

Brew Baron

Object

You are an up-and-coming craft brewer, trying to make a name for yourself in the craft beer market. You brew a variety of beers over the course of several beer fests, which are competitions to determine the best beer - at least in the opinions of the judges. You must try your best to build an impressive brewhouse while determining the tastes of the various judges in order to please them, for they ultimately hold the key to your success.

Components

- 65 grain ingredient cards
- 65 hops ingredient cards
- 100 action cards
- 60 beer tokens
- 10 beer fest trophies
- 5 player mats

Overview

Brew Baron is played over a series of rounds, with each round consisting of four phases: the Setup phase, the Turn phase, the Brewing phase, and the Judgement phase.

Setup Phase

Each player receives a playing mat at the beginning of the game - this is where their judge cards, brewery improvement cards, currency tokens, and trophies are placed.

A game of **Brew Baron** is split up into a number of rounds. Each round starts as follows:

1. In the first round only, shuffle the action card deck and deal out two action cards to each player.
2. Shuffle each ingredient deck separately (the deck of grains cards and the deck of hops cards) and deal out two of each ingredient type to each player. Place the remaining cards in the center of play, and reveal the top card of each, placing it next to its corresponding deck.
3. Each player then places one of each ingredient type into their Judge section on their playing mat face-down.
4. Once all players have played their Judge cards, all players choose one card and flip it face-up. This

should be done as secretly and simultaneously as possible.

- a. Note: anyone with the action card Connections does not have to reveal a card at this time.
 - b. Once Judge cards are face-down, a player may not check it during play. If you have a bad memory, consider writing the values down somewhere.
5. Each player then receives currency tokens until their supply contains at least 4 tokens. A player can have more than 4 tokens already - they then do not receive any more tokens during this step.
 6. Each player - starting with the first player - resolves any text on their brewhouse improvement cards that are activated at the beginning of a round.

Turn Phase

Each round Brew Baron consists of each player taking a turn. Each turn costs one currency token in order to resolve (some actions may require additional tokens based on their description). A currency token can be spent to do one of the following actions:

- Draw an ingredient card.
- Draw an action card.
- Play an action card.
- Bribe a friend.

If a player has no currency tokens left, they must pass their turn. A player may pass while they still have tokens, but once they pass they cannot take another turn this round. The Turn Phase ends once every player has passed.

Draw Ingredient Card

A player may spend a token to draw an ingredient card. They may draw one card from either deck, and may draw either the face up or the top card from the deck. A player may only have up to five ingredient cards in their hand at any given time - if they obtain more than this, they must immediately discard down to five (some action cards can increase this hand limit).

Draw an Action Card

A player may spend a token to draw the top card from the action card deck. A player may only have up to 7 action cards in their hand at once - if they obtain more than this, they must immediately discard any extras.

Play an Action Card

A player may spend a token to play an action card from their hand. Read the text on the card and follow the instructions as described. Instant action cards are discarded once the card's action has been resolved, while Improvement action cards are placed on an open space

in your player mat's Brewhouse section. Instant action cards will have any additional cost needed to play them listed as such. Improvement action cards require additional tokens to be paid based on the number of improvement cards already played - each empty space on the player mat indicates the additional cost needed to play a card in that spot. Only improvement and instant action cards may be played during a normal turn - adjunct cards can only be played during the Brewing phase.

Bribe a Friend

A player may offer a token to another player in exchange for looking at a face-down judge card in front of them. The player being offered the bribe does not need to accept, in which case the briber must perform a different action. If the player accepts the bribe, they (the venal - a person who accepts a bribe) adds the token to their supply, and the briber discretely looks at a face-down card in the venal's play area. The briber should not show the card to any other player - including the venal.

Doesn't the venal already know what the card is? Why specify that?

Judge cards can be swapped through action cards, so a situation could arise where a player does not know the value of a face-down judge card on their own playmat.

Brew Phase

At the beginning of the Brew Phase, each player may place one of each type of ingredient card face down in front of them. They may also place an adjunct action card face down as well if they pay the associated token cost to do so. Once everyone has placed their cards in front of them, they are flipped face-up and the Judgement Phase begins.

Judgement Phase

At the start of the Judgement Phase, all Judge cards are flipped to be face-up. Starting with the first player, each of their “brews” - that is, a pair of ingredient cards (and adjunct card) - is judged by the panel of judges. For each ingredient card that matches the value of the same type for each judge, they are awarded one token. If both of their ingredient cards match both of the ingredient cards of a single judge, they are awarded an additional token, for a maximum of 3 tokens awarded per judge.

The player awarded the most tokens during the Judgement Phase is determined the winner of that Beer Fest and is awarded a trophy. After the Judgement Phase is over, the round has completed and a new round begins. Players discard any played adjunct cards and shuffle the played ingredient cards and any ingredient cards they may have in their hand into the ingredient decks. The next round then starts with the Setup Phase.

Players keep any action cards in their hands or on their player mats, as well as any currency tokens gained during the Judgement Phase.

Winning the Game

Rounds continue on until one player receives their fifth trophy, at which point they are considered the brew baron and have won the game.

Appendix

Action Cards Reference

Improvement Cards

Farmer's Market (8)

When drawing a resource card, draw an additional resource card of the same type.

Investors (8)

Gain one additional token at the start of a round.

Logistics (8)

When drawing an action card, draw an additional card.

Storage Bins (8)

Increase your ingredient hand limit by +2.

Trade Secrets (8)

You do not have to reveal a judge card at the start of a round.

Yeast Reserves (8)

You may brew an additional beer during the judgement phase.

Instant Cards

Blackmail (5)

Reveal one hidden judge card.

Buyback (5)

Discard one ingredient card and gain two tokens.

Palate Swap (5)

Swap any two judge cards of the same type.

Swap Meet (5)

Discard all ingredient cards in your hand and draw back the same amount of each type.

Tax Collector (5)

All players discard either 1 token or 1 ingredient card.

Adjunct Cards

Barrel-Aging (5)

During judgement, you may replace one ingredient in your brew with one from your hand. Discard the replaced ingredient.

Citrus (5)

During judgement, this beer may adjust its hops rating by -1.

Coffee (5)

During judgement, this beer may adjust its hops rating by +1.

Honey (5)

During judgement, this beer may adjust its malt rating by -1.

Pumpkin (5)

During judgement, this beer may adjust its malt rating by +1.