Cupcake Party Game Instructions

Contents: 4 cupcake tray game boards, 24 cupcake game pieces, 1 die, 1 pink pad, 100 cards

Object of the Game: What's a Pinkalicious party without cupcakes? Players fill their cupcake tray by performing tasks such as charades, dancing, drawing and rhyming. It's not a party until someone makes 6 cupcakes. Seems easy but you'll have to watch out for Peter—he always tries to sneak a cupcake for himself! Get ready for some yummy fun as you and your friends race to fill your trays with delicious cupcake treats!

Playing the Game: Separate the cards into their four categories (Act It Out, Rhyming and Chiming, Everybody Move and Inner Artist), shuffle each deck and place them face down in 4 piles in the middle of the playing space. Each player puts their game board in front of them. Place the cupcake pieces off to the side for everyone to share. Players roll the die and then pick a card from the deck that corresponds to the symbol on the die. Then, they perform the action indicated by the card.

The Die: Form the six sided die used in the game by folding the small flaps down first and then tuck in the large flaps on each end. To form the six sided die: 1. Pop flat die up into a 3D cube; 2. Fold flaps 1-4 inside the die; 3. Tuck flaps 5 and 6 in to secure the die.

Butterfly: Act It Out!
Players must perform a charade and the other players must guess. If guessed correctly the player earns a cupcake. If not guessed correctly they play continues to the next player.

Cupcake: Rhyming and Chiming!
When a player draws a cupcake card, some cards ask the player to think of 2 or 3 words that rhyme with the word shown. If the player comes up with the words, he/she may collect a cupcake. Other cards ask the player to make up a song and teach it to the group—when everyone has learned the song, you may collect a cupcake!

Goldie: Everybody Move!
To earn a cupcake, the player who drew the card must lead the other players in the activity listed on the card. For example, if your card says “Make up a ballet dance with at least 3 twirls” you must make up a short dance and teach it to everyone in the group. Once everyone has done the dance, collect a cupcake!

Painter’s Palette: Inner Artist!
Players must use the pink pad and a pencil to draw the object or action listed on the card. Once the other players guess what it is, collect a cupcake!

Pink Peter
If a player rolls Pink Peter...uh oh! It means he has eaten one of your cupcakes! Remove a cupcake from the tray. Play continues to the next player.

Pinkalicious
If a player rolls Pinkalicious, they get a free cupcake for their tray!

Time to Party: When the first player fills their cupcake tray with 6 cupcakes, it’s time for a Pinkalicious’ Cupcake Party!! Yay, cupcakes for all!!