

The background of the entire page is a repeating pattern of waffles and waffle makers, rendered in a light orange, sketchy style. The waffles are shown from various angles, some with toppings like syrup and fruit. The waffle makers are depicted as simple line drawings.

Top Waffle

You wake up to the sweet aroma of maple syrup... today is the day you've been waiting for. You grab your backpack and jump on your bike. As you skid into the park, you see hundreds of customers piling in. Quickly throwing on your apron, you unlock your stand and look out to see all of your competitors. Breathing in slowly, you think to yourself, "It's time to become the Top Waffle!"

Prefer to watch a video to learn the rules?



CONTENTS



6 Reference
Cards



60 Topping
Cards



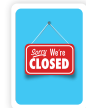
24 Item
Cards



48 Order
Cards



3 Closing
Cards



OBJECTIVE



Players will compete to earn the most points after 3 days (rounds). Players will prepare toppings and use items to complete orders. The player with the most points wins!

SETUP



Shuffle the Order cards and set aside the total # of Order cards as shown in the chart (1). The remaining cards will not be used. Separate the chosen Order cards into 3 equal piles and place a Closing card on the bottom of each pile, then place them on top of each other (2). Once complete, refer to the chart for how many cards to flip over (1), and place them face up next to the deck (3).

Shuffle the Topping deck and the Item deck separately and place them by the Order deck (4). Refer to the chart for how many Topping cards to flip over (1). Always flip over 3 Item cards no matter how many players there are. Give each player a Reference card (5). The player that most recently made waffles begins!

Order Deck Setup:

2



Split into thirds



Pile 1



Card 1

Pile 2



Card 2

Pile 3



Card 3

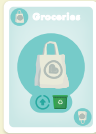
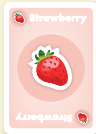
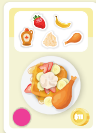
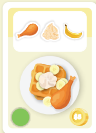
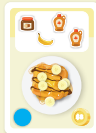
Combine



Ready!

4 Player Setup Example:

5



3



4



1

	2 players	3 players	4 players	5 players	6 players
Face Up Toppings & Orders	3 cards	3 cards	3 cards	4 cards	4 cards
Total Orders	24 cards	30 cards	36 cards	42 cards	48 cards

GAMEPLAY

Turns consist of 2 steps: *Prepare and Execute*

1) *Prepare (REQUIRED)* - Take two Topping cards into your hand. You may take one of the face up cards, flip over another from the deck, and then decide on the next card to take. You may also take from the top of the deck. If you decide to take Toppings, you must always take 2 cards.

OR

Take one Item card. This may also be from the face up Items or from the top of its deck.

Note: You must complete this step fully before continuing to Execute



2) *Execute (OPTIONAL)* - During this step you may play as many cards from your hand as you want. When playing Items, follow the action(s) completely. Toppings are played to complete the face up Orders.

Example:



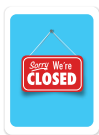
TOPPING & ORDER CARDS

Topping cards are used to complete Orders during the Execute step of your turn. Upon completion, place the Order card by the “POINTS” side of your Reference card, along with any used Topping cards that had bonus points 🍌 on them. All other used cards (Items and Toppings) are discarded next to their decks, then flip up a new card from the Order deck. When using a double Topping card, it may be used as one or both of the Toppings shown, and may also be separated and used towards two different Orders on the same turn.

Tip: You may complete more than one Order card on your turn if you have the resources to do so, including newly flipped Orders.

CLOSING CARDS

When there is a Closed Sign on top of the Order deck and an Order card is completed, place the Closing card into the face up Order area—that player will finish their turn, then all other players get 1 more turn. Once this happens, no new Orders are flipped over to replace completed Orders.




Ends Round



After all players have completed their last turn, all Topping cards still in hand are placed on the “TRASH” side of their reference card - Item cards are kept in hand. Any remaining face up Order cards as well as the Closing card are removed from play. Flip over new Order cards. Take all of the face up and discarded Topping cards, shuffle them together, and flip over new cards to start the next day (round). Do the same with the Item cards.

ITEM CARDS



Item cards can be played individually, or combined with a different Item for an upgraded action. The Items they can be combined with are shown next to the  symbol. When using the upgraded action, both cards are played/discarded and the 2nd card's action isn't used. You may play an Item card the same turn you pick it. Item card actions are described below and on the back of the reference cards.



WILD TOPPING - Worth 1 of any Topping. When upgraded, it is worth any 3 Toppings.



GROCERIES - Look at the top 3 cards of the Topping Deck. Take 0-2 of them and discard the rest. When upgraded, look at the top 5 cards and take any number of them, discarding the rest.



RECYCLING BIN - Used to discard 1 Topping card from your hand or from your trash pile. When upgraded, it can be used to discard up to 3 Topping cards from your hand or trash pile.



WRENCH - Use this card to take any of the face up Item cards or one from the top of the deck. When upgraded, take two Item cards and one Topping card. The cards can be from the face up selection or from the top of the decks.



BLENDER - Convert 1 of your Toppings into any other Topping when completing an Order card. When combined, convert up to 3 of your Toppings. Treat Toppings on a double Topping card individually when converting.




MEGAPHONE - Take one of the face up Order cards and place it face up in front of you. You may complete it at any time for 1 less Topping. When combined, you may complete any face up Order card for FREE. For either option, you may take a chance by taking the top card of the Order deck.



Note: When a card is reserved, it does not count as negative points towards you at the end of the game if not completed, and also stays in front of you the whole game until completed.


END OF GAME

Once the final Closing card comes out and all players have completed their last turn, points  are counted up. Count up all the points on all cards in your “POINTS” pile. Subtract one point for each Topping in your “TRASH” pile—toppings with bonus points and Double Toppings are -2 points. The winner is the player with the most points and is declared the Top Waffle! In the case of a tie, the tied player that completed the most Orders wins. If there is still a tie, the tied player with the least amount of negative points wins!

DESIGNERS NOTE

If there is something that is not covered in these rules, it is on purpose. For example, we intentionally left out whether players can look through the Order deck to see exactly how soon the next Closing card is coming up. This is because we want to leave these rules up to your discretion. But, if anything is unclear, please email us at support@lovemoregames.com and we'll be happy to help!

VARIATIONS

Bonus Points: Each Order card has a colored sticker on the bottom left of the card (Blue, Green, Yellow, Pink). At the end of the game, the player with the most cards of a certain color gets +3 bonus points. Tied players don't get any bonus points. 



Longer or Shorter Game: To make your game longer or shorter, just add or remove order cards from the deck. The more order cards the longer the game will be, the less cards the shorter it will be.

Simpler Game: Do you have littles who want to play? Just remove the Item cards, everything else is played the same.

About LOVEMORE GAMES



We are the Lovelesses: Zac, Emily, Lily, and Rody. Our greatest joy is sharing the love of games with family and friends. When I first met Emily's family, I introduced them to some of my favorites. Since then, games have become a staple for us. We started Lovemore Games with the purpose of creating games that make you love more games! We hope you enjoy our first game, Top Waffle!

I'm Megan, the illustrator. Emily is my cousin, a.k.a., built-in-bestie. Working and creating alongside such talented and good people is a dream realized. Can't wait for you to experience Top Waffle!



Game Design: Zac & Emily Loveless
Illustrations & Design: Megan Galura and Zac Loveless

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