



**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).

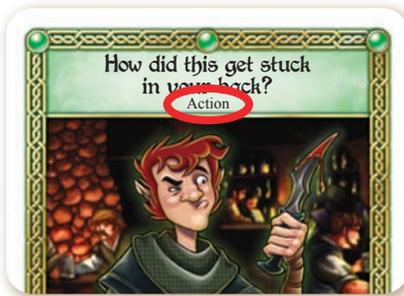
**If your Fortitude and Alcohol Content meet or cross, you pass out and are out of the game.**



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)