

Coffee Rush Rules Summary (2 player) (v3)

(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.

*** NOTE:** the rules specify that when you gain a "rush token" that you take it from the "supply area". Thus, if the supply area runs out of rush tokens, there will be none there to take (ie, you won't get a rush token if one is not available in the supply area)

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.

* **NOTE:** the rules specify that when you gain a "rush token" that you take it from the "supply area". Thus, if the supply area runs out of rush tokens, there will be none there to take (ie, you won't get a rush token if one is not available in the supply area)