

**Printing Instructions:** This *entire file* should be printed single sided and on cardstock, if possible.

### Mash Specialist 💰

Each time you operate the mash tun, take 2 bonus points.

(s)

Note: The 9 skilled worker cards on this page are the “starting” workers for games with new players. After a few plays, you may choose to mix in the other skilled workers (see next page), per the setup rules in the full rulebook.

### Yeast Lab Technician 💰

Your yeast lab provides 1 bonus point or 1 *additional* yeast (your choice) whenever you conduct lab research.

(s)

### Chemist 💰

Take 1 yeast immediately. Take 1 free yeast when you receive at least 1 yeast from any market action space.

(s)

### Advanced Ingredient Importer 💰

Take 1 advanced ingredient immediately. Take 1 free advanced ingredient of any type when you receive an advanced ingredient from any market action space.

(s)

### Brewpub Manager 💰

Take 1 bonus point for each new batch brewed in the Brewpub. Also, you may store 6 ingredients there.

(s)

### Logistics Coordinator 💰

When you receive 2 different types of ingredients from any market action space, take 1 additional malt or hops.

(s)

### Malt Importer 💰

Take 2 malt immediately. Take 1 free malt when you receive at least 1 malt from any market action space.

(s)

### Yeast Market Insider 💰

When you receive *only yeast* from any market action space, take an equal number of malt.

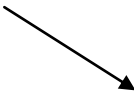
(s)

### Hops Expert 💰

Take 1 hops immediately. Take 1 free hops when you receive at least 1 hops from any market action space.

(s)

Local Partnerships



Local Partnership

Coffee Roaster



You may convert 1 basic ingredient into 1 coffee anytime and as often as you like.

Local Partnership

Spices Importer



You may convert 1 basic ingredient into 1 spice anytime and as often as you like.

Other skilled workers



Local Partnership

Coffee Roaster



You may convert 2 malt or 1 hops or 1 yeast into 1 coffee anytime and as often as you like.

4+ players

Local Partnership

Spices Importer



You may convert 2 malt or 1 hops or 1 yeast into 1 spice anytime and as often as you like.

4+ players

Architect 💰

Place a storehouse, a yeast lab, a barrelhouse, and a farm on the season board 1, 3, 5, and 8 seasons into the future in any order. At the start of the season, you may install the equipment for free.

Farmer 💰

Harvest 1 additional fruit for each planted fruit. Harvest 1 additional hops for each planted hops.

Barrelhouse Manager 💰

Take 1 *additional* bonus point for each new batch aged in the barrelhouse. Also, you may store 6 ingredients there.

Storage Coordinator 💰

Your storehouses may now store up to 18 ingredients each. Then immediately take 2 malt, 1 hops, and 1 yeast.

Malt Converter 💰



Take 5 malt immediately.

At any time, you may convert 1 malt into 1 hops.


Tasting Room Manager 💰


At game end, score bonus points equal to the value of your tasting room.


Note: The 9 recipes on this page are the “starting” recipes for games with new players. After a few plays, you may choose to mix in the other recipes (see next page), per the setup rules in the full rule-book.

  2

### Ale

 3

 2

 1

“Not fancy, but not trying to be either”

basic recipe

  2

### Stout

 4

 2

 1

“Created in the Old World, perfected in the New”

basic recipe

  2

### Porter

 4

 1

 1

“Dark, yet drinkable”

basic recipe

(Ale)   5

### Pumpkin Ale

 3

 2

 1

 1

 1

“The ultimate seasonal beer”

(Stout)   4

### Coffee Stout

 4

 2

 1

 1

“Just the right coffee bitterness to delight your senses”

(Porter)   5

### Smoked Porter

 4



 1

 1


 1


 1


“A smoky, malty delight from start to finish”


(Ale)   5

### Lambic



 2

 1


 1


 3


“Unapologetically fruity”


(Stout)   7


### Imperial Stout

 4



 2

 1

 1

 2


“Lives up to its name in every respect”

(Porter)   5

### Vanilla Porter

 4

 1

 1

 2

“A sweet, roasted aroma greets your palate”



(Ale)   3

**Heartland Golden Apple Ale**




 3  1  1


 1

“Delivers just what you need”


(Stout)   4

**Blackberry Stout**

 4  2  1

 1

“An intriguing hint of blackberry”



(Porter)   5

**VivaJava Coffee Porter**




 4  1  1


 2

“A perfect blend”


(Ale)   5

**Apricot Pale Ale**


 3  2  1


 2

“The perfect spring beer”

(Stout)   7

**Chocolate Espresso Stout**


 4  2  1

 2  1

“Brewed with only the purest syrup nectar”

(Porter)   7

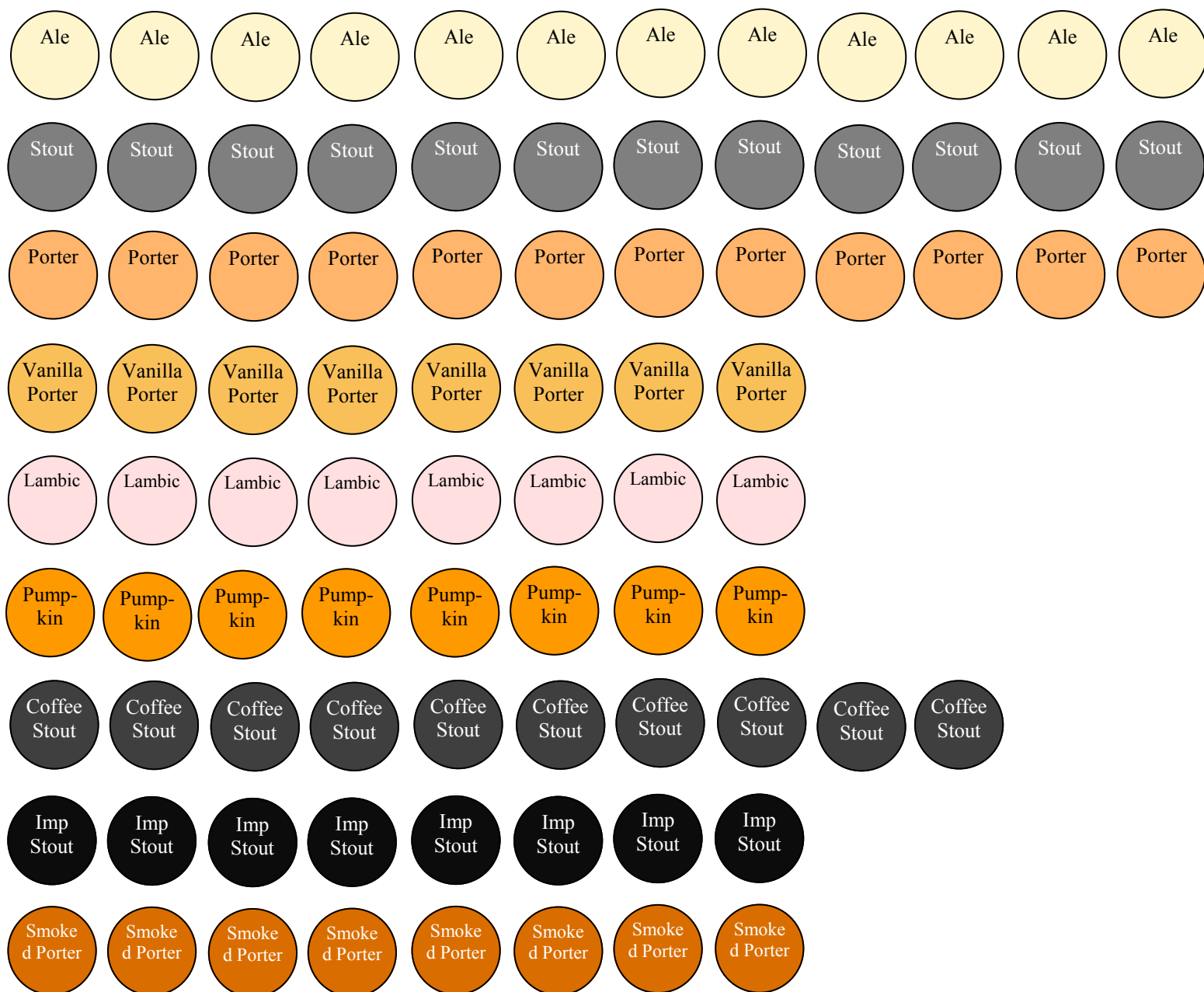
**Special Reserve Porter**

 3  3  1

 1  1  1

“A 3-time champion”

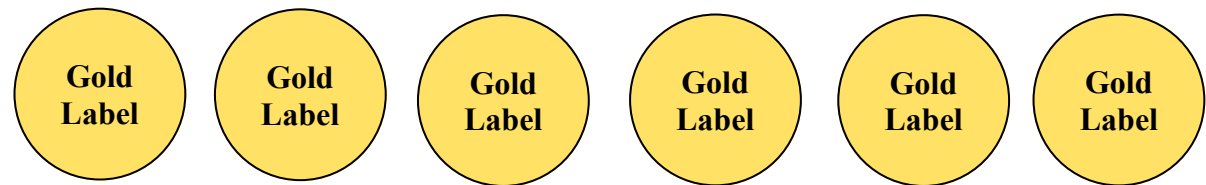
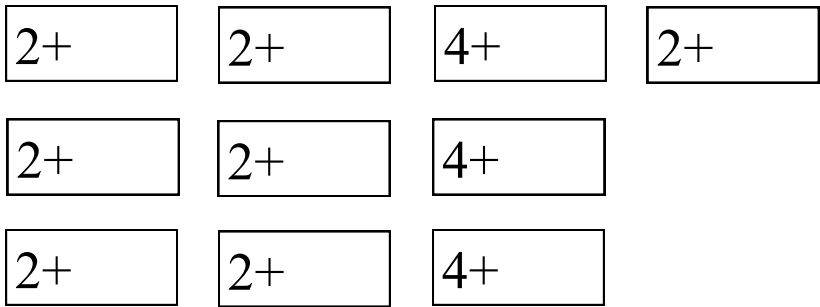
This page contains the beer batch tokens for the 9 recipes used in the beginner game setup. The next page contains the beer batch tokens for all other recipes. Recommend punching these with a 5/8" hole punch, if you have one. Otherwise, just cut around them as squares.



beer batch tokens for non-starter game recipes



Counter tokens



**LOAN**  
Take \$2.

At scoring, your first  
loan is -2 points.  
Every additional loan  
is -3 points.

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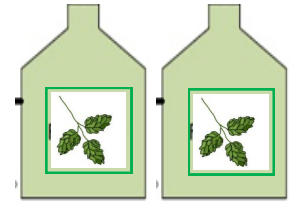
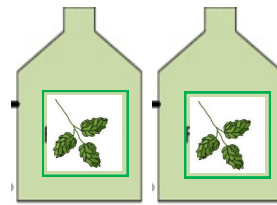
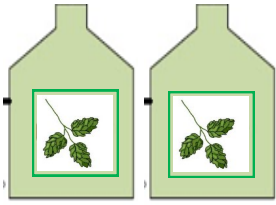
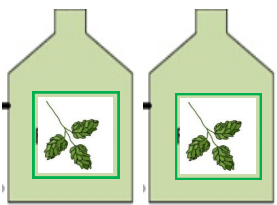
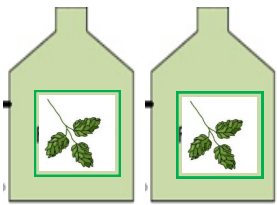
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Mash Tun



Mash Tun



Mash Tun



Mash Tun



Mash Tun



Storehouse



Storehouse



Storehouse



Storehouse



Storehouse



Oak Barrelhouse



Oak Barrelhouse



Oak Barrelhouse



Oak Barrelhouse



Oak Barrelhouse



Tour&Tasting



Tour&Tasting



Tour&Tasting



Tour&Tasting



Tour&Tasting



Brewpub



Brewpub



Brewpub



Brewpub



Brewpub



Farm



Plant any 2 or in spring

Harvest 3 or 2 per item in fall

Farm



Plant any 2 or in spring

Harvest 3 or 2 per item in fall

Farm



Plant any 2 or in spring

Harvest 3 or 2 per item in fall

Farm



Plant any 2 or in spring

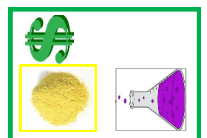
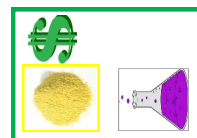
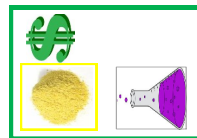
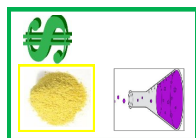
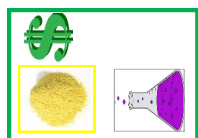
Harvest 3 or 2 per item in fall

Farm



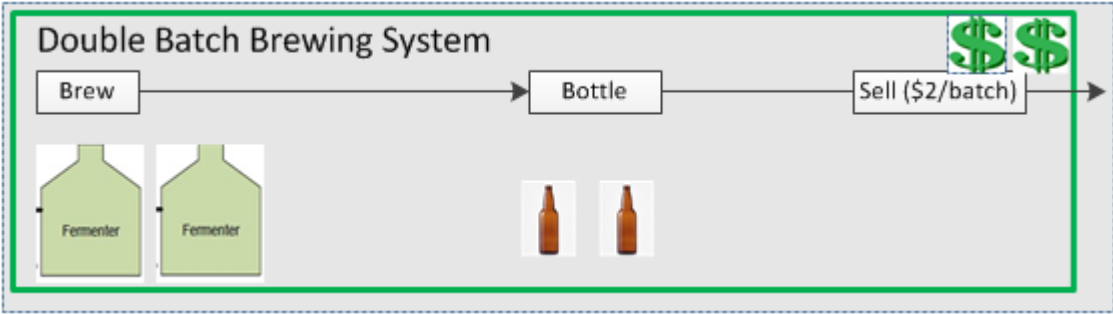
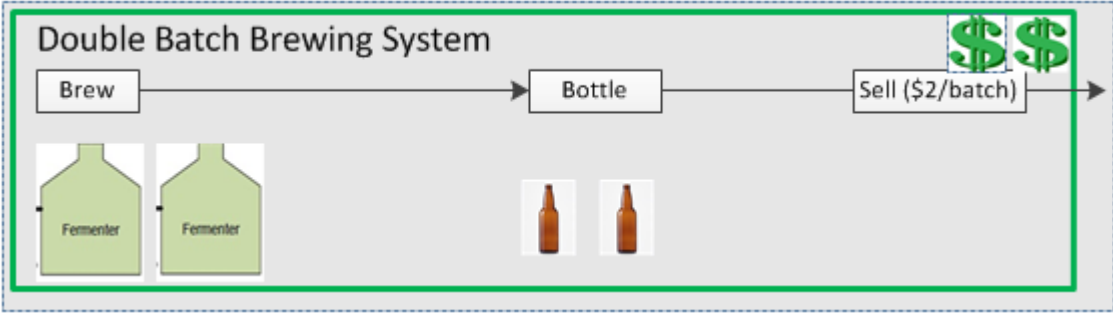
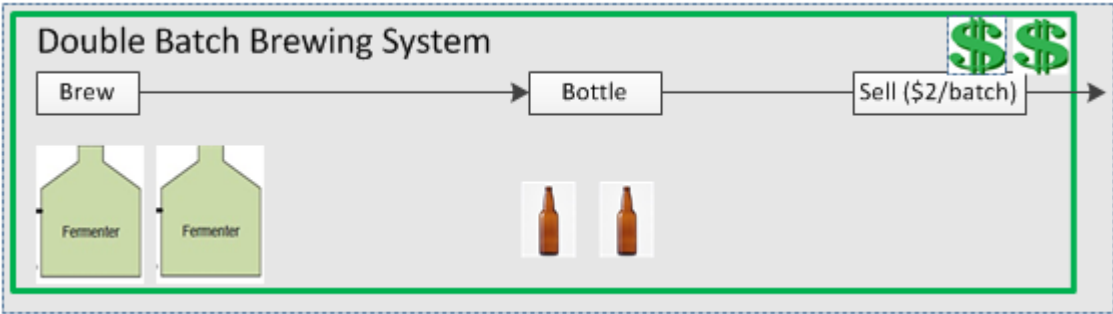
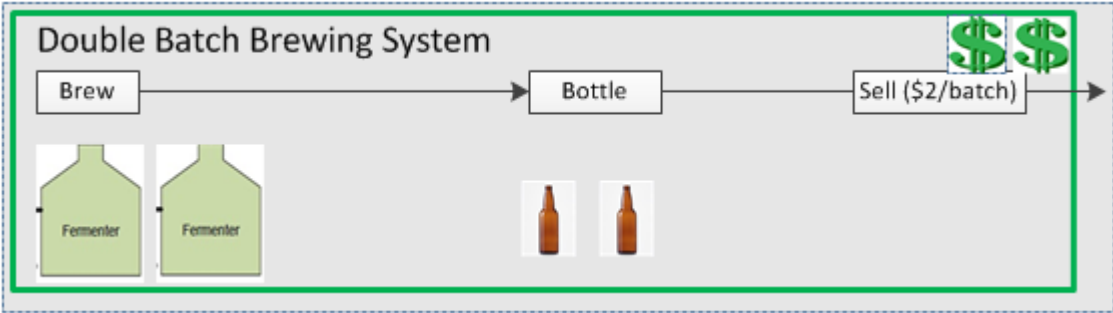
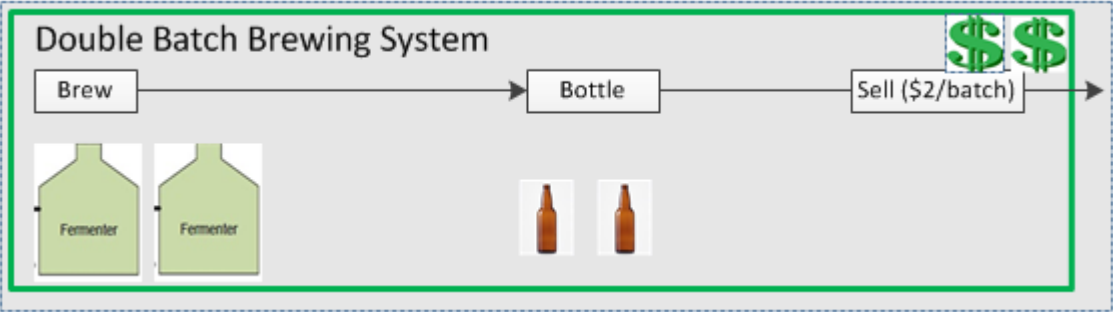
Plant any 2 or in spring

Harvest 3 or 2 per item in fall

















Double batch brewing systems (part of buildings and equipment)



5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points
5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points
1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points	5 Bonus points
1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point
1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point	1 Bonus point

↖  
Bonus points

 Brewery Shift	 Brewery Shift	 Brewery Shift	 Market Action	 Market Action
 Brewery Shift	 Brewery Shift	 Brewery Shift	 Market Action	 Market Action
 Brewery Shift	 Brewery Shift	 Brewery Shift	 Market Action	 Market Action
 Brewery Shift	 Brewery Shift	 Brewery Shift	 Market Action	 Market Action
 Brewery Shift	 Brewery Shift	 Brewery Shift	 Market Action	 Market Action

↖  
Player action tokens  
(you may wish to  
glue or tape these to  
1" discs to give them  
more weight.)

Current season token  
(for use with season  
board on next page)



## YEAR 1

Spring	Summer	Fall	Winter
Anytime Plant ↓ Farm \$ Plant any 2 or in spring Harvest 3 or 2 per item in fall		Anytime Harvest ↑ Farm \$ Plant any 2 or in spring Harvest 3 or 2 per item in fall	At start Annual Winter At end Pay \$

## YEAR 2

Spring	Summer	Fall	Winter
Anytime Plant ↓ Farm \$ Plant any 2 or in spring Harvest 3 or 2 per item in fall		Anytime Harvest ↑ Farm \$ Plant any 2 or in spring Harvest 3 or 2 per item in fall	At start Annual Winter At end Pay \$

## YEAR 3
















Spring	Summer	Fall	Winter
Anytime Plant ↓ Farm \$ Plant any 2 or in spring Harvest 3 or 2 per item in fall		Anytime Harvest ↑ Farm \$ Plant any 2 or in spring Harvest 3 or 2 per item in fall	At start Annual Winter At end Pay \$

-----cut here----- (season board above, collaboration materials below) -----

3+ players

### Collaboration

Place one whole part of the recipe. When the recipe is finished, collect the stated points and/or money.

3			→	2		+ 1	
2			→	2		+ 1	
1			→	1		+ 1	
1			→	3			


Yeast  
Collaboration

Hops  
Collaboration

Malt  
Collaboration

Advanced  
Ingredient  
Collaboration

## Private Investor

Starting Player + Restocks → 1

OR

Form Local Partnership

## Hire a New Shift

2nd shift: 3 batches brewed  
3rd shift: 9 batches brewed

OR

Hire a Skilled Worker

Market Actions

## Malt Market

Restocks →



## Hops Market

Restocks →

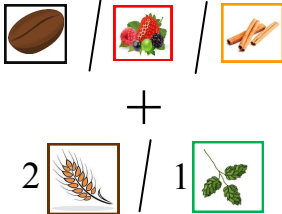


## Yeast Market

Restocks →



Take 1 Advanced Ingredient and 2 Malt *or* 1 Hops



Take 2 (*same or different*) basic ingredients



Fundraiser—Take \$2

2

-----cut here-----

## Brewery Actions

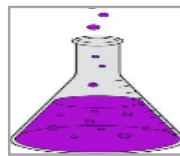
### Process Beer

Sell, *then* bottle, *then* (optionally) brew

and/or Collaborate



### Lab Research



(check for yeast lab)




### Install New Building or Equipment



3+ players

## Malt Market

Restocks → 




3+ players

## Hops Market

Restocks → 


3+ players

## Take 2 *different* basic ingredients

2 different  /  / 

4+ players

## Malt Market

Restocks → 

4+ players

## Hire a New Shift





2nd shift: 3 batches brewed  
3rd shift: 9 batches brewed

**OR**

## Hire a Skilled Worker


5 players

## Take 1 Advanced Ingredient and 2 malt

 /  /   
+  
2 


5 players

## Hops Market

Restocks → 

5 players

## Yeast Market

Restocks → 

This page contains market action spaces for 3, 4, and 5 player games. See full rulebook for details.