

# Tea or Coffee?



Heike and Stefan Risthaus

Preparation: Shuffle the cards to create a pile. Each player draws 5 cards to his hand. Leave space for a discard. Have paper and pencil ready.

Course of Play: In clockwise order, you perform 1 turn each. In a turn, you carry out **exactly one** of the following actions:

**A** **Reveal 1 set.** Each card shows all the possible combinations for this card to form a set, and the points you gain for it (example: Tea = 1 pt.; Bagle + Egg = 3 pt.). Note the points gained and put the set to the discard. If empty-handed after your turn, you gain a bonus of 3 extra points and draw 5 cards (otherwise you don't).

**B** **Draw 1 card** from the pile to your hand.



**C** **Discard up to 3 cards** and draw as many cards to your hand.

**D** **Play 1 card with special feature** to the discard:

- *Sausage*: Draw 2 cards from the pile, take 1 to your hand, and give 1 to a player of your choice (that may be you).
- *Jam*: Choose any 1 card from the discard or another player's hand. Add this card to your hand. If you choose a player, that player draws 1 card.

Permanent Rules:

**Hand limit:** If you have more than 7 cards in hand, immediately discard cards until you have only 7 left.

**Empty pile:** Shuffle the discard to form a new pile.



Game End: Once a player has 40 points or more, the game ends as soon as any one player is empty-handed. That player gains 10 bonus points (not 3). Every other player may reveal 1 final set. Whoever has the most points now wins the game.

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