

## Victory

As soon as all players have Baked at least one Pie, or at least one player has Baked at least three, the game immediately ends. Each player chooses their best Pie. Who ever has the highest wins!

Happy Baking!

## Grand Contest

If you want a longer game, you can play the Grand Contest variant with the following changes. Be wary the game is already long.

- Play until all players have at least four Pies. Each chooses their best three and adds them together for the final score.
- When an Achievement is completed, every pie that player has already Baked is worth 3 more.

## About

Stephen Dambeck is a high school student graduating from Montgomery High School as part of the class of 2020. He has interests in game design, literary and visual art, and linguistics.

Questions or Comments? Feedback of any kind? Send an email to [games@dambeck.net](mailto:games@dambeck.net)

On the reverse side of cards: Pie by ciciliakwo from the Noun Project (CC-BY)

60-120 minutes	4+ players	Ages 8 and up recommended	221 cards, 1 rules pamphlet, 40 score cards.
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# Pie Contest

<http://www.dambeck.net/piecontest> – Stephen E. Dambeck II

Version 0-3

Your goal is to bake the best pie. You will be judged upon your best pie regardless of how many you bake.

You'll gather ingredients in your kitchen to put in your pie. You'll have ingredients and actions in your hand, and soon you'll have ingredients in your kitchen in front of you. How much an ingredient is worth is in the top right. The flavor is along the left side, possibly followed by a subflavor.

## Preheat

Before the game begins, separate all Achievement cards and set them aside. Shuffle the rest of the cards. This is the Pantry.

Shuffle the Achievements and place them face down. This is the Achievement pile. Reveal the top three and place them where everyone can see.

Deal each player five cards from the Pantry. The player who last ate pie goes first, and then turns proceed to the right.

## Ingredients

When you play an Ingredient card, put into your Kitchen. Many Ingredients will have additional effects when played. Be careful! If you miss an effect and no one points it out, you don't get to go back and fix it. Your Kitchen can fit five Ingredients. If you don't have space for a new Ingredient, you can't play it.

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If an effect would give you an Ingredient while you Kitchen is full, you don't get the Ingredient and that part of the effect is ignored.

Many, but not all Ingredients have an ability. The ability may be passive, or create an effect when played or Baked. An Ingredient is only "played" when it is put from you hand to your Kitchen. If you get the Ingredient later, such as with a Swap, you don't get the effect again.

## Instructions

At the start of your turn, draw a card from the pantry. If at any point the Pantry runs out of cards, shuffle the Trash back into the Pantry. Then continue where you left off.

During your turn you will get to play one card. When you play an Action card, put it in the trash, then do what it says. When you play an Ingredient, put it in your Kitchen; See above.

Instead of playing a card, you can go dumpster diving. Trash two cards from your hand, choose a card in the Trash and return it to your hand.

At the end of your turn, if you have eight or more cards in your hand, you must Trash cards until you have seven cards.

If multiple effects would happen at once, the active player's effects happen first and in whatever order they choose. Then each player's effects in whatever order they choose, going to the left.

## Baking

In order to Bake a Pie, you need to have at least three Ingredients in your Kitchen, exactly one of which is Salt, and an

effect needs to tell you to bake. If you have two or more Salts in your Kitchen you can't bake a Pie until you find a way to get rid of one. If an effect tells you to Bake a Pie while you are unable to, nothing happens.

When you Bake a Pie, Trash a Salt, and all other Ingredients from your Kitchen. Add up their worth and write it down. Be careful! Some Ingredients will change their worth as you Bake them. Then each Pie that isn't yours has its value lowered by four. (they're getting stale!)

Write the value of your pie on the leftmost box on your score card. Then each time the value is changed, write the new value in the box top the right.

## Achievements

Achievements are special cards. They have either a special condition for you to complete. If you fulfill the condition of a face up Achievement, you will be rewarded with a unique effect. The second section of text after the > is the reward.

If you fulfill an Achievement, you *must* take it, but if no one points it out before the next player begins their turn, you don't get to go back and fix it.

When an Achievement is completed, put it on the bottom of the Achievement pile and turn over a new Achievement.

Some Achievements will turn into Ingredients or Actions as part of their reward. Deal a new Achievement when they are completed, but don't put them back in the Achievement pile until they would be put into the Trash, Pantry, or the hand of a player other than the player who completed the achievement.