FREE · ROUND 1

A cozy date-night mystery for two

Cake Caper
at Snowberry Lodge



The prize cake has vanished from a locked pantry. The judge arrives at nine. Two detectives, two secret packets, one snowed-in night.

2 players · Round 1 takes 20–30 minutes · print at home · no host needed

TOFU LABS



How to Play

No host, no game master: just the two of you

Get ready (5 minutes)

- Print this whole file. **Whoever prints: don't read the player pages.** Pages 8 to 11 are for Player 1 only (the red ones) and pages 12 to 14 are for Player 2 only (the green ones). Hand each person their own stack.
- Decide who is Player 1 and who is Player 2. It doesn't matter who's who: you both get the same amount to do.
- Some pages mention **envelopes**: in the full game each round comes sealed in its own envelope. This sampler is Round 1 only, so you don't need any. Just keep your own pages to yourself.
- You'll need two pens, something nice to drink (the menu card has a cocktail and a mocktail) and about 20 to 30 minutes.

The rules

- **Never show your pages** or hand them over. Your partner has things you don't, and you have things they don't.
- **Talk as much as you like.** Read lines out, describe pictures, ask questions, argue sweetly.
- Read **The Story So Far** aloud together first. Then each of you opens your Round 1 pages. They start with a little date-night moment (a toast, a question). Do it, then dive into the clues.
- The **Case Board** and the **Sweetheart Sheet** are for both of you. Write on them freely.
- Stuck? Page 15 has three hints: a nudge, a push, then the answer. Cover it with a sheet of paper and slide it down one hint at a time. Each hint costs Detective Points (1 for a nudge or a push, 2 for the answer); in this sampler, keep score just for fun.

This free sampler

- This is Round 1 of 3: **how did the cake get out of a locked pantry?** Solve it, check the answer on page 15, then turn to page 16 to see what happens next.

Art: Currier & Ives winter prints (public domain); Victorian valentines from The Metropolitan Museum of Art (CC0); Fancy Cakes plate from Mrs Beeton's Book of Household Management (1923), digitally enhanced by rawpixel.com, CC BY 2.0; Marzipan the cat by Louis Wain (public domain).



SHARED PAGE · FOR BOTH OF YOU



The Story So Far

Read it aloud together: Player 1 reads the ♥ parts, Player 2 the ❄ parts

♥ PLAYER 1

It was meant to be a quiet weekend. Just the two of you, a crackling fire and a little room under the eaves of Snowberry Lodge, an old inn high up in the mountains.

Then the snow came. By teatime the pass was closed, every room was full, and you found out you'd booked the one weekend of the year when the lodge holds its Midwinter Cake Contest.

❄ PLAYER 2

♥ PLAYER 1

At dinner nobody talked about anything but Hattie Honeywell's cake. Hattie has won five years in a row, and this year she's made the Snow Queen: snow-white buttercream, pink sugar roses, sugared snowberries. Lucien, the chef from Lyon, said it looked 'like a dream'. Aggie Plum said nothing at all and knitted faster.

At eleven o'clock, with Walter the owner watching, Hattie tucked the Snow Queen away in the cold pantry. Walter locked the door, and everyone said goodnight.

❄ PLAYER 2

♥ PLAYER 1

At six this morning a shriek woke the whole lodge. The pantry door was still locked. The Snow Queen was gone.

The judge arrives by horse-drawn sleigh at nine o'clock sharp. Walter, as pale as icing sugar, has asked the only two guests who aren't in the contest (that's you) to find the cake before she gets here.

❄ PLAYER 2

♥ ❄ Who took the Snow Queen? How did they get it out of a locked pantry? And where is it now? ❄ ♥

Player 1: The Sweet-Talker

You spent last night by the fire chatting with everyone, and this morning you were first into the pantry. People tell you things.

Player 2: The Snoop

You've been poking around the lodge since dawn, and poor Walter has handed you all his notes. You notice things.

The Case Board

Everyone at Snowberry Lodge knows this much



The missing cake: the Snow Queen. Hattie Honeywell, 78, five-time champion. This year she made the Snow Queen: a snow-white buttercream cake crowned with pink sugar roses and scattered with sugared snowberries. Hattie herself is not a suspect: she has been crying into her apron since six.

Aggie Plum

Retired schoolteacher

Has entered the Midwinter Cake Contest twelve years running and come second to Hattie four years in a row. Moves to her daughter's by the sea in spring, so this is her last contest. Very sweet. Very competitive.



entry: Peaches & Cream

Lucien Fabre

Pastry chef from Lyon

Here for the first time. Told everyone his cherry gâteau was perfection, then saw Hattie's cake and went very quiet.



entry: Cherry Gâteau

Bertie Crumb

The lodge's kitchen boy

Nineteen, shy, up before dawn every day to bake the bread. Entering his first ever cake, a walnut sponge topped with sugar playing cards. Nobody expects him to win.



entry: The Card Sharp

Delphine Moss

Food writer, The Sunday Spoon

Here to write up the contest. Always scribbling. The rumor is she needs a juicy story or her editor will give her column to someone else.

Walter Penhallow

Owner of Snowberry Lodge

Kind, flustered and a little bit broke. Contest weekend is the only weekend all year when every room is full. A scandal in the papers would fill it again next year...

Pippa Larkin

Ski instructor

Lost to Hattie last year by a single point and says she has 'not thought about it once since'. Has thought about it every day since.



entry: Gingerbread Gift Box

Three questions to answer by nine o'clock

WHO took it?

- Aggie Plum
- Lucien Fabre
- Bertie Crumb
- Delphine Moss
- Walter Penhallow
- Pippa Larkin

HOW did it leave the pantry?

- With the lost pantry key
- With Walter's key (on the string)
- Through the pantry window
- Through the cat flap
- Up the old dumbwaiter

WHERE is it now?

- The Attic
- The Old Nursery
- Room 7 (empty, being painted)
- The Library
- The Boot Room
- The Sleigh Shed

SHARED PAGE · FOR BOTH OF YOU

The Sweetheart Sheet

For the date-night moments: write secretly, reveal together

Round 1

	PLAYER 1 WRITES	PLAYER 2 WRITES	
1. More likely to sneak a slice of cake at midnight?			☐
2. What cake would your partner enter in the contest?			☐
3. Last longer snowed in without wifi?			☐

check the box when you agree: 1 point each

Round 2

	PLAYER 1 WRITES	PLAYER 2 WRITES	
1. Falls asleep first on movie night?			☐
2. Your partner's go-to comfort food?			☐
3. The better dancer?			☐

check the box when you agree: 1 point each

Round 3: the cake confession

The most ridiculous thing each of you would do for a really good slice of cake. Best answer wins 1 point (you decide together).

Player 1: _____

Player 2: _____

Sweetheart Points Round 1 ___ /3 Round 2 ___ /3 Round 3 ___ /1

SHARED PAGE · FOR BOTH OF YOU

The Menu

Pour something lovely before you open Envelope 1

Supper at Snowberry Lodge

Nothing fancy, nothing that keeps you in the kitchen. Make it before you start, or order in and call it room service.

To nibble

Cheese, crackers, grapes and a few olives on a board. Snowed-in food.

Supper

Something warm in one pot: a cheese fondue, a big bowl of pasta or a hearty soup with crusty bread.

Dessert

Cake, obviously. Any white or vanilla cake from the bakery stands in for the Snow Queen. Put a few raspberries on top and call them sugared snowberries.

The Snowberry Fizz

Half a glass of cranberry juice, topped with prosecco or sparkling wine. Add a sprig of rosemary and three frozen cranberries.
Mocktail: top the cranberry juice with sparkling lemonade or ginger ale instead.

The Cocoa Alibi

Hot chocolate with a pinch of cinnamon, a splash of Irish cream liqueur and a mountain of whipped cream.
Mocktail: leave out the liqueur and add a drop of vanilla and extra marshmallows.





Please drink responsibly: every cocktail here has a mocktail twin, and the mystery works just as well with cocoa.

The Playlist

Quiet music, a warm drink, the fire (or a candle)

Music for a snowed-in night

Play it quietly in the background. Find these on any music app, or search "cozy winter jazz" and let it run.



- ♪ Winter Wonderland
  Ella Fitzgerald
- ♪ Let It Snow! Let It Snow! Let It Snow!
  Dean Martin
- ♪ Dream a Little Dream of Me
  Ella Fitzgerald & Louis Armstrong
- ♪ Cheek to Cheek
  Ella Fitzgerald & Louis Armstrong
- ♪ La Vie en Rose
  Louis Armstrong
- ♪ The Way You Look Tonight
  Frank Sinatra
- ♪ L-O-V-E
  Nat King Cole
- ♪ Sway
  Dean Martin
- ♪ Skating
  Vince Guaraldi Trio
- ♪ Sleigh Ride
  Ella Fitzgerald
- ♪ At Last
  Etta James
- ♪ Can't Help Falling in Love
  Elvis Presley

The slow dance

For the slow dance in Round 3: "At Last" or "Can't Help Falling in Love".

PLAYER 1

The Sweet-Talker

Cake Caper at Snowberry Lodge



You spent last night by the fire chatting with everyone, and this morning you were first into the pantry. People tell you things.

FOR PLAYER 1'S EYES ONLY

Player 2: please don't peek. Each page is labeled with its envelope.
Put the Envelope 1 pages in Envelope 1, and so on. Open them only when the other player opens the same envelope number. This cover page can go in Envelope 1.



PLAYER 1 · THE SWEET-TALKER **ENVELOPE 1**

For Player 1's eyes only. Don't show this page: tell your partner about it in your own words, or read bits out.



Round 1: The Locked Pantry



Work out how the cake left the locked pantry.



A toast

DATE-NIGHT MOMENT

Do this first, before Player 2's questions. Fill your glasses. Player 1, raise yours and read this out:

"To the cleverest detective I know, to a snowed-in night with nowhere else to be, and to the Snow Queen. Wherever you are, we're coming for you."

Clink. Sip. Now tell your partner about your pages.

Last night at dinner

You chatted with everyone. Here's what you noticed:

Aggie Plum

Sat by the fire knitting a long moss-green scarf ("for my grandson, if I finish before spring"). She went up to bed early, at half past nine, saying the cold made her sleepy.

Lucien Fabre

Wore a burgundy velvet waistcoat and sighed at the Snow Queen like a man in love. "It is a crime," he said, "that a cake like this must be eaten."

Delphine Moss

Kept her green woolen mittens on all through dinner (the dining room is drafty) and wrote down everything anyone said. You saw the word SCANDAL? underlined twice.

Pippa Larkin

Never took off her green bobble hat, not even for the soup. She asked Hattie, twice, what was in the icing.

Walter Penhallow

Wore his bottle-green cardigan with the elbow patches and told everyone the contest "saves this old lodge every year".

Bertie Crumb

Served dinner in a flour-dusted white apron. Every time Pippa laughed, he went pink to the ears.

Half past ten

Around half past ten Delphine slipped into the pantry (it was still unlocked then), opened the cocoa tin and came out with a little jug of cocoa powder, smiling at nobody in particular.

The pantry, this morning

You were the first one in after Walter unlocked it. You looked at everything:

The room itself

It's a small, cold stone room off the kitchen. Stone shelves of jam, flour and apples, all present and correct.

The window

Over the sink is latched on the inside. Three jars of pickled onions stand on the sill in a neat row, in an unbroken layer of dust.

The cat flap

In the pantry door is about the size of a sandwich. Marzipan, the lodge cat, uses it. Nothing bigger than Marzipan is getting through it.

The dumbwaiter

The dumbwaiter, a tiny old elevator for sending trays between floors, has a little wooden door in the corner. You opened it: the shaft is empty. The little car isn't down here. There's a smear of white buttercream on the edge of the little door.

The cocoa tin

Is back on its shelf. Wedged down behind the lid's paper lining (easy to miss) you found a folded note written all in little pictures. You copied it out exactly: it's the note below. Hattie says she's never seen it.

✿ *Your partner can't see your pages and you can't see theirs. Tell them about the dinner, the pantry and the picture note, and ask what they've got.*



The note tucked in the cocoa tin

Write each letter on the line under its picture. Punctuation is just punctuation.

♪ ♥ ♥ ✔ ♪ ♥ ★ ♫ ✔ ☂ ♥

__ __ __ __ __ __ __ __ __ __ __

✿ ★ ♞ ❄ ♚ ❄ ☺ ♚ ✔ ☀ ♫ ♥ .

__ __ __ __ __ __ __ __ __ __ __ __

♞ ❄ ★ ♫ ⚓ ⚖ ☀ ⚖ ☀ ♚ .

__ __ __ __ __ __ __ __ __ __

☺ ☀ ✈ ❄ ♦ , ✿

__ __ __ __ __ __



PLAYER 2

The Snoop

Cake Caper at Snowberry Lodge



You've been poking around the lodge since dawn, and poor Walter has handed you all his notes. You notice things.

FOR PLAYER 2'S EYES ONLY

Player 1: please don't peek. Each page is labeled with its envelope.
Put the Envelope 1 pages in Envelope 1, and so on. Open them only when the other player opens the same envelope number. This cover page can go in Envelope 1.



PLAYER 2 · THE SNOOP **ENVELOPE 1**

For Player 2's eyes only. Don't show this page: tell your partner about it in your own words, or read bits out.



Round 1: The Locked Pantry



Work out how the cake left the locked pantry.



Compare your answers

DATE-NIGHT MOMENT

Do this right after Player 1's toast. Each of you, secretly write your answer on the Sweetheart Sheet (in the shared pages) or a scrap of paper. Then read your answers out together.

1. Which of us is more likely to sneak a slice of cake at midnight?
2. What cake would your partner enter in the contest?
3. Which of us would last longer snowed in without wifi?

Score 1 Sweetheart Point for each answer you agree on (or that your partner admits is right).

Walter's notes

From Walter

PANTRY KEYS. The proper pantry key fell through the ice of the duck pond on Friday. It's at the bottom of the pond under a foot of ice and I'm not going in after it. Since then I've used the spare, and I keep it on a string around my neck, even in the bath. I locked the pantry at eleven with Hattie watching, and the key was still around my neck when I unlocked it at six. Nobody else has a key.

From Bertie (kitchen boy)

THE DUMBWAITER runs from the pantry up to the linen cupboard on the top floor. It only has a crank at the TOP. From the pantry end you can't make it move at all. Last night at ten I sent it down empty, same as every night, ready for the breakfast trays.

From Hattie

I always leave my cake inside the dumbwaiter car in the pantry. It's the coldest spot in the house and the mice can't get at it. I put the Snow Queen in there myself at eleven, closed the little door, and Walter locked up.

✿ *Your partner was in the pantry this morning. Ask them what they saw.*

The Old Cook's Code

Pinned inside the recipe cupboard: the picture code the lodge's old cook used for notes on the staff bulletin board. Walter says half the village knows it. Your partner may need it.

The Old Cook's Code

♔ = A	♞ = B	⚖ = C	✉ = D	♥ = E	☁ = F	⚓ = G
☂ = H	★ = I	♠ = J	☽ = K	✿ = L	♪ = M	♫ = N
☀ = O	⚑ = P	✂ = Q	❄ = R	♦ = S	✔ = T	✈ = U
	☎ = V	✎ = W	☕ = X	☺ = Y	♜ = Z	



Hints: Round 1

Cover this page with a sheet of paper and slide it down one hint at a time

Round 1: The Locked Pantry

HINT 1 · A NUDGE *costs 1 point*

There are five ways the cake could have left the pantry. Player 1's pantry notes rule out two of them straight away. Player 2's notes from Walter take care of both keys. That leaves just one way.



– · ✂ fold here, or slide your cover sheet down to here

HINT 2 · A PUSH *costs 1 point*

Player 2: where exactly did Hattie put the cake last night?
Player 1: where is the dumbwaiter car this morning?



– · ✂ fold here, or slide your cover sheet down to here

HINT 3 · THE ANSWER *costs 2 points*

The cake was inside the dumbwaiter car, and the car is no longer in the pantry. Only the crank at the top can move it. The cake went up the dumbwaiter. (The picture note says MEET ME IN THE LIBRARY AT ONE. BRING COCOA. YOURS, L: keep it in mind for Round 3.)



Solved it? Turn the page: the cake is still missing.

To Be Continued

You know how the cake got out. Now: where is it, and who took it?

The Snow Queen went up the dumbwaiter, but it never came back down. Somewhere in Snowberry Lodge a snow-white cake is sitting very still, and the judge arrives at nine.

Still to come in the full game

- **Round 2: The Sugar Trail.** Crushed snowberries on the floor, a floor plan of the lodge and a few clever decoys. Follow the trail to where the cake is hidden.
- **Round 3: The Night Before.** Statements, a strand of green wool and a timeline of who was where at midnight. Remember the picture note? You'll need it.
- **The Verdict and the Solution,** read aloud in turns, with a happy ending, your Detective Points and Sweetheart Points, and a little ranking.
- Two more date-night moments: a slow dance and a cake confession.
- A **gift pack** to give the game as a present: two invitations you can type into, six gift tags and seals.

Already played Round 1? In the full game you can whiz through Envelope 1 in five minutes, or skip straight to Envelope 2.

Cake Caper at Snowberry Lodge

The whole game is in the Tofu Labs shop on Etsy:

tofulabs.etsy.com

Free for personal use: print as many copies as you like for your own home. Please don't sell it or share the file online; send people to tofuplay.pages.dev instead.

