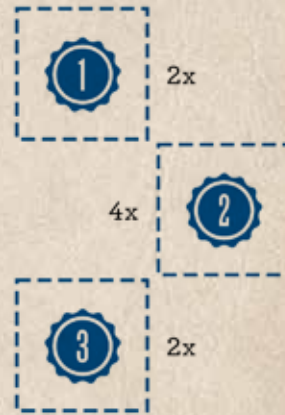


# André Play Guide

	⌚ 1975	A	⌚ 1980	B	⌚ 1985	C
⚙️ PHASE 1	1. ☀️ ▶️		1. ☀️ ▶️		1. ☀️ ▶️	
	2. ☀️ ▶️		2. ☀️ ▶️		2. ☀️ ▶️	
	3. ☔ ▶️		3. ☔ ▶️		3. ☔ ▶️	
	4. ☔ ▶️		4. ☔ ▶️		4. ☔ ▶️	
👤 PHASE 3	ANTWERP 👤 2 <sup>ND</sup>		ANTWERP 👤 2 <sup>ND</sup>		ANTWERP 👤 2 <sup>ND</sup>	
	 END OF PHASE		 END OF PHASE		 END OF PHASE	
📊 PHASE 5	SCORING MARKERS 1 2 START OF PHASE		SCORING MARKERS 3 4 START OF PHASE		SCORING MARKERS 5 6 START OF PHASE	
	🔄 PHASE 6					



# Coffee TRADERS

## OFFICIAL 2-PLAYER RULES

ANDRÉ SPIL & ROLF SAGEL

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## SETUP

Set up the game board and player boards following the 3-player rules with the following changes:

- Set 5 different Arabica counters aside.
- Only place 2 Arabica counters in each Contract Bonus space.

### ANDRÉ SETUP: GAME BOARD

Use the components of a third color to play as André (the Bot):

1. Randomly choose an F-Contract.
  - Place André's 3 Level-1 Plantations on the game board following step 14 on page 9 of the rulebook.
  - Place 3 Stations on the 4/5 player position in the 3 Cooperatives corresponding to the F-Contract.
  - Discard the F-Contract.
2. Place the Company disc on the third position on the Turn Order track. This disc remains here for the rest of the game.

### ANDRÉ SETUP: PLAY GUIDE

1. Take the 5 different Arabica counters and place them facedown on the play guide. Shuffle the counters.
2. Take the 8 remaining Plantations, 3 Fair Trade posts, 6 scoring markers, 3 Traders, and place them on the play guide.
3. Shuffle together and randomly choose 1 Contract each from A, B, and C.
  - Stack the Contracts on the play guide in the following order from top to bottom: A, B, C.

## GAMEPLAY

### ⚙️ PHASE 1: WORK

Follow the normal rules. On André's turn, they will perform the following 4 actions:

1. Build a Plantation in the Cooperative of the topmost color depicted on the visible Contract.
2. Build a Plantation in the Cooperative of the second color depicted on the visible Contract.
3. Place Workers in the Cooperative of the topmost color depicted on the visible Contract.

*2-player variant*



*Note:*

When placing a Plantation, place a Level-2 Plantation on the "1/2" row and a Level-3 Plantation on the "2/3" row if possible. If not possible, place a Level-1 Plantation on the "1" row. Place Plantations in a manner that does not obstruct the path of other players' Plantations if possible. André does not need Donkeys or Trucks.

4. Place Workers in the Cooperative of the second color depicted on the visible Contract.

### 👤 PHASE 2: WORKERS

Follow the normal rules.

- If one of André's Plantations is not filled, place 1 Worker from the Town Center on it.

### 👤 PHASE 3: TRADER & CONTRACTOR

André will always piggyback when a player places a Trader in a Trading House, but **only for the second position**.

- On André's turn, open 1 Arabica counter on the play guide and place a Trader in the Trading House corresponding to that counter. If the Trading House is already filled, open another Arabica counter until a Trader can be placed.
  - Other players may piggyback.
- After both players pass, André will build 1 Fair Trade post in the Cooperative of the third color depicted on the visible Contract. The first is built on the 4/5 players position if possible.

### 🌾 PHASE 4: HARVEST

Follow the normal rules where each Plantation with a Worker will harvest 3 coffee.

### 📄 PHASE 5: CONTRACT

Follow the normal rules. On André's turn, they will do the following:

- At the start of this Phase, André will place 2 scoring markers in the Coffee Bars on the lowest available position according to the second and third color depicted on the visible Contract.

### 🔄 PHASE 6: REFRESH

Follow the normal rules and add:

- Remove André's topmost Contract. In Period 2 use Contract B, and Period 3 use Contract C.
- Shuffle together the 5 Arabica counters face down.

## END OF GAME

André competes for VP in the Cooperatives and Coffee Bars.

*Note:*

André does not build and does not piggyback when players build.



*Play guide on the back side*