DIE TAVERNEN IM TIEFEN THAL

Wolfgang Warsch

A Dice Placement and
Deck Building Game from
Wolfgang Warsch
for 2–4 players, ages 12+

GAME OVERVIEW

The small village of Tiefenthal is famous for its dimly lit taverns. When visiting the famed TAVERN OF THE DEEP VALLEY, you'll encounter the regulars, who are citizens of the area.

Each player assumes the role of a tavern host and tries to attract new, wealthy guests. Only by doing this will you earn enough money to afford expansions to the tavern, which will in turn attract well-respected noblemen to visit. But which expansion is the right one to invest in? An additional table never hurts, and a larger beer warehouse is also a good idea. With the proper focus on your spending, you'll ensure that the beer flows freely!

The challenge of the TAVERN OF THE DEEP VALLEY is to make skillful dice choices and to develop your personal deck of cards as profitably as possible.

Schmidt

1. Lay out the **Monastery Board** with the summer side (without snow) upwards. Place the **Schnapps Tiles** in the 3 recesses in the Monastery Board so that the schnapps are not visible. During the game you will be passing the Dice Coasters from player to player. Leave enough room in the middle of the table so as to make this easy.

2. Assemble the **Round Marker** (Moon) and place it above the first box of the round track at the top of the Monastery Board (**2a.**). Place 3 **Counter Guests** per player next to the Monastery (**2b.**). Any remaining Counter Guests can be returned to the box.













SETUP

3. From the **Tavern Cards** first return all Bards to the box; they are needed only when using Module 3 onwards. Sort the remaining Tavern Cards (Beer Merchants, Dishwashers, Waitresses, Tables and Beer Suppliers) according to their type and place them as shown in order of ascending cost as an open display, so that each player can reach them easily. The cost in Doubloons for each Tavern Card is shown in its top left corner.



4. The **Guest Cards** are sorted next. In the top left corner of the Guest Cards, the cost of purchasing the card in Beer is shown. Find the 8 guests with a cost of 3 Beers. They are placed as a face up stack (**4a.**).



Next, remove the 10 Guest Cards with a white die showing at the top of the card. These cards are only needed when using Module 3 onwards; return them to the box.

Shuffle the rest of the Guest Cards and place them as a face down draw pile to the left of the guests that cost 3 Beers (**4b.**). Now draw 4 cards from the Guest Card draw pile one at a time and lay them face up to the right of the guests that cost 3 Beers (**4c.**).

5. The **Nobles Cards** are a special type of. guest. Place these cards as a face up stack to the right of the rest of the Guest Cards.



6. Each player takes a **Tavern Board** and a set of 10 Equipment Tiles: [**Tables** (**6a.**), **Waitress** (**6b.**), **Cashbox** (**6c.**), **Monk** (**6d.**), **Dishwasher** (**6e.**), **Safe** (**6f.**), **Host** (**6g.**), **Barrel** (**6h.**), **Beer Supplier** (**6i.**) and **Beer Storage** (**6j.**)] and places each of them in the appropriate areas of his Tavern Board (see image). The tiles are aligned so that the Doubloon symbol is visible in the top left corner. Align the Host so that the Victory Points are **not** visible at the counter.



2a. Round Marker

1. Monastery Board



7. Each player takes a yellow **Safe Marker** and places it on the "0" space of the Safe (**7a.**), as well as a brown **Beer Storage Marker**, which he places on the "0" space of the Beer Storage (**7b.**).

8. Each player takes a **Dice Coaster**, and places it in front of himself. Then each player takes 4 **White Dice** (**8a.**). The Dice in the players' colors are placed on the table as a general supply (**8b.**).

9. Each player next takes the 7 Regular Customer Cards ("**Regulars**") in his color (recognizable by the color of the tablecloth) and adds to them 1 **Waitress**, 1 **Table** and 1 **Beer Supplier** from the general supply of Tavern Cards. These 10 cards form the starting deck of each player. The starting deck is shuffled and placed face down to the left of the Tables on the player's Tavern Board. This forms the player's deck (**9a.**).



10. Each player takes the **Monastery Marker** in their color and places it on the "0" space of the track on the Monastery Board.



2b. Counter Guests

12. All remaining components can be returned to the box. They are not needed for the introductory game (Module 1).

11. Assemble the **Beer Mug**. The player who was last in a tavern places the beer mug in front of him as a Start Player marker.



THE MODULES

THE TAVERN OF THE DEEP VALLEY is a game that can be played with several successive modules. In the basic game (**Module 1**) your goal is to attract as many Nobles as possible. In **Module 2**, you can receive bonus actions using Schnapps. **Module 3** introduces the reputation bar, which offers players another way to get Beer and Nobles. In **Module 4**, players select a starting card that determines their starting Equipment. Finally, in **Module 5**, you can add entries to your guestbook in order to unlock additional bonuses.

Each Module builds upon the previous ones. So if you want to play Module 4, you must also use Modules 1, 2 and 3. For inexperienced players, we recommend starting with only Module 1. Experienced gamers may start with Modules 2 and 3 as well.

Within this Rule Book we will explain the rules for the basic game (Module 1). The rules for the other Modules can be found in the Supplement.

COMPONENTS: MODULE 1

- 1 Monastery Board
- 1 Round Marker (Moon)
- 12 Counter Guests
- 4 Tavern Boards, including 4 sets of Equipment:
  Tables (**6a.**), Waitress (**6b.**), Cashbox (**6c.**), Monk (**6d.**), Dishwasher (**6e.**), Safe (**6f.**), Host (**6g.**), Barrel (**6h.**), Beer Supplier (**6i.**) and Beer Storage (**6j.**)
- 16 White Dice
- 12 Colored Dice (3 each in the player colors)
- 4 Dice Coasters
- 4 Beer Storage Markers
- 4 Safe Markers
- 4 Monastery Markers
- 1 Beer Mug (Starting Player Marker)
- 207 Cards:
  80 Tavern Cards (16x each of 5 types)
  38 Guest Cards (8x “3”, 7x “4”, 8x “5”, 7x “6”, 4x “7” and 4x “8”)
  61 Noble Cards
  28 “Regulars” (4x “2” and 3x “1” in each player color)

GAME OVERVIEW: MODULE 1

Each player seeks to expand his tavern. In the course of the game, guests will visit your tavern, paying you for serving their needs. With the money earned you can recruit new temporary or permanent employees or expand your tavern with more tables or a larger capacity in your beer storage. After 8 rounds, the player who has the most lucrative tavern, thus scoring the most victory points, is the winner.

GAMEPLAY

The game is played over 8 Rounds. The Round Marker (Moon) tracks the current Round on the Round Track, found along the top of the Monastery Board. Each Round is divided into 7 Phases, which are played in this order:

A	**A New Evening in the Tavern**	→ **Start Player**
B	**The Tavern Fills Up**	→ **all players simultaneously**
C	**Here Comes the Waitress**	→ **all players simultaneously**
D	**How Can I Serve You?**	→ **in turn order**
E	**Planning your Actions**	→ **all players simultaneously**
F	**Time to Serve the Guests!**	→ **in turn order**
G	**Closing Time!**	→ **all players simultaneously**

The five Phases A, B, C, E and G are played simultaneously by all players, and Phases D and F are played in turn order, beginning with the Starting Player and proceeding clockwise from there.

A A New Evening in the Tavern (Start Player)

The Start Player moves the Round Marker (Moon) to the next space on the Round Track. (In the first Round it is placed onto the first space of the track.) Whenever the Round Marker moves onto a symbol (or past a Schnapps symbol, in Module 2), all players receive the corresponding bonus. An overview of the different bonuses are shown on page 11.

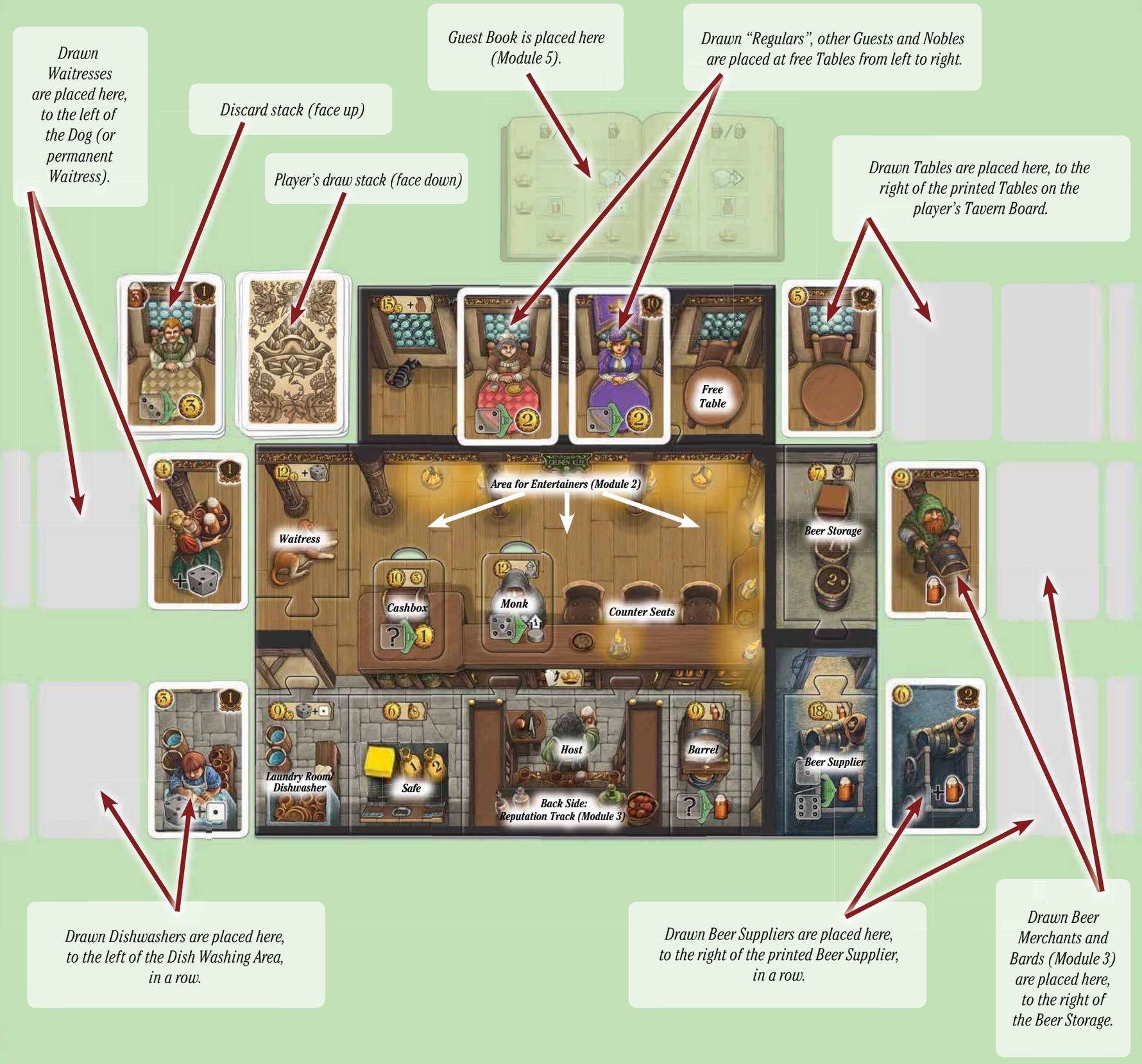
B The Tavern Fills Up (all players simultaneously)

In this Phase, Guests will enter your Tavern. To do this, reveal the top card of your deck and place it face up in the appropriate spot in your Tavern. Depending on what card you have drawn, you will have to place it in its appropriate spot (see page 5):

You then draw another Guest Card from your deck and place it in its appropriate spot. Continue to repeat this until all of your Tables (existing Tables and those that were possibly drawn in this Phase) are occupied. Phase B now ends for you, and you stop drawing cards. It is common that not all players finish this Phase at the same time.

IMPORTANT! Nobles are very sociable and like to sit together at a Table. The first Noble you draw in a round is placed at a free Table, as usual. Every subsequent Noble you draw will be put at the same Table with the other previously drawn Nobles. (Place the new Noble on top of the existing Nobles).

In the Closing Time! Phase (Phase G), all cards you’ve drawn and placed in your Tavern this Round will be placed in your discard pile. If at any time you need to draw a card from your deck and it is empty, you must shuffle your discard pile to create a new face down draw deck.


Drawn Waitresses are placed here, to the left of the Dog (or permanent Waitress).
Discard stack (face up)
Player's draw stack (face down)
Guest Book is placed here (Module 5).
Drawn "Regulars", other Guests and Nobles are placed at free Tables from left to right.
Drawn Tables are placed here, to the right of the printed Tables on the player's Tavern Board.
Free Table
Area for Entertainers (Module 2)
Waitress
Cashbox
Monk
Counter Seats
Beer Storage
Laundry Room/ Dishwasher
Safe
Host
Barrel
Back Side: Reputation Track (Module 3)
Beer Supplier
Drawn Dishwashers are placed here, to the left of the Dish Washing Area, in a row.
Drawn Beer Suppliers are placed here, to the right of the printed Beer Supplier, in a row.
Drawn Beer Merchants and Bards (Module 3) are placed here, to the right of the Beer Storage.

As soon as the Tables of all players are filled, this phase ends.



Example: *Wolfgang's first drawn card is a Noble **A** so he places him at a free Table. Then he draws a Table **B**, a Waitress **C** and a Beer Supplier **D** one after the other and places them in the appropriate places on his Tavern Board. The next two cards drawn are two Guests **E**, which are placed at the second and third free Tables. The next card Wolfgang draws another Noble **F** which is placed on top of the previously drawn Noble. He then draws a second Waitress **G** and places her next to the other previously drawn Waitress. Finally, he draws a "Regular" Guest **H** and places him at the previously drawn Table. Since all Tables are now occupied, Wolfgang does not draw any more cards.*

(C) Here Comes the Waitress (all players simultaneously)

For each Waitress you drew in Phase (B) you may take 1 Die in your player color from the general supply, roll it and then place it below your Tavern Board. These dice will be used in phase for actions in Phase (F).

If you hired a permanent Waitress on an earlier turn (turning the Dog side of the tile over to the Waitress side), you will also receive 1 Die in your player color from that Waitress. (see "Icon Explanations" on page 10.)

At any given time you can have a maximum of 3 Dice in your player color. Any additional Waitresses you may have in excess of 3 do not give you any more Dice.



Example: *Wolfgang has previously drawn 1 Waitress, and has also hired a permanent Waitress. He may therefore take 2 Dice in his player color and roll them immediately.*

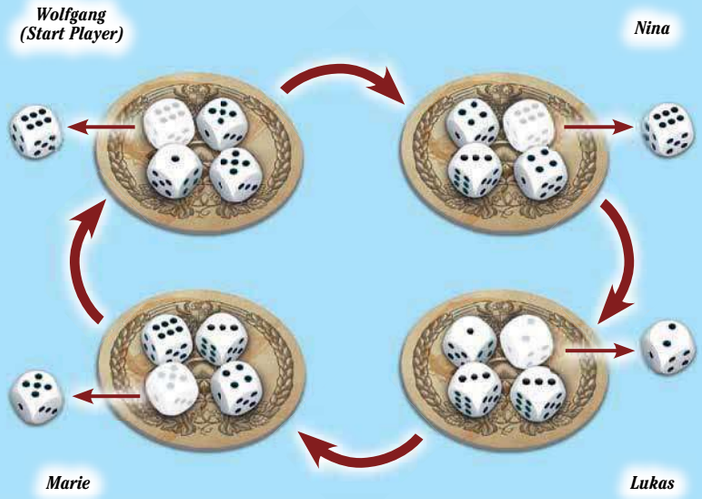
(D) How Can I Serve You? (in turn order)

First, each player rolls the 4 White Dice on their Dice Coasters at the same time, and returns them to the Coaster, with the rolled numbers facing up.

Then, beginning with the Starting Player and continuing in turn order, each player selects 1 of the White Dice on his Coaster and places it below his Tavern Board.

After all players have chosen 1 White Die, everyone passes their Dice Coaster (which now has 3 White Dice on it) to the player on his left. Players repeat the action of selecting a White Die and passing their Coaster to the left 3 more times until all Coasters are empty and each player has 4 White Dice below his Tavern Board. These Dice will be used to take actions in Phase (F).

Example: *Wolfgang, the Start Player, takes a "6" Die from his Dice Coaster. Nina also takes "6" from her Coaster. Luke takes a "2" and Marie takes a "5". The Coasters are then all passed to the left. Wolfgang again takes a "6" from Coaster passed to him by Marie. Nina takes a "5", Luke takes a "4" and Marie takes a "1". The Coasters are passed to the left two more times, until all players have 4 White Dice.*





(E) Planning Your Actions (all players simultaneously)

Before performing actions in Phase (F), you must first plan them. To do this place all of the Dice which are below your Tavern Board (both White Dice and Dice in your player color earned via Waitresses) onto any appropriate action spaces. This planning phase is mainly for your reference and may be freely changed later in the Round.





On an action space showing a "?", you may place a Die of any value.



On an action space showing a green arrow with a "1x", only 1 Die may be placed there.



On an action space showing a specific number of pips, the Die placed must be of that value (exception: using a Dishwasher).



On an action space showing a green arrow with a "...", any number of Dice may be placed there.

Important: Even if you have placed several Nobles at the same Table, you may still only place 1 Die on the topmost Noble card action space.



For each Dishwasher in your Tavern, you may place **1 Die** on any action space and treat it as if it were **1 value higher**. The Die is not rotated, but placed on the space with the actual value rolled. That way you can reference later how many Dishwashers you have used. Die values do not wrap around; thus a Die of value "6" can never be made into a "1" by using a Dishwasher! **You may use several Dishwashers** on the same Die to increase its value by more than 1.

Example: *Wolfgang has a total of 6 Dice this Round with values of 1, 1, 3, 3, 5 and 6. he places 2 "1"s and the "6" on the Beer Supplier, the "5" on the Monk, a "3" on 1 of his Guests and the other "3" on the Barrel.*



As soon as all players have placed their Dice, Phase (F) begins; beginning with the Start Player, players perform their planned actions in turn order.

(F) Time to Serve the Guests (in turn order)

The Start Player takes **all** of his actions on his turn. After that, the next player in turn order takes all of his actions, and so on, until all players have taken their actions. On your turn, remove your placed Dice one at a time to keep track of the actions you take. You receive "virtual" Doubloons to spend (or save) by serving Guests, and "virtual" Beer to spend (or store) when you use Beer Merchants. (Doubloons and Beer are not represented by actual game components.) When you remove a Die from a Monk, you move forward on the Monastery Track.

Doubloons and Beer can be used to perform the actions described on the following pages (see "Doubloons Actions" and "Beer Actions".

Important: Dice are immediately removed from your Tavern as you use them. This will help you keep track of which Dice you have already used and which ones you have not. This is very helpful, especially in later Rounds. Used White Dice are returned to your Dice Coaster and the Dice of your color are returned to the general supply.

If you have not removed a Die from its space yet, you can move it to another, previously unused space during this Phase, if you should happen to change your mind about which actions you'd like to take.



When a Die is removed from this space, the player receives 1 Beer.



When a "2" Die is removed from this space, the player receives 2 Doubloons.

The actions in this phase are dynamic and can be performed in nearly any order. For example, a player could first perform an action that costs 5 Doubloons by removing Dice worth 5 Doubloons from their Tavern. Afterwards he can remove Dice worth 4 Beer and take an appropriate action. After that he could (if he still has enough Dice left) perform another action costing 2 Doubloons by removing the appropriate number of Dice. You can always combine several Dice to pay for an action. If you remove Dice in excess of the required amount, you may spend any excess Doubloons and/or Beer (e.g. remove a 4-Doubloon Die and perform an action that costs only 3 Doubloons) during later actions or save it in your Safe/ store it in your Beer Storage at the end of the action Phase. Doubloons and Beer which are not used, saved or stored at the end of this phase are lost.

The Action Spaces Explained:

1. Serve a Guest

When removing a Die from a "Regular", a Guest or a Noble, receive **the number of Doubloons as indicated** on the bottom right of the space/card.





2. Withdrawal from the Cashbox

When removing a Die from the Cashbox, receive **1 Doubloon**, regardless of the value of the Die placed there. If you have upgraded your Cashbox, receive 3 Doubloons instead.

3. Deliver Beer

Dice of value "1" and/or "6" may be placed on the Beer Supplier space. **For each Die** you remove from this space, you receive **1 Beer, plus 1 additional Beer** for each Beer Supplier card next to the printed Beer Supplier space.

If you have upgraded your Beer Supplier space, you will receive **2 Beers for each Die** you remove from the space.



Example: *Wolfgang places 2 "1" Dice and 1 "6" Die on his Beer Supplier (which has not yet been upgraded). Since he has 2 Beer Supplier cards next to the space, he receive 3 Beers for each pf the Dice, for a total of 9 Beers.*

4. The Beer Merchant Visits



For each Beer Merchant you placed in Phase (B), you receive exactly 1 Beer.
Important: The Beer Merchant does not increase the number of Beers you receive per Die with your Beer Supplier!



5. The "House Brew" Barrel

The Barrel represents the House Brew of your Tavern. When removing a Die from it, you receive exactly **1 Beer**, regardless of the value of the Die.

If you have upgraded your Barrel, you will receive **2 Beers** instead.

6. The Monk



For each "5" Die you remove from the Monk space, you may **move your Monastery Marker 1 space** on the Monastery Track. If your Marker passes or ends its movement on a space showing a bonus, **you receive that bonus immediately**.

If you have upgraded your Monk, you may move your Marker ahead by 2 spaces.

If your Marker moves beyond the "22" space on the Monastery Track, place your Marker back on the starting space of the Track and continue its movement from there.

For a complete description of bonuses available, see page 11.

Which Actions Can be Performed by acquiring Doubloons and Beer?

Note: There is no fixed order in which actions must be performed on a turn, or how and when Doubloons and/or Beer must be earned. You do not have to perform all Doubloon Actions first, before performing all Beer Actions. Often, a mixed approach will be more advantageous, i.e, first use some of your earned Doubloons to pay for an upgrade, which will in turn earn you more Beer, etc.

IMPORTANT: Whenever you purchase or earn new cards, place them face down **on the top of your draw deck**. In this way, they are immediately available to you in the next Round!

Doubloon Actions: 2 3 6

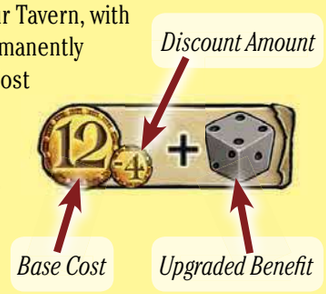
Purchase Tavern Cards

Take 1 or more Tavern Cards (Beer Merchant, Dishwasher, Waitress, Table or Beer Supplier) from the general display and place them face down on top of your draw deck. The cost of each Tavern Card in Doubloons is displayed in the top left corner of the card.

IMPORTANT: In a given Round, you may buy a **maximum of 1** Tavern Card of each type (as listed above).

Upgrade Your Tavern or Hire Staff

Each area (Equipment/Furnishing/Staff)of your Tavern, with the exception of the Host Counter, can be permanently upgraded by paying earned Doubloons. (The Host Counter is flipped over when using Module 3.)



The base cost of an upgrade is the number in the large Doubloon symbol, shown in a banner in the upper left corner of the area to be upgraded. To the right of the base cost is shown the benefit of the upgraded area.

To upgrade an area, flip its tile to the opposite side. From now on, the upgraded benefit is in effect. Unless otherwise stated, the upgraded benefit may be used immediately. If there were any Dice on the upgraded tile, return them to the tile after flipping the tile over.

IMPORTANT: Whenever you upgrade a tile, you immediately receive 1 Noble from the general supply; place it face down on the top of your draw deck.



Tip: This important reward is often forgotten, especially when playing the game for the first time. The symbol above the Host Counter helps you to remember to take a Noble when upgrading.

For a complete description of the upgrades, see page 10.

SPECIAL OFFER! The cost of an upgrade can be reduced by returning 1 or more Tavern Cards from the area being upgraded to the general supply. Use of the Special Offer is only possible if a Tavern Card was drawn in Phase (B) and placed in the area being upgraded (for example, a Dishwasher being drawn and placed next to the Dish Washing Area). For each Tavern Card returned in this way, the price of the upgrade will be reduced by the amount shown in the small Doubloon symbol, to the immediate right of the base cost. You can never earn Doubloons in this way however; the price of an upgrade can never be reduced to less than 0.



- If you want to upgrade the Dish Washing Area, you can return as many Dishwasher cards as you like. The cost for upgrading the Dish Washing Area is reduced by 3 Doubloons for each Dishwasher card returned to the general supply.



- If you want to hire a permanent Waitress, you can return as many Waitress cards as you like. The cost for hiring the permanent Waitress is reduced by 4 Doubloons for each Waitress card returned to the general supply.



- If you want to add another permanent Table to your tavern, you can return as many Table cards as you like. Any Guest cards that were placed on returned table cards will remain in your Tavern for the rest of the current Round. The cost for adding a new Table is reduced by 5 Doubloons for each table card returned to the general supply.



- If you want to upgrade the Beer Supplier, you can return as many Beer Supplier cards as you like. The cost for upgrading the Beer Supplier is reduced by 6 Doubloons for each Beer Supplier card returned to the general supply.



Example: *Wolfgang has 2 Dishwasher cards placed next to his Dish Washing Area. He decides to upgrade this area, and returns 1 of the Dishwasher cards to the general supply. Therefore, it only costs him (9 - 3 =) 6 Doubloons to upgrade, and he flips the Dish Washer Area tile over to its upgraded side. Finally, he takes a Noble card for the upgrade and places it face down on top of his draw deck.*

Beer Actions:



Recruit a Guest



By offering Beer to the local villagers, you can win them over as new Guests for your tavern. Take 1 of the Guest Cards from the general display and place it face down on top of your draw deck. The cost of the Guest is displayed in Beer, in the top left corner of the Guest Card.

Important: In a given Round, you may recruit a **maximum of 1** Guest Card.

When a Guest Card is taken from the general display, you immediately draw the top card from the face down Guest Card deck to refill the empty spot in the open display. In the rare event that the final "3 Beer" Guest card is taken from its stack, a fifth card from the face down deck is drawn and placed in the empty spot.

Some Guest Cards show an immediate bonus, displayed on the table in the center of the card. This bonus is earned **only once**, at the moment the Guest is recruited. It is **not** activated again when the Guest card is placed at a Table on a later turn.
For a detailed description of the immediate bonuses, see page 11.



Recruit Nobles

You may recruit Nobles at any time during your turn. By paying 9, 14 or 18 Beers, you may take 1, 2 or 3 Nobles and place them face down on the top of your draw deck.

End of your Action Phase

As soon as you cannot or wish not to take any more actions, your action phase ends. If you have any Doubloons or Beer left over, you can save/store up to 2 of them in your Safe or Beer Storage. Any remaining Doubloons or Beer will be forfeited. If you have upgraded your Safe or Beer Storage, you can save/store up to 5 Doubloons or Beer there.



If you have any Dice left over that you could not or wished not to use, return any White Dice to the Dice Coaster and any Dice in your color to the general supply.

The next player in clockwise order now performs all of his actions.

Once all players have completed their Phase (F) actions, the phase ends.

Example of a complete action phase: *In the planning phase, Wolfgang used a Dishwasher to place a "4" Green Die on the Guest Card requiring a "5" Die at the center Table. He used his other Dishwasher to place a "1" Green Die on the Noble Card requiring a "2" Die. He also placed the White Dice as shown below.*



Now he performs the following actions:

- *He first serves the 2 Guests by removing their Dice. For this he earns a total of (5 + 6 =) 11 Doubloons.*

- *He removes the "4" Die from the upgraded Cashbox and receives 3 Doubloons for it.*
- *He upgrades his Beer Supplier for 18 Doubloons (11 Doubloons from his Guests, 3 Doubloons from his Cashbox and 4 Doubloons from his Safe). He moves his down to 1. For the upgrade, he takes a Noble card from the stack and places it face down at the top of his draw deck.*
- *He then serves his Noble by removing the Die there. With the 2 Doubloons he earns, he takes a Beer Supplier from the general display and places it face down at the top of his draw deck.*
- *Now he produces Beer. Since he just upgraded his Beer Supplier, he will earn an additional Beer for each of the 3 Dice placed there. He removes the Dice from the Beer Supplier and earn 3 Beers for each of them (2 for the upgraded Beer Supplier and 1 for the Beer Supplier card) for a total of 9 Beers.*
- *With the 9 Beers he just earned, Wolfgang recruits a new Guest costing 7 Beers and places it face down on top of his draw deck. He stores the 2 remaining Beers in his Beer Storage. As an immediate bonus from the new Guest he receives 3 Doubloons. Added to the 1 Doubloon already in his Safe, Wolfgang now has 4 Doubloons available.*
- *Wolfgang would like to upgrade his Dish Washing Area. For this he would have to pay 9 Doubloons. However, he can return his two Dishwasher cards to the general supply, in order to pay 3 less Doubloons for each of them. He therefore pays a total of 3 Doubloons, returns the 2 Dishwasher cards to the general supply, and flips over his Dish Washing Area tile. 1 Doubloon still remains saved in his Safe. For the Dish Washing Area upgrade, he takes another Noble card. This ends his action phase.*

(G) Closing Time! (all players simultaneously)
Each player now picks up all the cards placed in or next to his Tavern in Phase (B) and discards them face up in a discard pile to the left of his draw deck.

If the Round Marker (Moon) is in the last field of the Round Track, the game ends. Otherwise, the Start Player Marker (Beer Mug) is passed to the next player in clockwise order and a new Round begins with Phase (A).

GAME END



The game ends after the 8th Round. Each player now counts the Victory Points on all of his cards (in both the draw and discard stacks). Victory Points are shown in the upper right corner of the cards.
The player with the most Victory Points wins the game!

In case of a tie, the tied player who has stored more Doubloons and Beer (in total) is the winner. If there is still a tie, the tied players share the victory.

Explanation of Symbols

Upgrades effective in the next Round:



Waitress
You now have a permanent Waitress, which allows you to roll a Die **in your color** in Phase (C), and later place it on an action space. When you hire the permanent Waitress, you do **not** gain the extra Die immediately, but starting in **the following Round**.



Dishwasher
You now have a permanent Dishwasher in your tavern. Once per Round during Phase (E), you may place **1 Die** (either a White Die or a Die of your color) on any action space and treat it as if it were **1 value higher**. The Die is not rotated, but placed on the space with the actual value rolled. However, a Die of value "6" can never be made into a "1" by using a Dishwasher. When you hire the permanent Dishwasher, you **cannot** use its ability immediately, but starting in **the following Round**.



Table
Beginning with the following Round, you now have at least **4 Tables** at which to seat your Guests in Phase (B). When you upgrade to the additional Table, you do **not** immediately draw new cards to fill it; it can only be filled starting in **the following Round**.

Upgrades effective immediately:



Beer Supplier
From now on, more Beer can be delivered to your tavern. For each Die removed from the upgraded Beer Supplier tile, you will now receive **2 Beers** (plus 1 Beer for every Beer Supplier card present).



Cashbox
From now on, whenever you remove a Die from the Cashbox, you will receive **3 Doubloons**.



"House Brew"
From now on, whenever you remove a Die from the Barrel, you will receive **2 Beers**.



Safe
From now on, you may save up to **5 Doubloons** in your Safe. Doubloons in excess of 5 are forfeited.



Beer Storage
From now on, you may store up to **5 Beers** in your Beer Storage. Beer in excess of 5 are forfeited.



The Monk
From now on, whenever you remove a Die from the Monk, you may move your Monastery Marker by **2 spaces**.

Bonuses on the Round Track

As soon as the Round Marker (Moon) is moved to the next Round Track space, all players immediately receive the bonus shown there:

Rounds 1, 4 and 6

Each player takes a Counter Guest and places it at a bar stool at the Counter. You can only use a Counter Guest once. Once used, it is returned to the box. When you decide to use a Counter Guest, you must choose between the following two actions it offers (shown on either side of the Counter Guest):



After filling all of your Tables in Phase (B), you may discard the Counter Guest and discard all cards you have drawn during this phase to your discard stack. You then restart this phase from the beginning.

OR



During you turn in Phase (F), you may discard the Counter Guest to advance 1 space on the Monastery Track.

You may use several Counter Guests in a row in the same Phase (B) or (F).



Round 2

Each player may choose between the following 2 bonuses: Either he takes a "3 Beer" Guest card **or** a Beer Merchant card, and places it face down on the top of his draw deck.



Round 3

Each player may choose between the following 2 bonuses: Either he takes a Die in his player color, rolls it and places it below his Tavern Board for use in this Round, **or** he takes a Dishwasher card and places it face down on the top of his draw deck.



Round 5

Each player may choose between the following 2 bonuses: Either he takes a Table card **or** a Beer Supplier card, and places it face down on the top of his draw deck.



Round 7

Each player may choose between the following 2 bonuses: Either he takes a Die in his player color, rolls it and places it below his Tavern Board for use in this Round, **or** he takes a Beer Merchant card and places it face down on the top of his draw deck.



Round 8

Each player may immediately upgrade any area of his Tavern for free by flipping the appropriate tile over. However, he does **not** gain a Noble card for this! The upgraded benefit is immediately available in the current Round.

Bonuses on the Monastery Track and on Guest Cards

Any bonuses earned on the Monastery Track or from purchased Guest Cards must be used/taken immediately or will be forfeited.

Beer Merchant / Dishwasher / Waitress / Table / Beer Supplier



Take the pictured card from the general display and place it face down at the top of your draw deck.



2/3/4 Doubloons

Earn the pictured number of Doubloons immediately.

1/2 Monastery Track Movements



Move your Monastery Marker 1 or 2 spaces on the Monastery Track. If you move past or finish your movement on a space showing a bonus, you receive that bonus immediately.



Service Denied!

You may immediately remove 1 "Regular" or other Guest card seated at 1 of your Tables from the game. You may **not** remove a Guest from your draw deck or discard stack. You may only remove a Guest of there is not a Die currently on it. The Table from where the Guest was removed is not refilled. You may first serve the Guest you plan to remove, thereby earning its Doubloons, and then remove him. The removed Guest card is returned to the box.



Noble

Take 1 Noble card and place it face down at the top of your draw deck.

RULES OFTEN FORGOTTEN

- When upgrading your Tavern/hiring staff, you may return corresponding cards to the general supply to reduce the upgrade/hiring cost.
- When upgrading your Tavern/hiring staff, you receive 1 Noble card, which is placed face down at the top of your draw deck.
- All Noble cards drawn in a Round are placed in a stack at the same Table.
- Beer Merchants are not placed next to the Beer Supplier, but instead are placed next to the Beer Storage, earning exactly 1 Beer.
- All cards played in a Round (not only the Guests) are cleared and placed in the discard stack at the end of a Round.
- You may Recruit Nobles at any time during your turn by paying with Beer (see the reminder on the Monastery Track).
- All cards you purchase or earn through bonuses are always placed face down at the top of your draw deck.
- Any Bonuses shown on newly obtained Guest cards are earned immediately upon taking the card.
- Only by removing Dice from action spaces do you earn Doubloons or Beer.
- You may recruit a **maximum** of 1 Guest per turn, and a **maximum** of 1 Tavern Card per type may be purchased per turn.

QUICK START GUIDE

1. **Draw cards from your draw deck and place them in appropriate areas until all Tables are filled.**
2. **Roll 1 Die in your player color for each Waitress.**
3. **Each player rolls 4 White Dice and places them on his Beer Coaster.**
4. **Each player takes 1 White Die from his Coaster, passes the Coaster to the left, and repeats until 4 White Dice are taken.**
5. **Place Dice on appropriate action spaces.**

   6a **(Module 3: Compare Doubloons and Beer yield and move Reputation Marker forward by the lower of the 2 values.)**

6b **Remove Dice to move on the Monastery Track and earn Doubloons and/or Beer, which can used to gain new Guests, staff, accessories, or Tavern upgrades.**

7. **All new cards obtained are placed face down on top of your draw deck.**
8. **Receive 1 free Noble for each upgrade.**
9. **At the end of a Round, discard all played cards to the discard stack.**

all players simultaneously ***in turn order***

GAMEPLAY VIDEO

The game designer and publisher would like to thank all play testers and rules proofreaders.

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DIE TAVERNEN IM TIEFEN THAL

THE MODULES

If you have already played with just Module 1, or if you are looking for a greater challenge, you can make the game more varied and interesting by adding the following 4 Modules.

Important! Each Module builds upon the previous ones. So if you want to play with Module 4, you must also use Modules 1, 2 and 3!

MODULE 2
"Schnapps – That was his Last Word..."

Doubloons and Beer? Bah! Strong liquor is what makes the world go around! And it can also lead to special bonuses!

COMPONENTS: MODULE 2

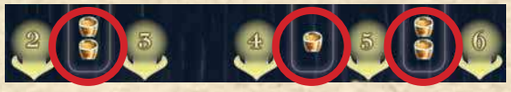


- 20 Schnapps Tokens
- 12 Double-Sided Entertainer Tiles (3 different Entertainers, 4x each)
- 3 Schnapps Tiles (for Monastery Board)



SETUP

Lay out the **Monastery Board** with the winter side (with snow) upwards. Place the **Schnapps Tiles** in the 3 recesses in the Monastery Board so that the schnapps are visible. The Schnapps Tiles showing 2 Schnapps are placed between Rounds 2 and 3 and between Rounds 5 and 6. The tile showing a single Schnapps is placed between Rounds 4 and 5. Set up the rest of the game as described for Module 1. Next, place the 20 Schnapps Tokens near the Monastery Board. Take 1 set of the 3 different Entertainer Tiles per player and place them next to the Monastery Board as well. Return the unused Entertainer Tiles to the box.





CHANGES IN GAMEPLAY

The Round Track

The winter side of the Monastery Board contains some new bonuses on the Round Track, as follows:



Schnapps: When the Round Marker (Moon) passes a Schnapps symbol, each player immediately receives 1 (in Rounds 2, 5 and 8) or 2 (in Rounds 3 and 6) Schnapps Tokens from the general supply. These are placed on the Tavern Board on top of the Counter.



In **Rounds 2, 3 and 5**, thirsty Entertainers will visit your Tavern to entertain your Guests. Each player takes the pictured Entertainer Tile and **chooses 1 of the 2 sides**. He places the tile in his Tavern with the chosen side face up. This does not grant an immediate action, however! It can be activated later by using Schnapps Tokens. **Note:** The Entertainer Tiles cannot be flipped to their opposite side once placed in your tavern, so choose wisely!



Taking a Schnapps Action

If you have enough Schnapps, you can offer them to the Entertainers, who then thank you for your gift in return with a bonus action. Return the required number of Schnapps Tokens, as shown on the Entertainer Tile, to the general supply, and then perform the pictured action. All actions (with the exception of 1 side of the Juggler, see below) may be performed as often as you'd like, as long as you have enough Schnapps Tokens to pay for them.

Schnapps Actions:



During the action phase, return 1 Schnapps Token to the general supply and receive 2 Doubloons. (F)

OR



During the action phase, return 2 Schnapps Tokens to the general supply and receive 3 Beers. (F)



During the action phase, return 5 Schnapps Tokens to the general supply and immediately upgrade 1 area of your Tavern for free. You **do** still receive a Noble card for upgrading in this way.

OR



During the action phase, return 2 Schnapps Tokens to the general supply and immediately remove 1 "Regular" or other Guest card seated at 1 of your Tables from the game. You may only remove a Guest of there is not a Die currently on it.



During the "Closing Time!" phase, return 1 Schnapps Token to the general supply. Before discarding your played cards to your discard stack, you may place 1 of them face down on top of your draw deck. This action may only be performed **1x per Round**.

OR



During the action planning phase, return 1 Schnapps Token to the general supply and **turn 1 of your Dice to any side** before placing it on an action space.

Attention: Each player may not have more than 4 Schnapps Tokens at the end of his turn. Excess tokens must be returned to the general supply.

GAME END

Each remaining Schnapps Tokens is worth 1 Victory Point at the end of the game.

MODULE 3
"Your Reputation Precedes You..."

A good reputation is the nuts and bolts of any flourishing Tavern. If a Tavern is managed wisely and with balance, the path to success is almost guaranteed!

COMPONENTS: MODULE 3

- 4 Reputation Markers **(A)**
- 16 Bard Cards **(B)**
- 10 New Guest Cards with  symbol **(C)**
- Reverse side of the Host tile with the Reputation Track **(D)**

A





B

C



D

SETUP



Mix the 10 Guest Cards with a White Die symbol at the top into the stack of Guest Cards from Module 1. Lay out the **Monastery Board** with the **winter** side (with snow) upwards. Place the **Schnapps Tiles** in the 3 recesses in the Monastery Board so that the schnapps are **not visible**. Place the 16 Bard Cards face up in a stack next to the Beer Merchants in the open display.



Flip the Host tile of your Tavern Board so that the side showing the Reputation Track is face up (see right). The small cutout at the bottom of the Reputation Track is flipped so the signature side is face down. Each player receives a Reputation Marker, which is placed on the Host. Unused Reputation Markers are returned to the box. Set up the rest of the game as described for Modules 1 and 2.



CHANGES IN GAMEPLAY

The Reputation Track

The Reputation Track is a track consisting of 11 spaces (or 12 spaces when using Module 5). Whenever your Reputation increases, move your Reputation Marker clockwise on the track. Once you reach the Crown space, return your Marker to the "1" Victory Point space and continue from there. At the end of the game, you will earn Victory Points according to the space your Marker is on (see Game End section).
If your Reputation marker reaches or passes one of the following spaces, you immediately receive the specified bonus:



Take 1 Schnapps Token.



Take 1 Schnapps Token or remove 1 Guest from your Tavern (see page 11 in the Module 1 rule book).



Take 1 Noble card and place it face down on the top of your draw deck.

The Reputation Phase

After you have placed all of your Dice in Phase (E), and before you perform your first action in Phase (F), you now complete an additional sub-phase: The Reputation Phase.

First, you'll check to see how many Doubloons you'll earn from your Dice placement. This is the sum of:
- Doubloons that you receive via Guest Cards (which have a Die placed on them).
- 1 or 3 Doubloons that you receive via the Cashbox (if a Die has been placed there).

Then you'll check to see you many Beers you'll earn. This is the sum of:
- Beer that you receive via your Beer Supplier: For each Die placed there, you receive 1 Beer (or 2, if upgraded), plus 1 Beer for each additional Beer Supplier card you have played.
- 1 or 2 Beers you receive via the Barrel (if a Die has been placed there).
- 1 Beer for every Beer Merchant placed next to your Beer Storage.

You now move your Reputation Marker as many spaces on the Reputation Track as indicated by the **lower of these 2 totals**.

Important! For the calculation of your Doubloons and Beer production, count **only the action spaces containing Dice, as well as the Beer Merchants**. All Doubloons and Beer that were earned by other methods are not counted here. Therefore, do not count Doubloons in the Safe or Beer in the Beer Storage, or those

that you receive via Entertainers, the Monastery Track bonuses or instant Guest bonuses. Even if you upgrade an area during Phase (F), which would result in a higher production of Doubloons or Beer, that additional production does not count since the Reputation Phase is performed before Phase (F).

Important: When the current player has finished his Reputation Phase, he immediately continues with Phase (F). Only after he finishes Phase (F) does the next player perform his Reputation Phase.

Attention: *If you re-arrange your Dice during Phase (F), this has a retroactive effect on your Reputation Track. Remember to adjust your Reputation Marker accordingly if you change your plans!*



The Bards

The Bards are performers you can hire for your Tavern. During the action phase, you can hire a Bard for 1 Doubloon. Like all other Tavern Cards, the Bards are placed face down on the top of your draw deck when hired.

If you draw a Bard while filling your Tavern in Phase (B), place it to the right of your Beer Storage (in the same row where Beer Merchants are placed).

The Serenade of the Bard

For each Bard drawn during Phase (B), you may move your Reputation Marker 1 space ahead on the Reputation Track in Phase (F).



New Guests

If you recruit a Guest Card that shows a Reputation Marker symbol, you immediately move your Reputation Marker a number of spaces ahead on the Reputation Track as indicated on the card.



If you recruit a Guest Card that shows a Schnapps symbol, you immediately receive 1 Schnapps Token.

With either of these special Guests, the bonus will not be activated again, if you place the Guest at 1 of your Tables on a later turn.

GAME END

In addition to your other Victory Points from the previous Modules, you also earn Victory Points for your Reputation at the end of the game. These Victory Points depend on how far your Reputation Marker has progressed. You receive the number of Victory Points shown on the Reputation Track space your Marker is on, or the highest-numbered space you have passed if your Marker is on either of the 2 Schnapps spaces. If your Marker is on the Crown space, you will not receive any additional Victory Points (since you earn 10 Victory Points simply by taking the Noble Card).



Example: *Wolfgang's Reputation Marker is on the "6" space at the end of the game. He receives 5 Victory Points for it.*

MODULE 4
"Every Beginning is Difficult..."

Anyone can open a basic Tavern – it only takes a Waitress, a Beer Supplier and a Table. But that does not mean that there aren't more successful business models out there!

COMPONENTS: MODULE 4

- 7 Start Cards



SETUP

The only change to game setup with this Module is that each player does not automatically add 1 Waitress, 1 Table and 1 Beer Supplier to his starting draw deck - instead, each player uses a Start Card.

Shuffle the 7 Start Cards and randomly reveal 3 of them. Each player chooses 1 of the revealed cards and takes the starting items shown on it. Several or even all players may choose the same Start Card.



Take 1 Waitress, 1 Table and 1 Beer Supplier (as in the Module 1 rules).



Take 1 Bard, 1 Beer Merchant, 1 Beer Supplier and 1 Waitress.



Move your Monastery Marker ahead 3 spaces on the Monastery Track (you will immediately receive 1 Beer Merchant as a result of this movement). However, you must also remove 2 "Regulars" from your draw deck. These cards are returned to the box.



Take 1 Schnapps. In addition, immediately upgrade the Table area of your Tavern for free. You do **not** receive a Noble Card for this upgrade.



Take 1 Bard and 1 Table. In addition, immediately upgrade the Beer Storage area of your Tavern for free. You do **not** receive a Noble Card for this upgrade. **ATTENTION:** Immediately set your Beer Storage Marker to 5. You will start the game with 5 Beers.



Take 1 Waitress card. In addition, immediately hire a permanent Waitress for free by flipping over the Dog tile to the other side. You do **not** receive a Noble Card for this upgrade.



Take 1 Dishwasher. However, you must also remove 1 "Regular" from your draw deck. This card is returned to the box. In addition, immediately upgrade the Cashbox area of your Tavern for free. You do **not** receive a Noble Card for this upgrade.

Do not forget to shuffle your draw deck before the first Round!

All other rules from Modules 1, 2 and 3 remain as usual.

MODULE 5
"The later the hour, the nicer the guests..."

Your reputation might precede you, but can you produce a guest book full of signatures of satisfied customers as proof? If you hope to impress those indecisive Nobles, you best hope so!

COMPONENTS: MODULE 5

- 4 Guest Books
- 40 Signature Tiles





SETUP



Set up the game as described for Modules 1–4. With this Module, however, flip over the small cutout at the bottom of the Reputation Track so the signature side is face up. Each player receives a Guest Book and places it above his Tavern Board. Any unused Guests Books are returned to the box.

Place the Signature Tiles in a general supply next to the display of Guest Cards. Place 1 Signature Tile on each of the 4 face up Guest Cards in the open display, and 1 on the top card in the "3 Beer" stack.

CHANGES IN GAMEPLAY

The Guest Book

Your Guest Book consists of 4 columns that you fill from top to bottom with Signature Tiles. There are 2 ways to fill your Guest Book:

- Whenever you recruit a Guest with Beer, take the Signature Tile placed on the Guest Card and put it in your Guest Book (the Guest writes his/her name in the Guest Book). Place the tile in the column that corresponds to the value of the Guest you just recruited (3/4 Beer, 5 Beer, 6 Beer or 7/8 Beer). When you refill the row of face up Guests from the draw pile, you immediately take a Signature Tile from the general supply and place it on the Guest Card that has just been drawn. Also, when a "3 Beer" Guest is recruited, place a new Signature Tile on top of the next "3 Beer" Guest on top of the stack.

- If your Reputation Marker reaches or passes the Signature symbol on the Reputation Track, take a Signature Tile from the general supply and place it in **any** column of your Guest Book (remembering to fill from top to bottom!).

If you place a Signature Tile on a space showing a bonus, you receive that bonus immediately. If you would need to place a Signature Tile in a column that is already filled with Tiles, the Tile is not taken and you do not receive anything.

You receive the following bonuses immediately upon placing a Signature Tile on the corresponding space:



Take 1 Beer and place it face down on the top of your draw deck.



Take 1 Dishwasher and place it face down on the top of your draw deck.



Take 1 Waitress and place it face down on the top of your draw deck.



Take 1 Table and place it face down on the top of your draw deck.



Move your Reputation marker forward 1 or 3 spaces.



Take 1 Noble and place it face down on the top of your draw deck.



Take 1 Schnapps Token from the general supply.

If you place a Signature Tile in the last empty space in a horizontal row of your Guest Book, you immediately receive 1 Noble and put it face down on top of your draw deck.

The number of Signature Tiles is limited. In the rare case that you recruit a Guest without a Signature Tile on it, you will not be able to enter his/her signature into your Guest Book.

Note that even when playing with Module 5, you may only recruit 1 new Guest per Round.

All other rules from Modules 1–4 remain as usual.