

THE TAVERNS OF TIEFENTHAL

THE MODULES

If you have already played with Module 1, or if you are looking for a greater challenge, you can make the game more varied and interesting by adding one or more of the following four Modules.

Important! Each Module builds upon the previous ones. So if you want to play with Module 4, you must also use Modules 1, 2 and 3!

MODULES 2

“Schnapps - That was his Last Word...”

Thalers and Beer? Bah! Strong liquor is what makes the world go around! And it can also lead to special bonuses!

COMPONENTS FOR MODULES 2

- 20 Schnapps Tokens
- 12 Double-Sided Entertainer Tiles (3 different Entertainers, 4x each)
- 3 Schnapps Tiles (for Monastery)



SETUP

Place the Monastery Board winter side up (with snow). Place the Schnapps Tiles in the 3 recesses in the Monastery Board so that the Schnapps are visible. The Schnapps Tiles showing 2 Schnapps are placed between Turns 2 and 3 and between Turns 5 and 6. The tile showing 1 Schnapps is placed between Turns 4 and 5. Set up the rest of the game as described for Module 1. Next, place the 20 Schnapps Tokens near the Monastery Board. Take 1 set of the 3 different Entertainer Tiles per player and place them next to the Monastery Board as well. Return any unused Entertainer Tiles to the box.



CHANGES IN GAMEPLAY

The Turn Track

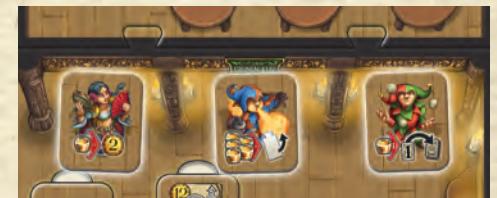
The winter side of the Monastery Board contains some new bonuses on the Turn Track, as follows:



Schnapps: When the Moon passes a Schnapps symbol, each player receives the indicated number of Schnapps Tokens (one in Turns 2, 5 and 8; two in Turns 3 and 6). Place the Schnapps Tokens on top of the Counter.



In Turns 2, 3 and 5, thirsty Entertainers will visit your Tavern to entertain your Guests. Each player takes the Entertainer Tile depicted on the Turn Track and **chooses one of its 2 sides**, placing it face up in their Tavern. **Entertainer Tiles cannot be flipped to their opposite side once placed in your tavern**, so choose wisely! **Note:** Entertainers do not grant an immediate action; they are activated later by using Schnapps Tokens.



Schnapps Actions Explained

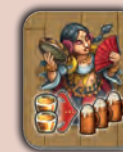
Entertainers will perform if you pay them the amount of Schnapps shown on their Tile. These performances give you some sort of benefit (see below). Entertainers perform as often as you wish, as long as you are able to pay the required Schnapps (exception: 1 side of the Juggler, see below).

Schnapps Actions



During Serving Phase (F), pay 1 Schnapps Token to the general supply to receive 2 Thalers.

OR



During Serving Phase (F), pay 2 Schnapps Tokens to the general supply to receive 3 Beers.



During Serving Phase (F), pay 5 Schnapps Tokens to the general supply to immediately upgrade 1 area of your Tavern - this is in lieu of the normal Thaler cost. You do receive a Noble card for upgrading in this way.



During Serving Phase (F), pay 2 Schnapps Tokens to the general supply to immediately remove 1 Regular or other Guest Card seated at one of your Tables from the game. You may only remove a Guest if there is no die currently on it.

O
R



Before discarding your played cards during Closing Time! Phase (G), pay 1 Schnapps Token to place one of the cards that would be discarded on top of your draw deck. This action may only be performed once per Turn.



During Planning Phase (E), pay 1 Schnapps Token to the general supply and turn 1 of your dice to any side before placing it on an action space.

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Attention: Each player may not have more than 4 Schnapps Tokens at the end of their turn. Excess tokens must be returned to the general supply.

GAME END


Each remaining Schnapps Token is worth 1 Victory Point at the end of the game.

MODULES 3

“Your Reputation Precedes You...”

A good reputation is the nuts and bolts of any flourishing tavern. If a tavern is managed wisely and with balance, the path to success is almost guaranteed!

COMPONENTS: MODULE 3

- 4 Reputation Markers (A)
- 16 Bard Cards (B)
- 10 new Guest Cards with  Symbol (C)
- Reverse side of the Host tile with the Reputation Track (D)



B

C

D

SETUP



Shuffle the 10 Guest Cards with a white die symbol at the top into the stack of Guest Cards from Module 1. Place the Monastery Board winter side up (with snow). Place the Schnapps Tiles in the 3 recesses in the Monastery Board so that the Schnapps are **not visible**. Place the 16 Bard Cards in a face up pile next to the Barback.



Flip the Bartender Tile of your Tavern Board so that the Reputation Track is visible. The small cutout at the bottom of the Reputation Track is flipped so that the signature side is face down. Each player receives a Reputation Marker (white cube), which is placed on the Bartender. Unused Reputation Markers are returned to the box. Set up the rest of the game as described for Modules 1 and 2.



CHANGES IN GAMEPLAY

The Reputation Track

The Reputation Track consists of 11 spaces (12 spaces when using Module 5). Whenever your Reputation increases, move your Reputation Marker clockwise on the Track. When you would move past the Crown, **return to the beginning of the Reputation Track**. It wraps around so that you can earn additional bonuses.

If your Reputation Marker reaches or passes one of the following spaces, you immediately receive the specified bonus:



Take 1 Schnapps Token.



Take 1 Schnapps Token or remove 1 Guest from your Tavern (see page 11 in the Module 1 rule book).



Take 1 Noble card and place it face down on top of your draw deck.

The Reputation Phase

After you have placed all of your dice in Planning Phase (E), and before you perform your first action in Serving Phase (F), you now complete an additional sub-phase: The Reputation Phase.

First, count how many Thalers you will earn from your dice placement. This is the sum of:

- Thalers that you receive via Guest Cards.
- 1 or 3 Thalers that you receive via the Cashbox.

Then, count how many Beers you will earn. This is the sum of:

- Beers you receive via the Brewer.
- 1 or 2 Beer/s you receive via the Barrel.
- 1 Beer for each Barback placed next to your Beer Storage.

You now move your Reputation Marker a number of spaces equal to the **lesser of these 2 totals**.

Important! For the calculation of your Thalers and Beer, count only the action spaces containing dice, as well as the Barback. All Thalers and Beer that are earned by other methods are not counted here. Therefore, do not count Thalers in the Safe or Beer in the Beer Storage, or those that you receive via Entertainers, the Monastery Track bonuses or instant Guest bonuses.

Even if you upgrade an area during Serving Phase (F), which would result in a higher production of Thalers or Beer, that additional production does not count since the Reputation Phase is performed before Serving Phase (F).

Important: When the current player has finished their Reputation Phase, they immediately continue with Serving Phase (F). Only after they finish this Phase does the next player perform their Reputation Phase.

Attention: If you re-arrange your dice during Serving Phase (F), this has a retroactive effect on your Reputation Track. Remember to adjust your Reputation Marker accordingly if you change your plans!



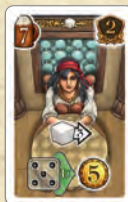
The Bards

The Bards are performers you can hire for your Tavern. During Serving Phase (F), you can hire a Bard for 1 Thaler. Like all other Tavern Cards, the Bards are placed face down on the top of your draw deck when hired.

If you draw a Bard while filling your Tavern in Arrival Phase (B), place it to the right of your Beer Storage (in the same row where Barbacks are placed).

The Serenade of the Bard

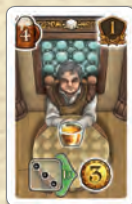
For each Bard drawn during Arrival Phase (B), you may move your Reputation Marker 1 space ahead on the Reputation Track in Serving Phase (F).



New Guests




If you recruit a Guest Card that has a Reputation Marker symbol, immediately move your Reputation Marker forward a number of spaces equal to the number depicted on the card.

If you recruit a Guest Card that has a Schnapps symbol, you immediately receive 1 Schnapps Token.



These bonuses are only rewarded when the corresponding Guest is recruited. They are **not** activated when placing these Guests at Tables during later turns.

GAME END

In addition to the ways of scoring Victory Points from the previous Modules, in Module 3 you also earn Victory Points for your Reputation at the end of the game. These Victory Points depend on the position of your Reputation Marker. If your Marker is on a number, you score that many points. If your Marker is on a Schnapps space,   you score points equal to the number on the previous space. If your Marker is on the Crown,  you score no additional points (you already received a Noble card as a reward for arriving there).

Example: Wolfgang's Reputation Marker is on the "6" space at the end of the game. He receives 5 Victory Points for it.



MODULES 4

"Every Beginning is Difficult..."

Anyone can open a basic Tavern – it only takes a server, beer, and a table. But that does not mean that there are not more successful business models out there!

COMPONENTS: MODULE 4

• 7 Start Cards



SETUP

The only change to the Setup with this Module is that each player does not automatically add 1 Server, 1 Table and 1 Brewer to their starting draw deck. Instead, each player uses the starting items that are shown on a Start Card. Shuffle the 7 Start Cards and randomly reveal 3 of them. Each player chooses 1 of the revealed cards and takes the starting items shown on it. Several or even all players may choose the same Start Card.



Take 1 Server, 1 Table and 1 Brewer (as in Module 1).



Take 1 Bard, 1 Barback, 1 Brewer and 1 Dishwasher.



Move your Monastery Marker 3 spaces forward on the Monastery Track (you will immediately get 1 Barback as a result). However, you must also remove 2 Regulars from your draw deck and return them to the box.



Take 1 Schnapps. In addition, immediately upgrade the Table area of your Tavern for free. You do not receive a Noble Card for this upgrade.



Take 1 Bard and 1 Table. In addition, immediately upgrade your Beer Storage area for free. You do not receive a Noble Card for this upgrade. You also start the game with 5 Beers, so set your Beer Storage Marker to 5.



Take 1 Server card. In addition, immediately hire a permanent Server for free by flipping over the Dog Tile. You do not receive a Noble Card for this upgrade.



Take 1 Dishwasher. Additionally, you must also remove 1 Regular Card from your draw deck and return it to the box. Lastly, upgrade the Cashbox area of your Tavern for free. You do not receive a Noble Card for this upgrade.

Do not forget to shuffle your draw deck before the first Turn!

All other rules from Modules 1, 2 and 3 remain the same.

MODULES 5

“The later the hour, the nicer the guests...”

Your reputation might precede you, but can you produce a guest book full of signatures of satisfied customers as proof? You better hope so if you want to impress those indecisive Nobles!

COMPONENTS: MODULE 5

- 4 Guest Books
- 40 Signature Tiles



SETUP




Set up the game as described for Modules 1–4. With this Module, however, flip over the small cutout at the bottom of the Reputation Track so the signature side is face up. Each player receives a Guestbook and places it above their Tavern Board. Any unused Guestbooks are returned to the box. Place the Signature Tiles in the general supply next to the display of Guest Cards. Place 1 Signature Tile on each of the 4 face-up Guest Cards in the open display, and 1 on the top card in the “3 Beer” stack.

CHANGES IN GAMEPLAY

The Guest Book

Your Guest Book consists of 4 columns that you fill from top to bottom with Signature Tiles. There are 2 ways to fill your Guest Book:

- Whenever you recruit a Guest with Beer, take the Signature Tile on the Guest Card and put it in your Guest Book (the Guest has written their name in the Guest Book). Place the Tile in the column that corresponds to the value of the Guest you just recruited (3/4 Beer, 5 Beer, 6 Beer or 7/8 Beer). When you refill the row of face up Guests from the draw pile take a Signature Tile from the supply and place it on the newly drawn Guest.
- If your Reputation Marker reaches or passes the Signature symbol  on the Reputation Track, take a Signature Tile from the general supply and place it in any column of your Guest Book (remembering to fill from top to bottom!).

Certain spaces of the Guest Book depict bonuses. If you cover one with a Signature Tile, you receive that bonus immediately. If you are awarded a Signature for a column that is already full, the Signature cannot be placed and is simply forfeited.

You receive the following bonuses immediately upon placing a Signature Tile on the corresponding space:

-  Take 1 Barback and place it face down on top of your draw deck.
-  Take 1 Dishwasher and place it face down on top of your draw deck.
-  Take 1 Server and place it face down on top of your draw deck.
-  Take 1 Table and place it face down on top of your draw deck.
-   Move your Reputation marker forward 1 or 3 spaces, respectively.
-  Take 1 Noble and place it face down on top of your draw deck.
-  Take 1 Schnapps Token from the general supply.

If you place a Signature Tile in the last empty space in a horizontal row of your Guest Book, you immediately receive 1 Noble and place it face down on top of your draw deck.

The number of Signature Tiles is limited. In the rare case that you recruit a Guest without a Signature Tile on it, you will not be able to enter their signature into your Guest Book.

Note that even when playing with Module 5, you may only recruit 1 new Guest per Turn.

All other rules from Modules 1–4 remain the same.