

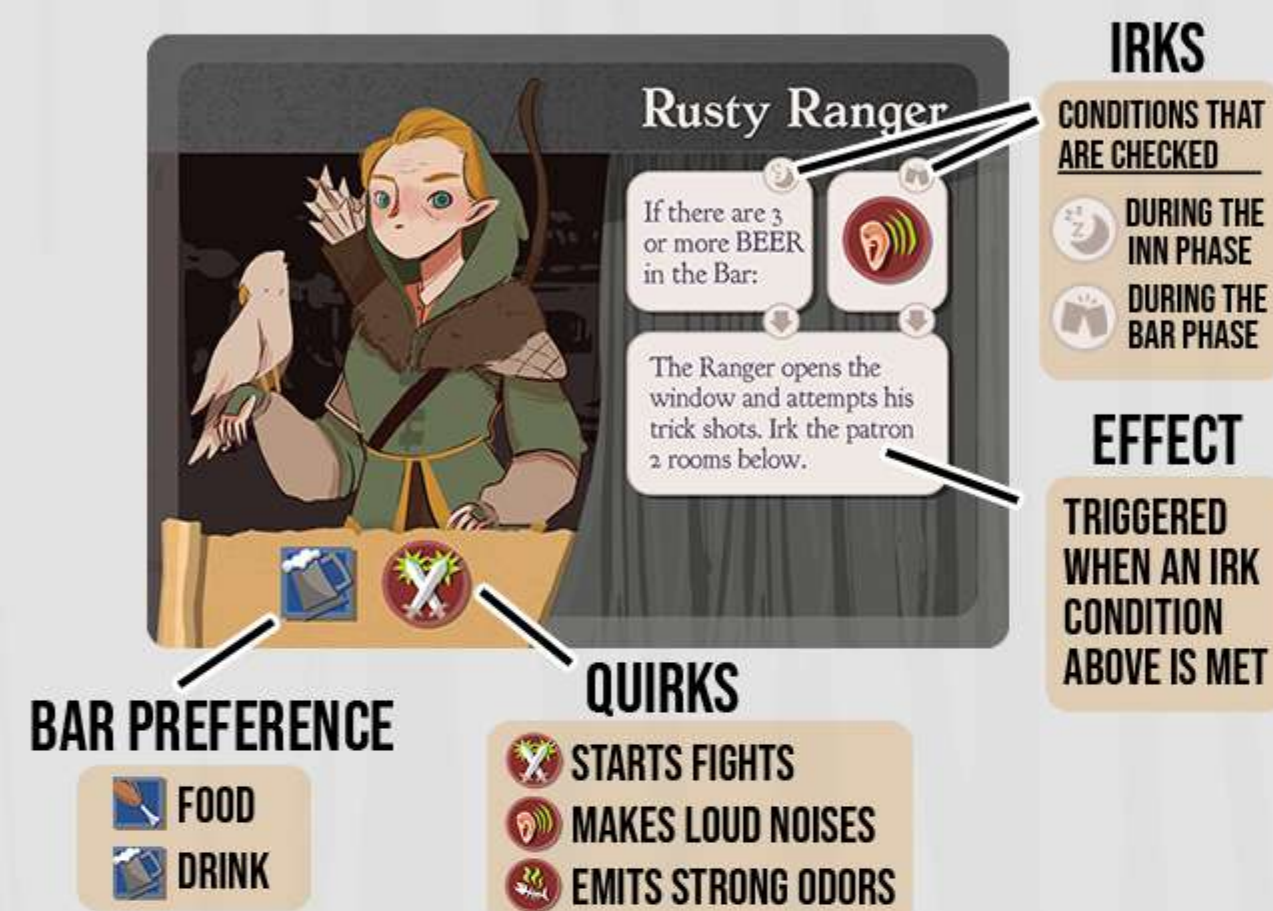


ONE PLAYER ONLY
LIGHT ON RULES
BIG ON REPLAYABILITY

You own the only inn within a hundred miles: the questionably-prestigious Ugly Gryphon Inn. Your patrons are rowdy and rude, but they are the only ones around. In order to keep the debt collectors at bay, you must manage some painfully particular, peculiar patrons.

COMPONENTS

18 Patron Cards



If the deck is empty after resolving Bar irks, the game ends. Otherwise, begin another turn starting with the Inn Phase.

NOTES ABOUT IRKS

Only check irks of patrons in the Inn, not patrons at the Bar.

Patrons do not trigger their effect if another patron causes them to Leave. (For example, if the War Bear's effect causes the Bunny Prince to Leave, the Prince's effect does not trigger.)

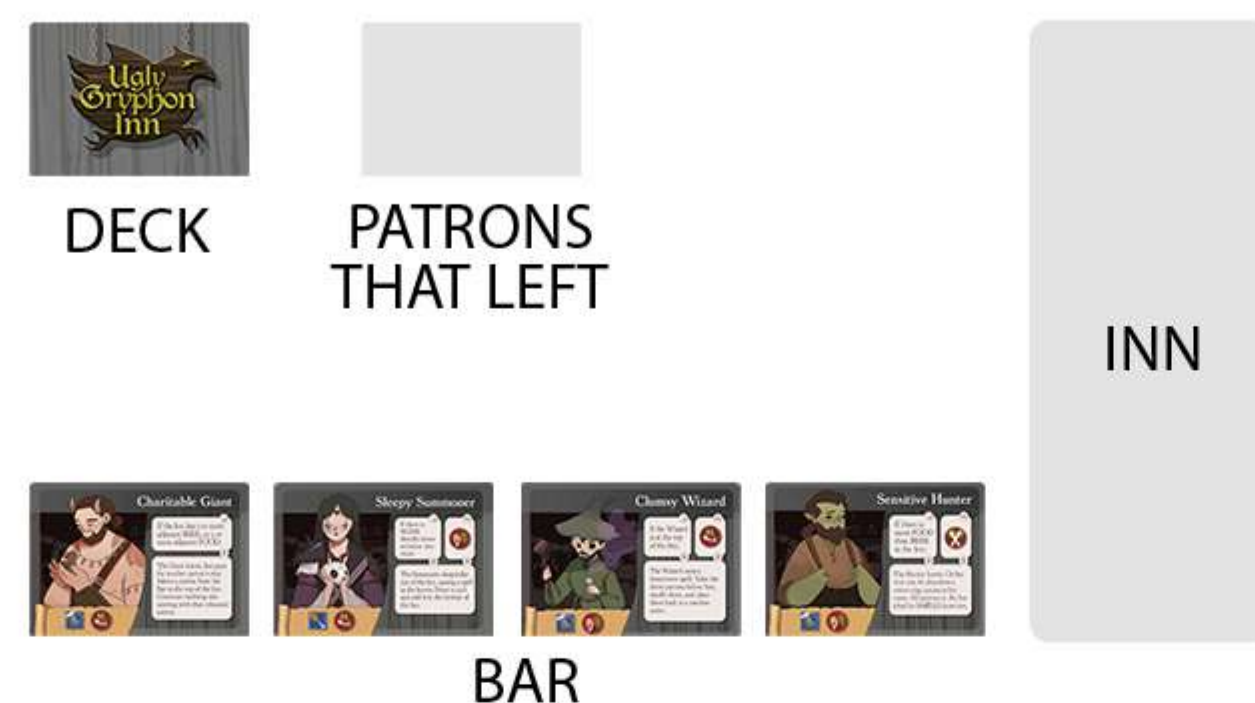
When a patron Leaves the Inn, immediately eliminate any empty floors by moving cards downwards as needed to close gaps.



As she watched other sisters slowly lose their grip and give way to vice, she renewed her own vows with hopes of ascending to the Opaline Halls one day.

SETUP

Shuffle the patron cards and place them face down in a deck. Add patrons to the Bar by drawing 4 cards and placing them face up in a row on the table. Reserve space for patrons that Leave the Inn, and for a column of cards representing patrons sleeping in the Inn.



GAMEPLAY

The game takes place during a night at the Ugly Gryphon. Take a series of turns as follows, until the deck runs out of cards. Each turn starts with an Inn Phase when a patron heads to their room, followed by a Bar phase when a new patron arrives at the Bar.

WINNING THE GAME

If 8 or more patrons have left the Inn at any time, you immediately lose the game.

At the end of the game, if there are 7 or more patrons in the Inn, you win the game! (Do not count patrons at the Bar.) Otherwise, you lose the game.

DIFFICULTY SETTING

For a more difficult game, change the number of Patrons required in the Inn at the end of the game. Aim for 8, 9, or even 10 patrons!



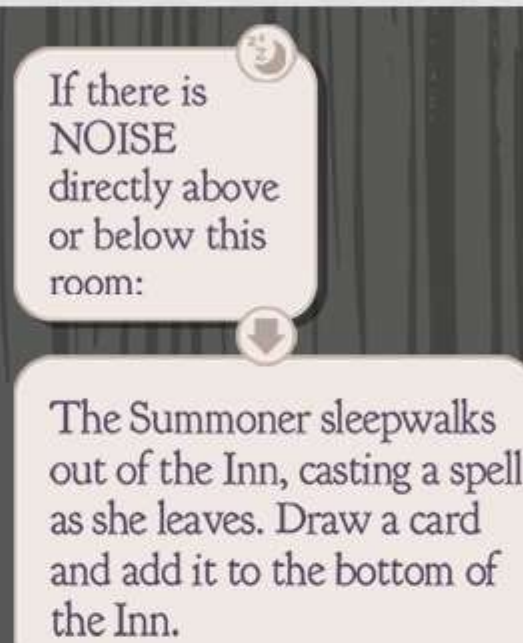
And if one more person asks him "Does bunny want a carrot?" he'll be liable to cram that carrot right down their gullet.

INN PHASE

Select a patron at the Bar and place them at the top of the Inn, above all other patrons already in the Inn.



Starting with the patron at the top in the Inn and working downwards, check each patron's Inn irk (👂). If a patron's Inn irk condition is met, resolve their effect before moving on to the next patron.



BAR PHASE

Draw a card and add it to the Bar face up. Then, if there are fewer than 4 patrons at the Bar, continue to add patrons until there are 4 or until the deck runs out of cards.

Check the quirks of the patrons at the Bar. If a single quirk (👂👂👂) appears 3 times or more, irk all the patrons in the Inn sensitive to that quirk as follows:



Starting with the patron at the top in the Inn and working downwards, check each patron's Bar irk (👂). If it matches the quirk, resolve their effect before moving on to the next patron.

If multiple quirks each appear 3 times or more, resolve all matching Bar irks in a single pass starting from the top of the Inn.



CARD-SPECIFIC NOTES

If you have questions about specific cards, visit the Ugly Gryphon Inn online FAQ here:

buttonshy.com/faq/ugly_gryphon_inn.html



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FAQ AND MORE GAMES AT [BUTTONSHYGAMES.COM](https://buttonshygames.com)

Scott Almes



1 PLAYER | AGES 8+ | 20 MINUTES