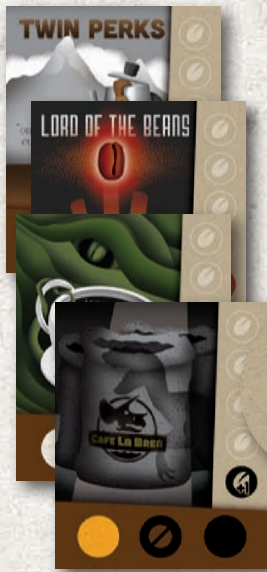


VivaJava: The Coffee Game • The Geekspanion

Occasionally in your research around the world for **VivaJava CoffeeCo.**, you may experience elements of the bizarre, the fantastic, and even the macabre. These elements are not to be ignored - in fact, when harnessed correctly, they can bring great flavor to your next coffee-themed gathering. These rules will tell you how to quickly - and safely - incorporate these new elements. Feel free to use just one bit, or add them all for a true over-caffeinated experience! Enjoy!

Blend Slates



During set-up, for each variant Blend Slate added to the game, randomly remove one of the standard Blend Slates. Each variant Blend Slate focuses on a color - brown, red, green or black. When a team creates a blend that includes the bean color in the Bean Bonus space, that team receives **+1PP** when the blend is **first scored**. The Bean Bonus space may also be used as a **Free Bean** when blending.

Bean Bonus

Investment Tokens

When a player earns an Investment Token, they may take one special token instead, if available. Used tokens return to the supply for later use.



Prehistoric Investment. Player *may* choose a Blend Slate to invest in before anyone has chosen a country during Phase 1. If you do, earn +1PP for this investment each turn it scores.



Harmonic Investment. If this token is on a Rainbow Blend, earn +1PP each turn it scores.



Calclatron. When scoring this token, if the invested Blend receives 3PP, you receive 1PP. If the invested Blend receives 1PP, you receive 3PP. 2PP is always 2PP.

New Country Tokens

During set-up, for each variant Country Token added to the game, randomly remove one standard Country Token. Note that Wild Bean and Cult Tokens are not limited. Should players need more during a game, substitute tokens should be used.




Wild Bean. Player *may* immediately take one Wild Bean Token from the supply. A player may discard one (and only one) Wild Bean Token at any time each round to take any available color bean from The Fields and place it in his Roaster. Wild Bean Tokens are returned to the supply when used.



Fiery Sacrifice. Choose another player. They must randomly draw a bean from their roaster. If it is a red bean, it is cast into Mt. Doom, placed back into The Fields, and both players receive +2PP. Otherwise, it is put back into the player's Roaster and darkness continues to spread.



Fhtagn. Place a Cult Token on this Country Token at the beginning of each round. When a player chooses this country, he immediately moves his Scoring Token **back** three spaces on the Performance Track and may take all Cult Tokens on the country. A player may trade in Cult Tokens at any time to place one green bean in his Roaster for each Cult Token used. Cult Tokens are returned to the supply when used. *This Country Token never flips to a  side. Ever.*



Cult token



Dangerous Research. When this Country Token is chosen during In The Field, the player flips the token in the air — heads up gives the player +2 RP and tails up equals -2 RP.



Alternative Crop. Player takes **either** the bean in this Country Crop space **or** an available bean from a Country Crop space that is adjacent to this country.



Connects adjacent countries