

The Coffee Question

A Desert Bus For Hope Game Jam 2023 Game

The bus runs. It doesn't matter what you're doing, the time starts and the bus, it runs. That means when people need coffee, there's no pausing the bus to go get it. Someone has to be the person who gets the coffee, and brings it to the bus, and that is where you on your **coffee quest** come in. You, the players, each represent one brain cell from a volunteer who is very stressed and just trying to get the coffees order right, all while The Bus Runs.

It's okay. You just gotta get this *close enough*.

Setup

Count out three cards for each player and return the rest to the box. Take the remaining cards, and make sure they're all oriented the same way, showing either the Day Shifts or Night Shifts. When every player is ready, read out each card, one after another. When you read a card, set it face-down in front of you.

Once you've read the whole list out, say '**That's the order. Got it?**' Then deal each player three of the cards, face down, and players then get to look at their hands. Play begins.

Goal

You want to get most of the orders right – which means more than half of the players (rounded up) successfully empty their hands of cards.

Play

On your turn, you call out an order you remember from the initial order. You want to

name something that you don't have in your hand but that you remember from the order.

- If you name something that was on the order and a player hasn't already named it, that player can take the card from their hand, and set it down face-down in front of them.
- If you name something that *nobody* has in their hand, you have burned out as a brain cell, and you can't make any more guesses.

Play continues until either:

- All players have burned out, in which case, the players have all lost, or
- More than half the players at the table have gotten rid of all their cards, in which case, you all win this round!

Play two rounds! If you successfully pass the day shift, see if you can manage the night shift! Turn the cards around so they're showing the Night Watch and Zeta banners, and play again!

Extras

- You don't need to have cards left in your hand to keep guessing! If all your cards have been guessed, and you have not burned out, you can still make guesses!
- You can play in 'easy' mode, where when a player guesses something, they get to put that card down face-up. This means players can check what's already been guessed.
- You can play in 'hard' mode where players have a timer on their turns! Fifteen seconds is enough time to get the order right, right?

NOT A QUESTION
COFFEE

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COFFEE

Veggie Burger
+ a Milkshake

Eddy Pizza
+ a Water

Eddy Pizza
+ a Milkshake

Frappuccino
+ a Biscuit

Frappuccino
+ a Cookie

Frappuccino
+ a Biscuit

Veggie Burger
+ a Soda

Veggie Pizza
+ a Milkshake

Veggie Pizza
+ a Soda

Frappuccino
+ a Muffin

Frappuccino
+ a Biscuit

Frappuccino
+ a Muffin

Veggie Burger
+ a Water

Eddy Pizza
+ a Soda

Veggie Pizza
+ a Water

Frappuccino
+ a Cookie

Frappuccino
+ a Muffin

Frappuccino
+ a Cookie

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COFFEE

Veggie Sushi
+ a Soda

Inari Sushi
+ a Milkshake

Inari Sushi
+ a Soda

Full Brown
+ a Muffin

Brown Town
+ a Biscuit

Brown Town
+ a Muffin

Veggie Sushi
+ a Milkshake

Tamago Sushi
+ a Milkshake

Tamago Sushi
+ a Soda

Full Brown
+ a Biscuit

Medium Brown
+ a Biscuit

Medium Brown
+ a Muffin

Veggie Sushi
+ a Water

Inari Sushi
+ a Water

Tamago Sushi
+ a Water

Full Brown
+ a Cookie

Brown Town
+ a Cookie

Medium Brown
+ a Cookie

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NOT A QUESTION
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Clandigger
+ a Soda

Cheeseburger
+ a Soda

Clandigger
+ a Water

Round White
+ a Muffin

Flat White
+ a Muffin

Round White
+ a Cookie

Cheeseburger
+ a Water

Hamburger
+ a Soda

Hamburger
+ a Water

Flat White
+ a Cookie

Tall White
+ a Muffin

Tall White
+ a Biscuit

Hamburger
+ a Milkshake

Cheeseburger
+ a Milkshake

Clandigger
+ a Milkshake

Tall White
+ a Cookie

Flat White
+ a Biscuit

Round White
+ a Biscuit