

Pitch

Engage on a crazy run through Belgium and its breweries. Visit as many as possible, buy their beers and taste them (within reason!) throughout the competition. Optimize your journeys across the country: hitchhike, take public transportation, or travel by bicycle. Meet your opponents and drink with them but watch your blood alcohol level: hangover and other penalties await you.

Ready to start? Time to choose your path and start your Belgian Beers Race, but don't forget: at the end of the race, be back on the Grand-Place of Brussels to party and declare the winner!!!!

Players: 2 to 4

Age: 18+

Duration: 30 minutes per player

General remarks

At no time do you drive a motor vehicle during this race. Drink or drive, you have to choose. Do not drive under the influence: you are putting your life and that of others in danger.

Gaming is prohibited for children under 18, in order to comply with the legislation on beer consumption in Belgium. This legislation is justified by scientific studies, from therefore, respect it for your health. Young people, you will have the rest of your life to taste hoppy pleasures, and you will only appreciate them better by being in good health at the desired age.

A beer brewed with knowledge is tasted with wisdom.

The game is based on reality in order to best match the situation of the breweries (locations, routes, possible actions). However, adaptations have been made to increase the gaming pleasure.

Box contents

- 1 rulebook
- 1 main gameboard (map of Belgium)
- 4 white dice
- 1 End of day token
- 85 Coaster tokens
- 4 Cheese tokens
- 40 First visitor bottles: 19 yellow / 10 brown / 6 red / 5 black
- 2 beers cards
- 160 transported Beer tokens: 50 yellow - Blondes / 40 brown- Brown, Amber, Fruity / 40 red - Trappist® / 30 black - Stouts
- 1 Alternative Duration card
- 20 Capsule (50VP) tokens
- 1 set per player [green, blue, pink, purple]: 35 visited Brewery tokens / 5 cubes / 2 meeples / 2 discs / 1 glass
- 72 Objective cards: 32 of level 1, 25 of level 2, 15 of level 3
- 1 brewery booklet
- 4 individual player boards
- 8 "+1 die" tokens
- 1 Bottling machine objectives divider
- 1 fabric bag for drawing coasters
- 3 broken bottle tokens

Set up

1. Place the main board in the center of the table.
2. Take the Coaster tokens from the cloth bag and place them on the corresponding brewery numbers: 2 players -> 5 Coaster tokens; 3 players -> 15 Coaster tokens; 4 players -> 25 Coaster tokens.
These breweries have an increased attraction for this game. Some of them may have multiple Coaster tokens, which further increases their interest.
A Coaster token with the number of each brewery is present in 2 copies in the bag, with the exception of tokens from Brussels breweries and tokens from those close to Brussels, which are only represented there once. Tokens from distant breweries are represented three times.
3. Then place a bottle of the corresponding color on each of the breweries on the main board (above any Coaster token(s)). It symbolizes that no one has visited the brewery yet and you are the first visitor.
4. Place the Transported Beer tokens near the game board.
5. Put the 4-white dice near the main board.
6. Put the Capsule tokens away from the playing area.
7. Shuffle the 3 decks of Objective cards separately and place them close to the game zone.
8. Place the Bottling machine objectives divider to the right of the game board. Place 4 Level 1 objective cards face up to the right of the Bottling machine objectives divider and 3 Level 1 objective cards also face up to the left of it. Place the rest of the Level 1 objective card deck face up in 4th position, furthest to the left.
Only the first 4 Objective cards to the right of the Bottling machine are achievable, the following 4 are only searchable (and therefore anticipable).
9. Draw as many Level 3 Objective cards as the number of players, place them on the board in the space provided at the top right. They correspond to end-of-game conditions to complete to score the indicated victory points (VP).
10. Place the End of day token on the position corresponding to the first day of racing (24) on the time scale. Place the Broken Bottle tokens on the dedicated places on the time scale.
11. The first player is the last to have tasted a beer.
If the players were together (or already have a beer in hand), it is the last one to have drunk an Orval who starts. If there is still a tie, the first player is determined randomly, you decide how (be creative, it's so much funnier).

Each player:

12. Receives a player board, the material corresponding to the chosen color and a Cheese token.
13. Places a cube of his/her color from his/her player board at the bottom of each bonus scale (Author / Publisher / Cardinal Points / Trappist® Beers) and at the bottom of the Cheers scale! (5 cubes in total).
14. Places the Cheese token at the bottom of the strap on his/her backpack.
15. Places 1 disc of his/her color on the time track, the first player on top of the stack. The discs are then placed underneath in turn order (clockwise).
16. Places 1 disc of his/her color on the 0 space of the score track.
17. Places 1 glass of his/her color on the first space of the tasted beer track on his/her player board.
18. Places a meeple of his/her color on the Grand Place in Brussels.
19. Places a meeple of his/her color in the lowest space of the breathalyzer.
20. Puts the 35 visited Brewery tokens of his/her color near his/her player board.

For an alternative setup (short or expansions), see the end of this booklet or the specific booklet.

Goal of the game

From the Grand Place in Brussels, you use the means of transport available to go to the different breweries. Each travel costs you time. Once on location, you will have the choice between tasting beer, buying beer and/or cheese; these choices are limited by the brewery according to the possibilities it offers in the reality. Each tasting takes time and raises your breathalyzer and each beer carried away takes up space. If you meet another competitor, you must toast; which represents the conviviality of this race. But be careful, at the end of the game, you must be back on the Grand Place in Brussels! The player with the most victory points (VP) wins the game.

Duration & tempo

The Belgian Beers Race is played over 3 days of racing:

- Friday from midday to midnight -> 24 TU
- Saturday from 8:00 to midnight -> 32 TU
- Sunday from 8:00 to 20:00 -> 24TU

1 TU (Time Unit) = Half an hour = 1 space on the time track.

Each day allows you to carry out actions while spending time. These actions have a specific cost and depend on the location of the player.

Each day ends with a scoring phase and the setup of the following day.

The first player performs an action and moves his/her disc on the time scale according to the time required for the action taken.

The next player is the player who has his/her disc last on the time track. If several players are on the same space, the one above has priority. This one does one or several actions and continues until it **overtakes** the first player's disc (either by landing on the space just after the first disc of the track, either by landing further if it performs an action requesting multiple TU). He is considered to be the active player from the moment he starts playing, and until he has overtaken the first player and ended the overtaking action (his turn then ends).

The turns continue (the last player on the time track always plays until having **overtaken** the furthest disc on the time track) until all player discs are stacked on the last space of the daytime track.

Possible actions

Move

You can only move between 2 breweries connected by a road. Breweries located in Brussels are all linked to each other.

You can leave Brussels from any brewery and move to another brewery adjacent to Brussels. You can enter Brussels from any brewery connected to Brussels, you arrive at any brewery or directly on the Grand Place.

The move action takes place in several stages:

Choose your means of transport: state and carry out the associated action and apply its effects.
Arrive at a brewery.

Choose your means of transport

To move around, you have the choice between 3 different means of transport: the bicycle, public transport and hitchhiking.

Each requires a specific time depending on the distance, but also has movement constraints (see below).

You must have enough TU available before the end of the day to undertake the desired movement, and you must take into account any conditions of your breathalyzer (see Breathalyzer).

State the chosen mode of transport, perform the associated action, and apply the effects.

The bicycle – the safest

Clearly state the choice of bike.

Carry out the action: Not applicable.

Apply its effects: you move your Meeple to the chosen brewery and simply move forward your disc on the time track a number of TU corresponding to a bike movement between the 2 breweries (the one you're starting from and your destination).

Notes:

- For every 4 TU in a row spent on a bike (without any other action between TU), you can move your breathalyzer slider down a notch (you can never go below 0).
- You can no longer cycle as soon as your breathalyzer reaches the crossed-out bike symbol (see Breathalyzer).

Public transport – the compromise

Clearly state the choice of public transport.

Carry out the action:

When you use public transport, you always subject yourself to a possible delay.

To determine the possible delay, you must roll a die. If you get a 6, your transport is late, and you must add 2 TU to the value indicated between the 2 breweries for public transport. On any other result, you simply advance on the time track the number of TU indicated in the public transport symbol.

Apply its effects: whatever the result of the die, you move to the brewery of destination.

Notes:

- If, due to the 2 additional TU (the delay), you do not have enough time to end the day, you only advance your disc by 2 TU on the time track and do not move on the main board.
- If your breathalyzer token is at the X2 symbol due to your heightened state of drunkenness (see breathalyzer), the time spent on public transport is doubled (not the delay penalty).
- If you carry beer in your backpack, you can taste one per 2TU spent on public transport (including delay), and then you discard it (see Taste).

The hitchhiking – the most hazardous

Clearly state the choice of public transportation.

Carry out the action:

When you are hitchhiking, you are never sure you will be picked up. The roll of the die will determine whether or not a motorist has stopped.

Apply its effects:

- On an odd result (1/3/5), you are picked up. You advance your disc on the time track the number

of TU indicated on the hitchhiking sign and you move your Player token to the brewery of destination.

- On an even result (2/4/6), nobody picks you up, you waste time and you stay put. You advance your disc by 2 TU. If you still have TU available, you can try hitchhiking again.

If you try to hitchhike towards the same destination during your next action, you can roll an additional die. One odd result is enough. You can persevere and add one more die during your 3rd attempt, up to a maximum of 3 dice. There are no limits to the number of attempts, but each failed attempt causes you to lose 2 TU.

If your turn stops between 2 attempts for the same hitchhike movement, take 1 or 2 “+1 Dice” tokens to remind you that you are entitled to 1 or 2 additional dice in the next round.

Notes:

- To encourage a vehicle to pick you up, you can offer the motorist beers you're currently carrying in your backpack, and you therefore discard them. It will cost you 2 beers per TU required to move, and you will not have to roll a die. It is possible to first try hitchhiking with a die roll, then spend beers on the next try (if the first one fails, the loss of 2 TU is applicable).

- If you end a day with one or more “+1 dice” tokens, these are discarded.

- If your Breathalyzer player token is at the X2 symbol due to your heightened state of drunkenness (see breathalyzer), the wait is doubled in case of even result (so 4 TU in place of 2).

- If, at the end of the day, you have 1 TU available, you can try a 1 TU hitchhiking action. If no one picks you up, you do not move, and you advance to the last space of the time track (even if you cannot apply the 2 penalty TU). Your day is then finished.

Arriving at a brewery

When you arrive at a brewery:

If you are the first visitor to the brewery during the race, there'll be a bottle on it. If the brewery has increased interest, there are one or more Coaster tokens present. In these cases:

You take the bottle if there is one, or one (and only one) Coaster token if there's no bottle. The bottles and Coaster you collect will earn you 1 point at the end of each racing day (see End of day and Final scorings). Bottles and Coaster tokens no longer return to the game board during the game.

- If this is the first time you have visited this brewery, place a token of your color there:

it will symbolize your visit. At the end of the game, the more breweries you have visited, the more you will earn points (see the End of day and Final scorings).

- If the brewery you are visiting has a letter on a blue background, it means that the brewery has a bonus:

A = the 3 beers of the author (the one from his hometown: The Goliath, the one from where he currently lives: The Lantern and his favorite: Orval);

E = the 3 beers of the publisher;

PC = the 4 cardinal points;

If you have just placed a token on this brewery, you increase your bonus level by 1. To do this, move the cube of the corresponding scale up by one space.

Trappist® breweries are also bonus (they are colored red). Like the other bonuses, when you put a token on this brewery, you increase your Trappist® bonus level by 1 (some Trappist® breweries have another bonus, you then go up on the 2 corresponding tracks when you visit them).

Pay attention: at the end of the day, it is imperative to be able to complete your trip. If you don't have enough time to travel, you can't do that move action. It is impossible to spend the night between 2 breweries. After a move action, you can therefore never go beyond the time track space indicating the end of the day.

Possible actions in a brewery

The available actions in the various breweries of the game reflect the real possibilities of these. You can therefore taste beer if the brewery has a taproom (tasting room) and buy beer if she has a shop. Cheese is only available if sold there.

The available actions are symbolized on the main board around the number of the brewery, they are also listed in the beer menu.

The breweries are colored differently depending on the beer offered for sale or at the Tasting: yellow for blondes, brown for brown/amber/fruity, red for Trappist®, black for stouts.

Taste (1 TU)

You can taste a beer in the brewery's taproom.

- Advance your disc one space on the time track (1 TU).
- Advance your glass one space on the tasted beer track.
- Advance the Meeple on your breathalyzer by one notch (see breathalyzer).

Notes:

- The number located to the right of the glass on the tasted beer track indicates the number of points earned during each daily scoring.
- The tasted beer is of the type of beer chosen for the brewery, it is important for the Objective cards (see Objectives).
- The tasted beer track stops at 40 points maximum, it is not possible to exceed this value.

Buy (1 TU)

You can buy a pack of 3 beers.

- Advance your disc one space on the time track (1 TU).
- Take 3 Beer tokens of the brewery type and place them in your backpack.
- If the cheese symbol is present on the visited brewery, you buy a piece of cheese (buying cheese does not cost you an additional TU). You then increase your Cheese token by 1 space on the strap of your backpack.

Consequences of actions in a brewery

The breathalyzer

The breathalyzer is the barometer of your consumption. By default, you start at the bottom of the breathalyzer at the start of the first day. Every time you taste a beer, you move your Meeple up one space on your breathalyzer.

The more you drink, the more drunk you get and the more complicated it becomes to get around.

- As soon as you only have 3 spaces above your Meeple (when you reach 5th level), you can no longer use the bicycle to get around.
- As soon as you only have one space above your Meeple (when you reach the x2 symbol), public transport times and hitchhiking penalties are doubled.
- As soon as you have no space left above your Meeple (when you reach the 8th level), you fall asleep and your day immediately stops.

In addition, the level of the breathalyzer at the end of the day determines the “difficult awakening” penalty that you will suffer at the start of the next day.

Level 0 to 4 - no penalty.

Level 5 and 6 - you leave 1 TU later than the others.

Level 7 - you leave 2 TU later than the others.

Level 8 - you leave 4 TU later than the others.

Notes:

- Eating 1 cheese allows you to decrease your breathalyzer level by 1 (see eating cheese).
- Riding a bike for 4 consecutive TU allows you to lower your breathalyzer level by 1 (see bike).
- A good night's sleep will also decrease your breathalyzer level by 4 levels (see the end of a day - Recovery).

The backpack

It is your storage space for your transported beers. It has 24 empty spaces at the start of the game. When you buy beers, you take 3 tokens of the corresponding color of the beer offered by the brewery (color in the circle) and place them in your backpack.

Notes:

- The number of spaces available in your bag is easily identifiable, as well as the type of beers transported, which is important for the achievement of Objective cards.
- If you taste a transported beer (see public transport or camping) or use it for another action (hitchhiking or toast), you remove the token of the desired type from your backpack.
- When your backpack is full (no more empty space), you cannot throw away transported beers (HERESY!). You will therefore only be able to buy after having made room in your backpack.
- If you have less than 3 empty spaces, you simply fill in the empty spaces (without taking 3).
- If you no longer have enough space to buy beer, but it is possible to obtain cheese, you can still, for 1 TU, buy cheese without buying any beers.

Eat cheese

The pieces of cheese stocked in the strap of your backpack will earn you VP at the end of the game. You can, however, eat a piece of cheese at any time during the game. In return, you can decrease your breathalyzer level by one per eaten piece.

Redeeming cheese: if, at some point, you taste too much beer and it makes you fall asleep (when you reach the last level on your breathalyzer) you can consume a piece of cheese from your backpack (if you have one). You then don't increase your breathalyzer level and you go down a notch on the Cheese level.

Camp

At the end of the day, you can decide to switch to camping mode.

You can then convert beers transported from your backpack into tasted beers, and this at a rate of 1 TU per conversion.

Per conversion, you discard a transported Beer, you go up the time track by 1 TU, up by 1 on the tasted beer track and also 1 level on the breathalyzer.

Pay attention, when a player goes into camping mode, he performs the number of conversions he wishes within the limits of the time available. It is not mandatory to convert all the time he has left, but he uses the remaining time of his day (it doesn't matter if he overtakes the first player disc time track during conversions) and places his disc on the last space of the time track (even if he did not use all the time available to convert).

Notes:

- It is impossible to switch to camping mode on the last day of the race.

- Camping is never allowed on the Grand Place in Brussels.

Notes on available actions

Single action

All the actions you perform in a brewery are unique: you can only perform them once. If you want to redo the actions of this brewery, you must first move to a nearby brewery, then return to it. If you don't remember if the action has already been taken, then you have drunk too much. Therefore, when in doubt, you cannot perform the action.

Travel in Brussels

All trips within Brussels have a value of 1 TU, regardless of the mode of transport.

You leave Brussels from any point in the capital city (Grand Place or one of the 6 breweries) to one of the breweries connected to Brussels, applying the transport time connecting Brussels to your destination brewery.

Similarly, you enter Brussels at any point of the capital city (Grand Place or one of the 6 breweries) from any brewery connected to Brussels, applying the transport time connecting that brewery to Brussels.

Remember that you must be back on the Grand Place in Brussels to the end of the race, otherwise you risk large penalties (see End of the game). You can therefore immediately arrive there if your time is limited or visit the Brussels breweries if you still have time.

Compulsory action in a brewery: Toasting

When you arrive at a brewery occupied by another player or players, you have to toast with him/her (them). Yep, this race is above all festive and friendly, you therefore sympathize with the other competitors.

The only condition is that all the participating players have at least one beer in their respective backpacks. Otherwise, the action cannot take place.

If only one opponent is present in the brewery and both players have a transported beer, the toasting action takes place between these 2 players:

- This action is similar to the Taste action.
- Each player chooses a beer carried in his backpack and offers it to the other player, who immediately consumes and discards it.
- The 2 players:
 - o advances their disc by 1 TU on the time track,
 - o moves their Meeple by 1 level on the breathalyzer,
 - o increases the tasted Beer track by 1,
 - o goes up 1 level on the Cheers scale!

Note:

The type of beer offered is important for the achievement of the Objective cards. You can negotiate with the other player, in a friendly or strategic manner.

If 2 or 3 opponents are present in a brewery, the arriving player has to toast with all players. The 2 or 3 toasting actions are done simultaneously, so it will take 1 TU for each of the 3 participating players.

The arriving player:

- must offer a beer to each of the 2 or 3 players already present, which they convert into tasted beers;
- receives 2 or 3 transported beers from the participating players (1 beer per player), which he transforms into tasted beers;
- moves up by 2 or 3 levels on the Cheers! track;
- moves up by 2 or 3 levels on the breathalyzer;
- moves up by 2 or 3 levels on the tasted beers track.

The players on location:

- move up by 1 level on the Cheers! track;
- move up by 1 level on the breathalyzer;
- move up by 1 level on the tasted beers track.

Notes:

- If the player initiating the Toast action does not have enough beer tokens in his backpack to toast with everyone, the action does not take place.
- In the event that one of the players already present does not have beer in his backpack, the arriving player only toasts with those who can perform the action.
- If the active player reaches his consumption limit (see Breathalyzer) during the toast action, he can only taste the number of beers bringing him to that level on the breathalyzer and increase the Cheers! and tasted beers track accordingly. Passive players perform the entire action. The redeeming cheese rule is still applicable for all players (see Eating cheese).

General remarks:

- It is not possible to toast with an opponent:
 - who has finished his day;
 - who's on the Grand Place in Brussels;
 - who does not have a beer in his backpack.
- If several players wake up in the same brewery, they no longer perform the Toast action.
- If several players achieve the same objective (see Achievement of objectives) following the action of toasting, the active player takes the Objective card. If inactive players complete it, they share the points (points on the objective card divided by two, rounded up); the points are scored immediately, and the card is discarded.

Objectives

The Bottling machine

It consists of 8 cards:

- 4 to the right of the bottling machine divider, which are accessible and represent the filled and closed bottles.
- 4 to the left of the bottling machine divider, which can be checked, but not achieved, and represent the empty bottles that will be filled and closed.

Achievement of objectives

The player who, during his turn, fulfills the conditions of an active Objective card, takes it and puts it face down on his/her player board. It is possible to complete several Objective cards during the same round (the maximum being 4).

Replacement of Objective Cards

As soon as his/her turn is over, the active player slides the face up objective cards from the left of the Bottling machine to replace the objectives achieved during his/her turn. New Objective Cards are replaced with the cards of the deck on the face up left side of the bottling machine. There are always 8 Objective cards at the start of a player's turn (4 accessible, 4 searchable).

Removal of Objective cards

On the time track are broken bottle tokens.

When a player reaches one of these tokens, he/she has the choice to remove this token and discard one of the 4 achievable Objective cards. If the token is no longer present, nothing happens.

In any case, the discarded Objective card will only be replaced at the end of the active player's turn (see Replacement of Objective Cards).

Addition of level 2 objective cards

On the first day of racing, the Objective cards are level 1. On the second day, the unachievable cards, the deck of Level 1 Objective cards and the level 2 Objective cards are shuffled to make a new deck, placed face up on the 8th position left of the Bottling machine, and 4 new unachievable cards are revealed.

Endgame goals

Level 3 Objective cards (number of Objective cards = number of players) are visible from the start of the game. These are taken into account during the end of game countdown. All players fulfilling the conditions of an Objective card score its VP, and multiple objectives can be completed.

3 types of Objective cards

- Orange: they include an action to achieve to take the card: visit, drink, buy, ... These actions can be specific to a place or a type of beer.
- Blue: they include conditions to be met in order to take the card: having visited, owning, etc.
- Green: they indicate conditions to be met when you finish the race on the Grand Place in Brussels.

The end of a day

At the end of each day, *once* all the players have reached the last space on the time track, the turn order for the next day is determined, the awakening penalties are applied, the breathalyzer is adjusted and players perform the daily scoring, which only takes place at the end of the racing day.

Turn order for the following day:

The order of departure for the next day is determined by taking the players' discs stack, located on the last space of the time track, by turning it over and placing it on the first space the time track, so that the first player to arrive (at the bottom of the stack) ends up on the top of the pile.

Application of difficult awakening penalties:

Then, move the players' discs according to any penalties due to the "difficult awakening" (see breathalyzer).

In the event of a tie, the order of the starting stack is retained.

Adjustment of the Breathalyzer:

All players move their Player token down by 4 levels on the breathalyzer (no matter how long the day lasted, there are always only 8 hours of sleep to allow you to recover). It is impossible to go below level 0.

The end of day scoring:

Each player advances his/her disc on the scoring track, according to:

1: the number of First visitor bottles and Coaster tokens he/she owns (at the rate of 1 per bottle and per token). Players keep their bottles and Coaster tokens until the end of the game. They will count towards the following daily scorings.

2: the position of the glass on the tasted beers track (a number of spaces equal to the

number indicated to the right of it = 2 points per beer tasted since the start of the game). The glass remains in the same position after the end of daily scoring. These tasted beers will count towards the following daily scorings.

Start of the day

The transported beers remain in the backpacks.

The players keep what they have acquired so far (cards, position of the Cheese, progression on beers tasted, bottles or Coasters acquired).

Everyone leaves from the location they finished on the day before.

When you wake up in a brewery at the start of the day, if a Coaster token is still present on it, you take it. Likewise, if you start a new day, you can possibly redo the actions you had carried out the day before when you arrived.

End of the game

When the last day is over and the daily scoring has been made, it is checked if everyone is back on the Grand Place in Brussels, the latecomer's penalties are applied, and the players perform the final scoring.

Arriving on the Grand Place:

Each player must absolutely be back on the Grand Place in Brussels when the race time has run out. If it is not the case, he/she calculates the number of movement actions necessary for him/her to return to the Grand Place and deducts 15 points for each such action.

A player having finished his last day in Brussels, but not on the Grand Place, will be required to make 1 movement action, he will therefore lose 15 points.

A player located on the outskirts of Brussels will be required to travel and will therefore also lose 15 points.

If it is 2 movement actions away, he/she will lose 30 points. And so on.

Notes:

- If a player falls asleep before arriving on the Grand Place, he/she calculates the number of movement actions which would have been necessary to return and removes 15 points per required action.

- If a hitchhiking player is not picked up on his last trip and he/she no longer has enough TU to attempt another move, he/she will lose 15 points per move necessary to his/her return.

- If a player is late because of the public transport and does not have enough TU to do 2 delay TU in addition to the travel time, first apply the 2 TU of penalty and he/she does not move. If he/she does not have enough TU to attempt another move, he/she will lose 15 points per movement action necessary to his/her return.

Reminder:

- It is impossible to switch to camping mode on the last day of the race.

- Camping is never allowed on the Grand Place in Brussels.

The final scoring:

This takes place after the last daily scoring has occurred.

Each player counts his/her VP and advances his disc on the scoring track for the following categories

:

Backpack: 1 point per transported beer (present in the backpack).

Cheese: the points indicated on the space above the Cheese token.

Cheers!: the points indicated on the space above the meeple on the Cheers! track.

Bonus: the points indicated on the space above each of the cubes on the bonus tracks

(A, E, P & T).

Objectives: the total of the points indicated on the recovered Objective cards, as well as the points indicated on Level 3 Objective cards whose conditions are met by the player.

Breweries visited: the player scores points according to the number of breweries visited.

For 10/15/20/25/30 he/she scores 10/15/22/30/40 PV respectively. Any brewery visited in addition to the first 30 earn 3 points each. If the player has visited a number of breweries between 2 values of the scoring scale, he/she scores the points of the lowest level.

Example: Marc visited 33 breweries; he scores 49 points. Cédric has visited 12 breweries, he scores 10 points.

The winner

The winner is the player with the highest score at the end of the game.

In the event of a tie, it is the order of arrival at the Grand Place (without delay penalty) that breaks the tie.

If the tie persists, victory is shared. CHEERS!

The different game modes

Short game

The setup is identical to the normal version with 2 exceptions:

- no Level 3 Objective card is revealed;
- instead of placing one of your Meeples on the Grand Place in Brussels, each player chooses his/her starting position. This choice is made in turn order starting with the first player.

All breweries are eligible as a starting point, with the exception of breweries with a bonus and breweries already occupied by another player. The player places a meeple of his/her color on the brewery (it is considered visited) and takes the First visitor bottle.

The duration is reduced to 2 racing days of 24 TU each (Friday and Sunday of the long version).

There will therefore only be 2 daily scorings.

Day 2 (32 TU) is skipped during a short game.

Level 2 Objective cards are not shuffled at the start of the second day. Only if the level 1 objectives deck has been depleted.

It takes 20 min per player in this version.

Expansions

The other modules are considered expansions.

You will find the specific setups and rules either in the specific booklets or on cards accompanying the expansions.