



INSTRUCTIONS

AGES: 4 and up

NUMBER OF PLAYERS: 2 to 4

OBJECT OF THE GAME: Be the first player to collect each of the cookie ingredients needed to “bake” cookies!

CONTENTS: 4 Spoons, 8 Recipe Cards, and 26 Ingredient Cards

GAME SET UP: Shuffle the Recipe cards face down and deal one to each player. Players look at their recipe card. This determines what type of cookies they will be making and which ingredients they need to collect. If a player’s recipe is for “First Cookies,” then the player can bake his cookies with the first flavor card (peanut butter, chocolate chip, or oatmeal raisin) he picks from the pile.

Once everyone knows what ingredients he needs to bake to win, each player is given a Cookie Smackin’ Spoon. Players should pull their Cookie Smackin’ Spoon so it “locks” into its expanded position. Shuffle the round ingredient cards and scatter them face down in the center of the play area.

PLAY: Everyone starts playing at the same time by saying “Ready set...bake!” and then all players start smacking their spoons into the pile of cards. Each player is trying to grab the ingredients he needs to bake his cookies by using his Cookie Smackin’ Spoon to pick up cards. Be careful not to hit other players!

Once a player’s spoon picks up a card, he may look at the card. If it is an ingredient he needs to collect, he keeps it. If it is a card he doesn’t want, he puts it back into the pile, face down. The cards can be collected in any order.

Each player must collect:

- (1) Egg Card
- (1) Flour Card
- (1) Sugar Card
- (1) Butter Card
- (1) Flavoring Card (determined by recipe card)

Rotten Eggs: If a player gets a “Rotten Egg” card, that player yells “Rotten Egg” and all play is temporarily stopped. The player must throw all his collected ingredient cards back into the card pile and quickly shuffle around the cards. After this has been done, the player says “Ready set...bake!” and normal game play resumes.

WINNING THE GAME: The first player to collect all five ingredients needed to “bake” his cookies wins the game!

