

Fantasy Pub Summary Card [Tilsit Edition]

On One's Turn

Roll 2 dice and perform 1-2 of the following actions:

- 1) Have a character enter the pub
- 2) Have a character leave the pub
- 3) Move a character (Value of Dice minus Beers Drunk)
- 4) Call the Barkeep to a table other than where he is

A Table May Have

- 1) any number of characters from a single race **or**
- 2) one character each from any number of races, **but**
- 3) never multiple characters from multiple races

When do characters drink?

- 1) one joins a table of the same race, each buys a drink.
- 2) one joins a table with different races, buy a round:
 - the Imp buys for first of {Dwarf, Orc, Troll} present
 - then the Dwarf buys for first of {Orc, Troll} present
 - then the Orc buys for the Troll
- 3) player calls Tavern Owner to a table, and forces one to drink

The Bouncer:

A character is immediately thrown out of the pub when

- 1) he has drunk 6 beers **or**
- 2) he must pay a coin and cannot

Special Character Traits (Hierarchical Order, weakest 1st):

Imp	Leaf	Must pick up 1 coin where it stops
Dwarf	Pipe	Can move in either direction
Orc	Necklace	Can exit if at a table with Tavern Owner
Troll	Elephant	Drops a coin before movement

Fantasy Pub Summary Card [Tilsit Edition]

On One's Turn

Roll 2 dice and perform 1-2 of the following actions:

- 1) Have a character enter the pub
- 2) Have a character leave the pub
- 3) Move a character (Value of Dice minus Beers Drunk)
- 4) Call the Barkeep to a table other than where he is

A Table May Have

- 1) any number of characters from a single race **or**
- 2) one character each from any number of races, **but**
- 3) never multiple characters from multiple races

When do characters drink?

- 1) one joins a table of the same race, each buys a drink.
- 2) one joins a table with different races, buy a round:
 - the Imp buys for first of {Dwarf, Orc, Troll} present
 - then the Dwarf buys for first of {Orc, Troll} present
 - then the Orc buys for the Troll
- 3) player calls Tavern Owner to a table, and forces one to drink

The Bouncer:

A character is immediately thrown out of the pub when

- 1) he has drunk 6 beers **or**
- 2) he must pay a coin and cannot

Special Character Traits (Hierarchical Order, weakest 1st):

Imp	Leaf	Must pick up 1 coin where it stops
Dwarf	Pipe	Can move in either direction
Orc	Necklace	Can exit if at a table with Tavern Owner
Troll	Elephant	Drops a coin before movement

Fantasy Pub Summary Card [Tilsit Edition]

On One's Turn

Roll 2 dice and perform 1-2 of the following actions:

- 1) Have a character enter the pub
- 2) Have a character leave the pub
- 3) Move a character (Value of Dice minus Beers Drunk)
- 4) Call the Barkeep to a table other than where he is

A Table May Have

- 1) any number of characters from a single race **or**
- 2) one character each from any number of races, **but**
- 3) never multiple characters from multiple races

When do characters drink?

- 1) one joins a table of the same race, each buys a drink.
- 2) one joins a table with different races, buy a round:
 - the Imp buys for first of {Dwarf, Orc, Troll} present
 - then the Dwarf buys for first of {Orc, Troll} present
 - then the Orc buys for the Troll
- 3) player calls Tavern Owner to a table, and forces one to drink

The Bouncer:

A character is immediately thrown out of the pub when

- 1) he has drunk 6 beers **or**
- 2) he must pay a coin and cannot

Special Character Traits (Hierarchical Order, weakest 1st):

Imp	Leaf	Must pick up 1 coin where it stops
Dwarf	Pipe	Can move in either direction
Orc	Necklace	Can exit if at a table with Tavern Owner
Troll	Elephant	Drops a coin before movement

Fantasy Pub Summary Card [Tilsit Edition]

On One's Turn

Roll 2 dice and perform 1-2 of the following actions:

- 1) Have a character enter the pub
- 2) Have a character leave the pub
- 3) Move a character (Value of Dice minus Beers Drunk)
- 4) Call the Barkeep to a table other than where he is

A Table May Have

- 1) any number of characters from a single race **or**
- 2) one character each from any number of races, **but**
- 3) never multiple characters from multiple races

When do characters drink?

- 1) one joins a table of the same race, each buys a drink.
- 2) one joins a table with different races, buy a round:
 - the Imp buys for first of {Dwarf, Orc, Troll} present
 - then the Dwarf buys for first of {Orc, Troll} present
 - then the Orc buys for the Troll
- 3) player calls Tavern Owner to a table, and forces one to drink

The Bouncer:

A character is immediately thrown out of the pub when

- 1) he has drunk 6 beers **or**
- 2) he must pay a coin and cannot

Special Character Traits (Hierarchical Order, weakest 1st):

Imp	Leaf	Must pick up 1 coin where it stops
Dwarf	Pipe	Can move in either direction
Orc	Necklace	Can exit if at a table with Tavern Owner
Troll	Elephant	Drops a coin before movement