



TAVERNA

Karl MARCELLE



C'est la Sainte-Averne, l'évènement le plus important du Royaume d'Averna. À cette occasion, tous les peuples se rassemblent dans la capitale pour festoyer, boire et chanter, de taverne en taverne.

Dans Taverna, vous incarnez un tavernier de la cité, bien décidé à profiter de l'occasion pour accroître sa notoriété, mais la concurrence est rude. Pour atteindre votre but, il faudra non seulement assurer votre réputation auprès des quatre peuples du Royaume, mais également satisfaire aux exigences de la Cour Royale. À vous d'obtenir les meilleures grâces auprès de tous !

Remporterez-vous le titre à la loyale ? Ou userez-vous de complots, de magie et d'influence auprès des plus illustres personnages du Royaume ?



It is Saint-Averna's day, the holiest day in the kingdom of Averna. To celebrate, all the citizens gather in the capital city to party, drink and sing, from tavern to tavern.

In Taverna, you play an innkeeper of the city, eager to profit from this celebration and make his renown widespread. In order to do so, you will need to get along well with the four peoples of the kingdom, and you will need to cope with the demands of the Royal Court. It is up to you to be courteous with all of them.

Will you play fair? Or will you use trickery, magic, and your influence with the most famous dignitaries in the kingdom?



Artwork : Jonathan "Cian" HARTERT



Geek
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Game Components

- The board
- 34 *customer* cards
- 32 *spell* cards
- 5 player aid cards
- 25 *property deed* tokens in 5 colours
- 25 *score* tokens in 5 colours
- 4 *dignitary* cardboard figures
- 1 bag of coins
- 36 *customer* tiles
- 15 *royal favour* tiles
- 15 *privilege* tokens
- 12 *guild* tokens
- 1 *King* token
- 1 *Queen* token
- Rules book

Set up

Step 1

1. Place the board in the centre of the table, choosing the appropriate side for the number of players (2/3 or 4/5 players).
2. Give each player 15 coins as well as the 5 *property deed* tokens and the 5 *score* tokens in the colour of his choice. The remaining coins are set aside in reserve.
3. Each player places one *score* token on the city's entrance area and one on the starting position of each of the 4 people tracks.
4. The player with the most recent birthday plays first.
5. Place the *guild* tokens and *customer* tiles next to the board.
6. Shuffle the *royal favour* tiles and place one, face up, on each of the 5 spaces around the castle. The remaining tiles are set aside face down in reserve.
7. Place 1 *privilege* token on each tavern. The remaining tokens are set aside in reserve.
8. Randomly place one of the 4 *dignitary* figurines in each of the small taverns.

9. Shuffle the 32 *spell* cards and deal 3 to each player. Place the remaining cards face down on the board to create the *spell* draw pile.

Note : The card Curse is not considered as a spell, when a player draw it he applies immediately its effect and draw another *spell* card. The card Curse is optional, you may remove it from the *spell* cards during the set up.

10. Select the *customer* cards according to the number of players' symbol (2+ for 2-5 players, 4+ for 4-5 players and 5 for 5 players). Cards that are not in use are removed from the game.
11. Shuffle the remaining *customer* cards and place them face down next to the board to create the *customer* deck.
12. Deal 4 *customer* cards face up to create the available *customer* track. The first card revealed designates the chosen people during this game (human, dwarf, elf, orc). Place the *King* token on the top of this people track. If the revealed card is a dual *customer* card, the first player chooses one of the two peoples.

For a 2-player game, the first player designates the chosen people of the King and the second player the chosen people of the Queen. Place the *King* and the *Queen* tokens on the top of their respective *people* track. The two chosen people must be different.

Step 2

Each player begins the game by buying 2 property deeds.

1. Beginning with the first player then clockwise, buy one available property deed from a tavern. Pay the price and place 1 *property deed* token on the appropriate deed space in the tavern. Immediately score the victory points shown.
2. Beginning with the last player, then counter-clockwise, buy a second property deed from those available. Immediately score the victory points shown.

Important: you are free to buy any available property deed at the price shown **but a single player can only have one property deed in each tavern.**



Game cycle

A game is played over 8 turns (2 players) or 6 turns (3-5 players). On each turn:

1. **Pick a *customer* card** from the *available customers* track and place it face up in front of you and select the appropriate *customer* tile. If there are two customers on the card, choose one of the customers depicted and place it in front of you.
2. **Place the *customer* tile** on an unoccupied table of a tavern.

If the table and the *customer* tile are from the same people (same colour), gain one level of popularity on the *people* track of the customer. Immediately receive the attached bonus, if any (victory points, coins, *spell* cards or *privilege* tokens). **The last level of each people track can only be reached by one player, the first one who gets there.**

Example: Karl (blue) picked an elf card. He places an elvish customer tile on a green table (A). Therefore, he moves up one level on the elf track. Karl immediately gets his hands on a brand new spell (B).



If you place the *customer* tile on the last unoccupied table of a tavern, claim the *privilege* token from the tavern. Afterwards do not add a new *privilege* token.



Trickery: if there is a Mask symbol on the *customer* card you just played, you may place the *customer* tile on an unoccupied table or remove a *customer* tile in any tavern and have your *customer* tile take its place. In this last case, ignore the people of the table (colour) and gain 1 level of popularity on the *people* track of the removed *customer* tile.

3. **Each owner** of the chosen tavern received three coins (2-3 players) or two coins (4-5 players) from the reserve.



Feast: if there is a Beer symbol on both the played *customer* card and the tavern where you just played your *customer* tile, the active player receive a bonus of three coins (2-3 players) or two coins (4-5 players).

Example: Karl (blue) and Fred (red) are co-owners of the same tavern. They both get three coins (3 players game). Furthermore, the tavern has a beer symbol on it, and so does Karl's *customer* card. Karl therefore receives an additional three coins.



4. **You may activate the skill of a dignitary** who is in the tavern where you just placed a *customer* tile. In order to do so, pay the dignitaries cost then move it to another tavern. Taverns cannot accommodate more than two dignitaries at the same time.

Dignitaries

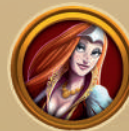


Notary: spend coins to buy an unowned or an opponent's property deed in the tavern of arrival.

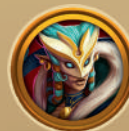
- If the property deed is unowned, pay the price and place one of your *property deed* tokens on it. Score the victory points immediately.
- If the property deed belongs to an opponent, pay the price plus three coins. The offended player receives half the money spent (rounded down). Replace the *property deed* token of your opponent with one of yours and score the victory points immediately. The offended player does not lose victory points by this action. In any case, **you may not remove the last *property deed* token of a player from the board.**



Gob'Trotter: spend 3 or 5 coins to add 1 or 2 *guild* tokens in the tavern of arrival and immediately score 3 or 6 victory points. **Two identical *guild* tokens may never be in the same tavern.**



Princess: spend 3, 5 or 7 coins to receive 1, 2 or 3 *royal favour* tile(s). Then add new tile(s) from the reserve if any available.



Ambassador: spend 3, 6 or 9 coins to raise your popularity by 1, 2 or 3 level(s). You may distribute the increase between one or more people tracks. You immediately receive bonuses from the people tracks, if any.



Influence: if there is a Lyre symbol on both the played *customer* card and the tavern where you just played your *customer* tile, you may use any dignitary from any tavern. Pay its cost and send it to another tavern. The Lyre symbol does **not allow the use of a second dignitary, merely the option of using any dignitary.**

At any time during your turn, you may **activate one more dignitary in any tavern by discarding two *privilege* tokens.** Pay its cost and send it to another tavern. In any case, you are **not allowed to activate the same dignitary twice during a turn.**

5. **Once per turn you may cast one and only one spell** as long as the effect is applicable and you can pay the cost. Some spells (⚡) can also be cast during an opponent's turn. You can still cast only one spell during each opponent's turn. Once the spell is resolved, keep the card near you face up to show the spell has been cast.



Magic: if there is a Spell book symbol on both the played *customer* card and the tavern, where you just played your *customer* tile, draw a new *spell* card and add it to your hand. Players have no maximum hand size.

6. **You may sell one or more spells** at any time during your turn at the price of one coin each. Discard those *spell* cards face down.

7. **You may use one or more different *royal favour* tiles** at any time during any turn, including the turn you receive them. **The activation is a one shot effect.** Once the royal favour is resolved, keep the tile near you face down. Royal favour effects are described page 8.

Once your turn is over, replenish the *available customers* track with the top card of the *customer* deck. There must always be 4 available *customers* cards to choose from. Then the next player takes his turn, from step 1 to 7.

The game ends when each player has played eight customers (2 players) or six customers (3/5 players).

End of game

Exchange the uncast spells for one coin each and the unused *privilege* tokens for one victory point each. Proceed to the Royal scoring then the People scoring.

1) Royal scoring:

Each player will choose one of the five available scoring opportunities:

The order of the royal scoring is determined by the track of the chosen people (King token).

The player whose score token is the highest begins to score then follow the track order. If two or more players are tied, move to the next *people* track on the right until you break the tie, then come back to the chosen people's track and follow the order.

Each scoring opportunity can only be used once.

To show that a scoring has already been used, the player who used it should place one (unused) *property deed* token on it. (This is now unavailable to the rest of the players).

For a 2-player game, each player chooses 2 scoring opportunities. Starting with the King track the highest placed player chooses first, then next the Queen track, again with the highest placed player choosing first. To break ties check the next right track(s).

The five scoring opportunities are:

-  + 
 - King:** score 5 victory points (VP) and increase your popularity by 1 on each *people* track. Note that bonuses from *people* tracks are not rewarded anymore.
- 
 - Queen:** score 3/6/9/12/15 VP for 0/2/3/4/5 royal favour owned (**used or not**).
- 
 - Master of coins:** score 3/6/9/12/15 VP for 0/6/9/12/15 coins owned.
- 
 - Archduke:** score 3/6/9/12/15 VP for 1/2/3/4/5 property deeds owned.
- 
 - Archmage:** score 3/6/9/12/15 VP for 0/2/3/4/5 **spells cast by the player** during the game.

2) People scoring:

Each player scores the four *people* tracks depending on the level of his score tokens: -3, -1, 0, 1, 2, 4, 7, 10 VP (as shown on the right side of the *people* track).

Remember, the 10 VP level of each *people* track can only be reached by one player.

In case of tie, the winner is the player who will celebrate his next birthday.

Example:

First things first, Karl (blue) exchanges 2 unused spells for 2 coins, and Fred (red) exchanges his privilege token for 1 victory point (VP). Etienne (green) has nothing to exchange.

Royal scoring:

*Karl is first on the elf track (chosen people) so he gets to choose first. He chooses the King, gains 5 VP, and one level of popularity on all four *people* tracks. Karl moves up to level 2 on the orc track, but sadly, won't get the bonus (2VP). Since he was already at the top on the human track, he gets nothing there either.*

Then, Fred and Etienne are tied for second place, so we look at the next track on the right, the dwarves. Since it's still a tie, we move on to the next one: orcs. On this one, Fred gets the lead, and can choose second.

Since Fred played 4 spells, he could choose the Archmage for 12 VP. But Etienne, with his 18 coins, could get 15 VP by choosing the Master of coins! Fred decides to take the Master of coins for himself, gaining only 9 VP (for his 10 coins), to prevent Etienne from choosing it.

Etienne, a bit disappointed, chooses the Archduke, for a decent 12 VP, since he has 4 property deeds.




People scoring:

Choosing the King during the royal scoring only nets 5 VP, but by gaining popularity, Karl gets 5 more VP for this scoring. He doesn't lose points for orcs anymore, gains 10 VP for the humans, 4VP (instead of 2) for the elves, and he loses 1 VP (instead of 3) for the dwarves.

Fred scores 2 VP for dwarves and orcs, but nothing for elves and humans. Etienne scores 1 VP for orcs, 4 VP for the humans, none for the elves and 2 VP for dwarves.

To sum it up:

- Karl scored 18 VP (5 for the King + 10 for the humans + 4 for the elves - 1 for dwarves)
- Fred scored 14 VP (9 for the Master of coins + 2 for dwarves + 2 for the orcs + 1 for his unused privilege token)
- Etienne scored 19 PV (12 for the Archduke + 4 for the humans + 2 for the dwarves + 1 for the orcs)

-  4 coins left, 3 spells played, 2 royal favours, 3 property deeds + 2 unused spells
-  10 coins left, 4 spells played, 3 royal favours, 4 property deeds + 1 unused privilege token
-  18 coins left, 3 spells played, 1 royal favour, 4 property deeds





Faveurs Royales

Changez le symbole guilde de la carte *client* jouée par un autre symbole guilde (2 tuiles).



Ajoutez un jeton *guilde* de votre choix dans une taverne et recevez les points de victoire. Une taverne ne peut jamais contenir deux jetons *guilde* identiques.



Ajoutez un symbole guilde bière à celui de la carte *client* jouée. Les symboles doivent être différents.



Ajoutez un symbole guilde grimoire à celui de la carte *client* jouée. Les symboles doivent être différents.



Ajoutez un symbole guilde lyre à celui de la carte *client* jouée. Les symboles doivent être différents.



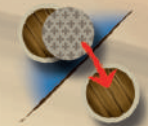
Ajoutez un symbole guilde masque à celui de la carte *client* jouée. Les symboles doivent être différents.



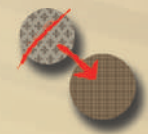
Lancez un deuxième sort durant ce tour (2 tuiles).



Déplacez une tuile *client* vers une table libre d'une autre taverne. Chaque propriétaire de cette taverne reçoit 2 sous. Le cas échéant, augmentez votre popularité sur l'échelle *peuple* correspondant et/ou recevez le jeton *privilege* (2 tuiles).



Prenez une tuile *client* d'un peuple différent de celui de la carte *client* jouée (2 tuiles).



Gagnez un niveau sur une échelle *peuple* (2 tuiles).



Royal Favours

Change the guild symbol of the *customer* card you play to any other guild symbol (2 tiles).

Place a *guild* token in a tavern and receive the victory points. Two similar *guild* tokens may not be in the same tavern.

Add a beer guild symbol to the *customer* card you play. You may not benefit twice from the same guild symbol.

Add a spellbook guild symbol to the *customer* card you play. You may not benefit twice from the same guild symbol.

Add a lyre guild symbol to the *customer* card you play. You may not benefit twice from the same guild symbol.

Add a mask guild symbol to the *customer* card you play. You may not benefit twice from the same guild symbol.

Cast a second spell this turn (2 tiles).

Move a *customer* tile to a free place in any other tavern. Each owner of this tavern gains 2 coins. If applicable, increase your popularity on the customer's *people* track and/or gain the *privilege* token (2 tiles).

Choose a *customer* tile of a different people than the one of the *customer* card you play (2 tiles).

Gain one level on one *people* track (2 tiles).

GEEK ATTITUDE GAMES WOULD LIKE TO EXPRESS ITS THANKS TO :

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MISE EN PLACE PHASE 1 / SET UP STEP 1



- A. Entrée de la ville
- B. Petites tavernes
- C. Grande taverne
- D. Piste clients disponibles
- E. Échelle des peuples
- F. Château

Actions d'un tour :

Obligatoires:

- choisir une carte client
- placer une tuile client
- recevoir les revenus

Facultatifs:

- activer un notable
- lancer un sort
- vendre des sorts
- activer des faveurs royales



- A. City's entrance
- B. Small taverns
- C. Large tavern
- D. Available customers track
- E. People tracks
- F. Castle

Turn actions :

Compulsory:

- choose a customer card
- place a customer tile
- receive income

Optional:

- use a dignitary
- cast one spell
- sell spells
- use royal favours





EMPLACEMENTS D'UNE TAVERNE

AREAS OF A TAVERN

A : notables
 B : tuiles clients
 C : jetons privilège
 D : jetons guilde
 E : cubes titres de propriété

A: dignitaries
 B: customer tiles
 C: privilege tokens
 D: guild tokens
 E: property deed tokens



cartes client
 customer cards



marqueurs score
 score tokens



jetons guilde
 (grimoire/lyre/bière)
 guild tokens
 (spell book/lyre/beer)



cubes titre de propriété
 property deed tokens



tuiles faveur royale
 royal favour tiles



tuiles client
 (nain/humain/elfe/orc)
 customer tiles
 (dwarf/human/elf/orc)



jeton Roy
 King token



jeton Reine
 Queen token



EMPLACEMENTS DU CHÂTEAU

AREAS OF THE CASTLE

A : tuiles faveur royale
 B : décompte Royal

A: royal favour tiles
 B: Royal scoring



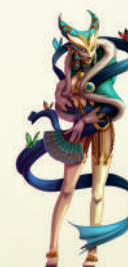
Gob'trotter
 Gob'trotter



Princesse
 Princess



Notaire
 Notary



Ambassadrice
 Ambassadors



DÉTAIL DE L'ÉCHELLE DES PEUPLES

AREAS OF THE PEOPLE TRACK

A : décompte Peuple
 B : bonus des peuples
 C : cases de départ

A: People scoring
 B: people bonuses
 C: starting positions



cartes sort
 spell cards



pièces 1/3/5 sous
 1/3/5 coins



jetons privilège
 privilege tokens