

Buildings and Equipment

Brewpub \$

The Brewpub acts like a single batch brewing system, except you get to skip the bottling step. When you take the process beer action, any beer already in the Brewpub goes straight to shipping (collect \$2 like normal). Then, you may brew one batch into the Brewpub, in addition to any batches you brew into fermentation tanks on your brewery floor.

Double Batch Brewing System \$\$

When you Process Beer, you may brew, bottle and sell 2 batches on your brewery floor. The double processing system “covers up” the single system that you started the game with. Any beer currently in a fermentation tank or your bottling line remains there after installing the double system.

Farm \$

Take your choice of 1 hops or fruit when you install the farm. Each spring, plant up to 2 items in the farm (2 hops or 2 fruit or 1 of each). Each fall, harvest 3 hops per planted hops, and 2 fruit per planted fruit.

You may plant ingredients into your farm *at any time during each spring season*. The items you plant must come from your storage. You may harvest ingredients from the farm *at any time during each fall season*. It does not take a separate action to plant or harvest. You must have room to store your harvested ingredients. If you fail to harvest by the end of fall, your ingredients rot, and they are lost.

Hops Infusers

Take 1 hops when you install hops infusers. Cover each fermentation tank (on your brewery floor and in your Brewpub, if you have a Brewpub) with a hops-infused tank. When you process beer, you may add one extra hops to the recipe for any *ale-style* batch that you brew in a hops-infused tank. For each batch you infuse, score 2 bonus points immediately.

Mash Tun \$

Take 1 malt per remaining full season (up to 6 max) when you install the Mash Tun. When brewing 2 batches at once, use 1 less malt per batch. *May not be used with the Brewpub.*

Oak Barrelhouse \$

Take 2 malt when you install the Oak Barrelhouse. For each batch you brew that has the barrelhouse symbol on it, score 1 bonus point immediately. *May not be used with the Brewpub.*

Storehouse \$

Store an additional 12 ingredients.

Tour & Tasting room

You must have met all three of these requirements to install the Tour&Tasting:

1. Hired a second brewery shift.
2. Brewed an advanced recipe.
3. Have operating cost *for buildings and equipment* of \$6 or more (you begin the game with \$3).

When you install the Tour&Tasting, immediately score 1 bonus point for every remaining full season. At the end of the game, score 1 bonus point for *each different advanced recipe you brewed*.

Yeast Lab \$

Take 1 yeast when you install the Yeast Lab. Then, whenever you conduct lab research, take 1 yeast.