

For 2 or more players, ages teen to adult

Coffee Talk™

game rules

Object:

To be the first player to reach a robust 30 points.

Ingredients:

150 Topic cards, 15 Instant Coffee cards, 12 Sugar Packet cards, 12 Creamer Packet cards, 6 Coffee Beans, 6 Coffee Cup Scoring Boards, 6 writing pads, sand timer

Set Up:

Remove all the components from the coffee bag EXCEPT the Topic Cards and Instant Coffee cards.

Stir up the Topic Cards and Instant Coffee Cards inside the Coffee Bag.

Each player (or team) takes a Coffee Cup Scoring Board and a coffee bean; place the bean at the bottom of the scoring track. Each player also takes 2 Sugar Packet cards, 2 Creamer Packet cards and a writing pad. Each player will need a pencil or pen.

Playing:

The biggest coffee drinker goes first, then play moves clockwise. Without looking, the first player takes a Topic Card from the bag and lays it on the table. Tell everyone what the topic is, then any player turns over the timer.

All players quickly write down as many words they can think of that relate to the topic.

Example: The topic is "White House". Answers could be 1600 Pennsylvania Avenue; Secret Service; President; Air Force One; Oval Office, etc.

When time runs out, players read their answers aloud, starting with the player whose turn it is. If another player(s) has the same answer, the answers cancel each other out. At the end of the round, players add up how many original answers they had. Each of these answers is worth 1 point.

Players move their Coffee Beans that number of spaces up their score board.

Instant Coffee Cards: If a player draws an Instant Coffee Card, the next Topic Card drawn is played out loud. Example: When an Instant Coffee Card is drawn that player immediately dips back into the bag to get a Topic Card. Let's say the topic is Las Vegas. The player might say aloud "Slots". The next player (going clockwise) says "Chips" and so forth until a player cannot think of a response. The round is over and the player who couldn't think of anything in a reasonable amount of time is "freeze dried". They move their bean down 2 spaces. No other moves are made on the score boards.

Sugar Packets: These force the acceptance of an answer in dispute. Example: If players argue over the validity of one of your answers, you can win the point by playing a Sugar Packet. Each player is given only two Sugar Packets per game. This is called “sweetening the pot”.

Creamer Packets: They are used to change a Topic Card. Example: If you draw the Topic Card “Chicago,” and you don’t think you have enough answers, you can announce, “I am creaming this topic” and play one of your Cream Packets. The creamed topic is dropped back into the bag and a new card is drawn.

Winning:

The game grinds to a halt when the first player wins 30 points.

We appreciate your comments on Coffee Talk. Please send your correspondences to:

Pressman Toy Corp.
Department: Coffee Talk
121 New England Ave.
Piscataway, NJ 08854-4126

Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

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