



# CAFÉ DEL GATTO

IT'S ALL IN THE MIX

A deliciously fun game  
by Lena Burkhardt & Julia Wagner  
for 2 to 5 persons 8 years and older,  
playing time approx. 30 minutes

## Object of the game

Help prepare an extra frothy cappuccino, hot espresso or latte macchiato on ice at Café Del Gatto. Everyone loves a purr-fect coffee, so choose your coffee and milk tiles wisely from the espresso machine and prepare your delicious coffee drinks – layer by layer. Serve the specialities at the right moment and score the most barista points. This way, even the cattiest customers will become cool kitties.

## Game preparation

**1.** Before playing, carefully remove all the components from the perforated sheets. Assemble the **espresso machine** from the red cardboard pieces (see page 4 for detailed instructions). Place it so that it can be easily seen and reached by all players. Leave some room next to it for the **discard pile**.

**2.** Place all **36 coffee and milk tiles** in the **sack** and mix them well. Each tile has a white milk side and a brown coffee side. Randomly draw 5 tiles from the sack and place them on the left side of the espresso machine so that the white milk side is visible. Repeat this process with another 5 tiles on the right side so the brown coffee side is visible.

**7.** Now, each player takes **5 coins**. The player who was the last to drink a coffee, takes the **start tile** and places it in front of them. The starting player must immediately place a coin as a tip in the reserve and therefore begins with **4 coins**.

**3.** Place the **45 coins** and the **12 sugar** cubes each separately in a reserve pile.

**6.** Now, each player takes a **cup** from each type and places these 5 cups in front of them on the table. Put the cups that are not needed back in the box.

**4.** Fold down the sides of the **drink menu** and stand it up for all to see clearly.

**5.** Now sort the **45 drink tokens** by cup type. Then lay the tiles out face up in point order from left (lowest) to right (highest). The lowest point values are assigned multiple times. Stack the tokens with the same points one on top of the other. You only need as many of them as players in the game.



Example set-up  
for 3 people



# Gameplay

Players take turns in a clockwise direction. When it is your turn, you may choose to do only one of the following 3 actions:

- Buy 1 coffee/milk tile or
- Serve 1 or more coffee drinks or
- Take 2 coins

Players take turns until one player has **served all 5 of their cups**. The player who has collected the most points on their coffee drinks wins the game.

## Possible actions

### Buy 1 coffee/milk tile

(this action is performed most frequently)

- You may buy only **1 tile** from the espresso machine. The **price** for this tile corresponds to the **barista value of the tile on the opposite side** on the espresso machine (it doesn't matter which symbol it is).
- You pay the price in coins and place these in the reserve. When you take the tile out of the espresso machine, the tiles above it slide down and change the prices for the player whose turn is next.
- **Please note:** The tiles from the two upper rows cost more! For tiles from the topmost row, you have to additionally pay +2 coins and for the row below it +1 coin.
- Place the tile that you bought on one of your cups. Remember that you always have to fill the cups **from the bottom to the top** (as when pouring into a cup). Furthermore, a **milk tile must always be placed on a white square** and a **coffee tile must always be placed on a brown square**. You may not turn the tiles after you buy them, but must use them just like you took them out of the espresso machine.
- To finish, randomly draw a new tile from the sack and place it in the empty space at the top of the espresso machine. If a milk tile was bought, then the new tile will be inserted with the white milk side and correspondingly when a coffee tile is bought, with the brown coffee side.

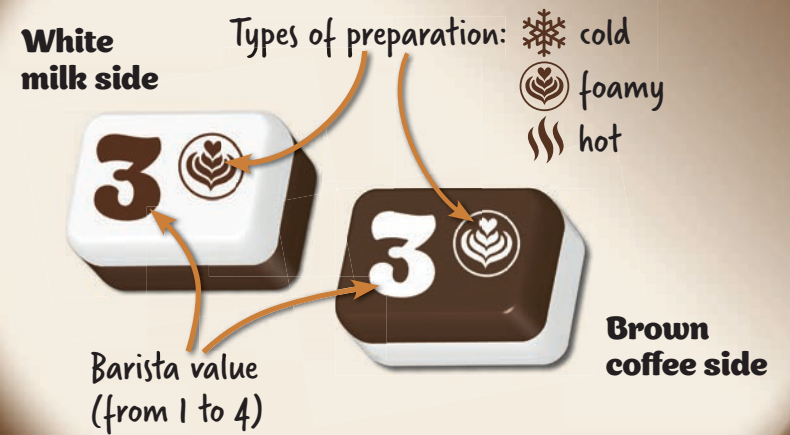


on page 4,  
we explain what is  
so special about the  
sugar cube.



*Example 1: Luna wants to buy the white milk tile with the 3, in the middle left of the espresso machine. The coffee tile opposite, in the middle right, determines the price. It has a 1 on it. So, Luna places 1 coin in the reserve and takes a milk tile with a 3. If, however, she wanted to buy the coffee tile with the 1, she would have had to pay 3 coins for it, because the opposite milk tile would determine the price.*

*Example 2: Cosmo wants to buy the coffee tile with the 3 from the second row from the top. The milk tile opposite from it has a 2. Since the tiles in the top two rows cost more, Cosmo has to pay an extra +1 coin, meaning:  $2 + 1 = 3$  coins.*



Apart from the colour, the tiles are identical on both sides.

Explanation of the coffee/milk tiles

## Serve 1 or more coffee drinks

(only possible if you have completely filled at least one cup)

If you have the corresponding coffee/milk tiles on all fields of a cup, then you may "serve". In order to save time, you may serve **several completely filled cups during one turn**. For each cup, you receive **coins** and **drink tokens**:

### Coins (symbols are decisive)

On the **drink menu**, you can see how many coins you get for the selected coffee drink.

First look in the column that shows the corresponding drink you want to serve.

Then count the **different types of preparation** (cold/foamy/hot) in your cup: the more identical symbols that you have in your drink, the more coins you will get.

If every tile in your prepared coffee drink shows the same type of preparation, you will get the coin number from column 1. If there are 2 or 3 different symbols, you will get the corresponding number of coins from column 2 or 3.

Take the corresponding number of coins out of the reserve.

### Drink tokens (barista value is decisive)

Add up all the barista points of the tiles in your prepared coffee drink. The sum determines the **barista value of your drink**.

For each cup there is a drink token in a matching colour that displays different point values, from which you may select one.

You can only select the drink token with a point value that is **the same or less** than the barista value of your drink.

If you choose a drink token with a point value that is less than your barista value, you take the **difference in coins** from the reserve.

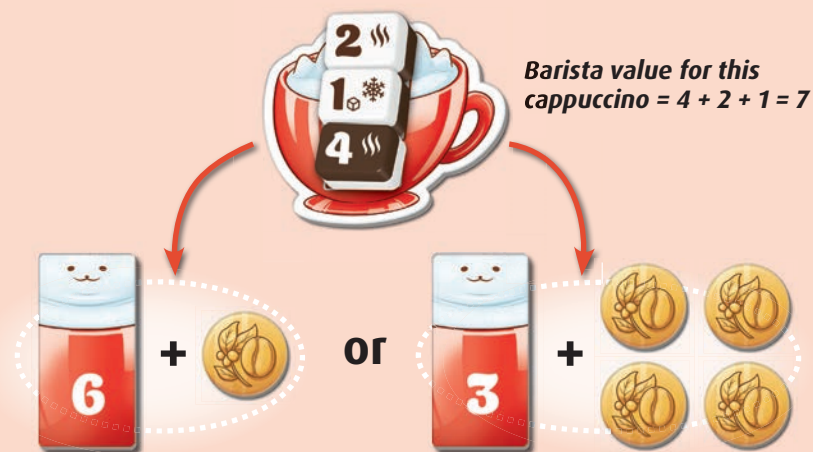
**Please note:** Except for the tiles with the smallest point value of each coffee drink, each tile is available only once on the menu. The players who serve early have the advantage of having a larger selection.

Place all tiles that were on a cup next to the espresso machine in the discard pile. Take the selected drink token and place it on your cup.

**Note:** Once the drink has been served, you can move the prepared coffee drink over to the side. You may serve each drink only once during the game.



*Example 1: In Minka's red cup (cappuccino), all fields are covered with tiles and she decides to serve. Her cappuccino consists of one hot coffee tile as well as one cold coffee tile and one hot milk tile. This means that her cappuccino has **two different types of preparation** and she can take **3 coins** out of the reserve. (The barista points 2, 1 and 4 are not important for the calculation of the coins, but they play a key role for the drink tokens.)*



*Example 2: The barista value of the tiles from Minka's cappuccino totals to  $4 + 2 + 1 = 7$ . She could choose the red cappuccino drink token with the 6 or with the 3. Of course, the token with the 6 gets her more points, but if she doesn't have enough coins (or someone else has already taken the token with the 6), she could decide on the drink token with the 3 and take the difference of  $(7 - 3 =) 4$  in coins.*

## Take 2 coins

Take 2 coins out of the reserve. Now your turn is over.



You can increase the value of your coffee drink with sugar cubes – see page 4.

## Sugar cubes



Whenever you buy a coffee/milk tile with a 1 on it, you additionally get a **sugar cube** from the reserve.

You can increase the barista value of your coffee drink with sugar cubes, which allows you to take a drink token with a higher point value when you serve. Each sugar cube increases the barista value by 1.

You can use your collected sugar cubes as you like during the action "serve coffee drink" and thus use several sugar cubes for one drink, for example. Return the used sugar cubes to the reserve.

If you still have left over sugar cubes at the end of the game, you get a one point for every 2 sugar cubes.



*Example: During the game, Minka received one sugar cube when she bought a tile with a 1. She increases the value of her cappuccino and can take the higher drink token with the  $(7 + 1 =) 8$ .*

## Cleaning the espresso machine

If it happens that there is nothing on the espresso machine that you need, before you buy you can **exchange all tiles from one side for 2 coins** (this means either all coffee or all milk tiles). To do this, place the tiles from the espresso machine in the discard pile and then fill the column with new tiles from the sack. **This does not count as an action and can also be done several times.** Afterwards, you can still carry out a buying action if you have enough coins. If not, your turn ends.

By the way: **If the sack is ever empty** and new tiles are needed, then fill the sack with all the tiles that have been placed in the discard area next to the espresso machine.

**Special cases:** In the rare case that the bag is empty at the end of your turn **and** there are no tiles in the storage area to fill it up, an intermediate round is held. In this round, everyone **must** take turns serving **one** of their finished drinks. Coins and drink tokens are awarded as usual. The next person in line starts this intermediate round and then continues the game. If no one is able to serve a drink in this intermediate round, each person must choose their drink with the most tiles on it and place all tiles in the storage area (without receiving any coins or drink tokens in return).

## End of game

The game is over as soon as one player has served all of their coffee drinks. The round will still be finished so that all players have had the same amount of turns (you can see who went first, as they have the start marker).

Now add up the point values on your drink tokens that are on the coffee drinks that you served. Coffee/milk tiles on cups that haven't been served do not score any points. If you have any unused sugar cubes left over, you get one extra point (rounded off) for every 2 sugar cubes. Compare your results.

The player who has collected the most points is the winner! In case of a tie, the player with the most coins left is the winner.

*Lena Burkhardt and Julia Wagner have been friends ever since they did aerobics together as children. Even though both of them are now studying in different cities, when they do meet up, the plan is clear: playing games and drinking coffee. Over the years, the preparation of the coffees has become more and more professional and the games increasingly varied. So they felt that the time had come to combine these two passions and invent a game that would create the feeling of drinking a coffee together. Players who also drink their own favourite coffee creation while playing will experience twice the fun.*

*Robin Struss is a young, enthusiastic artist, fresh out of university. She has been obsessed with drawing since childhood. Even as a six-year-old, she dreamt of illustrating children's games at some point in her life. Creating the illustrations for this game was like a dream that finally came true. While she holds a cup of coffee in one hand and her drawing tablet in the other, she only hopes that you have as much playing as she had while drawing.*

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The authors and publisher extend their thanks to all test players and rule reviewers.

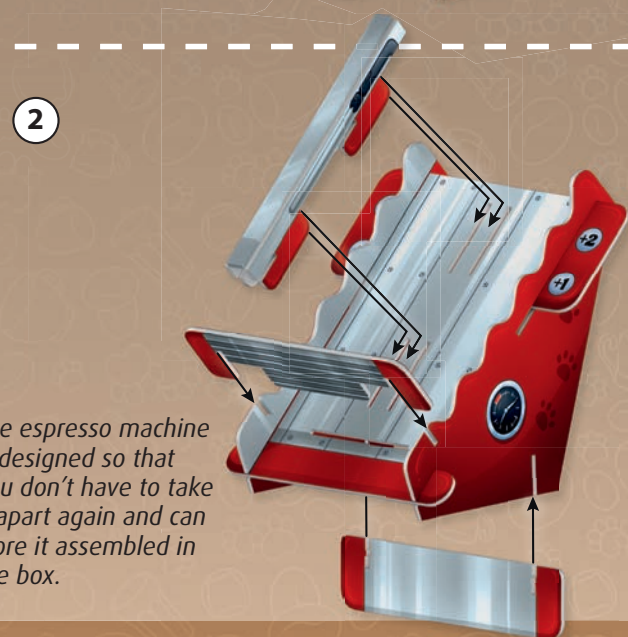
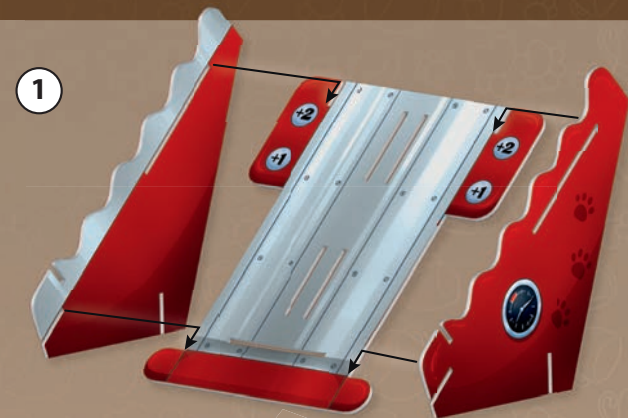
*We reserve the right to make changes.*

You have bought a quality product. If you have questions about the rules or if your new game is not complete, please contact us at [kundenservice@schmidtspiele.de](mailto:kundenservice@schmidtspiele.de). We will be happy to help you.

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## How to assemble the espresso machine:



*The espresso machine is designed so that you don't have to take it apart again and can store it assembled in the box.*

item no. 88466

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