

SWEET!

GAME COMPONENTS

- 40 playing cards (5 sets of cards from 1 to 8)
- 4 Bonus cards (Lucky, Curious, Brave and Gourmet)
- 4 Honey cards
- 6 starting cards numbered from 2 to 7
- 1 rulebook



GAME SETUP

- 1 Deal **one starting card at random** to each player, they place it in front of them, face up.
- 2 Shuffle the playing cards, the Bonus cards and the Honey cards and spread them, face down, in the centre of the playing area, without overlapping them.
- 3 The player with the lower value starting card starts the game.

Setup example for 3 players



The game is played clockwise. When the first player has ended their turn, it is then the turn of the player on their left to play, and so on until a player wins the game.

GAME OBJECTIVE

To be the first player to obtain a run of cards numbered from 1 to 8 or to reveal the 4 Honey cards, and only those cards, during your turn.

GAMEPLAY

When your turn starts, you **must** flip one card of your choosing from the game area. **If no turn ending condition happens**, you may end intentionally your turn OR flip a new card from the game area.

► Flip a new card from the game area

Choose a face down card and reveal it. **Check if a turn ending condition happens.**

- If it is the case, your turn ends.
- If it is not the case, you may end intentionally your turn OR flip a new card from the game area.

► End intentionally your turn

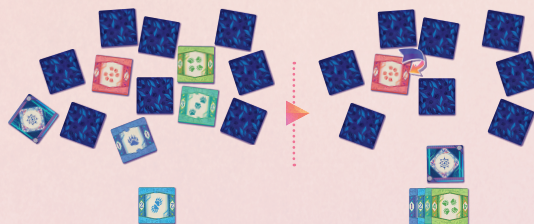
You may, after you have revealed a card from the game area, decide to end your turn to limit the information given to the other players and/or **collect** cards that respect the **collection rule**.

COLLECTION RULE

When you intentionally end your turn, you may collect one or more cards allowing you to complete your run of cards as well as one or more Bonus cards.

Flip, face down, the cards that were not collected, without moving them.

Example



Nelly decides to end her turn after she has revealed the cards 1, 3, 4, 7, and also the Curious card. She already has the card 2 in front of her, so she collects the cards 1, 3 and 4 and add them to her run and takes the Curious card as well that she places above her run and flips the card 7 face down.

- It is possible to end your turn intentionally even if you have no cards to add to your run.

► End of turn condition

Your turn **ends immediately** if :

- You reveal a card with the same value as a card that has already been revealed this turn OR that is already in your run. Flip the uncollected cards face down without moving them.

Example
1 • Loïc has the cards 2, 3, 4 and 5 in his run. He reveals the cards 7^a then 2^b in the game area. As he already has this value in his run: his turn ends and he flips, face down, the cards he revealed this turn, without moving them.



2 • Loïc reveals the cards 7^a, 2^b, then 7^c. He just revealed a card of a value that has already been revealed in the centre of the table: his turns ends and he flips, face down, the cards he revealed this turn, without moving them.



- You reveal the 4th Honey card, without having revealed any other numbered and/or Bonus cards. You have just won the game! Congratulations!

- If you reveal the 4 Honey cards and any other numbered or Bonus cards have already been revealed, your turn does not end, you do not win the game yet and you can carry on playing.
- Revealing a Honey card has no effect unless it is the 4th card revealed with no other numbered and/or Bonus cards revealed this turn.

- The Honey cards are never to be collected. They remain, at all times, in the centre of the table and are flipped face down after each turn if no winning condition were triggered.

Marion reveals a Honey card (a), a 2 (b) card, then 3 Honey card (c, d, e) one after the other.

As a numbered card has been revealed, she does not win the game, and she can keep on playing. However, she gave a crucial piece of information to the other players who can try a 4 Honey cards victory!



At the end of your turn

If you have not won the game by completing the run of cards from 1 to 8 in front of you, or thanks to the Honey cards, it is then the turn of the player on your left.

BONUS CARDS

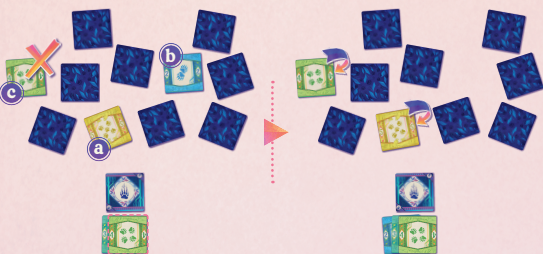
Brave (take a card despite the failure)

Place the Brave card in front of you.

From now on, when you reveal a card with a value that has already been revealed or that you have in your run: your turn must end, but you may collect **ONE** card that has been revealed to add to your run, or you can take **ONE** Bonus card.

Example

Roxanne has the cards 3 and 4 in her run. She also has the Brave card. On her turn, she reveals the cards 5 (a), 2 (b), then 4 (c). Her turn ends, and she decides to collect the card 2 to add it to her run.

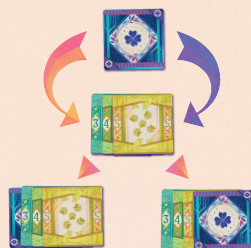


Lucky (the joker card)

Place it on the left or the right side of the cards you have already collected. This card becomes the value that was missing at this place. It remains in this spot throughout the whole game.

Example

Example Roxanne already has the cards 3, 4 and 5. She can decide to make the Lucky card a 2 or a 6.



As the Lucky card does not have a numbered value, if, during your upcoming turns, you flip a card with the value that the Lucky card has replaced, this does not end your turn.



Curious (look at a card at the beginning of your turn)

Place the Curious card in front of you.

At the beginning of your upcoming turns, you may secretly look at one card in the centre of the table and put it back, face down, at the same place. You may then start your turn as usual by flipping a card of your choice (not necessarily the card you have just looked at).



Gourmet (easier honey victory)

Place the Gourmet card in front of you.

For your upcoming turns, you win the game immediately if you reveal only 3 Honey cards (with no other cards revealed) instead of 4.

END OF THE GAME

The game ends as soon as a player has, at the end of their turn, a run of cards from 1 to 8 in front of them **OR** if a player has revealed the 4 Honey cards with no other numbered cards during their turn.



GRRRE Games is a family-run publisher created by Céline and Florian in 2018.

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PARTY

DANY

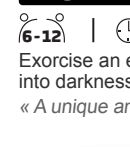


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