

ALIEN CAFÉ



7 *ans years*
años Jahre
-99



ALIEN CAFÉ

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GB Game rules



7 - 99
years old



2 to 4 players



20 min



Includes: 4 restaurant trays, 104 tiles (40 Alien tiles, 40 Order tiles, 24 special tiles), 13-minute hourglass, 2 fabric bags.

Principle of the game: become a waiter at Alien's Café, the galaxy's most famous fast-food joint. Be quick and make no mistakes: customers from the four corners of the Universe are demanding!

Aim of the game: Alien Café is a cooperative game where the players must work together to provide an exemplary service in the time given. To do this, each player must complete their restaurant room with the correct aliens, placed next to their orders and their friends.

Getting the game ready:



Place the Alien tiles in the red bag and the Order tiles in the blue bag. Place the 2 bags in the middle of the table so that they are accessible to all players. Place the hourglass to one side. Each player chooses a tray and puts it in front of them.



Playing the game:

All players play together and at the same time: all players are waiters in the same restaurant and must work together to make sure that the service is successful. The players manage their corner of the room (their tray) but they may interact and help each other.

Training phase:

Level 0

Each player picks 3 Alien tiles and 3 Order tiles which they place face down next to their tray. At the start, the hourglass is turned over signalling the start of 3 minutes of frenzied service. The players turn the tiles in front of them over and begin to complete their tray.

The tiles:

ALIEN
tiles



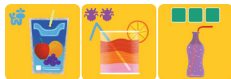
JOKER
tiles



ORDER tiles



Mains on an orange
background



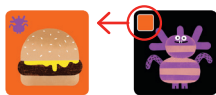
Drinks on a yellow
background



Desserts on a green
background

Placement constraints:

In the top-left corner of each tile there is the symbol for another type of tile. This symbol indicates a placement condition which must be met at the end of the round.



The purple Alien must be next to a savoury dish.



This drink must be next to a green Alien.

To be next to one another, the tiles must be on the same line or column with no space and no other tiles between them (see example on the next page).

The Joker card has no placement constraints. At the end of a round, the player who has placed it may decide what type of tile it is (for example, "this Joker is a burger").

Filling your tray:

Each player has a tray with 4x4 boxes which represents their section of the room. They must place a maximum number of tiles while respecting their placement conditions to score points.

Before the hourglass runs out, they can:

- place and remove their tiles freely on their tray;
- give other players the tiles they have in front of them or swap them;
- pick new tiles from the bag of their choice.

Players may swap, help each other find the right position, request tile types or offer them. However, a player may not touch another player's tray.

End of the round:

When the hourglass has run out, the round ends and it is no longer possible to move or place tiles on the trays.

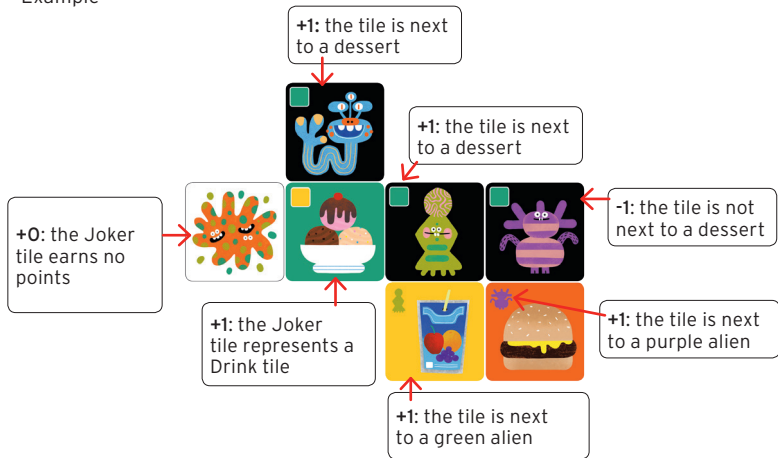
The points are then added up.

- Each tile placed where the placement condition is respected = **1 point**.
- Each tile placed where the placement condition is not respected = **-1 point**.
- Each tile not placed = **-1 point**.

Note:

- If 1 Joker is placed, the player decides which tile the Joker represents.
- Jokers earn no points.

Example



Points total: $1 + 1 - 1 + 1 + 1 + 1 = 4$ points

When all the players have added up their points, the service is assessed:

- If **each player** has at least 10 points on their tray then the service has gone well and the **round is won**.
- If one of the players has not achieved at least 10 points on their tray then the service was unsuccessful and the game is **collectively lost**.

End of the game:

A game lasts for a maximum of 5 rounds.

The game is won if the players achieve 3 successful services!

Difficulty levels:

There are 4 difficulty levels to liven up the game: these levels include special tiles that make the game a little more difficult.

At the start of each round, each player may decide individually to play at the level of their choice. Therefore, an adult or an experienced player may decide to play at level 3 or 4 while a beginner may prefer to play at level 0 or 1. During the same game, each player may play at a different level - each player must select the difficulty that suits them best.

Setting up:

When a player decides to play at a specific difficulty level, they take, in addition to their 6 initial cards, 1 tile from the level in question + 1 tile from each lower level.

For example, if a player wants to play at level 3: they must take a level 3 tile + a level 2 tile + a level 1 tile.

Note:

The special tiles cannot be exchanged with other players during the game.

For each level, the tiles are placed face down on the table. The players choose at random then any unused tiles are removed from the game.

Once each player has chosen their level and collected the special tiles required, the game is played according to the usual rules indicated above.

Level 1

This level includes Seasoning tiles on a pink background and a grumpy alien. Level 1 tiles are restrictive: certain tiles cannot be placed next to an alien or an order.



Level 2

Tiles are demanding and require that 2 Alien tiles or 2 Order tiles are placed next to them.



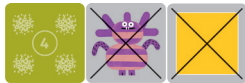
Level 3

Tiles are very demanding and require 3 Alien tiles or 3 Order tiles to be placed next to them.



Level 4

Tiles have overall constraints (which only apply to the player who has picked the tiles in question) and prohibit a certain category of tiles on the player's tray.



For example: no purple alien or no drinks...