

# M. Morris' Donut!



A sweet trick taking game.

*In Donut! players are running competing donut stands. These are all top notch stands with solid reputations but only one is going to get really famous. Each round players sell their donuts and get a little more famous or lose reputation and need to work to get it back.*



2-6  
PLAYERS



15 - 45  
MIN

12+  
AGES

# Donut! What?

Donut! is a simple trick taking race game for 2 to 6 players. In this game winning tricks represents selling donuts. Each player owns a Donut Shop with a great reputation. But a great reputation is just not enough in today's world. You need your Donut Shop to be famous that's the only way to make it. Each round players will compete to sell the best donuts by playing Donut Cards from their hands. For every Donut Sale they win their fame will increase by one. The first to reach 16 on the Fame Track wins.

*It's that simple.*



## What's in the box?

This small box includes everything you need to play Donut! with 2 to 6 players, except players:

- 1x **RULES**
- 6x **PLAYER BOARDS** in 6 Colors (#1)
- 12x **"BACK IN 5"** tokens, 2 per player (#2)
- 16x **"BAD REVIEW"** tokens (#3)
- 6x **MEEPLE** to track your score (#4)
- 1x **FAME TRACK** to track your score (#5)
- 54x **DONUT CARDS** in 4 Flavors (52) and Plain (2) (#6)
- 4x **TRENDING FLAVOR** markers (#7)



## SET-UP FOR A 4 PLAYER GAME

**FIG-1:** In this example Yellow is the first player and has dealt the cards. Revealed the "Trending Flavor" and placed the matching token as a reminder. Everyone except Blue (player 4) has decided to play the round. The Blue player has placed their "Back in 5" token on their folded hand to indicate they are out for the round. This token will be discarded at the end of the round. After this setup players will have an opportunity to discard and draw up to 3 new cards before play starts.

## Set things up.

To get setup, everyone will pick their Donut Shop color. They will place their matching MEEPLE on their donut shop along the bottom of the FAME TRACK. They won't stay there long, these will be tracking your progress along the FAME TRACK. Each player also takes two BACK IN 5 tokens and places them in the two spaces on their PLAYER BOARDS. You can use these to sit out a round of SALES if you want.

Make a small pool of the BAD REVIEW tokens near the score track, or somewhere easy to reach (*Fig-1 #3*). These tokens will reduce your reputation and slow you down in your quest for FAME. Place the TRENDING FLAVOR tokens in easy reach.

Select a FIRST PLAYER by shuffling the donut cards and each drawing for highest card. If there is a tie those players will then draw again for the lowest card. If there is still a tie, keep going until there is a winner (or sort it out amongst yourselves). *A good rule to follow is that if someone hasn't played before they should go last. This way they can see how things work before their turn.*



Donut! is played over several rounds. Each round consists of five SALES. Each successful SALE will earn that player one point along the FAME TRACK. If a player does not sell any donuts they will get a BAD REVIEW damaging

their reputation. The token will be placed over one of the hearts on their PLAYER BOARD. Their next successful SALE will remove 1 BAD REVIEW instead of earning FAME. Once all the BAD REVIEWS have been removed SALES will earn FAME again.

To start a round the FIRST PLAYER will shuffle the DONUT CARDS and deal 5 to each player. Then one last card is flipped face-up in the center to reveal the round's TRENDING FLAVOR. Finally, the FIRST PLAYER will place the matching TRENDING FLAVOR marker in the center as a reminder.

Every player now has an opportunity to decide if they want to play the round or sit out in turn order starting to the left of the FIRST PLAYER. If you would like to sit out place your cards face down on the table with one of their BACK IN 5 tokens on top. This is decided in turn order (starting to the left of the FIRST PLAYER). If everyone sits out then the FIRST PLAYER will automatically go up 5 points. If the FIRST PLAYER has already spoken out of turn to say they were sitting out, then the last player in will go up 5 points.

Players may then discard from 0-3 cards drawing new cards from the deck, in turn order. The TRENDING FLAVOR card counts as part of the FIRST PLAYER's draw. They may discard a card to pick up the TRENDING FLAVOR card if they would like, but they do not have to.

Each round will consist of 5 sales. The First Player will lead off with any DONUT CARD they choose. The next player in turn order must then play a DONUT CARD that matches the flavor of the lead card. If they do not have a DONUT of the same flavor they can then, and only then,

play any other flavor. The next players must still play a flavor matching the first DONUT CARD played in the SALE regardless what other flavors have been played. If they also do not have a matching flavor then they too may play any other flavor. This continues until all players have played a donut card.

**\*\*IMPORTANT NOTE: If a player plays a DONUT FLAVOR that does not match the lead flavor of the SALE but is then discovered to have the correct flavor later in the SALE they will receive a BAD REVIEW token.**

The winner of each sale is the player who offered the highest valued card. The Trending Flavor will always be the highest value (ie. 2 of the current TRENDING FLAVOR will always beat a 13 of any other flavor). If there are no donuts of the Trending Flavor then the highest value will be in the FLAVOR that lead the SALE. Then FIRST PLAYER will be the next player to the left for the next round.



For each SALE won the winning player will move their MEEPLE along the FAME TRACK. If a player does not sell any donuts in a whole round (0/5) they will get a bad review damaging their reputation.

The game ends as soon as someone reaches 16 on the FAME TRACK. Their shop has become the most famous Donut SHOP in the whole basement, I mean world.

## *A closer look.*

### **THE CARDS:**

The DONUT CARDS are valued between 1 and 13 in 4 different flavors. The flavors are Chocolate, Maple, Vanilla and, Strawberry.

There are also two Plain Donuts which have a value of 4½. These are wild and can be played as any flavor in any SALE. If a plain donut is revealed as the TRENDING FLAVOR the FIRST PLAYER selects a flavor before looking at their cards. If they have already peeked at their cards then a second card should be revealed to pick the flavor (but not used in the round). If both Plain donuts are played the first one will win the tie.

### **LUCKY 7S :**

If you are able to win a SALE with a 7 in it you can either remove a BAD REVIEW from your reputation or retrieve a BACK IN 5 token. If you do not have any BAD REVIEWS or you already have both your BACK IN 5 tokens then you will not get a bonus. The Lucky 7 cards will not allow you to gain an extra BACK IN 5 token.

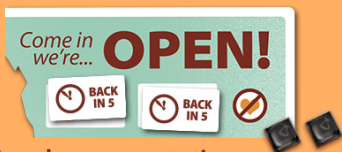
### **THE RUSH :**

This symbol is present on 2 DONUT CARDS in each FLAVOR. The 2 and the 12. It represents a rush at your DONUT SHOP that you cannot miss. Everyone must play in the rounds when these cards are flipped up as the TRENDING FLAVOR. No one may use a BACK IN 5 sign and must take part in the SALE.



## BACK IN 5 tokens:

Every player starts with two BACK IN 5 tokens. These may be used to pass a round. If you have a hand of DONUT CARDS that you do not think will allow you to make a SALE in a round, then it might be better to close up shop until the next round. You can still close your shop for a round after you have spent your two BACK IN 5 tokens but it will get you a BAD REVIEW token.



## BAD REVIEWS and your reputation:

Everybody starts the game with a great reputation but you can quickly earn BAD REVIEWS. These tokens will each cover a heart in your reputation track. You can not move up the FAME TRACK while you have a BAD REVIEW. When you make a SALE instead of getting FAME you will be able to remove a BAD REVIEW. Once all the BAD REVIEW tokens are removed you will earn on the FAME TRACK as normal. If ever you would get a fifth BAD REVIEW token you will lose FAME instead. Move your MEEPLE back one space on the FAME TRACK every time you would earn a BAD REVIEW when you already have four.

