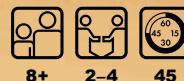


Kipp mit Saures

A tasty and tricky trinket by
Emmanuel Albisser



Components:

- 4 boards with the parts to build the Sweet Factory
- 1 wooden rod
- 35 cards
- 36 dice in 3 sizes and 3 colors
- 60 ingredients in 3 colors
- 1 rule book
- 1 construction sheet

Golden truffles. Fire caramels. Cloud drops. The delectable delights that Lord Liquorice creates in his fantastic Sweet Factory are the stuff of legend. But the real genius of his concoctions lies in a technological marvel. Three tubes, themselves aware of the precise moment to tempt the world's tastebuds, tip the sweet mixtures, beautifully shaped and wrapped, before our smacking lips. And we can hardly wait to nibble on each and every treat that tips out of these mysterious sugar tubes.

Build the Sweet Factory!

Before the first game, assemble the **3 tubes** and the **frame**. The instructions on the large sheet show you how.

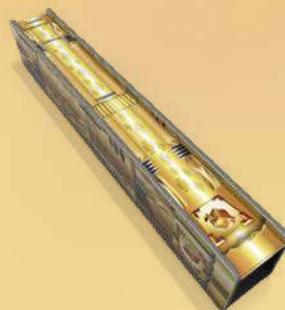
When you have finished, you'll have created the following parts:



1 The flavor tube



2 The shape tube

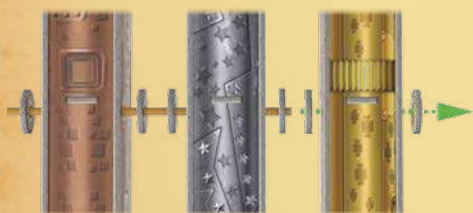


3 The packing tube

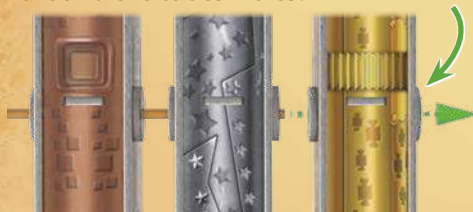


4 The base

Slide the tubes and the rings on to the rod in this order.



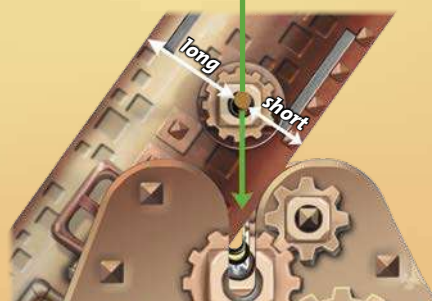
It's easiest if you glue the rings around the tubes' holes:



Hang the rod and the tubes on to the base:



Pay attention to the position of the rings and the axel!



And the **Sweet Factory** is ready. Place it between you!



Make sure the Sweet Factory is on a level surface.



What else is needed ...

Put the **60 ingredients** next to the Sweet Factory, ideally sorted by color. There are—**golden truffles** (yellow), **fire caramels** (red) and **cloud drops** (blue).

Shuffle the **28 shape cards** and place them as a **face-down deck**. Reveal **8 cards** and lay them out face up and clearly visible. Place the **4 Super Selection cards** and the **3 Bestseller Certificate cards** nearby.

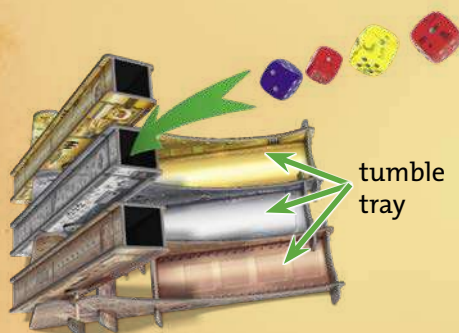


There are **7 shape cards** of each **sweet** (color). There are also **7 Colorful Selections** containing all types.

Take **9 dice** each: **one of each size** in each color.

What you'll be up to ...

In the game, you **fill** the three tubes with dice.



This can cause the **tubes to tip over** and their dice to tumble out.



You take turns **picking** these dice one at a time and carrying out **that tube's action**.



With the three tubes' **actions**, you create and pack sweets. When anyone has created **5 such packages**, the game ends. Then, the player with the **most sweet-points** wins.

Drop dice in till it tips...

Whoever was last to eat something sweet starts.

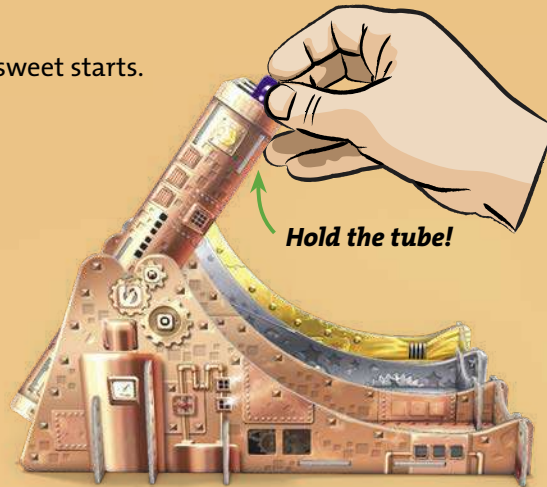
On your turn, **choose one of your dice** and drop it into **a tube of your choice**.

Does a tube tip over?

The **dice will fall into the tumble tray**. First, you take your choice of **one** of these dice and perform **that tube's action**. Then, **the player to your left** picks one of the remaining dice and carries out the tube's action, then the player to his or her left and so on, each player in turn, till the **tumble tray is empty**.

Does no tube tip over?

Nothing happens. The player to your left takes a turn.



Hold your chosen tube till your die has dropped into it. Only then do you let it go to see if it tips over.

If you don't have any dice left, you can't add to any tube and must skip your turn.

Never look into any tubes. You must try to remember how many dice are in them.

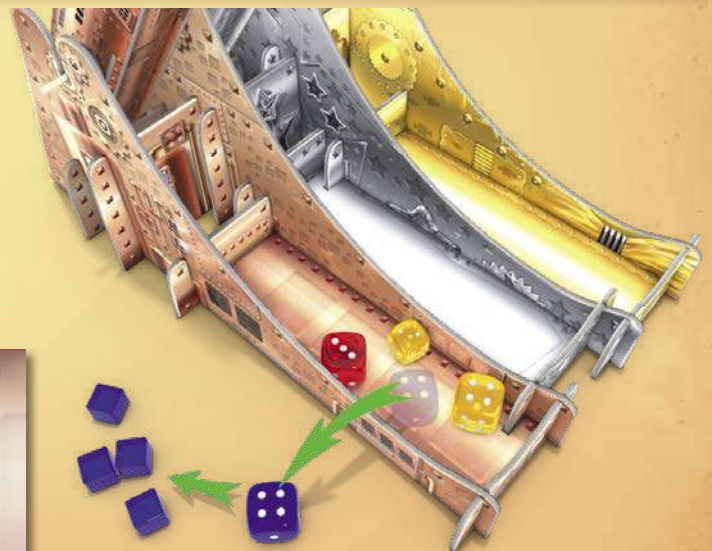
Occasionally, more than one tube tips over. This gives you dice in more than one tumble tray to choose from. On your turn, simply choose a die from any tray, nothing else changes. When you pick a die, carry out the action of the tube it came from.

The tubes and their actions

I. The flavor tube

- Place the die you take **among your other dice**.
- Take **ingredients** of its **result** and **color** from the supply.
- If none of its color are in the supply, take ingredients of a **second** color instead.

• Take note of the colors and results of the dice! •



The Taste Limit: 10!

Once all the tipped-out dice have been taken, no one may keep more than 10 ingredients. Anyone with more must now return any excess (of his or her choice) to the supply. (There's no limit to how many dice you can keep).

Example: You take the blue die showing a 4, so you get 4 cloud drops from the supply. (If there were only 2 cloud drops left, you'd take those 2 and either 2 golden truffles or 2 fire caramels.)

2. The shape tube

• Take note of the colors of the dice – the results only matter for Colorful Selections. •

- ★ Place your chosen die with the **rest of your dice**.
- ★ From the (face up) display, take either
 - ★ any one shape card of the die's color, **or**
 - ★ a **Colorful Selection**. You can only take a Colorful Selection whose **number of ingredients** (small black number on the card) matches your **die's result**.
- ★ Place your chosen card face up in front of you.
- !! **Joker Number 6:** If you take a die showing a 6, you may take **any Colorful Selection of your choice**.
- ★ If there's no matching shape card in the display, you get nothing (but still take your chosen die).



Example: Cloud drops



Example: Colorful Selection

Number of ingredients
Caution: The number of sweet-points isn't always the same as the number of ingredients!
Sweet-points

Example: The shape tube has tipped these dice into the tumble tray:



If you pick the **red die**, you may take a red shape card of your choice. (You can't take any Colorful Selection, as there is none with 3 ingredients in the display.)



If you pick the **blue die**, you may take either of the blue shape cards or the Colorful Selection with 4 ingredients.



If you pick the **yellow die showing a 6**, you may take either of the yellow shape cards or any Colorful Selection.

Once all of the tipped-out dice have been picked, fill the display back up to **8 shape cards**. If the deck **runs out**, carry on playing, even if the last card from the display has been picked. In this rare case, you can **no longer add dice to the shape tube**.

3. The packing tube

• Take note of the colors of the dice, but not their results! •

- Place the **die** you pick
 - on one of **your** shape cards of the **same color** **or**
 - on one of **your** Colorful Selections.
 The shape card will become a **completed pack of sweets**.
- For this, return ingredients to the supply:
 - of the quantity shown on the card **and**
 - of the **color of the card** you put your die on **or**
 - of **all three colors**, if it's a Colorful Selection.
- If you **don't have enough ingredients**, or if you **don't want** to complete it, add the die you picked to the **rest of your dice** and do nothing else.



Example: You use the **red die** to "**pack**" a red shape card: You use up **4 of your fire caramels**, as the red card shows **4 ingredients**.



Example: With any die you "**pack**" a Colorful Selection. You use up **5 ingredients**, as the card shows **5 ingredients**. Each of the 3 colors must be included.

Take care:
The die you pick doesn't determine how many ingredients you must use. The shape card you are packing shows how many ingredients you must use!

...and the Sweet Factory works on... and on...

Once all of the tipped-out dice have been picked, **the player to the left** of whoever tipped the tube over takes the next turn. Now you take turns adding to the tubes again, till once more one of them tips over.



Packed five times ... and the game is over!

If you've **placed dice on 5 shape cards**, you've completed **5 packages**. If there are still any dice in trays, continue playing till they've all been picked. Then the game ends and you add up your **sweet-points**.

The game can end earlier than usual if **all** the dice have been added to tubes but no tube has tipped over (which is how you get more dice).

It's possible that several players complete five or even more packages.



Now to the sweet-points ... and scores

You earn sweet-points for:

- completed packages
- Super Selections
- Bestseller Certificates

Naschpunkte gibt's nur für fertig verpackte Formkarten mit Würfeln drauf.

Completed Packages

Add up the sweet-points of your completed packages.



Example: You've completed 4 of your packages. They grant you **15 sweet-points**. Neither of your uncompleted shape cards grants you any sweet-points.

Super Selections



If you have completed at least one package each of **fire caramels**, **cloud drops**, **golden truffles** and **colorful selections**, you get a Super Selection card worth **5 sweet-points**.



Example: You have them all: colorful selection, fire caramels, cloud drops and golden truffles. They lie on the table in front of your with dice on them. You gain one **Super Selection** card.

Bestseller Certificate

For **each color**, check who has placed **the most dice** of that color on to his or her shape cards. That player gets the **Bestseller Certificate** for that color. Each Bestseller Certificate is worth **5 sweet-points**.



If **more than one player** has the most dice of a color, **nobody** gets a certificate for that sweet.



Example: You have completed five packages and so ended the game. In the same turn, only Fiona could also pack five. **You** have used more yellow dice (2) to pack sweets than has any other player. You therefore are awarded the Bestseller Certificate for Golden Truffles. For having the most blue dice, **Fiona** is awarded the Bestseller Certificate for Cloud Drops. Nobody gets the Certificate for Fire Caramels, as both **Patrick** and **Natasha** are in first place (3 red dice each).

You earn points as follows: Your completed packages bring you **25 sweet-points**. As you have packed sweets of all 4 types, you get a **Super Selection** card. For having the most yellow dice you get the **Bestseller Certificate** for Golden Truffles. Your score is **35 sweet-points**.

Fiona gets **20 sweet-points** for her completed packages. The **Bestseller Certificate** for Cloud Drops gives her 5 sweet-points, and she also gets a **Super Selection** card. **Fiona's score is 30 sweet-points**.

Patrick got neither a **Super Selection** card nor a **Bestseller Certificate**. He only gets sweet-points for his completed packages. **Patrick's score is 16 sweet-points**.

As **Natasha** didn't pack her golden truffle shape card, she doesn't get a **Super Selection**. As she tied with **Patrick** for red dice she also misses out on the (red) **Bestseller Certificate**. **Natasha's score is 21 sweet-points**.

Whoever has earned the most sweet-points wins! Ties are allowed.

After the game: tear down the Sweet Factory!

There's no need to take the **tubes** apart. You can store them as they are in the box.

After the game, remove the **silver middle-section** from the base like this:

No need to take the **gold** and **copper** parts of the base apart. You can put them in the box **assembled**.



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Note:
Even though the game's components meet the highest safety standards, they are of course not suitable for consumption. The terms used in this rule book are not to be taken as encouragement to put any components in your mouth or to swallow them. Never do this or allow children to do this.

