

GINGERBREAD HOUSE SUMMARY v1

GAME OVERVIEW:

- The game length is 15 rounds.
- Most points are gained by fulfilling character cards (“trap characters”) and completing the first 3 levels of your house.

TURN OVERVIEW:

- You will either:
 - A) **PLAY** a double-tile
 - OR
 - B) **DISCARD** a double-tile
- **Limits (Immediately discard excess)**
 - Max 10 Cookies
 - Max 4 Stairways
 - Max 2 Reserved character cards
 - Return discarded cards to the bottom of the deck.
- All components are limited. If the supply runs out, you don’t get any.
- End of Turn: Replenish empties.

A. PLAY DOUBLE-TILE:

1. BUILD DOUBLE-TILE

- Double-tile must be placed flat.
 - Stairway tile(s) can be placed on top of a single space to make this build legal.
- You may not place a double-tile on top of only one other double-tile.

2. EXECUTE THE 2 COVERED ACTIONS

- **Gingerbread Cookie:**
 - Take that kind of cookie.
- **Stairway:**
 - Take 1 Stairway.
- **Exchange** (double arrow):
 - Trade 1 gingerbread cookie for a different one in the supply.
- **Cage:**
 - Reserve a character card from the display.OR
- Draw 3 character cards from the deck, choose 1, put the others face-down under the deck.
- **Wild:**
 - Choose any of the above actions.
- **BONUS ACTION:**
 - If the built double-tile covered **two** of the **same symbol**, you may execute the action an additional (3rd) time.
 - You do not get the bonus action for covering up only one Wild and one other symbol.
 - If you cover **two Wild symbols**, you may execute **any 3 actions** (same or different).

3. FULFILL CHARACTER CARD(S)

- Discard the cookies required for a character card.
 - You can fulfill any cards from the display OR your reserved cards.
 - Put the fulfilled card in your score pile.
- Place a Wild Tile.
 - You CANNOT place Stairway Tiles under a Wild Tile
 - Execute the covered action.
- You may fulfill more cards.

4. CHECK FOR COMPLETED LEVEL

- For each new completed level (3x3 area at the same elevation), take 1 Bonus Card.
 - Baking Oven’s effect is applied immediately.
- You can only earn 3 Bonus Cards.

B. DISCARD DOUBLE-TILE:

- Take 2 Stairways.

END OF TURN:

- Replenish your double-tiles to 3, if you have any left face-down.
- Replenish character display to 4 cards from the deck.

GAME END SCORING:

- Each fulfilled character card is worth the printed number of VP.
- VP from your Bonus Cards.
- Every 2 leftover cookies are 1 VP.