

S'MORES GALORE

A GAME OF CARD STACKING AND CAMPFIRE SNACKING!

Gather 'round the campfire everyone. Time to make some tasty, gooey treats. Grab a stick, toast those marshmallows just right, and smooch them between some graham crackers with some melty chocolate. But you'd better make 'em right, or you might just end up with a hot mess!

OVERVIEW

The goal of the game is to score the most points by making S'mores. To make S'mores you will collect ingredients, assemble them into s'mores, and complete recipes. The more spectacular your campfire confections, the more points you'll score before the recipes are gone.

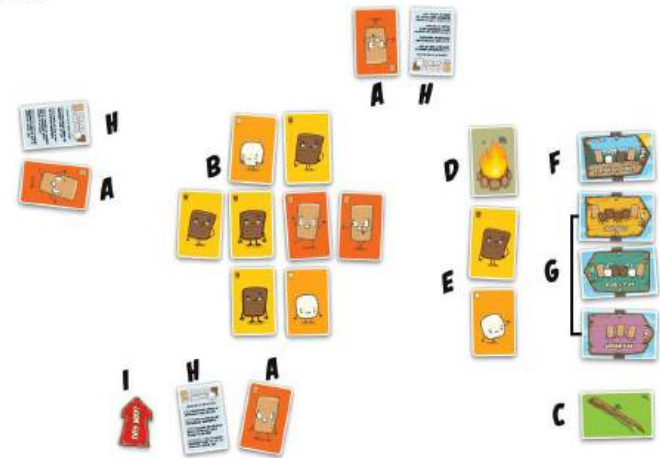
WHAT'S IN THE BOX

64 S'mores Ingredient cards- 24 Graham Crackers, 20 Chocolate, and 20 Marshmallow. 29 Recipe cards - 8 Straight up S'mores recipe cards, 21 Advanced S'mores recipe cards, 4 Player aids, 1 Campfire card, and 1 Arrow marker.



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GAME SETUP



1. Give each player one Graham Cracker. Each player places their graham cracker on the table in front of them. (A)
2. Shuffle all the Ingredients. Deal them into a grid, with two cards in the top row, four in the middle row, and two in the bottom row, as shown. (B) Place the rest of the ingredients face down in a deck to the side. (C)
3. Place the Campfire to the side. (D)
4. Deal two ingredients face up below the campfire to make two Discard piles. (E)
Note: The two discard piles can not have the same ingredient showing. If both cards show the same ingredient, simply replace it with the next card from the deck that does not match.
5. Assemble the stacks of Recipe cards.

Take two Straight up S'mores recipe cards per player and place them in a pile, face up beside the campfire. Return the unused Straight up S'mores to the box. (F)

Shuffle all the Advanced S'mores recipe cards and take three cards per player at random. Divide these into piles based on the number of players, and place them face-up, lined up underneath the Straight up S'mores. Return the unused advanced s'mores recipes to the box. (G)

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ADVANCED RECIPE SETUP

2 PLAYERS: 6 cards- in 2 piles of 3	3 PLAYERS: 9 cards- in 3 piles of 3	4 PLAYERS: 12 cards- in 3 piles of 4
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Note: If two or more of the advanced s'mores recipe scoring piles have the same card on top, place one card on the bottom of the pile and reveal a new card until all are different.

6. Give each player a Player aid for reference. (H)
7. Give the Arrow (I) to the player who most recently cooked over a fire, or to the youngest player.

HOW TO PLAY

In the game, players will take turns collecting cards and completing recipes. This will continue until any two of the recipe piles are empty.

ON YOUR TURN

Starting with the starting player and proceeding to the left, each player will take a number of actions on their turn. On your turn, you must do the following three steps in order.

1. Move the arrow.
2. Collect and place ingredients
3. Take up to two actions

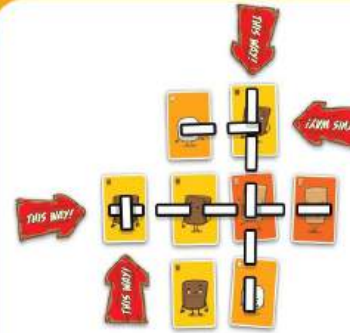
Each of these steps is explained in more detail below.

1. MOVE THE ARROW

Choose one column or row in the grid and move the arrow to the beginning or the end of that row or column. You **MUST** move the directional arrow to a new location, even if it selects the same row or column from the other direction.



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3. TAKE UP TO TWO ACTIONS

Take 1, 2, or no actions for your turn. See below for information on the actions.

- 1) BURN
- 2) CHURN
- 3) RETURN
- 4) SCORE A S'MORE (IX)

TAKE INGREDIENTS:

RULE 1: You must always add cards to your lineup from LEFT to RIGHT, in the order you picked them up.

RULE 2: If you don't like an ingredient, flip it over to turn it into a Stick. Place the stick below your line up for now. Then continue placing cards in order. You can do this for any number of ingredients. Note that sticks are NOT ingredients.

EXAMPLES: TAKING INGREDIENTS



1. Helaina has taken three cards from a column and must add them to her lineup in order. She places the chocolate beside her graham cracker, then the next chocolate, and finally the marshmallow.

2. Josh selects a different column and decides he doesn't want a second graham cracker in his lineup. He flips the other graham cracker to a stick and places it below his lineup for now, then adds the chocolate, and finally the marshmallow. At the end of his turn, Josh puts the stick on the campfire.

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Once you have taken your cards, the next player should draw cards to refill the empty row or column. Note: If the draw pile ever runs out of cards, leave the top two cards of the discard piles in place and shuffle all other cards to make a new draw pile.

TAKE UP TO TWO ACTIONS:

- 1. Burn:** Discard any number of ingredients from the left end of your line up. Place these cards on one of the discard piles.
- 2. Churn:** Swap places of any two adjacent ingredients in your lineup.
- 3. Return:** Take an adjacent pair of matching ingredients, e.g. two chocolates, remove them from your line up, and discard them to one discard pile. Then select one card from the top of one of the discard piles (which can be one of the cards you just discarded). Add that card to the right side of your lineup.

4. Score a S'more:

Claim a recipe from the display.

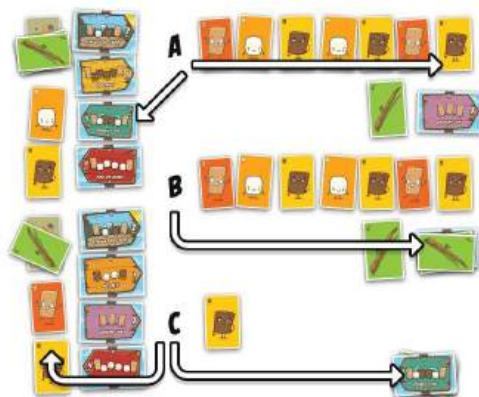
a) Check that you have the right ingredients for one of the recipes on display. (A)

b) Collect any sticks from the campfire and add them to your score pile. (B)

c) Discard ingredients from the LEFT of your lineup to one of the discard piles. Only the ingredients on the recipe card may be discarded, though in some cases the ingredients can be in a different order.

You may have cards left over to the right of these ingredients. (C) You may only Score a S'more ONCE per turn.

At the end of your turn (after all actions) move any sticks you had below your lineup (not your scorepile) to the campfire.



Notes about Sticks:

- Sticks are not ingredients.
- Sticks are never in your lineup.



At the end of your turn:

- Place any sticks below your line up on the campfire, not the discard piles.
- The discard piles cannot show two of the same ingredient. If they do, simply move cards from one stack of your choice to the other until two different cards are showing. You must always have two discard piles.
- Play passes to the next player to your left.

GAME END

When two of the score card piles are empty, the game is ended, with each other player getting one more turn. Players take cards and actions as usual, but if the straight up s'more pile is empty, they may still score a straight up s'more for 2 pts. (Take two cards from the discard pile, flip them to show sticks, and add them to your score pile.) Any advanced recipes on display may be completed as normal.

Players count up the points from their completed recipe cards, plus 1 pt. for each stick they have collected throughout the game. Players will also score one point for every five cards they have in their lineups in front of them, to a maximum of 2 pts. The player with the most points is the winner. In the event of a tie, the player with the fewest completed recipes is the winner. In case of a further tie, the player with more sticks in their score pile is the winner.

S'MORES GALORE CREDITS AND ACKNOWLEDGEMENTS

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Special Thanks to: Joe Hopkins and Marc Specter with Grand Gamers Guild, Helaina and Josh Cappel with KTBG, Mia Miao of HOPES Intl, Conor McGoey and Carter Morash of Inside Up Games. This game especially is a result of the incredible and unflinching support of my wife Neesa, and my two mighty acorns, Caelum and Siena.



STRAIGHT UP S'MORE- 2 POINTS

Your general, all-purpose s'more. Not too exciting but gets the job done. Exactly one marshmallow and one chocolate (in any order) in between two graham crackers.



CHOCOLOHOLIC- 4 POINTS

When that gooey marshmallow is just too sweet for you, load up on the chocolate. Four chocolate between two graham crackers.



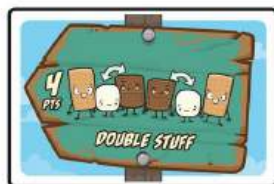
S'MORES STACK ATTACK- 5 POINTS

Tricky to pull off, it's even harder to fit it in your mouth! Two marshmallows and two chocolates enveloped by three graham crackers. The order of the chocolates and marshmallows does not matter, but you must have a chocolate and a marshmallow in each half.



HOT MESS- 3 POINTS

Who needs graham crackers when you can just enjoy a pile of gooey goodness? Two marshmallows in between two chocolate.



DOUBLE STUFF S'MORES- 4 POINTS

Double Stuff s'mores have twice the filling and are twice as filling! Two pairs of chocolates and marshmallows in between two graham crackers. The order of the chocolate and marshmallow in each pair does not matter, but must still be separate pairs.



ZEBRA S'MORES- 6 POINTS

The Zebra S'more has layers of luscious goodness that go on and on. Three chocolate and three marshmallows that must alternate between the graham crackers.



MALLOW MANIA- 4 POINTS

Sometimes you don't want to go to the dark side, but just want a soft, sweet, satisfying treat. Four marshmallows between two graham crackers.



GRAHAM SLAM- 3 POINTS

If you don't really have a sweet tooth, you can just dig into the bag of cookies. Three graham crackers.

