

# CHEF IBRA'S CAFÉ

Help Master Chef Ibra open his new Café in the Dungeon! In an ancient spellbook, Chef Ibra found a recipe for the Matcha Latte Ibiscus, a special drink that allows adventurers to explore all day and all night without rest.

For the Grand Opening, he needs to decorate the Café, gather the ingredients for the special drink and, of course, attract customers. Bring these all together to make the Grand Opening a special occasion for all!



## **SETUP**

Market: You have \$4 to spend.

**Spellbook:** You start with either **SB-03** (Monster Teleporter) or **SB-09** (Barrel Teleporter) and





assign this Spellbook to one of the 6 Group minis.

#### 3 Starter Decks are used



Shuffle and place **24 Starter Cards ②** to the indicated spaces above.

#### **Boss Card. Artifacts & Customers**



Place the **BG05** (Chef Ibra) boss card in the indicated space above.



Place the Artifacts **Poison, Goblet, Flower, Duck** and **2 Customers** (group minis) on the indicated spaces above.

## PLAYERS DECK COMPOSITION

Туре	Start	\$3	\$4	\$5	\$6	total
Quantity	18	7	7	7	0	39

### **GROUPS**

#### 6 Group Minis are used.

The Group Minis are placed by player choice, on different positions on Top or Bottom of Columns 1 / 2 / 3 and on the Left of Column 1 too.



### WIN CONDITION

Complete the 6 routes to Chef Ibra.

## **VICTORY POINTS**

14 + Number of empty spaces left + Number of Barrels / 3

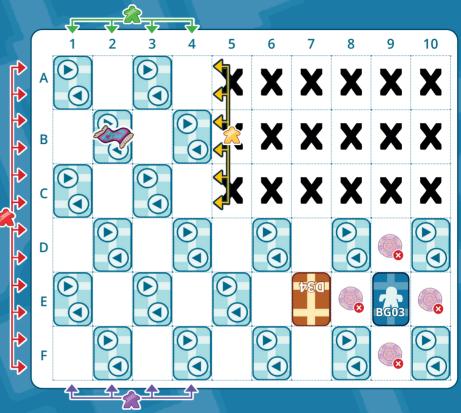


## LAURENT IS LOST

Laurent the Ranger is missing! He went into a completely unexplored part of the dungeon in search of a special healing mushroom so he can cure an ailing friend. He has been gone for days and everyone is starting to worry. The adventurers want to find Laurent and bring him home. If he is injured, you bring along the magic carpet to evacuate him. If he is being held hostage, you are ready to convince his captors to release him.

If he is locked up, you have keys to release him. If he is thirsty, you are bringing enough beverage to sate his thirst. You must be prepared for every eventuality!





## **SETUP**

Market: You have \$6 to spend.

#### 3 Starter Decks are used.



Shuffle and place 19 Starter Cards ( to the indicated spaces above. 

If S05 or S06 are placed in spaces 8D or 8F, swap them for other starter cards.

#### Boss Card, Dungeon Card & Artifact.



Place the **BG03** (Laurent) boss card in the indicated space above



Place the **D34** card (<u>upside dow</u>n) in the indicated space above.



Place the Artifact "Magic Carpet" in the indicated space above (2B).

#### PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	7	3	3	5	36

## **GROUPS**

## 4 Group Minis are used.



The Group minis are placed by player choice, each on a different edge of the tableau. The one on the right must be played to rows A-C. The one on the bottom in columns 1-4.

#### MISSION RULES

No cards may be played in the spaces marked with an "X".



No card with a Magic Circle on it may be placed on the 4 spaces adjacent to the Boss (9D, 8E, 10E and 9F). A wizard casted a disenchantment spell on the area around Laurent.

#### WIN CONDITION

Laurent is rescued when all 4 routes to him are completed.

### **VICTORY POINTS**

11 + Number of empty spaces left