

Coffee Rush

Piece of Cake

Rules

Ages 8+ | 2-4 Players | 30 Minutes

Welcome back. Your cafe is expanding, and drinks are no longer enough. Now there are cakes! It was already a battle to complete orders, and with cakes, there is more work for baristas. But every cloud has a silver lining. You can now serve cakes to keep your customers happy. Hire staff and use their skills to survive the rush.

- * <Coffee Rush: Piece of Cake> is an expansion of the base game <Coffee Rush>. The components of this expansion must be combined with those of the base game to be played.
- * Follow the rules of the base game unless instructed otherwise.



Components



Note: In rare cases when you run out of Ingredient Tokens, use any replacements. There is no limit on the number of Ingredients you can use during the game.



Player Board x 4

(Replace the Player Boards from the base game)



Expansion Order Card x 30



Cake x 32

(Shape and color have no effect on gameplay)



Cake Card x 60



Meeples x 2

(Now you can choose any color in a 2 player game)



Upgrade Tile x 12

(3 each in red, blue, green, yellow)



Rulebook x 1



Ingredient Tray x 2

(Put all Ingredients in trays)



Setup

1. Randomly remove Order Cards from the base game according to the player count and put them back in the box without seeing them. Shuffle the remaining Order Cards together with Expansion Order Cards and put the deck face down beside the Ingredient Board.

2 players: remove 30 cards | 3 players: remove 20 cards | 4 players: remove 10 cards

2. Shuffle the Cake Cards and place this deck face down next to the Order Card deck.

Put all Ingredients in the Tray and place it near the Ingredient Board. Place all the Cakes next to the Ingredient Tray.

3. Choose a color and take the following: 1 Expansion Player Board, 1 Meeple, 7 Upgrade Tiles of your color, 3 Cups.

Each player draws 1 Cake Card from the deck. Keep the Cake Cards in hand hidden during the game.

4. After choosing the starting player, decide as a group whether to use the front (4 upgrade spaces) or back (5 upgrade spaces) side of the Player Board. The starting player randomly places 1 Upgrade Tile on each upgrade space face down. Other players must place the same Upgrade Tiles on their Player Board. Put unused Upgrade Tiles back in the box.



Cake

1 Taking a Cake Order

When you take an Order Card, if the next top card of the deck shows a cake, take 1 Cake from the supply and place it on the card you just took.



This also applies during setup.

Once the Cake is placed on an Order Card, it belongs to the order and they move together.

2 Completing a Cake Order

When you complete an order that has a Cake, take 1 Cake Card from the deck. Then put the Cake back to the supply.



Gameplay

1. Play Cake Card (Optional)

Before Process Order on your turn, you can play any number of Cake Cards in any order. Use the effect of the card and discard it face up next to the Cake Card deck.

Instead of playing the Cake Card, you can discard 2 Cake Cards to take 1 Rush Token.

2. Activate Upgrades (Optional)

Same as base game except that the cost can be changed by the effect of some Cake Cards.

3. Pour Ingredients

If you have the Storage upgrade, you can store up to 2 Ingredients on this Upgrade Tile. You can also discard or move Ingredients from Storage to your Cups in this phase.

4. Turn End

During the Flow of Time phase, if an Order Card with a Cake on tab 4 leaves the Player Board, follow the base game rule and put the Cake back to the supply.

At the end of your turn, you can only keep 3 Cake Cards. Discard excess cards before your turn ends.



Activate Upgrades

There are 3 more upgrades in this expansion.

1. Break Time

If you complete 0-1 orders on your turn, take 1 Cake Card from the deck at the end of your turn.



2. Storage

You can store up to 2 Ingredients on this tile. You can also discard or move Ingredients from your Storage to your Cups during the Pour Ingredients phase.



3. Double Destination

Each turn, you take double Ingredients from the cell you end your movement on.





Cake Cards

1. Cake Time

You can Activate Upgrade by discarding 2 completed Order Cards and 3 Cake Cards.



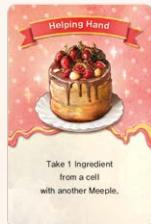
2. Rush Time

You can Activate Upgrade by discarding 2 completed Order Cards, 1 Rush Token and this Cake Card. You can even discard no completed Order Card and instead discard 3 Rush Tokens and 3 of these Cake Cards.



3. Helping Hand

If you are playing a 2 player game, you can take 1 Ingredient from a cell with your Meeple which does not move this turn.



4. Double Meeple, Double Corner, Double Specialties, Double Coffee Bean

You can take x4, x8, or even more Ingredients from a cell, as long as you have multiple Activated Upgrades and card effects which affect one cell. Cake Card effects and Activated Upgrade effects always stack.



Note: All Ingredients that are not put into Cups or Storage must be discarded after Pour Ingredients.

Example: Nathan already upgraded Double Corner on a previous turn. He upgrades Double Destination this turn. Now he plays these 3 Cake Cards. He takes 32 (2x2x2x2x2) Coffee beans from a Coffee bean corner cell when he finished his move on it.



Variants

1 A Cake for 2 Drinks

Do not check the top card of the deck after you take an Order Card. Instead, place Cakes on the Order Card each time you take a 2nd, 4th, and 6th card on tab 1.

2 Long Game

Do not remove any Order Cards when setting up the game. Please note that orders with Cakes will be less frequent.

3 Different Upgrades

During setup, each player chooses their own Upgrade Tiles.



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www.koreaboardgames.com



Development : Korea Boardgames Dev. Dept.
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