

Coffee Rush

Winter

Rulebook

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Rules

Ages 8+ | 2-4 Players | 30 Minutes

As the days grow shorter, customers are lining up for comforting drinks to chase away the cold. Can you handle the hustle and bustle of the café business this winter?

Objective

Fulfill the customers' orders to collect 'like' cards and earn points. The game ends when the order card deck runs out or someone receives 5 'dislike' cards. The player with the most points wins the game.

Components



1 Main Board



4 Player Boards



24 Upgrade Tiles
(6 per color)



16 Ingredient Tiles



8 Meeples
(2 per color)



2 Ingredient Trays



15 Cookie Tokens

18 × Coffee bean 12 × Milk

12 × Steam 12 × Ice

12 × Chocolate 12 × Fruit

12 × Tea 12 × Water



1 Starting Player Token



90 Order Cards



12 Cups

102 Ingredient Tokens

Setup



If you are already familiar with **Coffee Rush®**, you may skip directly to **Scoring** on p. 6 and **Variable Setup** on p. 10.

1 Place the main board in the middle of the table. Place the ingredient tiles face up on the main board as shown.

2 Depending on the player count, remove a certain number of cards from the order cards without looking and return them to the box. Shuffle the remaining order cards into a face down deck, and place it next to the main board.

2 players: remove 20 cards | 3 players: remove 10 cards | 4 players: none

3 Sort the ingredient tokens into the two ingredient trays. Place the trays and cookie tokens near the main board to form the supply.

Each player takes 1 cookie token from the supply (cookie tokens' shapes have no gameplay impact).

4 Each player chooses a color and takes 1 player board, 1 meeple, and the 6 upgrade tiles of their color, as well as 3 cups. As a group, choose 4 of the 6 upgrade tiles to be used this game, and place them face down on your player board. If this is your first game, we recommend using the 4 upgrade tiles shown below. Place the cups above your player board. Return any unused upgrade tiles and components to the box.



2



3





- 5 Choose a starting player. They take the starting player token and place it open side up.
- 6 Each player draws two order cards from the deck and places them in their order queue (to the right of the player board), one in position 1, and one in position 2. The starting player draws one additional order card and places it in position 1 (they will have two cards in position 1).
- 7 Starting with the player to the right of the starting player and going counterclockwise, each player places their meeple on an empty ingredient square on the main board. You cannot place your meeple on an occupied square. Each time a meeple is placed, that player takes an ingredient token matching the square's ingredient, and places it in one of their cups.

For 2 player games, the starting meeple placement and some gameplay rules differ. See the **2 Player Rules** on p. 11 for further details.





Gameplay

The starting player takes the first turn. On your turn, take the following steps in order. You always do the 'required' steps, while you may do the 'optional' steps. Then the player to your left takes their turn.

1. **Activate upgrades (optional)** →
2. **Move (required)** →
3. **Fill the cups (required)**
- 4. **Complete orders (optional)** →
5. **Flow of time (required)**

1. Activate upgrades (optional)

If you have 3 or more 'like' cards in the top left corner of your player board at the start of your turn, you may discard 3 to activate an upgrade of your choice. Choose a face down upgrade tile on your board and flip it face up to show that it's activated. You can use the upgrade from this turn onward (see p. 7 for detailed explanations of each upgrade).

2. Move (required)

Move your meeple on the main board to collect ingredients from the squares. While moving, you must follow the movement rules below:

1. **You must move 1-3 squares each turn.**
2. **Your meeple can only move to orthogonally adjacent squares (no diagonal movement; see Fig. 1).**

Fig. 1



3. **Collect ingredients from each square you enter (see Fig. 2).**

Collect the ingredient of every square you enter during your movement.

Ingredient tokens are unlimited; if the tokens run out, use any suitable replacements.

Fig. 2



4. **You can pass through an occupied square but can't finish your movement there (see Fig. 3).**

You may enter an occupied square and gain its ingredient, but you can only do this if you have enough movement to leave the square and finish your movement step on an unoccupied square.

Fig. 3



5. **You may spend cookie tokens for extra moves (see Fig. 4).**

Each cookie token you spend grants one extra square of movement. You must follow all other movement restrictions, and you still gain the ingredients from these extra squares. You may spend any number of cookies, returning them to the supply as you do. You can enter an occupied square as your third movement with a cookie token and move out. You still cannot finish your movement on an occupied square.

Fig. 4



6. **You may enter any square more than once (see Fig. 4).**

You can pass through the same square multiple times in a single turn, or finish your movement on a square you passed through before. This includes your starting square.

3. Fill the cups (required)

Place the ingredient tokens you collected with your movement into your cups. When filling the cups, you must follow these rules:

- You can place the ingredient tokens you collected this turn into a single cup, or divide them into multiple cups.
- You cannot move the ingredient tokens already in one cup to a different cup.
- You may empty your cups at any time during your turn. Choose a cup and return all ingredient tokens in it to the supply.
- Any ingredient tokens not placed in a cup **in this step** are returned to the supply.

4. Complete orders (optional)

The ingredients required to complete an order are shown on the right of the order card. Complete the order in the following steps:

1. Order ready

Once a cup is filled with the needed ingredient tokens (and no extra!), place the cup on top of the order card to show other players that the order is ready.

2. Complete the order card

If the ingredients in the cup match the ones on the order card exactly, return the ingredient tokens to the supply, and place the completed order card face down in the top left corner of your player board as a '**like**' card.

If the ingredients in the cup do not match the ones on the order card exactly, you cannot complete the order. Return the cup to its original place.



A cup with the exact matching ingredients



Cups with wrong ingredients



Specialty menu

Some order cards are from the **specialty menu**. Each time you complete a specialty menu order card, **take a cookie token** from the supply.



3. Order surge

Check how many order cards you completed this turn. Starting with the player to your left, the next two players in turn order draw that many cards from the order deck and add them to their queue in position 1.

Final order

If there aren't enough order cards in the deck, the first and second players to your left draw as many cards as they can, beginning with the first player to your left. Then flip the starting player token to its closed side.



5. Flow of time (required)

Move all the order cards in your order queue one position down, and end your turn.

Missed orders

Any order cards that would leave position 4 due to the **flow of time** are placed face down in the bottom left corner of your player board as '**dislike**' cards. For each card placed this way, gain a cookie token from the supply. Whenever any player has **5 or more** 'dislike' cards, immediately flip the starting player token to the closed side.



The end of the game is triggered once the starting player token is flipped to its closed side. When this happens, continue playing until all players have had the same number of turns; the player to the right of the starting player will take the final turn of the game.



Scoring in *Coffee Rush®: Winter* is different from the original *Coffee Rush®*, so make sure to double check it!

Once the game ends, each player calculates their scores:

+2 points for each 'like' card | **+5 points** for each activated upgrade | **-1 point** for each 'dislike' card

The player with the most points wins! In case of a tie, the tied player with the most 'like' cards wins. If the tie is not broken, the tied player with the most cookie tokens wins. If the tie is still not broken, the tied players share the victory!

Upgrades

Once activated, upgrades give you benefits for the rest of the game. There are 6 upgrades in total. You may activate an upgrade at the start of your turn by discarding 3 'like' cards. Flip the activated upgrade tile face up. You may use it from that turn onward. Once activated, upgrades remain in effect for the rest of the game.

1. Double Meeples



You collect double the ingredients when you enter an already occupied square.

2. Double Destination



You collect double the ingredients from the square where you finish your movement.

3. Double Corners



You collect double the ingredients from the 4 corner squares of the main board.

4. Double Specialties



You collect double the ingredients from fruit, chocolate, water, and tea squares.

5. Diagonal Movement



You may move diagonally as well as orthogonally.



Available movements
after activating the Diagonal Movement upgrade

6. Jump



If you choose not to collect the ingredient token(s) from your first movement, you may move an additional time.



Example of moving and collecting ingredients with the Jump upgrade

Upgrade effects stack. See the examples below:



Example 1: It is Blue's turn. Blue has already activated the Double Meeples, and Double Corners upgrades. Yellow's meeple is on the coffee bean corner square. Blue first moves to the coffee bean corner square. With both Double Meeples, and Double Corners upgrades in effect, Blue collects 4 coffee beans.



Then Blue passes through the steam square where she began and finishes her movement on the fruit square, collecting 1 steam and 1 fruit on the way.



Example 2: It's Yellow's turn. Yellow has already activated the Diagonal Movement, and Jump upgrades. Yellow moves to the water square, but chooses not to collect water there to move an additional time. Then she moves diagonally to the milk square, collecting 1 milk. Then she passes through the chocolate square and finishes her movement on the steam square, collecting 1 chocolate and 1 steam.





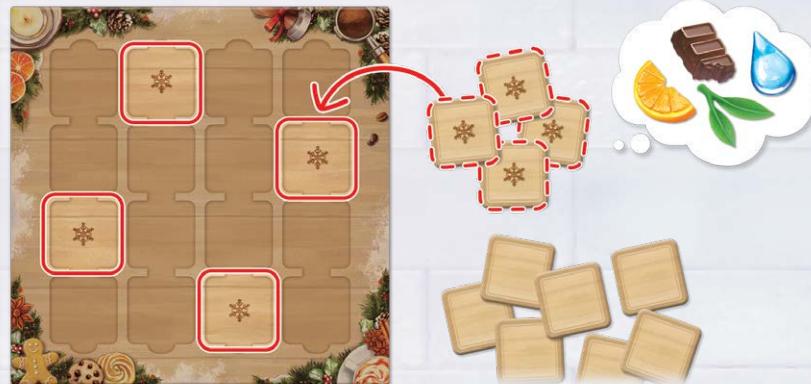
Variable Setup

Once you get used to **Coffee Rush®: Winter**, try these variants for the full Coffee Rush experience.

Change the game setup as below:

1 Main board chaos!

Place the ingredient tiles randomly on the main board. First, turn the fruit, chocolate, water, and tea tiles face down and shuffle them. Then place them randomly on the snowflake squares. Turn the remaining ingredient tiles face down and shuffle them before placing them randomly on the remaining squares on the main board. Then flip and reveal all the ingredient tiles.



2 Variable upgrades

Once you get used to the game, each player can choose their own upgrade tiles.

3 Recommended combinations of upgrade tiles and ingredient tile placement

Snowy day

Take care not to bump into one another in the snow!



Windy day

A strong wind managed to mix up all the ingredients!



Set up the main board applying the '**Main board chaos!**' above.





2 Player Rules

Most of the base game rules apply with the following changes:

Setup

After choosing a color, take 2 meeples instead of 1.

Choose the starting player. Starting with the **other** player and placing one at a time, each player places one of their meeples on the board as usual until they have placed both. Players gain the ingredients from both of their starting squares.

Gameplay

- **Move:** Choose only one of your meeples to move each turn. You cannot split your movements between your two meeples.
- **Upgrades:** The Double Meeples upgrade also applies to the square occupied by your other meeple.
- **Order surge:** Check how many order cards you completed this turn. The other player draws that many order cards from the deck and adds them to their order queue in position 1.
- **Flow of time:** After you've moved your order queue but before you end your turn, draw a card from the order deck and add it to your queue in position 1. Then check if the game end condition has been met before ending your turn.



Junior Barista Variant

Try playing with the following rules when playing with children.

Setup

Upgrade tiles are not used.

Each player places 2 order cards in each position of their order queue (for a total of 8 cards). Once you get used to the game, you can try adding more order cards.

Gameplay

- **Move:** You can move 1-4 squares each turn. You may finish your movement on an occupied square.
- **Order surge, Flow of time:** Skip the Order surge, and Flow of time steps. That means that no new order cards will be added to order queues, and no order cards will drop out of order queues as 'dislike' cards.

Game End

When a player completes all their order cards, flip the starting player token to its closed side. Continue playing until all players have had the same number of turns; the player to the right of the starting player will take the final turn of the game.



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