



2 Players Print and Play Version



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Do not print on both sides

OBJECT OF THE GAME

Players work together as a team to try to organize the Cupcake cups in front of them based on the current Assignment card.

Each assignment wants your cups to be arranged in a specific layout in the kitchen. You must quickly communicate with your teammates to move the Cupcake cups around the kitchen so that your kitchen matches the one on your Assignment card.

Try to complete as many assignments as possible before time runs out!

SETUP

1. Give each player a set of 3 Personal plates in the same color and a set of 5 Cupcake cups in all the different colors. Place your 3 Personal plates in front of you.
2. Stack your 5 Cupcake cups into each other and place them face-down on your middle plate so that only the largest cup is visible.
3. Place the Shared plate in the center of the table, within reach of all players.
4. Take the Assignment cards. Shuffle them together and deal 14 of the 20 blue cards, face-down in a pile next to the Shared plate.
5. Place remaining cards back in the box.
6. Prepare a 7 min timer on the table nearby.
(You can use the BO Companion application!)



PLAYING THE GAME

When all players are ready, start the timer and turn over the top Assignment card of the pile. Place this card face-up next to the pile, and then begin trying to complete the assignment following the rules for moving cups, in order to match the arrangement shown on the Assignment card.

COMPLETING AN ASSIGNMENT

Each section on the Assignment card represents one player's personal area. They are only working on that section, so position the card so that it is clear which player is doing what.

When you complete an assignment, place the card aside until the end of the game. Keep all cups where they are.

Then turn over a new assignment card and position it to correspond to how the players are sitting, so that one player is clearly responsible for each area.

Try to rearrange your cups to match the new assignment following the rules for moving cups.

RULES FOR MOVING CUPS:

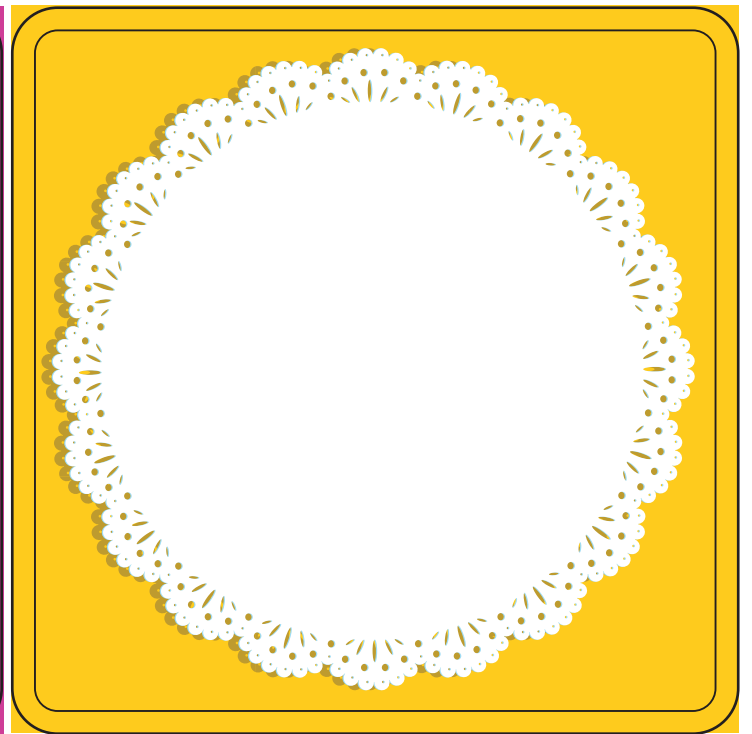
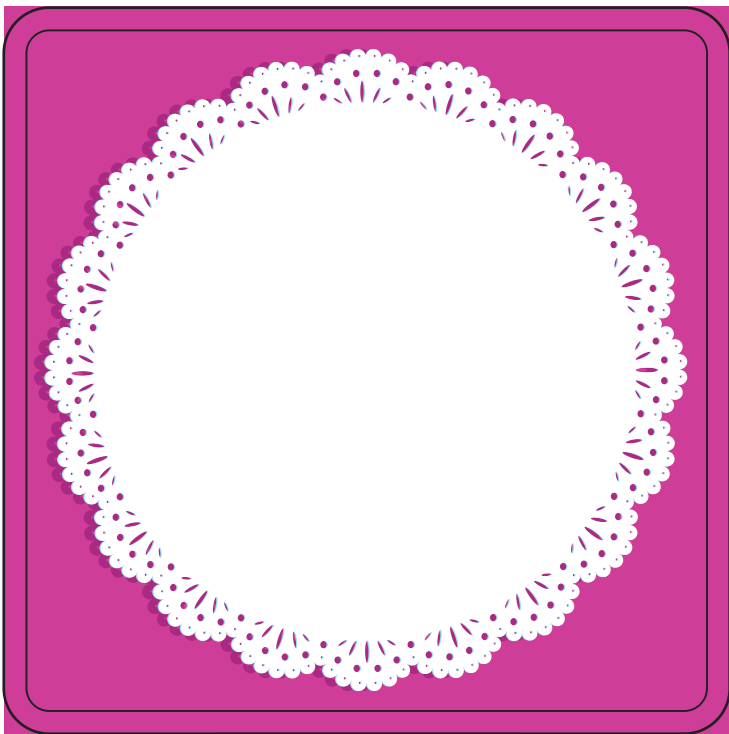
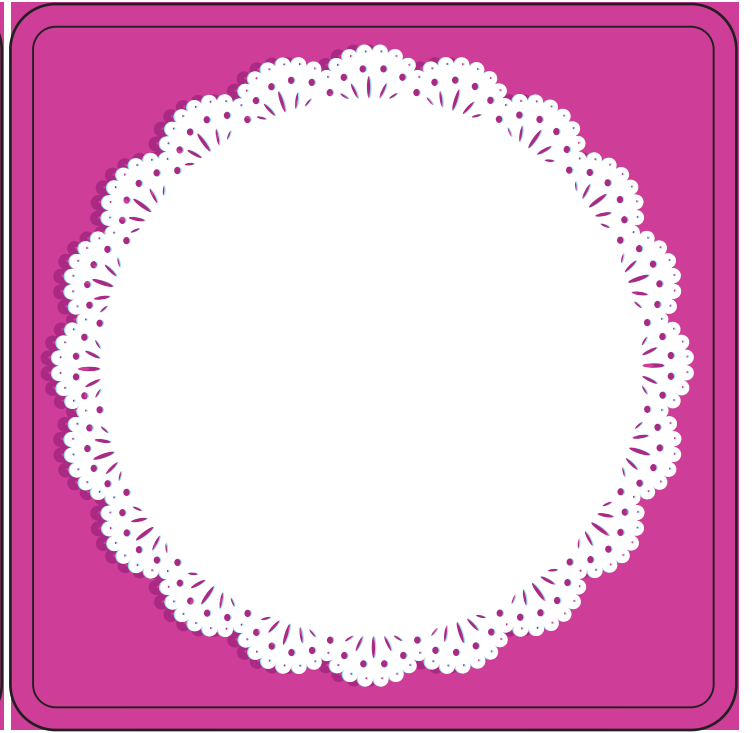
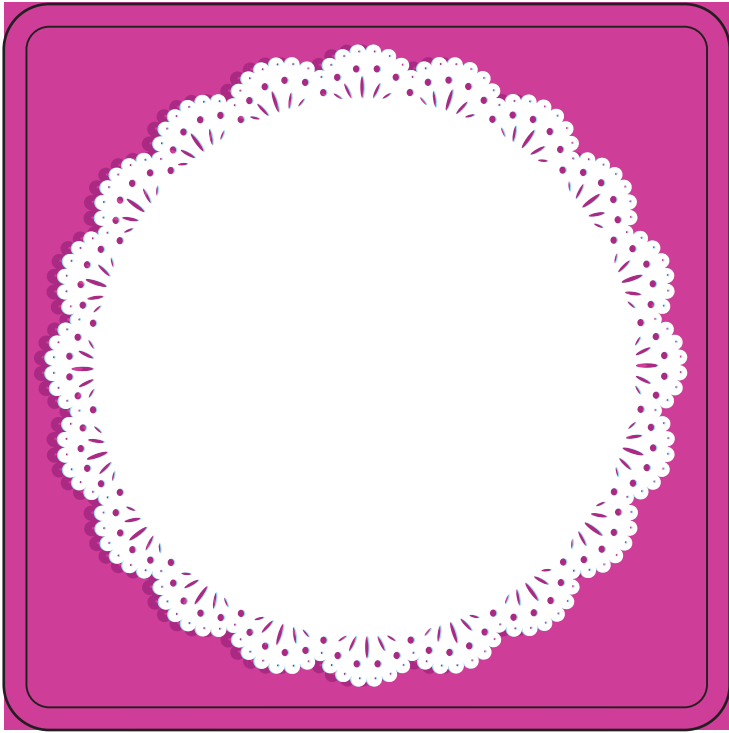
You can only use one hand for the duration of the game.

There can only be one visible cup per plate (including the Shared plate).

END OF THE GAME

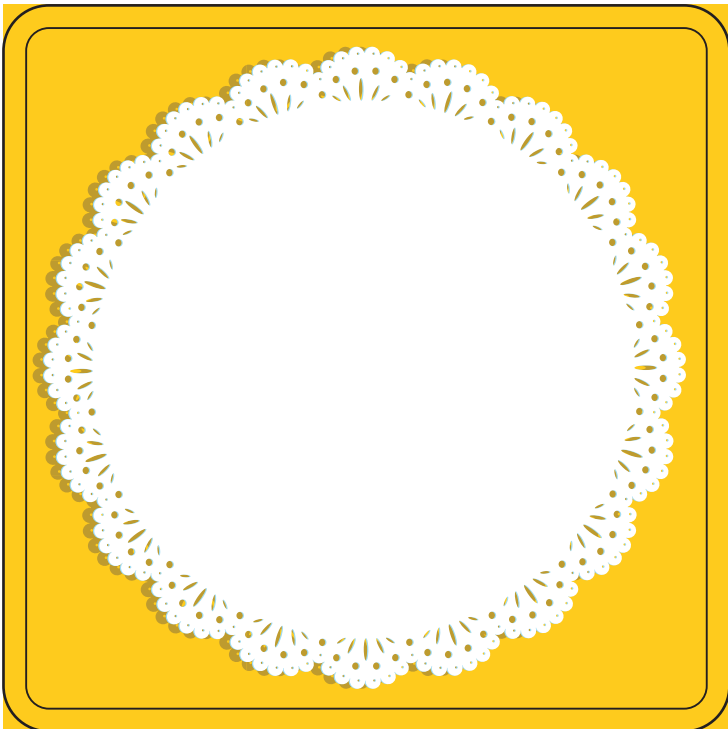
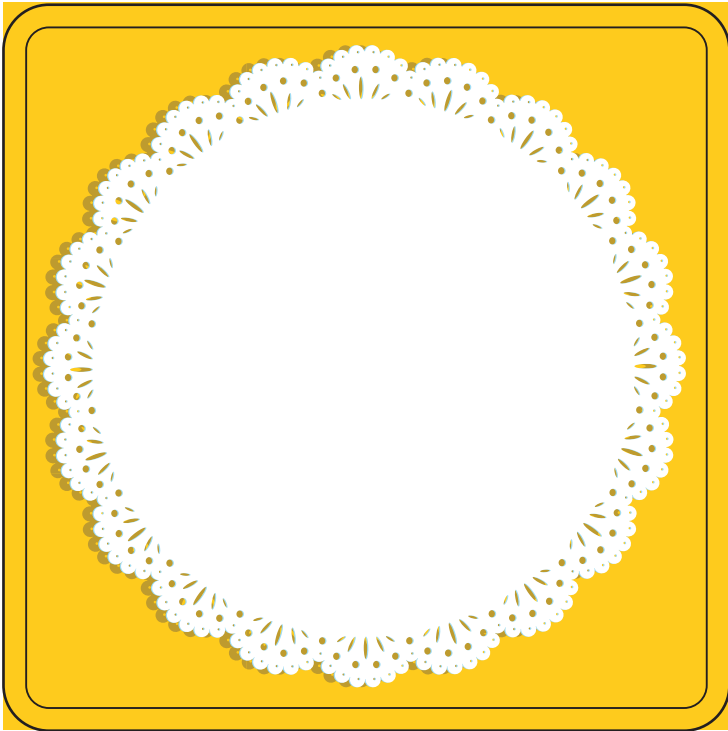
- If you complete all the Assignment cards before the timer runs out, then you win the game. Congratulations you are now students of the Cupcake Academy!
- If the seven-minute timer runs out and you still have cards to complete, then you lose the game. Don't give up on your dreams, you can always try again!





3 rose plates + 1 yellow plate
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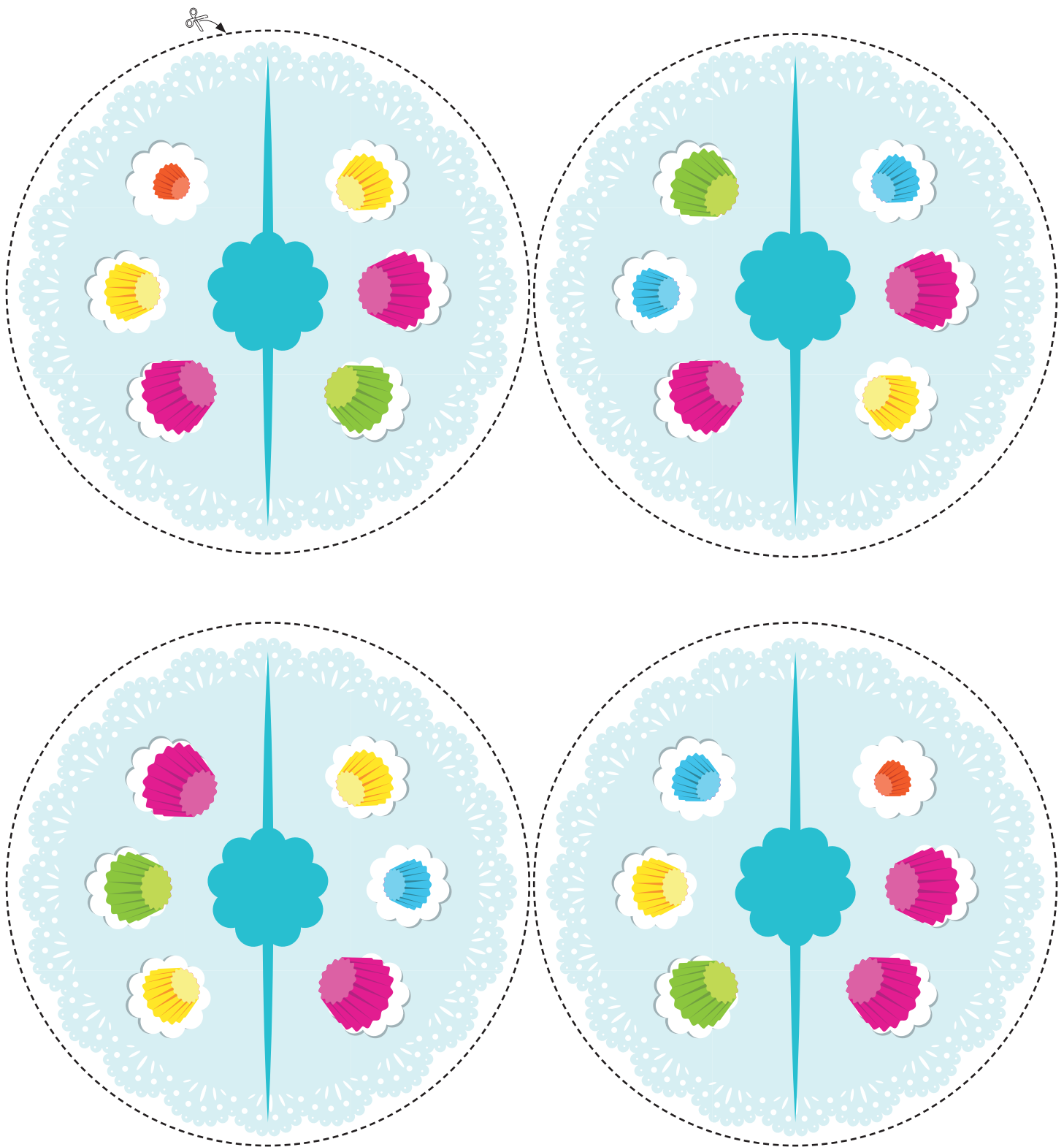


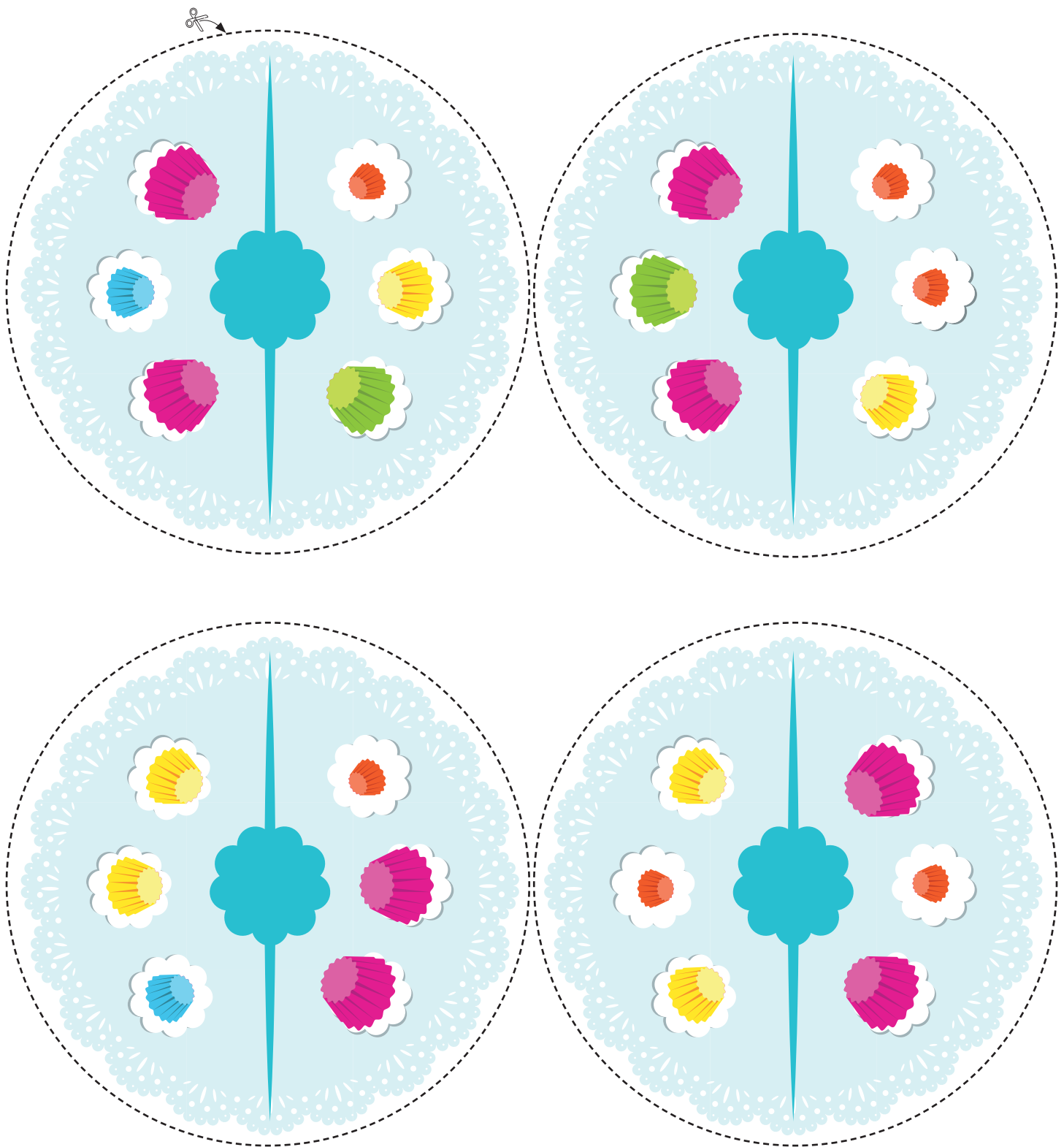


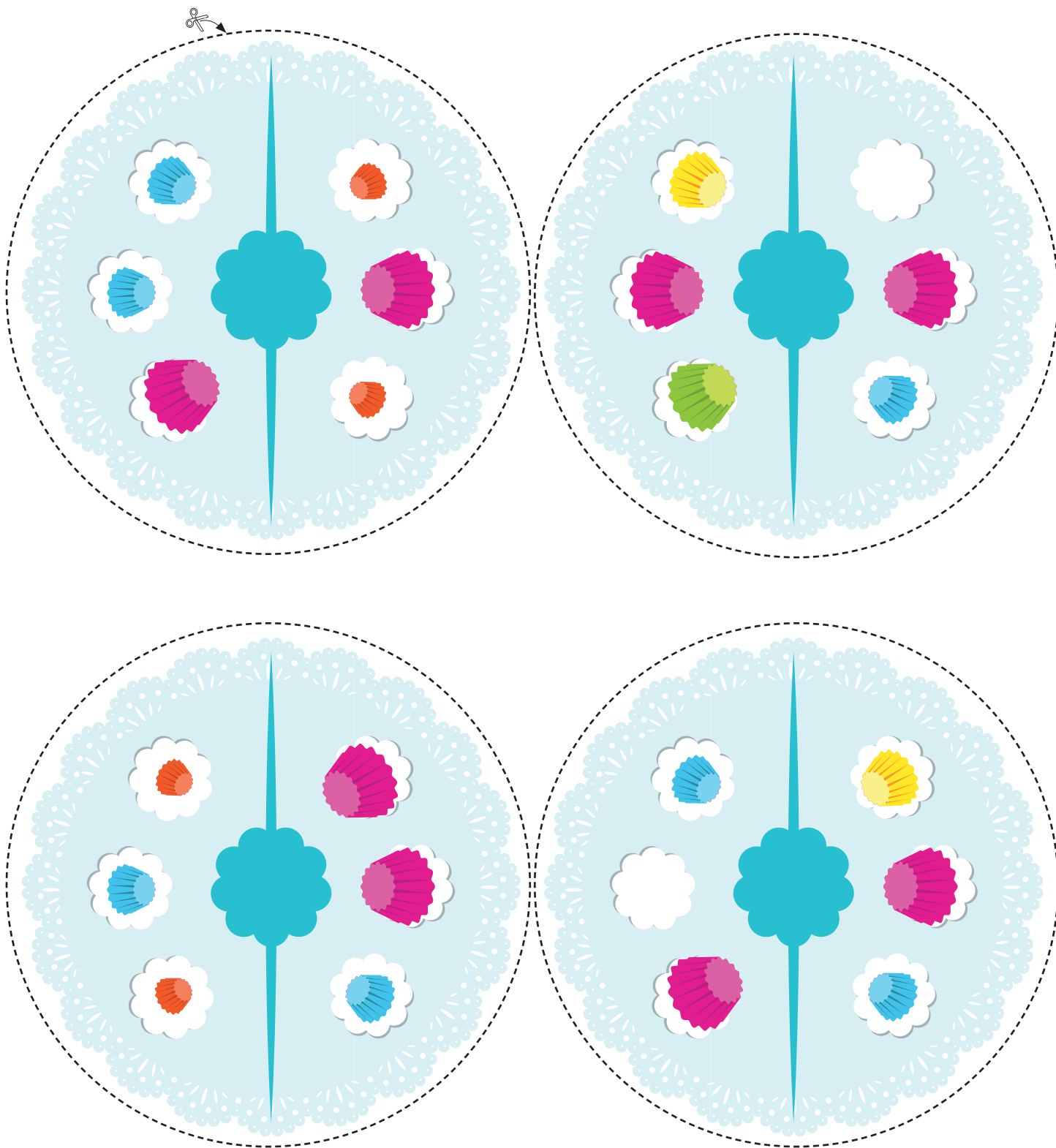
2 yellow plates + 1 shared plate

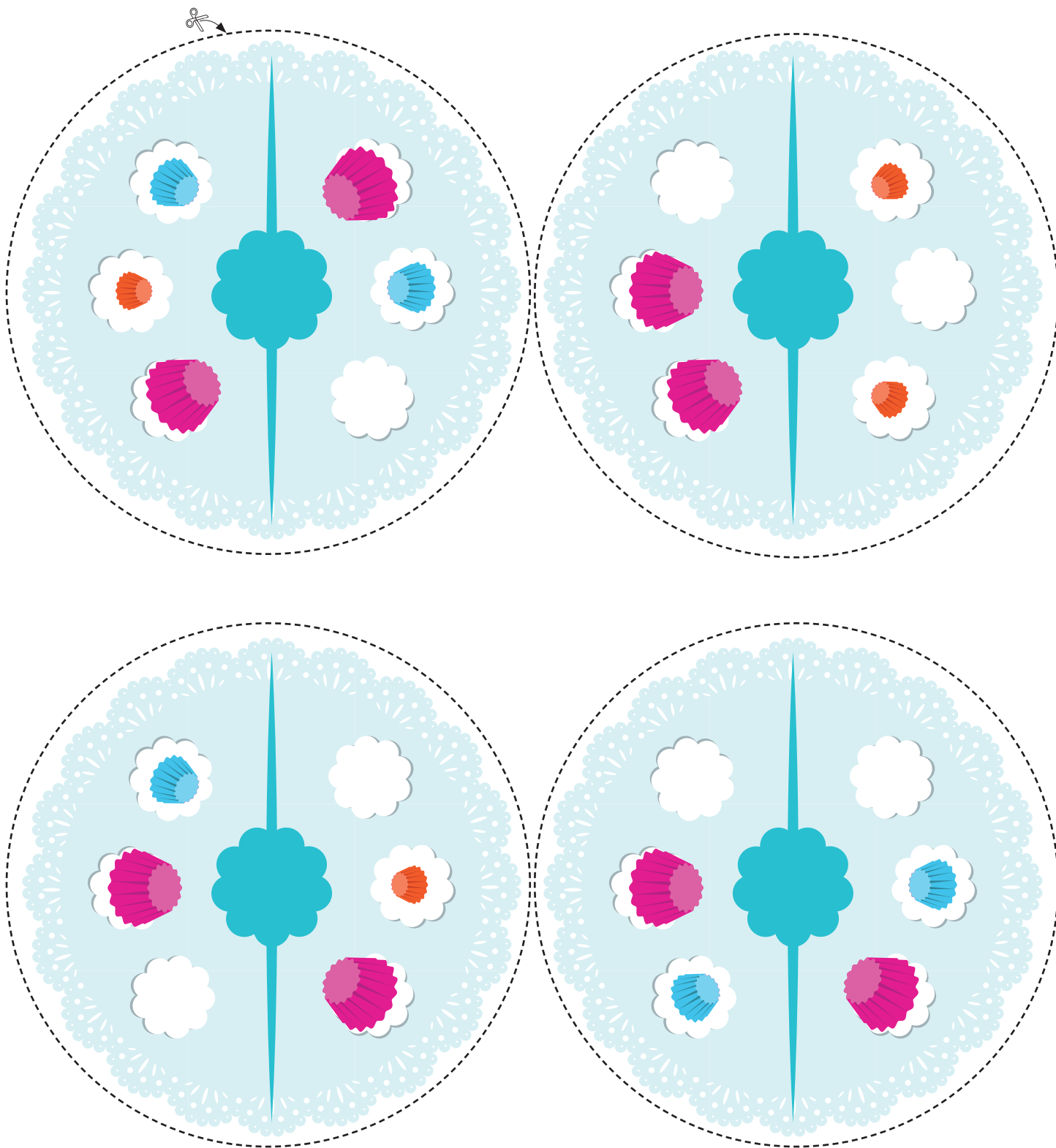
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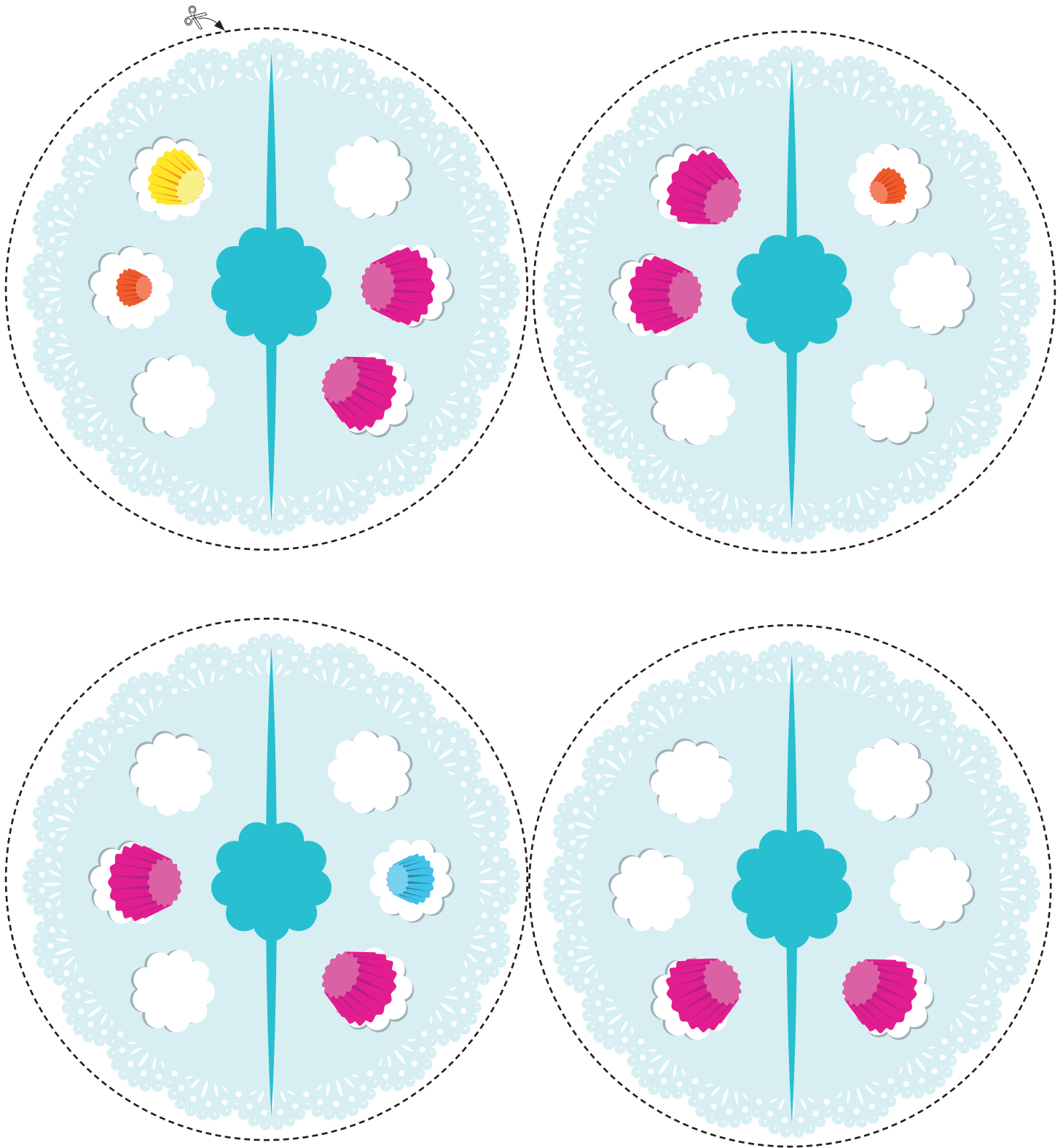


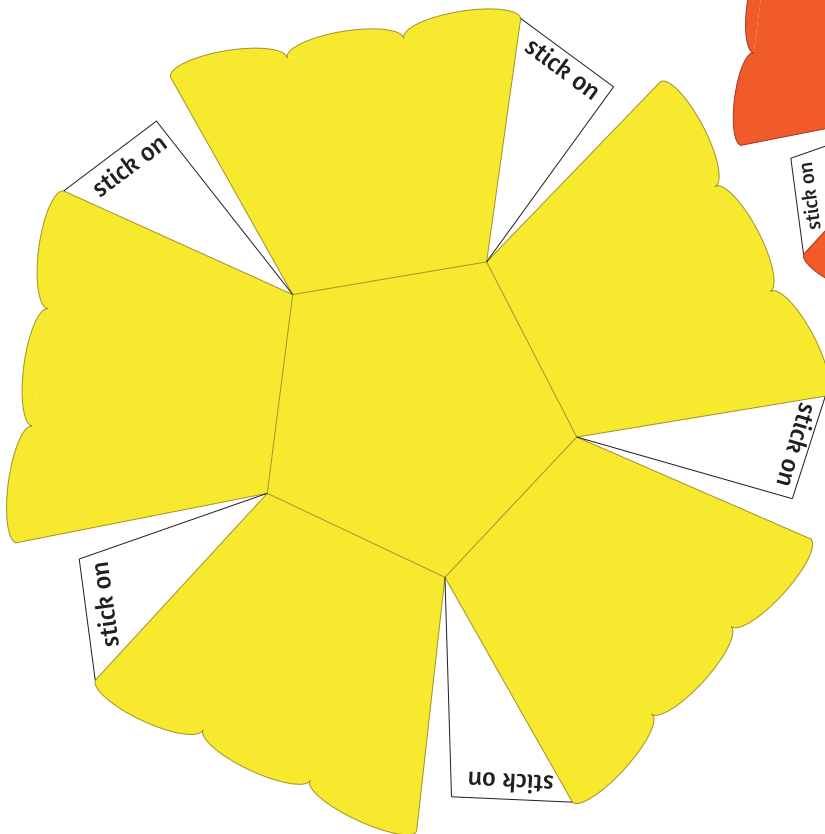
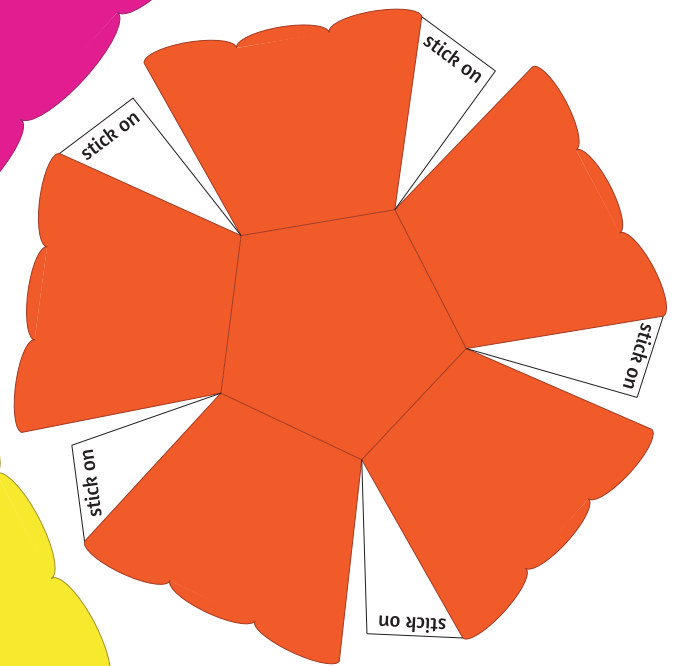
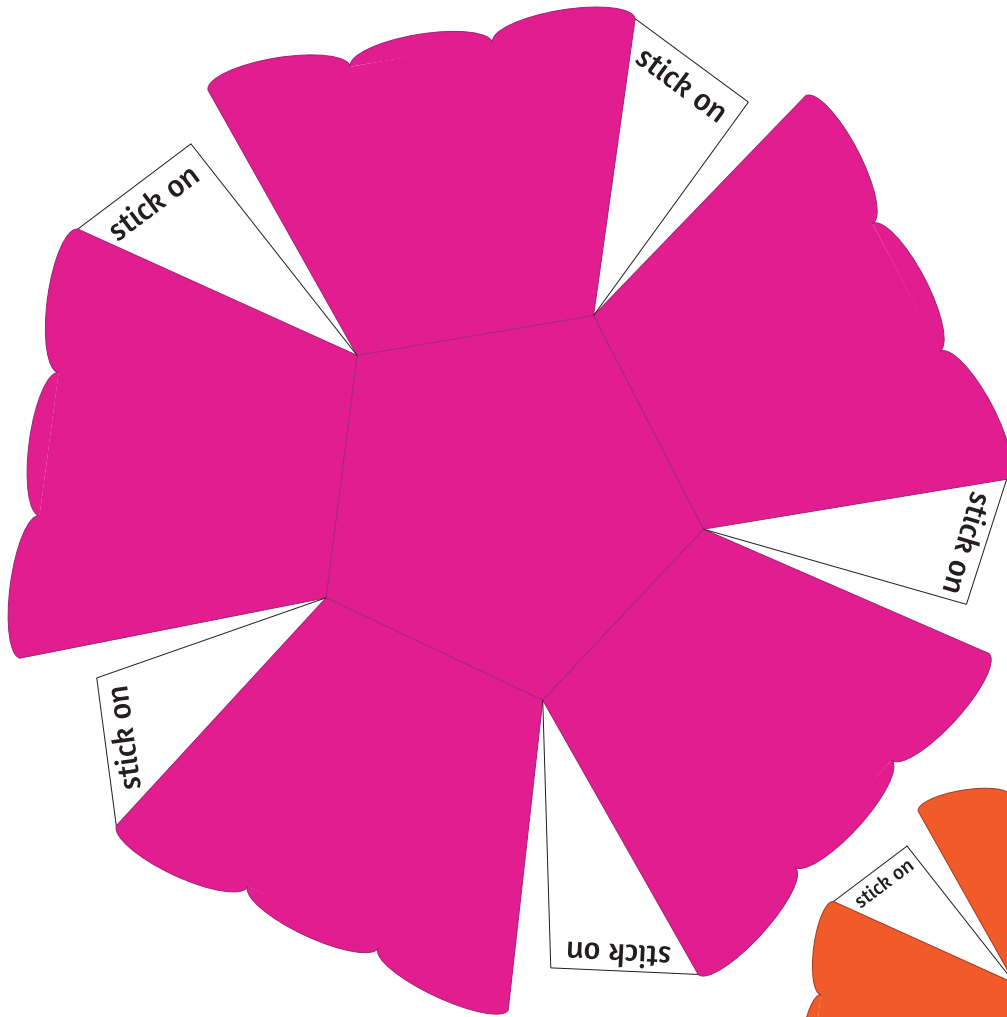


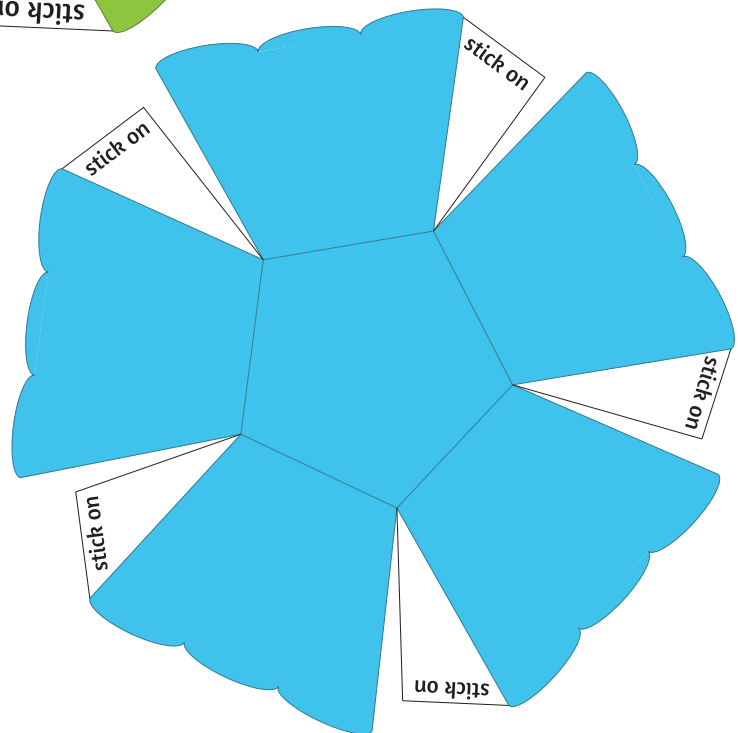
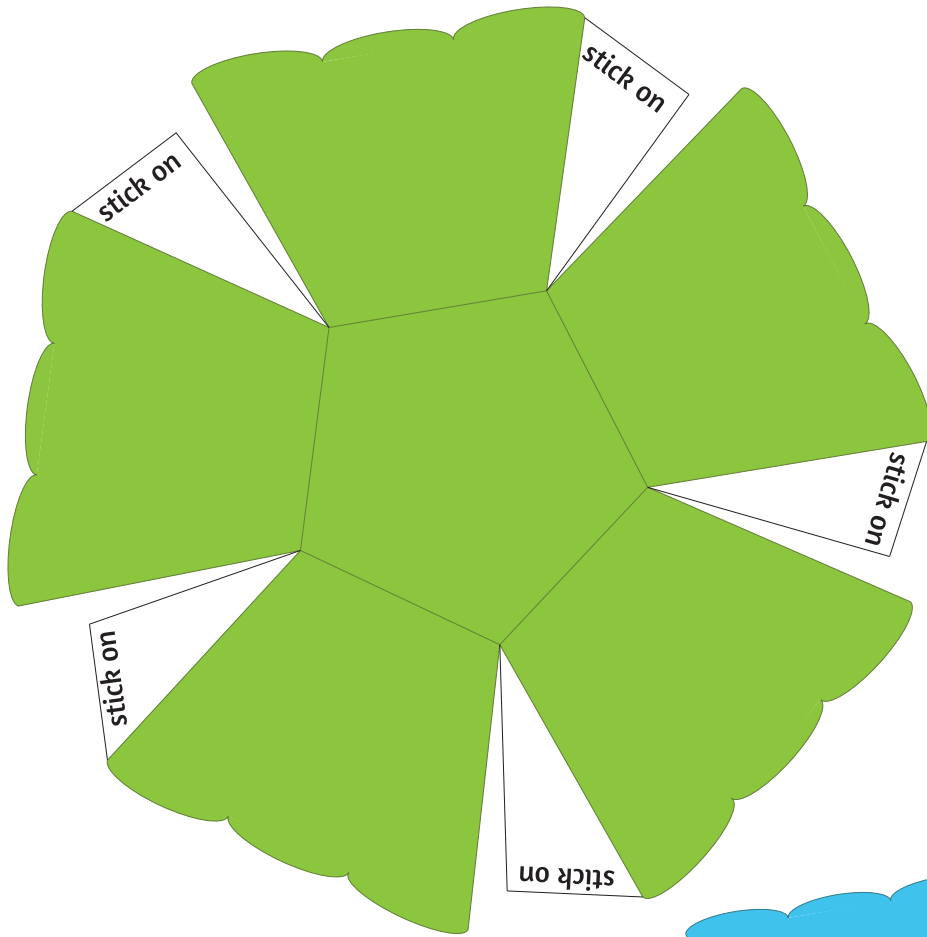


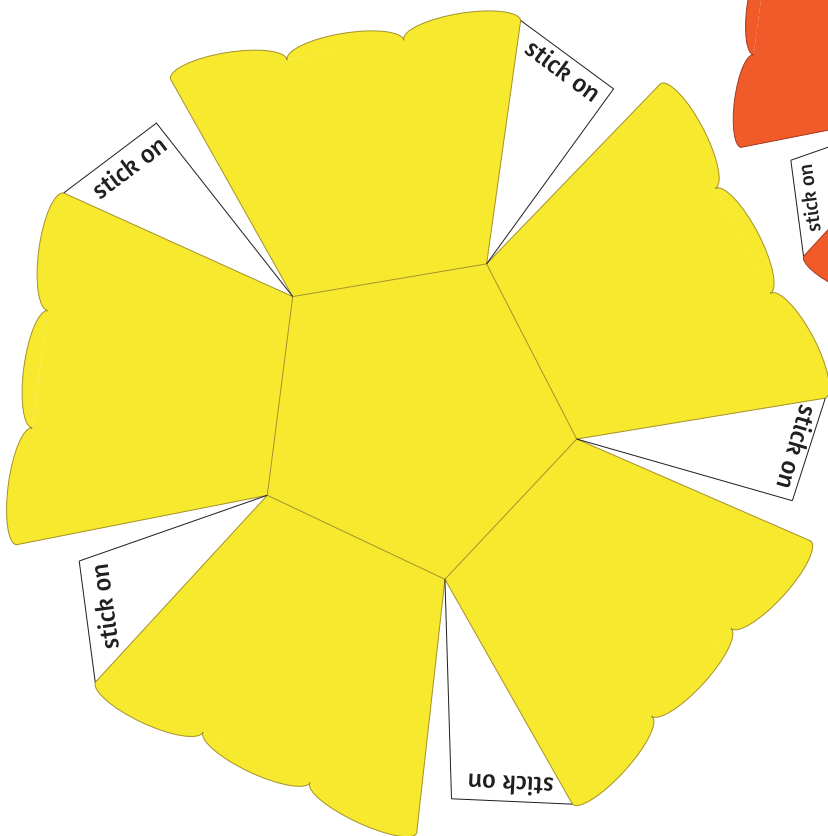
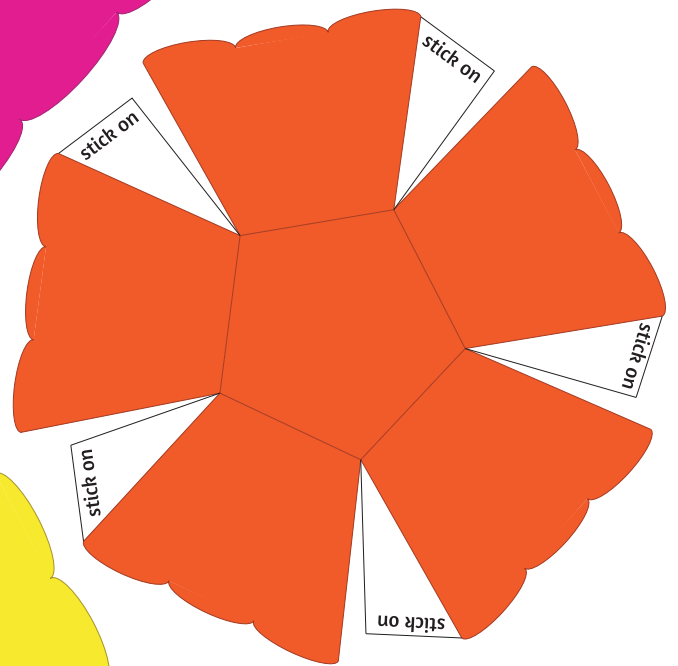
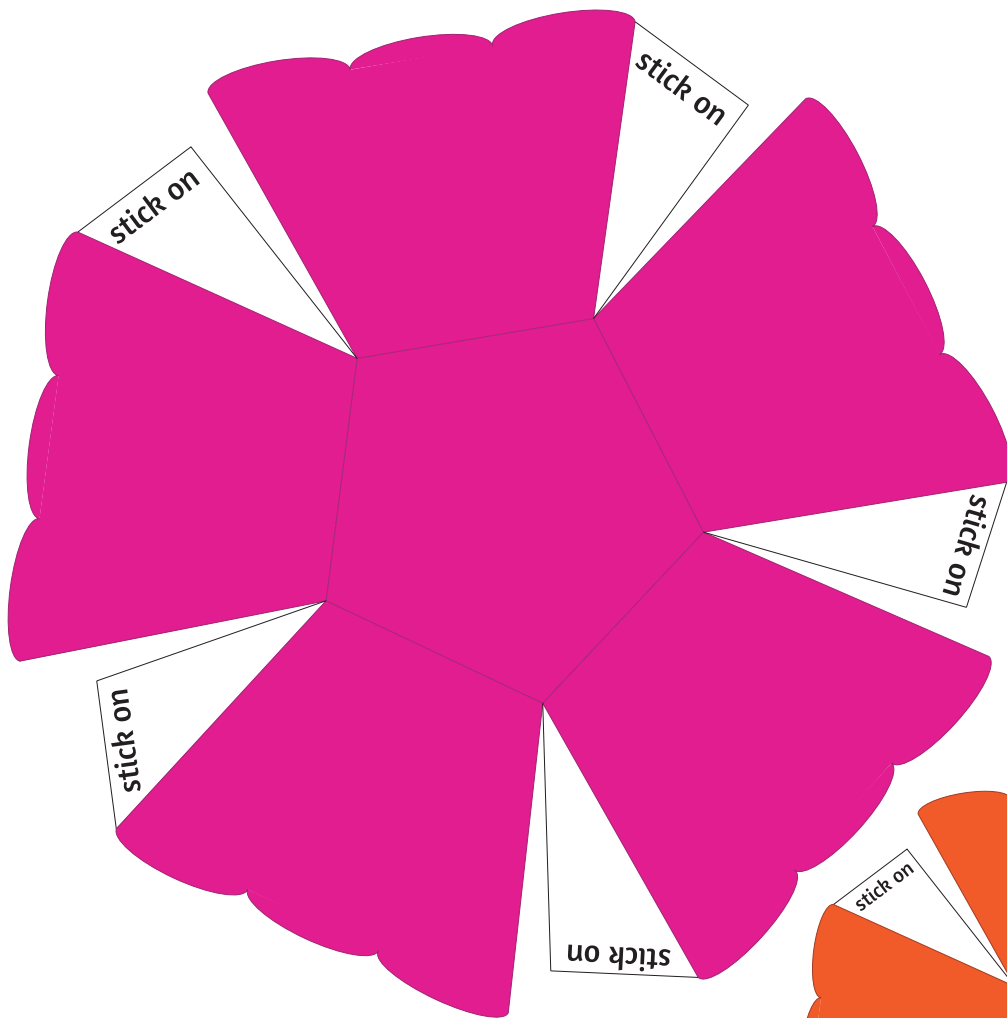


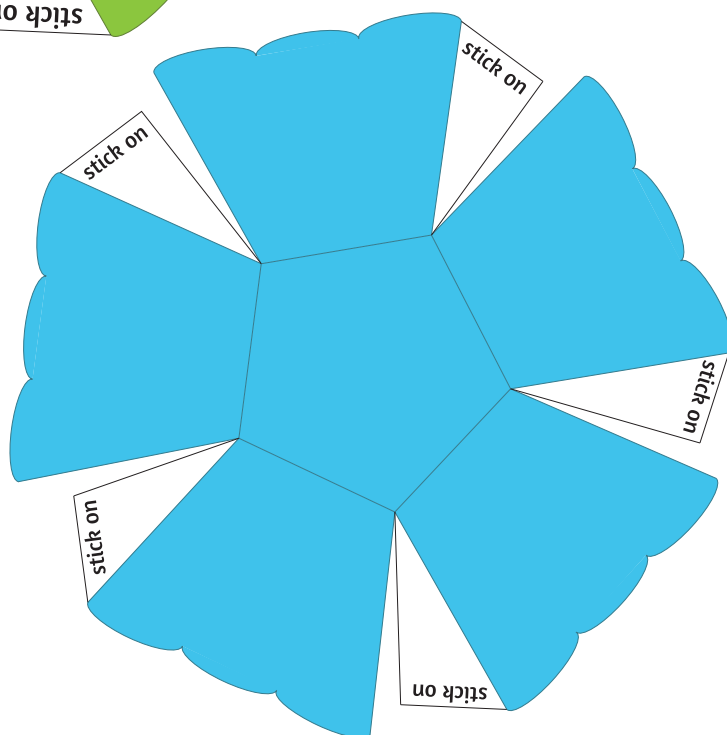
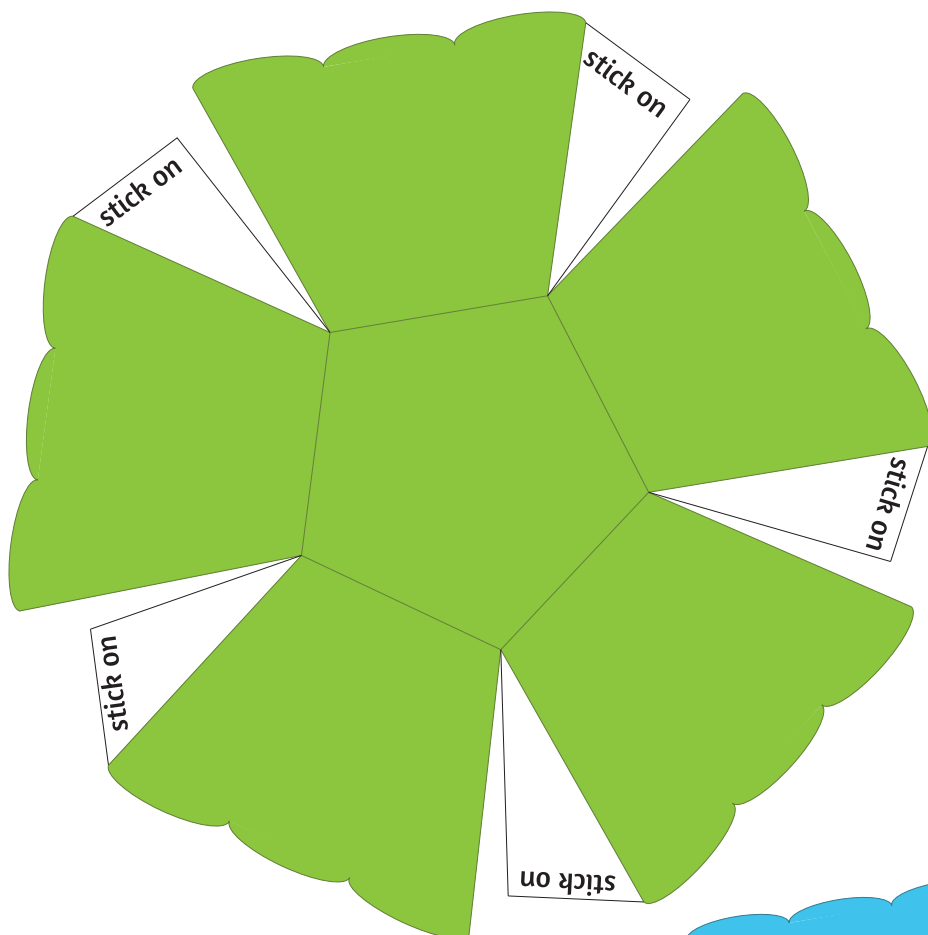












Cut along the outlines !



Past the cupcake cups !



Use the timer available on the Blue Orange Companion !