


CONRADITO CAFÉZITO MANUAL

MANUAL INFORMATION		
GAME VERSION	1.0	
DEVELOPED AND WRITTEN BY	CONRADO SAUD	
SOCIAL MEDIA <i>CLICK TO VIEW</i>		
MANUAL LANGUAGES <i>CLICK TO DOWNLOAD</i>	ENGLISH	PORTUGUESE

MANUAL EDIT HISTORY	
09/23/2024	BASE MANUAL IN ENGLISH

AVAILABLE PLATFORMS TO PLAY	
<i>CLICK TO VIEW</i>	
STEAM	
ITCH.IO	

WELCOME TO **CONRADITO CAFÉZITO MANUAL**. THE DOORS OF THE CAFÉ WILL OPEN SOON, AND YOU WILL WITNESS THE GRAND OPENING OF THE MOST SUCCESSFUL CAFÉ IN THE WORLD!

TO ENSURE EVERYTHING GOES SMOOTHLY, THIS GUIDE WILL HELP YOU UNDERSTAND HOW TO BECOME A PROSPEROUS BARIST¹A AND A GOOD MANAGER.

ABOUT THIS MANUAL

THIS MANUAL COVERS THE BASIC GAMEPLAY OF **CONRADITO CAFÉZITO**, AS WELL AS THE MATHEMATICAL AND ALGORITHMIC LOGIC² BEHIND IT FOR THOSE WHO WANT TO OPTIMIZE THEIR GAMEPLAY AND UNDERSTAND HOW PROGRESSION WORKS.

THE MANUAL IS ALSO FILLED WITH TIPS AND COMMENTS FROM THE DEVELOPER THAT CAN ENHANCE YOUR GAMING EXPERIENCE³.



¹ THE SUPERSCRIP^T NUMBERS HAVE REFERENCES AT THE END OF THIS DOCUMENT IN THE "TERMINOLOGY" SECTION, WHICH EXPLAINS THEIR MEANINGS.

SUMMARY

YOUR FIRST COFFEE	ERROR! BOOKMARK NOT DEFINED.
MAKINGS.....	4
CAFES	4
SUMMARY	5
MAKING A FORTUNE	6
EARNINGS PER COFFEE	6
GAIN PER SECOND	6
GAIN PER MINUTE.....	7
SUMMARY	7
EMPLOYEES	8
OPERATION.....	ERROR! BOOKMARK NOT DEFINED.
EXPAND LOCAL BUSINESS	10
OPEN BRANCH	11
COFFEE CULTIVATION (PLANTATION)	12
FLAVOR SHIPMENT	14
RESELLER PROGRAM	16
MINI-GAMES (PLAYGROUND, MUSIC SPACE AND READING AREA).....	18
PLAYGROUND	19
MUSIC SPACE	20
READING AREA	22
IMPROVEMENTS	24
EVENTS	27
NEW ROAST	29
DEVELOPER NOTES	31
TERMS	33
MONEY SYMBOLOGY.....	34

YOUR FIRST COFFEE

TO START PRODUCING COFFEES AND EARNING MONEY FROM IT, YOU NEED TO UNLOCK NEW COFFEE RECIPES. RECIPES ARE UNLOCKED BY PURCHASING INGREDIENTS.

INGREDIENTS

- SELECT THE **INGREDIENTS** TAB IN THE LEFT PANEL TO VIEW AVAILABLE INGREDIENTS.
- THE LOCKED INGREDIENTS WILL BE AVAILABLE AS SOON AS YOU BUY THE NEXT INGREDIENT.
- WHEN YOU BUY AN INGREDIENT, IT WILL BE MARKED AS **BOUGHT**, INDICATING THAT YOU HAVE ALREADY OBTAINED IT AND THAT YOU CAN NOW START PRODUCING THE COFFEES IN YOUR RECIPE.



INGREDIENTS TAB LOCATED IN THE SECOND OPTION IN THE LEFT MENU

COFFEES

IN THE COFFEES TAB IT IS POSSIBLE TO VIEW THE COFFEES OF THAT INGREDIENT THAT YOU HAVE UNLOCKED.

PLACING THE MOUSE CURSOR³ OVER THE COFFEE DISPLAYS INFORMATION SUCH AS:

- COFFEE NAME.
- CURIOSITY ABOUT IT AND HOW IT CAME ABOUT.
- A PRACTICAL RECIPE FOR YOU TO MAKE AT HOME FOR REAL!
- THE AMOUNT OF **GAIN PER COFFEE**⁴.



INGREDIENTS TAB LOCATED IN THE SECOND OPTION IN THE LEFT MENU

SUMMARY

- **YOU MUST BUY INGREDIENTS TO UNLOCK NEW COFFEE RECIPES.**
- **INGREDIENTS ARE PURCHASED ONLY TO RELEASE NEW COFFEES.**
- **ONCE AN INGREDIENT HAS BEEN PURCHASED, CHECK THE COFFEES PAGE TO VIEW THE NEW COFFEES AVAILABLE TO BE MADE.**

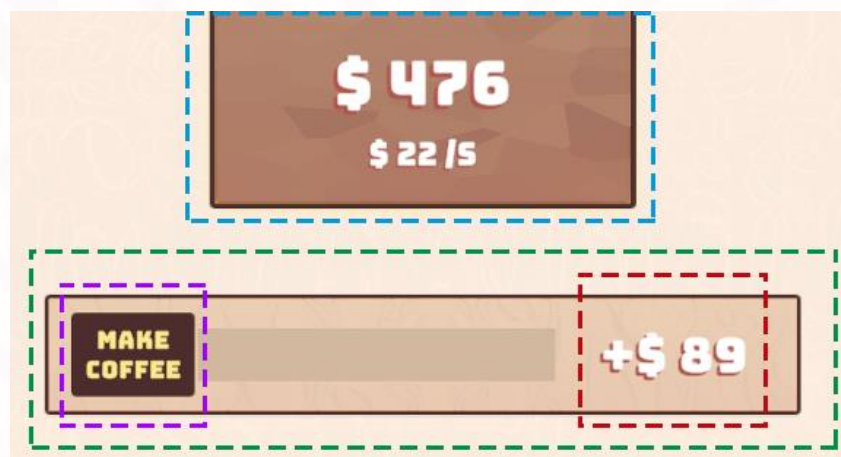
TIPS

THE VALUE OF THE GAIN PER COFFEE FROM NEW INGREDIENTS IS ALWAYS MUCH HIGHER THAN THE VALUE OF COFFEES FROM AN INGREDIENT YOU ALREADY HAVE.

EXAMPLE: COFFEES FROM THE MILK INGREDIENT MAKE MUCH MORE MONEY THAN COFFEES FROM THE COFFEE BEANS INGREDIENT, EVEN THOUGH BOTH HAVE A SIMILAR PRICE.

MAKING A FORTUNE

- ALL YOUR MONEY IS DISPLAYED IN THE TOP MENU, MARKED IN BLUE
- THE MENU MARKED IN GREEN IS THE **MAKE COFFEE PANEL**⁵.
- THE AMOUNT OF YOUR **GAIN PER COFFEE** IS DISPLAYED ON THE RIGHT SIDE, MARKED IN RED.
- CLICK AND HOLD THE **MAKE COFFEE** BUTTON (MARKED PURPLE) TO FILL THE BAR AND RECEIVE THE MONEY.
 - **NO NEED TO CLICK MULTIPLE TIMES, JUST HOLD DOWN THE BUTTON .**



TOP MENU WITH COLORED TAB DEMARCATIONS

GAIN PER COFFEE

- THE **GAIN PER COFFEE** IS THE MOST IMPORTANT NUMBER IN THE GAME.
- IT IS REPRESENTED IN THE GAME AS "MONEY" OR JUST BY THE "\$" SYMBOL. ALL COSTS, BONUSES AND **MULTIPLIERS**⁶ IN THE GAME ARE BASED ON YOUR WINNING VALUE GAIN PER COFFEE.
 - YOUR **PROGRESSION**⁷ IN THE GAME IS CALCULATED BASED ON THIS VALUE.

GAIN PER SECOND

- THE **GAIN PER SECOND**⁸ IS INCREASED BY ACQUIRING IMPROVEMENTS IN THE SHOP THAT CONCERN THIS BONUS.

- OPENING A BRANCH (EXPANSION) IS THE FIRST ENHANCEMENT THAT INCREASES THIS VALUE.
- THE GAIN PER SECOND IS ALSO INFLUENCED BY THE VALUE OF THE **GAIN PER COFFEE**.
- THE GAIN PER SECOND IS REPRESENTED BY THE **"/S"** SYMBOLS.
 - EXAMPLE: "25K/S" MEANS THAT YOU RECEIVE 25K PER SECOND (SEE CHAPTER ON MONEY **SYMBOLOLOGY** AT THE END OF THE DOCUMENT).

GAIN PER MINUTE

- ALTHOUGH LESS COMMON, THE **GAIN PER MINUTE** CAN SOMETIMES APPEAR IN SOME STATISTICS AND SOME DASHBOARDS TO FACILITATE THE PLAYER'S CALCULATION AND ANALYSIS.
 - THIS MEANS THAT UNLIKE GAIN PER SECOND, IT IS NOT POSSIBLE TO PURCHASE ITEMS THAT DIRECTLY INCREASE GAIN PER MINUTE.
- THE GAIN PER MINUTE IS REPRESENTED BY THE SYMBOLS **"/M"** OR **"/MIN"**
- GAIN PER MINUTE IS A CONTINUOUS CALCULATION THAT HAPPENS EVERY MINUTE.
 - THIS MEANS THAT THIS VALUE IS **ESTIMATED** AND CHANGES RECURRENTLY.

SUMMARY

- THE TOP MENU DISPLAYS YOUR FORTUNE.
- GAIN PER COFFEE IS THE AMOUNT YOU RECEIVE WHEN YOU FILL THE MAKE COFFEE BAR.
- GAIN PER SECOND IS OBTAINED BUYING UPGRADES IN THE SHOP.
- THE AMOUNT OF GAIN PER COFFEE INDICATES YOUR PROGRESSION IN THE GAME.



TIPS

ALWAYS FOCUS ON INCREASING THE AMOUNT OF GAIN PER COFFEE. ALTHOUGH IT DOESN'T SEEM RELEVANT BETWEEN THE MIDDLE AND END OF THE GAME, ALL GAIN MULTIPLIERS ARE STILL BASED ON IT.



EMPLOYEES

HIRED EMPLOYEES HAVE THEIR OWN "MAKE COFFEE" BAR, WHICH WHEN FILLED, YOU GET AN AMOUNT OF YOUR CURRENT GAIN PER COFFEE.

ICON IN THE SHOP	ITEM DETAILS
 <p>The shop icon shows a small character with a green plus sign next to the text "HIRE EMPLOYEE". Below it is a "BUY" button and the price "\$ 200".</p>	 <p>The item details section features a larger character icon on the left and the text "HIRE EMPLOYEE" in large white letters on a brown background. Below this, it explains: "EMPLOYEES HAVE THEIR OWN 'MAKE COFFEE' BAR YOU RECEIVE A PERCENTAGE OF THEIR CURRENT COFFEE-MAKING EARNINGS FOR EACH COFFEE MADE BY EMPLOYEES."</p>

HOW IT WORKS

EMPLOYEES HAVE 7 POSSIBLE STATES, EACH OF WHICH INFLUENCES HOW THEIR PRODUCTION SPEED⁹:

1. **WORKING** = 100%
2. **MOTIVATED** = 150%
3. **SICK** = 25%
4. **TIRED** = 50%
5. **SLEEPING** = 0%
6. **SLACKING** = 0%
7. **DAY OFF** = 0%

WHEN BUYING AN EMPLOYEE, THERE IS A RANDOM FACTOR THAT DEFINES THEIR BASE SPEED, WHICH VARIES FROM 80 TO 120. THIS MEANS THAT EACH EMPLOYEE WORKS AT A DIFFERENT BASE SPEED.

INITIALLY, THE EARNINGS PASS-THROUGH¹⁰ OF EMPLOYEES IS 50% AND CAN BE INCREASED BY BUYING IMPROVEMENTS IN THE STORE.

NOTES

- FOR **THE SLEEPING AND CURLING STATES**, IT IS NECESSARY TO CLICK ON THE "WAKE UP" OR "CALL ATTENTION" BUTTON, RESPECTIVELY, FOR THE EMPLOYEE TO RETURN TO WORK.
- THE STATES HAPPEN RANDOMLY, AND IT IS POSSIBLE TO BUY RESOURCES IN THE **UPGRADES STORE** SO THAT THEY HAPPEN MORE OR LESS.
- PRODUCTION SPEED CAN ALSO BE IMPROVE WITH IN-STORE RESOURCES.
- THE TIME IT TAKES FOR ONE STATE TO SWITCH TO ANOTHER IS INDEFINITE^{IX}.
- THE DAY OFF STATE LASTS EXACTLY 50 SECONDS IN A FIXED FORM. THERE ARE NO RESOURCES IN THE STORE THAT CHANGE THIS NUMBER.

ALGORITHM

```
multiplier = 1
employeePriceBase = 200



IF storeLevel == 1 THEN  note: store = local expansion
    employeePrice = employeePriceBase + (employeeCount * 800)
ELSE IF storeLevel == 2 THEN
    employeePrice = employeePriceBase + (employeeCount * 1200)
ELSE IF storeLevel >= 3 THEN
    multiplier = 1.3

employeePrice = employeePriceBase * multiplier
```

^{IX} IN FACT, THE STATES SHOULD LAST 30 TO 45 SECONDS. HOWEVER, DUE TO A BUG IN THE GAME, THIS DOES NOT OCCUR IN THE EXPECTED WAY. DESPITE THIS, THE BUG PROVED TO BE UNPREDICTABLE AND FUNNY DURING THE TESTING PHASES OF THE GAME, AND INSTEAD OF BEING FIXED, IT WAS PURPOSELY KEPT IN THE FINAL VERSION.

EXPAND BUSINESS

EXPAND BUSINESS IS AN UPGRADE THAT CAN BE PURCHASED FROM THE EXPANSION TAB.

ICON IN THE SHOP	ITEM DETAILS
	

- **IT ONLY SERVES TO DICTATE THE MAXIMUM NUMBER OF EMPLOYEES YOU CAN HAVE.**
- **ONCE YOU REACH A MAXIMUM NUMBER OF EMPLOYEES, YOU WON'T BE ABLE TO HIRE NEW EMPLOYEES UNTIL YOU PURCHASE THIS UPGRADE.**

ALGORITHM

```

SWITCH (storeLevel)
  CASE 0:
    storeEmployeeLimit = 2
    storePriceBase = 500
    BREAK

  CASE 1:
    storeEmployeeLimit = storeEmployeeLimit + 4
    storePriceBase = 60000
    BREAK

  CASE 2:
    storeEmployeeLimit = storeEmployeeLimit + 5
    storePriceBase = 1500000
    BREAK

  CASE 3:
    storeEmployeeLimit = storeEmployeeLimit + 5
    storePriceBase = 25000000
    BREAK

  CASE 4:
    storeEmployeeLimit = storeEmployeeLimit + 5
    storePriceBase = 100000000
    BREAK



  CASE 5:
    storeEmployeeLimit = storeEmployeeLimit + 5
    storePriceBase = 2000000000
    BREAK

END SWITCH

```

OPEN NEW BRANCH

OPENING A NEW BRANCH IS THE MOST DIRECT WAY TO ACHIEVE GAIN PER SECOND. THE GAIN PER SECOND OF THE BRANCHES ARE CUMULATIVE AND ARE BASED ON A PART OF THEIR CURRENT VALUE OF THE GAIN PER COFFEE.

ICON IN THE SHOP	ITEM DETAILS
	

- **BY BUYING A BRANCH YOU DIRECTLY INCREASE YOUR GAIN PER SECOND.**
- **A BRANCH'S GAIN PER SECOND IS BASED ON YOUR GAIN PER COFFEE**
 - **EXACTLY $\frac{1}{4}$ (ONE QUARTER) OF YOUR GAIN PER COFFEE.**

TIPS



- **IT IS ONLY POSSIBLE TO CHANGE THE DIVIDEND OF THE BRANCH THROUGH THE SPECIAL STORE OF THE [NEW ROAST](#)¹¹.**
- **DESPITE THIS, THERE ARE SEVERAL ITEMS IN THE STORE THAT INCREASE THE GAIN PER SECOND.**
- **IT'S WORTH FOCUSING A LOT ON THIS UPGRADE IN THE EARLY GAME.**

ALGORITHM

```
branchValue = moneyPerCoffee * (branchesCount / 4)
```

COFFEE CULTIVATION (FARM)

COFFEE FARMING IS A SIMPLE "FARM" STYLE GAME WHERE YOU BUY TERRAIN AND PLANT SEEDS, GROWING A COFFEE PLANT THAT WHEN HARVESTED GIVES A CASH REWARD.

ICON IN THE SHOP	ITEM DETAILS
	

- THE MAXIMUM NUMBER OF TERRAINS IS 24.
- AFTER BUYING A SEED, THE PLANTATION HAS 4 PHASES, AND IT CAN ONLY BE HARVESTED IN THE 4TH PHASE.
 - SIMPLY CLICK TO HARVEST AND RECEIVE THE REWARD
- THE TIME EACH LEVEL LASTS IS RANDOM BETWEEN 30 AND 55 SECONDS
- IT IS NOT POSSIBLE TO REMOVE A TERRAIN, NOR A SEED/PLANT (ONLY BY HARVESTING).
- THE VALUE OF THE TERRAIN DOUBLES WITH EACH BUY.
- THE AMOUNT RECEIVED FOR THE HARVEST IS 350% OF THE AMOUNT YOU PAID FOR THE SEED.
- THE VALUE OF THE SEED IS EQUAL TO 15% OF THE VALUE OF THE LAST TERRAIN YOU BOUGHT.
- THERE ARE NO ITEMS IN THE SHOP THAT CHANGE HOW THIS EXPANSION WORKS, BUT THERE ARE EVENTS THAT CAN GIVE BONUSES TO THE PLANTATION.
 - THERE'S ALSO AN UPGRADE AVAILABLE IN THE NEW ROAST STORE.

TIPS

- **ALTHOUGH IT IS ONE OF THE FIRST MINI-GAME DYNAMICS IN THE GAME, IT IS NOT WORTH INVESTING A LOT OF MONEY AT THE BEGINNING OF THE GAME.**
- **ON THE OTHER HAND, IT IS ONE OF THE MOST PROFITABLE SYSTEMS THAT CAN HELP END THE GAME NEAR THE END, WHEN ITEMS ARE VERY EXPENSIVE.**
- **THE VALUE OF THE SEED IS ONLY UPDATED AFTER ITS PURCHASE.**
 - **EXAMPLE: IF THE SEED CURRENTLY COSTS 50K AND YOU BOUGHT A NEW TERRAIN, THE PRICE OF THE SEED WILL CONTINUE TO COST 50K UNTIL YOU BUY IT, THEN THE NEW SEED WILL HAVE THE PRICE UPDATED TO 15% OF THE AMOUNT PAID ON THE TERRAIN.**
- **EVEN IF YOU BUY NEW SEEDS AND NEW TERRAIN, THE OLD SEEDS ARE STILL WORTH THE PRICE YOU PAID FOR THEM.**
 - **EXAMPLE: YOU BOUGHT 2X 50K SEEDS AND THEN BOUGHT NEW TERRAIN AND THE SEEDS NOW COST 100K. THE FIRST SEED PLANTS THAT COST 50K, WHEN HARVESTED, WILL BE REWARDED WITH 350% OF 50K, AND NOT THE NEW 100K ONES.**

ALGORITHM

```
terrainPriceBase = 5250
beansPriceBase = 5500

FUNCTION (BuyTerrain)

    IF terrainsCount >= 28 THEN
        EXIT
    END IF

    terrainPriceBase *= 2
    terrainCount++

END FUNCTION



FUNCTION BuyBeans ()

    FOR EACH terrain IN terrains DO:
        IF terrain.isEmpty == TRUE THEN:
            terrain.AddBeans ()
            moneyToReceive = beansPriceBase * 3.5
            beansPriceBase = terrainPriceBase * 0.15
        END IF
    END FOR

END FUNCTION
```

FLAVOR EXPEDITION

THIS EXPANSION HAS A VERY SIMPLE INTERACTION, WHERE YOU HAVE TO CLICK ON THE "BOARD" BUTTON AS SOON AS IT BECOMES AVAILABLE. THE CONCEPT OF THE EXPANSION CONSISTS OF VISITING SEVERAL COUNTRIES WHERE INTERNATIONAL COFFEE EVENTS AND FESTIVALS TAKE PLACE AND DISCOVERING NEW FLAVORS AND EXPERIENCES, BRINGING THEM TO YOUR COFFEE SHOP.

ICON IN THE SHOP	ITEM DETAILS
	 <p data-bbox="791 976 1445 1106">TRAVEL THROUGH THE WORLD'S LARGEST COFFEE TASTING FESTIVALS TO LEARN AND INNOVATE FLAVORS FOR YOUR CAFÉ. BUT BEWARE: DON'T MISS YOUR FLIGHT!</p>

- **THE FLIGHT TIME IS INDICATED ABOVE EACH COUNTRY.**
- **AFTER RESETTING THE TIMER, THE "BOARD" BUTTON IS AVAILABLE FOR ONLY 10 SECONDS.**
- **THE TIMER OF EACH BOARDING VARIES BETWEEN 4 AND 6 MINUTES**
- **IF YOU HAPPEN TO MISS BOARDING, THE TIMER WILL RESET AND YOU CAN BOARD AGAIN THE NEXT TIME IT RELEASES.**
- **THE MAIN PURPOSE OF THIS EXPANSION IS, IN ADDITION TO RECEIVING REWARDS OVER TIME, TO RELEASE SPECIALTY COFFEES FROM THE RECIPE BOOK.**
 - **IN TOTAL, UP TO 3 COFFEES FROM THE RECIPE BOOK ARE RELEASED BY THIS EXPANSION.**
- **SOME OF THE GAME'S NOMINATED EVENTS ACTUALLY EXIST IN THE REAL WORLD AND TAKE PLACE TO THIS DAY.**

TIPS

THE SOONER YOU SAVE MONEY TO BUY THIS EXPANSION, THE BETTER. BECAUSE IN THE COURSE OF THE GAME, THE REWARD OFFERED BY HIM IS NOT SO SIGNIFICANT.



DESPITE THIS, THIS IS THE EXPANSION THAT FREES UP MOST OF THE COFFEES IN THE RECIPE BOOK, AND THIS GOES A LONG WAY TOWARD INCREASING THE AMOUNT OF GAIN PER COFFEE.

ALGORITHM

```
multiplier = 3000 / ( 10 - level ) + ( level == 10 ? 1 : 0 )  
moneyToEarn = moneyPerCoffee * multiplier
```


RESELLER PROGRAM

FROM TIME TO TIME, RESELLERS WILL APPEAR WITH PROPOSALS TO RESELL YOUR COFFEE SHOP'S PRODUCTS. YOU PAY ONE AMOUNT AND RECEIVE IN RETURN ANOTHER AMOUNT AS A PERMANENT GAIN PER SECOND.

ICON IN THE SHOP	ITEM DETAILS
	

- NEW PROPOSALS APPEAR RANDOMLY BETWEEN 2 AND 4 MINUTES.
- WHEN A PROPOSAL APPEARS, IT WILL BE AVAILABLE **INDEFINITELY**.
- THE TIMER FOR A NEW PROPOSAL ONLY RESETS AFTER REFUSE OR ACCEPT A PROPOSAL THAT IS ALREADY OPEN.
- IT IS POSSIBLE TO HAVE UP TO 9 ACCEPTED PROPOSALS.
- THIS IS THE **ONLY** SYSTEM THAT DOES NOT TAKE INTO ACCOUNT THE VALUE OF THE **GAIN PER COFFEE**, BUT THE **GAIN PER SECOND**.
 - BECAUSE OF THIS, PERMANENT AND TEMPORARY EVENT BONUSES **IMPACT** THE AMOUNT TO BE PAID/RECEIVED FOR THE PROPOSAL.
- THERE IS AN ITEM THAT CAN BE PURCHASED IN THE SPECIAL STORE OF NEW ROAST THAT CHANGES THE PRICES OF THIS EXPANSION.

TIPS

- THE VALUE OF THE PROPOSALS (PAID AND RECEIVED) ARE VERY VARIED. THEREFORE, DON'T BE AFRAID TO REFUSE ABSURD PROPOSALS, OTHERS WILL APPEAR WITH PERHAPS MORE ATTRACTIVE VALUES.
- ANALYZE THE ALGORITHM (BELOW) TO BETTER UNDERSTAND THE MINIMUM AMOUNT TO BE OFFERED IN A PROPOSAL AND THE MAXIMUM AMOUNT TO BE RECEIVED.

- **BASED ON THIS, IT IS POSSIBLE TO ANALYZE AND WAIT (WITH SOME LUCK) FOR A GOOD PROPOSAL.**
- **THIS IS ONE OF THE MOST LUCRATIVE SYSTEMS IN THE GAME, BUT THE MOST EXPENSIVE AND THE ONE THAT REQUIRES THE MOST TIME AND LUCK.**

ALGORITHM



```
valueToPay = moneyPerSecond * Random( proposalValueMin, proposalValueMax ) * 1000  
moneyToEarn = moneyPerSecond * Random( proposalValueMin, proposalValueMax ) / Random( 3, 9 )
```

MINI-GAMES (PLAYGROUND, MUSIC SPACE AND READING AREA)

THERE ARE 3 MINI-GAME OPTIONS THAT COMPLETELY CHANGE THE GAMEPLAY DYNAMICS, BOTH OF WHICH ARE PURCHASED IN THE EXPANSION TAB:

1. **PLAYGROUND:** UNLOCKS A TAG MINI-GAME;
 2. **MUSIC AREA:** UNLOCKS A MINI-GAME OF HITTING SEQUENCES OF ARROWS;
 3. **READING SPACE:** UNLOCKS A WORD SEARCH MINI-GAME;
- ALL GAMES GIVE MONEY REWARDS TO THE PLAYER, AND SHOULD BE PLAYED WHENEVER AVAILABLE TO QUICKLY INCREASE THEIR FORTUNE.
 - WHEN YOU FINISH A WINNING GAME, YOU WILL ALWAYS RECEIVE A BIGGER REWARD AS A BONUS.

PLAYGROUND

ICON IN THE SHOP	ITEM DETAILS
	

- USE THE ARROW ↑→↓← KEYS TO MOVE.
- YOUR PLAYER IS MARKED WITH A RED ARROW OVER THEIR HEAD.
- THE CATCHER IS FLASHING RED.
- ESCAPE FROM THE CATCHER AND DON'T GET CAUGHT.
- THE CATCHER GETS FASTER AS IT CATCH UP OTHER CHARACTERS.
 - THE OTHER CHARACTERS ALSO GET FASTER, BUT LESS THAN THE CATCHER.
 - THE PLAYER ALSO GETS FASTER, BUT EVEN LESS THAN THE OTHER CHARACTERS.
- THE CATCHER IS STOPPED FOR 1.5 SECONDS AFTER CATCH SOMEONE UP.

THE MORE LAST YOU FINISH, THE MORE REWARDS YOU EARN.



TIPS

USE THE OTHER PLAYERS AS BAIT TO GET RID OF THE CATCHER AND INCREASE YOUR REWARD.

REWARD

```
gainMultiplier = 110
moneyToEarn = ( startRunnersCount - runnersCount ) * gainMultiplier * moneyPerCoffee
IF isWinner == TRUE THEN
    moneyToEarn = 11.5 * gainMultiplier * moneyPerCoffee
```

MUSIC AREA

ICON IN THE SHOP	ITEM DETAILS
 <p>MUSIC AND EVENTS AREA</p> <p>BUY \$26M</p>	 <p>MUSIC AND EVENTS AREA</p> <p>A MUSIC SPACE PROVIDES MORE ENTERTAINMENT FOR CUSTOMERS. DJ DULCE WILL ROCK THE DANCE FLOOR WHILE YOU HIT THE RIGHT ARROW SEQUENCES FOR REWARDS. BUT BE CAREFUL: THE WHITE ARROWS ARE REVERSED!</p>

- **USE THE ARROW KEYS IN THE SAME ORDER AS THEY APPEAR ON THE SCREEN**
 - HITTING THE SEQUENCE OF ARROWS MOVES TO THE NEXT LEVEL (TOTAL OF 10).
 - GETTING THE SEQUENCE WRONG MAKES YOU HAVE TO START IT OVER.
- **YOU HAVE A TOTAL TIME OF 16 SECONDS TO FINISH THE GAME**
 - HITTING A SEQUENCE OF ARROWS INCREASES THE TIME BY **+5 SECONDS** (DOES NOT EXCEED THE LIMIT OF 16).
 - MISSING A SEQUENCE OF ARROWS DOES NOT CHANGE THE TIME VALUE.
- **THE NUMBER OF ARROWS INCREASES ACCORDING TO THE LEVELS, BEING:**
 - LEVEL 1 TO 4 WITH 4 ARROWS;
 - LEVEL 5 WITH 5 ARROWS;
 - LEVEL 6 WITH 6 ARROWS;
 - LEVEL 7 WITH 7 ARROWS;
 - LEVEL 8 TO 10 WITH 8 ARROWS (MAX);
- **FROM LEVEL 6 ONWARDS, WHITE ARROWS BEGIN TO APPEAR.**
 - **WHITE ARROWS SHOULD BE PRESSED IN REVERSE.**
 - FOR EXAMPLE, IF A WHITE ARROW APPEARS UP, THE DOWN ARROW MUST BE PRESSED.
 - LEVEL 10 IS MADE UP EXCLUSIVELY OF WHITE ARROWS.
- **ALTHOUGH THE WHITE ARROWS INDICATE THAT THEY SHOULD BE PRESSED IN THE OPPOSITE DIRECTION, THE OTHER COLORS OF ARROWS DO NOT CHANGE ANYTHING IN THE GAMEPLAY.**

THE REWARD AMOUNT INCREASES THE HIGHER YOU ARE.

TIPS



TRY TO BE FAST IN THE FIRST FEW LEVELS TO BUY TIME, WHILE THE ARROWS ARE FEW AND THERE ARE STILL NO INVERTED ARROWS. THIS WAY, AFTER LEVEL 6 YOU WILL BE ABLE TO HAVE MORE TIME TO PAY ATTENTION TO THE MORE DIFFICULT ARROWS

REWARD

```
multiplier = 50
IF level >= 6 THEN
    multiplier = 75
IF isWinner == TRUE THEN
    multiplier = 110

moneyToEarn = level * multiplier * moneyPerCoffee
```

READING SPACE

ICON IN THE SHOP	ITEM DETAILS
 <p>READING SPACE</p> <p>BUY \$1,1B</p>	 <p>READING SPACE</p> <p>WHAT COULD PAIR BETTER WITH COFFEE THAN READING? THE READING AREA IS A QUIET ENVIRONMENT TO PLAY YOUR FAVORITE WORD SEARCH GAME.</p>

- **A LIST OF WORDS IS DRAWN AND APPEARS AT THE TOP OF THE SCREEN**
- **USE YOUR MOUSE TO HOVER OVER THE LETTERS AND CLICK ON THE LETTER OF THE WORD THAT YOU BELIEVE TO BE THE CORRECT ONE**
 - **GETTING A CORRECT WORD RESETS THE GAME TIME AND DISPLAYS IT IN GREEN.**
 - **GETTINGS A WRONG WORD DISPLAYS THE CORRECT LOCATION WHERE IT WAS. DOES NOT CHANGE THE TIME.**
- **WHEN YOU GET A WORD RIGHT, IT IS ELIMINATED FROM THE LIST OF POSSIBLE WORDS.**
- **WHEN YOU GET A WRONG WORD, THE WHOLE SEQUENCE IS *RESHUFFLED*.**
- **WORDS APPEAR **ONLY HORIZONTALLY**.**
- **IT IS POSSIBLE FOR A WORD TO START ON THE FIRST LINE AND END ON THE SECOND LINE.**
- **THE SCRAMBLED LETTERS ARE: **AEIOUBCDFGHJLMNPQRSTVXZ**.**
 - **THE LETTERS K AND W DO NOT APPEARS.**
- **THE AMOUNT OF SCRAMBLED LETTERS INCREASES AT LEVELS 1, 2, 3, 4, 5, AND 9 .**

TIPS

- **IT'S EASY TO FIND THE WORD IF YOU START BY ELIMINATING LETTERS WITH LOTS OF CONSONANTS NEXT TO EACH OTHER.**
- **IF YOU'RE HAVING TROUBLE FINDING THE WORD, **TAKE THE RISK** BY CLICKING ON ANY LETTER. THAT WAY THE GAME WILL RESET AND MAYBE YOU'LL BE LUCKY TO HAVE THE NEXT WORD IN AN EASIER PLACE TO FIND.**

REWARD

```
moneyToEarn = level * 260 * ( level * 0.10 ) * moneyPerCoffee  
IF isWinner == TRUE THEN  
    moneyToEarn += moneyPerCoffee * 600
```

IMPROVEMENTS

THE **"UPGRADES"** TAB CONTAINS VARIOUS REAL-WORLD EQUIPMENT AND MACHINERY THAT FITS PERFECTLY INTO THE AESTHETICS AND CONTEXT OF THE GAME THAT IS BASED ON A COFFEE SHOP.



*UPGRADES TAB LOCATED IN THE THIRD OPTION
IN THE LEFT MENU*

IN ADDITION, SOME IMPROVEMENTS ALSO AFFECT THE GAMEPLAY AND BRING A DIFFERENT DYNAMISM TO THE GAME.

1. PRODUCTIVITY:

- **IMPROVES THE PLAYER'S PRODUCTION SPEED. THAT IS, BY PRESSING THE "MAKE COFFEE" BUTTON, THE BAR IS FILLED FASTER.**
 - **ONE OF THE BEST UPGRADES THAT CAN BE PURCHASED AT THE BEGINNING OF THE GAME, WHICH IS WHEN THE PLAYER DOES NOT YET HAVE PASSIVE GAINS AND DEPENDS ON THE BUTTON TO MAKE A FORTUNE.**

2. INCREASED REVENUE:

- **IT GIVES VARIOUS BONUSES, MAINLY RELATED TO THE WAY THE GAIN PER COFFEE HAPPENS.**
 - **SUPER RECOMMENDED UPGRADE AT THE BEGINNING OF THE GAME. ALTHOUGH THE COSTS ARE EXPENSIVE, THEY ARE WORTH THE INITIAL AND LONG-TERM INVESTMENT.**

3. HUMAN RESOURCES:

- **THEY ADD IMPROVEMENTS TO THE WAY EMPLOYEES WORK, SUCH AS SPEED, TRANSFER, AND STATE CHANGES.**

- **ALTHOUGH IT IS INITIALLY INEXPENSIVE, IT IS WORTH INVESTING IN OTHER IMPROVEMENTS BEFORE FOCUSING INVESTMENTS HERE.**

4. PRODUCTION CONTROL:

- **MAKES THE "MAKE COFFEE" BAR INCREASE AUTOMATICALLY WITHOUT HAVING TO USE THE BUTTON.**
 - **THIS ENHANCEMENT ADDS A LOT OF VALUE TO THE INCREASED REVENUE ENHANCEMENTS. HOWEVER, THE COSTS OF THIS ITEM CAN BE EXPENSIVE. IT IS WORTH ANALYZING THE INVESTMENT BETWEEN THIS ITEM AND THE OTHER IMPROVEMENTS.**

5. ADVERTISING:

- **INCREASES GAIN PER SECOND BY SOME %.**
 - **VERY SIMPLE AND OBJECTIVE. IT IS WORTH PLANNING YOUR EXPENSES TO INVEST IN THIS ITEM, INCLUDING MEDIATING THE COST-BENEFIT OF THIS ITEM AND THE ITEMS IN THE "QUALITY" CATEGORY.**

6. QUALITY:

- **INCREASES SOME % OF THE GAIN PER COFFEE.**
 - **GAIN PER COFFEE INFLUENCES ALL GAME MULTIPLIERS, INCLUDING PASSIVES. IT IS RECOMMENDED TO CALCULATE THE INVESTMENT IN THIS ITEM IN RELATION TO OTHER SIMILAR ITEMS AND UNDERSTAND WHICH ONE DELIVERS MORE VALUE.**

7. PEOPLE MANAGEMENT:

- **AN IMPROVED ENDGAME VERSION OF HUMAN RESOURCES, MAKING EMPLOYEES MORE EFFICIENT.**
 - **IN THE COURSE OF THE GAME, EMPLOYEES MAY NOT GIVE THE EXPECTED PROFIT FOR THE PRICE THAT IS PAID FOR THEM. THIS ENHANCEMENT, WHILE EXPENSIVE, CAN MAKE THEM GENERATE HIGHER PROFITS THAN PREVIOUSLY. IT IS AN ENDGAME INVESTMENT NECESSARY FOR THE END OF THE GAME.**

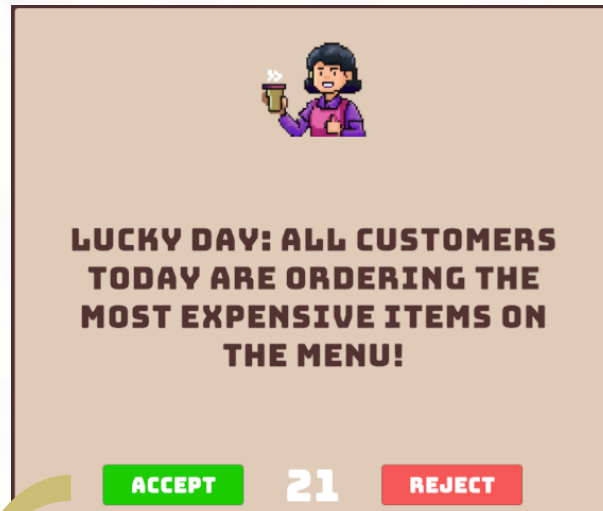
NOTE

- **INEVITABLY, BY THE END OF THE GAME YOU'LL HAVE ALL THE UPGRADES UNLOCKED.**
- **WHAT REALLY CHANGES IN CHOOSING BETWEEN ONE UPGRADE AND ANOTHER IS THE SPEED AT WHICH YOUR FORTUNE IS DELIVERED, AND HOW THAT INFLUENCES THE FINAL TIME OF YOUR CAMPAIGN.**
- **IF YOU ARE LOOKING TO MAKE BETTER TIMES IN THE GAME FOR PERSONAL RECORDS, SPEEDRUNS OR UNLOCKING ACHIEVEMENTS THROUGH TIME, YOU**

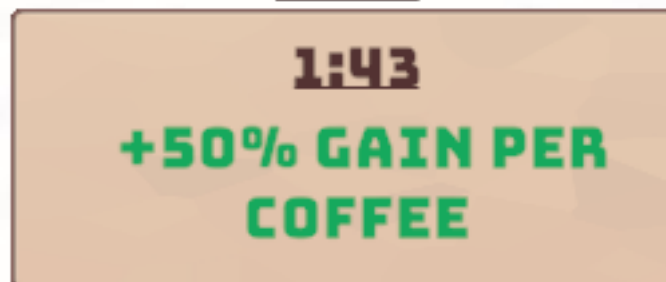
**NEED TO TEST AND CREATE ANALYSIS OF WHICH ONE WILL BOOST YOUR
GAMEPLAY TO ACHIEVE WHAT YOU WANT.**

EVENTS

EVENTS ARE **RANDOM SITUATIONS** THAT APPEARS TO THE PLAYER FROM TIME TO TIME SINCE THE BEGINNING OF THEIR PLAYTHROUGH.



EXAMPLE OF AN EVENT THAT CAN OCCUR RANDOMLY DURING GAMEPLAY



BONUS PROVIDED BY AN EVENT, DISPLAYED IN THE TOP RIGHT MENU

WHEN AN EVENT OCCURS, THE PLAYER MUST DECIDE WHETHER TO **ACCEPT** OR **REFUSE**. DEPENDING ON THE DESIRED OPTION, THE PLAYER CAN RECEIVE **BONUSES** THAT CAN HELP OR HINDER THE GAME.

- **EVENTS OCCUR RANDOMLY BETWEEN 3 AND 6 MINUTES**
- **YOU HAVE 25 SECONDS TO DECIDE WHETHER TO ACCEPT OR DECLINE AN EVENT. IF THE TIME RUNS OUT, THE OPTION TO "REFUSE" WILL BE CHOSEN AUTOMATICALLY.**

- **MOST EVENTS PROVIDE TEMPORARY POSITIVE OR NEGATIVE BONUSES.**
- **THERE ARE PERMANENT BONUSES THAT WILL REMAIN UNTIL THE END OF THE MATCH.**
 - **ALL PERMANENT BONUSES ARE POSITIVE, THERE ARE NO NEGATIVE PERMANENT BONUSES.**
- **MOST EVENTS DON'T NEED PREREQUISITES TO HAPPEN, ALL IT TAKES IS LUCK TO HAVE AN EVENT THAT GIVES YOU BONUSES.**
 - **THE MOST COMMON PREREQUISITES ARE: MINIMUM CURRENT PLAYER MONEY, NUMBER OF EMPLOYEES, NUMBER OF BRANCHES, AND AMOUNT OF TERRAINS IN THE PLANTATION.**
- **IN ALL, THERE ARE 27 POSSIBLE EVENTS.**
- **MOST EVENTS PROVIDE A CONSEQUENCE OF YOUR ACTIONS.**
 - **THERE ARE EVENTS THAT COST MONEY AND DO NOT HELP OR HINDER THE GAME AT ALL.**
- **EVENTS THAT DON'T MEET THE PREREQUISITES CAUSE THE TIMER TO RESET AND QUEUE AGAIN FOR THE FUTURE.**

TIPS

- **IT'S REALLY HARD TO PREDICT THE CONSEQUENCES OF EVENTS, AND IN A FIRST PLAYTHROUGH YOU MIGHT MISS A LOT OF GOOD BONUSES.**
- **IT IS RECOMMENDED TO TRY TO MEMORIZE THE ANSWERS TO TRY TO ACHIEVE PERMANENT BONUSES IN SUBSEQUENT PLAYTHROUGHS TO ACHIEVE A BETTER END-OF-GAME TIME.**
- **EVENT COSTS ARE BASED ON YOUR CURRENT MONEY.**
 - **THIS CAN BE A NUISANCE NEAR THE END OF THE GAME WHEN YOU ARE TRYING TO SAVE MONEY.**

ALGORITHM

```
valueToPayPercent = Random( 50, 100 )  
valueToPayPercent = valueToPayPercent / 100  
valueToPay = currentMoney * valueToPayPercent
```

NEW ROAST

THE **NEW TORRA** IS THE **"REBIRTH" SYSTEM**, VERY COMMON IN IDLES GAMES, WHICH ALLOWS YOU TO UNLOCK EXCLUSIVE RESOURCES IN A **SPECIAL STORE**. THESE FEATURES ARE PERMANENT AND COMPLETELY CHANGE THE NEXT PLAYTHROUGH.



DISPLAY OF THE "NEW ROAST" OPTION AVAILABLE IN THE TOP LEFT MENU (WHERE AVAILABLE)

- THE CURRENCY USED IN THE NOVA TORRA SPECIAL STORE IS THE **MAGIC COFFEE BEANS**¹².
- MAGIC COFFEE BEANS ARE GIVEN TO THE PLAYER AT THE **END OF EACH GAME**.
- THE OPTION TO RESET THE GAME AND ACCESS THE NEW ROAST SPECIAL SHOP IS AVAILABLE WHENEVER THE PLAYER HAS **AT LEAST 1 MAGIC COFFEE BEAN**
 - AFTER COMPLETING THE GAME FOR THE FIRST TIME, YOU CAN RETURN TO NEW ROAST MODE **AT ANY TIME** DURING THE NEXT PLAYTHROUGH, EVEN IF YOU DON'T FINISH THE GAME. ALL YOU NEED IS AT LEAST 1 MAGIC BEAN WITH YOU.
- SOME IN-GAME ACHIEVEMENTS CAN ONLY BE EARNED WITH THE BONUSES AVAILABLE FOR PURCHASE IN THE NEW ROAST SPECIAL SHOP.
 - IT IS POSSIBLE TO CONQUER MOST OF THEM WITHOUT USING THIS SHOP, BUT **IT IS NOT RECOMMENDED** DUE TO THE HIGH EFFORT TO ACHIEVE THIS WITHOUT THE SPECIAL BONUSES.

NOTES

FINISHING AN IDLE GAME IS VERY COMFORTING, AND BRINGS US A SENSE OF CALM AND PEACE, SOMETHING LIKE "OKAY, NOW I'LL NEVER OPEN THIS GAME AGAIN".

HOWEVER, IT IS STRONGLY RECOMMENDED TO TRY AT LEAST A LITTLE BIT TO PLAY **CONRADITO CAFÉZITO** AGAIN USING THE SPECIAL BONUSES FROM NEW ROAST. AND WITH EACH FINISHED GAME, MORE BONUSES WILL BE AVAILABLE AND WILL GIVE A COMPLETELY DIFFERENT PERSPECTIVE OF GAMEPLAY THAN THE PREVIOUS ONE.

THIS SECTION DOES NOT CONTAIN A DEMONSTRATIVE IMAGE OF THE NEW ROAST SPECIAL SHOP.

REASON: PLAY THE GAME, FINISH IT AND SEE IT FOR YOURSELF! IT IS AN ACHIEVEMENT AND A UNIQUE EXPERIENCE AS A PLAYER.

DEVELOPER NOTES

EACH PERSON HAS A WAY OF PLAYING **CONRADITO CAFÉZITO** AND DEVISING THEIR OWN STRATEGIES.

- **IDLE GAME ENTHUSIASTS** WILL BE ABLE TO BETTER IDENTIFY MULTIPLIER VALUES AND DEVISE SMARTER STRATEGIES BASED ON INCREASING FORTUNE
- **CURIOS PLAYERS** CAN FOCUS MORE ON UNLOCKING MECHANICS AND EXPERIMENTING WITH NEW DYNAMICS AND HAVING FUN WITH MINI-GAMES MORE THAN WITH INCREASING FORTUNE ITSELF

EACH ONE WILL FIND IN **CONRADITO CAFÉZITO** A WAY TO DRAW UP A GOOD STRATEGY TO REACH THE END OF THE GAME.

ESSENTIALLY, THE GAME IS DESIGNED TO BE PLAYED IN TWO WAYS:

- **COMPLETELY IDLE (STANDARD FORM)**, LETTING YOUR FORTUNE PAY OFF WHILE YOU LEAVE THE GAME MINIMIZED AND GO ABOUT YOUR DAY TO DAY TASKS
 - FOR THESE PLAYERS, THE DYNAMICS OF PLANTATION, FLAVOUR EXPEDITION, AND THE RESELLER PROGRAM BECOME MORE INTERESTING
- **DEDICATE YOURSELF TO THE GAME CLIENT**, SO THAT THE PLAYER IS PERFORMING TASKS WITHIN THE GAME TO INCREASE HIS FORTUNE AND FINISH THE GAME FASTER
 - FOR THEM, PLAYGROUND MINIGAMES, ARROW SEQUENCES AND WORD SEARCHES MAKE THE IDLE GAME LESS BORING AND ALLOW THE DEDICATION OF KEEPING THE GAME OPEN ALWAYS WITH SOME IMPORTANT TASK

WHATEVER YOUR WAY OF PLAYING, YOU'LL FIND A COMMON PLEASURE IN BOTH PLAYERS: **COFFEE!**

I STRONGLY RECOMMEND THAT, WHEN FINISHING A PLAYTHROUGH, REGARDLESS OF HOW YOU DO IT, TRY ONCE AGAIN TO FINISH **CONRADITO CAFÉZITO** USING THE SPECIAL UPGRADES FROM THE NOVA TORRA STORE.

WITH EACH NEW PLAYTHROUGH, THE FUN FACTOR CHANGES, AND THE "IDLE" GAME BECOMES MORE FRENETIC.



TERMS

- **¹ BARISTA:** TERM USED TO REFER TO THE COOK WHO SPECIALIZES IN PREPARING COFFEES
- **² ALGORITHMIC LOGIC:** ALGORITHMS ARE THE LOGICAL PROCEDURES USED BY THE COMPUTER TO PERFORM ACTIONS (IN THIS CASE, FOR THE GAME). ALGORITHMIC LOGIC REFERS TO HOW THE ALGORITHM'S LOGIC WAS STRUCTURED TO ARRIVE AT THE EXPECTED RESULT
- **³ CURSOR:** REFERS TO THE "ARROW" REPRESENTED BY THE MOUSE ON THE COMPUTER SCREEN
- **⁴ GAIN PER COFFEE:** THE AMOUNT YOU RECEIVE WHEN YOU FINISH YOUR MAKING COFFEE BAR. IT IS ALSO USED AS A GAME PROGRESS METER AND MULTIPLIER OF OTHER VALUES
- **⁵ MAKE COFFEE:** REFERS TO BOTH THE "MAKE COFFEE" BUTTON LOCATED IN THE TOP MENU, AND THE ACT OF FILLING THE COFFEE BAR IN THE SAME MENU, PRODUCING A COFFEE AND GENERATING VALUE
- **⁶ MULTIPLIERS:** REFERS TO THE INTERNAL NUMBER THAT INCREASES THE BASE VALUE OF THE ITEMS IN THE GAME, WHETHER ITEMS TO BUY OR THE VALUE YOU RECEIVE IN WINNINGS
- **⁷ PROGRESSION:** REFERS TO HOW FAR YOU HAVE ALREADY EVOLVED IN THE GAME AND HOW MUCH CLOSER TO THE END YOU ARE
- **⁸ GAIN PER SECOND:** THE AMOUNT YOU RECEIVE FOR EVERY SECOND THAT PASSES IN THE GAME
- **⁹ PRODUCTION SPEED (OR JUST "SPEED"):** REFERS TO THE SPEED AT WHICH THE "MAKE COFFEE" BAR FILLS. THIS TERM CAN BE USED FOR BOTH THE PLAYER'S AND AN EMPLOYEE'S MAKE COFFEE BAR
- **¹⁰ EARNINGS PASS-THROUGH (OR JUST "PASS-THROUGH"):** THIS IS THE % OF THE EARNINGS AMOUNT PER COFFEE THAT YOU RECEIVE WHEN AN EMPLOYEE FINISHES PRODUCING A COFFEE.
- **¹¹ NEW ROAST (OR "REBIRTH"):** SYSTEM UNLOCKED AT THE END OF THE GAME, WHERE THERE ARE EXCLUSIVE PURCHASE OPTIONS THAT IMPROVE THE NEXT PLAYTHROUGH
- **¹² MAGIC COFFEE BEANS:** CURRENCY USED IN THE NEW ROAST SYSTEM

MONEY SYMBOLOGY

TO SIMPLIFY THE DISPLAY OF YOUR FORTUNE, THE AMOUNT OF MONEY (\$) IS REPRESENTED BY THE LETTERS K, M, B, AND T, BEING:

- **K REPRESENTING A THOUSAND**
 - **EXAMPLE: 25K IS THE SAME AS 25,000.00 OR 25K**
- **M REPRESENTING MILLION**
 - **EXAMPLE: 25M IS THE SAME AS 25,000,000.00 OR 25 MILLION**
- **B REPRESENTING BILLION**
 - **EXAMPLE: 25B IS THE SAME AS 25,000,000,000.00 OR 25 BILLION**
- **T REPRESENTING TRILLION**
 - **EXAMPLE: 25T IS THE SAME AS 25,000,000,000,000.00 OR 25 TRILLION**

AND SO ON...