

Glossary

Automatic Actions

The following Automatic Actions are triggered based on gameplay events and can't be activated by placing sweets on their respective cards. Once triggered, their action must be taken immediately and can't be stopped.



Start Scoring (00:01): If you draw this card from the Draw Stack and place it into your Present Area, you immediately score it. Place it as the first card on your Finished! Pile. Then, draw a replacement card from the Draw Stack.



Take Sweets (00:03, 00:06, 00:10, 00:15, 00:21, 00:28, 00:36, 00:45): If you draw one of these cards from the Draw Stack and place it into your Present Area, immediately take 1 Sweet from the Reserved Stash and place it into your Active Stash. You get this Sweet even if you score this card immediately afterwards. You do not get a Sweet if you place this card in your Present Area by any other means.



Drink Coffee (00:48): If you move this card from your Present Area to the Past Area, you get very sleepy and must drink Coffee. Remove 1 Cup of Coffee from your Active Stash and place it back into the game box.

Standard Actions

To activate the following actions, you must spend Sweets from your Active Stash and place them on the symbol at the bottom of their respective card.



Draw a Card (00:02, 00:09, 00:14, 00:20, 00:27, 00:31, 00:34, 00:46, 00:47): Draw 1 or 2 cards respectively from the Draw Stack and place them into your Present Area. While located in the Present Area, card 00:47 is the only card which you may activate up to 3 times by placing Sweets on each of the three



symbols.



Below the Stack (00:04, 00:07, 00:29, 00:42): With this action you immediately finish your turn. Sort the cards in your Present Area and then move all of them directly face down below your Draw Stack, bypassing the normal step of moving them to the Past Area (the cards from the Present Area will overtake the cards in the Past Area). Finally, if there are more than 3 cards in the Past Area, you are required to reduce that number to 3 cards as per normal Step 7 rules.

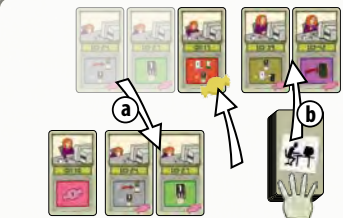


Cards into the Past (00:05, 00:11, 00:17, 00:23, 00:25, 00:41): Move any 2 cards in the order of your choice from your Present Area to the end of the line in the Past Area. Then draw 2 cards from the Draw Stack and add them to your Present Area. For the moment, the Past Area may now have more than 3 cards in the line, as you are only required to reduce that number at the end of your turn!



Cards from the Past (00:08, 00:18, 00:30, 00:44): Move the last 2 cards from the line of cards in the Past Area and place them into the Present Area. You may activate their actions again with Sweets. If you use this action twice on the same turn and there is only one card in the Past, you may only take that card.

Example: After sorting the cards, Anne moves them from the Present Area directly below the Draw Stack (a).



Example: Anne chooses to move card 00:24 and card 00:27 from the Present Area to the Past Area (a). Then, she draws 2 new cards for her Present Area (b).

Example: Anne moves the last 2 cards from the Past Area to the Present Area (a).

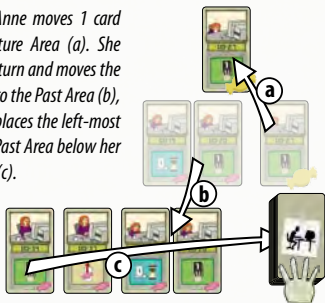




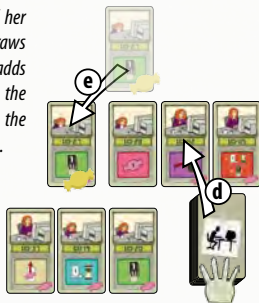
One Card into the Future (00:12, 00:19, 00:32, 00:40): Move 1 card of your choice from the Present Area upward into the Future Area. You may not use the action of that card while it is in the Future Area. **When you finish your turn** by moving the cards from the Present Area to the Past Area and begin your next turn by drawing 3 new cards, you **add that card to the Present Area**.

In other words, that card moves one turn into the future. If you use this action, while there is already a set of cards in the Future Area (see below: **All Cards into the Future**), add the moved card to that set of cards.

Example: Anne moves 1 card into the Future Area (a). She finishes her turn and moves the other cards to the Past Area (b), and finally places the left-most card of the Past Area below her Draw Stack (c).



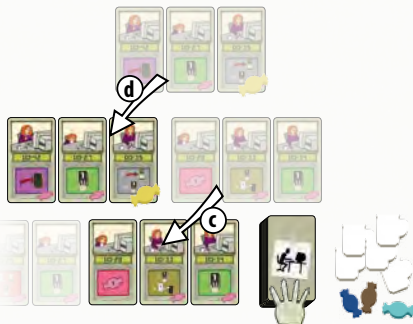
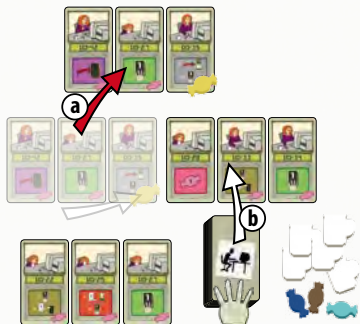
At the start of her next turn she draws 3 cards (d) and adds the card from the Future Area to the Present Area (e).



All Cards into the Future (00:16, 00:24, 00:26, 00:35, 00:38): Move all cards from the Present Area upwards into the Future Area. You may not sort them nor use their actions. If you already activated actions on these cards, the Sweets remain on them when you move the cards to the Future Area. You now continue your turn by drawing 3 cards from the Draw Stack and placing them in the Present Area. You may now sort these newly drawn cards and use their actions.

When you finish your turn by moving the cards from the Present Area to the Past Area, reducing that line of cards to 3, instead of drawing 3 new cards from the Draw Stack you move the cards from the Future Area back to the Present Area.

If you already have a set of cards in the Future Area and activate a second action of this type in the same turn, you move the first Future Area one step further into the second Future Area and move the cards from the Present Area into the now empty first Future Area. You now draw 3 cards for the Present Area. After moving the cards to the Past Area, you resolve the Future Areas in reverse order (first Future Area first).



Example: Anne moves all cards from the Present Area into the Future Area (a) and draws 3 new cards (b). Later, she finishes her turn and moves the cards from the Present Area to the Past Area (c). Instead of drawing new cards from the Draw Stack, she moves the cards from the Future Area back into the Present Area (d).



Exchange Cards (00:13, 00:22, 00:33, 00:39, 00:43): Draw 1 card from the Draw Stack and place it into your Present Area. Then take any one card (including the card just drawn) from the Present Area and place it face down on top of the Draw Stack.



Remove Sweets (00:37): Remove all Sweets currently placed on any cards in the Present and Future Areas, except for the sweet placed on card 00:37, and place them back into the Reserved Stash. Thus, you may activate all these actions again, if you spend more Sweets.

Example: Anne removes all Sweets from the other cards, she already activated before.

