CAFÉ BARAS

OBJECTIVE

Everyone knows that capybaras love a nice cup of coffee, a delicious snack, and a comfortable place to enjoy them! Build the coziest café to make your capybara customers happy and score the most ☀ points!

CONTENTS

83 CAFÉ CARDS

Herbal Tea

3

?

🪙 per *different* ☕ you ha...
The one on your Counter card does not cou...

12 SPECIAL GUEST CARDS

The Slurper

6

No one else has m...
☕ than you...

You may be *tied* for m...

4 COUNTER CARDS

Espress Your...

4

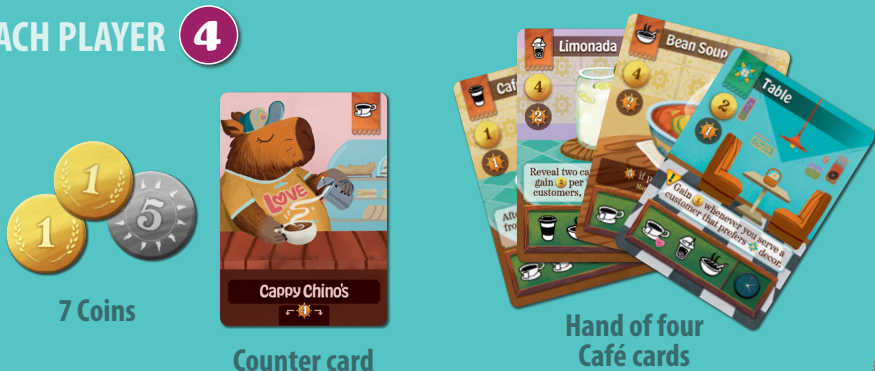### COIN TOKENS
Make change as needed.

1

×25

5

×8

SETUP

1 Shuffle the **Café cards** into a face-down *deck* in the center of the play area; reveal **four** into a face-up *display* beside the deck. Leave room for a *discard pile* beside the deck.

2 Shuffle the **Special Guest cards** and deal **five** face up near the display; return the rest to the box.

3 Make a supply of **Coins**.

4 Each player takes **seven Coins**, draws **four Café cards** from the deck to form their **hand** (*keep your hand secret*), and gets a random **Counter card** to place on the table in front of themselves, starting their *café*.

5 Choose a start player; *we recommend the player that can balance an orange on their snout the longest, but any method will do.* The game begins with the starting player's turn!

PLAY AREA

five Special Guests

2

The Abuela — An *Empanada* and a *Yerba Mate*.

The Game Designer — A *Lounge* and any *Game*.

The Slurper — No one else has **more** than you.

The Café Critic

The Opening Act — Two **different** Performers.

Coin supply **3**

Discard **Deck** **Display of four Café cards** **1**

Poet — Performer
Herbal Tea
Table — Gain whenever you serve a customer that prefers decor.
Cookie

EACH PLAYER **4**

7 Coins

Counter card — Cappy Chino's

Hand of four Café cards

Limonada — Reveal two ca... gain per customers,

Bean Soup

Table — Gain whenever you serve a customer that prefers decor.

Choose one card from your hand, and either **Add** it to your café, or **Serve** its *customer*. Then **Refill** your hand from the display, and play passes to the next player clockwise.

UNDERSTANDING THE CAFÉ CARDS

Each card is **two things at once**: The **top** part is something you can add to your café to make customers happier. The chalkboard on the **bottom** part represents a customer visiting your café. You will use each card as one thing or the other, never both. *Which one is up to you!*

The top of a card is something you can Add to your café.

FOOD TYPE

CARD COST

SCORE

ACTION TEXT

Limonada

Reveal two cards from the deck; gain 2 per ☕ desired by their customers, then discard them.

DECOR TYPE

SPECIAL CATEGORY

SCORING RULES

Live Music
Performer

2 per ☕ you have.

FOODS THE CUSTOMER WANTS

DECOR THE CUSTOMER PREFERS

"LOVED FOOD" INDICATOR

The bottom of a card is a customer that you can Serve.

ADDING

Pay the card's **cost** (*by spending Coins into the supply*), and add it to your café (*see **Arranging your Café** on the next page*).

For example, you Add this Cookie card from your hand by spending its cost of three coins. Now you'll be able to satisfy a customer that wants a Sweet!

If the card has a white box with **action text**, follow its instructions (*actions that bestow an **ongoing** effect are indicated by a ⚠️ symbol*).

*For example, these cards feature action text (the Table features an **ongoing** action). If you added either of them to your café, you would follow the instructions.*

The banner on the top left indicates what kind of addition the card is.

FOOD
The banner shows something to eat or drink that your café provides.

COFFEE **TEA** **COLD DRINK** **SNACK** **SOUP** **SWEET**

DECOR
The banner shows a type of **decor** that your café features. Your café **can** include multiple different types. You need decor to gain *regulars* (*see Gaining Regulars on page 7*).

RUSTIC **RETRO** **MODERN**

Your café begins the game serving only the single Coffee or Tea displayed on your Counter card. As the game goes on, you'll continue adding cards... develop your café so that it features a winning blend of food and decor!

ARRANGING YOUR CAFÉ
We recommend a generally horizontal row beside your counter card, arranged however you like. You can overlap cards to save space, but make sure that you leave important information visible: Food/Decor symbols, scoring information, card names (and special categories), and ongoing actions!

SERVING

The customer chalkboard displays the type of **foods** the customer wants, and their preferred **decor**. For each desired **food**, gain 1 (*from the supply*) if you have a matching symbol in your café.

- Customers **don't** want **specific** foods from their desired types. *For example, a customer that wants a Snack will be happy with **any** Snack-type food.*

- If a customer wants more than one of the same food, you **can't** satisfy them all with just one symbol; each symbol can only fulfill **one** matching desire.

- Some desires are marked with a 💗 symbol; *the customer **loves** that food, and will buy all you've got!* For **loved** foods, **gain** 1 **for every matching symbol in your café**, instead of a single coin as usual.

- You **may** serve a customer that would earn you **zero** Coins (*because you can't provide anything they want*); *in some rare situations this might actually be your only option on your turn.*

- **Decor** symbols do **not** earn Coins even if you match them; **foods** only.

For example, this customer wants one Coffee, and any two Snacks. You only have one Snack, so you earn 1 for that.

*Since the customer **loves** Coffee, they buy all the Coffee you have; your two Coffees (including the one on your Counter card) earn you 2.*

SPECIAL GUESTS

Each *Special Guest* card displays a score value of 6 and describes a particular combination of food, decor, and money. If your café meets (*or exceeds*) a Special Guest's criteria at the end of the game, you score its points!

*For example, if you have at least three **Snacks** in your café at the end of the game, you'll score the Big Eater!*

When you serve a customer, discard the card into the shared discard pile.... **unless** it has become a *regular:*

GAINING REGULARS

If you satisfy **all three** of a customer's **food** desires *and* your café has **at least one instance of the customer's preferred decor**, tuck it under your Counter card with just the chalkboard showing; this customer has become a *regular* and will score you ✦4✦ at the end of the game.

*For example, this customer wants any Tea, any Cold Drink, any Snack, and prefers Rustic decor. Your café has all three symbols (earning you 3), **and** you have some Rustic decor. The customer becomes a regular, so you tuck it under your Counter card!*

REFILLING

Refill your hand to **four** cards by taking cards of your choice from the display. Then fill each gap in the display with a new card drawn from the deck; your turn is now over. If the deck ever runs out, shuffle the discard pile to form a new deck.

GAME END

If during your turn you gained your **third Regular** (*fourth in a two player game*) and/or if the deck has been shuffled for the **second time**, the game end is triggered. Each **other** player gets one more full turn, and then the game ends.

Tally your scores for the following items (*a pen and paper will be helpful*):

1 for every **two Coins** you have, rounding down.

? Each **Café card** displays a score value. While many have a fixed value, some of them describe conditions that will affect their score value.

4 for each **regular** you have tucked under your Counter card.

6 for each **Special Guest** that your café satisfies.

The player with the highest score has the happiest capybara customers, and wins! *If it's a tie, share the win!*