

LEARN IT IN A MINUTE

How to play

A little coffee. A lot of chaos.

There is no winner. There is one **Biggest Loser**: the player with the most cups in their personal pile at the end.

Set the table

Put the Dallah in the centre of a firm, level table.

Put all unused cups in one shared pile.

Shuffle Action and Placement Cards separately.

Choose a starting player. Play clockwise.



1

Pick an Action Card

Read aloud how you must make your move.

2

Roll the die

Take the matching cup from the shared pile.

3

Pick a Placement Card

Find the pictured zone on the Dallah.

4

Place your cup

Follow the action. Release. Let the Dallah settle.

Recommended order: Action Card → die → Placement Card. Special actions replace normal placement; see pages 4-6.

MATCH THE SHAPE. FIND THE SPOT.

Know your pieces

White die. Black cup symbols. Read the top face.



The Leaner



Half a Coffee



The Featherweight



The Drama Queen



The Twins



Normal Finjan

The Twins are one joined piece. If a rolled shape has run out, reroll. A tilted or trapped die is rerolled too.

Five pink places to land

AL-RAQABAH

Neck collar: upper ring.

AL-FAM

Spout perch: small spout platform.

AL-BATN

Belly shelf: middle ring.

AL-QA'DAH

Base ring: lowest shelf.

AL-YAD

Handle perch: small handle platform.



The base ring is a shelf, not the curved rocking foot.

YOU DROP IT. YOU ADOPT IT.

The Biggest Loser

If your placement or action makes cups fall, collect **every cup that fell** in your personal pile. Even cups that somebody else placed.

**Never place fallen cups again.
Cards can move them between personal piles.**

Leave cups that stayed balanced on the Dallah. If the whole Dallah tips, stand it back up and continue with the unused cups. Nobody is eliminated.

When the game ends

Finish the current turn. Once no cups remain in the shared pile, count the cups in each personal pile. Cups on the Dallah and cups retired by Yalla Bye count against nobody.

Most cups in your personal pile = **BIGGEST LOSER**. Ties share the title. If all piles are empty, nobody earns it.

NOOR

2 cups

SAEED

6 cups

BIGGEST LOSER

MARYAM

0 cups

Before passing the turn

Let the Dallah settle. Any cups that fall while it settles belong to the player finishing the turn. Then discard the used cards into their separate piles.

Cards saying “you lose” mean: collect the fallen cups and keep playing. They do not end the game or eliminate you.

WHEN THE CARDS GET CLEVER

Special turns

Skip, rotate, tap or blow

ANA ASIF!, LAFFHA!, DAGGA! and SAKHIN! are action-only turns. Follow the card; skip the die and Placement Card. Ana Asif also skips the next player.

Move a cup · NAQL

Add no new cup. Skip the die. Move a cup already on the Dallah to a different zone shown by a Placement Card. Redraw a matching starting zone; redraw the action if there is no cup to move.

Two cups · DOUBLE POUR

Roll and draw a Placement Card separately for each cup. Place one at a time. If any cups fall, collect them and stop; return any unattempted cup to the shared pile.

Pass the trouble · FAZAA'

The next player clockwise places two cups using two separate rolls and Placement Cards. They collect any fallen cups. Afterwards, normal play continues with their usual turn.

Helping hands

For Tag Team and Shareek, fallen cups go to the player whose turn it is, even though another player helps. With two players, your partner is the other player.

Keep play moving

- Only one unused cup left? A two-cup action uses just one.
- No usable space in a zone? Keep your cup and redraw the Placement Card. Reshuffle either deck's discards when it runs out.
- Start the five-second countdown when cup and zone are ready. If time runs out without a fall, reset the countdown and retry.
- Swap any action you cannot comfortably do. On an empty Dallah, redraw rotate, tap or blow actions.

NEW CARDS. NEW BETRAYALS.

Pass the trouble

These 10 actions use **personal piles only**. Do the action, then end your turn. Skip the die and Placement Card. Never touch the shared pile or balanced cups.

HALF HALF

Give half your pile to the next player clockwise. Keep the extra cup if odd.

MABROOK!

Choose another player. Give them 2 cups from your pile.

TABADELI

Swap your whole pile with the next player clockwise.

KHETH!

Choose another player. They take 3 cups from your pile.

MALEK SHOGHL

The smallest pile takes 1 cup from the biggest pile.

PASS IT

Everyone passes 1 cup from their pile to their right, at the same time.

REVERSE!

Everyone passes 1 cup from their pile to their left, at the same time. Turn order stays clockwise.

YALLA BYE

Retire 2 cups from your pile. Keep them separate: they score zero and never return to play.

SURPRISE!

Close your eyes. Point at another player. They take 2 cups from your pile.

KULLAH LAK

Choose another player. Give them your whole pile.

KEEP A LITTLE INSURANCE

Protection & pile rules

Draw it now. Use it later.

Shuffle protection into the Action deck. Keep a drawn protection face up, then draw another action. Held cards stay out of the discard pile.

MA YSIR!

Play before cups move to block a card taking, swapping or giving cups to your pile. A blocked two-player transfer or swap does not happen.

ANA MALI DAKHAL

Before cups move, redirect your effect to another eligible player. Keep the original source pile; never send cups back to it. No valid target? Cancel the effect.

One use. No shield chains.

Discard protection after use. It cannot undo moves or erase cups you knocked down. Each affected player may use one protection per action. Redirected effects cannot be protected again.

Who is beside me?

Half Half and Tabadel use the next clockwise player. For Malek Shoghl, the active player resolves ties. Use different players. All piles empty? Nothing happens.

Short on cups?

Give or retire only as many cups as you have. An empty pile gives zero. Half Half always rounds the amount given down. A no-effect pile action still ends your turn.

Everyone passes together

For Pass It and Reverse, set aside one cup each before passing. Never pass on a cup just received. Protection affects only your incoming transfer; other passes continue.

Count what you have left

Yalla Bye cups stay separate and score zero. Resolve the last shared cup's turn, then score. No extra turns to use saved protection; held cards have no score.