

# Tea Break

*Designed by Ellie Dix*

3-5 players | 30-45 minutes | Age 7+

## Overview:

Welcome to the tea shop where the waiters are the main attraction!

Each turn, the waiter must deliver the items ordered to each player, while physically restricted. Can you serve tea behind your back or with your thumbs on your chin?

## Components:

- 31 tea set items (4 plates, 4 saucers, 4 cups, 4 cakes, 4 knives, 4 forks, 4 spoons, teapot with lid, jug, sugar bowl with lid) [NB - this could be reduced by altering the gameplay if required]
- 5 sets of 6 order cards (30 cards total)
- 5 sets of 3 number cards (15 cards total)
- 3 waiter's choice cards
- 24 restriction cards
- A method of scoring.

## Set up:

- Put all the tea set items in the centre of the table.
- Give each player a set of order cards and a set of number cards.
- Shuffle the restriction cards and body cards separately and place them in two face down decks.
- Randomly decide who the first waiter will be and give them the waiter's choice cards.

## How to play:

On each round, one player is the waiter and the others are the customers.

- Each customer selects 1, 2 or 3 order cards and simultaneously reveals, placing them on the number card that corresponds with the number of cards they've chosen. Face down number cards and order cards cannot be used. When all cards have been used (over 3 rounds), players return all order cards to their hands and replace all number cards face up on the table.
- The waiter selects one of the waiter's choice cards and puts it face down on the table.
- All players reveal the face down cards. The waiter collects all the items shown on all face up order cards and the item on the waiter's choice card and places them on the table in front of them, separate from the other tea set items.

- Flip the top restriction card. This explains how the waiter's movement will be restricted.
- Sitting down, the waiter must load up all the items that have been ordered to carry them. When they are ready to stand up they must now follow the instructions on the restriction card until all items have been delivered.
- Starting with the player to their left and walking clockwise around the table, the waiter delivers the ordered items to each player in turn. The waiter's choice item must be placed on the table before the final customer is served. When all the items have been delivered, the waiter returns to their seat.
- The waiter's score is calculated as follows:
  - If the waiter successfully delivers all items, they get all the points on all the face up cards.
  - If the waiter drops an item, they score points for items successfully delivered up to this point, but they score no further points for the round.
- When the waiter has finished serving, players place their used number cards and order cards face down.
- Now the next player becomes the waiter.

## **Game end**

The game ends when each player has had the chance to be the waiter twice. The player with the highest score is crowned head waiter and wins the game.