

# CHAI FAQ & EXTENDED RULES

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# TOP-10 FAQ FOR CHAI

**Q: Where are the components listed for my copy?**

**A:** The base game components are listed on pg. 1 in the rulebook, but if you've bought the deluxe Kickstarter edition, the complete list with extras is featured on the back of the deluxe box. We've included both lists on [pg. 5](#).

**Q: What are the cups used for in the game?**

**A:** Cups are not owned by any player but are used to complete customer orders. If you are playing with the "Connoisseur" variant on pg. 5 in the rulebook, tea token majority scoring at the end of the game is also used.

**Q: Where do "discarded" pieces go?**

**A:** When discarding flavour tiles and pantry tokens, take these pieces off their respective boards and place them in any teacup. It does not matter which one. If discarding a customer card (for example when going above 3 reserved customer cards), place the discarded card on the bottom of the customer deck.

**Q: What do we do if we've run out of a coin value?**

**A:** Players may always make change and swap coin tokens at any time, as long as the total money amount matches after the swap. Coin values are as follows: gold = 3, silver = 2, and copper = 1.

**Q: What happens when the bags run out of tiles or pantry tokens?**

**A:** If the pantry or market bag runs out of ingredients, refill the bags from the teacups. Leave the tea tokens in the teacups.

**Q: Can I make more than one purchase in the market?**

**A:** When selecting the "Visit the Market" action for their turn, players may buy only one type of tile at a time, but may make multiple purchases on their turn.

**Q: How do I buy a group of tiles in the market?**

**A:** Select a market tile, taking it and any surrounding tile of the same type in its group. The group is every matching tile connected to it in every direction from it, not including diagonally. Purchase the group by paying the cost at the top of the board for the most expensive tile in the group. For example, if the two top market rows both had 6 lemon tiles, you could purchase all 12 for a gold (value 3) coin.



**Q: What do I do with the extra components while setting up?**

**A:** Remove all unused customers cards, teacups, tea tokens and teahouses back in the box before beginning the game. For each player, setup the following: 1 teacup, 1 teahouse, 6 tea tokens and 8 customer cards of their teahouse colour.

**Q: What happens if I reserve a 4th customer card?**

**A:** When reserving a 4th customer card with the “Reserve & Use Ability” action, immediately discard one of the four customers before continuing with your turn. You cannot use an ability card without reserving a customer, as the rules state you *\*must\** reserve a customer and you *\*may\** use an ability card.

**Q: What happens when a player runs out of tea tokens?**

**A:** When the 6 tea tokens of a specific teahouse colour have all been used, remove all unfulfilled customer cards of the same colour from the game, placing them in the box. These include the same colour face-up customer cards from the customer pool, unfulfilled reserved customer cards from teahouses, and from the deck. Reshuffle the deck. All facedown fulfilled customer cards of that colour remain in the game as points, and the teahouse player who has run out of tea tokens is not eliminated from the game.



# TOP-5 FAQ FOR CHAI DELUXE

**Q: Where are the components listed for my copy?**

**A:** The base game components are listed on pg. 1 in the rulebook, but if you've bought the deluxe Kickstarter edition, the complete list with extras is featured on the back of the deluxe box. We've included both lists on [pg. 5](#).

**Q: How do I add the wild pieces?**

**A:** The wild flavour tiles and pantry tokens can be placed into their respective bags if desired without removing any existing tiles/tokens. They act as any tile/token type when fulfilling orders. See Game Notes 20 for more details.

**Q: What do I do with the extra tip tokens?**

**A:** The extra tip tokens can be added to the tip token pool if desired during game setup and offer new options for tips when fulfilling orders. See Game Notes 21 for more details.

**Q: How do I use the two dice found in the box?**

**A:** They are used for a solo mode called Solo Dice. Rules for Solo Dice are found in player aids in the expanded deck of cards, and more through rules are found starting on pg.14

**Q: What do I do with the extra cards?**

**A:** The extra cards are already placed in the deck of cards provided and can be used if desired or removed if wanted. There are extra rule cards to act as player aids for wild flavour tiles/pantry tokens, the rules for solo dice, the new ability cards and new tip tokens. There are three new ability cards that can be shuffled into the ability card deck, one of which is blank to allow you to make your own ability if desired. Each base tea type has 3 extra customer cards that can be shuffled into the customer deck, 1 of which is blank to draw your own art if desired. If the new customer cards are used, players should shuffle them in with existing cards, then take out 8 cards to play with for the game. Remove the extra customer cards back into the box.



# COMPONENT LIST

- 5 tea house (green, black, rooibos [red], oolong [blue], white) player boards
- 30 base tea tokens (6 tokens of each above colour)
- Card totals in deck box: 53 in retail, 80 in deluxe
  - 40 customer cards (8 of each colour)
    - 20 added for deluxe (4 of each colour, 1 of them allowing you to draw your own)
  - 5 player aid cards (1 for each player)
    - 4 added deluxe rule cards
  - 8 ability cards
    - 3 added deluxe ability cards (1 being blank/create your own)
- 72 tea flavour tiles (12 tiles of each: mint, jasmine, lemon, ginger, berries, and lavender) and 1 market bag
  - 5 added deluxe wild market tiles
- 1 recessed-market board
- 1 double-sided (Celsius/Fahrenheit) thermometer with round tracker clip (and two extras)
- 6 tip tokens (3 copper, 2 silver, 1 gold)
  - 4 added tip tokens (1 wild pantry, 1 wild market, 2 blank/create your own)
- 1 money pouch board
- 1 Chai rulebook
- 30 coins (fifteen copper [1], ten silver [2], five gold [3]), 1 first player token
- 50 pantry tokens (10 tokens of each: milk, sugar, honey, vanilla, and chai spices) and 1 pantry bag
  - 5 added deluxe wild pantry tokens
- Insert: 1 cardboard in retail, 2 GameTrayz in deluxe
- 2 solo dice in deluxe

## INSERT UNBOXING

The majority of the small components are placed in the small GameTrayz top tray, while cards and the High Tea Expansion fit into the two wells. Many thanks to our friends at Tangerine Games for creating this [helpful video](#).



# CHAI EXTENDED RULES

## GAME NOTES

1. “Discarding” and “Removing” flavour tiles and pantry tokens refer to the same action: taking those respective tiles and tokens off their respective boards and placing them in any tea cup. It does not matter which tea cup.
2. Players may always make change and swap coin tokens at any time, as long as the total money amount matches after the swap.
3. If the flavour tiles/pantry token bag ever empties, refill the bag from tiles/token in all teacups. Leave tea tokens in the teacups.
4. When visiting the market, players may buy ALL orthogonally touching tiles of the same type, regardless of shape of grouping (ex, U-shaped, L-shaped or S-shaped). Diagonally touching tiles do not count toward group size. Players may only buy one type of tile at a time.
5. Remove all unused customer cards/tea tokens and cups before the game starts and put them back in the box. This means they should be one tea cup per player in play, and only player colours for customer cards in the game.
6. You *may* reserve a 4th customer card, but must immediately discard down to 3 before continuing with your turn.
7. When taking the Reserve & Use Ability action, you *must* reserve a customer and you *may* use an ability card. You cannot use an ability card without reserving a customer.
8. When a type of tea token runs out, remove all face up customer cards of the same type from the customer pool, any unfulfilled reserved customer cards, and from the deck from the game. Reshuffle the deck. All facedown fulfilled customer cards of that type remain in the game as points.
9. Players may pick *any* tea cup when fulfilling an order, as long as that tea cup has an available tip token. You may change which tea cup you use to fulfill orders from one order to the next. Once a tea cup is used to fulfill an order, receive the tip from the tip token in front of it and place the tip token with the tip token(s) placed to the side.
10. When resetting for the next round, gather all tip tokens, shuffle them, and place one tip token face down in front of each tea cup. Place remaining tip tokens to the side.
11. Using an ability does not cost the card. The only time ability cards are replaced is during the start of a new round.
12. If a player cannot pay the copper coin to another player to use their tea token while fulfilling an order, that player may not fulfill that order.
13. The thermometer can be used on either celsius or fahrenheit, but the round track always starts at the bottom of the track.



14. After a player has taken the last tip token during the fifth round , play continues until the player to the right of the player with the first player token performs their turn. This would ensure that each player has the same number of turns. For example, if the player with the first player token ends the game, every other player gets one more turn. If, however, the player second the right of the player with the first player token ends the game, only the player to the right of the player with the first player token would get a turn, as they otherwise would have one less turn than everyone else. If the player to the right of the player with the first player token ends the game, the game immediately ends with no one else getting extra turns.
15. During the final turn of the game, after all the tip tokens have been taken during the final round, players taking a turn may still fulfill orders but no longer receive any tips. Flavour tiles and pantry tokens can go in any teacup during these turns.
16. While counting the diversi-tea award in a 3-5 player game, players count their own colour fulfilled customer cards in addition to fulfilled customer cards of other player's colours.
17. During the connoisseur variant, starting customer cards are dealt face down and all reserved customer cards are kept face down. You may check your reserved at any time, but do not reveal them until they are fulfilled and then placed facedown with other fulfilled customers.
18. For endgame scoring during the connoisseur variant, one at a time reveal the contents of the teacups and count all tea tokens inside each individual teacup. For each teacup, the player with the majority of their tea tokens in that tea cup receives 1 point. If two or more players tie for majority of their tea tokens in a tea cup, each player receives one point. Players lose 1 point for each unfulfilled order in their tea house.
19. During the organic variant, you can still reserve customer cards, even if abilities have been removed from the game.
20. Deluxe Version Only: Wild flavour tiles and pantry tokens start in their respective bags. These wilds can be used as substitutes for any tile/token when fulfilling an order. Wild flavour tiles count as their own tile type when taking the Visit the Market action, meaning they can be bought as a group like other tile types, but are not included in other tile type purchases (ex. Wilds are not mint when buying mint tiles). Wild pantry tokens can be taken as normal pantry tokens.
21. Deluxe Version Only: Extra tip tokens may be added to the tip token pile during game setup. The two blank tokens may be used to create personalized tip tokens for the group, or simply that player receives no tip for fulfilling the order. The wild flavour tile and wild pantry token tip tokens grants one free tile/token of the players choice, drawn from the respective bag. Players may look in the bag to find the chosen tile/token. If the tile/token is not in the bag,



the player may take one from a cup, and if there still isn't any available then that ingredient cannot be claimed.

22. We encourage players to help each other get the most points possible by pointing out the best market deals or customers their friends and family might have missed to ensure everyone has the best possible experience.





## ABILITY CARDS

- **Ability 1:** This ability acts as a single purchase (as during the Visit the Market action) of all tiles in a group that would cost one copper or silver. This would allow the buying of a group of tiles as normal.
- **Ability 2:** Pick any one flavour tile from your tea house and place it in any teacup.. Receive one silver coin.
- **Ability 3:** When first drawn, 3 random flavour tokens pulled from the bag are placed on the card in the spaces shown. When this ability is used during the Reserve & Use Ability action, the player swaps favour tiles from their tea house with flavour tiles on the card. The player does not have to swap all three tiles, and can choose to swap one, two or three tiles. Tiles placed on the card stay on the card and can be used to swap again during another turn. This continues until the ability card is replaced by another ability card during the start of a round, at which time the flavour tiles on the card at that moment are placed in a tea cup.
- **Ability 4:** If an order is fulfilled the turn this ability is used, when revealing the tip token in front of the tea cup, whatever is on the tip token is ignored and instead a gold coin tip is received instead. Whatever is revealed on the tip token is not received. The tip token is still removed and placed with the other tip tokens. If this ability is used on the final round of play after all tip tokens have been removed, if the player fulfills an order a gold coin tip is still received even though they do not reveal a tip token. If an order is not fulfilled the same turn this ability is used, the ability does not carry over to other turns and is wasted.
- **Ability 5:** When chosen, take \*all\* flavour tiles of one type from the market board and place into any teacup. Slide the remaining tiles to the left and refill market the board from the bag as it was the end of the Visit the Market action.
- **Ability 6:** If an order is fulfilled the turn this ability was chosen, the player may fulfill an order with one fewer pantry token, to a minimum of no pantry tokens needed. This does not affect needed flavour tiles. If an order is not fulfilled the same turn this ability is used, the ability does not carry over to other turns and is essentially wasted.
- **Ability 7:** When chosen, the player may immediately swap one or two pantry tokens from their tea house with pantry tokens on the pantry board. The tokens on the pantry board may not be reset like during the beginning of the Visit the Pantry action.
- **Ability 8:** When chosen the player may take one pantry token from the pantry board as they took the Visit the Pantry action. The pantry board is filled from the pantry bag as normal. If taking this action would bring the player tea house over six pantry tokens, immediately discard down to 6 as normal.



- **Ability 9 (Deluxe):** Discard two pantry tokens to any tea up, then take one chosen pantry token from the bag. Players may look in the bag to grab this token. If the tile/token is not in the bag, the player may take one from a cup, and if there still isn't any available then that ingredient cannot be claimed. (There was a printing error in the first edition of these cards where the graphic and wording did not match. We are following the graphic for this card.)
- **Ability 10 (Deluxe):** Discard two flavour tiles to any teacup, then take one chosen flavour tile from the bag. Players may look in the bag to grab this token. If the tile/token is not in the bag, the player may take one from a cup, and if there still isn't any available then that ingredient cannot be claimed. (There was a printing error in the first edition of these cards where the graphic and wording did not match. We are following the graphic for this card.)
- **Ability 11 (Deluxe):** Players may make their own ability, or simply remove this card from the ability card deck



## SOLO

### SETUP

1. Pick one colour of base tea type and set up as normal with tea house/tea tokens/customer cards/starting customer card of that type.
2. Choose another colour of customer cards/tea tokens and gather them as another player and set up tea cups/tip tokens/customer pool/customer deck as if it was a 2-player game.
3. Place the other colour tea tokens off to the side of your tea house.
4. Take 3 dollars from the supply.
5. Place the round tracker at the lowest step.

### EXTENDED RULES

1. Game takes place over 10 turns. After each turn, move the round tracker up one step. Play proceeds as normal, with the player choosing one of the three available actions and possibly fulfilling a customer. If fulfilling a customer of the other colour than your own, you must pay one copper to the bank. Place tea tokens in cups for both colours as normal. If tea tokens for a colour runs out, remove all customers of that colour as normal.
2. If both tips are taken, replace one ability card as it was the end of the round. Replace tip tokens as it was the start of a new round.
3. After 10 turns, the game is over and compare score to points on scoreboard (pg. 6 of rulebook) for your tea grading.



# CHAIWALA CO-OP

## SETUP

1. Players pick a base tea type and set up as normal with tea houses/tea tokens/customer cards/starting customer card of that type.
2. Pick one unused base tea type for the chaiwala. Gather customer cards and tea tokens for the chaiwala.
3. Set up the teacups/tip tokens/customer pool/customer deck as if the chaiwala was a human player. The chaiwala does not get a starting customer card.
4. Place the chaiwala's tea tokens off to the side of the play area.

## EXTENDED RULES

1. Game takes place over 5 rounds as normal. Players take their turns as normal, choosing one of the three potential actions and potentially fulfilling customers. Players may fulfill customers of other player colour, including the chaiwala, as normal, but do not pay one copper to those players/chaiwala. Round ends as normal, when all tip tokens have been taken.
2. The chaiwala acts as an extra player, and performs their first turn after the human players. On their turn, the chaiwala fulfills the highest value customer card, regardless of colour. The chaiwala always fulfills orders without having to pay flavour tiles/pantry tokens and does not pay copper to players if fulfilling that player's colour customer cards. Keep customers fulfilled by the chaiwala off to the side next to their tea tokens. The chaiwala always uses the first unused (still has tip token) teacup from the left of the row of teacups, and takes the tip token of that teacup. The chaiwala receives money from tip tokens (Deluxe note: if the tip token is a wild market tile/pantry token the chaiwala does not receive it).
3. Place player/chaiwala tea tokens in cups when fulfilling customer cards of that player/chaiwala colour like normal. If tea tokens of any colour run out, remove all customer cards of that colour as normal.
4. After their first turn the chaiwala acts as an extra player for turn order, meaning they will always act after the person to the right of the player with the first player token. If the chaiwala goes first at the start of a round, replace the further left most ability card from the ability card deck with a card from the ability card deck. Round ends otherwise unchanged.
5. Game ends after 5 rounds. Points totaled amongst players and compared to the chaiwala. The chaiwala counts points from both fulfilled orders and money received from tips. There is no diversi-tea award in this play mode. If the sum of player scores beat the chaiwala, then players win. Ties are resolved normally, again totaling all players customer cards.



6. The chaiwala mode can be played solo if you are ambitious enough. The only difference is the chaiwala fulfills the lowest value customer card on their turn.



# SOLO DICE (DELUXE)

## SETUP

1. Player picks a base tea type for themselves and the AI opponent and gathers all tea houses/tea tokens/teacups and customer cards as normal.
2. Neither player receives a starting customer card from the deck, instead all 8 cards of both cards are shuffled into the deck and then 4 cards are set out in the customer pool as a normal 2 player game.
3. Both players receive one silver coin. The human player goes first.

## EXTENDED RULES

1. Game takes place over 5 rounds as normal. The human player turn proceeds as normal, with the player taking one of the three available actions and then possibly fulfilling a customer card.
2. For the AI player turn, roll both solo dice and perform the actions on both dice in either order. If a wild flavour tile/pantry token is shown on the dice, take 1 random flavour tile/pantry token from their respective bag and place it in the appropriate spot on the AI's tea house board. If collecting the flavour tile/pantry token would be more than 12 flavour tile/6 pantry token limit, the AI player does not receive that flavour tile/pantry token. All flavour tiles/pantry tokens received by the AI player are considered wild for filling customers. If a coin value is shown on the dice, place a coin of that value on the AI player's tea house board.
3. If a check mark is shown on the dice, the AI player immediately fulfills the lowest value customer card in the customer pool without paying flavour tiles/pantry tokens. If both dice show check marks, the AI player still only fulfills the single lowest value customer card. If multiple cards match for lowest value, the AI always fulfills its own colour first. Fulfilling customer cards in this manner still requires tea tokens, and if the card fulfilled is the human player the AI still pays one copper coin to the human player. If the AI cannot pay the human player for the tea token, it cannot fulfill that card. Tea tokens are placed in the teacup furthest from the left of the row of tea cups, regardless if it has a tip token or not. Fulfilling a card in this manner does not place flavour tiles/pantry tokens in teacups, nor does the AI player take a tip token.
4. After both the dice actions are completed, if the AI player has enough flavour tiles/pantry tokens to fulfill any customer card, they do so by paying the flavour tiles/pantry tokens/tea token to the leftmost tea cup with a tip token, taking the tip shown on the tip token as normal. If the AI could fulfill multiple customer cards in this manner, it will always fulfill the highest value card,



regardless of customer colour. If the AI fulfills a customer card of the human player's colour, the AI still pays one copper to them, and if unable to, may not fulfill this customer. If this prevents the AI from fulfilling a customer but another customer card could be fulfilled, the AI will fulfill that customer instead, against starting with the highest value customer card available.

5. Round end is unchanged. If the AI player goes first in the new round, replace the further left most ability card from the ability card deck with a card from the ability card deck. Game ends after 5 rounds. Score is counted as normal for the AI player, counting both fulfilled customer cards and money on their tea house board. The highest score wins. Ties are resolved normally.

