

## Brew Crafters Rules FAQs

Category	Question	Answer
Brewing	Can I brew the base recipe (for instance, Ale) and an advanced ale recipe (for instance, Lambic) at the same time, if it is the first time I am brewing basic Ale?	No.
Brewing	If I have a double brewing system, do I have to brew 2 batches at once?	No. You can brew only 1, or even 0 batches when you process beer.
Brewing	Do collaboration batches count toward the 3/9 requirement a player needs to hire additional brewery shifts?	No.
Brewing	When I take the Process Beer action, do I have to brew?	No, you can choose to only sell and/or bottle beer. You do not have to also brew new beer.
Buildings & Equipment	Can I still claim the gold label for being the first to sell an advanced recipe, if that recipe was sold from my Brewpub?	Yes.
Buildings & Equipment	Can I move ingredients between my various storage locations?	Yes, you may re-organize stored ingredients at any time, as long as you don't exceed the maximum in any particular storage location.
Buildings & Equipment	Can I plant one item into my farm at two different times during spring?	Yes, as long as both items are planted by the end of spring.
Buildings & Equipment	Do I still get the ingredients that normally come with a building or equipment if I install the building or equipment due to a skilled worker or lab research?	Yes.
Game Setup	Which recipes should we choose to use?	The basic Ale, basic Porter, and basic Stout recipes are <b>always used</b> . With new players, use the 6 advanced recipes mentioned in Game Setup. After that, explore using the other advanced recipes. Always use 6 advanced recipes, with an equal mix of ale, porter, and stout style advanced recipes.
Game Setup	Which skilled workers should we choose to use?	With new players, use the 9 skilled workers with the (s) symbol on the card. After that, explore using a different mix of skilled workers every game. Nine workers is a good number, but you can also choose to use more or fewer.

Harvesting	Can I harvest part of my farm now, then part of my farm later?	Yes, but you must harvest a full "item" at a time. For instance, if you have one planted hops and one planted fruit, you can harvest the hops, then process beer, then harvest the fruit, but when you harvest the hops, you must harvest the full amount you are due for that hops (typically, 3 hops). If you don't have space for all 3 hops, you must throw something out.
Harvesting	When I take the process beer and/or collaborate action, can I collaborate, then harvest from my farm, and then process beer, all with the same action?	Yes.
Harvesting	If I am brewing 2 batches at once, can I brew one of the batches, then harvest from my farm, then brew the second batch, all with the same Process Beer action?	No. When you take the process beer action, you must brew all batches at the same time.
Harvesting	When I take the process beer and/or collaborate action, can I brew, then harvest from my farm, and then collaborate, all with the same action?	Yes.
Harvesting	Can I immediately harvest ingredients and brew with them if I don't have room for them in my storage?	No. All ingredients you receive (including from harvesting) must be processed through your storage before you can brew with them.
Loans / Money	Can Skilled Workers or Brewery Shifts be "fired", so that their operating costs do not have to be paid?	No.
Loans / Money	If I am short only \$1 for paying operating costs, do I still have to take a full loan?	Yes. In this case you will end up with \$1 after taking your loan, since the loan gives you \$2.
Market Actions	Can I use a market action space and not take the ingredients?	You may throw away ingredients at any time if you don't have room to store them, including immediately after you take them from an action space. But you must "take them". You cannot leave them on the space.
Market Actions	When I receive bonus ingredients from a skilled worker or through lab research, does that count as having taken those ingredients "from a market action space?"	No, only what the market action space itself provides counts as coming from the market action. However, more than one skilled worker and/or research benefit can separately activate on the same action.
Other	Can players keep anything hidden?	Unless specifically allowed in the rules, No.