



Speculaas



RULEBOOK

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WHAT ARE SPECULAAS COOKIES?

Speculaas cookies are spiced tea cookies originating from the Netherlands and Belgium and they are also beloved in Croatia. Traditionally, they are pressed into shapes depicting windmills, ships and animals. The spice blend for speculaas cookies contains the following spices, which you will encounter in the game:



OVERVIEW AND OBJECTIVE OF THE GAME

Players take on the role of pastry chefs preparing speculaas cookies, trying to collect as many points as possible by arranging recipe cards and spice cards next to each other. Speculaas is played over 2 rounds, with all players taking their turns simultaneously. After the end of the second round, scoring takes place, and the player with the most points is the winner.

GAME CONTENTS



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GAME SETUP

- 2 players:** return the cards marked **3**, **4**, and **5** to the box.
3 players: return the cards marked **4**, and **5** to the box.
4 players: return the cards marked **5** to the box.
5 players: use all the cards.
- Shuffle the **recipe cards** and create as many decks of **6 cards** as there are players. Place one recipe deck to the **right of each player** (as shown in the picture below).
- Shuffle the **spice cards** and create as many decks of **8 cards** as there are players. Place one spice deck between each recipe deck and the player to the right of the deck (as shown in the picture below).
- Place the **remaining recipe cards** and **spice cards** in two separate decks in the centre of the table (as shown in the picture below).
- Place the required number of **honey tokens** in the centre of the table:

2 players	3 players	4 players	5 players
5 honey tokens	9 honey tokens	13 honey tokens	all honey tokens

Leave enough space so that each player has their own **play area** to arrange their cards. Leave space for a **discard pile** in the centre of the table.



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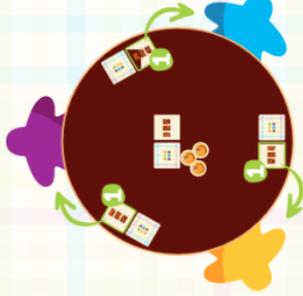
GAMEPLAY

Speculaas is played over **2 rounds**. During each round, all players simultaneously choose cards and place them in front of them in their play area. First, they choose a recipe, then spices, then a recipe again, then spices again and so on until they run out of cards.

CHOOSING A RECIPE

On the first turn and on every subsequent odd-numbered turn in the round (third, fifth, seventh...), each player **simultaneously**:

- 1 takes the recipe deck that is to their right
- 2 reviews the cards and chooses one recipe
- 3 places the chosen recipe face-up in their play area



- 4 sends the remaining recipe cards to the player on their left by placing them as a face-down deck between themselves and the spice deck to their left



CHOOSING SPICES

On the second turn and on every subsequent even-numbered turn in the round (fourth, sixth, eighth...), each player **simultaneously**:

- 1 takes the spice deck that is to their right
- 2 reviews the cards and selects two spices, choosing one of the following options:
 - two cards each with 1 spice, or
 - one card with 2 spices



NOTE
You are allowed to choose just one card with 1 spice only when it's not possible to take two of them because you have only one such card in your hand.

- 3 places the selected card(s) face-up in their play area

- 4 sends the remaining spice cards to the player on their left by placing them as a face-down deck between themselves and the recipe deck to their left



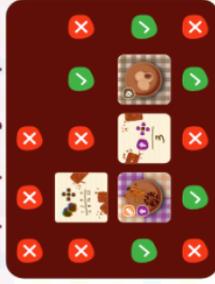
NOTE
Since players sometimes take one and sometimes two spice cards (depending on the number of loon on the cards), in the course of the game, the number of loon on the table may change. In some turns of the round, you may receive only one spice card (or sometimes none). This is a normal occurrence in the game. In this case, simply take that one card and place it in your play area.



PLACING A CARD IN YOUR PLAY AREA

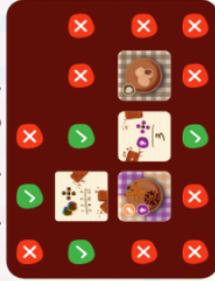
Place the card in your play area so that it is always (except for the first card) placed next to an existing card (face-up), but be careful! A recipe card must never be placed next to another recipe card (above, below, right or left to it) and a spice card must never be placed next to another spice card.

Example of placing a recipe card



A RECIPE CARD CAN BE PLACED ON ANY SPACE MARKED WITH A GREEN CHECK-MARK IN THE PICTURE ABOVE.

Example of placing a spice card



A SPICE CARD CAN BE PLACED ON ANY SPACE MARKED WITH A GREEN CHECK-MARK IN THE PICTURE ABOVE.

END OF ROUND

The round ends when all players have chosen and placed their last card in their play area. After the end of the first round, you need to prepare the cards for the second round.

PREPARING FOR THE SECOND ROUND

- 1 Distribute the **recipe cards** from the deck in the centre of the table into as many decks of **6 cards** as there are players. Place one deck to the right of each player (as in the setup for the first round).
- 2 Distribute the **spice cards** from the deck in the centre of the table into as many decks of **8 cards** as there are players. Place the spice decks next to the recipe decks (as in the setup for the first round).

The second round is played according to the same rules as the first round.

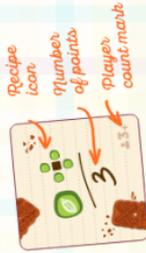
END OF THE GAME

After the end of the second round, your cookies are done and the game ends, followed by scoring. The winner is the player who has scored the most points. In the event of a tie, the winner is the player with fewer honey tokens. If still tied, the winner is the player with fewer cards with 2 spices. If there is still a tie, the players share the victory.

SCORING

Each recipe scores points according to its own rule. Most recipes score points based on the spices that are adjacent to them (above, below, right or left to them).

- Recipe for Cardamom
- Recipe for White Pepper
- Recipe for Clove
- Recipe for Nutmeg
- Recipe for Cinnamon
- Recipe for Ginger



Score **3 points** for every spice of the desired type that is adjacent to this recipe. A honey token on this recipe counts as an additional spice of that type, providing **additional 3 points**.
EXAMPLE RECIPES ON PAGE 9

HONEY

The honey card is a special spice card.

If you choose a honey card, **do not place it in your play area**. Instead, discard it face-up in the centre of the table, take one **honey token**, and place it on one of your recipes.

During scoring, the honey token counts as a bonus spice of any desired type. In order to choose a honey card, you must have an available recipe on which to place the honey token. If all your recipe cards already have honey tokens on them, you cannot choose a honey card.

You may choose **2 honey cards** on a single turn if you have 2 available recipes on which to place the tokens.

NOTE

1 Only one honey token may be placed on each recipe!



Honey card





Number of adjacent spices

Recipe for Same Spice
Score points for spices of the same type that are adjacent to this recipe. (Count the type that you have the most of.) Use the scoring table on the card: 2 of the same spices score **4 points**, 3 of the same score **8 points**, 4 of the same score **12 points**, and 5 of the same spices score **20 points**.

A honey token on this recipe counts as an additional spice of that type, making it possible to collect up to 5 Spices.

EXAMPLE: RECIPE ON THE NEXT PAGE.



Recipe for Different Spices
Score points for spices of different types that are adjacent to the recipe. Use the scoring table on the card: 2 different spices score **1 point**, 3 different spices score **3 points** and so on. A honey token on this recipe counts as an additional different spice type.

EXAMPLE: RECIPE ON THE NEXT PAGE.



Recipe for Pairs of Spices
Score points for each pair of two spices of the same type that are adjacent to the recipe. Use the scoring table on the card: 1 pair of the same spices scores **4 points**, 2 pairs score **9 points**, 3 pairs score **15 points** and so on. A honey token on this recipe counts as an additional spice of any type (whichever you need to complete a pair).

EXAMPLE: RECIPE ON THE NEXT PAGE.



Recipe for Cards With 2 Spices
Score **3 points** for each card with 2 spices that is in the same row or column as this recipe. A honey token on this recipe provides **additional 3 points**.

EXAMPLE: RECIPE ON THE NEXT PAGE.



Recipe for Adjacent Honey
Score **4 points** for each honey token that is on a diagonally adjacent recipe. A honey token on this recipe provides **additional 4 points**.

EXAMPLE: RECIPE ON THE NEXT PAGE.



Recipe for Opponent's Honey
Score **2 points** for each honey token in the play area of the opponent who has the most honey tokens. A honey token on this recipe provides **additional 2 points**.

EXAMPLE: RECIPE ON THE NEXT PAGE.

Example of Scoring



Score recipes one by one, going from left to right in your play area. For each recipe, turn the recipe card face down (leave the honey token on it if there is one).

Spices	PEPPER	GINGER	CARDAMOM	HONEY	TOTAL
R01	3	4	3	1	11
R02	6	4	3	3	16
R03	3	3	3	4	13
R04	6	4	3	5	18
R05	9	4	3	6	22
R06	6	4	3	8	21
R07	20	4	3	8	35
R08	15	4	3	8	30
R09	15	4	3	8	30
R10	18	4	3	8	33
R11	8	4	3	8	23
R12	10	4	3	8	25

18 points for 3 cards with 2 spices in the same row and 5 in the same column
8 points for 2 diagonally adjacent recipes that have a honey token
10 points (the opponent with the most honey tokens has 5 which is not shown in the picture)

Space for extra points (explanation content)

SOLO RULES

You can play Speculaas even without other players. In the solo game, all standard game rules apply to you, and you compete **against an imaginary opponent** - Speculattius, who plays by simplified rules. Speculattius does not arrange recipes and spices meaningfully, but instead collects recipe cards in one pile and spice cards in another.

Game setup

Set up the game as if for 2 players.



Choosing a recipe

On the first turn and on every subsequent odd-numbered turn in the round, first, just as in the standard game:

- 1 **take the recipe deck** that is to your right (Deck A)
- 2 **choose one recipe** and place it in your play area
- 3 **send the remaining recipe cards** to Speculattius by placing them as a face-down deck between yourself and the spice deck to your left (Deck B)

Speculattius's Turn

Then perform Speculattius's turn:

- 4 **take Speculattius's recipe deck** (Deck C) without looking at the cards
- 5 **shuffle the deck and take the top recipe card**
- 6 **place this card** in Speculattius's recipe pile (face-down)
- 7 **send the remaining recipe cards** back to yourself by placing them as a face-down deck between Speculattius and the spice deck to your right (Deck D).

After you have finished choosing recipes, the situation should look like the picture:

Choosing spices

On the second and every subsequent even-numbered turn in the round:

- 1 **take the spice deck** that is to your right (Deck D)
- 2 **choose two cards**, with 1 spice each, or **one card** with 2 spices
- 3 **place the selected cards** or card in your play area
- 4 **send the remaining spice cards** to Speculattius by placing them as a face-down deck between yourself and the recipe deck to your left (Deck A)

Speculattius's Turn

Then perform Speculattius's turn:

- 5 **take Speculattius's spice deck** (Deck B) - without looking at the cards
- 6 **shuffle the deck, take the top spice card** and look at it:
 - a if the card has 2 spices, place it in Speculattius's spice pile (face-down)
 - b if the card has only 1 spice, take another card from the top of the deck (if available) and look at it and then:
 - 1 if the second card has only 1 spice, place both cards in Speculattius's spice pile (face-down)
 - 2 if the second card has 2 spices, place that card in Speculattius's spice pile (face-down) and return the first card to the deck it was taken from

Speculattius gains a **maximum of 2 spices per turn**. Do not place a honey card in Speculattius's spice pile. Instead, discard it and place a honey token next to Speculattius's spice pile.

- 7 **send the remaining spice cards** back to yourself by placing them as a face-down deck between Speculattius and the recipe deck to your right (Deck C).



Solo scoring

Score your recipes in the standard way while Speculatus earns points for each collected spice card, recipe card and honey token.

- 1 Depending on the desired game difficulty, Speculatus starts with a certain number of points:

Easy – 0 points

Medium – 10 points

Hard – 20 points

Very Hard – 25 points

- 2 For each collected card with 1 spice Speculatus scores **2 points**.
- 3 For each collected card with 2 spices Speculatus scores **5 points**.
- 4 For each collected honey token Speculatus scores **3 points**.
- 5 For each collected recipe, Speculatus scores points according to the recipe. All basic recipes give **3 points** to Speculatus (regardless of the collected spices).



This recipe gives **3 points** to Speculatus (regardless of the collected spices).



This recipe gives **4 points** to Speculatus (regardless of the collected spices).



This recipe gives **3 points** to Speculatus (regardless of the collected spices).



This recipe scores **4 points** for each honey token collected by Speculatus.



This recipe gives **4 points** to Speculatus (regardless of the collected spices).



This recipe gives **2 points** to Speculatus for each honey token in your play area.