

A COFFEE BREAK PROPOSED BY ROMAIN CATERDJIAN AND THÉO RIVIÈRE, ILLUSTRATED BY GREG BALDWIN



The *Monster Café* just opened its doors in a secret secluded spot!

This unique establishment, forbidden to humans, is supposed to serve the best coffees, including the *Grungy Divinato*, the *Rex-Presso*, the *Vanilla Apocalypse* or the *Bliblopino*!

A game of *Monster Café* is played in 2 rounds. The players have to get *Monster* cards at the centre of the table so that they can bring back Coffee (tokens).

The player with the most *Coffee* tokens at the end of the 2 rounds wins.



Setup

SETUP BEFORE EACH GAME

Choose the 5 families of *Monsters* you want to play with. You will find suggestions in the *Menu* booklet. Put the other *Monster* families back into the game box, as you won't need them during the game.

- 1 Put the *Coffee* tokens within easy reach of everyone.
- 2 Certain *Monsters* need particular tokens. Put these within easy reach of everyone (see the *Monsters à la carte* booklet).
- 3 Leave the centre of the table empty, as the *Monster* cards will have to reach it.

SETUP BEFORE EACH ROUND

Shuffle the *Monster* cards and place them in a pile, within easy reach of everyone.

Each player draws 10 *Monster* cards (12 when there are only 2 players). The remaining *Monster* cards are discarded and won't be needed for the game.

- a Each player chooses 3 *Monster* cards that they put, face down, in front of them. This will be their *Rear Line*. *At any time during the game, a player can look at their *Monster* cards in their own *Rear Line*.*
- b Then, simultaneously, the players reveal their remaining *Monster* cards and put them, face up in front of them, above their *Rear Line*. These form the *Front Line*.

The First Player is the one who has the fewer *Coffee* tokens. In the event of a tie, the First Player is the one who saw a Star Wars* movie recently.

* So it might be a good idea to watch a (good!) Star Wars movies before playing!

Latte Newbie →



The LATTE NEWBIE is the ideal combination to start playing.

We advise this combination for the first 2 or 3 games. After that, you will be able to look at the *Menu* with its 18 coffees, classified by Strength!



BELOW IS A MODEL SETUP FOR 3 PLAYERS ACCORDING TO THE LATTE NEWBIE.

You'll notice that players prepared the *Cookie* tokens (*Cakosaurus*) and the *Whipped Cream* tokens (*Snorkel*) for the game.



here it is



Goal of the game

A game of *Monster Café* is played in **2 rounds**. Players use the different *Monsters* to earn as many *Coffee* tokens as possible. At the end of the 2 rounds, the player who has the most wins!

THE ROUNDS

At the start of each round, set up the game as explained in pages 2 and 3.



How to play

Each player takes their turn, starting with the First Player.

During their turn, each player must take the following actions:

- 1 - They choose a *Monster* card in a Front Line where there are more than 3 *Monster* cards. It can be their own Front Line, or any other player's.
- 2 - They place that *Monster* card at the centre of the table.
- 3 - They use the power of that *Monster* card.

⇒ Then, it's the turn of the player on their left.

Notes

NOTE 0: No player can have fewer than 3 Monster cards in their Front Line and fewer than 3 Monster cards in their Rear Line.

NOTE 1: Some Monster families do not have special powers.

NOTE 2: Some Monsters require tokens. From time to time (very rarely), as tokens are limited in numbers, you won't have enough. That means that if a power (and its corresponding token) interests you, don't wait.

NOTE 3: (if you're the only one reading the rules, don't share this tip) There can very well be two different tokens on a Monster card in the Front Line...

NOTE 4: You could be forced to play a specific Monster card (towards the end of a round, for example) whose power is no longer applicable. It's rare, but it happens, and it's well played on your adversaries' part. In this case, don't apply the power!



Here's Priss...

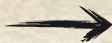


...and
there's its power!





End of the round



A round ends as soon as every player has only 3 *Monster* cards left **1** in their *Front Line*.

It's then time to distribute the *Coffee* tokens. Each player reveals the *Monster* cards from their *Rear Lines* **2** (leave them in the rear, separate from the other cards).

NOTE: Certain powers might have revealed some Monster cards from the Rear Lines during the round.

For every family of *Monsters* at the centre of the table **3**, check which player has the majority in their *Front* and *Rear Lines* combined.

Don't forget that *Monster* cards from the *Rear Line* are worth double!

The player who has the most of any one family wins as many *Coffee* tokens as there are *Monster* cards from that family at the centre of the table. In the event of a tie, nobody wins *Coffee* tokens for that family.

Once all of the *Coffee* tokens have been distributed, a new round begins.



End of the game

The game ends after the second round.

The player who has the most *Coffee* tokens wins! In the event of a tie, the player who won the most *Coffee* tokens during the second round wins (*Cookie* tokens and *Mummy* tokens not included).

If there is still a tie, players share the victory...

...or you can play a round of 421 or of rock-paper-scissors (our favourite) or have a thumb war. If anyone's parent is a law enforcement officer, that player automatically wins in the event of a tie!

PLAYER 3



How unfortunate...

There's a tie between
 PLAYER 1 and PLAYER 3.
 Nobody wins those 4 Coffee
 tokens.

PLAYER 2



Example with the REX Monster

PLAYER 2 has 2 REX cards, none in their *Front Line* and 2 in their *Rear Line*, and those are worth double. It means they have 4 REX.

PLAYER 3 also has 2 REX cards: 1 in their *Front Line* and 1 in their *Rear Line*, which is worth double. It means they have 3 REX.

PLAYER 2 wins the Coffee tokens associated with the 2 REX in the centre of the table.



A game by Romain Caterdijan & Théo Rivière - Illustrated by Greg Baldwin (assisted by Jonathan Aucomte - logo by Olivier Darouetteau)

Credits

Le Lumberjacks [Studio] thanks Life to be able to publish great games with the help of even greater people.

THANKS TO ROMAIN, THÉO AND GREG !

Thanks for your trust in us...

...we've had quite a bit of fun!



Monstro Thanks to all of the testers present at Gégé's : Protos, Binouzz et Sauciflar !!

Our caffeinated thanks to all of you too, who have been with us from the start and accept, from time to time, our lumberjacks' mistakes, which you can pinpoint to us at the following address:
sav@lumberjacks-studio.com

THAT COFFEE BREAK IS BROUGHT TO YOU BY THE LUMBERJACKS' COFFEE BREAK LINE



ONE COFFEE FOR THE MONSTER CAFÉ'S ARTISANS: ANTOINE, THÉO AND GREG.
ONE COFFEE FOR THE TAIWIN PLAYTESTERS (TBD, SOSO, MIZO, KAOSHUNG, TAICHUNG...). ONE COFFEE FOR THEIR PARTNERS IN CRIME: KAISHEN, JORIS, ZORBA AND LYN.

ONE COFFEE TO BIND THEM ALL, AND BANISH THE SHADOWS OF THE TEA.

Romain



Thanks to Antoine for this great encounter, to Romain for trusting me, to Élodie for being the best.

Thanks to Antoine (once again!) and Lucie for their hospitality. Stay away from coffee capsules, they're polluting the Earth...

Théo