

Welcome to Barista Battle

You are awesome. Without your awesomeness, this game wouldn't exist. Thanks!

This guide will be periodically updated to reflect the most fair and fun methods of play.

The 2016 deck consists of the following cards:

- 38 Barista Cards
- 13 Spells
- 20 Café Cards
- 1 Instruction Card

The 2015 deck consisted of the following cards:

- 34 Baristas, Managers and Cups Employees
- 19 Café Cards
- 19 Bonus Cards

FOR PLAY WITH 2 DECKS:

Choose 52 cards for your playable deck. 52 is a good number.

Shuffle and draw 8 cards for your starting hand.

Begin strategizing; feel the fear creep in.

Each player begins with 25 Health. We will call this the Original Health Pool (OHP). Every time you are attacked by a card, your OHP is reduced by the amount of attack that card contains. **When your OHP reach zero, you lose. In most cases, your opponent also wins.**

Play:

- 1) Draw a card from your deck. Rejoice that you have received another card for your hand!
- 2) If you have a café card, you may play it by placing it face up on table in front of you. You may only play one café card per turn unless otherwise indicated. Café cards are not usable until the turn after they were played.
- 3) Use café cards to put other cards into play. For example, if you have a 2-cost card, and you have at least 2 cafe cards in front of you available to use, turn them both sideways to indicate that they have been used for that turn and place the playable card onto the table. At the beginning of the next turn, turn the café cards straight to indicate that you may use them again.
- 4) Playable cards may not attack your opponent until the turn after you have put them into play unless otherwise indicated.
- 5) Attack opponent if you choose with any playable card. You may attack either your opponent or one of their cards that are in play.

- a. In some cases, the cards in play require that you attack them first. Be aware; knowing is half the battle. These cards will say * * Counter-Intelligence * *
 - i. The 2015 deck contains Wall-type cards. These have the same effect: you must attack them first. Think of both card types as frappe addicts: dispense with them quickly and move on.
- 6) When attacking another card, your card will deal damage to it in the amount of your card's attack and will take damage in the amount of their card's attack. When a card's health is reduced to zero it is roasted and goes into your discard pile. There is no saving a roasted barista.
- 7) Alternate turns with your opponent until one of you emerges victorious.
- 8) Should you run out of cards to draw, you lose 2 OHP every time you are required to draw another.

FOR ALTERNATE PLAY WITH ONLY 1 DECK: Each player begins with 20 health instead of 25 and the full 72 card deck is used for both players...all other rules are same as standard play.

Café Cards:



The café cards are your resource cards. They are used each turn to put baristas or other bonus cards into play. Each playable card has a number in the top left (1-7) that represents the number of café cards necessary to put that card into play.

This is the description of all the attributes that a card may have



Cups
www.eamonnottrell.com

2016

Definition Card The Decipherer

Counter-Intelligence: This character must be attacked before attacking opponent

Rush: This character may attack as soon as it is put in play

Shadow-Shift: Cannot be attacked by barista or spell until card attacks. Only exception is a spell that damages all cards

Shift-Change: Removes the special effects of a card

Invincibility: Card is invincible for one attack, then the card is vulnerable again

Double-Shot: Can attack twice each turn

Roast: Destroy a card.

Gameplay & Rules found at
www.TheBaristaBattle.com

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Barista Cards:

This indicates how many café cards it will take to put this card into play.

6 cups 2016

Eamonn Cottrell
The Imminent

** Deal 1 dmg for each barista **

This is how much damage the card will deal

This indicates any special actions or attributes of the card.

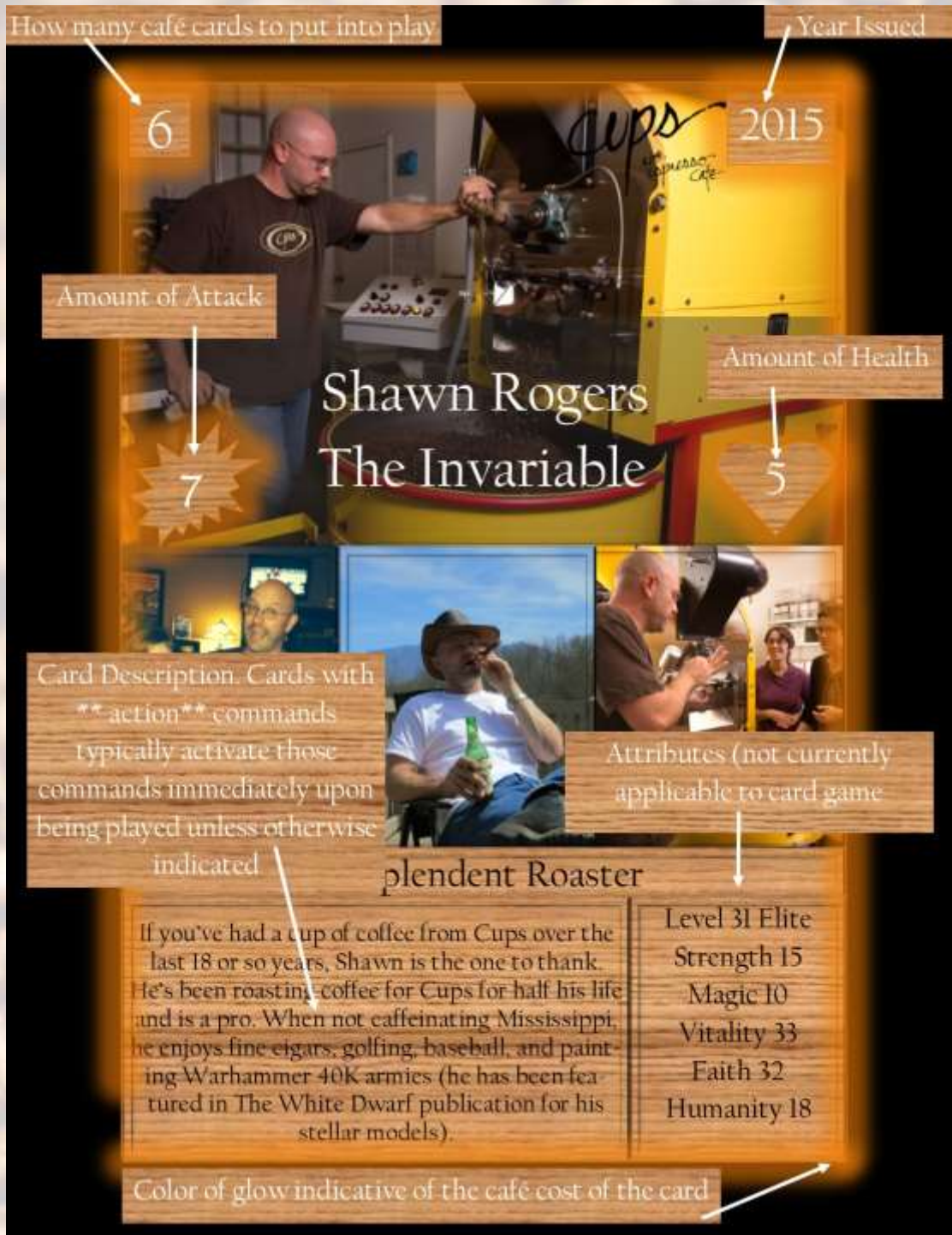
This is how much health the card has

Eamonn is not a centaur, but he does enjoy sour espressos and golf. A podcaster, author and professional high-fiver, he still dreams of an alternate reality where Lost ended well.

Level 29 Barista
Strength 19
Magic 21
Vitality 19
Faith 19

These are the bio and stats sections. They are excellent tid-bits about the baristas, but do not currently have any effect on gameplay.

This is the slightly different look that the 2015 cards had:



These are the meat of the game. They are put into play by utilizing the café resource cards each turn. If you have 6 café resource cards, you may use them all during your turn and put Shawn into play. The café cards are usable again on your next turn, but not until then.