



Extension of The Belgian Beer Race Dice

BEERS MARKET

Preparation



Place the game board ,with the **Beers Market** side up.

Each type of beer has a color. Take a little block of each color (black, yellow, red, brown).

Take 2 of them, at random, and place them on the scale corresponding to value 3. Place the other 2 on value 2.

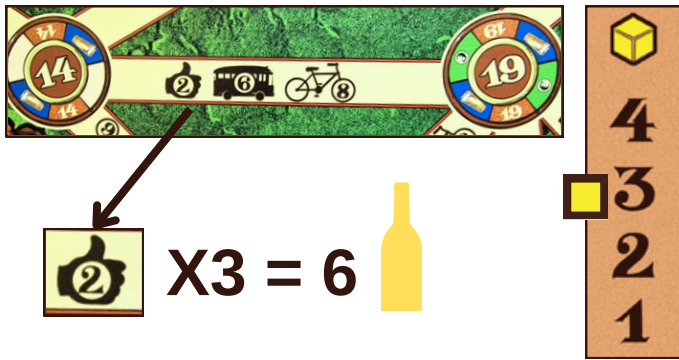
Rules for the Beers Market

In this expansion you take a new means of transport: **the taxi**.

The duration of the ride, whether you hitchhike or take a taxi, is the same. However, you can no longer bribe drivers with 2 bottles per Time Unit (TU).

To use the taxi, a player must go through the **Beers Market**. The Beers market indicates how many beers are needed to get a TU.

The player can choose a beer type as long as he has enough stock to complete the transaction.



Example :

The blonde beer is located on level 3 of the Beer Market.

This means that one TU costs 3 blonde beers.

If you want to cover a distance of 2 TU, you use 6 beers. Phew, that's expensive!

As soon as a player pays for a taxi on the Beer Market, **the value of the beer changes.**

The player :

- moves the little block of the used beer type one step higher on the Beers Market

AND

- chooses another beer, now he/she moves the block one step down.

Example :

Philomène wants to cover a distance of 1 TU by taxi. Brown beer is worth 2 at the Beers Market.

Philomène exchanges 2 brown beers at the Beers Market.

On the Beers Market board, she takes the brown beer block one step further, from 2 to 3. From now on, players must pay 1 beer more per TU.

That is normal because there are more brown beers on the market, which of course means loss of value.

In return, Philomène must choose another beer and place the little block one level back on the Beers Market board. She chooses red beer, so that goes from 2 to 1.

If the next player has red beer, he should take advantage of it. One red beer is worth 1 TU now!



When a beer type reaches the 4th position on the Beers Market board, it means that the market is saturated with this beer. It is therefore no longer possible to pay for the taxi with this type of beer, until its value decreases.

Optional Rules :

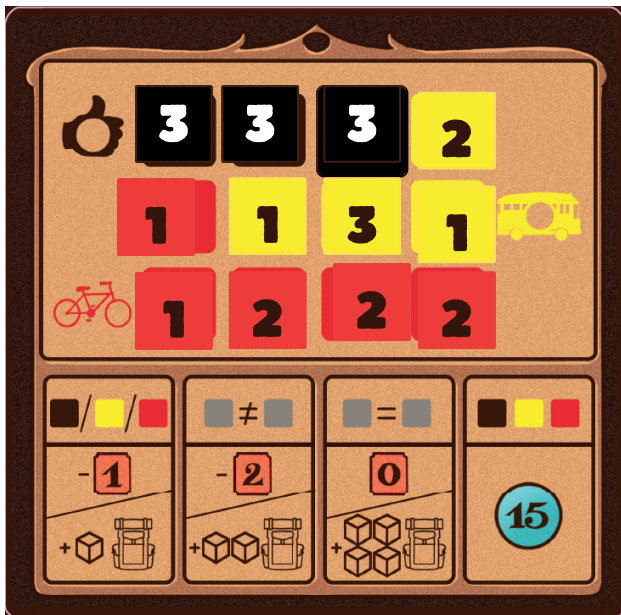
You can stop hitchhiking and only take taxis.

In this case, when you purchase in a brewery, you will receive 4 beers instead of 3.

Another possible option is that you can only buy 3 beers in the colors of the breweries.

DiCE MASTER

Preparation



Place the board next to the regular board with the **Dice Master** side up.

The black dice are placed, with the 3 facing up, on the black spots of the board.

Roll the remaining 9 dice and place the obtained values on the corresponding colored spots.

You use the 12 dice from TBBR Dice.

Rules for the Dice Master

A player traveling between two breweries can take a die from the Dice Master board and place it next to the personal board if 2 conditions are met:

– **The Value** of the TU to take the route corresponds to the dice.

AND

– **The Color** of the die is the same as that of the means of transport used.

(**Bicycle** / **Public Transport** / **Hitchhike**)

Example: Georgette travels by hitchhiking and uses 3 TU. There is even a black die with a value of 3 available on the Dice Master board! Georgette takes the die and places it next to her personal board.

During a turn, a player can **exchange dice** for **benefits** :



1 die

A trip costs you **1 TU less**. The transport must be the same color as the used die.

OR

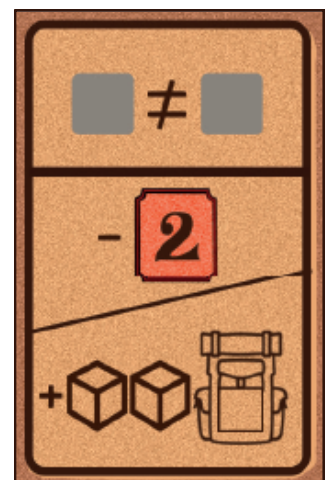
Put **1 beer** in your backpack. The beer must be the same color as the used die.

2 different dice

A trip costs you **2 TUs less**. The transport must be the same color as one of the two dice.

OR

You put **2 beers** in your backpack. The Beers can be the same color as one of the two dice or the color of the used dice.

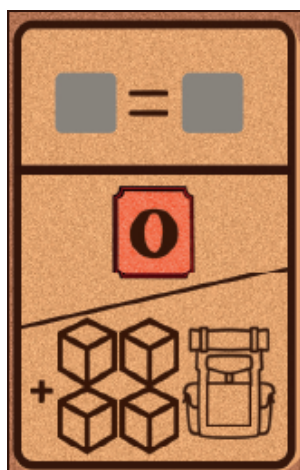


2 identical dice

The next trip is **free**.

OR

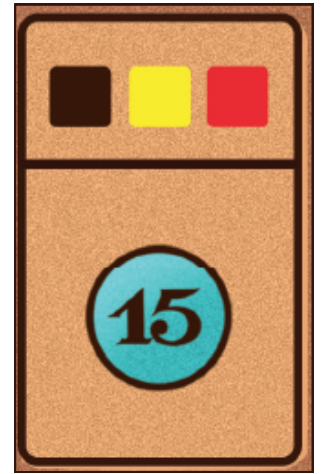
Put **4 beers** in your backpack. Beers can be the same color as a single die or every color of the used dice.



1 die of each color

15 victory points

Note : the black die can only be taken if you hitchhike between brewery 15 and 28.



Once the dice have been used, they are placed back on the Dice Master board and are therefore available to other players again.

A used black die is placed on the black space on the board with side 3 facing up. A used colored die is rolled again and placed on the corresponding color.

At the end of the game, each die still in a player's possession, is worth **3 victory points**.

Optional rule :

When preparing the game, you also roll the black dice.

If there is an X on a black die, leave it aside.

This die can then be chosen by a player if his/her hitchhike attempt fails.

In other cases, place the die with side 3 facing up.

Have fun !

