

 **2-4**
players

 **45**
minutes

Fancy That!

 **1.8**
weight

 **10+**
age

A spot of strategy with your afternoon tea.

About the Game

At this tea party you fancy everything - but your eyes are bigger than your board. You truly can't have your cake and eat it: every treat you serve leaves behind an empty plate that never clears away. Serve shrewdly, though and you'll be the one who takes the cake.

In this spatial puzzle game, every tile leads a double life - a colour and an ingredient etched on top. The colour builds the patterns that earn your patisseries; the ingredient decides how they score. Juggle both to have the grandest high tea!

Features



Chunky, clackable tiles - the tactile pull that made Azul irresistible.



Patisseries and afternoon tea - an underserved theme with built-in gift appeal.



Every game ends with four laden cake stands - a centrepiece that demos itself.



Teaches in five minutes, plays in forty-five built for family tables and retail demos.



From the Trolley to the Cake Stand

Sweep



Choose a row or column, then take every tile of one colour or ingredient.

Arrange



Lay your tiles on your 5x5 board, building toward the face-up patisserie cards.

Serve



Match a card's pattern to claim it. The treat is eaten, and an empty plate covers that space for good.

Display



Plated tiles climb your cake stand, each worth more than the last. Add your cards' points - best tea wins.

Component List

All art is prototype placeholder

Common: 100 tiles · 20 cupcake tokens · 20 plate tokens · 50 cards · central market board
Per player: tile board · cake stand board

