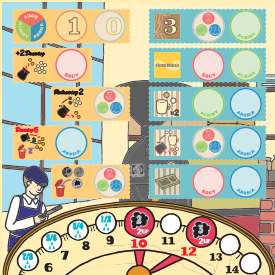


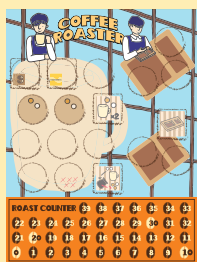


Components

1 Roast Board



1 Cup Board



1 Turn Disc (red)



1 Counter Cube (brown)



11 Bean Sheets



1 Summary



1 Cloth Bag



1 Roasting Score Sheet



This rule book

143 Tokens

Bean Tokens

14 Hard Bean Tokens
(thick, tough beans which are difficult to roast)

18 Roast-Level-0
Bean Tokens

18 Roast-Level-1
Bean Tokens

18 Roast-Level-2
Bean Tokens

15 Roast-Level-3
Bean Tokens

12 Roast-Level-4
Bean Tokens

8 Burnt Bean Tokens

Unique Effect Tokens

1 Roast-Level-3 Token

1 Sweetness Token

1 Extra Tray Token

Flavor Tokens

5 Body Tokens

5 Acidity Tokens

5 Aroma Tokens

1 Wild Flavor Token

Other Tokens

8 Moisture Tokens
(Moisture contained in beans which evaporates during roasting)

5 Smoke Tokens

6 Reject Bean Tokens
(Moldy, bug-bitten or fermenting beans that diminish flavor)

1 Draw & Select Token

1 Redraw-2 Token

Goal of the Game

COFFEE ROASTER is a 1-player board game. The player works a bean roaster to produce a coffee creation matching a target roast level. As beans in the bag are drawn they are roasted. After a roasting is complete points are awarded through a cup test. Players earn points by roasting to the target roast level, retaining the natural flavor of the bean and evenly roasting beans. Keep in mind the moisture trapped in the beans and the amount of smoke from roasting. Skillfully place the Body, Acidity & Aroma Tokens on the Roast Board and use the gained effects to guide the beans in the Roasting Bag to the desired blend. There are 22 beans introduced in this game. In the Full Menu 3 of these beans will be roasted. Your point total will indicate your real ability as a Coffee Roaster.

Preparations

Cup Board

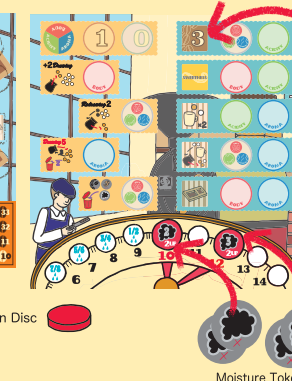
① Place the Cup Board next to the Roast Board. Place the Counter Cube on the 0 of the Roast Counter in the lower part of the board.



Counter Cube



Turn Disc



Moisture Tokens

Roast Board

① Place the Roast Board in front of you and place the Turn Disc nearby (It will be placed shortly depending on the moisture level of the current bean).

② Place the 5 Unique Effect Tokens and the Wild Flavor Token. Place each token on the corresponding spaces.

③ Place the Smoke Tokens on the spaces with smoke marks. Make Stacks of 2 and 3 on the respective spaces.

Bean Preparation

① Choose a Bean for the current challenge from the Bean Sheets.

- For a Full Menu choose any Beginner Level bean from Group 1 (Light Brown Bean Sheet).
- For a Trial Menu you can choose any bean that you like.
(a Beginner Level bean is recommended for your first play)

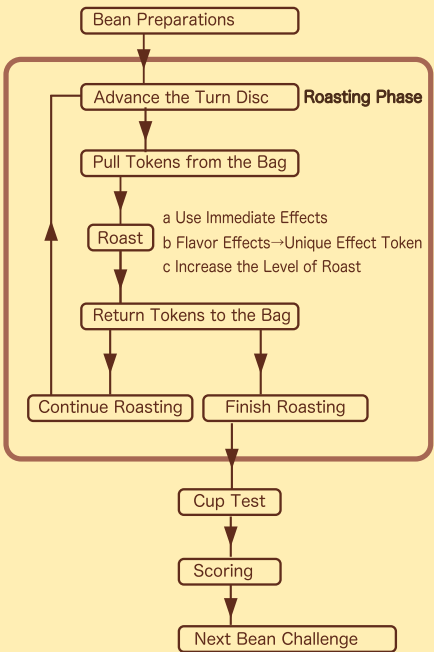
② On the Bean Sheet in the cream-colored area the number of each token to be used is written. Place all of the indicated tokens in the bag.



This concludes the preparation phase and now the game can begin.

Game Flow

During the game the tokens in the bag are taken out, processed and returned. This is a Roasting Phase.
This is repeated a number of times. After a turn the player may choose to finish or continue with another Roasting Phase. When the player decides to finish roasting they move on to the Cup Test and calculate their score and that concludes one bean challenge.



Roasting Turn

1) Advancing the Turn Disc

- On the first Roast Phase place the Turn Disc.
- The blue numbers with water droplets correspond to the amount of moisture in the current bean, and indicate the Turn Disc's start space.
-

- Check the number of Moisture Tokens indicated on the Bean Sheet for this challenge. Place the Turn Disc on the space that corresponds to the number of Moisture Tokens for the current bean. This is the start space for this challenge.

If there are 7 Moisture Tokens then the start space for the Turn Disc is the "7/8" space.

Moisture	1/8	2/8	3/8	4/8	5/8
Roast Points	15	10	17	18	19
Flavor Points	4	4	6	8	15

- On the 2nd and all future turns advance the Turn Disc one space to the right. If the space to be moved to has Smoke Tokens then place all of the Smoke Tokens in the bag, and then move the Turn Disc.
-

2) Pull Tokens from the Bag

- The bottom of the Roast Board depicts a temperature gauge. Under the round spaces in bold lettering the numbers 6 to 14 are written. These numbers indicate the number of tokens to take out of the bag on that turn.
- The player thoroughly mixes the tokens in the bag, and then pulls out the number of tokens indicated by the bold numbers, and places them in front of themselves. (Take care not to pull more than the indicated number of tokens from the bag)

In this game the player may not peek in the bag.

If the number of tokens is less than the temperature gauge number then take all of the tokens from the bag and continue as normal.

3) Roasting

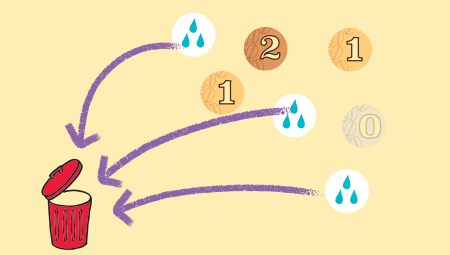
- The tokens that were removed from the bag must be processed in the following order.

Moisture Evaporation
Remove all revealed Moisture Tokens from the game.

- a) Use Immediate Effects
Place tokens on the LEFT half of the Roast Board and immediately use the indicated ability.
- b) Use Flavor Effects
After using the Flavor Effects place the used Flavor Token on the RIGHT half of the Roasting Board and earn the Unique Effect Token.
- c) Increase the Level of Roast
Increase the Bean Token's level of roast.

- The tokens are processed in order starting with 'a' and finishing with 'c'. It is not permitted to return to the 'a' step after starting the 'b' step.
- It is not possible to process 1 token in more than one way. Each processed token must be placed on the Roast Board, returned to the box or returned to the bag.

- Moisture Evaporation
If there are any Moisture Tokens that were pulled from the bag, remove all of those Moisture Tokens from the game. It is not permitted to keep them.



About tokens that are removed from the game
In order to know what tokens remain in the bag any tokens removed from the game are not placed back in the box, it is recommended to place them out of the way, nearby, so they can be referenced.

About the Roast Board

By placing tokens on the Roast Board you can earn Unique Effects. The upper part of the Roast Board is divided into 2 sections. **The Left Half** contains effects that are used immediately, while **The Right Half** contains effects that are used during the Cup Test. When placing on the Left Half of the board the tokens are placed directly from the pool of tokens taken from the bag.

However when placing on the Right Half of the board the tokens placed there must first be used as one of the three Flavor Effects "Concentration", "Preservation", or "Dispersion". Only after using the Flavor Effect of a Body, Acidity, or Aroma Token can it be placed on the Right Half of the Roast Board.



Tip

While roasting any one bean each of the Left Half's effects can only be used once. Placing on the Right Half is restricted to only Flavor Tokens who's Flavor Effect has been used. It is important to keep the current bean's unique characteristics in mind while preparing for the cup test. Every move from the initial roasting affects the bean's progress.

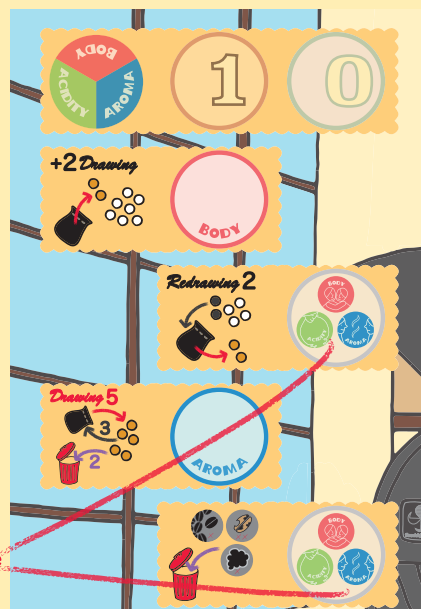
a) Using Immediate Effects (When placing on the Left Half)

- Place a token on a corresponding space of the Left Half, and immediately use that effect. **Placing Flavor Tokens or not is optional.**
- Even if a player has Flavor Tokens in front of them it is never required to place them on the Roast Board. However if a player chooses to place a Flavor Token then the effect must be used immediately.
- There is no limit on how many tokens can be placed in one turn.
- For Immediate Effects that require 2 tokens it is not required to place both tokens at the same time. One may be placed and the other token may be placed at a later time.

Placing on an Any-Flavor Space

- Spaces with all 3 Flavor Tokens shown are called Any-Flavor Spaces. Any 1 Body, Acidity or Aroma Token may be used on this space.

Any-Flavor Space



Immediate Effects at a glance

- Each Immediate Effect can each be used, at most, once per Challenge.
- Choosing the best timing to use these is important.
- Adapting to the current situation and sometimes playing it by ear can be necessary.



Redrawing 2

- Choose any 2 tokens pulled from the bag this turn, return them to the bag, mix thoroughly, and pull 2 tokens out and add them to the others already in front of you.



+2 Drawing

- Take 2 additional tokens from the bag and add them to the others already in front of you. (If there are less than 2 tokens in the bag then this ability cannot be used. You also cannot place a Flavor Token in this situation.)



Drawing 5

- These 5 tokens are processed separately from the others taken from the bag this turn.
- Take 5 tokens from the bag, and select 2 of these 5 tokens to remove from the game. The other 3 tokens are returned to the bag.
- Any type of token may be removed from the game. (If there are less than 5 tokens in the bag then this ability cannot be used. You also cannot place a Flavor Token in this situation.)



Cleaning Up

- All of the Smoke, Burnt Bean and Reject Bean Tokens in front of the player are removed from the game. There is no limit to the number of tokens removed in this way.



Wild Flavor Token

- Gain the Wild Flavor Token. Take the Wild Flavor Token from the board and add it to the tokens in front of you.
- The Wild Flavor Token can be used immediately as any one Body, Acidity or Flavor Token. It also mimics the Flavor Effects of the token used.
- If the Wild Flavor Token is not used during the turn acquired then it is placed in the bag. (The Wild Flavor Token can not be used as the Sweetness Token.)

Immediate Effects and Moisture Tokens



"Redrawing 2" & "+2 Drawing"

If a **Moisture Token** is drawn it is immediately removed from the game, **but a replacement token is NOT drawn.**

"Drawing 5"

If any **Moisture Tokens** are drawn among the 5 then **they are NOT automatically removed from the game.** If any Moisture Tokens are not selected for removal then they return to the bag.

b) Using Flavor Effects

Body, Acidity & Aroma Tokens each possess individual Flavor Effects. Flavor Effects are used in combination with Bean Tokens. Skillfully using these Flavor Effects you can manipulate the progress of the roast.

Using Flavor Effects

Placing Used Flavor Tokens on the Right Half of the Roast Board

Earning Unique Effect Tokens

- After using a Flavor Effect you must immediately place the used Flavor Token on the Right Half of the Roast Board. If there is no unoccupied space to place the Flavor Token then that Flavor Effect cannot be used.
- There is no limit on the number of Flavor Tokens the player may use in any one turn.
- Using Flavor Tokens or not is optional. It is not required to use Flavor Tokens pulled from the bag. Any unused Flavor Tokens are returned to the bag at the end of the turn.



Concentration

2 bean tokens become 1



- The Body Token's Flavor Effect adds the values of 2 bean tokens and creates 1 token equal to the sum of the 2.

- The bean tokens to be combined must be Roast-Level 1, 2 or 3 Bean Tokens, and their total must be 4 or less. $1+1=2$, $1+2=3$, $1+3=4$ or $2+2=4$

Using Concentration

Take 2 suitable bean tokens and return them to the box. Take a new token equal to the level of the sum of the 2 from the box, and place that in the bag.



Preservation

Keep 2 beans from increasing levels



- The Acidity Token's Flavor Effect is to return 2 bean tokens to the bag without increasing their roast level.

- Eligible Beans are any 2 Roast-Level 0, 1, 2, 3 or 4 Bean Tokens

- The 2 bean tokens don't necessarily need to be the same roast level, but exactly 2 bean tokens must be chosen. It is not possible to preserve only 1 bean.

Using Concentration

Take 2 suitable bean tokens and return them to the bag.



Dispersion

1 bean token becomes 2



- The Flavor Token's Flavor Ability is to break 1 bean token into 2 separate lower level tokens.

- The bean token to be split must be a Roast-Level 2, 3 or 4 Bean Token. $2 \rightarrow 1&1$, $3 \rightarrow 1&2$, $4 \rightarrow 1&3$ or $4 \rightarrow 2&2$

Using Concentration

Take 1 suitable bean token and return it to the box. Take the corresponding 2 new tokens that add to the level of the returned bean from the box, and place them in the bag.

Example of using Flavor Effects

① Choose one Flavor Token whose Flavor Effect you want to use.



② Choose the bean token(s) to be effected. (Keeping them together should make it easy to keep track of what's going on.)



③ Carry out the Flavor Effect.



Tip

The tokens used in the Flavor Effects (Concentration, Preservation, Dispersion), are not effected by the current round's roast. Their levels are not increased. If Flavor Effects are used wisely then the overall Roast Level can be adjusted.