



FANCY THAT!

A Game of Afternoon Tea

For 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!*, players collect coloured tiles from a shared market, arrange them into beautiful patterns on their personal boards, and claim patisserie reward cards. The tiles you sacrifice when claiming cards become your scoring pile — and at the end of the game, those tiles multiply the value of your collection. The finest eye for colour AND ingredients wins the day.

Fancy that!

COMPONENTS

- 100 tiles (5 colours × 5 ingredient symbols × 4 copies each)
- 50 reward cards (10 per ingredient: Strawberry, Lemon, Chocolate, Almond, Caramel)
- 4 personal player boards (5×5 grid)
- 1 central market board (6×6 grid)
- 1 drawstring tile bag
- Score pad

THE TILES

Every tile has two properties:

Colour — used for building patterns on your board. There are five colours: Yellow, Pink, Orange, Green, and Blue.

Ingredient symbol — used for end-game scoring when a tile is removed from a pattern. The five symbols are:

Strawberry, Lemon, Chocolate, Almond, and Caramel.

When you sweep tiles and place them on your board, colour is all that matters. The ingredient symbol sits dormant until you remove a tile into your scoring pile — at which point it becomes your multiplier for end-game scoring.

THE REWARD CARDS

Each reward card shows:

- A beautiful patisserie illustration
- A colour pattern (1–4 coloured tile squares arranged in a small shape)
- A row of ingredient symbols along the bottom edge

Cards are divided into four pattern tiers based on complexity:

- Tier 1 — Single (1 tile, no symbols) One tile of a specified colour, placed anywhere on your board.
- Tier 2 — Domino (2 tiles, 1 symbol) Two tiles of specified colours in orthogonally adjacent cells, horizontally or vertically.
- Tier 3 — L-tromino (3 tiles, 2 symbols) Three tiles in an L-shape within a 2×2 area (one corner cell left empty). Can be matched in any of its four rotations.
- Tier 4 — 2×2 Square (4 tiles, 3 symbols) All four cells of a 2×2 area filled with specified colours. Asymmetric colour arrangements can be matched in up to four rotations.

Rotation rule: Any pattern may be matched in any rotation on your board. Reflections (mirror images) are not valid.

SETUP

1. Shuffle the full 50-card deck. Count out cards to form the game deck: 8 cards for 2 players, 12 cards for 3 players, 16 cards for 4 players. Set the remaining cards aside — they take no part in this game.
2. Place the top 4 cards from the game deck face-up in a row to form the card market.
3. Place all 100 tiles in the bag. Draw tiles and fill every cell of the 6×6 market board.
4. Each player takes a personal board and clears space beside it for a scoring pile.
5. Randomly determine who goes first.

PLAYING THE GAME

Players take turns in clockwise order. On your turn, perform these steps in order:

STEP 1 — SWEEP

Choose any one row or column on the market board. Declare either a colour or an ingredient symbol. Take all tiles in that row or column that match your declared attribute. You must take at least one tile — if your chosen row or column has no tiles matching your declaration, you must choose again.

Bonus tile: If your sweep removes the very last tile from the row or column — completely clearing it — you may immediately take one additional tile from anywhere on the market board. You choose freely: any colour, any symbol. This bonus triggers at most once per turn; it does not chain.

STEP 2 — PLACE TILES

Place all tiles you just swept onto your personal 5×5 board. Tiles may go in any empty cells — there is no adjacency requirement. You must place all swept tiles this turn. You may not hold tiles between turns.

STEP 3 — CLAIM (optional, maximum 1 per turn)

Look at your personal board. If tiles on your board form the colour pattern shown on any face-up card in the card market — in the correct shape and colour, in any valid rotation — you may claim it.

Claiming a card:

Remove exactly one tile from the tiles that formed the matching pattern. You choose which tile to remove. Place it in your personal scoring pile beside your board.

Tuck the card face-down under your board. Keep it accessible — you will need it at the end of the game.

Refill the card market by drawing the top card of the game deck and placing it face-up. The card market should now have 4 face-up cards again (or fewer, if the deck is empty).

The remaining tiles from the matched pattern stay on your board. You may only claim one card per turn, even if multiple patterns are complete.

STEP 4 — REFILL THE MARKET BOARD

Count the tiles remaining on the 6×6 market board. If 6 or fewer tiles remain, draw tiles from the bag and fill the board back up to 36 tiles. If the bag is empty, do not refill — play continues with whatever tiles remain on the market board.

END OF THE GAME

The game ends when the last card is claimed from the card market — the game deck is exhausted and the final face-up card is taken. Once this happens, complete the current round so that all players have had an equal number of turns, then proceed to scoring.

SCORING

All points come from one calculation, repeated five times — once per ingredient.

For each ingredient:

$(\text{Total ingredient symbols on your tucked reward cards}) \times (\text{Tiles of that ingredient in your scoring pile}) = \text{Points for that ingredient}$

Add up your points across all five ingredients for your final score.

Example: You have tucked the Bakewell Tart (2× Almond) and the Galette des Rois (2× Almond) — that is 4 Almond symbols total. Your scoring pile contains 3 tiles showing the Almond symbol. Your Almond score: $4 \times 3 = 12$ points.

A practical tip at scoring: sort your tucked cards into five ingredient groups and count the symbols in each. Then sort your scoring pile tiles into five ingredient groups and count each. Multiply the two numbers for each ingredient and sum the results. Five multiplications, four additions — that is your total.

The highest score wins.

Tiebreaker: The tied player who claimed the most reward cards wins. If still tied, share the victory.