

Inka and Markus Brand

# Village Inn

The first expansion  
for 2 to 5 players  
aged 12 and up



A new craft arrives in the village: finally you can brew beer. Immediately an inn opens where you can meet influential people. If you spend a little time with them and offer them a beer or two, they will owe you a unique favor. So make sure to clink glasses with those villagers that can assist you best on your path to glory. In addition, this expansion includes all necessary components for a fifth player.

## ‡ Components ‡

11 family members  
(gray)



1 farmyard



8 markers  
(gray)



1 sticker sheet



6 coins



5 bags of grain



12 goods tiles (beer)

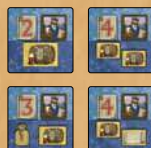


20 influence cubes

(5 brown, 5 pink, 5 orange, 5 green)



4 customer tiles



3 setup cards

(1 for 5 players,  
2 double-sided for 2, 3, 4, 5 players  
to be used with the expansion)



30 villager cards



1 brewery tile



1 inn tile



1 new chronicle tile



1 new anonymous graves tile

Use the border pieces with the new chronicle and the new anonymous graves when placing them beneath the board.



## ‡ Setup ‡

- Apply the stickers to the gray **family members**. Add them along with the gray **markers** and the **farmyard** to the game.
- Add the additional **bags of grain**, **coins**, and **influence cubes** to the game.

! If you only want to play the **base game with 5 players** (without the Village Inn expansion), continue reading on page 6 “Village base game with 5 players” and skip everything else.

For the setup of the game including the Village Inn expansion, follow the setup description on page 3 of the base game rule book from item 1 through 13. If an item requires adjustments, the respective item number is listed below along with the necessary changes.

1. After you have placed the game board in the middle of the table, do the following additional steps:

- Cover the chronicle on the game board with the **inn**.
- Cover the anonymous graves on the game board with the **brewery**.
- Place the **new chronicle** centered beneath the game board.
- Place the **new anonymous graves** to the left of the new chronicle beneath the game board.
- Shuffle the 30 **villager cards** and form 3 decks of 10 cards each. Place these 3 villager decks **face up** beneath the inn.



6. Add the 4 new **customers** to the customer tiles. Then set up the market as usual. (The market setup in a 5-player game is the same as in a 4-player game.)

7. If you are playing with fewer than 5 players, use family members of an **unclaimed** color to reduce the number of available spaces in the **new chronicle** and the **new anonymous graves**.

- in a **4-player game**:  
put an unused family member on each space and grave labeled “5”
- in a **3-player game**:  
put an unused family member on each space and grave labeled “4” or “5”
- in a **2-player game**:  
put an unused family member on each space and grave labeled “3”, “4”, or “5”

9. After setting up the goods supply, add the 12 **beer tiles** to it.  
Then give each player 1 **beer**, which he places next to his farmyard.

12. Of the double-sided **setup cards** (marked with a beer mug), take the one that matches the number of players and place it nearby.

## ‡ Playing the game ‡

The game is played as usual. However, there are 2 new buildings in the village: the **brewery** and the **inn**.

### ‡ Brewery ‡



The brewery is a crafts building. To access it, you need to activate the crafts action by taking a cube from the yellow action space (or by performing the well action).

In the brewery you produce the good “beer”. However, with 1 action you always produce **2 beer tiles** (and not just 1). Apart from that, it is very similar to the stalls. You produce the 2 beers by either:

- a) paying 3 time (after you have trained a family member in the brewery for 3 time)
- OR
- b) returning 3 bags of grain to the supply.



## ‡ Inn ‡



The inn has an entirely new action space. To access the inn, you must take a cube from its turquoise action space (or perform the well action).

With this action you can acquire **1 villager card**.

This action requires having a family member in the inn. If you do not have a family member in the inn yet, pay **1 time** and place a family member from your farmyard in the inn.

Regardless of whether you placed your family member in the inn just now or on a previous turn, you may now acquire 1 villager card. To do this, perform the following 3 steps in this order:

1. Pay **1 time**.
2. Choose the top card of 1 of the 3 villager decks and place this card face up at the **bottom** of the same deck.
3. Acquire the villager card that now lies on **top** of any one of the 3 villager decks by paying the costs of that card. The costs are shown in the upper right corner of each card (they can be either 1 coin, 1 beer, or 2 beers). Then take the acquired card into your hand.

### Example: Acquiring a villager card

*Philipp takes a brown cube from the turquoise action space to access the inn. Since he has no family member in the inn yet, he places a family member from his farmyard there and pays 1 time for this. He then:*



1. pays 1 additional time,

2. chooses to move the Blacksmith card to the bottom of its deck,

3. chooses to acquire the Medico by returning 2 beer tiles to the supply.





**Note:** You are not allowed to look through the villager decks. Only the top card of each deck is supposed to be visible.

**Important:** If a family member passes away in the inn, put it in an anonymous grave. Feckless boozers do not get mentioned in the chronicle!

## ‡ The villager cards ‡

Each villager card has a unique ability which can be used once per game.

- Some cards must be kept till the end of the game for the final scoring and may then give additional points. These cards are marked with a **burned down candle** in their lower right corner. → 
- All other cards are marked with a **burning candle**. You can play as many of these cards as you want during your turn. However, some of these cards have specific requirements or can only be played when performing certain actions. After you have played a card, it is removed from the game. → 

**Important:** The effect of any card only ever applies to the owner of that card alone, never to the other players.



Keep the following cards till the **end of the game**. Resolve them during the **final scoring**.



### Artist

In the chronicle: **Instead** of the usual points for the number of your family members in the chronicle, you get points according to the table depicted on this card.



### Count

On the travel map: Each **castle** city on which you have one of your markers gives you 2 additional points. Only 3 cities are considered castle cities: the two cities with the 1-coin bonus and the city in the upper right corner. You can therefore score a maximum of 6 additional points with this card.



### Cutpurse

Resolve this card **after** the final scoring has taken place and **after** all other cards have been resolved. If you are the least advanced player on the score track (no player has fewer prestige points than you), you gain 6 additional points. If any player has fewer prestige points than you, you only gain 3 additional points.



### Guild master

You get additional points for **orange** influence cubes that you have left on your farmyard:

1 cube = 2 points, 2 cubes = 4 points, 3 cubes = 6 points. If you have more than 3 orange cubes, you get nothing. Coins cannot be used as jokers here!



### Manciple

For each **kind** of good that you have left beside your farmyard, you gain 2 additional points. You can therefore score a maximum of 12 additional points with this card (since there are 6 kinds of goods).



### Mayor

You get additional points for **green** influence cubes that you have left on your farmyard:

1 cube = 2 points, 2 cubes = 4 points, 3 cubes = 6 points. If you have more than 3 green cubes, you get nothing. Coins cannot be used as jokers here!



### Medico

You get 1 additional point for each “living” family member, i.e. each family member that is either located on your farmyard, in the black bag, or in any area on the game board (except the chronicle and the anonymous graves, of course).



### Nun

You get additional points for **brown** influence cubes that you have left on your farmyard:

1 cube = 2 points, 2 cubes = 4 points, 3 cubes = 6 points. If you have more than 3 brown cubes, you get nothing. Coins cannot be used as jokers here!



### Peasant woman

You get 1 additional point for each bag of grain on your farmyard. You can therefore score a maximum of 5 additional points with this card.



### Scholar

You get additional points for **pink** influence cubes that you have left on your farmyard:

1 cube = 2 points, 2 cubes = 4 points, 3 cubes = 6 points. If you have more than 3 pink cubes, you get nothing. Coins cannot be used as jokers here!



### Traveller

On the travel map: **Instead** of the usual points for the number of cities that your family members have visited (i.e. the number of markers of your color), you get points according to the table depicted on this card.

Play the following cards at **any time** during your **own** turn, during a market day, or during a mass.



### Abbot

To play this card, you **must** have at least 1 family member in the church. Immediately move 1 of your family members in the church to the leftmost window. (You do not pay any bags of grain for this.)



### Blacksmith

Immediately take 2 plows from the supply and place them next to your farmyard.



### Cattle breeder

Immediately take 1 horse OR 1 ox from the supply and place it next to your farmyard.



### Councilman

To play this card, you **must** have at least one family member in the council chamber. Immediately gain **2 privileges** according to the stage of 1 of your family members in the council chamber. This means you can choose any privilege of the same or a lower stage of that family member. You can either choose 2 different privileges or the same privilege twice. If the next starting player marker is already taken, you cannot choose that privilege. *Example: Peter has a blue family member on the 3rd stage of the council chamber. He plays the Councilman and takes 1 horse and 1 beer as his 2 privileges.*



### Farmhand

Immediately gain 2 prestige points on the prestige track. Also fill any empty bags of grain spaces on your farmyard with bags of grain from the supply. As always, you cannot own more than 5 bags of grain at once.



### Herb woman

Immediately gain 2 prestige points on the prestige track. You may also move the marker on **your** life time track either clockwise onto the space to the left of the bridge OR counter-clockwise onto the space to the right of the bridge (thus making the next death come sooner or later).



### Lost son

Immediately gain 3 prestige points on the prestige track. You may also perform 1 family action (place a new family member on your farmyard or return a “living” family member from the game board to your farmyard). This family action is additional and not part of your normal turn (so you do not pay 3 same-colored influence cubes or take a cube from the family action space).



### Messenger

Immediately place 1 of your markers onto any city on the travel map that does not have a marker of your color on it already. Also gain the bonus of that city. (Do not move a family member to that city.)



### Noblewoman

Immediately gain 2 prestige points on the prestige track. Also choose 1 (and only 1) of the 3 villager decks and gain 1 card of your choice from it. Then return the deck to its place (without changing the order of the cards) and take the chosen card into your hand (or play it).



### Scribe

Immediately take 2 scrolls from the supply and place them next to your farmyard.



### Wagon maker

Immediately take 1 wagon from the supply and place it next to your farmyard.

Play the following cards during certain actions or certain situations:



### Bard

Play this card when one of your family members passes away. Add this family member to the chronicle, regardless of where it died. This family member does **not** occupy any of the spaces in the chronicle and is simply placed there additionally.



### Barker

Play this card at the beginning of a market day. During this market day, you may not only serve customers in front of the stalls but also customers in the waiting line. All other rules still apply.



### Juggler

Play this card right after you have finished the normal action of your turn. Immediately gain 2 prestige points on the prestige track and perform 1 additional action (by taking a cube from an action space or by paying 3 same-colored influence cubes). If your marker has crossed the bridge during your normal action, a family member passes away before you may perform the additional action.



### Miller

Play this card when you perform the crafts action to gain coins in the mill. Just this once, gain 5 coins (instead of 2) by paying 2 time and returning 2 bags of grain to the supply.



### Old man

Play this card when it is your turn to choose an action. Immediately gain 3 prestige points on the prestige track and perform an action of your choice, without paying 3 same-colored influence cubes or taking a cube from an action space.



### Priest

Play this card at the beginning of a mass. During this mass, no player may buy any of his family members from the black bag. Instead **you** choose which 4 pieces (family members and/or monks) are drawn from the black bag.



### Scrap dealer

Play this card at the **end** of a market day, but right **before** any empty spaces in front of the stalls are filled up with customers from the waiting line. You may take 1 customer tile from those left in front of the stalls free of charge and place it face down in front of you. (Cannot be combined with the Barker.)



### Toll keeper

Play this card when you perform a travel action. As always, you move your family member to an adjacent city, but you do not have to pay the costs of that journey (2 or 3 influence cubes, 2 time, 1 wagon).

## ‡ Village base game with 5 players ‡

The **setup** for the **base game** with 5 players is almost the same as with 4 players, with the following exceptions:

- Cover the chronicle on the game board with the **new chronicle**.
- Cover the anonymous graves on the game board with the **new anonymous graves**.
- When seeding the action spaces, use the **setup card** for 5 players (not marked with a beer mug).
- **Note:** *The market is set up exactly as in the 4-player game.*

Gameplay and game end are identical to the base game.



### Credits

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