

Taverna

Karl MARCELLE



It is Saint-Averna's day, the holiest day in the kingdom of Averna.
To celebrate, all the citizens gather in the capital city to party, drink and sing, from tavern to tavern.

In Taverna, you play an innkeeper of the city, eager to profit from this celebration and make his renown widespread. In order to do so, you will need to get along well with the four peoples of the kingdom, and you will need to cope with the demands of the Royal Court. It is up to you to be courteous with all of them.

Will you play fair? Or will you use trickery, magic, and your influence with the most famous dignitaries in the kingdom?





Artwork : Jonathan "Cian" HARTERT

Geek Attitude Games



AREAS OF THE PEOPLE TRACK

A: People scoring
B: people bonuses
C: starting positions



AREAS OF A TAVERN

A: *dignitaries*
B: *customer* tiles
C: *privilege* tokens
D: *guild* tokens
E: *property deed* tokens



AREAS OF THE CASTLE

A: *royal favour* tiles
B: Royal scoring







Game Components



spell cards



customer cards



Gob'trotter



Princess



Notary



Ambassadress



customer tiles
(dwarf/human/elf/orc)



1/3/5 coins



property deed tokens



guild tokens
(spell book/lyre/beer)



royal favour tiles



King token



Queen token



privilege tokens



score tokens

Setup

Step 1

1. Place the board in the centre of the table, choosing the appropriate side for the number of players (2/3 or 4/5 players).

2. Give each player 15 coins as well as the 5 *property deed* tokens and the 5 *score* tokens in the colour of his choice. The remaining coins are set aside in reserve.

3. Each player places one *score* token on the city's entrance area and one on the starting position of each of the 4 people tracks.

4. The player with the most recent birthday plays first.

5. Place the *guild* tokens and *customer* tiles next to the board.

6. Shuffle the *royal favour* tiles and place one, face up, on each of the 5 spaces around the castle. The remaining tiles are set aside face down in reserve.

7. Place 1 *privilege* token on each tavern. The remaining tokens are set aside in reserve.

8. Randomly place one of the 4 *dignitary* figurines in each of the small taverns.

9. Shuffle the 32 *spell* cards and deal 3 to each player. Place the remaining cards face down on the board to create the *spell* draw pile.

Note : The card Curse is not considered as a spell, when a player draw it he applies immediately its effect and draw another *spell* card. The card Curse is optional, you may remove it from the *spell* cards during the set up.

10. Select the *customer* cards according to the number of players' symbol (2+ for 2-5 players, 4+ for 4-5 players and 5 for 5 players). Cards that are not in use are removed from the game.

11. Shuffle the remaining *customer* cards and place them face down next to the board to create the *customer* deck.

12. Deal 4 *customer* cards face up to create the available *customer* track. The first card revealed designates the chosen people during this game (human, dwarf, elf, orc). Place the *King* token on the top of this people track. If the revealed card is a dual *customer* card, the first player chooses one of the two peoples.

For a 2-player game, the first player designates the chosen people of the King and the second player the chosen people of the Queen. Place the *King* and the *Queen* tokens on the top of their respective *people* track. The two chosen people must be different.

Step 2

Each player begins the game by buying 2 property deeds.

1. Beginning with the first player then clockwise, buy one available property deed from a tavern. Pay the price and place 1 *property deed* token on the appropriate deed space in the tavern. Immediately score the victory points shown.

2. Beginning with the last player, then counter-clockwise, buy a second property deed from those available. Immediately score the victory points shown.

Important: you are free to buy any available property deed at the price shown **but a single player can only have one property deed in each tavern**.



A game is played over 8 turns (2 players) or 6 turns (3-5 players). On each turn:

1. **Pick a *customer* card** from the *available customers* track and place it face up in front of you and select the appropriate *customer* tile. If there are two customers on the card, choose one of the customers depicted and place it in front of you.

2. **Place the *customer* tile** on an unoccupied table of a tavern.

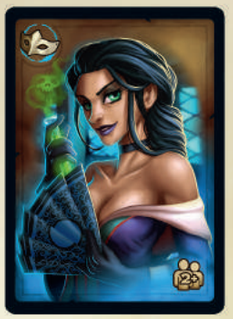
   If the table and the *customer* tile are from the same people (same colour), gain one level of popularity on the *people* track of the customer. Immediately receive the attached bonus, if any (victory points, coins, *spell* cards or *privilege* tokens). **The last level of each people track can only be reached by one player, the first one who gets there.**

Example: Karl (blue) picked an elf card. He places an elvish customer tile on a green table (A). Therefore, he moves up one level on the elf track. Karl immediately gets his hands on a brand new spell (B).



If you place the *customer* tile on the last unoccupied table of a tavern, claim the *privilege* token from the tavern. Afterwards do not add a new *privilege* token.

Trickery: if there is a Mask symbol on the *customer* card you just played, you may place the *customer* tile on an unoccupied table or remove a *customer* tile in any tavern and have your *customer* tile take its place. In this last case, ignore the people of the table (colour) and gain 1 level of popularity on the *people* track of the removed *customer* tile.



A customer with a mask symbol can be played in two ways:

- *It can be placed on a free table, apply the normal rule:*

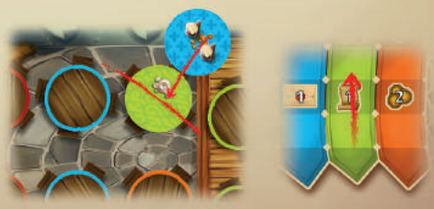


If the customer tile is placed on a table of a different colour, you receive no bonus..



If the customer tile is placed on a table of the same colour, you move up one level on the corresponding people track.

- *It can be placed on an occupied table. Replace the actual customer and move up one level on the people track of the customer tile removed.*



3. **Each owner** of the chosen tavern received three coins (2-3 players) or two coins (4-5 players) from the reserve.

Feast: if there is a Beer symbol on both the played *customer* card and the tavern where you just played your *customer* tile, the active player receive a bonus of three coins (2-3 players) or two coins (4-5 players).

Example: Karl (blue) and Fred (red) are co-owners of the same tavern. They both get three coins (3 players game). Furthermore, the tavern has a beer symbol on it, and so does Karl's customer card. Karl therefore receives an additional three coins.



4. **You may activate the skill of a dignitary** who is in the tavern where you just placed a *customer* tile. In order to do so, pay the dignitaries cost then move it to another tavern. Taverns cannot accommodate more than two dignitaries at the same time.

Influence: if there is a Lyre symbol on both the played *customer* card and the tavern where you just played your *customer* tile, you may use any dignitary from any tavern. Pay its cost and send it to another tavern. The Lyre symbol does **not allow the use of a second dignitary, merely the option of using any dignitary.**



At any time during your turn, you may activate one more dignitary in any tavern by discarding two privilege tokens. Pay its cost and send it to another tavern. In any case, you are **not allowed to activate the same dignitary twice during a turn.**

Dignitaries



Notary: spend coins to buy an unowned or an opponent's property deed in the tavern of arrival.

- If the property deed is unowned, pay the price and place one of your *property deed* tokens on it. Score the victory points immediately.
- If the property deed belongs to an opponent, pay the price plus three coins. The offended player receives half the money spent (rounded down). Replace the *property deed* token of your opponent with one of yours and score the victory points immediately. The offended player does not lose victory points by this action. In any case, **you may not remove the last *property deed* token of a player from the board**.



Gob'Trotter: spend 3 or 5 coins to add 1 or 2 *guild* tokens in the tavern of arrival and immediately score 3 or 6 victory points. **Two identical guild tokens may never be in the same tavern.**



Princess: spend 3, 5 or 7 coins to receive 1, 2 or 3 *royal favour* tile(s). Then add new tile(s) from the reserve if any available.



Ambassadress: spend 3, 6 or 9 coins to raise your popularity by 1, 2 or 3 level(s). You may distribute the increase between one or more people tracks. You immediately receive bonuses from the people tracks, if any.

5. **Once per turn you may cast one an only one spell** as long as the effect is applicable and you can pay the cost. Some spells ( ) can also be cast during an opponent's turn. You can still cast only one spell during each opponent's turn. Once the spell is resolved, keep the card near you face up to show the spell has been cast.

Magic: if there is a Spell book symbol on both the played *customer* card and the tavern, where you just played your *customer* tile, draw a new *spell* card and add it to your hand. Players have no maximum hand size.

6. **You may sell one or more spells** at any time during your turn at the price of one coin each. Discard those *spell* cards face down.

7. **You may use one or more different *royal favour*** tiles at any time during any turn, including the turn you receive them. **The activation is a one shot effect.** Once the royal favour is resolved, keep the tile near you face down. Royal favour effects are described page 8.

Once your turn is over, replenish the *available customers* track with the top card of the *customer* deck. There must always be 4 available *customers* cards to choose from. Then the next player takes his turn, from step 1 to 7.

The game ends when each player has played eight customers (2 players) or six customers (3/5 players).

Turn actions :

Compulsory:
- choose a customer card
- place a customer tile
- receive income

Optional:
- use a dignitary
- cast one spell
- sell spells
- use royal favours

End of game

Exchange the uncast spells for one coin each and the unused *privilege* tokens for one victory point each. Proceed to the Royal scoring then the People scoring.

1) Royal scoring:

Each player will choose one of the five available scoring opportunities:

The order of the royal scoring is determined by the track of the chosen people (*King* token).

The player whose *score* token is the highest begins to score then follow the track order. If two or more players are tied, move to the next *people* track on the right until you break the tie, then come back to the chosen people's track and follow the order.

Each scoring opportunity can only be used once. To show that a scoring has already been used, the player who used it should place one (unused) *property deed* token on it. (This is now unavailable to the rest of the players).

For a 2-player game, each player chooses 2 scoring opportunities. Starting with the King track the highest placed player chooses first, then next the Queen track, again with the highest placed player choosing first. To break ties check the next right track(s).

The five scoring opportunities are:



- **King:** score 5 victory points (VP) and increase your popularity by 1 on each *people* track. Note that bonuses from *people* tracks are not rewarded anymore.



- **Queen:** score 3/6/9/12/15 VP for 0/2/3/4/5 royal favour owned **(used or not).**



- **Master of coins:** score 3/6/9/12/15 VP for 0/6/9/12/15 coins owned.



- **Archduke:** score 3/6/9/12/15 VP for 1/2/3/4/5 property deeds owned.



- **Archmage:** score 3/6/9/12/15 VP for 0/2/3/4/5 **spells cast by the player** during the game.

2) People scoring:

Each player scores the four *people* tracks depending on the level of his *score* tokens: -3, -1, 0, 1, 2, 4, 7, 10 VP (as shown on the right side of the *people* track).

Remember, the 10 VP level of each *people* track can only be reached by one player.

In case of tie, the winner is the player who will celebrate his next birthday.

Example:

First things first, Karl (blue) exchanges 2 unused spells for 2 coins, and Fred (red) exchanges his privilege token for 1 victory point (VP). Etienne (green) has nothing to exchange.

Royal scoring:

Karl is first on the elf track (chosen people) so he gets to choose first. He chooses the King, gains 5 VP, and one level of popularity on all four people tracks. Karl moves up to level 2 on the orc track, but sadly, won't get the bonus (2VP). Since he was already at the top on the human track, he gets nothing there either.

Then, Fred and Etienne are tied for second place, so we look at the next track on the right, the dwarves. Since it's still a tie, we move on to the next one: orcs. On this one, Fred gets the lead, and can choose second.

Since Fred played 4 spells, he could choose the Archmage for 12 VP. But Etienne, with his 18 coins, could get 15 VP by choosing the Master of coins! Fred decides to take the Master of coins for himself, gaining only 9 VP (for his 10 coins), to prevent Etienne from choosing it.

Etienne, a bit disappointed, chooses the Archduke, for a decent 12 VP, since he has 4 property deeds.

People scoring:

Choosing the King during the royal scoring only nets 5 VP, but by gaining popularity, Karl gets 5 more VP for this scoring. He doesn't lose points for orcs anymore, gains 10 VP for the humans, 4VP (instead of 2) for the elves, and he loses 1 VP (instead of 3) for the dwarves.

Fred scores 2 VP for dwarves and orcs, but nothing for elves and humans. Etienne scores 1 VP for orcs, 4 VP for the humans, none for the elves and 2 VP for dwarves.

To sum it up:

- Karl scored 18 VP (5 for the King + 10 for the humans + 4 for the elves - 1 for dwarves)
- Fred scored 14 VP (9 for the Master of coins + 2 for dwarves + 2 for the orcs + 1 for his unused privilege token)
- Etienne scored 19 PV (12 for the Archduke + 4 for the humans + 2 for the dwarves + 1 for the orcs)



EXAMPLE OF A TURN

The game has begun for 40 minutes. Karl will start the turn 4 with 2 spells, 2 royal favors and 4 coins.



Before choosing a customer card, Karl decides to use the royal favor allowing him to move a customer tile from a tavern to another one. He moves a human customer to the last available table of the orc tavern. The co-owners of the tavern, including Karl, receive immediately 3 coins. Because he filled up the tavern, Karl receives also the privilege token available on the tavern.



On top of that, Karl moves up on the human track because he places a human customer (blue tile) on a human table (blue circle). He receives immediately a privilege token because he reaches the first bonus level of the human track.



After this first action, Karl has in hand 7 coins, 2 privileges, 1 royal favor and 2 spells. He decides to discard the 2 privilege tokens he received this turn to play a dignitary. He activates the Gob'Trotter, moves him to the dwarf tavern and pays 5 coins to add the 2 missing guild symbols (spell book and lyre). Karl receives immediately 6 victory points.



Then Karl would like to choose a wizard dwarf customer card but the only wizard available is an elf. No problem, only solutions. Karl chooses the wizard elf customer card and simultaneously casts the "Metamorphosis" spell allowing him to change the people of a customer. He pays his last 2 coins, metamorphoses the elf into a dwarf and takes an orange tile instead of a green one.



Karl takes a dwarf customer (orange tile) and places it on an available dwarf table (orange circle) of the tavern. The co-owners, including Karl, receive 3 coins and Karl moves up on the dwarf track. Because he played a wizard customer in a tavern registered to the magic guild (thanks to the Gob'Trotter previously played), Karl draw immediately a new spell and add it to its hand. Besides Karl receives an extra 6 coins because he reaches the second bonus level of the dwarf track.



The Gob'Trotter and the Princess are present in the tavern where Karl placed the customer. Because he has already played the Gob'Trotter, he may only activate the princess. Karl moves the princess to another tavern and pays 7 coins to buy 3 new royal favor tiles from the 5 available around the castle.



Now Karl has 2 coins, 4 royal favors and 2 spells. He decides to use immediately the royal favor allowing him to increase his popularity on the people track of his choice. He moves up on the orc track and receives 2 victory points (first bonus level of the orc track).



Karl would like to end his turn by casting the fireworks spell (cost: 3 coins) to prepare the final scoring. Up-to-now he has only casted 2 spells and there are only 2 turns left to optimize the Archmage scoring (5 spell cast = 15 victory points).



The fireworks counts as 2 spell cast so if he plays it, he will have already 4 spell cast and still 2 turns to reach the maximum scoring. Unfortunately he has already casted a spell this turn and he is missing 1 coin. Karl decides to risk everything. First he plays the royal favor allowing him to cast a second spell during the same turn then he sells the second spell in his hand for 1 coin. Finally he casts the fireworks.



Finally Karl decides to pass his turn and reveal a new customer card to refill the available customers track (always 4 available at the start of a player turn).

Royal Favours

Change the guild symbol of the *customer* card you play to any other guild symbol (2 tiles).

Add a mask guild symbol to the *customer* card you play. You may not benefit twice from the same guild symbol.

Place a *guild* token in a tavern and receive the victory points. Two similar *guild* tokens may not be in the same tavern.

Cast a second spell this turn (2 tiles).

Add a beer guild symbol to the *customer* card you play. You may not benefit twice from the same guild symbol.

Move a *customer* tile to a free place in any other tavern. Each owner of this tavern gains 2 coins. If applicable, increase your popularity on the customer's *people* track and/or gain the *privilege* token (2 tiles).

Add a spellbook guild symbol to the *customer* card you play. You may not benefit twice from the same guild symbol.

Choose a *customer* tile of a different people than the one of the *customer* card you play (2 tiles).

Add a lyre guild symbol to the *customer* card you play. You may not benefit twice from the same guild symbol.

Gain one level on one *people* track (2 tiles).

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