



THE TAVERNS OF TIEFENTHAL

A dice placement and
deck building game by
Wolfgang Warsch
for 2-4 players, ages 12+

GAME OVERVIEW

The small village of Tiefenthal is famous for its dimly lit taverns. In *The Taverns of Tiefenthal*, players assume the role of tavern owners who are vying to have the most successful tavern in town. You need to attract wealthy customers and use their money to expand and improve your tavern. Do you expand your seating capacity, or the size of your beer cellar? Hire new staff perhaps? With the right improvements, you will attract nobles, ensuring your tavern is the talk of the town.

The Taverns Of Tiefenthal combines dice placement with deck building to create a challenging and accessible game for all skill levels – a hallmark of all Wolfgang Warsch's games. With multiple ways to expand the game, the game has hours and hours or replayability.

Now go make sure the beer flows freely and your customers are happy!



1. Lay out the Monastery Board with the summer side up (no snow). Place the Schnapps tiles in the three recesses in the Monastery Board so that the Schnapps are not visible. During the game, players will exchange the Dice Coasters, so make sure there is enough room on the table to make this easy.

2. Assemble the **Moon** (Turn Marker) and place it above the first box of the Turn Track at the top of the Monastery Board (2a). Place 3 Counter Guests per player next to the Monastery (2b). Return any remaining Counter Guests to the box.



4. + 5. Guest and Noble Cards



SETUP

3. Return to the box the 10 Tavern Cards (Bards) with a white cube at the top of the card. Then sort the remaining Tavern Cards by type (Barbacks, Dishwashers, Servers, Tables, and Brewers) by ascending Thaler cost (top left corner), and display these piles as depicted on the left.



4. Next, sort the **Guest Cards**. Find the 8 Guests that cost 3 Beers (depicted in the top left corner) and place them as a face up pile (4a). 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 and lay them face up in a row to the right of the Guests that cost 3 Beers (4c).



5. The **Noble Cards** are a special type of Guest. Place the Noble Cards in a face up pile next to the other Guest Cards.



6. Each player takes a **Tavern Board** and a set of 10 **equipment tiles: Tables (6a), Server (6b), Cashbox (6c), Monk (6d), Dishwasher (6e), Safe (6f), Bartender (6g), Barrel (6h), Brewer (6i) and Beer Storage (6j)** and places each of them in the appropriate areas of their Tavern Board (as depicted on page 2). Align each tile so that its cost is visible in the top left corner. Align the Host so that the **victory points** are not visible at the Counter.

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**, placing 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 near the center of the table within easy reach (8b).

9. Each player creates their starting deck by taking the 7 **Regulars Cards** with the tablecloths in their color and adding 1 **Server**, 1 **Table**, and 1 **Brewer** from the general supply of **Tavern Cards**. Each player shuffles this starting deck and places it face down next to their **Tavern Board (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**.

12. Assemble the Beer Mug (Start Player Token). The player who was last in a tavern will be the and places the Beer Mug in front of them.



2a. Moon (Turn Marker)

1. Monastery Board



2b. Counter Guests

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

THE MODULES

The Taverns of Tiefenthal 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 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. We recommend starting with Module 1.

This rulebook will explain the rules for the basic game (Module 1). The rules for the other Modules are in the Supplement.

COMPONENTS (MODULE 1)

- 1 Monastery Board
- 1 Moon (Turn Marker)
- 12 Counter Guests
- 4 Tavern Boards, including 4 sets of Equipment:
 - Tables (6a), Server (6b), Cashbox (6c), Monk (6d), Dishwasher (6e), Safe (6f), Bartender (6g), Barrel (6h), Brewer (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 (Start 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” & 4x “8”)
 - 61 Noble Cards
 - 28 Regulars (4x “2” and 3x “1” in each player color)

GAME OVERVIEW (MODULE 1)

Each player seeks to have the most successful tavern. During the game, guests will visit your tavern, paying you for serving their needs. With the money earned you can recruit temporary or permanent employees or expand or improve your tavern. This in turn attracts wealthier guests and nobles. After 8 turns, the player with the most victory points wins.

GAMEPLAY

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

- A** A New Evening in the Tavern → Start Player
- B** The Guests Arrive → all players simultaneously
- C** Here Comes the Server → all players simultaneously
- D** Can I Take Your Order? → in turn order
- E** Plan Your Actions → all players simultaneously
- F** Serve the Guests! → in turn order
- G** Closing Time! → all players simultaneously

Phases **A**, **B**, **C**, **E** and **G** are played simultaneously by all players. Phases **D** and **F** are played in turn order, beginning with the Start Player and proceeding clockwise.

A A New Evening in the Tavern (Start Player)

The Start Player moves the Moon to the next space on the Turn Track. On Turn 1, it is placed onto the first space of the Track. Whenever the Moon moves onto a symbol (or past a Schnapps symbol, in Module 2), all players receive the corresponding bonus. An overview of the different bonuses is shown on page 11.

B The Guests Arrive (all players simultaneously)

In Arrival Phase **B**, guests, workers, and some extra equipment will enter your tavern. Players start by revealing the top card of their deck and depending on the card drawn, place it face up in the appropriate spot in their tavern (see page 5 for more details).

Keep drawing Guest Cards from your deck and placing them in their appropriate spots. Repeat this until all of your Tables (existing Tables and those that were possibly drawn in this Phase) are occupied, at which point stop drawing cards. Your Arrival Phase **B** is now over. It is common that players do not finish this Phase at the same time.

IMPORTANT! Nobles are very sociable and like to sit together at the same Table. The first Noble you draw in a turn is placed at a free Table, as usual. Every Noble you draw after that you place on top of any previously drawn Nobles, so there will only be 1 Table of Nobles.

If at any time you need to draw a card from your deck and it is empty, shuffle your discard pile to create a new face down draw deck. In Closing Time! Phase **G**, all cards you have drawn and placed in your tavern this Phase will be placed in your discard pile.

Servers are placed here, to the left of the Dog (or permanent Server if there is one).

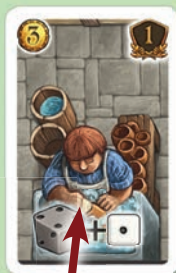
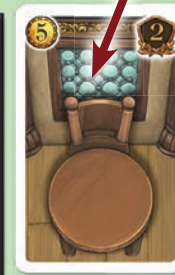
Discard stack (face up)

Draw stack (face down)

Guestbook placed here (Module 5)

Drawn Regulars, other Guests, and Nobles are placed at open Tables from left to right.

Drawn Tables are placed here, to the right of the printed Tables on the player's Tavern Board.



Drawn Dishwashers are placed here, to the left of the permanent Dishwasher.

Drawn Brewers are placed here, to the right of the permanent Brewer.

Drawn Barbacks and Bards (Module 3) are placed here, to the right of the Beer Storage.

As soon as all players have filled their Tables, the Phase ends.



Example: Wolfgang's first drawn card is a Noble **A** so he places them at a free Table. Then he draws a Table **B**, a Server **C**, and a Brewer **D** one after the other and places them in the appropriate places on his Tavern Board. The next two cards drawn are Guests **E**, which are placed at the second and third free Tables. Then Wolfgang draws another Noble **F** and places it on top of the previously drawn Noble. He draws a second Server Card **G** and places it next to the other previously drawn Server. Finally, he draws a Regular Guest **H** and places them at the previously drawn Table. Since all Tables are now occupied, Wolfgang's Phase ends and he stops drawing cards.

C Here Comes the Server (all players)

For each Server you drew in Arrival Phase **B** take 1 die of your player color from the general supply, roll it, and place it below your Tavern Board. These dice are used in the Serving Phase **F**.

If you hired a permanent Server on an earlier Turn (turning the dog side of the tile over to the Server side), you will also receive 1 die of your player color from that Server (see "Icon Explanations", page 10).

You can have a maximum of 3 dice of your player color. Any additional Servers you may have in excess of 3 do not give you any more dice.

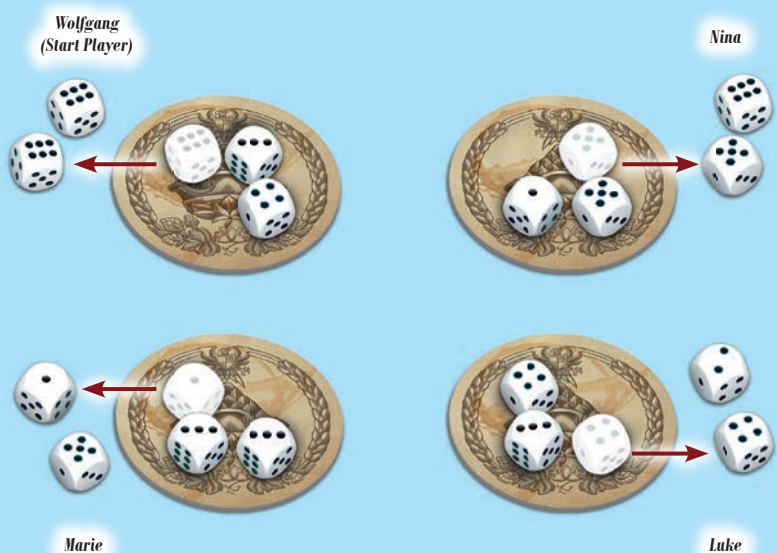
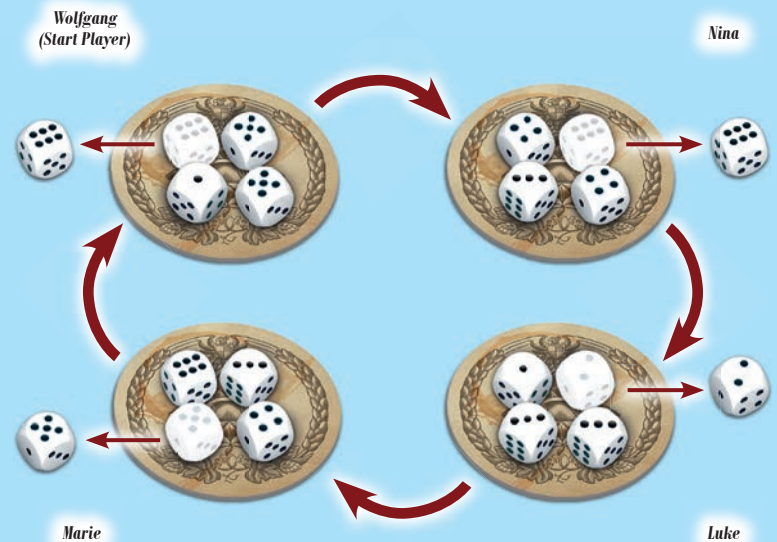
Example: Wolfgang has drawn 1 Server and previously hired a permanent Server. He may therefore take 2 dice of his player color, roll them immediately, and then place the dice under his Tavern Board for use in Serving Phase **F**.



D Can I Take Your Order? (turn order)


First, all players roll the 4 white dice on their Dice Coasters at the same time, and return 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 their Coaster and places it below their Tavern Board. After all players have chosen 1 white die, everyone passes their Dice Coaster (which now has 3 white dice) to the player on their 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 their Tavern Board. These dice will be used to perform actions in Serving Phase **F**.

Example: Wolfgang, the Start Player, takes a "6" die from his Dice Coaster. Nina also takes a "6" from her Coaster. Luke takes a "2" and Marie takes a "5". All Coasters are then all passed to the left. Wolfgang again takes a "6" from the 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 Plan Your Actions (all players)

Before performing actions in Serving Phase **F**, you must first plan them. To do this place all of the dice below your Tavern Board (both white dice and dice in your color earned via Servers) onto action spaces according to the following rules.

 You may place any die on an action space depicting a “?”



Only 1 die may be placed on a space depicting a green “1x” arrow.

 Some action spaces depict a specific number of pips. Only dice of that exact value may be placed there (exception: using a Dishwasher).



Any number of dice may be placed on a space depicting a green “...” arrow.

This Planning Phase **E** is mainly for your reference and may be freely changed later in the Phase.

Important: Even if you have placed several Nobles at the same Table, you may still only place 1 die on the topmost Noble Card.



For each Dishwasher in your Tavern, you may place 1 die on any action space and treat it as if it were 1 number higher. The die is not rotated, but placed on the space with its actual rolled value. 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 Phase with values of 1, 1, 3, 3, 5 and 6. He places 2 “1”s and the “6” on the Brewer, the “5” on the Monk, a “3” on 1 of his Guests and the other “3” on the Barrel.



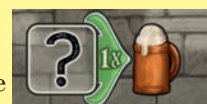
As soon as all players have placed their dice, Serving Phase **F** begins.

F Serve the Guests! (turn order)

In Serving Phase **F**, each player performs all of their actions in turn order, beginning with the Start Player. On your turn, remove your placed dice one at a time to keep track of the actions you perform. When you remove a die from a Monk, move your marker forward on the Monastery Track. You receive Thalers to spend (or save) by serving Guests, and Beer to spend (or store) when you use Barbacks and Brewers. Thalers and Beer are virtual and not represented by actual game components. Thalers and Beer can be used to perform the actions described on the following pages (see “Thaler Actions” and “Beer Actions”).

Important: Remove the dice 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, especially in later turns. Return used white dice to your Dice Coaster and colored dice to the general supply.

If you change your mind about which actions you would like to perform, you can



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

move an unused die to another space, as long as doing so would not cause you to use an action with a green “1x” arrow a second time.



When a “2” die is removed from this space, the player receives 2 Thalers.

Actions in this Phase can be performed in any order. For example, you could first perform an action that costs 5 Thalers by removing dice worth 5 Thalers from your Tavern. Afterwards you could remove dice worth 4 Beer and perform an appropriate action. After that you could (if you still have enough dice left) perform another action costing 2 Thalers 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 Thalers and/or Beer (e.g. remove a 4-Thaler die and perform an action that costs only 3 Thalers) on another action, or keep them in your Safe or Beer Storage for use on future turns. At the end of this Phase, any unused Thalers or Beer that cannot be kept are discarded.

The Action Spaces Explained:

1. Serve a Guest

When removing a die from a Regular, Guest, or Noble, receive the number of Thalers indicated on the bottom right of the space/card.



2. Withdrawal from the Cashbox

When removing a die from the Cashbox, receive 1 Thaler, regardless of the value of the die placed there. If you have upgraded your Cashbox, receive 3 Thalers instead.

3. The Brewer

Dice of value “1” and “6” may be placed on the Brewer space. For each die you remove from this space, you receive 1 Beer, plus 1 additional Beer for each Brewer Card next to the printed Brewer space. If you have upgraded your Brewer space, you will receive 2 Beers for each die you remove from the space.

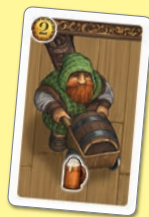


Example: Wolfgang places two “1” dice and one “6” die on his Brewer (which has not yet been upgraded). Since he has 2 Beer Supplier Cards next to the space, he receives 3 Beers for each of the dice, for a total of 9 Beers.

4. The Barback

For each Barback you placed in Arrival Phase (B), you receive exactly 1 Beer.

Important: The Barback does not increase the number of Beers you receive per die with your Brewer!



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 forward 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 these bonuses, see page 11.

Which Actions Can be Performed with Thalers and Beer?

Note: There is no fixed order in which actions must be performed in a Phase, or how and when Thalers and Beer must be earned. You do not have to perform all Thaler Actions before performing Beer Actions, and vice versa. Often, mixing the actions is more advantageous, i.e., first use some of your earned Thalers 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. This way, they are immediately available next turn!

Thaler Actions:



Purchase Tavern Cards

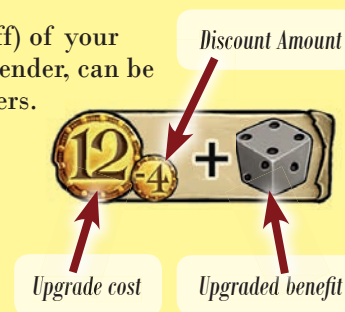
Take 1 or more Tavern Cards (Barback, Dishwasher, Server, Table or Brewer) from the general display and place them face down on top of your draw deck. The cost of each Tavern Card in Thalers is depicted in the top left corner of the card.

Important: In a given Turn you may buy a maximum of 1 Tavern Card of each type listed above.

Upgrade Your Tavern or Hire Staff

Each area (Equipment/Furnishing/Staff) of your Tavern, with the exception of the Bartender, can be permanently upgraded by paying Thalers.

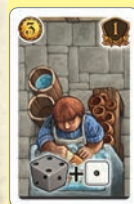
The base cost of an upgrade is the number in the large Thaler symbol, shown in the banner in the upper left corner of the tile. The benefit of the upgraded area is depicted on the right side of the banner.



To upgrade an area, flip the tile to its reverse side. From now on, the tile’s 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 it over.

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 Arrival Phase (B) and placed in the area being upgraded (for example, a Dishwasher being drawn and placed next to the Dishwashing Area). For each Tavern Card returned in this way, the price of the upgrade will be reduced by the amount shown in the small Thaler symbol to the immediate right of the base cost. **The price of an upgrade can never be reduced to less than 0.**



- If you want to upgrade the Dishwashing Area, you can return as many Dishwasher Cards as you like. The cost for upgrading the Dishwashing Area is reduced by 3 Thalers for each Dishwasher Card returned to the general supply.



- If you want to hire the permanent Server, you can return as many Server Cards as you like. The cost for hiring the permanent Server is reduced by 4 Thalers for each Server 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 Phase. The cost for adding a new Table is reduced by 5 Thalers for each Table Card returned to the general supply.



- If you want to upgrade the Brewer, you can return as many Brewer Cards as you like. The cost for upgrading the Brewer is reduced by 6 Thalers for each Brewer Card returned to the general supply.

Example: Wolfgang has 2 Dishwasher Cards placed next to his Dishwashing Area. He decides to upgrade this area, and returns 1 of the Dishwasher Cards to the general supply. Therefore, it only costs him 6 (9-3) Thalers to upgrade, and he flips the Dishwasher 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.



IMPORTANT: Whenever you upgrade a tile, you immediately receive 1 Noble; 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 Bartender helps to remind you to take a Noble when upgrading.

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 amount of Beer it costs to recruit a Guest is depicted in the top left corner of that card.

Important: In a given Turn, 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 only awarded **once**, at the moment the Guest is recruited. It is not awarded again when the Guest Card is placed at a Table on a later Turn.



For a detailed description of these immediate bonuses, see page 11.



Recruit Nobles

You may recruit Nobles at any time during Serving Phase (F). 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. This does not count against your limit of recruiting only 1 Guest per Turn.

End of Your Serving Phase

As soon as you cannot or do not want to perform any more actions, your Serving Phase (F) ends. If you have any Thalers or Beer left over, you can keep up to 2 of them in your Safe or Beer Storage, respectively. Any remaining Thalers or Beer are lost. An upgraded Safe or Beer Storage will allow you to keep up to 5 Thalers or Beer, respectively.



Return any unused white dice to the Dice Coaster and colored dice to the supply.

The next player in clockwise order now performs all of their actions. Once all players have completed their Serving Phase (F) actions, the Phase ends.

Example of a complete Serving Phase: In Planning Phase (E), 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 Thalers.

- He removes the “4” die from the upgraded Cashbox and receives 3 Thalers for it.
- He upgrades his Brewer for 18 Thalers (11 Thalers from his Guests, 3 Thalers from his Cashbox and 4 Thalers from his Safe). He moves his Safe Marker from 5 down to 1. For the upgrade, he takes a Noble Card from the stack and places it face down on top of his draw deck.
- He then serves his Noble by removing the die there. With the 2 Thalers he earns, he takes a Brewer from the general display and places it face down on top of his draw deck.
- Now he produces Beer. Since he just upgraded his Brewer, he will earn an additional Beer for each of the 3 dice placed there. He removes the dice from the Brewer and earn 3 Beers for each of them (2 for the upgraded Brewer and 1 for the Brewer 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 Thalers. Added to the 1 Thaler already in his Safe, Wolfgang now has 4 Thalers available.
- Wolfgang would like to upgrade his Dishwashing Area. For this he would have to pay 9 Thalers. However, he can reduce the cost of this upgrade by 3 Thalers for each of his Dishwasher Cards he returns to the general supply. He therefore pays a total of 3 Thalers from his Safe, returns his 2 Dishwasher Cards to the general supply, and flips over his Dishwashing Area tile. One Thaler still remains in his Safe. For upgrading his Dishwashing Area, he takes another Noble Card. This ends his Serving Phase **(F)**.

G Closing Time! (all players)

Players now pick up all the cards placed this Turn and place them face up in a discard pile to the left of their draw deck.

If the Moon is in the last field of the Turn Track, the game ends. Otherwise, the Beer Mug is passed to the next player in clockwise order and a new Turn begins with New Evening Phase **(A)**.

GAME END



The game ends after Turn 8. Players now count the Victory Points on all of their cards (in both the draw and discard stacks). Victory Points are depicted in the top right corner of the card, if any.

The player with the most Victory Points wins the game!

In case of a tie, the tied player who has stored the most Thalers 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 Turn:



Server

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



Dishwasher

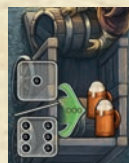
You now have a permanent Dishwasher in your tavern. Once per Turn during Planning Phase **(E)**, you may place 1 die (either a white die or a die of your color) on any action space and treat it as if it were 1 value higher. The die is not rotated, but placed showing its actual rolled value. However, 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 in the following Turn.



Table

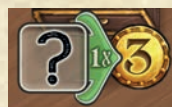
Beginning with the following Turn, you now have at least 4 Tables at which to seat your Guests in Arrival Phase **(B)**. When you upgrade to the additional Table, you do not draw new cards to fill it; it can only be filled in the following Turn.

Upgrades effective immediately:



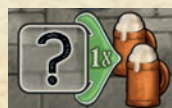
Brewer

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



Cashbox

From now on, whenever you remove a die from the Cashbox, you will receive 3 Thalers.



“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 Thalers in your Safe. Thalers in excess of 5 are lost.



Beer Storage

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



The Monk

From now on, whenever you remove a die from the Monk, you may move your Monastery Marker forward 2 spaces.

Bonuses on the Turn Track

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

Turns 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 Arrival Phase **(B)**, you may discard the Counter Guest and discard all the cards you have drawn during this Phase to your discard stack. You then restart this Phase from the beginning.



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

You may use more than one Counter Guest in the same Phase.



Turn 2

Each player may choose between taking either a "3 Beer" Guest Card or a Barback Card. The player then places the card face down on the top of their draw deck.



Turn 3

Each player may choose between either taking a die of their color, rolling it, and placing it below their Tavern Board for use in this Turn, or taking a Dishwasher Card and placing it face down on the top of their draw deck.



Turn 5

Each player may choose between taking a Table Card or a Brewer Card. The player then places the card face down on the top of their draw deck.



Turn 7

Each player may choose between either taking a die of their color, rolling it, and placing it below their Tavern Board for use in this Turn, or taking a Barback Card and placing it face down on the top of their draw deck.



Turn 8

Each player may immediately upgrade any area of their Tavern for free by flipping over the tile of their choice. However, they do not gain a Noble Card for this! The upgraded benefit is immediately available in the current Turn.

Bonuses on the Monastery Track and on Guest Cards

Any bonuses earned on the Monastery Track or from purchased Guest Cards must be taken immediately or they are lost.

Barback / Dishwasher / Server / Table / Brewer



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



2/3/4 Thalers

Earn the number of Thalers depicted 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 if there is no die currently on it. You may first serve the Guest you plan to remove, thereby earning its Thalers, and then remove it. The removed Guest Card is returned to the box. The Table from where the Guest was removed is not refilled.



Noble

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

FREQUENTLY FORGOTTEN RULES

- When upgrading your Tavern and Staff, you may return corresponding cards to the general supply to reduce the upgrade cost.
- When upgrading your Tavern and Staff, you receive 1 Noble Card, which is placed face down **on top** of your draw deck.
- All Noble Cards drawn in a Phase are placed in a stack at the same Table.
- Barbacks are placed next to the Beer Storage, not the Brewer, earning exactly 1 Beer.
- All cards played in a Turn (not only the Guests) are cleared and placed in the discard stack at the end of the Turn.
- All cards you purchase or earn through bonuses are placed face down on top of your draw deck.
- Any Bonuses shown on newly obtained Guest Cards are earned immediately upon taking the card.
- You can only earn Thalers or Beer by removing dice from action spaces.
- You may recruit a maximum of 1 Guest per Phase. Nobles do not count against this limit.
- You may recruit Nobles at any time during your Phase by paying with Beer (see the cost on the Monastery Track).
- You may purchase 1 Tavern Card per type in a Turn.

QUICK START GUIDE

- 1 Draw cards from your draw deck and place them in their appropriate areas until all Tables are filled.
- 2 Roll 1 die of your player color for each Server.
- 3 Each player rolls 4 white dice and places them on their Dice Coaster.
- 4 Each player takes 1 white die from their Coaster, passes the Coaster to the left, and repeats until they have 4 white dice.
- 5 Place dice on appropriate spaces.
- 6 Remove dice to move forward on the Monastery Track and earn Thalers and Beer, which can be used to gain new Guests, Staff, Equipment, 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 Phase, discard all played cards to the discard stack.

All players simultaneously

In Phase order

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

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