

Placing on the Right Half → Earning Unique Effect Tokens



Using the Wild Flavor Token

The Wild Flavor Token can be used in place of any Flavor Token for a Flavor Ability. When that Flavor Ability is used the Wild Flavor Token must be placed on a space corresponding to that ability's token.

When used for **Aroma's Dispersion Effect** then it must be placed as if it were an **Aroma Token**, so it can NOT be placed on a space only for Body or Acidity.



Stacking 2 Flavor Tokens when Placing

As an exception unused Flavor Tokens maybe placed. Stack any 2 Flavor Tokens and place them on the Right Half of the Roast Board. Only the Flavor Token which is **on top is considered** for the rules of placement. The Flavor Token on the bottom's type is ignored. This can be used if you can't or don't want to use a Flavor Ability.

The Wild Flavor Token can be placed in such a way. If it's placed on the top it can be placed on any space.

Tokens other than Flavor Tokens (Bean, Smoke, Reject Bean etc) may NOT be placed in this way.

Place and collect Unique Effect Tokens

- After using a Flavor Effect the used Flavor Token must be placed **on the Right Half of the Roast Board** in an appropriate space.
- When both of the necessary tokens have been placed then you gain the Unique Effect Token. These Unique Effect Tokens are used after the Roasting Phase in the Cup Test Phase. When you gain a Unique Effect Token place that token on the Cup Board in the space with the token's picture.
- To earn a Unique Effect Token you must fill both spaces, but it is not necessary to fill them both on the same turn. It is possible to play one token on one turn and the other token on a future turn.



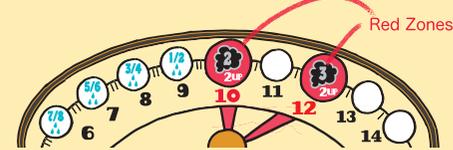
c Increase the Level of Roast



Generally 1 rank is gained.

All Bean Tokens that were neither placed on the board nor involved in a Flavor Effect are roasted and their **rank is increased by 1**.

In the Red Zones the rank is increased by 2.



The 2 locations where Smoke Tokens were placed and the circle is red are the Red Zones. Normally a Bean Token's rank rises 1 Roast Level, but on these spaces each Bean Token's **rank rises 2 Roast Levels**.

The Hard Bean Tokens are an exception and they don't go up 2 ranks, but always become Roast-Level-0 Bean Tokens.

- The Red Zone, called 'Crack' in coffee roasting jargon, is an important time in the roasting. It's important to keep these 2 spaces in mind when planing your overall roast strategy.

Using the Roast Counter

On the bottom of the Cup Board in the orange area is the Roast Counter for tracking the roast progress.

It represents the total level of roast contained in the bag. Each time a bean's roast level is increased move the Counter Cube along the appropriate number of spaces, and consult this when you're considering continuing roasting or moving on the the Cup Test. If you ever go above 39 then just start again at the bottom using 0 to represent 40. (When not using the Roast Counter the game becomes more difficult. The player is free to choose to use it or not.)



Processing

- In general the Bean Tokens should be processed in descending order.
- The Bean Token in front of the player should be returned to the box. For each Bean Token returned a new Bean Token of 1 rank (**2 ranks for the Red Zone**) higher should be taken from the box and placed in the bag.
- Any Bean Token that would reach Roast Level 5 or higher becomes a Burnt Bean. Place that Bean Token in the box and place a Burnt Bean Token in the bag.
- Smoke, Reject, Burnt & Flavor Tokens are not affected. Unless they are removed by the effects of the Roast Board then they are all returned to the bag at the end of the turn.

Note

In the rare case that the appropriate **token is not available** when increasing it's rank through roasting then that bean's level is not raised and it's returned with the others to the bag.

Moving the Counter Cube

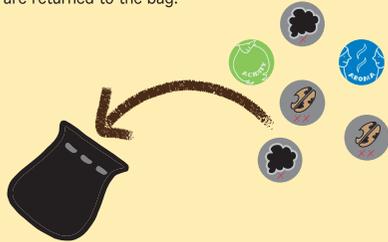
- Every time a bean's roast level rises move the Counter Cube the same number of spaces.

Decreasing the Roast Counter

- When placing a Roast-Level-1 Bean Token on the Roast Board decrease the Roast Counter by 1.
- During roasting when replacing a bean with a Burnt Bean Token decrease the Roast Counter by the bean's roast level.
- When using the 'Drawing 5' ability if any Bean Tokens are removed then decrease the Roast Counter by the appropriate amount.

4) Return Tokens to the Bag (Ending the Turn)

When all the Tokens have been processed then the turn is over. Any tokens remaining in front of the player are returned to the bag.



5) Finishing Roasting (On to the Cup Test)

Continue Roasting or Finishing

When the Roasting Phase is finished, and the tokens have been returned the decision must be made to keep roasting or finish. The only time you can move on to the Cup Test is now, at the end of a Roasting Phase.

Continuing (On to the Next Turn)

If you choose to continue Roasting then begin the next turn starting at the "Advance the Turn Disc" step.

At most you can only continue to the last roasting step (14 of the Temperature Gauge). At the end of that turn you must move on to the Cup Test.

Finishing (Advancing to the Cup Test)

When you decide to finish roasting then you advance directly to the Cup Test.

Cup Test

The Cup Test is used after roasting to check the flavor of the coffee that's been produced. The round spaces of the Cup Board are filled, and when 10 tokens have been placed then the Cup Test is finished. Then we move on to scoring.



- Take tokens from the bag, one at a time, and decide, as they are taken, to place that token in the cup or on the tray. If there are no empty spaces left on the tray then you must put it in the cup.
- If you place it in the cup then the spaces are filled from the top of the cup from left to right, then the 2nd row, 3rd row, etc. The final space that will be filled is the cup's bottom row's right space.
- The cup's 2 upper left square spaces hold the Roast-Level-3 Token and Sweetness Token respectively. If you didn't earn one or both of these then the empty spaces are filled with tokens pulled from the bag.
- If you pull a Moisture Token from the bag it is not put in the cup nor the tray, but is immediately removed from the game.
- When 10 Tokens have been placed or there are no tokens left in the bag then the Cup Test ends. Continue on to scoring.
- If the tokens run out and there are only 9 or less tokens in the cup then a penalty is incurred. (-5 points)

Unique Effect at a Glance

Understanding the special characteristics of the current bean, the current condition of the contents of the bag, and collecting some Unique Effect Tokens to prepare for the Cup Test are all important aspects.

If you've acquired any Unique Effect Tokens then they will be used during the Cup Test.



Roast-Level-3 Token

This token is placed in the Top Left space of the Cup Board's Cup area. During scoring it is treated identically to a Roast-Level-3 Bean Token. (This token can not be redrawn.)



Sweetness Token

This token is placed in the Top Center space of the Cup Board's Cup area. This is a 4th type of Flavor Token it is necessary in order to earn the full 10 Flavor Points on the Group 3 (Dark Brown Bean Sheets)

If it is used in a bean that doesn't require it then it acts as a Wild Flavor Token during scoring.

If all of the Flavor Tokens needed for the maximum Flavor Points are already in the cup then the Sweetness Token serves no purpose. (This token can not be redrawn.)



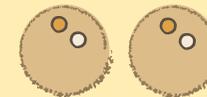
Draw & Select Token

This token is placed outside of the cup, on the right side. This token is used when filling the 2 round spaces of the second row of the cup.

If this token is acquired then its effect is not optional, it must be used.

Take 2 tokens from the bag at the same time, and choose and place 1 of them in the cup. At this time even if there is empty space in the tray (or extra tray) the chosen token must be placed in the cup.

The other token is returned to the bag. This process is carried out for both appropriate spaces.



Redraw-2 Token

This token is placed next to the cup on the right side. After the cup has all 10 spaces filled then choose any 2 (round) tokens from those 10 and put them back in the bag.

Draw 3 tokens simultaneously, and choose any 2 of the 3 and place them in the 2 empty spaces.

At this time even if there is empty space in the tray (or extra tray) the chosen tokens must be placed in the cup. The other token is returned to the bag.

Using this token's ability is optional, but if you choose to use it the full effect must be carried out. It is not possible to return only 1 token to the bag.

If any Moisture Tokens are drawn from the bag then they are immediately removed from the game and tokens are drawn until there are 3 non-Moisture Tokens.



Extra Tray Token

This token is placed below the tray area of the Cup Board. When the Extra Tray Token has been acquired then the two round spaces below it can be used identically to the normal tray spaces.

Important

Regardless of whether these Unique Effect Tokens were used or not during this Cup Test, **they can not be held over for the next Cup Test.**

After this Cup Test is finished all of the Unique Effect Tokens are removed from the Cup Board and returned to the appropriate spaces of the Roast Board.

Scoring

Points are awarded in 3 different ways.
These points are added together and any penalties are subtracted then a score for this bean challenge is determined.

Roast Points



You acquire points based on making a roast level that is near the target roast level. See the Roast Points section of the current bean's Bean Sheet. The number written below the star of the corresponding total roast level is the number of points earned. Any roast level that is not written is worth 0 points.

Flavor Points



Retaining the beans natural characteristic flavors can also earn you points. For reference see the Bean Sheet's 'Flavor Points' section.

The Flavor Token symbols drawn there are the desired Flavor Tokens to have in the Cup Test. If you have 1 of those tokens placed in the cup you get 1 point, 2 is 3 points, 3 is 6 points, and if you get 4 required tokens then you earn 10 points.

Flavor Tokens placed in the cup other than the target tokens don't earn any points. More Flavor tokens of one type than the number written also doesn't influence the amount of earned points. (The Wild Flavor Token can be used for any Flavor Token (Body, Acidity or Aroma Token).
However it cannot be used as a Sweetness Token.

Skill Points



If you collect many beans of the same level of roast then you earn additional points.

If you get 3 bean tokens of the same level (level 1-level 4) placed in the cup then you earn 1 point, 4 tokens earns 2 points, 5 is 3 points, 6 is 4 points, and 7 is 5 points. Less than 2 earns no points, and no matter how many you collect 8 or more earns 5 points.

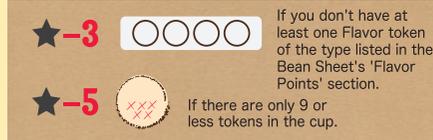
Negative Points

Tokens of the types in the box below become minus points if they are in the cup.

Tokens in the tray or extra tray never affect your score.



In the following cases a minus point penalty is incurred.



Example Scoring

Roast Points
Check the Roast Sum
13 earns 7 points

Skill Points
Check for the same level beans
4 Roast-Level-1 Beans → 2 Points
3 Roast-Level-3 Beans → 1 Point

Flavor Points
Check for the target Flavor Tokens
1 Aroma Token earns 1 point
(There are 2 Aroma Tokens in the cup, but in the Flavor Points section there is only one Aroma Token shown, so the 2nd Aroma Token doesn't earn any extra points.)

Calculation: 7 + 1 + 3 - 2 = 9

Roasting Score Sheet

After scoring is completed the score is written on the included score sheet. By also noting the name of the bean used & the date played your progress to coffee master can be documented.

More score sheets can be download from the official Saashi & Saashi homepage.
(<http://saashiandsaashi.tumblr.com/download>)

Next Bean Challenge

Before moving on to the next bean challenge remove all of the remaining tokens from the bag, clear all tokens from the Cup Board and the Roast Board and return all tokens to the box. Setup the boards once again, and then choose a bean from the next group.



The 22 beans introduced are split into 3 groups, divided by color (light brown, brown & dark brown Bean Sheets) and further divided into 3 difficulty levels. When starting a Full Menu you begin with a Group 1 (light brown Bean Sheet) typically a Beginner Level Bean. You will play 1 bean from each group in order: Group 1, 2 then 3. The difficulty level of the bean is decided based on your previous bean's Cup Test score. If you score 9 or less points then the next level will be Beginner Level. In case of a score of 10-14 points the next level will be Advanced Level. 15 points or more and you must play the next bean on the Expert Level. Likewise the results of your Group 2 Cup Test affect your Group 3's difficulty level. You can choose any bean from the appropriate group and difficulty level.

(Ex: You earned 10 points from the Group 1's Beginner Level, so next is Advanced
→ You earned 16 points from Group 2's Advanced Level, so next is Expert
→ Finally play Group 3's Expert Level

Starting on Group 1's Expert Level

To start a Full Menu on Group 1's Expert Level you must have previously achieved the rank of Middle Level Roaster (see page 16) or higher.

After you've achieved the rank of Middle Level Roaster or higher, even once, then you are always free to start on the Expert Level of Group 1's Bean.

Specialty Coffees



In COFFEE ROASTER there are 5 specialty coffees.

A specialty coffee is a coffee bean that has been intensely reviewed, and gained recognition as a high quality bean.

While being high grade and having few defective beans, the roasting window for getting a delicious taste is very short, and all of them are extremely difficult beans to roast.

However when the level of roast is just perfect you can get an amazing flavor rich in charm that is impossible to get from a standard quality bean.

All 5 of these beans are included among the expert level beans. They must be skillfully roasted, but if you want to earn a high score and aim for the title of Meister then these specialty beans are the ones to try.

Ending the Game

The game finishes after 3 bean challenges.

Write the total for the 3 Cup Tests in the appropriate space on the score sheet.

BEANS	ROAST	FLAVOR	SKILL	MINUS	TOTAL
1	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	- <input type="text"/>	= <input type="text"/>
2	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	- <input type="text"/>	= <input type="text"/>
3	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	- <input type="text"/>	= <input type="text"/>
DATE					

Earning a Rank

Based on your total score your rank is found from the following chart. The rank you achieved is your current competency as a Coffee Barista.

60+	マイスター / Meister
53~59	一流焙煎士 / Top Roaster
47~52	街一番の職人 / Town's Best Artisan
40~46	上級焙煎士 / High Level Roaster
35~39	中級焙煎士 / Middle Level Roaster
28~34	期待のホープ / Most Promising
20~27	初級焙煎士 / Entry Level Roaster
19-	焙煎士見習い / Apprentice Roaster



The path of a coffee roaster is long, windy and sometimes bumpy, but by all means aim for the title of Meister and have a great time exploring the world of COFFEE ROASTER. Enjoy the great roasting life!