

# Macaron

**PLAYERS:** 1 to 5 . **TIME:** 30 min . **AGE:** 10+

## Summary

To celebrate King Louis' birthday, royal pâtissiers are busy preparing Macaron gift boxes for the royal family and guests. At the end of the celebration, the pâtissier who has made the most boxes wins and becomes the most prestigious pâtissier in France. But beware, underneath the cheerful pâtissiers and colorful Macarons, an allergen might slip into your box and ruin the pastry. Are you ready to make some Macarons?

## Goal

Macaron is a pastry-themed trick-taking card game for one to five players. In it, players are bakers in medieval France trying to become the most favored royal baker to the king and his family. In the game, players will receive victory points at the end of each round, based on the number of boxes prepared. The game ends at the end of a round when a player has accumulated 10 or more victory points. The player with the most victory points wins the game. In case of a tie, players share the victory.



*Some have suggested the winner bakes the other players a box of macarons to take home. I said, don't forget to send a box to the designer. - Ta-Te :)*

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## Components

Group board x 4. There are four groups. Group A has almond and pistachio, Group B has strawberry and blueberry, Group C has green tea and Earl Grey, and Group D has just one flavor: chocolate.



Score board x 1



*Standard*



*Advanced*

Macaron cards x 52. There are seven flavors. Six of them have cards from 1 to 7, and only chocolate has cards from 1 to 10.



Voting token x 12



Start player marker x 1



Royal marker x 1



Allergen marker x 1



Rulebook x 2

*English*  
*French*

Score token x 5



Box token x 5



Betting token x 5



Macaron is a 1 to 5 player game. Please use the instructions that follow your player count. For example, **[3P]** is specific for a three-player game. **[3P+]** is for three or more players. **[2V2]** is for a four-player partnership game. **[4P+]** includes 4-player, 2V2, and 5-player games

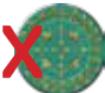


## Setup : Game

1. Place group boards in the middle of the table.
  - [**Solo, 2P, 3P**] Use group A, B and C boards.  
Flip group C board to the side with two flavors in a three or more player game.
  - [**4P+**] Add group board D to the game.
2. Place the score board next to the group boards. Use the standard side if players intend to play up to 10 or 20 points. Use the advanced side to play up to 10, 20 or 30 points with the advanced gift box track.
3. Prepare macaron cards and remove unused cards from the game.
  - [**Solo, 2P**] Use almond, pistachio, strawberry, blueberry and green tea flavors.
  - [**3P**] Add Earl Grey to the above five flavors.
  - [**4P+**] Use all seven flavors.



*Solo and 2-player game setup*

4. Players choose a color and take the score token, box token and betting token of that color.
- [**2V2**] The players sitting across from each other are on the same team. This version is for advanced players who have played Macaron several times.
  - a. All players place their score tokens on the zero space on the score track. 
  - [**2V2**] Each team chooses one token for scoring.
  - b. All players place their box tokens on the zero space of the gift box track. 
  - c. All players place their betting tokens to the side.
5. Voting tokens
- [**Solo, 2P, 3P**] Remove voting tokens from the game. 
  - [**4P, 2V2**] Place all 12 voting tokens to the side of the play area.
  - [**5P**] Remove two “3” voting tokens from the game and place the remaining 10 voting tokens to the side of the play area. 
6. Place Royal and Allergen markers to the side.
7. Start Player
- [**Solo**] The human player is always the start player.
  - [**2P+**] The player who most recently had a macaron or pastry is the start player for the first round. That player takes the start player marker. 

Remove unused components from the game.



## Setup : Round

Each game is played over several rounds. Use the following instructions to set up a new round:

1. **Starting Hand Cards.** Shuffle all macaron cards face down and deal the indicated number of cards to each player.

- [**Solo**] Deal 13 cards to the human player. Form a draw deck with remaining cards.
- [**2P, 3P, 4P, 2V2**] Deal 13 cards to each player.
- [**5P**] Deal 10 cards to each player. When playing with expansions, evenly distribute cards to all players.

2. **Pass/Discard Cards.**

- [**Solo**] Discard one or two hand cards, then draw that many cards from the draw deck.
- [**2P+**] Each player passes two cards, face down, to the player to their left in the first round and then to the right on the second round. Continue to alternate every round.

3. **[Solo] Emma's Hand Cards.** In the solo game, you are playing with an opponent, named Emma. Emma's hand is organized into five macaron flavors that correspond to the flavors in the solo game.

- From the draw deck, **RANDOMLY** deal one card face down to each of the five flavors. The random card in the flavor is counted as a card of that flavor, regardless of the flavor printed on the card. Its number and ability remain the same.
- From the draw deck, deal eight cards to Emma, into the **FLAVOR SHOWN ON EACH CARD** then turn them face down.
- Shuffle the cards in each flavor face-down.



## SETUP : ROUND (continued)

### 4. Royal and Allergen markers.



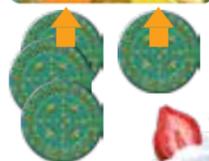
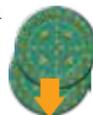
- **Royal.** In Macaron, “Royal” is what is commonly called “trump” in trick-taking games. Once a Royal group is decided, place the Royal marker on the group board. The Royal group can be group A, B, or C, but cannot be group D (chocolate).
  - [**Solo**] In Emma’s hand, the group that has the most cards is the Royal group. In case of a tie, the group to the left wins the tie. *For example, in Emma’s hand, Group A has six cards (2 Almond and 4 Pistachio), Group B has six cards (3 Strawberry and 3 Blueberry, and Group C has 1 card (1 Chocolate). Group A and B are tied for the most cards, but Group A is to the left of Group B, and wins the tie. Group A is the Royal group for the round, thus both Almond and Pistachio are the Royal flavors.*
  - [**2P, 3P**] The player to the left of the start player chooses a group to be the Royal group.
  - [**4P+**] The group that has the highest vote total is the Royal group. See Voting Tokens below.
- **Allergen.** Once the Allergen flavor is decided, place the Allergen marker below the flavor on the group board. A Royal flavor can also be an Allergen, but chocolate cannot be the Allergen.
  - [**Solo**] Randomly reveal a card from the draw deck. The flavor of the card determines the Allergen flavor.



- [2P] The start player chooses the Allergen flavor.
- [3P] The third player chooses the Allergen flavor.
- [4P+] The **FLAVOR** that has the lowest vote total is the Allergen flavor. See Voting Tokens below.

5. [4P+] **Voting Tokens.** Voting tokens are used in four-player, four-player team/partnership, and five-player games. This part of the rules describes how to determine which group is the Royal group and which flavor is the Allergen flavor.

- Randomly distribute voting tokens face-down such that all players have the same number of tokens. They may look at their own tokens.
- **Vote.** Beginning with the start player, all players take turns to place a voting token face-down above or below a macaron FLAVOR on the board A, B or C, until all voting tokens are placed. **EACH FLAVOR can have up to three voting tokens.**



- A single number token (3, 4 or 5) is a positive number when it is placed above a flavor, and a negative number when it is placed below.
- For the double-number token, use the positive number when the token is placed above a flavor, or the negative number when it is placed below a flavor.



## SETUP : ROUND (continued)

- Resolving Votes.

a. Reveal all voting tokens.

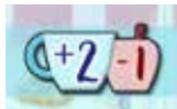


b. **Royal Group (trump)**. The group that has the highest vote is the Royal Group. The two flavors in the Royal group are both Royal flavors. Place the Royal marker on the top of the Royal group board. If two (or more) groups are tied, the left-most group wins the tie, and becomes the Royal Group.



c. **Allergen**. The FLAVOR that has the lowest vote total is the Allergen flavor. The lowest total could also be zero or a negative number. Place the Allergen marker below the Allergen flavor. The Allergen flavor may also be a Royal flavor. In case of a tie for the Allergen flavor, the left-most flavor wins the tie.

6. **Bet**. Beginning with the start player, players can place their betting token on the coffee next to the gift box track, betting that they will receive that many gift boxes at the end of the round.



Players will receive bonus points if they bet correctly or lose points if they miss their bet. On the standard side, there are four levels to bet on. On the advanced side, there are six levels.

- [**Solo**] Emma cannot place a bet, but the human player is required to make a bet. If you bet correctly, nothing happens. However, if you lose the bet, Emma gets 2 extra points. On the standard side, you are allowed to bet on the 8+ level.
- [**2P+**] Betting is optional.



## Round and Tricks

The start player leads the first trick. After that, the player who wins the trick will lead the next trick. The round continues until 13 tricks are played, or a player receives 8 or more gift boxes.

### PLAYING A TRICK

- The lead player can play any card in their hand. In clockwise order, other players **MUST** play a card following the leading flavor (suit). After all players have played a card, the trick ends. The highest number card in the leading flavor wins the trick.
- If players cannot follow the lead, they can play any card in a different flavor.
  - If the leading flavor is non-Royal.
    - Play a non-Royal card in a different flavor. This is a dead card - it cannot win the trick.
    - Play ANY Royal card (even a number lower than the lead card). This wins the trick. If more than one Royal card is played, the highest-numbered Royal card wins the trick. In case of a tie in the highest value of the Royal cards played, the one played first wins the trick.
  - If the leading flavor is Royal.
    - Play any other card in a different flavor (Royal or non-Royal). This is a dead card.

## ROUND AND TRICKS (continued)

[Solo] Emma is your AI opponent in the solo game.

- Emma is playing from her five flavor piles. The random card dealt to each flavor pile is treated as the same flavor as the pile.
- Emma has a set of instructions to determine which card to play. See the solo player aid on the right. For example.
  - When Emma leads, if the leading flavor of the last trick is an Allergen, Emma will play a card from non-Royal flavor. If there is more than one option, play from the left-most flavor.
  - When Emma follows, she plays a card that follows the leading flavor. If she cannot follow and the lead is a Royal, she will play a card from the Allergen flavor. If she doesn't have an Allergen card, she will play a card from a non-Royal flavor.
- When there are multiple flavors to select from, Emma always plays from the left-most eligible flavor. For example, Emma is leading and she is going to play a card from a non-Royal and non-Allergen flavor. Since group B is the Royal group and Allergen is Almond, she will play a card from Pistachio, a non-royal and non-Allergen flavor in group A.
- In any case where both players play the same number of the same flavor, the one who played first wins the trick.

WH



WH  
FO



# When Emma LEADS



If the last winning  
flavor is ...



/



Emma leads with ...



Same  
flavor



# When Emma FOLLOWS



If Emma cannot follow  
this flavor ...



/



Emma follows with ...



Other



## Winning the Trick

The player who wins the trick gains one gift box and leads the next trick.

If the trick is won with a “1” card, the winner gains three boxes instead of one. The player moves their box token on the gift box track.



Standard



Advanced

If a trick has one or more Allergens, the winning player continues to lead the next trick but does not gain any boxes.

- An Allergen does not affect the winning of a trick. It only prevents the winning player from gaining gift boxes.
- If a trick has one or more “2” cards (even a “2” in the Allergen flavor), the Allergen is negated, and the trick is allergy-free. The player who wins the trick will receive boxes as normal.



End of trick

1. Check for the end-of-round condition.
2. Move the trick to the side face down. No one can look at the tricks that have been played.

## End of Round

After 13 tricks are played, or when a player receives 8 or more boxes, the round ends.



- Using the gift box track, players receive victory points as indicated next to the gift box token.
  - [2v2] Team members combine their score on the same score token.
- Bet. For players who placed their betting token, if their betting token is in the same row as their meeples (on the gift box track) at the end of the round, they receive two additional victory points. Otherwise, they lose one victory point.
  - When using the advanced side, if their betting token is in the same column as their meeples (on the gift box track) at the end of the round, they receive victory points based on the + number at the bottom. If they lose, they use the - number at the bottom to deduct from their score.
  - [Solo] If you miss your bet, you will not lose any points, but Emma will receive 2 additional points.
- Check for the end-game condition. If the game does not end, begin a new round.  
[2P+] Pass the start player marker to the player to the left of the current start player.



## Game End and Winning

When one or more player/team has achieved the end-game condition (10/20/30 or more victory points) at the end of a round, the game ends. The player with the most points wins the game. In the case of a tie, players share the victory.



## Credits

**AUTHOR** Ta-Te Wu . tatewu@gmail.com

**ILLUSTRATION** Holly Chiu . hollychiu.com

Rachel Kim . racheljk.com

**RULES** Ian Klinck

**PUBLISHER**

Sunrise Tornado Game Studio

SunriseTornado.com

**DISTRIBUTOR**



**TAIWAN  
BOARDGAME  
DESIGN**

**PLAYTESTERS** Myke Tree, Steve Ehrensperger, Imani Dean, Diane Hart, Rich Malena, Diane Wang, Samir Shah, Jeff Citron, Johnathan Laursen, Joshua Sison, Eddie Wong, Dale Llorens, Nathan Long, Nick Weber, Jun Baik, Rui Guo, Chris Lawrence, Kyle Chud Bingham, Angelica Magno, Michelle Ridge, Ben O'Steen, Amelie Le-Roche, Marcus Chavez, Valerie Pober, Steph Hodge, Derek Jonson, Shrey Purohit, Ruo-Ting Liao, FootFoot, Alexei Menardo, and Tora Pandora.