

Flip on short edge

MICRO BREW
"tiny tin, huge taste!"

Introduction

The Brewmaster of the Tiny Tin Brewery has challenged YOU - the leaders of their two newest brewing crews to a brew-off! Who will create the tastiest beers and win the most loyal customers? Only one way to find out - Ready! Set! Brew!

Component List

Cards: 4 copper still, 2 brewery, 12 customer, 16 recipe, 7 reputation, 1 turn tracker.

Tokens: 3 white brewer, 3 black brewer, 2 white cash cube, 2 black cash cube, 16 yellow light malt, 16 orange medium malt, 16 brown dark malt, 1 white brewmaster, 6 green hop, 2 brown upgrade and an elephant.

Setup

- Both players take 2 brewer figures and 2 cash cubes of one colour and 2 cards to form a "Copper".
- Place the 48 light, medium and dark Malt tokens in the tin and shake it.
- Both players should now fill the 16 slots of the basic Copper. (You will require the Copper Upgrade to use the right hand "side tank".)
- Shuffle all three types of Recipe bottle cards together. Deal one secretly to each player and then reveal three next to the deck. (You can always ask to see the backs of the recipe cards your opponent has.)
- Shuffle the 7 Reputation Cards and deal one face up to the centre of the table and then two secretly to each player.
- Lay the remaining Reputation Cards aside without looking at them. They will not be used during this game.

Draw one malt at a time (without looking!) and fill the slots column by column, starting from the left and filling bottom-up.

3) Place the two Brewery cards with **②** in the bottom left corner together in the center of the table to form the Brewery and place the Brewmaster disc on the Manage space.

4) Shuffle the Customer cards. Deal one face up to each player next to their Copper. This is your first Loyal Customer. Now reveal two more customers next to the deck. These are Thirsty Customers.

5) Each player must now take a single Hop token, replace one of the malts in their Copper and place the replaced Malt in the tin. (Beginners should choose one of the 4 malts in the middle.)

Now add the remaining 4 Hops to the tin.

8) Place the 2 Upgrade tokens and the remaining 2 brewers near the Manage job of the Brewery.

9) Randomly choose the first player and place the turn tracker in front of them.

The other player draws an additional recipe, then chooses one from their hand to shuffle back into the deck.

Gameplay

Goals

When the last card is drawn from the Customer Deck, finish that round. Play one final full round and then the game ends.

The game will also end immediately if all 12 Customers are Loyal.

The winner is then the player with the most loyal customers (including reputation bonuses). If that is a tie, the player with most money wins. If it still a tie, beer itself is the winner.

At the end, first evaluate the shared Reputation Card. It is either a regional or a flavour card.

If it is a regional card, the single player who has the most loyal customers with flags shown on the card counts as having one extra loyal customer.

If it is a flavour card, the single player who collected the most recipe cards with the required flavour icons - spicy, malty, or sweet - count as having one extra loyal customer.

Setup complete!

In the Rest phase all players retrieve their brewers, new thirsty customers and recipes appear, the Brewmaster moves and performs a job.

The Work Phase

Jobs for Brewers

During the work phase, players want to Brew beer, Bottle it and then Serve it to either a customer who rates it perfect or the one who will earn them the most cash - but there's only so much space in the Brewery!

Each job is represented by one or two spaces on the brewery cards. Each space can be occupied by a single brewer doing that job.

Flip on short edge
Fold

You cannot replace your own brewer on a space to redo that job but you **can always replace your opponent's** to do their job. If you do so, return that brewer to your opponent to be used again this turn!

If the Brewmaster already occupies a space, **you can send your brewer to that space** but your opponent may *immediately* take a Brew action out of turn, without using a ready Brewer!

The effect of each job is listed below:

Brew
Select one token in your Copper. Swap it one or more times with its neighbouring tokens along the marked lines.

Swaps must be made according to the following rules:

- Hops can always swap.
- A Malt can only swap upwards by swapping with a Malt that is darker than itself (or a Hop).
- A Malt can only swap downwards by swapping with a Malt that is lighter than itself (or a Hop).
- Tokens cannot swap with empty locations.

In this example, only the top left swap is legal.

If you swap into a position where the moving token can be swapped again, **you can choose to swap again** until it cannot move any more.

In the next example, if the top-left

Flip on short edge

Malt is selected, the following chain of swaps may be made:

The left-middle Malt could also be moved, but not as far as the top one.

Bottle

Select a recipe from your hand or a revealed one from the table.

Select a column of your Copper and collect the tokens. Add them to the four spaces on the bottle in any order.

(Try and match them to those marked on the recipe - see Fermenting Beer!)

Serve

You must have a fully fermented beer before you can send a brewer here!

Select one customer from the thirsty customers or your loyal customers and one of your fully fermented recipes. That customer will now drink your beer and compare it against their favourite named at the top of their card.

The order of the Malts doesn't matter, just compare the colours on the recipe against those on the customer card and then consult the table that follows:

Match	Rating
All the same	Perfect
One different	Smooth
Two different	Rough
Three+ different	Muddled

If there is a token in your beer's contaminant area, lower the rating by one more.

Fermenting Beer

The customer will now pay you the amount written on the Recipe card, depending on the final rating.

If the customer did **not** rate it "Perfect", flip their card over to indicate they are not thirsty.

If they did, add them to your loyal customers if they aren't one **and** pick any one of your brewers in the Brewery to return to your ready area.

Some customers also have a favourite flavour. These customers will pay an **extra \$2 or \$3** if their beer has their preferred flavour icon. This is illustrated at the bottom of the customer card.

In this example, the customer will pay an extra \$2 if the beer is spicy.

Finally, return the recipe to your hand.

Mash

Shake the tin. Without looking, draw from the tin to fill all empty spaces in your Copper. Fill a single column at a time, starting from the left and filling bottom up.

If you empty the tin during a *Mash*, return all discarded tokens to the tin, shake it and then continue until you have filled your Copper.

Flush

Return all discarded Malts and Hops to the tin.

You may now swap any or all of the Hops in your **Copper** for Malts in the tin. (**Selected** from the tin - not drawn blind!).

Advertise

You must have a fully fermented, uncontaminated beer to

Advertise. Pay \$4 per loyal customer you have. (E.g. If you have 3 loyal customers, you must pay \$12.)

Add a new customer from the Customer Deck to the Thirsty Customers.

Select one of your fully fermented, uncontaminated beers and a Thirsty Customer.

Add that Customer to your Loyal Customers and return the recipe to your hand.

Manage

If you send a brewer to the Manage job, you must pay to select one of the following:

Item	Cost
Overtime	\$1
Three recipes	\$2
Hire Staff	\$3
Copper Upgrade	\$4

Overtime

Take back one of your previously placed brewers.

Three Recipes

Draw three recipes from the recipe deck. Add one to the revealed recipes, add one to your hand and shuffle the last back into the recipe deck.

Copper Upgrade

Take the upgrade token: You may now use the "side tank" of the Copper too.

Hire Staff

You may add your third brewer to your crew.

Break

Time for a break! You earn \$1 from the vending machines in the brewery break room. Any face

down customers get flipped face up - they're thirsty again!

Fermenting Beer

After each player uses a brewer to take an action or passes, **all** beer ferments (even if it's just been bottled):

For every bottle with tokens on the 4 bottle spaces, select one token. It will either **be removed** or **become a contaminant**.

If the **contaminant area** already has a token in it or the selected token is a Malt that matches the one marked on the recipe, **discard the selected token**. Otherwise place it in the **contaminant area**.

If there are no tokens left on the recipe except in the contaminant area, the beer is ready to serve!

Flush

Take all discarded tokens and place them in the tin.

Manage

Draw an additional revealed recipe.

Advertise

Draw an additional Thirsty Customer.

location in the following path:

When the Brewmaster arrives at a location, they have one of the following effects:

- Flush:** Take all discarded tokens and place them in the tin.
- Manage:** Draw an additional revealed recipe.
- Advertise:** Draw an additional Thirsty Customer.

Tips

There are two main paths to victory: You can make the perfect beer for each customer, or you can make and sell lots of mediocre beer and spend the money on advertising. You do not have to stick to one path for the whole game though!

The Rest Phase

After all brewers have been used up, perform the following steps before starting a new round:

- Gather Brewers**
- Flip Customers**
- New Customers**
- Add a Recipe**
- Brewmaster Works**

1. Gather Brewers

Each player should move their brewers from the brewery to their Ready Area.

2. Flip Customers

Flip any face-down customers face up - they're thirsty again!

3. New Customers

Draw a new customer and add them to the thirsty customers.

4. Add a Recipe

Draw a new recipe and add it to the revealed recipes.

5. Brewmaster Works

Move the Brewmaster to the next

Credits

Microbrew - A tiny tabletop game by One Free Elephant.

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