

The Taverns of Tiefenthal

A game for 2-4 players by Wolfgang Warsch. Condensed rules by Eric Postpischil, <https://edp.org>.

Introduction

Goal: Grow a deck of tavern guests, staff, and facilities to make your tavern successful.

The game has 5 modules. Module 1 is the base game. 4 progressive expansions are available:

- Module 2 adds schnapps and entertainers, offering some extra resources or actions.
 - Module 3 adds a reputation track that offers some extra beer or nobles.
 - Module 4 offers alternate starting conditions.
 - Module 5 adds bonuses for collecting signatures (from guests and from the reputation track).
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Note

Terminology here is from the North Star Games edition. In the Schmidt edition, the 2-coin card is called the Beer Merchant, the 6-coin card is the Beer Supplier, and the currency is doubloons instead of thalers.

Table Setup

Put monastery board on table. Module 1: Summer side up (no snow). Modules 2-5: Winter side up.

48 regular guest cards (beer stein at top left):

- Stack the 8 3-beer guests face-up on the table.
- For the other regular guest cards (8 4-beer, 9 5-beer, 9 6-beer, 7 7-beer, 7 8-beer):
 - Modules 1-2: Remove cards with a white cube icon at the top from the game. (Modules 3-5: Use all cards.)
 - Shuffle the cards in play and deal 4 face-up in a row right of the 3-beer stack.
 - Stack rest facedown left of the 3-beer stack.

61 noble guest cards (no beer stein at top left, crown at top): Stack face-up right of the other guest cards.

96 tavern cards:

- There are 16 each of 1-coin bards, 2-coin barbacks, 3-coin dishwashers, 4-coin servers, 5-coin tables, and 6-coin brewers. (A mention in one version of the rules of 10 bards is in error.)
- Modules 1-2: Remove the 1-coin bards from the game. (Modules 3-5: Use all cards.)
- Sort by cost and display on the table, 1 stack for each type.
- Modules 1-3: Give each player 1 server (4), 1 table (5), and 1 brewer (6). (Modules 4-5 use start cards, below.)

7 start cards (blue backs): Modules 1-3: Do not use. Modules 4-5:

- Reveal 3 randomly. Each player stakes the items shown on any card. (This is not exclusive; a player may take the same items as another player.) See pages 3-4 of the modules booklet for card explanations.

3 schnapps tiles: Modules 1 and 3-5: Insert facedown in the slots along the top of the monastery board.

- Module 2: Insert face-up, 2-schnapps tile in first slot, 1-schnapps in second, 2-schnapps in third.

20 schnapps tokens: Module 1: Do not use. Modules 2-5: Set aside as a bank.

Turn marker (moon stand): Put before the first (leftmost) moon on monastery board.

Start player token (beer mug stand): Give to player who was most recently in a tavern.

40 signature tokens: Modules 1-4: Do not use. Module 5:

- Put 1 on each of the 4 face-up guest cards and 1 on top of the 3-beer stack. Put rest by guest cards.

12 entertainer tokens (4 sets of dancer, fire breather, and juggler):

- Module 1: Do not use. Modules 2-3: Use 1 set per player. Set aside for later.

12 counter guest tiles (people in blue hoods): Put 3 per player by monastery board. Remove rest from game.

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Player Setup

Assemble your tavern parts into your frame (listed here top-to-bottom then left-to-right in frame):

- Put frame in front of you lit side up.
- Tables piece (largest piece, with blue windows): Attach to top, 3-table side up.
- Server piece (dog on one side, waitress on other): Attach at left, top, dog side up.
- Cashbox piece (chest on one side, cash register on other): Insert in left hole, chest side up.
- Monk piece (monk on one side, prior on other): Insert in right hole, monk side up.
- Beer storage piece (barrels 0-2 on one side, 0-5 on other): Attach at right, top, 0-2 side up.
- Dishwasher piece (vacant on one side, dishwasher on other): Attach at left, bottom, vacant side up.
- Safe piece (moneybags 0-2 on one side, 0-5 on other): Put below cashbox, 0-2 side up.
- Bartender piece (unadorned edges on one side, reputation track on other): Attach at bottom center.
 - Modules 1-2: Unadorned side up. Modules 3-5: Reputation track up.
- Signature cutout (blank on one side, signature on other): Insert in bartender piece.
 - Modules 1-3: Blank side up. Modules 4-5: Signature side up.
- Barrel piece (9-coin on one side, none on other): Put to right of bartender piece, 9 side up.
- Brewer piece (18-coin on side, none on other): Attach at right, bottom, 18 side up.

Additional components:

- Guest Book tile: Modules 1-4: Do not use. Module 5: Put above your tavern.
- Safe marker (yellow cube): Put on 0 space of safe (bottom left of tavern).
- Beer storage marker (brown cube): Put on 0 barrel of barrel storage (right side of tavern, top).
- Reputation marker (white cube): Modules 1-2: Do not use. Modules 3-5: Put on bartender.
- Monastery marker (green disk): Put on monastery board track space 0 (center of board).
- Coaster: Put on table.
- 4 white dice: Put on coaster.
- 3 dice in your player color: Put near center of table.
- 7 regular guest cards (tablecloth in your player color):
 - Modules 1-3: Add to cards you receive from the general supply: 1 Server (4 coins), 1 Table (5), 1 Brewer (6).
 - All modules: Shuffle all cards and stack facedown at the nook formed at the top-left of your tavern.

Play

Play 8 turns, each with the phases below from A to G.

A. A New Evening in the Tavern

Move the turn marker (moon stand) to the next space and give everybody the bonus shown on that space.

For module 1 (summer side of the monastery board):

- Turn 1: A counter guest.
- Turn 2: A 3-beer guest card or a barback card (2 coins).
- Turn 3: A die of the player color or a dishwasher card (3 coins).
- Turn 4: A counter guest.
- Turn 5: A table card (5 coins) or a brewer card (6 coins).
- Turn 6: A counter guest.
- Turn 7: A die of their color or a barback card (2 coins).
- Turn 8: Upgrade any tavern area for free. (No noble card is awarded.)

For modules 2-5 (winter side of the monastery board):

- Turn 1: A counter guest.
- Turn 2: A dancer (entertainer token).
- Turn 3: A fire breather (entertainer token).
- Turn 4: A counter guest.
- Turn 5: A juggler (entertainer token).
- Turn 6: A die of their color or a barback card (2 coins).
- Turn 7: A counter guest.
- Turn 8: A table card (5 coins) or a brewer card (6 coins).

If the turn marker moved past a schnapps tile, give each player the number of schnapps shown

B. The Guests Arrive (all players simultaneously)

Reveal the top card of your deck and place it appropriately:

- Put your first noble at an empty table. Stack further nobles at the same table.
- Put each other guest at an empty table.
- Put bards (1 coin) or barbacks (2 coins) in a row right of your barrel piece (beer storage).
- Put dishwashers (3 coins) in a row left of your dishwasher piece.
- Put servers (4 coins) in a row left of your dog/server piece.
- Put tables (5 coins) in a row right of your tables.
- Put brewers (6 coins) in a row right of your brewer piece.

Repeat until all of your tables are occupied (including tables drawn this turn).

If your deck runs out before your tables are full, shuffle your discards and continue. If you exhaust those, stop.

You may give up a counter guest to discard all cards and restart this phase anew. (This may be repeated.)

C. Here Comes the Server (all players simultaneously)

For each server you have (on the tile or the cards), roll a die of your color and put it below your tavern board.

- (You are limited to 3 of these dice.)

D. Can I Take Your Order? (all players simultaneously)

Roll the 4 white dice on your coaster and put them back on the coaster.

In turn order, each player picks 1 die from the coaster, puts it below their tavern board, and passes the coaster left.

Repeat the picking and passing 3 more times, so each player has 4 white dice.

E. Plan Your Actions (all players simultaneously)

Put your dice (white and colored) on the action spaces you plan to use:

- Any die may be placed on a “?”. On other spaces, only a matching-number die may be placed.
- A green arrowhead with “1x” indicates only 1 die may be placed for that action.
- A green arrowhead with “...” indicates any number of dice may be placed for that action.
- At a table with multiple nobles, only 1 noble is available for an action.

Each dishwasher you have allows counting a die as 1 higher or 1 lower. (6 does not wrap to 1 or vice-versa.)

- Do not rotate the die; simply account for the change mentally. Multiple dishwashers may be used with 1 die.

If you have the juggler on its die side, you may, repeatedly, pay 1 schnapps to turn a die to any face.

Modules 3-5: Reputation Phase (one player at a time, with phase F. Serve the Guests!)

Advance your reputation marker around the bar by the lesser of thalers or beer you will receive from placed dice.

- Count thalers from dice placed on guests and the cashbox and beer from barbacks, brewers, and the house barrel.
- Do not count thalers or beer from the safe, beer storage, entertainers, monastery, or guest recruiting bonuses.

Additionally, you may advance 1 space for each bard card in your tavern.

Receive each bonus you pass or reach on the reputation track. The track is a circuit; repeat it as you advance.

When you get:

A counter guest: Seat them on a stool at your bar, for use in phase B or F.

A die: Roll it and put it below your tavern for use in this turn.

A card: Put it facedown on top of your drawn deck.

An entertainer: Choose a side and put them in the open floor area of your tavern (between the tables and the bar).

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F. Serve the Guests! (one player at a time)

In turn order, each player performs all of their actions, in any order.

You may rearrange dice (phase E is a plan, not a commitment).

- If the rearrangement changes your reputation, adjust your reputation and associated bonuses per the above.

Mentally track thalers and beer earned (there are no tokens for them).

- Unused thalers and beer may be stored in your safe and beer storage, using the markers in those places.
- Unused thalers and beer in excess of what is stored are lost at the end of this phase.

You may give up a counter guest to advance 1 space on the monastery track. (This may be repeated.)

For each barback, you receive 1 beer (without placing any dice on them).

Remove your dice one at a time and perform the associated action:

- Guest: Serving a guest earns you the thalers shown on the guest card.
- Cashbox: Receive 1 thaler from the basic cashbox or 3 from the upgraded cashbox.
- Brewer: For each die, produce 1 beer plus 1 per card. If upgraded, produce 2 beers plus 1 per card.
- House brew barrel: For the basic barrel, produce 1 beer. If upgraded, produce 2 beers.
- Monk: Advance on the monastery track once (basic) or twice (upgraded) per die. Receive bonuses on each space you pass or end on. (Bonus icons are explained on rules page 11, bottom right.)

You may use thalers and beer, repeatedly except as stated:

- Buy tavern cards at the prices they show and put them facedown on top of your draw deck.
 - You may acquire at most 1 of each tavern card type per turn.
- Upgrade an area of your tavern buy paying the cost shown in the larger coin at its top left.
 - You may pay cards from that tavern area (to their supply) to discount the cost by the amount shown in the smaller coin (but the price cannot go negative). (You may use the area either before or after upgrading it.)
 - Flip the tile to its upgraded side. Dice on the tile remain on the upgraded tile.
 - The server, dishwasher, and table upgrades have no immediate effect. Others may be used immediately.
 - **Also receive 1 noble card.** Put it facedown on your draw deck.
- Recruit an ordinary (non-noble) guest from the display by expending the beer shown at the top left of the card.
 - If the guest card shows a bonus on its table, receive it immediately. (It has no effect in later play.)
 - Put the card facedown on top of your draw deck.
 - You may acquire at most 1 ordinary (non-noble) guest per turn.
 - After a guest is taken from the general display, refill the space from the deck. If the 3-beer guest stack is emptied, it becomes part of the general display; fill the empty space with a card from the general deck.
 - With module 5, put the signature token in your guest book column corresponding to the guest's value and put another signature token on the next guest in the supply. (See "About signatures" below.)
- Recruit 1, 2, or 3 nobles by expending 9, 14, or 18 beers.
 - Put the card(s) facedown on top of your draw deck.

About signatures:

- After you fill a column in your guest book, additional signatures for that column are forfeited.
- When you cover a bonus in your guest book, receive the bonus. (See modules booklet page 4, right.)
- When you fill a row in your guest book, take a noble and put it facedown on top of your draw deck.
- Signature tiles are limited; when they run out, no more signatures are acquired.

You may use the dancer and fire breather on the side you choose as many times as you can afford:

- Dancer, one side: Pay 1 schnapps to receive 2 thalers. Other side: Pay 2 schnapps to receive 3 beers.
- Fire breather, one side: Pay 5 schnapps to upgrade a tavern area at no coin cost (do get a noble card). Other side: Pay 2 schnapps to remove 1 guest at one of your tables from the game. (If there is a die on the card, use it first.)

Return all white dice to your coaster and all colored dice to their supply.

G. Closing Time! (all players simultaneously)

Pick up all the cards placed this turn and put them face-up in a discard pile left of your draw deck.

- If you have the juggler on its card side, you may, once per turn, pay 1 schnapps to put 1 card on your draw deck instead of discarding it.

If you have more than 4 schnapps, return the excess to the supply.

Pass the start player marker (beer mug stand) left.

Game End

Count victory points on all of your cards (shown at top right).

Add 1 point for each unused schnapps token.

Add points for the numbered space on the reputation track you most recently reached or passed (0 if on the crown).

Most points wins. Break ties in favor of the player with the highest total of stored thalers and beer. Share further ties.