

## Blue-Ribbon Bake Battle

The county fair is up and running, which means that it is time for the Blue-Ribbon Bake Battle. Players are contestants at the fair vying for blue ribbons, using time tested recipes. To win a blue ribbon, contestants must be the first to gather ingredients needed to complete a recipe. Beware though, while players are gathering ingredients competitors are using every trick in the cookbook to try to stop them, including swiping ingredients, and submarining recipes. In the high-stakes world of competitive cooking nothing is off the table.

Object of the game:

Collect ingredients needed to complete a recipe, while trying to stop other players from doing the same. The first player to successfully gather the needed supplies for a recipe is awarded a blue ribbon. Collect enough blue ribbons to be named the County's Best Baker.

The game can be played with 2 to 6 players, optimal game play includes 4 players.

Each game can take between 60 and 75 minutes.

Recommended best play for ages 12 and up.

## Cards

The game uses five types of cards: Recipes, Actions, Ingredients, Wild Cards, and Blue Ribbons.

**Recipes** – the deck includes 20 recipes; no two recipes include all the same ingredients. However, in many cases they will require some of the same ingredients. There are a total of 20 recipes, each requiring 5 ingredients. Each ingredient is used in 10 recipes.

**Actions** – the deck includes 36 action cards, 6 actions, 6 cards for each action.

Actions include:

Rob the CUPBOARD – Active player blind picks one card at random from the hand of a competitor. Active player then returns to the competitor any card they choose from their hand, which could include the card they picked.

DUMPSTER Dive – Active player can look at the top 3 cards of the **discard** pile, select any one of the cards, ingredient or action, and exchange it with a card from their hand. Unselected cards and the exchanged card are returned to the discard pile.

Go to MARKET – Active player selects a competitor to go to the market. The Go to Market card is played face-up in front of the selected competitor and the Active player turn ends – they have no discard. On the competitors turn for their phase 1, they can only discard the Go to Market card in front of them and their turn ends. The competitor loses that turn.

**POTLUCK** – Active player selects a competitor for the potluck. The active player randomly picks two cards in the competitor's hand. The competitor must discard the selected cards and pick up the next two cards from the draw pile to replace them.

**Clear the SHELF** – Active player can look at the top 2 cards of the **draw** pile and select one of the cards. The active player then selects a card from their hand in exchange (Player could swap any card, ingredient or action. Swapped action cards are not enforced). The unselected card and the exchanged card are added to the discard pile.

**Spike the PUNCH** – Active player selects a competitor. The selected competitor **must** discard their **recipe** and pick another from the top of the recipe pile. The discarded recipe goes to the bottom of the recipe pile.

At the end of each turn, in all cases except for the **Go to MARKET** action, used action cards become the discard for that turn.

**Ingredients** – the deck includes 60 ingredient cards, 10 ingredients, 6 cards for each ingredient.

Ingredients include:

*Baking Powder*

*Brown Sugar*

*Butter*

*Eggs*

*Milk*

*Salt*

*Vanilla*

*Vegetable Oil*

*Wheat Flour*

*White Sugar*

**Wild cards** – the deck includes 4 wild cards. These cards can be used in a recipe in the place of any ingredient. A wild card can be used in the place of only one ingredient and only one wild card can be used per recipe.

**Blue ribbons** – blue ribbon cards are distributed to a player after that player has successfully completed a recipe. The cards are to be displayed in front of the receiving player so that others can track game status.

## **Playing the Game**

Dealing the cards – The recipe cards are shuffled and dealt, each player gets one recipe card. Players should look at their card and leave it face down on the table in front of them. Other players should not be allowed to know ingredients needed for a competitor's recipe. Players can reference their own recipes at any time during the game.

The playing cards are shuffled and dealt (actions, ingredients, and wild cards), each player gets 7 playing cards.

Finally the draw pile and the discard pile are presented.

Playing a round – For the first round, the oldest player in the group is the dealer. The player to the left of the dealer will begin game play – they become the active player. With each successive round, the person to the left of the previous dealer becomes the dealer for that round (the deal passes clockwise).

A player's turn will consist of two phases.

To begin a turn the active player will do one of three things, and only one: Swap their recipe; Draw from the draw pile; or Draw from discard pile.

Swap their recipe – Players can only swap their own recipe card one time during each Blue-Ribbon round. Additionally, if a player opts to swap a recipe card, there will be no second phase to the player's turn. That player's turn ends once the swap is made. This rule does not negate the **Spike the PUNCH** action card. Players can still be forced to swap their recipe card even if they have previously swapped their recipe.

Draw from the draw pile – Players can choose the top card of the draw pile. Play then goes to the next phase of the player's turn.

Draw from the discard pile – Players can only draw the top card of the discard pile if it is an ingredient, players may not draw a discarded action card. Play then goes to the next phase of the player's turn. Note that this rule does not negate the **DUMPSTER Dive** action card. Players can pick any one of the top three cards, ingredient or action, when playing the **DUMPSTER** action.

To continue play, the active player will do one of three things, and only one: Play an action card; Discard a card; or Reveal a completed recipe.

Play an action card – Only one action can be played per turn. To play an action card the player selects the card from their hand and announces that they are playing an action. Appropriate action steps are then followed. Note that after an action is performed, except for **Go to MARKET**, the action card goes to the top of the discard pile.

Discard a card – To end a player's turn typically a discard is required, this is to get the player's card hand back to 7 cards. Players can discard any card from their hand, ingredient, wild, or action. In scenarios where action cards are played as an action, the action card becomes the discard. However, players can also choose to discard an action card without forcing the action.

Reveal a completed recipe – When a player has all ingredients for their recipe, the recipe card is flipped over and the associated ingredient cards are laid down, verifying ingredients for the completed recipe. A valid recipe reveal ends the round.

## Winning the Round

Play continues until one player successfully completes a recipe. That player will be awarded the blue ribbon for that round.

Blue ribbons earned will be displayed on the game table in front of each player.

## Winning the game

Play continues until a player earns 3 blue ribbons and is named the County's Best Baker.

This game is a GeWaLy Art production, copyright 2025.

GeWaLy Art is a registered tradename in the state of Colorado, USA.

GeWaLy Art  
8017 Mount Huron Trail  
Colorado Springs, Colorado 80924

