



LIVE AND LET PIE

Components:

48 Pie Tiles



90 Money Tokens



20 Bake Tokens



20 Player Cubes



Draw Bag



4 Player Boards



12 Customer Demand Tiles



1 Start Player Token



Objective:

In Live and Let Pie you buy ingredients, bake pies, improve your kitchen, and use your profits and baking skills to gain points.

To Start:

Choose a starting player at random. Players start the game with no money. Each player places a cube of their color on the “0” space of the point track of the main board.

Round Set Up:

Shuffle Customer Demand Tiles.

Place customer demand tiles on the 3 open customer spaces.

Give each player a player board.



Place all Pie Tiles in the draw bag.

(For 2 players remove all lemon and chocolate pie tiles from the game).

Draw 6 tiles and place (ingredient crate side down) on the bakery shop of the board.

Draw tiles from the draw-bag and place them in the delivery truck at random. Place the ingredient crate side up. For a 4-player game place 8 tiles in each stack. For a 3-player game place 6 tiles in each stack. For a 2-player game place 4 tiles in each stack.

Rounds:

Each round is played until the last ingredient crate tile is drawn from the delivery truck of the main board, each player continues until the player to the right of the first player takes a turn, then the round is over. At that time ingredient tiles are returned to the draw bag and the set up begins for the next round, the same as the first.



End of Game:

Each player gets to be the starting player 1 time, in a 2-player game each is the starting player 2 times. After that the game ends. The player with the most points wins.



The Turn:

On a turn a player may choose two of four actions. These actions are shown on the top of each player's board. The symbol for actions is two hands holding a pie. Since there are two on the player board when the player starts the game he/she has two actions available but cannot take any action, he/she gains one coin for each action he/she cannot take.



1. Gain Ingredients: The player takes one ingredient crate from the delivery truck of the main board to his/her kitchen board. In later turns the player may stack that same type of crate on the same kitchen space on the player board. Each blue kitchen space may only hold a maximum of one **type** of fruit crate, but as many of that one type as the player chooses. Crates cannot be placed on blank kitchen spaces.



2. Bake pies: The player places a pie token on top of a stack of one or more fruit crates. Once a stack of pies is baked a player cannot add more crates to the stack. The stack of pies occupies one kitchen space until the pies are sold.



1. **Sell Pies:** Place all of one stack of baked pies to the Bakery. If the type of ingredient matches the pie type on the top tile in the bakery, then gain money equal to the money shown the top tile times the number of tiles placed. If the ingredient of the pie tile stack does not match, the player gains one money token for each pie tile sold. The crates are placed crate-side down showing a type of pie (slice). Remove the bake token from the stack. For future pies sold, that space in the bakery pays the amount shown on the top tile. The player selling the pies chooses the order of the tiles in the stack.



2. **Upgrade Kitchen:** The player may gain a tile from the bakery shop area to improve his/her kitchen. There are two types of improvements. The blue improvement gives the player another kitchen space on which to place crates and bake pies. Plus the player gains one coin at the start of each turn for each improvement of this type. Players can now place crates on their kitchen space with that tile. The tile remains on the player board as part of the board and is not placed in the bakery with sold pie tiles. The hands (or action) improvement gives the player an additional action each turn. So a player with one of these improvements gets 3 actions per turn instead of 2. This improvement costs one money token at the beginning of each turn. If a player cannot pay



- the one coin, he/she loses the improvement and cannot take the extra action from that tile. Crates are not allowed to be placed on a space with the “hands” or action improvement tile. Both types of improvements are placed on blank spaces of the kitchen board. There are a maximum of 4 improvements for each player. Benefits and costs from improvements are not effective until the player’s next turn.



Customer Demand Tiles

After a player has taken their actions for the turn he/she may place one cube on one of the customer demand tiles. In order to do this the player must pay the required coin amount shown and have the required pre-requisites. The pre-requisites are shown in the center of the tile and are not paid tokens. In the picture shown, the player must have at least one crate of pumpkins in his/her kitchen and pay two coins to place a cube on the first (lowest) space.

Once the cube is placed, the player moves his point cube up the indicated number of spaces on the point track of the main board.

A player cannot have more than one cube on any level on any customer demand tile.

In a 2-player game the lemon and chocolate customer demand tiles are not used.

5	📦 = 📦 = 📦 = 📦	4
4	📦 = 📦 = 📦	3
3	🍂 🍂	2
2	🍂	1
coin cost	pre-requisites	points gained

Permanent Customer Demand Spaces:

There are two permanent customer demand spaces on the main board.

The first has no pre-requisites, but if a player pays the required coins shown, he/she gains the points shown. As with all other customer demand spaces a player may only place one cube per turn and must place from the bottom to the top.



The second is based on the number of stacks of pie tiles when pies are baked (which is also the number of pie tokens placed in a turn). On the first row, a player has chosen to bake at least one stack to qualify. The player can bake more than one, but he/she must start on the bottom row even if more than one pie stack is baked. On higher rows the player must have at least the number of pie stacks baked to qualify.



Other Customer Demand Tiles

There are two types of Customer Demand Tiles.

The first shows a specific type of ingredient crate on the first two rows and multiple crates of an equal type on the top two rows

This has to do with ingredient crates in a player's kitchen.

In the example to the right, the player may place a cube on the bottom row if he/she has one cherry crate in his/her kitchen. On the third row the player must have three of the same type of ingredient in the kitchen.



The second has to do with selling pies. In the example to the right, the player must have sold a baked stack of at least one chocolate pie to qualify and two chocolate pies for the second row. On the third row, the player must have sold a stack of pies with at least 3 pie tiles and 4 in the fourth row.



End of the Round

The round ends when all crate tiles have been removed from the delivery truck of the main board. Play continues until the player to the right of the start player takes his/her turn.

At this point the following happens:

1. Player cubes are all removed from customer demand tiles and returned to the players.
2. The 3 interchangeable Customer Demand Tiles are removed from the main board and replaced with new ones from the supply. In a two player game discarded customer demand tiles will be re-shuffled and used in the last round.
3. Players discard all kitchen improvements except they may keep up to 1 after the first round, 2 after the second, and 3 after the third.
4. Players keep all money not spent.
5. If all players have been the starting player once (twice in a 2-player game), the game is over and the player with the most points wins. If there is a tie the player with the most money wins the tie.

Extra points at the end of the game are as follows:

- a. 1 point for every \$10 (rounded down).
 - b. 1 point for every 3 unbaked ingredient crates (rounded down).
 - c. 1 point for every 2 stacks of baked pies (rounded down).
6. Pass the first player token to the left and begin the next round.

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