



## A GAME BY CHARLES CHEVALLIER



### SETUP

Each player chooses a color and takes the 16 corresponding cups. The others remain in the box. In the game the cups are turned upside down.

Place all the cups randomly. Make sure that cups are next to each other, touching on the sides and leaving no gaps. Try to evenly balance the color distribution.

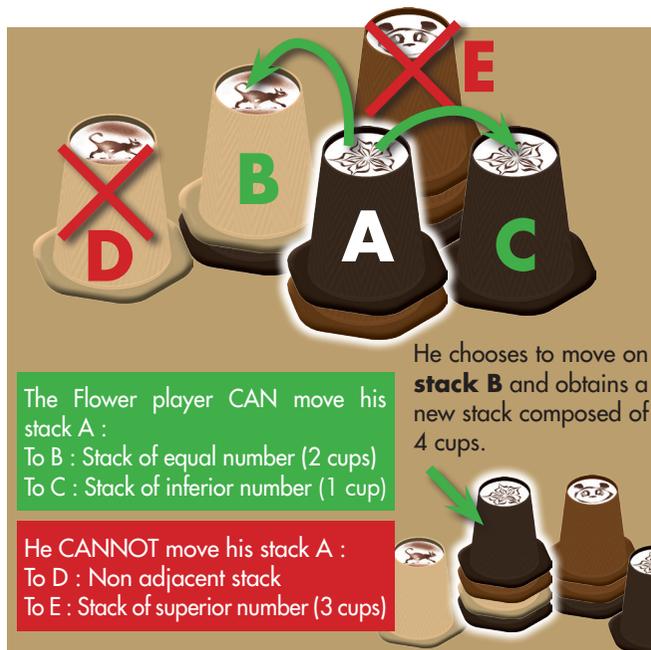


Once all the cups have been placed, players take turns; going clockwise and starting with the person who drinks the most coffee.

### GAME CYCLE

**During their turn, each player takes one cup, or one stack of cups of their color (determined by the cup on top) and then places it on an adjacent cup or stack (no matter its color); But only if their stack is of equal or greater height than the adjacent one.**

Once placed in a stack, the cups cannot be separated. All the cups in the stack belong to the player possessing the cup on top. The empty spaces that can be formed between stacks cannot be crossed and will create several game areas.



The Flower player CAN move his stack A :  
To B : Stack of equal number (2 cups)  
To C : Stack of inferior number (1 cup)

He chooses to move on **stack B** and obtains a new stack composed of 4 cups.

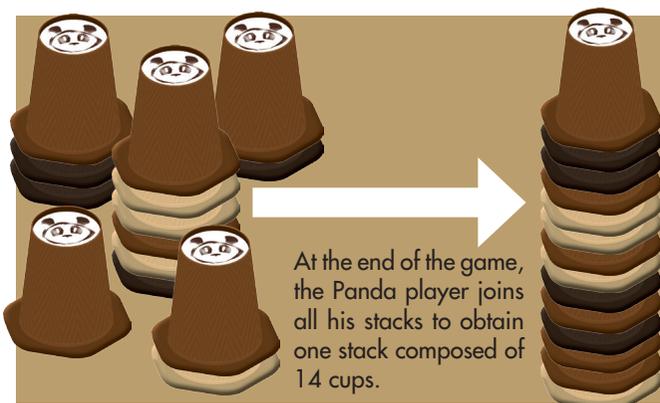
He CANNOT move his stack A :  
To D : Non adjacent stack  
To E : Stack of superior number (3 cups)



When a player cannot play anymore (if he has no stacks left or if they are all isolated), he stops playing. The others continue the game until no one can play anymore.

### END OF GAME

When nobody can play anymore, each player stacks all of the stacks with their color on top, into one big stack! The player possessing the highest stack (the most cups) wins the game.



At the end of the game, the Panda player joins all his stacks to obtain one stack composed of 14 cups.

## ADVANCED VERSION

If you are familiar with the game, you can try starting the game with this Expert rule. In this mode you can already start shaping your strategy during set-up.

The first player starts the game by placing one of their cups at the center of the table. The next player, going clockwise, places one of their cups next to the first one. Each player in turn order then places one of their cups next to at least two other cups that have already been placed. This continues until all cups have been placed.



### TWO PLAYERS VARIANT

Each player chooses two colors, and plays with 32 cups instead of 16. At the end of the game, the player chooses only one color to score; stacks of the second color don't count.

### TIP

During the game, when a stack is isolated or when only one movement is possible (example: two adjacent stacks and one is higher than the other), the situation can immediately be resolved without waiting for the end of the game. The cups are removed from the game area and belong to the player controlling them.