

Brew Crafters Travel Card Game

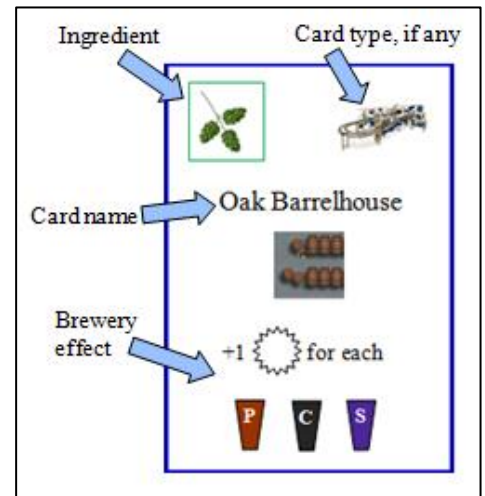
2-4 players • 30 minutes • © By Ben Rosset

Object

Build your brewery and brew your beer! Score the most Rep (☼) at the end of the game to win. The first player to reach 21 Rep *triggers* game end.

Setup

1. Give each player a scorecard and a recipe/ingredients card¹. Extras of these are not needed and may be placed back in the box. Each player places a small household item (like a dime) next to their scorecard to track their score during the game.
2. Give the “Start Player” card to the player who most recently finished a beer. The player keeps that card next to them for the entire game.
3. Shuffle the rest of the deck and deal 4 cards face down to each player. This forms each player’s starting hand. Players may look at their own cards.
4. Turn the next five cards face up in a row in the middle of the table. The rest of the cards remain face down in a stack. During play, a discard pile will be created. Cards are always discarded face up and the discard pile is public information.



Gameplay

The game is played in turns. The start player takes his turn, with play passing to the left. On a turn, take these steps in this order (brewery effects of cards you’ve previously played can modify these steps).

1. Draw two cards into your hand. Each card may be from among the face up cards or from the top of the face down stack. **After drawing both cards**, replace any face up cards you took with cards from the face down stack, so that there are again 5 face up cards. If the face down draw stack runs out, shuffle the discard pile.
2. Choose to play one card from your hand for its brewery effect **OR** brew one batch of beer **OR** pass.
 - a. Playing a card: When playing a card for its brewery effect, place the card on the table in front of you. It remains there for the rest of the game. You receive that card’s benefit for the rest of the game. A player may **never** have 2 cards with the same name played to the table. Once a card is played to the table for its brewery effect, you can ignore the ingredient represented on the card for the rest of the game.
 - b. Brewing: To brew a batch of beer, you must have cards in your hand representing the necessary ingredients for the recipe you want to brew. A card’s ingredient is shown in the upper left hand corner. *See the recipes you can brew on your recipe/ingredient card.* For instance, to brew an Ale, you need: 1 malt card, 2 hops cards, and 1 yeast card. **You may substitute 2 matching ingredients for any missing ingredient when brewing.** For example, you may use 2 hops in place of 1 yeast. Discard all ingredients (cards) you used to brew and score the appropriate number of Rep on your scorecard (for instance, an Ale scores 3 Rep). **Ignore the brewery effects of cards when you use them to brew.** Make sure to check the abilities of cards you’ve previously played to the table when brewing. Certain brewery effects can give you extra Rep or save you ingredients.
 - c. Pass: End your turn.
3. At the end of your turn, discard down to seven (7) cards.

¹ Note: A 4-player game **must** be played in teams. Read the normal rules, then see the modified rules for 4 players on the reverse.

The game end is triggered by the first player to reach 21 Rep. All other players **after that player in the turn order** (if any) get 1 final turn, so that all players will have had an equal number of turns in the game. Then apply *Brewery Tour* and *Employee Manager* end game bonuses. Then, the highest score wins. Tie goes to the player who has the most remaining cards in their hand. If there is still a tie, players share the honor of best local brewer.

Card brewery effects

Card	Effect	Copies
Ale & Porter Specialist	+1 Rep for each Ale and Porter	3
Barley Grower	After brewing, you may take 1 malt from the face up draw	3
Boil Kettle	Use 1 less hops for each Lambic and Special Reserve	4
Brewery Tour	At game end, score 1 Rep for each installed equipment	4
Brewmaster	+1 Rep for Lambic and Coffee Stout. +2 Rep for Special Reserve	3
Employee Manager	At game end, score 1 Rep for each worker in your brewery	4
Farm	After brewing, you may take 1 hops from the face up draw	4
Hops Expert	+1 Rep for each Ale and Lambic	3
Hops Infusers	+1 Rep for each Ale, Lambic, and Special Reserve	4
Malt Expert	+1 Rep for each Porter and Coffee Stout	3
Mash tun	Use 1 less malt for each Coffee Stout and Special Reserve	4
Night Shift	After brewing, you may play 1 card into your brewery	3
Oak Barrelhouse	+1 Rep for each Porter, Coffee Stout, and Special Reserve	4

Strategy Advice

When playing cards into your brewery, you generally want to try to play cards that go well together. For instance, the Hops Expert goes well with the Hops Infusers. If you've played both of those cards, now each time you brew an Ale or Lambic you'll score 2 extra Rep (one for the Hops Expert and one for the Hops Infusers).

FAQs

1. After brewing, you **can** choose the order in which to use your Night Shift, Farm and Barley Grower abilities.
2. If you used the Night Shift ability to play the Farm or Barley Grower, you **can** immediately use the benefit of your new Farm or Barley Grower.

4-player rules

In a 4-player game, players do not build their own breweries. Instead, players play in teams of 2. Sit next to your teammate, so that you can build your brewery "together" between you. You can share information/discuss strategy with your teammate, but must discuss it publicly so the other team can hear and see. The first team to reach 21 Rep triggers game end. Each team tracks their score on a single scorecard. All other rules remain the same except:

1. On your turn, after step 2, you may also give 1 card from your hand to your teammate. Give the card "face down" so that the other team does not see what card it is. Your teammate may not reject the card. You may discuss with your teammate which card to give, but remember, any discussion must be public.
2. The turn order for a team game is as follows: After the first player (person who most recently finished a beer) plays for team 1, the player across the table on team 2 plays. Then play moves to the other teammate from team 1, then the other teammate from team 2. That completes 1 full round. Play continues in this order for the rest of the game. **See the back of the "Start Player" card for a diagram.**
3. Just like in other games, after the first team triggers the end of the game, finish the round so that all players get an equal number of turns. Then apply brewery tour and employee manager bonuses. Then the team with the highest Rep wins. Tie goes to the team who has the most total combined remaining cards in their hands.