



8+



1-6



15min

Coffee Rush®

Grab & Go

Rulebook

In **Coffee Rush®: Grab & Go**, speed and attention to detail are everything. Snatch ingredients before they run out, complete drink orders fast, and keep customers happy. This real-time card game puts your skills to the test. Collect the ingredients before the orders pile up, and complete the drinks as in the recipe. Get ready to **Grab & Go!**

Coffee Rush®: Grab & Go is an official spinoff of **Coffee Rush®** that combines the original vibe with the thrill of a speed card game.

Components



Basic order: blue



Takeout order: pink



104 Ingredient cards
(8 types)

33 Order cards

1 Rulebook

Setup



3 player setup

- 1 Spread the ingredient cards face down on the table. Mix them thoroughly to form the stock.
- 2 Shuffle the order cards, and deal 2 cards to each player. Place your order cards in front of you face up (the side with the ingredients).
- 3 Divide the remaining order cards into 3 decks of roughly equal size, and place them face up next to the stock.

Objective

The player who earns the most revenue by completing orders wins.

Gameplay

Coffee Rush®: Grab & Go is a real-time game where everyone plays simultaneously with no turns.

On count of three, everyone begins at the same time. Look for the ingredients you need from the stock, and complete the orders in front of you as quickly as possible. Play continues until a player completes 5 order cards.

Find ingredients

Flip a card in the stock face up to check the ingredient. While flipping, you can only grab with one hand, and you can only flip 1 card at a time.

If you found an ingredient that you want, take the card and slot it face up under one of your order cards. But if that order card is a takeout drink () , the ingredients must be slotted face down.

Takeout



Note: Once you slot an ingredient face down under a takeout drink, you can't check what ingredient it is anymore, so keep track of what you put in there!

* If it's your first time playing **Coffee Rush®: Grab & Go**, ignore the takeout rule and slot the ingredients face up for takeout drinks as well.

If you don't want the ingredient, return it to the stock face down and grab another card.

Order complete

An order card is complete when you have the matching number of ingredients under it. Once it's complete, call out the name of the drink and set aside the order card and its ingredients together **1**.

Note: You may not complete an order with missing (or excess) ingredients.

Then take the top order card from a deck of your choice and place it in front of you. There must always be 2 order cards in front of you **2**.



Closing time

If a player has completed **5 order cards**, they announce "Closed!" aloud. Everyone immediately stops looking for ingredients, and proceeds to scoring.

If you have an ingredient in hand when the closing time is announced, you may slot it under one of your order cards before scoring. If you don't, return it to the stock.

Game End

Let's check how much you earned today. A completed order card with the exact ingredients is a flawless order. You earn the amount shown on the bottom of the flawless order card.

For incorrect orders (with missing or incorrect ingredients), you earn \$0.50 for each correct ingredient and lose \$0.50 for each incorrect ingredient. **In case of takeout orders, you earn \$1.00 for each correct ingredient instead of \$0.50.**

* If you didn't use the takeout rule, calculate your revenue for takeout drinks the same as other drinks.

Revenue can even go into the negatives. You may end up making a loss, so be careful!

The player with the highest revenue is the winner.

In case of a tie, the tied players win together.

Scoring example: Minnie's revenue for today is as follows:



Flawless order

+ \$1.50

+ \$0.50

+ \$2.00

Americano has everything it needs, so it's a flawless order. Minnie earns \$1.50

For milk tea, she got the tea and steam right, but the water was wrong. $\$0.50 + \$0.50 - \$0.50 = \0.50 earned.

Dark chocolate is a takeout drink, and she only put in 2 chocolates. It's an incorrect order with a missing chocolate. $\$1.00 + \$1.00 = \$2.00$ earned.

So Minnie's revenue for today is $\$1.50 + \$0.50 + \$2.00 = \4.00 .

Variants

The variant rules below add a spoonful of sugar to **Coffee Rush®: Grab & Go** to bring new joy to the game.

☕ Rich in Caffeine Coffee Millionaire (longer variant)

If you want to enjoy a longer game, you can play the game over multiple rounds.

After scoring, record each player's revenue. If no one has earned \$50.00, repeat the game and add up your revenue. The game ends when a player has more than \$50.00 in total revenue, and the player with the highest total revenue wins!

☕ Master Barista (expert variant)

If you played this game multiple times and consider yourself an expert, now's the time to prove it.

When placing order cards in front of you, place them **face down** instead of face up. You can only check the ingredients needed when taking the order card from the deck. But you can check how many ingredients are needed from the number of dots under the drink name. Show off your knowledge and memory, and make some delicious drinks. All other rules are the same as the base game.

**Number of ingredients
needed**



Coffee Roaster (Solo variant)

Try **Coffee Rush®: Grab & Go** by yourself. You will need a timer.

Set the timer to 5 minutes, and complete as many order cards as you can in that time. The rules are the same as the base game (don't forget to call out the name of the drink when you complete it!). When 5 minutes are up, proceed to scoring and check how well you've done on the table below:

\$0 - \$4.50	Need to wake up?
\$5.00 - \$9.50	Not bad, might visit again.
\$10.00 - \$14.50	People queue for your coffee.
\$15.00 - \$20.00	Baristas consider you a coffee legend.
Over \$20.00	A god of coffee is among us.



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