

CAFÉ

INTERNATIONAL

All are welcome here!



Rule booklet

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Players: 2-4 players

Age: 13 and up

Length: 45 minutes

Overview

Café International is a meeting place where guests from many different nations get together. Here, guests may have a nice chat with others while enjoying a glass of wine or a cup of coffee and some pie. That is why you will often find guests from different nations sitting at one table. If there is no seat available at the tables, guests may also sit at the bar.

The purpose of the game is to bring as many people into the Café International as possible, according to these rules and by placing your small guests at the tables or at the bar in a clever way. Player score each round by seating guests at tables as allowed by these rules. They "record" their scores by taking the different colored chips (black=1 point, red=5 points, and blue=10 points). Players may also lose points when seating guests at the bar or having un-seated guests at the end of the game. Players make "make change" with their chips at any time when they earn or lose points so that the amount matches their gain or loss.

Contents

60 black chips (each chip is worth 1 point)

30 red chips (each chip is worth 5 points)

10 blue chips (each chip is worth 10 points)

1 game board

1 cloth bag

96 guests tiles
(48 women and 48 men)
from 12 nations

4 joker guest tiles





Preparation

Place the game board in the middle of the table. Place the 100 guest tiles in the bag and shuffle them. Then, each player draws 5 guest tiles from the bag and places them face up on the table in front of him (his play area).



Place the chips next to the game board. The players begin the game with no chips.

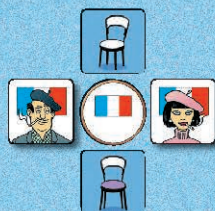
Playing the game

Choose a starting player using any method you prefer. Play begins with the starting player and continues clockwise around the table. On a player's turn, the player does one of the following:

- ➔ Seats one or two guests at the tables (see page 4)
- ➔ Seats one guest at the bar (see page 6)
- ➔ Exchanges a joker tile (see page 7)

Seating arrangements in Café International

The game board features 24 tables for guests coming from 12 different nations. Each table is reserved for a specific nationality.

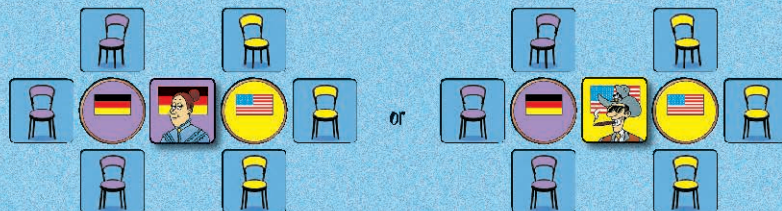


a French table



a Cuban table

Each table has four chairs for guests. Some chairs are next to only one table, while others are between two tables. Players may seat guests from either nationality on the chairs between two tables showing different nationalities.



Players may seat only one guest tile on each chair. Once seated, the guest remains on that chair until the end of the game.

- ⚠ Players may seat a joker on any chair. They may not move jokers to a different chair. However, players may exchange seated jokers (see chapter, "How to exchange Jokers").





In addition to the nationality requirement, Café International also strictly requires that the same number of women and men occupy a given table whenever possible. During the game, players may seat guests so that a maximum of two ladies and two gentlemen are seated at one table. This also includes the jokers.

Therefore, the following are the only combinations allowed for one table at any given time:

- ❗ one woman and one man, or
- ❗ one woman and two men, or
- ❗ two women and one man, or
- ❗ two women and two men.

Other seating arrangements are not permissible. No one is allowed to be the only guest at any one table.

Exception: A player may seat a guest at a table as the single guest if that chair is also next to another table with a guest.



The bar is located in the middle of the game board. Any player who does not find a chair for his guest must place a guest onto one of the stools at the bar. There are no restrictions on seating arrangements at the bar. Gender and nationality do not matter either. Guests seated at the bar remain until the end of the game.



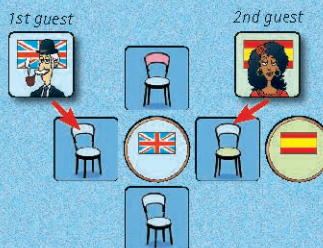
➡ Action: Placing guest cards at the tables

When it is a player's turn, he seats one or two guest tiles at appropriate tables.

In doing so, players must observe the seating arrangements as described above. Players must score whenever seating a guest. If a player places one guest each at two different tables he must score at both tables.

Exception: If a player seats a guest at an unoccupied table, he must immediately (as the other action of his turn) seat an appropriate table-partner at that table immediately if the first guest does not allow him to score.

- ❗ With all chairs still unoccupied, only the starting player may seat a single guest without receiving scoring.

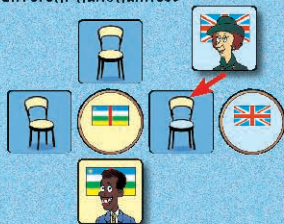




Scoring

For each guest he seats, the player scores points based on the number of guests at the table and their nationalities. The player takes chips based on his score for the guest(s) he has just seated. The examples below show how many points a player earns based on what guest he seats and with whom.

guests of different nationalities:

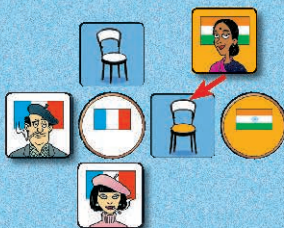


the player seats a suitable guest for 2 points

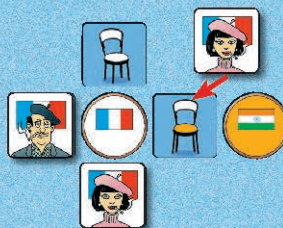
guests of the same nationality:



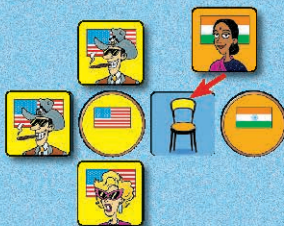
the player seats a suitable guest for 4 points



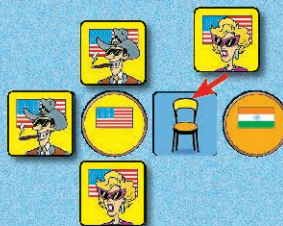
the player seats a suitable guest with a couple for 3 points



the player seats a suitable guest with a couple for 6 points



the player seats a suitable fourth guest for 4 points



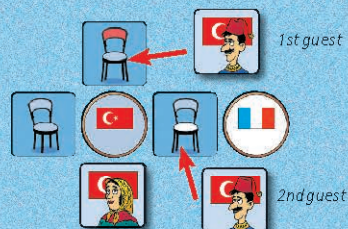
the player seats a suitable fourth guest for 8 points



When a player seats two guests at a single table, he scores each guest separately. Thus, the player scores twice.



1st guest earns 4 points, 2nd guest earns 3 points = 7 points

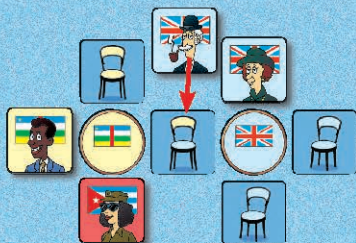


1st guests earns 4 points, 2nd guest earns 6 points = 10 points





If a player seats a guest on a chair in between two tables, both tables are counted separately and the player scores twice.



For the African table, the player earns 3 points and for the UK table he earns 4 points for a total of 7 points.



⚠ The player cannot seat the UK guest as shown because the UK table already has a UK man sitting there.

Drawing new guest tiles

After a player has seated one or two guests on the game board and scored for those seating(s), he draws tiles from the bag to refill his play area to five tiles. He does so by drawing one or two tiles from the bag without looking as he does.

Exception: When a player seats the fourth guest at a table and all guests at that table are of the same nationality, the player may choose to draw one less tile (on this turn) than he normally would, thus reducing his "hand" of tiles by one.



This is the only way for a player to reduce the number of guest tiles in his supply. This is important as at the end of the game each guest tile a player has in his supply reduces his score by 5 points. At the same time, each joker reduces a player's score by 10 points. For this reason, each player may want to reduce his supply of guest tiles.

➡ Action: Seating a guest at the bar

The bar has 20 stools where players may seat guests. Players will seat guests there starting with stool 1 and proceeding numerically to number 20. If a player is unable or does not want to seat a guest in a chair, he must then seat one guest on the next available stool at the bar. The big numbers on the bar stools indicate the number of points a player earns or loses. For the first five bar stools the players score points; for the other bar stools the players lose points.



The player earns 2 points.



The player loses 4 points.





When a player must lose points after placing a guest at the bar and he does not have enough points to cover this loss, the player is out of the game. During a player's turn, he is allowed to seat at most one guest at the bar. Players may not seat jokers at the bar.

❖ After a player seats a guest at the bar, he must draw a guest tile from the bag.

Jokers

The guest tiles include two women and two men jokers. Players choose the joker's nationality when they seat it at a table and they score the joker according to the nation chosen.

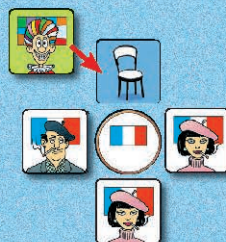


The player seats a joker and earns 3 points.



The player seats a joker; all are the same nationality; the player earns 6 points.

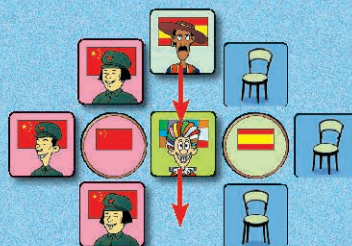
When a table has guests of just one nationality and one or more jokers, it is treated as a table with just one nationality for scoring purposes. A table with 4 jokers scores eight points.



The player completes a single nationality table with a joker and earns 8 points.

➡ Action: Exchange of a Joker

A player may exchange a guest tile from his play area with a joker seated at a table if he has a guest tile matching the nationality of the joker. He takes the exchanged joker, placing it in his play area. This is the player's only action this turn and he does not score for this exchange.



❖ The player does not draw a tile from the bag as he did not seat a guest.

The player can exchange a joker for either suitable guest (e.g. a Spaniard or a Chinese).





Game end

The game ends when one of the following four situations occurs:

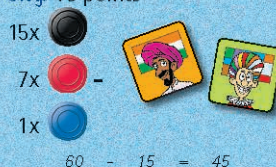
- ➔ A player seats a guest at the last empty chair.
- ➔ A player seats a guest and the last bar stool.
- ➔ A player has no guest tiles in his play area supply and need not draw one.
- ➔ A player draws the last guest tile from the bag.

When one of these situations occurs, each player totals his chips. From that result each player subtracts the value of the guest tiles still in his play area. Each nation guest tile counts as five negative points, each joker counts as ten negative points. The player with the highest number of points is the winner.

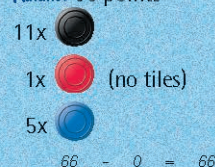
Anna: 52 points



Greg: 45 points



Natalie: 66 points



Variant

Sometimes, women like to share a cup of coffee and good conversation amongst themselves. Men also like the company of other men when having a drink or two. To take this into account, the players may play with the following variant: this is an exception to the rule that only two women and two men may be seated at a fully occupied table. When playing with this variant, a player may place three or four guests at a table on a single turn (instead of only one or two). However, the player may only do this if he creates thereby a complete women's table or a complete men's table. The player may use jokers for such a table. Of course, the player must abide by the nationality-rule when seating guests at such a table. Afterwards, the player must draw as many tiles from the bag as he seated at the table.

Exception: if the player creates a one nation table has on this turn, he draws one less tile from the bag as normal for such a situation. A player earns 20 points for a table with four women or four men. The player earns 40 points if such a table is a one nation table.



The player earns 20 points for a single gender table with different nationalities.



A player earns 40 points for a single gender table with one nationality.



You have acquired a quality product. Please contact us if you have problems with it or if you have questions or suggestions.

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