



Contents Include:
1 Game Board, 48 Sprinkles,
4 Party Hat Pawns,
4 Cupcake “Wrappers”,
4 Cupcakes, 4 Frosting Tops, 4 Cherries,
Instructions, 1 Spinner Arrow + Base (assembly required*)
*Spinner Assembly: Snap Spinner Arrow into Base on Game Board as shown on back page.



OBJECT:
Be the first player to complete your cupcake and reach the party at the end of the path.

SET UP:

- Open up the game board and place it on a flat surface.
- Place the cupcake wrappers next to the “Mix It” corner.
- Place the cake inserts next to the “Bake It” corner.
- Place the frostings next to the “Frost It” corner.
- Place the sprinkles next to the “Top It” corner.
- Place the cherries inside the “Party” cherry.
- Each person picks a colored party hat pawn and places it on the “Start” space on the game board.

GAME PLAY:
The youngest player goes first, and then play passes to the left.
On your turn, spin the spinner and move the number shown.
NOTE: The numbers on the spinner are used for moving around the board, and the colors determine the color of sprinkle to collect when on a “+ 1” or “+2” space or on the “Top It” corner.

SPACES ON THE BOARD:
Blank – Do nothing. Your turn is complete.

Sprinkles –

1. If the space has a positive number, spin the spinner and collect the matching colored sprinkle. (Repeat if on a “+2” space). Then your turn is complete.
NOTE: Collect the sprinkles in a pile until you reach the “Top It” corner of the board. Younger players may wish to collect their sprinkles and put them directly on a Frosting Top to avoid losing them.
2. If the space has a negative number, then take away the appropriate number of sprinkles from your pile. Your turn is complete. (If you don’t have any sprinkles, then no action is required, and your turn is over.)

Move Back – Uh oh! You might have broken your eggs, spilled your batter or burned your cupcakes! Move back the required amount of spaces, and wait for your next turn.

Lose a Turn – If you land on this space, your turn is over, and you must skip your next turn.

CUPCAKE CORNERS:

- Players must STOP on each Cupcake Corner.
You do not need to land by exact spin.

Mix It! – Players pretend to mix their cupcake batter and choose a cupcake wrapper.

Bake It! – Players choose their cupcake, put it in their wrapper, and pretend that the cupcake is going into the oven to bake.

Frost it! – The cupcake is done and is ready to frost. Players choose a frosting and put it on their cupcake.

Top It! – Players spin the spinner twice to receive 2 sprinkles – 1 of each color landed on. Also, players may put any sprinkles collected on the “+” spaces on their cupcake.

OPTIONAL RULE FOR OLDER PLAYERS:
You must collect a sprinkle for each color on the spinner. At the “Top It” corner, spin twice to collect your sprinkles. Remain at the “Top It” corner until you have a sprinkle of each color. You may spin for 2 sprinkles per turn.

HOW TO WIN:
If you complete your cupcake and get to the party first, top your cupcake with a cherry. **YOU HAVE WON THE CUPCAKE RACE!** All others may then top their cupcakes, or they may continue playing until they reach the party.