

MAXIME RAMBOURG & THÉO RIVIÈRE

The crowd is pressing against the *Little Tavern*'s doors...

Get the most generous customers to sit at your table and pass on the stingiest ones to your opponents.

> Manage their requests, use events to your advantage, and earn the most tips to win the game!

**Contents:** 56 cards, 5 tables, 44 coins, 1 rulebook

Watch the rules video!



Use the box as a **bank** for coins and **discard** for cards.

Each player takes **1 player aid**, **1 Table**, and **3 coins** (of value 1).





Spread out all the **cards** facedown in the middle of the table, then mix them in a loose pile.

# GAMEPLAY OVERVIEW

A game plays over a series of rounds, until one player has at least **25 coins**.

Randomly choose the first player who starts their turn.

On your turn, draw a card from the center of the table. You can choose to draw a Character or an Event.





Character card Event card



# CHARACTER CARD

When you draw a Character, **reveal it**, then place it at your Table **or** an opponent's.

**Then the player who received the Character takes a turn.** If this was you, immediately take another turn.

Once there are 4 Characters at a Table, it is full and cannot seat any other Characters.

There are **7 different Clans**, and each of them tip differently.

**Important:** Below, the term "Tavern" refers to all the Tables in play.



**ELVES (\*10)** Each Elf tips 1 per **Elf at their Table**, including themself.



WITCHES (\*4) Each Witch tips 2, plus 1 per other Witch in the Tavern.



**DWARVES (\*7)** Each Dwarf tips 1 per **different Clan at their Table**, including their Clan.



NOBLES (\*5) Each Noble tips 5, minus 1 per other Noble in the Tavern.



ROMANTICS (\*4) Each Romantic tips 4 if at least 1 other Romantic is at their Table.



**GOBLINS (\*8)** Goblins don't tip, except for **Billy-Billy** who tips (4) per **Goblin at his Table**, including himself.



**ADVENTURERS (\*6)** Each Adventurer tips as many ( as shown on her card.

ELENA



# EVENT CARD

Before drawing an Event, there must be:

- At least 1 coin in front of you, and
- At least 1 Character at **each** Table.

When you draw an Event, read the effect out loud and apply it, then discard the card.

Finally, pay the cost of the Event by giving **one of your coins** to any other player; then that player takes their turn.



A round ends once **all** Tables are full (4 Characters per Table).

Count the tips from the 4 Characters at your Table and take that number of coins from the bank.

## **Example of counting tips**:

You have **2 Elves** at your Table, so each tips you **(2)**.

Your **Noble** tips **(5)**, but since there are **2 other Nobles in the Tavern** (at another Table), you only receive **(3)**.



Since you only have a single Romantic at your Table, they don't tip you anything.



AE9LOKWYN

Therefore for this round, you receive 7 (2+2+3+0). Place these coins on your Table.



If no one has at least 25 coins, begin a new round.

Spread out and mix **all** the cards again, facedown. The player who received the last card of the previous round is the first player of the new round.

**<u>Note</u>:** If the round ends with an Event, the player who received the coin will start the new round.



If a player has at least 25 coins, the game ends. You win if you earned more coins than the other players. In case of tie, tied players share the victory.



# **DETAILED EFFECTS OF EVENT CARDS**

# 1, 2, 3, SWAP!

Choose a direction (to the left or right) and count to 3. On 3, each player takes a Character from their Table and moves it to their neighbour's table, in the chosen direction.

## **GET OUT!**

Discard a Character at your Table.

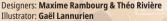
# HELLO, IT'S ME

Take a Character from your Table and move it to another Table that still has open seats.

#### OR

Take a Character from another Table and place it at your Table, unless it's full.

#### CREDITS



Credits and thanks: www.rprod.com/en/little-tavern/credits • Follow us: 
@ @ReposProductionUS | 
@ @ ReposProductionUS |

# LET'S GO!

Choose a Clan at your Table. Each player, including you, discards a Character from this Clan, if possible.

### **MUSICAL CHAIRS**

Exchange a Character at your Table with a Character at another Table.

## **MYSTERY CUSTOMER**

Draw a Character, look at it secretly, then place it facedown at any Table that still has open seats. Do not reveal it until the end of the round.

## **RESERVED SEAT**

Draw a Character. Choose a Character at your Table to discard and replace with this new one.

