

LET'S MAKE SOME TEA!

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In Boba Boss the goal is to steep the best teas in the shortest time possible. You do this by flipping all your Teacup Cards the fastest. Preparing the perfect cup of Boba tea can be challenging, so we've simplified the process into three simple steps. First choose your Tea and then add Toppings and Sweetness to your heart's content.

TEA

+

TOPPINGS

+

SWEETNESS

LIME
GREEN DECK

TARO
PURPLE DECK

COCONUT
WHITE DECK

PINEAPPLE
YELLOW DECK

BLUEBERRY
BLUE DECK

WATERMELON
RED DECK



First, pick your flavor!

CocoNOT Jelly
RAINBOW DECK



Would you like to add some toppings?

WHOOPIE
RAINBOW DECK



LEVEL MIXERS
RAINBOW DECK



How bittersweet do you like your serving?

A TEA IS ONLY AS GOOD AS ITS INGREDIENTS

To truly become a Boba Boss you must understand the recipe. Each Tea deck contains four specific types of cards.

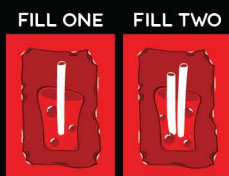
TEACUP CARDS:

These cards represent a player's tea cups which are either READY or EMPTY.



FILL CARDS:

These cards fill Teacups. When a player reveals this card, they simply flip over either one or two of their EMPTY Teacup Cards, so that they are now READY.



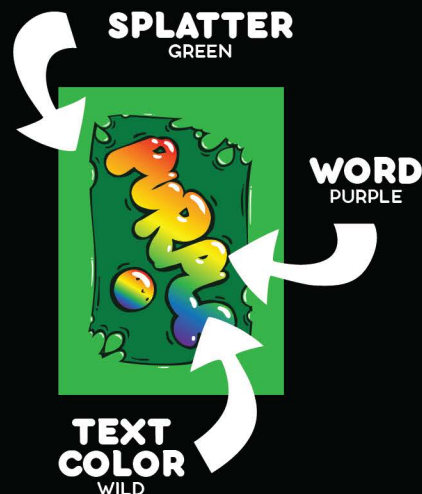
STRAW CARDS:

When revealed, the player can perform ONE of two actions. The Straw Card can either be placed on top of a READY Tea Cup card and protect it from being spilled or it can function as a Fill One card. If used as a Fill One card it MUST be discarded.



SPILL CARDS:

These cards instruct you to spill one of your opponent's Teacups. They are the most challenging cards because there are three LEVELS to Boba Boss. The first way to play is to pay attention to the color of the outer SPLATTER on the card and spill a Teacup of that color. In the pictured card it's green. The second is to pay attention to the WORD as written. In the picture it's purple. The third is to pay attention to the TEXT COLOR while ignoring the word. In the picture, it's a rainbow which represents a wild card, and so it's the players choice which opponent to target.



Everyone agrees at the beginning of a round which level you're playing with, but it gets messy if you play more than one round. Especially if you keep switching back and forth.

WHAT ARE TOPPINGS AND SWEETNESS?

The Tea decks have everything you need to enjoy a round of Boba Boss. However, for more adventurous players Boba Boss includes optional TOPPING and SWEETNESS Cards to expand your palette. These can be added or taken out to taste. Distribute them evenly among players (if you want to be fair) and make sure to shuffle them in well when adding them to your Tea decks.

*Adding them to your teas all at once can unleash INSANI-TEA and is only recommended for the most extreme Boba Bosses.

TOPPINGS

CocoNOT Jelly

RAINBOW DECK



The CocoNOT Jelly does not care. It simply doesn't want to. It has all the abilities of a Straw Card (to Fill or Protect), but can also be played on top of an EMPTY Teacup card and lazily decide that it's not worth filling. If played this way, the player now has one fewer Teacups to Fill in order to become the Boba Boss.

Lackadaisical
CocoNot Jelly and
Klutzy Whoopsie
Cards go well
together.



WHOOPSIE

RAINBOW DECK

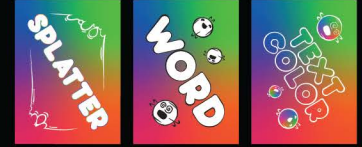


The Whoopsie card introduces some clumsiness and can be played in one of two ways. When revealed, it gives the player the option to either spill all unprotected Teacups of one opponent, or to spill one unprotected Teacup from every opponent. Teacups protected by Straw Cards or CocoNOT Jelly Cards are unaffected.

SWEETNESS

LEVEL MIXERS

RAINBOW DECK



The Level Mixer Cards change the target Level during a round. If a round starts with players paying attention to the Splatter level and a player reveals the Word Level Mixer Card, all players must now switch gears by paying attention to the Word level and only target opponents of the corresponding color. That is, at least until the next Level Mixer Card is played.

Play Level
Shaker Cards in the
center of the table
and loudly declare
the new Level.



SETTING THE TABLE

At the start of a round, each player places their seven Teacup cards on the table in front of them. Six with the EMPTY side face up and one with the READY side face up.



Once you get really good at Boba Boss, rounds will last longer, and it will become harder to win. Consider increasing the difficulty by reducing the number of Teacup cards on the table. Equally, if you want to be fair!



READY, SET, CHAOS! (starting a round)

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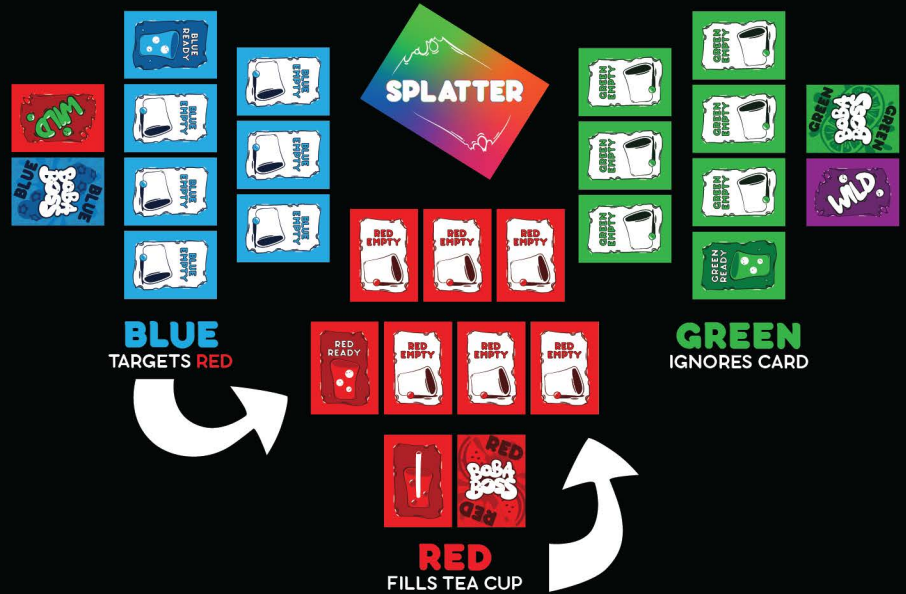
Players hold the rest of their deck (all the Spill, Fill, and Straw cards) face down in their hands. At the count of three the round starts, and everyone simultaneously reveals the top card in their deck. Each player then performs the action required by that card. Once a player has completed the action, they don't have to wait for the others, but instead turn over the next card in their deck, and perform that action. There are no turns! If an action can't be completed, either because the card instructs the player to spill the cup of an opponent who has no READY cups (which can happen at the beginning of a round), or because the target color isn't in play (which happens if you play with less than 6 players), this card is ignored and the player simply reveals the next card in their deck.

In the example to the right, the round just started and players are playing with the Splatter level.

Blue reveals a Spill Card. It tells **Blue** to reach across and spill one of **Red's READY Teacups**.

Red reveals a Fill One Card. It tells **Red** to fill one of their own **EMPTY Teacups**.

Green reveals a Spill Card. It tells **Green** to spill a **Purple Teacup**, but because there is no **Purple Tea** in play and the action can't be completed, **Green** ignores this card and moves on.



WINNING TABLE MANNERS (finishing a round)

Once a player only has 2 Teacups left to fill, they yell "BOBA!" This gives everyone a heads up that that player is close to winning. Do this also once you only have one Teacup left. If a player jumps from having 3 cups left to having only 1 cup left (because they played a Fill Two card), they also have to yell "BOBA!" Once a player has all their Teacup Cards with the READY side face up, they must yell "BOBA BOSS!" to declare themselves the winner! If an opponent "spills" one of their Tea Cup cards before the player has yelled "BOBA BOSS!" the round continues. We leave it up to you, how strictly you enforce the rules!

Players are still targetting the Splatter level, but watch out! This round is about to end!

Blue reveals a Fill Two Card. It tells **Blue** to fill the last two **EMPTY Teacups**. **Blue** fills the first Tea Cup and is ready to yell "Boba Boss" to declare victory, but...

Red reveals a Spill Card. It tells **Red** to spill one of **Blue's Teacups**. **Red** spills a **Blue Teacup** before **Blue** can fill the last **Blue Teacup** and yell "Boba Boss" to win.

Meanwhile, **Green** reveals a Straw Card. **Green** chooses to use it as a Fill One Card and fills the last **Green Teacup**. **Green** yells "Boba Boss!" and wins the round.



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I WANT A REFILL! (i.e. let's play again)

We recommend starting with the outer Splatter color. Once players are used to playing with one level, switch to the next one, and the next one, and then switch back! See if you can keep everything straight.



RUNNING OUT OF CARDS

If a player runs out of cards before there is a victor, just pick up the discard pile and go again. No need to reshuffle. No time for that! If you find that this happens more than just occasionally, or to multiple players, congratulations! You're really good at Boba Boss! Now challenge yourself, and try increasing the difficulty of the game by reducing the number of Teacup cards you're playing with, or by adding the Optional Toppings and Sweetness Cards.

EMPLOYEE OF THE MINUTE

It's not really a thing. Sorry.



HOW TO FOLLOW THE RULES (and keep your friends)

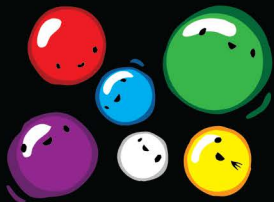
Now, you can't just go filling and spilling cups willy-nilly. Well, we guess you could, but no one likes a cheater. A player is expected to make an honest attempt at completing the card actions unless otherwise not possible. If a player is found to be willfully ignoring the instructions on the cards, call them out on it! Have them remove one Fill Two card from their deck as punishment. Or maybe have them treat everyone to a round of Boba tea!

SMALL PARTY (playing with less than six people)

Boba Boss can be played with as few as two players. How? By playing with two levels simultaneously. For example, players pay attention to BOTH the Splatter color and the Text Color and can choose to spill a Teacup of either one or the other color. But one doesn't get to spill two cups with one card – these aren't birds and stones, okay?!

Playing with two levels simultaneously is recommended for games with 2 to 3 players.

FOUR TO SIX PLAYERS TARGET ONE LEVEL

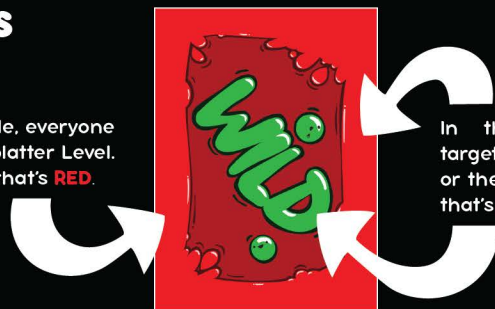


In this example, everyone targets the Splatter Level. For this card, that's **RED**.

TWO TO THREE PLAYERS TARGET TWO LEVELS



In this example, everyone targets either the Splatter Level or the Text Color. For this card, that's **RED** or **GREEN**.



TOPPINGS AND SWEETNESS CARDS (some advice)

Try adding Flavor Cards to everyone's deck one kind at a time. Make sure to shuffle them in well! First, try them out individually, and then start playing them together. The CocoNOT Jelly Card makes the game easier, while the Whoopsie and Level Mixers make the game harder.