ROUND

1. Advanced the Round counter and gain any rewards granted.
2. Draw and place cards from your draw pile until tables are filled.
3. Roll a colored die for each Waitress.
4. Roll 4 white dice and place them on your Coaster.
5. Take and keep 1 white die from the Coaster.
6. Pass Coasters clockwise and draft one die from received Coaster.
7. Repeat the previous step until you have 4 white dice.
8. Place dice on action spaces.

IN TURN ORDER

9. Module 3: REPUTATION (Compare Doubloons & Beer Yields)
   a. Compare yields BEFORE spending or upgrading.
   b. Compare yields only from DICE PLACEMENTS
   c. Do NOT include Safe, Storage, or grants from Monastery, Entertainers, or instant Guest bonuses.
   d. Move the Reputation Marker by the **lesser** yield value.
10. Remove Dice from action spaces to advance on the Monastery Track or to earn Beer and/or Doubloons.
11. Purchase Staff, Accessories, Upgrades (with Nobles), and/or ONE new Guest.
    a. Return a played Tavern cards (Dishwasher, Waitress, Table, Beer Handler and/or Beer Supplier) to the supply to get the discount shown on the corresponding Upgrade.
12. Add obtained cards on top of your draw pile.
13. Move all played cards to your discard pile.

DON'T FORGET

- Upgrades discounted by returning corresponding *played* Tavern card
- Upgrades also grant you a Noble card.
- Upgrades can be used in same turn they are upgraded
- Buy Nobles anytime with Beer (see reminder on Monastery Track).
- Recruit only ONE Guest per turn.
- Purchase only ONE of each type of Tavern card per turn.
- Cards go face down on top of the DRAW pile as they are gained.
- Stack Nobles on the same Table when playing cards from draw pile.
- Place Beer Merchants (each earns one Beer) next to the Beer Storage.
- *All* cards, not just Guests, get discarded at the end of each round.
- Bonuses on Guest cards are earned immediately when obtained.
- Doubloons & Beer are earned by removing Dice from action spaces.
- Include score (if any) from the position on the reputation (bar) track.