

KIDS COOKIE SHOP

HOW TO PLAY

COOKIES

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HOW TO PLAY
VIDEO



Created By Brian Smith

KIDS COOKIE SHOP

INTRO

Players are competing for the role of Kid's Cookie Shop Manager, and their test is to fill customer orders as quickly as they can. The first player to fill customers' orders the fastest wins the role of manager.

GAME CONTENTS

Kids Cookie Shop is played with two different types of game cards. The 96 "Cookie Cards," that have brown-colored backs and include Cookies, Action, & Plate Cards, AND the 30 "Customer Order Cards" and those have



Cookie Cards are BROWN



Customer Cards are GREEN



Turn Cards are YELLOW

green-colored backs. There are also a few "Turn Order Cards" with yellow-colored backs that players can use to remind them in what order to take their turns.

OBJECT OF GAME

Players will use the seven cookie cards in their hands to fill a customer's order from one of the tops of the customer piles on the table. If they are the first person to fill that order, they get to keep the customer's card. The player who collects the agreed-upon amount of customer cards first wins. Before the game starts, players should agree on the number of customer cards a player needs to collect to win the game. A good number of customer cards to collect to win the game should range between 3 and 5. We suggest starting with 3.

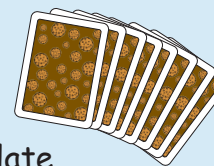
GAME SETUP

Kids Cookie Shop works best with 3-5 players. To set up the game, separate

the brown cookie cards, green customer cards, and yellow turn cards into separate piles. Distribute the yellow turn cards to each player.

COOKIE CARD SETUP

Shuffle all the cookie cards including action & plate cards and deal 7 cards to every player face down. Place the rest of the cookie cards face down to create a draw pile. Next to the draw pile, a space should be designated for a discard pile. During the game, if the draw pile is running low, shuffle the discard pile and put it under the remaining cards in the draw pile.

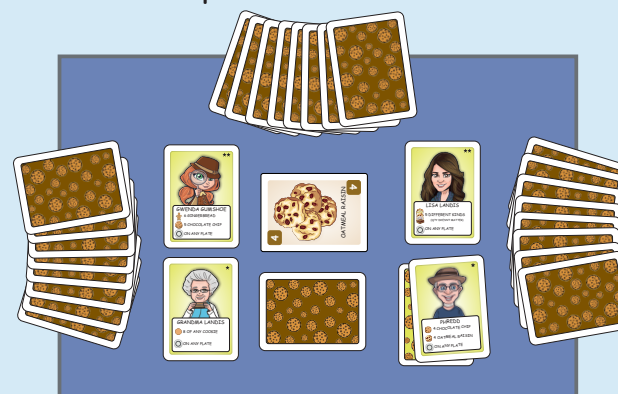


PICKING CUSTOMER CARDS

There are enough customer cards that all customer cards do not need to be used in every game. This allows for customized gameplay. Players can choose which and how many customer cards they want to use per game. As a rule of thumb: pick at least four

customer cards per player. So a game with 3 players should have a minimum of 12 customer cards. Once you have decided on which customer cards to use, shuffle them and place them in equal amounts on piles face down in the middle of the playing area. As a rule of thumb: make one more customer pile than players, so a game of 3 players should have 4 piles.

Picking which customer cards to use is up to you... You may want a quick and easy game or have young players, so you will want to pick more of the 1 starred



Example of game set up for 3 people. 7 cookie cards per player, 4 customer card piles, 1 draw pile, 1 discard pile.

customer cards that have orders that are easy to fill. Or you could pick only 3 starred customers for a more difficult match. OR have a crazy random game and use all the cards. The choice is yours.

Once customer cards have been placed face down into piles, take the top customer card and turn it face side up on top of each customer pile.

GAMEPLAY

The first player is normally the youngest player, and gameplay usually follows in a clockwise direction. To start the game, every player views their 7 cookie cards and, on their turn, tries to make a combination of cards to fill an order listed on one of the faceup customer cards in the middle of the play area.

ON YOUR TURN

There are 5 parts to a player's turn. You may use the yellow



player turn cards to help you remember turn order.

1. 7 CARDS: If you do not have 7 cards in your hand you may pick up cards from only the draw pile until you have 7 cards.

2. PICK UP: Then start your turn by picking up one card from the top of the discard pile or two cards from the draw pile. You may not pick up an action card from the discard pile.



PICK UP 1
face up card
on the Draw
Pile

OR



PICK UP 2
face down
cards from the
Discard Pile

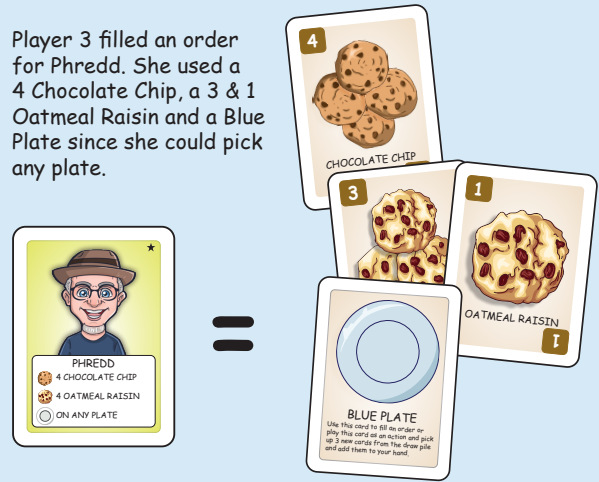
3. PLAY AN ACTION: Play any action card. You may only use 1 action card per turn.



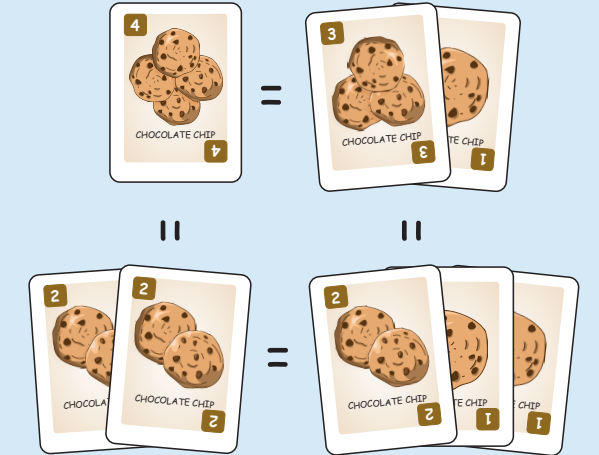
4. FILL AN ORDER: If you can fill the customer's order on the top of one of the customer piles, take the plate & cookie cards out of your hand and place your cookie cards face-up on the

table. Once all the other players have a chance to witness the customer order being filled, you may take all the cards for that order and put them at the bottom of the discard pile. You will then take the completed customer card off the top of the customer pile and place it on your completed order pile. (A player must gather the agreed-upon number of customer orders/cards to win.) Then flip over a new customer card on top of the customer pile. You may only fill one customer order during your turn.

Player 3 filled an order for Phredd. She used a 4 Chocolate Chip, a 3 & 1 Oatmeal Raisin and a Blue Plate since she could pick any plate.



A note on filling orders: To fill a customer order you may use combinations of different quantities of cookie cards to fill an order. If a customer needs 4 Chocolate Chip cookies you may use one Chocolate Chip cookie card that has a quantity of 4 OR two cards with quantities 3 & 1 OR 2 & 2 or three cards with quantities 2 & 1 & 1, as long as the cards add up to the **exact** amount of that type of cookie.



5. 7 CARDS: Pick up from the draw pile or discard cards until you have 7 cards in your hand.

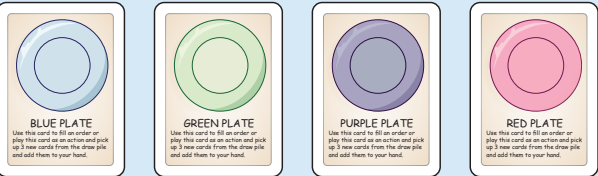
Play then continues with the player on your left.

COOKIE CARDS

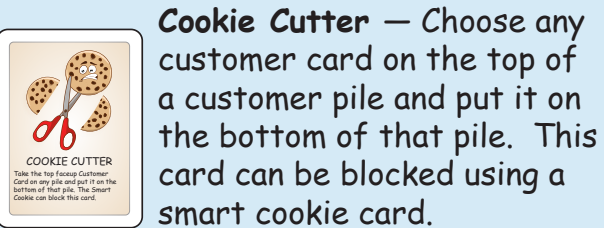
There are 6 different types of COOKIE CARDS with from 1 to 4 cookies on each card and three sets of each. (72 cards total) Oatmeal Raisin, Chocolate Chip, Sugar, Gingerbread, Lemon Crinkle, and Peanut Butter Fingers.



Included with the cookie cards are **PLATE CARDS**. The game has 4 different types of colored plates Red, Green, Blue, and Purple. (3 each) Some customers will specify a plate color for their cookie order, others will take any plate. You may also play the plate card as an action and pick up 3 new cards from the draw pile and add them to your hand.



Also included with the cookie cards are **ACTION CARDS**. There are six different types of Action Cards. (2 each)



Smart Cookie — Play this card at any time during the game to block any action card played against you, including the cookie cutter card.



Cookie Jar — Ask any player for a type of cookie card they may be holding. If they have that card, they must give you all the cards of that type. You will still need to discard any excess cards in your hand at the end of your turn if you have more than seven.



Tough Cookies — This card enables you to force a player to skip or lose a turn for that round. When you play it, you may choose anyone to lose their turn. You may not pick a player who is already waiting for their turn to be skipped. The Tough Cookies card may not be picked up from the Discard Pile, only from the Draw Pile.



Toss your Cookies — Pick any player, including yourself, to discard all their cookie cards in their hand and pick up 7 new ones from the draw pile.



Cookie Share - When this card is played.... Every player must put 1 card from their hand face down to create a shared pile. Once everyone has put one card in the pile, the player who played this card may then look at the pile & pick one card from the pile to put in their hand. The remaining share pile of cards gets passed clockwise to the next player who takes 1 card. The shared pile gets passed until everyone has taken a card.

CUSTOMER CARDS

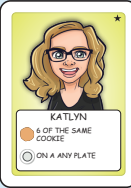
There are 14 different customer cards(2-3 of each, 30 total). Customer cards are rated 1, 2, & 3 stars. 1-star customer cards are the easiest to fill, and 3-stars are the hardest. Customers



are pictured on each card and have a specific cookie order on each card, but there are some special requests....



ANY COOKIE - If a customer asks for any cookie, you may fill their order with a combination of cookies that total the amount they want.



SAME COOKIE - If a customer asks for the same cookie, you must fill their order with a specific amount of one type of cookie.



DIFFERENT KINDS - If a customer asks for different kinds of cookies, you can fill their order with one cookie card from however many kinds they asked for.

END OF THE GAME

The game will end when the first player collects the agreed-upon amount of customer cards. That player will be crowned the winner and will receive the job of Kid's Cookie Shop Manager!

GAME OPTIONS

Players may decide to allow the trading of cookie cards among the players. We suggest that players may only trade cards when it is not their turn. Some players love this option. Give it a try!

THANK YOUS

Thank you Jesus for your love. Thank you to my wife, Shelly & my kiddos, Elsie, Miriam, Caleb, Ruth & Lois for taking the time to play games with me. To Fred, Stacey, Lisa for believing in this project. To Tim & Barbel for giving me a chance so many years ago. For my friend, Lyle Wenger who got me into games and for my proofreaders, Tanya & Betty Herb. To anyone else who read this far, please know you are very fortunate to live in an area with such an awesome Christian Radio Station. WJTL is a gem. I hope you enjoy this game and use it to build some fellowship in your life. Feel free to break and re-make any game rules to suit your situation. Proverbs 3:5-6. ~ Brian (smitty@fam7.com)

Also a shout out to our game testers: Shelly Smith, Ruth Smith, Lois Smith, Kalah Suk, Faith & Rachel Vanhanxleden, Stacey 'Cookie Share' Gagne, Fred McNaughton, Lisa Landis, Aidan Kramer, Caie Patches, Aaron, Caleb & Clayton Gagne, Caleb Smith, Elsie Smith, Miriam Letarte, Ian Letarte, Sharon, Zach & Monica McNaughton, Jane Smith, Cindy, Rachel & Trevor Moyer.