



CAMPUS CAFÉ

VERSION 1.0



ERRATA

The advanced side of the Game Board has an error: The Customer icon is missing from two of the seats in the Bonuess Zone. Women customers are seated on the right, men on the left. For this reason, the empty chair on the far right should host the female Teacher icon  , while the empty chair on the far left should host the male Teacher icon .

Except for the copies for Modena PLAY fair pre-printing, you can find two stickers in the box you can conveniently apply on the Game Board to correct this error (due to the limits of the cutting technology, may be necessary to trim the edges of the stickers). If you have a pre-printing copy of the game, you can obtain the corrective stickers at fairs and events for free or download the print&play version here.



Wrong Version



Correct Version

FAQ

Q: Why are there 2 different Cashier spaces?

A: If a player places a die on the Cashier, he (or she) will place it on the most valuable Cashier space, first. If he (or she) places both dice on the Cashier, the second die must go on the other space, unless he (or she) can stack them.

ADDITIONAL RULES

Foreword: serving a Customer is usually more convenient than placing both dice on the Cashier spaces, as, when you complete Customer cards, you score not only the immediate \$ for the Check, but also extra endgames \$ for Careers and Objectives and extra \$ for the Training Bonuses in any subsequent turn.

However, if every player choses this strategy, even though it's not advisable, the game would get to a deadlock, because it would never reach the end of the game condition (depletion of Customer deck). To avoid this, you can use the following additional rule.

BLANK TURN

Every time a player ends the **Service Phase** without completing any Customer card, he (or she) selects a Customer card and 'burns' it: that card is removed from the game. Replace it with the card on top of the Customers deck.