

The Bloody Inn

Objective: Players compete to gain the most money by murdering guests and burying their corpses.

Setup

- Each player takes 2 Peasant cards to form their starting hand and a Player Aid card.
 - Each player places their Player Aid card on the table in front of them with the Barn side facing up.
 - If playing with less than 4 players, return any unused Peasant cards and Player Aid cards to the box.
- Create the Traveller deck for the number of players and the desired duration of game:
 - Any unused cards are returned to the box without being looked at.

	Short Game	Long Game
2 Players	Remove 35 Cards	Remove 25 Cards
3 Players	Remove 28 Cards	Remove 16 Cards
4 Players	Remove 22 Cards	Remove 6 Cards

- Shuffle the cards from the previous step and place the deck, living side facing up, at the entrance of the Inn to form the Entrance Stack.
- Each player chooses a player colour and takes the 8 Key/Room Service tokens () and disc of that colour.
 - Each player places their disc on the '5' space of the Wealth track.
- Each player takes one 10F Cheque token (); the remaining Cheque tokens are placed next to the game board to form the supply.
- Determine which Rooms are *open*:
 - Each player takes a Key token of their colour and places it on the Door of an unclaimed Room of their choice.
 - The Door chosen makes no difference to gameplay.
 - Place a number of white Key tokens on a number of unclaimed Doors based on the number of players:

2 – 3 Players: 3 Doors

4 Players: 4 Doors

- Randomly select a player to take the First Player card.

End of Game

The game ends in the following conditions:

The second time the Entrance Stack is emptied: Play the round to completion, ensuring that each player gets an equal number of turns.

Too few Travelers: If there are fewer Guest cards in the Inn than there are players after the Entrance Stack has been emptied a second time, the game ends immediately.

- The Guest cards in the Inn are placed on the Exit Stack.

End of Game Clean Up: Each player with at least one unburied Corpse card in front of them must pay 10 Francs for each unburied Corpse using their Money from the Wealth track or any Cheques () they have, and then they return those cards to the game box.

- After paying for any unburied Corpses, each player advances their disc on the Wealth track for each '3' rank Annex card that gains them money at the end of the game.

End of Game Scoring: Each player calculates their final score by adding 10 Francs for each Cheque () they have to the number that their disc occupies on the Wealth track; the richest player wins the game.

Tie-breaker: In the event of a tie, the player with the most Corpse cards under their Annex cards wins the games, and if the tie remains, the game ends in a tie with the rulebook suggesting playing another game.

General Rules

Open: A Room that is '*open*' has a Key token () on it.

Unoccupied: A Room that is '*unoccupied*' has no Guest card in it.

Wealth Track Limit: A player may never have more than 40 Francs on the Wealth track; if they would surpass that number, any excess Francs are lost.

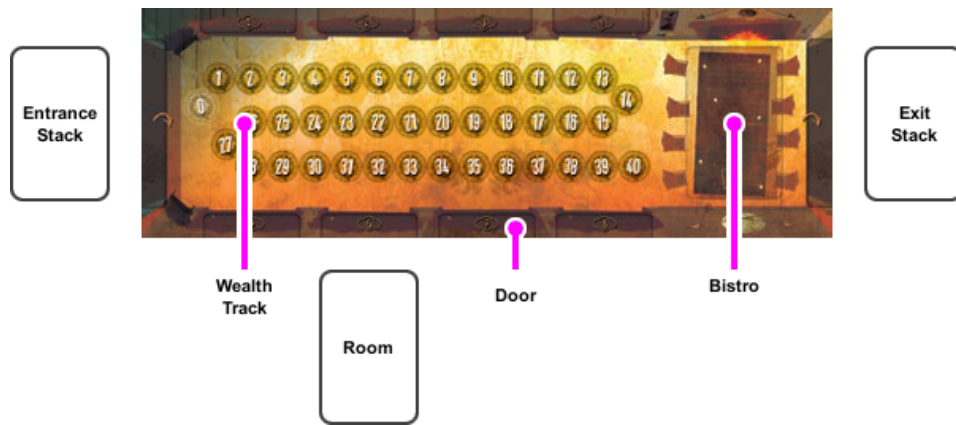
- A player's Cheques () do not count towards their Francs on the Wealth track.

Public vs Private Information: The cards in players' hands are private information.

Entrance Stack: Any player can count the number of cards in this stack at any time providing they do not look at, nor change the order of the cards.

Exit Stack: Any player may inspect the contents of the Exit Stack at any time.

Inn Board Anatomy



Entrance Stack: This stack of cards represents Guests that are visiting the Inn.

Exit Stack: This stack of cards represents Guests that are leaving the Inn.

Bistro: Peasant cards leaving the Inn always go to the Bistro instead of the Exit Stack.

Wealth Track: This track indicates how much money each player has.

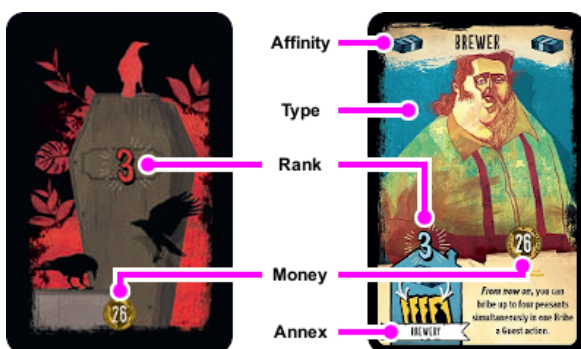
Room: Each Door leads to a Room that can accommodate one Guest card.

Door: Each Door to a Room is numbered 1 – 8 and can accommodate one Key token () and one Room Service token ().

- The colour of the Key token indicates which player owns that Room.

Guest Card Anatomy

Each card represents a Guest; the front depicts the Guest as alive and the back depicts the same Guest as dead.



Type: The colour of the card indicates the Guest's type: Merchants (blue), Artisans (red), Police (grey), Religious (purple), Nobles (green), and Peasants (yellow).

Affinity: 4 of the 6 types of Guests have an affinity for one of the actions.

Money: The amount of money the Guest has in their pockets.

Rank: Each Guest has a rank of 0 – 3.

Annex: The Annex that the Guest allows the player to build when using the Build an Annex action.

Turn Order

The game is played over two seasons, with each season consisting of an indeterminate number of rounds.

- During the first season travellers arrive at the entrance of the Inn, and the lucky ones will exit; these travellers will become the Entrance Stack for the second season.

Phase 1 – Welcoming Travellers (Evening): The first player draws cards from the top of the Entrance Stack, one at a time and places each one, living side facing up, in an *open, unoccupied* Room of their choice.

- This process is repeated until there is a Guest card in each *open* Room.

Empty Entrance Stack: The first time the Entrance Stack becomes empty, shuffle the cards of the Exit Stack to form a new Entrance Stack.

- The second time the Entrance Stack becomes empty, the ending of the game is triggered.

Phase 2 – Player Actions (Night): Starting with the first player and proceeding in clockwise order, each player performs a first action; after all players have played a first action, all players perform a second action. The possible actions are:

Pass and Launder Money: The player passes and may launder money. When laundering money the player may perform one of the two following options:

Exchange Money for Cheques: The player takes a Cheque token () from the supply for every 10 spaces they reduce their coloured disc on the Wealth track.

Cash Cheques for Money: The player advances their coloured disc on the Wealth track 10 spaces for each Cheque token () that they return to the supply.

Card Actions: The following four actions are resolved in a similar fashion:

- i) The player chooses a Guest card from their hand, in front of them, or the Inn depending on the action being taken.
- ii) The player plays a number of Guest cards from their hand equal to the rank of the Guest card they have chosen for their action.
- iii) The player takes back any of the cards they played in their hand that have an affinity for the action being taken; the other cards are discarded to their appropriate locations: Peasants are placed in the Bistro, and any remaining cards are placed in the Exit Stack.
- iv) The player performs the action.

Bribe a Guest: The player takes one Guest card from the Inn into their hand.

- The player can bribe any Guest, regardless of who owns the Room that they occupy.
- The player can instead bribe Peasants in the Bistro; the player takes 1 or 2 Peasants from the Bistro at no cost (as they have a rank of 0).
- Any cards with a  icon are returned to the player's hand as these Guests have an affinity for bribery.

Build an Annex: The player places one Guest card from their hand in front of them in order to benefit from its effect.

- When choosing a card, the player must select a card that depicts an Annex, as shown by a house icon on the bottom left-hand corner of the card.
- Police and Peasants cannot become Annexes.
- Any cards with a  icon are returned to the player's hand as these Guests have an affinity for building Annexes.
- Once built, the player places the card in front of them with the living side facing up, and the card becomes an Annex.
- There is no limit to the number of Annexes a player can have in front of them and they may have multiple instances of an Annex with the same name.
- Annexes are also necessary to bury Corpses using the Bury a Corpse action.

Kill a Guest: The player places a Guest card from any Room of the Inn, or a Peasant card from the Bistro in front of them with the dead side facing up.

- A player is allowed to kill Guests in Rooms that belong to their opponents.
- The player does not gain money from the Guest until they bury them.
- Any cards with a  icon are returned to the player's hand as these Guests have an affinity for killing Guests.
- There is no limit to the number of Corpses a player will have in front of them.

Bury a Corpse: The player buries the Corpse of a Guest card that they have previously killed under an Annex and takes the money from that Corpse.

- The player can place the Corpse under the Annex of their choice, regardless of who owns it; they should ensure to leave enough of the card sticking out so that all players can see the amount of money the card is worth.
- A player can bury a Corpse under a Player Aid/Barn card as it is a rank '1' Annex.
- The number of Corpses that can be buried under an Annex is equal to the rank of the Annex.
- Any cards with a  icon are returned to the player's hand as these Guests have an affinity for burying Corpses.
- The player and the owner of the annex evenly split the money shown on the corpse card by adjusting their respective discs on the Wealth track; if the player buried the corpse under their own annex, they receive all off the money.

Phase 3 – End of Round (Morning): After each player has taken their 2 actions, the following 3 steps are performed in order:

1. **Police Investigation:** If there is at least one Police card in an *open* room of the Inn, each player that has at least one unburied Corpse must pay 10 Francs for each unburied Corpse they have using their Money or Cheques (), and then returns those cards to the game box.
 - If a player is unable to pay in full, they pay what they can; the cards are still returned to the game box as though they were paid for in full.
2. **Travellers Leave:** Each player gains 1F for each Room with a Key token () of their colour that is *occupied* by a Traveller card.
 - After money is gained, all Guest cards in the Inn, including those from rooms with white Key tokens, are placed in the Exit Stack with their living side face-up.
3. **Pay Wages:** Each player must pay their accomplices; a player reduces their disc on the Wealth track one space for each Guest card in their hand.
 - Accomplices cannot be paid for with Cheques ().
 - If a player reaches '0' on the Wealth track, they place any unpaid accomplices face-up on the Exit Stack, with the exception of Peasants, which are placed in the Bistro.
 - The player with the First Player card passes the card to the player on their left; a new round begins with that player.