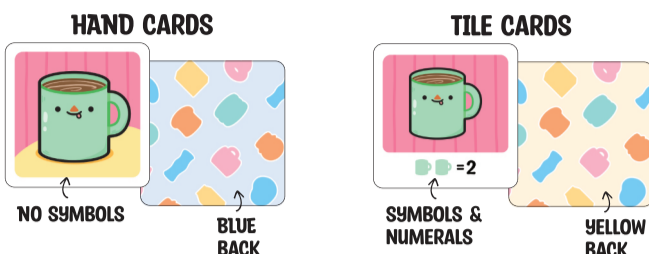




LET'S LEARN THE RULES

THERE ARE 2 MAIN TYPES OF CARDS IN THE GAME:

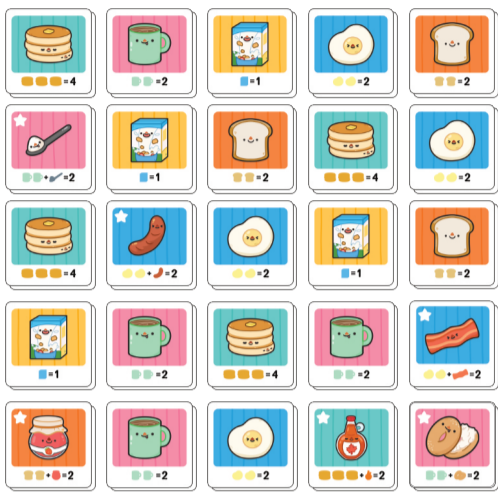


SETUP

1) SHUFFLE HAND CARDS AND PUT THEM FACE DOWN IN A DRAW PILE



2) SHUFFLE TILE CARDS AND LAY THEM FACE UP ON THE TABLE IN STACKS OF 2 IN A 5 ROW X 5 COLUMN FORMAT



3) ALIGN THE TOP CARD OF EACH STACK SO THAT THE BOTTOM CARD CAN BE SEEN

OBJECTIVE

THE GOAL OF THE GAME IS SIMPLE: TO COLLECT AS MANY POINTS AS POSSIBLE. THE PLAYER WITH THE MOST POINTS AT THE END OF THE GAME IS THE WINNER

GAIN POINTS BY COLLECTING MAIN ITEMS LIKE COFFEE & TOAST

GAIN BONUS POINTS FOR COLLECTING COMPLEMENTARY ITEMS LIKE SUGAR & JAM



GAMEPLAY

START BY DEALING 2 HAND CARDS TO EACH PLAYER. THE PLAYER WHO ATE THE BIGGEST BREAKFAST THAT DAY GOES FIRST!



A PLAYER CAN TAKE A TILE CARD FROM THE LEFT OR RIGHT HAND COLUMNS THAT MATCHES A HAND CARD

A PLAYER CANNOT TAKE A TILE CARD THAT IS BLOCKED

A TILE CARD IS BLOCKED IF THERE IS AN OUTER CARD ON THE SAME LEVEL

EG: THE COFFEE CUP CARD IS BLOCKED BY THE CEREAL CARD ON THE SAME LEVEL



EG: PLAYERS CAN TAKE THE EGG CARD HERE

ONLY TAKE CARDS FROM ROW SIDES



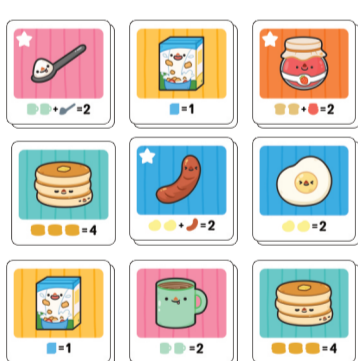
PLAYERS CANNOT TAKE THE COFFEE CUP CARD UNTIL THE JAM CARD IS TAKEN

PLAYERS MAY TAKE THE MAPLE SYRUP BONUS CARD AS THERE IS NO OUTER CARD ON THE SAME LEVEL THAT BLOCKS IT

USE ANY HAND CARD TO TAKE A BONUS TILE CARD

BONUS CARDS HAVE STARS ON TOP. MATCH THE SYMBOLS TO EARN BONUS POINTS. PLAYERS MAY TAKE A BONUS CARD FIRST BEFORE TAKING A MATCHING TILE CARD

EG: PLAYERS CAN USE TOAST, EGG, PANCAKES OR ANY HAND CARDS TO TAKE THE SUGAR BONUS CARD



PLAYERS WILL TAKE TURNS TO MATCH AND TAKE TILE CARDS. DISCARD A USED HAND CARD INTO A DISCARD PILE AND DRAW A NEW HAND CARD. PLAYERS WILL ALWAYS HAVE 2 HAND CARDS

PLAYERS WILL ONLY GET ONE ACTION PER TURN (EITHER MATCH AND TAKE A TILE CARD OR EXCHANGE 1 OR 2 HAND CARDS)

MATCHING

- IF 2 HAND CARDS MATCH ANY ACCESSIBLE TILE CARDS, PLAYERS MUST TAKE A TILE CARD
- IF 1 HAND CARD MATCHES ANY ACCESSIBLE TILE CARDS, PLAYERS CAN EITHER TAKE A TILE CARD OR EXCHANGE 1 HAND CARD
- IF 2 HAND CARDS CANNOT MATCH ANY ACCESSIBLE TILE CARDS, PLAYERS CAN EXCHANGE UP TO 2 HAND CARDS

SCORING

ONCE THERE ARE NO MORE TILE CARDS ON THE TABLE, THE GAME ENDS AND PLAYERS WILL COUNT POINTS TO DETERMINE THE WINNER

BESIDES BONUS CARDS, PLAYERS CAN GAIN EXTRA POINTS FOR ACHIEVING THESE CONDITIONS:



- BALANCED DIET BONUS +2 FOR ANY 4 DIFFERENT SETS COLLECTED
- CEREAL BONUS +2 FOR ANY 4 DIFFERENT CEREALS COLLECTED
- SWEET TOOTH BONUS +2 FOR MAPLE SYRUP + JAM OR SUGAR COLLECTED

THERE IS A PENALTY OF -1 POINT PER TILE CARD THAT CANNOT FORM A SET

IF THERE IS A TIE, THE PLAYER WITH THE MOST CARDS WINS

SCAN THE QR CODE TO WATCH A 'HOW-TO-PLAY' VIDEO



VARIANT RULES

VISIT OUR WEBSITE FOR MORE WAYS TO PLAY GRAB YOUR BREAKFAST: [HTTPS://WWW.AMEBA.COM.SG/PAGES/GYBRULES](https://www.ameba.com.sg/pages/gybrules)