

Barista betrayal - Rulebook

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Roles

There are three roles in the game:

Order Taker (1 player)

A mostly honest player who acts as the dealer and manages the order flow. The Order Taker:

- Draws two cards from the order deck each round and announces them.
- Places those order cards **face down** on the board to help baristas track where matching customer cards should go.
- Plays as a regular barista by also drawing and playing a customer card after announcing orders.
- Decides when to temporarily stop taking orders (after at least 6 unmatched orders are on the board).
- Tracks the number of matches and may call out suspicious behavior.

Honest Baristas (3 or more players)

The honest baristas try to fulfill drink orders **truthfully**. They:

- Match customer cards to active orders.
- Track the number of successful matches.
- Call out suspicious or dishonest behavior when noticed.

Dishonest Barista (1 player)

The sneaky **saboteur**! This player:

- Tries to secretly create fake matches between customers and orders.
- Aims to sabotage the team's progress while blending in as a normal barista.
- Wins by creating enough fake matches or tricking the team into two failed accusations.

How to Win

Honest Team Wins If:

- They correctly identify the **Dishonest Barista** using a challenge token (they only get **2** guesses total), or
- They successfully create **more than 8 honest matches** on the board by the end of the game, with **fewer than 4 dishonest matches** among the **12 total** match slots.

Dishonest Barista Wins If:

- They manage to place **4 or more dishonest matches** on the board, or
- The honest team **uses both challenge tokens incorrectly**.

Game Setup

1. One player volunteers as the **Order Taker**.
2. The Order Taker shuffles a set of Customer role cards:
 - Use one **Sabotage** card (for the Dishonest Barista).
 - Add a number of **Honest** cards equal to the number of baristas minus one.
3. Each barista receives one **face-down** role card to determine their identity.
4. Players **keep their role cards facedown** and hidden for the duration of the game.
5. The game starts with **two initial orders already on the board**, face down.
6. In the first round and all future rounds, the **Order Taker draws and announces 2 new orders**.

Game Flow

Play proceeds clockwise, starting with the **Order Taker**.

On the Order Taker's Turn:

1. Draw **2 order cards** and announce them (e.g. "Latte for Michael", "Mocha for Monica").
2. Place both orders **face down on the board** in the order area. Immediately after, draw a **Customer card** from the deck and proceed as a regular barista:
 - If the customer matches an existing order, announce the match (e.g. "Latte for Michael") and place the matched pair **face down** in a match slot.
 - If no match is found, place the customer card at the bottom of the deck.
3. Decide whether to take more orders next round or temporarily stop:
 - You **may only stop** if there are **at least 6 unmatched orders** on the board.
 - You **cannot skip two rounds in a row**.
 - Skipping a round causes **one random match** to be removed from the board. **This could be an honest or dishonest match.**
 - If there are **no matches on the board**, you **must take new orders**.

On a Barista's Turn:

1. Draw a **Customer card** from the deck.
2. If the name on the card matches a visible order:
 - Announce the match (e.g. "Cappuccino for Luna").
 - Place the **matched order and customer card face down** in a match slot.
3. If there is no match:
 - Place the customer card at the bottom of the deck.
 - Pass the unmatched orders along to the next barista.

Note:

The **Dishonest Barista** can create **false matches**; pairing a customer and order that do not actually belong together in order to **secretly advance their win condition**.

Challenge Mechanic

If any barista or the Order Taker suspects a **dishonest match**, they can call a **Challenge**.

- The team has **2 Challenge Tokens total** for the entire game.
- A **correct challenge** immediately ends the game, the **honest team wins**.
- If the team uses **both challenges incorrectly**, the **Dishonest Barista wins**.