



# Beer Pioneers

~ In a nutshell ~

# In the game Beer Pioneers,

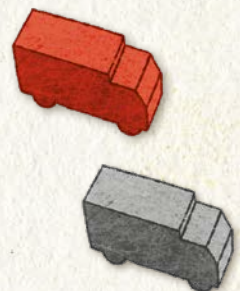
set at the beginning of industrialization starting at around 1850, 2 to 4 players expand their small home brewery into a large-scale brewery. The game is played over multiple rounds until a player reaches at least 20 victory points, and the player with the most victory points at that point is the winner.

Each player always has 2 marked workers (representing their experience), 2 unmarked workers, and 1 truck, along with initially having 2 bonus workers. Each player has a minimum of 5 actions in each round. When it's their turn, a player performs an action with one of their workers or the truck. The marked workers and the truck are placed on the game board, as well as one of the unmarked workers. The other unmarked worker is placed on the player's own brewery board to obtain certain advantages, some of which are locked at the beginning.



On the game board, there are 9 actions for workers, with one of them also being usable with the truck, as well as 3 actions exclusively for the truck. Most worker actions have 2 spaces for 1 worker each, each space having an experience value. If the total of this value and the experience value of the worker being used is at least 6, the player can place 1 of their bonus workers on a separate bonus action board. Actions include receiving money, obtaining beer barrels, playing a white card, or expanding their own brewery, to name but a few.

Brewing beer is particularly important. There are 6 types of beer, initially each player can only brew 1 type, but they can unlock more through actions. This is done on the player's own brewery board. It takes a certain amount of time for a beer to finish brewing, which is indicated by an innovative marker that needs to be rotated multiple times, with different numbers of rotations required for different types of beer. Once beers are finished, they can be delivered by playing specific cards, on their own or along with barrels.



Cards play an important role in addition to choosing actions with the workers. Players can acquire cards in various ways. These cards have various functions – they enable beer deliveries, special actions or can be placed in their own display to accumulate advantages, such as increasing the number of rotations to shorten brewing time or obtaining additional barrels, to name but a few. Beer deliveries earn victory points, which can also be obtained through other means.



Players must increase the number of beers they can brew, which is done on a special track that also controls access to open cards from the general display. The player order is important, and it can be influenced with the player's unmarked worker on the game board. Each position is associated with a bonus, such as receiving the neutral worker or neutral truck, granting the player an additional action during that round.

Brewery expansions bring many advantages, as well as the use of bonus workers or progress on the player's own progress track. The workers' experience can be improved, thus making it easier to deploy a bonus worker. Upgrading also creates more space in the cellar, which is initially very limited. Beer and barrels must be stored in the cellar before they can be delivered. There are three goals that provide victory points when achieved, changing from game to game.

At the end of each round, if no player can take any more actions, certain steps take place before the next round begins, if the game is not yet finished.



This rough overview does not cover all the details by far. Beer Pioneers is a "Kennerspiel" (mid- to expert-level game) that consistently demands difficult decisions and offers a high level of interaction.

All elements build upon each other and are closely interconnected, the clear icons and rule structure being highly beneficial. The combination of action selection, worker placement, and card management ensures an exciting, diverse, and challenging game experience, with an innovative „rotation mechanism“ for brewing beer. Adjustments to the game setup for 3 or 2 players allow for appropriate adaptation to the number of players.



# 1850

The history of beer brewing goes back to ancient Egypt and Mesopotamia, and over the centuries different cultures and regions have developed their own unique beers. Germany at least is known as a famous „beer country“.

At the beginning of industrialisation from around 1850, the players as brewmasters develop their own small home brewery into a large brewery by brewing more and more different types of beer, improving the brewing process with new achievements such as refrigeration machines or beer filters, increasing the efficiency of their workers and trying to score many victory points with beer deliveries and other actions to make their brewery number 1. Drinking beer is easy, but brewing it, distributing it and being better than the competition is a completely different matter ...

*a game by Thomas Spitzer*



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