

# Angry Tavern Keepers

*A game for 2 to 4 players*

## Description

What are adventurers? They are sociopathic hoboes that make their living through murder and theft. They don't make the best company, yet at the same time they are crucial to any tavern keeper's purse. Occupy their time with quests to get them out of your hair and have a good night's sleep.

## What's in the Box

- ◆ Game Board
- ◆ 68 Cards
  - ◇ 12 Warrior Quest Cards
  - ◇ 12 Wizard Quest Cards
  - ◇ 12 Rogue Quest Cards
  - ◇ 12 Ranger Quest Cards
  - ◇ 5 Warrior Adventurer Cards
  - ◇ 5 Wizard Adventurer Cards
  - ◇ 5 Rogue Adventurer Cards
  - ◇ 5 Ranger Adventurer Cards
- ◆ 1 Quest Giver Figurine
- ◆ This Rulebook!

## Object of the Game

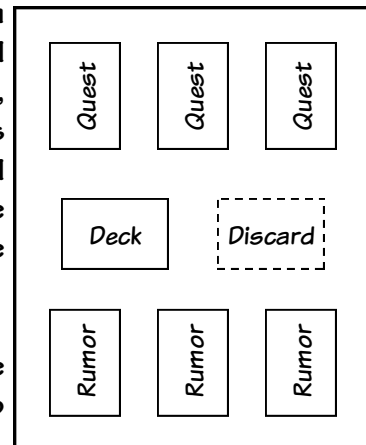
The goal of any respectable tavern keeper is to keep order in their bar by sending all the adventurers in their tavern away on quests. These heroic tavern keepers have earned a good night's rest and therefore are declared the winners.

## Game Setup

Separate the cards marked as “Adventurers” from the rest of the deck. Shuffle these cards, and deal them out evenly to each player, face up. In a three-player game, remove the last two cards from the game, placing them back in the box.

Shuffle the remaining cards and place them on the “Deck” space. From the deck, deal three cards out to Ye Olde Quest Board, placing one card on each space. These cards represent Quest Piles, or Quests. Also, deal one card from the deck to each of the spaces on the Rumor Mill. These cards are “Rumors”.

In any manner, determine which player will be first, and give the Quest Giver token to that player.



From the deck, deal five cards to each player face down for them to put into their hand.

## Rounds

During each round, the Current Player is the one that holds the Quest Giver token.

Each player bids on quests from Ye Olde Quest Board until each player has received a quest. The adventurers then embark on their quests, and then each player draws a card.

### Round Structure:

1. Bidding for quests
2. Send out adventurers
3. All players draw 1 card

## Bidding For Quests

Players begin each round by bidding on the quests on Ye Olde Quest Board. Each quest contains one or more cards, stacked such that all of them can be seen. Each quest has a Focus, determining which bid cards are most important when bidding on that quest. The Focus of a quest is the card on the top of its card pile.

The Current Player must make a bid on one of the three quests from Ye Olde Quest Board. When bidding, a player places at least one "Bid Card" face down in front of them, creating a "Bid Pile". In clockwise order, each other player may then choose either to place a bid on that same quest or to pass.

Once all players have either placed a bid or passed, all of the Bid Cards are turned face-up. Count the number of cards in each player's Bid Pile that match the color of the selected Quest's Focus Card. The player with the highest number of these cards wins the bid. In the case of a tie, the player with the most total Bid Cards wins. If this *also* results in a tie, then the winner of the bid is the player that bid first among the players that tied.

All players who did not win the bid then return their Bid Pile to their hands. Whomever wins the bid discards his or her Bid Pile. For each card in the Quest, that player turns one of his or her adventurers of the same color sideways. Sideways adventurers become "Prepared Adventurers". (Adventurers that are not "Prepared" are considered "Unprepared") If a card in the quest has no matching adventurer (i.e., the player does not have an Unprepared Adventurer of the same color as the card), that card is ignored. Afterwards, all cards in the quest are discarded.

Prepared  
Adventurer

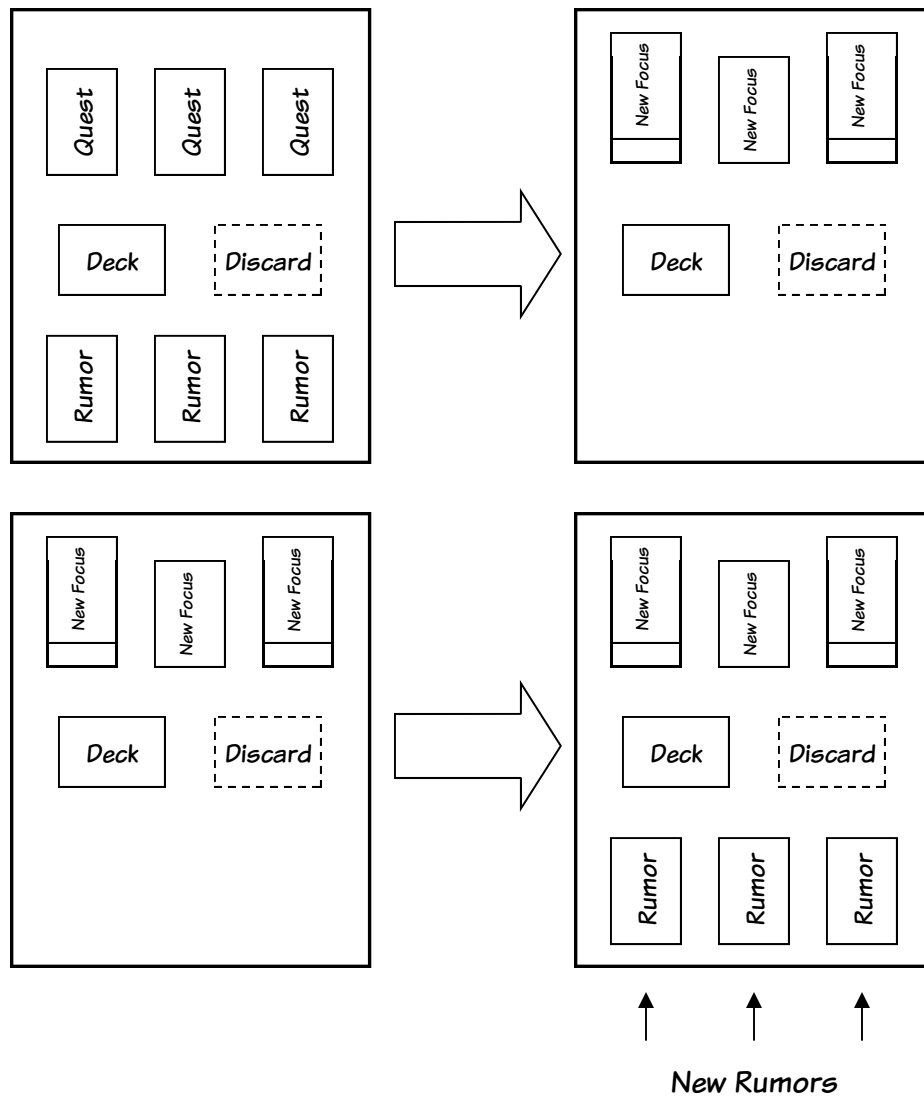


Unprepared  
Adventurer



## Bidding For Quests cont.

Once the bid is complete, place the cards in the Rumour Mill onto the tops of the vertically corresponding quest piles. Now, deal a new card to each of the three Rumour Mill spaces.



Next, starting with the Current player and going around clockwise, the first player that has *not* won a bid this round begins another bid in the same manner. Players that have already won a bid this round *must* pass until the round is over. Repeat this until all player have won a bid.

## Bidding For Quests cont.

If there is only one player remaining that can still bid during a turn, that player must bid at least two cards on a Quest (or their entire hand if they have fewer than two cards). Since no other player can bid against him or her, that player wins the bid automatically.

## Send Out Adventurers

Once each player has won a bid during the current round, adventurers are sent on their Quests.

Before the Quests are carried out, a player may choose to sabotage other players' adventurers by discarding two cards of the same color. The player then chooses one Prepared adventurer of the same color as the cards discarded in this way; that adventurer becomes Unprepared.

Once all players are done with sabotage, each player takes into his or her hand all Prepared adventurers in his or her tavern. These cards now function the same as any other card in the player's hand.

## Draw a Card

At the end of the round, all players, starting with the Current Player, draws a card from the deck, proceeding clockwise.

If at any time someone draws the last card of the deck, then the discard pile is immediately shuffled and is placed face-down as the new deck.

## Ending the Game

The game ends when one or more players have emptied their tavern of adventurers at the end of any round. These players are the winners.