







# SPICED PUMPKING

THE GAME WHERE COFFEE MEANS BUSINESS

## THE BASICS

- Each turn, draw cards until you receive an Order
- Buy Assets (  ) & Infrastructure (  ) in order to boost Capacity (  )
- Earn money by fulfilling Orders successfully
- Lose Health (  ) for every unsuccessful Order
- Rent Capacity from neighbors to make Orders
- Last player alive wins!

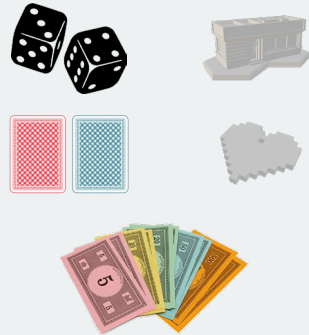


# SPICED PUMPKING: SETUP

## GAME CONTENTS


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Coffee Shop Figurines .....	5.
Six-sided dice (  ) .....	6.
Order Cards .....	24.
Chance Cards .....	48.
Upgrade Cards .....	70.
Health (  ) Tokens .....	60.
\$50 + \$100 bills .....	40 ea.
\$5 + \$10 + \$20 bills .....	50 ea.



## GAME SETUP

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- Players should each take a **Coffee Shop Figurine** & **10**  Tokens.
- Give each player **1 Barista** and **1 Espresso Machine** card to start.
- Add all **Chance** and **Order** cards to the deck.
- For each player, add **6 Barista**, **4 Espresso Machine**, **2 Point-of-Sale** and **2 Store Upgrade** cards to the deck.
- Place the shuffled deck face-down in the middle of the playspace.
- Choose a **banker**, then distribute **\$950** to each player.
- Each player should set their **Coffee Shop Figurine** in front of them, with their starting **Upgrade** cards face-up behind it.



# SPICED PUMPKING: GAMEPLAY

## FIRST TURN

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- Whichever player **last purchased a coffee** goes first; from there, play continues to the **left**.
- Each turn, continue drawing cards until you receive an **Order** card.
- Lay **Chance** cards face-up in front of you until your turn is over.
- **Upgrade** cards are added to your **Capacity** (☞) immediately; if you cannot afford or choose not to buy an **Upgrade** card, discard it.
- Once the draw pile is empty, **shuffle** the discard pile and continue play.

## SERVING CUSTOMERS

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- Roll the number of dice (🎲) on the **Order** card, plus any modifiers from your **Upgrades** or **Chance** card(s): this is your **Order Count** (💰).
- Add up the **Capacity** (☞) of all **face-up Upgrades**: this is your ☞.
- If ☞ is **more** than 💰, the difference between them is **Overflow** (★). Use the **Order** card to calculate the day's earnings and receive them from the bank.
- If ☞ is **less** than 💰, use the **Order** card to calculate lost ♥.
- If ☞ and 💰 are equal, the **Order** is successful but you earn no profit.
- Regardless of outcome, the **Order** card **ends your turn**.



# SPICED PUMPKING: GAMEPLAY

## TRADING WITH OTHER PLAYERS

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- When ☕ is less than 💰, players may rent capacity from others.
- Only players who have **not** gone yet this round may rent out **Upgrades**.
- The **lessee** adds the leased ☕ to their total for this turn.
- The **lessor** turns the leased **Upgrade** cards **face-down**.
- **Face-down Upgrade** cards are turned face-up at the **start** of each turn.

## UPGRADING YOUR COFFEE SHOP

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- Each player's **Coffee Shop** starts the game with 1 **Barista**, 1 **Espresso Machine**, and an **Asset** (👤) **Limit** of 5.
- **Upgrade** cards can be purchased to increase ☕ & 👤.
- **Infrastructure Upgrades** (🏭) may increase the number of 🎲 to roll.
- Place purchased **Upgrades** face-up next to your **Coffee Shop**.

## ENDING THE GAME

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- If a player loses all ❤️, they are **eliminated** from the game.
- **Auction** off their **Upgrade** cards to the remaining players (min. price as listed on each card) and deposit proceeds in the bank.
- Continue play until **only 1 player** has ❤️ remaining.



# SPICED PUMPKING: GAMEPLAY

## EXAMPLE TURN

### Gold's Hand

Gold has 2 **Barista** cards and 2 **Espresso Machine** cards, for a total of 8 **Capacity** ☕ (1+1+3+3).

Upgrade Asset ☕ \$100	Upgrade Asset ☕ \$100	Upgrade Asset ☕ \$250	Upgrade Asset ☕ \$250
<b>Barista</b>	<b>Barista</b>	<b>Espresso Machine</b>	<b>Espresso Machine</b>
+1 ☕ capacity	+1 ☕ capacity	+3 ☕ capacity	+3 ☕ capacity

### Gold's Turn

Gold draws a **Sick Barista** card, putting one of her **Baristas** out of play for the turn and lowering her **Capacity** ☕ to 7 (1+3+3).

Chance	Upgrade Asset ☕ \$100	Upgrade Asset ☕ \$250	Upgrade Asset ☕ \$250
<b>Sick Barista</b>	<b>Barista</b>	<b>Espresso Machine</b>	<b>Espresso Machine</b>
Turn one Barista card face down until the start of your next turn. Draw again.	+1 ☕ capacity	+3 ☕ capacity	+3 ☕ capacity

Order \$10 per ★ Fail: -1 ♥
<b>Large Order</b>
Roll 2 🎲.

Gold draws a **Large Order** card. She rolls 2 🎲 and gets 5 💰. Her **Overflow** ★ is: 7 ☕ - 5 💰 = 2 ★. She earns \$10 per ★ from the **Large Order** and collects \$20 from the bank. The person to Gold's left goes next.



# SPICED PUMPKING: CARDS

## UPGRADE CARD

**Upgrade**  
Asset   
**\$250**

Increases   
Upgrade Type  
Cost to purchase

**Espresso Machine**

Card Name

+3 capacity

Adds +3 capacity to your Coffee Shop.

## ORDER CARD

**Order**  
\$10 per   
**Fail: -1**

Ends your turn  
Overflow earnings  
Health lost on fail

**Large Order**

Card Name

Roll 2 .

Roll 2 to get .

## UPGRADE CARD

**Upgrade**  
Infrastructure   
**\$300**

Increases   
Upgrade Type  
Cost to purchase

**Point-of-Sale**

Card Name

+1 to all rolls.  
+1 for each active  
barista card.

Adds +1 capacity to your Coffee Shop per Barista. Adds +1 .

## CHANCE CARD

**Chance**

Card Type

**Sick Barista**

Card Name

Turn one Barista card  
face down until the  
start of your next turn.  
Draw again.

-1 capacity from your Coffee Shop for the rest of the turn.