

# Tower Of PanCakes!!

A town where fashionable cats live "Cat Townlo

You have decided to work at a popular pancake shop in this town. Cats want delicious, tower-like pancakes. However, be aware that pancakes are fluffy and will fall over if you stack too many. Compete with other pancake makers to bake and serve more pancakes.

## Contents:

- Rule book . . . . . 1 book (this book)
- Game board ... 1 sheet
- Craftsman pieces ... 4 pieces (1 piece x 1 color each)
- Game cards ... 32 pieces (1 ~ 8 x 4 colors each)
- Scoring card ... 8 cards (1 ~ 8 x 1 each)
- Pancake chips . . . . . 80 sheets (20 sheets x 4 types each)
- 4 summary cards (for 3 players / 4 players)



I can't eat  
pancake chips !!

This game uses delicious  
pancake chips. Be careful  
not to accidentally eat  
small children or pets.



DO NOT  
EAT !!



Age  
10+



Special Thanko. Manindo Co.,  
Ltd. Little 様  
Cape Koenji Main Store 様  
& 常連客の皆様

## Credit

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rice field

## Game preparation

- ① Place the "game board" within the reach of each player.
- ② Decide the player color by an appropriate method, and place the "craftsman piece" of your own color on the "0" of the "game board".A vertical column of five craftsman pieces, each a different color: yellow, brown, red, green, and orange. They are arranged vertically along the right edge of the page.
  - Yellow craftsman piece ... "Maple syrup" pancake chips (20 pieces)
  - Brown craftsman piece ... "Chocolate sauce" pancake chips (20 pieces)
  - Red craftsman piece ... "Strawberry sauce" pancake chips (20 pieces)
  - Green craftsman piece ... "Matcha sauce" pancake chips (20 pieces)
- ③ You will receive "pancake chips" (all types) corresponding to "craftsman pieces (player color)".
  - \* When playing 3 players, store unused craftsman pieces and pancake chips in a box.
- ④ Make 5 of your "pancake chips" the surface (pancake surface). Pancake chips in this state are called "baked pancakes". All other pancake chips (15) should be on the back (white side). The chips in this state are "pancake dough (things that cannot be provided)". \* There is no problem if you divide the pancake chips so that you can see the condition of the front and back. Put your pancake chips together in a container such as a cup, and take out only the pancake chips to be on the surface and put them on the table. Then You can save the trouble of turning the pancake chips on the back side.
- ⑤ Prepare a "game card"

[Take out only]  
the pancake chips that you want to put on your front side,  
and save the trouble of putting the pancake chips on the back side.

## 5 Prepare the "game card".

- When playing 3 players: "8" cards (4 colors: 4 cards) are not used.  
Shuffle the "1" to "7" cards (28 cards) well, and  
deal them so that each player's hand is "9 cards". \*  
Open the remaining one and place it near the "game board".
- When playing 4 players: Shuffle all cards (32 cards) well and  
deal them so that each player's hand is "8 cards".



- ⑥ Distribute a "summary card" to each player. \* The contents of  
the game card when one side is played by 3 players and the other side is played by 4 players.

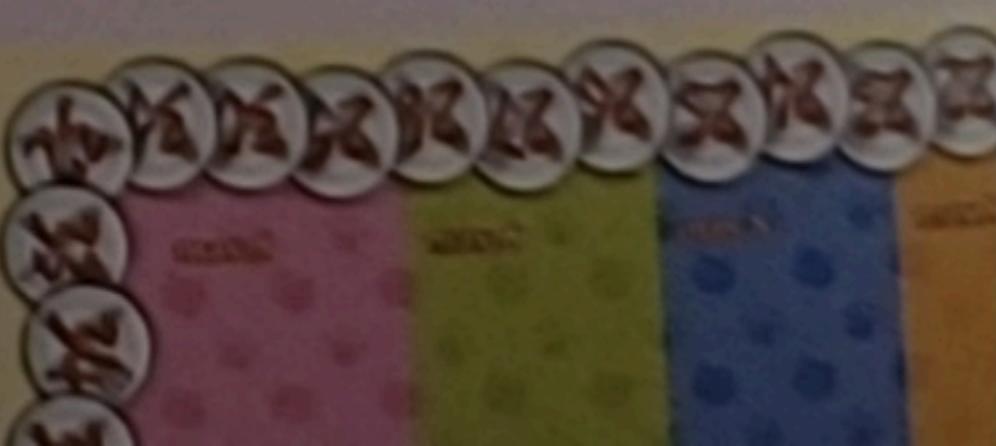


- ⑦ Place one "score card" on the top and bottom of the board. In the  
basic rule, arrange them face up in the order shown in the lower  
right figure. (From left, top: × 5, 6, 7, 8, bottom: × 4, 3, 2, 1)

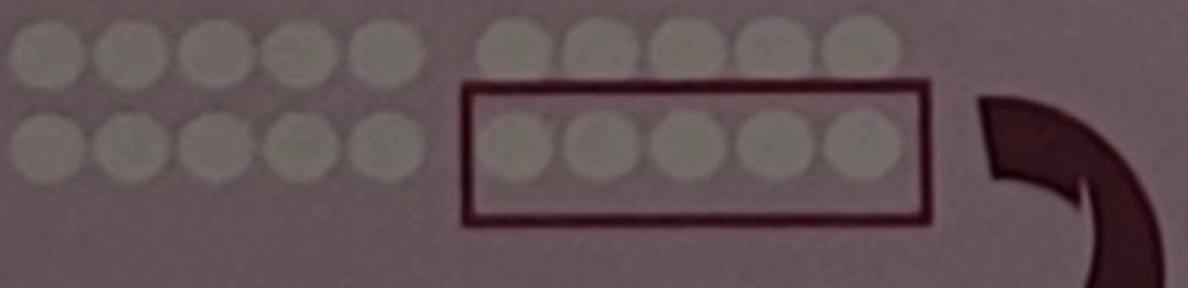


The game (basic rules) is now ready.

①



③



## Game overview

In this game, you will use cards to perform "trick-taking (must follow)". Each round will be judged as a winner of the trick, and the top two winners (who took the trick) can in turn provide "baked pancakes (surface chips)" (placed on the game board). The loser (who couldn't get the trick) can "bake pancakes (with chips on the surface)". After all the tricks are completed, the score of each chip is calculated, and the person with the highest score wins.

## Game procedure (basic rules)

- ① Recently, "the person who made the pancake" is the start player.  
Or decide the starting player by an appropriate method.
- ② The start player chooses one of his favorite cards from his hand and puts it face up.
- ③ Take your turn clockwise. The player to the left of the start player is second. Since it is a "must follow", if you have a card in your hand that is the same color as the card that the start player issued, you must issue that card. If you don't have cards of the same color in your hand, you can play cards of other colors. (Be sure to take out one card)
- ④ The 3rd (4) player will issue a card of the same color as the card issued by the start player if it is in his hand, and will issue a card of another color if it is not in his hand. At this time, it is not necessary to match the color of the card issued by the 2nd and 3rd players). (Be sure to take out one card)
- ⑤ When everyone has finished issuing one card at a time, the trick will be decided according to the following.

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### Card strength

Color: Card of the same color as the start

数字 : player 8> 7> 6> 5> 4> 3> 2> 1

Strong

>>> Cards of different

>>> colors 8> 7> 6> 5> 4> 3> 2> 1

weak

Winning The basic rule is that two people win in one trick.

★ Among the players who have issued cards of the same color as the start player, the person with the highest number is ranked first, and the person with the next largest number is ranked second. (See Example 1) ★ Issue the same color as the start player If no one is

The starting player will be ranked 1st regardless of the number, and the person with the highest number among the other cards will be ranked 2nd (see Example 2). *first*

\* If there are multiple people who give the same number, the person who gives the same number wins.

Losing: The basic rule is that 2 players lose when playing 4 players and 1 player when playing 3 players.

(Example 1)

Start player



► Lose  
4位

(Example 2)

Start player



► Win 1  
bit

At this time, it is not necessary to follow the color of the card issued by the 2nd and 3rd Raga. (Be sure to take out one card)

⑤ When everyone has finished issuing one card at a time, the trick will be decided according to the following.

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(Example 1)

Start player



▶ Lose  
4位

(Example 2)

Start player



▶ Win 1  
bit

- ⑥ After winning or losing, the winning player (1st, 2nd) puts his pancake chips on one plate of the game board. This is called "serving pancakes."

#### <Providing pancakes>

(1) Be sure to provide in the order of "1st place" and "2nd place".

(2) The number of chips provided by the "number written on the plate" of your card issued in this round. Select one plate on the game board and provide your own chips for the number at once. \* You cannot reduce the number provided or divide it into multiple bloods.

\* Only the "baked pancakes (chips on the surface)" that you have at hand can be provided. "Pancake dough (chip on the back)" cannot be provided.

\* If the number of "baked pancakes (chips on the surface)" is less than the number written on the card, please provide only the amount you have. If it is 0, the offer will be passed.

③ Only "up to 8" can be served on one plate. Place the 8th chip next to "max 8". \* Under the basic rules, no more pancakes can be served on the plate provided with the 8th plate, except for "D's Cat".

④ Chips that exceed 8 at the time of delivery will be "discarded". Place the discarded portion outside the board. (Caution: Discarded chips will not be returned to you. Also, each chip will be minus 2 points.)

⑤ It is "A ~ C cats" that can provide pancakes. You can serve these cats in any order you like.

⑤ Pancakes can be served by "A ~ C cats". You can serve these cats in any order you like. (Example: The 1st place player provides 2 pieces to C's plate, the 2nd place player provides 4 pieces to B's blood ... etc.) In addition, "D's cat" has already eaten the pancake and has a refill. It's a waiting cat. Therefore, we will give priority to "A ~ C cats" who have not eaten pancakes yet. Once all eight "Cat A ~ C" plates have been filled, the next player can provide them to "Cat D".

⑥ "D's Cat" is a very gluttonous person, so even if it exceeds 8 pieces, it will catch and eat.

When providing to "Cat of D", provide up to 8 pieces like "Cat of A to C", do not discard the amount exceeding 8 pieces, make a new line next to the pancake Please provide from the first stage. (See Example 3: D's plate is served with 5 matcha pancakes. If the next player offers 6, then first serve 3 and stack up to the 8th, then the remaining 3 We will provide it by stacking it next to each other.)

\* If it does not fit on the board, please make a new row next to the board.



- ⑦ The losing player (3rd, 4th) puts his "pancake dough (chips on the back)" on the front. This is called "baking pancakes."

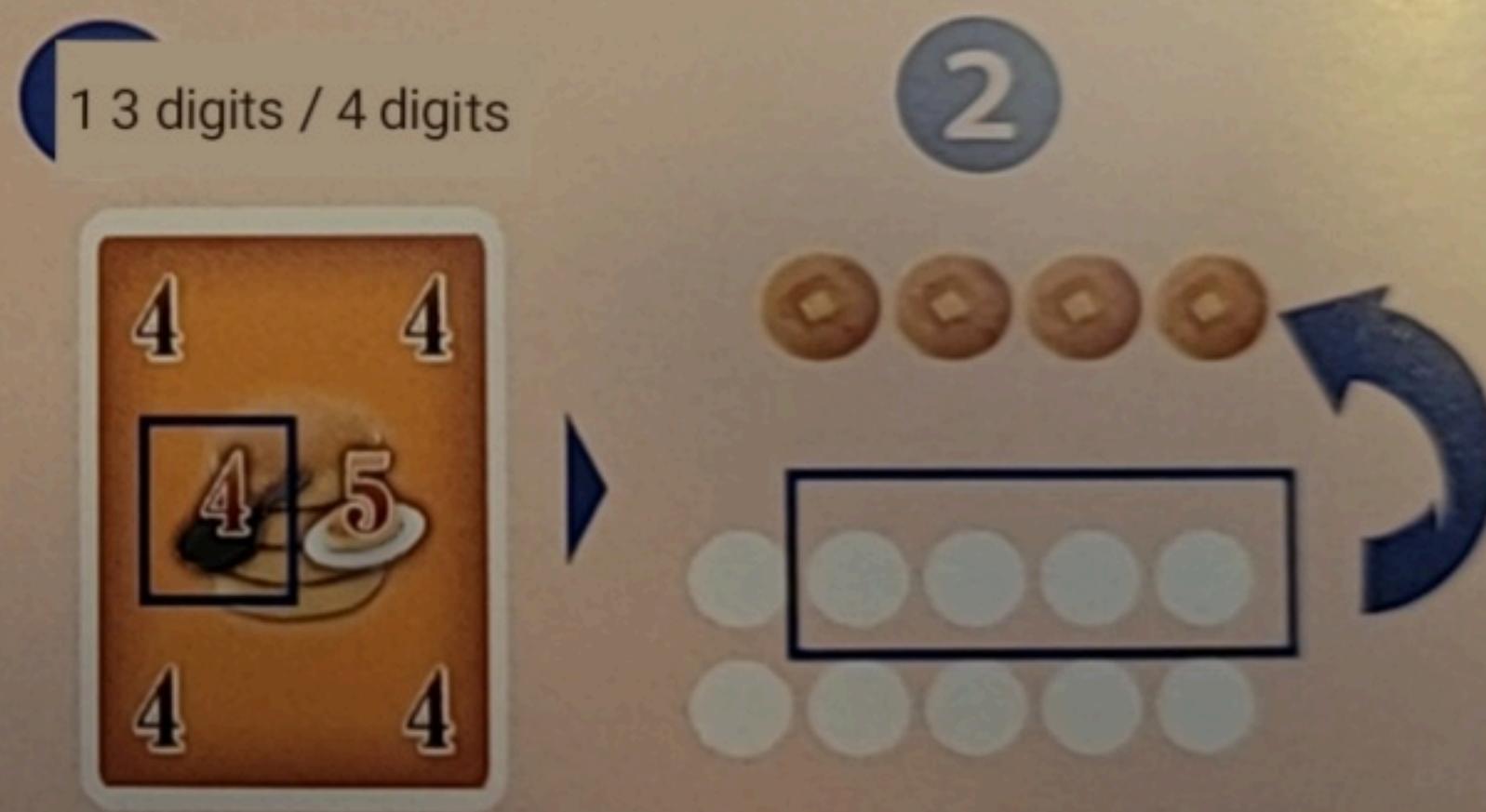
<Bake pancakes>

- ⑩ Only the player who loses the trick can bake pancakes. \* According to the basic rules, the 3rd and 4th place players will lose when playing 4 players, and the 3rd place player will lose when playing 3 players.

- ② Bake the same number of "pancake dough (chips on the back)" as the "numbers written on the frying pan" of your card issued in this round.

\* The number of pancakes to bake cannot be reduced.

\* If the number of "pancake dough (chips on the back)" is less than the number written on the card, bake only the remaining amount.



- ⑧ One round is over when the processing of "providing pancakes" and "baking pancakes" is completed. Combine the used cards into one and place it face down in the hands of the first player. The first player in this round will be the "starting player for the next round".

- ⑨ The game is over when all rounds are over. The score will be calculated according to the following.

⑧ **Final round**  
Combine the used cards into one and place it face down in the hands of the first player.  
The first player in this round will be the "starting player for the next round".

- ⑨ The game is over when all rounds are over. The score will be calculated according to the following. ★ Advance your "craftsman piece" along the scoring track on the game board.

(Example 4)



<Score calculation>

Calculate each of your chips.

- ① "Pancake placed on the 8th card" is [1 card x score of each card in the upper row].
- ② "Pancakes placed on the 1st to 7th cards" is [1 card x score of each card in the lower row].
- ③ "Abandoned pancakes" is [1 piece x minus 2 points].
- ④ The unprovided "baked pancake" I have is [1 piece x minus 1 point].  
\* The "pancake dough" you have is neither positive nor negative.



Victory conditions

The "player with the highest score" will be the best pancake maker and win the game. If there are multiple players tied, the player with the most tricks (the pile of cards in hand) in first place wins. If they are the same, share the victory.

③ "It is abandoned [1 sheet x minus 2 points].

- ④ The unprovided "baked pancake" I have is [1 piece x minus 1 point].  
 \* The "pancake dough" you have is neither positive nor negative.

	(See Example 4) Player:	Total score	[8 o'clock]
①	A plate 8th chip (1) x 5 points = 5 points		
②	Plate A: 1st to 7th chips (2 pieces) x 4 points = 8 points Plate D: 1st to 7th chips (4 pieces) x 1 point = 4 points		
③	Discard Discarded chips (2 chips) x -2 points = -4 points		
④	Hand: Unprovided chips (5 chips) 1 point = -5 points * Pancake dough (6 chips) is not counted.		

## [MODE 1] Mystery Shoppers !!

① Divide the "scoring card" into piles of "x1 ~ 4" and "x5 ~ 8" and shuffle them, then put the "x1 ~ 4" card on the bottom of the board and the "x5 ~ 8" card on the board. Randomly place one by one in the upper row with the face down.

\*\* Keep the "scoring card" face down until the end of the game.

② In this mode, each player must play the card face down only once during the game. (Cannot be issued multiple times)

The player who put out the card face down

⑩ You cannot take the trick of this round (you will definitely lose). \* All players who put out face down will lose.

\* If everyone, including the start player, puts out face down, everyone loses, but there is no change in the start player.

Also, collect the issued cards face down and place them in the hands of the starting player as "acquired tricks".

② In this round, we will bake one pancake. \* Cards that are played face down will be collected face down and placed in the hands of the player who ranked first in this round together with other cards.

③ You can check one of the "scoring cards" so that it cannot be seen by other players. After checking, turn it face down and put it back. \* There is no problem even if you check the same score card as other players.

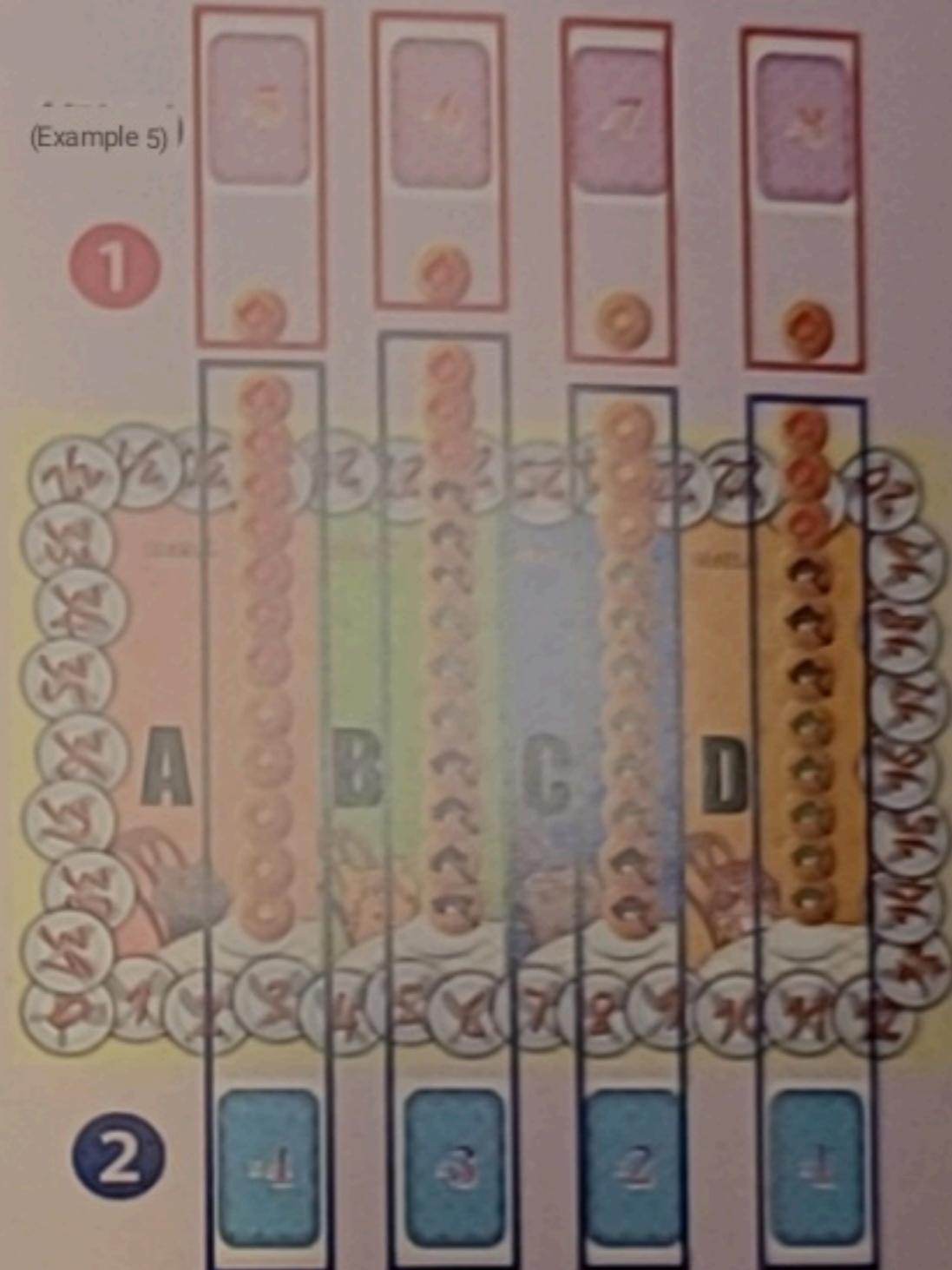
④ Except for ①② above, the basic rules are the same. After the game is over, the score will be calculated using the "score card" as a table.

\* HYPER MYSTERY MURDER \*

Once you get used to the rules of [MODE1], don't divide the "scoring cards", shuffle all 8 cards well, and place them face down on the top and bottom of the board at random and play!!



(Example 5)



[MODE 2] Extreme "Tower Of Pancakes" !! ① Make preparations in the same way as the basic rules and start the game.

② In this mode, when serving pancakes

From the beginning, we can also serve pancakes to "D's Cat". \* The provision method is the same as the basic rule. Please choose one plate from A to D and provide your own chips for the number.

In addition, the upper limit that can be provided for one plate is "8 sheets" → "infinite".

③ After the end of all rounds, the score will be

calculated. In this mode, only the following 1② is calculated.

0 "Each player offering pancakes at the top" gets  
[Card points at the top of each tower].

(2) "The player who provides the most pancakes in each tower" gets [the number of his chips provided to each tower x the number of cards in the lower row]. \* The top pancakes are not included in the number.

\* If there are the same number of players, each can get points.

Example 5 reference)



Player

[47 points in total]

(A: 5 points + B: 6 points + D: 8 points = 19 points + ②A: 7 pieces × 4 points = 28 points)]

Cats



Agatha

Agatha



Bruno

Bruno



Carl

curl



Dave

Dave