

BREW CRAFTERS

BUILDINGS & EQUIPMENT

BREW PUB \$

Benefit: The Brewpub acts like a single batch brewing system, except you skip the bottling step. When you take the process beer action, any beer already in the Brewpub is immediately sold (collect \$2 like normal). Then, you may brew one batch into the Brewpub, in addition to any batches you brew into fermentation tanks on your brewery floor.

You may not receive the benefit of the Mash Tun or the Oak Barrelhouse for beer that is brewed in your brewpub (you may still install the Mash Tun and Oak Barrelhouse and use their benefits for beer you brew on your brewery floor).



DOUBLE BATCH BREWING SYSTEM \$ \$

Benefit: When you Process Beer, you may brew, bottle and sell 2 batches on your brewery floor. The double batch brewing system "covers up" the single system that you started the game with. A hops infuser currently on your fermentation tank and any beer currently in a fermentation tank or in your bottling line remains there after installing the double system.



FARM \$

Upon installation: Take your choice of 1 hops 🍷 or 1 fruit 🍎

Benefit: Each spring, plant up to 2 items in the farm (2 hops or 2 fruit or 1 of each). Each fall, harvest 2 additional hops (3 total) per planted hops, and 1 additional fruit (2 total) per planted fruit.

If you plant this in spring 🍷 🍎 You will harvest this in fall 🍷 🍷 🍷 🍎 🍎

You may plant *at any time during each spring season*. What you plant must come from your storage. You may harvest *at any time during each fall season*. It does not take a separate action to plant or harvest. You must have room to store your harvested ingredients. If you fail to harvest by the end of fall, your ingredients rot, and are lost.




YEAST LAB \$

Upon installation: Take 1 yeast 🍷

Benefit: Whenever you conduct lab research, take 1 yeast.



MASH TUN \$


Upon installation: Take 1 Malt  per remaining full season (up to 6 malt max) when you install the Mash Tun. The season you are in does not count as a "full season".


Benefit: When brewing 2 batches at the same time on your brewery floor, use 1 less malt per batch. The two batches may be different recipes.

You may not receive the benefit of the Mash Tun for beer that you brew in your Brewpub.



OAK BARRELHOUSE \$

Upon installation: Take 2 Malt 

Benefit: For each batch you brew with the  symbol, score 1 Rep. immediately.

You may not receive the benefit of the Oak Barrelhouse for beer that you brew in your Brewpub.



STOREHOUSE \$

Benefit: Store an additional 12 ingredients.



TOUR & TASTING ROOM

You must have a total operating cost of at least \$12 to install the Tour and Tasting Room. This includes costs from Buildings, Equipment, Skilled Workers, and Brewery Shifts.


Upon installation: Score 1 Rep. for every remaining full season. The season you are in does not count as a "full season".

Benefit: At the end of the game, score 1 Rep for each *different advanced recipe* you brewed. You don't need to have sold the advanced recipe by the end of the game for it to count, you just need to have brewed it.

The Tour & Tasting Room has no operating cost.



HOPS INFUSERS

Upon installation: Take 1 hops  then cover each fermentation tank (on your brewery floor and in your Brewpub, if you have a Brewpub) with a hops-infused tank. If you only have 1 fermentation tank at the time of installation, you only receive 1 hops infuser. If you have 2 tanks, you receive 2 hops infusers, and if you have 3 tanks (the maximum) you receive 3 hops infusers. If you install additional fermentation tanks later, you do not receive additional free hops infusers. You would have to take the installation action again to add more hops infusers.

Benefit: When you process beer, you may add one extra hops to the recipe for any *ale-style batch* that you brew in a hops-infused tank. For instance, you can add 1 hops to the Everyday Ale recipe to make 3 total hops. For each batch you infuse, score 2 Rep immediately.

Hops Infusers have no operating cost.

