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Product Code: GP013

Designed and manufactured by:
PlayMonster UK Ltd.

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Authorised Representative in the EU (for the purposes of Toy Safety Directive): Delphic HSE (Europe) B.V., The Base B, Evert van de Beekstraat 104, Schiphol, 1118CN, Netherlands.

WARNING: Not suitable for children under 36 months due to small parts that may represent a choking hazard.



Collect them all!




Look out for more!

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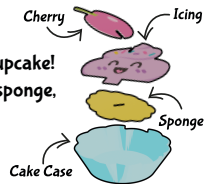
- Pop-A-Top Dice Dome Tin
- 4 Cake Cases
- 15 Cardboard Pieces:
 - 5 Sponges
 - 5 Icings
 - 5 Cherries



 2+ Players | Ages **6+**

Aim:

Be the first to build a cupcake!
It must include a case, sponge, icing, and a cherry.



Set up:

Each player chooses a cup cake case. Place all the other cards face down (the words 'Bake-a-Cake' face up) on the table around the Pop-A-Top dice dome.

Play:

Youngest player goes first.

On your turn, press the Pop-A-Top to roll the dice.

All players look at the dice rolled, and race to grab a card of the correct shape, shown on dice 1 (see fig. 1 above) and turn it over, so everyone can see.

If the colour matches that shown on dice 2, keep the card face up in front of you. If not, turn it back over again and leave it where it was.



Reveal a Green Card!

Yuck! You've found a mouldy ingredient.
This cannot be used and must be replaced.



You're Munched!

If you roll this symbol on dice 2, check the symbol on dice 1: if you own a card like the one shown, you must place it back in the middle, face down. Other players are safe.



Swap or Steal!



If you roll this symbol on dice 2, swap or steal the card shown on dice 1 from a player of your choice! Then mix up all the face-down cards in the middle.

Note: You can only keep ONE of each shaped card at a time.

Play continues clockwise with the next player to the left taking a turn to press the Pop-A-Top.

To win:

Be first to finish your cake!
You can collect cards in any order. Cakes can be a mix of different colours.

