

## PLEASE NOTE:

This document is not yet 100% final. A variety of color styling has been applied to signify different types of content. This is not intended to be the final style of the rulebook and is merely functional for now. Beyond that, we'd love to have your comments and feedback!

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# Seize the Bean

## English Rulebook

### A Barista's Story

You are a pretentious barista and you're sure you can run a coffee shop better than your boss. So you quit your job to open your own café in the wonderful, diverse city of Berlin. The only problem is that all of your friends – who coincidentally are also pretentious baristas with ideas above their station – have done the exact same thing! Who will create the next best café of Berlin? What does that even mean?!

### Goal of the Game

In order to win Seize the Bean you want your **Café** to have the most **Good Reviews** at the end of the game.

### How to Earn Good Reviews

You want people to love your **Café**! Start by getting specific **Upgrades** which will enhance your future actions and attract **Customers** from different demographics. Serving your clientele is the main source of **Good Reviews** so make sure you can fulfill their orders. Fail to do so and they'll leave **Bad Reviews** and you might even lose them. In the end you can earn additional **Good Reviews** for **Café Achievements** and **Customer Group Awards**.



# Component List



1. 48 Friends & Family (6 sets of 8 unique cards)
2. 230 Customers (10 from each of the 23 Customer Groups)
3. 23 Group Awards (1 from each of the 23 Customer Groups)
4. 115 Pantry Upgrades (5 from each of the 23 Customer Groups)
5. 115 Style Upgrades (5 from each of the 23 Customer Groups)
6. 151 Beans (150 brown, 1 green)
7. 30 Milk Cartons (25 blue-striped, 5 green-striped)

8. 30 Sugar Cubes (25 white, 5 brown)
9. 1 Scoop
10. 4 Cafés
11. 8 Barista Meebles (2 per player)
12. 1 First Player Token
13. 1 Next First Player Token
14. 6 Hype Tokens (with a Maximum Hype Token on their reverse side)
15. 24 Cafe Achievement Tokens
16. 71 Good Review Tokens (with a Happy Token on their reverse side)
17. 15 Bad Review Tokens (with an Angry Token on their reverse side)

*Please note: the list and image are not complete. There are more components included in the game (such as the Difficulty Setting Tokens). These will be updated as art is finished. It's also worth noting that not all items in the list are in the image.*

## Setup

### Setting Up the City

Seize the Bean can be played with different Customer Groups (from now on called Groups), each including 10 Customers, 5 Pantry Upgrades and 5 Style Upgrades which all share the same Group icon.

If this is your first game we recommend to use the Groups from the Kreuzberg District (see [Play Variants, Districts, Page 26](#)).

Otherwise you're free to choose Groups via District or as you please. Depending on the number of players you will always take a set amount of Groups.

Take **6** Groups for **two** and **three** players.  
Take **7** Groups for **four**, **five** and **six** players.

Divide the Groups into 3 separate City Decks: Customers, Pantry Upgrades, and Style Upgrades. Shuffle each City Deck and place them facedown, vertically in this order: Customers, Pantry Upgrades and Style Upgrades. Place **5 cards** from each, faceup in a horizontal row to the right of their respective Deck. The rightmost card of each row is considered to be the Discard Pile of the corresponding Deck. During the game each row should always contain 5 cards. If a Deck ever runs out, take all but the top card of the respective Discard Pile and shuffle it to make a new Deck. This whole area is called the City.

Count out the Good Reviews:

Take **30** Good Reviews for **two** players.



Take **40** Good Reviews for **three** and **four** players.

Take **50** Good Reviews for **five** and **six** players.

Place them in stacks around the **City**. These are considered to be the **City Reviews**. Put the rest of the **Good Reviews** (considered to be the **Extra Reviews**) back into the box for now. Place all of the **Bad Reviews** in a pile nearby. Place the **Group Award Cards** which match the **Groups** you're playing with somewhere visible to everyone. Randomly draw two **Café Achievements** per player and place them faceup (showing the side with the unique icons on them, not the 5 **Good Review** symbol) in the **City**. Place an equal amount nearby facedown (these will be used as generic **Achievements** if the unique ones run out or players do not wish to take them). Lastly, place the **Resources** (Beans, Milk and Sugar Cubes) within reach of everyone.

Feel free to use coffee mugs or tea cups from your own home to add to the aesthetic appeal and thematic immersion of the game!



1. Beans
2. Scoop
3. Milk
4. Sugar Cubes
5. Customer Awards
- 6.

- a. Customer Deck
  - b. Customer Row
  - c. Customer Discard Pile
- 7.
  - a. Pantry Upgrade Deck
  - b. Pantry Upgrade Row
  - c. Pantry Upgrade Pile
- 8.
  - a. Style Upgrade Deck
  - b. Style Upgrade Row
  - c. Style Upgrade Discard Pile
- 9. Good Reviews
- 10. Bad Reviews
- 11. Cafe Achievements

*Please note: not all items in the list are visible in the image (yet), such as the Scoop, for example.*

## Setting Up Shop

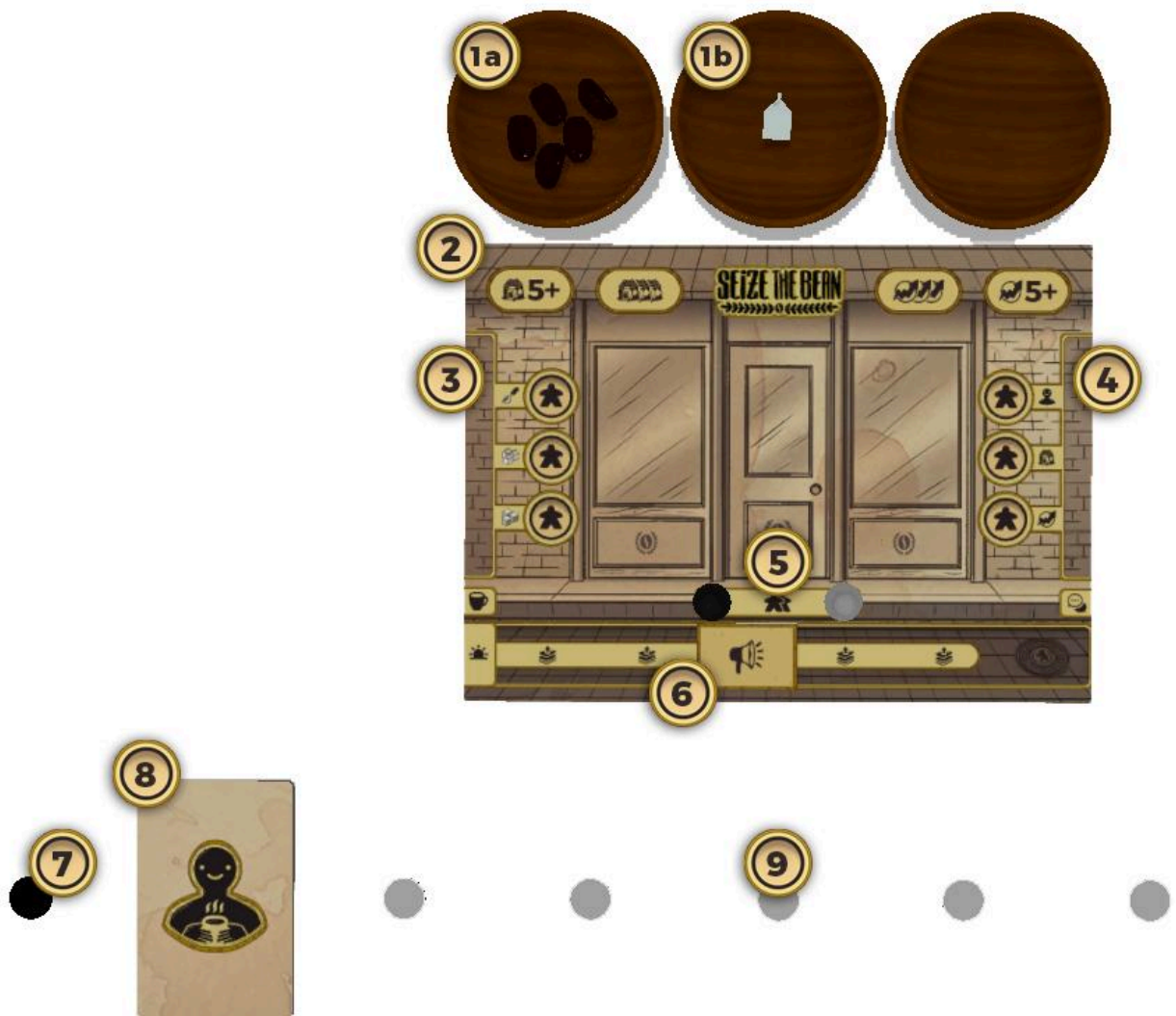
Each player takes the following items:

- 1 Café
- 2 Barista Meeples (color and/or style is irrelevant)
- 1 Hype Token
- 4 Friends & Family (1 of each)
- 5 Beans
- 1 Milk

Place your Café in front of you. On the left side of your Café you find your Pantry where you will place your Pantry Upgrades. Your Style is located on the right side where you will place your Style Upgrades. The Pantry and the Style **start empty**. Shuffle your Friends & Family and place them facedown below your Café to create your Customer Deck. Reserve some space on the left side of your Customer Deck for your Discard Pile and on the right side for your Line. Put your Barista Meeples (from now on called Baristas) on the Café Stoop. Place the Hype Token on the bottom of your Café, flipped to the single Hype icon side.

Your Café starts with 2 Hype.

Take your starting Resources (5 Beans and 1 Milk).



1. Starting Resources:
  - a. 5 Beans
  - b. 1 Milk
2. Café
3. Pantry
4. Style
5. Baristas (sitting on Café Stoop)
6. Hype Token (resting on the 3rd spot to make 2 Draw icons visible to its left)
7. Space for your Discard Pile
8. Your Customer Deck
9. Space for your Line

*Please note: the black and grey dots denoting the Discard Pile and Line areas are just visual indicators.*



## First Player Token & Play Order

The player who most recently had a coffee becomes the **First Player** and takes the **First Player Token**. If no one has ever had coffee then the **First Player** is whoever lies about the taste of coffee most convincingly. Give the **Next First Player Token** to the player on their left. Play proceeds around the table clockwise.

## Example Three Player Game Setup



1. City area
2. Player Café areas
3. First Player Token
4. Next First Player Token

# Game Flow

The game will proceed over a number of rounds called **Days** in which you will take your turns. The **Game End** is triggered when the last **Good Review** is taken from the **City** (see [Game End, Final Round](#)).

## Days & Player Turns

A **Day** is divided into 5 steps. All steps are carried out in turn order starting with the current **First Player**. Each step is completed by all players before moving to the next step.

1. **Actions**
2. **Hype**
3. **Serve**
4. **Word of Mouth**
5. **End of Day**

## Actions

During the **Actions** step you will use your 2 **Baristas** to perform **Café Actions**. There are 6 **Actions** you can choose from.

**Resource Actions** (on the left) allow you to get **Beans**, **Milk** and **Sugar Cubes**.  
**City Actions** (on the right) let you take new **Customers**, **Pantry Upgrades** or **Style Upgrades** from the **City**.

In turn order, each player places their first **Barista** on an **Action** space and performs the corresponding **Action**. Then, again in turn order, everyone places their second **Barista** to perform a second **Action** of their choice. Every **Action** has a base effect that can be ramped by adding new **Upgrades** to your **Café**. When you perform an **Action**, you must activate the base effect and 3 different icons (if possible) that you've added to that row with **Upgrades**. You may activate the base effect and the icons in any order you choose.

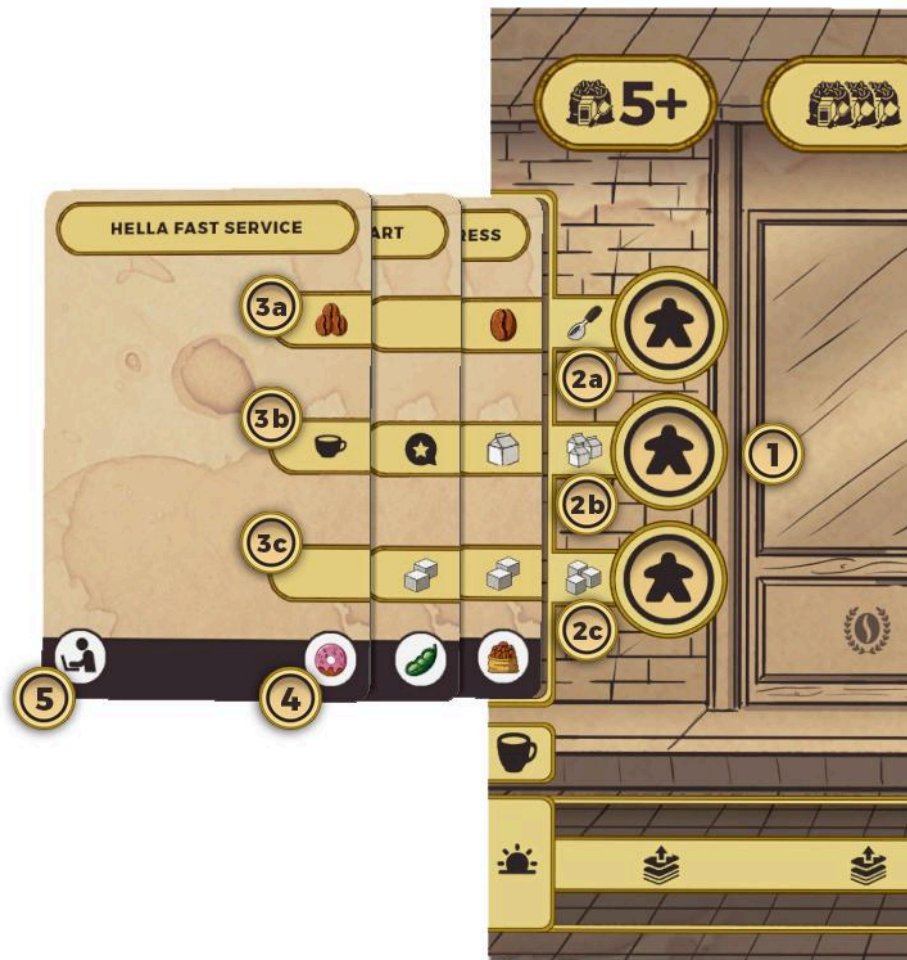
**Beware:** When placing your **Baristas**, you may never take the same **Action** twice in 1 **Day**!  
**Heads up:** If you have less than 3 icons added to an **Action** row, you only activate as many as you have.  
**Note:** Any icons added to the **Action** row after placing your **Barista** do not count in the activation.

## Acquiring Resources

The **Resource Actions** are located on the left side of your **Café**. When you perform 1 of these **Actions** you must activate the base effect and 3 different icons (if possible) that you've added to that row with **Pantry Upgrades**.



Heads Up: If you have less than 3 icons added to an **Action** row, you only activate as many as you have.



1. **Resource Actions**
2. **Base effects:**
  - a. **Acquire Beans**
  - b. **Acquire Milk**
  - c. **Acquire Sugar**
3. **Added icons:**
  - a. Icons added to the acquire **Beans Action**
  - b. Icons added to the acquire **Milk Action**
  - c. Icons added to the acquire **Sugar Action**
4. **Special Resource icons**
5. **Group icon**



### Scooping Beans


The **Scoop** icon adds an **optional** dexterity mechanic: using the **Scoop** to scoop out **Beans** from the supply. You only get one chance per scoop and all **Beans** dropped on the way back to your **Café** have to be returned.

If you don't want to play with the **Scoop** take 6 **Beans** from the supply instead.


### Basic & Special Resources

There are 3 **Basic Resources** and 7 **Special Resources**.




#### Basic Resources




 **Coffee (Beans)**




 **Milk**




 **Sugar**




#### Special Resources




 **Strong Coffee = 2 Beans**  




 **High Quality Coffee = 2 Beans**  

 **Soy Milk = 2 Milk**  

 **Croissant = 2 Sugar**  

 **Donut = 2 Sugar**  

 **Pie = 2 Sugar**  

 **Any Snack = 2 Sugar**  

Note: All of the **Special Resources** made from **Sugar** are considered to be **Snacks**.

### City Actions

The **City Actions** are located on the right side of your **Café** and let you take **Customers** and **Upgrades** from the **City**. By default, you may only take faceup cards from the **City** which includes the first card from the corresponding **Discard Pile**. Fill the resulting empty space by **sliding** cards of that type to the right and reveal a new card from the corresponding **Deck**. When you perform 1 of these **City Actions** you must activate the base effect and 3 different icons (if possible) that you've added to that row with **Style Upgrades**.

Heads Up: If you have less than 3 icons added to an **Action** row, you only activate as many as you have.

Note: Any icons added to the **Action** row after placing your **Barista** do not count in the activation.

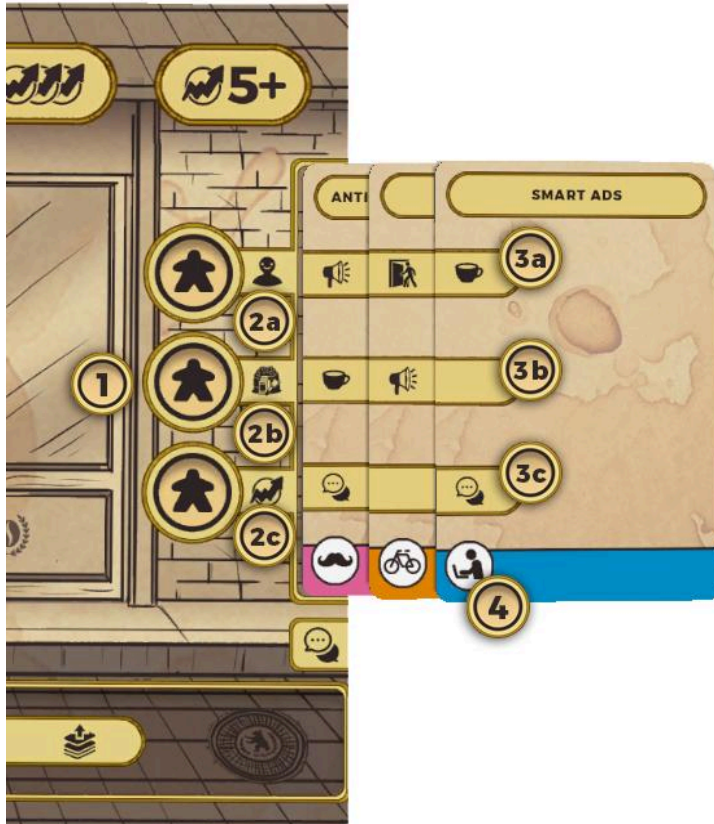
**Attract Customers:** Take a **Customer** from the **City** and place it into your **Discard Pile**.

**Upgrade Pantry:** Take a **Pantry Upgrade** from the **City** and place it into your **Pantry**.

**Upgrade Style:** Take a **Style Upgrade** from the **City** and place it into your **Style**.

When placing the a new **Upgrade** make sure that the 3 rows line up and the icons from the previous cards are visible.

Note: New **Upgrades** also go on top, overlapping the previous **Upgrades**. You may never rearrange the order of your **Upgrades**.



1. **City Actions**
2. **Base effects:**
  - a. Take a **Customer** (and put them into your **Discard Pile**)
  - b. Take a **Pantry Upgrade** (and put it on the left side of your **Café**)
  - c. Take a **Style Upgrade** (and put it on the right side of your **Café**)
3. **Added icons:**
  - a. Icons added to the take a **Attract Customer Action**
  - b. Icons added to the take a **Upgrade Pantry Action**
  - c. Icons added to the take a **Upgrade Style Action**
4. **Group icon (and color)**

## Café Achievements

During your turn, by using a **City Action** (specifically **Upgrade Pantry** and **Upgrade Style**) you may achieve 1 of the 4 requirements written on the top of your **Café**. If this happens you must select a **Café Achievement Token** from the **City** (if any are left) place it on your **Café**, activate its icon immediately, and then flip it to remind you of it at **Game End**. All **Café Achievements** have a backside which provide 5 **Good Reviews** at the **Game End**. Their front sides are mixed and provide a variety of effects. All icons are listed and explained at the end of the manual and on each of the [Cheat Sheets](#) (as well as below).

**Note:** You may only activate each Café Achievement requirement once. You may only have a total of 4 Café Achievement tokens in one game (one for each of the four types of Achievements on your Café).



**Menu Variety:**  
Unlocked if you 5 or more unique **Special Resources** icons in your **Pantry**.



**Item Mastery:**  
Unlocked if you have 3 or more matching **Special Resources** icons in your **Pantry**.



**Universal Appeal:**  
Unlocked if you have 5 or more unique **Group** icons in your **Style**.



**Niche Style:**  
Unlocked if you have 3 or more matching **Group** icons in your **Style**.



Hype

**Draw** a number of new **Customers** from your **Customer Deck** equal to your **current Hype** and place them directly into your **Line**. Place the cards into your **Line** from **left to right** in the order you draw them behind any **Customers** already present. **Customers** you already had in your **Line** before this step do **not** count towards the total that you must draw. There is no limit to the amount of **Customers** that may be in your **Line**. If you run out of **Customers** but are required to draw more, **shuffle** your **Discard Pile** and place it facedown to create a new **Customer Deck** then continue to draw from it. If you entirely run out of **Customers** then simply stop drawing **Customers** (even if your **Hype** or other effects instructs you to draw more).

**Tip:** For experienced *Seize the Bean* players this step can be done simultaneously.

*Please note: We've not fully figured out the final design of the Hype Token. Currently we're using a stand-in and trying a method of marking your Hype Track so that the number of visible Draw icons to the left of the Hype Tokens denotes your Hype. This may be confusing for players who are used to the older way of marking the Hype when looking through the images in this version of the rulebook. Please don't hesitate to give us feedback!*





Example: Andy has a Hype of 3 so he must draw and add 3 Customers to his Line. He already has 2 Customers in his Line so he adds the 3 new ones to the end of the Line.



After drawing the 1st new Customer his Customer Deck runs out. He must shuffle his Discard Pile to form a new Customer Deck and finish by drawing 2 more Customers. In the end Andy has 5 Customers in his Line.

## Maximum Hype

Flip your Hype Token immediately when you reach 5 Hype. While your Café has Maximum Hype, every time you would increase your Hype you get that many Good Reviews instead. If your Hype decreases below 5 the Hype Token is flipped back to its normal side and you no longer trigger the effect.

Nice try: The Maximum Hype effect is only triggered after the token is flipped. You don't get a Good Review for flipping it.

## Serve

### Overview

During the Serve step you fulfill your Customers' orders by paying the Resources shown on the top of each card. In return they provide Rewards and trigger Abilities. Unserved Customers become Angry and may give you a Bad Review.

In turn order, players Serve the Customers in their Line one-by-one from **left to right**. When it's your turn, place 1 of your Baristas on the **first** Customer in your Line and Serve it. Then, move your Barista to the next Customer before passing play to the next player. Once all players have served their first Customer proceed to the second Customer and so forth. Do **not** discard any of your Customers until all players are finished Serving (see [Finish Serving](#)).

Tip: If you have no more Customers to Serve place your Barista at the end of your Line to indicate you're completely done and that your turn can be skipped.

### Main & Side Orders

Every Customer shows a Main Order indicated on the **top left** and a Side Order on the **top right**. You **must** Serve the Main Order first before you **may** Serve the Side Order. If you **do not** Serve the Main Order you **cannot** Serve the Side Order. If you've Served the Main Order the Customer is considered to be Served whether or not you go on to Serve the Side Order.

Pro Tip: To lower downtime, lay out the Resources you plan to pay on your Customers even while you're waiting for the other players!



1. Main Order
2. Main Reward
3. Side Order
4. Side Reward
5. Customer Ability
6. Customer Group icon (and color)

### Paying Resources

To Serve a Main or Side Order you pay the Resources shown at the top left or right of the Customer, respectively. Basic Resources cost 1 Resource and Special Resources cost 2 Resources (see [Actions, Basic & Special Resources](#) for more information). If you have a Pantry Upgrade with the matching Special Resource icon in your Pantry you only pay 1 of the related Resource.

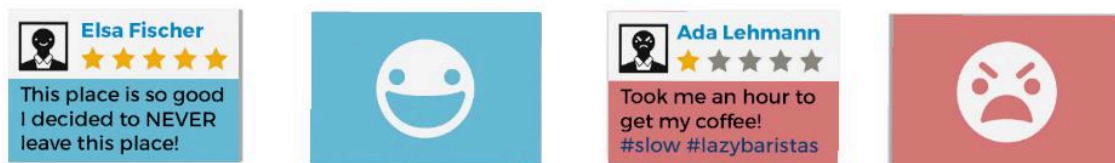
Note: There is **no** further cost reduction if you own **multiple** Pantry Upgrades with the same Special Resource icon.

## Customers Mood - Angry & Happy Tokens

Customers in your Café can be Happy, Neutral or Angry. A Customer **without any** Happy or Angry Tokens is considered Neutral. Customers are Happy or Angry if they have at least 1 Happy or Angry Token on them.

**Note:** Customers may have any number of Happy Tokens but only 1 single Angry Token on them. A customer that already has an Angry Token on it is **not** a legal target for an ability that would place an Angry Token.

When you would place a Happy Token on a Customer with an Angry Token on it, **remove** the Angry Token **instead**. If you would place an Angry Token remove 1 Happy Token.



Happy and Angry Tokens have Good and Bad Reviews printed on their backs. Make sure you place them with the Happy or Angry side up. They do not become Good or Bad Reviews until the end of the Serve step. Some Abilities can affect these Happy and Angry Tokens before they become Reviews. If discarded, Happy and Angry Tokens are always returned to box, even if they were taken from City.

You **must** Serve a Neutral or Angry Customer. You **may** Serve Happy Customers. If you do **not** Serve a Happy Customer remove **1** of its Happy Tokens.

## Rewards & Abilities

When you Serve a Happy or Neutral Customer you'll immediately take the Rewards (if any) indicated below the Main and/or Side Order and then activate its Ability.

**Reminder:** All Good Reviews should be taken from the City. If there are no Good Reviews left in the City, take them from the box.

When you Serve an Angry Customer remove its Angry Token but do **not** take the Reward and do **not** activate its Ability.

**Note:** Good Reviews (in general) are not meant to be a limited commodity. If you ever run completely out feel free to use a proxy and let *Quality Beast* know via social media so we can improve our manufacturing estimates!



Every **Customer** has an **Ability**. You **must** trigger the **Ability** after you **Serve** the **Customer** (except if it was **Angry**). Unless otherwise stated, if an **Ability** targets another **Customer**, it must be an **Unservd Customer**. If there is **no** legal target for an **Ability** you **skip** it.

Exception: The **Customer Abilities** for **Friends & Family** are **optional**.

Clarification: The **Customer** whose **Ability** is currently being activated is considered to be **Served** already.

See [Cheat Sheet, Customer Groups & Abilities](#) for an explanation of all **Customer Abilities**.

### Sold Out!

If you **cannot** **Serve** the **Main Order** of a **Neutral** or **Angry Customer** you must announce it. In clockwise direction the other players now get the chance to **Serve** that **Customer**. If they do, they treat it as though it's in their own **Line**: paying the **Resources**, taking any **Rewards** and triggering the **Ability**. Nevertheless it stays in your **Line**. In case it was a **Neutral Customer** you do **not** place an **Angry Token** on it. If it was a **Angry Customer** remove the **Angry Token** from it.

Reminder: If another player chooses to **Serve** an **Angry Customer** of yours, they do not get the **Rewards** (if any) and do not activate its **Ability**!

Of interest: Why then **Serve** them? Check the [Competitive Neighbor](#) variant below... ;)

If no one decides to **Serve** the **Customer**, **place** an **Angry Token** on it (you do not receive any **Rewards** and you do **not** trigger its **Ability**). Then pass play to the next player. When it's your turn again you continue to **Serve** the next **Customer** in your **Line**, as usual.

### Finish Serving

When everyone has finished serving all their **Customers**, start clearing out your **Line** from **left to right**.

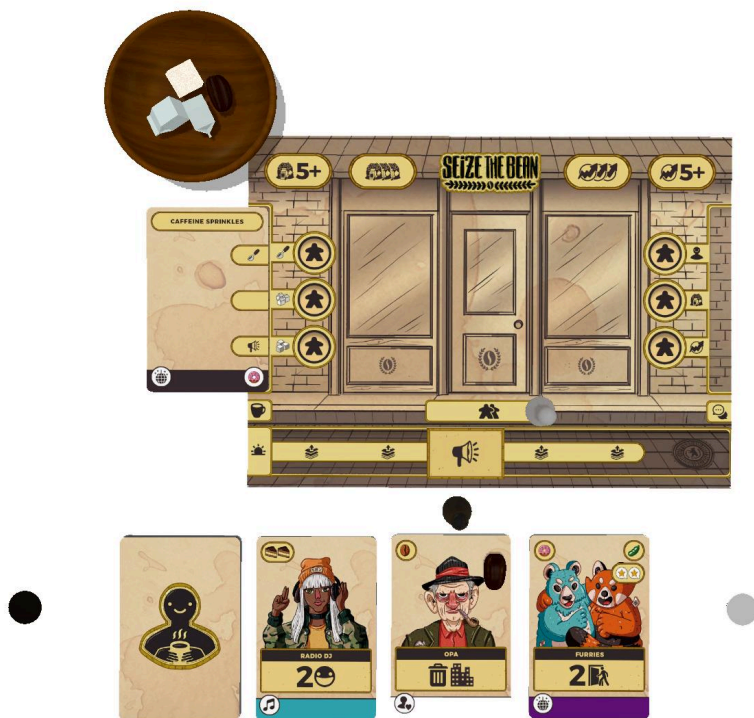
If a **Customer** is **Neutral**, discard it to your **Discard Pile**.

If it's **Happy**, flip 1 of the **Happy Tokens** and keep it as a **Good Review**. Any additional **Happy Tokens** will stay on the **Customer**, unflipped, and the **Customer** will **remain** in your **Line**.

If it's an **Angry Customer**, flip the **Angry Token** and keep it as a **Bad Review**. Check your **total** number of **Bad Reviews**. If you have **3 or fewer** **Bad Reviews** in total, discard the **Customer** to your **Discard Pile** otherwise discard the **Customer** to the **Customer Discard** in the **City**.



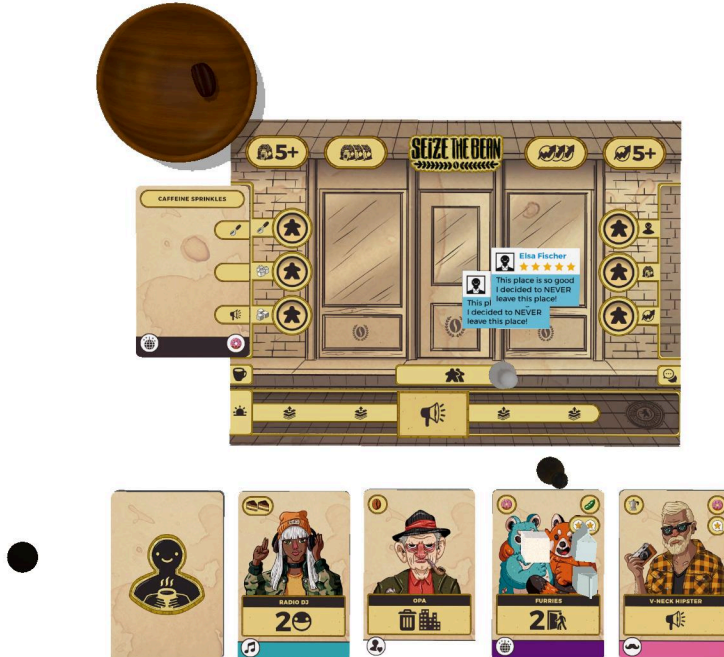
At the beginning of the Serve step Dylan has 3 Customers in his Line and 2 Beans, 1 Sugar Cube and 2 Milk. On his first turn, Dylan **may** Serve the Radio DJ but decides not to. He must discard its Happy Token.



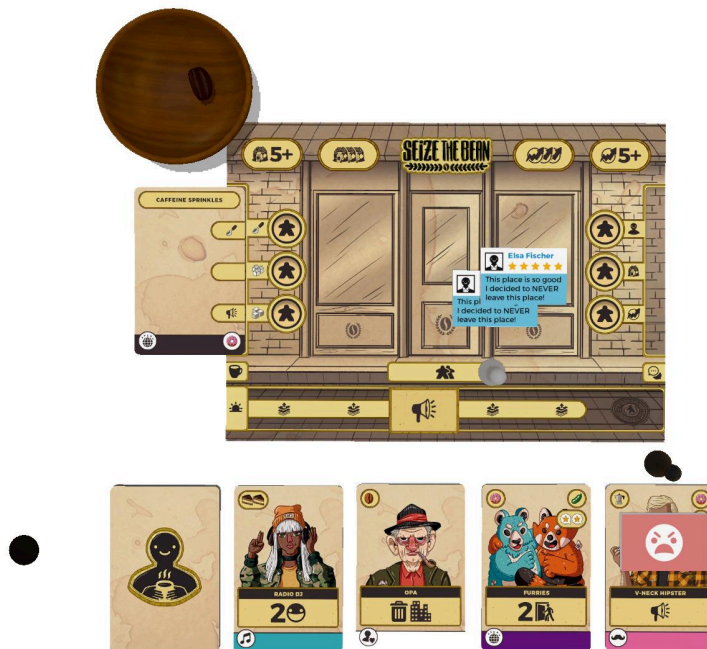
On his next turn, Dylan **must** serve Grandpappy 1 Bean but decides to not use the Ability (which is only possible with Friends & Family).



On his third turn, Dylan **must** Serve the Furries. The Main Order shows a Donut icon and the Side Order shows a Soy Milk icon. Dylan has a Pantry Upgrade showing the Donut icon, so he has to pay **only 1 Sugar** for the Main Order. He also wants to serve the Side Order and pays 2 Milk as he has **no** Pantry Upgrade with a Soy Milk icon.



He takes 2 Good Reviews as a Reward (for the Side Order) and **must** trigger the Ability of the Flurries. He takes the Vinyl Collector from the City with the Ability.



On this final turn, Dylan **must** Serve the Vinyl Collector. The Main Order is Quality Coffee and Dylan **doesn't** have the matching icon in his Pantry, so he **must** pay 2 Beans. However, Dylan realizes that he is missing 1 Bean to serve the Vinyl Collector so he asks the other players if they want to Serve the Customer. Because no other player wants to Serve the Vinyl Collector, Dylan has to place a Angry Token on it.



After all players are done Serving, Dylan discards his Customers, left-to-right, until he reaches the Vinyl Collector. He then flips the Angry Token and takes it as a Bad Review. Because this is his the first Bad Review the Vinyl Collector is also discarded into Dylan's Discard Pile.

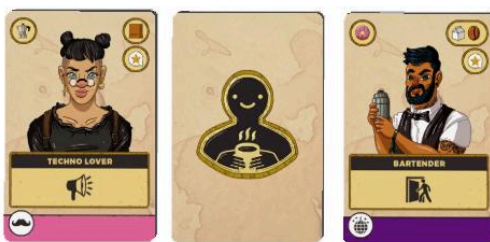




## Word of Mouth

During the **Word of Mouth** step check the visible **Group** icons in your **Café** (this includes your **Style Upgrades**, your last-taken **Pantry Upgrade** and any **Customers** in your **Line**). You **must** take **1** **Customer** from the **City** that matches 1 of your **Group** icons and place it into your **Discard Pile**. If you have **multiple** different **Group** icons that match **Customers** in the **City** or if there are more **Customers** of the same **Group** you can **choose** which **Customer** you take. If you have no **Group** icons or **none** of them match, you take **no** **Customer**.

Heads Up: Your **Discard Pile**, while visible, is never counted when looking for matching **Group** icons during **Word of Mouth**. It is not considered to be in your **Café**.



*Example: Dylan must take either a Start Upper, Cyclist (Group icons on Style Upgrades), Hipster (Group icon on Pantry Upgrade) or Party Animal (Group icon on Customer in Line). He decides to take a Hipster and places the Customer in his Discard Pile.*

## End of Day

Slide all cards in the **City 1** column to the right. Stack up the cards on the fifth faceup column as necessary to create the various **City Discard Piles**. Draw a new card for each row, from the respective **City Deck**, and place it in the first column.

Remove your **Baristas** from the **Action** spaces and put them back on your **Café Stoop**.

Give the **First Player Token** to the player who has the **Next First Player Token**. Pass the **Next First Player Token** to the player on their left.

**Tip:** If the passing of **First** and **Next First Player Tokens** is confusing try to think of them as cups. The empty cup becomes the full cup.

Unless the **Game End** was triggered and it's now the **Final Round** (see [Game End, Final Round](#)), start a new **Day** with the **Action** step. The new **First Player** starts.

## Game End

### Final Round

The game continues until there are no more **Good Reviews** in the **City**. Once you take the last **Good Review** from the **City**, the **Game End** is triggered and all players finish the current **Day** as normal. When you get additional **Good Reviews** take them from the **Extra Reviews** in the box. After the **End of Day** step there will be one **Final Round**, played as normal but ending after the **Serve** step without a final **Word of Mouth**.

After the final **Serve** step flip any remaining **Happy Tokens** on your **Customers** and take them as **Good Reviews**. Players then tally their final scores (see [Game End, Scoring](#)).

**Note:** Some **Customer Abilities** may require you to discard **Good Reviews** from the **City**, back to the box. In such a case, even if the last **Good Review** is discarded back to the box, it will still trigger the **End Game**.

**Note:** **Good Reviews** can never be returned to the **City**. If a good review needs to be discarded by a player for any reason it is always placed into the box with the **Extra Reviews**.

## Scoring

### Group Awards

Take all your **Customers** from your **Line**, your **Discard Pile** and your **Deck** and sort them by **Groups**. Then, count up the number of visible **Group** icons in your **Café**, including ones found on all **Customers**, **Style Upgrades** and your last-taken **Pantry Upgrade**. If you have the majority in any **Group** you receive 1 **Good Review** for every icon of that **Group** you have. **Awards** are not exclusive, so In the case of a tie, all tied players receive the **Good Reviews**.

## Café Achievements

Receive 5 **Good Reviews** for each **Café Achievement** you've unlocked.

Note: Even if you forgot to unlock the **Achievement** during the game you may still receive the 5 **Good Reviews** now (but you do not receive any bonus benefits that appear on the front side of the **Achievement Tokens**, if some still exist).



Menu Variety:  
Unlocked if you 5 or more unique **Special Resources** icons in your **Pantry**.\_\_



Item Mastery:  
Unlocked if you have 3 or more matching **Special Resources** icons in your **Pantry**.



Universal Appeal:  
Unlocked if you have 5 or more unique **Group** icons in your **Style**.



Niche Style:  
Unlocked if you have 3 or more matching **Group** icons in your **Style**.

## Winner & Tie Breaker

For every **Bad Review** you have return a **Good Review** to the box. Then count all your **Good Reviews**. The player with the most **Good Reviews** wins. In case of a tie the player with the most cards (of all types combined) wins. If there is still a tie the player with the least **Resources** wins. If there still is a tie remaining the players share the victory.

## FAQ

If you have any further questions that aren't covered in the rulebook please consult our **Official Rules FAQ**.

## Play Variants

### Difficulty Levels

There are 3 different **Difficulty Levels** in *Seize the Bean*. They adjust the **Resource Actions** on your **Café**. You can either all play on a higher **Difficulty** or just handicap individual players. To use them, simply cover the default base actions with the provided **Tokens** showing the adjusted amount.

Easy: 1 Scoop of Beans, 3 Milk, 3 Sugar. (This is the default Difficulty Level.)

Medium: 4 Beans, 2 Milk, 2 Sugar.

Hard: 2 Beans, 1 Milk, 1 Sugar.

Tip: When teaching new players, it's a good idea to push familiar players to the medium Difficulty Level and veteran players to the hard Level.

## Grand Opening

With the Grand Opening you don't shuffle your Friends & Family to create your starting Customer Deck but instead let them remain in your Discard Pile. This way, whatever Customers are taken during the first turn have more of a chance to come into the player's Line. This speeds up the deck and engine-building aspects of the game but also potentially makes the first few turns more challenging.

Warning: Not recommended for first-time players!

## Competitive Neighbor

With the Competitive Neighbor variant if you Serve another player's Customer immediately put that Customer into your Discard Pile (after receiving their Rewards and activating their Ability).

Warning: This is a super mean variant and should only be played if you love take-that games!

## Districts

Playing a specific District in *Seize the Bean* merely means choosing a predefined set of Groups. Friends & Family are always included.

### Kreuzberg

1. Hipsters
2. Tourists
3. Musicians
4. Party Animals
5. Start Uppers
6. Cyclists
7. Students (4 - 6 player games only)

### Friedrichshain

1. ???
2. ???



3. ???
4. ???
5. ???
6. ???
7. ???

*Please note: Other Districts are coming as we finish testing the remaining Customer Groups!*

## Friends & Family

*Please note: Friends & Family cards are done being designed (and all artwork complete too) but testing is still ongoing. Once ready, an update will be released with the rules and cards.*

## Founders

Founder cards introduce a bit of asymmetrical play for each player. Draw 3 Founders during your setup and choose 1 to keep. Place it on your Café Door and follow the adjustments noted on the card.

*Please note: Founder Cards are not yet accessible in the print and play or the Tabletop Simulator mod.*

# Credits

## Dedication

This game is dedicated to our beloved Green Bean.

## Core Team

Initial design and concept created by Dylan Howard Cromwell.

Co-created by Josh Wilson. Co-designed by Andy Couch.

Design assistance by Chris “Ninja” Fülle.

Art and graphic design by Mario Fernández García-Pulgar.

Assistant graphic design by Pietro Vallome.

## Development Team

(in alphabetical order):

Andy Couch

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## Extended Team

3D modeling & printing:  
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Marketing consultation & social media assistance:  
Gonçalo “Gonz” Trindade & Mouse Braun

Streaming setup & guidance:  
Scott “Gibbo” Gibson

Video: Jasper Sala & Ao Amor  
Voice acting: Ben Maddox

# Glossary & Index

## C

### Customer (or Customer Card)

A single card that represents a **Customer** in the game.

### Customer Group

A collection of cards, including 10 **Customers**, 5 **Pantry** and 5 **Style Upgrades**, as well as a **Group Award**. Represented by a single **Group** icon.

## G

### Group

An abbreviation for **Customer Group** (see above).

*Please note: The Glossary is currently heavily in-progress but its completion was deemed not worthy of delaying the release of this current rulebook version.*

# Cheat Sheet

## Turn Order

1. Actions
2. Hype
3. Serve
4. Word of Mouth
5. End of Day

## Customer Groups & Abilities



Friends & Family



**Attract:** **Optionally** take a Customer from the City and place it into your Discard Pile.



**Optionally** choose a Customer from your Line and place it on the City Discard (any Happy or Angry Tokens on them are discarded).



**Passive Ability** (always active): Customer cannot become Angry nor be served by other players.



Hipsters



Raise your Hype by 1 (to a maximum of 5).



Raise your Hype by 2 (to a maximum of 5).



Tourists



Lower your Hype by 1 (to a minimum of 1).



Lower your Hype by 2 (to a minimum of 1).





## Musicians



Place 1 Happy Token on a Customer in your Line. (Unserved Customers are legal targets for this Ability).



Place 2 Happy Tokens on Customers in your Line. (Unserved Customers are legal targets for this Ability).



## Party Animals



Walk-In: Take a Customer from the City and place it at the **end** of your Line.



Super Walk-In: Take two Customers from the City and place them at the **end** of your Line.



## Start Uppers



Inspire: Activate 1 icon from any of your Style Upgrade cards (including an Upgrade you've taken this turn).



Super Inspire: Activate 2 icons from any of your Style Upgrade cards (including an Upgrade you've taken this turn).



## Cyclists



Sample: Activate 1 icon from any of your Pantry Upgrade cards.



Super Sample: Activate 2 icons from any of your Pantry Upgrade cards.



## Students


































Early Bird: Take the Next First Player Token (or one Good Review if you already have it).



Super Early Bird: Take the Next First Player Token (or one Good Review if you already have it) and take one Good Review.

## Icons

	Pay 1 Bean (on Customers) Take 1 Bean (on Upgrades)		Receive 1 Scoop of Beans (or if playing without the Scoop, take 6 Beans)
	Take 2 Beans		Strong Coffee: Pay 2 Beans. If you have this symbol in your Pantry, pay 1 Bean instead.
	Take 3 Beans		Quality Coffee: Pay 2 Beans. If you have this symbol in your Pantry, pay 1 Bean instead.
	Pay 1 Milk (on Customers) Take 1 Milk (on Upgrades)		Take 1 Sugar Cube
	Take 2 Milk		Take 2 Sugar Cubes
	Take 3 Milk		Take 3 Sugar Cubes
	Pay 1 Milk (on Customers) Take 1 Milk (on Upgrades)		Any Snack: Pay 2 Sugar. If you have any Snack in your Pantry, pay 1 Sugar instead.
	Croissant: Pay 2 Sugar. If you have this symbol in your Pantry, pay 1 Sugar instead.		Donut: Pay 2 Sugar. If you have this symbol in your Pantry, pay 1 Sugar instead.
	Pie: Pay 2 Sugar. If you have this symbol in your Pantry, pay 1 Sugar instead.		Attract: Take a Customer from the City and place it into your Discard Pile.
	Upgrade Pantry: Take a Pantry Upgrade from the City and place it into your Pantry.		Upgrade Style: Take a Style Upgrade from the City and place it into your Style.
	Receive 1 Good Review (on Customer Cards)		Receive 1 Good Review (on Upgrades / Achievements / Awards)
	Raise you Hype by 1.		Immediately draw a Customer Card from your Customer Deck and place at the end of your Line.
	Word of Mouth: Take a Customer from the City, matching the Group icons of your last Pantry Upgrade, your Style Upgrades or your Customers in Line and place it into your Discard Pile.		Walk-In: Take a Customer of your choice from the City and place it at the end of your Line.
	Sample: Active 1 icon from any of your added Pantry Upgrades.		Inspire: Active 1 icon from any of your added Style Upgrades.
	Dig: Discard up to 3 cards from the City row you are drawing from before making your decision. Discarded cards go to the respective City Discard pile. Draw a new card between each Discard.		Customer Tracking: Look at the next card in your Customer Deck and decide to put it back or Discard it.
	Early Bird: Take the Next First Player Token.		

## Achievements



Menu Variety:  
Unlocked if you 5 or more unique Special Resources icons in your Pantry. \_\_



Item Mastery:  
Unlocked if you have 3 or more matching Special Resources icons in your Pantry.



Universal Appeal:  
Unlocked if you have 5 or more unique Group icons in your Style.



Niche Style:  
Unlocked if you have 3 or more matching Group icons in your Style.