



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.



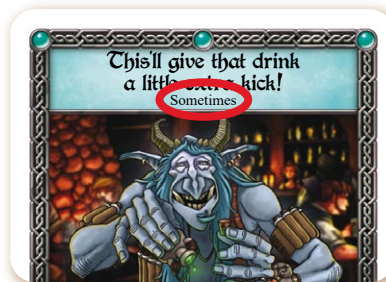
You have 10 Gold (8 for demos). If you run out, you are kicked out of the Inn and out of the game!

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.



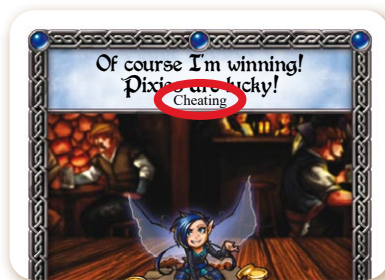
Sometimes Cards: these cards will tell you when you can play them, either directly or by context.



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. Order a Drink (older editions say Buy Drinks)
4. Drink

Last adventurer standing wins!

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



Gambling in RDI

Intro: a Round of Gambling in RDI is a great way to take Gold away from many different players at the same time. Many characters are so good at Gambling you'd think they were cheating (and they are!).

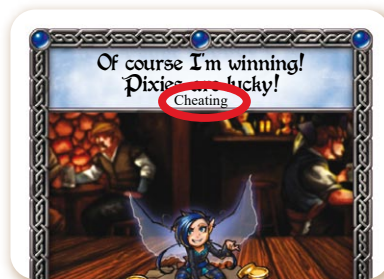
Flow of a Round of Gambling

When someone plays *Gambling? I'm in!* the normal game stops and each player **must** ante 1 Gold to form "the pot". Then, in turn order, each player may either play a Gambling Card, play a Cheating Card or pass ("pass" doesn't mean you're out - it just means you're not playing something right now). If someone plays a Gambling or Cheating Card and everyone else passes, the player who played the last Gambling or Cheating Card wins the pot, then the game continues normally.

There are three kinds of cards that are used in a Round of Gambling:



Gambling Cards: these cards will start or "take control" of the Round of Gambling. Each character deck usually has the same Gambling Cards as every other character deck.



Cheating Cards: these cards are extra Gambling cards that only certain characters have. They are important because they can "take control" from any other card, even "Winning Hand!"



Sometimes Cards: a number of Character Decks have Sometimes Cards that let them avoid a Round of Gambling, catch cheaters, or do other tricky things!

A note about "Winning Hand!"

"Winning Hand!" is a very powerful Gambling Card. The only way to beat this card is to use a Cheating Card. Knowing which characters can cheat and which cannot is key to winning all that gold!

Demoer note: It may be useful to tell the players which characters in the current game may be able to beat a "Winning Hand!" (are cheaters). Alternatively, trial and error is a good way to learn!



Last adventurer to play a Gambling or Cheating Card wins all the gold!