



The Empire Needs Beer!

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Components

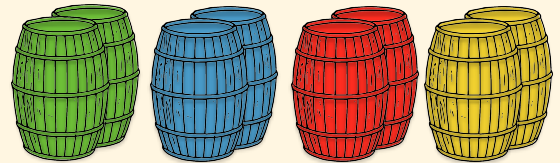
- The regions of the Empire (Main board)



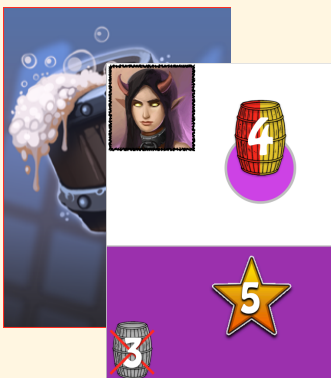
- 3 majority bonuses (cardboard tiles)



- 48 barrels (wooden token)



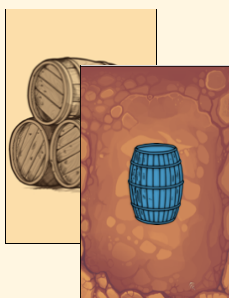
- 27 Orders (large cards)



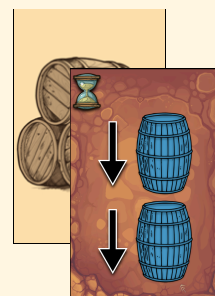
- 4 player aids (large cards)



- 32 starting actions (mini cards)



- 34 advance actions (mini cards)



The empire needs beer! Since that crazy alchemist discovered this magical drink, it's been the best solution to all of our problems! There is always a war brewing on our borders, and beer is what gives bravery to our troops! With so many races in our lands, mating is difficult and beer gives us the courage to express our love more freely! And let's be honest, it's the best way for the common folk to forget their problems!

Where there is demand, there is supply, and we have grabbed the opportunity to create and distribute this vital liquid. We are not saints though, we intend to profit from this business, but the competition is fierce. So who will be the best beer maker in our glorious kingdom?

Objective

In *The Empire Needs Beer!* you will make different types of beer and distribute them to the three regions of the empire. You will start with basic cards that offer you simple actions, and throughout the game you can obtain advance cards that will let you optimise your turns, using logistics, magic and alchemy! Each turn you have limited time though, so choose your actions wisely. Your ultimate goal is to satisfy thirsty customers. Each of them will award you with fame, and the beer maker with the most fame at the end of the game will be the winner.

Setup

1. Place the Main board in the middle of the table, and next to it the corresponding majority bonus of each Region. Each Region is broken down into four territories. Turn the board in such a way so each player has the same numbered territory facing them on each Region.
2. Shuffle the Orders and remove from the game cards according to the number of player: 2 / 3 / 4 players = 15 / 9 / 3 cards. Place the Order's deck face down and next to the Regions. Give 1 Order to each player and then reveal and place face up and next to the deck 4 Orders.
3. Each player takes a set of 8 basic actions and shuffles them into a draw pile. Draw 5 of them, as your starting hand. Leave a spot next to your deck for a discard pile. Take, also, a player aid.



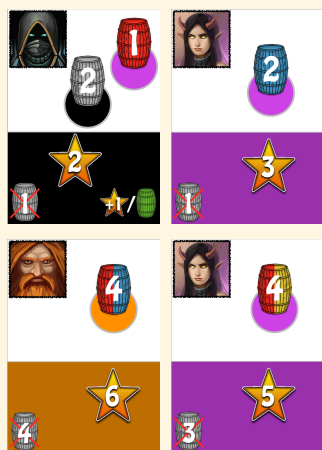
4. Shuffle the advance actions into a face up deck. Reveal 4 cards next to the deck.

5. Make a general supply of all the Barrels, next to the Main board.

6. The player who most recently drank beer will begin the game!



2



4



5



3



2



1

2



3



2



3



Turn order

The game isn't broken down in rounds. Instead, you will keep taking turns in clockwise order until the Order's deck runs out.

At the beginning of your turn, **check to see if you have majority on any Region**. You must have more Barrels on that Region than any other player. If you do, you will get the Region's bonus as shown on the corresponding tile (see the glossary). You can get multiple bonuses on the same turn. In ties, no player receives the bonus.

During your turn you have **4 Time units** to spend, in a number of tasks. You can perform the same task multiple times, spending the corresponding Time unit. You can also choose not to spend all of your Time units, and finish your turn early. You cannot, however, save Time units from turn to turn.

There are these four available tasks:

— For **1-3 Time unit(s) you can buy a new advance action from the middle**. Choose any face up card and place it **immediately into your hand**. Then, refill the empty spot, if any.

— For **1 Time unit you can play an action from your hand**. You can choose not to fully resolve that action and if the action has multiple parts, you can choose in which order you will perform them. Then, place that card in your discard pile.

— For **1 Time unit you can draw an action from your deck**. If your deck is ever depleted, shuffle immediately your discard pile and form a new deck.

— For **1 Time unit you can complete an available Order**. You have a secret Order in your hand, that only you can complete, and four Orders in the middle that are available to all players. After you complete an Order you have to remove a number of Barrel **that you used**, as shown on the bottom part of the Order, and return them to general supply. Then, place the completed Order face up next to your discard pile. If the Order was your own secret Order, **you must immediately take a new one from the middle**. You can also choose to take the topmost Order from the face down deck. Then, refill any empty spot. If the Order's deck runs out, continue playing until all players have had equal turns and then proceed to end scoring.

At the end of your turn, **you can discard any card(s)** you want from your hand. **You must discard cards if you have more than 5**. Then, **draw cards from your deck until you have 5 in hand**. If your deck is ever depleted, shuffle immediately your discard pile and form a new deck.

The next player in clockwise order will now begin their turn, checking for any majorities and spending their 4 Time units.

Important: When taking new Barrels you must place them on your warehouse, which is located on the bottom of the player aid. You have a limit of 4 Barrels on your warehouse, but you can discard Barrels and place new ones.

When placing Barrels on the Regions, you must place them on your own territory. You have a limit of 4 Barrels on each Region, but you can discard Barrels and place new ones.

Important: You are restricted from the physical components of the game, meaning that if there aren't any more Barrels of a specific type on the general supply, you can no longer make that type of beer until some are returned.

End of Game

When the Order's deck runs out, play until all players have had an equal number of turns and then proceed to the end scoring.

Discard any unfinished secret Orders, and then count the Fame shown on your **completed Orders**. Please note that some Orders have extra scoring bonuses, that you must now count.

Each Order also belongs to a specific race and if you managed to serve **different races** you will get extra Fame, according to this table:

1 / 2 / 3 races = 0 / 2 / 5

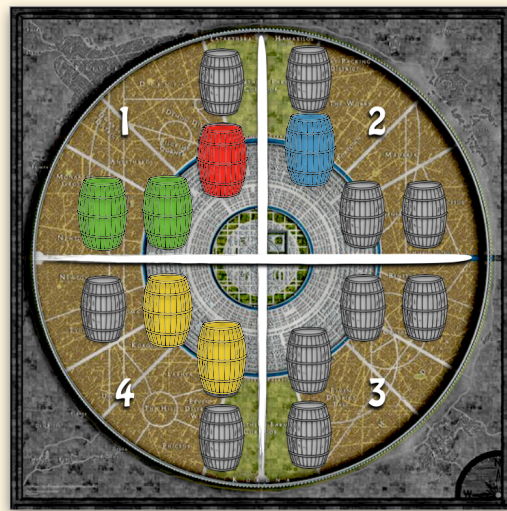
You can make multiple sets, but each Order can belong to only one set.

The player with the highest total wins, and is the best beer maker in the whole Empire! Enjoy your victory with a cold glass of beer (drink responsibly)!

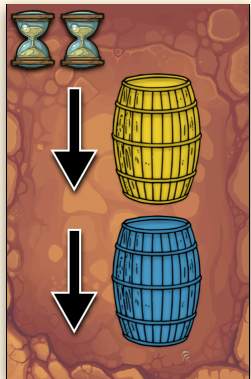
In case of a tie, the player that has the most leftover barrels, among those tied, is the winner.

Turn example

Joan begins her turn. Firstly, she checks for majorities. She has the most Barrels on the black Region, so she immediately draws 1 extra card.



Then, she spends her first Time unit to play this action from her hand. She takes one blue Barrel from the general supply and places it on her warehouse.



Then, she will spend a second Time unit to buy this advance action.

The card goes directly into her hand, and she will spend her third Time unit to play that card, placing 1 blue and 1 Yellow Barrel in any region(s) she wants, from her warehouse. She chooses to place both Barrels on the orange Region.



For her last Time unit she will complete her secret Order. She must now remove all three used Barrels, and then take a new Order into her hand.

Finally, she discards three cards from her hand keeping the other two. She draws three new cards and her turn is over.

Glossary



Take the corresponding Barrel(s) from the general supply and place them on your warehouse. Remember that you can only have up to four Barrels on your warehouse. You can always discard Barrels, returning them to the general supply, and place new ones on their spot.



Place the corresponding Barrel(s) on any Region(s) you want. You must take them from your warehouse, and you can place them on the same or different Regions. Remember that you can only have up to four Barrels on the same Region. You can always discard Barrels, returning them to the general supply, and place new ones on their spot.



Take the corresponding Barrel and place the corresponding Barrel. You can choose not to do any part of this action, and you choose the order in which you do the two parts.



Change one type of Barrel to any other, anywhere. Take the new Barrel from the general supply, returning there the other Barrel. You cannot change an opponent's Barrel with this action.



Remove from the game up to two cards, either from your hand or your discard pile. You can also choose to remove this card, as one of the two cards.



Take the corresponding Barrel from the general supply and place it on your warehouse. Also, draw a card from your draw pile.



Place any two Barrels from your warehouse to the Orange region. You can always discard Barrels, returning them to the general supply, and place new ones on their spot.



If you have the majority in the Black region at the beginning of your turn, draw 1 extra card.



If you have the majority in the Orange region at the beginning of your turn, you have 1 extra Time unit to spend this turn.



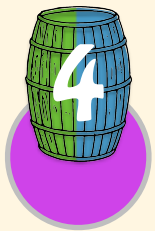
If you have the majority in the Black region at the beginning of your turn, take any 1 Barrel from the general supply and place it in your warehouse.



1 Time unit



Fame



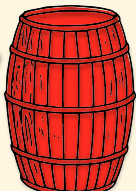
You need to have 4 blue and/or green Barrels in the purple Region.



You need to have 2 red Barrels in the black Region.



You need to have any 2 Barrels in the orange Region.



You will get 1 extra Fame at the end of the game for every red Barrel you still have on your warehouse and on the Regions.