

A Game by Vojkan Krstevski and Toni Toshevski

Cavern Tavern

Rules of Conduct



For 2-5 players


FINAL FRONTIER
GAMES

Ages 13 to adult

The Story



"In a war torn land, a magical land of heroic feats and epic quests, there is a place that has never felt the wrath of the ongoing and everlasting war between the five realms. Hidden deep in the shadows of a cavern in the hills of Strongcliff, it has been the best kept secret for many years. This place is called the Cavern Tavern.

Not many know of the Tavern, and there's an unspoken truce between the ones that visit it, no matter from where they come or what realm they belong to. But do not be fooled my friend, it's no safe haven! It's the most dangerous place in the Northern Realm, maybe even more dangerous than the battlefield itself. The Tavern is packed with the toughest and meanest criminals from all five realms. It's where war profiteers come to do their dirty businesses, and where renegades hide from the law. But, every now and then, you could also see some poor rogue that has just lost his way.

The Tavern is run by the most cold-blooded and nastiest dwarf you've ever seen, and it's why he got his nickname, Nasty the Dwarf. Everyone who works for Nasty is someone with a troubled life whose path just ended in the Tavern. Running and hiding from their past they seek shelter in the Tavern, and Nasty greets them with arms wide open, promising them a better life. Soon they

see the real side of Nasty, but by then it's too late. Nasty has them in his firm grip.

But not all is bad in the Cavern Tavern. There are nights when you just forget everything, and enjoy the beautiful atmosphere. The food is very good, and it has the best drinks and cocktails in all realms. Sometimes, someone would even start a song, and then others will join. Those are the moments worth visiting the Tavern.

So my friend, now that you know of the Tavern, what are you prepared to do? Are you ready to have the biggest adventure of your life, and start working in the Cavern Tavern?"

Components

- 1 Main gameboard
- 1 Rulebook
- 5 Player Boards
- 76 Ingredient cards
 - 6 Ambrosia
 - 6 Beer
 - 6 Elixir
 - 6 Fruit
 - 6 Herbs
 - 6 Liqueur
 - 6 Mead
 - 6 Nectar
 - 6 Rocks
 - 6 Spirits
 - 6 Syrup
 - 6 Wine
 - 4 Magic Potion
- 42 Order cards
- 20 Item cards
- 15 Nasty the Dwarf Says cards
- 8 Nasty's Secret Tasks cards
- 10 Wooden Pieces
 - 5 Meeples (1 of each color)
 - 5 Score Marker (1 of each color)
- 21 Dice
- 50 Time Tokens
- 15 Reputation tokens
- 1 First Player Marker
- 1 Round Marker



How to win

The Cavern Tavern game is played in 10 rounds. The player with the most Victory Points at the end of the final round is the Winner.

Setup

Before you can start playing, you'll need to spend a bit of time setting up the game.

Game Board

The game board represents the Tavern.

The track near the bottom edge of the board marks the passage of rounds (time), while another along the outside edge is used to track each player's score.

Unfold and place the game board in the center of the play area within easy reach of all players.

Player Boards

Each player takes one Player Board.

The Player Board contains:

- Reputation Track: Here is where you will adjust your Kitchen and Chores experience and your reputation with Nasty the Dwarf. Place your tokens on level "0" (over the names).
- Nasty Dwarf Says: This area holds your active Nasty Dwarf Says card.
- Orders: Whenever you take an Order from the Tavern, you place the card in the "Orders" area on your player board.
- Ingredients Tray: The place to store your Ingredients.



Rounds Track



Points Track



Meeple and Dice

The Meeple represents you, working in the Tavern. The dice are your available actions. Each player chooses a color and takes the Meeple and the dice. Place them in your Player Boards.



Time Tokens



Time Tokens represents the hour and minutes when you picked up an order from a table. Take the tokens of your color and place them in your Player Board.

Score Markers



Each player has a circular wooden piece that matches the color of his or her meeple. Place these Score Markers on the scoring track in the labeled place "0".

Reputation Tokens

Each player takes 3 Reputation Tokens in the color of his or her meeple. During your shift in the Tavern, besides serving drinks, you will have to work in the Kitchen and do some Chores. Also, one of the most important things is to maintain good relations with the barkeep Nasty the Dwarf. These three tokens will help you track your positions on the Nasty, Kitchen and Chores Tracks on your Player Boards.



Cellar Places

The Cellar contains all 12 types of Ingredients that are exercised in the game. There are 6 places where you can go in the Cellar and they are numbered from 1 to 6. Each place lets you choose and take 1 of the 2 ingredients represented on that number.



For example, the place in the Cellar with the number 2 contains Syrup and Rocks. You can choose to take just one of these Ingredients. The slots on these places differ from the number of players in the game. In a 2 player game there is only 1 available slot, in a 3 player game there are 2 available slots, in a 4 player game there are 3 available slots and in a 5 player game there are 4 available slots. Once the slots have been filled, no other player can place dice on that place.

Kitchen Tasks and Chores

The game board contains 6 Kitchen Tasks and 6 Chores, numbered from 7 to 18. Each of them has only 1 available slot (regardless of the number of players in the game) to which your dice can be assigned to.

Each one holds the same kind of information.



Name: Name of that Kitchen Task or Chore. For example, "Fix the roof".

Cost: The amount of dice result needed to complete it. For example, "Fix the roof" Chore requires 16 dice result.

Rewards: The reward you get for completing that Kitchen Task or Chore, which might be a variety of things, Ingredients, Items, Points etc. When completing a Kitchen Task or a Chore you receive all of the rewards that are described on that specific Task or Chore. For example, "Fix the roof" provides Wine, Item, 8 Points and the ability to make a Forced Trade with another player.

Type: The Kitchen Tasks are marked with a "K" and the Chores are marked with the letter "C". Whenever you complete one of these Tasks or Chores you move one spot on the according track. For example, for doing "Fix the roof" you move one spot on the Chores Track.

Nasty the Dwarf's Office

The Nasty space: To use this space you give any 1 die for talking to Nasty. When you use this space, 2 things happen, you improve your reputation with Nasty (go one space up on the Nasty Track) and bad mouth a co-worker (choose an opponent and he goes 1 space down on the Nasty Track).

Note: In a 2 player game, there is 1 space available at the Office; in a 3 player game, 2 spaces; in 4 and 5 player game, 3 spaces available.



Wizard's Workshop

The Item space: To use this space you give any 2 dice. This gives you the ability to draw 3 Item cards, choose 1 of them, return the rest and reshuffle the Item deck.

NOTE: In a 2 and 3 player game, there is only 1 space available; in a 4 and 5 player game, there are 2 spaces available.

The Magic potion space: To use this space you give any 3 dice for 1 Magic Potion and 1 Item.

NOTE: Regardless of the number of players in the game, there is only 1 space available here.



Cards

The cards represents the Orders that you receive from the customers, Items that will help you complete your Orders, instructions from Nasty the Dwarf, Secret Tasks and Ingredients.



Nasty's Secret Task Cards

Nasty the Dwarf has opened the Tavern when he retired from digging gold in the very same cave where the tavern is located. Adventurers from all five realms come to the tavern to try the special drinks that are served in Cavern Tavern. The success of the tavern depends on Nasty's management and assigning tasks to the employees to keep the place at top shape.



Shuffle the Secret Task cards deck and deal 1 card face down to each player. Keep this card face down. Your task is secret to the other players. You don't want them to sabotage your task in the tavern.

Return the remaining Secret Task cards to the box, face down. They won't be used for the rest of the game.

Each Secret Task grants bonus Victory Points for meeting certain conditions, as described in its rules text. Example: The card above says: "For every Wine Ingredient you serve, you receive 3 points at the end of the game" That means for every Order that you'll complete during the game that contains Wine, you'll receive 3 bonus points at the end of the game. 5 Orders with Wine, you receive 15 points.

IMPORTANT: Once you complete an Order, keep it to yourself face-down.

Order Cards

As an employee in the tavern, your job is to serve as many drinks as possible. To serve a drink to a customer, you must take an Order. The Order has information how to prepare the drink that the customers ordered.

IMPORTANT:

1. Some of the Order cards will have a "K" or "C" icon on them. This means that whenever you complete that Order you go one level up on the Kitchen or Chores Tracks depending on what the Order card says. This does not count as completing a task in the Kitchen or completing a Chore and thus you don't receive the extra points that you earned on the Track.
2. Some of the Order cards will have an Item icon on them. Once you complete that order you'll receive an Item Card.



Shuffle the Orders Cards and place the deck next to the game board.

When you complete an Order, keep the card in your Player Board.

Item Cards

Item Cards help you during your shift in the Tavern. You can play an Item whenever you want during your turn.



Shuffle the Item Cards and place the deck next to the game board. Item Cards are played once. When you play an Item Card, discard the card and set it aside.

In case there are no more Item Cards in the Item deck, shuffle the used cards and return them in play.

Nasty the Dwarf Says Cards

During your shift in the Tavern due to various reasons, you'll be called into Nasty the Dwarf's office. When that happens, you must draw a Nasty the Dwarf Says Card. Until you do what Nasty tells you to do on the Card, you can only visit the Cellar, the Wizard's Workshop and Nasty's Office.

Shuffle the Nasty the Dwarf Says cards and place the deck in Nasty the Dwarf's office.



Ingredients

Throughout the game, you'll need various Ingredients to serve the drinks that your customers will order.

There are 12 types of Ingredients: Ambrosia, Beer, Elixir, Fruit, Herbs, Liqueur, Mead, Nectar, Rocks, Spirits, Syrup and Wine. Also, there is a Magic Potion Ingredient which is located in the Wizard's Workshop. The Magic Potion can replace any Ingredient of your choice. It can replace only one Ingredient.

For example: If the order requires Beer x2, the Magic Potion replaces only 1 Beer Ingredient.



Different Orders require different Ingredients to complete them. Place them aside of the game board, within easy reach of all players. If there aren't enough Ingredients in the supply, you can take only as many as are available. For example: If there is no more Beer in the supply, you will have to wait for someone to return a Beer Ingredient.

Start Play

The player who has most recently been in a tavern brawl goes first. If there is a tie, the player who has the worst boss goes first. That player takes the First Player Marker and the last player takes the White Die which he or she can use as an extra die of his color.

Sequence of Play

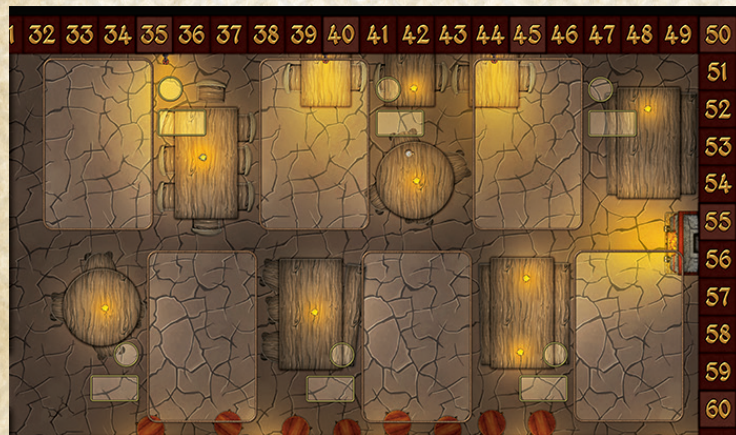
The Cavern Tavern game is played in 10 rounds. During each round, players take turns in which they assign their dice to various places and tasks.

The game ends after 10 rounds have passed. The player with the most Victory Points at the end of the tenth round is the winner.

Start of game

At the start of the game, every player rolls their dice. According to the dice rolled, all players take Ingredients from the Cellar places numbered from 1 to 6. These Ingredients form the starting Ingredients pile for every player.

After all players have taken their starting Ingredients, place 1 face-up Order card in each of the 6 spaces in the Main Area of the tavern.



Start of round

All players roll all their dice simultaneously again.

Actions in a turn

Each player takes turns, one at a time, starting with the player who has the First Player Marker and proceeding to that player's left.

During your turn, you can take one or all of the following actions.

1. Take an Order from the Main Area of the tavern
2. Play an Item card
3. Place dice
4. Complete an Order

Take an Order

Each player must take an Order on their first turn of the round, if they don't have one from the previous round. A player can't have more than one Order. In round 1, all players take Orders from the table on their first turn.

When a player takes an Order, that player takes the Order card, puts their meeple and a token representing the time (round) in the Tavern on the appropriate spots next to the tables, to indicate that table's Order is taken.



If you don't like the Orders that are available at the Tavern, you can draw the first card from the Orders deck. If you draw from the Orders deck, you must take that Order and discard one from the Tavern. Place your meeple and token on the spot of the discarded card.

Play an Item Card

The Item Cards can help you during your shift at the Tavern. You can play as many Item Cards as you want during your turn.

Place dice

In turn order, players now have the opportunity to take one action in the Tavern on the marked spaces by placing their dice. One action means, placing die or dice only on 1 place! After the last player in turn order has made an action, the first player has an opportunity to take another action. Continue taking actions until all players ran out of dice.

To take an action in the Tavern you have to spend one or more of your dice. The total of the dice you spend must be exactly equal to the action value on the marked space. You cannot partially spend dice! The full value of all dice must be used. When you take an action, place your die or dice on that action space.

Example. Player A rolls 2, 3, 5, 5. Player B rolls 1, 1, 4, 6. Player C rolls 1, 3, 4, 5. Player D rolls 1, 3, 6, 6.

Player A goes first. He puts his 2 on the place no.2 in the Cellar, and takes one Syrup.

Player B plays the 4 and puts the die on place no.4 in the Cellar, and takes one Wine.

Player C combines his 5 and 1 dice, thus making a 6 and puts those two dice on the place no.6 in the Cellar and takes one Liqueur.

Player D combines all of his dice and puts them on 16. $1+3+6+6=16$. The task no.16 "Fix the roof" gives him Wine, the opportunity to Force a trade with another player for Ingredient of his choice, one Item and 8 points.

Once player D has finished his move, the turn goes back to player A who has 3 more dice, then to player B and so on...

This continues until all players ran out of dice.

Actions numbered from 1-6 (the Cellar) have variable spaces available. In a 5 player game, there are 4 spaces on these actions; in a 4 player game there are 3 spaces; in a 3 player game there are 2 spaces; and in a 2 player game there is only 1 space available on these actions.



Actions numbered 7-18 (Kitchen Tasks and Chores) have only one space regardless of the number of players in the game. On these spaces you cannot take an action if that action has been used in the current round (by another player or by yourself). In other words, each of these actions can have only one dice group owned by a single player. The only exception to this rule occurs when a player uses a special Item Card.

The Magic Potion action: To use this action you give any 3 dice to receive 1 Magic Potion and 1 Item.

The Item action: To use this action you give any 2 dice. This gives you the ability to draw 3 Item Cards, choose 1 of them, return the rest and reshuffle the Item deck.

Talk to Nasty action: To use this action you give any 1 die for talking to Nasty. When you use this action, 2 things happen, you improve your reputation with Nasty (go one space up on the Nasty Track) and bad mouth a co-worker (choose an opponent and he goes 1 space down on the Nasty Track).

If you have no dice left, or if you cannot legally place the dice you have left, you must pass. After taking an action, you can complete an Order by using the specified Ingredients.

Completing an Order

To complete an Order you must use the specified Ingredients shown on the Order card. Each drink in Cavern Tavern is different and requires different Ingredients.

Customers from all 5 realms come to taste the drinks and try the local food.

But the customers don't want to wait for their order for hours. And Nasty doesn't want unsatisfied customers. That's why you have to complete the Orders as fast as possible.

On every Order card there is a number in the top middle part representing the total points you receive if you complete the Order in the same round that you have picked up the Order. For every round (20 minutes) you are late, you receive less points than the card is worth. On each Order card there is a numerical representation for how many points you receive depending on the number of rounds you are late.



When completing an Order, you turn over the Order card and keep it until the rest of the game. Then take your meeple and time token back to your player board and **PLACE NEW ORDER CARD ON THAT SPOT.**

Depending on the difficulty of the Order, the customers are willing to wait a bit for you to serve it, but they are not going to wait forever. If it takes you X number of rounds (the number in the red field) then the customers give up on waiting and you lose points as shown in the red field in the Order Card.

The time tokens are used to keep track of time. When you pick up an Order you place a time token representing the exact hour (round) in the Tavern. When you complete the Order, you check what time is at that moment, and at what time you've picked up the Order, and receive points as indicated in the Order Card.

EXAMPLE: You picked up the "Thunder Smoke" (shown above) Order in the 5th round (23:20), you place the 23:20 token on the appropriate spot. You gather the Ingredients needed and you complete the Order in the 7th round (00:00). You are 2 rounds late, the "Thunder Smoke" card says +2/15, which means if it took you 2 rounds to complete the order, you receive 15 points instead of 28. If you are 7 rounds late (in the example of "Thunder Smoke"), the customers leave the tavern. You discard that Order and place a new card at the available spot on the Tavern.

IMPORTANT: If you don't have an Order Card, you must take one on your first turn of the round. When you complete an Order, you don't have to take another. That is part of the strategy, knowing when to pick up an Order. For example: At the start of round 4, it's your turn and you don't have an Order. You take an Order and you have all the necessary Ingredients to complete the Order. Give all the needed Ingredients to the Cellar, turn over the Order, and adjust the points that you received. **YOU DON'T HAVE TO TAKE ANOTHER ORDER UNTIL THE BEGINNING OF THE NEXT ROUND, IF YOU WANT, YOU CAN. BUT, IF YOU DON'T COMPLETE THE ORDER IN THE SAME ROUND YOU'RE GOING TO LOSE POINTS! PLAN YOUR MOVES WISELY!**



End of round

When all dice have been placed, the round ends.

IMPORTANT: AT THE END OF ROUND EVERYONE THAT HAS AN OPEN ORDER, MOVES ONE SPACE DOWN ON THE NASTY TRACK.

At the end of the round, all players return all their dice to the Player Boards. The player with the First Player Marker begins the next round. The player with the lowest number of points receives the additional white die and can use it as part of his or hers dice pool. The white die, each round goes to the player with the lowest number of points. In case of a tie, the player that is further down on the turn order, takes the white die.

Ending the game

The game ends after 10 rounds of play. At the end of the tenth round, perform final scoring for each player.

- Subtract points for Nasty the Dwarf depending on the position of the Nasty Track.
- If you don't have an open Order at the end of the game, for each Ingredient in your possession you receive +1 Victory Point. If you have an open Order you don't lose points from not completing that Order, but you don't receive points for the Ingredients in your possession.
- For having uncompleted Nasty the Dwarf Says card, you lose 10 points, unless the card is drawn in the last (10th) round.
- Nasty's Secret Tasks – As specified by the card
In case of a tie, the player that has better reputation with Nasty wins. If there is still a tie, the player who served more Orders is the winner. In the unlikely event if there is still a tie, both players are declared winners.

Reputation Tracks

The reputation tracks on the player board contains three tracks: Nasty, Kitchen and Chores.



Nasty Track

This track represents your reputation in the eyes of the owner. You start at level "0" (Nasty) and further down the scale you go the more points you will lose at the end of the game. The number of points that you lose at the end of the game are represented on the track.

But that's not all. From time to time, the players will be called out to the office of Nasty the Dwarf. And those visits won't be so pleasant.

Once a player reaches the thresholds numbered 3, 6 and 9 on the Nasty Track as indicated on the player board, that player is immediately summoned in his office and must draw a card from Nasty the Dwarf Says deck. The player reads the card aloud.

Moving on the Nasty Track is made possible in two ways.

1. For every round you are late with completing an Order you go 1 space down on the Nasty Track.
2. A player can go to the office voluntarily and bad mouth a player of his choice to the boss. When that happens, the player who was sucking up to the boss goes back one space on the Nasty Track and the players that was badmouthed goes 1 place down on the Nasty Track. Once you cross a threshold and draw a card from it, you don't draw again if you go back to the same threshold.

The maximum you can go on the Nasty Track is number 9, and the maximum cards you can draw are 3.

Kitchen Track

The Kitchen Track represents your experience in managing in the Kitchen. All players start at level "0" (Kitchen) and throughout the game advance on the track, by washing dishes, serving dinner, making breakfast and so on. The further down the Kitchen Track you go, the more experienced you are and thus receive more things when doing Kitchen Tasks in the Tavern.

Once you reach level 3 at the Kitchen Track, every time you complete a Kitchen Task you receive 2 additional points.

When you reach level 6 at the Kitchen Track, every time you complete a Kitchen Task you receive 3 additional points. You also gain the ability to change one of your dice for the value of 1, (turning a 3 into 2 or 4) when doing a Kitchen Task. This ability only applies when doing Kitchen Tasks.

When you reach level 9 at the Kitchen Track, every time you complete a Kitchen Task you receive 4 additional points. You also gain the ability to change one of your dice for the value of 2 (turning a 3 into 1, 2, 4 or 5), when doing a Kitchen Task. This ability only applies when doing Kitchen Tasks.

All of these rewards and improvements are shown on the Kitchen Track.

The Kitchen Tasks in the Tavern are on the places, 7, 9, 11, 13, 15 and 17. These places are marked with "K". Whenever you complete a task at these spaces, you advance one step up on the Kitchen Track. Some of the Orders in the Tavern require a bit of Kitchen time to prepare. These Orders are also marked with "K". Whenever you complete an Order marked with "K", you advance one step on the Kitchen Track.

The maximum you can go on the Kitchen Track is number 9.

Chores Track

The Chores Track represents your experience in doing chores in the Tavern. All players start at level "0" (Chores) and throughout the game advance on the track, by chopping wood, mopping the floor, wiping the tables and so on. The further down the Chores Track you go, the more experienced you are and thus receive more things when doing Chores in the Tavern.

Once you reach level 3 at the Chores Track, every time you complete a Chore you receive 2 additional points.

When you reach level 6 at the Chores Track, every time you complete a Chore you receive 3 additional points. You also gain the ability to change one of your dice for the value of 1, (turning a 3 into 2 or 4) when doing a Chore. This ability only applies when doing Chores.

When you reach level 9 at the Chores Track, every time you complete a Chore you receive 4 additional points. You also gain the ability to change one of your dice for the value of 2 (turning a 3 into 1, 2, 4 or 5), when doing a Chore. This ability only applies when doing Chores.

All of these rewards and improvements are shown on the Chores Track.



The Chores in the Tavern are on the places, 8, 10, 12, 14, 16 and 18. These places are marked with "C". Whenever you complete a Chore, you advance one step up on the Chores Track. Some of the Orders in the Tavern require a bit of Chores time to prepare. These Orders are also marked with "C". Whenever you complete an Order marked with "C", you advance one step on the Chores Track.

The maximum you can go on the Chores Track is number 9.

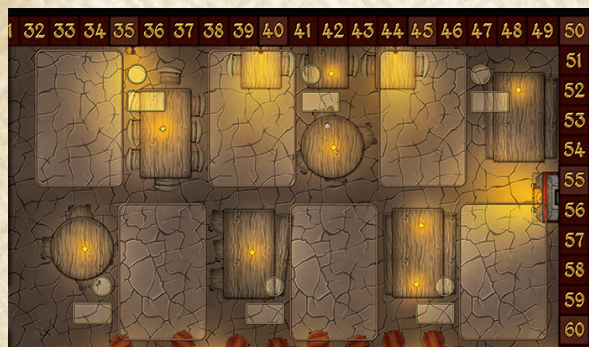


Places in the Tavern

The places of action in the tavern are divided in 6 parts: Main Area, Cellar, Kitchen, Chores, Nasty the Dwarf's Office and Wizard's Workshop.

Main Area

The main is where the guests sit and have fun. It has 6 tables on which you place the Orders.



Cellar

In the Cellar are stored all of the 12 types of Ingredients in the Tavern.



Place 1 – Choose Fruit or Herbs – Die number needed 1

Place 2 – Choose Syrup or Rocks – Die/Dice number needed 2

Place 3 – Choose Mead or Nectar – Die/Dice number needed 3

Place 4 – Choose Wine or Elixir – Die/Dice number needed 4

Place 5 – Choose Ambrosia or Beer – Die/Dice number needed 5

Place 6 – Choose Liqueur or Spirits – Die/Dice number needed 6

Kitchen



Make lunch for Nasty – Receive Herbs, 2 points and the First Player Marker – Dice result needed 7

Roast the meet – Receive Syrup and 3 points – Dice result needed 9

Cook dragon eggs – Receive Nectar, Item and 4 points – Dice result needed 11

Wash the dishes – Receive Elixir, Item and 6 points – Dice result needed 13

Cut the meat – Receive Beer, Trade with the Cellar 2 of any kind for 1 of your choice, receive Item and 7 points – Dice result needed 15

Serve dinner – Receive Mead, Steal an Ingredient from another player (except the Magic Potion), receive Item and 10 points – Dice result needed 17

Chores

Wipe the tables – Receive Fruit and 2 points
– Dice result needed 8

Mop the floor – Receive Rocks and 3 points –
Dice result needed 10

Prepare the rooms – Receive Ambrosia, Item
and 4 points – Dice result needed 12

Chop wood – Receive Liqueur, Item and 6
points – Dice result needed 14

Fix the roof – Receive Wine, Forced Trade 1
Ingredient with another player, receive Item
and 8 points – Dice result needed 16

Entertain the guests – Receive Spirits, Take an Ingredient of your
choice from the Cellar, receive Item and 12 points – Dice result
needed 18

Chores	
Wine Trade Item Points 8	Spirits Choose Item Points 12
Fix the roof C 16	Entertain the guests C 18
Ambrosia Item Points 4	Liqueur Item Points 6
Prepare the rooms C 12	Chop wood C 14
Fruit Points 2	Rocks Points 3
Wipe the tables C 8	Mop the floor C 10

Nasty the Dwarf's Office

Give any 1 die to suck up to the boss
and badmouth another player.



Wizard's Workshop

Give any 2 dice to draw 3 Item
Cards, keep 1 and reshuffle the rest.
Give any 3 dice to receive a Magic
Potion and an Item

