

Whistling Wolf Café

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Thank you for joining us at Whistling Wolf Café! Our motto is “You might not always get what you want, but you’ll always get what you need.” As you can imagine, serving customers by giving them what they need to feel better instead of what they prefer can be tricky, but I trust that your amazing tea-brewing skills and customer service will win them over. We average three customers an hour, so you’ll have breaks in between.

Oh! Before I forget, there’s a small shop right next door with things that could help you out. Sometimes there are even people looking for a bit of work. Just be sure you use your own tips to purchase them or the owner will be, well, not so happy. Also, I hate to say it, but if you get three bad reviews, it’s really not going to look good for either of us. So do what you can to avoid that.

What Is This Game?

Whistling Wolf Café is a solo café sim game that takes 10-20 minutes to play. You are a master brewer who is more focused on what a customer might need rather than what they want, and that can complicate things. All you need is a deck of playing cards, a handful of six-sided dice, and something to take notes with.

How To Play

Setup

In this game, Aces equal 1. Number cards are your Customers. Suits are their preferred tea and Numbers are the condition they’re in, indicating the tea they need. Face Cards are Items you can purchase and Employees you can hire. Dice are your skills and how many customers you can handle at once.

Remove cards A-6 and Face Cards from the rest of the deck. Then return the rest of the deck to the box; you won’t be needing these to play. Separate the Face Cards by suit and place them to the side, all face up. Then shuffle the A-6 cards (referred to as the Number deck now) and place them face down in front of you.

Game Play

In each round, representing an hour, three customers visit your tea shop. Each hour goes as follows:

1. Draw a card from the Number deck and place it in front of you. This is your Customer.
2. Compare it to the Suits and Numbers tables. This will tell you what tea they prefer, what tea they need, and any bonuses or detriments you get for the roll.
3. Roll 2 six-sided dice (or 2d6), adding the noted bonus or subtracting the detriment.
4. Place the best die for your customer. This represents your skill with the tea you serve them, the tea you know they truly need.
 - If you made the Target Number (TN) on the card you drew after any bonuses or detriments, or matched the roll on the die with the number on the card, you made the customer really happy and get a \$5 tip.
 - If you’re 1 number away from the TN after any bonuses or detriments, you made the customer fairly happy and get a \$2 tip.
 - If you’re 2 or more numbers away from the TN after any bonuses or detriments, the customer is unhappy and will linger until you make a better tea for them or the end of the hour.
5. Once resolved, be sure to write down how much you made in tips.

If the customer tipped you, then discard their card and draw a second card.
If they didn't tip you, leave their card in front of you. Draw a second card and place it beside the first.
6. Continue to roll dice, consult the table, and resolve cards until you have tried to help three customers. If you have more than one customer in front of you, only one d6 from your 2d6 roll can go in front of each customer, to represent that it’s the max number of customers you can serve at a time. So if you get 3 customers in front of you and only have 2d6, you’ll only be able to serve 2 of them.
7. At the end of the hour, if there are any customers left in front of you that haven't been satisfied, set them aside. Each one gives you a bad review. If you get 3 bad reviews, you lose!
8. Take the time to purchase any items you want, or hire another employee, using the tips you made. You can purchase as much as you want as long as you have the tips for it. Be sure to take the corresponding card for the item or employee and set it where it can remind you that you have it.
9. Continue playing one hour at a time until you have gone through the entire Number deck, representing an 8 hour work day, or get 3 bad reviews. If you get through the entire deck, you have survived to work another day! If you end up with \$30 in tips by the end of the deck (after paying any employees you have), you win!

Tables

Suits - Preferred Tea

♠**Spades** - *Black Tea Reinvigorates*. If they get Black Tea, move the result of the die roll 1 closer to the TN unless your roll matches the TN. Black Tea drinkers will struggle to drink Herbal Tea, so if they get Herbal, move the result of the die roll 1 away from the TN.

♥**Hearts** - *Herbal Tea Relaxes*. If they get Herbal Tea, move the result of the die roll 1 closer to the TN unless your roll matches the TN. Herbal Tea drinkers will struggle to drink Black Tea, so move the result of the die roll 1 away from the TN.

♣**Clubs** - *White Tea Revitalizes*. If they get White Tea, move the result of the die roll 1 closer to the TN. White Tea drinkers are more willing to drink other types of tea, but won't tip as much for them. They will tip better for White Tea though! Tips +\$1 for White, -\$1 for others.

♦**Diamonds** - *Green Tea Refreshes*. If they get Green Tea, move the result of the die roll 1 closer to the TN. Green Tea drinkers are more willing to drink other types of tea, but won't tip as much for them. They will tip better for Green Tea though! Tips +\$1 for Green, -\$1 for others.

Numbers - Condition and Needs

1 - Tired - Black Tea

2 - Stressed - Herbal Tea

3 - Ailing - White Tea

4 - Lethargic - Black Tea

5 - Hyper - Herbal Tea

6 - Melancholy - Green Tea

Face Cards - Items and Employees

♠**Spades**: *Refillables*. Can be used once every hour.

- **King** - *Honey and Lemon*. You can change the roll of 1 die to whatever you want. \$10
- **Queen** - *Tea Cozy*. You can move the result of one die one closer to the TN. \$7
- **Jack** - *Cream and Sugar*. You can reroll 1 die, but you must take the result. Costs \$5

♥**Hearts**: *Consumables*. Discard to use.

- **King** - *Apple Scones with Marmalade Moons*. Discard to remove one bad review. Costs \$7
- **Queen** - *Wonder Way Tea Blend*. When discarded at the beginning of an hour, you can ignore all detriments for that hour. Costs \$5
- **Jack** - *Peanut Butterflies*. Roll one new d6 and place it on this card. Discard to replace any roll with the one on the card. Once used, you lose the d6 as well. Costs \$3

♣**Clubs** - *Employees*. Must be paid every hour. Can be laid off at the end of the hour, but only after being paid. When laid off, you lose any benefits from them. If you can't pay them at the end of the hour, they leave (taking their benefits with them) and give you a bad review.

- **King** - *Experienced Cashier*. Add 2d6 to your dice pool. Costs \$10, then \$5/hour.
- **Queen** - *Baker*. If there are any unsatisfied customers by the end of the hour, you get 1 extra roll of all your dice. Costs \$10, then \$4/hour.
- **Jack** - *New Cashier*. Add 1d6 to your dice pool. Costs \$8, then \$3/hour.

♦**Diamonds** - *Permanent Items*. Can be kept once purchased.

- **King** - *Sunshine Pie Recipe*. Once purchased, a single die can be used between two customers. \$10
- **Queen** - *Maneki Neko*. Once purchased, it adds \$1 to every tip. Costs \$10
- **Jack** - *Jar for Sugar Stars*. Upon purchase, choose either Black or Herbal Tea. You may ignore the detriments from that Tea from now on. Costs \$10

Title and several items are inspired by [Ringo Biyori ~ The Wolf Whistling Song by Rocky Chack](#), a really sweet song if you would like to listen to it while you play.