

Fancy That!

A spot of strategy with your Afternoon Tea

2-4 Players

Ages 10+

45-60 Minutes

The Story

The afternoon tea trolley has arrived, and the display is magnificent. Sweeping tiers of fondant fancies, tarts, pavlovas, and gâteaux glisten under warm light. But there are only so many to go around - and you are not the only one with an eye on the éclair.

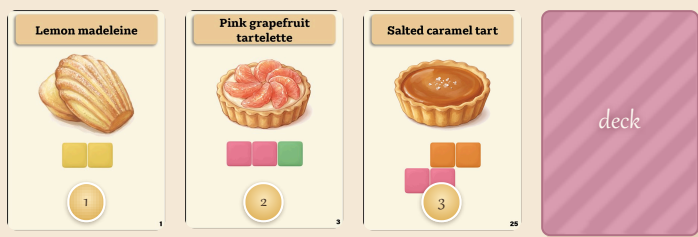
In *Fancy That!*, you sweep coloured tiles off the trolley and arrange them on the board in front of you. Match the pattern on a **Pâtisserie Goal** and you claim it - which sends one tile to your cake stand and leaves an empty plate in your way for the rest of the day.

Five ingredients, four rows: one ingredient is always off the menu.

Build the finest display, and the day is yours. Fancy that!



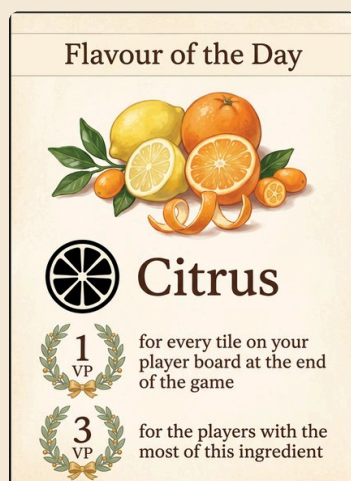
2 The card row · 3 face-up, rest a deck



1 The market board · all 25 cells filled



3 The Flavour of the Day · one card



The middle of the table, laid for three. Numbers key to the steps opposite.

What's in the box

- 125 tiles (5 colours × 5 ingredient symbols × 5 copies each)
- 50 Patisserie Goal cards
- 5 Flavour of the Day cards (one per ingredient)
- 4 player boards (5×5 grid)
- 4 cake stand boards (one per player)
- 1 central market board (5×5 grid, with 5 printed teapot symbols)
- 1 start player teapot
- 1 drawstring tile bag
- 40 empty plate tokens (10 per player)
- 35 cupcake tokens
- 10 Tasting Menu cards (*mini expansion, page 11*)

Lay the trolley

- 1 Fill the market board.** All 125 tiles into the bag, shake it, then draw and fill all 25 cells. The bag keeps the remaining 100 tiles.
- 2 Deal the card row.** Shuffle the 50 Patisserie Goals and deal 3 face-up in a row. The rest becomes the draw deck, face-down beside them.
- 3 Reveal the Flavour of the Day.** Shuffle the 5, turn **one** face-up, return the rest to the box. It stays face-up all game.

Everything here is public

Every card laid out in these three steps is face-up and stays face-up. Only the bag and the draw deck keep a secret.

Leave the Tasting Menus in the box

They are a **mini expansion** for experienced players, not part of your first game, and they print **their own card back** so they never get shuffled in by mistake. See page 11.

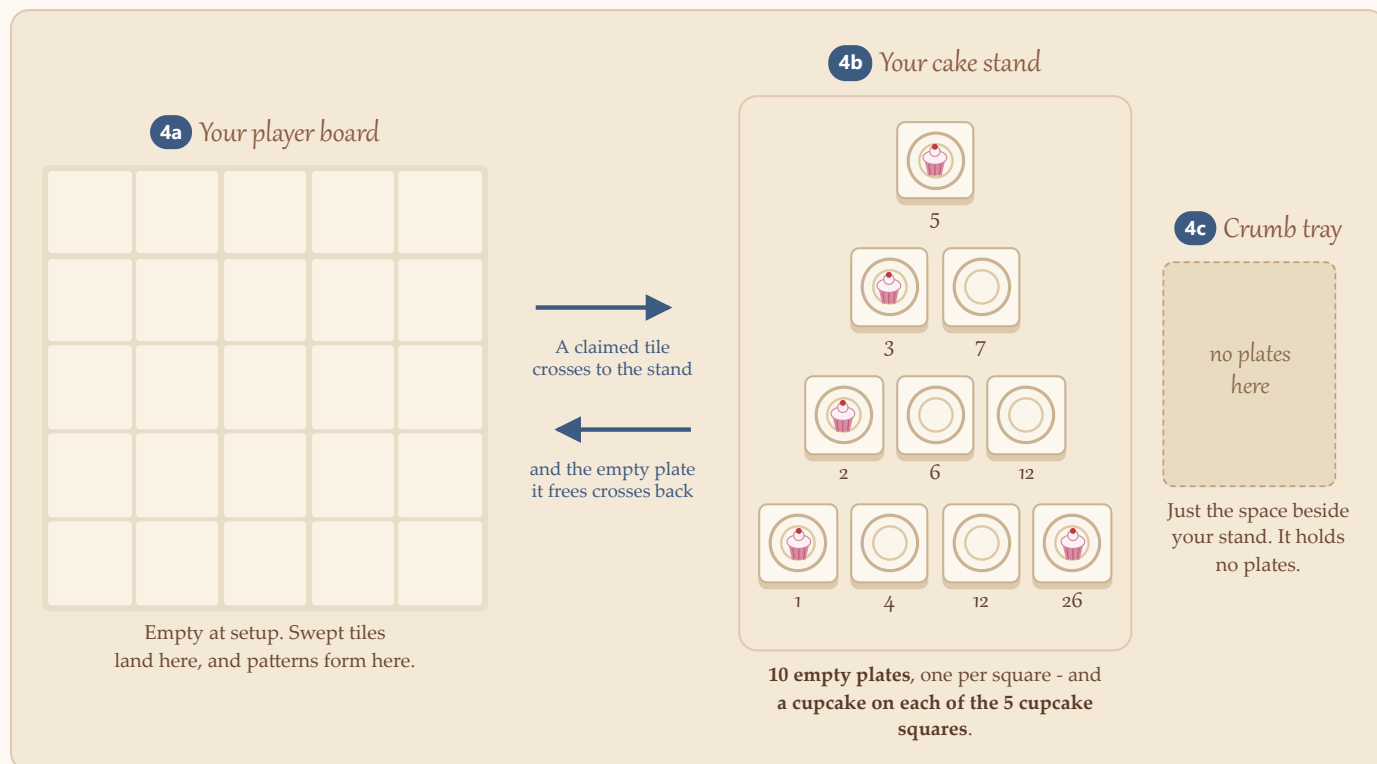
Now lay a place for each player.

Turn the page.

Setup

...then your own place

Every player takes a **player board**, a **cake stand**, **10 empty plates** and **5 cupcakes**. Set the cake stand down **beside** your player board, with room for a **crumb tray** on its far side. The three belong together, and this is why:



One player's place. The board and the stand sit side by side because tiles and plates trade places between them all game.

Lay each player's place

- Give each player a player board **4a**, a cake stand **4b** and 10 empty plates. Put one empty plate on each of the 10 squares of the cake stand, then put 1 cupcake on each of the 5 squares that print a cupcake. Leave the space beside the stand clear - that is their **crumb tray 4c**.
- Choose a start player at random and give them the **teapot**. Play passes to their left.
- Deal starting cupcakes. The start player takes 2; every other player takes 3. These are cupcakes to spend, and are separate from the five on the stand.

Players	Starting cupcakes, in turn order
2	2 / 3
3	2 / 3 / 3
4	2 / 3 / 3 / 3



5 the teapot



6 cupcakes
2 / 3 / 3 / 3

The trolley is loaded.

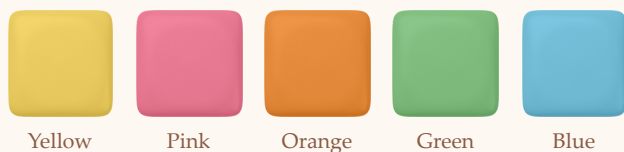
Pinkies up.



The Tiles

Every tile has a **colour** and an **ingredient**.

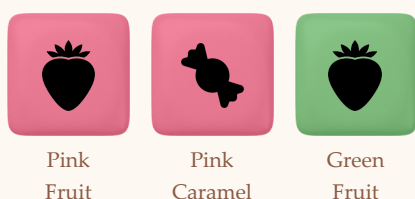
Colour is for matching. Patisserie Goal patterns are colour only - they ignore ingredients entirely.



Ingredient is for scoring. Ingredients score on your cake stand (page 7) and on the Flavour of the Day (page 9).



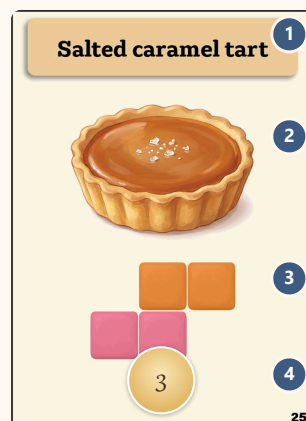
Every colour appears with every ingredient, five times over.



The first two share a colour. The first and last share an ingredient. One sweep can take either pair, never all three.

The Patisserie Goals

50 cards. Each shows a **name**, an **illustration**, a **colour pattern** of 1–4 tiles, and a **victory point (VP)** value.



A Patisserie Goal card.

- 1 The patisserie's **name**
- 2 Its **illustration**
- 3 The **colour pattern**.
Ingredients never appear on a card
- 4 The card's **VP** value

The Market Board

The 5×5 market board holds 25 tiles, at every player count.

Five of its cells print a **teapot symbol**, one per row and one per column. Tiles cover them at setup, and sweeping uncovers them.



The board itself, before any tile is laid on it. No two teapots share a row or a column.

The Cake Stand

Four rows of **4, 3, 2 and 1** squares - **10** in all, and 10 empty plates to cover them. Every square prints a number, and five print a cupcake as well (page 7).



Your Turn

sweep, place, spend...

Play is clockwise, starting with the player holding the teapot. Take these five steps in order:

- 1 **Sweep** - take matching tiles from one row or column of the market board.
- 2 **Place** - put every tile you swept onto your own board.
- 3 **Spend** - optionally spend cupcakes, as many as you like.
- 4 **Claim** - optionally claim a Patisserie Goal. More for 1 cupcake each.
- 5 **Restock** - deal a card, then a fresh pot of tea if one is due.

1. Sweep

Choose one row or column of the market board.
Declare a **colour** or an **ingredient**, and take every tile in that line that matches. You must take at least one.

Bonus tile. If your sweep empties **any** line completely, take one more tile from anywhere on the board. You do not get a bonus tile if your bonus tile clears another line!

2. Place Tiles

Place every tile you took into empty cells of your 5x5 board. No adjacency requirement, and no keeping tiles between turns.

More than you can hold

Place what you can; any you cannot place go back into the bag. Your spend and claim are unaffected. But a tile with nowhere to go means **your board is full, and the afternoon is called** (page 10): finish your turn as normal, and score **3 VP** for ending the game.

3. Spend (optional)

Spend	Cost
Extra tile from anywhere on the market board, placed on your board as you buy it	1 each
Deal 2 new cards onto the card row, claimable this turn	1 each
Move one tile on your board to any empty cell	1 each
Remove one empty plate , back to the box	2 each

No limit

The four spends are independent, and **none of them is limited**. Buy any of them as often as you can pay: **two cupcakes move two tiles**.

The price never changes. Two extra tiles cost 1 each, not 1 then 2.

Worked example - the sweep

Rosie declares "Pink!"



Both pink tiles, whatever their ingredients. Colour sweeps build patterns.

...or she declares "Fruit!"



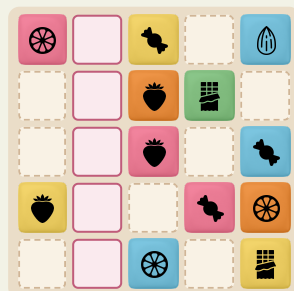
The same line, swept differently: both Fruit tiles. Ingredient sweeps feed her scoring.

Worked example - the bonus tile

1 · Rosie declares "Green!"



2 · A column comes clear



Any line counts. Rosie took three green tiles from the middle row. That row still holds two - but one of those greens was the **ringed column's** last tile.

It pays the same: one more tile from anywhere on the board.

One bonus, however many lines you clear - and a bonus tile never pays another.

4. Claim (optional, 1 free then 1 cupcake each)

If tiles on your board form the colour pattern on any face-up card in the card row, in any rotation or reflection, you may claim it:

1. **Take one tile** from those that formed the pattern. You choose which.
2. **Serve the tile** onto your cake stand, or into your crumb tray (page 7).
3. **If it went onto the stand**, lift that square's empty plate as you set the tile down, and put the plate in the cell the tile left. That cell is blocked for the rest of the game.
4. **Take the card** and place it face-up beside your board.

A crumb leaves no plate

Serve a tile into your **crumb tray** and no plate moves: the cell it left **stays empty**, and you may fill it again later. Only the cake stand hands you a plate, because only the cake stand has one on it.

Claiming again

Your **first claim each turn is free**. Claim again for **1 cupcake**, as many as you can pay for, while patterns remain.

Pay as you take each card, never in advance. Every card on the row is claimable the moment it is on the row.

5. Restock

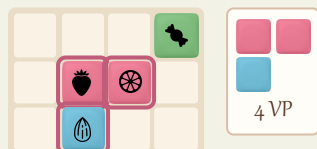
Deal the top card of the deck face-up to the card row - every turn, whether or not you claimed. Skip the deal only if the row already holds **8 cards**. If the deck ever runs out, no more cards are dealt.

Then look at the market board. **4 or more teapot symbols showing?** A fresh pot of tea arrives (page 8).

Play then passes to the player on your left.

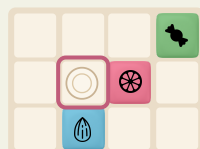
Worked example - the claim

1 · Compose



Rosie's tiles match the card's pattern, rotated.

2 · Serve



She takes **one** tile. An empty plate off her cake stand blocks its cell for good; the other two stay.

3 · Plate



She plates it, locking that row to Fruit, and takes the cupcake that was sitting on that square. Then she takes the card.

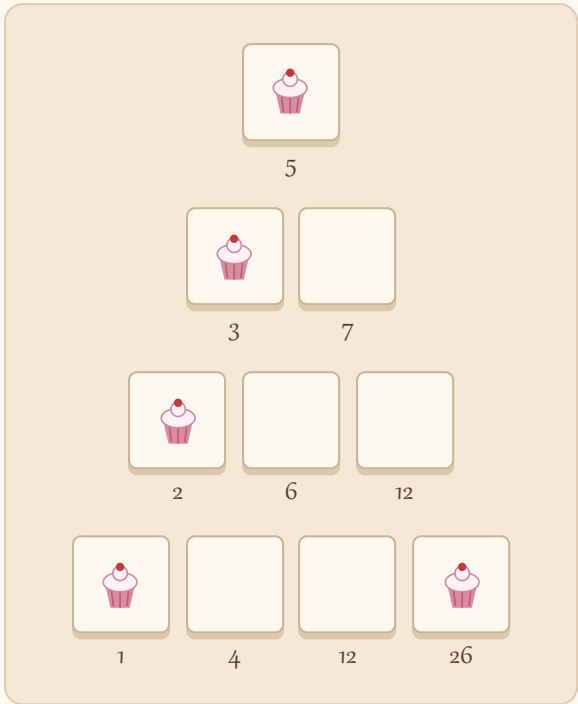
Worked example - a four-cupcake turn

Rosie holds **4 cupcakes**. She sweeps "Blue!", takes two blue tiles and places them. She is two tiles short of the 5 VP card she wants.

At her Spend step she pays **1** for an orange tile from the far corner and places it in the cell she names, then pays **1 more** for a green tile from the row below. Her pattern is still one cell out, so she pays **1** to move a tile she placed last turn into the gap.

At her Claim step she takes the 5 VP card for free. A second pattern is still standing, so she pays her **last cupcake** and takes a 2 VP card as well. Four cupcakes: two tiles, one move, one extra card.





The cake stand as it is printed: each square carries its row's running total, and five print a cupcake. A cupcake token starts on each of those five.

Cupcake plates

Five squares print a cupcake icon: the **first square of every row**, and the **bottom row's last**. A cupcake sits on each of them from setup. **Plate a treat onto one and take that cupcake** as you lift the plate.

A full stand calls the afternoon

Fill **all four rows - all 10 squares** - and the game ends (page 10). With every row full, a claim can only ever reach your crumb tray.

Four tiles spread across four rows are worth 11. The same four in the bottom row are worth 26.

Five ingredients, four rows: one ingredient is always off the menu.

- When you claim, the tile you take goes **immediately** to either:
- the **next empty plate of one row** of your cake stand (rows fill left to right), if that row is empty or already holds that ingredient - and, if it is empty, no other row holds that ingredient; or
 - your **crumb tray**, worth 1 point per tile.

The first tile on a row locks that row to its ingredient for the game, and no ingredient appears on two rows. Once a row is full, further tiles of that ingredient can only be crumbed. Plated tiles never move.

The crumb tray is always legal, even when a plate is free.

The crumb tray holds no plates

Only the cake stand hands you an empty plate, because only the cake stand has one on it. A tile served into your **crumb tray** frees no plate, so the cell it came from stays open.

Plate Values

Each plate prints its row's **running total**. A row scores the value beneath its **last filled plate**, and every tile added is worth more than the last:

Row	Plates	Running totals	Row total
Top	1	5	5
Third	2	3 / 7	7
Second	3	2 / 6 / 12	12
Bottom	4	1 / 4 / 12 / 26	26



A Fresh Pot of Tea

end of turn · 4+ teapots showing

Five cells of the market board print a **teapot symbol**, one per row and one per column, uncovered as the tiles on them are swept. No two share a row or a column, so one sweep can never uncover two.

At the end of every turn, look at the market board. **If 4 or more of the five teapot symbols are showing, a fresh pot of tea arrives.** This is automatic: it cannot be ordered early or declined.

A fresh pot arrives **on top of** that turn's card deal and resolves in two steps:

- 1 **Pour the tea.** The player whose turn it was takes **1 cupcake**.
- 2 **Restock the trolley.** Fill every empty space on the market board from the bag. **Tiles already out stay where they are.** If the bag runs short, fill what you can.



Four teapots showing at the end of a turn – a fresh pot is on its way. The fifth is still hidden under the centre tile.

Play then passes on as normal. There is no limit on pots per game or per player.

The card row is not touched

A fresh pot discards nothing and deals no cards. You still deal your one card for the turn, exactly as on any other turn.

Count the board, not the table

Only the **five teapot symbols printed on the market board** count. The start player's teapot is a marker and is never part of this count.

An empty bag: no pot, but no ending

If the bag is already empty when a pot falls due, **nothing happens** - no cupcake, no restock, and the game does *not* end. Play continues over a market that only thins from here (page 10).



The Flavour of the Day

everybody chases the same one

Flavour of the Day





Citrus

1 VP

for every tile on your player board at the end of the game

3 VP

for the players with the most of this ingredient

One card, revealed at setup, face-up all game.

The rule

At setup, reveal one Flavour of the Day - one ingredient card, drawn at random from five, face-up beside the market. It never changes.

At the end of the game, score 1 point for every tile of that ingredient on your player board.

The player with the most scores 3 points more. If two or more tie for the most, they all score the full 3.

Only your player board counts - not your cake stand and not your crumb tray.

A claim takes a tile off your board

The tile you take when you claim leaves your board, so it **stops counting** for the Flavour.

The two sets of cards

Cards	What it is	How you get it
Patisserie Goals (page 6)	The card row you claim from	Match its pattern on your player board , then claim it at step 4
The Flavour of the Day	One ingredient, revealed at setup	Scored at the end from your player board . Everybody scores it

The two decks pull opposite ways: a **Patisserie Goal** takes a tile off your player board and sends it to your cake stand; the **Flavour** scores the tiles still standing there. A tile can only be in one of those places.

The mini expansion adds a third set, the *Tasting Menus* - see page 11.

Worked example - the majority is a race

Rosie · 4 Citrus = 4, no bonus

Bertie · 5 Citrus = 5 + 3 = 8



The Flavour of the Day is **Citrus**. Rosie has 4 Citrus tiles on her player board and scores 4. Bertie has 5, so he scores 5 + 3 = 8.

Rosie had five. Three turns ago a claim sent a Citrus tile to her cake stand, and it stopped counting here.



End of the Game

last one at the trolley...

The afternoon is called the moment any of these happens:

- 1 **A player's board is completely full** - all 25 cells hold a tile or an empty plate. This is the game's clock, and it is how virtually every game ends.
- 2 **A player's cake stand is completely full** - all four rows at capacity, **10 treats served**. That player has nothing left to serve: every further claim can only reach their crumb tray.
- 3 **No tiles are left anywhere in the supply** - the market board is empty *and* the bag is empty.

Calling the afternoon is worth 3 points

The player who **triggers** the end of the game scores **3 VP**. Only the **first** condition to fire counts, and only the player it belongs to scores: the one whose board filled, or whose cake stand filled.

The third condition belongs to nobody. If the game is called because **the market and the bag are both empty**, no player scores the 3.

Finishing the round

Everybody gets the same number of turns

When an end condition is met, **the game does not stop**. Finish the turn you are on, then keep playing until the turn passes back to the **start player** - the one holding the teapot. That player does **not** take another turn: the game ends the moment it would be their go again. Score.

- The round closes *at* the start player's seat, not after it.
- If the **start player** triggers the ending, everybody else takes one more turn.

This is the only thing the teapot does.

Scoring

Add up:

- **Each cake stand row:** the value beneath its last filled plate (empty row scores 0)
- **Each crumb tray tile:** 1 point
- **Each claimed Patisserie Goal:** its printed VP
- **The Flavour of the Day:** 1 point per tile of it on your player board, and **3 more** to the player - or players - with the most
- **Calling the afternoon:** 3 points to the player who triggered the end of the game

Cupcakes score nothing. The highest score wins.

Tiebreaker

Most cupcakes remaining. Still tied? Most Patisserie Goals claimed. Still tied? Share the victory.

Scoring example - Rosie's afternoon

A three-player game. The Flavour of the Day is **Citrus**.

Cake stand. Bottom row 3 Nuts (**12**), second row 2 Caramel (**6**), third row 1 Citrus (**3**), top row empty (**0**). That is **21**.

Crumb tray. One Chocolate tile (**1**).

Patisserie Goals. Seven cards, printing 2+3+1+4+2+2+2 (**16**).

Flavour of the Day. Four Citrus tiles still on her player board (**4**). Bertie has five, so the majority is his.

Calling the afternoon. Her board filled first, which ended the game (**3**).

She holds 1 cupcake (**0**) - it matters only on a tie.

Total: 21 + 1 + 16 + 4 + 3 = 45 points.



Not for your first game

In your first game, you do not use the Tasting Menu. You may add it in later as an expansion for experienced players.

Everything on pages 2 to 10 is the base game, and it is complete without this section. The **10 Tasting Menu cards** print **their own card back**, so they lift out of a shuffled deck at a glance and never join the Patisserie Goals by accident. Nothing else in the box changes, and no rule on any earlier page is altered.

One extra setup step

After step 2, deal the Tasting Menus. Shuffle the 10 and deal **one more than the number of players** face-up beside the market: **3 / 4 / 5** at **2 / 3 / 4** players. Return the rest to the box. They are public from turn one and are **never replaced**.

Each card names either **one ingredient twice and a second once**, or **three different ingredients once each**. Every card asks for exactly **three tiles**, so every card is worth the same.

Taking a Tasting Menu

The moment your cake stand and crumb tray together show the ingredients named, take the card. Free, immediate and automatic - it costs no action, no cupcake and no part of your turn. It is not a choice.

Each is worth **5 VP**. Add one line to the scoring on page 10: **each Tasting Menu, 5 points.**

- **One player only.** First to qualify keeps it, and it leaves the game.
- **Ingredients are not consumed.** The same tiles satisfy any number of menus, and if you qualify for two at once, take them both.
- **Crumbs count** exactly as plated tiles do.
- **Your player board does not count**, only what you have served. Colour never matters here.

None of them is yours by default

Menus always outnumber the players by one, and a menu reads ingredients wherever they sit on your stand or crumb tray.

The Flavour of the Day is not part of this

It is base game, in every game, expansion or not. The two are neighbours, and only the Tasting Menus are optional.

Worked example - Rosie takes a Tasting Menu

Rosie's stand and crumb tray



The four Tasting Menus on the table



She takes the ringed one - 2 Nuts and a Citrus - the moment that third Nuts tile went on the stand. **5 VP**, and it leaves the table.

The near miss: 2 Caramel and a Fruit. She has the Caramel and is one Fruit short.

The one that got away: Chocolate, Caramel and Nuts. She qualifies now, but Bertie took it two turns ago.

At scoring, this one card takes the afternoon on page 10 from **45 points to 50**.

Served: **3 Nuts, 2 Caramel, 1 Citrus** on the stand and **1 Chocolate** in the crumb tray. The crumb counts as a plated tile.

On your turn

- 1 **Sweep** one row or column, declaring a colour or an ingredient. Cleared the line? Take a bonus tile from anywhere.
- 2 **Place** every tile in empty cells of your board. Any you cannot place go back into the bag.
- 3 **Spend** (optional): extra tile from anywhere, placed at once, 1 each · deal 2 new cards, claimable this turn, 1 · move a tile 1 · remove an empty plate 2. **Any of them, as often as you can pay.**
- 4 **Claim** (optional): match a pattern, take one tile of it, serve it, take the card. **Onto the stand:** that square's plate blocks the cell the tile left. **Into the crumb tray:** no plate, the cell stays open. **First claim free, then 1 cupcake each.**
- 5 **Restock:** deal 1 card to the row (skipped at 8). Then 4+ teapots showing? **A fresh pot of tea.**

A fresh pot of tea

1 cupcake to the player whose turn it was · fill every empty space on the market board from the bag; tiles already out stay put. **The card row is not touched.** If the bag is already empty, **no pot arrives and the game does not end.** The marker teapot is never counted.

The Flavour of the Day

One ingredient, revealed at setup. At the end: **1 VP per tile of it on your player board**, +3 to the most (ties all score the full 3). Stand and crumb tray do not count.

Cupcakes

At setup, **1 on each of your 5 cupcake squares**, plus a hand: **2** to the start player, **3** to everybody else. No limit on cupcakes spent in a turn.

Mini expansion · Tasting Menus (page 11)

Not in your first game. Dealt at setup, **players + 1**, never replaced. The moment your **stand and crumb tray together** show the ingredients, take the card - free, immediate, one player only. **5 VP each.**

The cake stand

Row	Running totals
Top (1 plate)	5
Third (2)	3 / 7
Second (3)	2 / 6 / 12
Bottom (4)	1 / 4 / 12 / 26

A row scores the value beneath its last filled plate. One ingredient per row, one row per ingredient, permanent. Crumb tray tiles score 1 each. Cupcake plates: **the first plate of every row, plus the bottom row's last.**

10 plates, 10 squares. Serving onto the stand moves that square's plate to your board; a crumb moves no plate.

The game ends

when **any player's board is completely full**, when **any player's cake stand is completely full** (10 treats served), or when **the market and the bag are both empty**.

Then finish the round: play continues until the turn passes back to the **start player**, who does not take another turn. Everybody has had the same number of turns. Score.

The player who triggered the ending scores 3 VP - the first condition to fire, and only if it was a board or a stand. An empty market and bag pays nobody.

Scoring

- Each cake stand row: value beneath its last filled plate
- Each crumb tray tile: 1
- Each Patisserie Goal: its **printed VP**
- Flavour of the Day: **1 per tile on your player board**, +3 to the most (ties all score it)
- Ending the game: **3** to the player who triggered it
- Cupcakes: 0

Tiebreaker: most cupcakes, then most Patisserie Goals claimed, then share the victory.

Pinkies up. Play nicely. Leave no fancy behind.