

SETUP

PLAYER

- Set player board pieces to non-upgraded side.
- Safe, Beer, and Monastery to 0; Bartender to 1.
- Starting deck is 7 “Regulars” (tablecloth in your color).
- If not using Module 3, then add to starting deck one of each: Waitress, Table, and Beer Supplier.

BOARD

- Set Schnapps tiles for Monastery to NOT visible except when using Module #2.

MARKET

[#]in brackets indicates **position** from left to right.

[2] (3)-Beer-Guest cards faceup in their own draw pile.

[7] Noble cards go in their own faceup draw pile.

[1] Remaining Guest cards are shuffled into a facedown Market draw pile, then reveal 4 [3,4,5,6] into the Market.

Tavern cards (Beer Handler, Dishwasher, Waitress, Table, Beer Supplier, and Bard) are faceup in their own draw piles to from a second row of Market cards.

- **Module 2:** Snowy Monastery & Schnapps tiles (2, 1, 2) visible, Entertainer tiles, and Schnapps tokens.
- **Module 3:** Bards faceup in market; Guests (with white cube at top) are shuffled into the market draw pile.
- **Module 4:** Remove Waitress, Table, and Beer Supplier from your starting deck. Reveal 3 Blue Start Cards and players choose and follow one (sharing allowed).
- **Module 5:** Guest Books and Signature: Set the bar’s inset piece to show the Signature icon. Signature tiles go on each of the Guest market cards.

END GAME

- Tie Breaker: Stored Doubloons plus Beer.

ROUND

SIMULTANEOUSLY

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.