

Some clever critter found a way into the Bountiful Bakery, and now every four-legged freebooter within sniffing distance is making off with all the gooey goodies they can grab. Have at it, you berry buccaneer, or all you'll end up with is some crumbs!

Components



60 berried treasure cards

15 blueberry pies
15 mocha lava cakes
15 raspberry macarons
15 lemon tarts



4 scoring cards



35 scoring tokens

Setup

3–5 players

1. Shuffle the **scoring cards** and flip over the top card to reveal the scoring values for the first round of the game.

2. Shuffle the **berried treasure cards**. Deal the top 20 cards of the berried treasure deck face up onto the table to form the baker's rack, which has four shelves:

   - **one with 4 cards**
   - **two with 5 cards**
   - **one with 6 cards**



3. Place the rest of the berried treasure deck to the side for future rounds.

4. Create three piles of scoring tokens, sorted by type.

5. If your name is Suzanne Sheldon, you go first. Otherwise, the player to most recently eat pie goes first.

See page 10 for 2-player changes.



Playing the Game

Over the course of three rounds, players will take turns grabbing berried treasure cards from the baker's rack. Certain treats will allow you to take another treasure or even swipe treasure from another player! Once the rack is empty, the round ends and each player gains points for the treasures in their stash. But watch out—if you tie with another player, you won't score anything! At the end of the third round, the player with the most points wins.

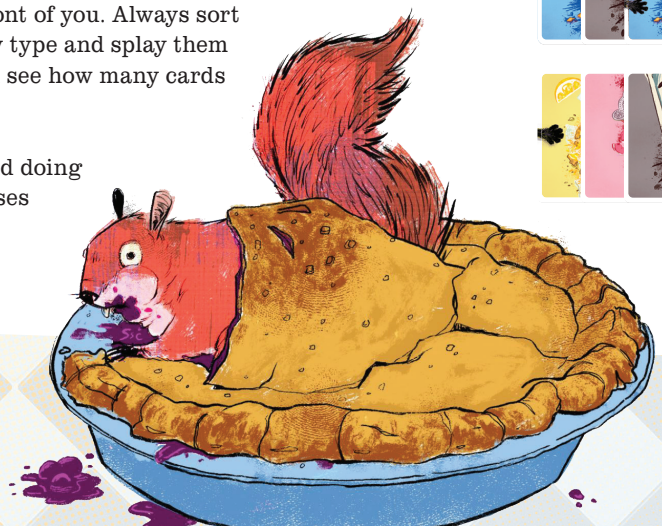
On Your Turn

On your turn, take a treasure from the rack and add it to your stash.

1. **Take a Treasure:** Take one treasure from the end of one of the baker's rack shelves. You may **not** take any card covered by another card.

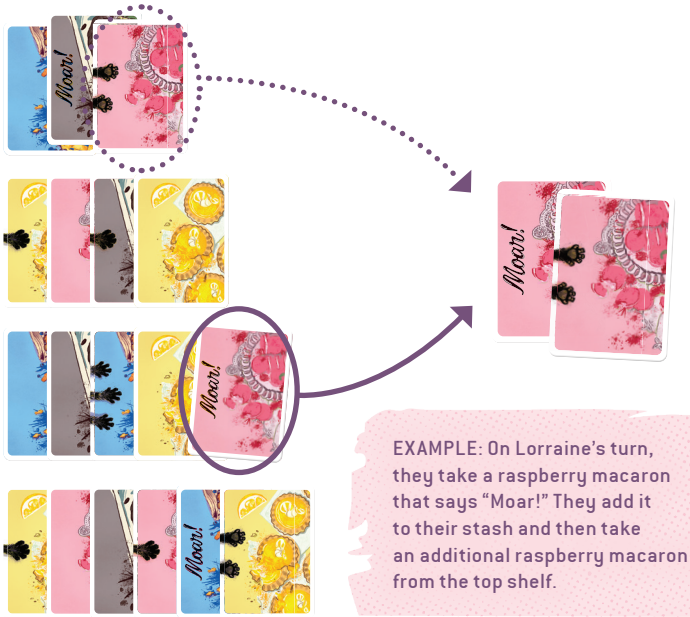
2. **Add Treasure to Your Stash:** Place the treasure you took face up in front of you. Always sort cards in your stash by type and splay them so that all players can see how many cards of each type you have.

After taking a treasure and doing any of its effects, play passes to the player on your left.



Moar!

Whenever you take a treasure from the baker's rack that says "*Moar!*", you may take another treasure of the same type from the rack. Just like normal, you may only take a treasure from the end of a shelf. Ignore any effects on the second card you take.



EXAMPLE: On Lorraine's turn, they take a raspberry macaron that says "Moar!" They add it to their stash and then take an additional raspberry macaron from the top shelf.



Grabby Paws

Whenever you take a treasure from the baker's rack that has one or more paws on it, you get to swipe a number of cards from another player's stash and add them to your own. The number of cards you can swipe is equal to the number of paws on your card. Whenever you swipe from another player:

- You must pick **one player** to swipe from.
- You must swipe the same **type** of treasure as the one you took from the rack.
- You may take fewer treasures than you are allowed to.
- Ignore any effect on cards you take.



Gale



Hironobu

EXAMPLE: On Pierre's turn, they take a blueberry pie with two paws and add it to their stash. Gale has one blueberry pie in their stash and Hironobu has two. Pierre decides to swipe Hironobu's two cards. Pierre then adds both treasures to their stash, disregarding the "Moar!" and paws on them.



Pierre

End of the Round

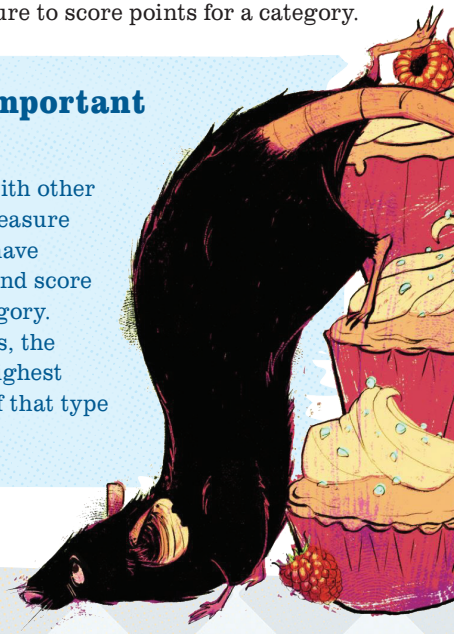
The round ends when the last card is taken from the rack. If the last card has any paws, you can swipe treasure from another player as normal. If the last card says "*Moar!*", ignore it.

Scoring the Round

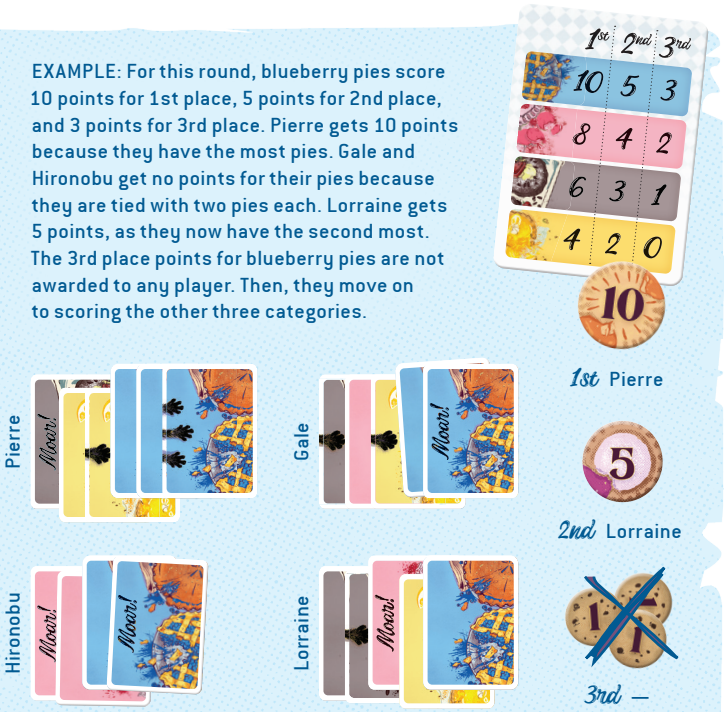
Each player then counts the number of treasures they have in their stash. The players with the highest, second highest, and third highest number of treasures in each category score points according to the current round's scoring card and take the corresponding scoring tokens. You must have at least one type of treasure to score points for a category.

Super-Duper Important Scoring Rule

Players who are tied with other players for a type of treasure are treated as if they have no cards of that type and score no points for that category. Whenever this happens, the player with the next highest number of treasures of that type scores the points.



EXAMPLE: For this round, blueberry pies score 10 points for 1st place, 5 points for 2nd place, and 3 points for 3rd place. Pierre gets 10 points because they have the most pies. Gale and Hironobu get no points for their pies because they are tied with two pies each. Lorraine gets 5 points, as they now have the second most. The 3rd place points for blueberry pies are not awarded to any player. Then, they move on to scoring the other three categories.



Last Player's Larceny

Total each player's score after the first and second round. Each time, the player with the lowest total score in the game may take one treasure from any player's stash and add it to their own. Skip this step if two or more players are tied for last.



Starting a New Round

At the end of the first and second round, once scoring is finished, deal the next **20 berried treasure cards** face up to the baker's rack. Then, discard the previously used **scoring card** and reveal a new one. (You will only use three of the four available scoring cards each game.)

Each player keeps any treasures in their stash from previous rounds. These treasures are available to be swiped by other players with grabby paws, like normal, and count again for scoring at the end of the round.

The player with the lowest score goes first. If there is a tie, the tied player next in turn order (from the previous round) goes first.

Winning the Game

The game ends after scoring the third round. The player with the most points wins the game!

If there is a tie, the tied player with the most treasures wins. If there is still a tie, the tied player with the most lemon tarts in their stash wins. If there is still a tie, the tied player with the most blueberry pies in their stash wins. If there is still a tie, the tied player with the most raspberry macarons in their stash wins. If there is still a tie, get a real pie and share it...that way everybody wins!

2-Player Game

The 2-player game plays the same as the regular game with the following differences:

Baker's Rack: The baker's rack is laid out between the two players (see opposite page).

Taking Treasure: On your turn, when you take a treasure from the baker's rack, you may only take it from the end of a row on your side.

Moar!: Whenever you take a *"Moar!"* treasure, you may take the extra treasure from the end of any row on your side **-OR-** your opponent's side of the baker's rake.

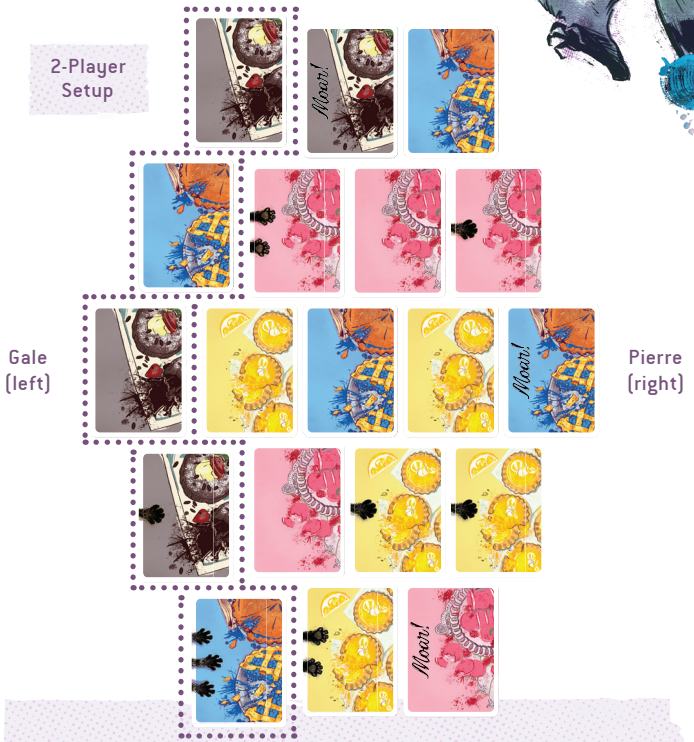
Scoring Cards: During scoring, use only the 1st and 2nd place rankings on the scoring cards.



End of Round 3: There will be three extra treasures at the end of the third round. Neither player gets these cards.



2-Player Setup



Gale (left)

Pierre (right)

EXAMPLE: Gale is the player on the left. On their first turn, they have the option to either take one of the blueberry pies or mocha lava cakes from the leftmost row of treasures.

Game History

Sid Sackson is one of the greatest game designers of all time. His very first professionally published game was *High Spirits with Calvin and the Colonel*. Published in 1962, the game was based on an animated TV show of the same name. While the show was short-lived, Sackson went on to a truly legendary career in game design with over a hundred published games. F.X. Schmid re-released the game in German in 1992 as *Das Super-Blatt* with a tabloid journalism theme and then again, in 1999, as *Buried Treasure* with a new pirate theme.

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