

Burning Phoenix Inn Rule Book

Background

You are an adventurer setting out to find your fame and fortune in some fantastic adventure. The only problem is, you don't know where to find any adventures! You have heard vague tales of various and sundry perilous exploits you might attempt, such as the Forbidden Forest, the Haunted Hamlet, and several others. In order to find out more, you have halted your journey just outside the borders of your homelands in a tavern known for its unruly crowd of battle-worn adventurers, the Burning Phoenix Inn. You hope to glean enough information from these experienced warriors and wizards to find out where to begin your adventures. But someone knows what you are up to and is out to stop you. Watch out for the mysterious Shadow Riders, trying to prevent you from finding out what you need to know. Maybe the Shadow Riders themselves are the adventure you have been seeking!

Gossip and Grog: Objective of the Competitive Game

In this version of the game, use your social skills to draw rumors and perhaps more out of the varied group of characters lounging at the inn. Gamble, play darts or arm wrestle, gab, gossip and even eavesdrop to find the information you need. The first player to collect five rumors about the same adventure is the winner. But only if you are not in debt to the moneylender! The Shadow Riders (in disguise amongst the inn's patrons) will attempt to slow you down, but maybe you can learn enough to turn the tables on them! Find five Shadow Riders at the same time and win the game this way instead. Or even win by amassing fifteen gold coins.

Included in the Game

These instructions	5 Wealth cards
11 Yellow slider clips	5 Black Slider clips
7 Haunted Hamlet Rumor cards	7 Cursed Castle Rumor cards
7 Terrible Tower Rumor cards	7 Forbidden Forest Rumor cards
7 Mythical Mines Rumor cards	7 Dreadful Dungeon Rumor cards
7 Reeking Runes Rumor cards	9 Shadow Rider cards (blue border)
3 Tavern Game cards (red border)	9 Legendary Adventurer cards (green border)

Setup

1. Give each player one Wealth card and one yellow slider clip.
2. If playing with three or four players, set aside all cards marked with "5P" in the bottom left corner. They will not be used in the three- or four-player games.
3. Separate the remaining cards into the following stacks: Shadow Riders (blue border), Legendary Adventurers (green), Tavern Games (red), and Rumors (beige).

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4. Mix the Shadow Rider cards and deal one face down to each player. Add the Tavern Game cards to the remaining Shadow Rider cards and set aside.
5. Shuffle the Rumor cards and deal five to each player.
6. Shuffle the Legendary Adventurer cards and deal one face down to each player. Add the remaining Legendary Adventurer cards to the remaining Rumor cards.
7. Shuffle the Rumor/Legendary Adventurer cards together to create a draw pile.
8. All players should now look at the cards in their hand. If there are any duplicated rumor types, discard the duplicates and draw replacements from the draw pile created in step 7.
9. Repeat step 8 until there are no duplicate rumors in anyone's hand. It is okay to have more than one Legendary Adventurer.
10. Mix all remaining cards (Rumors, Legendary Adventurers, Tavern Games, and Shadow Riders and shuffle them together. Place them face down in a stack to create a draw pile.
11. The last person that spread a rumor will be the first player.
12. Give the player to the left of the first player one gold. Mark this by placing the gold clip on the wealth card on the "1" space.
13. Give the next player to the left two gold.
14. If there is a fourth player, give that player two gold and one card off the top of the draw pile.
15. If there is a fifth player, give that player two gold and two cards off the top of the draw pile.
16. Any players who received extra cards must now discard down to seven cards. They CAN discard Shadow Riders if they wish.

Sequence of Play

1. On your turn you may choose one of four options:
 - A. Play a card from your hand and take the action listed (not a Shadow Rider). Place the card played in the discard pile.
 - B. Gamble (see Gambling)
 - C. Remove a card from your hand and place it in the discard pile without taking an action. Pay coins from your wealth equal to that shown on the upper right of the card, minimum of one. Black coins on a Shadow Rider count as gold for this purpose.
 - D. Play a Tavern Game that is waiting to start: either Darts, Arm Wrestling, or the Drinking game.
2. If the you have more than seven cards, you must discard down to seven.
3. If you have less than seven cards, you must draw up to seven. If you draw a Tavern Game card (red background) lay it on the table beside the draw deck and draw a replacement. If there is already a game there, discard the drawn game card instead.

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4. Players other than the current player who may have lost a card due to the current player's turn or a previous player's turn DO NOT draw a replacement card until the end of their turn.

Gambling

When you decide to gamble, you do not play a card from your hand (unless you have Lotharrin the card sharp). To gamble, draw one card from the draw deck. If the card shows gold coins in the upper right (gambling section), you win that many coins and add them to your wealth. If the card shows black coins (only present on Shadow Rider cards), you lose that many coins. If you lose more coins than you can pay, you take debt for the rest of the loss. If the gambling section is blank, then you broke even in gambling. In any case, you then follow the end of turn rules (items 2-4) in the sequence of play above. Discard all drawn gambling cards.

The Tavern Games

If at any time during the game you draw a Tavern Game card, it is placed on the playing area near the draw pile but on the opposite side from the discard pile. If there is already a Tavern Game in this space, discard the Tavern Game card you just drew instead. Starting with the player to your left, the current player can choose to activate the Tavern Game for their turn.

If there is a Tavern Game available when a player takes his turn and he chooses not to activate the game, then an incentive is added to the game. If there is already a gold clip on the tavern game card, move it up to the next higher value. If there is not a gold marker on the card, take a gold marker and place it on the "1" space of the tavern game card. The incentive value can never exceed 6. When a player activates a Tavern Game that has coin incentives on it, he adds the incentive value to his own gold supply and depletes the incentive value on the game card as the first step of activating the game.

Follow the rules below to activate each of the games. Use a gold clip on the Tavern Game Card to keep track of money wagered on a game. After the game is completed, discard the Tavern Game card.

Darts – Play a game of darts with one or two others in the inn. When you activate the game, you must first seek opponents. Starting with the player on your left, each player in turn has an opportunity to join the game. There can be a maximum of three players (including you) and a minimum of two. If all players decline to play with you, you will play against one non-player inn patron. All players must wager two coins. Each player draws three cards from the draw pile representing the three darts they are throwing. Total up the gambling points on those cards just as you would under the gambling rules. The highest score wins the game and takes all the wagered money. If there is a tie, draw again. Repeat until there is a winner. If a player who is participating in the contest has the Legendary Adventurer "Ashmere the Flighty", they can reveal the card before the game begins to gain the bonus she gives for playing darts. This card is then discarded. Discard all cards drawn for the game.

Arm Wrestling – Challenge another player to an arm-wrestling contest. The challenged player cannot refuse. To resolve the game, both players add up the gambling value of ALL the cards in their hands. The player with the highest total wins gold from the other player equal to the number of points he won by, not to exceed three. If there is a tie, each player should draw a card from the draw

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pile and add the points to their total. Continue if necessary, until the tie is resolved. If a player participating in the contest has the Legendary Adventurer “Grendar the Stout”, they may reveal it before the game begins to add the bonus he gives to the contest. The player ALSO counts the gold on the top right of this card along with the special bonus he gives. Once the contest is over, discard this card. Discard all cards drawn for the game.

The Drinking Game – Challenge all the players to a drinking contest. All players must play. Each player antes up one gold coin. Then each player draws one card from the draw deck. The player with the highest gambling value on the card drawn wins the contest and takes the money. If there is a tie for the highest value, all players who had less than the highest value lose and stop playing. Those who were tied draw another card. The game continues like this until there is clear winner. The winner takes all the wagers. If a player has the Legendary Adventurer “Lorelei the Lush”, they can reveal the card before the game begins to take the special bonus she gives in this game. Once the contest is over, discard the card. Discard all cards drawn for the game.

Debts

If you cannot pay a debt or need to take an action for which you do not have enough gold, use a black clip to represent debt. You can pay these off with gold when you get some. You can take actions that cost coins and voluntarily put yourself into debt. If a player does this, they use the black marker to represent the debt for anything they may have borrowed. A player may use gold gained to pay back any portion of their debt at any time, even if it is not their turn. A player can never win the game of Burning Phoenix Inn while they have any debt. Leaving the inn while owing one of these swarthy adventurers would be the last thing you ever did.

The Rumor Cards

1. Ask the barkeep (Draw 3 Keep 1) – Draw three cards from the deck and keep one.
2. Gossip with the barmaid (Discard a Rumor) – Discard one rumor card.
3. Eavesdrop (Draw 3) – Draw three cards from the deck.
4. Shoot the bull – (Pass a rumor left or right) – Choose left or right, then all players pass one Rumor Card (not a Shadow Rider) face down to the player in the chosen direction. If they do not have a rumor card, they may pass a legendary adventurer card instead.
5. Eerie Tales – (A player puts up 3 cards) – Pick a player. Pay them one coin. The chosen player must take 3 non-rider cards and pass them face-down to you. If you want one, you can keep it and pay one additional coin to the player. Any cards not taken are returned to their owner. Buy only one.
6. A Stranger tells Tales (Buy a card from the discard) – Pay one coin to buy the top card off the discard pile, or two for the second or three for the third. Only buy one card. You may look at the cards before deciding to play this action card.
7. Ask around (Players offer you rumor) – Starting with the player on your left, the player must offer you one rumor card. The card should be offered in secret from the other players. If you want it you can buy it for one coin. If you choose not to buy it, return it, then repeat with the next player. Keep going until you have bought a card or you have asked everyone.

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8. Argue about legends (Ask for a rumor) – Pick a player. Give them one coin. Name a rumor type (e.g. Dreaded Dungeon). If that player has at least one of them, they must give you one. If they do, give them another coin.
9. Roundtable of rumors (All tell a rumor) – First, you must buy a round of drinks. This means you must pay one coin to the bank. Then all players must place one card (not a Shadow Rider) face down in front of themselves. Then reveal all cards simultaneously. You may pick up any card you wish except yours and put it in your hand. Whichever player lost their card may now choose any of the remaining cards. This continues until all players have picked up a card.
10. Mix it up (Return and redeal two cards each) – You draw back up to a full hand. Then, all players must put two rumor cards face down in the middle. These are then shuffled together and redealt to the players.

The Legendary Adventurers

1. **Grendar the Stout:** Arm wrestle – Play when arm wrestling for +3 on wrestling, then discard. Or, discard to draw two cards.
2. **Lorelei the Luscious:** Drinking game – Play when in the drinking game for +1 on each round of the game. Then discard. Or, discard to draw two cards.
3. **Ashmere the Flighty:** Play darts – Play when playing darts for +2 on each round of the game. Then discard. Or, discard to draw two cards.
4. **Montane the Healer:** Ask for help with riders. First, you must buy a round of drinks (one coin). Then discard all your Shadow Riders. Starting with the player to your left, each player must give you one non-Shadow Rider card until each Shadow Rider you discarded has been replaced or until each player has given one card. If necessary, draw from draw pile to return to hand limit, discarding and replacing any Shadow Riders. Or, discard for two coins.
5. **Judubra the Wizard:** Banishes Evil from you – Discard all Shadow Riders. Or, discard for two coins.
6. **Lotharrin:** Raise Stakes – Gamble but draw two cards, add them together and add one coin. Or, discard to draw two cards.
7. **Lightfinger Louie:** “Find” coin purse – You find a coin purse and get four coins. Or, discard to draw two cards.
8. **Rhianna the Ribald:** Listen to Bard tales – Pick up any one card from the discard pile. Or, discard for two coins.
9. **Garrick and Val:** Gaming – Discard for +1 on drinking game, or +2 on darts, or +3 for Arm Wrestling, or draw two cards when gambling.
10. **Hermetia the Loner:** Leave me alone – Play on your tableau. While in play, you can choose not to be affected by other player’s actions. This is optional for each action that might affect you. This includes games such as arm wrestling or the drinking game. Discard when deck is shuffled. Or, discard from your hand for two coins.
11. **Hungry Jack:** Beg for money – Every player with at least two gold gives one gold to the you.
12. **A**

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Victory Conditions

The first player to have five rumors of the same type or five Shadow Riders in their hand at the same time and not be in debt wins the game. A player can also win by being the first player to reach fifteen coins. If two players tie on these goals simultaneously, reaching five matching rumors will beat collecting five Shadow Riders or collecting fifteen coins. If still tied, the one with the most money wins. If still tied, the one with the fewest Shadow Riders in their hands wins. If still tied, then the game ends in a tie.

Alternate Play – Two-Player Co-op Game

Tales for Two: Objective of the Co-op Game

As in the standard game, the goal of this version of the game is to get five rumors of the same type, but on a board of cards (15 cards laid out on the playing space of the table), not in someone's hand.

Setup

1. Separate the Shadow Riders from the other cards .

Sequence of Play

Debts

Same as in the regular game.

The Rumor Cards

1. Ask the Barkeep (Reveal 3, replace 1 from deck) – Reveal at up to three cards from the board and replace (optional) one with a card from the draw deck. Move riders to the pen. As soon as a rider is encountered, the action ends.
2. Gossip with the Barmaid (Replace 1 card) – Remove one card from the board and (optionally) replace it with a card from the deck or a non-rider from your hand. Move riders to the pen.
3. Eavesdrop (Reveal 2, replace from deck) – Look at two cards from the board and then (optionally) replace any non-riders with cards from the draw deck. Move riders to the pen.
4. Shoot the Bull – (Shift left) – Shift all cards on one row (without looking) one space to the left. Discard the displaced card. Discard the displaced card. Fill empty space from the draw deck.
5. Shoot the Bull – (Shift right) – Same as above except shift to the right.
6. A Stranger tells 2 Rumors (Reveal 2, take 1) – Reveal two cards and you may optionally move one to your hand, replacing the board card from the draw deck. Move riders to the pen.

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7. Ask around about a rumor (Pay 1 per reveal) – Reveal cards, one at a time, paying one coin each time, until you wish to stop or have no more coins. Move riders to the pen.
8. Argue about Legends (Buy from 3 discards) – Select one card from the discard pile. Then mix up the discard pile and randomly select two more. Mix up the three cards and place all three cards face down in front (left, center and right) of the player. The player selects one card and reveals it. She can buy it for one coin or pass. If she passes, then she selects one of the remaining two to reveal. Once again, she can buy (for two coins this time) or pass. If she passes then she reveals the last card and can buy (for three coins) or pass. After passing on a card, she can never go back to it. If she buys a card, she is done and puts the remaining cards back in the discard pile.
9. Roundtable talk about rumors (Shift up or down) – Shift all cards on one column (without looking) to the either one space up or one space down. Discard the displaced card. Fill empty space from the draw deck.

The Legendary Adventurers

1. **Grendar:** Arm wrestle – Reveal cards. One coin each. Stop when a rider is revealed. No rider penalty.
2. **Bacharra:** Snoop around – Look at all cards one at a time. Stop any time you wish. Move riders to the pen.
3. **Ashmere:** Play darts – Same as arm wrestle, but only three cards max.
4. **Montane the Healer:** Discard a non-rumor from your hand to cancel a rider in the pen.
5. **Judubra the Wizard:** Banishes Evil from you – Look at one card on the board. If a rider, discard the rider.
6. **Lotharrin:** Raise Stakes – Gamble but draw two cards, add them together and add one coin. Replace cards at bottom of deck.
7. **Lightfinger Louie:** “Find” coin purse – You find a coin purse and get four coins.
8. **Rhianna:** Listen to Bard tales – Pick up any one card from the discard pile.

Victory Conditions