



The citizens of Meeple-wood spend their days gathering resources, constructing buildings, and occupying strategic action sites. When off-duty, these diligent workers crave a place to unwind and indulge in their favorite treat: cubes!

As the owner of a bustling restaurant at the city's core, you cater to their unique tastes with dishes like the savory Cube Casserole and the renowned Cube'n Sandwich. Now, with new competitors on the scene, it's your chance to outshine the rest and establish your spot as the top dining destination.

Are you ready to rise to the challenge and keep your meeples munching happily? Let the culinary competition begin—it's time to feed your people!

Components

1 Rulebook	5 Restaurant boards	Drive-Thru Boards	1 Central Tracker Board
1 Round Tracker Token	5 Player Aides	5 Action Wheels	5 Player Aid Cards
5 Menu Cards	5 VIP Cards	2 Bags	6 Staff Dice
15 Car Tokens	15 Refill Tokens	40 Plate Tokens	60 Food Cubes
80 Staff Meeples	15 Customer Meeples	5 Manager Meeples	10 VIP Meeples

Caleb Wiles

317.690.5706

caleb@calebwiles.com

Brendan McMahon

317.361.7130

brendanjeffreymcmahon@gmail.com

For videos and
more, visit our
website:



cubecafegame.com

Setup

Place the **Central Tracker Board** in the center of the table.

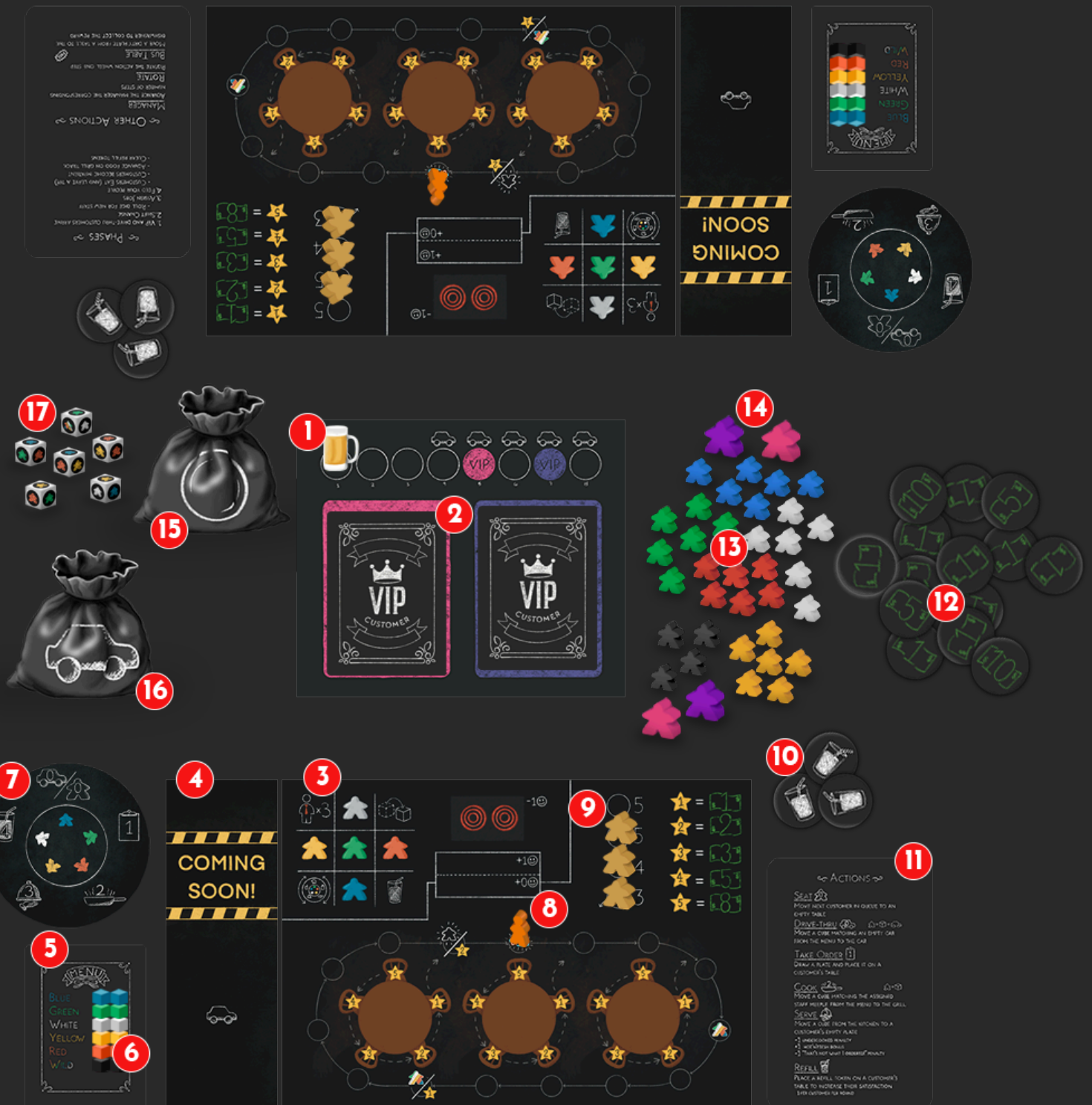
- 1 Place the **Round Tracker Token** on round 1.
- 2 Shuffle the **VIP Cards** and place 1 VIP Card face down in each of the VIP Customer Reservation slots. Place the remaining VIP Cards back in the box without looking at them

Each player arranges their play area as follows:

- 3 Place a **Restaurant Player Board** in front of them.
- 4 Place a **Drive Thru Board** to the left of their player board ("Coming Soon" side up).
- 5 Place a **Menu Card** next to their board.
- 6 Place 2 matching cubes of each color in the designated spots on the **Menu Card**.
- 7 Place an **Action Wheel** next to their board with the blue staff meeple facing up.
- 8 Place a **Manager Meeple** on the "Now Open" sign on the Manager Track.
- 9 Place 3 **Customer Meeples** in the customer queue.
- 10 Place 3 **Refill Tokens** next to their board.
- 11 Place a **Player Aid** next to their board

Place these components in a shared reserve within the reach of all players:

- 12 **Money Tokens**
- 13 **Staff Meeples**
- 14 **VIP Meeples**
- 15 Bag of **Plate Tokens**
- 16 Bag of **Car Tokens**
- 17 6 **Staff Dice**



Gameplay Overview

A game of Cube Café is played over the course of 8 rounds, each with the same round structure:

Phase 1: Customers Arrive

- Advance the round tracker (skip this in round 1).
- Drive-thru customers arrive (starting in round 4).
- VIP customers arrive (in rounds 5 and 7).

Phase 2: Shift Change

- 1 player rolls the staff dice.
- All players recruit the 6 staff meeples designated by the roll.

Phase 3: Assign Jobs

- Manage staff to perform actions.

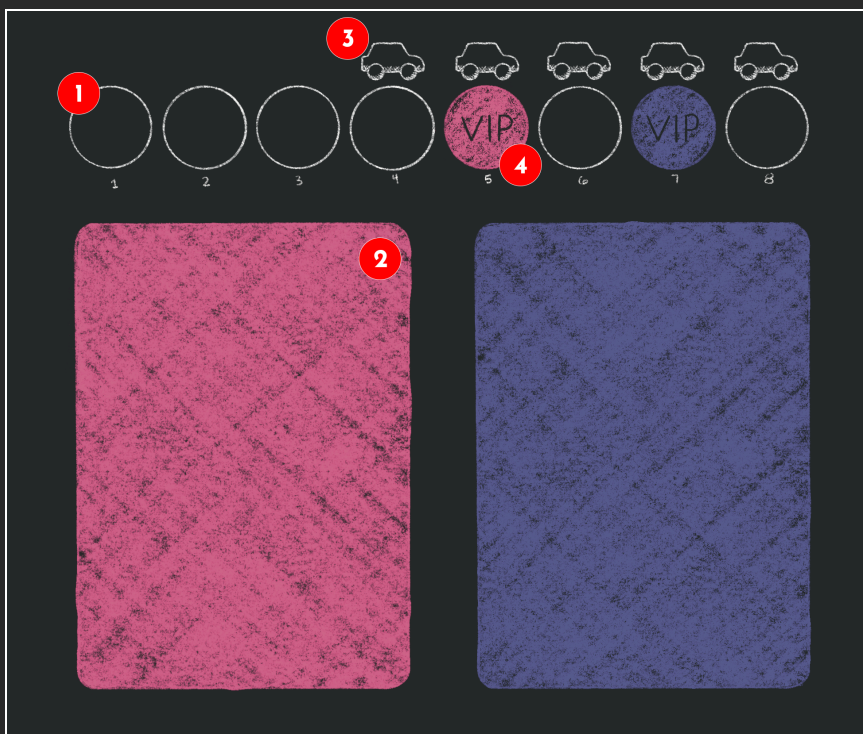
Phase 4: Feed Your People

- Customers eat (and leave a tip!)
- Remaining customers (dine-in and drive-thru) become impatient.
- Advance food on the Food Prep Track.
- Clear the refill tokens.

After 8 rounds, it's time to clock out. The player with the most money wins!

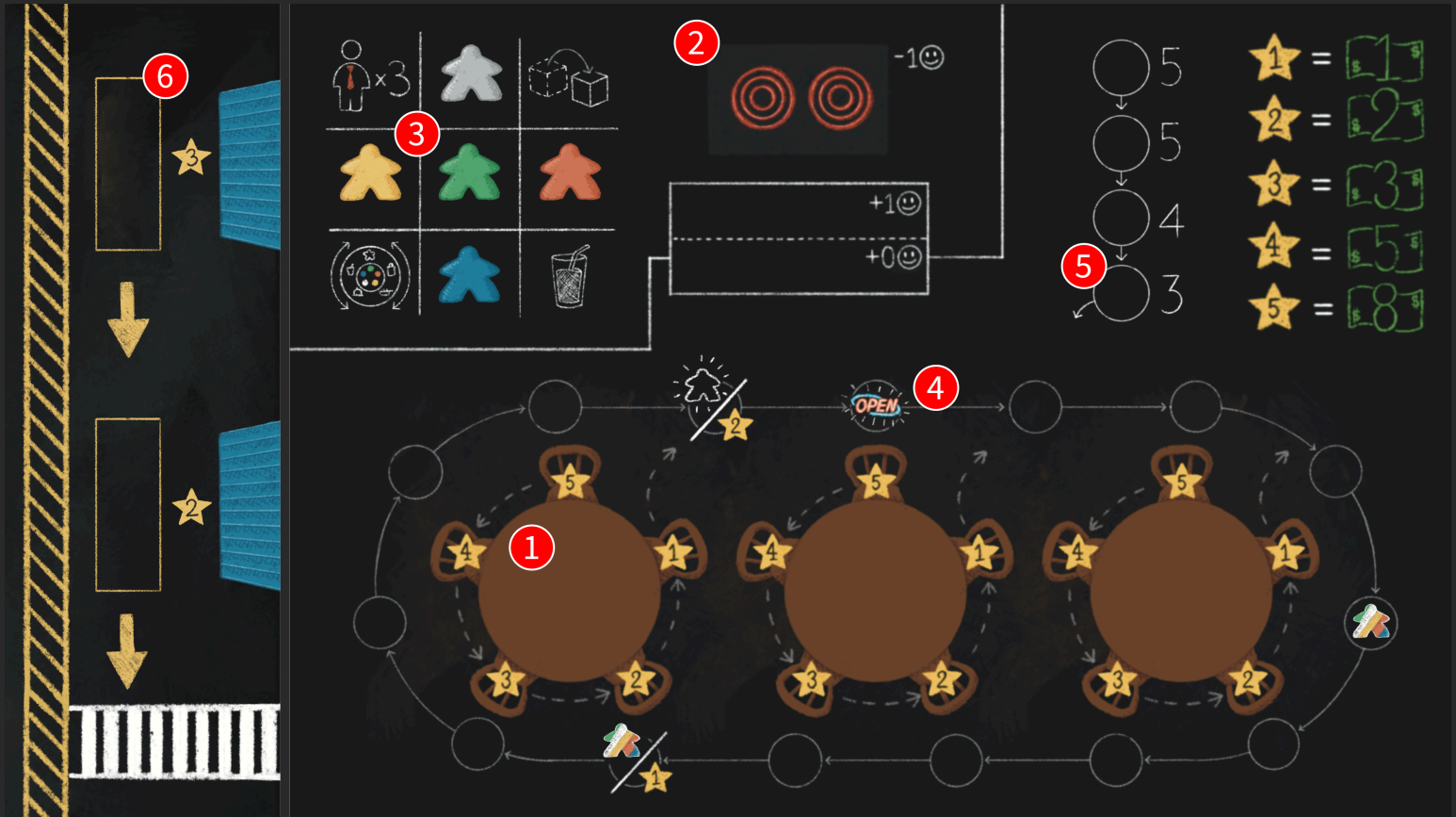
Component Overview

Central



- ① Round Tracker
- ② VIP Customer Reservation Slots
- ③ Reminders for when drive-thru customers arrive
- ④ Reminders for when VIP Customers arrive

Restaurant Board

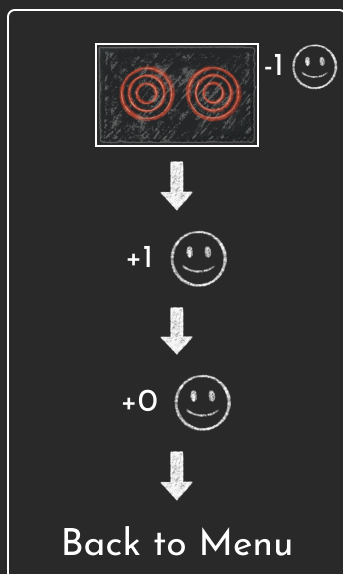


1 Tables:

Each table may hold 1 customer at a time. The seats around the table are used to track each customer's satisfaction rating.

2 Food Prep Track

When players carry out a cook action, the cube is placed on the grill. At the end of each round, the cube advances on the Food Prep Track:



3 Dishwasher

Players place dirty dishes here to receive free bonuses.

4 Manager Track

Players may assign (i.e., spend) staff meeples to advance the manager to earn bonuses.

5 Customer Queue

Customers line up here as they wait to be seated.

6 Drive-Thru Queue

Cars line up here as they wait for their food.

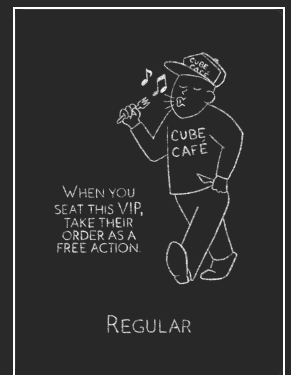
Gameplay Details

Phase 1: Customers Arrive

- Advance the round tracker (skip this in round 1).
- Starting in round 4, drive-thru customers arrive. Each player draws a car token from the bag and places it in the 3-star slot of their drive-thru queue.
- In rounds 5 and 7, VIP customers arrive for their reservations. Flip over the VIP Card for the current round on the Central Tracker Board. Each player places the matching-colored VIP meeple at the front of their Customer Queue, moving all other customers back.

VIP reference:

The rules associated with each VIP customer are in effect for as long as the VIP is present in your restaurant.



Phase 2: Shift Change

1 player rolls the staff dice. All players recruit the 6 staff meeples designated by the roll.

Phase 3: Assign Jobs

This is the heart of the game where players manage their staff to provide the most efficient service to their customers. To earn points, a player must move a customer through the 4 actions of the dining experience (in order):

Seat → Take Order → Cook → Serve

Note: For improved service, players may also carry out the optional Refill action at any time after a customer is seated.

Players perform actions simultaneously. Most actions require a player to assign (i.e., spend) a staff meeple matching the corresponding color on the action wheel. Players may also assign any staff meeple to rotate the action wheel 1 step in either direction. Assigned staff are returned to the reserve. Players continue performing actions until they run out of staff meeples and/or free actions. Unassigned staff meeples are forfeited at the end of each round.



This player assigns a blue staff meeple to perform the “Seat” action. Then, she assigns a yellow staff meeple to turn the action wheel 1 step counterclockwise. Finally, she assigns a red staff meeple to perform the “Take order” action.

Actions from the Action Wheel

Remember, players must assign (i.e. spend) a staff meeple matching the corresponding color on the action wheel to perform the following actions.



Seat

Another anxious customer is ready to take a seat. Move the customer meeple from the front of your queue to an empty table in your restaurant. The customer must be placed onto the seat matching the satisfaction rating from their spot in the queue.

Note: The table must be empty of plates and other customer meeples.



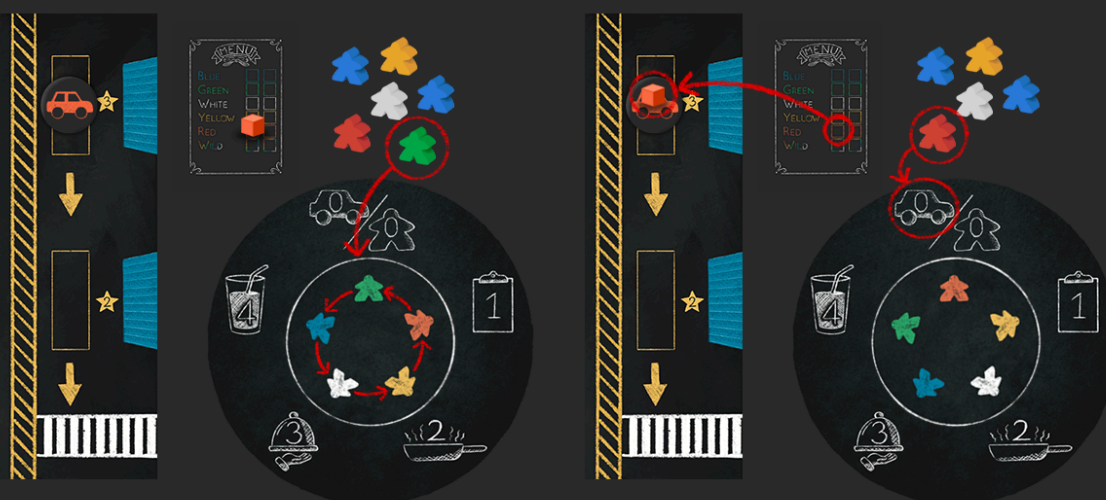
This player performs the "Seat" action. Since the satisfaction rating of the customer in the front of her queue is a 3, she moves this customer meeple to an empty table at a satisfaction rating of 3.



Drive-Thru

Starting in round 4, you can serve drive-thru customers! Move a cube (matching the color of the assigned staff meeple) from your menu card to the drive-thru customer's car.

Note: The staff meeple assigned must match the color of the car to take this action.



This player wants to serve their drive-thru customer. However, they are unable to assign a green staff meeple to the "Drive-Thru" action, because the car is red. Instead, they assign a green staff meeple to rotate the action wheel 1 step counterclockwise. Then, they assign a red staff meeple to perform the "Drive-thru" action.



Take Order

Let's determine what your hungry customer wants to eat!
Draw a random plate from the bag and place it (clean side up) onto a customer's table. The color of the plate determines which color cube this customer wants to eat.

Note: The table must be occupied by a customer (who does not already have a plate at their table).



Cook

Move a cube (matching the color of the assigned staff meeple) from your menu card to the top space of the Food Prep Track.

Note: Your staff meeple is ready to cook their special recipe. The only way to cook a particular color is to arrange the Action Wheel so that the staff meeple of the desired color is corresponding with the Cook action.



This player's customer has a blue plate token so he would like to cook a blue cube. He assigns his blue staff meeple to perform the "Cook" action to cook a blue cube.



Serve

Your customer is starving! Let's serve them some grub. Move any cube from the Food Prep Track to a customer's empty plate. Adjust the customer's satisfaction rating based on the following modifiers:

-1 Undercooked Penalty

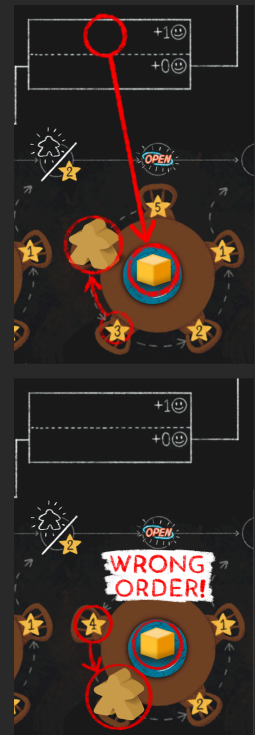
If the cube was served from the -1 spot on the Food Prep Track, immediately decrease the customer's satisfaction rating 1 step.

+1 Hot'n'Fresh Bonus

If the cube was served from the +1 spot on the Food Prep Track, immediately increase the customer's satisfaction rating 1 step.

- 1 "That's not what I ordered!" Penalty

If the cube does not match the customer's plate token, immediately decrease the customer's satisfaction rating 1 step.



This player performs the "Serve" action. She serves the yellow cube from the Hot 'n' Fresh Bonus space of the Food Prep Track. This immediately increases her customer's satisfaction rating by one. However, the cube is not what the customer ordered (since the cube does not match the customer's plate token). Therefore, the customer decreases its satisfaction rating. In effect, the modifiers cancel, and the customer's satisfaction rating remains the same.



Refill

This is the only action on the action wheel that isn't required for a customer to complete their dining experience... but providing attentive service with refills is one of the **ONLY** ways to increase a customer's satisfaction. Place a refill token onto a customer's table. Immediately increase the customer's satisfaction rating by one.

*Note:
Refills are
limited to
1 refill per
customer
per round.*



This player performs the "Refill" action. She places a drink token on the customer's table and immediately increases the customer's satisfaction rating by one.

Manager Track Action

To ensure excellent service, the manager circles the restaurant checking on customers and making sure everything runs smoothly.

Each icon on the action wheel is marked with a number (0-4). Instead of assigning a staff meeple for the corresponding action on the action wheel, a player may assign a staff meeple to advance their manager the corresponding number of steps clockwise on the Manager Track.

If a manager reaches (or passes) a space marked with a reward, the player immediately receives of the listed rewards.



Recruit a staff meeple of any color



Recruit a staff meeple of any color OR earn \$1.



Recruit a wild staff meeple OR earn \$2.



This player assigns a white staff meeple to earn 3 steps on the Manager Track. Her manager passes a reward space that allows her to recruit a staff meeple of any color or earn one dollar. She decides to recruit a blue staff meeple. She then assigns the blue staff meeple to perform the "Refill" action.

Additional Actions

Rotate

Assign any staff meeple to rotate the action wheel 1 step in either direction.

Bus Table

As a free action (i.e., without assigning a staff meeple), move a dirty plate token to any unoccupied space in the dishwasher. Immediately receive the corresponding reward.



Advance your manager 3 steps on the Manager Track.



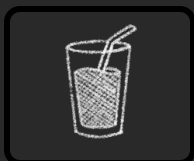
Recruit a staff meeple of the matching color.



Recruit a staff meeple matching the color of a staff meeple you already have on your team.



Rotate your Action Wheel to any position.



Carry out a refill action for any customer.

Phase 4: Feed Your People

Customers eat

Any customers with a cube on their plate enjoy their meal and tip according to their satisfaction rating.

- For dine-in customers, return the cube from the plate to your menu. Flip the plate to its dirty side. Then remove the customer and earn money corresponding to the customer's satisfaction rating.
- For drive-thru customers, return the cube from the car to the menu. Then, remove the car and earn money corresponding to the customer's satisfaction rating.

Customers become impatient.

Decrease the satisfaction rating for each customer (including dine-in and drive-thru customers).

- If a dine-in customer decreases below a 1-star satisfaction rating, remove them from your board. Place their plate back into the plate bag, if applicable.
- If a drive-thru customer decreases below a 2-star satisfaction rating, remove them from your board. Place the car back into the drive-thru bag.

Customers move counterclockwise when they become impatient.

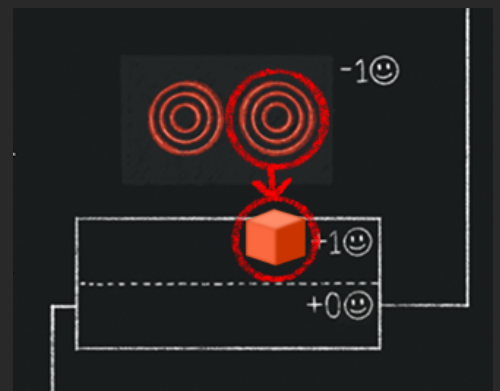


Food cooks

Advance food on the Food Prep Track.

- Move any food cubes on the grill to the top counter space
- Move any food cubes in the top counter space to the bottom counter space.
- Any food cubes in the bottom counter space has been sitting out too long. Return the food cube to your menu board.

Move the food from the grill to the counter.



Clear empty glasses

Remove all refill tokens from customers' tables. Place them in your inventory.

Staff clocks out

Return any unassigned staff meeples to the reserve.

New customers arrive

Customers still in line move as far as they can to the front. New customers arrive at the back of the line.

Game End

The game ends after the 8th round. The player with the most money is the winner. In case of a tie, the player with the least number of remaining customers wins (including both dine-in and drive-thru customers). If there is still a tie, the players share a victory... and should share a meal after the game.