



## CONFRONTATION

*The friendly race is over! You are here to win and you don't hesitate to stick it to your opponents and take advantage of every opportunity available.*

Originally created to spice up the 2-player game, the Confrontation mode can also be played by 3 or 4 players, for even more fun.



### CONTENTS

28 Confrontation Cards



### SETUP

Once the desired version (standard or short) and the possible expansions have been set up, shuffle the 28 cards of the Confrontation mode.

14 cards have a positive effect on the player's run while the other 14 have a negative effect on the opponent's run.

*Different distribution possibilities: Random or Draft*

#### Random

*In the standard game, deal 8 / 7 / 6 cards to each player for 2 / 3 / 4 players, face down.*

*In the short game, deal 4 cards to each player, face down.*

*The remaining cards are placed in the box without being revealed.*

#### Draft

*Deal the number of cards to each player according to the number of players (8 / 7 / 6 cards for 2 / 3 / 4 players in the standard game, 4 cards per player in the short game).*

*The remaining cards are placed in the box without being revealed.*

*The draft proceeds as follows:*

- *Each player chooses 1 card and places it face down in front of them. Pass the rest of the cards to the player to the left.*
- *Each player chooses 2 cards and places them face down. Pass the rest of the cards to the player to the left.*
- *If there are 3 or more cards left, place 2 cards down and pass the rest of the cards to the player to the left.*
- *The last card a player receives is placed in front of them.*
- *Each player finishes the draft with the same number of cards.*

### GAMEPLAY

The basic rules apply with 2 exceptions:

- 🔪 The mandatory **Toasting Action** is replaced by the mandatory **Exchange Action** (the **Cheers Track** is replaced by the **Exchange Track**).
- 🔪 The free action **Play a card** is a new card for the Confrontation mode.

#### EXCHANGE (MANDATORY)

Immediately after performing the **Move action**, if the brewery where you are located is occupied by at least one opponent, you **must immediately Exchange** with them. If more than one opponent is present in the same brewery, the arriving player announces which one to face.

This action does not require any TU.

Each player performing the **Exchange action** moves their cube 1 space forward on the **Exchange Track**.

The arriving player **must Exchange** 1 to 3 Transported Beer Tokens with the opponent for the same number. The opponent cannot refuse the exchange. It is the arriving player who chooses the quantity and type of beers he gives to his opponent, as well as the type of beer he receives.

The quantity of beers exchanged is a maximum of 3 beers and cannot exceed the number of Transported Beer Tokens of either player.

The exchanged cubes can be of different types.

To **Exchange** with an opponent, each player involved must have at least one beer in his backpack. If not, the **Exchange action** cannot take place.

#### PLAY A CARD

At any time, a player may **Play a card** from his hand. This can have a positive effect on his game or a negative effect on the game of an opponent. The moment the player plays a card must coincide with an event that the card affects.

*Example: Playing a card that lengthens an opponent's movement may only be played at the moment he performs a Move action.*

The cards already played are placed on a common discard pile next to the game board. Each player can only play the cards present in his hand. Timing is important !

*Beware, if a card causes a delay in a move, the delay prevails. It is possible to cancel a move due to a lack of time left to the player. If that happens, the move does not take place and the player advances his disc on the Time Track only by the number of TUs corresponding to the delay.*

If a card stipulates a specific number of actions, place some Visited Brewery Tokens in your color on the card to account for the number of remaining actions. Discard one of them for each action performed.

If a card stipulates a specific number of TUs, place a Visited Brewery Token of your color ahead your disc on the **Time Track** by as many TUs specified. The card is discarded as soon as you pass this Token.

### END OF THE GAME, FINAL SCORING, AND WINNING

The end of game, final scoring, and winning are identical to the base game, with the following exceptions:

- 🔪 Non-played Confrontation Cards are each 1 VP worth.
- 🔪 A player who did not perform any **Exchange action** will suffer a penalty of 5 VPs (the **Cheers Track** being replaced by the **Exchange Track** in the Confrontation mode).



## EVENTS

Each day becomes unique with an advantage or a disadvantage for all players. It's up to you to make the most of the situation.



### CONTENTS

24 Event Cards



### SETUP

Shuffle the Event Cards.

Draw one Event Card per race day. Place the cards **face up**, in the order of the race days, next to the game board.

### GAMEPLAY

The basic rules still apply.

Each Event Card applies to one day of racing, in the order of draw.

If you are playing with the Characters expansion, you can read about the Event Cards before choosing your character.

The effect of the current day's card applies **to all players**.

It is either a positive effect that will benefit your progress, or a negative effect which will complicate it.

At the end of the day, the Event Card for the current day is discarded.

### END OF THE GAME, FINAL SCORING, AND WINNING

The end of game, final scoring, and winning are identical to the base game.



## CHARACTERS

You take part in the race by playing a character that will bring you its strength but also its weakness.



### CONTENTS

18 Character Cards



### SETUP

Each player receives 2 Character Cards.  
Choose one of them and discard the other one.

As soon as all players have chosen their character, everyone reads his/her power to the other players.

### GAMEPLAY

The basic rules still apply.

The character that you play during the race has characteristics which apply during the entire game.

If you are playing with the Event expansion, you can read about the Event Cards before choosing your character.

### CHARACTERS

Each character has 2 bonuses at the top of his card.

On the left is the majority. If the player who owns this card has the **strict majority** of what is indicated there at the end of the game, they win 5 VPs. Ties do not win those VPs.

On the right is the personal goal. If the player fulfills the visit conditions indicated at the end of the game, they win the mentioned VPs.

### END OF THE GAME, FINAL SCORING, AND WINNING

The end of game, final scoring, and winning are identical to the base game, with the following exception:



The VPs of the characters are added.

