

# Hero's TAVERN

3 - 5 PLAYERS | 20 MINUTES | AGES 8+

## OVERVIEW

Players compete to build the ultimate Hero's Tavern – a tavern with all the amenities weary adventurers returning from their travels could want. The player who attracts the most heroes after 5 rounds wins.

## GAMEPLAY

Hero's Tavern is played over **5 rounds**, each consisting of the following phases:

**1. Deal and Draft** – Players are dealt a hand of 7 cards. Players will simultaneously draft one card from their hand, place it face-up in front of them, and pass their remaining cards to the left. Players continue drafting until everyone has 7 new cards in their tavern (the area of face-up cards in front of them).

**2. Score** – The *entertainment*, *food*, *ale*, *lodging*, *market*, and *staff* cards all attract 1 hero. Players score **all** of these types of cards in their tavern, including cards purchased in previous rounds.

**3. Award Resources** – The *barrel*, *games*, and *tools* cards all award resources. Players are awarded resources for **all** of these types of cards in their tavern, including cards purchased in previous rounds.

**4. Purchase Cards** – Players may use their resources to purchase cards for their tavern. Purchased cards are permanent and are counted during the *scoring* and *award resources* phases of **all subsequent rounds**. Non-purchased cards are discarded.

After 5 rounds, each player will score their final tavern and calculate their total cumulative score. The player with the highest score wins.

## WHY IS IT UNIQUE?

Hero's Tavern was designed to introduce the concepts of card drafting and engine building to new players.

**Quick & Easy** – Each round lasts only 2 to 3 minutes. It only takes 1 round for a player to fully grasp the rules.

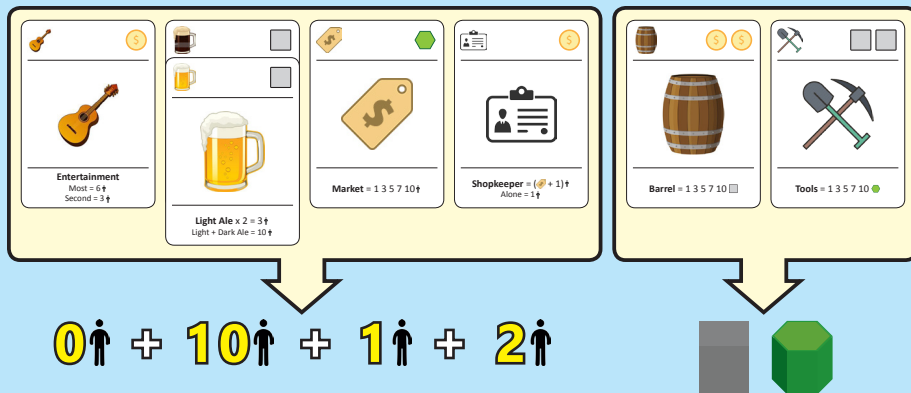
**Compound Scoring** – Cards purchased in previous rounds are included in the scoring of all subsequent rounds. Because rounds are very quick, this creates an exciting and very rewarding feedback loop for the player. In each subsequent round, players reap the benefits of choices they made in all prior rounds.

**Theme** – A unique theme which could be easily changed. Why not compete to build the ultimate *family vacation destination* or even an *alien colony*?

**Expansions** – Plenty of room for expansions.

## COMPONENTS

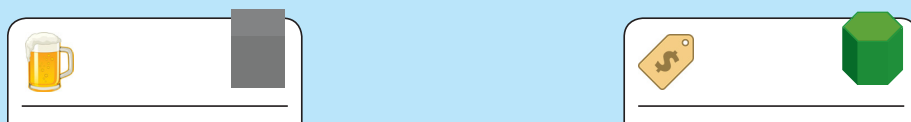
- 106 Cards
- 50 Storage Cubes
- 5 Player Aids
- 50 Land Tokens
- 1 Score Pad
- 50 Coins



Your tavern after the *deal and draft* phase of round 1.

**Left:** The combination of Light and Dark Ale scores you 10. The Market card scores 1. The Shopkeeper acts as a bonus to Market cards and grants you an additional 2. You score a total of 13 this round.

**Right:** You are awarded 1 storage cube for your Barrel and 1 land token for your Tools.



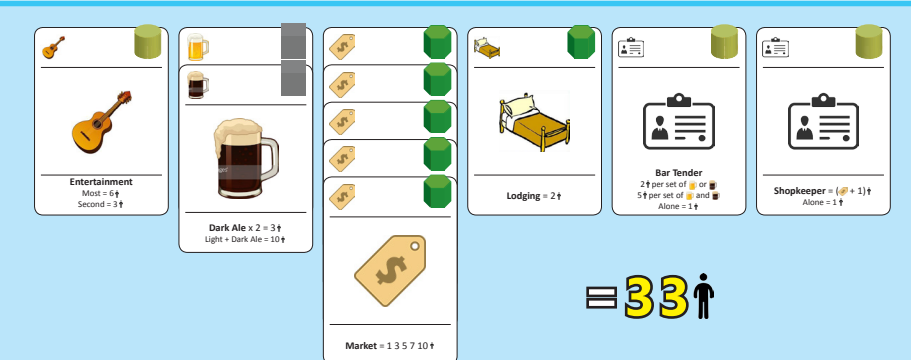
You choose to purchase the Light Ale and Market cards by placing the required resources in the top-right corner of each card. These cards are now a permanent part of your tavern and will be counted in the *scoring* and *award resources* phases of **all subsequent rounds**.



Your tavern after the *deal and draft* phase of round 2. The Ale and Market cards which were purchased in the previous round are denoted by the resource tokens in the top-right corner of each card.

**Left:** You have the most Entertainment cards so you are awarded 6. The combination of Light and Dark Ale scores you 10. Having three Market cards scores you 5. You score a total of 21 this round.

**Right:** You are awarded 1 land token for your Tools.



Your final tavern after all 5 rounds are completed. Rounds 3 through 5 are left out for brevity.

You score 10 for the combination of Light and Dark Ale with an additional bonus of 5 for the Bartender. The five Market cards score you 10 with an additional bonus of 6 for the Shopkeeper. The Lodging card scores you 2. You score a total of 33 for your final tavern.