

Bloody Inn Quick Setup Rules

v1.0 by J.R. (CavemanLogic) Gracen

- Place the **Inn gameboard** in the center of the table.
- Each player **chooses a color** and receives **8 Key/Room Service tokens** and the **wooden disc** in their color.
- Each player places their **wooden disc** on the **5F space** of the Wealth Track.
- Each player takes one **10F Check tile**. Place the others near the Inn board to form a supply pile.
- Each player takes **two Peasant cards** in hand and **one Player Aid card** in front of them. Extras go in game box.
Solo Game: Place two Peasant cards in the Bistro as well.
- The greediest player (most coins in pocket) takes the **First Player card**.
- Determine open rooms by placing **Key tokens** on doors on the Inn board, and build the **Traveler deck**:

	<u>Color Keys</u>	<u>White Keys</u>	<u>Short Game (Rnds*)</u>	<u>Long Game (Rnds*)</u>
– 1 player:	place 1 key	place 3 keys	remove 34 cards (9)	remove 26 cards (11)
– 2 players:	place 1 per player	place 3 keys	remove 35 cards (7)	remove 25 cards (9)
– 3 players:	place 1 per player	place 3 keys	remove 28 cards (7)	remove 16 cards (9)
– 4 players:	place 1 per player	place 4 keys	remove 22 cards (6)	remove 6 cards (8)

(*) The game lasts two Seasons (twice through the Entrance Stack). The number indicated is the **number of rounds in the 1st Season**. The 2nd Season will have **slightly fewer rounds**, as those Travelers currently Bribed, Annexed, or Killed at the end of the 1st Season will not return to the Inn in the 2nd Season.

- Shuffle and place the Traveler deck **Living side up** at the entrance, near the 0 on the Wealth Track. Removed cards go in the game box without looking at them.
- First player **begins the game**.

Bloody Inn Concise Gameplay Rules

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Playing the Game

The game is divided into two Seasons (two times through the Traveler deck), with a variable number of Rounds. Each Round is divided into three Phases: **Welcome Travelers** (*Evening*), **Player Actions** (*Night*), and **End of Round** (*Morning*).

➤ Phase 1: Welcome Travelers (*Evening*)

1. First Player **draws the top card** from the Entrance Stack and places it on any room which is both **open** (has a Key token) and **unoccupied** (has no Traveler).
2. Repeat until there is a Traveler in each open room.

➤ Phase 2: Player Actions (*Night*)

1. Starting with the First Player, and continuing clockwise, each player **performs one Action** from the list below. Then each player, in turn, **performs a second Action**.

1. Bribe a Guest (*from the Inn*)

- a) Select a Traveler from a room at the Inn or one or two Peasants from the Bistro.
- b) Pay # of Accomplice cards from hand equal to its rank.
- c) Return any paid **Blue Accomplices** to your hand. Peasants go to Bistro. Others go to Exit Stack.
- d) Add the bribed Guest to your hand as an Accomplice.

You can bribe up to two Peasants at a time from the Bistro.

2. Build an Annex (*from your hand*)

- a) Select an Accomplice from your hand depicting an Annex.
- b) Pay # of Accomplice cards from hand equal to its rank.
- c) Return any paid **Red Accomplices** to your hand. Peasants go to Bistro. Others go to Exit Stack.
- d) Place the Accomplice card, living side up, as an Annex in front of you.

Police and Peasants cannot become Annexes (no house icon). You can have several copies of the same Annex.

3. Kill a Guest (*from the Inn*)

- a) Select a Traveler from a room at the Inn or a Peasant from the Bistro.
- b) Pay # of Accomplice cards from hand equal to its rank.
- c) Return any paid **Grey Accomplices** to your hand. Peasants go to Bistro. Others go to Exit Stack.
- d) Place the Traveler card, dead side up, in front of you.

There is no limit to the number of Corpses you can have.

4. Bury a Corpse (*from in front of you*)

- a) Select a Corpse from in front of you.
- b) Pay # of Accomplice cards from hand equal to its rank.
- c) Return any paid **Purple Accomplices** to your hand. Peasants go to Bistro. Others go to Exit Stack.
- d) Place the corpse under any Annex (yours or other player's). The Annex's rank shows how many Corpses may be buried there.
- e) Split the Corpse's money equally with the Annex's owner (keep it all if you own the Annex).

Your Barn (on your Player Aid card) is a Level 1 Annex. Your earnings cannot go over 40 on the Wealth Track.

5. Pass (and Launder Money)

- a) Exchange cash for an equal amount of 10F checks.
- b) Or exchange checks for an equal amount of cash.

➤ Phase 3: End of Round (*Morning*)

1. Police Investigation

- a) If a **Grey Police** card is still in a room, they investigate!
- b) You must pay the Gravedigger 10F, in cash or checks, per unburied corpse in front of you. If you have less than the total amount owed, pay **all** your cash and checks.
- c) Discard all of your unburied corpses to the game box.

2. Travelers leave

- a) Earn 1F per Guest in a room of your color.
- b) Place all remaining Guest cards in the Exit Stack.

3. Pay Wages

- a) Move your Wealth Track disc back 1F per accomplice. They do not accept checks.
- b) Any unpaid go to Exit Stack (Peasants to Bistro).
- c) Move the First Player card to the player on the left.

End of the First Season / End of the Game

➤ The first time the Entrance Stack becomes empty, **shuffle the Exit Stack** to form a new Entrance Stack.

➤ The second time the Entrance Stack becomes empty, **finish the round**, and the game ends. *Do not play the last round if there are fewer Travelers in the Inn than there are players. Then:*

1. Pay the Gravedigger 10F per unburied Corpse.
2. Evaluate Annexes granting end-game money. *You still cannot go over 40 francs on the Wealth Track.*
3. The richest player (Wealth Track + Checks) wins! If tied, the richest player with the most corpses in their Annexes wins. If still tied, you must play again!!

Alternate Scenarios (Variants)

➤ Unlimited Wealth (*to discover the game*)

- ◆ You may exchange Cash and Checks at any time. Treat the Launder Money action is a free action.

➤ First Come, First Served (*for beginners or faster play*)

- ◆ Instead of choosing the rooms for the Travelers, place them by numerical order (first traveler in Room #1, etc).

➤ Solitaire Game

- ◆ Setup:
 1. Remove 34 Traveler cards (Short Game) or 26 cards (Long Game).
 2. Place one Key token of your color and three White Key tokens on doors.
 3. Place two Peasants into your hand and two in the Bistro.
- ◆ You lose if you have unburied corpses during a Police Investigation (at end of round or end of game).
- ◆ In the Short Game the goal is to beat your previous score. In the Long Game, rank your score:

110F-129F: Worrying Innkeeper
130F-149F: Hazardous Innkeeper
150F-169F: Evil Innkeeper
>170F: Demonic Innkeeper