the second action is optional.
- If you take two actions they can be any two, including taking the same action two times.
- Drawing normally ends your turn. The exception to this is when, for your first action, you discard and draw. You can still take a second action after that.
- You can swipe from the same player twice in a turn.
- If you use your first action to attempt to swipe a Batch and fail, you can't attempt to swipe that same Batch again with your second action. (This only would apply while playing with both optional rules).



Have a question?

Grandpa is eager to hear from you.

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