🌿 BUDTENDERS & BARISTAS ☕

A tabletop game about emotional labor and the tip economy.

Objective

Earn the most tips by the end of the work week.

Tip values:

• Silver Tip = 1 point

• Gold Tip = 3 points

After the final shift, players count their tips. The player with the highest total wins.

Components

Board
1 Game Board (2 Service Areas)

Players
4 Worker Tokens
4 Tip Jars

Customers
12 Customer Tokens

Tokens
36 Mood Markers
Stress Tokens
24 Energy Tokens

Tracking
10 Shift Tokens (5 Coffee Cups, 5 Buds**)**

Other
1 Archetype Die
Tip Currency (Silver & Gold)

Game Overview

Players take the role of service workers navigating a week of shifts in two

environments:

n Café — Baristas

n Dispensary — Budtenders

Throughout the week players serve customers, choose emotional approaches, manage

stress, and

earn tips while customer moods shift depending on surrounding interactions.

Customer Archetypes

🔴 High-Stakes

🟠 Rushed Regular

🟡 Transactional

🔵 First-Timer

🌸 Thoughtful

🟣 Overwhelmed

Each service area begins with one of each archetype.

Queue

BACK (TIP JAR) ® [6][5][4][3][2][1] ® (COUNTER) FRONT

˅

SERVE

Setup

1. Place the board in the center of the table.

2. Place 5 Coffee tokens on the Café tracker and 5 Bud tokens on the Dispensary tracker.

3. Place mood markers on each queue space (all begin Calm).

4. Build the queues with 6 customers per side (one of each archetype).

5. Each player chooses a role: Barista or Budtender.

6. Each player receives energy tokens, stress tokens (start at 0), and an empty tip jar.

Work Week Structure

The game represents one work week consisting of 5 shifts. After every shift remove one Coffee token
and one Bud token. When both trackers reach zero, the work week ends.

Shift Order

1. Baristas take their turns

2. Budtenders take their turns

3. Ensure all players receive payouts

4. Remove shift tokens

Serving Customers

1. Roll the Archetype Die

2. Serve the first matching customer in your queue

3. If none match, serve the front customer

4. Choose an Energy Token

5. Resolve the interaction

6. Apply mood effects

7. Remove the customer and slide the queue forward

Queues dwindle as the week goes on.

Mood System

Mood belongs to queue spaces, not customers. Customers entering a space inherit that space's mood.

● Calm: +1 Silver if tips are earned

● Impatient: no modifier

● Frustrated: gain +1 Stress after serving

Mood Spread

After serving a customer, check the two adjacent queue spaces. Good interactions improve mood while bad interactions or the frustration token worsen mood. Mood starts as calm (●) changes one step at a time: Calm → Impatient → Frustrated.

Stress & Burnout

Stress accumulates from poor interactions, the frustration token, and serving customers in frustrated spaces.

3 Stress → disable one energy token

5 Stress → disable a second energy token

7 Stress → Burnout

How Players Gain Stress

Stress represents the emotional cost of difficult interactions. Players gain Stress tokens when the following occur:

+1 Stress

- Serving a customer in a 🔴 Frustrated queue space
- Choosing the worst interaction option for that customer archetype
- Rolling an archetype that is not present in the queue
- A nearby interaction worsens mood around you

+2 Stress

- Using the ~ Frustration energy token

When burnout occurs, remove your worker for the next shift, remove one additional shift token from that shop, and reduce stress back to 5.

End of the Game

When both shift trackers reach zero the work week ends. Players count their tips:
Silver = 1 point, Gold = 3 points. The player with the most points wins.