

Tavern Masters

Rules Booklet

A GAME FOR 1 TO 6 TAVERNKEEPERS



Tavern Masters

Game Designed by Dann Kriss

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Based on an Idea by Philip Colin



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THIS GAME IS PART
OF A SERIES OF
TABLETOP GAMES
AND ADVENTURES
SET IN THE





Tavern Masters™

STORY

The village of Redstaff has been growing ever since several new trade routes have been established across the length and breadth of the Kingdom of Elderon. New roads bring new travelers, and each seems more thirsty than the last...

This week is the Tavern festival, when local tavernkeepers compete to see who can win the coveted "Tavern of the Year" award. Sadly, local growth has also attracted the attention of less savory individuals. Gral'thim Grimbeard, an orc warlord from the Ironcrest Hills to the north is demanding payment from the burgomeister of Redstaff to not raid the village. Time to step up to the bar!

Competitive Play: *It's a race to see who can earn the most gold as a tavernkeeper. The game ends when any player ends a round with 20 or more gold, but the most Gold wins!*

Cooperative Play: *Join other tavern owners in an attempt to raise 20 Gold each to pay off Grimbeard before time runs out and he burns the whole village down!*

Solo Play: *Work to earn 20 Gold to lease a great new building right on the main trade route, but do it before the new franchise can come in to claim it first!*



HOW TO BEGIN

CHALLENGE CHART

Challenge Level	Number of Rounds
Buzzed	6 ROUNDS
Tipsy	5 ROUNDS
Sloshed	4 ROUNDS
Hammered	3 ROUNDS
Wasted	2 ROUNDS

- HOW TO BEGIN**
1. Shuffle all play decks and set them out face down.
 2. Each player begins with 3 Gold.
 3. The player who most recently bought a drink at a bar or tavern is the first Server this game.
 4. The Server deals out 4 Tavern cards to each player.
 - 4a. Card Draft (**Competitive or Cooperative Play**)
 - a. Each player chooses one card to keep and places it face down, passing the remaining cards they hold to the player on their left.
 - b. Players continue to select one card to keep and place face down, passing remaining cards until they are handed their last card to keep.
 - 4b. Challenge Chart (**Cooperative or Solo Play**)
 - Players choose how many rounds they wish to play on the Challenge Chart.
 5. Play begins with the Server taking the "Round 1" Marker and Server Chip, then all players take their first Day Phase simultaneously.

Mulligan Rule: If any player holds no Drink cards which cost 2 Gold or less to purchase, that player may discard their cards to the Tavern deck discard pile and draw 4 new Tavern cards from the deck.



HOW TO PLAY

- ❖ Tavern Masters™ is played in a series of rounds.
- ❖ Each round is played in three phases: **Day Phase**
Night Phase
Counting The Till
- ❖ Players play cards and make actions at the same time during each phase.
- ❖ At the end of each round, the player to the left of the Server becomes the new Server and a new round begins.



HOW TO PLAY



TAVERN DECK



PATRON DECK



ROUND MARKERS



SERVER CHIP



GOLD COIN



GOLDEN DRAGON
(WORTH 10 GOLD)

DAY PHASE

At the beginning of each Day Phase (except on the first Round) the current Server deals out 3 Tavern cards from the Tavern deck randomly to each player.

During the Day Phase, players may use any Gold they have to purchase Goods or hire Staff cards in their Hand. Once a card is "purchased" or "hired", it may be played to the player's play area, known as their "Tavern".

Staff cards have an optional Hire cost, where if you have a card with a certain name or type in your Tavern, you may play that Staff without paying any Gold.

Once all players have finished purchasing Goods and hiring Staff for the round, the Day Phase is over and the Night Phase begins.



TAVERN CARDS

TAVERN CARDS



- ❖ Once a Goods card has been played to your Tavern, it remains there unless another card or effect causes it to be moved or discarded. You only have to pay the Purchase or Hire Cost once to play it.

NON-PLAYER CHARACTERS

Staff and Patron cards are considered Non-Player Characters (NPCs) as they are not representing any of the players directly.

Some NPCs have an NPC Type, such as Soldier, Thug, Mage, or Wench, which is usually indicated by a symbol in the upper-right corner of the card.

TYPE ICONS



SOLDIER



THUG



MAGE



WENCH



DRINK



FOOD



GAME



ENTERTAINER



SAILOR



CRAFTSMAN



HUNTER



= AMOUNT OF GOLD COINS

Name Rule: When a card references a word, such as "any Cheese", it means any card in the target area which has the word in the card name, or any card which counts as the word (ex. "Counts as Cheese")

TRADING

During the Day Phase of each round, players may offer to trade Tavern cards with one another. Only Tavern cards or Gold may be traded between players.

Any card traded or stolen from a player's Hand goes to the other player's Hand.

Any card traded or stolen in-play from a Tavern remains in play and moves to the Tavern of the player receiving the card.

GAME TERMS

Drink Types: There are four main Drink types: Ale, Mead, Wine, and Brandy; other Drinks without these key words count their name as their type.

"Any" vs "Any one": "Any" is considered plural meaning it affects as many cards as it applies to, whereas "Any one" refers to only one of the cards it applies to.

"Removed from the Game": When a card is removed from the game, do not discard it; return it to the game box. It may not be used for the remainder of this game.

"Switch with": When a card is switched with another card, it takes the place of the other card while the other card takes its place, even if one card is in play and the other is not.

NIGHT PHASE

At the beginning of each Night Phase of a game, the current Server deals out 3 Patron cards from the Patron deck randomly to each player.

During the Night Phase, players may play Patrons from their Hand to their Tavern if they have the card or type in their Tavern which the Patron "Wants".

Noble Patrons may not be played unless the player has a card or effect in play which allows them to play Nobles.

If more than one player will access a discard pile during this or any Phase, it is done in clockwise order starting from the player to the left of the current Server.

Once all players have finished playing Patrons for the round, the Night Phase is over and the Counting The Till Phase begins.



PATRON CARDS

Card Name

NPC Type

Patron Type

Patron Like/
Card Effect

Flavor Text

Cost to Play

PATRON

NOBLE PATRON

- ❖ Patrons are defined by their Wants. A Patron who Wants "Ale" is considered an Ale Patron, and a Patron who wants "Any Drink" is an Any Drink Patron.
- ❖ When you have any card or type in your Tavern that a Patron in your Tavern "Likes", you do not have to discard that Patron at the end of the round.



COUNTING THE TILL PHASE



During the Counting The Till Phase, each player calculates how much Gold they gain for the current round.

Players gain 1 Gold for each Patron and 2 Gold for each Noble Patron in their Tavern, as well as any additional gold from other cards and effects in play.

(Competitive Play) If any player has 20 or more Gold, the game ends and the winner is determined!

(Cooperative or Solo Play) If this is the last round of play based on the number of rounds chosen on the Challenge Chart, the game ends and the outcome is determined.

If progressing to the next round, all players discard any Patrons from their Tavern (except those who Like something in their Tavern). Flip to the next Round Marker, the Server then passes the Server Chip to the player on their left, and play continues with the new Server dealing the next round.

HAND SIZE

Each player's Hand Size at the end of each round is limited to 5 cards.

At the end of each round, each player must choose and discard cards from their Hand until they only hold up to five cards. These cards can be of any type.

HOW TO WIN

When the game ends, each player counts up their total Gold.

(Competitive Play)

The player with the most Gold wins!

If two or more players are tied for the most Gold, all players continue playing one more round.

(Cooperative or Solo Play)

If all players have at least 20 Gold, then all players win!

If any player has less than 20 Gold, all players lose!



CHALLENGE CHART

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Buzzed	6 ROUNDS
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Wasted	2 ROUNDS

-DAY PHASE-

Draw Tavern Cards
Purchase Goods / Hire Staff

-NIGHT PHASE-

Draw Patron Cards
Play Patrons by "Wants"

-COUNTING THE TIL-

Collect your Gold
Discard Patrons

TYPE ICONS



SOLDIER



THUG



MAGE



WENCH



ENTERTAINER



SAILOR



CRFTSMAN



HUNTER



DRINK



FOOD



GAME



= AMOUNT OF GOLD COINS



(ONE GOLD)



(TEN GOLD)

Illustrations by Galen Ihlenfeldt



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Rules Booklet



Tavern Masters™ Expansion



Tavern Masters: Dirty Deeds

Game Design: *Dann Kriss*

Illustrations: *Galen Ihlenfeldt*

Design Layout: *Dann Kriss*
& *Galen Ihlenfeldt*

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This is an Expansion Pack
and must be used with a
copy of the card game
Tavern Masters.

Learn More @

WWW.TAVERNMASTERS.COM

Dirty Deeds

The tavernkeepers of Redstaff have been getting too comfortable in their nightly earnings, and the local Thieves' Guild has been growing restless to get a piece of the profits.

Meanwhile, along with the constant stream of new patrons comes the inevitable growth in numbers of local taverns and pubs. If you want to keep your stake in the town trade, then something will have to be done...

something not very nice...

something dirt cheap.

How to Use This Expansion

The Dirty Deeds Expansion adds in the ability to play or use cards against another player's Hand and Tavern, mostly drawn from the Dirty Deeds deck. This expansion also introduces the Dirty Deeds phase, which occurs between the Night Phase and the Counting The Till Phase of each round.



Blood Gem (RED)

Whenever a card has a red Expansion Gem along the left side of the card art, it then signifies that you should only use the card when playing Tavern Masters with the Dirty Deeds material mixed in.

If not using the Dirty Deeds Expansion with your Tavern Masters game, make sure to remove any cards with the Red Gem symbol prior to play.

PATRON CARDS

There are new Patrons in the Patron deck who have a Dirty Deed ability, separate from any usual abilities.

A Dirty Deed ability can be used once each round during that player's Dirty Deeds phase as long as the Patron is in play in that player's Tavern.



DIRTY DEEDS CARDS

Dirty Deeds cards can be played from your Hand during the Dirty Deeds Phase if you have the required type of card in your Tavern, which is listed as the "Agent" in the small black scroll on the bottom right of the card face.

Once you play a Dirty Deed card, it is discarded to the Dirty Deeds discard pile.



DIRTY DEEDS PHASE

The Dirty Deeds Phase begins after the Night Phase ends each round.

During the Dirty Deeds Phase, each player takes a Dirty Deeds turn, beginning with the player to the left of the Dealer and proceeding clockwise.

At the beginning each player's Dirty Deeds turn, they draw Dirty Deeds cards from the Dirty Deeds deck. Players draw three Dirty Deeds cards on the first round of play, then only one card every round after the first.

After drawing Dirty Deeds cards for the turn, a player may play any Dirty Deeds cards in their Hand or use any Dirty Deed abilities in their Tavern.

COUNTING THE TILL PHASE

The Dirty Deeds expansion increases each player's Hand Size by one additional card which may be kept in the player's Hand at the end of each round.

Unplayed Dirty Deeds cards may be kept in a player's Hand.

Grand Opening Edition

