

CAFÉ

INTERNATIONAL

Everybody is welcome here!



Rules of play

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Number of Players: 2-4

Age: 10 and older

Duration: approx. 45 minutes

◆ Purpose of the Game ◆

The 'Café International' is a meeting place where guests from many different nations get together. Here, you may have a nice chat with others while enjoying a glass of wine or a cup of coffee and some pie. That's why you will often find guests from different nations sitting at one table. If there is no seat available at the tables, guests may also sit at the bar.

The purpose of the game is to bring as many people into the 'Café International' as possible, according to these rules and by placing your small guest cards at the tables or at the bar in a clever way. Each player may score by bringing as many guests to a table as allowed by these rules. Penalty points will be scored for most of the guests who have to sit at the bar. The player who has scored the most points at the end of the game is the winner of the game.

◆ Contents ◆

60 black chips
(one chip scores 1 point)

30 red chips
(one chip scores 5 points)

10 blue chips
(one chip scores 10 points)

1 game
board

1 pouch

96 small guest card
(48 ladies and 48 gentlemen
from 12 different nations)

4 small joker
guest cards

◆ Game Preparations ◆

The game board is placed in the middle of the table. There are 100 guest cards which have to be shuffled inside the pouch. Then all of the players draw 5 guest cards each, and they put them face up in front of them.



The chips are put beside the game board. At the beginning of the game, none of the players receive any chips.

◆ How to play the game ◆

Designate a starting player. Then use a clockwise rotation for all other players. If his or her turn, a player has to carry out **one** of the following actions:

- Place one or two guest cards at the tables (see page 4)
- Place one guest card at the bar (see page 6)
- Exchange a joker card (see page 7)

Seating arrangements in the 'Café International'

On the game board you will find 24 tables for guests coming from 12 different nations. Each table is reserved for a specific nationality.



A french table



A cuban table

There are four chairs around each table. Some chairs are put at one table only, while others are placed between two tables. Chairs between two tables of different nationalities may be occupied by guests from both of these nations.



Only one guest card may be placed on each chair. Each guest occupying a chair has to stay seated until the game is finished.

- ◆ Jokers may sit down on each and every chair. They may not exchange chairs (see chapter "How to exchange jokers").

Apart from nationalities, 'Café International' also strictly observes a rule which requires the same number of ladies and gentlemen sitting at the tables whenever possible. During the game, cards may be placed so that a maximum of two ladies and two gentlemen are seated at one table.

This also includes the jokers.

Therefore, the following are the only combinations of guests allowed for one table at any given time:

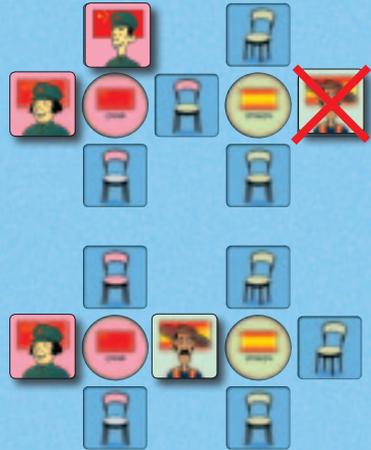
- ◆ one Lady and one Gentleman, or
- ◆ one Lady and two Gentlemen, or
- ◆ two Ladies and one Gentleman, or
- ◆ two Ladies and two Gentlemen.

Other seating arrangements are not permissible.

No one is allowed to be the only guest at any one table.

Exception: A guest card may be placed at a table as the single card if at the same time it belongs to at least one other card at a neighboring table.

The bar is located in the middle of the game board. Any player who does not find a chair for his or her guest card has to place a card onto one of the squares belonging to the bar. You do not have to observe any seating arrangements at the bar. Gender and nationality also do not matter. Guest cards being placed at the bar remain there until the game is finished.



Action: Placing guest cards at the tables

➡ When it is a player's turn, he or she puts down one or two guest cards at appropriate tables. In doing so, players have to observe the seating arrangements as described above. Players must score whenever placing down a card. If a player places one card each at two different tables he has to score at both tables.

Exception: If a player allows a guest to be seated at an unoccupied table, he or she must place a corresponding table-partner at that table immediately if the first guest does not allow him or her to score.

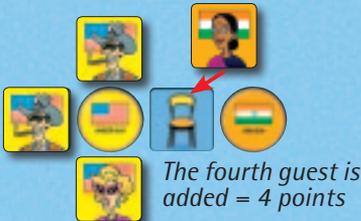
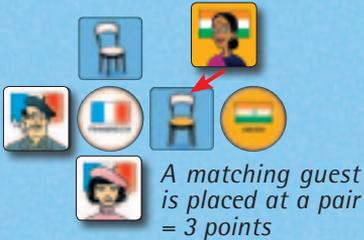
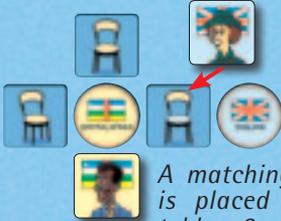
- ◆ With all chairs still unoccupied, only the starting player may play a single card without receiving any chips.



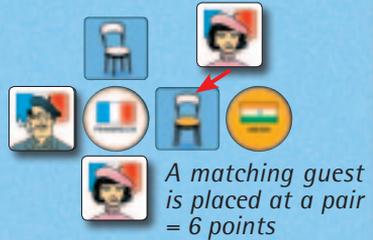
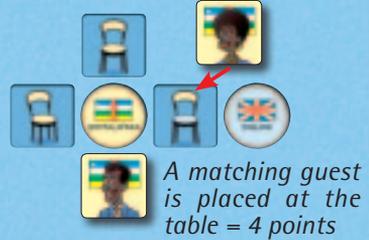
Scoring

The more guests are already seated at a table, the more chips the player receives after having placed his or her card or cards on the game board. A player may only score at one or two tables if he or she has just placed a guest card on the respective table or tables. The number of guests sitting at a table and their nationalities are critical when determining the score.

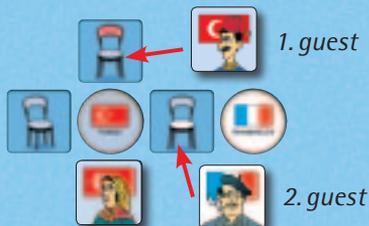
Guests of different nationality:



Guests of identical nationalities:



- ◆ If a player puts down both guest cards at one single table, each card will be counted separately. The player receives chips twice.



The first guest allows for 4 points, the second guest scores 3 points = 7 points.



The first guest allows for 4 points, the second guest scores 6 points = 10 points.

If a player seats a guest on a chair in between two tables, both tables are counted separately and the player receives chips twice.



At the African table, the player receives 3 points, for the English table he or she receives 4 additional points = 7 points.

♦ The English guest may not be seated at this table since an English gentleman already occupies a seat at the English table.

Receiving new guest cards

After a player has placed one or two guest cards on the game board and after he or she has received chips, the player fills up his or her supply of cards up to the number of five cards. Without looking, the player draws one or two cards from out of the bag.

Exception: If a player succeeds in occupying all seats of one given table with one nation only (two pairs of identical nation at one table), he or she acquires the right to draw one card less per such table.

This is the only way to reduce the number of guest cards in a player's supply of cards. Do observe, that at the end of the game each guest card still in the supply of a player will score five penalty points, with each joker counting as many as 10 penalty points. Therefore, each player should try to reduce his or her supply of guest cards.



➔ Action: Placing a guest card at the bar

The bar has 20 squares on which cards may be placed. During the game they will be occupied starting at square number 1 and finishing at number 20. If a player is unable or does not want to occupy a chair, he or she has to place a guest card on the next available square at the bar instead. The big numbers on the bar squares indicate the number of chips a player receives or has to pay. The first five bar squares allow for a player to score, the other squares will be charges with a loss of points.



The player receives two black chips



The player has to pay four black chips

If a player cannot pay his or her debts, that player may not continue to play. While his or her turn, a player is allowed to place **one** guest at the bar only. Jokers may not be placed at the bar.

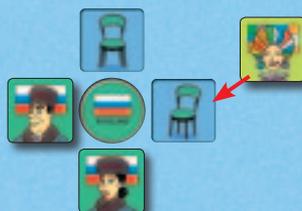
◆ Players having placed a guest card at the bar must draw a card from out of the bag.

Jokers

The guest cards include two female and two male jokers. Jokers may acquire any nationality and they score according to the nation chosen when being placed at a table.



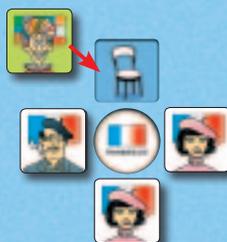
A joker is added = 3 points



A joker is added (same nation) = 6 points

A joker may be used to occupy a table with guests from one nation only. More than one joker may be placed at a table.

A table with 4 jokers scores eight points.



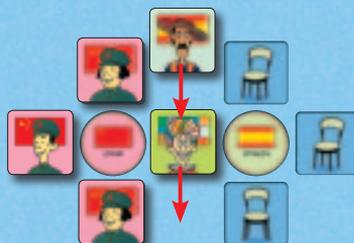
A joker is added to a single nation table = 8 points

➔ Action: Exchange of a joker

A joker may be exchanged for a corresponding guest card and it may be re-added to a player's own supply.

This exchange does not result in a score and it remains the only action of a player.

◆ The player **does not** draw another card from out of the bag.



The joker may be exchanged for the corresponding guest (e.g. Spanish or Chinese).

◆ End of game ◆

The game ends when one of the following five situations takes place:

- The last available chair has been taken by a guest.
- The twentieth bar-square has been occupied.
- A player is out of guest cards and he or she is not required to draw another card.
- A player draws the fourth to the last guest card from out of the bag.

When one of these situations occurs, each player adds up his chips. From that result each player subtracts the value of his or her guest cards still in his or her supply. Each guest card of a specific nation amounts to five negative points, each joker counts ten minus points. The player with the highest number of points is the winner.

Player A: 52 points

12x  -   
 5x  -  
 3x  -  
 67 - 15 = 52

Player B: 35 points

15x  -  
 7x  -  
 1x  -  
 50 - 15 = 35

Player C: 61 points

11x  -  (no cards)
 1x  (no cards)
 5x 
 61 - 0 = 61

◆ Variation ◆

Sometimes, women like to be amongst themselves while enjoying a cup of coffee and a good conversation. Men also like the company of other men to have a drink or two. To take this into account, the game may be played with the following variation: There is an exception to the general rule that only two ladies and two gents are allowed to sit at a fully occupied table, i.e., a player now may place three or four guest cards at a table at one time. However, the player may only do this if he or she can guarantee a complete ladies' table or a complete gentlemen's table when it is his or her turn. Jokers may also be used for such a table. Of course, the nationality-rule is still in effect with this variation. Also, the same number of cards placed on the playing board must be drawn from out of the bag. Exception: if a one nation table has been established it is no longer necessary to draw a guest card. A ladies' table or a men's table (with four ladies or four gentlemen) will be rewarded with 20 points. If such table is a one nation table it will score 40 points.



A ladies' table or a men's table of different nations will score 20 points.



A men's table (or a ladies' table) of one nation will score 40 points.

If you have comments, questions, or suggestions, please contact us. This product has been manufactured to the highest quality standards. Should you be dissatisfied, please contact us directly.



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