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## A Note from The Management

This is a v0.8 rules set, which is a fancy way of saying that it's not quite ready for the printer. As you read, you may find a placeholder image or two, or art in transition. Some text and formatting is still a work in progress. Small parts of the rulebook may change in the final version; several editors are still redlining the margins. It's sort of like we've finished building the house but haven't hooked up the cable and there's no hot water. Yet.

However, this version of the rules should give you all a fair sense of the unique and fun mechanics that lie within VivaJava. Enjoy!

Highly caffeinated,  
Chris, Cheryl & T.C.

eCo.



# VivaJava: The Coffee Game ☿ The Field Manual

## Mission Statement

**VivaJava: The Coffee Game** is a semi-cooperative negotiation game where a group of Field Researchers travel the world to create best-selling coffee blends for VivaJava brand coffee. The most traveled and resourceful employee will gain a gratuitous promotion and the chance to retire in style – plus a lifetime supply of coffee.

During the course of the game, players will be developing and researching new coffee blends on teams that may change each round. Each round has three distinct phases that are repeated until one of three game-ending conditions is met. The player with the most Performance Points from a combination of Blending and Researching will prove superior.

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## Field Components (*not to scale*)

### World Map



### Performance Track/Best-Seller List

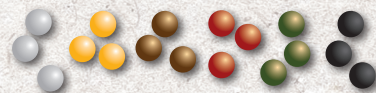
### 16 Blend Slates



### 8 fabric Roaster bags



### 90 wooden beans in six colors



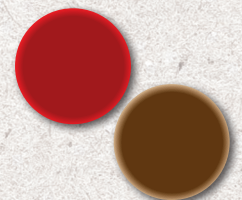
### 8 wooden Field Researcher pawns



### 8 double-sided Research Labs



### 8 wooden Scoring Tokens



### 8 Blend/Research Tokens



### 9 Country Tokens



### 40 Research Markers (8 sets of 5)



### 24 player Blend Markers (8 sets of 3)



### 12 Investment Tokens



### 8 Turn Order Tokens





# Game Set-up

The **World Map** and **Performance Track** are unfolded at center and coffee beans are separated by color and kept in piles called **Fields**. These are noted on the **bottom** of the World Map and arranged by Color Rank. The Blend Slates are shuffled and placed near the **Western side** of the World Map.

Put **Score Tokens** in a Roaster. Pull them one at a time at random and place on the **Performance Track** according to number of players.



## Performance Track/Best-Seller List



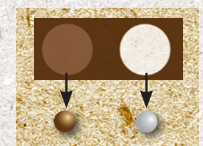
Place **Starter Slates** on Best-Seller List. **Average Joe** should be in the *Top Cup!* position.

Each Starter Slate has a column of **5 beans of specific colors**. Take beans of the appropriate color from **The Fields** and add them to the Slates.

Shuffle **Blend Slates**, draw 3 and fill the spaces above the **World Map**.

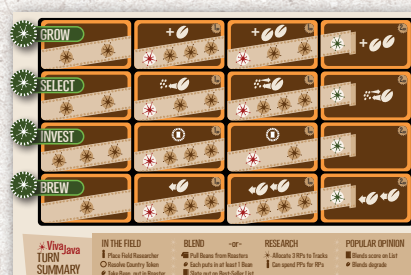


Beans are placed from **The Fields** onto the **Country Crop spaces** connected to the Countries below them, based on the **color represented in the circles on the Blend Slates**.



**9 Country Tokens** with special actions are shuffled and randomly placed on the World Map in the round Country spaces.

## Research Lab



Each player is given a set of pieces in their color, a **Roaster** bag, and a **Research Lab**.

**Research Markers** should be placed at the start of each Research Track. Each player takes **2 white beans** and **1 yellow bean** from **The Fields** and places them into their **Roaster**.



# Sequence of Play

**VivaJava: The Coffee Game** is played over several rounds (typically 7 or 8), with each round broken down into three distinct phases:

## 1. IN THE FIELD

Players take turns placing their Field Researcher pawns on the World Map and collecting beans.

## 2. BLEND -or- RESEARCH

Players break into teams and either Blend (combining beans to score) or Research (gain abilities).

## 3. POPULAR OPINION

New Blends are added to the Best-Seller List and scores are calculated. Blends then “degrade” and weaken.

The following details how to play **VivaJava** with **5-8 players**. For gameplay for **3-4 players**, please see page 10.

## 1. IN THE FIELD

The first real decision that the novice coffee aficionado will encounter is where in the world to travel in order to find that perfect bean. Players should note that the **World Map** is split into three regions (**Americas**, **Africa**, and **Indonesia**) and each region contains three possible coffee-rich countries to explore, all with their own bean color and ability.



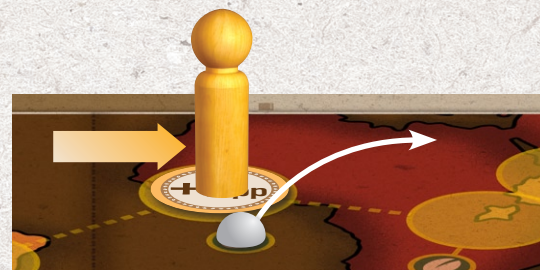
### Turn Order

Turn Order is always determined by position of **Scoring Tokens** on the Performance Track - so, the player with the **lowest score**, on the **top** of the stack is **first** in turn order. The Brewmaster gathers all players' Turn Order Tokens and places them on the Turn Order Track in proper order.



### Placing Field Researchers

Players, in turn order, place their **Field Researchers** onto Countries on the **World Map**. When a player chooses a Country, they must **immediately** resolve the action represented on the **Country Token** and then receive the corresponding bean below (if one is available) placing it into their **Roaster**. Each symbol listed on the Tokens represents a positive action (marked in dark brown) or a negative action (marked



in red) that are taken immediately. Positive actions are always *optional*, whereas *negative actions must be performed*.

### THE FIRST TURN

On the **first turn** of the game, players may ignore penalties if they place their Field Researcher on a country that contains a **red** negative action. In all subsequent turns, **red** negative actions *must* be taken.

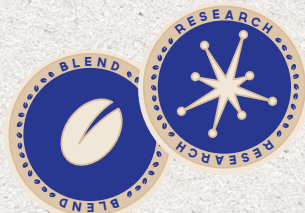
Players continue placing **Field Researchers** in turn order, choosing Countries until all players have chosen. A country cannot be chosen twice. In games of 3 to 6 players, countries that are flipped to the **no** side cannot be chosen, unless a special action would allow it. For more information about specific **Country Token** abilities and effects, see Appendix A on page 13.



## 2. BLEND/RESEARCH

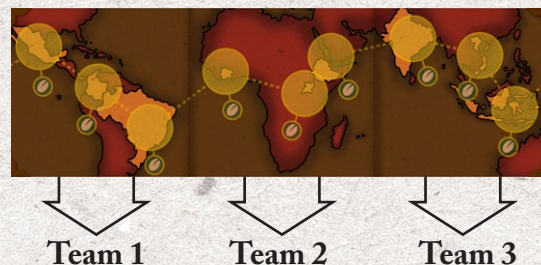
The World Map is split into three regions. During Phase 2, players split into three teams based on which of the three regions they have chosen (**Americas**, **Africa**, or **Asia** region).

Teams must now choose whether they will **Blend** or **Research**. With much loud debating, false promises, and negotiation, all players must decide which face of their **Blend/Research Tokens** to reveal. When everyone is ready, all Tokens are revealed simultaneously and actions are determined by a majority vote.



Any Token that is revealed with **Blend** face-up is a vote for the team to Blend, and any Token with **Research** revealed is a vote for the team to Research.

Count the votes on each team, and determine which action each team has collectively chosen through majority vote. *All ties result in a **Research** action.*



### PERCOLATE FREELY

The world of Big Coffee is constantly on the move, so players taking **simultaneous** actions is encouraged. Blending teams shouldn't sit and wait for Researching teams to finish or vice versa.

### a. Blend

It's time for the team to work together to create a **Blend** to top the **Best-Seller List**. The benefit in Blending is that most Blends remain on the Best-Seller List until a better Blend replaces it (or until Popular Opinion has waned).

### Using Beans and Bags

Each team takes the **Blend Slate** above their region on the World Map and lays it in a place where all team members can easily reach it. There are five spaces for beans on each Blend Slate and these will be filled by **randomly pulling beans** from each player's Roaster.

*NOTE: Players on a team **must** be able to contribute a total of five beans collectively, including any Abilities, to create a Blend.*

The team decides what order players will pull beans from their Roasters. If there is no unanimous decision, players pull in **turn order**.

One player starts by randomly pulling a bean from their Roaster and placing it on the Blend Slate in one of the five bean spaces; if they continue, they may repeat that action until they choose to stop or are forced to stop in order to allow other players an opportunity to contribute at least one bean. Once a player stops pulling beans they may not add more beans to the Blend Slate later in the round. All players

must contribute at least one bean, but are not required to contribute more. However, the Blend Slate must be completely filled, so a player cannot stop pulling beans if this will cause the Blend to be incomplete.



### COFFEE PROTOCOL

Never show the contents of your Roaster to a player unless a card or action requires it. Talk about it, lie about it, be extremely detailed in your descriptions, but *never* reveal it.



*Some Blend Slates have one bean space filled in with a specific color. Players may decide to keep the color as a free bean on their Slate, or blend it away. When the other 4 bean spaces on the Blend are filled, this free bean can be added to the Blend Slate from the Fields. If there are no beans of that type in the Fields, players cannot use this ability.*



## a. Blend (continued)

### Placing on the Best-Seller List

Once the Blend Slate is filled, each player places a **Blend Marker** of their color onto the Slate in one of the three circles. The Blend is then placed on the **Best-Seller List** according to the **Roast Ranking** that is shown on the board.

If the Blend is exactly the same as a Blend already created, the old Blend is considered inferior and moved down the List. If two or more exact Blends are created simultaneously, the Blends are placed according to team member turn order.



### The Roast Ranking

The Roast Rank scale on the game board lists the possible rankings of a five-bean Blend. Blends are ranked and placed onto the Best-Seller List based on the ranking of the combination first, then color of the blend. For example, a Bold Blend of black beans would be ranked higher than a Bold Blend of white beans. Also, a Bold Blend of white beans would be higher-ranked than a Regular Blend of black beans.

### BLENDING SOLO

It is possible for a player to be alone on a team. However, they may only choose to Blend if they are able to fill *all* Bean Spaces on the Blend Slate.

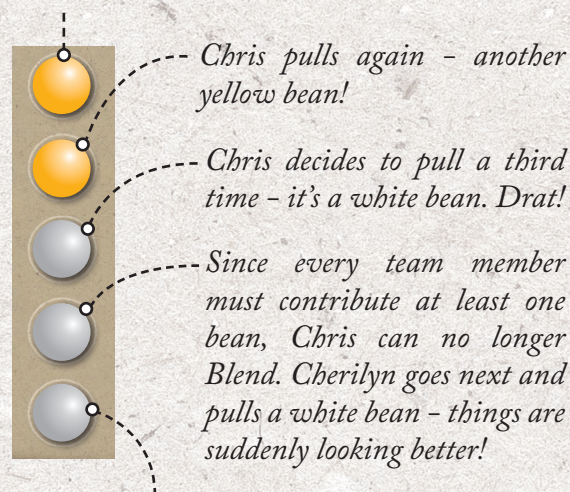
All inferior Blends are **moved down** on the List and if this pushes a Blend off the list, this Slate is removed from play. All beans on the Slate are returned to The Fields, and all markers are returned to players. Investment Tokens on the Slate are returned to the general supply (see page 14).

Blending also gives players some practical experience. After Blending, **each player receives one (1) Research Point** to distribute on the Research Lab Ability Tracks!

### Example of Blending

Chris, Cherilyn and T.C. are all in the same region and have decided to Blend. Chris says he has the best chance to give the team three-of-a-kind in yellow beans. Trusting him, Cherilyn and T.C. let Chris Blend first.

Chris reaches into his Roaster and pulls out a yellow bean, placing it onto the Blend Slate. So far, so good.



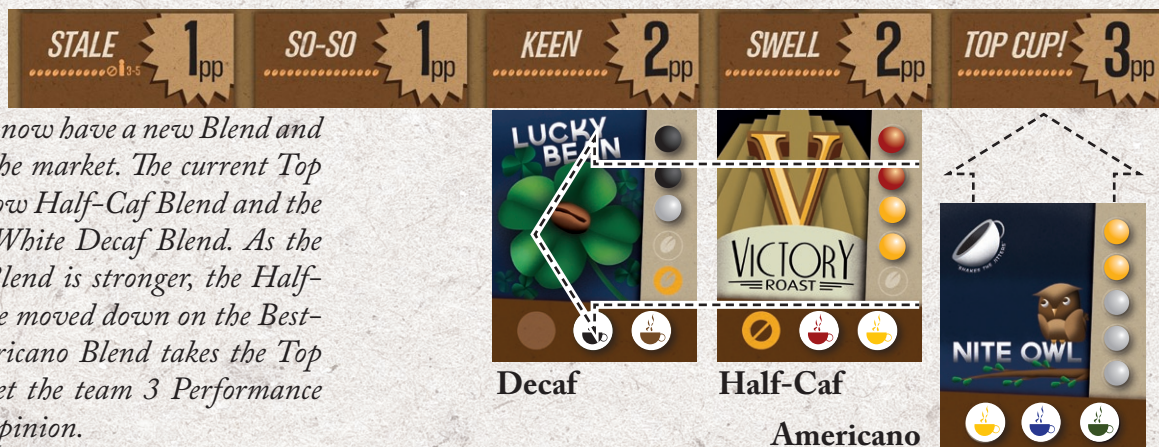
Cherilyn has more white beans, but T.C. must contribute. He closes his eyes, reaches into his Roaster... and pulls out a white bean! The team now has an Americano Blend. Not bad.

### BLEND MARKERS

Each player only has 3 **Blend Markers**. If a player should need to place a fourth Blend Marker, that player may choose to **remove** a Blend Marker from another Blend, or may choose to **not add** a Blend Marker to a Blend created this round.

### The Best Seller List

Cherilyn, Chris and T.C. now have a new Blend and are ready to place it on the market. The current Top Cup! Blend is a Red/Yellow Half-Caf Blend and the Swell Blend is a Black/White Decaf Blend. As the team's new Americano Blend is stronger, the Half-Caf and Decaf Blends are moved down on the Best-Seller List and the Americano Blend takes the Top Cup! spot, which will net the team 3 Performance Points during Popular Opinion.






## b. Research

Sometimes a little training is required in order for a scientist to stay at the top of their game. During the **Research Phase**, a team will split up and return to their own respective **Research Labs** to brew up some special abilities so they can create even more robust blends.

### Spending Research Points

Each player on a team that chooses Research receives three (3) **Research Points** (RPs) to distribute amongst their **Ability Tracks**. They make this choice alone and can distribute them in any way they choose by moving their **Research Markers** from left to right and covering up a new spot along the track. Each spot represents one (1) point used and the columns represent when a player has reached a new Research level.

The first spot in a column is marked  to indicate that a player has reached a new level. When a player has used enough Research Points to move a marker to this position, they have “leveled up” that ability and can take advantage of the special action indicated for that part of the track in the next round of play (*with the exception of Flavor Cards, see page 15*). Also, at Game End, players will receive Performance Points for each level they have achieved on each Research Track. Sadly, no extra points are given for being halfway to the next level.

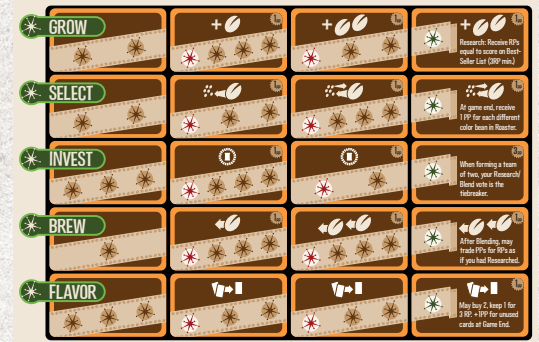
Once an Ability Track has been completed, a player may now use an End-track Ability for completing the track. Specific abilities for each track are detailed on each Research Lab, and enhance a player’s ability to acquire Performance Points. *Research attributes are explained in detail on page 14.*

### Using Performance Points for Research Points

One of the most important benefits of Researching is that players may also trade **Performance Points** for **Research Points**.

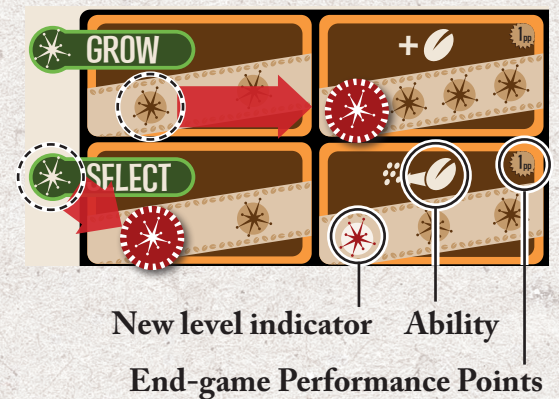
After all teams have **finished Research and Blending**, any players who Researched during the Round choose, in **turn order**, how many Performance Points they would like to trade for Research Points. The player’s Scoring Token is then moved backwards on the Performance Track to indicate this. For each one (1) PP spent, the player receives one (1) RP to use immediately to move their Research Markers along the Ability Tracks, or to use for certain End-track Abilities (*such as for the Flavor Track – see Appendix B on page 14 for more details*).

It is very advantageous to use this extra capital as early investments in abilities can make a large difference in the quality of a player’s Blends on the Best-Seller List. Note that players may not move their Scoring Token below the **-3** Performance Points mark on the Performance Track at any time.



### Research Lab

*Research Markers are moved from left to right along the Ability Tracks. In the example below, Shawn has used his 3 RPs to move up 2 spots in GROW, and 1 spot in SELECT. He will now be able to use the GROW special ability during the next round, and will receive 1PP at Game End.*



*Shawn gained the GROW Ability through the allocation of his initial 3 RPs. However, he now has his sights set on gaining SELECT. He indicates that he would like to trade 2PP for 2 RP. His Score Token is moved accordingly, and he adjusts his Research Marker along the Track, reaching the first level of SELECT.*





# 3. POPULAR OPINION

Researchers must be given credit for their work eventually. The final phase of each round of play is entirely based around dishing out Performance Points and preparing for the next round of play - or the end of the game!

## Scoring

After all players have finished **Blending** and **Researching** (including trading in Performance Points for Research Points), Performance Points are awarded to players (in **turn order**) for their Blends on the Best-Seller List. There are five possible positions on the List, but only three possible payout amounts as denoted above each position.

For **each Blend Marker** a player has on a Blend, that player receives Performance Points **equal to the number** above the Blend Slate.

Blend Markers are **not** removed after scoring and remain until the Blend is knocked off the List.



Blend Markers

In the example at left, T.C. (playing yellow) has a Blend Marker on the two best blends on the List. T.C. receives three (3) points for the Top Cup! Blend and two (2) points for the Swell Blend and his Scoring Token is moved up on the Performance Track. The Brewmaster removes his Field Researcher pawn from the World Map and returns it to TC.



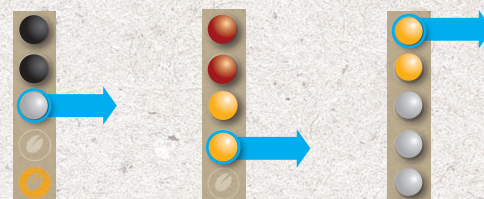
## Degrading Blends

Once all players have been awarded points, the Bestselling Blends become less desirable in the public's eye and **degrade**. Remove one (1) bean from each Blend and return each bean to The Fields. The bean removed must be the least important part of the Blend.

For example, if a blend is then it is a **Bold Blend** with one extra bean (). The extra bean would be removed, because removing any other bean would degrade the blend to a **Regular Blend** - a weaker Blend than the **Bold Blend**. Once a bean has been removed from all Blends, the Blends are re-ordered on the list as needed, according to Blend and Bean Rank.

## Example of Degrading

In the example below, the Black/White Decaf Blend loses a white bean, the Red/Yellow Half-Caf loses one yellow bean (becoming a Decaf), and the Americano loses a yellow bean (becoming a Regular Blend).

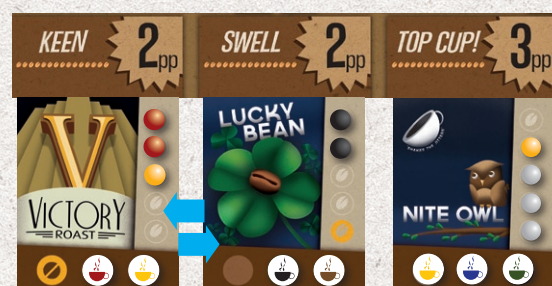


The Degrading has changed the Roast Rank of the Blends, so they are reordered. There are two Decafs on the List now, but because black beans are Ranked higher than red, the black Decaf moves up. In the case of the red Decaf, the extra yellow bean is worthless for Rank.

## Rainbow Blends

These very special Blends **do not** Degrade. Because of their complex flavor, they will stay on the Best-Seller List for a longer time. There are 6 types of beans, so a Rainbow without a white bean would be the highest-Ranked Blend, and a Rainbow missing a black bean would be the lowest-Ranked Blend.

**There can be only one Rainbow on the Best-Seller List at a time.** When any new Rainbow is created, the Rainbow on the Best-Seller List is removed from the game and the new Rainbow is added to the Best-Seller List according to Rank. If two or more Rainbows are created simultaneously, the Blend from the team with the member that holds **highest turn order** is placed on the List.





## Setting Up for Next Round

Finally, the Brewmaster shifts any remaining Blend Slates above the World map from West to East, filling in any gaps, and new Blend Slates needed are drawn from the draw pile. Countries are then re-stocked, West to East, with a bean corresponding to the colors noted on the Blend Slate in the region. If there are not enough beans in The Fields to supply all Countries then those remaining are left blank.



### TOO MUCH RESEARCH

If all teams choose Research in one round, the Blend Slate above the **Indonesian** region is **removed** and placed on the **bottom** of the Blend Slate stack.

## GAME END AND SCORING

**VivaJava: The Coffee Game** can end in three ways:

### NOT ENOUGH BLEND SLATES

*If there are not enough Blend Slates to fill all three spaces above the World Map at the end of Popular Opinion, the game ends immediately.*

### 4 END-TRACK ABILITIES

*If at any time during a round a player has completed 4 Ability Tracks (reaching the end of 4 tracks), the game ends at the end of Popular Opinion that round.*

### 21 PERFORMANCE POINTS

*If a player reaches 21 Performance Points on the Performance Track after all players have scored during Popular Opinion, the game ends immediately.*

When one of the three win conditions is met, players (in turn-order) add up all PPs gained from **Researching Levels** and any **bonuses from End-Track Abilities**. The Brewmaster then moves the player's Token forward that many spaces on the Performance Track.

The player whose **Scoring Token** is **farthest along the Performance Track** is the winner and receives a wonderful promotion, complete with excellent investment options and a large pension. In the case of a tie, the Scoring Token that is **lower** in the stack is victorious.

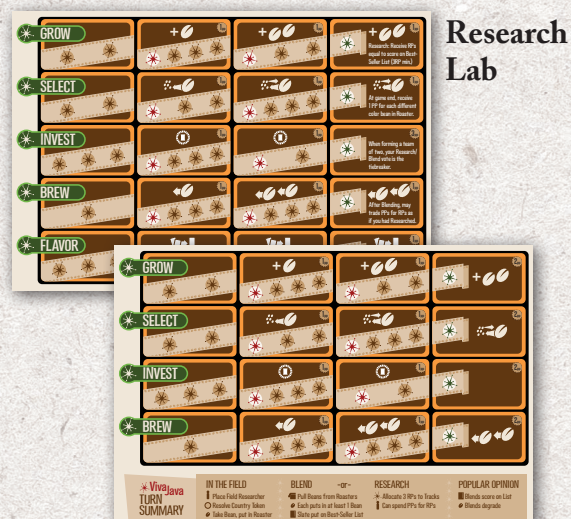
### SCORE REMINDER

Don't forget - all players receive Performance Points at the end of the game for achieving levels on the Ability Tracks in their Research Labs!

## Decaffeinated VivaJava

Although most players who play VivaJava for the first time feel comfortable with gameplay within a couple of rounds, there's a lot to absorb. Don't be intimidated - once you pull your first beans and create your first killer Blend, you'll feel like a Brewmaster.

However, some players may prefer to play VivaJava with this learning variant that streamlines the Research Lab with more standardized End-Track scoring to allow players to focus on Blending and the ebb and flow of Degrading. This is a useful variant in introducing the game to inexperienced players. To play, flip the Research Labs to the Decaffeinated side and put the Flavor Cards in the box, they will not be used. Note that there are no End-Track abilities, and Game End scores are increased. *Happy Blending!*



Decaffeinated Research Lab



# The Intern Inspansion (*VivaJava for 3-4 players*)

The **Intern Inspansion** allows VivaJava to be played with 3 & 4 players. Interns are viable teammates that can be **mentored** by players to aid them in Blending or Researching. However, since Interns are often young and sometimes inept, when mentoring an Intern there are **negative consequences**, both **immediate** and **long-term**. Interns, when chosen, are **used for one turn only** and then are **placed face-down in a pile** near the player's Research Lab.

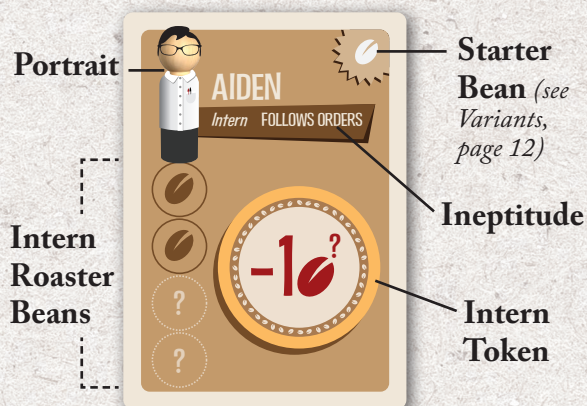
## SET-UP

The game is set up as per instructions for **6 or fewer players** (*as detailed on page 3*), with some additions:

1) **Reserve one extra unused Roaster**; this will be the **Intern Bean Reserve**. From The Fields, remove 3 Black, 4 Green, 5 Red, 6 Brown, 7 Yellow, and 8 White beans and place them in this Roaster.

2) **Shuffle the Intern Deck and draw 3 cards**. These Interns are possible teammates that a player may choose during **Phase 1**.

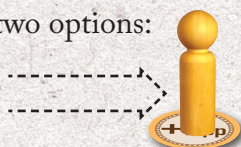
3) Each Intern Card shows **beans** that the Intern will have in their **Roaster**. These beans are placed onto the Intern Card when drawn. Bean spaces on an Intern Card that include a bean of a solid color are filled with beans from **The Fields** before assigning beans to Countries. If there is a (?) symbol, the beans are drawn at random from the **Intern Bean Reserve**. Beans from The Fields are always used on Intern Cards before filling Countries if there is a shortage.



## 1. IN THE FIELD

In turn order, players choose one of two options:

1) **Place a Field Researcher** onto a Country as normal.



2) **Take an available, face-up Intern Card**.



If a player takes an Intern Card, the **red negative** action listed on the card *must* be performed immediately. The player then moves the Intern and all beans on the Intern Card nearby to their Research Lab. By taking an Intern Card, a player has chosen to mentor this Intern and utilizes them as a special teammate this round. Once a player has chosen one of these two actions, the next player in turn order takes one of the two actions and so on.

When **all players** have chosen **an action**, the starting player may take another action. If the player has *not* chosen a Country, they *must* do so now. But, if the player has already chosen a Country, they *may pass* and choose not to mentor an Intern this round. Once all players have chosen an action or passed, play proceeds to Phase 2.

## 2. BLEND/RESEARCH

Interns are easily moldable to a player's will, but are also inexperienced, self-limiting, and sub-par teammates. When choosing **Blend** or **Research**, Interns act as an **extra vote** for the player mentoring that Intern this turn; Interns always vote what their mentor votes. If two players on the same team control an Intern, any **ties result in Research**.



## a. Blend *(Interns can follow orders - sometimes)*

When Blending, Interns act as a normal teammate would, and all rules still apply to them. However, the Intern's **mentor** is in control of what they do. To simulate this, the player to the left of the mentor takes an extra empty Roaster from the supply and acts as a **stand-in bean-puller**. The Intern's Roaster is filled with the beans located on the Intern Card. At the mentor's command, the stand-in player will randomly **pull beans** from the bag and **place them** onto the team's Blend Slate.

Interns can use their mentor's Research Abilities to enhance their bean-pulling power, but they must share them. **For example**, if a mentoring player has reached the first level of SELECT, the Intern under their control may use this Ability. However, once the Intern has used this Ability, the mentor is no longer be able to use this Ability again when pulling from their own Roaster this round.

Once Blending or Researching is completed, players take any Interns and flip them face-down into a pile beside their Research Shacks. Any unused beans in the Intern Roaster are returned to The Fields.

**Some Interns have a listed ineptitude that affects the use of their mentor's Research Abilities.**

Intern 

*Cannot use BREW Abilities on this Intern's Roaster.*

Intern 

*Cannot use SELECT Abilities on this Intern's Roaster.*

Intern OUT OF CONTROL

*No Abilities may be used on this Intern's Roaster.*

## b. Research *(Interns can learn - mostly)*

When Researching with an Intern, they learn from mistakes of past Interns, drawing from a pool of mentored knowledge. For **every intern** already in a player's pile (not including the face-up Intern), that player receives one (1) Research Point in addition to the 3 RPs as per the standard rules.



= 1 RP

*Example: If a player chooses an Intern and has collected 3 other face-down interns, that player receives 3 extra RPs to allocate that round.*

## 3. POPULAR OPINION

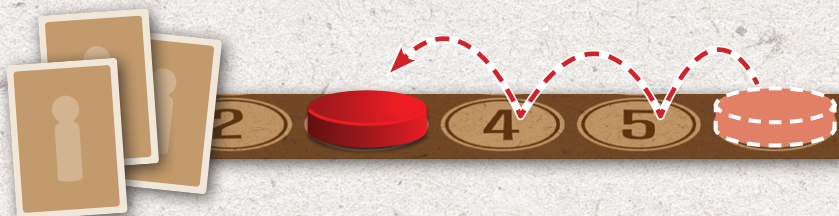
Place any unused Interns into a **discard pile** and return all beans on those cards to **The Fields**. If the Intern Deck is exhausted, shuffle the discarded cards and form another draw pile. **Three new Intern cards are then drawn** from the Intern Deck and placed face-up near the World Map and their Bean Spaces are **filled with beans** from The Fields.

## GAME END AND SCORING

At the end of the game, after all other scoring has taken place, each player counts the number of **face-down Intern cards** in their possession.

In **reverse turn order**, each player's Score Marker is moved backwards on the Performance Track one space per Intern in their possession.

The player with the highest position on the Performance Track is the victor.





# Variants

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PERCOLATING

# Strategy Notes

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PERCOLATING



# Appendix A: Country/Intern Tokens



**Gain Performance Points.** Player immediately moves their Scoring Token **ahead** one or two spaces on the Performance Track.



**Lose Performance Points.** Player immediately moves their Scoring Token **back** one or two spaces on the Performance Track.



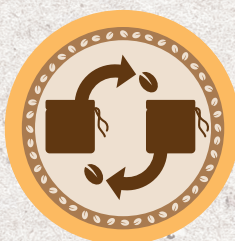
**Gain a Bean.** Player *may* immediately take one (1) Bean from The Fields corresponding to the same type (color) as offered in that Country this round. If there are no more Beans of that type, this action has no effect.



**Take No Bean.** Player cannot take the Bean offered in that Country this round. If the player has achieved the first or second level of the GROW Ability, they may still use that Ability to take one or more Beans.



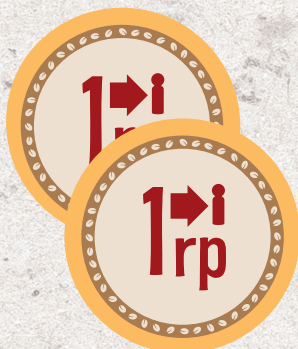
**Swap Country Tokens.** *Before* a Bean is taken, player may move **Researcher** and **this Country Token** to another location. The original Country Token at that location is then placed in the vacant Token spot. Player then takes a Bean as normal. *This action cannot be taken in a 3-4 player game.*



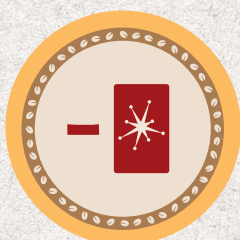
**Swap Beans.** Active player chooses a player, looks in that player's Roaster and removes one Bean. Active player then places that Bean in their Roaster. The Active player removes one Bean of **any type** from their Roaster and gives that Bean to **the other player**.



**Lose Research Point.** Player must immediately move one **Research Marker** back one space in their Research Lab. A player cannot move a marker past the beginning of a column or the start of the Research Track. If the player cannot legally move any marker back, this action has no effect.



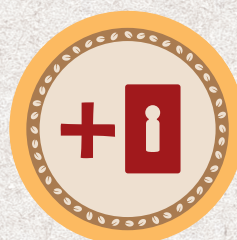
**Give Research Points.** All *other* players immediately receive one or two Research Points to apply to their Ability Tracks. If this would cause a player to gain an Ability, the Ability can be used that round.



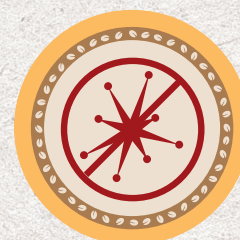
**Discard a Flavor Card.** Player must immediately discard one (1) Flavor Card from their hand. If the player has no Flavor Cards, then this action has no effect.



**Discard a Bean.** Active player must immediately remove one (1) Bean at random from their Roaster and place the Bean into The Fields.








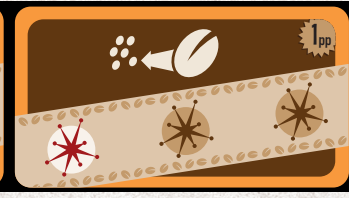
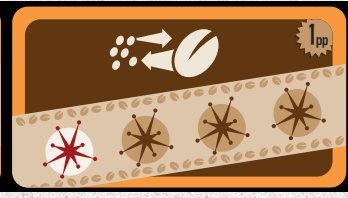




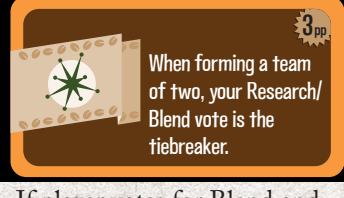

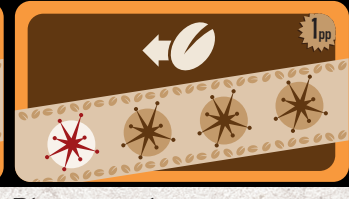
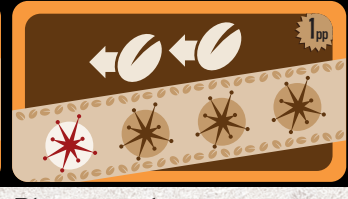
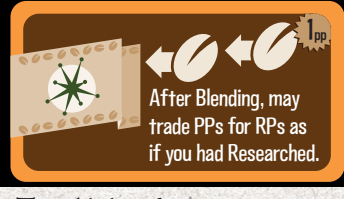




**Take an extra Intern.** Player must immediately draw one (1) Intern and place it face-down near their Research Lab. This Intern card counts toward a player's total Intern count for Research Bonus and Game End scoring purposes.



**Reduced Research.** Player may still Research but they receive no Research Points to assign to their Research Tracks and receive no Intern Research Bonus. Player may still trade PPs for RPs at the start of Popular Opinion, if desired.



# Appendix B: Research Tracks

 <p><i>When used wisely, the GROW Ability allows players to quickly fill their Roasters with beans of the same type from The Fields. Great for players who like to board.</i></p>	 <p>Player may take 1 extra bean of the same type as the Country chosen while In The Field each round. Extra beans are taken from The Fields.</p>	 <p>Player may take two (2) extra beans of the same type as the Country chosen while In The Field each round. Extra beans are taken from The Fields.</p>	 <p>Ability replaces the standard 3 RPs a player receives when Researching. A player never receives less than 3 RPs regardless of Score.</p>
 <p><i>The SELECT Ability allows players to skillfully cull their Roasters for errant beans, improving their odds of producing a more fruitful Blend. Great for those who don't like playing the odds.</i></p>	 <p>After players choose teams, but before Blending, player may remove 1 bean of any type from own Roaster and return the bean to The Fields.</p>	 <p>Before Blending, player may remove 1 bean from Roaster, return it to The Fields, then take a bean from Fields and place in Roaster.</p>	 <p>As there are only 6 types of beans in the game, the maximum Game End Score from this Ability is 6PP.</p>
 <p><i>The INVEST Track can provide powerful Investment Tokens, which allow players to take credit for (and Score from) other players' hard work. However, players can only ever gain two during each game, so they must be used wisely. Great for those players who like big payoffs from smart gambling.</i></p>	 <p>Take an <b>Investment Token</b>. Before any team Blends, player may place Token and Blend Marker on another team's Blend Slate. Each time Blend Scores on Best-Seller List, player receives PPs as if player was part of the team.</p>	 <p>Take an <b>Investment Token</b>. Before any team Blends, player may place Token and Blend Marker on another team's Blend Slate. Each time Blend Scores on Best-Seller List, player receives PPs as if player was part of the team.</p>	 <p>If player votes for Blend and teammate votes for Research, the team will Blend. If player votes for Research and teammate votes for Blend, the team will Research.</p>
 <p><i>The BREW Ability can provide players a safety net when Blending if they are trying to produce a specific Blend. Great for players who like to increase their odds without sacrificing resources they may need later in the game.</i></p>	 <p>Player may choose not to place 1 drawn bean onto Blend Slate when Blending. Bean is set aside and another is drawn. After Blending, bean is returned to Roaster.</p>	 <p>Player may choose not to place up to 2 drawn beans onto Blend Slate. Beans are set aside and more are drawn. After Blending, beans are returned to Roaster.</p>	 <p>This Ability does not prevent a player from trading PPs for RPs after Researching.</p>
 <p><i>Delicious uncertainty; bold strategies. When the Flavor Deck runs out, shuffle the discards to form another draw deck.</i></p>	 <p>When this level is reached, draw 2 Flavor Cards, choose 1 and discard the other.</p>	 <p>When this level is reached, draw 2 Flavor Cards, choose 1 and discard the other.</p>	 <p>When this level is reached, draw 2 Flavor Cards, choose 1 and discard the other.</p>



# Appendix C: Flavor Card Notes

There are 16 Flavor Cards in VivaJava. Below are notes on the 6 most complex.

## Fickle Investor.

An occupied Investment Token is one that is currently on a Blend Slate and has a player's Blend Marker placed on it. Note that this action takes place *after* new Blends have been added to the List, but before Scoring.



## Going Rogue.

Player *does not* place their Field Researcher on a Country when playing this card. This means that the player will not receive a Bean this round from being In The Field, even with the GROW Ability.



## Hot or Cold.

This card should be played *immediately* after Scoring, but *before* Degrading during Popular Opinion. All Blends are affected - so if the player chooses to Degrade twice, two Beans are removed from each Blend Slate.



## Limited Offer.

The Blend Slate that is removed from the List is removed from the game, just as if it had fallen off the List from going Stale. All Blend Markers are returned to respective players and Investment Tokens returned to the general supply.



## Quick Switch.

The Bean must be placed in an open, legal Bean Space on the Blend Slate. There can never be more than five (5) Beans on a Blend Slate at any one time. This card is played after Scoring and Degrading, but before the beginning of the next round.



## Re-Do.

If the team that is targeted by this card used Track Abilities and/or Flavor Cards while Blending, they are allowed to use those Abilities/Cards during the Re-Blend.



# Credits & Special Acknowledgements

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## Sequence of Play

### 1. IN THE FIELD

- Players take turns placing Field Researchers on World Map in turn order from first to last as determined by Score Token position on Performance Track
- Positive and negative actions for country discs occur immediately
- Player takes bean from Country and places it in personal Roaster

### 2. BLEND/RESEARCH

- Players in same region secretly choose “Blend” or “Research” and reveal simultaneously; majority votes win, ties result in Research

#### a. Blend

- Team decides who pulls from Roaster first
- Each team member must contribute at least one bean to the Blend
  - Once a team member stops Blending, they can no longer contribute more Beans to the Blend
- Blend Slate is placed on Bestseller List according to Ranking
- Each team member receives 1 RP to allocate to a Research Track
  - Team members *may not* exchange PPs for RPs

#### b. Research

- Each team member may spend 3 RPs to increase Research Track
- After all members have allocated RPs and all teams have completed Blending, members may exchange PPs for RPs in turn order

### 3. POPULAR OPINION

- Players score points from Blends on Bestseller List according to turn order
- Blends are degraded and Best-Seller List shifts
  - Blend Slates still on World Map are shifted East; new Blend Slates are pulled and placed accordingly, beans added, etc.

## Research Track Abilities

### GROW



Take extra bean during In The Field



Take 2 extra beans during In The Field

### SELECT



Remove bean from Roaster, put in Fields



Remove bean and/or take bean from Fields.

### INVEST



Take an Investment Token



Take an Investment Token

### BREW



Set aside 1 bean when Blending



Set aside 2 beans when Blending

### FLAVOR



Draw 2 Flavor Cards, keep 1



Draw 2 Flavor Cards, keep 1

## Country and Intern Tokens



Gain Performance Points



Lose Performance Points



Gain a Bean



Take No Bean



Swap Country Tokens



Swap Beans



Lose Research Point



Give Research Points



Discard a Flavor Card



Discard a Bean



Take an Extra Intern



Reduced Research