

RULES 

UFFBASSE!



Olaf Hartmann



FOREWORD

Dear gaming friends,

You have acquired a very special game in many ways, because
...this game shows the deep connection to our beloved homeland Palatinate.

... this is the first joint project by four game designers from the Palatinate. In the future, we will publish our games under the label “4 PS” through PALATIA SPIELE.



...an extraordinary crowdfunding campaign was launched as a start-up aid*.

...more than 400 backers helped to bring this project to life.

...the most popular Palatinate TOP 10 dishes were determined by a large survey. 

...you can cook the dish of your choice immediately after playing. Simply scan the QR code on the back of the recipe card.

So:

Cards on the table and let's start cooking!

Your 4PS-Team

Manfred Keller, Werner Schmitt,
Fabian Zimmermann, Klaus Geis



* for further informationen visit www.palatiaspiele.de

GAME MATERIAL

70 Ingredient cards


in 5 colors, each with the numerical values from 1–14



28 Recipe cards

18 recipe cards in the categories
2 or 3 ingredients



10 recipe cards with the TOP 10
dishes  in the categories 4 or 5
ingredients



5 Market stalls

in 5 colors



4 Starting player cards



1 Scoring card



1 Uffbasse! card




1 Arschkaard (only for the variant)



OBJECTIVE OF THE GAME

The Palatine slang word **Uffbasse!** has the meaning of “Watch out!”.

Uffbasse! is a trick-taking card game in which the players take on the role of chefs. They play to gain ingredients and use them to “cook” original Palatinate dishes. The chef who has cooked the most stars after four rounds becomes the new Palatinate Star Chef!

Uffbasse! The food icons on the ingredient and recipe cards represent all foods of that color. For example, the red icon on the ingredient card  is not only a symbol for meat, but also for peppers, tomatoes, cherries, beet, etc.



SETUP

Depending on the number of players, the following ingredient cards are used:

| Number of Players | Number of Ingredient Cards | Card Values |
|-------------------|----------------------------|-------------|
| 2 | 35 | 1–7 |
| 3 | 45 | 1–9 |
| 4 | 60 | 1–12 |
| 5 | 70 | 1–14 |

Return the unused ingredient cards back into the game box.

- 1 The five market stalls are laid out next to each other in any order.
- 2 Keep space below the market stalls for ingredient cards, which are laid out later (see preparing a game round).

SETUP

- 3 The recipe cards are shuffled. 10 cards are placed face up in two 5 card rows above the market stalls. For a better overview, you can sort these recipe cards according to the number of stars ★ (categories). The remaining recipe cards form a face-down draw pile.
- 4 The Uffbasse! card is placed on the table.
- 5 The four starting player cards and the scoring card are placed in a face-up pile. The pile is sorted with the starting player card 1 at the top and the scoring card at the bottom.
- 6 Each player needs to keep space in front of them for their personal pantry and their cooked dishes. Players store their ingredients and recipes here. At the start of the game, the pantry is empty.

For the first round of the game, the player who last cooked something becomes the starting player.

Example for 3 Players:



GAMEPLAY

Uffbasse! is played over four rounds. Each round is divided into two phases: a trick-taking phase followed by a cooking phase.



In each trick-taking phase 8 tricks are played to collect ingredients. In each cooking phase the collected ingredients can be used to “cook” dishes.

Then a new round begins.

PREPARING A GAME ROUND

The player to the right of the starting player shuffles the ingredient cards and deals 9 face down to each player. All players take their cards into their hands.

An additional 9 ingredient cards are placed face up below the corresponding color-matching market stalls. The players can get these ingredient cards for their pantry by winning tricks.

The ingredient cards not needed in this round are put on the discard pile.

Example:



PREPARING A GAME ROUND

Which color is trump?

The ingredient cards below the market stalls determine the color of the current trump. There are three possibilities:

- There is one single color with the most ingredient cards. This color is trump. Here the trump color is **red**.
- There are two colors with the most ingredient cards. Both colors are trump. They are treated as **one** color. In the example the colors **orange** and **yellow** are treated as **one** trump color.



- There are **more than two** colors with the most ingredient cards. In this case there is **no** trump.



Uffbase! After dealing the ingredient cards, each player places one of their cards face down into their own pantry. Then they are revealed simultaneously. They form the foundation for cooking recipes (see cooking phase).

Then the trick-taking phase begins.

TRICK-TAKING PHASE

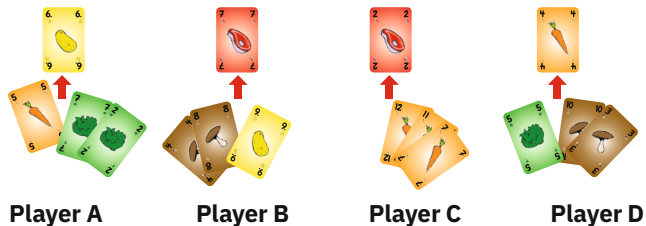
The starting player plays one of their ingredient cards from their hand face up on the table. In turn order all other players play one of their cards.

If the starting player plays leads with a trump, all other players must follow the trump.

If the starting player leads with any other lead color, all other players must follow this color.

If a player cannot follow the lead color, they can play any ingredient card.

Example with 4 players: The current trump color is **yellow** and **red**. Player A leads with their yellow trump card. Player B has yellow and red and **must play one of these two** ingredient cards. Player C only has red and **must follow** trump with red. Player D has no trump card and plays any other color.



TRICK-TAKING PHASE

Who wins the trick?

The trick contains no trump:

The ingredient card with the highest numerical value in the lead color wins.

The trick also contains ingredient cards of the trump color:

The ingredient card with the highest numerical value in the trump color wins.

If two colors are trump and two players have played the same highest numerical value, the second played of these two ingredient cards wins the trick.

Ingredient cards in another color than the lead color or trump color can never win a trick.

What happens after a trick?

The winner of the trick places all the cards of the trick in front of them. Then they select one of ingredient cards below one of the market stalls and places it face up into their pantry.

Uffbasse! Removing the ingredient card can change the trump color for the next trick!

Then the winner starts the next trick by playing one card from their hand. This continues until all the cards have been played.

What happens after all the hand cards have been played?

The winner of the last trick becomes the starting player for the following cooking phase and for the trick-taking phase in the next round. This is indicated by taking the top card from the starting player pile and placing it in front of them. The remaining ingredient card at the market is put onto the discard pile.

Then the cooking phase starts.

COOKING PHASE

The current starting player begins the cooking phase. The other players follow in turn order. On their turn each player either cooks **one** dish or passes (the re-entry in the cooking phase is possible). This continues until all players have passed in a row.

The recipe cards show the ingredients needed for cooking, as well as stars ★ (victory points).

There are recipe cards in four categories:


★-recipe card with 2 ingredients

★★-recipe card with 3 ingredients

★★★-recipe card with 4 ingredients

★★★★-recipe card with 5 ingredients



TOP 10 recipe cards: All recipe cards with 4 or 5 ingredients have a TOP 10 ranking , which is used as a tiebreaker at the end. The lower number wins.

For cooking each ingredient card counts as one ingredient. The player places the ingredient cards used for cooking from their pantry onto the discard pile. The cooked recipe card is placed face up in front of them. Then a new recipe card is immediately revealed from the face-down draw pile.

Uffbase! Each required ingredient can be replaced by two ingredient cards of one other color.

If a recipe requires one orange and one brown ingredient, it can also be cooked using two yellow and two green ingredients!



Uffbase! Ingredients are perishable goods. Therefore each player may keep only up to 3 ingredient cards at the end of the cooking phase in their pantry for the next round. Any ingredient cards more than 3 must be placed onto the discard pile!

UFFBASSE! - CARD

Who gets the Uffbasse! card?

If one single player has the fewest points during the trick-taking phase, they can claim the Uffbasse! card by shouting out “**Uffbasse!**” loudly. This also applies directly after the last trick. The Uffbasse! card is not awarded again during the cooking phase.

Uffbasse! scoring:

Number of stars on their recipe cards
+ number of ingredient cards
in their pantry



$$3 + 1 + 1 = 5 \text{ Points}$$

If the owner of the Uffbasse! card gains points and no longer has the fewest points alone, any other player should shout “**Uffbasse!**”. **Only then** the current owner loses the Uffbasse! card. It is then either put back on the table or another player claims it for themselves.

How do you use the Uffbasse! card?

During the trick-taking phase the player can use the Uffbasse! card to change trump. **At the end of the trick** the owner of the Uffbasse! card can place it on a market stall of their choice by loudly announcing “**Uffbasse!**”. So this color is the only trump color used to determine the winner of this trick.



After the trick, the player takes the Uffbasse! card back.


During the cooking phase the Uffbasse! card can be used **once** as a joker for any ingredient. Then the Uffbasse! card is put back on the table. It can be claimed again in the next trick-taking phase.







END OF THE GAME AND SCORING

After four rounds the winner of the game is determined in the final scoring.

Remaining ingredient cards in the pantry are no longer scored. Each player adds up the stars of their cooked recipes. In addition, each player receives one star  per category (= recipes with the same number of ingredients) in which they have cooked two or more dishes. The player with the most stars  wins.

In case of a tie the player with the better TOP 10 recipe card  (lower number) wins.

Example: Player A has a total scoring of 9 stars , 8 stars on for their recipe cards and 1 additional star for having cooked two recipes of the same category. Player B also has a total scoring of 9 stars . Player C has a total scoring of 8 stars . The winner is Player B because of cooking a better TOP 10 recipe  (TOP 2) than Player A (TOP 3).

Player A



1 x same category

$$\begin{array}{r}
 + 1 \text{ ★} \\
 8 \text{ ★} \\
 \hline
 = 9 \text{ ★}
 \end{array}$$

Player B



$$\begin{array}{r}
 = 9 \text{ ★} \text{ Head chef}
 \end{array}$$

Player C



$$\begin{array}{r}
 = 8 \text{ ★}
 \end{array}$$

VARIANTS

Beginners variant

To make it easier to learn the game, we recommend the two following changes of the rules:

- 1) In the first few rounds of the game, the Uffbasse! card will not be used. So you will become more familiar with the change of the trump color during the trick-taking phase.
- 2) Another simplification is possible with a small change in determining the trump color (see p. 5 “Which color is trump?”): If there are two colors with the most ingredient cards, there is only one trump color. The further left of these two colors becomes trump. If there are more than two colors with the most ingredient cards, there is still no trump.

The Loser variant with the “Arschkaard”

The loser of the game gets the “Arschkaard” (loser card) and has to wash the dishes 😞 while the other players keep on playing to relax 😊😊😊.

“Build the market” variant

This variant allows you to influence the arrangement of the trump cards:

When preparing the game round, the additional 9 ingredient cards for the market are first placed face up in the middle of the table. The players can use these cards and their hand cards to build the market and to improve their own hands.

This is done by taking one of these cards into their hand. The player to the right of the starting player (the last player in turn order) takes one of these cards into their hand. Then they places one card from their hand below the corresponding color-matching market stall. All players in counter-clockwise order perform the same action, until 9 ingredient cards are placed below the market stalls. All other rules of the game remain unchanged.

DANKE! DANGSCHEE! THANK YOU!

The 4PS team would like to thank the numerous backers, dedicated test players and game enthusiasts for their support, co-operation, patience and suggestions for this game.

A special thanks goes to Alex, Andrea, Annika, Arve, Bernhard, Bettina, Birgit, Channing, Christwart, Daniel, Elke, Engin, Florian, Heike, Henriette, Hurry, Jacob, Jeff, Jesko, Julian, Lars, Marc, Margrit, Maria, Marietta, Mario, Martin, Martina, Maya, Michael, Nadine, Paul, Peter, Rocky, Roter Klaus, Sigrid, Stefan, Steffen, Sylvia, Uwe and Walter.



Your 4PS-Team

Manfred Keller, Werner Schmitt,
Fabian Zimmermann, Klaus Geis

CREDITS

Game Design: Olaf Hartmann

Illustration: Steffen Boiselle

Graphic Design: Ilona Taplik, Manfred Keller

Game Development: 4PS-Team, Annette Keller,
Hau Hauenstein, Otto Neubier



© 2025 PALATIA SPIELE, Klaus Geis
1. Edition
Johannes-Sefrit-Str. 16
67112 Mutterstadt
www.palatiaspiele.de
Made in Germany