

CAMPUS CAFÈ

by Pasquale Facchini

Any doubt?
Watch our tutorials on
the **Doppio Gioco Press**
website.

Life in the campus is always frenzied and the only place where you can really relax is the university cafeteria. It's not true, however, for those who work there: as a tireless worker-student you will have to try to earn all you can by serving drinks and cupcakes. But be careful! The competition is high and the other waiters will try to serve the best customers and get the awards due to the employees of the month. Learn from experts and take advantage of the job's tricks to get better tips, serving faster, or load more weight. The work in the cafeteria is demanding, are you up for the challenging?

COMPONENTS

1 Cafeteria Board

+

this Rulebook



6 Scorekeeper discs
(1x player colour)

+

2 dice

+

1 First Player token



35 Resource tokens (9x Espresso Coffee, 8x Hot Chocolate, 7x Mint Shake, 6x Strawberry Shake, 5x Cupcake)



6 Waiter cards (large) + 48 Customer cards (large)



15 Objective cards (small) + 1 Trophy card (small)



25 Discount tokens (8x red, 8x blue, 8x white, 1x yellow)



SETUP

1) **Cafeteria Supplies:** place the Cafeteria Board on the side with the white Score Track (on the outer edge).

In the Advanced Game use the side with the yellow Score Track.

Place the Resource tokens within each of the relative 5 **Resource Zones**, according to the **black** numbers on the nearby chart (and on the **Resource Zones**), depending on the number of players ().

In the Advanced Game use the **red** numbers instead.

2	7	6	6	5	5
3	8	7	7	6	5
4	8	8	7	7	6
5	9	9	8	8	7



6) **Waiters:** each player chooses 1 Waiter card and put it in front of him, on the side with blue-striped dishes (if you prefer, you can assign the Waiter cards randomly).

In the Advanced Game, use the Waiter cards on the side with fully white dishes: randomly sort as many Waiter cards as the number of players +1. Then, starting from the Last Player, counterclockwise, each player, in turn, chooses and takes a Waiter card.

Melissa, if chosen, receives the **yellow** Discount counter and put it in her circular space.

John, if chosen, starts with in his tray (taken from **Resource Zones**).

Abigail, if chosen, receives 1 face-down left-over Objective card (the colour depends on the Customer card on top of Customer deck: yellow/azure/gray for a group, respectively, of 2/3/4 Customers).

2	14	18
3	18	24
4	24	28
5	25	30

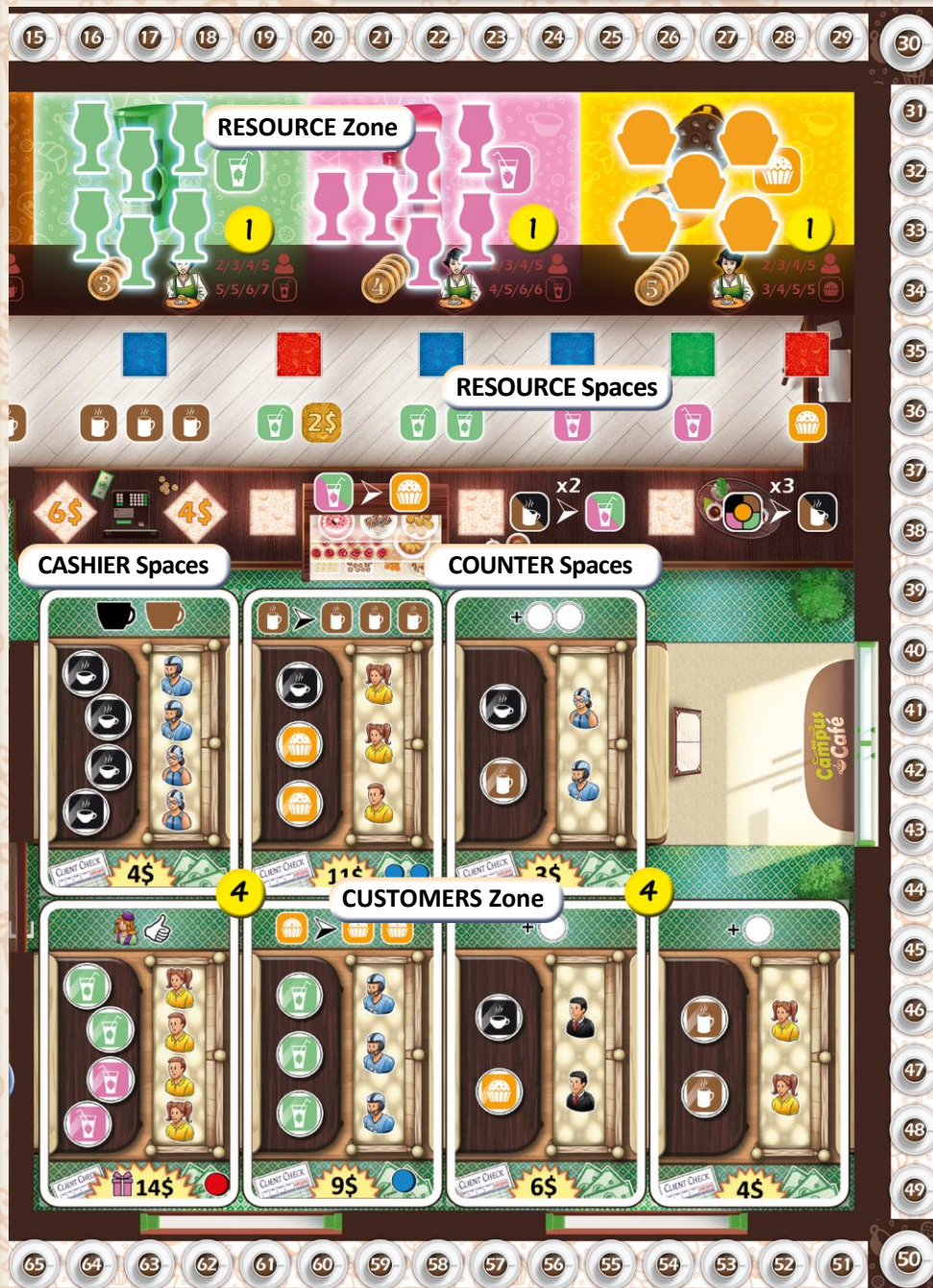
Each player takes the Scorekeeper disc of his/her colour and puts it on the '0' of the Score Track.

2) First Player: the player who last visited a Cafeteria is nominated **First Player**: he (or she) receives the First Player token and the 2 dice. The player to his (or her) right is nominated **Last Player**.

3) Objective cards and Discount tokens: place 3 Objective cards face-up, one per colour, on the 3 spaces of the **Objectives Zone** (bottom left). With 4-5 players place the Trophy card on the **Trophies Zone**, on the side with the current number of players (). Place the **blue** Discount tokens on the corresponding circular spaces on the **Discounts Zone** (bottom left).

In an Advanced game place also the **red** Discount tokens on the **Discounts Zone** and the **white** on the **Bonuses Zone**.

4) Customers to the tables: randomly sort 7 Customer cards and place them on the 7 tables of the **Customers Zone** of Cafeteria Board (bottom right), taking care to place the cards on the side showing the table with Customers.



5) Next Customers: take an amount of the left-over Customer cards, according to the **black** numbers on the left table, depending on the number of players (), shuffle and place them on the **Next Customers Zone** to form the **Customers deck**.

In an Advanced Game use the **red** numbers instead (right column).

The amount of Customer cards to be taken, is repeated also on the Cafeteria Board, within the **Next Customers Zone**.

Shuffle the remaining Customer cards and place them on the **Parking Zone** space to form the **Last Customers deck**.

Example: in the Basic Game, with 4 players, the Customers/Last Customers decks have 24/17 cards (and 7 on the tables).

Tip: to choose your Waiter, always keep in mind the Objective cards and the Customers at the tables.

GAME MODE

To learn the game we advise you, at first read, to skip the **explanatory notes** (blue boxes) and the **advanced rules** (red boxes), and to focus only on the main text and the **game examples** (green boxes). In this way, you can start playing the **Basic Game**, which is simpler, faster and more intuitive.

If you prefer a more complex, competitive and strategic game, read, at a later stage, the advanced rules and the explanatory notes to upgrade to the **Advanced Game**.

GOAL

The game goal is to reach the closing time of the Cafeteria with the most \$. You can earn \$ in many different ways: preparing some resources, working as Cashier, serving Customers at the tables, using your Talent, collecting tips from satisfied Customers, obtaining Productivity Bonuses, conducting Careers and becoming Employee of the Month.

GAME FLOW

Starting from the **First Player**, and proceeding clockwise, each player performs his (or her) turn, going in this way for the entire game (the **First Player** never changes).

When the **Customers deck** runs out, it is immediately replaced by the **Last Customers deck** and the last round is triggered: the game ends as soon as the **Last Player** finishes his (or her) turn.

PLAYER TURN

Each Turn of play is divided in Phases and Sub-phases.

A. PRODUCTION PHASE

- 1) Dice Roll & Placement Sub-phase
- 2) Collecting Sub-phase
- 3) Capacity Sub-phase



B. SERVICE PHASE

- 4) Table Service Sub-phase
- 5) Check Sub-phase
- 6) Training Sub-phase



C. REFRESH PHASE

- 7) Depletion Sub-phase
- 8) Customer Arrival Sub-phase
- 9) Restock Sub-phase



A. PRODUCTION PHASE

1. DICE ROLL & PLACEMENT: the active player rolls 2 dice and places them on 2 of the available Dice spaces (the red, green, blue and white squared spaces below the **Resource Zones**), according to the following constraints:

- 1) On each space can be placed a single die.
- 2) A die can only be placed on a space of its own color (exception: white spaces can bear dice of any colour).



Abigail's Talent (1): in the Advanced Game I do not roll the dice, but I simply choose their colour, then I place them, according to the usual constraints.

The **Training Bonuses** are permanent benefits provided by the fulfilled Customer cards (see the Training Sub-Phase).

Some Training Bonuses are called **Manipulators**, and allow you to reduce the dice placement constraints, so decreasing the weight of the luck.

Example – Dice Roll & Placement: David rolls the dice and gets a red and a blue. After a quick evaluation, he places them on the red Resource space with \$ 2 and on the blue Resource space with .



2. COLLECTING: after the dice placement, the active player resolves the effects of all the occupied Resource spaces (resolution order is irrelevant).

In fact, any type of occupied Die space provides a different benefit (but only Resource spaces are resolved immediately):

- 1) **Resource spaces:** the player immediately collects from the Resource zones the resources depicted under the **Resource space** and adds it to his or her Tray (if some of them will run out, only the available ones and the \$ are collected).
Some Resource spaces also include an amount in \$: these extra \$ will be gained in the Check Sub-phase.



- 2) **Cashier spaces:** the player will gain the amount in \$ (\$ 6 or \$ 4) in the Check Sub-phase.



In the Advanced Game the player will be gain \$ 7 or \$ 5.



- 3) **Counter spaces:** the player may do a conversion, that is to serve a Resource token instead of another in the Service Phase, as many times as indicated (1x, 2x or 3x).



Here are the **3 Counter spaces**, from left to right:

- 1) you may serve  or  on a dish with  (1 time).
- 2) you may serve  or  on a dish with  or  .
You can do it up to twice.
- 3) you may serve any resource on a dish with  or  .
You can do it up to 3 times.

It is not possible to convert a resource into itself.

Example – Collecting (continued): David collects   from Resource zones. He will obtain **\$2** on Check Sub-phase.



Note: if there was not  in the red Resource space, David would still get **\$2** on the Check Sub-phase.

3. CAPACITY: each player's tray starts the game with 5 Tray spaces, and can therefore contain a maximum of 5 resources.



In the Advanced Games, the Trays starts with only 4 Tray spaces, and can therefore contain a maximum of 4 resources.



John's Talent (1): in the Advanced Game, I start with 7 spaces on my Tray (and not only 4).



William's Talent (1): in the Advanced Game, I start with 5 spaces in my Tray (one more than usual).



Some Training Bonuses, called **Extensions**, allow you to add extra spaces to your Tray to keep more resources.

Place Customer cards with these bonuses partially under your Waiter card, so that only the part with the same background (with the white oblique axes) is visible.



At the end of the Phase, the active player has to check the **capacity** of his/her Tray: if resources exceed the Tray space limit he/she must **immediately** discard excess resources (freely choosing which to put back in the related **Resource Zones**).

The Capacity Check has to be repeated each time the player gets resource in his/her Tray from occasional special sources, especially when they are received from:

- 1) Productivity bonuses (only in the Basic Game).
- 2) your Waiter Talent (only in the Advanced Game).
- 3) In the Restock Sub-phase (via Supplier Bonuses)

Example – Capacity (continued): David collects   but in his Tray there is only 1 free space. David puts then back the  in the corresponding **Resource Zone** to free up space.



Alternatively, David could also give up one of the two incoming resources, and take just one of them.

B. SERVICE PHASE

4. TABLE SERVICE: the active player can pass and immediately go to the next Sub-Phase. If he/she does not, he/she chooses one of the 7 Customer cards on the tables of **Customers Zone** and **complete** it, covering each **dish** on the card with Resources from his/her Tray and/or Discount tokens at his/her disposal.

Obviously, Resources can only be put on dishes that show the corresponding symbol (except for those converted by means of Counter spaces, that, if occupied, allow you to place a Resource on a dish that shows another one, as already seen in the Collecting section).



Destiny's Talent (1): in the Advanced Game I can choose to serve the table at the top of the Customer deck or Last Customer deck.



Samuel's Talent (1): in the Advanced Game, once per Service Phase, I can serve whatever resource on a dish with  or  and/or any resource on a dish with .

The rules to place Discount tokens depend on the Training Bonus, Productivity Bonus or Talent that put them in game.

There are 4 colours of Discount tokens (**blue**, **red**, **white** and **yellow**), but only the first one is used in the Basic Game.

Some Training Bonuses, called **Multipliers**, allow you to use Resources of a specific type as if they were double, triple or quadruple. Additional spaces are covered with special **blue** Discount tokens.

In the Advanced Game, some Training Bonuses, called **Satisfiers**, allow you to place the **red** Discount tokens on the dishes of a specific Customer type.

The same is true for **Productivity Bonuses** (see below), which provides one-shot **white** Discount tokens that you can place on the dishes of a specific Customer type.



Melissa's Talent: in the Advanced Game, once per Service Phase, I can not to pay the Resource on a dish of my choice, covering it with the **yellow** Discount token at my disposal (I can also cover a **yellow** common dish, which is the inner dish of a 5-Resources Customer card).

Example – Table Service (1) (continued): David pays from his Tray    to complete a table that requires     , taking advantage of the Training Bonus that doubles one of the paid  : basically, David covers the second  dish with the Bonus **blue** Discount token.



If the completion of a Customer card triggers the effect of Waiters Talents or Productivity Bonuses, the player immediately receives any consequent extra Resource (and immediately performs a Capacity check on his, or her, Tray).



Abigail's Talent (2): in the Advanced Game I collect immediately a  , every time I complete a Customer card with 2 Customers.



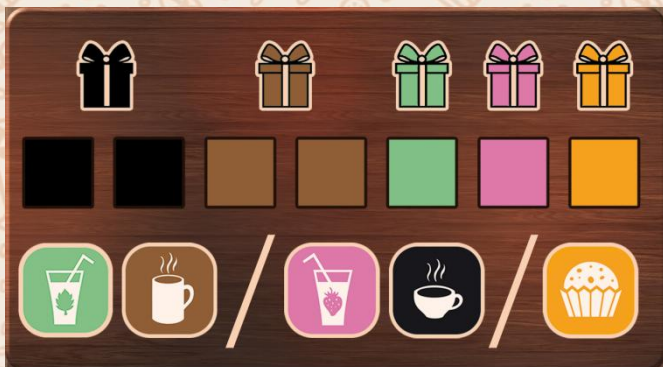
Destiny's Talent (2): in the Advanced Game I collect immediately a  or  , every time that I complete a Customer card with 3 Customers and I collect immediately a  or  , every time I complete a card with 4 Customers.

In fact, some Customer cards show the symbol  near to the Client check total (the symbol colour may vary).



Typically these are tables that are significantly difficult to complete and they rewards you with a **Productivity Bonus**.

When a player completes a Customer card for which a Bonus is provided, he or she immediately obtains extra Resources chosen from  +  ,  +  or  (as also reported on the **Bonuses Zone** of the game board).



It is evident that if some resources are not available, the choice of the Productivity Bonus can be restricted and/or reduced. In such cases no compensation is provided.

In an Advanced Game the Productivity Bonus does not give you immediate Resources, but a Discount token: when you receive a Productivity Bonus, you have to select and collect a **white** Discount token from a **spot** of the **Bonuses Zone**.

During the current Table Service Phase, you may put the **white** Discount token to cover a dish in front of a Customer of the type shown on the chair corresponding to the chosen spot (the **yellow** dishes are not in front of any Customer).

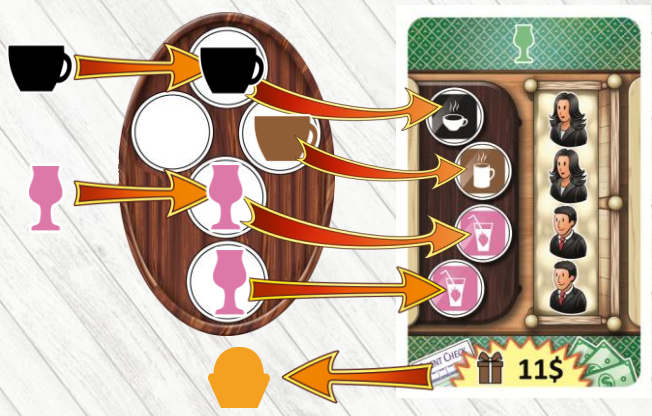
If the player ends the Table Service Phase without covering any dish with the Discount token, he or she receives a **4\$** compensation to add to the Client check total.

In both cases, the **white** Discount tokens taken will be removed from the game during the Training Sub-Phase.



Example – Table Service (2) (continued): having to collect the Productivity Bonus for the just completed Customer card, David chooses to take   . In this way David can satisfy the Customer card that requires     .

This card also provides a Productivity Bonus, and this time David opts for  .



Once a Customer card is completed, the player chooses again whether to pass (and immediately go to the next Sub-Phase) or to complete another Customer card (assuming he or she can), and so on, until he or she chooses to pass.

Apart from the amount of Resources and/or Tokens Discount owned, there is no limit to the number of Customer cards that you can complete in the same turn.

5. CHECK: at last, the player calculates the total of his (or her) check, obtained by summing the \$ values of all his (or her) incomes in the turn:

- Dice:** extra \$ due to Resource and/or Cashier spaces.
- Service:** the sum of the \$ values of the Customer cards you served during the Table Service Sub-Phase (see Customer cards, center down).
- Tips:** 2 \$ per Customer of a specific type satisfied via the **Satisfiers** (see below).

d) **Productivity Bonuses:** 4 \$ to compensate each **white** Discount token gained but not used in the turn.

In the Basic Game only, the Training Bonuses called **Satisfiers** provide you a \$ 2 tip for each Customer of the type mentioned on completed Customer cards.

Each **Satisfier** gives you tips for only one of the 8 types of Customer.



Depending on the game mode, all possible sources of \$ are shown in the **Parking Zone** of the game board.



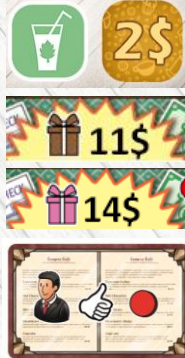
Once your check \$ value has been calculated, advance your Scorekeeper by the same number of steps on the Score Track.

Example – Check (continued): David sums:

- 2 \$ from the red Die placement.
- 14 + 11 = 25 \$ from the 2 completed Customer cards on the Table Service.
- 4 \$ from the **Satisfier** (given that he served 2 on his second completed Customer card).

... for a total Check of 2 + 25 + 4 = 31 \$.

Therefore David advances his Scorekeeper by 31 steps on the Score Track that runs around the Cafeteria Board.



6. TRAINING: now that the service is over, the active player:

- moves all the Resources from the dishes of the completed Customer cards to the **Resource Zones**.
- gets back all the Discount tokens on the dishes.

In the Advanced Game, any **white** Discount tokens, used or not, are now removed from the game.

- acquires any new Discount token, if present at the bottom right to the Client check, on the Customer card completed during this turn.
- takes possession of the Customer cards completed during this turn and places them in front of him/her, flipping them on the other side, the one that, instead of the table, shows extra Tray spaces (with/without the Cart) or the Menu (with a permanent Training Bonus).

Once flipped on the other side, only the owner of a Customer card can look at the additional information on the table side (Careers undertaken, Customers served, Resources served).

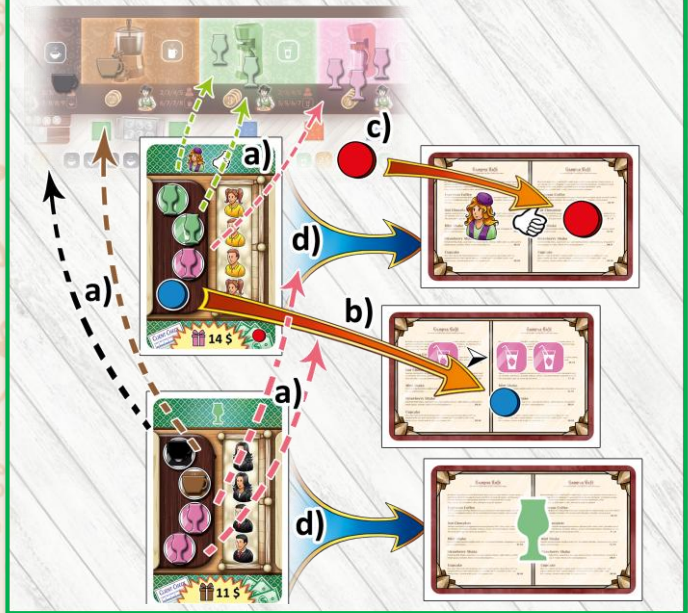
On the Menu side, some completed cards also present circular spaces for the new Discount tokens consequently acquired.

Each completed Customer card grants a **Training Bonus**, which upgrades the Waiter with new skills (see **Appendix IV** for a full Training Bonuses summary).

Since a player obtains the Training Bonuses only at the end of the Service Phase, you cannot take advantage of a Training Bonus just obtained to complete a subsequent Customer card in the same turn.

Example – Training (continued): finally, David:

- moves all Resources from the 2 completed Customer cards, in the respective **Resource Zones**.
- gets back the **blue** Discount token he used to complete the Customer card and put back it on the red circular space on the **Multiplier Bonus** card.
- acquires a **red** Discount token via the first completed Customer card.
- takes the 2 completed Customer cards from the tables and flip them on the Menu side (and puts the just acquired **red** Discount token on the first card space).



C. REFRESH PHASE

7. DEPLETION: for each Productivity Bonus that you obtained during the Service Phase, you take from the respective **Resource Zone** a Resource of a colour matching the Bonus symbol, and place it on a free square space same colour in the **Bonuses Zone**. This Resource is removed from the game.

In the rare case in which the **Resource Zone** lacks of Resources of that colour, you have to take it from a Tray of your choice (and so, is possible, from an opponent Tray).

In the Advanced Game, the removed Resources must instead be placed on the still free spots on the **Bonuses Zone**.

Example – Depletion (continued): during the Service Phase David obtained 2 Productivity Bonuses, that are: 🎁 🎁

So he takes ☕ ☕ from the **Resource Zones** and removes them from the game on the matching **Bonuses Zone** spaces.



As long as players receive Productivity Bonuses, the Resources available to the players will decrease more and more, making the game progressively difficult.

8. CUSTOMER ARRIVAL: refill every free Customer space with a new Customer card, from the top of the Customers deck.

If the Customers deck runs out:

- 1) the current round is the last: the game ends at the end of the **Last Player's turn** (if his, or her, turn is in progress, the game ends abruptly at the end of that).
- 2) the Last Customers deck becomes the new Customers deck: move it to the **Next Customers Zone** and use it to refill every still free Customer space.

Example – Customer Arrival (continued): in the Service Phase David completed 2 Customer cards, leaving 2 Customer spaces.

In the Customer decks remains only 1 card, which David uses to refill one of the empty 2 Customer spaces. Since the deck runs out, the current round is the last (surely David will not play other turns) and the Last Customers deck becomes the new Customers deck: the card on top of it is immediately used to refill the last empty Customer space.

9. RESTOCK: some Training Bonuses, called **Suppliers**, give you Resources in this Sub-Phase (that is skipped if you do not have this type of Bonuses).

You receive (mandatorily) the Resources shown that you do not already own and place them in your Tray, then immediately perform a Capacity Check (see **Appendix IV** for a more detailed description of the **Suppliers**).

Since the turn is over, the player will be able to spend such Resources only from their next Service Phase.



William's Talent (2): in the Advanced Game, during each of my Restock Sub-Phase, I can supply or , of my choice.

Example – Restock (continued): David has a Training Bonus with the symbol (obtained in this turn with the second Customer card completed).

Since he finished his turn without having in his Tray, he then received an .

In very rare cases it may happen that the new Customers deck also runs out before the end of the game: if this happens, continue playing with some empty Customer spaces.

END OF THE GAME

Once the final round is called, the games goes on until the **Last Player** round ends, then the game ends and final \$ are scored.

In the **Parking Zone** on the board are printed all sources for extra \$ scored at the end of the game.



RESIDUAL RESOURCES: first, each player adds the value of the Resources left in his or her Tray (whose value that is reported on the **Resource Zones**), that are respectively:

= 1\$, = 2\$, = 3\$, = 4\$, = 5\$ and receives half of this value (rounded down) in \$.

Once counted, the Resources are returned.

Example – Scoring: David ends the game carrying a Tray with , for a total value of: $3\$ + 1\$ + 1\$ = 5\$$.

Dividing by 2 and rounding down, finally David gets 2 \$ from Residual Resources.



= 3 \$

= 2 \$

CAREERS: secondly, each player discards all the Discount tokens in his possession and flips all his or her Customer cards.

All **Career-type** Training Bonuses, those showing the Cart symbol, score extra \$ in multiple ways (see **Appendix IV** for a full Careers summary).



A player may follow and, so, score \$ from multiple careers at the same time.

Note that every Career (with the exception of **Delivery Man**) also provides 1 extra immediate Tray space in the game.



Samuel's Talent (2): in the Advanced Game I double the extra \$ scored by the Career that gives me less \$ among the ones I followed.

Example – Scoring (2) (continued): during the game David completed 5 Customer cards, 2 of which with a Career Training Bonus (**Entertainer e Women Responsible**).



David collected 2 Satisfied symbols (thumbs up) for which he scores 6 \$ from **Entertainer** Career.

He collected also 1 full Women set ()

for which he scores 6 \$ from **Women Responsible** Career.

In total, essentially, David scores 12 \$ from his Careers.

EMPLOYEES OF THE MONTH

Finally, the **Employees of the Month** are rewarded: each of the 3 Objective cards in the **Objectives Zone** is scored separately. The \$ scoring vary according to the number of players, as shown in the chart below (as well as on the game board, on the **Trophies Zone**).

			
2	10 \$	7 \$	-
3	10 \$	7 \$	-
4	12 \$	9 \$	6 \$
5	15 \$	11 \$	7 \$

Each Objective rewards the players with a **majority** or **minority** of a given type of elements (see **Appendix II** for a full Objectives summary).

The award in the first column is scored by a potential overall first, the award in the second column is scored by any players tied for the first place, but, in this case, there is no second place award. Finally, the award in the third column is scored from second player(s) (this award is never scored with only 2 or 3 players).

However, a player who does not have any of the element indicated by a Majority Objective, does not score \$ from it.



Abigail's Talent (3): in the Advanced Game I have my own Secret Objective, revealed to other players at the end of game, and from which only I can score extra \$ (the other players never score extra \$ from this Objective).

Example – Scoring (2) (continued): assuming that the Objectives and the players achievements are the following:



				
David	3x	1x	3x	5x
Bree	0x	4x	0x	6x
Morgan	0x	2x	2x	5x
Daniel	0x	3x	3x	5x

On the first Objective David prevails, with 3 , scoring 12 \$. The other players do not score anything, because, despite being second, they did not serve any .

On the second Objective Daniel prevails, with 6 , scoring 12 \$. The other 3 players tie for the second place with 4 , and therefore score 6 \$.

On the third Objective David, Morgan and Daniel tie for the first place with 5 Customer cards, so they all score 9 \$. The second place does not score because there is more than one first place (remember that the second place is not scored with 2-3 players or if there is not an overall first).

WINNING

The **winner** is the player who earned the most \$, that is the one with the most advanced Scorekeeper on the Score Track.

In the event of a tie, the victory is shared.

ADVANCED GAME

After some introductory games with the **Basic Game**, if you are competitive players, you can switch to Advanced Game. Review the rules reading the text of all the **red boxes** to learn advanced rules.

In short, the main differences are the following:

- 1) the Resources available in the **Resource Zones** are less.
- 2) the cards of Customers deck are more (to compensate the fact you can serve more orders).
- 3) the **Resource spaces** can provide Resources of different colours (instead of just one colour).
- 4) the **Cashier spaces** are slightly more profitable.
- 5) the initial Tray spaces are less (4 instead of 5, but some Waiters have extra starting Tray spaces).
- 6) the Waiter cards are used on the side with the (fully) white dishes, which shows a characteristic Talent (see **Appendix III** for a full Talent summary).
- 7) The **Satisfiers** do not give you extra \$, but **red** Discount tokens for a specific type of Customers.
- 8) the **Productivity Bonuses** do not provide immediate Resources, but the **white** Discount tokens had to be used during the same turn, with a specific type of Customer (after which, they are removed from the game).

Note: 5 player-game downtime may significantly increase.

PROMO DISLIKES

You can find this promo at the fairs and events or download the print&play version from Doppio Gioco Press website.



During the Setup, just before choosing the Waiter cards, each player randomly receives one of the 6 Dislike cards and places it face-up in front of him (or her).

For the entire duration of the game the player will apply the negative effect of the received card.



For each customer you serve of one of the 2 depicted types, you lose 2 \$ during the Check Sub-Phase (you can go under 0 \$).

In the Advanced Game you cannot serve any Customer card with Customers of (at least) one of the 2 depicted types.



For every Productivity Bonus you receive, you lose 4 \$ during the Check Sub-Phase (you can go under 0 \$).

In the Advance Game you cannot serve any card which gives you a Productivity Bonus.



Your Tray starts with only 4 tray space, one of which is reserved for  only and another reserved for  only.

In the Advanced Game, if John receives this card, he starts with 2 extra Tray spaces (the 2 lateral, reserved to him).

THE DESIGNER

Pasquale Facchini is a Game Designer of Apulian heritage (and eating habits). Born in 1983, not taking enough pleasure from studying the Iliad and running out like a rocket after ringing the intercoms in the neighborhood, he approached the board games sector very young.

Tired of not being able to win a single game, he begins to design and submit them to his friends, relatives, marine animals and aliens visitors, however not being able to win one, too.

Starting from 2013 he decided to commit himself full time to this activity, realizing videogames, board games and escape rooms for various publishers. Campus Cafe is his last effort, as well as the first game that, so far, he has ever been able to win a game (obviously cheating).



CREDITS

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For extra material, support and info, visit:

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APPENDIX I: FREQUENCY OF CUSTOMERS/RESOURCES ON CUSTOMER CARDS

18x 18x
Teachers

18x 18x
Classical Student

18x 18x
Art Students

18x 18x
Athletes Students

46x
Espresso Coffee

36x
Hot Chocolate

29x
Mint Shake

22x
Strawberry Shake

16x
Cupcake

16x
Groups of 2 Customers

16x
Groups of 3 Customers

16x
Groups of 4 Customers

APPENDIX II: OBJECTIVE CARDS



End the game with the lowest number of Tray spaces (including the initial ones).



End the game by serving the highest number of Customers of the depicted type.



End the game with the lowest number of Customer cards.

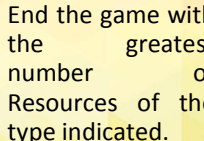


End the game with the lowest number of Productivity Bonus.



End the game by serving the highest number of Customer cards with the exact depicted number of Customers.

Customer cards with 5 dishes, one of which **yellow** (common dish), are still considered 4-Customers cards.



End the game with the greatest number of Resources of the type indicated.

Majority Objective never assign \$ to a player that has not collected any element of the type indicated by the Goal, even if he or she is first or second.



APPENDIX III: WAITER/WAITRESS TALENTS

ABIGAIL



During Setup she receives a random face down Objective card (as reported in the **Objectives Zone**); the color of this card depends on the number of Customers on the card at the top of the Customer deck: yellow, blue or gray if the card shows respectively 2, 3 or 4 Customers. At the end of the game only she can score \$ from this Objective.

Abigail does not roll the dice: she chooses the colour instead and then she places them respecting the rules.

Every time **Abigail** completes a 2-Customer card, she immediately receives ☕ or 🥤.



STRATEGY: being able to choose the dice, **Abigail** can easily aim for Objectives and the cards useful for her Careers, as well as the most powerful Training Bonuses. Given the above and the scoring of her private Objective, she can recover several \$ at the end of the game.

MELISSA



Melissa, starts the game with the **yellow** Discount token (place it on the proper space on the Waiter card).

During each Service Phase, **Melissa** can place her **yellow** Discount token on any dish of any Customer card.

Unlike the **red** and **white** Discount token, the **yellow** Discount token can also be placed on the common dishes (which, not surprisingly, are **yellow**) found on the 5-dishes orders.



STRATEGY: given the versatility of the **yellow** Discount token, the **Melissa's** strategy is very flexible and the token also has the function of an extra Tray space. To be competitive, however, she should quickly aim for a set of useful and valuable Training Bonuses.

DESTINY



Every Time **Destiny** completes a 3-Customer card, she immediately receives ☕ or ☕.

Every Time **Destiny** completes a 3-Customer card, she immediately receives 🥤 or 🥤.

Destiny can also serve the Customer card on top of the **Customers deck** and/or on top of the **Latest Customers deck**.



STRATEGY: if useful for her, **Destiny** is the only Waiter who can lengthen the game (by resolving as many orders as possible from the Last Customers deck). To take advantage of her Talent, she should always aim for 4-Customers orders, especially those with the Satisfied symbol.

SAMUEL



During each Service Phase, **Samuel** can serve (once per turn) any one Resource on a dish with 🥤 or 🥤.

Also, during each Service Phase, he can serve (once per turn) a not Cupcake Resource on a dish with 🥤.

These conversions work like Counter spaces conversions.

At the end of the game, **Samuel** double the \$ scoring from his Career that scored less \$.



STRATEGY: with the conversion abilities **Samuel** can easily serve Customer cards that would be challenging for the others. Essentially, to be competitive, he should aim on Careers, but carefully avoiding those that he is not able to carry on successfully.

JOHN



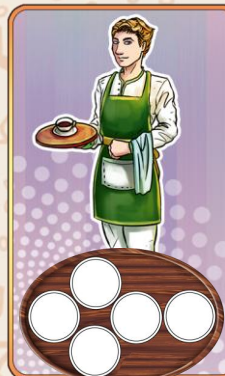
John's Tray starts the game with 7 Tray spaces (instead of only 4).

John starts with a full Resource set in his Tray: ☕ ☕ 🥤 🥤 🥤, too.



STRATEGY: **John** starts with a good boost, but if he does not properly use the starting Resources to create a \$ income, he will soon be overtaken by the Talents of the others. On the other hand, the starting number of Tray spaces allows him to early aim for the strongest Training Bonuses.

WILLIAM



William's Tray starts the game with 5 Tray spaces (instead of only 4).

During each Restock Sub-Phase, he does the supply with ☕ or ☕.

The **William's** Talent restock works like the usual Supplier symbols (see **Appendix IV**).

Example: if **William** finishes his turn with a ☕ in his Tray and choose to restock ☕ he takes only 🥤.



STRATEGY: with his habitual restock of Resources, **William** starts his turns (except the first) with extra Resources to early serve big orders, provided he has expanded his Tray with proper Extensions. To compete, he has to avoid the Suppliers and aim for the Multipliers.

APPENDIX IV: TRAINING BONUSES

EXTENSIONS

You have 1 or 2 **Extra Tray spaces**: each of them can carry 1 more Resource.



Arrange the card under your Waiter's card, so that only the upper part is visible (the one with the little tray).

MANIPULATORS



In each turn you can place one of your dice (ignore the rolled colour) on a Dice space of the indicated colour.



In each turn you can place one of your dice of the indicated color on any Dice space (ignore the space colour).



In each turn you can stack one of your dice on top of the other die (after this has already been placed regularly), provided at least one of them is of the indicated color.

Abigail chooses the colours, but she had to place the dice regularly, so she can use the stacking, but other Manipulators are useless for her (except for the **Manipulator** Career).

MULTIPLIERS



When you receive a Multiplier card, take the number of **blue** Discount tokens shown on the card.

If you serve at least one dish with the indicated Resource, then you can serve 1, 2 or 3 extra dishes with the same Resource, covering them with those **blue** Discount tokens.

A converted resource, which is served as another Resource, counts for its original type (for example: you cannot duplicate a , if you have served it using a  converted to .

Example: if you have  and you serve a dish with a  then you can take up to 2 more dishes with a  using the 2 **blue** Discount tokens provided by the Multiplier.

SATISFIERS



Every time you complete a Customer card add 2 \$ to its Check value for each Customer of the type indicated (the 2 \$ symbol value is also shown on the game board blackboard).

In the Advanced Game the **Satisfiers** work differently: when you receive a Pleasure, you get also a **red** Discount token, as shown on the card.

During each turn, you may not serve a dish in front of one of the Customers of the indicated type, covering his or her dish with the **red** Discount token provided by the card.

In the 5-dishes orders, you cannot cover the common (**yellow**) dish: because it is not owned by a specific Customer.

SUPPLIERS

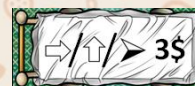


During the Refresh Phase (Restock Sub-Phase), you receive (mandatorily) these Resources, provided you do not already have them in your Tray (immediately do a Capacity Check).

The Restock symbols, if repeated on different Suppliers (included the **William's Talent**) are not cumulative. Basically you never sum the symbols on different cards, but apply them in sequence (the order is indifferent).

Example: if you have 2 Suppliers ( and ) at the end of your turn, you receive up to 2  in your Tray (the minor Supplier is substantially useless).

CAREERS



Manipulator: you score 3\$ per Manipulation () and Conversion () symbol on your Customer cards.

Ignore the  symbols on the **Samuel** Waiter card.



Entertainer: you score 3\$ per Satisfied () symbol on your Customer cards.

Ignore the  symbol on the **Melissa** Waiter card.



Restocker: you score 3\$ per Supplier () symbol on your Customer cards.

Ignore the Supplier symbols on the **William** Waiter card.

Customer cards with 2 Supplier symbols score 4 \$.



Delivery Man: you score 2\$ per extra Tray space provided by your Customer cards.

Customer cards providing 2 extra Tray spaces score 4 \$.



Barman: you score 3 \$ per Customer card with at least a  and 2 Cups ( / ).



Refresher: you score 3\$ per Customer card with at least a  and 1 Shake ( / ).



Confectioner: you score 3 \$ per Customer card with at least a  .



Specialist: you score 3 \$ per Customer card with only identical dishes (= same Resource).



Men Responsible: you receive 6 \$ for every full set of all 4 types of male Customers.



Women Responsible: you receive 6 \$ for every full set of all 4 types of female Customers.