



by Rudi Hoffmann und Roland Siegers

Players: 2 – 5
Age: 10 and older
Duration: approx. 45 minutes

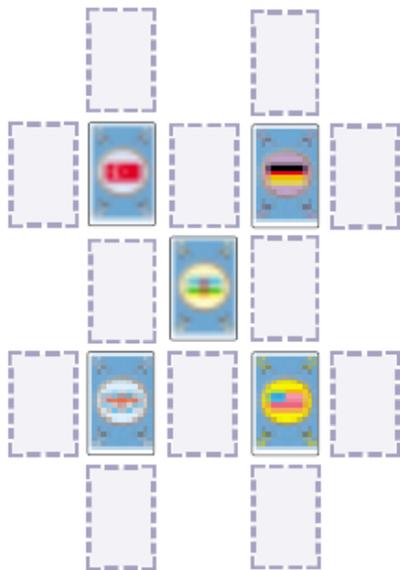
Contents:
96 guest cards (48 ladies and 48 gentlemen from 12 different nations)
24 table-cards (two cards each from 12 nations)

INTRODUCTION

The 'Café International' is a meeting place where guests from many different nations get together. Here, you may have a nice chat with others while enjoying a glass of wine, a cup of coffee and some pie. That's why you will often find guests from different nations sitting at one table. The purpose of the game is to find a clever way to lay down the guest cards at a table-card in order to receive as many points as possible. The player who has scored the most points at the end of the game is declared the winner of the game.

GAME PREPARATIONS

The guest cards and the table-cards are shuffled separately. Each player receives seven guest cards in his hand. The remaining guest cards are placed face down in the middle of the table to form the stock. Five of the table-cards are placed face up onto the middle of the table forming an 'X'-shape (the Café). The remaining table-cards are placed beside the guest card-pile to form another stock. All players need a pencil and a score sheet to take down the points. Designate a starting player. Then use a clockwise rotation for all other players.



The Café: five table-cards with free spaces for guest cards.



Cards a player has in his or her hands



pile for guest cards



pile for table-cards

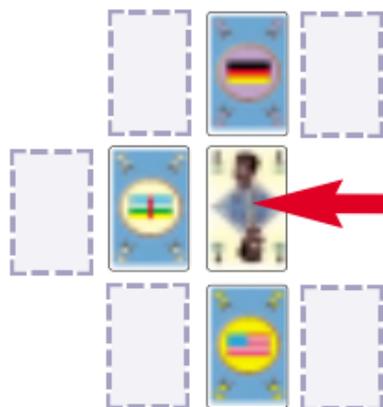
HOW TO PLAY THE GAME

If his or her turn, a player has to carry out **one** of the following actions:

- ◆ Place up to three guest cards from his hand at the table-cards, or
- ◆ draw one guest card from the stack, or
- ◆ lay down a guest card from his hand face up and in front of him.

SEATING ARRANGEMENTS IN THE 'CAFÉ INTERNATIONAL'

In the Café you will always find five table-cards. Around each table-card there are four free spaces marking the guest chairs. During the game, a guest card of a corresponding nationality may be put on a free space between the table-cards or on the edges of the Café. A guest card corresponds with a table-card if the nationality of both the guest and the table are identical on at least one of the sides.



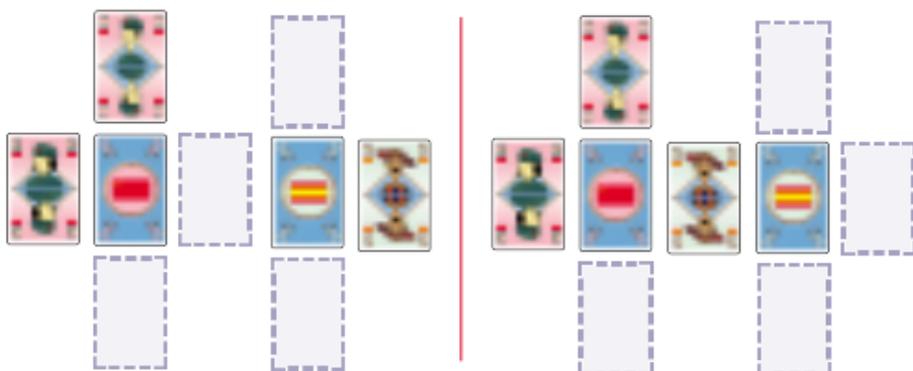
Instead of the African guest, also a German or an American guest may be placed here.

Apart from nationalities, 'Café International' also strictly observes a rule which requires the same number of ladies and gentlemen sitting at the tables whenever possible. The following are the only combinations of guests allowed for one table at any given time:

- ◆ one lady and one gentleman, or
- ◆ one lady and two gentlemen, or
- ◆ two ladies and one gentleman, or
- ◆ two ladies and two gentlemen.

Other seating arrangements are not permissible.

No one is allowed to be the only guest at any of the tables as long as he does not belong to another group of guests at a neighboring table.



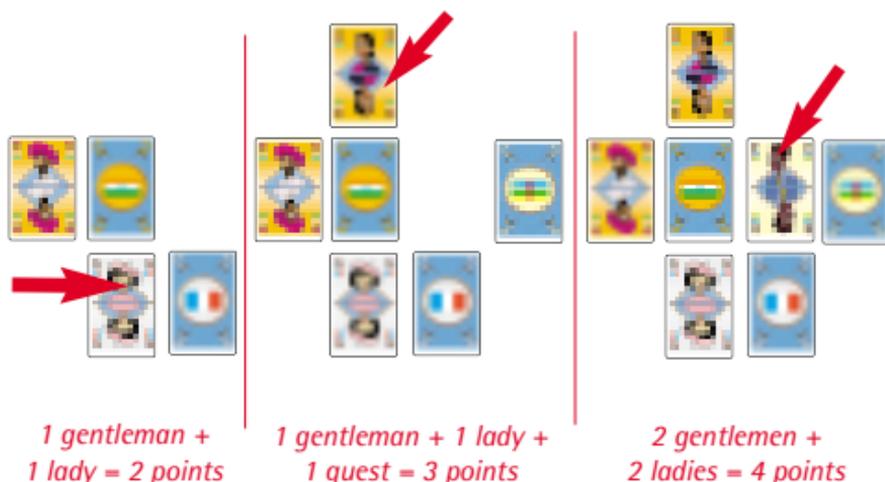
Action: Placing guest cards at the tables

When it is a player's turn, he or she places one or up to three guest cards at appropriate tables. In doing so, players have to observe the seating arrangements as described above. Then the next player to the left takes his or her turn.

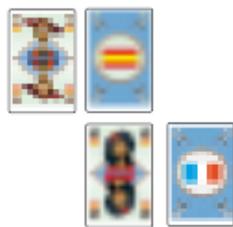
SCORING

Players **must** score whenever laying down a card. If a player places one card each at two different tables he has to score at both tables. **Exception:** If a player allows a guest to be seated at an unoccupied table, he or she must lay down a corresponding guest at that table immediately if the first guest does not allow him or her to score. This also applies to the starting player putting the first guest card into the Café. The more guests already sit at a table, the more points the player receives after having placed his or her card on free spaces. A player may only score at those tables at which he or she has just placed one or more guest cards. In determining the score it is critical how many guests are sitting at a table and what their nationalities are.

Guests of different nationalities at the Indian table



Spanish guests at the Spanish table



1 gentleman + 1 lady of identical nationality = 4 points



1 gentleman + 1 lady + 1 guest of identical nationality = 6 points



2 gentlemen + 2 ladies of identical nationality = 8 points

A player may score at more than one table with only one guest card.

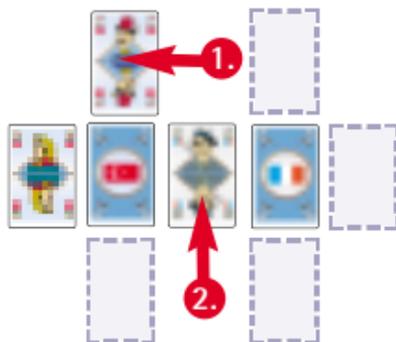


4 points at the German table + 2 points at the Italian table

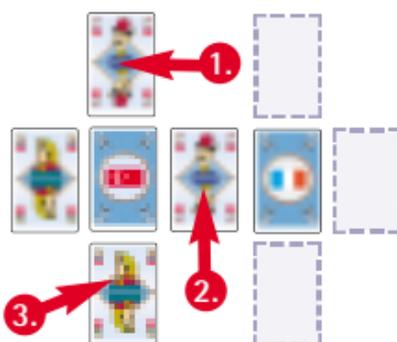


3 points at the German table + 2 points at the Chinese table

If a player puts two or three guest cards down at one table, each card is counted separately.

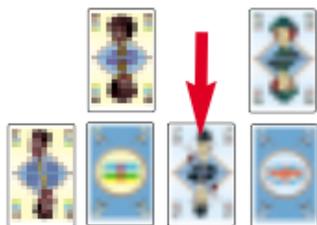


*1st guest = 4 points
2nd guest = $\frac{3 \text{ points}}{7 \text{ points}}$*

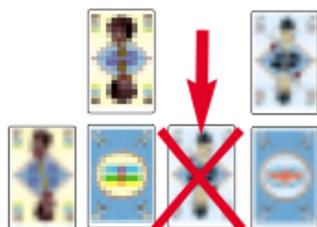


*1st guest = 4 points
2nd guest = 6 points
3rd guest = $\frac{8 \text{ points}}{18 \text{ points}}$*

If a player places a guest card between two table-cards, both tables are counted separately.



4 points at the Great Britain table
+ 3 points at the Central African table = 7 points

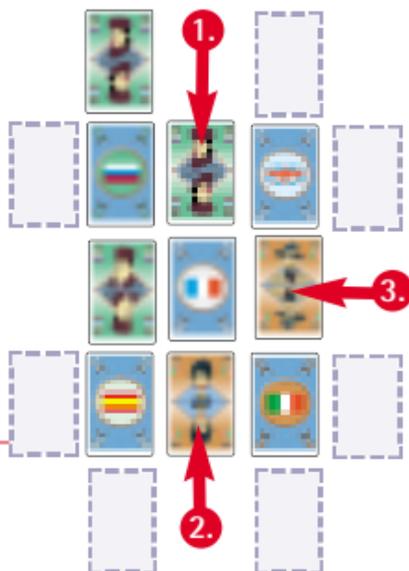


The English guest is not allowed to be placed on the space indicated since an English gentleman is already sitting at the English table.

If the player places one guest card each at different tables, he may score at more than 1 table.

1st guest: 6 points at the Russian table
2 points at the French table
2nd guest: 3 points at the French table
2 points at the Spanish table
3rd guest: 4 points at the Italian table
4 points at the French table
2 points at the Great Britain table

23 points

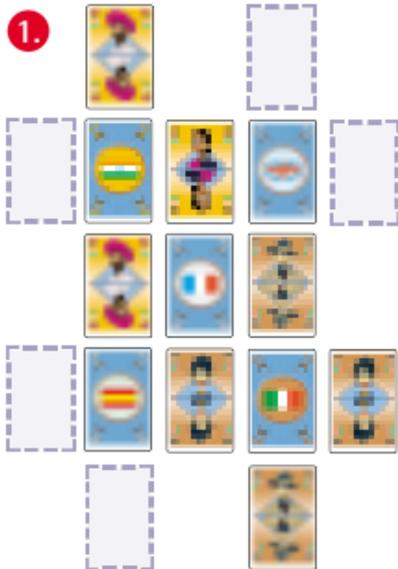


The points for each player are taken down on a score sheet.

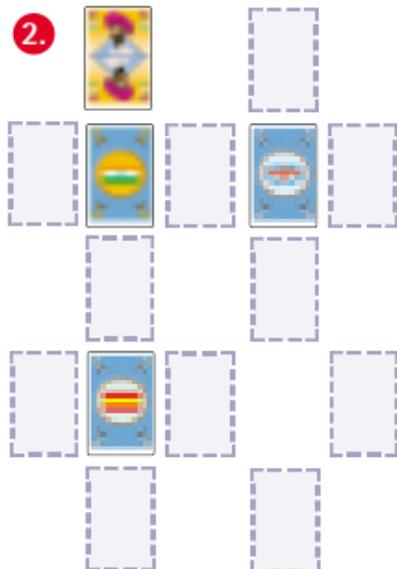
HOW TO EXCHANGE TABLE CARDS

If a player has fully occupied one or more tables after having placed a guest card, these tables have to be exchanged immediately. A fully occupied table is a table which is surrounded by exactly four guest cards. **The table-cards and the surrounding guest cards are taken out of the game and will be put back into the box.**

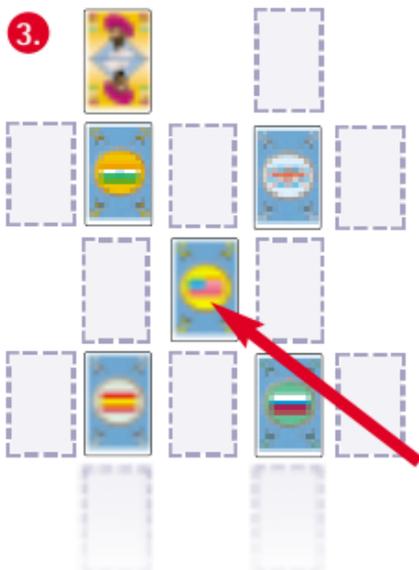
Then, the same number of new table-cards is drawn from the stock as has just been removed. The new table cards are placed on the space the old ones have been removed from.



The French table and the Italian table are fully occupied.



All four guests at the French table and at the Italian table are removed together with the tables.



Two table-cards are drawn from the stock and put in the place of the previously used tables.

If one or more table cards have to be exchanged after a player has placed one or two guest cards only, that player may put a second or a third card into the Café. It is only after the player has placed his or her third guest card or does not want to play another guest card that the next player to the left is taking his or her turn.

Attention: It is possible for a guest to sit alone at a table or to sit at a "foreign" table after table-cards and guest cards have been removed. This is an exception and the game proceeds without reference to the general rule.

Action: drawing a guest card

If a player does not want to place a guest card at a table-card or if he or she is unable to do so, that player **must** draw the top guest card from the proper stock. Then, the player to the left takes his or her turn. **Attention:** A player may have a **maximum of twelve** guest cards on his hand.

Action: placing a guest card face down in front of oneself

If it is a player's turn and that player has twelve cards in his or her hand, and if he or she does not want to place a guest card into the Café or is unable to do so, then that player has to place a guest card in front of him or her with the face of that card showing down. That card does remain there until the game is finished. Each hidden card will score **2 penalty points**.

END OF THE GAME

The game ends when one of the following situations occurs:

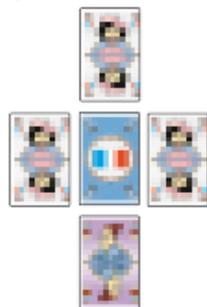
- ◆ There are not enough table-cards in the proper stock to guarantee for five tables to be in the Café. In this case, the game does end immediately.
- ◆ The last available guest card is drawn from the proper stack.
- ◆ As soon as a player does not have any guest card on his or her hand, that player may declare the game to be over. If he deci-

des against that opportunity the game proceeds without reference to this rule.

After the game has ended, each player adds up the cards on his or her hand and the cards face down in front of him or her. Each card is charged with two penalty points. These penalty points are subtracted from all of the points received and noted down on the score sheet. The player with the highest number of points is the winner. If there is a tie, the player with the smallest amount of penalty points is declared the winner.

VARIATION

Sometimes, women like to be amongst themselves while enjoying a cup of coffee and a good conversation. Men also like the company of other men to have a drink or two. To take this into account, the game may be played with the following variation: There is an exception to the general rule: a player now may **place up to four guest cards at a single table at one time** if he or she can guarantee a complete ladies' table (four ladies at one table) or a complete gentlemen's table (four gentlemen at one table) when it is that player's turn. A ladies' table or a men's table (with four ladies or four gentlemen) will be rewarded with 20 points. If such table is a one nation table it will score 40 points.



A ladies' table or a men's table of different nations will score 20 points.



A men's table (or a ladies' table) will score 40 points.



Any questions ? We'll be glad to help you:
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