

# CAFÉ BARAS

## OBJECTIVE

2-4 PLAYERS • 30 MINUTES

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



### 12 SPECIAL GUEST CARDS



### 4 COUNTER CARDS



### COIN TOKENS

Make change as needed.



× 25



× 8



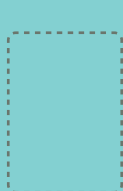
# SETUP

- 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 **one per player plus one more** 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 chooses a **Counter card** to place on the table in front of themselves, beginning 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



### 2 Special Guests (one per player + 1)



Discard



Deck

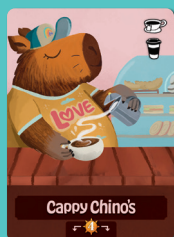


Display of four Café cards

## EACH PLAYER 4



7 Coins



Counter card



Hand of four Café cards

## ON YOUR TURN

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.



FOODS THE CUSTOMER WANTS

DECOR THE CUSTOMER PREFERS

"MULTIPLE COFFEE" 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, forming a horizontal row.



For example, you Add this Cookie card from your hand. You spend its cost of three coins, and add the Cookie to your café. Now you can satisfy a customer that wants a Sweet!



If the card has any **action text**, follow its instructions (any action that bestows an ongoing effect is indicated by a ♻️ symbol).



For example, these cards feature action text. 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



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

## EQUIPMENT

These cards don't provide food or decor, but they offer a variety of special actions and/or scoring opportunities.



As the game goes on, you'll continue adding cards to your row. Develop your café so that it features a winning blend of food, decor, and equipment!



# SERVING

The customer chalkboard displays the type of **foods** the customer wants, and (*usually*) their preferred **decor**. Gain **1** (from the supply) for each desired **food** that your café provides (*notice that your café begins the game providing the Tea and Coffee found on your Counter card*).

- 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 two of the same food, you **can't** satisfy both with just one matching symbol.
- Some customers want **multiple Coffees**. Your café must provide that many Coffees in order to fulfill that desire, but it still only counts as a single food served, earning **1**.
- 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 any two Coffees, any Drink, and any Snack. You have two Coffees and a Snack in your café (but no Drink), so you earn **2**.*



When you serve a customer, discard the card into the shared discard pile... **unless** it has become a **regular** (see next page).

## SPECIAL GUESTS

At any point **on your turn** if your café meets the desires of any of the remaining **Special Guests**, claim that card and keep it in your playing area. This is a free action **in addition to** all the normal activities on your turn. Each Special Guest provides a nice scoring bonus.



*For example, the first one with two Snacks in their café can claim the Big Eater!*

## GAINING REGULARS

If you serve a customer **every food** it wants *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.

- Customers **without** a preferred decor can never become regulars.



For example, this customer wants any Tea, any Drink, any Snack, and prefers Rustic decor. Your café provides all three foods (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 you claimed the **last Special Guest**, 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 you claimed.



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

## CREDITS AND ACKNOWLEDGEMENTS

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