



A card and dice game by Will Rice

Sweet Shop is a game played using a traditional deck of cards and dice. Players are hungry shoppers grabbing and eating sweets, but this isn't easy because they need the right dice rolls to grab and eat the sweets.

Different types of sweets give different delicious bonuses, but players must be careful to manage their appetites as any sweets left in their basket when the shop shuts are worth nothing! The player who eats the most valuable collection of sweets will be the winner.

20 - 30 minutes

1 to 4 players

New to Sweet Shop?

 If you haven't played Sweet Shop before and want to start with a simpler version (or if you just prefer a shorter simpler game) then try **Sweet Shop Mini**, which uses fewer cards and fewer rules than the standard game.

The red text tells you what to change, or ignore, for Sweet Shop Mini. If you aren't told to ignore a rule then it is the same in Sweet Shop Mini.

COMPONENTS

All you need to play Sweet Shop is a standard deck of cards, and four dice.



If you have more dice available then use four dice per player.

SET UP

If you are playing Sweet Shop Mini with two players, the only cards you will use are Hearts and Diamonds from 2 to Queen. If you are playing with three or four players, **either** add in the same Hearts and Diamonds (2-Queen) from a second deck, **or** add the Clubs and Spades from 2 to Queen and treat them as if they were Hearts and Diamonds, respectively, for all rules purposes. Ignore all set up relating to Kings.

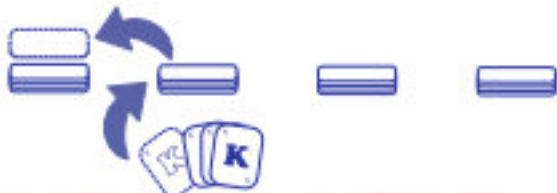
1. Separate the Jacks, Queens and Kings from the rest of the deck.
2. Shuffle the remaining cards and deal six cards face up in a row in the middle of the table. This row is called the Shelf.



3. Discard five cards from the deck if playing with 3 players, or ten cards if playing with 2 players. Remove these cards from the game

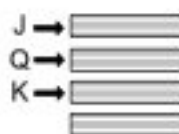
Don't discard any cards for Sweet Shop Mini.

4. Split the rest of the deck into roughly four quarters. Add one King at random (without looking at it) to one of the quarters (**add nothing for Sweet Shop Mini**), then shuffle this quarter and place it face down on top of another quarter.



Similarly, add one Queen at random to another quarter, shuffle this and place it face down on top of the two stacked quarters. Finally, add a Jack at random to the last quarter, shuffle it and place it face down on top of the others.

You should have a deck with a Jack in the top quarter, Queen in the second and King in the third (**or not, in Sweet Shop Mini**).



5. Leave the remaining Jacks, Queens and Kings in separate face down piles so you don't know which ones are in the deck. Place these piles to the side, in "J,Q,K" order so you remember which is which.



6. The starting player is the person who most recently ate a sweet.

7. Give the starting player four dice (or give every player four dice if you have enough). Each player should also leave a space in front of them for their Basket (the cards they will Grab from the Shelf) and below this, their Tummy (the cards they will Eat from their Basket).



8. You are now ready to play and the starting player takes the first turn.

OVERVIEW

Players take turns in clockwise order. On your turn you do the following:

1. Roll your four dice
2. Split your dice into two pairs
3. Carry out two actions, one with each pair of dice (or use the Last Resort option)

The actions you take with a pair of dice are:

 **GRAB** a card from the Shelf, **or**

 **EAT** a card from your Basket

You may use both dice pairs to Grab, both dice pairs to Eat, or one to Grab and one to Eat.

When you Eat a card you get a bonus, which is different for each suit. The bonuses for the four suits are explained later in the rules.

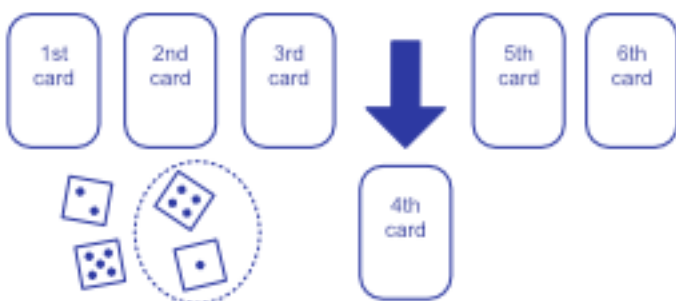
 **Last Resort:** If you don't like your dice rolls, then as an alternative to taking two actions on your turn, you may instead Grab any one card from the Shelf, regardless of the dice rolls. You can decide to use the Last Resort after rolling your dice but if you take the Last Resort option you may not do any other action; you simply Grab one card and then refill the gap in the Shelf.

GRABBING

Grabbing a card means taking a card from the Shelf and adding it to your Basket (the upper area in front of you).

Grabbing a card uses a pair of dice. One of the dice must match the position of the card in the Shelf (working from left to right) that you want to Grab. The number on the other die of the pair does not matter.

All players should agree at the start of the game which end of the Shelf is the first position and which end is the sixth position.



Example: Francesca rolls a 1, 2, 4 and 5. She decides to Grab with the 1 and 4, and takes the card in fourth position in the Shelf. (She could have chosen the first card instead.)

After you Grab from the Shelf immediately refill the gap from the top of the deck.

EXCEPTION!

Jacks, Queens and Kings are refilled in the Shelf differently. When you Grab a Jack, Queen or Kings from the Shelf you don't refill from the deck. This is explained later.

Also, when you reveal the first Jack, Queen or King from the deck (when refilling the Shelf after Grabbing) there are some extra steps. Again this is explained later, in the next section of the rules, Restocking Chocolate Figures.

EATING

Eating a card means taking a card from your Basket (the upper area in front of you) and adding it to your Tummy (the lower area in front of you). You score points for Eaten cards at the end of the game. Most cards are worth one point each.

Eating a card uses a pair of dice. The sum of the two dice must match the number of the card you wish to Eat from the Basket



Example: Francesca decides to Eat with her 2 and 5. This gives a sum of 7 which matches the 7 of Hearts already in her Basket. She Eats the 7 of Hearts and places it in her Tummy.

Jacks and Queens are considered to be number 11 and 12. So, for example you can Eat a Jack with a dice pair of 5 and 6.

You may be wondering how you would ever Eat an Ace (which counts as number 1) or a King (which counts as number 13) with a dice pair. How this works is explained later.

 If you are playing Sweet Shop Mini there are no Aces or Kings and so you can ignore the rules for these cards.

When you Eat a card this triggers a bonus, explained in the section "Eating Bonuses".

Tip: Numbers closer to 7 are easier to roll so these cards will be easier to Eat

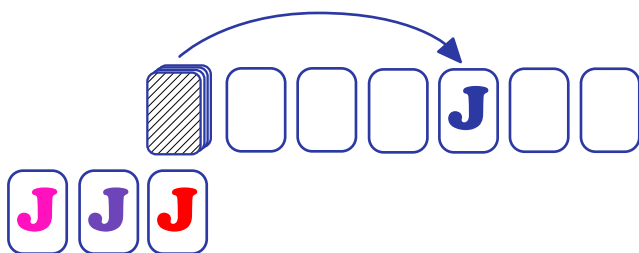
RESTOCKING CHOCOLATE FIGURES

Jacks, Queens and Kings represent **Chocolate Figures** in the sweet shop. Jacks are **Chocolate Soldiers**, Queens are **Chocolate Fairies**, and Kings are **Chocolate Pirates**.

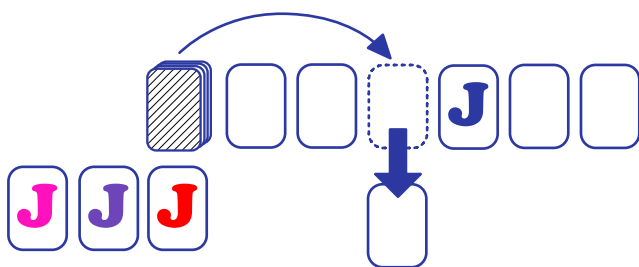
At the start of the game, one Jack, one Queen and one King are in the deck. When they are revealed in the Shelf, this means that the Chocolate Figures of that type have been delivered and are available to be put on the Shelf.

However, the Chocolate Figures are premium products in the sweet shop and so only one of each type is placed on the Shelf at any time. This works as follows:

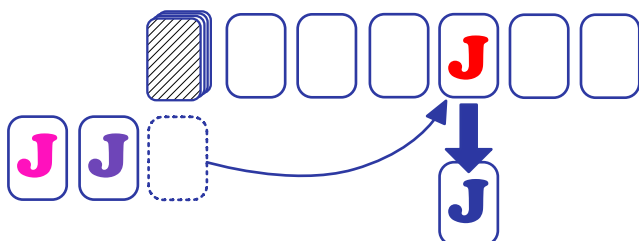
1. When the first Jack is revealed in the Shelf, the other Jacks set aside during Setup are turned face up and placed in a queue next to the deck, ready to be added to the Shelf.



2. If any card other than the Jack is Grabbed, then the gap is refilled as usual from the top of the deck, not from the queue of Jacks.



3. When the Jack is Grabbed from the Shelf it is replaced by the next Jack in the queue.



The same steps are followed for Queens and Kings, and a separate queue is set up for them when they are revealed in the Shelf.

It is likely that more than one type of Chocolate Figure will end up on the Shelf at the same time, which is fine, but there can never be more than one of each type on the Shelf.

As explained later in the Scoring section, Chocolate Figures are more valuable than other sweets.

Jacks and Queens are worth two points each and Kings are worth three points each. All other sweets are worth 1 point.

So you should try and Grab and Eat as many Chocolate Figures as possible!

EATING BONUSES

When you Eat a card it triggers a bonus. The bonus varies by suit, which represent the different sweets in the sweet shop:

♥ **Strawberry hearts** ♥

♦ **Fizzy diamonds** ♦

♣ **Sour cherries** ♣

♠ **Fruit drops** ♠

When you Eat a card and place it in your Tummy you place it face down if it has no permanent bonus (Hearts and Diamonds), or face up if it has a permanent bonus (Clubs and Spades). This is explained in detail later.

🏠 If you are playing Sweet Shop Mini you can ignore the rules for Clubs and Spades.

As a reminder, the Jacks, Queens and Kings represent Chocolate figures:

Chocolate Soldiers

Chocolate Fairies

Chocolate Pirates

The chocolate figures are hollow and have sweets inside (the type depending on their suit) and so the same eating bonuses apply to the Chocolate Figures.

Remember they are worth more points than other cards. 2 points for Jacks and Queens, 3 points for Kings. All other cards are 1 point.

Strawberry hearts

♥ "Multipack" ♥

Strawberry hearts give the Multipack bonus, which lets you **Grab an extra sweet**.

🏠 **Reminder:** In Sweet Shop Mini for 3 or 4 players these rules also apply to any Clubs.

When you Eat a Heart card, you may immediately **Grab any card** you wish from the Shelf and add it to your Basket.

Any Heart cards you Eat are placed face down in the Tummy, as they do not provide any permanent bonus.

Fizzy diamonds

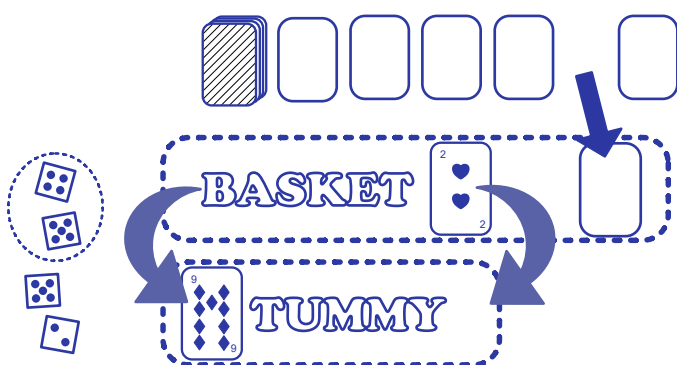
♦ "Sugar Rush" ♦

Fizzy diamonds give a Sugar Rush bonus, which lets you **Eat an extra sweet**.

🏠 **Reminder:** In Sweet Shop Mini for 3 or 4 players these rules also apply to any Spades.

When you Eat a Diamond card, you may immediately **Eat any other card** you wish from your **Basket** and add it to your Tummy.

If the card eaten using this bonus is a Heart, Club or Spade, then you also get the bonus of the eaten card. **However, if the card eaten using the Sugar Rush bonus is another Diamond, you may not use the Sugar Rush bonus of the second Diamond card to eat a third sweet.** This is important, as too much sugar in one go would make you feel sick.



Example: Lucas uses a dice pair of 4 and 5 to eat a 9 of Diamonds in his Basket. This triggers the Sugar Rush bonus and he uses this to Eat a 2 of Hearts that is in his Basket. This triggers the Multipack bonus and he uses this to Grab a card of his choice from the Shelf.

Any Diamond cards you Eat can be turned face down in the Tummy, as they do not provide any permanent bonus.

Hearts and Diamonds provide an immediate one-off bonus, an extra Grab or an extra Eat.

This means you can Grab and Eat more sweets during your time in the Sweet Shop than you otherwise could.

Sour cherries

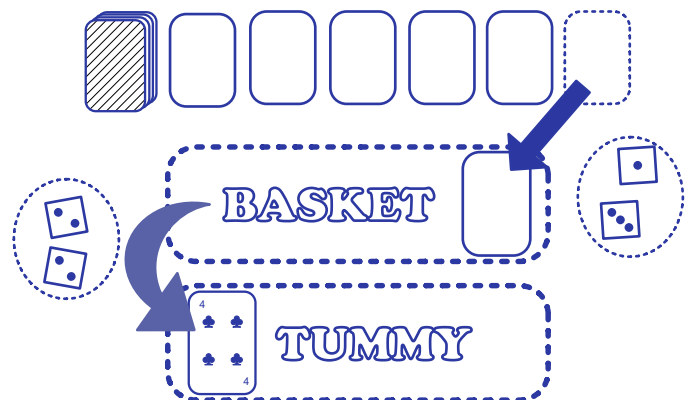
♣ "Pick n Mix" ♣

🏠 Ignore the rules for Sour Cherries if you are playing Sweet Shop Mini.

Sour cherries (Club cards) give you a permanent Pick n Mix bonus that makes it **easier to Grab** cards in future.

When you Eat a Club card, place it **face up** in your Tummy so that you are reminded of the permanent bonus that the card provides.

For the rest of the game, **when you Grab** using a pair of dice whose **sum matches a Club** card in your **Tummy**, you may Grab **any** card from the Shelf, regardless of its position.



Example: Fred rolls two 2s, a 1 and a 3. He Eats a four of Clubs using the two 2s, and places it face up in his Tummy. He then Grabs a card using the 1 and 3, and because the total matches the Clubs card in his Tummy, he can Grab any card from the Shelf and chooses the one in sixth position.

Note: The Ace of Clubs and King of Clubs don't give a future Pick n Mix bonus as it isn't possible to roll a 1 or a 13 on two dice. They can still be Eaten (as explained later) but they are placed facedown in the Tummy as they provide no permanent bonus.

Fruit drops

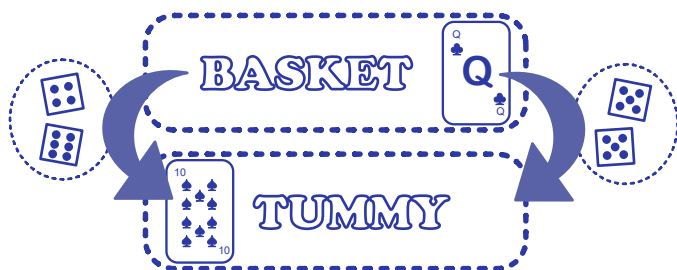
♠ "Flavour Changer" ♠

🏠 Ignore the rules for Fruit Drops if you are playing Sweet Shop Mini.

Fruit Drops (Club cards) give you a permanent Flavour Changer bonus that makes it **easier** to **Eat** cards in future.

When you Eat a Spade card, place it **face up** in your Tummy so that you are reminded of the permanent bonus that the card provides.

For the rest of the game, **when you Eat** using a pair of dice whose **sum matches** a **Spade** card in your **Tummy**, you may Eat **any** card from your Basket, regardless of its number.



Example: Louise Eats a 10 of Spades using a dice pair of 4 and 6, and places it face up in her Tummy. On her next turn, she uses a dice pair of 5 and 5 to Eat, and because the total matches the 10 of Spades, she can eat any card in her Basket and she chooses to eat a Queen of Clubs.

Note: The Ace of Spades and King of Spades don't give a future Flavour Changer bonus as it isn't possible to roll a 1 or a 13 on two dice. They can still be Eaten (as explained later) but they are placed facedown in the Tummy as they provide no permanent bonus.

Clubs and Spades provide a permanent bonus, which makes it easier to Grab or Eat sweets.

These can be useful to Grab and Eat valuable sweets, such as Chocolate Figures, when they appear.

Eating some high probability (numbers close to 7) Clubs and Spades sets you up well for future turns.

ACES

Bits and Pieces

🏠 Ignore the rules for Aces if you are playing Sweet Shop Mini.

Aces represent the bits and pieces of various sweets; easy to eat but not always as tasty.

As normal, the Ace of Hearts and Ace of Diamonds provide the Multipack and Sugar Rush bonus when eaten. The Ace of Spades and Ace of Clubs do not give any bonuses when Eaten, because you cannot roll a 1 on two dice to trigger the bonus.

However the good news is that Aces are very easy to Eat. You can eat an Ace (of any suit) from your Basket with **any** dice pair, regardless of what you rolled.

You Grab Aces in the normal way, based on their position on the Shelf.

Example: John rolls 2, 3, 4, and 6 on his dice. He uses the 2 and 3 to Grab the Ace of Spades in second position on the Shelf. He then uses the 4 and 6 to Eat the Ace, which he places face down in the Tummy.

Aces are a mixed bag. They are easy to Eat, which is good, but the black Aces provide no additional benefit when Eaten. The red Aces do provide a benefit, so they're great.

KINGS

Chocolate Pirates

🏠 Ignore the rules for Kings if you are playing Sweet Shop Mini.

Kings are the thickest and tastiest Chocolate Figures; hard to eat but very filling.

As normal, the King of Hearts and King of Diamonds provide the Multipack and Sugar Rush bonus when eaten. The King of Spades and King of Clubs do not give any bonuses when Eaten, because you cannot roll a 13 on two dice to trigger the bonus.

Kings follow the normal rules for Eating, but they are tricky to Eat. as it is impossible to roll 13 on a dice pair to Eat them.

The only way to Eat them is by using the Sugar Rush or Flavour Changer bonuses:

- If you Eat a Diamond then you can Eat a King in your Basket, or
- If you Eat with a dice pair whose sum matches a Spade in your Tummy, you can Eat any card in your Basket, and that includes Kings

The good thing about Kings is that they are the biggest treat in the shop, and are worth 3 points each. Eat as many as you can!

You Grab Kings in the normal way, based on their position on the Shelf.

If you load your Basket with high probability red cards, and fill your Tummy with high probability black cards you stand the best chance of Grabbing and Eating Kings when they appear.

END OF THE GAME

When a gap in the Shelf cannot be refilled because the deck is empty, this is the final turn. The shop is about to shut!

The current player completes their turn and then the game ends. Any Jacks, Queens or Kings left in their queues are discarded.

SCORING

Players score points for the cards in their Tummy. Cards remaining in the Basket are not worth any points and are discarded. Each player scores points for every card in their Tummy as listed below.

Chocolate Pirate (King) = 3 points

Chocolate Soldier (Jack) = 2 points

Chocolate Fairy (Queen) = 2 points

All other cards are worth 1 point

The player with the most points is the winner. If there is a tie, players share the victory.

SOLO RULES

Setup

In a solo game it is useful to have six dice rather than four, if available. Ideally these would be four of one colour and two of a different colour, called the "discard dice".

The setup is the same as for a normal game.



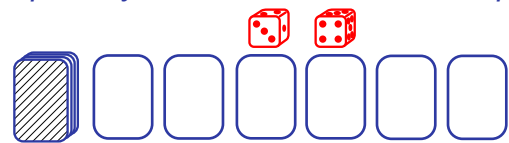
Use the full deck and don't discard any cards (as you would for a four player game).

Overview

You take turns in the same way as the normal game, but with two extra steps, one at the start and one at the end of your turn:

At the start of your turn roll two of your dice (the two different coloured dice if you have them). Mark these two positions in the Shelf by placing the two dice above the matching positions. (Or mark them in another way if you only have four dice). If you roll a double place both dice on one card (this is good news!)

Example: Wynstan rolls a 3 and 4 and places



the dice above the third and fourth card.

At the end of your turn **discard the two cards (or one card) from the Shelf** that you marked at the start of the turn and **remove them from the game**. Then refill the Shelf in the following way:

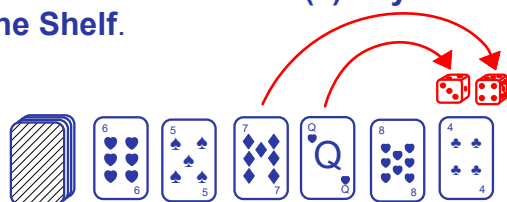
- If there were no Jacks, Queens or Kings discarded then refill the two gaps from the top of the deck, left to right.
- If you discarded a Jack, Queen or King, refill the first gap in the Shelf with the next Jack, Queen or King in the queue. The second gap is filled from the deck.
- If both discarded cards were a Jack, Queen or King, then refill both gaps from the respective queues, in this order: Jack, Queen King.

The game ends in the same way as normal, when there is a gap in the Shelf that cannot be refilled as the deck is empty.

Additional benefit for Sour Cherries

In a solo game the "Pick n Mix" bonus for Sour Cherries (Clubs) has an additional benefit.

When you use the bonus, i.e. when you Grab a card using a dice pair that matches a Club in your Tummy, take this extra step: **before Grabbing the card you may move the discard dice to the card(s) of your choice in the Shelf.**



Example: Wynstan uses a dice pair to Grab whose sum matches a Club card in his Tummy, so he can use the Pick n Mix bonus. Before Grabbing a card of his choice he moves both discard dice away from the Queen of Hearts and 7 of diamonds, onto a 4 of Clubs, which he is happy to be discarded.

Usually its best put both discard dice on one card, so that only one card is discarded. You can also leave them where they are if you wish.

Then you can continue to Grab any card, as usual when using the Pick n Mix bonus.

The ability to move the discard dice to a single card means that Sour Cherries let you have more turns before the deck runs out.

Scoring

At the end of the game work out your score in the usual way. How well did you do?

0-10	Yuk, I feel sick
11-20	Stale and bland
21-25	That tastes good
26-30	Nom nom nom
31-35	Super sweet!
36-40	I'm in sugar heaven
41+	Impossibly sweet!

Tips for solo mode:

- All suits are valuable for achieving a high score
- Hearts and diamonds give you extra actions for more points
- Clubs extend the game by changing double discards to a single discard, and give Grabbing flexibility
- Spades give Eating flexibility and enable you to Eat Kings
- Consider Eating black cards with a distribution of values to be able to maximise the benefit you can get from a variety of dice rolls

SOLO MINI

You can play Sweet Shop Mini as a solo game. Use only the Diamonds and Hearts from 2 to Queen, and follow the usual solo rules, except you only use **one discard die**, not two.

Sweet Shop Mini is a shorter game with a smaller range of scores. How did you do?

0-5	I feel a little sick
5-10	A bit bland
11-13	Small but good
14-16	Nom
17-19	Short but sweet!
20-22	Tiny sugar heaven
23+	Perfectly mini!

Tips for Solo Mini

- Without black cards you have less flexibility over dice rolls, so manage your risk carefully.
- High probability cards are even more valuable than in the standard game.
- Make use of high rolls to eat Jacks and Queens when you can.

SOLO SURVIVAL

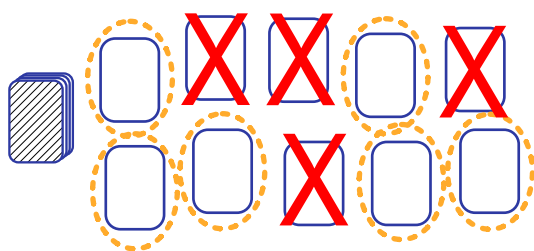
Solo Survival mode is for the hardcore Sweet Shop fans; a longer, epic Sweet Shop adventure. You have been locked in the Sweet Shop and can keep munching sweets until you are exhausted.

In Survival Mode you play multiple games of Sweet Shop and at the end of each game some cards in the deck get flipped face down, permanently. These cards are "empty packets" and they can be Grabbed from the Shelf in future games but they can't be Eaten and will earn you no points.

Achieving a higher score will let you save more cards from being flipped over. You keep playing until your score in a game is less than 20, at this point your sugar high has crashed and the game is over. The goal is to see how many games you can survive.

To play Solo Survival mode, set the first game up and play as normal. At the end of the game shuffle the deck and deal out 10 cards face up.

You can save some of these from being flipped over, depending on your score - for each multiple of 5 you reached in your score you can save one card. You choose which cards to save.



Example: With a score of 31 you can save six of the ten cards from being flipped.

The cards you didn't save are now "empty packets".

- If they are Jacks, Queens or Kings then simply remove them from the game entirely, and don't use them in future games.
- Otherwise, flip them the other way up from the other cards in the deck and keep them that way.

You treat flipped cards in the same way as normal, other than they are always flipped over and can't be Eaten.

They can be Grabbed, to make space in the Shelf for other sweets, or you can just leave them on the Shelf.

When you shuffle the deck to set up the next game, and place it face down, the empty packets will be face-up in the deck, and when you use them to refill the Shelf they will turn face down.

Take care to keep these cards flipped for all future games.

Separate the flipped cards from the other cards at the end of each game before shuffling the deck to reveal 10 new cards to be either saved or added to those already flipped.

How long did you survive?

1 game	Sugar allergy?
2 games	Eat harder
3 games	Now we're munching
4 games	Nice binge
5 games	Epic scoffer
6 games	Sweet god
7+ games	You have no teeth

Online solo mode

You can play Sweet Shop Solo online at willriceauthor.com/games/digital. This is an implementation of the same solo game as described in these rules.

Online solo versions of Sweet Shop Mini and Sweet Shop Survival are coming soon.

Thanks for playing

Find games (and books) at willriceauthor.com

Email me at contact@willriceauthor.com

I am @WJRGamer on Board Game Geek.

Don't be a stranger!

QUICK REFERENCE GUIDE

For Sweet Shop Mini with 2 players, use only Hearts and Diamonds from 2 to Queen. For 3 or 4 players double this with a second deck or treat Clubs and Spades (2-Queen) as Hearts / Diamonds. Ignore rules for Kings, Aces, Clubs and Spades. Use only one discard die for solo.

YOUR TURN

Solo only: Roll the two discard dice and mark the cards at these positions

1. Roll your four dice and split into two pairs
2. With each pair either Grab or Eat.

To **Grab** a card from the Shelf **one of the dice** must match the **position** of the card you Grab. Refill the gap in the Shelf.

To **Eat** a card from your Basket the **sum of the dice** must match the **number** of the card (Jacks and Queens count as 11 and 12).

Last Resort option: instead of taking two actions Grab any one card.

Solo only: Discard the cards in the Shelf at the positions shown by the discard dice.

CHOCOLATE FIGURES

Jacks, Queens and Kings are Chocolate figures:

Chocolate Soldiers (2 points)

Chocolate Fairies (2 points)

Chocolate Pirates (3 points)

The same eating bonuses apply to the Chocolate Figures.

When replacing a Chocolate Figure Grabbed from the Shelf, replace it with another of the same type (if available). Only one Chocolate Figure of each type may be on the Shelf.

ACES Bits and Pieces

Aces can be Eaten with any pair of dice. The are Grabbed in the usual way and the same eating bonuses apply.

EATING BONUSES

Strawberry hearts

♥ "Multipack" ♥

When you eat a Strawberry Heart you get the Multipack bonus and may immediately **Grab any sweet** on the Shelf.

Fizzy diamonds

♦ "Sugar Rush" ♦

When you Eat a Fizzy Diamond you get the Sugar Rush bonus and may immediately **Eat any other sweet** in your Basket. If it is another Diamond you do not get a second Sugar Rush bonus. If it is a Heart, Spade or Club you **do** get the card's usual bonus.

Sour cherries

♣ "Pick n Mix" ♣

When you eat a Sour Cherry (Club card) you get a permanent Pick n Mix bonus. For the rest of the game, when you Grab using a pair of dice whose total **matches a Club card** in your Tummy, you may **Grab any card** you wish from the Shelf.

Solo only: Before Grabbing a card you may move the two discard dice to any card.

Fruit drops

♠ "Flavour Changer" ♠

When you eat a Fruit Drop (Spade card) you get a permanent Flavour Changer bonus. For the rest of the game, when you Eat using a pair of dice whose total **matches a Spade card** in your Tummy, you may **Eat any card** you wish from the Shelf.

END OF THE GAME

The game ends at the end of the turn when a gap in the Shelf can't be refilled as the deck is empty. Only cards in the Tummy are worth points: 3 for Kings, 2 for Queens and Jacks, 1 for any other card.