

DOWNLOAD THE  
**ULTIMATE**  
TABLETOP GAME  
RULEBOOK APP AT  
[TABLETOPCODEX.COM](http://TABLETOPCODEX.COM)



# ORDEROFGAMERS.COM



**H**ello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on [Patreon](https://www.patreon.com/esotericorder). Thankyou!



**DONATE**

[orderofgamers.com/shop/singleoffering](http://orderofgamers.com/shop/singleoffering)



**PATREON**

[patreon.com/esotericorder](https://www.patreon.com/esotericorder)



**FOLLOW EOG UPDATES ON ALL THESE PLATFORMS**

All the links are at [www.orderofgamers.com](http://www.orderofgamers.com)

# v1

Jan 2026

Game: **THE BLOODY INN**  
Publisher: **Pearl Games (2015)**

Page 1: **Rules summary front**  
Page 2: **Rules summary back (play reference)**  
Page 3: **The Carnies rules summary**

**For best results, print at 100% (on double-sided paper), laminate and trim to size.**

This rules summary and reference is intended only for the personal use of existing owners of the game and has been made with the intention of promoting the game and making it easier to play and enjoy. Artwork from the original game is copyrighted by the publisher and used without permission. The Esoteric Order of Gamers makes no claim whatsoever to the rights of the publisher and copyright holders, and will remove this PDF from public availability on request.

**This PDF may not be re-posted online, sold, or used in any way except for personal use.**

# THE BLOODY INN

## SET UP

Each player takes 2 **peasant cards** and 1 **player aid card**. The peasants form your starting hand. Place your player aid card in your play area; it also acts as a **barn**. With fewer than 4 players, return unused peasant and player aid cards to the box.

Depending on the number of players and the desired game length, return a **number of cards to the box**, without looking at them:

	Short game	Long game
2 players	35	25
3 players	28	16
4 players	22	6

Shuffle the rest of the cards to create the **traveler deck** and place it at the entrance to the inn, at the left of the board, with the **living sides** faceup. These cards form the **entrance stack**.

The color of a card indicates that guest's type: **merchants** (blue), **artisans** (red), **police** (grey), **religious** (purple), and **nobles** (green). **Peasants** (yellow) are a special kind of guest that are placed in the bistro space (the table) on the board.

Each player takes one **10F check token**. Make a supply of the other check tokens near the board.

Each player chooses a player color and takes 8 **key tokens** and the disk of that color. Place your disk on space 5 of the board's **wealth track**.

Each player places a key token of their color on an unclaimed room (which room makes no difference, so just choose a room close to you).

In a 2 or 3 player game, place 1 white key token on each of 3 doors of the inn. In a 4 player game, place one on each of 4.

The greediest player (the one with the most coins in their pockets) takes the **first player card**.

## END OF THE GAME

The second time the entrance stack becomes empty, finish the round, and the game ends.

After welcoming travelers, if there are fewer travelers in the inn than there are players, the game ends immediately; place those traveler cards on the exit stack.

1. Each player with at least 1 **unburied corpse** must call upon the village gravedigger: pay 10F in money or checks for each of their unburied corpses, then return their unburied corpses to the box.
2. Then, each player advances their disk on the wealth track for each **rank 3 annex** that allows them to gain money at the end of the game (such as the *Park* or the *Grocery*).

You cannot have more than 40 francs on the wealth track.

Calculate each player's loot by adding 10F for each check they have to their space on the wealth track. The richest player wins the game. On a tie, the winner is the richest player who has the most corpses under their annexes. If there is still a tie, the game ends in a tie.

## VARIANTS

### UNLIMITED WEALTH

The wealth track no longer limits you to 40F, and the **launder money** action no longer exists: you can exchange money for checks, and vice versa, at any time, and as often as you wish.

### FIRST COME, FIRST SERVED

When welcoming travelers, the first player does not decide in which room to place each traveler who arrives, but instead places them according to the order in which they arrive: The first traveler goes in room #1; the second in room #2; etc.

### SOLITAIRE GAME

The solitaire game is played the same way, with these exceptions:

**During setup**, create the guest deck by removing 34 cards (short game) or 26 cards (long game). Place 1 key token of your color and 3 key tokens of a neutral color on the doors of the inn. In addition to the 2 peasants in your hand, place 2 peasants in the bistro.

**You lose the game** if you have any unburied corpses either during a police investigation or at the end of the game.

See the rulebook for traveller (annex) effects and points.

**Your goal is to get the best score you can.** In a long game, check your rank according to your score:

110F-129F: Troubling innkeeper

130F-149F: Dangerous innkeeper

150F-169F: Evil innkeeper

More than 170F: Demon innkeeper



## GAME SEQUENCE

The game is divided into 2 **seasons** and a variable number of **rounds**. Each round is divided into 3 **phases**.

### PHASE 1: WELCOME TRAVELERS (EVENING)

The first player performs these steps:

1. Draw the top card from the entrance stack (thus revealing the next traveler in the stack).
2. Place the traveler in an **open** (has a key token), **unoccupied** (has no traveler) room of their choice.
3. Repeat this process until there is a traveler in each open room.

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, finish the round, and the game ends.

### PHASE 2: PLAYER ACTIONS (NIGHT)

Starting with the first player, then going clockwise, each player performs a first action. Then, each player in turn must perform a second action.


On your turn, you may:

1. Bribe a guest
2. Build an annex
3. Kill a guest
4. Bury a corpse
5. Pass (and launder money)

The first 4 actions are resolved the same way:

1. Choose a guest card in play (in your hand, play area, or in the inn, depending on the action).
2. Play a number of cards equal to the **rank** of the chosen guest card.
3. Take back any cards played that have an **affinity** for the action you are performing; discard the other cards.
4. Perform the action.


#### 1. BRIBE A GUEST

1. Choose a traveler you want to bribe among any rooms of the inn, regardless of who owns that room.
2. Play a number of guest cards from your hand equal to the **rank** of the chosen traveler.
3. From the cards you just played, return cards with the  icon to your hand (these guests have an **affinity** for bribery). Place the other cards on the exit stack, except for **peasants**, which go in the bistro.
4. Add the bribed guest to your hand. Guests in your hand are your **accomplices**.

You can bribe the **peasants** that are in the bistro in the same way. If you choose to do so, you can take 1 or 2 (your choice). Peasants are rank 0 guests, and do not require playing any cards to be bribed.


#### 2. BUILD AN ANNEX

Building an annex allows you to place your accomplices in front of you, and benefit from their effects:


1. Choose a traveler card from your hand that depicts an **annex** (house icon).
2. Play a number of **accomplices** (the guest cards from your hand) equal to the **rank** of the card you chose.
3. From the cards you just played, return cards with the  icon to your hand (these guests have an **affinity** for building annexes). Place the other cards on the exit stack, except for **peasants**, which go in the bistro.
4. Place the chosen traveler card in front of you, with its **living** side faceup; this now becomes an **annex**. There is no limit to the number of annexes you can have in front of you, and you can have several copies of the same annex.

**Police** and **peasant** cards cannot become annexes (there is no house icon at the bottom of these cards), so they cannot be chosen to perform the **build an annex** action.

#### 3. KILL A GUEST

1. Choose a guest you want to kill from the inn (a traveler from any room of your choice or a peasant from the bistro).
2. Play a number of **accomplices** (the guest cards from your hand) equal to the **rank** of the card you chose.
3. From the cards you just played, return cards with the  icon to your hand (these guests have an **affinity** for killing guests). Place the other cards on the exit stack, except for **peasants**, which go in the bistro.
4. Place the guest card in front of you, with its **dead** side faceup; this now becomes a **corpse**. There is no limit to the number of corpses you can have in front of you.

#### 4. BURY A CORPSE

1. Choose a **corpse** you want to bury from among those in front of you.
2. Play a number of **accomplices** (the guest cards from your hand) equal to the **rank** of the card you just chose.
3. From the cards you just played, return cards with the  icon to your hand (these travelers have an **affinity** for burying corpses). Place the other cards on the exit stack, except for **peasants**, which go in the bistro.
4. Place the corpse under an annex of your choice, *regardless of who owns it*, leaving enough of the card sticking out so that you can see the amount of money in the corpse's pockets (the number at the bottom of the card).

The number of bodies that can be buried under an annex is equal to **rank of the annex**. You and the owner of the annex share the money in the corpse's pockets, by advancing your disks on the wealth track (if you bury the corpse under one of your own annexes, you take all the money for yourself).

You can bury a corpse under the barn.

### 5. PASS (AND LAUNDER MONEY)

You can choose not to do any of the above actions on your turn. In this case, you are may, if you wish, meet with the crooked village notary to launder money and either:

- a. Exchange a portion of your money for 10F checks.
- b. Cash checks in order to advance your disk on the wealth track by 10 spaces for each check returned to the supply.

### PHASE 3: END OF ROUND (MORNING)

#### 1. POLICE INVESTIGATION

If there is at least 1 **police** card in an open room of the inn, the police investigate.

Each player having at least 1 unburied corpse must call upon the village gravedigger to avoid being arrested, paying 10F for each unburied corpse they have, using their money or checks, and then return their unburied corpses to the box.

If you are unable to pay the gravedigger, pay what you can with money and checks, and he still gets rid of all your unburied corpses.

#### 2. TRAVELERS LEAVE

Each player gains 1F for each room with a key token of their color occupied by a traveler card. Players gain nothing from the rooms with white key tokens.

The inn is then emptied: place all the traveler cards from the inn rooms on the exit stack with their **living** side faceup.

#### 3. PAY WAGES

Each player must pay their accomplices: move your disk back on the wealth track 1 space for each guest card in your hand.

If you reach 0 on the track, you must let any unpaid accomplices go: place them on the exit stack (peasants are placed in the bistro).

The first player gives the first player card to the player on their left and a new round begins.



## THE CARNIES EXPANSION

### MODULE 1: THE CARNIES

The carnies are a new type of guest. This module can be played with or without the event cards.

#### SETUP

Add the 14 **carnies** to the traveler deck.

Follow the base game rules to form the entrance stack.

When using this module, a long game is recommended.

Shuffle the 8 **event cards** and place them facedown in a pile near the board to form the event deck.

#### PLAYING THE GAME

**Carnies are travelers.** You can bribe, kill, bury them, or build the annex on their card (if they have one) just like travelers from the base game.

##### Asymmetrical ranks

Carnies have 2 **ranks**: a rank used while they occupy a room of the inn, and another rank used when they are outside the inn.

The top rank (above the pillow icon) is used to determine how many accomplices are required to bribe or kill them.

The bottom rank (above the annex) is used to determine how many accomplices are required to bury them or build their annex.

##### Trailers

Four carnies allow you to build a **trailer** as their annex. Each time you build a trailer, place it next to the inn board and place one of your key tokens on it.

**Phase 1: Welcome travelers (evening):** The player responsible for welcoming travelers must place a traveler in each trailer that does not have a corpse under it. They must place the traveler card on top of the trailer so that it covers only the top part of the trailer.

**Phase 2: Player actions (night):** When you bury a corpse, you can choose to place the corpse under an unoccupied trailer. If so, the owner of that trailer moves the trailer with the corpse to their play area (next to their barn) and retrieves their key token. The number of bodies that can be buried under a trailer is equal to the bottom rank of that trailer.

**Phase 3: End of round (morning):** During the Travelers Leave step, each player gains 1F for each of their trailers occupied by a traveler.

##### Special burials

Three carnies (the Dwarf, the Bearded Lady, and the Twins) have special rules you must follow when you bury them (refer to the card text).

#### PLAYING USING EVENT CARDS

**Phase 1: Welcome travelers (evening):** The first time a carnie is placed on a room (or a trailer) only, reveal the top card of the event deck. The player responsible for welcoming travelers reads it aloud before proceeding.

**Phase 3: End of round (morning):** Before the Police Investigation step, if at least 1 carnie occupies a room of the inn (or a trailer), you must resolve the event card this round. Each event card specifies exactly when you resolve its effect. Then, whether it was resolved or not, discard the event card and proceed as usual. If the event card deck is empty, shuffle the discarded event cards to form a new deck.

### MODULE 2: THE NOTABLES

The notables are a new type of guest that replace the nobles from the base game.

#### SETUP

Remove the 14 **nobles** from the traveler deck and replace them with the 14 **notables**. Follow the base game rules to form the entrance stack.

#### PLAYING THE GAME

Notables are travelers. You can bribe, kill, bury them or build the annex on their card just like the travelers from the base game.

##### Asymmetrical ranks

Notables have 2 ranks: a rank used while they occupy a room of the inn, and another rank used when they are outside the inn.

The top rank (above the pillow icon) is used to determine how many accomplices are required to bribe or kill them.

The bottom rank (above the annex) is used to determine how many accomplices are required to bury them or build their annex.

##### Annex effects

The effects of the notables' annexes vary depending on room occupancy or other players' actions and/or possessions.

### MODULE 3: AUNT GINETTE'S TIPS & TRICKS

#### SETUP

Shuffle the 16 **object cards**. Deal 4 cards facedown to each player. With less than 4 players, return the remaining cards to the box, without looking at them.

Then, each player must follow these steps:

1. Secretly choose 1 of the 4 object cards dealt to you and place it facedown in front of you. Then, pass the other 3 cards to the player on your left.
2. Secretly choose 1 of the 3 object cards passed to you and place it facedown in front of you. Then, pass the other 2 cards to the player on your left.
3. Secretly choose 1 of the 2 object cards passed to you and place it facedown in front of you. Then, return the other card to the box without revealing it.
4. Take the 3 chosen cards in your hand and keep them secret.
5. Place your disk on space 10 of the wealth track on the inn board. Then, subtract the total cost of the object cards in your hand from it (objects cost 0F to 3F).

#### PLAYING THE GAME

You may play an object card during the phase specified on it.

Playing an object card does not count as an action. You can play multiple object cards during the same turn if able.

Each object can be played only once: after playing an object card, return it to the box.

If multiple players play an object card at the same time and there is a dispute to determine which card effect occurs first, resolve each card effect according to the turn order.

#### CLARIFICATIONS

### MODULE 1 & 2 SETUP

When playing with both module 1 and 2, follow these steps to form the entrance stack:

1. Remove the 14 nobles from the traveler deck and replace them with the 14 notables.
2. Add the 14 carnies to the traveler deck.
3. Follow the base game rules to form the entrance stack.

When using both modules 1 and 2, a long game is recommended.

### END OF THE SEASON AND END OF THE GAME

Depending on which modules you are playing with, it is possible for the entrance stack to become empty in Phase 1: Welcome Travelers.

When the entrance stack becomes empty, shuffle the cards of the exit stack in order to form a new entrance stack. Then resume welcoming travelers until there is a traveler in each open room and trailer.

The second time the entrance stack becomes empty, play a normal final round, even if the inn is not completely full. However, if there are fewer travelers in the rooms and trailers than there are players, the game ends immediately. In this case, place the remaining traveler cards on the exit stack.

