

Hero's
TAVERN

3-5 Players | 20 Minutes | Age 8+



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Overview

Players compete to build the ultimate Hero's Tavern – a tavern with all the amenities weary adventurers returning from their travels could want: food, drink, entertainment, gambling, shopping, and lodging. The player who attracts the most heroes after five rounds wins the game.

Components

- 118 Cards
 - 12 *Entertainment, Food, Light Ale, Dark Ale, Lodging, Market, Games, Barrel, and Tools* cards
 - 2 *Jester, Cook, Bartender, Maid, and Shopkeeper* cards
- 50 Storage Cubes
- 50 Land Tokens
- 50 Coins
- 5 Reference Cards
- 5 Scoring Pads

Set Up

Place the *storage cubes, land tokens, and coins* in three separate piles in the center of the playing area. Give each player a *reference card* and a *scoring pad*. Finally, shuffle the cards and place the deck face-down in the center of the playing area to form the draw pile.

Gameplay

Hero's Tavern is played over **5 rounds**, each consisting of the following phases:

1. Deal
2. Draft
3. Score
4. Award Resources
5. Purchase Cards
6. Discard

1. Deal

Deal 7 cards to each player from the draw pile. If you run out of cards in the draw pile, shuffle the discard pile to form a new draw pile and continue dealing where you left off. All players should hold their cards in their hand, hidden from the other players.

2. Draft

All players simultaneously choose any one card from their hands (which they would like to keep) and place it face-down in front of them. When all players have done this, everyone reveals their chosen card. After revealing cards, each player will pass their remaining hand face-down to the player on their left. Your revealed card remains face-up in front of you.

Next, all players will simultaneously choose a second card from their new, smaller hand and place it face-down in front of them. When all players have done this, everyone reveals their chosen card. After revealing cards, each player will pass their remaining hand face-down to the player on their left.

Continue choosing, revealing, and passing until all players have 7 cards face-up in front of them.

Note: When placing cards face-up in front of you, group cards of the same type together.

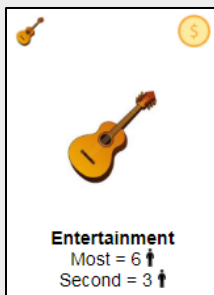
3. Score

Entertainment, Food, Ale, Lodging, Market, and Staff cards attract **1** heroes. Heroes are what win you the game – the more you have, the more popular your tavern is.

During the Score phase each player will score **all** the entertainment, food, ale, lodging, market, and staff cards within their tavern (the area of face-up cards in front of them). Each player will record their score on their scoring pad.

Note: During the first round, each player will have exactly 7 cards in front of them. However, during subsequent rounds players may have more than 7 cards in front of them. A player must score all of their cards, not just the 7 they obtained during the current round.

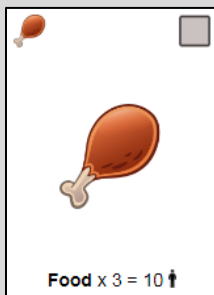
Cards are scored in the following order:



Entertainment

Determine which player has the most entertainment cards and award that player **6** **1** heroes. If multiple players tie for the most, they split the **6** **1** heroes evenly (ignoring any remainder) and no second-place heroes are awarded.

The player with the second-most entertainment cards is awarded **3** **1** heroes. If multiple players are tied, they split the **3** **1** heroes evenly (ignoring any remainder).

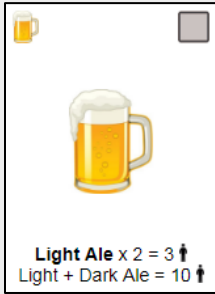


Food

Players score **10** **1** heroes for each set of three food cards in their tavern. Incomplete sets are worth nothing.

Ale

There are two types of ale: Light Ale and Dark Ale.



- Players score **10⚔ heroes** for each pair of ale cards consisting of one Light Ale and one Dark Ale card.
- Players score **3⚔ heroes** for each pair of Light Ale cards
- Players score **3⚔ heroes** for each pair of Dark Ale cards.



Each ale card may only be counted as part of a single set and may not be double-counted as part of another set.

Lodging

Players score **2⚔ heroes** for each lodging card in their tavern.



Markets

The more market cards you have the more you will score.



Markets	1	2	3	4	5 or more
Heroes ⚔	1	3	5	7	10

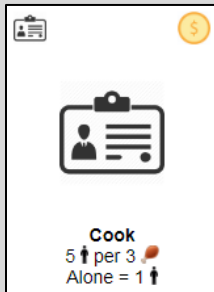
Staff



There are 5 types of staff cards which correspond to the 5 card types listed above (entertainment, food, ale, lodging, and markets). Each staff card attracts additional heroes as a bonus to their corresponding card type.

Jester

The Jester scores **2 🦋 heroes** if you have one or more entertainment card in your tavern. The Jester scores **4 🦋 heroes** if you have three or more entertainment cards. The Jester scores **6 🦋 heroes** if you have six or more entertainment cards. If you do not have any entertainment cards the Jester scores **1 🦋 hero**.

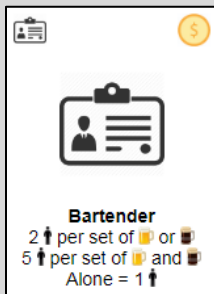


Cook

The Cook scores **5 🦋 heroes** per set of three food cards. If you do not have any complete sets, the Cook scores **1 🦋 hero**.

Bartender

The Bartender scores **2 🦋 heroes** per pair of light ale cards or per pair of dark ale cards. The Bartender scores **5 🦋 heroes** per mixed pair of both dark ale and light ale cards. If you do not have any pairs, the Bartender scores **1 🦋 hero**.

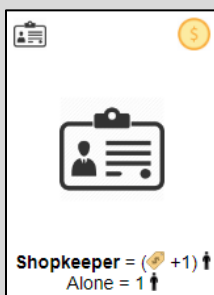
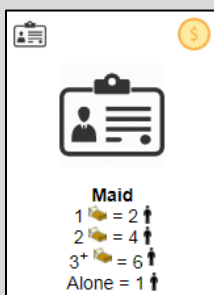


Maid

The Maid scores **2 🦋 heroes** if you have one lodging card in your tavern. The Maid scores **4 🦋 heroes** if you have two lodging cards. The Maid scores **6 🦋 heroes** if you have three or more lodging cards. If you do not have any lodging cards the Maid scores **1 🦋 hero**.

Shopkeeper

The Shopkeeper scores a hero value equal to the **total market cards in your tavern, plus 1**. For example, if you have three market cards in your tavern the Shopkeeper scores **4 🦋 heroes**. If you do not have any market cards the Shopkeeper scores **1 🦋 hero**.



4. Award Resources


After the scoring phase, players will receive resource tokens (coins, storage, and land) for the *Games*, *Barrel*, and *Tools* cards within their tavern.

Note: During the first round, each player will have exactly 7 cards in front of them. However, during subsequent rounds players may have more than 7 cards in front of them. A player will receive resources from all their resource-generating cards, not just the 7 they obtained during the current round.



Games

Everyone knows that a hero can't resist a game of chance. Fortunately, the house always wins. Games award you with coins. The more games you have in your tavern, the more coins you receive. Receive coin tokens according to the table below:

Games	1	2	3	4	5 or more
Coins 	1	3	5	7	10



Barrel


If you're going to run a tavern you're going to need some storage for all that ale (and other stuff, too). Barrels award you with storage. The more barrels you have in your tavern, the more storage cubes you receive. Receive storage cubes according to the table below:

Barrels	1	2	3	4	5 or more
Storage 	1	3	5	7	10



Tools

To run a successful tavern, you're going to need room to grow. Tools awards you with land. The more tools you have in your tavern, the more land you receive. Receive land tokens according to the table below:

Tools	1	2	3	4	5 or more
Land 	1	3	5	7	10

5. Purchase Cards

After the *Award Resources* phase, players are given the opportunity to purchase cards from their tavern. Purchased cards become a permanent part of your tavern and will be counted during the scoring phase of all subsequent rounds. Purchasing cards is optional, however. You may purchase as many or as few cards as you would like.

The cost to purchase a card is depicted in its top right corner. In order to purchase a card you must place the required resources (coins 🪙, storage 📦, and land 🌿) on top of these icons. Any resources you do not spend remain in your possession for use in subsequent rounds.

Note: You may only purchase cards from within your own tavern and you must have all the resources required to do so. You cannot partially purchase a card.

6. Discard

Once all players are finished purchasing cards everyone must place any non-purchased cards face-up in the discard pile. Any cards remaining in your tavern must have all the required resource tokens covering the icons in their top-right corners. Resource tokens remain on top of these cards for the duration of the game.

If this is the end of the fifth round, continue to the *Final Scoring* section below. Otherwise, return to the *Deal* phase to begin a new round.

Final Scoring

At the end of 5 rounds each player will be left with a set of purchased cards face-up in front of them. These cards represent each player's final tavern. Each player will score their final tavern, earn resources from their final tavern, and calculate their final, total score.

1. Follow the steps in the *Score* section to score each player's final tavern. Fill in the Final Scoring section of your scoring pad.
2. Follow the steps in the *Award Resources* section to award resources to each player based on their final tavern.
3. Each player must count their **unspent** resources and score them in the Final Scoring section of their scoring pad. Each unspent resource token is worth **1♣ hero**.
4. Each player must calculate their Total Score.

The player with the highest total score wins. If multiple players are tied, the player with the most unspent resource tokens (don't count tokens used to purchase cards) wins. If multiple players are still tied, they share the victory.

Example Gameplay

Round 1

After the Draft phase of the first round, a player has the following cards in their tavern:



The Score phase begins and the player scores their tavern. None of the other players have any Entertainment cards, so this player scores **6† heroes** for having the most Entertainment cards. The player scores zero heroes for Food. Because they have a mixed set of both Light and Dark Ale they score **10† heroes**. They score zero heroes for Lodging. They score **1† hero** for Market cards since they have a single Market card. Finally, they score **2† heroes** for their Shopkeeper card. The player scores a total of **19† heroes** for round 1.

During the Award Resources phase, the player receives **1 storage cube** for their Barrel card and **1 land token** for their Tools card. Next, during the Purchase Cards phase, the player spends their storage cube to purchase the Dark Ale card. They also spend their land token to purchase the Market card. Finally, they discard all their remaining cards and are ready to begin round 2.

Round 2

After the Draft phase of the second round, the player has the following cards in their tavern:



Note: The topmost Dark Ale card and the topmost Market card were purchased in the previous round. This is denoted by the resource tokens in the top-right corners of the cards.

The Score phase begins and the player scores their tavern. The player is tied with another player for second-most entertainment cards. Both players split the heroes and each receive **1† hero** for having the second-most entertainment cards. The player scores zero heroes for Food. Because they have a mixed set of both Light and Dark Ale they score **10† heroes** (they do not score any heroes for the additional Dark Ale card in their tavern). They score zero heroes for Lodging. They score **5† heroes** for Market cards since they have three Market cards. Finally, they score zero heroes for staff cards. The player scores a total of **16† heroes** for round 2.

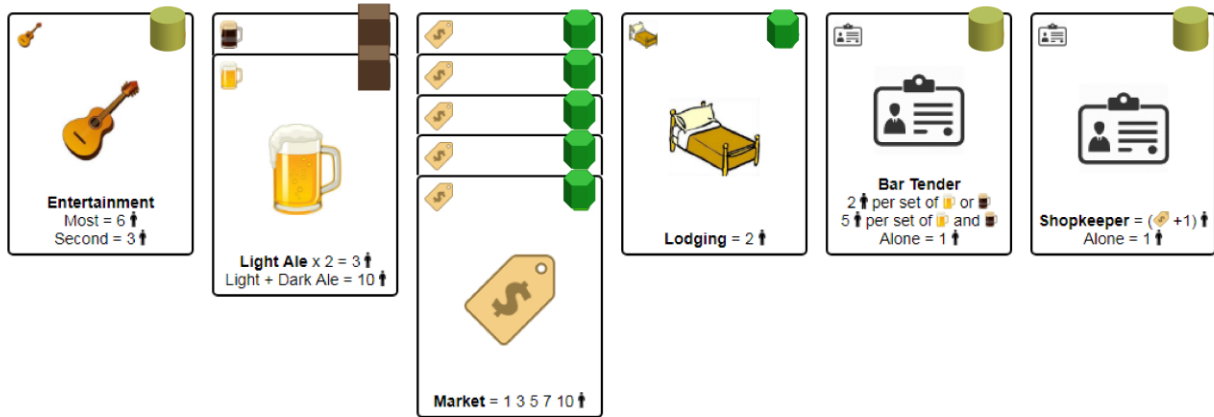
During the Award Resources phase, the player receives **1 land token** for their Tools card. Next, during the Purchase Cards phase, the player spends their land token to purchase one of the two unpurchased Market cards. Finally, they discard all their remaining cards and are ready to begin round 3.

Rounds 3-5

Rounds 3 through 5 are left out for brevity.

Final Scoring










After **five full rounds** are completed the players begin Final Scoring. At the start of final scoring the player has the following cards in their final tavern:












The player completes one final scoring round on their final tavern. The player neither has the most or the second-most Entertainment cards, so this player scores zero heroes for Entertainment cards. The player scores zero heroes for Food. Because they have a mixed set of both Light and Dark Ale they score **10↑ heroes**. They score **2↑ heroes** for Lodging. They score **10↑ heroes** for Market cards since they have five Market cards. Finally, they score **6↑ heroes** for their Shopkeeper card and **5↑ heroes** for their Bartender card. The player scores a total of **33↑ heroes** for final scoring.

During the Award Resources phase, the player receives no resources from their final tavern. Finally, all players count their total unspent resource tokens (*storage cubes, land tokens, and coins*) and score **1↑ hero** for each unspent token in their possession.

The player with the highest total score (*total score = hero totals from all 5 rounds + final scoring hero total*) wins the game.

Player Name										Total
Round 1							Score 1 hero per unspent resource below			
Round 2										
Round 3										
Round 4										
Round 5										
Final Scoring										
Total Score										

Note: Print one score grid per player.

Player Name										Total
Round 1							Score 1 hero per unspent resource below			
Round 2										
Round 3										
Round 4										
Round 5										
Final Scoring										
Total Score										

Card	Score	Cost
	Entertainment Most: 6 ↑ Second: 3 ↑	
	Food × 3 = 10 ↑	
	Light/Dark Ale × 2 = 3 ↑ Light + Dark Ale = 10 ↑	
	Lodging = 2 ↑	
	Market 1, 3, 5, 7, 10 ↑	
	Staff 1 to 6 ↑ (see cards for details)	
	Games 1, 3, 5, 7, 10 	 
	Barrel 1, 3, 5, 7, 10 	 
	Tools 1, 3, 5, 7, 10 	 

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	Lodging = 2 ↑	
	Market 1, 3, 5, 7, 10 ↑	
	Staff 1 to 6 ↑ (see cards for details)	
	Games 1, 3, 5, 7, 10 	 
	Barrel 1, 3, 5, 7, 10 	 
	Tools 1, 3, 5, 7, 10 	 

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	Food × 3 = 10 ↑	
	Light/Dark Ale × 2 = 3 ↑ Light + Dark Ale = 10 ↑	
	Lodging = 2 ↑	
	Market 1, 3, 5, 7, 10 ↑	
	Staff 1 to 6 ↑ (see cards for details)	
	Games 1, 3, 5, 7, 10 	 
	Barrel 1, 3, 5, 7, 10 	 
	Tools 1, 3, 5, 7, 10 	 

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	Lodging = 2 ↑	
	Market 1, 3, 5, 7, 10 ↑	
	Staff 1 to 6 ↑ (see cards for details)	
	Games 1, 3, 5, 7, 10 	 
	Barrel 1, 3, 5, 7, 10 	 
	Tools 1, 3, 5, 7, 10 	 

