

The card game
of morning tea

Elevenes



Rules of Play

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*This game is number 2 in
Grail Games' Mike Line -
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Printed in China. **Warning:** Choking hazard! Keep away from children under the age of 3.
Please keep this information for future reference

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The card game
of morning tea

Elevenes

Ages 10+ Players 2-4 Minutes 30

**You are a respectable 1920s socialite
striving to serve the finest morning tea!**



All around Britain, eleven in the morning is recognised as the perfect time to stop and have a bite to eat. In Elevenes, you play cards to create your spread - sandwiches, biscuits, cakes - and don't forget the tea! When eleven o' clock strikes, the player with the best spread wins! Can you serve the most scrumptious morning tea of all?



Game Contents

44 Morning Tea Cards

A set of 11 for each player, with different coloured backs.



25 Plastic Sugar Cubes



1 Sugar Bowl Card



4 Summary Cards



1 Starting Server Card



6 Special Guest Cards

Only used when playing with the advanced rules.



Rules of Play Booklet

Game Overview



In each round of *Elevenes*, the players strive to serve the best morning tea. This is done by playing *morning tea cards* that have the highest value.

Each player starts the round with an identical set of 11 morning tea cards. 8 of them are laid out face-down on the table in front of her, in an area called her *spread*. The other 3 cards are kept in hand, which is called her *kitchen*.

Each morning tea card has a value and a special action which is carried out when it is played. The lower value cards have useful special actions. The higher value cards have actions that are less useful and could even cause problems!

Each card must be played to a particular position in the player's spread. When a card is played to a position that has a face-down card, this card is picked up. In this way, players will discover where the cards they want to use are. By using *arrange actions* the player can place cards in particular positions to pick them up later.

The round ends when a player plays the *Elevenes* card. The players compare the value of their morning tea cards. Sugar cubes are awarded to the best morning teas.

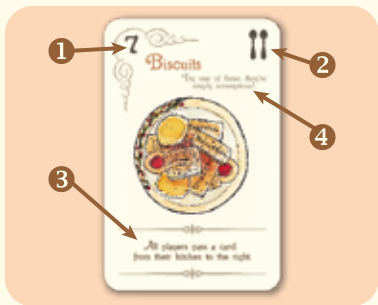
The game continues until a player has 5 or more sugar cubes. She wins the game - and the respect of the whole town - having served the finest morning teas of all!

Set Up

1. Place the **sugar bowl card** in the centre of the table. It is simply used to store all the sugar cubes still to be awarded, so place all the **sugar cubes** on top of it.
2. Each player takes a **summary card** and places it on the table in front of her. It acts as a reminder of the position, value and special actions of the morning tea cards.
3. Each player takes a **set of 11 morning tea cards**, which are differentiated by the colour of their backs. Each player should choose the set with the colour she finds most elegant.
4. The player who has most recently finished drinking a delicious cup of tea will play first. She takes the **starting server card** and places it on the table in front of her.



Morning Tea Card Overview



- 1 The position of the card.** This number indicates the position the card must be played in your spread.
- 2 The value of the card.** Every card has a value between 0 and 3, indicated by the number of teapoon icons. The more teapoons, the more value the card will add to your morning tea!
- 3 The special action of the card.** This action must be carried out when the card is played.
- 4 Flavour text.** For extra fun, the players can read out this text when playing each card!

Starting a Round

Each player shuffles her 11 morning tea cards. She then places 8 of them face-down on the table in front of her in 2 rows of 4.

This is called her *spread*, and will look like this:



The remaining 3 cards are taken into her hand and called her *kitchen*. Each player's kitchen is kept secret from the other players (unless a special action requires it to be revealed)

Playing the Game

In each round, the player with the *starting server* card takes the first turn. Then the players take turns in clockwise order around the table. As soon as any player plays an *Elevenes* card, the round ends and is scored.

On a player's turn she must take 1 of these 2 actions:

1. PLAY A MORNING TEA CARD

- or -

2. TAKE UP TO 2 ARRANGE ACTIONS

1. PLAY A MORNING TEA CARD

When the player takes this action, she chooses 1 card from her kitchen and plays it face-up to her spread - in its proper position. The position each card should be played is shown on the player's summary card and is also depicted below. Cards 2-5 are played to the top row of the spread and cards 6-9 are played on the bottom row. Card 1 is played to the left of the spread, and card 10 to the right. Card 11 is not part of the spread and is played to the centre of the table.



A player *may* play a morning tea card that came from another player's kitchen.

A player *may not* play a morning tea card if another copy of the card is face-up in her spread.

Next, the player *must* carry out the **special action** of the card she played. See the **SPECIAL ACTIONS** section for more details.

2. TAKE UP TO 2 ARRANGE ACTIONS

When the player chooses this action, she may take up to 2 *arrange actions*. This helps her prepare for future turns if she has no morning tea card she would like to play.

To perform an arrange action, the player chooses a card from her kitchen and plays it face-down to her spread, in any position from 2-9 **where there is a face-down card**. She then picks up the face-down card that was in this position and adds it to her kitchen without anyone seeing. The player may perform a second arrange action in this way if she wishes. In this arrange action, she may place the card she just picked up.

The position that a card is placed face-down in does *not* need to match its position number.

A player *may* place down a morning tea card that came from another player's kitchen. Of course, it will now be recognisable due to its different-coloured back.

ENDING THE ROUND

As soon as any player plays the *Eleveneses* card, it is 11 o'clock and time for morning tea! The round ends immediately. Each player announces the total value of all the face-up cards in her spread to see who has the most valuable morning tea!

SCORING THE ROUND

Whoever has the spread with the highest value has served the best morning tea and receives 2 sugar cubes.

In a 3 or 4 player game, the player with the second-highest value receives 1 sugar cube and the other player(s) receive nothing. **In a 2-player game**, the player with the second-highest value receives nothing. There is a reminder of how scoring works on the back of the *starting server* card.

If players tie for the highest value, they each receive 1 sugar cube and the other players receive nothing. **If players tie for the second-highest value**, they each receive nothing.

Any player who has a *Tea Trolley* card face-up in her spread now receives 1 sugar cube.

Players keep the sugar cubes they have won beside their summary card. The player who now has the **fewest** total sugar cubes takes the *starting server* card. If multiple players are tied for the fewest, then the tied player closest to the current holder of the *starting server* card in clockwise order takes the *starting server* card. A new round now begins!

ENDING THE GAME

If after scoring a round, any player has at least 5 sugar cubes and has more than anyone else, **she wins the game!**

If multiple players have the same highest number of sugar cubes of 5 or more, then they kiss each other on the cheek and share victory! More competitive players may keep playing additional rounds until there is an outright winner.

Special Actions



1. TEA TROLLEY (value 0)

(This card is played to the left of the player's spread, so no card is drawn after playing it).

This card has no immediate special action. At the end of the round, if this card is face-up in your spread, you receive 1 sugar cube.



2. TEA (value 1)

Choose a player. Flip any 1 face-up card in her spread that is valued 2-9 face-down. The flipped card remains in its position. It may later be picked up and played again.



3. MILK (value 1)

Choose a player. Look at the cards in her kitchen without any other players seeing. You may take 1 of her cards into your kitchen, but must give her a card from your kitchen in exchange. Keep this swap secret from all other players.

Important: An *Eleveses* card may never be taken! If this is the only card your opponent has then you take nothing - but at least you know she has it! You may also never give an *Eleveses* when swapping for a card.



4. SUGAR (value 1)

As long as *Sugar* is face-up in your spread, you may look at all of the face-down cards in your spread at any time, even when it is not your turn. You may not change the positions of any cards. If your *Sugar* card is turned face-down later, you lose this ability.



5. CUPS & SAUCERS (value 1)

You may immediately take up to 3 arrange actions (as described in the **TAKE UP TO 2 ARRANGE ACTIONS** section). Remember, a card you pick up can be placed down in a subsequent arrange action.



6. FINE CHINA (value 2)

All players must choose a card from their kitchen and place it face-down on the table. When all players have done this, they all pass their chosen card to the player on their left. Each player takes the card they received into her kitchen without anyone else seeing. **In a 2 player game**, the players simply pass to each other.

Important: You may never pass your *Elevenes* card! If this is the only card in your kitchen when *Fine China* is played, you must reveal your *Elevenes* card to all players. You are then ignored in the passing. That is, the player on your right passes to the player on your left. If this happens in a 2 player game, no cards are passed.



7. BISCUITS (value 2)

All players must choose a card from their kitchen and place it face-down on the table. When all players have done this, they all pass their chosen card to the player on their right. Each player takes the card they received into her kitchen without anyone else seeing. **In a 2 player game**, the players simply pass to each other.

Important: You may never pass your *Elevenes* card! If this is the only card in your kitchen when *Biscuits* is played, you must reveal your *Elevenes* card to all players. You are then ignored in the passing. That is, the player on your left passes to the player on your right. If this happens in a 2 player game, no cards are passed.



8. SANDWICHES (value 2)

Choose a player. She must take a card from your kitchen without seeing what it is (she will of course see the card backs). You may shuffle your kitchen before the card is taken. Your opponent looks at the taken card secretly and decides to either return it to you or to keep it. If she keeps it, she must give you a card from her kitchen. Keep this swap secret from all other players.

Important: An *Elevenes* card may never be taken! If your opponent chooses *Elevenes* from your kitchen, she must return it. Your opponent may never give an *Elevenes* in exchange for the card she takes.



9. CAKES (value 2)

Choose a player. She looks at your kitchen without any other players seeing. She may take 1 of your cards into her kitchen, but must give you a card from her kitchen in exchange. Keep this swap secret from all other players.

Important: An *Elevenes* card may never be taken! If this is the only card in your kitchen then your opponent takes nothing - but she knows you have it! Your opponent may never give an *Elevenes* in exchange for the card she takes.



10. SERVANTS (value 3)

(This card is played to the right of the player's spread, so no card is drawn after playing it).

You must show the cards in your kitchen to all players. After this, your kitchen is secret again.



11. ELEVENSES (value 0)

(This card is played to the centre of the table, so no card is drawn after playing it).

Elevenes may only be played if you have at least 4 face-up cards in your spread. The round ends immediately and is scored.

Important: You may never pass your *Elevenes* card, or give it in exchange for a card you take. *Elevenes* may never be taken by an opponent.

Advanced Rules

The Special Guests

The Special Guests is a mini-expansion for *Elevenes*, recommended for players who want a slightly longer and more strategic experience. The aim is to make your morning tea more valuable by attracting a special guest! Each guest likes 3 particular morning tea cards and will only arrive after you have played them - giving your morning tea 2 more value.

At the start of each round, shuffle all 6 *special guest cards* and randomly deal 1 face-down to each player. Any remaining special guest cards are not used this round. The players keep their special guest card on the table off to the side and do not reveal it until used. They may look at it at any time however.

A special guest card is not considered part of the player's spread or kitchen. It cannot be taken, swapped or passed, and when it is face-up it does not count as one of the 4 cards required to play the *Elevenes* card.

At the end of a turn in which **the 3 morning tea cards depicted on your special guest card are face-up in your spread**, you may reveal your special guest card. Turn it face-up. Your morning tea has gained 2 value! If later in the game, one of these 3 morning tea cards is turned face-down again, your special guest card remains face-up. That is, you can never lose the value provided by your special guest.

You may not reveal your special guest card *after* playing the *Elevenes* card.