HOW TO PLAY

The game is played in rounds. Each round consists of 3 phases:

Phase 1 – DRAW TOKENS
Press your luck until you choose to stop or go bust.

Phase 2 – BIDDING
Use tokens you have banked to bid on Treat cards.

Phase 3 – TREAT YO SELF!
Choose a Treat card to score based on the order of highest to lowest bids.

PHASE 1 - DRAW TOKENS

Players take turns drawing tokens to build up their bank for stronger bids in the next phase of play.

The player with the bag of tokens starts each round by drawing a token from the bag and placing it in front of them face-up for all to see. The player may continue to draw one token at a time until either they choose to STOP or they BUST.

Players bust and end their turn if **the sum of all the tokens** they have drawn during this turn is **more than 12.**

• If a player busts, they choose 1 token from that turn to keep in their bank and return all other tokens to the bag.

• A player may choose to stop drawing tokens at any time to prevent from busting. They then add the tokens they collected during their turn to their bank.

• All banked tokens are kept face-down so their value is hidden from other players.

• If a player draws a Treat Yo' Self! token, they immediately take a face-up Treat card from the row in the center of the table and place it in their score pile. Replace the empty spot in the row of Treat cards with a new card from the Treat deck. Place the spent Treat Yo' Self token by the Treat deck so you remember to place it back in the bag at the end of the round. The player then continues to draw tokens for the round as usual.

Treat Yo' Self Token

Once a player finishes their turn drawing tokens, they pass the bag of tokens to the next player to the left. After all players have completed drawing tokens return any Treat Yo' Self tokens that were used in the round back into the bag. Now, the bidding phase begins.

PHASE 2 - BIDDING

Players will now bid to select Treat cards from the row in the center of the table.

The player that makes the highest bid earns the right to select the Treat card of their choice first. Then, moving in descending order of bids, the other players will select the Treat cards of their choice from the remaining cards.

When bidding:
• Players take turns bidding one at a time, moving COUNTER-CLOCKWISE. The last player to draw tokens is the first to bid.

• Each player may bid any number of tokens from their bank that they wish.

• All bids are placed face-down in front of each player so the values of the tokens remain hidden to other players.

• All players must bid at least one token.

• The value of the bid is the sum of all the tokens placed on the bid. Tokens have values from 0–6. There are 8 tokens for each number.

So, a bid could contain tokens with a value of 0. While the 0 tokens hold no value, they may be helpful to bluff other players when making a bid.

For example:
A player bids 5 tokens. Other players may think this is a high bid, but what they do not know is that 2 tokens are 0s. The bidding player is trying to bluff their opponents into thinking they are bidding more than they are.

FLIP TO REVEAL
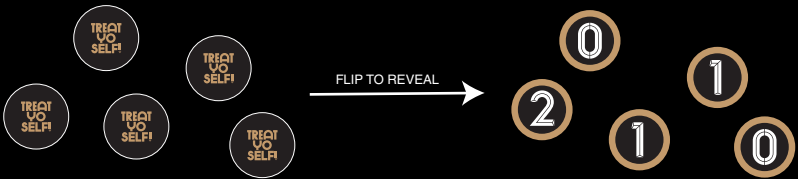
Any tokens not placed on a bid remain in a player's token bank for use in future rounds. However, a player may only save a maximum of 5 tokens in their bank to bring to the next round.

Once all players have placed their face-down bid, play moves to the Treat Yo' Self phase.

PHASE 3 - TREAT YO' SELF!

Now, at the same time, flip over all the tokens and add up the bids. Who had the highest total sum? That player will go first and collect the Treat card of their choice and place it in their score pile.

Then, in order of highest to lowest bids, players take turns selecting the Treat card of their choice from the remaining cards in the row and place it into their score pile. Players continue collecting cards one at a time until no cards remain.

If there is a tie bid, the tied player who bid first gets to select a Treat card first.

Treat cards that are collected remain face-down in each players' score pile so they are hidden from other players.

Once all players have claimed their Treat card, return all tokens used in the bids and any Treat Yo' Self tokens to the bag and get ready for the next round of play.

Replenish the Treat cards in the center of the table by drawing one card per player and placing them face-up in a row for all to see.

If a player has more than 5 tokens in their bank, they must place the excess tokens back into the draw bag. Players may choose which tokens to return so they have a maximum of 5 for the new round.

Then pass the bag to the next player clockwise to start the next round beginning with the Draw phase.

GAME END

The game ends when a row of Treat cards cannot be fully populated at the beginning of a round or the pile of Treat cards has run out. Players then add up their score to see who wins.

SCORING

Each player scores all of the Treat cards they have collected throughout the game.

A true Treat Yo' Self connoisseur avoids collecting duplicate Treat cards:

• Any Treat card that is unique scores for its full-face value.

• However, any Treat cards in a player's score pile that are duplicates are scored as $100 each, regardless of their actual value.

> For example:
> A player has collected the cards: $1000, $1000, $900, $700, $700, $300
>
>
>
> So, the final score from above example would be:
> ~~$1000~~ $100 + ~~$1000~~ $100 + $900 + ~~$700~~ $100 + ~~$700~~ $100 + $300 = $1,600

WINNING THE GAME

The player with the highest total value of Treat cards is the winner!

PLAYER ABILITY CARDS

Once players have gotten a taste for treating themselves, they may want to upgrade their play with some added player abilities to use during the game.

Randomly deal out one Player Ability card to each player when setting up the game. Cards are placed face-up by each player for all to see. Each card displays an ability that player may use.

A player may only use their ability once per round. Abilities may only be used during the appropriate game phase as noted on each card.

To use the ability, the player must spend one token from their bank by placing it face-down onto their Player Ability card. The value of the tokens does not matter.

At the end of the round any spent tokens are placed back into the bag.

LIST OF PLAYER ABILITIES

Each card contains one of the following specific abilities that the player may use as noted on the card:

• **MAKE A SWITCH-** Force one player to choose a different Treat card. Use this ability on a player when they select a card during the Treat Yo' Self phase.

• **CANCEL BID TOKENS-** Call out a token number and cancel all tokens of that number from counting in all bids for the round. Use this ability AFTER bids are made, but BEFORE bids are revealed.

• **SECRET TOKEN DRAW-** When drawing tokens, keep your drawn tokens face-down so other players cannot see what you have drawn. Use this ability when drawing tokens. (Be honest if you bust. Cheating is beneath us.)

• **PROTECT YOURSELF-** Protect yourself from busting on the next token you draw. If you bust, then keep all the tokens you have just drawn and end your turn. Use this ability when drawing tokens.

• **UPGRADE ZERO TOKENS-** Your 0 tokens count as the number of total tokens in your bank when bidding. Use this ability before you bid.

• **SNEAK A PEEK-** See up to 2 other player's bids before placing yours. Use this ability before you bid.

TREAT YO SELF!

OBJECT OF THE GAME

Grab tokens, place bids, and TREAT YO' SELF! Just be careful not to bust. Collect the most valuable and unique treat cards to win! Then, congrats, you are the champion of self-love!

SETTING UP

• Place all the tokens into the bag, including the 2 Treat Yo' Self tokens.

• If this is your first game, set aside the Player Ability cards. If you are experienced players looking to upgrade your game, randomly deal a Player Ability card to each player.

• Shuffle all the Treat cards. Without looking, remove some cards from the deck based on the number of players in the game. For a 5-6 player game remove 10 Treat cards. For a 3-4 player game remove 20 Treat cards. They will not be used during the game.

CONTENTS:
• 52 Treat Cards
  13 items from $200-$1400
  (4 of each)

• 56 Number Tokens
  Numbered 0-6 (8 of each)

• 2 Treat Yo' Self Tokens

• 6 Player Ability Cards
• 1 Token Bag
• 1 Game Instructions

DECK

• Place the Treat card deck in the center of the table and flip over one card per player. Place them face-up in a row for all to see.

• The player who has most recently eaten a cupcake takes the bag of tokens to start the game.