



Tavern Tales

2-player rules

Overview

This document outlines the rules changes when playing Tavern Tales with 2 players.

Game Setup Changes

- Both players draw 5 Hero cards and discard 1 face-down.

Gameplay Changes

You ALWAYS start a claim on your turn. Claims work slightly different from the 3-5 player rules as follows:

- The current player plays their Hero face-up to start the Claim for a location. Just like 3-5 player games, Adventurers can Claim 1 card, Specialists can Claim 2 cards, and Elites cannot start a Claim.
- **Counter-claim or Pass:** Counter-claim, by placing a Hero from their hand on the table FACE-DOWN, or Pass. If he passes, the current player wins the Claim and collects and scores the Feats (and their Hero card is discarded).
- **Call Liar!** From this point forward, each player goes back and forth, either Counter-claiming or deciding to pass (thereby losing the claim). But they each have one additional option: Call Liar! If a player Calls Liar, they flip the other player's most recent Hero card played face-up. If that Hero matches the location, that player immediately wins the claim, otherwise they immediately lose the claim. The winner collects and scores the Feats, and all Hero cards played are discarded.
- **Last Counter-claim:** If play reaches the second player's 4th and final card and they wish to Counter-claim, the Hero is played face-up. They automatically win the Claim if the Hero matches the Location, and lose the Claim if the Hero does not match the Location.

After the Claim, BOTH players draw up to 5 Hero cards in their hand, and then discard 1 face-down. Whichever player LOST the Claim will start the next turn's Claim.

Elite Heroes: When playing an Elite Hero, ignore the ability text written on the card. It simply counts as a Hero that can be played into any location (but still cannot start a claim, just like in 3-5 player games).