Here it is at long last!

The one and only unique card game!

Do you like cakes?

English version of the "Lubie Placki" game!

PRINT & PLAY

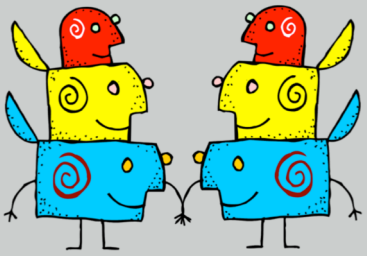
30 CAKES

You can claim this card after replacing two cards and holding a minimum number of 7 cards in your hand. If you are the first to get rid of all your cards, you get a 30-cake bonus. If you're not the first to get rid of all your cards, or if you are left with **the eleventh card**, you get a minus 30-cake penalty.

This card must go back to the box if a **60-cake card** is used.

60 CAKES

You can claim this card before replacing two cards. If you are the first to get rid of all your cards, you get a 60-cake bonus. If you're not the first to get rid of all your cards, or if you are left with **the eleventh card**, you get a minus 60-cake penalty.



1 INSTRUCTIONS

Place the two **30/60 - cake cards** face up. Shuffle the rest of the cards and give 11 cards to each player. Place 4 cards on the table face down. The remaining cards from the deck are not needed.

11 cards

11 cards

4 cards

2 INSTRUCTIONS

Each player must throw away 2 out of 11 cards in his/her hand, that they don't want to use during the game. They should be replaced back in the box.

The player who goes first must draw one card from the 4 cards on the table. The player to draw first is the player with fewest points (cakes), or in the case of a draw, the youngest player. The player decides whether he/she wants to keep the card or give it to their opponent. The same player then draws a second card from the remaining 3 and decides once more whether to keep it or hand it to their opponent. The remaining two cards, which are left, are handed to the opponent.

3 INSTRUCTIONS

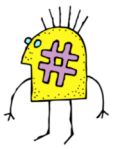
The player to lay first is the player with fewest points (cakes), or in the case of a draw, the youngest player.

This player can start the game with any soldier from the cake-eaters army in any of the allowed arrangements he/she wants. The opponent then follows by playing a hand which must be a stronger arrangement or pass.

The game continues until all the remaining players have passed. The player who laid the strongest hand wins all the cards from that round and stores them in his/her cake storehouse.

4 INSTRUCTIONS

The hand finishes when one of the players has played all of their cards (or is left with the yellow 11th card when it's his/her turn). The players then add up all of the cards they have won plus the remaining cards in their hand with the number of cakes from the designated cards. This can be a positive or a negative number. These are then added to their scores.



5 INSTRUCTIONS

The winner of this round is the player who first exceeds 100 cakes (this usually requires a few hands). In the case of a draw, a further round is played. If at the end of this round any player who finishes with a negative score he/she is out of the game and takes no further part.

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watch the movie!

6 INSTRUCTIONS

Army A

The player chooses a single warrior – for example a 2.

2

How to beat him?

The opponent chooses a stronger cake-eater – for example a 5.

5

7 INSTRUCTIONS

Army B

The player chooses two cake-eaters - for example two 2s.

2 2

How to beat them?

The opponent chooses stronger cake-eaters – for example two 5s.

5 5

8 INSTRUCTIONS

Army C

The player chooses three cake-eaters for example three 2s.

2 2 2

How to beat them?

The opponent chooses stronger cake-eaters – for example three 5s.

5 5 5

9 INSTRUCTIONS

Army D

The player chooses four cake-eaters for example four 2s.

2 2 2 2

How to beat them?

The opponent chooses stronger cake-eaters – for example four 5s.

5 5 5 5

10 INSTRUCTIONS

Army E

The player chooses a sequence of cake-eater pairs for example 22,33,44.

2 2 3 3 4 4

How to beat them?

The opponent chooses a stronger sequence of cake-eaters (the number of pairs must be the same. The starting pair must be greater than the opponent's highest pair).

7 7 8 8 9 9

11 INSTRUCTIONS

Army F

The player chooses a three and a pair example 444,99.

4 4 4 9 9

How to beat them?

The opponent must choose a three and a pair, but only the three must be higher than the opponent's three for example 666,22.

6 6 6 2 2

12 INSTRUCTIONS

Army G

The player chooses a minimum of four cake-eaters in a sequence eg. 345678

3 4 5 6 7 8

How to beat them?

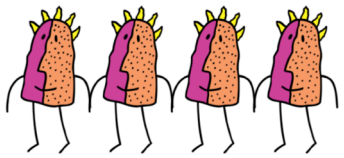
The opponent chooses the same number of cake-eaters but the weakest cake-eater must be stronger by at least 1 than the opponent's weakest cake-eater. Cards 0 and 11 can be used in this sequence.

5 6 7 8 9 10

INSTRUCTIONS

Super Army H

The player chooses any four cards of the same colour.



Cannot be beaten.

This sequence can be played at any time during the game except for when someone plays the **pre-first card** demanding a given sequence.

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LUBIĘ PLACKI

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English Lab LESZNO has recently been set-up to deliver high-quality English lesson through modern scientific teaching methods that make learning both fun and effective. We specialize in delivering high-quality English learning through various delivery methods catering for students who find learning more advantageous through individual lessons, pairs study or small group learning.

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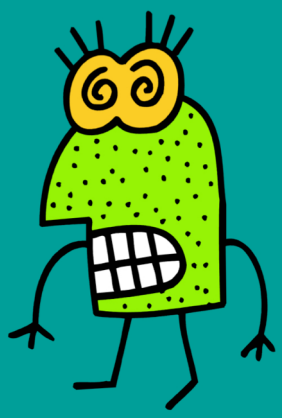

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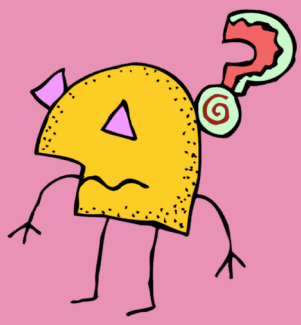

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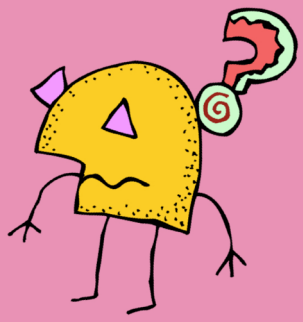

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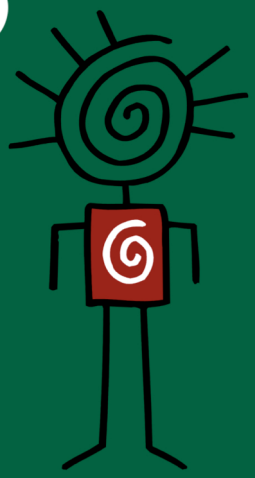

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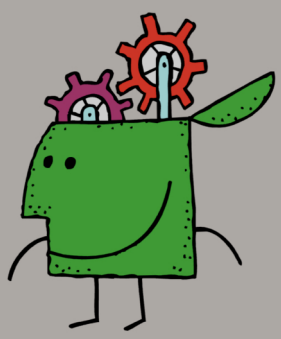

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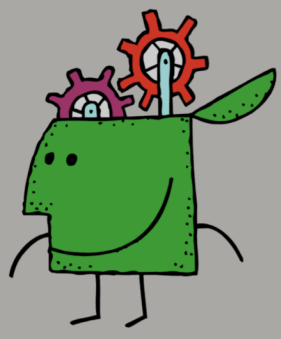

+3 CAKES

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+3 CAKES

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+3 CAKES

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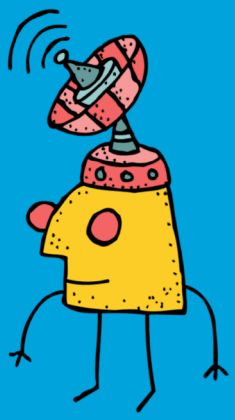

+3 CAKES

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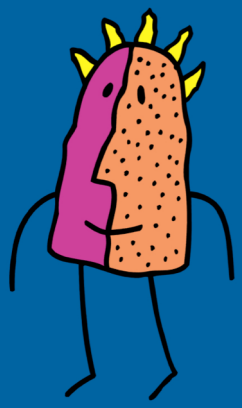

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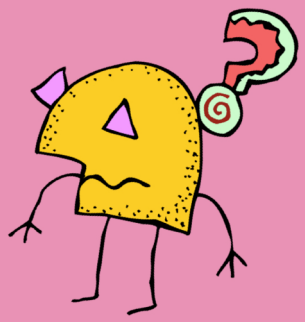

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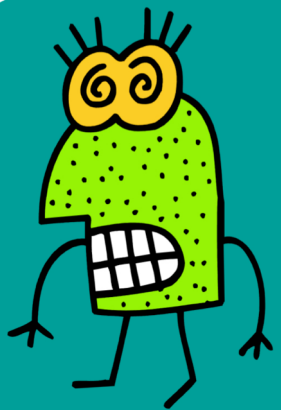

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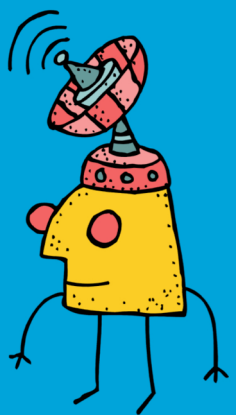

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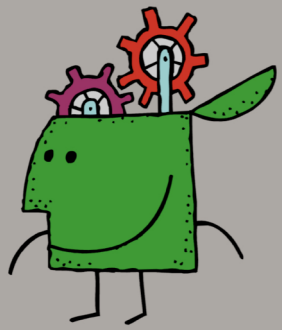

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+3 CAKES

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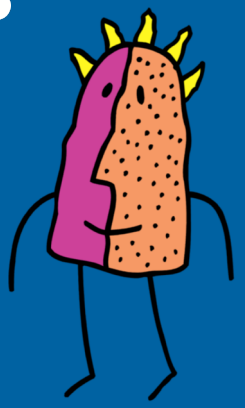

+3 CAKES

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+3 CAKES

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+3 CAKES

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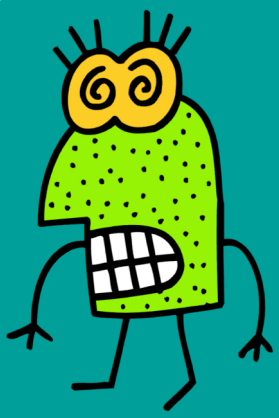

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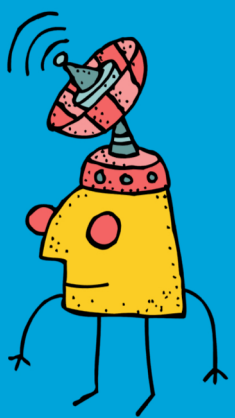

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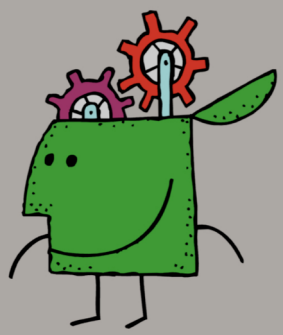

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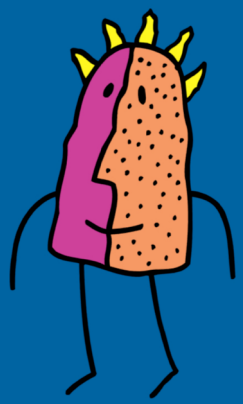

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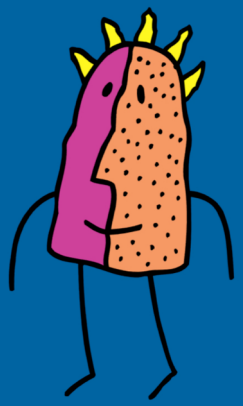

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+3 CAKES

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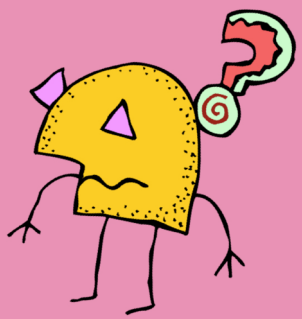

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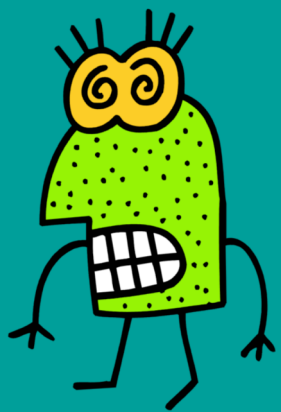

+3 CAKES

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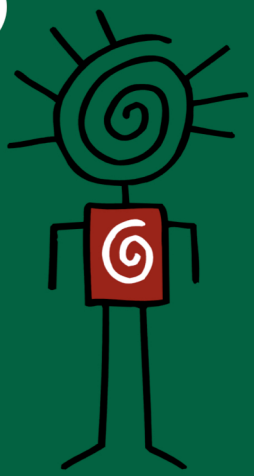

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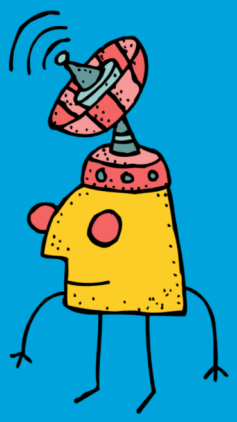

+3 CAKES

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+3 CAKES

6

10

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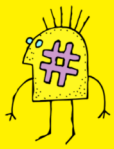
11 The ELEVENTH

The eleventh card can be used as an Army A or G and has a value of 11.

The eleventh card cannot start the battle!

After the completion of the round with **the eleventh card**, a new round starts, but all the cards from the table are given to the opponent.

The eleventh card cannot be beaten even by the **see-all card** in Army A.



+10 CAKES

0 PRE- FIRST

The **pre-first card** can be laid as any Army -A card but has a ZERO value. At the start of a new round, if a player plays the pre-first card, he/she can DEMAND from the opponents that they play any Army A-H including the demanded card with a value from 1 to 10.

If the opponent doesn't have the demanded card, he/she must play any card from Army –A (he/she must not pass).

The person with this card starts the game even if he/she has more cakes or the game is tied at a draw.

+½ The SEE-ALL

The see-all card can be laid as any Army -A and has a value of half the card played previously. When the card is laid at the start of the game, it has a value of half.

The see-all card can replace any card in Army B-G.

MINUS 10 CAKES

CARD OF CHAOS

This card can be laid with any A-G army arrangement

MINUS 6 CAKES

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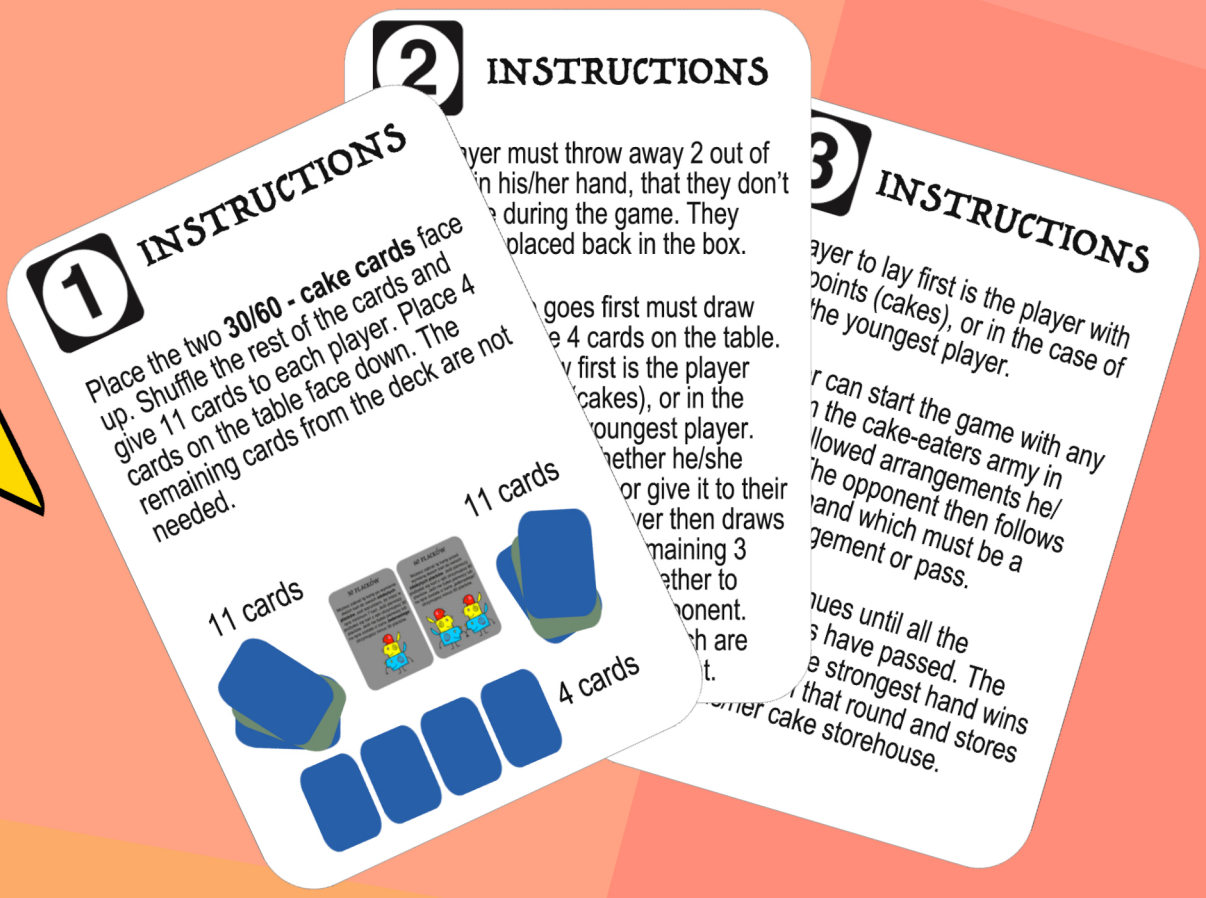

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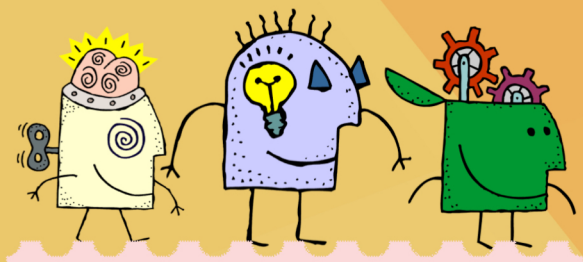

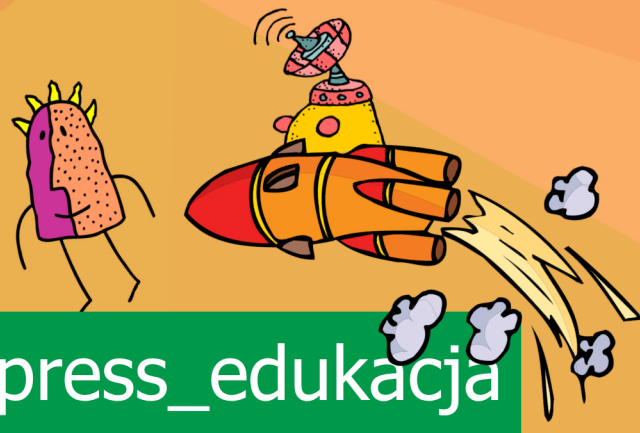

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