

BREW CRAFTERS

A GAME BY BEN ROSSET



Overview and Objective

It's a time of regrowth in the old urban center, and the hippest and best beer crafters have gathered both hops and hopes in building the best brewery in the city. It won't be an easy task, as players compete for precious ingredients such as malt, hops and yeast in the local markets, all while managing and optimizing their growing bottling empires.

Each season of the game, you'll make deals at the market and work in your brewery. You'll have to manage your ingredient supply, use your workers wisely, and develop your brewing line to create the best brewery and brew the most valuable beer by the end of year three, when the best local brewer will be honored. At the end of year three, the player with the most points wins.

FAQs

Frequently asked questions have been consolidated into an FAQ sheet separate from the full rulebook. If you have a question that the rules don't specifically address, check the FAQ sheet.

Components (also see picture on next page)

- A. Season (round) board and season token
- B. Market Action board and 3 market action board extension strips (for 3, 4, and 5 player games)
- C. 4 local partnership cards (2 of them are only used in 4 and 5 player games)
- D. Brewery Action board
- E. 130 Ingredient cubes
 - 50 malt (brown)
 - 30 hops (light green)
 - 20 yeast (yellow)
 - 10 fruit (red)
 - 10 spices (orange)
 - 10 coffee (black)
- F. Player action tokens
 - 15 Brewery shift tokens (3 in each player color)
 - 10 Market action tokens (2 in each player color)
- G. 5 research labs and 20 research track cubes (4 cubes for each player)
- H. 5 Brewery Boards
- I. 5 Player Aids for Buildings&Equipment
- J. 15 beer recipe cards
- K. 6 “Gold label” tokens
- L. 136 beer batch tokens
- M. 15 skilled worker cards
- N. Collaboration card and 4 collaboration tokens (only used in 3-5 player games)
- O. 40 Money chips (twenty-five \$1’s and fifteen \$5’s)
- P. 50 Bonus point tokens (twenty-five 1s and twenty-five 5s)
- Q. 50 Building&Equipment tiles
 - 5 storehouses
 - 5 mash tuns
 - 5 yeast labs
 - 5 oak barrelhouses
 - 5 brewpubs
 - 5 farms
 - 5 tour&tasting rooms
 - 5 double batch brewing systems
 - 10 hops infusers
- R. Starting Player token
- S. 16 loan cards
- T. FAQ sheet
- U. 10 resource counters (seven “2+” counters and three “4+” counters)
- V. Scoring sheets (not shown in setup picture)

Typical Game Setup (Letters reference components from listing on previous page)

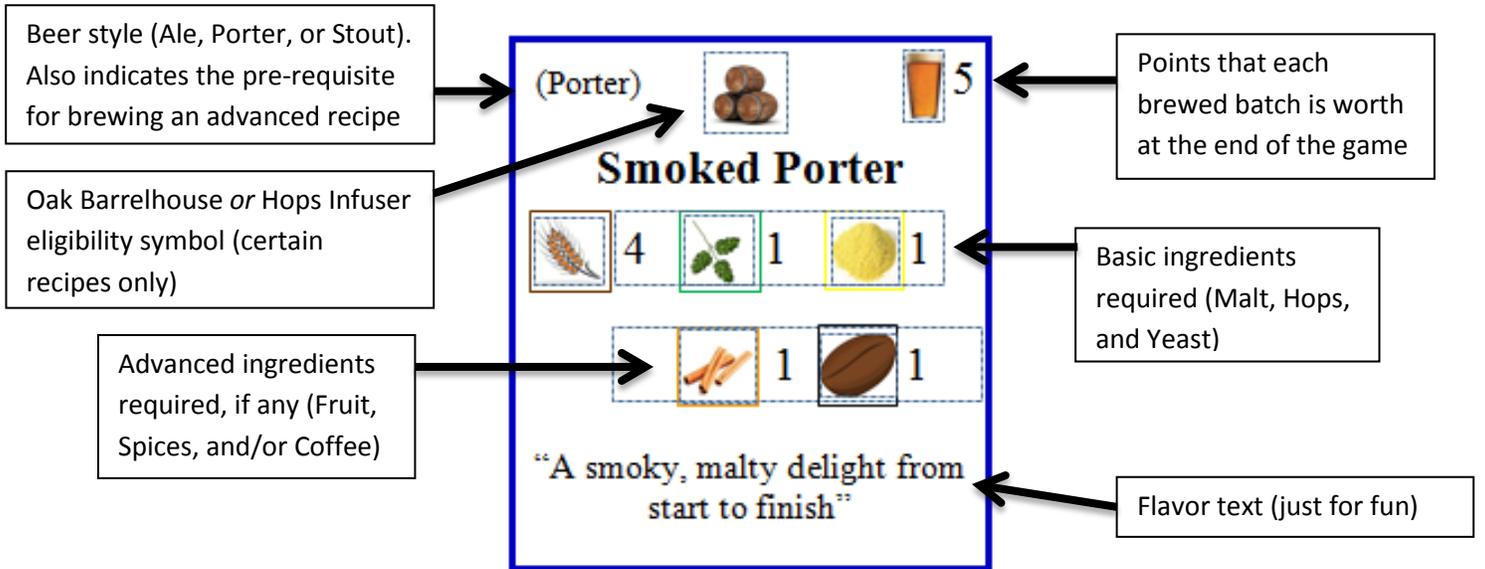


Setup the game as shown above.

1. Place the Season board (A) on the table and place the season token on the Year 1 Spring space.
2. Place the Market Actions board (B) within reach of all players. In 3 player games, add the “3+ players” market action strip underneath the market actions board. In 4 player games, use both the “3+ players” **and** the “4+ players” market action strips. And in 5 player games, use the “3+ players”, “4+ players”, **and** “5 players” strips.
3. Place the “Spices Importer” and “Coffee Roaster” Local Partnership cards (C) next to or above the Market Actions Board. **In 4 and 5 player games only**, include the 2nd set of Local Partnerships that say “4+ players”.
4. Place the Brewery Action board (D) close to the Market Actions board.
5. Place ingredient cubes (E) on the table. It is convenient, but not necessary, to separate them ahead of the game.
6. Give each player a set of 5 player tokens in matching player color (F)—3 brewery shift tokens and 2 market action tokens.
7. Give each player a research lab (G), and a set of 4 research track cubes. Players place the cubes on the “start” locations on each track of his research lab.
8. Give each player a brewery board (H). Each player takes 2 malt (brown) and 1 hops (green) and places them in the storehouse on their brewery board.
9. Give each player a Building & Equipment player aid (I).

10. Recipes (J). Place the basic Ale, basic Porter, and basic Stout recipes on the table in a row. Those 3 “basic recipes” are **always used**. Choose 6 advanced recipes to use for this game. **If this is your first game, you should choose: Pumpkin Ale, Lambic, Smoked Porter, Vanilla Porter, Coffee Stout, and Imperial Stout.** Place both ale-style advanced recipes underneath basic Ale, both porter-style advanced recipes underneath basic Porter, and both stout-style advanced recipes underneath basic Stout. For games with experienced players, try different combinations of advanced recipes, though you should always use 2 each of ale, porter, and stout-style recipes. All recipes you are *not* using in this game can be put away.
11. Place a “Gold label” (K) on the lower right hand corner of each of the advanced recipes you chose.
12. Find the matching beer batch tokens (L) for the specific recipes you chose to play with, and place them on the table. The beer batch tokens for the advanced recipes you are not using this game can be put away.
13. Choose 9 skilled workers (M) to use for this game. **If this is your first game, you should choose the workers that have an “s” symbol in their lower right hand corner.** For games with experienced players, try different combinations of skilled workers. All skilled workers you are *not* using in this game can be put away.
14. **In games with 3 or more players only,** include component (N)—collaboration card and tokens—in game setup.
15. Place money chips (O) on the table.
16. Place bonus point tokens (P) on the table.
17. Separate the buildings and equipment tiles (Q) by type.
18. Give the starting player token (R) to the person who most recently finished a beer. The starting player starts the game with \$6. All other players start with \$7. Money, as a convenience, may be stored in your brewery office. There is no limit to the amount of money you can store.
19. Place the loan cards (S) to the side of the board.
20. Place the FAQ sheet (T) off to the side for reference.
21. Place the resource counters (U) to the side.

Anatomy of a beer recipe



Your Brewery Board

You begin the game with everything outlined in green that has a green dollar sign (\$) on it: A storehouse, a research lab, and a single batch brewing system. The greyed-out spaces are available building spaces where you can add new buildings and equipment during the game. More information about buildings and equipment is presented later.

Basic and Advanced Ingredients

There are 6 ingredient types used in the game. Three are considered **basic ingredients**: Malt (brown), Hops (light green), and Yeast (yellow). Three are considered **advanced ingredients**: Fruit (red), Spices (orange), and Coffee (black). Any ingredient that you acquire by any means must be able to be stored before you can use it to brew with. By default you may only store ingredients in your storehouses, although some skilled workers will allow you to store ingredients in other locations as well. *Throughout these rules, "storage" refers to any location where you are legally allowed to store ingredients.*

Basic and Advanced Recipes

The basic Ale, Porter, and Stout recipes are used in every game. They are referred to as *basic* recipes. All players may brew them (provided they have the correct ingredients) from the beginning of the game. All other recipes are considered *advanced* recipes (even if they do not require advanced ingredients). More information about brewing beer is presented later.

Important: In order to brew an advanced recipe, you must have previously brewed the basic recipe of that style. For instance, in order to brew Smoked Porter, you must have previously brewed basic Porter. Once you brew the basic recipe of a particular style, you are eligible to brew *all* advanced recipes of that style.

Resource counters

Ingredients, money, bonus point tokens, loan cards, and beer batches are **not** meant to be limited. In the rare case you run out of any of them, use the provided “2+” or “4+” counters. For instance, you can place 1 of your malt on a “4+” counter to indicate 5 total malt, or a “2+” counter on top of one of your loans to indicate 3 total loans.

Gameplay

Brew Crafters is played in rounds (called seasons). There are 4 seasons per year, and 3 years in the game. The game starts in Spring of Year 1. Each season has three phases.

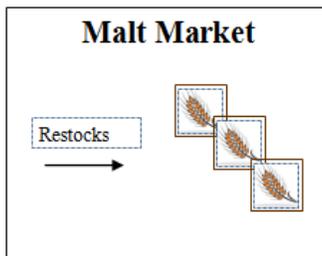
- First, the restock phase, where new ingredients are added to *some* market action spaces
- Second, the Market Action phase, where players take 2 market actions each
- Third, the Brewery phase, where players take one brewery action for each brewery shift they employ.

Important: Players begin the game with only one brewery shift (the one with two dollar signs). Therefore, players can only take one brewery action per season at the beginning of the game. Once you hire a 2nd brewery shift using the “Hire New Shift” *market* action, you may begin taking 2—and later, if you hire a 3rd shift—3 brewery actions per season.

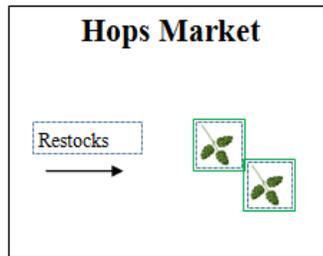
The Restock Phase

Find every market action space that has a  symbol. Add the number of ingredients or money to the market space as indicated on the space. See the examples below.

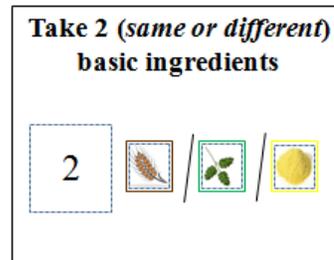
This space restocks 3 malt



This space restocks 2 hops



This space does **not** restock.

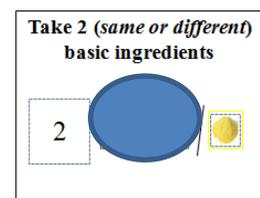


Important: A restocking market action space, such as the two pictured above, will restock ingredients even if there are already ingredients on the space (this happens when the space was not used the previous season).

The Market Action Phase

Beginning with the starting player, players take turns placing a single market action token onto an **unoccupied** market action space and taking the action. A player may **never** place a market action token on a brewery action space. Play continues to the left until all players have placed both of their market actions. Players will **always** take exactly two market actions per season, unless a skilled worker or intern provides them with an additional action. The following applies to taking market actions:

- Each market action space can only be used **one time** each season.



The blue player has already used this market action space this season. The space may not be used again this season.

- Some action spaces offer players two choices for their action. These spaces are marked with —Or—. A player may choose only **one of the two actions** on these spaces, however, the entire action space is occupied for the duration of the season, and no other player may use it.
- When a player receives ingredients (malt, hops, yeast, fruit, spices, or coffee) from a market action space, the ingredients must be placed in the player's storage. If a player's storage is full, they may discard stored ingredients to make room for the new ingredients, or they may discard the newly acquired ingredients.
- When a player takes ingredients (or money) from an action space that restocks each season, he takes **all** the ingredients (or money) that are on the space at that time.

Details about certain Market Actions

Private Investor

When you use the private investor portion of an action space, you receive all money that has accumulated on the space, and you become the new starting player, **beginning with the upcoming Brewery Action Phase** of the current season. Take the starting player token to indicate you are the new starting player. However, the player order for the rest of the in-progress Market Action Phase does not change.

Form Local Partnership

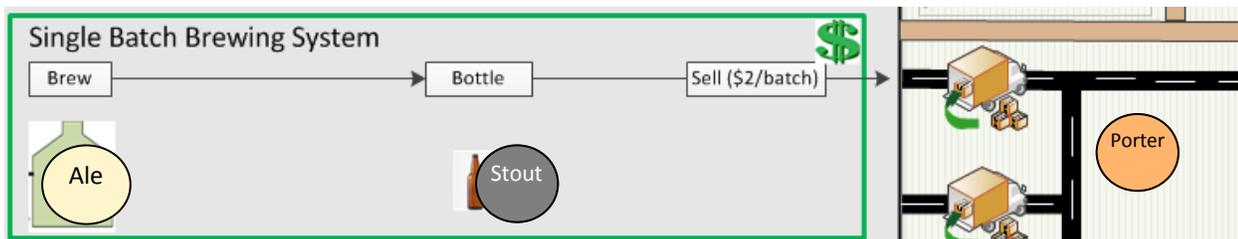
When you form a local partnership, take the partnership card of your choice and place it next to your brewery board. Each partnership can only be formed by one player. However, a single player can form more than one partnership. You may use the benefit of your partnership at any time, and as often as you like.

Hire a Skilled Worker

When you hire a skilled worker, take the worker and place it next to your brewery board. Each skilled worker can only be hired by one player, who retains that skilled worker for the rest of the game. There is no limit to the number of skilled workers that a player can hire. Players can begin hiring skilled workers right from the start of the game. The specific benefit that a particular worker gives you is written on the card. You do not pay any money at the time you hire a skilled worker, but they do count toward your total operating cost at the end of each winter.

Hire a New Shift

Remember, each player begins the game with only one brewery shift. In order to hire a 2nd shift, you must have **brewed** at least 3 batches of beer (you don't need to have sold 3 batches of beer yet, you just need to have brewed them—see example below). In order to hire a 3rd shift, you must have brewed at least 9 batches of beer. Players are limited to a maximum of 3 brewery shifts. You do not pay any money at the time you hire a new shift, but they will contribute to your total operating costs that you pay at the end of every winter. Beware your 2nd and 3rd brewery shifts have higher operating costs than your starting shift. When you hire a new shift, you may use it in the **current season's** Brewery Action Phase.



This player has brewed three batches of beer (even though they have only sold 1). They are eligible to hire a 2nd brewery shift. The details about brewing are presented below.

The Brewery Action Phase

Once players have conducted all their market actions, the starting player begins the Brewery Action Phase by placing one of their Brewery shifts on a Brewery Action space and taking the action. A brewery shift may **never** be placed on a market action space. Play continues in clockwise order until all players have taken their first brewery action. Then, the starting player performs his second brewery action, if he has one.

Important: Players do not “block” each other’s brewery actions. All players can take the same brewery action in the same season, and one player can take the same brewery action more than once in the same season.

Once all players have taken all of their brewery actions, players collect both their market action tokens and their brewery action tokens from the action spaces.

Advancing the season

At the end of the brewery action phase during each spring, summer, and fall, simply advance the season token on the season board and start a new season with the Restock phase. After each winter, however (including the last winter), you must first pay your brewery’s operating costs. Add up all the green dollar signs (\$) found on your brewery board, skilled worker cards, and employed brewery shift tokens (a reminder of this is found at the bottom of your brewery board). You must pay that amount of money to the bank. If you do not have enough money, you must take loans to make up the difference. Each loan gives you \$2. At the end of the game, your first loan is worth negative 2 points. Each additional loan is worth negative 3. You may not repay loans, and may not borrow money from other players to pay your operating costs.

Note that each player begins the game with \$5 in operating costs-- \$3 from the buildings & equipment they start with in their brewery, and \$2 from their first brewery shift.

Game End

The game ends after all players have paid their operating costs at the end of year three. Players now calculate their scores. Tally each player’s points on the scoring sheet. Players score points in 4 categories. A reminder of these categories can be found at the bottom of your brewery board.

- Brewed, bottled and sold beer
- Game-end research
- Tasting room
- Bonus points
- Gold labels collected

Then players subtract points for any loans they took. The player with the most points wins. Any beer that has been brewed but not yet sold *is* counted in a player’s final score. If there is a tie, the player with the most remaining money is the winner. If there is still a tie, players share the honor of best local brewer.

Strategy Tip: Although you will need money during the game to pay your operating costs, making the most money is not the object of the game—building the best brewery and brewing the most valuable beer is how you win!

Details about Brewery Actions

Process Beer and/or Collaborate

Process Beer

You begin the game with a single batch brewing system on your brewery floor where you can sell, bottle and brew one batch of beer at a time. Later, you can upgrade to a double batch system and/or install a Brewpub, both of which will increase your total brewing capacity. Your maximum brewing capacity (if you install a double system **and** a Brewpub) is three batches.

There are three parts to the Process Beer action: Selling, Bottling, and Brewing. When you take the Process Beer action, you perform **all three parts** in this order.

- First, you sell all batches that are in your bottling line on your brewery floor and that are in your Brewpub (if you have a Brewpub). You immediately receive \$2 for each batch sold. Place all sold batches in the “Shipping” area on your brewery board, **where they will remain until the end of the game.**
- Then, you bottle all batches that are in your fermentation tanks on your brewery floor. Place each bottled batch in the bottling area of your brewing line.
- Finally, you may brew **one** new batch into **each** empty fermentation tank on your brewery floor, and **one** new batch into your Brewpub, if you have a Brewpub. You must have the required ingredients for each batch you brew (for example, you must have 3 malt, 2 hops, and 1 yeast to brew basic Ale). Turn the ingredients for each batch you brew into the supply, and place a beer batch token for each batch in a fermentation tank and/or into your Brewpub, as appropriate. The ingredients you use to brew must come from your storage. **Reminder:** To brew an advanced recipe, you must have previously brewed the basic recipe of that style. For instance, you cannot brew Smoked Porter until you have first brewed basic Porter.

Important: The first player to *sell* each advanced recipe is the first to introduce that recipe into the market, and claims the gold label token from that recipe. Each gold label is worth 3 points at the end of the game.

Collaboration (3-5 player games only. Skip this if you are playing a 2 player game.)

Collaboration is a way for different players to work together to gain an advantage over other players. When you take the Process Beer and/or Collaborate action, you may choose to collaborate before or after you process beer, or not at all. If you choose to collaborate, choose **one portion** of the collaboration recipe that nobody has contributed yet (3 malt **or** 2 hops **or** 1 yeast **or** 1 advanced ingredient of any type). Place the ingredients on the collaboration recipe card, and take the collaboration token matching the type of ingredient that you contributed.

You may only contribute one portion of the collaboration recipe at a time. (You can take the Process Beer and/or Collaborate action again later and contribute another portion). Once all 4 portions of the recipe have been contributed, the batch immediately gets sold, and players take the combination of bonus points and money that they are due based on what they contributed (for instance, the player that contributed the 3 malt receives 2 points and \$1). Then the collaboration recipe card is then cleared, the players return the collaboration tokens to the center of the table, and a new collaboration batch may be started.

Important: A collaboration batch cannot be finished unless at least 2 different players have contributed portions of the recipe. (One player cannot contribute all 4 portions of the recipe). Also, once a player contributes a portion of the collaboration recipe, he cannot take those ingredients back. If the collaboration recipe does not get finished by the end of the game, he has lost those ingredients.

Lab Research

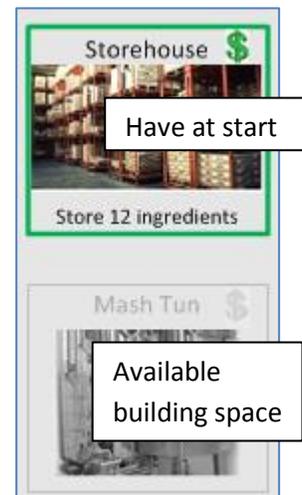
Your research lab has 4 tracks on it that run from left to right. These are the four different areas in which you can conduct research. When you take this action, choose one of the 4 tracks, and move the token for that track one space to the right.

- “Experimental” abilities are one-time only benefits. Receive the benefit as soon as you take the action, but never again.
- “Annual” abilities benefit you at the beginning of **every winter season**. You take the benefit of your annual abilities as soon as it becomes winter, before any players take any Market Actions for the season. If you have 2 or more annual abilities to use at the beginning of winter, you may take the benefits in any order of your choosing. You take the annual benefit for free (you do not have to place a worker).
- “Breakthrough” abilities are constant—you receive the benefit every time the correct condition is met.
- “Game end” abilities will score you a certain number of points at the end of the game, based on what you achieved.

Annual and Breakthrough abilities are cumulative. That is, when you move from annual to breakthrough, you still receive the annual benefit every winter. And when you move from Breakthrough to Game End, you still receive both the annual and breakthrough benefits.

Install New Building or Equipment

On your brewery board, you begin the game with a single storehouse that lets you store up to 12 ingredients of any type. You also begin the game with your research lab and a single batch brewing system. Each of those are outlined in green and have a green dollar sign (\$) on it. Other buildings and equipment may only be installed in the specific places where they are allowed (see the greyed-out building spaces on your brewery board). You do not pay any money at the time you install a new building or equipment, but they do count toward your total operating cost at the end of each winter (except the Tour&Tasting and Hops Infusers, which have no operating cost). Many buildings and equipment will provide you with some number of ingredients when you install them. Like all other ingredients, you must have room to store them in order to keep them (or you must discard other ingredients to make room for them).



Reference the player aids for the specific benefits of the various buildings and equipment.