

Rulebook



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Basics

2-4 players / 90-120 minutes / Age: 12+

Game content

- Rulebook
- 1 Reputation Board
- 1 Progress Board
- 4 Player's Inn Boards
- 36 Player tokens in 6 different colours
 - 6 black tokens
 - 6 green tokens
 - 6 white tokens
 - 6 yellow tokens
 - 6 red tokens
 - 6 grey tokens
- 6 Player Pawns in 6 different colours
- 36 Gossip Tokens in 3 different colours
 - 12 economic gossip tokens [green ribbon]
 - 12 political gossip tokens [blue ribbon]
 - 12 traveller's gossip tokens [red ribbon]
- 45 Gulden Tokens
 - 20 1-gulden tokens
 - 15 2-gulden tokens
 - 10 5-gulden tokens
- 15 Debt Tokens
 - 10 -1 Debt Tokens
 - 5 -2 Debt Tokens
- 74 Ingredients Tokens
 - 9 Honey tokens
 - 9 Venison tokens
 - 9 Root spices tokens
 - 9 Citrus tokens
 - 9 Black tears tokens
 - 9 Berries tokens
 - 5 Pumpkin tokens
 - 5 Herbal spices tokens
 - 5 Epic cheese tokens
- 5 Fish tokens
- 15 Recipe Cards
- 120 Inn Tiles
- 16 Basic Inn Tiles
- 20 Guest Tiles
 - 4 Distressed
 - 4 Outlaws
 - 4 Travellers
 - 4 Townsfolk
 - 4 Nobles
- 10 Kingdom Cards
- 6 Inn's Signboards
- 4 Rules Summary Cards
- 1 Random Events Dice
- 4 40-Prestige Tiles
- 3 pouches



The goal of the game

The king is dead. Again. But this time a death of a monarch puts the kingdom of Vorevale in a turmoil like never before. The good king had no official heir, only a few bastard children, scattered all across the land. That's you. And while you all can lay claim to the crown, it would mean fighting each other, ending up stuck in the court games, being played by experienced nobles, and trying to figure out who wants what, and whom you can trust, while always looking behind to see if there's no knife sticking out of your back. Instead of all that you decide to have a little bet: the royal bastard, who creates and runs the best inn, thus proving their skills as a builder and a leader, shall be the one who lays claim to the throne. And so here you all are. Now get building - the fate of the kingdom of Vorevale lies on your backs!

Setup

- Place the **Reputation Board** and the **Progress Board** on a table in a way that will let all players reach the tokens on the boards.



- Five social groups among which the player will be building their reputation. Those include Distressed, Outlaws, Travellers, Townsfolk, and Nobles. Each group has their own Reputation track and Special Action.
- Reputation track of the social group whose symbol can be seen on the left side.
- Prestige that will be added to the scores at the end of the game. Its value depends on the space where each players' tokens are placed.
- Special Action activation space. The five actions on the right end of the tracks are each related to one of the five social groups shown at the beginning of the tracks. The player performs the action when their pawn lands on this space.
- The description of the Special Action of the given social group.
- The effect that comes to life when a player's reputation on the given track would drop below 0. The player's token remains on the 0 space.
- The effect that comes to life when a player's reputation on the given track would pass 12. The player doesn't place their token on this space, it remains on 12.
- Starting spaces, where the players place their Player Tokens at the beginning of the game.



- The Inn Prestige Track. The player with the highest score at the end of the game wins.
- The starting space on the Inn Prestige Track. Each player places there their Player Pawn at the beginning of the game.
- The effect of passing the 40 Prestige points limit. The player takes a 40- Prestige Tile and moves their pawn on the space equal to the remaining Prestige points.
- The Investment Track for the tier I (silver bracket) Inn Tiles.
- The Investment Track for the tier II (gold bracket) Inn Tiles.
- The outcome of moving the tiles on both tracks after buying any Inn-building Tile. At the end of the Reservation phase the tiles on the far right are discarded onto their retrospective discard piles.

- Each player picks one **Player's Inn Board**. Place them in front of yourselves on the table.

Each of you will be running your own inn, symbolized by the Player's Inn Board. The Reputation Board and the Progress Board are shared, since they concern all players.



- The Chest for the resources gathered during the player's turn.
- Two spaces for the reserved Inn Tiles.
- 16 spaces for the Inn Tiles and 4 corner spaces for the Basic Inn Tiles.
- Three spaces for the economic gossips.
- Three spaces for the political gossips.
- Three spaces for the traveller's gossips.
- The Guests' Impression Changing spaces.
- The Inn's Revenue.
- The description of the bonus awarded for passing the maximum Inn's Revenue. The player's token remains on the 10 space.

- 3.** Each player picks **1 Inn's Signboards Card** and a corresponding **Player Pawn** and places the latter on the **space number 6** on the **Inn Prestige track**. The Inn's Signboard can be placed anywhere in front of the player.



Inn's Signboards Cards:
 1. Black Swan Inn
 2. Sassy Dragon Inn
 3. Cocky Rooster Inn
 4. Kings Griffon Inn
 5. Dog Star Inn
 6. Smelly Cat Inn



Both the Tokens and the Pawn show your progress and achievements while running your inns. Their starting positions show the state of your inns at the beginning of the story. The inn brings small revenue, isn't very popular among any social group, and the starting prestige is very basic, fueled only by your royal-like auras, which many folks respect. It all can change over the course of the game.



- 4.** Each player picks **6 Player Tokens** of the colour corresponding with their Player Pawn, and places them on the starting spaces:
- One token on the **space number 4** on the **Inn's Revenue track** on the **Player's Inn Board**.
 - One token on the **space number 1** on the **Distressed Reputation track** on the **Reputation Board**.
 - One token on the **space number 1** on the **Outlaws Reputation track** on the **Reputation Board**.
 - One token on the **space number 1** on the **Travellers Reputation track** on the **Reputation Board**.
 - One token on the **space number 1** on the **Townfolk Reputation track** on the **Reputation Board**.
 - One token on the **space number 1** on the **Nobles Reputation track** on the **Reputation Board**.



- 5.** Each player picks **5 Guest Tiles**, one for each social group - Distressed, Outlaws, Travellers, Townfolk, or Nobles. The Guest Tiles should be placed next to each Player's Inn Board.

When running an inn it's important to take care of your relations with each client. Those include simple folks represented by the Distressed; Outlaws looking for a fight; Travellers, tired from the life on the road; ever-busy Townfolk; and nonchalant Nobles. As the innkeepers, thanks to the Guest Tiles, you can decide which group will be welcome and which not.

6. Place the **Gulden Tokens** and **Debt Tokens** anywhere near the **Reputation Board**.



Guldens are the basic currency in Delcrys. Taking loans is a similarly everyday thing, but they will later have to be paid back.

7. Put the stacks of **economic gossip** , **political gossip**  and **traveller's gossip**  anywhere near the **Reputation Board**.

8. Create a stack of **Ingredient Tokens** anywhere near the **Reputation Board**.



All innkeepers have access to basic ingredients such as water, flour, wine, sugar, basic vegetables, dairy, ice, fat, and yeast. And probably many others, hidden under the chests in their pantries. The ingredients you'll be buying during the game are things you need to create something truly special that will make your inn known across the land!

Are you playing for the first time or there's only the two of you?

When playing for the first time, or when having a 2-player game, it is recommended that you remove from the deck the **Recipe Cards Cuckold stew, Smiling witch, Duck in rubies and gold, and Bersuhl sweet fish dumplings**. Those recipes are considered advanced, and so are more difficult to create than the rest.

9. Shuffle the **Recipe Cards** and put them next to the Reputation Board face down.



10. There are four categories of the **Inn Tiles**: Furnishings (yellow tiles), Services (brown tiles), Workers (blue tiles), Special Guests (red tiles). Split the tiles into two stacks, according to their tiers (silver bracket = tier I, gold bracket = tier II). There are:
- 8 tier I **Inn Tiles** of each colour.
 - 7 tier II **Inn Tiles** of each colour.



The Inn Tiles will let you build your own, unique inn. During the game you'll have to decide what's in your inn and where. Even though the game doesn't judge the esthetic qualities of your establishment, you can check your boards at the end of the game to see what kind of a tavern you've built this time.

11. The stack of the tier I Inn Tiles should be put into one of the pouches. The tier II Inn Tiles go into the other one. The tier II Inn Tiles go into the gold pouch. The contents of both pouches should be shuffled. It's from those pouches that you'll be drawing new tiles for the **Investment Track** on the Progress Board.
12. Shuffle the **Basic Inn Tiles** and give each player 4, picked at random. Put the rest of them back into the box. You won't need them during the rest of the game.



Playing for the first time?

The **Kingdom Cards** (described in the step 13) make each playthrough different, due to the amount of possible combinations, some of which are harder, some of which are easier. At the end of the Rulebook you'll find a table showing which combinations are the most interesting and which are the most challenging. **When playing for the first time we suggest playing without the Kingdom Cards, thus ignoring step 13 of this rule sheet.** During the next playthrough it is recommended that you play with them. You can then check the above-mentioned table and choose two cards for the given game - or just pick two at random.

13. Shuffle the **Kingdom Cards** and put two of them **face up** above the **Reputation Board**. Those cards will be introducing additional rules for the given playthrough. Put the rest of the Kingdom Cards back in the box, since they won't be needed.

The Kingdom Cards are a set of strange laws enacted by the last king. Unfortunately, before any of you lays claim to the crown and gets an option to change them, you'll have to follow them.



- 1 - The number of the Kingdom Card
- 2 - The name of the Kingdom Card
- 3 - The schematic representation of the way the card works.



14. Each player takes one **Rules Summary Card** and places it next to their Player's Inn Board.



Before starting the game

Playing for the first time?

When playing for the first time it is recommended that each player puts their 4 Basic Inn Tiles randomly on their Player's Inn Board, without using the game mechanic allowing the players to choose tiles from among those selected. So you can skip the 1-3 steps below. If you want to make the game even simpler, you can completely ignore these tiles. Treat the corner spaces as unavailable. In such a case, the game ends when the first player covers the 16 spaces of their Inn Board.



STEP 1: From the four randomly picked Basic Inn Tiles each player selects one tile with which they'll start the game. For the moment the tile should be placed on the table, face down. The other 3 tiles should be passed on to the player to the left, without showing the rest of the players what they are.

STEP 2: From the next 3 tiles each player picks 1, which once again they keep on the table, face down. They then pass the other 2 to the player on the left.

STEP 3: From the next 2 tiles each player picks 1, which once again they keep on the table, face down. They then pass the last one to the player on the left.

STEP 4: The last tile the players receive they put on the table with the other 3 they got. Each player then turns the tiles face up and places them on their **Player's Inn Board**, each one on one of the four corner spaces. When placing the tile, the player receives all of the things it offers (in order left to right, if that matters). Some tiles have their own specific effect, such as for example the Garden Patch.

ATTENTION!

The player can never have less Prestige than 1; less Inn's Revenue than 1 and more than 10; more Reputation among any social group than 12 or less than 0. The player sometimes receives additional effects when they update the status of their tokens, which might cause them to surpass the limits of the above-mentioned values. These effects affect:

Reputation Track:

If the player's level on the track was to fall to less than 0, they lose the amount of Prestige points equal to the amount of spaces by which they would fall below the limit. Example: If a player standing on a space 1 on any Reputation track was to fall by three spaces, their token ends on the space 0, and they lose 2 Prestige points at the same time. If the player was to pass the maximum limit of 12 Reputation points, they perform the special actions of the given social group (only once, no matter the number of spaces by which the Reputation would have increased).

Inn's Revenue:

If the player was to exceed the 10 revenue limit, they get a bonus 1 gulden, no matter the amount by which they would pass the limit.

The player's Prestige cannot be lower than 1. If the player was to lower it by performing an action (changing the guest's impression, building tiles), they may not perform the given action. On the other hand, if the player's Prestige was to fall below 1 due to actions of another player (using the political gossips), that player can use their action, but it will not have any effect on this player's Prestige score.

SPECIAL SPACES ON THE REPUTATION TRACKS

If at any moment during the game a player stops on or passes the Special Action space (no matter if it's due to losing or getting points) on the Reputation Track of any social group, they perform the Special Action. If the player CANNOT perform the given Special Action (at any moment of the game), but the effect forces the player to perform it, the player doesn't perform the action anyway. There is no limit to Special Actions the player can perform during a single turn.

Special Actions:



Distressed - Draw one gossip of a type of your choice.



Outlaws - Roll the Random Events Dice and perform one of the following effects based on the outcome of the roll:

- 1 - Discard one of your gossips
- 2 - Lose 1 Reputation Point on the Noble's track
- 3 - Decrease the Inn's Revenue on your Player's Inn Board by 1
- 4 - Gain 2 Reputation points on the Outlaws track
- 5 - Gain 3 guildens
- 6 - Gain 1 Reputation point on the Townsfolk track and 1 on the Travellers track



Travellers - You may choose one of the actions below and perform it:

- 1) Draw two Recipe cards from the top of the deck. Choose and keep one. Discard the other one on the discard pile.
- 2) Discard 1 recipe card from your hand onto the discard pile.
- 3) Choose another player and take a random Recipe Card from their hand. The given player may then draw a new Recipe Card from the deck.



Townsfolk - You may choose one of the actions below and perform it:

- 1) Exchange 1 of your reserved tiles for any Inn Tile on the Investment track or a tile from the top of the Inn Tiles' discard pile. The tiles exchanged have to be of the same tier.
- 2) Choose another player and exchange one of your reserved Inn Tiles for one of that player's reserved Inn Tiles.
- 3) Put one of your reserved Inn Tiles back into the pouch with the tiles of the same tier. Receive 2 guildens.



Nobles - Receive 3 guildens.

STEP 5: At the beginning of the game each player receives as many Gulden Tokens as it's indicated by their token on the Inn's Revenue track.

ATTENTION!

The limit of the **Gulden Tokens** kept in the **Chest** at any moment of the game is **20**. If at any moment the player was to receive more guildens than the limit allows, they do not receive them. There is no limit to the amount of **Debt Tokens** which have to always be paid back at the end of the turn, if it's possible.

STEP 6: At the beginning of the game every player draws one **political gossip**, one **traveller's gossip**, and one **economical gossip**, which they put on their Inn Boards on the indicated spaces.



ATTENTION!

The limit of any one type of a gossip at any moment of the game is 3. If at any moment the player was to receive more gossips than the limit allows, they do not receive those gossips.

STEP 7: Each player draws two cards from the Recipe Deck. Recipe cards are additional goals for the players. Once a recipe is completed, the player instantly receives the rewards it offers. The players have to keep the Recipe Cards in their hand in a way that will prevent other players from seeing their contents.



- 1 - The name of the Recipe.
- 2 - The illustration of the Recipe.
- 3 - Ingredients which the player must own to prepare the dish. The player always needs only one of each ingredient for a given recipe. Once used, the given ingredients are discarded.
- 4 - Reward for completing the recipe.

STEP 8: Now create the **Investment Track** on the Progress Board. Take **4 random tiles** from each pouch with the **Inn Tiles** and put them next to each other, face up, on the tracks indicated by their tiers, I or II. You'll be buying these tiles during the game.



STEP 9: The oldest player starts the game, since the oldest child is always first in line to the throne. From thereon the turns go clockwise.

If you don't like the age-based system of choosing the first player, you can come up with another one. After all, you are all the king's bastards and thus have an equal say in the matter.

Playing the game

Each turn is divided into actions which the player may or has to take. Each action is explained below.

THE ORDER OF THE ACTIONS:

1. Moving the resources from the Chest to the Pouch.
2. Changing the Guest Impression.
3. Using gossips as special actions.
4. Investing in the inn.
5. Reserving.
6. Building the inn.
7. Completing recipes.
8. Updating the tokens.
9. End of the turn.



1

Moving the resources from the Chest to the Pouch

During the game the players use resources which have to be kept on two types of spaces. One of them is the **Chest**.

In the Chest the player keeps their money-related tokens gained during the turn (Guldens and Debts), as well as guldens which the player did not use during the turn. **The resources inside the Chest cannot be used during the turn.** They can be used only next turn. The Chest space is on the player's Inn Board.

The second type of a space used to keep resources is the **Pouch**.

In the Pouch the player keeps resources earned during the last turn, which can be spent this turn. The Pouch doesn't have its own space on the **Player's Inn Board**. The Pouch is the name for the resources removed from the Chest and kept next to the **Player's Inn Board**.



Into the Pouch the player moves guldens taken out of the Chest and placed next to the Player's Inn Board. Into the Chest the player moves resources from the Pouch at the end of the turn. This way no resources should be lying in the place known as the Pouch at the end of the turn.

2

Changing the Guest Impression

The player **can** change the general impression the guests from each of the 5 social groups get. On the **Player's Inn Board** there are two spaces indicated by door icons. Open door symbolize +1 Reputation point and the closed door symbolize -3 Reputation point.



Changing the impression the guests get makes one of the social groups feel more welcome, while deterring another one from coming.

The player chooses one social group tile from their 5 **Guest Tiles** and places it on the closed door space, thus losing 3 Reputation points with that group. This status is updated immediately on the Reputation tracks on the **Reputation Board**. Next they choose the second social group and place its tile on the open door space, thus getting +1 Reputation points with that group. This status is updated immediately on the Reputation tracks on the Reputation Board.



ATTENTION!

The player can perform this action only once per turn. When using this action again the player cannot put the same **Guest Tiles** on the same spaces (but they can switch their places). If the player's token on the Reputation tracks on the Reputation board passes a Special Action space because of the shiftment of the Guest Tiles, the Special Action of the given social group always activates.

3. Using gossips as special actions

The player **may** at the beginning of their turn use actions based on their gossips, discarding the required amount of those back onto the given gossips' stack.

GOSSIP ACTIONS:

Economic gossips:



- Spend 1 economic gossip** - the player receives 2 guildens.
- [2 players] Spend 2 economic gossips** - the player steals from another player a gulden and a gossip of their choice.
- [3-4 players] Spend 2 economic gossips** - the player steals 1 gulden each from two of their opponents and puts them in his or her Pouch.

Political gossips:



- Spend 1 political gossip** - the player receives +1 Reputation on the track of a social group of their choice (Distressed / Outlaws / Travellers / Townsfolk / Nobles).
- [2 players] Spend 2 political gossips** - the player decreases by 1 Reputation of any player. After that the player receives +1 Reputation on a track of a social group of their choice. If this causes any player's token to pass or stop on a Special Action space, the player whose turn is currently taking place performs the action instead of the other player.
- [3-4 players] Spend 2 political gossips** - the player decreases by 1 the Reputation of 2 of their opponents on a chosen social group Reputation track (the player may choose a different track for both players). If this causes any player's token to pass or stop on a Special Action space, the player whose turn is currently taking place performs the action instead of the other player.

Traveller's gossip:



- Spend 1 traveller's gossip** - the player discards all the Inn Tiles from a chosen track (I or II tier) onto the tiles' discard pile. Then draw new tiles and place them on the track.
- Spend 2 traveller's gossips** - the player switches one of their ingredient-giving Inn Tiles (there doesn't have to be an ingredient token on it) from their inn with an ingredient-giving Inn Tile that's a part of another player's inn. During the exchange the players exchange the ingredient tokens on the tiles as well, if any were

present. If there wasn't any ingredient token on a given tile, a token should be placed on it, same as when an ingredient-giving tile is normally bought and placed on the Inn Board. No other actions, effects, or updates happen, except for receiving the new ingredient tokens. The tiles can only be placed on the spaces that were covered by the tile with which the new tile is switched. This exchange cannot take place if its outcome would go against the active Kingdom Cards.

ATTENTION!

A special action of one of the three types of gossips can be used only once during one turn. Which means a player can have three special actions, as long as they come from three different types of gossips.

4. Investing in the inn

The player **may** buy during a turn a **total of 2 Inn Tiles**, choosing them from any tier of the **Inn Investment tracks** or from their own **Reserved Tiles**. The cost of the tile can be seen at its top. The cost is usually in guildens, which have to be spent to buy the given tile. Some of the tiles have an alternative cost and can be paid by using gossips. If so, the player decides how they're going to pay for the given tile.



- 1 - A single cost of the tile.
- 2 - **Two alternative costs of the tile**; the player chooses which one they're going to pay.
- 3 - The name of the tile.
- 4 - The tier of the tile (silver bracket = tier I, gold bracket=tier II), showing in which pouch and on which Investment Track it belongs.
- 5 - (Only Special Guests) The social group they represent.
- 6 - (Only Workers) The social group they represent.
- 7 - The effect the tile has when it's placed on the player's Inn Board.
- 8 - The ingredient the tile offers. When the tile is placed on the Player's Inn Board, the player receives the given ingredient.
- 9 - The negative effect of the given tile. Negative effects are present only on the Services tiles.
- 10 - One of the four types of tiles:

Yellow - Inn's Furnishing; Brown - Services the inn offers
Blue - Inn's Workers; Red - Special Guests that visit the inn

ATTENTION!

Acquired tiles have to be placed next to the Player's Inn Board in the order they were bought, because that's the order in which they will be placed on the board later during this turn.

After buying any **Inn Tile**, all tiles to the left of the one bought have to be instantly moved to the right, and a new tile is drawn from a corresponding pouch and placed on the far left space of a given Investment track.

5. Reserving

The player **may** reserve **1 Inn Tile** from among those on the **Investment Tracks**. The reserved tile is then placed on the special space on the **Player's Inn Board** and can be bought next turn, during the **Investing in the inn** phase of that player's next turn.



Buying a reserved tile does count as one of the two tiles that can be bought during a turn.

ATTENTION!

The player can have **max 2 reserved Inn Tiles** at the same time. They cannot reserve a new one until they buy one of them.

At the end of the Reserving phase all face-up Inn Tiles in the Investment Tracks should be moved right, and the far right tiles should be discarded onto the **tiles discard pile** next to the Progress Board. Tiles of each tier have their own discard pile. After this is done, new tiles for each tier should be drawn and put on the free spaces of each track.

ATTENTION!

There cannot be two identical tiles on the same track. If a tile drawn from a pouch turns out to be identical to one already on one of the Investment Tracks (for example there's already a "Servant" tile), the duplicate tile should be put back into the pouch and a new one should be drawn.

ATTENTION!

If you run out of the Inn Tiles of a given tier, the corresponding discard pile should be put back into its pouch and new tiles should be drawn. If there are no tiles of a given tier on the discard pile, the empty spaces remain empty.

6. Building the inn

The player places acquired **Inn Tiles** - in the order they were bought - on their **Player's Inn Board** on empty spaces (the only exception to this rule is building over the Basic Inn Tiles. More on that at the End of the Game section, page 25).

a. If the player puts a tile on a free space - they receive all of the things it offers (in order left to right, if that matters): increases in Reputation, Prestige, or Inn's Revenue, as well as Gossip, Gulden, or Debt tokens. Once all of the outcomes of the tile are realized, it should be placed on the Player's Inn Board face down (illustration up).

For example:

The player buys the Steel cages Services tile, paying for it with 3 economic gossips. Once the player puts it in their inn, they move their Reputation token on the Outlaws track 3 spaces forward. Then they receive 6 gulden, which they place in their Chest, as well as move their token on the Inn's Revenue track back by 2 spaces.



ATTENTION!

All gulden tokens acquired by placing the Inn Tiles on the Player's Inn Board should be placed on the Chest space. They can be used the soonest next turn, when they are moved to the Pouch. The max revenue of the inn, recipe ingredients, Prestige, and Reputation should be updated immediately when a tile is put on the board.

b. If the player put a tile on a Basic Inn Tile - first they **reduce the bonuses given by the now-covered tile**; next they receive effects of the new tile. If the player is incapable of reducing a bonus of a tile that's about to be covered, the tile cannot be covered (the only exception being the Garden patch tile, which offers bonuses when it's covered).

7. Completing recipes

The player **may** complete any amount of recipes, as long as they have enough Ingredient Tokens on their tiles.

ATTENTION!

The only way to refill the Ingredient Tokens on a given tile is exchanging it with another player's tile by using the special action offered by the traveller's gossips.

Each recipe card's ingredient has their own **Rarity Symbol** 

 - a common ingredient, used in cheap recipes. There are four tokens of each such ingredient in the game.

 - a more expensive common ingredient. Used for more advanced recipes. There are four tokens of each such ingredient in the game.

 - a rare ingredient, much more expensive. Needed for expensive recipes. There are two tokens of each such ingredient in the game.

ATTENTION!

Some of the **Basic Inn Tiles** and **Kingdom Cards** allow the players to have two **Ingredient Tokens** on one tile. The player cannot have more than two ingredient tokens on a single tile.

8. Updating the tokens

Following the actions above, the player updates the state of their tokens in the Chest:

The player receives the amount of guildens equal to the position of their pawn on the **Inn's Revenue track** on their **Player's Inn Board**. Guildens unused during the turn should be moved from the Pouch to the Chest.

Having updated the state of the guildens, the player updates the state of the **Debt Tokens**. If the player has no debt tokens, their turn ends.

For each **Debt Token** the player has to remove one gulden from the Chest. If the player can pay back a **Debt Token** they have to do it. Unpaid **Debt Tokens** remain in the Chest. Paid back **Debt Tokens** should be removed from the Chest.

9. End of the turn

The player ends their turn when they update the state of their tokens above. Then comes the turn of the player to the left, and so on, moving clockwise.

End of the game

The player who covered all of the 16 spaces on their **Player's Inn Board** (the 4 basic spaces - the corners of the inn - can too be covered, but they do not count towards the conditions of ending the game), **may during their turn End the game**. Once they decide the game ends, all players who had less turns than the First Player play their last turns, after which the game ends and the players start counting up the Prestige points.

However, if the first player who covered all 16 spaces on their board does not announce the end of the game, another player who covers all 16 spaces of their inn board may do so. If no player ends the game, the playthrough lasts until every player has covered all 16 spaces of their inns. Then the game ends immediately.

At the end of the game the players count up their points according to the rules below:

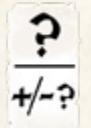
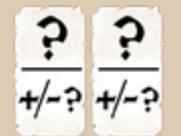
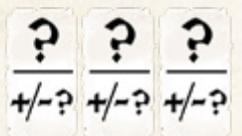
- Each social group Reputation track gives the players Prestige points bonuses according to the place where their **Player token** was at the end of the game. Those bonuses are one-time, at the end of the game, and they update the player's score on the Prestige track.
- Each unspent 3 guildens in the Chest are turned into 1 Prestige point.
- Each unused gossip equals 1 Prestige point.
- Each unused ingredient token equals 1 Prestige point.
- Each unpaid Debt Token equals -1 Prestige point.
- Each uncompleted recipe equals -2 Prestige points.

The player who got the most Prestige points wins the game. In case of a draw, the game is won by the one of the tied players who has the biggest Reputation among the Nobles, and if there's still a draw, the game is won by the one of the tied players who has the biggest Reputation among the Townsfolk.



Legend

Basic Inn and Inn Tiles descriptions

	The cost of a single Basic Inn or Inn tile. Can be paid from the Pouch. The paid guildens go back to the general pile of the guildens.
	The alternative cost of the Inn tile. Can be paid from the Pouch (the paid guildens go to the general pile of guildens) OR by using an indicated number of the given type of a gossip (the used gossips go to the general pile of gossips of their type).
	The tier of the given tile (I or II). The tier indicates in what pouch the tile should be kept, as well as on which Investment Track it should be later placed.
	The singular effect of the given tile. It can affect the Reputation board, the Progress Board, or the Player's Inn Board. The effect can be either positive or negative.
	The double effect of the given tile. Both outcomes take effect, if possible.
	The triple effect of the given tile. All three outcomes take effect, if possible.
	Roll dice.

	Recipe Card.
	Special Action on the Reputation Track.
	Inn's Prestige.
	Gulden, the basic currency in the game.
	The Recipe Cards deck.
	The discard pile of the Recipe Cards.
	The Recipe Cards in the player's hand.
	The active player, whose turn is taking place.
	Any opposing player.

	A pouch for the Inn Tiles of Tier I or Tier II.
	Random card.
	The discard pile of the Inn Tiles tier I or II.
	Reserved Inn Tile.

The effects on the tiles and cards

 +6	Move your pawn forward or back on the Prestige track by the number of spaces indicated by the number under the beer mug icon. The positive value moves forward, the negative value moves back.
 +x -x	Move your token forward or back on your Inn's Revenue track on your Player's Inn Board by the number of spaces indicated by the number under the coins icon. The positive value moves forward, the negative value moves back.
 +3	If the value of the effect is positive, you receive the amount of guldens indicated by the value. If the value of the effect is negative, you receive that many Debt Tokens.

 +1 +1 +1	You receive the number of economic / political / traveller's gossips indicated by the value of the effect.
 +1	You receive the number of any gossips (economic, political, or traveller's) indicated by the value of the effect. You may choose to receive different types of gossips.
	Receive one token of the indicated ingredient and put it on the tile's back.
 +3 +1 +1 +1 +1	Move your token on the Reputation Track of the given social group (Distressed, Outlaws, Travellers, Townsfolk, Nobles) by the number of spaces indicated by the number under the effect. A positive value moves the token forward, a negative value moves it back.
 +?	Move your token on the Reputation Track of any one social group by the number indicated by the value shown.
 +2	Draw a Recipe Card from the deck to your hand. If the player covers a Basic Inn Tile with this icon with a new Inn Tile, they have to discard from their hand X random cards.
 +1	If a tile with this symbol becomes covered by another tile, one that offers an ingredient, place an additional ingredient token on that tile.

	<p>Choose any tile from the Investment Track and place it on one of your free tile-reserving spaces on your Player's Inn Board. Replace the tile you picked with another one from a pouch of its tier. If the player covers a Basic Inn Tile with this icon with a new Inn Tile, they have to discard one of their reserved Tiles.</p>
	<p>Roll dice. You receive as many guldens and the outcome of the roll indicated. If the player covers a Basic Inn Tile with this icon with a new Inn Tile, they have to roll the dice. They receive the amount of the Debt Tokens equal to the outcome of the roll.</p>

Worker's descriptions

	<p>Scoundrels</p>	<p>Scammers, crooks, and con artists who bring profit from questionable sources. Better not to ask too many questions. This group includes: Tinhorn / Crook / Swindler</p>
	<p>Caretakers</p>	<p>They take care of guests, take orders, wash the dishes, and keep rooms tidy. Their additional advantage is that they listen to many rumors during their work. This group includes: Servant / Maide / Housekeeper</p>
	<p>Labourer</p>	<p>Handymen that can fix any problem in the inn. In addition, they carry heavy objects and take care of the crops. Sometimes they hit the bottle during work. This group includes: Drudge / Workman / Foreman</p>

	<p>Kitchen Staff</p>	<p>Good cooks are necessary for good taverns, and every chef should constantly update their repertoire with new recipes. And don't burn the dishes. This group includes: Kitchenhand / Cook / Chef</p>
	<p>Watchman</p>	<p>The inn brings in many different gentlemen, and the guard's task is to make sure their 'manly' affairs take place outside the building. The guards sometimes have too much fun at their job. This group includes: Thug / Bouncer / Veteran</p>

Ingredients found on tiles and cards

	<p>Honey</p>
	<p>Root spices</p>
	<p>Venison</p>
	<p>Citrus</p>



	Black tears (Black sesame)
	Berries (of different types)
	Herbal spices
	Pumpkin
	Fish
	Epic cheese



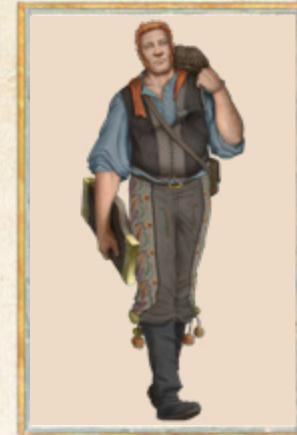
Special Guests' Descriptions



Hubu Gross

A giant, melancholic bard

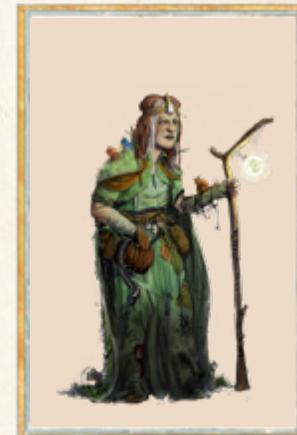
Hubu Gross comes from Sonneberg, a city where hundreds of slaves are forced to work in mines. Being a sensitive and empathetic person, he sought refuge from everyday horrors in music and poetry. Soon his talent was recognized and more and more people wanted to hear this huge redhead with a honeyed voice sing. His touching ballads about knights, damsels, and epic adventures brought him tremendous popularity.



Vermelha

Gotterlug Adventurer

Vermelha is an adventurer knowledgeable in herbal medicine. She was once a Seer, though when she fell gravely ill she left the order in search of a cure. She managed to make it from the milk of some strange, mythical creatures in the forests of Gotterlug. Sadly, ever since greedy hunters and merchants found and captured the mysterious animals, she's forced to roam the dusty roads again.



Meilan

The best Courier in Delcrys

Meilan is the representative of the Couriers, one of the most important factions in Delcrys. She's brave and adventurous, and no task is too difficult for her, as she flies above the clouds on her griffon, making deliveries of utmost importance for the whole continent. Despite being open and gladly meeting new people, she can also be incredibly dangerous, should someone betray her trust.





Renmy

A dangerous member of the Aviary

Renmy is a representative of the Aviary, a powerful faction of thieves, burglars, and assassins. The name comes from the fact that they often meet on the rooftops from which they observe the streets in search for a suitable victim. They live in the shadows and enjoy all that is dark and expensive - especially if it's just waiting to be stolen. Renmy himself is both popular with the ladies - and feared by many a man.



Iduna

Raised to become a Vedeta

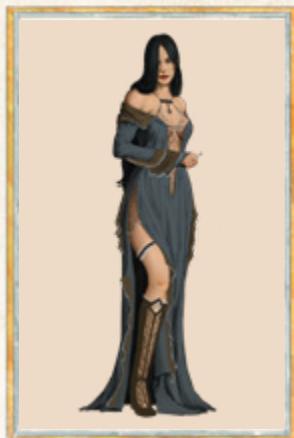
From the earliest age Iduna has been trained to become a Vedeta - a beautiful woman trained in the art of love. They dance, they sing - and they seduce. During her training under the wings of legendary Madame Liselotte, she met a young boy with whom she hoped to escape this life. However, since his sudden disappearance, she became a Vedeta extraordinaire - though her heart remained forever closed.



Nameless

The most mysterious man in the whole of Delcrys

A famous Adventurer, a powerful warrior, he covers his face in cloth, never revealing it to anyone. Some believe he hides it because it's been scarred in a terrible fire, while others believe he covers it in shame for an awful thing he's done in the past. There are also those who claim he covers his face for both of those reasons, having caused the fire and the death and suffering that followed.



Alstero

Two Fish

Two Fish Alstero is a well-respected knight, famed equally for his glorious quests - and his devil-may-care, reckless attitude. He earned his unusual nickname back in his hometown. When his uncle sent him to catch some fish for dinner, the fishing net broke; without even giving it a second thought, or bothering with the fact that he could not swim, Alstero jumped into the water and returned home both alive - and with a fish in each hand.



Kobi

The wild man

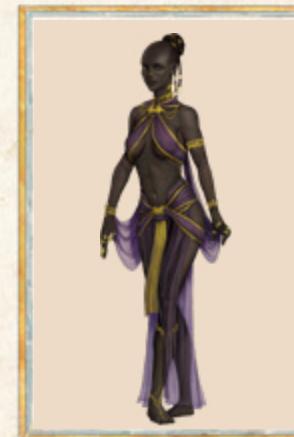
Kobi is an Adventurer who's spent most of his life in the forests all across Delcrys. Some rumours say he has a supernatural power allowing him to travel across great distances in an instant, as long as there's a forest there, among the trees of which he can emerge! Apart from those stories, Kobi seems like a rather easy-going man, though somewhat shy and distrustful of other people. And with a slightly crazy spark in his eyes, one that can be expected of a wild man



Estelle

Exotic beauty

As a young child, Estelle was kidnapped in a faraway land. After her kidnapper was killed under mysterious circumstances, the girl ended up in the House of the Moon - a place where young ladies are trained in the art of love to become beautiful Vedetas. Estelle learned all there is about love and soon became a favourite among the elite. Still, travelling was much more tempting for the young girl and she set out to seek adventure - and love.



**Lilith***A heroin from tales and legends*

A mysterious figure who is spoken of only in a multitude of rumors and legends. A pirate? A princess? Certainly an adventurer from a faraway land - and a cheesemaker, as surprising as it may sound. She claims that where she comes from cheese is the basic source of food. Some people believe the story and gladly eat the cheese she makes - while others fear whatever reason she might have for making it.

**King Ludo***The funniest bard known*

King Ludo is the son of a small village chief. From an early age, he was lewd, loud, and crude. His songs about his romances - and his jokes, as unrefined as they are - made him quite popular. Recently he picked up a new hobby - beekeeping and trading in honey. Some people think he uses this as a guise to hide from husbands of the ladies he romanced, while others say he just wants to be able to tell every lass that she's... as sweet as honey.

**Ganis***Servant of the Eternal Oromund*

Ganis is a member of the Gildebones cult, a group of people who believe that their god - the Eternal Oromund - will grant them eternal life in exchange for... gold. Thus they all travel across the continent, making deals with every important person they meet. Since Ganis lost everything during one of the many wars between Yorevale and Untermarch, joining the cult gave him a sense of peace and belonging.

**Calisterre***Seers envoy*

Calisterre is one of the most important Seers, the powerful and educated women, whose advice is sought after by all the nobles, merchants, and other powerful people of the continent. When she was a child she somehow managed to survive the sinking of the ship on which she was travelling. The Seers found her washed ashore on their mysterious island, and decided to train her to become a loyal, influential, and powerful member of their faction.

**Nillesio***The dandy*

Nillesio is a bard who loves to surround himself with gold and beauty and to walk across the streets of major towns and cities in his fashionable clothes. When performing, he often mentions supposed riches he was gifted by all the famous and mighty of the continent, all enamoured by his music. Though he sounds convincing, and it's hard to deny his talent, it's impossible to say how much - if any - of that is true.

**Letima***A bard with a past*

Given her crude and careless attitude, it's hard to believe that Letima, a famous bard, comes from a well-respected merchant family. Still, by now she's forgotten - or purposefully ignores - all that she learned living among the elite. The only person she still keeps in touch with is her younger brother, now a rich fruit merchant, who owns fields and orchards all around the kingdom. Despite the distance the two are quite close.



Kingdom Cards Descriptions

#1 - I wanna see you! -

The Workers tiles have to be placed next to the Furnishings tiles.

It's surely bound to help them work better. Just make sure they don't spend all their time on a throne.



#2 - Table by the window, sir! -

The tiles with ingredients can be placed only on the outer ring of the inn.

Garden patches inside the building do not sound like a good idea for the interior design.



#3 - Lucky 7 -

The inn has to meet the basic requirements of the kingdom, so there cannot be more than 7 tiles of the same type.

Seven was the favourite number of the previous king. Ironically, according to the rumours he died trying to eat seven grapes at the same time - and choking on them.



#4 - Vanity lane -

The Special Guests tiles can be placed only in a vertical OR a horizontal line. The line is defined by the first tile placed on the Player's Inn Board.

Nowadays everyone wants to be special.



#5 - Make some room! -

The Services tiles cannot be placed next to each other.

We have everything our clients may need. Especially privacy.



#6 - Looking busy -

The tiles bought during the same turn cannot be placed next to each other.

To save some guldens I will leave the rest of the construction job to my uncle. It doesn't matter that he's a baker.



#7 - Thank you sir! -

Tiles placed on the inner ring immediately grant a bonus of 1 gulden, while the tiles on the outer ring give the player one Debt token.

Surely my neighbour won't notice that I've slightly stepped on his land.



#8 - This guy must be a collector -

- Place on this card 1 gossip of each type and 2 gulden tokens.

- Place on this card 2 gossips of each type and 4 gulden tokens.

Placing three Inn Tiles of the same type in one line (horizontal or vertical) on the Player's Inn Board, gives the player a bonus indicated by this Kingdom Card. The bonus is paid from the card, not the general stacks of resources. Tiles that have already been a part of a line that gave the bonus, cannot be parts of the new bonus-giving lines (a fully new verse or column has to be created).

So that the clients don't go places where they cannot spend any money.

The bonuses offered by completing a line of a given type:
 3xRed - traveller's gossip; 3xBlue - political gossip;
 3xBrown - economic gossip; 3xYellow - 2 guldens;



#9 - Some sacrifices -

Tiles with ingredients placed over the corner spaces for the Basic Inn Tiles produce an additional ingredient of the same type.

And now go and water that.



#10 - ...So they won't steal it -

Furnishing tiles can only be placed on the inner ring of the inn.

It's not that I don't trust my clientele. I just like to be able to see my more expensive possessions.



Chart of Kingdom Cards combinations

Nr	1	2	3	4	5	6	7	8	9	10
1	Red	-	-	-	Beer	-	-	Crown	-	Crown
2	Red	Red	-	-	-	-	-	-	Beer	-
3	Red	Red	Red	-	-	-	-	-	-	-
4	Red	Red	Red	Red	-	Crown	-	Beer	-	-
5	Red	Red	Red	Red	Red	-	-	-	-	-
6	Red	Red	Red	Red	Red	Red	-	-	-	-
7	Red	Red	Red	Red	Red	Red	Red	-	Beer	Beer
8	Red	Red	Red	Red	Red	Red	Red	Red	-	-
9	Red	Red	Red	Red	Red	Red	Red	Red	Beer	-
10	Red	Red	Red	Red	Red	Red	Red	Red	Beer	-

- Legend:**
- Interesting and simple combinations
 - Neutral combinations.
 - Difficult and planning-wise challenging combinations.

