



LITTLE TAVERN

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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

SETUP

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

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



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 themselves.



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**.



ADVENTURERS (*6)

Each Adventurer tips as many as shown on her card. 



GOBLINS (*8)

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



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.

END OF THE ROUND

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.

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



NEW ROUND

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.

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

END OF THE GAME

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.

**AND IF I'M NOT THE WINNER,
WE'RE PLAYING AGAIN!**



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.



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.

CREDITS

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