

## AIM OF THE GAME

Collect as many Caffeine Points as you can before the cards run out. The player with the most points wins!

## HOW TO DO IT

You have a hand of 5 cards containing Drinks and Actions and a space in front of you, which is your “coffee table.”


Place cards on your coffee table to score points. Place cards on other players' coffee tables to reduce their score.

Cards are played on a coffee table faceup so everyone can see them. Cards in your hand should be kept secret!

## THE CARDS

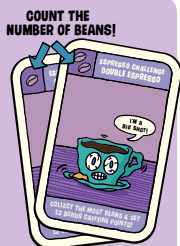
(MORE DETAILS ON REVERSE OF SHEET)

DRINK CARDS	CATEGORY SYMBOL	HOW THE CARD SCORES
TEAS (ORANGE CARDS)		
COFFEES (YELLOW CARDS)		
DECAF - MINUS POINTS (GREEN CARDS)		
ICED DRINKS (BLUE CARDS)		
COLD BREW (BROWN CARDS)		
ESPRESSO CHALLENGE (PURPLE CARDS)		



## THE ESPRESSO CHALLENGE

Collect as many purple cards as you can. The player with the most espresso beans at the **end of the game** is the Espresso Challenge winner and is awarded 12 bonus Caffeine Points.



## ACTION CARDS

All the Action Cards are red. The top section of each card describes the action and the bottom tells you how to play it.



## SETTING UP

Separate the Reference and Turn Cards from the main deck. Deal each player a Turn Card and place faceup in front of them.

Shuffle the remaining deck and deal 5 cards to each player, making their hand. The remaining cards become the draw pile:



The Reference Cards detail how Drink Cards score and how to play Actions.

The Turn Cards give you a handy list of the options you have during your turn.

## TAKING A TURN

Choose **only 1** of the below options, then refill the cards in your hand back to 5. Play then proceeds clockwise after each turn.

### BOOST YOUR SCORE

You can play **up to 5 Drink Cards** of the **same color** on your coffee table.

OR

### ATTACK AN OPPONENT

You can play **up to 2 Drink Cards** of the **same color** on an opponent's coffee table.

OR

### PLAY ONE ACTION CARD

You can play **1 Action** instead of Drink Cards. Check the reverse of this sheet for info.

OR

### SWAP SOME CARDS

You can forfeit your turn and **discard up to 3 cards** for new ones from the draw pile.

## THE END OF THE GAME

Once the draw pile runs out, the game continues until one player completely runs out of cards. At this point, the game ends.

Discard any cards left in your hand and move to scoring.

## SCORING

1. Reveal any cards hidden beneath To Go Cup Cards.
2. Establish the winner of the Espresso Challenge by counting everyone's beans. Remember, this is the person with the most beans, not the most purple cards!

**The person with the most espresso beans gets 12 bonus Caffeine Points; everybody else discards their purple cards and receives no points for them.**

3. Add up the remaining scores from your Drink Cards. Remember, unfinished sets don't score anything.
4. Subtract minus points from green cards on your table to make your final score.

Scoring can be confusing at first, so we've included an example on the reverse.

## WINNING

The winner of the game is the player with the most Caffeine Points. If there's a draw, why not play again?

## HINTS & TIPS

### KEEP COFFEE TABLES TIDY

To save space and make it easier to add scores, stack cards on coffee tables in their color categories, keeping the top of each card visible (see example on reverse of sheet).

If you place a Complimentary Cookie on a Drink Card, make a new stack for these 2 cards so you remember which drink the Complimentary Cookie is attached to.

### LIMITS

There is no limit to the number of cards you can have on a coffee table. Limits only apply to how many cards you can play in one turn.

### SETS EXPLAINED

Blue and yellow Drink Cards only score points for each complete set at the end of the game, however, you **can** play incomplete sets. For example, you can play 1 yellow card, but unless you play 2 more before the end of the game, it won't score any points.

PLAY TIME 20 MIN  
2 - 6 PLAYERS  
AGE 12+

## INSTRUCTIONS



Share your most caffeinated scores on social media using  
**#caffeeinehitgame**



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20 Manvers Street Bath BA1 1JW UK  
432 Park Avenue South New York NY 10016 USA  
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## 66x DRINK CARDS (COLOR CODED BY CATEGORY)



### COFFEES (YELLOW CARDS)

Coffees only score in sets of 3. A set can be any combination of yellow cards.

**You don't have to place 3 Coffee Cards at once; you can play any number of Coffee Cards and add to them later.**

**A set of any 3 yellows = 10 points**  
**Leftover yellows = 0 points**



### ICED DRINKS (BLUE CARDS)

Iced Drinks only score in sets of 2. A set can be any combination of blue cards.

**Like Coffee Cards, you don't have to place a whole set at once.**

**A set of any 2 blues = 5 points**  
**Leftover blues = 0 points**



### ESPRESSO CHALLENGE (PURPLE CARDS)

The Espresso Challenge is a race to collect the most espresso beans.

To work out who is the winner, count up the total number of beans in the corner of all the Espresso Challenge Cards on your coffee table at the end of the game. Whoever has the most is rewarded 12 points; all other players receive no points for their purple cards.

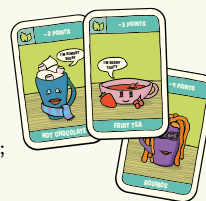
**Player with most espresso beans = 12 points**  
**All other players = 0 points**  
**In case of a draw, all players = 0 points**



### DECAFS (GREEN CARDS)

Decafs score individually; they don't have to be in sets. Don't be a mug; don't place these cards on your own table!

**1 green = The negative points value shown on the card**



### COLD BREW (BROWN CARDS)

1 Cold Brew on your coffee table scores 12 points; any more than 1 of these cards scores 0 points!

Watch out! If you play this on your own table too soon, other players could place a second (or more) Cold Brew(s) on your table, canceling out your Cold Brew points.

**1 brown = 12 points**  
**2 or more browns = 0 points**



## 16x ACTION CARDS (RED CARDS)



### DRINKS CARRIER

Use this to play 2 different color categories of Drink Cards, in the same turn, using the steps below:

**Step 1:** Play the Drinks Carrier faceup into the Discard Pile.

**Step 2:** From your **remaining hand**, play up to 4 Drink Cards of the same color on your table **OR** up to 2 Drink Cards of the same color on an opponent's table.

**Step 3:** Without replenishing your hand, repeat Step 2.



### DRINK SPILL

Discard the Drink Spill to play it. Then discard a single Drink Card of your choice from any table! Use it to enhance your score or reduce another player's score.

**When you spill a drink attached to a Complimentary Cookie, discard both the Cookie and Drink Card!**



### LOYALTY CARD

Play this card on any coffee table to represent any Drink Card of your choice!

You must declare what card it represents when you place it on the table. You cannot change its identity once it is in play.

**Place on any coffee table and leave it there after use. Bonus: it cannot be spilled by a Drink Spill Card!**



### TO GO CUP

Play this card on **your own table** to score in secret!

You have to play this Action Card in conjunction with Drink Card(s) during the same turn.

Select **up to 4** Drink Cards of the same **color category** from your hand.

Position the To Go Cup Card on top of the Drink Cards, and place them all on your coffee table at the same time (keep them hidden from other players).

The To Go Cup Card stays on your coffee table and the hidden cards are not revealed until scoring at the end of the game.

You **cannot** play this card on another player's table.

**Drink Cards under a To Go Cup are immune to those annoying Drink Spills!**

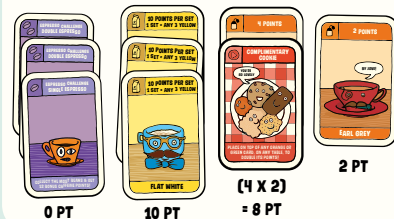


## EXAMPLE END-OF-GAME SCORES

Player 2 had the **most** espresso beans. They win the Espresso Challenge and receive 12 points! **All other players get no points for their Espresso Cards.**

Although Player 2 won the Espresso Challenge, Player 1 wins the game!

### PLAYER 1 (20 PT)



### PLAYER 2 (13 PT)



### PLAYER 3 (17 PT)



### PLAYER 4 (16 PT)

