CAFÉ CARNAGE

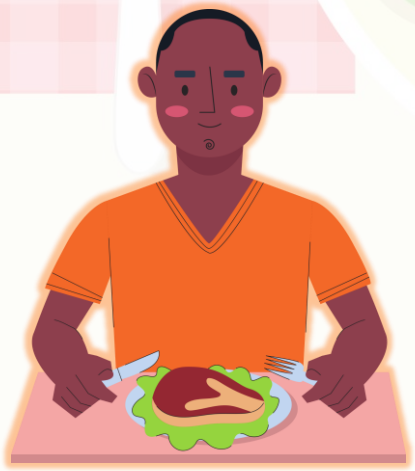
CAFÉ CARNAGE

4-6* 8+ 10'-20'

A BOARD GAME BY:
MARCO CALDARELLI
SIMON GEORGE AND
DICKSON CHUI

OVERVIEW

You and your friends choose to eat out together for five nights in a row, but will vote as to how to pay up each night. Do you share the bill, pay separately for your own meals, or do you cheat your friends and...run?



" ...just looking at this menu makes me drool... look at this Buffalo Steak... it's a bit expensive though, I'll go with this salad, my budget is really limited... Mmmm, the salad's not bad, but what's this delicious smell coming from my left? Oh! it's Alice, she took the Chef's Special Game Jam Burger! I wish I could afford it... so ***what do we do now?*** *Uh oh, they really want to share the bill? But I had only the cheap salad... time to...* ***RUN!!!!*** *"*

Café Carnage is a card game of eating, enjoying and (maybe) running, for 4-6* players. It was originally created in the space of 48 hours as part of the Global Game Jam 2015 and Southampton Game Jam [#SotonGameJam].

This 2023 'remastered' version features new graphics, minor tweaks to gameplay, an increase in player count, and a whole new rulebook.

* **Café Carnage** is playable with 5-6 players, but has not (yet) been rigorously playtested

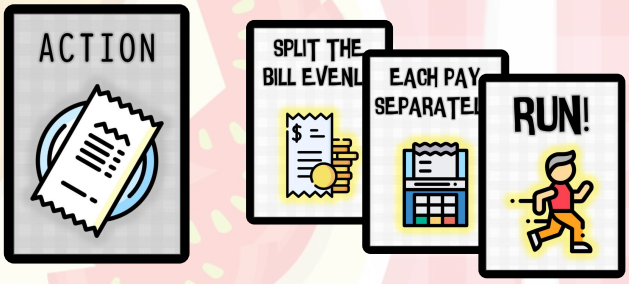
COMPONENTS

To play Café Carnage, you will need the following components:

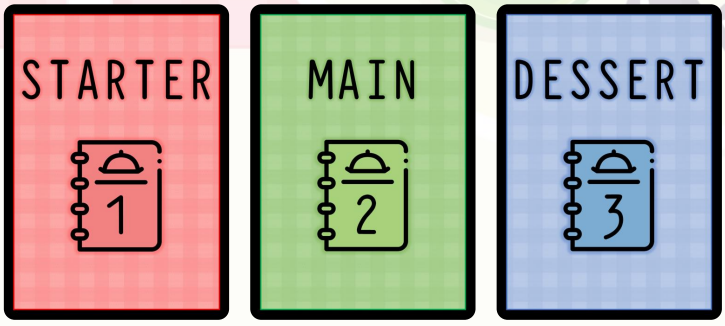
- 1 x Game Board
- 8 x Player Tokens (eight colours)
- 30 x Action Cards
  - 12 x 'Split the Bill Evenly'
  - 12 x 'Each Pay Separately'
  - 6 x 'RUN!'
- 105 x Dish Cards
  - 35 x Starter cards
  - 35 x Main cards
  - 35 x Dessert cards
- 85 x Coin Tokens ($1, $5 and $10)
- 8 x "IOU" Tokens
- 1 x Round Marker
- 2 x Security Guard Tokens

Player Tokens (8)

Action Cards:
- *Split the Bill Evenly* (12)
- *Each Pay Separately* (12)
- *RUN!* (6)



Dish Cards:

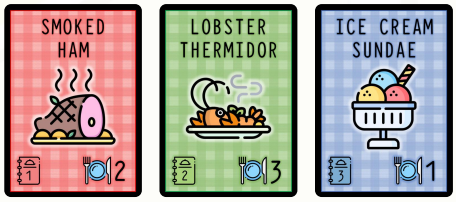


Starters (35)

Mains (35)

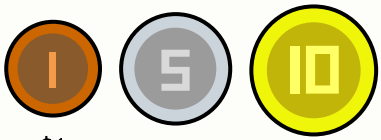
Desserts (35)

Example Dishes:



"IOU" Tokens (8)
(double-sided)

Coin Tokens:



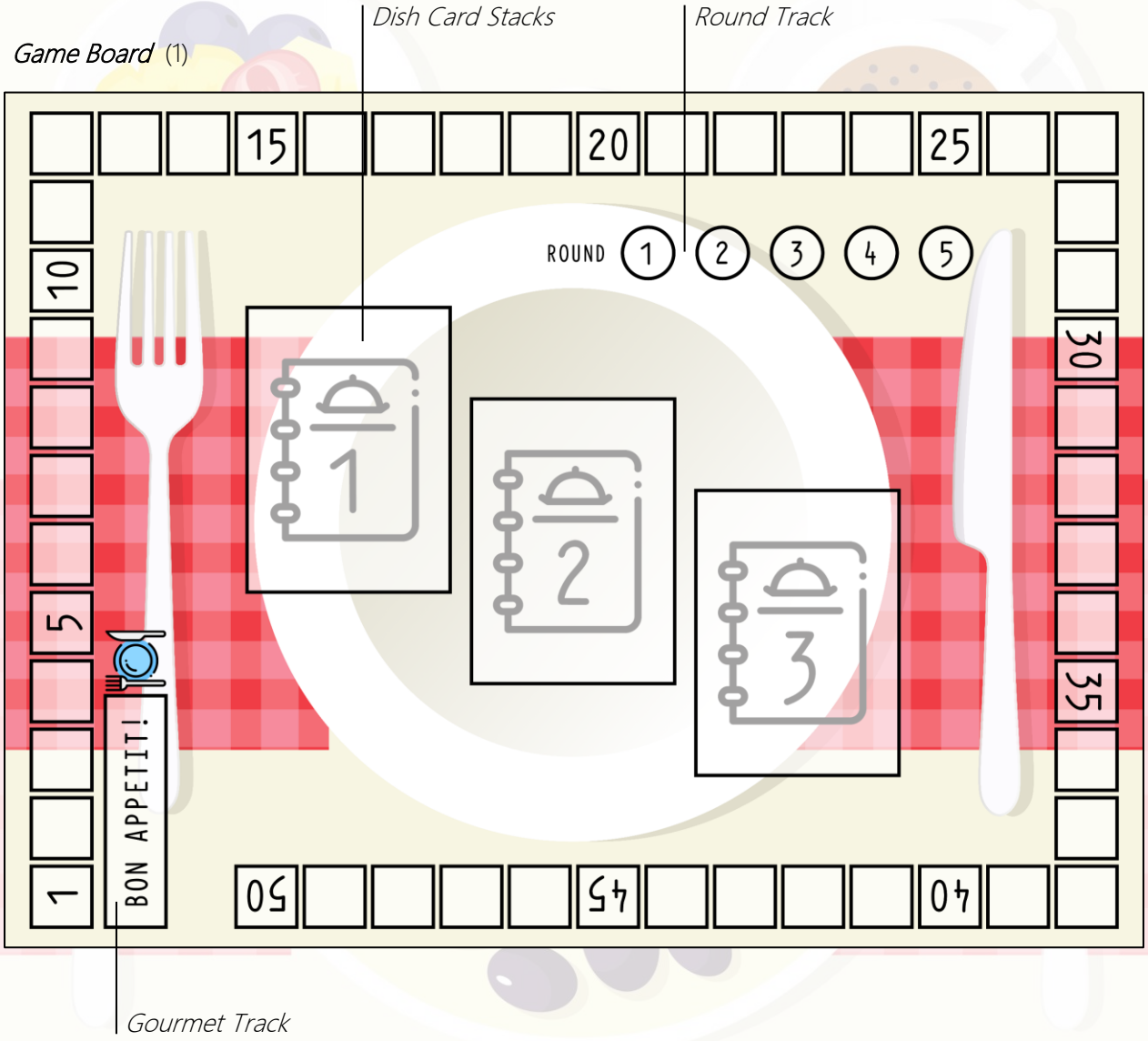
$1 (42)

$5 (24)

$10 (21)

Security Guard Tokens (2)

Round Marker (1)



VICTORY CONDITIONS

During each round, players will attempt to collect Gourmet Points by eating the most prestigious dishes, whilst also keeping an eye on their budget.

At the end of the game, the player who has progressed their Player Token the furthest along the Gourmet Track will be declared the winner!

PREMISE

In order to improve your culinary horizons, you and your friends have decided to embark on a gastronomic tour of restaurants in the local area. Over the course of five nights, the group will dine out at each of the top food destinations around town, taking in a new eatery each night.

Being budget-conscious, you have all agreed to set a spending limit on dining for the week - everyone will spend only $30, attempting to eat as much as they can within their meagre budget.

Each night, each players will choose a starter, a main dish and a dessert from the menu, before settling up once the bill arrives.

But, not everyone will have the same idea about how they should pay - some will want to split the total evenly amongst everyone, whilst others will have chosen more frugally and wish to pay for just their own dishes. After eating their meals, the diners will take a popular vote as to how to pay: to split the total evenly, or to pay individually for their food.

However, this is a competition and not everybody plays fair... When the bill arrives, some of the diners may attempt to run off without paying! If they successfully get away without being caught by the restaurant's security guards, those that remain will pick up the tab.

The player that has collected the most Gourmet Points (earned by eating the most prestigious and, coincidentally, the most expensive food) within their $30 budget by the end of the week will be declared the victor.

Be careful, though: if they spend too much and go over budget, players will be forced to take an 'IOU' - which will reduce their score at the end of the game. Bon appetit!

SETUP

Sort through the Dish Cards and group them by course: [1] Starters, [2] Mains and [3] Desserts. Shuffle each of these decks thoroughly and place them face down on the designated section of the game board. Place the Round Marker on the "1" space of the Round Track.

Each player should select a Player Token of their desired colour, and place it on the 'Bon Appetit!' space of the Gourmet Track. They should also take $30 in value of Coin Tokens from the available supply: this will be their budget for the duration of the game.

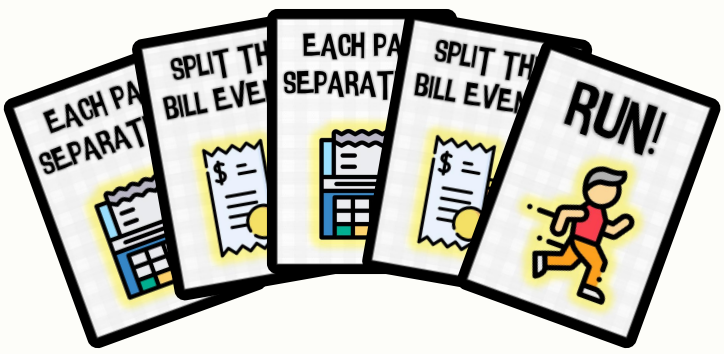
Place a number of Security Guard Tokens next to the game board, according to the number of players within the game:

No. Players	*No. Security Guards*
4	= 1
5-6	= 2

Security Guard Token

Finally, each player should take a complete set of Action Cards (2 x *'Split the Bill Evenly'*, 2 x *'Each Pay Separately'* and 1 x *'RUN!'*) into their hand: this should remain hidden from all of the other players for the duration of the game.

You are now ready to begin the first round!



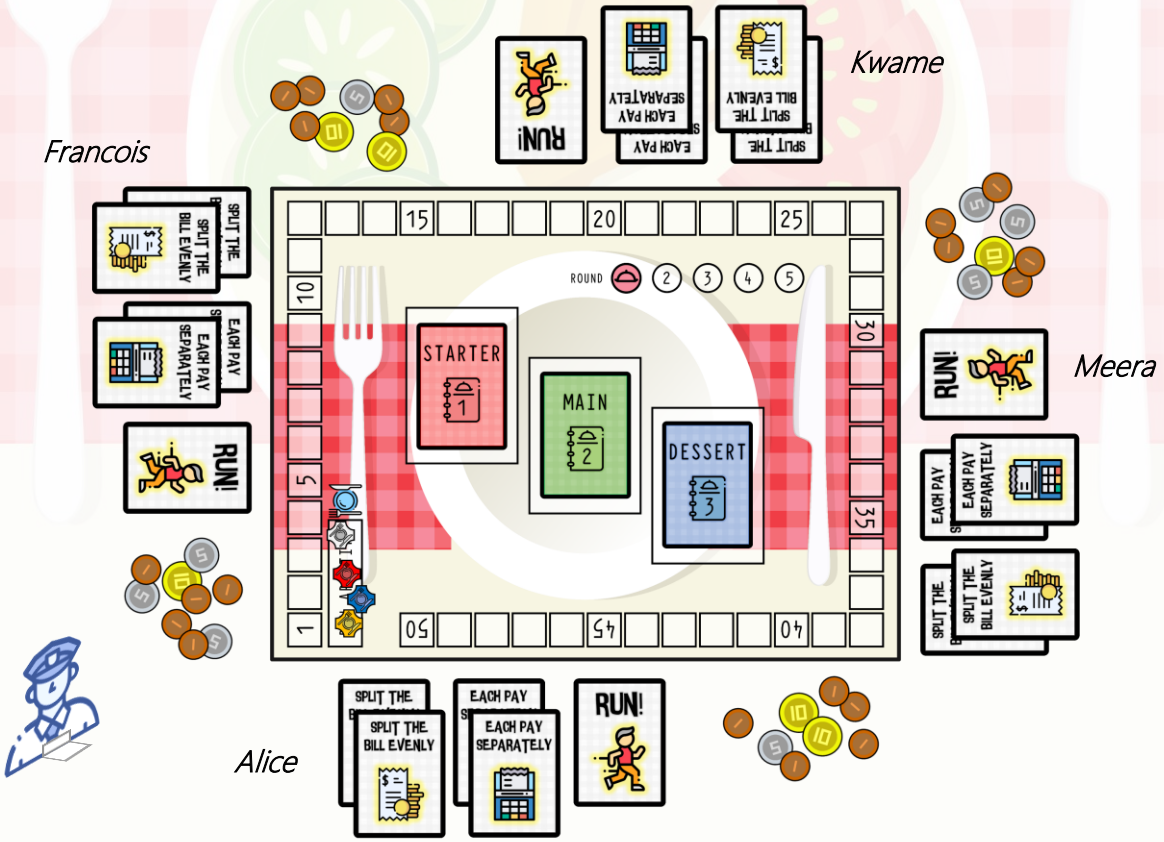
Example

*In this example, Alice, Francois, Meera and Kwame are setting up the game area for their first round of **Café Carnage**. They each take their budget of Coin Tokens and a full set of Action Cards, and place their player tokens at the beginning of the Gourmet Track.*

As this is a four-player game, there is one Security Guard on duty trying to catch players who attempt to flee without playing: play one Security Guard Token next to the game board. Each player now takes their Action Cards into their hand (which will remain hidden from the other players for the duration of the game), and prepares for the start of the game.

We'll periodically check in on their progress during other examples later in this rulebook.

Setup for a 4-player game:



GAMEPLAY

The game takes place over a series of five rounds: each round will proceed through the following steps -

1. **Take Orders** (choose a Starter, a Main and a Dessert)
2. **Secret Ballot** Choose action cards
3. **Dinner is Served** Reveal dish cards
4. **Check, Please!** Reveal action cards
5. **Settle Up** Pay for dishes
6. **Clear the Table** Prepare for the next round

After the resolution of the fifth round, you and your friends will compare how well you enjoyed the week's dining, and how much budget each of you still has remaining. The player who has amassed the most Gourmet Points in total will be declared the victor.

Starter Course symbol

Main Course symbol

Dessert Course symbol

Gourmet Points symbol

1. Take Orders

In this step, each player will choose a Starter dish, a Main dish and a Dessert to eat during that night's dining. They will be dealt three random cards from each course, from which they must choose one: this is the menu from which each player will choose their dish choices for that round.

(i) Simultaneously deal three (3) cards from Starters deck face-down to each player. Everyone should secretly choose one card to keep (placing it face-down in front of them) from their Starter menu, discarding all other cards face-down into a Discard pile next to the game board.

(ii) Repeat step (i) for the Mains deck.

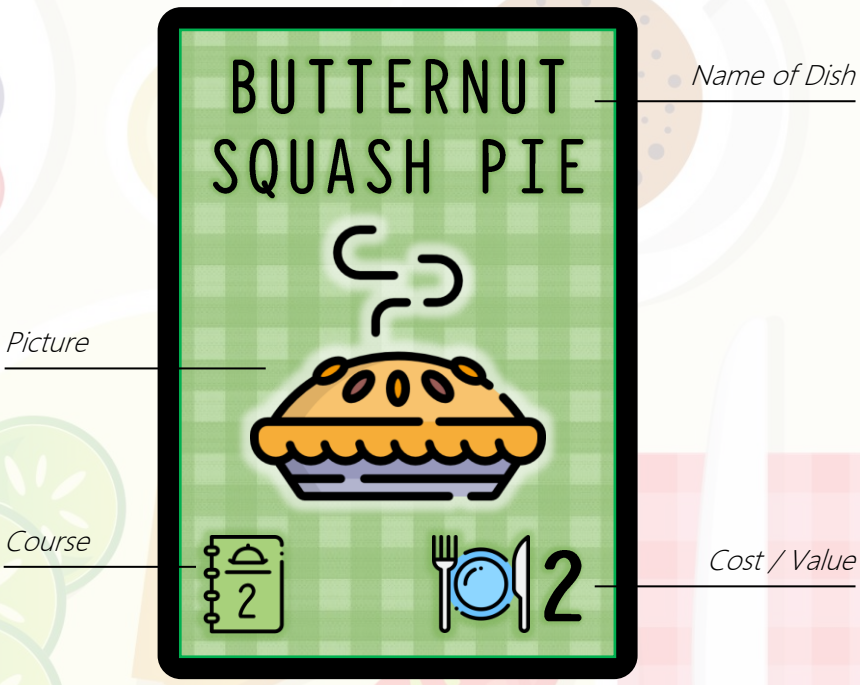
(iii) Repeat step (i) for the Desserts deck.

Each dish card shares the same layout -

The top of the card displays the name of the dish, accompanied by a picture.

Its value (in Gourmet Points) is displayed in the bottom-right of the card - this also represents the cost (in $) that must be paid when settling the bill.

Dish Card Anatomy:



2. Secret Ballot

After selecting their dishes, the diners must collectively decide how the group will pay for the meal when the bill arrives. They will do this via a secret ballot; only revealing their decision after eating their meals.

Each player must choose one card from their current hand of Action Cards, and place it face-down in front of them. This will represent their choice of what to do when the *maître d'* arrives with the bill [during Step 4].

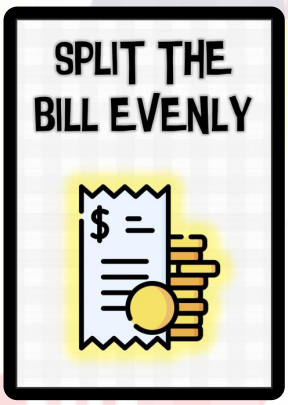
There are three options they may elect to take:

1. Vote to split the bill evenly amongst all diners
2. Vote to have each diner pay for their meal individually
3. Attempt to run away (without paying) when the bill arrives!

The associated Action Cards are shown on the following page.

Action Card Descriptions:

"Split the Bill Evenly":



Choosing this action will cast a vote to split the bill evenly amongst all of the diners:

In this scenario, the entire bill (i.e. the sum of all players' chosen dishes during that round) will be divided equally by the number of diners who remain at the table when it is time to settle up [during Step 5] and they must all pay an equal share.

"Each Pay Separately":

Choosing this action will cast a vote to have each diner pay separately, according to what they chose from their menu:

In this scenario, each diner will pay only for the food that they have eaten that round (i.e. the sum of their starter, main course and dessert).

"Run!":

By selecting this card, the player will choose to make an attempt to run away without paying once they have finished their meal:

If successful, they will not have to pay for their meal; however, it will not necessarily be that easy - the restaurant's security team will be trying to stop them!

[for a full description of outcomes, see Step 4]

3. Dinner is Served

After a short wait, the waiter finally arrives with everyone's meals.

All players may now reveal the dishes they have ordered, by turning their chosen Dish Cards face-up in front of them; describing what dish they ate, and how much they enjoyed it.

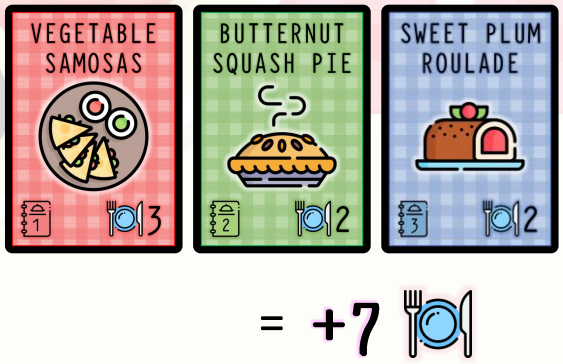
In the interest of suspense, it is recommended that all players simultaneously reveal their cards course-by-course: starters first, then mains and then desserts.

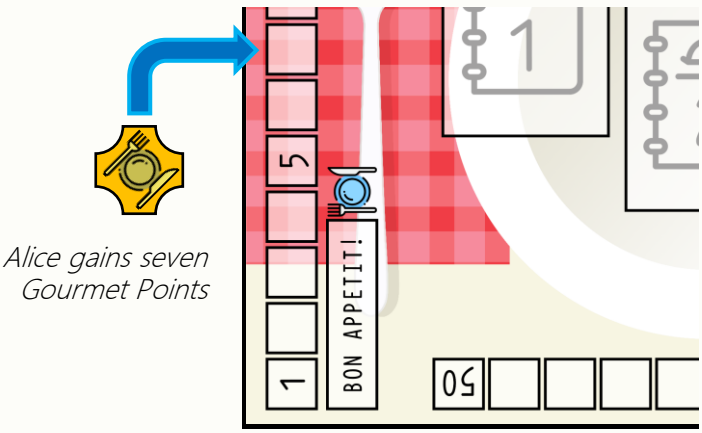
Each player should then add up the total Gourmet Points for their three dishes, and move their token the equivalent number of spaces up the Gourmet Track.

Example

During Step 1 of the first round, the Yellow player (Alice) chose Vegetable Samosas, Butternut Squash Pie and Sweet Plum Roulade from their menu of Dish Cards.

As a result, during Step 3, they gain +7 Gourmet Points, moving their Player Token seven spaces up the Gourmet Track.





Alice gains seven Gourmet Points

4. Check, Please!

Having enjoyed their meals, the diners now request the bill to be brought to the table. The *maître d'* duly complies, and the players now reveal how they voted to settle the total during Step 2 (the Secret Ballot).

Determine who Successfully Flees

Simultaneously, any player who chose the 'Run!' action during Step 3 should now flip their chosen Action Card face-up.: they will be designated as a "runner" for the remainder of the round, and the group must now work out who successfully gets away. All other players' Action Cards should remain face down for the time being.

The number of runners who automatically escape, and the number of runners who are caught by the security team, will depend on the number of players who attempted to run away this round:

No. Runners during this Round		*No. Runners who are "Caught!"*
IF = 2-4	THEN	= 1
IF = 5-6	THEN	= 2

If only one player attempts the run away during a particular round, then they will not be chased by the security team.

They will automatically flee the restaurant successfully and will not have to pay for their meal during this round!

However, if more than this number have made an attempt to run, then the security guards will make an attempt to catch the player(s) who ate the meal(s) of highest value, according to the following rules:

If all runners ate meals of the same cost:

All runners flee the restaurant successfully (and so will not have to pay for their meals during this round)

If the runners ate meals of different costs:

The runner(s) whose meals were most expensive will by caught by the security staff and penalised:

- If there are 2-4 runners, the runner whose meal was the most expensive
- If there are 5-6 runners, the two runners whose meals were most expensive

If there is a tie between runners for the most expensive meal(s), then all of those runners will be caught and penalised.

Any runners who were not caught will flee the restaurant successfully and will not have to pay for their meals!

"Caught" Players Pay Their Bill

All runners who were caught must now collectively pay for the total cost of the meals of *all* runners from this round: this total should be divided equally between each player, and paid into the general supply using Coin Tokens from each player's remaining budget.

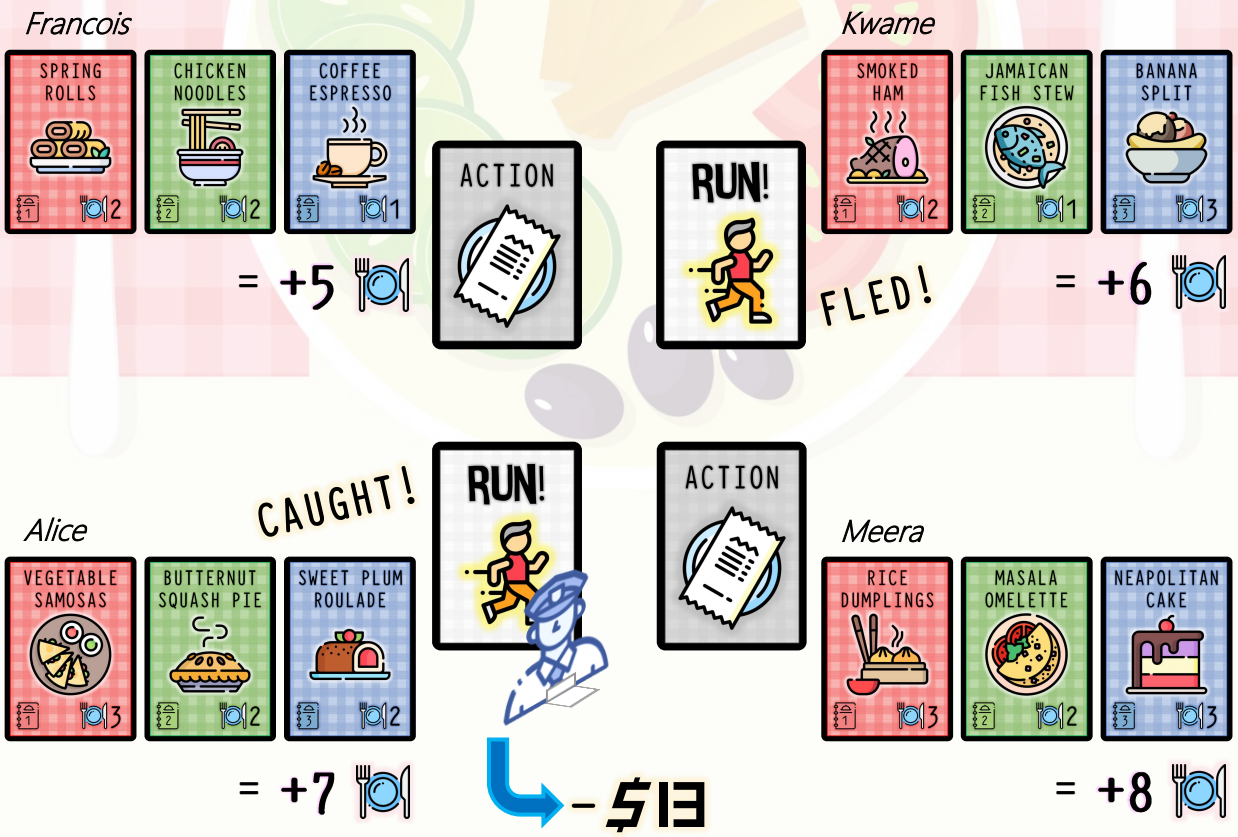
When dividing the totals, any costs are always rounded up: the extra money they pay goes straight into the tip jar for the waiting staff.

All players that fled successfully must now discard their 'Run!' card, and cannot attempt to run again during the game.

All players who were caught may take their 'Run!' card back into their hand: they may make another attempt to run again during a later round, if they so wish.

Example

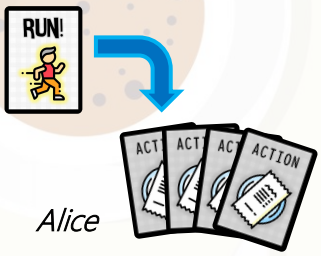
During Step 4 of their game, Francois, Kwame, Alice and Meera reveal the action cards that they chose during Step 2. Alice and Kwame both picked "Run!", so they reveal their cards to the group – Francois and Meera chose different actions, so do not reveal these yet.



Because more than one player chose to "Run!", the waiting staff will attempt to catch the fleeing player(s) who ate the highest-valued meal: since this is a 4-player game, there is one security guard on duty – one of the runners will therefore be "caught".

In this example, Alice ate the most expensive meal (7 🍽), and will be "caught" by the security guard. She must now cover the bill for her own food ($7), as well as for Kwame ($6), who successfully escapes without paying!

Kwame must now discard her "Run!" card, but Alice may take her "Run!" card back into her hand of action cards. Kwame and Alice will now take no part in the rest of this round, but Francois and Meera will now proceed to Step 5 to settle the remainder of the bill.



Alice

5. Settle Up

Any players that did not successfully flee (or were caught by the security staff) must now pay for the remainder of the bill. Whether they share the bill, or they pay for their meals individually, will be determined by the outcome of the secret ballot.

Without revealing them, collect all of the remaining face-down Action Cards and shuffle them thoroughly so that it not possible to identify to whom they originally belonged. Then, deal them all out face-up into the centre of the table.

If the majority of cards show 'Split the Bill Evenly':

The remaining players should sum up the total of all unpaid meals, including any runners' meals that have not yet been paid for, and divide by the number of players who remain at the table (i.e. that have not already fled or been caught). All players must now pay this cost in Coin Tokens; rounding up to the nearest whole value.

If the majority of cards show 'Each Pay Separately' or there is an equal tie:

All remaining players must pay the cost of their own meal into the general supply of Coin Tokens.

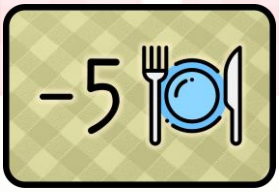
When paying for their meals or any penalties, all costs should be paid into the general supply using Coin Tokens from each player's remaining budget. When dividing the totals, any costs are always rounded up: the extra money they pay goes straight into the tip jar for the waiting staff.

If some meals were not paid for, because no runners were caught and the remaining players decided to each pay separately, then the restaurant will take the loss. That's OK; since you were always planning to go to a different restaurant tomorrow anyway!

"IOUs"

If a player does not have enough Coin Tokens to fully pay for their meal or any penalties, then they may collect $5 from the supply in exchange for a deduction of 5 Gourmet Points. They should also take an IOU Token from the supply, to indicate that they went over their budget. Oops!

In this case, they may collect Coin Tokens to the value of $5 from the general supply, moving their Player Token 5 spaces backwards on the Gourmet Track. This action may be repeated more than once (if required) until the player has sufficient money to pay for their meal, although they need only take one token from the supply.



"IOU" Token

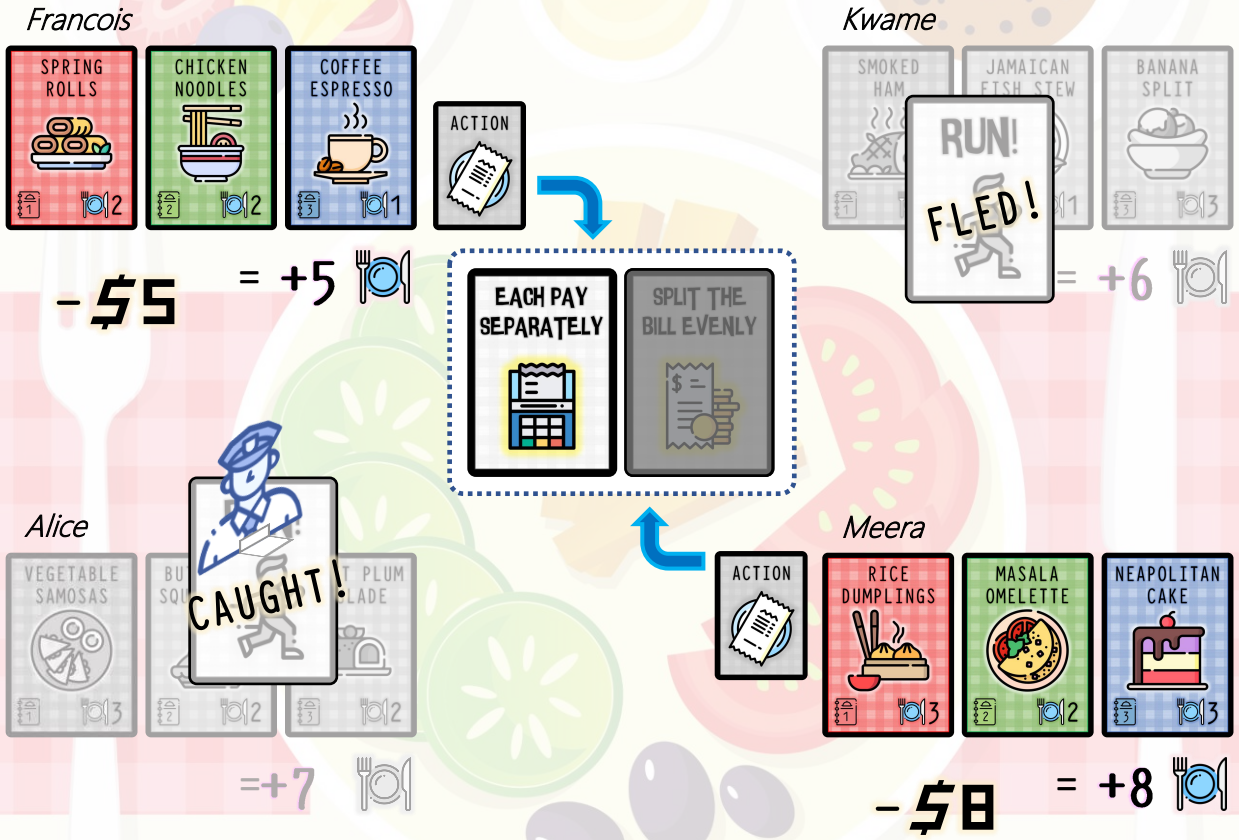
6. Clear The Table (End of Round)

All of the Action Cards in the centre of the table should now be placed into a discard pile, and all of the Dish Cards (Starters, Mains and Desserts) which were not consumed during the round should be re-shuffled back into their respective decks.

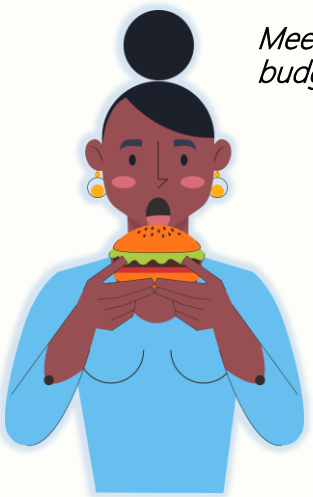
Move the Round Marker up one space, and proceed to the next round.

Example

Since the bill for Alice's and Kwame's meals has already been settled, only Francois' and Meera's meals are yet to be paid for. After shuffling them without revealing them, the (face-down) Action Cards belonging to Francois and Meera are now displayed to the rest of the group.



Because there were equal votes to "Split the Bill Evenly" and "Each Pay Separately", both players will cover the cost of their own meal only. Francois must pay $5*, whilst Meera pays* $8 *for her dishes.*



Meera's remaining budget

-$8

However, Meera only has $7 remaining in her budget: she will have to take an "IOU" Token in order to cover the cost of her meal...

She takes one of the "IOU" Tokens from the game board, as well as $5 *in Coin Tokens from the general supply, and moves her Player Token five spaces back along the Gourmet Track.*

She now pays her part of the bill ($8) *and proceeds to Step 6.*

END OF THE GAME

After five round rounds have been completed, the players' exciting foray of the world of fine dining will draw to a close.

They must now compare their tally of Gourmet Points and any remaining budget that they have left. For every $1 of budget that a player has remaining (in Coin Tokens), they may move their Player Token one space up the Gourmet Track; but only if they did not collect an "IOU" Token during the game!

Whoever has the highest number of Gourmet Points at the end of this process will be crowned the champion!

Tie-Breaker:

- In the case of a tie, whichever player had the largest budget remaining will claim victory.
- If matters are still tied, then both players will share the glory.

ADVANCED VARIANT

For a more challenging game, try playing with a variant that players cannot eat the same dish twice in one week - for example, if a player ate a Buffalo Steak during the first round then they cannot eat the Buffalo Steak during any subsequent round, even if it appears again on their menu of Dish Cards!

MENU

STARTERS

Rice Dumplings | Seafood Tempura | Smoked Ham
Spring Rolls | Steamed Pears | Stuffed Figs
Toasted Prawns | Tomato Soup | Vegetable Samosas
Watermelon Salad

MAINS

Buffalo Steak | Butternut Squash Pie | Chicken Noodles
Jamaican Fish Stew | Lobster Thermidor | Masala Omelette
Pizza Diavola | Spaghetti Bolognese | Sushi Rolls
Vegetable Tacos | Soton Game Jam Burger

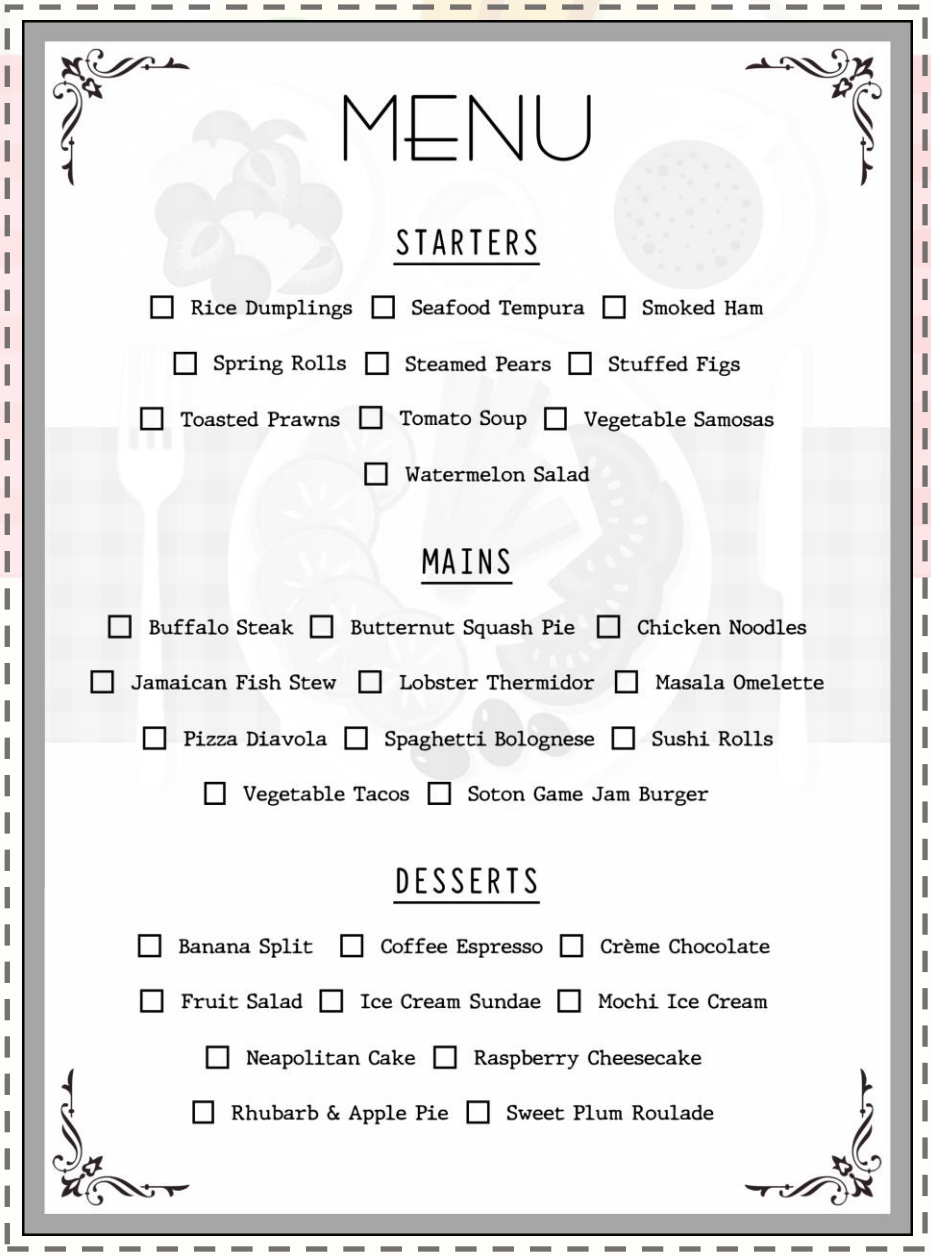
DESSERTS

Banana Split | Coffee Espresso | Crème Chocolate
Fruit Salad | Ice Cream Sundae | Mochi Ice Cream
Neapolitan Cake | Raspberry Cheesecake
Rhubarb & Apple Pie | Sweet Plum Roulade

See Page 19 for a printable menu sheet.

To help play this with this variant, it is recommended that you print a copy of the Menu Sheet to give to each player - they may then mark off which dishes that they have eaten during the week with a pencil or pen.

If a player is forced to select a dish during Step 1 that they have already eaten during a previous round [for example, because all three of their Starter Dish Cards are for dishes that they ate during previous round(s)], then they must still choose one - and pay the cost as usual during Step 4 - but will not gain any Gourmet Points for it!



MENU

STARTERS

☐ Rice Dumplings ☐ Seafood Tempura ☐ Smoked Ham

☐ Spring Rolls ☐ Steamed Pears ☐ Stuffed Figs

☐ Toasted Prawns ☐ Tomato Soup ☐ Vegetable Samosas

☐ Watermelon Salad

MAINS

☐ Buffalo Steak ☐ Butternut Squash Pie ☐ Chicken Noodles

☐ Jamaican Fish Stew ☐ Lobster Thermidor ☐ Masala Omelette

☐ Pizza Diavola ☐ Spaghetti Bolognese ☐ Sushi Rolls

☐ Vegetable Tacos ☐ Soton Game Jam Burger

DESSERTS

☐ Banana Split ☐ Coffee Espresso ☐ Crème Chocolate

☐ Fruit Salad ☐ Ice Cream Sundae ☐ Mochi Ice Cream

☐ Neapolitan Cake ☐ Raspberry Cheesecake

☐ Rhubarb & Apple Pie ☐ Sweet Plum Roulade

Printable Menu Sheet

AUTHOR'S NOTES

Thank you for checking out **Café Carnage**: a silly card game that I, and a couple of collaborators, developed during Global Game Jam 2015. This was my first, proper, finished tabletop game and I was pretty proud of it at the time - however, my game design skills have improved greatly since then, and I am even more proud now of this "remastered" edition which has fixed a few of the flaws of the original game.

Anyway, thanks for reading this far into the rulebook: I hope that you enjoy your time with Café Carnage. Don't eat too much!

-- Simon

CREDITS

Original Game Design [2015]: Marco Caldarelli, Simon George & Dickson Chui

Remastered Edition [2023]: Simon George (@zinar7)

This work is licensed under CC BY-NC 4.0. To view a copy of this license, visit http://creativecommons.org/licenses/by-nc/4.0/

Playtesters [2015, 2023]: Tom Blount, Roanne Hyde, Jon Davies, Phil Quarrell, Ka-Ming Liu, David Cook, Laura McGrath, Kim Lipscombe, Peter Boorman, Alex Lyons

Fonts: Cactus (Marlon Gonçalves) [free licence], Hurry Up (Typodermic Fonts) [free licence], JMH Typewriter Dry (Jorge Morón) [free licence], Typewriter Condensed (Volker Busse) [free licence], Ventura Edding (Josep Patau Bellart), [CC BY-ND 2.5 ES], Artisan 12 (Volker Busse) [free licence], Gabbaland (Sean Trowbridge) [free licence], Squarefont (Bou Fonts) [free licence], Delphines Handwriting (Delphine Jude) [free licence]

Artwork: top-view-restaurant-table-with-flat-design (Freepik) [free licence], Kitchen Top View Illustration (macrovector) [free licence], Food Dish Collection (Freepik) [free licence], Checkered Fabric (Filter Forge) [CC BY 2.0], People Eating [1, 2] (Freepik) [free licence], Calligraphy Design Elements (jonnyc4 / Vecteezy) [free licence], Laurel Wreath (Freepik) [free licence]

Card Icons: flaticon.com (Freepik, surang) [free licence]

All other artwork and design by: **Simon George** (@zinar7)
https://www.sinisterresistance.com

V1.0.0 [2023]

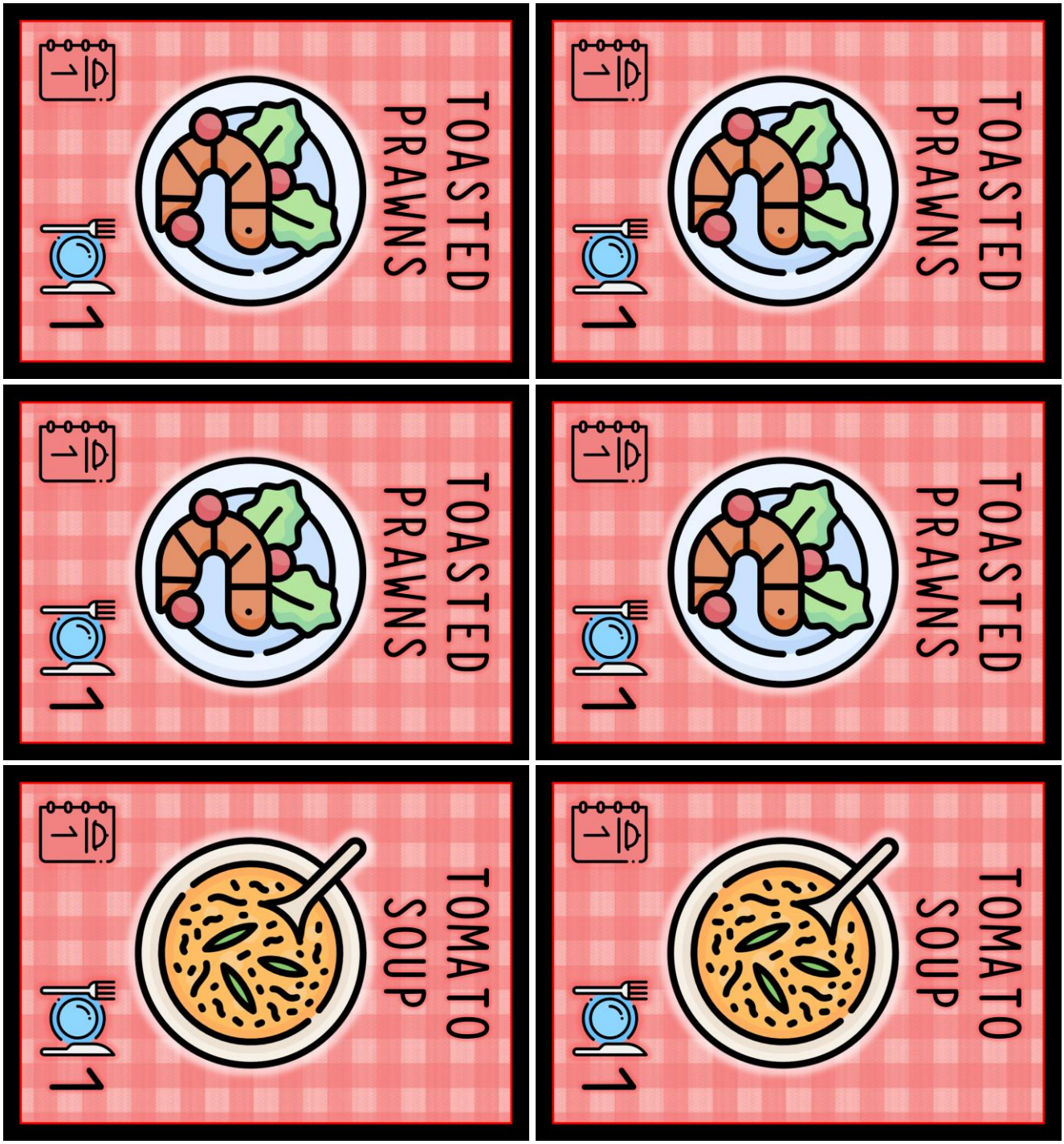
7th ALCHEMY

7A-002

7th ALCHEMY

Assembly: *The following cards (105 in total) are used as faces for the Dish cards within* ***Café Carnage****. To incorporate them into your copy of the game, simply cut them to size and glue each card face to sturdy cardboard or insert into a Poker-sized card sleeve. If you are using card sleeves, it is recommended that different coloured sleeves are used for each dish type (red for Starters, green for Mains and blue for Desserts) in order to avoid them getting mixed up.*

If you wish for them to be double-sided, then templates for the card backs can be found at the end of this section: simply print enough copies to account for each card in the game, and glue the relevant card back (for Starter, Main or Dessert) to the rear of each card face.



SEAFOOD TEMPURA

1 1

SEAFOOD TEMPURA

1 1

WATERMELON SALAD

1 2

WATERMELON SALAD

1 2

TOMATO SOUP

1 1

SEAFOOD TEMPURA

1 1

SEAFOOD TEMPURA

1 1

WATERMELON SALAD

1 2

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

STEAMED PEARS

1 2

STEAMED PEARS

1 2

SPRING ROLLS

1 2

SPRING ROLLS

1 2

STEAMED PEARS

1 2

STEAMED PEARS

1 2

SPRING ROLLS

1 2

SPRING ROLLS

1 2

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

SMOKED HAM

1 | 2

STUFFED FIGS

1 | 3

STUFFED FIGS

1 | 3

VEGETABLE SAMOSAS

1 | 3

SMOKED HAM

1 | 2

SMOKED HAM

1 | 2

STUFFED FIGS

1 | 3

STUFFED FIGS

1 | 3

VEGETABLE SAMOSAS

1 3

RICE DUMPLINGS

1 3

PIZZA DIAVOLA

2 1

PIZZA DIAVOLA

2 1

VEGETABLE SAMOSAS

1 3

RICE DUMPLINGS

1 3

RICE DUMPLINGS

1 3

PIZZA DIAVOLA

2 1

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

JAMAICAN FISH STEW

2 1

JAMAICAN FISH STEW

2 1

CHICKEN NOODLES

2 2

CHICKEN NOODLES

2 2

JAMAICAN FISH STEW

2 1

JAMAICAN FISH STEW

2 1

CHICKEN NOODLES

2 2

CHICKEN NOODLES

2 2

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

SUSHI ROLLS

2 | 1

VEGETABLE TACOS

2 | 2

VEGETABLE TACOS

2 | 2

BUTTERNUT SQUASH PIE

2 | 2

SUSHI ROLLS

2 | 1

SUSHI ROLLS

2 | 1

VEGETABLE TACOS

2 | 2

VEGETABLE TACOS

2 | 2

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

BUTTERNUT SQUASH PIE

2 | 2

MASALA OMELETTE

2 | 2

BUFFALO STEAK

2 | 3

BUFFALO STEAK

2 | 3

BUTTERNUT SQUASH PIE

2 | 2

MASALA OMELETTE

2 | 2

BUFFALO STEAK

2 | 3

BUFFALO STEAK

2 | 3

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

LOBSTER THERMIDOR

2 3

SPAGHETTI BOLOGNESE

2 3

SPAGHETTI BOLOGNESE

2 3

SOTON GAME JAM BURGER

2 4

LOBSTER THERMIDOR

2 3

LOBSTER THERMIDOR

2 3

SPAGHETTI BOLOGNESE

2 3

SOTON GAME JAM BURGER

2 4

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

ICE CREAM SUNDAE

3 1

ICE CREAM SUNDAE

3 1

RASPBERRY CHEESECAKE

3 1

RASPBERRY CHEESECAKE

3 1

ICE CREAM SUNDAE

3 1

ICE CREAM SUNDAE

3 1

RASPBERRY CHEESECAKE

3 1

RASPBERRY CHEESECAKE

3 1

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

COFFEE ESPRESSO

3 1

MOCHI ICE CREAM

3 1

CRÈME CHOCOLATE

3 2

CRÈME CHOCOLATE

3 2

COFFEE ESPRESSO

3 1

MOCHI ICE CREAM

3 1

MOCHI ICE CREAM

3 1

CRÈME CHOCOLATE

3 2

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

RHUBARB & APPLE PIE

3 2

RHUBARB & APPLE PIE

3 2

SWEET PLUM ROULADE

3 2

SWEET PLUM ROULADE

3 2

RHUBARB & APPLE PIE

3 2

RHUBARB & APPLE PIE

3 2

SWEET PLUM ROULADE

3 2

SWEET PLUM ROULADE

3 2

7th Alchemy Games (2023) // *Café Carnage* v1.0.0

FRUIT SALAD

3 2

BANANA SPLIT

3 3

BANANA SPLIT

3 3

NEAPOLITAN CAKE

3 3

FRUIT SALAD

3 2

FRUIT SALAD

3 2

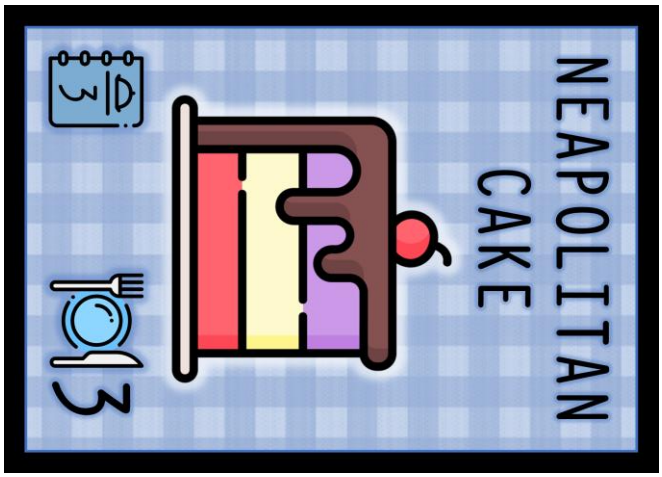
BANANA SPLIT

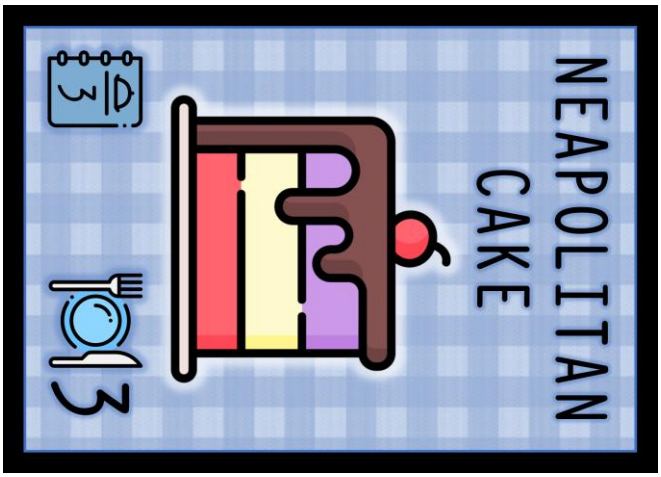
3 3

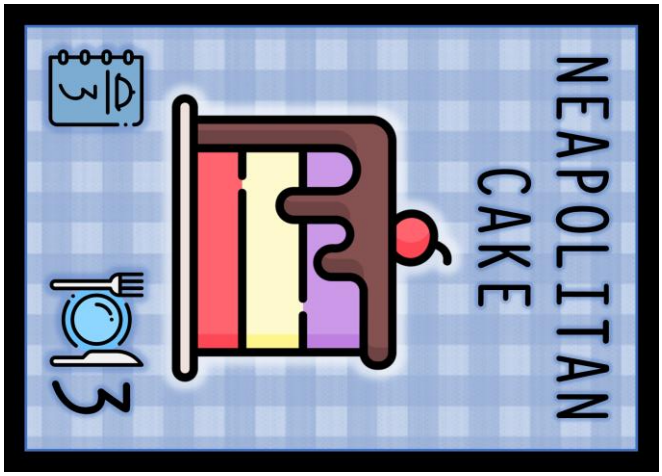
BANANA SPLIT

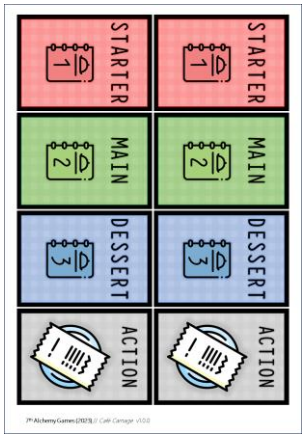
3 3

7th Alchemy Games (2023) // *Café Carnage* v1.0.0





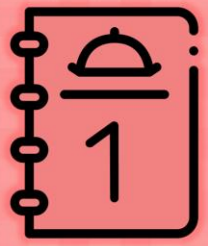




(Overleaf) →

Assembly: *The following page features templates for the card backs for Dish cards and Action cards within* ***Café Carnage****. To incorporate them into your copy of the game, print out 20 copies of this page, cut each card back to size and attach to reverse of each card face in the game according to its type (i.e. Starter, Main, Dessert or Action card).*

STARTER

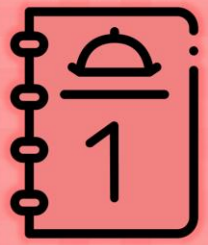


MAIN

DESSERT

ACTION

STARTER



MAIN

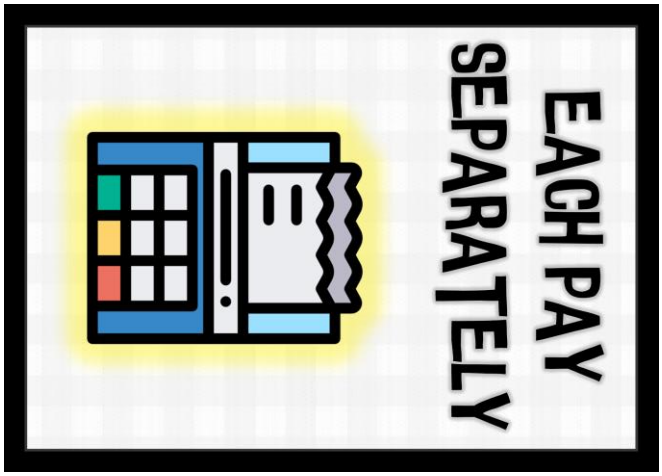
DESSERT

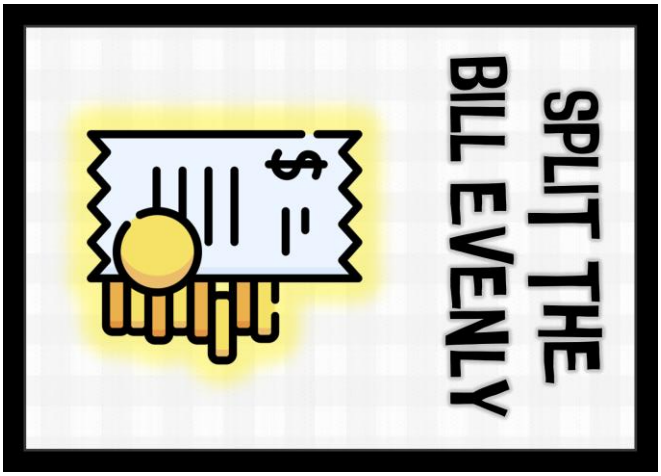
ACTION

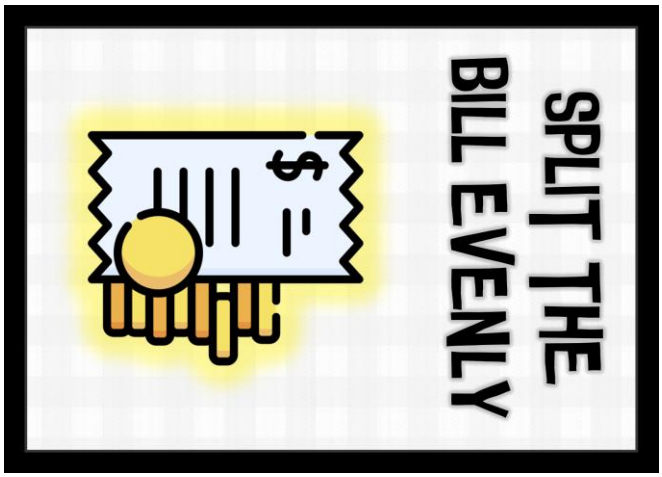
7th Alchemy Games (2023) // *Café Carnage* v1.0.0

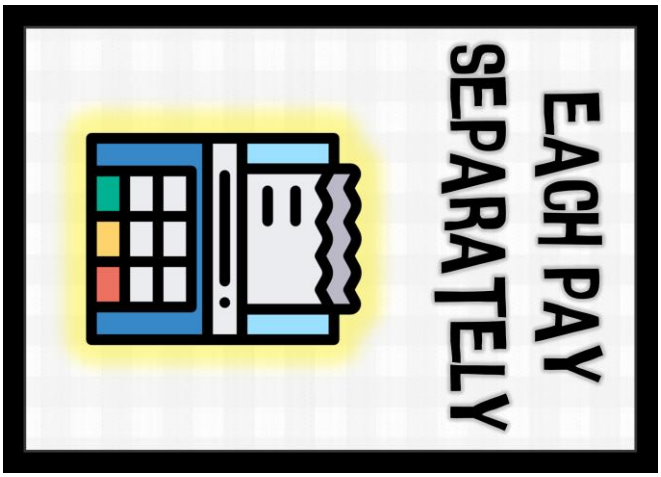
Assembly: *The following cards are used as faces for the Action cards within* *Café Carnage*. *To incorporate them into your copy of the game, print out 6 copies of this page, cut each card to size and glue each card face to sturdy cardboard or insert into a Poker-sized card sleeve.*

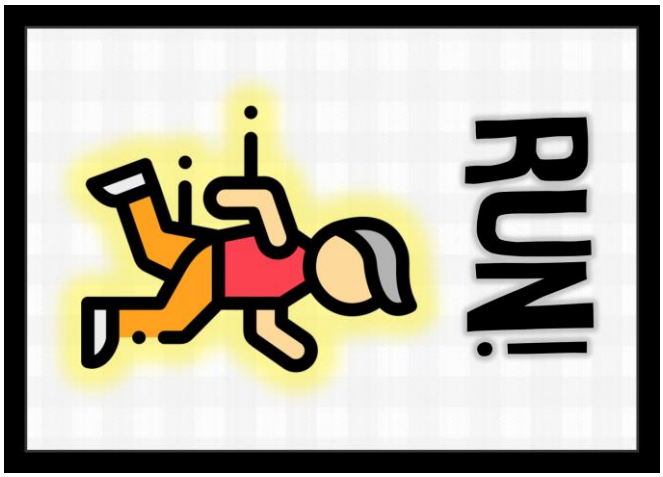
If you wish for them to be double-sided, then templates for the card backs can be found on the previous page: simply print enough copies to account for each card in the game, and glue the relevant card back (for Action cards) to the rear of each card face.







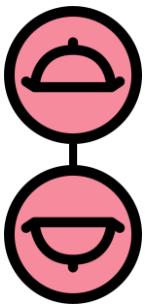




Assembly: *These assets can be used to substitute for the various Player Tokens, "IOU" Tokens and Round Marker that you will need to play* ***Café Carnage****. To incorporate them into your copy of the game, print out one copy of this page, cut each token to size (noting that there is a top and bottom side for each token) and glue to sturdy cardboard.*

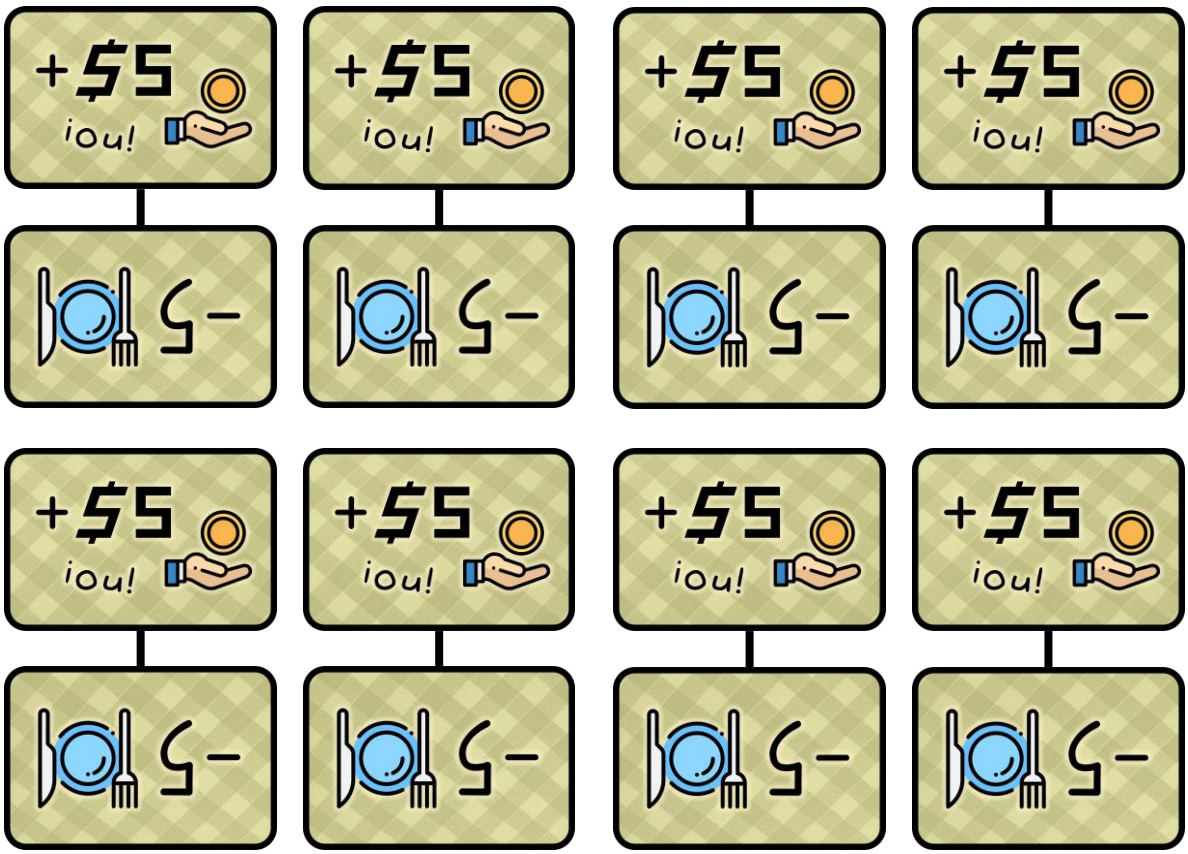
However, feel free to use any alternative items or game pieces if you would prefer to save on printer ink - LEGO© minifigs and bricks can make suitable alternatives, as can chits of paper or components "borrowed" from other games or. Use your imagination if you wish!

Round Marker *(double-sided)*



Player Tokens *(double-sided)*

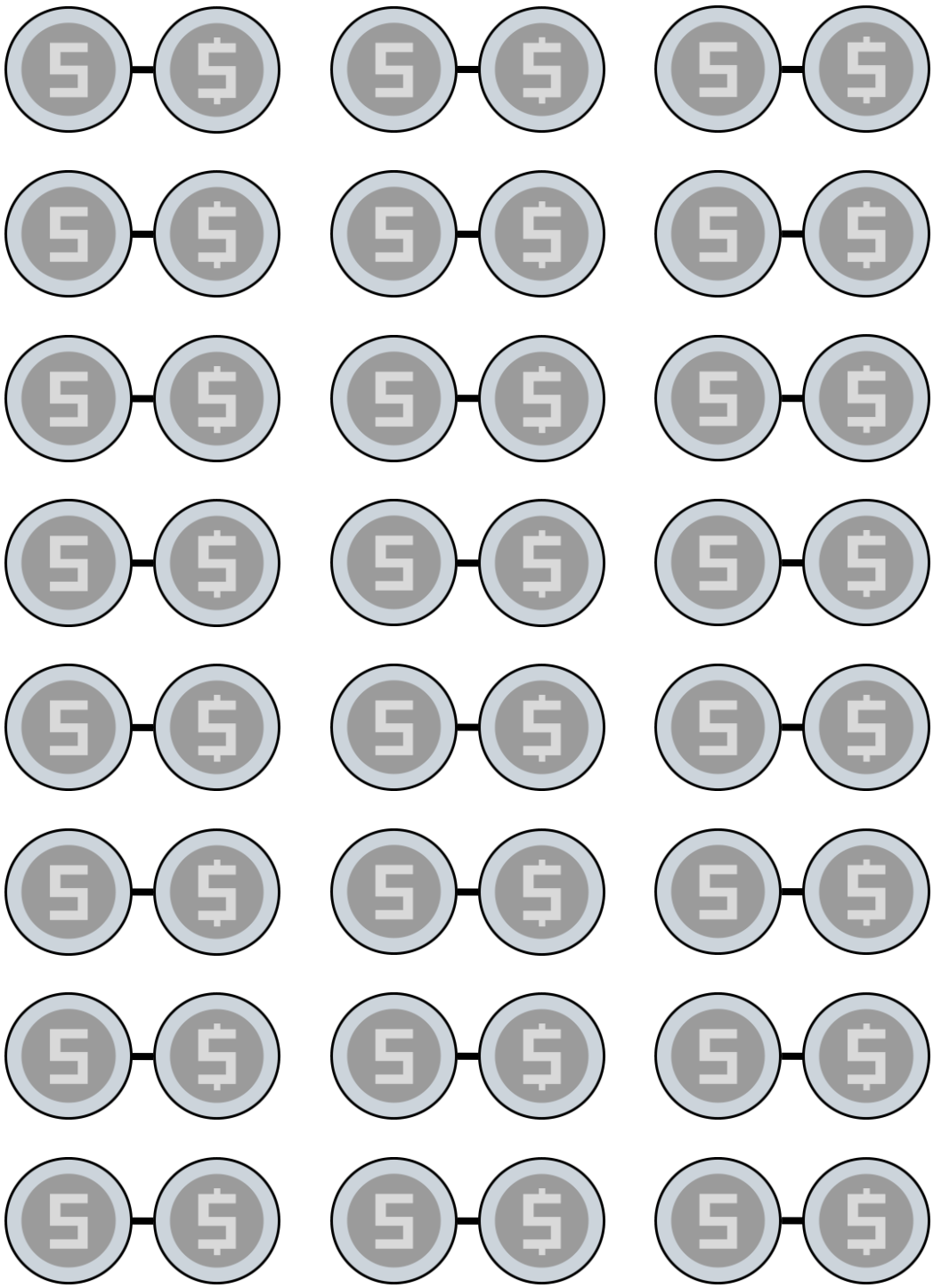
"IOU" Tokens *(double-sided)*

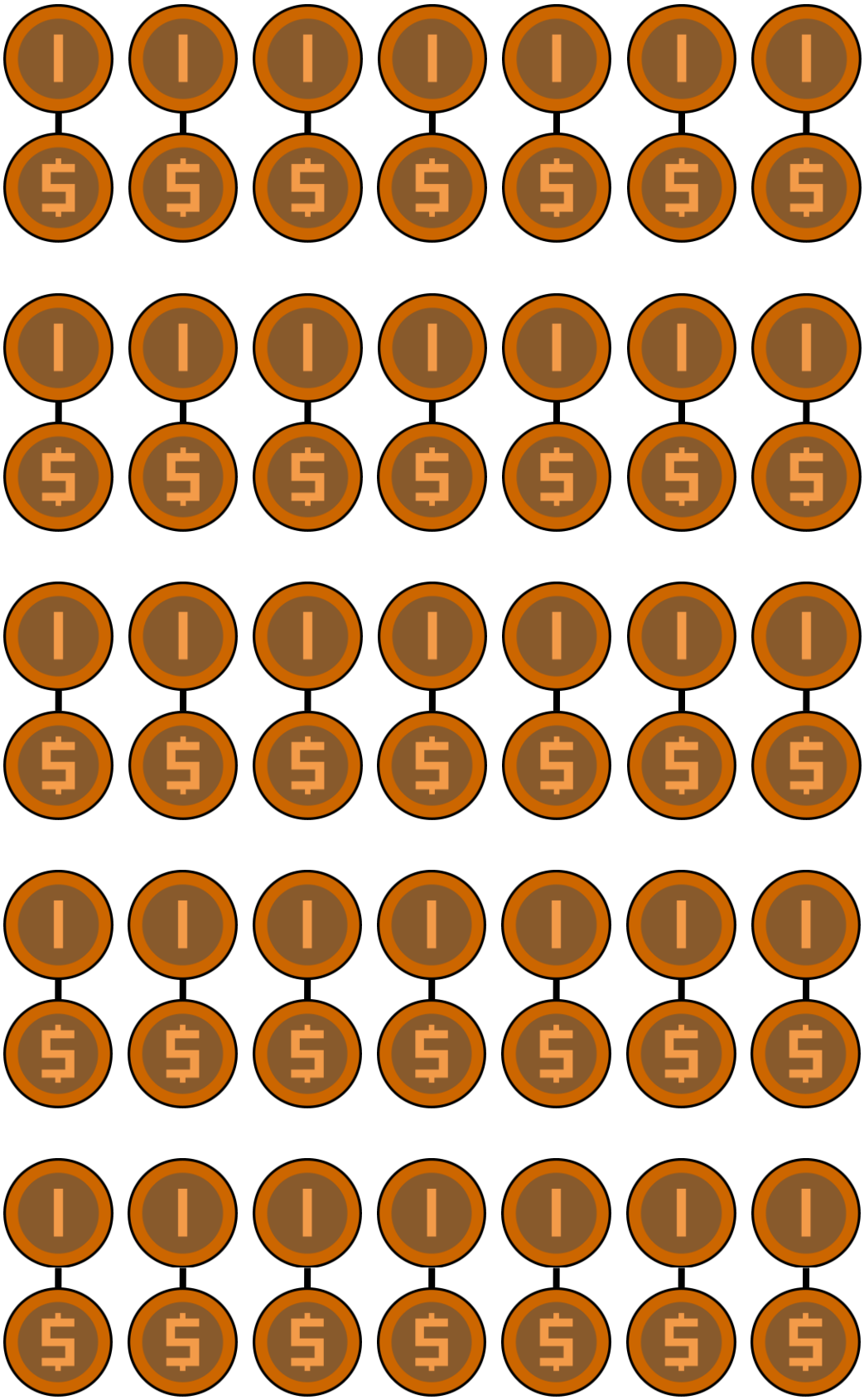


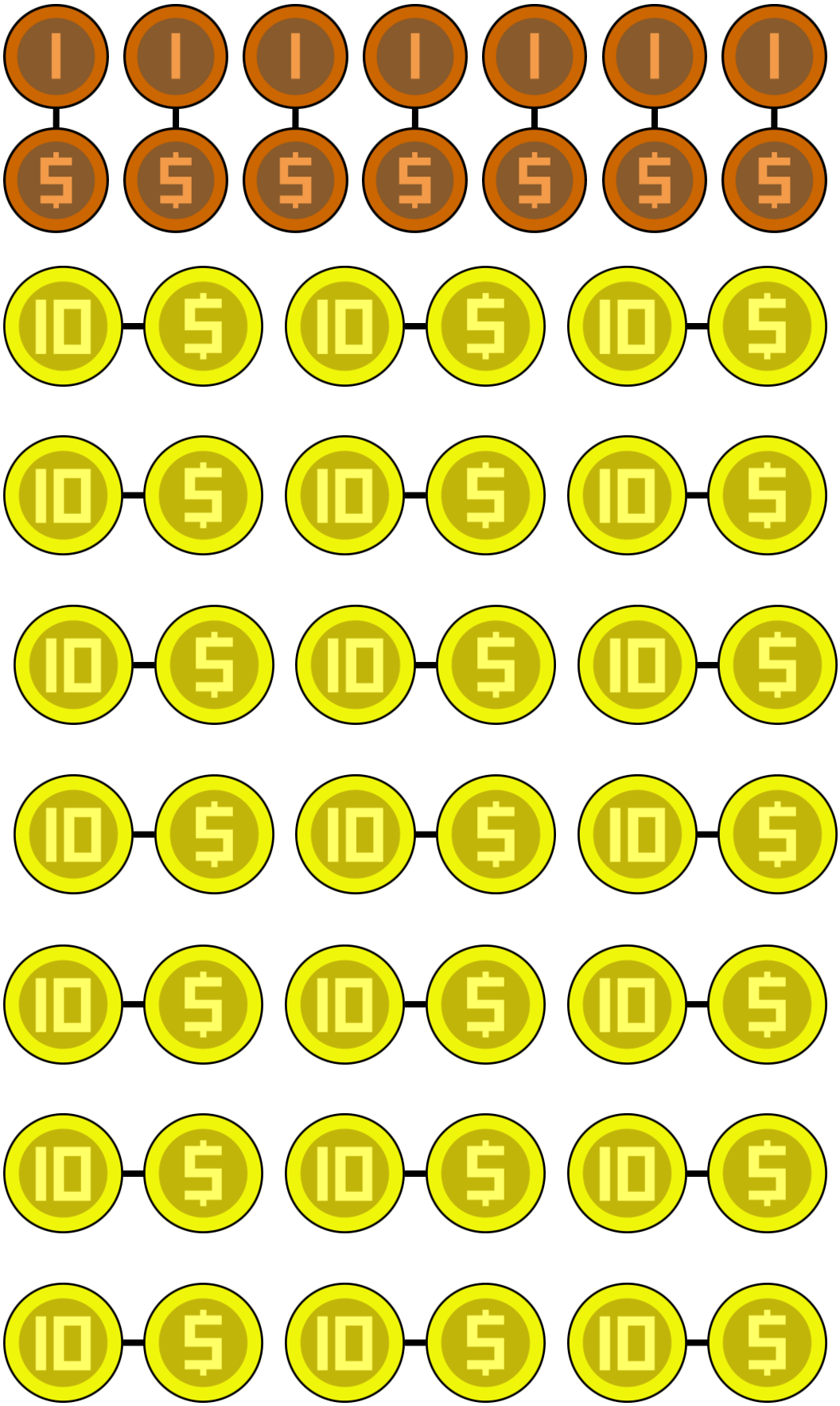
Assembly: *These assets can be used to substitute for the various Coin Tokens that you will need to play* ***Café Carnage****. To incorporate them into your copy of the game, print out one copy of each page in this section, cut each token to size (noting that there is a 'heads' and 'tails' side for each coin) and glue to sturdy cardboard.*

However, feel free to use any alternative items or game pieces if you would prefer to save on printer ink - LEGO© studs and bricks can make suitable alternatives, as can components "borrowed" from other games or chits of paper. Use your imagination if you wish!

Coin Tokens (double-sided)

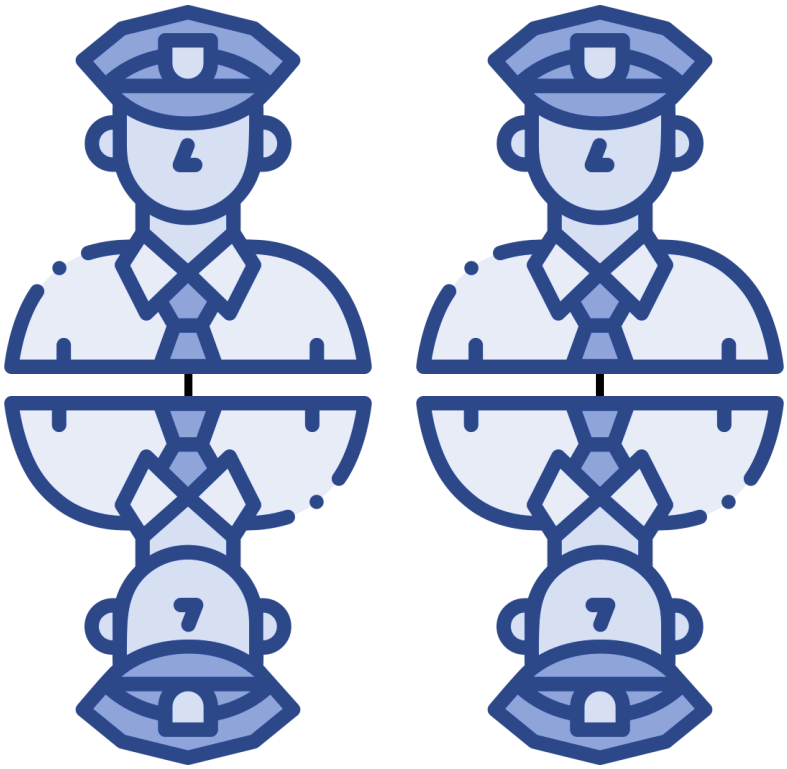




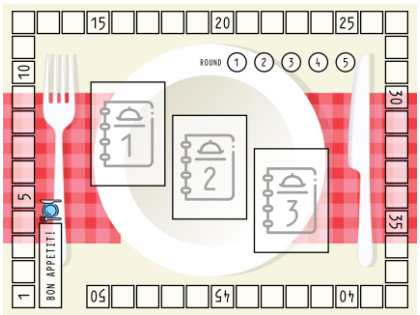

1
1
1
1
1
1
1
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10
10

Assembly: *These assets may be used as Security Guard characters, to be placed in front of 'Caught' players during Step 4 of each round. To incorporate them to your copy of the game, print and cut these characters to size, glue the fronts & backs to sturdy cardboard and insert into a plastic card stand.*

However, if you would prefer to save on printer ink, feel free to use any alternative items or game pieces - LEGO© minifigs or action figures can make suitable alternatives, as can components "borrowed" from other games. Use your imagination if you wish!



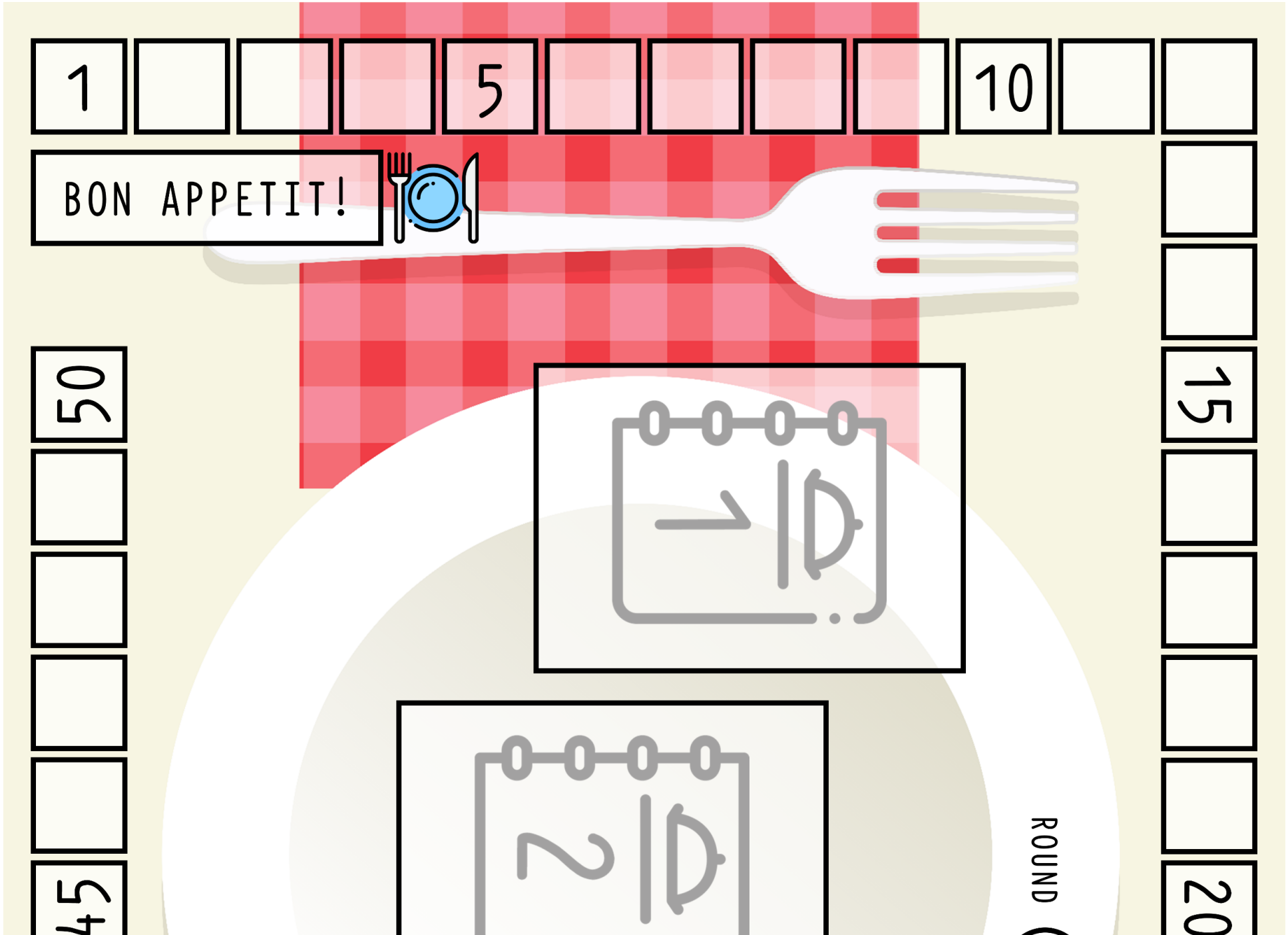
Security Guard Tokens (double-sided)

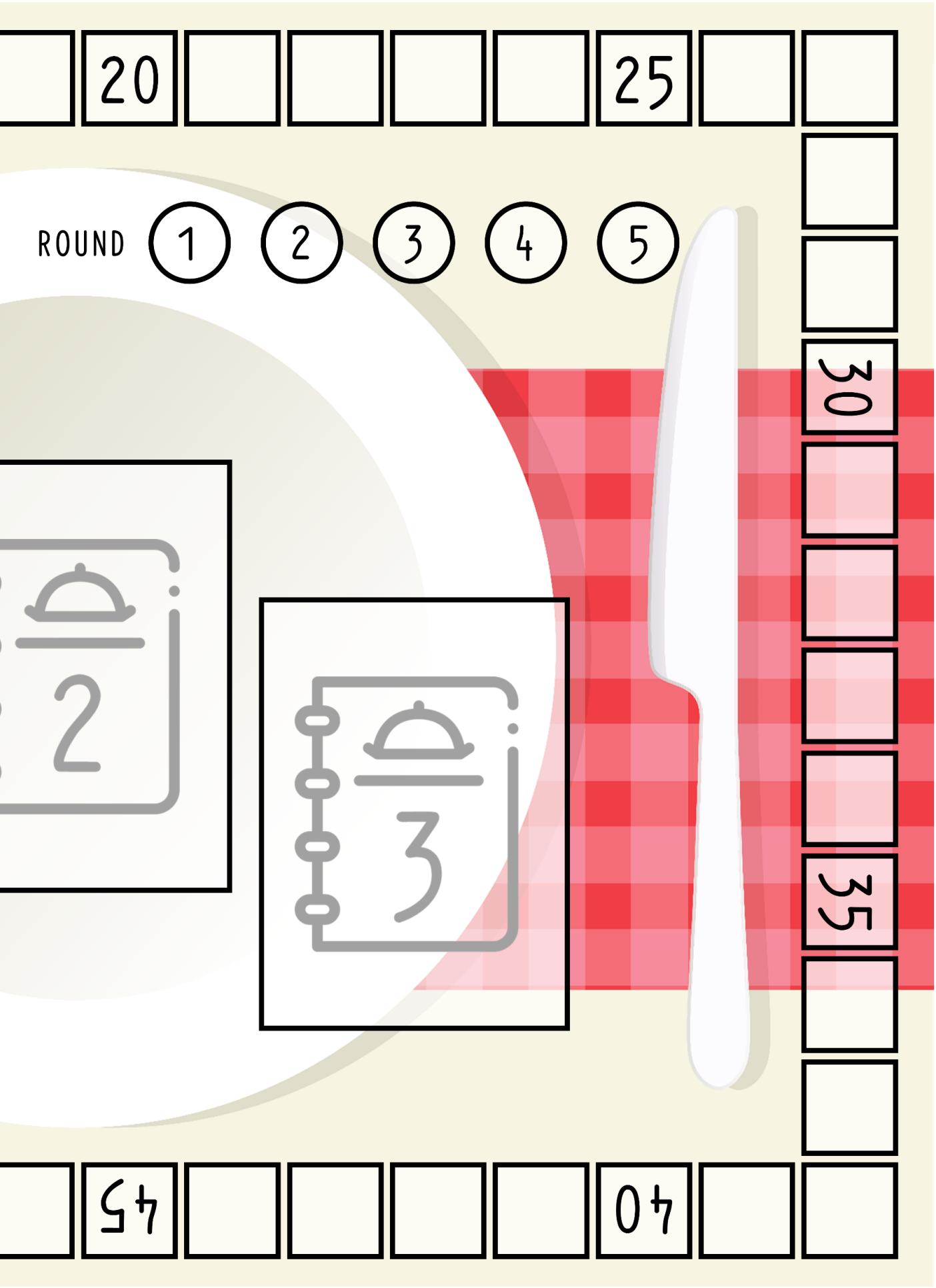


(Overleaf) →

Assembly: *The following pages contain A4-sized components for the main game board for Café Carnage, which is used to keep track of player scores, the current round and to hold the components during play.*

To incorporate it into your copy of the game, print and attach each half together before gluing to sturdy cardboard. Enjoy!


1
5
10
BON APPETIT!
50
15
45
20
ROUND


20
25
ROUND
1
2
3
4
5
30
35
45
40