

MENU CARD

BASE GAME + MATCHA EXPANSION PACK + TASTE EXPANSION PACK

TEAS



Black Tea, Green Tea,
Matcha, Jasmine Tea

FLAVORS



Passion Fruit, Honey Lemon, Strawberry,
Peach, Honeydew, Watermelon, Mango

TOPPINGS



Boba, Popping Boba, Green Boba,
Pearl, Grass Jelly, Rainbow Jelly

FRUIT TOPPINGS



Lychee Jelly,
Aloe



**FRUIT-BASED
DRINK**

TEAS



Black Tea, Green Tea,
Matcha, Jasmine Tea

FLAVORS



Non-dairy Creamer, Milk,
Soy Milk, Oat Milk

TOPPINGS



Boba, Popping Boba, Green Boba,
Pearl, Grass Jelly, Rainbow Jelly

MILK TOPPINGS



Pudding,
Red Bean



**MILK-BASED
DRINK**

FLAVORS



Milk, Soy Milk, Oat Milk

TOPPING



Taro



**SPECIAL
DRINK**

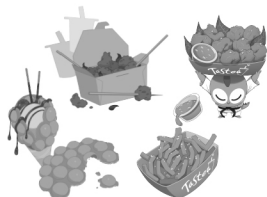
WILD INGREDIENT

Play as a
filler ingredient.
Cannot be a special
ingredient.



FOOD

These special cards
have an equivalent
value to one complete
drink set.



Popcorn Chicken, Karate Chicken,
Egg Puff, Buttoload'a Fries

SAUCE

Place onto a
revealed special
ingredient food, it is
now protected. Sauce
cards are not
protected.

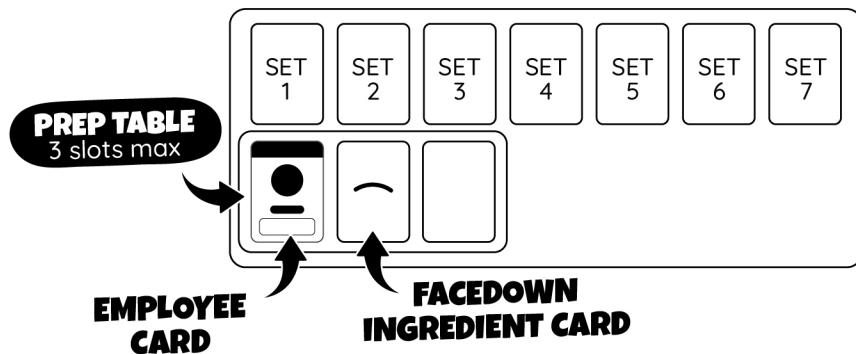


Ketchup, Weak Sauce, Ranch

FIRST PERSON TO BUILD 5 COMPLETE DRINK SETS WINS!

Each player starts with **5 cards** in their hand.

Each player has a **DRAW PHASE**, draw 2 cards or 3 with a 'special draw phase'. Then an **ACTION PHASE** where a player can play any 3 cards in their hand. The Employee and Prep Table Phase can happen anytime on your turn. See instruction manual for detailed instructions.



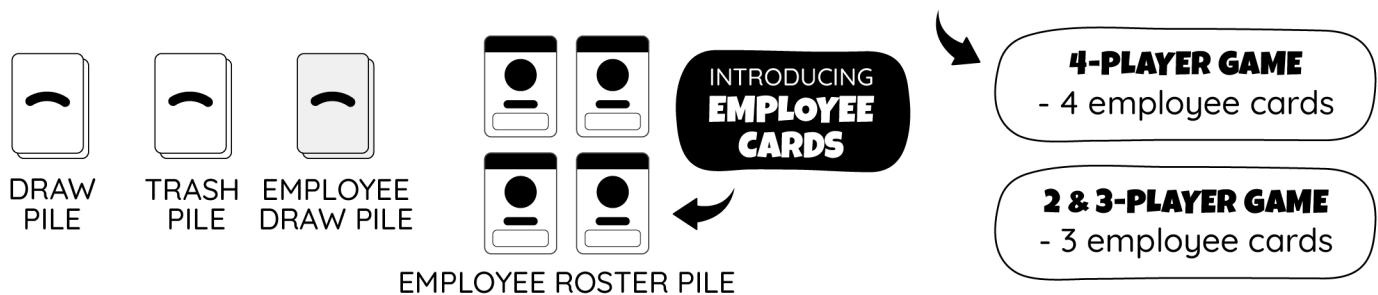
EMPLOYEE PHASE:

Recruit only one employee per turn and place it face up on your prep table.

PREP TABLE PHASE:

Flip a facedown card at the beginning or end of your draw phase.

At the start of the game, reveal a minimum of 3 employee cards. For every additional player after 3, reveal 1 and place them into the middle to the 'roster pile'.



Random Hire - during your turn you can sacrifice a total of 3 cards from your table and hand to draw an employee card from the top of the employee draw pile

Only **7 active drink sets** are in progress on the table. **No more than 7 cards in your hand** at the end of your turn. If you have more than 7 you must trash cards in your hand until you have 7.

Note:

There is no switching ingredients to your other drink sets. Play ingredient cards in any order.