

3 minute CRAZY Café

For 2 – 6 players, ages 7 and up

The Crazy Café is very busy — plates clatter, glasses clink and the next order comes in. Together you have 3 minutes in each round to serve everyone. Talk to each other, use your cards cleverly, use the dice quickly and keep an eye on the clock ...

Game materials



80 café cards, including:
66 dishes and drinks
(6 x each burger, donut, pizza, fries, salad, cake, cola, milkshake, coffee, orange juice, water)



7 Bills



7 Jokers



48 Orders



12 Special menus



4 Dice with sticker sheets



You also need a 3-minute timer
(Use a stopwatch or a mobile phone timer)

Aim of the game

The clock is ticking! Your task is to fulfil all the orders on display together by quickly using your café cards and dice. All orders must be filled by the end of the third round.

Before the first game: Stick the stickers on the 4 dice. The two yellow dice each have a sticker showing the dishes (burger, donut, pizza, fries, salad, cake), the two blue dice all have stickers with drinks (cola, milkshake, coffee, orange juice, water) and the bill. Make sure that you stick the same stickers on the dice of the same colour:



Handy hint:

Remember it like this:
Yellow = dishes
Blue = drinks and bills



Game setup

Put the 12 special menus back in the box; they will only be used for the higher difficulty level "The Next Level".

Shuffle the café cards (dish, drink, bill and joker cards) and place them face down as a draw pile in the table area.

Roll all 4 dice once and place them next to them.

Shuffle the orders (light sided tablecloth, dark sided tablecloth) and place them in another pile with the light side facing upwards, ready to the side.

Everyone draws three café cards and holds them in their hand.

You play a total of three rounds. Each round lasts three minutes. At the start of each round you place the following number of orders (with the light side facing up) in the middle of the table:



Round 1: Five orders



Round 2: Six orders



Round 3: Four orders, and also any orders not fulfilled from round 1 and round 2



SET A TIMER FOR THREE MINUTES
(FOR EXAMPLE, A MOBILE PHONE TIMER)



Game setup round 1 in the game
with three players



Let's go!

Start the 3-minute timer now! The game is played clockwise, whoever was last in the kitchen starts.

On your turn, you do **one** of the following 4 actions:

- Place one of your café cards to match an order
- Place a die to match an order
- Draw another café card from the deck
- Reroll all unused dice once



Then it is the turn of the person to your left.

Filling an order

Each order shows multiple dishes, drinks and a bill.

You cover these appropriately with your café cards or the dice.

An order is fulfilled once all dishes and drinks pictured and the bill are covered with café cards and at least one dice!

Put the completed order and café cards aside. They are out of the game for this round.

The dice used are re-rolled and placed back in the middle of the table.



Special features of the individual actions

- Café cards and dice used are blocked! Once placed on one order, they cannot be moved to another.
- You can use the jokers instead of any dish, drink or bill.
- Each person playing can hold a maximum of 6 café cards in their hand. Do you already have six cards and wish to draw another? Then you must first discard an unused card onto the discard pile. Is the café card draw pile exhausted? Then all cards from the discard pile are shuffled and laid out as a new draw pile.
- Have you ever forgotten the dice during the turbulent course of the game and only filled an order with café cards? Then you have to add an extra dice to a suitable dish, drink or bill to fulfill this order.

The round is over when

- **Either** all orders are fulfilled before the three minutes have expired.
- **Or** the three minutes have expired. You put unfulfilled orders aside in a separate pile for the third final round (café cards or dice used are not put aside).

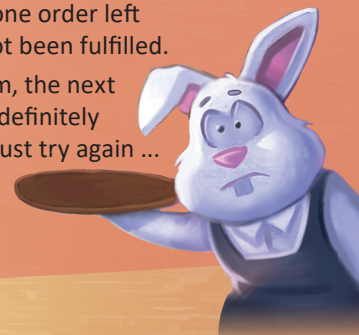
You prepare the subsequent round 2 and the following round 3 as described in the *game setup* section.

End of the game



You win together if you have fulfilled all orders at the end of round 3.
Bravo, your Crazy Café is running like clockwork, you deserve a big piece of cake!

You lose together if at the end of round 3 there is at least one order left that has not been fulfilled.
No problem, the next round will definitely go better, just try again ...



The next level

If you have already played a few rounds, you can make your game more difficult with the following additional rules:

Double Trouble If, as an action, you re-roll all dice that were not used and **two dice then show the same drink, dish or bill**, you must immediately turn one order over to show the dark side.



To determine whether there are doubles, you must consider all dice (both those just rolled and those currently placed on an order).

Attention:

- If there are already café cards or dice on the order to be turned over, they will remain there after the order has been turned over.
- Some of the dark side orders require at least two dice to complete.
- If all orders are already on the dark side, you have to pull a new order from the stack and place it showing the light front side.
- Exception! **Double Trouble does not apply:**
 - When rolling the dice for the first time during game setup and
 - when re-rolling the dice used after an order has been fulfilled.



Special menu

Shuffle the twelve special menus according to their backs (round 1, 2, 3) and place them in three piles. Before the start of each round, you draw a special menu that gives you an additional task for the entire round.



Designer: Martin Nedergaard Andersen
Illustrator: Felix Wermke
Graphic design: atelier198
Development: Angela Storz
Editor: Vincent Gatzsch
English language editing:
Nicky Thomas-Davies, Pamela Evans
© 2024 Thames & Kosmos UK LP,
20 Stone Street, Cranbrook, Kent TH17 3HE,
UK, 01580 713000
www.thamesandkosmos.co.uk
683788-AN-22022024-GB

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Franckh-Kosmos Verlags-GmbH & Co. KG,
Pfizerstr. 5–7, 70184 Stuttgart, Germany
kosmos.de
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89 Ship Street, Providence, Rhode Island
02903, USA, 1-800-587-2872
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