

COFFEE TIME GAME

INSTRUCTIONS

Game play

Coffee Time can be played by 2-6 players.
Players fill the roles of the hero(es) or villain(s).

Game play combinations are as follows:

2 players

- King Tea and Roamer
- All four Coffee Time heroes

3 players

- King Tea and Roamer
- Two Coffee Time heroes
- Two Coffee Time heroes

4 players

- King Tea
- Roamer
- Two Coffee Time heroes
- Two Coffee Time heroes

5 players

- King Tea and Roamer
- One Coffee Time hero
- One Coffee Time hero
- One Coffee Time hero
- One Coffee Time hero

6 players

- King Tea
- Roamer
- One Coffee Time hero
- One Coffee Time hero
- One Coffee Time hero
- One Coffee Time hero

Game start

Once players have chosen which hero(es) and villain(s) to play, each player rolls a die for the highest roll to determine who starts the game. Players then take turns going clockwise for the duration of the game. The order of the players' turns stays constant throughout the game.

Players start on their respective home icons. Heroes move forward on their individual paths, advancing toward the Activation Chamber. King Tea stays in the Realm of Time. Roamer starts and ends at the grave for each turn throughout the game.

Heroes roll the four-sided die to move forward and pick up a Journey Card after each move. See individual player cards for details on game play.

Suggestions for ideal environment

Warm up coffee, espresso, tea, or hot cocoa and enjoy donuts or pastries during the game.

Player cards

Each playable character comes with a custom player card. There are four heroes and two villains that make up the two opposing teams.

Hero cards list the following information:

- **Health gauge:** Each time a player loses a battle (excluding those against King Tea or Royal Guards), their health gauge decreases by one. If a player's health gauge is depleted, they must go back to start, where their health gauge will be fully replenished.

- **Temperature gauge:** Coffee characters have

a temperature gauge, and it's important for them to stay warm. If a player's temperature gauge reaches 0, they will be frozen in place until they are reheated by using a fire card or by another player sharing heat. When a player goes back to start, their temperature gauge is not replenished.

At the beginning of a coffee character's turn, they may share heat (during the same period when cards can be shared). Each increment of heat given to a teammate takes one increment of heat from the player sharing. A player can share heat even to the point of becoming frozen in place themselves.

When a player is frozen in place, they cannot draw Journey Cards, engage in battles, or play any card other than Fire. They cannot be attacked by Roamer or Royal Guards. However, they can share and receive item cards, and their Team Path powers and activation powers are still in effect.

- **Movement:** Each player has unique movement capabilities. Roll the correct die and pay attention to additional spaces that a player can move forward depending on individual abilities or World perks.

- **Attack:** Each player has unique attack capabilities. Roll the correct die and pay attention to any perks for increased attack.

- **Team Path power:** Any player that joins Donette's purple path, known as the Team Path, will share their advantageous powers with one another. Read each player card to

learn more. The Activation Chamber is a part of the Team Path.

- **Activation:** When a player reaches the Activation Chamber, they can release their unique activation power by standing on the activation button. Only one player can stand on the activation button at any given time. Read each player card to learn more.

Activation Chamber dynamics

When a player arrives at the Activation Chamber, they end their turn and draw a Journey Card. Upon the player's next turn, they can choose to battle a Royal Guard. If all three Royal Guards are already defeated, then the player can choose to battle King Tea.

If a player chooses to battle a Royal Guard or King Tea during their turn, they do not draw a Journey Card after that turn.

Only one player can stand on the activation button at a time. Upon a given player's turn, they can choose to take over the activation button by pushing another hero off.

If a player is defeated while on the activation button and gets sent back to start, another player already in the Activation Chamber may immediately take over the button and release their activation power. If more than one player remains in the Activation Chamber, take a group consensus to decide who will take over the button.

If a player is frozen in place while on the activation button, there is no way to move that

player until they are reheated. Their activation power stays in effect.

Player paths and the Team Path

To begin their journeys, each hero has their own path to the Activation Chamber, but this can change along the way. If a hero lands on a Team Path crossroads—indicated by a purple circle with a burst—then they can choose to join Donette's purple path, also known as the Team Path.

Any players on the Team Path will share their Team Path powers with one another. Read each player's card for details on Team Path powers.

Battles

A battle occurs any time a player draws an enemy crumpet card, faces Roamer, or goes head-to-head with King Tea or his Royal Guards.

Each battle participant rolls their designated die, and the higher roll wins the battle. If the same number is rolled by both participants, roll again until there is a winner. Any common enemy crumpet card is discarded to the bottom of the Journey Card deck after the battle.

In certain instances, a player will have increased attack power by rolling twice. Add the two numbers rolled for the total attack power.

Enemy crumpets

When a player loses a battle to a common enemy crumpet or Roamer, their health gauge is depleted by one.

Roamer

Instructions for game play as Roamer can be found on the player card. Roamer returns to the grave after each battle and later resurrects for their next turn.

King Tea

Instructions for game play as King Tea can be found on the player card. King Tea holds four cards in his possession: three Royal Guard cards and one Ice Storm card. See cards for details. King Tea does not leave the Realm of Time. On King Tea's turn, he can choose either to move first or to battle first. If King Tea is defeated in battle, the game is over.

Royal Guard battles

King Tea commands three Royal Guards that provide extra protection against the heroes.

Strategy 1: Keep one or more Royal Guards in the Realm of Time as a final line of defense.

Strategy 2: Play a Royal Guard card as an attack against any hero anywhere on the board. You cannot attack a frozen hero.

You may only play one Royal Guard per turn. If a guard is defeated in a battle, retire that card. If a guard wins a battle, return that guard to the Realm of Time.

Any Royal Guards remaining in the Realm of Time must be defeated before the heroes can battle King Tea.

Royal Guard battles follow the same format as normal ones, except Royal Guards can drain a

hero's health gauge completely in a single battle, sending them back to start. If a hero defeats a Royal Guard, the hero must wait for their next turn before choosing to battle another Royal Guard or King Tea.

Journey Cards and Card Protector

At the end of each turn, each player draws a Journey Card and follows the instructions on that card. There are an assortment of enemies, enchantments, and usable/shareable cards.

In the Activation Chamber, players continue to pick up Journey Cards at the end of each turn, unless they choose to battle King Tea or a Royal Guard. If a player is sent back to start, they do not draw a Journey Card.

If a player moves more than one time during a single turn, then they must draw a Journey Card after each move.

Enemies

You can go into battle against an assortment of enemy crumpets by drawing Journey Cards:

- Crumpet
- Crumpet with Fork
- Mean Girl Crumpets
- Bodybuilder Crumpet

Duchess' enchantments

The Duchess will attempt to foil your quest with powerful enchantments. See cards for details. The Duchess's enchantments take place immediately upon drawing that card, unless evaded or shielded.

Usable/Sharable cards

See individual cards for details.

- Fire
- Earth
- Wind Feather
- Sugar Cube
- Team Warp
- Health

Health can be used at any point during a player's turn. If a player is defeated and their health gauge reaches 0, they can use this card to replenish their health instead of going back to start.

- Honey Bee Queen
- Sleepy Time Tea
- Sprinkles

This card can transform into any usable/shareable card, including Card Protector. Once a transformation is chosen, it is permanent.

- Card Protector

Thermos begins with this card. He can use it or share it. To use Card Protector, place it horizontally over a single card to protect it from Roamer's grave-robbing and Duchess' enchantments. Card Protector is available throughout the entire game.

A player may use a card immediately upon picking it up or save it for later. Cards cannot be shared immediately. The player must wait until the beginning of their next turn or until a Wind Feather card is played. If a player holds a Card Protector, then they can put it over another card immediately.

A player can only use a card during their own

turn. The only exceptions are Health (which can be used at any point during a player's turn) and Earth (which can be used during Roamer's turn).

A player can share one or more of their cards with one or more teammates at the beginning of that player's turn. This is the same period during which heat can also be shared.

Non-sharable cards

See individual cards for details.

- Ice
- Ice Storm

King Tea holds this card. He can use it at the end of each of his turns while in Tea World.

- Royal Guards

King Tea holds three Royal Guard cards.

Errors

If a player forgets to take advantage of a perk or strategy during their turn, and the next player has already begun their turn, then the missed advantage cannot be redeemed—unless there is a consensus among all players on both teams.

If a player makes an error that gives them an unfair advantage, but it is noticed within a reasonable amount of time and can be fixed without excessive modifications, then the error should be corrected.

Game play and rules can be changed in any way if there is a consensus amongst all players.

COFFEE TIME STORY

King Tea has infiltrated the Realm of Time!

Help Cup Joe and his Coffee Time friends stop King Tea from making it Tea Time permanently across the 5 Worlds.

The 5 Worlds

There are five interconnected worlds where all of our game's characters live, love, laugh, and thrive. There has long been balance and harmony among the worlds—until recently.

Coffee has become wildly popular, and King Tea's jealousy has flared up. Now, he has incited anger amongst the crumpets, who have assisted him in infiltrating the Realm of Time to vanquish coffee forever.

- Coffee World

Home of Cup Joe, Thermos, and Little Miss Hot Shot. Coffee World is a peaceful land where it's always Coffee Time, and Joe's Coffee Shop is the favorite local hangout.

- Donut World

Home of Donette. Donut World is a delicious and magical place with rivers of chocolate, mountaintops of pink frosting, and seas of sprinkles stretching out into the horizon.

- Warp World

This harmonic world provides a wide variety of beats, sounds, rhythms, and tempos to all of the creatures of all of the Worlds. Warp World also serves as a boundary between the worlds that prefer coffee and those that prefer tea. Utterly mysterious, this

world may harbor secrets yet to be revealed.

Venture into Warp World by visiting www.playcoffeetime.com.

Discover a library of custom game-themed music generated by artificial intelligence in collaboration with eNuminous & Archimedes. Listen as you play Coffee Time with friends!

- Crumpet World

Sound the trumpets! Here come the crumpets, marching to the beat of King Tea's war drums. These simple creatures are generally harmless and well-meaning; however, riled-up and gathered in frighteningly large numbers, they have become King Tea's mindless minions of mayhem.

- Tea World

Home of King Tea and the Duchess. Tea World is a fragile and elegant kingdom. Visitors love the constant parades, celebrations, feasts, and tea time at the royal moon garden. However, the locals are prideful, and it is easy for them to get a chip on their shoulders about real or perceived attacks on their reputations. They have not taken kindly to Coffee World's growing popularity, which has cast a shadow over Tea World's extravagance.

Realm of Time

This radical realm lies safely behind layers of ancient magic, and the fabric of the 5 Worlds depends on its safekeeping.

King Tea, with the help of the Duchess' sorcery, has infiltrated the Realm of Time and plans to turn all of the World Clocks to Tea Time permanently. This would cause a rift in the Realm of Time, and it could spell disaster for everyone.

Sir Cubey has entrusted our Coffee Time heroes with an ancient artifact: a key that will allow them to access the Realm of Time so that they can bring justice and restore order.

Steve Cubey

Steve Cubey, also known as Sir Cubey, is considered the ambassador of peace and serves as a liaison between the 5 Worlds. He has come to the aid of the Coffee Time heroes in their time of need with hopes of restoring balance to the worlds.

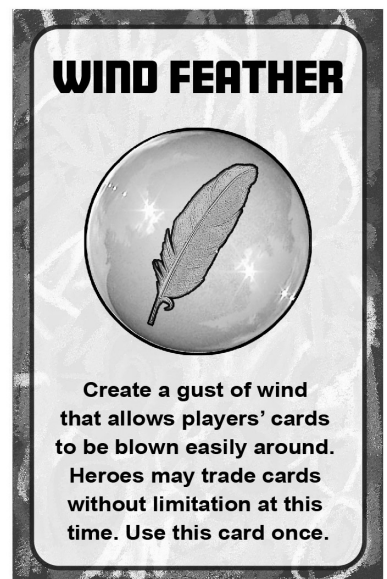
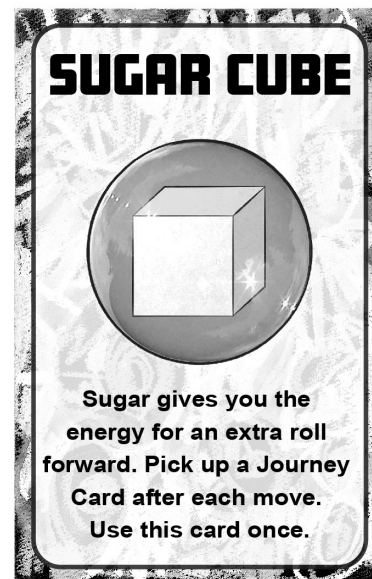
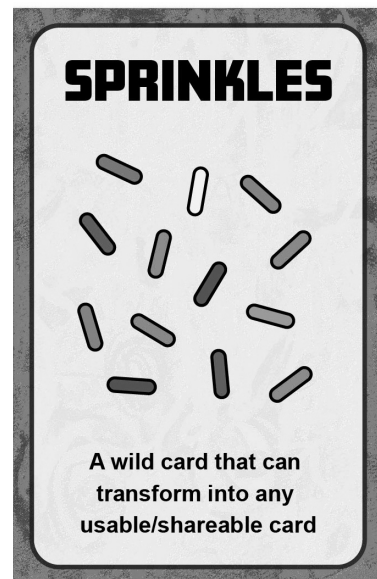
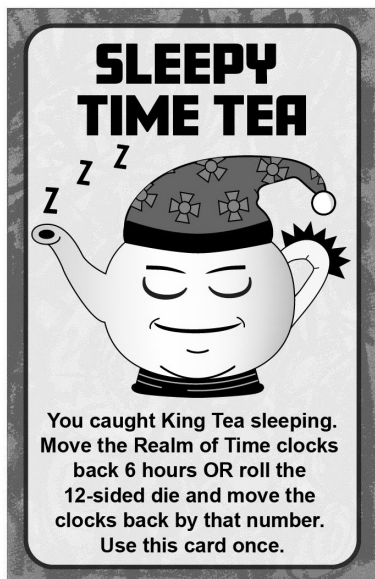
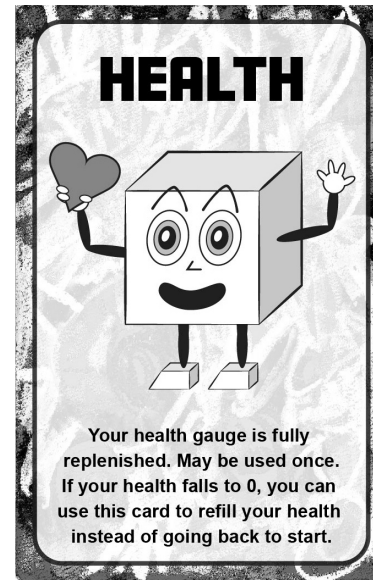
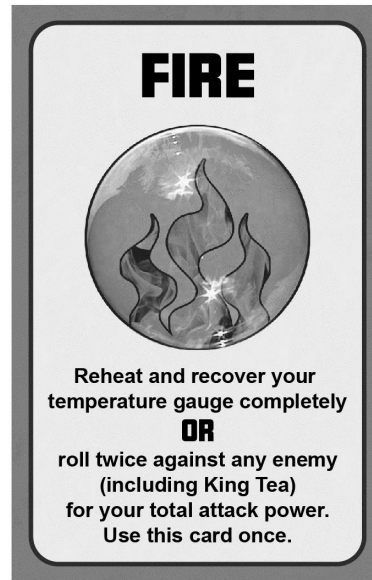
Dotty, the Honey Bee Queen

You will likely never find a sweeter, friendlier, and more joyous woman than Dotty in all of the 5 Worlds. King Tea and Dotty were long-time BFFs, but even her warm embrace could not thaw King Tea's heart of ice as he started spending more time with the Duchess. Dotty became fed up with King Tea's ambition, pomp, and glory, and now she wants to help the Coffee Time heroes topple King Tea's regime.

The Duchess

The Duchess has recently become King Tea's right-hand woman. She has mystical powers that she uses to cast enchantments on the Coffee Time heroes.

Usable/Sharable Cards: A helpful guide for choosing your Sprinkles transformation





NICOLE GARCIA
Playtester

I've played Coffee Time and it is absolutely amazing. The graphics are wonderful and the storyline is great. Overall it is really fun. It will be the next big thing!



CYNTHIA C.
Playtester

I won as King Tea and it felt really good!

COFFEE TIME



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Coffee Time concept further?**

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playcoffeetime@yahoo.com



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