



A Game for 2-6 Players

Includes:

162 Ingredient Cards

36 Order Cards

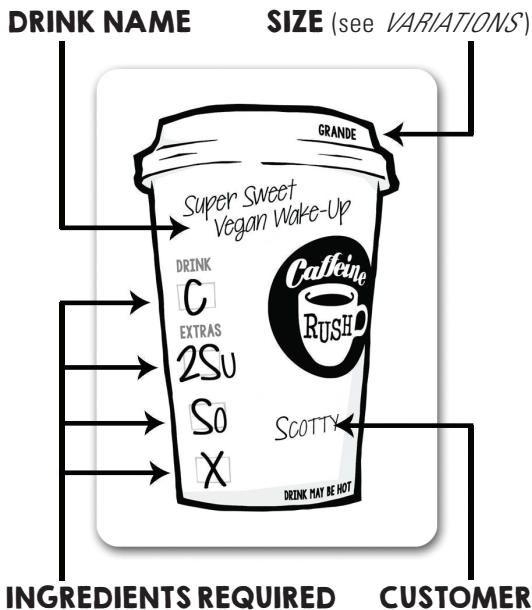
12 Special Cards

6 Player Aid Cards

ORDER CARDS

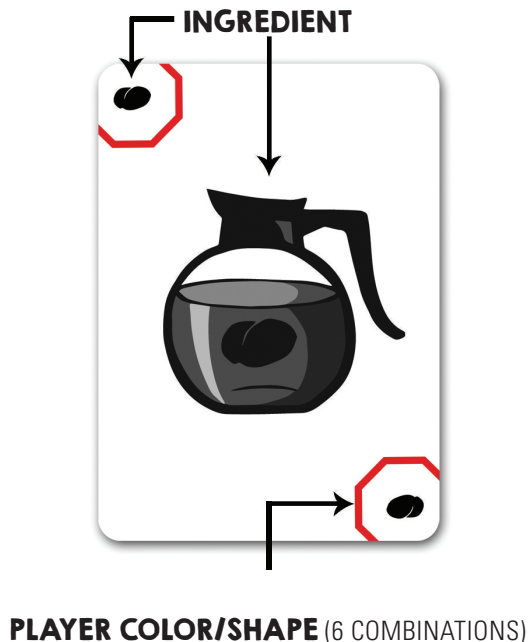
Each Order Card fulfilled gets that player
+1 Tip.

The player with the most Tips wins!



INGREDIENT CARDS

Ingredient Cards are used to fulfill Order Cards.



SET UP

1. Choose a player color/shape, take the 27 corresponding Ingredient Cards. Shuffle, place pile face down in front of you. This is your **INGREDIENT PILE**.

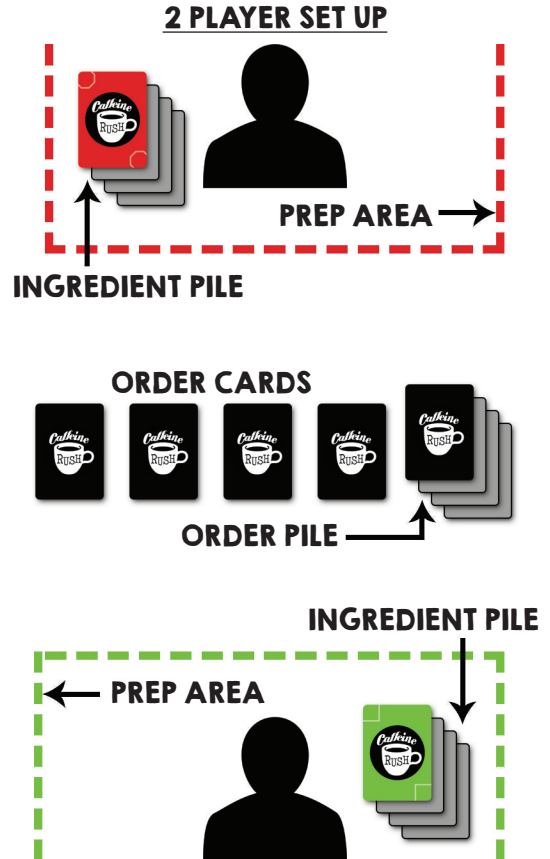
2. Shuffle, place 2 Order cards face down between each player.

In a 2 player game, place 4 cards face down in a row between both players.

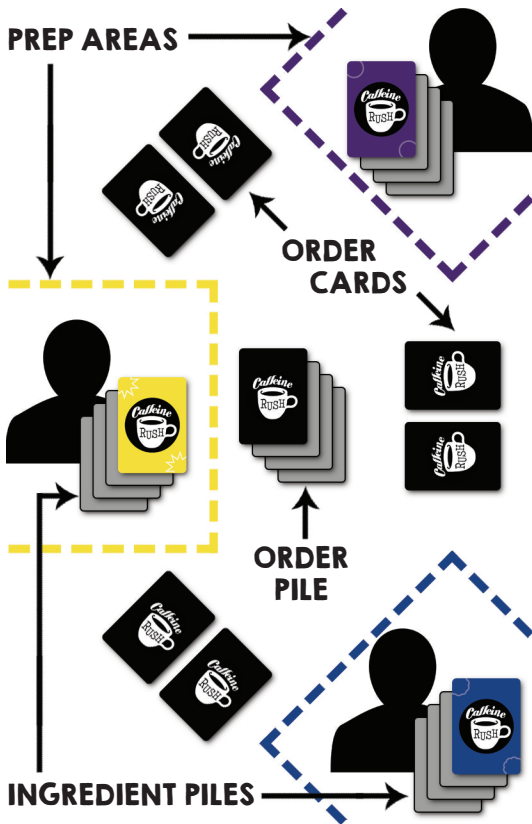
In team play, sit in pairs so that on one side is your partner and on the other side is an opponent. Place two Order Cards face down between each team.

Place 10 additional Order Cards in a pile face down in the middle of the table. This is the **ORDER PILE**.

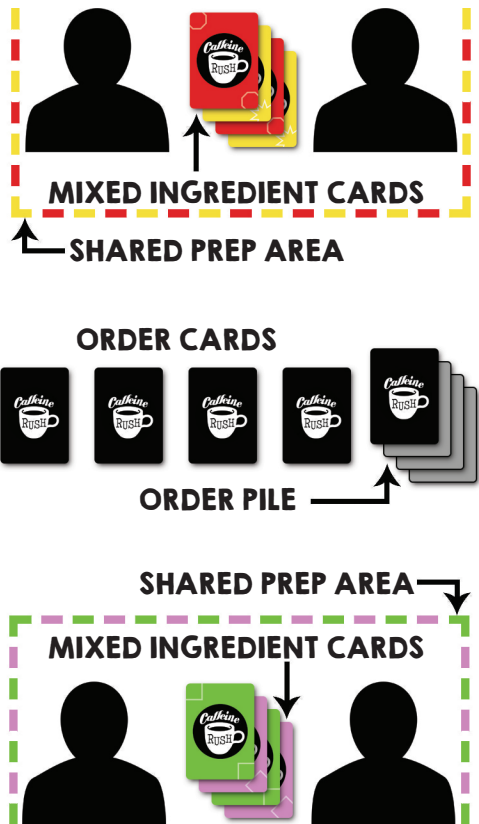
Return remaining Order Cards to the box.



3-6 PLAYER SET UP



TEAM SET UP



GAMEPLAY

OBJECTIVE

Race to place your Ingredients next to available drink Orders. The player who adds the final Ingredient to an Order claims that drink, getting that player +1 Tip. The player who receives the most Tips at the end of the game wins.

✳ This game is in real-time, all players play simultaneously.

✳ ✳ Each player can use only ONE hand, the other must remain behind your back.

✳ ✳ ✳ Multiple players may contribute unique Ingredients to fulfill the same Order, but only the player who adds the final Ingredient completes and wins that Order.

TURN ORDER

Simultaneously, all players flip 2 Order Cards to their right face up, immediately read both Drink Names aloud, and begin!

In 2 player games, each player flips 2 of the 4 Order Cards in front of them.

As fast as you can, complete the following steps in order...

1. Flip

2. Match

3. Set Aside

4. “Order up”

5. Repeat (until all Orders finished)

1. FLIP - Flip a card over from the top of your Ingredient Pile.

2. MATCH - If it matches one of the requirements from an Order Card, you may place it face up below/next to that Order.

* You may only place Ingredients on Orders adjacent to you or your Team, NOT Orders between two other opponents.

* * Do NOT place Ingredients on top of the Order Card, unless it is the final Ingredient.

3. SET ASIDE - If it does NOT match, or you do not wish to play that Ingredient at this time, instead place that Ingredient face up in your **PREP AREA**.

* Keep your Prep Area organized neatly so your cards aren't confused with any active Matched Ingredients.

4. "Order up" - Players continue adding required Ingredients until the final Ingredient is placed to complete an Order. That player must yell "ORDER UP!", grab that Order card plus all Matched Ingredients, then place them face down in their Prep Area. This is your Tip, and will be counted as one point towards victory.

Finally, that player must flip the next Order from the Order Pile, read aloud the Drink Name, and place it in the vacant Order Card spot on the table. Remember, other player(s) continue in real-time to fulfill available Orders.

5. Repeat - Repeat until ALL Order Cards are completed.

The player with the most Orders fulfilled (received the most Tips) will be chosen as the "Best Barista!"

NOTES

RUN OUT OF INGREDIENTS

If a player runs out of Ingredient Cards, they may take and reshuffle (using both hands) any Ingredient Cards from Orders they have already fulfilled (this may include opponent's Ingredient Cards). Place these cards face down to create a new Ingredient Pile.

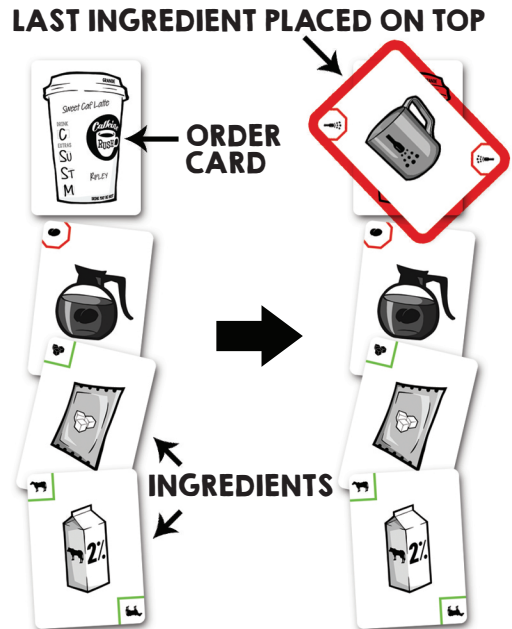
ORDER UP PLACEMENT

Ingredients need to be placed adjacent to their corresponding Orders so players can clearly see each Ingredient attached to that Order.

However, the final Ingredient Card that completes an Order, should be placed ON TOP of that Order Card.

This way, if two players try to complete an Order at the same time, whichever player covers the Order Card with THEIR Ingredient will win that Order.

Sliding it under your opponent's Ingredient Card as you both place them down is allowed. If no Ingredient covers the majority of the Order Card, then whoever's hand is closest to the Order Card wins the tie.



Variations

Each of these rules can be added to the basic gameplay at your own discretion. Feel free to combine multiple Variations!

WHAT'S MINE IS YOURS (TEAM PLAY)

In 4 or 6 player games you may choose to work in teams of 2. Shuffle both teammates Ingredient Cards into a single Ingredient Pile, then follow SET UP rules as a standard 2 or 3 player game. Each teammate can ONLY touch THEIR colored Ingredient Cards.

(For example, player A may need to wait for player B to take their colored Ingredient off the top of the Ingredient Pile before player A can access one of their colored Ingredient Cards waiting below it.)

ONE HAND INJURED

Play the entire game using only your less dominant hand.

OPPONENTS CLAIM PART OF THE TIP

When scoring, each Tip is now worth **\$2.00**. For every opponent's Ingredient Card in your fulfilled Orders Pile, subtract **\$0.50** from your total Tip (aka. Every 2 opponent cards in your deck is **-\$1.00**).

TIPTOP

Keep track of points from round to round and the first player to reach **50 points** is the winner. Feel free to set a different amount for a quicker or longer game experience.

ALL ABOUT THE SIZE

You receive a **\$3.00** tip for all "Tall" drinks (Orders that need 3 Ingredients).

You receive a **\$4.00** tip for all "Grande" drinks (Orders that need 4 Ingredients).

You receive a **\$5.00** tip for all "Giganto" drinks (Orders that need 5 Ingredients).

QUALITY ASSURANCE

You are NOT allowed to shuffle any Ingredient Cards back into your Ingredient Pile if you run out. At the end of the game, now check each completed drink for accuracy (too many, too few, or any wrong Ingredients).

Each correct drink scores normally, but each incorrect drink scores a negative amount

(For example, instead of the Order being +1 Tip, it will now be -1 Tip).

✳ This rule is great with kids and/or first time plays. For this Variant you may need to start with less Order Cards in the Order Pile so you don't run out of Ingredients.

NO MENU

You play the game as normal, but without the white Player Aid reference cards.

CALL THE CUSTOMER

Whenever you complete an Order (and have cleared that Order from the table), you must call out "Order up! (_____) your drink is ready!" In the blank space above, you must use the name of the Customer written on the cup. After calling the Customer, you then can take a new card from the Order Pile and call out the Order.

FAIR TRADE COFFEE

Send your orders using the best beans for us! In this wacky variant, give a little extra message to each customer order you fill with the cards you play. Keep the overall subject simple for big bonuses, 5 pts each. Who ever can collect the most completed drinks with a title containing the full word coffee on it must build a funny message for the customers using the first word off the cup to assemble their sentence for a win! But if they can't, the next can try too.

SPECIAL CARDS

Supervisor Card

Shuffle in your Supervisor Card into your Ingredient Pile during set up.

Whenever ANY player reveals a Supervisor Card they immediately call out, "Supervisor Coming!", and ALL players must **CLEAN UP** their Prep Area. Clean up can be one of two things (players decide before game starts).

Either:

(A) Take all face up Ingredient Cards and shuffle them back into your Ingredient Pile.

or

(B) Sort all matching Ingredient Cards into their own piles, then arrange these piles neatly next to each other.

When finished, return the Supervisor Card to the box. All Special Cards can only be used once per game by each player.

Latte Art Card

Shuffle in your Latte Art Card into your Ingredient Pile during set up.

Whenever YOU reveal this card, you can set it aside in your Prep Area. When you fulfill an order, instead of placing the final Ingredient ON TOP of the Order Card, you place the final Ingredient BESIDE the Order Card (like all previous Ingredients). Then race to place your Latte Art Card on top of that fulfilled Order. Remember, ANY other player may place their Latte Art Card on your fulfilled Order OR simply yell "Order Up!" to claim it before you do. In this case, the first hand to slap and grab the Order Card is the winner.

If you successfully fulfill the Order including your Latte Art card, you **DOUBLE** the value of the Tip for that drink (keep your Latte Art Card with the completed Order for scoring). No player can ever score another player's Latte Art Card.

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