

The Red Dragon Inn

Master of Ceremonies Jin

During his travels as a busker, the young bard Jin noticed that he got more tips when he emphasized audience participation in his songs. This led him to work with an inventor from Copperforge to create an automated singalong machine - just load up a song and hand the amplification wand to the singer! Now everyone at The Red Dragon Inn looks forward to Jin's "singalong nights" where he encourages even the most reluctant patrons to get on stage and sing!

Setup: Shuffle the 14-card Song Deck and leave it near your player mat. Be sure to keep your Song discard pile separate from your Character Deck discard pile. Reveal the top three Songs from the Song Deck and put them in front of your player mat where everyone can see them. This is your Setlist. If you reveal an "Immediate" Song during this process, discard it without drawing a replacement.

Songs

Jin has a rotating Setlist of Songs for other players to Sing. At the beginning of your turn, or whenever you play a card with the musical note icon in the bottom left, reveal a Song and add it to your Setlist. If a card has the musical note icon, reveal a new Song after all other effects on the card have been carried out.

If the Setlist ever has more than three Songs in it, you must discard Songs of your choice from the Setlist until it has three Songs. No player may take any game actions until you do this.



One Song, "Hyping up the crowd", has an Immediate effect. When you reveal this card, resolve its effect immediately, then discard it. Do not add it to the Setlist, and do not draw a replacement.

Many cards in Jin's deck instruct a player to Sing. To Sing, the Singer first chooses a Song from the Setlist, then resolves that card. It is treated as though it were an Action Card played from the Singer's hand. So, for example, players can Ignore the effect or hit the Singer back, and Songs targeting Pooky could make his mood worse.



If a player Ignores a card that would make them Sing, they do not Sing.

A few cards cause a player to Sing a specific Song. In that case, they do not choose from the Setlist.

If a player must Sing from the Setlist, but the Setlist is empty, they reveal and Sing the top card from the Song Deck. If that Song is "Hyping up the crowd", discard it without taking its effects and reveal again.

When the Song Deck runs out, shuffle the Song discard pile and use that as the new Song Deck.

If a Gizmo would Sing, Wrench Sings instead. If a Minion would Sing, Torglesnarf Sings instead.

Otto: When playing with the Otto Variant, Otto cannot Sing. If a card effect would make him Sing, he instead does nothing. The Immediate effect of "Hyping up the crowd" causes Otto to gain 1 Fortitude on Jin's side, not his opponent's.

Timing: A card played by Jin that would make a player Sing may be responded to just like any other card. Any responses happen before anyone would Sing. When the card resolves, the targeted player chooses a Song, then plays it (picking targets if necessary). The Song itself may be responded to at this point.

One card, "Inspired! What a show!", may be played immediately after a player Sings. This is the same game window in which hit-back cards could be played, so if multiple players want to play such cards at the same time, resolve them in turn order starting from the active player.

Card-Specific Rules

Barbarian Rhapsody: If a player other than Jin Sings this Song, Jin will be among the players that must pay the Singer 1 Gold.

How about a rowdy drinking singalong: Jin does not add a new Song to the Setlist until after all Drinks have been revealed and resolved.

Hungry Like the Wolfman: If a player other than Jin Sings this Song, Jin will be among the players that must lose 1 Fortitude.

I Wanna Be Your Warhammer: If a player other than Jin Sings this Song and discards an Action Card, Jin will be among the players that must lose 1 Fortitude. Players may wait to see if the Singer discards an Action Card before deciding whether to respond to this Song.

Let's make it a duet: When this card resolves, Jin and the target each get their half of the Drink, then Jin adds a Song to his Setlist, then players may respond to the split Drinks.

Look who just volunteered: This card does not affect the target's Fortitude, even though the resulting Song might.

Scrying Eyes Are Watching You: No player may take game actions in between the draw and discard.

That's not a drinking horn: The Sing effect is added to the Drink itself, so if the player Ignores the Drink, they won't Sing. If the Drink with the Sing effect is split or copied, both resulting Drinks will have the Sing effect. If multiple players would Sing at the same time, they Sing in turn order starting from the active player.

This'll amp up the pot: If the Setlist is empty, no Song is added to the pot. This card simply takes control of the Round.

Why Must I Be a Skeleton In Love?: If a player other than Jin Sings this Song, they may pick Jin as the player to discard their top Drink Card.

You Only Love Me For My Heals: If a player other than Jin Sings this Song, they may pick Jin as the player to gain 1 Fortitude.

The Red Dragon Inn: Jin, SlugCrew Edition - Game Design: Jennifer Kitzman, Sam Waller, Geoff Bottone and Jeff Morrow, based on mechanics designed by Geoff Bottone, Colleen Skadl and Cliff Bohm. Art Direction and Layout: Jeff Morrow, with Art created by Erin Wong, ColdFuzion Studios and Beth Trott. Published by SlugFest Games, Inc. Deck and rules document © SlugFest Games, Inc. 2023. The SlugFest Games logo and Red Dragon Inn logo are trademarks of SlugFest Games West, LLC. WWW.SLUGFESTGAMES.COM