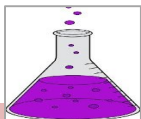


Printing Instructions for this file:

Print on cardstock if possible. Print one copy each of pages 2-4. Cut each page in half. You will have 5 research labs and one season summary player aid.



Experimental

Annual Winter

Breakthrough

Game End

Basic Ingredients

start

Take 1 basic ingredient.

At the start of each winter, take any 3 basic ingredients.

Take 1 basic ingredient when you receive at least 2 ingredients from any market action space.

2 points for each of the three different basic recipe you brewed.

Operations

start

Place 1 bonus point on an available building space. When you build there, collect the point.

At the start of each winter, take a free Install New Building/ Equipment action.

Take any 3 basic ingredients when you install a new building or equipment.

1 point for each of the original 7 greyed out building spaces you built on.

Brewing

start

Place 1 bonus point on a basic recipe. The next time you brew that recipe, collect the point.

At the start of each winter, take a free Process Beer and/or Collaboration action.

Take 1 bonus point for each new batch you brew.

1 point for every two batches brewed.

Advanced Ingredients

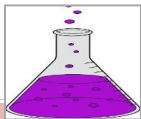
start

Take 1 advanced ingredient.

At the start of each winter, take 1 advanced ingredient and 1 basic ingredient.

Take 1 advanced ingredient when you receive at least 3 ingredients from any market action space.

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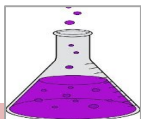
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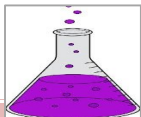
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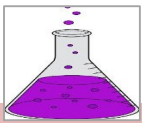
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Season Summary:

- Restock phase
- Market action phase
- Brewery action phase

Season Reminders:

- Anytime during spring: Plant into your farm
- Anytime during fall: Harvest from your farm
- At the start of each winter: Conduct annual winter research
- At the end of each winter: Pay operating costs