

CAFÉ INTERNATIONAL™

GAME



AGES
10+



45
MINUTES



2-4
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit www.amigo.games/game/cafe.

AN APPETIZER

Your restaurant may be quiet now, but soon it will be teeming with hungry diners from around the world. Can you seat them quickly and efficiently at the tables they've reserved, helping them find people who speak their own languages and others who could become new friends?

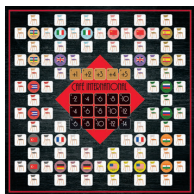
OBJECT OF THE GAME

To score the most points. Players score points by seating guests at tables, but as the restaurant fills up they lose points for sending them to the bar.

Although this game is designed for ages 10 and up, the components listed in red are a choking hazard. Please take special care to keep these components away from young children.

CONTENTS

1 Game Board



48 Female Diner Tokens



48 Male Diner Tokens



4 Multinational Diner Tokens (2 Male, 2 Female)



5 Blank Replacement Tokens



1 Token Pouch

60 Black Scoring Chips



30 Red Scoring Chips



10 Blue Scoring Chips



Instructions

SET UP

1. Place the game board in the center of the table.
2. Before playing for the first time, punch out all of the diner tokens.
3. Place the blank replacement tokens back into the box – you'll only need them if you misplace a token (just write the country and gender of the missing token on the blank side).
4. Place the rest of the tokens (all of the diner tokens, including the four multinational tokens) into the pouch and mix them up.
5. Take turns reaching into the pouch and taking five tokens.
6. Place your tokens face-up on the table in front of you.

7. Place all the chips by the side of the board, sorted by color.
8. The player who paid a bill at a restaurant most recently goes first.

PLAYING THE GAME

1. On your turn, you must do **one** of these actions:
 - a. Place one or two of your diner tokens in seats (please see “Seating Arrangements” on page 4)
 - b. Place one of your diner tokens at the bar (please see “Bar Seating” on page 5)
 - c. Exchange a multinational token (please see “Multinationals” on page 6 and “Exchanging Multinationals” on page 10).

Play passes to the left.

2. After you place one or more diners in seats, figure out how many points you’ve scored and collect chips (please see “Scoring at Tables” on page 6). If you can’t (or choose not to) place one or more diners in seats, place one diner at the bar and either collect or pay chips, depending on how full the bar is (please see “Scoring at the Bar” on page 9).
3. If you placed one diner token onto the board (either at a table or at the bar), reach into the pouch, pull out one new token, and place it face-up in front of you. If you placed two diners, pull out two new diners (please see “Drawing New Diners” on page 9).
4. Continue taking turns until the game ends when one of these things happens:
 - a. You place a diner in the last empty seat at the tables
 - b. You place a diner in the last empty seat at the bar
 - c. A player is out of diner tokens and isn’t required to take any more
 - d. There are only three diner tokens left in the pouch

- Tally up your scoring chips and subtract points for diner tokens face-up in front of you (see “Tallying Your Points” on page 10). The player with the highest score wins.

SEATING ARRANGEMENTS

The game board has 24 tables – there are two tables reserved for each nationality in the game.



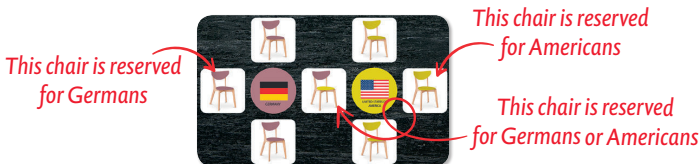
A French table



A Cuban table

Each table has four chairs. Some chairs are at one table only, while others are between two tables (in which case the chair back matches one of the tables and the chair seat matches the other). Only one diner token may be placed on each chair. Once you seat a diner in a chair that diner must stay seated until the game is finished.

You may only seat diners in chairs that match their countries. Chairs between tables from different countries can hold a token from either country.



In addition to nationalities, you must pay attention to gender as you seat your diners. Once you seat a diner of one gender at a table, you may not place another diner of the same gender at that table until at least one diner of the opposite gender is there. Furthermore, tables can only be filled with two female diners and two male diners.



For example, if there is one female diner at a table, you may not place another female at that table until there is a male seated there. Once a second female is seated at that table, the only other diner allowed is a male.

To start the game, if you are the first player you may seat a single diner at a table. After that, you may only seat a diner at a table by him/herself when you seat a second diner at that table right away (on the same turn) or when that diner is sitting with guests at a neighboring table.

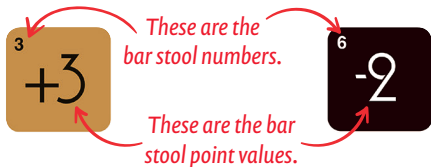


BAR SEATING

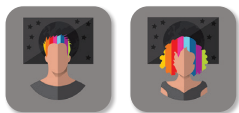
The bar is in the middle of the game board. Any player who does not seat a diner at a table must place one diner token onto the lowest-numbered open bar stool, starting with #1. You may seat diners of any gender and nationality next to each other at the bar. Diners seated at the bar remain there until the game is finished. Each player may only seat one diner at the bar per turn. You may not place a multinational at the bar unless you have no other option.

When playing a diner token in the bar, place your token on this stool first (bar stool #1).





MULTINATIONALS



There are two female multinationals and two male multinationals. Multinationals are diners that can be from any nation, so you may place a multinational at any table. However, you must follow the gender rules when you play a multinational. One table can hold up to four multinationals.

SCORING AT TABLES

Every time you seat someone at a table or the bar, you score points. You score more points for seating people at tables that have more diners already sitting at those tables, and you score more points for seating players from the same country together because they all speak the same language. When you seat a multinational at a table, you get to choose which country that multinational will represent.

When you earn points, collect chips to keep score:

- Black Chips = 1 point
- Red Chips = 5 points
- Blue Chips = 10 points

When you seat a diner (including multinationals) at a table that has guests from different countries, you earn 1 point for each diner at that table, including the one you just seated.



For example, when you seat this diner, you earn 2 points (1 for each diner, including the diner you just seated).



When you seat this diner, you earn 3 points.



When you seat this diner, you earn 4 points.

When you seat a diner (including multinationals) from a country at a table where everyone is from the same country you earn 2 points for each diner at the table, including the one you just seated. Because multinationals can be from any country, if the only tokens at a table are multinationals they are worth 2 points each.



For example, when you seat this diner, you earn 4 points (2 for each diner, including the diner you just seated).



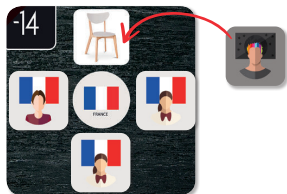
When you seat this diner, you earn 6 points.



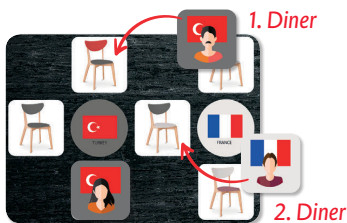
When you seat this diner, you earn 8 points.

If you seat two diners at two different tables, you get to score at both tables. You earn chips twice.

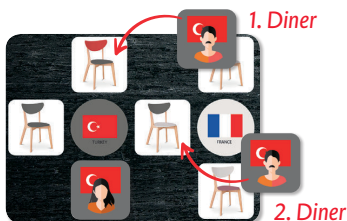
If you seat two diners at the same table, you score each diner separately. You earn chips twice.



When you seat this multinational, you earn 8 points.



For example, when you seat these two diners, you earn 7 points – 4 points for the first diner (2 for the Turkish man and 2 for the Turkish woman because they are from the same country) plus 3 points from the second diner (1 for each, because they are from different countries).



When you seat these two diners, you earn 10 points – 4 points for the first diner (2 for the Turkish man and 2 for the Turkish woman) plus 6 points from the second diner (because they are all still Turkish).

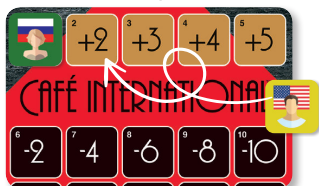
When you seat a diner on a chair in between two tables, count each table separately. You earn chips twice.



For example, when you seat this diner you earn 7 points – 3 points from the Central African table (where the diners are from different countries) and 4 points from the English table (where the diners are from the same country).

SCORING AT THE BAR

When you seat a diner at the bar, you earn points for the first five bar stools and lose points for the rest.



For example, you earn 2 points for seating a diner on this bar stool.



You must return 4 points when you seat a diner on this bar stool.

If you don't have enough chips to pay what you owe, you are out of the game.

DRAWING NEW DINERS

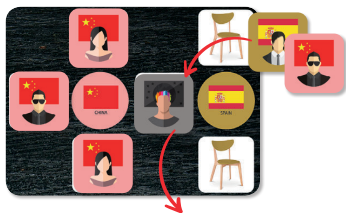
After you take the chips you've earned, reach into the pouch and take one new diner token for each diner you seated this turn. In other words, take one token if you seated one diner or two if you seated two diners.

If you fill up a table with diners who are all from the same country, you may, at your option, draw one less token from the pouch for each same-country table you completed on this turn. This allows you to reduce the number of tokens that you hold and avoid a penalty at the end of the game.

EXCHANGING MULTINATIONALS

On your turn, instead of seating diners you may take a multinational that has been placed at a table and replace it with a matching diner from the tokens face-up in front of you. You then add the multinational to your face-up tokens – you can play it again on future turns.

If the multinational you replace is in a chair between two tables, you may choose which country to replace him/her with (even if it is not the same country that the player who placed the multinational chose).




For example, this multinational could be Spanish or Chinese, so you can replace him with either a Spanish male or a Chinese male.

You do not score when you exchange a multinational, nor do you pick another token from the pouch. After you complete the exchange, your turn is over.

TALLYING YOUR POINTS






When the game ends (on page 3, see #4 under PLAYING THE GAME), add up your chips (black is worth 1 point, red is worth 5, and blue is worth 10). Then subtract 10 points for any multinational diner tokens that are face-up in front of you and 5 points for any diner tokens that are face-up in front of you. The player with the most points wins the game.

Player A: 52 points

 $(12 \times 1) + (5 \times 5) + (3 \times 10) = 67 \text{ points} - 15 (3 \times 5) = 52 \text{ points}$






Player B: 45 points

$$(15 \times 1) + (7 \times 5) + (1 \times 10) = 60 \text{ points} - (1 \times 5) - (1 \times 10) = 45 \text{ points}$$

Player C: 66 points

   *No diner tokens*

$$(11 \times 1) + (1 \times 5) + (5 \times 10) = 66 \text{ points} - 0 = 66 \text{ points}$$

ALTERNATIVE RULES

Some players like to play with a different rule that allows full tables of men and women to sit together. If you'd like to play this way, use these rules:

1. You may seat one or two extra diners (including multinationals) at the same table on a single turn, as long as that table ends up with all males or all females. In other words, you may play three or four diner tokens at the same table on a single turn.
2. After you play these diners, pick that number of new tokens from the pouch. However, when you complete a table, if all of the men or all of the women at that table are from the same country, you may, at your option, pick one fewer token from the pouch for each same-country table you created.
3. If you make a one-gender table of four, you earn 20 points. If you make a one-gender table that is all from the same country, you earn 40 points.



An all-female or an all-male table from different countries earns 20 points.



An all-female or an all-male table from the same country earns 40 points.

If you have questions on these rules or on any of our products, please call us at

844-962-6446
M-F 9:00 – 6:00
CENTRAL TIME

We'll do our best to help you.

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