

Coffee Rush Rules Summary (2 player) (v2)

(note: rules summary for 3-4 players is on the next page)

Setup:

- Place the main ingredient board on the table.
- Place ingredient tokens and rush tokens near the board.
- Shuffle the order cards. Place them face down by the board.
- Players take (*matching their color of red or blue*):
 - Player board & two meeples
 - 4 upgrade tiles (*place on the 4 spots on their player board*)
 - 3 cups (*place where convenient to game play*)
- Choose the starting player who gets the **OPEN** token.
- Players take order cards:
 - Starting player puts 2 cards next to tab 1 & 1 next to tab 2
 - Other player puts 1 card next to tab 1 & 1 card next to tab 2
- Alternate placing meeples on the main board.
 - Non-starting player places their meeple first.
 - Take the ingredient that is on the meeple's square.
 - Place ingredient into one of your 3 cups.
 - Two meeples cannot be on the same square.

Gameplay (alternate turns):

Each player performs five actions in this order:

1. Activate Upgrades (*flip one of your 4 upgrade squares*).

- Discard 3 completed order cards to flip (activate) one of your 4 upgrade tiles (your choice which).

2. Move one of your meeples (*collect ingredients*).

- Move 1, 2 or 3 squares orthogonally.
 - You may use a rush token to move an additional square.
 - You may use multiple rush tokens on one turn.
- Collect the ingredient of each square.
 - You may immediately return an unwanted ingredient.
- You can land on the same square again as you move.
- You may pass through a square with another meeple.
- You may NOT end your movement on an occupied square.
- If the supply is out of an ingredient you don't collect it.

3. Pour Ingredients (*place new ingredients into cups*).

- You can return any new ingredients if you wish.
- You can empty a cup and return all its ingredients.
- You add new ingredients one by one into any cup(s).
 - You cannot move an ingredient into a different cup.

4. Process Order(s)

- If cup ingredients match a card, place it on that card.
 - Other player confirms that you completed that order.
 - If so, return ingredients to supply and place the card face down to the left of the top of your board.
 - If it is a specialty order, gain a rush token.
- The other player puts a new order card(s) by their tab 1.
 - The number of orders just completed is how many cards
 - If there are not enough cards: Flip OPEN to **CLOSED**.

5. Flow of Time (*ending your turn*).

- Move all order cards down one tab.
 - Cards on tab 4 fall off and are not completed (penalty).
 - Place them to the left of the bottom of your board.
 - Gain 1 rush token for each of these cards.
 - If you have 5 or more: Flip OPEN to **CLOSED**.
- Add 1 card to your tab 1 before ending your turn.

Closed (Game Over Trigger):

- After each player's turn, check for the game end trigger.
- Each player gets the same number of turns.

Scoring:

- +1 for each completed order.
- +2 for each activated upgrade square.
- -1 for each penalty card.
- TIE: most completed orders wins. Still a tie: most rush tokens wins.

Upgrades (*you may gain two x2 on one square**):

- **Two meeples x2:** collect **2** ingredients for each square you pass through with another meeple on it (including your own other meeple).
- **Corners x2:** collect **2** ingredients for each corner you pass through (or land on).
- **Four arrows:** you may move diagonally.
- **Specialty x2:** collect **2** ingredients for each specialty square you pass through (or land on).
- ***Note:** Two different upgrades can trigger at the same time if both conditions are met when you land on or pass through a square.

Coffee Rush Rules Summary (3-4 player) (v2)

(note: rules summary for 2 players is on the previous page)

Setup:

- Place the main ingredient board on the table.
- Place ingredient tokens and rush tokens near the board.
- Shuffle the order cards. Place them face down by the board.
- Players choose their color and take:
 - Player board & one meeple
 - 4 upgrade tiles (*place on the 4 spots on their player board*)
 - 3 cups (*place where convenient to game play*)
- Choose the starting player who gets the **OPEN** token.
- Players take order cards:
 - Starting player puts **2** cards next to tab 1 & 1 next to tab 2
 - Other players put **1** card next to tab 1 & 1 card next to tab 2
- Players place their meeple on the main board.
 - Counter-clockwise: player on right of start player begins.
 - Take the ingredient that is on the meeple's square.
 - Place ingredient into one of your 3 cups.
 - Two meeples cannot be on the same square.

Gameplay (clockwise turns):

Each player performs five actions in this order:

- 1. Activate Upgrades** (*flip one of your 4 upgrade squares*).
 - Discard 3 completed order cards to flip (activate) one of your 4 upgrade tiles (your choice which).
- 2. Move your meeple** (*collect ingredients*).
 - Move 1, 2 or 3 squares orthogonally.
 - You may use a rush token to move an additional square.
 - You may use multiple rush tokens on one turn.
 - Collect the ingredient of each square.
 - You may immediately return an unwanted ingredient.
 - You can land on the same square again as you move.
 - You may pass through a square with another meeple.
 - You may NOT end your movement on an occupied square.
 - If the supply is out of an ingredient you don't collect it.
- 3. Pour Ingredients** (*place new ingredients into cups*).
 - You can return any new ingredients if you wish.
 - You can empty a cup and return all its ingredients.
 - You add new ingredients one by one into any cup(s).
 - You cannot move an ingredient into a different cup.
- 4. Process Order(s)**
 - If cup ingredients match a card, place it on that card.
 - Other players confirm that you completed that order.
 - If so, return ingredients to supply and place the card face down to the left of the top of your board.
 - If it is a specialty order, gain a rush token.
 - The next 2 players put a new order card(s) by their tab 1.
 - In a 4 player game, the third next player does not do this
 - The number of orders just completed is how many cards
 - If there are not enough cards: Flip OPEN to **CLOSED**.
- 5. Flow of Time** (*ending your turn*).
 - Move all order cards down one tab.
 - Cards on tab 4 fall off and are not completed (penalty).
 - Place them to the left of the bottom of your board.
 - Gain 1 rush token for each of these cards.
 - If you have 5 or more: Flip OPEN to **CLOSED**.

Closed (Game Over Trigger):

- After each player's turn, check for the game end trigger.
- Each player gets the same number of turns before the game actually ends.

Scoring:

- +1 for each completed order.
- +2 for each activated upgrade square.
- -1 for each penalty card.
- TIE: tied player with most completed orders wins.
 - Still a tie: tied player with most rush tokens wins.

Upgrades (you may gain two **x2** on one square*):

- **Two meeples x2:** collect **2** ingredients for each square you pass through with another meeple on it.
- **Corners x2:** collect **2** ingredients for each corner you pass through (or land on).
- **Four arrows:** you may move diagonally.
- **Specialty x2:** collect **2** ingredients for each specialty square you pass through (or land on).
- ***Note:** Two different upgrades can trigger at the same time if both conditions are met when you land on or pass through a square.