

**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.

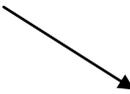
(s)

### 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

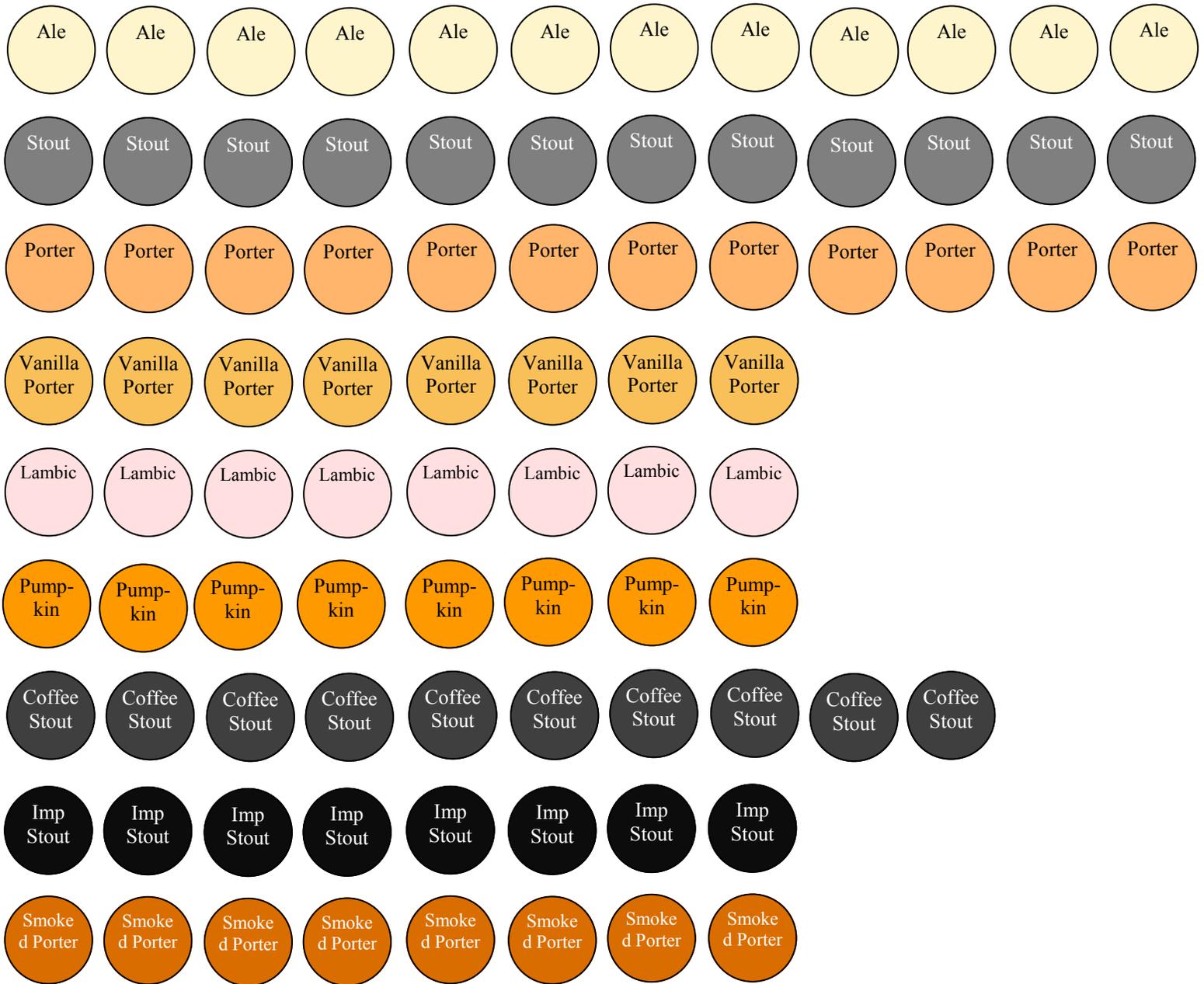
**Special Reserve Porter**

 3  3  1

 1  1  1

“A 3-time champion”

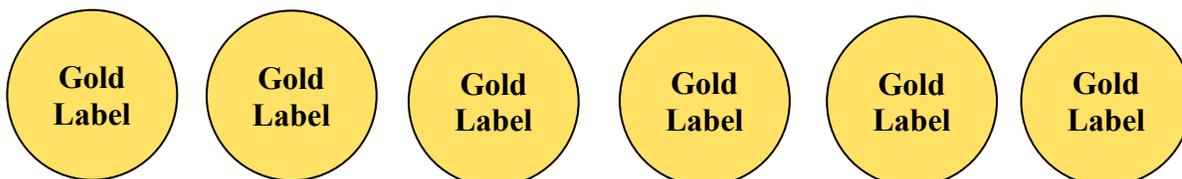
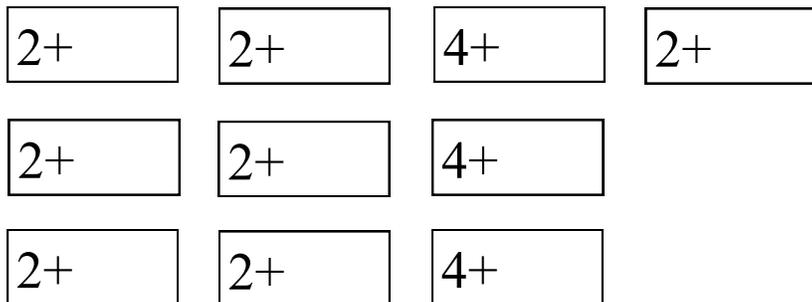
This page contains the beer batch tokens for the 9 recipes used in the beginner game setup. The next page contains the beer batch tokens for all other recipes. Recommend punching these with a 5/8" hole punch, if you have one. Otherwise, just cut around them as squares.



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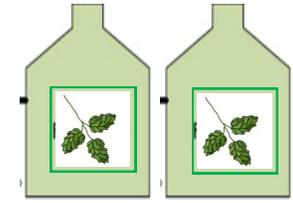
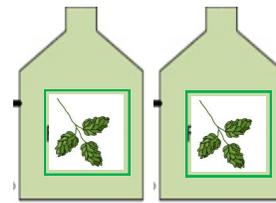
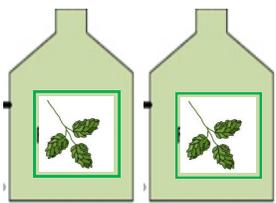
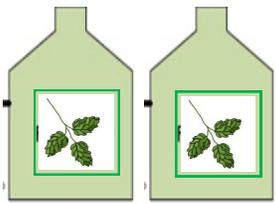
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At scoring, your first loan is -2 points.  
Every additional loan is -3 points.



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

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

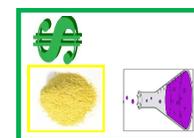
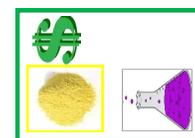
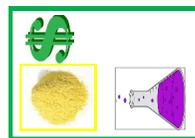
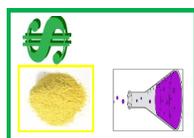
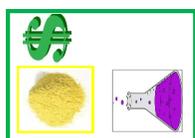
Plant any 2 or in spring

Harvest 3 or 2 per item in fall

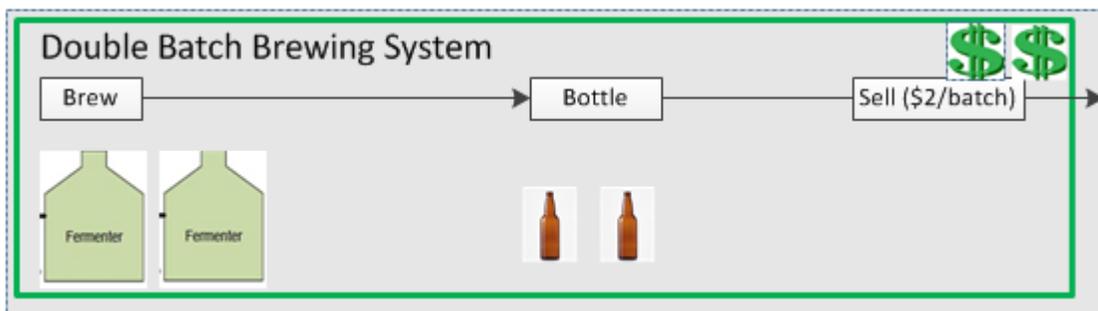
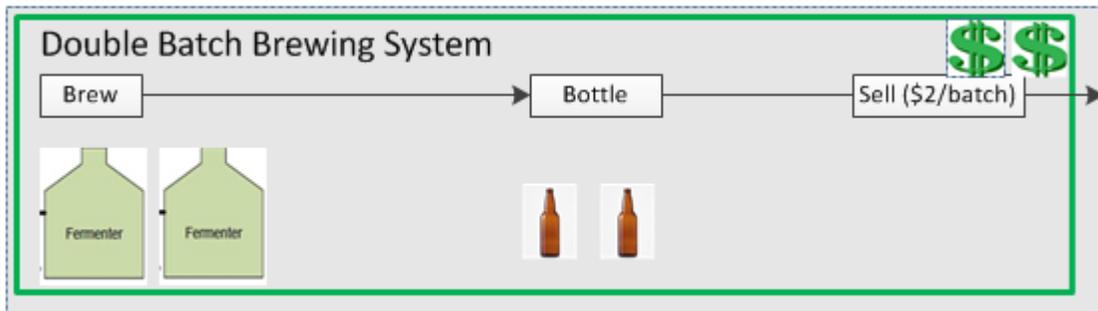
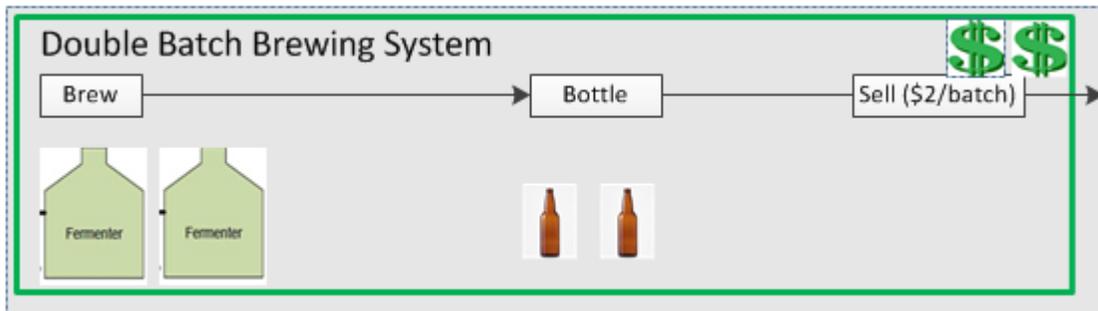
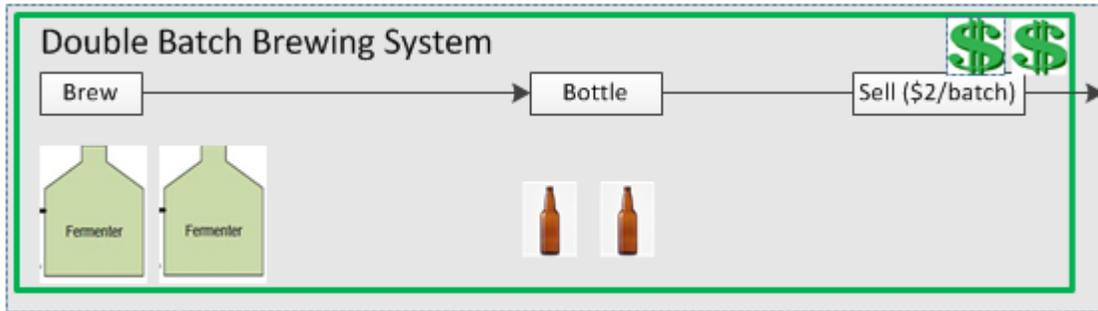
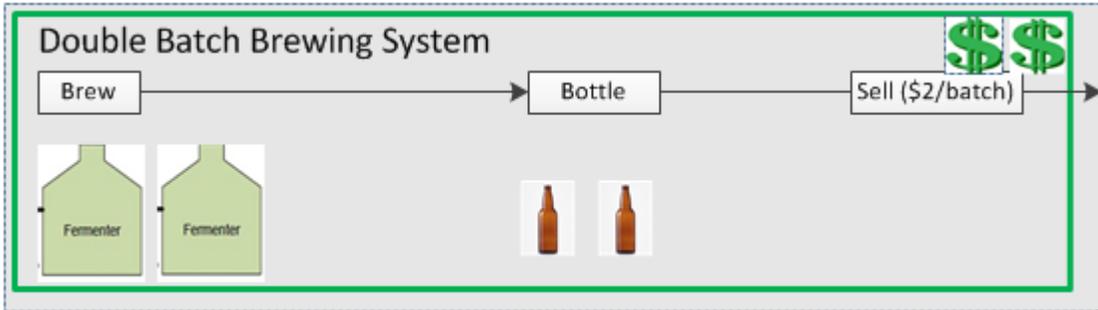
Farm

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

↖  
Bonus points


↖  
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

<p><b>Spring</b></p> <p>↓</p> <p><b>Plant</b></p> <p>Anytime</p> <div style="border: 1px solid green; padding: 5px; width: fit-content; margin: auto;"> <p>Farm </p> <p>Plant any 2  or  in spring</p> <p>Harvest 3  or 2  per item in fall</p> </div>	<p><b>Summer</b></p>	<p><b>Fall</b></p> <p>↑</p> <p><b>Harvest</b></p> <p>Anytime</p> <div style="border: 1px solid green; padding: 5px; width: fit-content; margin: auto;"> <p>Farm </p> <p>Plant any 2  or  in spring</p> <p>Harvest 3  or 2  per item in fall</p> </div>	<p><b>Winter</b></p> <p>At start Annual </p> <p>Winter </p> <p>At end Pay </p>
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# YEAR 2

<p><b>Spring</b></p> <p>↓</p> <p><b>Plant</b></p> <p>Anytime</p> <div style="border: 1px solid green; padding: 5px; width: fit-content; margin: auto;"> <p>Farm </p> <p>Plant any 2  or  in spring</p> <p>Harvest 3  or 2  per item in fall</p> </div>	<p><b>Summer</b></p>	<p><b>Fall</b></p> <p>↑</p> <p><b>Harvest</b></p> <p>Anytime</p> <div style="border: 1px solid green; padding: 5px; width: fit-content; margin: auto;"> <p>Farm </p> <p>Plant any 2  or  in spring</p> <p>Harvest 3  or 2  per item in fall</p> </div>	<p><b>Winter</b></p> <p>At start Annual </p> <p>Winter </p> <p>At end Pay </p>
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# YEAR 3

<p><b>Spring</b></p> <p>↓</p> <p><b>Plant</b></p> <p>Anytime</p> <div style="border: 1px solid green; padding: 5px; width: fit-content; margin: auto;"> <p>Farm </p> <p>Plant any 2  or  in spring</p> <p>Harvest 3  or 2  per item in fall</p> </div>	<p><b>Summer</b></p>	<p><b>Fall</b></p> <p>↑</p> <p><b>Harvest</b></p> <p>Anytime</p> <div style="border: 1px solid green; padding: 5px; width: fit-content; margin: auto;"> <p>Farm </p> <p>Plant any 2  or  in spring</p> <p>Harvest 3  or 2  per item in fall</p> </div>	<p><b>Winter</b></p> <p>At start Annual </p> <p>Winter </p> <p>At end Pay </p>
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-----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		+	
2			→	2		+	
1			→	1		+	
1			→	3			



### Private Investor

Starting Player + Restocks →  \$1

OR

Form Local Partnership

### Hire a New Shift

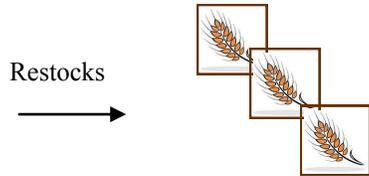
2nd shift: 3 batches brewed  
3rd shift: 9 batches brewed

OR

Hire a Skilled Worker

## Market Actions

### Malt Market



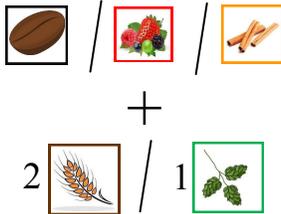
### Hops Market



### Yeast Market



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



Take 2 (*same or different*) basic ingredients



Fundraiser—Take \$2



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

## Brewery Actions

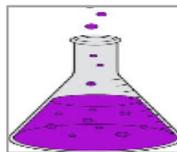
### Process Beer

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

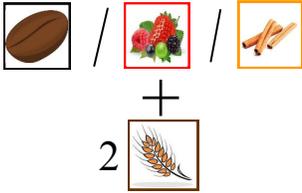
3rd shift: 9 batches brewed

**OR**

### Hire a Skilled Worker

5 players

### Take 1 Advanced Ingredient and 2 malt



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.