Tavern Tumult

Tavern Tumult: Print-and-Play Edition is a DIY 4-player fighting game set in a whimsical tavern full of rowdy, tough-as-nails, root beer swilling gnomes. Put your crafting skills to the test, weather the barrage of tiny fists, dish our some damage of your own, and don't forget to raise a frothy mug to friendly carnage!

Objective

The goal of the game is to be the last gnome standing. You accomplish this by moving around the board, drawing/playing action cards (attacks, moves, health boosts), and finding root beer.

Components

- 4 Gnome Player Disks
- 4 Character Cards
- 4 Health Indicators
- 2 Root Beer Disks
- 32 Action Cards
- 1 D6 Die
- 1 Game Board



Setup

Begin by placing the Game Board on a flat playing surface where almost everyone can reach it.

Starting with the shortest player (then continuing in order of who the *host likes best) each player picks a color and takes the corresponding Gnome Player Disk, Character Card, and Health Indicator.

Each player then places their Gnome Player Disk on the start space of the matching color, positions their Character Card up against the edge of the Game Board, and sets their Health Indicator on the top space (♥10) of their Health Meter.

Once each player has set up their pieces, shuffle the 32 Action Cards and place them next to the Game Board.

For each of the two Root Beer Disks, roll the die and place the Disk on the space marked with the same number as the die roll.



Finally, each player rolls the die. The player who rolled the highest goes first, then play continues clockwise around the table.

* In the event that the host in unavailable to make their preferences known, choose in order of who the oldest player likes best.

Gameplay

Begin your turn by rolling the die and drawing the number of Action Cards that you rolled. This will be your hand for the turn.

Look at the cards in your hand. If any of the cards say "Play Immediately" under the title, play them immediately. If you have multiple "Play Immediately" cards, play them in any order.

You may now move your gnome up to 6 spaces (any direction except diagonals) and play as many Action Cards as you wish, in any order you wish.

You may attack as many gnomes in a given turn as you wish, but you may only attack any particular gnome once in that turn.

When you're done moving and playing cards, discard any remaining cards and end your turn.

NOTE: You must always end your turn by discarding any remaining cards from your hand.

Action Cards

To play an Action Card from your hand; read it aloud, in your best gnomish voice, and lay it face up on the table in front of you. At the end of your turn, gather up any played Action Cards and place them in the discard pile.

There are three types of Action Cards in the deck. Attack Cards, Move Cards, and Health Cards.

- Attack Card: Shows range, damage, and any bonus effects.
- Move Card: Forces you to move your gnome in various ways.
- Health Card: Shows health boost and any other effects.

Attack Cards:

- When an Attack Card is played, the targetted player must move their Health Indicator Bar down based on the Damage value indicated on the Attack Card.
- The range of an Attack Card may be counted in any direction (including diagonals).
- If an Attack Card lists a bonus effect that affects the target players next turn, place the card face up in front of the affected player until it's bonus effect has been completed. Then add it to the discard pile.

Note: Some Action cards may only be played while occupying a space adjacent to another player or a particular map feature (i.e. table or bar).

Note: Some attack cards move the player or target. If this move is blocked by other players, all the players in the line are moved. If this move is blocked by a map feature, there is no move.

Movement

Movements can be forward, backward, left, or right (never diagonal). You may not move your gnome over, or onto, another player or a map feature unless instructed to do so by an Action Card.



Ages 12+



2–4 Players



30–60 Minutes

Root Beer

There are two Root Beer Disks placed on the Game Board. If you land on one of these two disks move your Health Indicator up one space on your Health Meter and then immediately roll the die and place the disk on the space marked with the same number as the die roll.

The Root Beer Barrels cannot land on a player or on another Root Beer Disk. If the rolled space is already occupied, roll again and continue rolling until you roll an unoccupied space.

Tables and The Bar

Some cards instruct you to move onto, or over, a table or the bar. You may only move onto, or over, a table or the bar by playing one of these cards. There are a few important rules about these actions:

- You may never move diagonally over a table, for any reason.
- If you are moving off of a table, or the bar, you may move onto any space adjacent to it except for the diagonal spaces at the corners.
- If a gnome is on a table, or the bar, they may be attacked from any space adjacent to it.
- You must move off of the table/bar BEFORE playing any cards.

Sudden Death/2-Player

When there are only two players, either in a two player match or because the rest of the players have been eliminated, the rules change slightly.

Only one Root Beer Disk is placed on the board and you may attack the other player up to twice per turn (instead of the usual once per turn).

Winning and Losing

If your Health Meter drops below one (♥1) during an attack, you have been eliminated from the game. Remove your Gnome Player Disk from the Game Board and decide which of the remaining players to root for.

If you have eliminated the last opposing player and are the last gnome standing, you've won the game. Raise your root beer high and toast to your success!

Tips and Tricks

- Remember that you may split up your 6 move spaces and Action cards however you like during your turn. It may be most useful to move a couple of spaces, attack, and then move the remaining spaces to escape possible retaliation.
- Some cards end your turn when played, save these cards until you are finished everything else you want to do.
- Some cards must be played immediately and may not be beneficial. Rolling the highest possible number is not always a positive thing.
- If you run out of Action Cards in the draw pile, shuffle the discard pile and return it to the draw pile.
- Don't forget to remove one of the root beer disks and switch to the Sudden Death/2-player rules as soon as a game is down to two players.
- If there is any disagreement about the rules, feel free to develop a preposterously complex system of challenges, puzzles, and one-on-one combat to determine who is most worthy to win the dispute. Then just vote on it and move on.
- To really get into the spirit of things, be sure to pour a big frothy mug of root beer before starting the game!

Credits

Game Design:	Vincent Velarde Grace Velarde
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