2, Players It's been a long time coming. You and a particular co-worker at the Arcane Bakery simply cannot work together anymore.

30 Minutes

Ages 8+ In a moment of frustration, you challenge them to a duel: After hours, no holds barred. The loser resigns. And cleans up the mess.

Components
2 character cards
16 recipe cards





Players must provide:

Up to 12 coins or tokens to track energy, time and ovens.

Setup

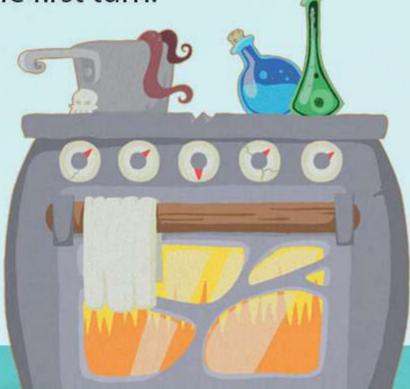
Each player takes one of the character cards, places it in front of them and places a coin on the energy track, under the 10.

Shuffle the remaining cards and deal 2 to each player.



The sweetest player goes first and only takes one action for the first turn.

Reduce your opponent's energy to zero by dealing damage with your cards.



End of the Game

The game ends immediately when a player reduces their opponent's energy to 0. The remaining player wins the game!

## SYRUP ELEMENTAL

IN THE TIME BEFORE HISTORY, OUR WORLD WAS CARVED BY THE FOUR GREAT TITANS, FLOUR, BUTTER, BAKING SODA, AND SYRUP. IN THE DAYS OF THE GREAT FLIPPING, THE FIRST THREE WERE BURIED DEEP IN THE WORLD'S FLAKEY CRUST. BUT SYRUP SOAKED IN, AND PERMEATED THE EARTH, AND EVEN NOW ITS POWER IS AVAILABLE TO THOSE WHO KNOW HOW TO WIELD IT.

### INGREDIENTS:

CHALK
PROTRACTOR
ONE LARGE PANCAKE, STILL WARM BUT UNBURNT
ONE SACRIFICIAL BLADE FORGED OF PURE MAPLE SUGAR
FIVE MAPLE SCENTED CANDLES



BEFORE COOKING THE PANCAKE, DRAW OUT SUMMONING CIRCLE 141A ON THE FLOOR. (SEE APPENDIX B OF "INVOKER'S GUIDE TO DRAWING CIR-CLES 4TH EDITION"). PLACE THE PANCAKE IN THE EXACT CENTER OF THE CIRCLE. ARRANGE THE CANDLES ON THE VECTOR POINTS OF THE CIRCLE. CLES 4TH EDITION"). PLACE THE PANCAKE IN THE EXACT CENTER OF THE CIRCLE. ARRANGE THE CANDLES ON THE VECTOR POINTS OF THE CIRCLE. How to Play

On each turn take up to two actions, then advance all of your ovens by 1. You may take the same action twice. The actions are:

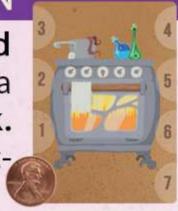
DRAW A RECIPE CARD
PUT A RECIPE IN THE OVEN
PEEK INTO AN OVEN
TURN UP THE HEAT
TAKE A RECIPE OUT OF THE OVEN

#### DRAW A RECIPE CARD

Take the top card of the deck into your hand. You cannot do this if you already have 5 cards in your hand. If you take the last card in the deck, shuffle the discard pile to make a new deck.

### PUT A RECIPE INTO THE OVEN

Place a card from your hand face-down in front of you. Place a coin on the zero space on the back. You may not have more than 3 recipes in the oven at a time.



# Quick Reference

On each turn take up to two actions. You may take the same action twice.

- DRAW A RECIPE CARD (HAND LIMIT 5)
- PUT A RECIPE IN THE OVEN (LIMIT 3)
- PEEK INTO AN OVEN
- **TURN UP THE HEAT**
- TAKE A RECIPE OUT OF THE OVEN

After taking an action, advance all of your ovens by 1.

Design: Robin Gibson
Art: Robin Gibson
2018 Button Shy Games
Rules questions? Visit buttonshygames.com

### PEEK INTO AN OVEN

If you have forgotten something about one of your cards, look at it. You may have forgotten what is underneath, but don't forget to place your coin back in its place.

00000

### TURN UP THE HEAT

Move the coin on one of your recipe cards ahead one space.

### TAKE A RECIPE OUT OF THE OVEN

Flip over a card, taking note of the position of the coin on the backside. If one of the actions on the card matches that number, take the corresponding action. If neither of the actions on the front of the card matches, take one damage and discard the card.

If the card has an energy or time track leave the card face-up on the table. Place a coin on the track as indicated by the action.

At the end of your turn, advance all of your ovens by one. If this would move a coin past the 7, discard the card and lose two energy.

