

Doughnut Shop

Designed by Mandela F-G and Ellie Dix v14.07.26

2-5 players | 30 minutes | Age 8+

Ready to build the sweetest engine? In this doughnut shop challenge, your greatest asset is also your biggest problem: a non-stop supply of ingredients! Your goal is to turn a chaotic avalanche of flour and frosting into a perfectly streamlined production line. Carefully manage your workflow, fulfil lucrative orders, and prove you have what it takes to turn raw potential into pure profit.

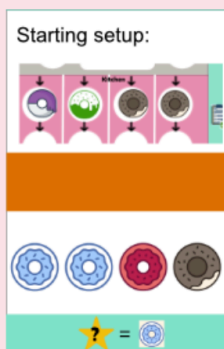
Components:

- 72 Doughnut cards
- 5 Starting cards
- 1 Main board
- 5 Player aids
- 20 Wastage cards
- 5 Doughnut trucks (1 in each player colour/design)
- 10 District tiles
- 25 Franchise tokens (5 in each player design)
- 40 Completed Order tokens (8 in each player design)
- 5 Double-sided kitchen boards
- 90 Doughnuts (18 in each of 5 colours)

Set up:

- Place the Main board in the middle of the table
- Shuffle the District tiles and place 1 into each of the outlined spaces on the main board. Return remaining tiles to the box.
- Place the Wastage cards in a pile to the side of the space.
- Place the Doughnuts nearby.
- Give each player a Kitchen board with the side showing 4 columns & 4 card slots at the bottom face-up.
- Give each player their Truck, Franchise and Completed Order tokens.
- Give each player a starting card at random. They set-up doughnuts shown on the card and then tuck it under their Kitchen board showing only the doughnuts required for their order on the lower half.

Breakdown of the Starting card:



At the start of the game, place these doughnuts from the supply into the top row of your kitchen

Dark orange strip indicating this is a Starting card

Order part of the card showing doughnuts you'll need in your Counter or Display to complete

Reward you'll gain from this order if you complete it

How to play:

Play is simultaneous. Each round has the following phases:

1. Draft
2. Bake
3. Fulfil orders
4. Customers slide & Wastage

Draft

- Draw 3 cards from the deck
- Look at and choose 1 of these cards, discard the others and place the other facedown above your Kitchen
- Say 'Orders Up' and all players reveal the card they chose.
- Each player:
 - Gives the doughnut shown on the top left of the card to the player on their left.
 - Gives the doughnut shown on the top right of the card to the player on their right.

Then choose to either:

- Take both doughnuts shown on the top of the card and discard the card to the box

OR

- Take one of the doughnuts shown on the card and keep the card for the order (lower half).
Whenever you take the order, slide it below your kitchen board under the '1' slot so only the order is showing. If you ever get multiple orders in a round, stack them in the slot.

Breakdown of a Doughnut card:



After revealing this card, you'll give a red doughnut to the neighbour on your right, and a green one to the player on your left. You always take one of either of these yourself and then can take the other one too **or** keep this card as an order

Bonus you'll gain if completing this order. See end of rules or player aid for details

Order part of the card showing doughnuts you'll need in your Counter or Display to complete

Points (shown in star) you'll get at the end of the game for completing this order

Bake

- Put all of your newly acquired doughnuts into your kitchen one by one. Doughnuts must be fed into the top row of your kitchen board but can be added to any column. Any doughnuts already in those columns are pushed down.
- If a doughnut comes off the bottom of the counter, it enters the display area. Any number of doughnuts may enter the display area.

Fulfil orders

Orders show the doughnuts required from your **Counter** or **Display** to complete them. To complete an order, return the matching doughnuts from your Counter or Display into the general supply. You cannot partially complete an order, you must have everything available for it on the same turn. When you are ready to fulfil the order, move your Truck clockwise around the board 1-2 districts. For the first delivery of the game, you may start in any district. Once fulfilled you may tuck it under the side of your board, or if it has a bonus shown in the centre strip, leave it face up to the side until the bonus is used. Full details of bonuses are on player aids and available at the end of this rulebook. For each order you deliver, place one of your Completed Order tokens in the District with your Truck. If you would place a 3rd Completed Order token, instead remove yours there and add a Franchise token showing your new Franchise there. You now have access to the bonus shown there. There is no limit to the number of players that can setup a Franchise in a district.

Customers slide & Wastage

All the orders you have pending (those slotted under your Kitchen), now slide one space to the right. If any orders move off the final space in your Kitchen, flip these facedown to show the 'Grumpy customer' side. These can no longer be completed and will be worth -1 point at the end of the game. Any doughnuts sitting in your Display are now returned to the supply. For each Doughnut returned this way, take 1 Wastage card.

End Game:

The game end is triggered at the end of the round in which a player has completed 9 orders. They announce this to the table, then 1 more round is played before moving onto scoring. Points are given for the values shown on completed orders, the values shown on District tiles where you have a Franchise, and any bonus scoring from District tiles. Points are lost for any Wastage cards and Grumpy customers. The player with the most points wins.

Extra Challenge Mode

If you have played the game multiple times, and enjoy a tighter, more punishing play experience, you may play on the 3-channel side of your Kitchen board. During set-up, ignore the leftmost doughnut in Starting Setup arrangement on your starting card. Rules of play remain the same, but now you're dealing with a smaller kitchen and more impatient customers.

Iconography



This effect happens immediately



This effect can be used once in the game whenever you choose. We recommend leaving a completed order with this bonus visible until used, then it can be tucked in the side of your Kitchen with other completed orders



This appears only on starting cards with one for each different doughnut type. At game end, get points for each of this doughnut type appearing on your completed orders



Look at the top card of the deck, you may take it as a new order or discard it



You may swap the position of any two doughnuts in your kitchen. The swapped doughnuts can be in **any** space in your Kitchen.



When completing an order you may ignore the requirement for 1 of the doughnuts



You may discard up to two Wastage cards, returning them to the supply. If you have no Wastage, this has no effect. If you return any Wastage this way, you may also discard 1 Grumpy Customer if you have any.