

Appendix C. Clarifications/FAQ

This clarification section is meant to be referenced when a rules issue arises during gameplay, and players demand the absolute correct answer to their question. Generally, if there is a minor rules dispute, we suggest a game of Angry Dice to settle the dispute, or a vote. Hopefully, these few pages help explain any ambiguity and are a good reference for players learning the game.

GAMEPLAY

RESEARCH

You may only research 5 RP during Roll, per turn maximum. In the rare instance that you have a set in one color of more than 5 dice, you may only gain 5RP in that color.

In the extremely rare (I've never seen it happen) instance that you roll a completely unusable die roll and cannot take any action on your turn, you must take no action that turn. Simply pass the dice to the next player and be proud that you have accomplished something I have never seen happen in all my plays.

RAINBOW BLEND

If you already have a Rainbow Blend, you may not Roll a new Rainbow Blend to score one point. Rainbows stay in a player's possession until a new Rainbow is created by another player (i.e. forever unless you do something about it).

FLAVOR DICE

Flavor Dice are acquired by using black RP to gain them. In simple terms, when you roll black beans you may gain as many Flavor dice as you have black beans instead of Researching. Flavor isn't a track that you move forward like the other bean faces, but it still counts as Research. In thematic terms, it's like trading real skills for a cheap way to make coffee taste good.

A player cannot use his Roll abilities to affect other player's Flavor Dice rolls. When Donating Flavor Dice, a player cannot use his Roll abilities to affect the outcome of his own roll.

Your Flavor Dice are always used during your Roll and always returned to the supply after Researching or Blending. And just to be 100% clear, you can use rolled Flavor Dice results for Research.

TOKENS

Tokens are one-time use. But, with the Pay for Action ability and in future expansions it may be possible to activate a "Gain a Token" ability more than two times. Gained Tokens are only removed from the corresponding Research Track when they are used (moved by the player) or when the track is completed.

If a Token does not say to remove it once used, do not remove it. It will stay in play and remain active.

POSSIBLE TIES

In the rare instance of an exact tie at 21 points, play continues "sudden death" style, until a player gains the lead in PP.

Advanced ABILITY DISCS Clarification

ABILITIES

If multiple abilities can be used during a Phase of a turn, you may use them in any order that is most beneficial. For example, it may be good to use the IMPROVE BEAN to affect one die ability before RE-ROLL. The order of events is up to you.

If you gain a new ability due to an effect during ACTIVATE, you may use it immediately.

All abilities must have a legal target. For example, if you have to give 2RP in brown, you can't waste them by donating them to a player that has already completed the brown track. If there is no legal target, you can't take the action.



IMPROVE BEAN

Improve the value of a bean by one pip (one value higher).

You may use the 2X ability level to improve one die twice. Also, a Flavor die may be improved to the WILD side by adding one pip to a green bean. A black bean cannot be improved to a white bean (no wrap-around).



DEVALUE BEAN

Decrease the value of a bean by one pip (one value lower). You may use the 2X ability level to decrease one die twice. A white bean cannot be decrease to a black bean (no wrap-around).



HIRE INTERN

Detailed rules for using Interns are found on pg. 13 of the rulebook.

When an Intern Ability is chosen, the token can NOT be moved/removed to place somewhere else until the track is completed. When the track is completed, you score points equal to the ability chosen, then immediately return your token to the supply. This Intern Ability may now be chosen by other players if they reach the 1X level of the HIRE INTERN track.



Dice Manipulation

NOTE:

Most Abilities have two values set in parenthesis (X/X). The first value is what ability is gained at the 1X level, while the second value is what ability is gained at the 2X level.

Advanced ABILITY DISCS Clarification (cont.)

Research



RESEARCH GRANT

This ability is not optional and **must** be performed during Activate each turn.

At 2X level you may grant two different players 1 RP in the track of your choice.



CALL IT!

This ability is optional, but if you decide to flip, you must perform the rest of the action in it's entirety.

(We flip all the time though, I mean, why wouldn't you?)



EXTRA RESEARCH

To be perfectly clear, this die value must be part of your remaining pool of rolled dice. For example, if you use 4 red beans for research, and rolled a black bean as well, you may take a Flavor die during Activate as your Extra Research.



RESEARCH BOOST

This ability can only be used once per turn during another player's Roll. So, for example, in a 2-player game, if you have placed a token on your opponent's Green Research Track and your opponent has placed a token on your Green Research Track, you don't receive infinite RP in some crazy loop. When your opponent Researches the track on their Roll, you gain the same amount. And vice versa.

You may also place two tokens on the same Track. Simply advance double the amount of RP when your opponent gains RP in this track during Roll.

SHARED RESEARCH

This ability is not optional and **must** be performed during Activate each turn.



FIELD TESTING

As a reminder, RP may be spent to obtain Flavor Dice as well. You may gain one Flavor Die for each RP gained.

NOTE:

Not all abilities are listed in this document. Abilities shown here are more complex or require minor clarification. Refer to the reference cards for basic ability information.

Advanced ABILITY DISCS Clarification (cont.)

Special



FLAVOR SHOT

FLAVOR SHOT and EXTRA FLAVOR are the same ability. There is a misprint on the LITE ability coaster, so please consult the FLAVOR SHOT reference card.



REBOOT

If you are at the 2X level of this ability and you Break Apart your Featured Blend containing 4 dice, you may roll 6 coffee dice.



INVEST

You may only place **one** token onto a newly created Featured Blend at a time.

This ability can be used in conjunction with Donated Flavor Dice, so be careful.



ROAST BOOST

All you have to do is say, out loud, that you will create a Blend.

A player may use ROAST BOOST even when at zero PP. If they do not create a Blend, they are simply unable to gain PP.



OFFICE POLITICS

The tokens placed onto Research Tracks can **NOT** be moved/removed to place somewhere else until the Track is completed.



SHORT SUPPLY

At the 1X level, you will only Roll 4 coffee dice during Roll. At the 2X level, you will roll 3 coffee dice.

Flavor Dice may still be used in order to have the 5 dice required to create a Blend.



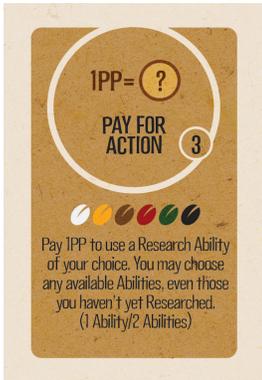
BLOCKED ACTION

You may place a token onto a space during Activate to block other players from using an ability until your next turn. More specifically, this token is removed during Score on your next turn.

Players may still use research points to gain blocked abilities; they will simply be unable to use their effects until your next turn. If this is an ability that states "Gain a Token," the player will still gain/place the token, but may not use its effects until the Blocked! Token has been removed.

Advanced ABILITY DISCS Clarification (cont.)

Special



PAY FOR ACTION

At the 1X level, pay 1PP to use one ability. At the 2X level, pay 1PP to use two abilities. This can also be the same ability twice.

If you use PAY FOR ACTION to enable a “Gain a Token” ability, you gain a Token and follow the instructions for that ability. This means that you can gain more than two Tokens on one ability track during a game.

You may Pay 1PP to activate any available abilities, even those on the Intern Coaster (or abilities provided by future expansions),

This document will be updated to reflect any new rules decisions or clarifications that may occur due to questions posed through email, Twitter, and BGG forums. If you have a question or have an interesting rules situation that has not been fully covered in these pages, please feel free to contact Dice Hate Me Games or the designer through one of the above means. As always, thanks for playing.