



Intro: we are the adventurers after the adventure! We are in the tavern, drinking, gambling, roughhousing and trying to knock each other out and take each other's gold.

● This is your Fortitude. It starts at 20 and goes down (15 for demos).

○ This is your Alcohol Content. It starts at 0 and goes up (5 for demos).

If your Fortitude and Alcohol Content meet or cross, you pass out and are out of the game.



You have 10 Gold (8 for demos). If you run out, you are kicked out of the Inn and out of the game!

Each player is a different character (describe some of the characters and let the players pick).

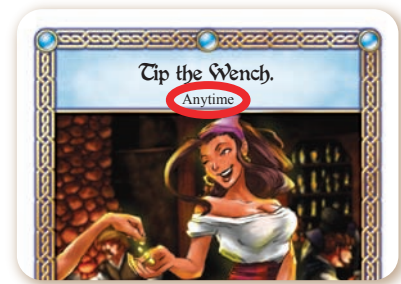
There are several different card types:



Action Cards: you may play one of these on your turn.



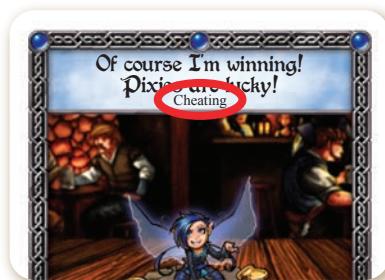
Sometimes Cards: these cards will tell you when you can play them, either directly or by context.



Anytime Cards: you may play these.....anytime!



Gambling and Cheating Cards: these cards are played during a Round of Gambling (which I'll explain when it happens).



On your turn:

1. Discard and Draw
2. Action
3. Buy Drinks (misnomer: the Inn keeps a tab!)
4. Drink

Last adventurer standing wins!

(Explain only when they come up: Gambling, Drink Events, Chasers)