COWMIC BOUTRIAUX

AMMO DASTARAC

The Belgian Beers Race



- Rulebook -

BYR GAMES

Welcome to The Belgian Beers Race! Take part in a three-day crazy race through Belgium and its breweries. Visit as many of them as you can, buy their beers and taste them (in moderation!) throughout the competition. Optimize your journeys across the country: hitchhike, take public transport, or travel by bicycle. Meet other players and toast with them, but monitor your alcohol consumption: if you don't, hangover awaits you!

Ready to start? It's time to choose your path and start your beer race. And don't forget, at the end of the race, be back on the Grand Place of Brussels to celebrate and declare the winner.

The game takes place over 3 days (rounds). At the beginning of each day, you have a limited number of time units (TUs). Each action (***Move, Buy, Taste a beer, etc.***) gives you victory points (VPs) but consumes one or more time units.

At the end of each day, a daily scoring occurs. Optimize your TUs in order to complete the most profitable actions and to achieve the maximum number of objectives.

At the end of the game, be back on the Grand Place of Brussels for the final scoring. The player with the most victory points wins the game.

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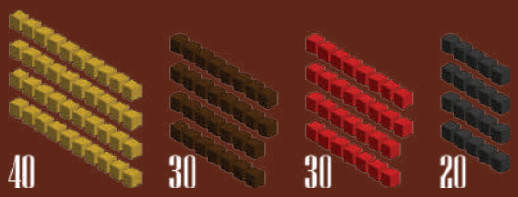
3 
Dice

4 
Tokens "+1/+2 dice"

44 
Coaster Tokens

3 
Filled / Broken Bottle Tokens

1 
Breweries Booklet

40 30 30 20 
Transported Beer Cubes (120)

20 
Cap (50 VPs) Tokens

4 
Cheese Pawns

1 
Duration Card

1 
End of Day / End of Game Token

20 10 5 5 
First Visitor Bottles (40)

72 
Objective Cards (72)
32 level 1, 25 level 2, 15 level 3

35 
Visited Brewery Tokens

5 
Cubes

2 
Discs

3 
1 Meeple / 1 Glass / 1 Bottle




We added 4 pieces of cheese; please don't eat them.


In the rare event that the amount of material is not available in sufficient quantity, replace it with a substitute of your choice

The game board represents the map of Belgium with its 40 breweries, and the road network that connects them to each other. The lower left part of the game board represents the city of Brussels and its 6 breweries selected for the game.

The time cost (expressed in time unit = TU) - specific to each type of move - is indicated on each of the roads of the game board. The breweries are of different colors, depending on the beer offered for sale or tasting: yellow for blondes, brown for brown / amber / fruity, red for Trappist®, black for stouts.

In **The Belgian Beers Race** (**TBBR**), some breweries offer a bonus. They correspond to:

the 3 breweries selected for players 



the 3 breweries brewing the beers chosen by the author: the one where he comes from - the "Goliath", the one where he lives - the "Lanterne" and his favorite - the "Orval"

the 4 cardinal points on the map 



5 Belgian Trappists®

SETUP



1. Place the game board in the center of the table.

2. Draw Coaster Tokens and place them (on the side drawn) on the corresponding brewery numbers: 2 players ➡ 5 Coaster Tokens; 3 players ➡ 15 Coaster Tokens; 4 players ➡ 25 Coaster Tokens (some breweries may contain multiple Coaster Tokens).

3. Place a First Visitor Bottle of the matching color on each brewery on the game board (above the Coaster Tokens, if any).

4. Shuffle the 3 decks of Objective Cards separately and place them near the playing area to form 3 separate decks, face down. Reveal 4 level 1 Objective Cards and place them on the right side of the Bottling Machine and 3 other level 1 Objective Cards to the left side of the Bottling Machine. Place the rest of the level 1 deck face up to the left of these last 3 cards. The level 2 Objective Cards will be added at the beginning of the second day.

5. Draw as many Level 3 Objective Cards as there are players and place them on the game board. Put the remaining level 3 Objective Cards back in the box. They will not be used during this game.

6. Place the End of Day Token (moon side up) on the spot that matches the first day (24) on the ***Time Track***.

7. Place the Filled / Broken Bottle Tokens on the appropriate spots of the ***Time Track***, (Filled Bottle side up).

8. Place the Duration Card on its 24 / 32 / 24 side.

9. Place the Transported Beer Cubes, the 3 Dice, the "+1/+2 dice" Tokens and the Caps 50 VPs Tokens next to the game board.

10. The person who most recently tasted a beer is the first player. In the case of a tie, the last one who drank an Orval starts (you can also determine the first player as you wish).



11. **Each player:**

A receives a Player Board, a Cheese Pawn and the material matching the chosen color (blue / purple / pink / green): 35 Visited Brewery Tokens / 5 Cubes / 1 Glass / 1 Bottle / 1 Meeple / 2 Discs ;

B puts the 35 Visited Brewery Tokens close to their Player Board ;

places the following items on their Player Board:

C the Glass at the bottom of the ***Tasted Beers Track*** (under the 0 space);

D the Cheese Pawn at the bottom of the ***Cheese Track*** of their backpack;

E a cube at the bottom of each ***Bonus Track*** (Player (Meeple) / Author (heart) / Cardinal Points (compass) / Trappist® Beers (Trappist®)] and at the bottom of the ***Cheers Track*** (5 cubes in total);

F the Bottle in the lowest position of the ***Breathalyzer***;

places on the game board:

G a disc on the first space of the ***Time Track***, starting with the last player, then counter-clockwise (so that the first player's disc is on top);

H a disc on the 0 space of the ***Scoring Track***;

I the Meeple on the Grand Place of Brussels.

For an Alternative setup (shorter game or expansions), see the end of this booklet or the specific booklet.

GAMEPLAY

The Belgian Beers Race plays over 3 days: Friday from midday to midnight ➡ 24 TUs;
Saturday from 8 AM to midnight ➡ 32 TUs;
Sunday from 8 AM to 8 PM ➡ 24 TUs.



1 TU (time unit) = ½ hour = one space on the ***Time Track***.



Each day allows you to carry out some actions but these actions take time (TUs) and depend on the location of the player.



The first player performs an action and moves their disc on the ***Time Track*** according to the TUs required for this action.



Blue can still play for minimum 5 TUs before the end of their turn.

The next player is the one whose disc is farthest behind on the ***Time Track***. If several players are on the same space, the one **above** has priority. This player performs one or more actions until it **overtakes** the player's disc most forward on the ***Time Track*** (by one or more spaces if their action requires several TUs). A player is always considered as the active player as soon as they start playing, and their turn does not end until they have overtaken the first disc on the ***Time Track***.

The rounds continue until all players' discs reach the **last** space of the ***Time Track*** of the current day.



The first and second day end with a daily scoring of victory points (VPs) and the setup for the following day.

POSSIBLE ACTIONS

1 MOVING (X TU)



You can only move along a road that connects 2 breweries. Each move requires a specific time (represented on the road as TUs), as well as constraints and advantages. Your moves also depend on your ***Breathalyzer*** level (see ***Tasting a Beer***).

Be careful: at the end of the day, you must be able to finish your move. If you do not have enough TUs to complete your move, then you cannot move at all.

The Move action is divided in two steps:

A Choose your means of transport;

B Arrive at a brewery.

A CHOOSE YOUR MEANS OF TRANSPORT

You have the choice between 3 different means of transport: hitchhiking, public transport, and bicycle. Announce the chosen mode of transport and your destination brewery then perform the associated action, and apply the corresponding effects.

BICYCLE – THE SAFEST

Move your Meeple to the destination brewery and advance your disc on the ***Time Track*** by the number of TUs indicated on the road for the move by bicycle.



Notes:
- For every 4 ***consecutive*** *TUs spent on a bicycle (with no action other that Moving), you* ***must*** *lower your Bottle on the Breathalyzer by 1 step (you can never go below the first step).*
- As soon as you exceed this symbol on your Breathalyzer, you can no longer ride your bicycle (see Tasting a Beer - Breathalyzer).



PUBLIC TRANSPORT - THE COMPROMISE

Roll a die:



if Failed Hitchhiking or TBBR face: advance your disc on the ***Time Track*** by the number of TUs indicated on the road for the move by public transport.



if Late Bus face: the transport you are using is late. You must add 2 TUs (penalty) to the value indicated on the road for the move by public transport.



To move from brewery 6 to brewery 11, Pink can use: the hitchhiking for 2 TUs, public transport for 4 TUs, the bicycle for 6 TUs.

In both cases, move your Meeple to the destination brewery.

Notes:
*- If you do not have enough TUs to complete the move at the end of the day (because of the 2 TUs delay), you only advance your disc on the last space of the Time Track, **without moving your Meeple**.*
- If your Bottle on the Breathalyzer exceeds this symbol (see Tasting a Beer - Breathalyzer), then the time spent on public transport is doubled (the delay penalty, however, remains the same).
- If you carry some beer in your backpack, you can taste one for every 2 TUs spent on public transport (delay included). In this case, discard a cube from your backpack and perform the action Tasting a Beer (see Tasting a Beer).



HITCHHIKING – THE MOST RANDOM

Roll a die:



if TBBR or Late Bus face, you are picked up. Move your Meeple to the destination brewery and advance your disc on the ***Time Track*** by the number of TUs indicated on the road for the hitchhiking move.



if Failed Hitchhiking face, nobody stops for you. You stay there and suffer a waiting time (penalty) of 2 TUs: advance your disc by 2 TUs on the ***Time Track***. If you still have some available TUs, you can try hitchhiking again.

If you try to hitchhike towards the same destination brewery during your next action, you can roll an **additional die**. One TBBR or Late Bus face is enough. If you fail again, you can persevere and add 1 extra die during your 3rd attempt, up to a maximum of 3 dice. There is no limit to the number of attempts, but for each failed attempt, you will suffer a penalty of 2 TUs of waiting time.

If your turn stops between 2 attempts **for the same hitchhiking move**, take a "+1/+2 dice" Token to remind you that you are entitled to 1 or 2 additional dice in the next turn.



*« +1/+2 dice » Token to remind that you can roll 1 or 2 additional dice for your next attemptstop (**for the same hitchhiking move**).*

Notes:
- To encourage a vehicle to pick you up, you can offer the motorist some of the beers you carry in your backpack. Instead of rolling a die, discard 2 Transported Beer Cubes per TU required for the move: success is then automatic. You can try hitchhiking with a die roll first, then decide to spend some beers for the next attempt (if the first one fails, the penalty of 2 TUs still applies).

- At the end of the day, discard any "+1/+2 dice" Tokens.

-As soon as you exceed this symbol on your Breathalyzer, your waiting time is doubled (so you lose 4 TUs instead of 2) but not the move (see Tasting a Beer - Breathalyzer).



- If, at the end of the day, you fail your move by hitchhiking (Failed Hitchhiking face) and cannot apply the 2 TUs penalty, you must still advance your disc to the last space of the Time Track but you do not move your Meeple. Your day is then over.

- If a 0 is indicated for hitchhiking, you must roll a die. If TBBR or Late Bus face, you move for 0 TU to the destination brewery. If Failed Hitchhiking face, you stay there and advance your disc by 2 TUs on the Time Track. You cannot unpack beer to avoid rolling the die in this case.

B ARRIVING AT A BREWERY

If there is a First Visitor Bottle on the brewery, take it and keep it until the end of the game.
If there is no First Visitor Bottle left but if the brewery contains one or several Coaster Token, take one of them and keep it until the end of the game.
If it's the first time you visit this brewery, place one of your Visited Brewery Tokens on it.





Some breweries provide a bonus to their visitors: breweries for players (meeple) – breweries chosen by the author (heart) – cardinal points (compass) – Belgian Trappists® (Trappists®).



Symbols of bonus breweries

meeple heart compass Trappists®

As soon as you put a Visited Brewery Token on one of these breweries, you receive the benefit of the associated bonus: advance your cube 1 space on the matching ***Bonus Track***.
Some are Trappist® breweries and have an extra bonus: advance your cube 1 space on both matching ***Bonus Tracks***.

Note:

-If you visit a brewery that you have already visited, and if that brewery still contains a Coaster Token, take it and keep it until the end of the game. You can no longer place a Visited Brewery Token there and the bonuses are no longer applicable. Consequently, you can no longer increase your level on the corresponding ***Bonus Tracks****.*



All transport in Brussels = 1 TU (hitchhiking, public transport, bicycle)

* MOVES IN BRUSSELS

All breweries in Brussels are considered connected to each other. Each move in Brussels has a value of 1 TU, for any kind of transport.

When leaving Brussels, you may decide to travel to any connected brewery, regardless of your starting point (Grand Place or one of the 6 breweries). You need to consider the value printed on the road that you take to leave Brussels.

When entering Brussels, you may decide to land on any point of the capital (Grand Place or one of the 6 breweries). You still have to consider the TUs printed on the road that you used to enter the capital.

2 BUYING (1 TU)

If the brewery you are in has the symbol ***Buy*** you can buy a pack of 3 beers. To perform the Buy action:

- move your disc 1 space forward on the ***Time Track*** (1 TU);
- take up to 3 Transported Beer Cubes of the brewery type and place them in your backpack. If your backpack is full, you cannot buy anymore beer. If you have less than 3 free spaces in your backpack, you only fill the empty spaces;
- if the Cheese symbol is available on the Visited Brewery, you can **at the same time** buy **one Cheese (and only one)**: move your Cheese Pawn 1 space forward on the ***Cheese Track*** (the purchase of the cheese doesn't require any additional TU);
- if your Cheese Pawn has already reached the last space on the ***Cheese Track***, add a Visited Brewery Token next to it. Each additional Token will be worth 5 VPs at the end of the game;
- if you don't have enough space in your backpack to buy some beers and if it's possible to buy some cheese, then you can, for 1 TU, move your Cheese Pawn 1 space forward on the ***Cheese Track***, without buying any beer.



Symbol "Buy beers"



Symbol "Buy beers & cheese"

3 TASTING A BEER (1 TU)

If the brewery you are in has the symbol ***Taste a Beer*** you can taste the proposed beer at the brewery. To ***Taste a beer***:

- A move your disc 1 space forward on the ***Time Track*** (1 TU);
- B move your Glass 1 space forward on the ***Tasted Beers Track*** (note that each level corresponds to 2 VPs);
- C move your Glass 1 space forward on the ***Breathalyzer***.



A



B

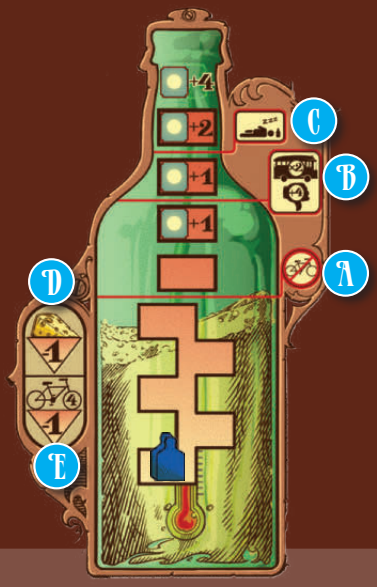


C

Symbol "Taste"



BREATHALYZER



A As soon as you exceed this threshold on your ***Breathalyzer***, you can no longer use the bicycle to move.

B As soon as you exceed this threshold on your ***Breathalyzer***:
- **Public transport**: double your moving time (the possible delay penalty remains the same (i.e. 2 TUs);
- **Hitchhiking**: double your waiting time, i.e. 4 TUs (moving time remains the same).

C As soon as you exceed this threshold on your ***Breathalyzer***, you **fall asleep** and your day immediately ends.

D If you have some cheese in your backpack, you can eat it at any time. For every cheese eaten, move your Cheese Pawn 1 space down on the ***Cheese Track*** and decrease your ***Breathalyzer*** by 1. This action doesn't cost any TU.

E For every 4 **consecutive** TUs spent on a bicycle (with no action other that ***Moving***), you **must** lower your Bottle on the ***Breathalyzer*** back 1 level (you can never go below the first location).

Unique action:

All the available actions that you perform in a brewery are unique: you can perform them only once between two moves. If you want to redo the same actions in this brewery, you must first move to another brewery, then come back to this one.
Exception: When you start a new day in a brewery, you can, if you wish, repeat the actions you performed the day before when you arrived.

Note:
To fall asleep means that you have to put your disc on the last space of the Time Track and you may not perform any other action.

If you are afraid of forgetting the actions already carried out in the brewery:

- Place the Transported Beer Cubes at the top of your backpack, to remind you that you've already bought some beers in this brewery;
- Lay your Meeple down to remind you that you have already tasted a beer in this brewery;
- When you leave the brewery, don't forget to lower the Transported Beer Cubes in your backpack and to straighten your Meeple.

Note:
Your Glass can never exceed the space 38 of the Tasted Beers Track (for a maximum of 40 VPs - see daily scoring).





4 TOASTING (1 TU) (MANDATORY)

Directly after performing the ***Move action***, if you arrive at a brewery occupied by another player, you **must immediately *Toast*** with them. The type of beer offered is chosen by the player offering it. To ***Toast*** with another player, each player must have at least one Transported Beer Cube in their backpack. If it is not the case, the ***Toast Action*** cannot occur (it doesn't prevent the ***Move action***).

<u>Toast with only one player:</u>

Each player offers a Transported Beer Cube from their backpack to the other player who immediately tastes it.

Both players:

A discard a Transported Beer Cube corresponding to the beer offered to the other player;

B move their disc 1 space forward on the ***Time Track*** (1 TU);

C move their Bottle 1 space forward on their ***Breathalyzer***;

D move their Glass 1 space forward on the ***Tasted Beers Track***;

E move their cube 1 space forward on the ***Cheers Track***.



Toast with more than one player:

If there is already more than 1 player in a brewery, the arriving player **must *Toast*** with each of them.
The ***Toasting*** actions are performed **simultaneously**, so it will only take 1 TU for each of the players involved.

The arriving player:

- discard the Transported Beer Cubes (corresponding to the beers offered to the concerned players);
- moves their disc 1 space forward on the ***Time Tack*** (1 TU);
- moves their Bottle X spaces forward on their ***Breathalyzer***;
- moves their Glass X spaces forward on the ***Tasted Beers Track***;
- moves their cube X spaces forward on the ***Cheers Track***.

X = the number of players with whom you toast.

The other concerned players:

- discard the Transported Beer Cube (corresponding to the beer offered to the arriving player);
- moves their disc 1 space forward on the ***Time Track*** (1 TU);
- moves their Bottle 1 space forward on their ***Breathalyzer***;
- moves their Glass 1 space forward on the ***Tasted Beers Track***;
- moves their cube 1 space forward on the ***Cheers Track***.

Notes:

- If the player initiating the ***Toast Action*** does not have enough Transported Beer Cubes in their backpack to ***Toast*** with all the players involved, the action does not take place.

- If one of the players does not have any Transported Cube Token in their backpack, the arriving player only toasts with those who can perform the action.

- If the player initiating the ***Toast Action*** reaches their consumption limit (see ***Tasting a Beer*** - ***Breathalyzer***) during the ***Toast Action***, they can only taste the number of beers that will bring them to that level on the ***Breathalyzer***. They increase the ***Tasted Beers Track*** and the ***Cheers Track*** accordingly. The arriving player can choose the tasted beer among those offered by the other players. The other players perform the entire action and discard one Transported Beer Cube from their backpack.

- The redeeming cheese: if ***Toasting*** brings you to the point where you are going to fall asleep (see ***Taste a Beer*** - ***Breathalyzer***), you can eat a piece of cheese from your backpack: you don't move 1 space forward on your ***Breathalyzer*** and you move back 1 space on the ***Cheese Track***. This action does not require any TU.



- If your cube on the ***Cheers Track*** already reached the last level, add a Visited Brewery Token next to it. Each additional Visited Brewery Token will give you 4 VPs at the end of the game.





General remarks:

It is not possible ***to Toast*** with another player who:

- has finished their day (it means being on the last space on the ***Time Track***);
- is on the Grand Place of Brussels;
- does not have any Transported Beer Cube in their backpack.

If several players wake up in the same brewery, they no longer perform the ***Toast Action***.
Only the active player can achieve an objective after the ***Toast Action***.

5 CAMPING (X TU)

At the end of the day, you can decide to **camp**. In this case, you will no longer be able to perform any other action (***Move, Buy, Taste a Beer, Toast***), nor achieve an objective (except ***Camping***). Lay your Meeple down to remind you that you have switched to Camping mode. You can then convert some transported beers from your backpack into tasted beers, and this at a rate of **1 TU per conversion**.

For each conversion:



- discard 1 Transported Beer Cube from your backpack;
- move your disc 1 space forward on the ***Time Track*** (1 TU);
- move your Bottle 1 space forward on your ***Breathalyzer*** and your Glass 1 space forward on the ***Tasted Beers Track***.

Pay attention: When a player decides to camp, they perform the number of conversions they want, as long as they have some time (TU) available. They may decide not to convert some of their remaining TUs, but their day ends no matter what (whether they overtake the first disc on the ***Time Track*** during the conversions or not). They place their disc on the last space of the ***Time Track*** (even if they did not use all the available time to convert).

Notes:

- It is impossible to camp on the last day of the race.

- Camping is never allowed on the Grand Place of Brussels.

*- Once you decide to camp, you're no longer considered as present in this brewery. It means that if a player arrives, you may not **Toast** with them.*

OBJECTIVE CARDS

There are 3 types of Objective Cards:

Lightning: these cards indicate that you must take a specific action during your turn to fulfil the objective: ***Move***, ***Buy***, ***Taste***, etc. These actions can be specific to a place, a type of beer or any other action;

Star: these cards give conditions that must be fulfilled to claim the objective: having visited a brewery, having toasted, owning a specific type of beer, etc.;

Flag: these cards give conditions that must be fulfilled at the end of the game.





The Bottling Machine displays 8 Cards:

4 cards on the right side of the Bottling Machine, which are visible and directly accessible;

4 cards on the left side of the Bottling Machine (including one on the top of the track), which are visible but momentarily inaccessible.

The player who fulfills the conditions of an accessible Objective Card on their turn takes that card and puts it face down on their player board. It is possible to fulfil up to 4 Objective Cards during the same turn.

Replacement of Objective Cards:

As soon as their turn is over, the active player slides the visible Objective Cards from the left side of the Bottling Machine to the right side in order to replace the Objectives Cards completed during their turn. New Objective Cards are placed from the deck on the left side of the Bottling Machine. There are always 8 visible Objective Cards at the beginning of a player's turn (4 accessible and 4 inaccessible).

Removal of Objective Cards:

Some Filled / Broken Bottle Tokens are placed on the ***Time Track*** at the beginning of the game.

When a player **crosses** one of these Tokens (when they move from TU 8 to TU 9, from TU 16 to TU 17, or from TU 24 to TU 25), they can choose to leave it on the Filled Bottle side or to turn it over to the Broken Bottle side to remove 1 of the 4 accessible Objective Cards. Once a Token is flipped over to its Broken Bottle side, it can no longer be turned over to its Filled Bottle side before the next day.

In any case, the discarded Objective Card will only be replaced at the end of the active player's turn.

In a 2-player game, each player who crosses one of these Tokens can choose to remove 1 of the 4 accessible Objective Cards (whether the previous player has already flipped the chip over to the Broken Bottle side or not).

End of Day 1 and Day 2

At the end of the first and second day i.e. when all players have arrived on the last space of the ***Time Track*** of the current day, prepare the starting order of the next day, apply the difficult awakening penalties (if any), adjust the ***Breathalyzer*** of each player, and proceed to the daily scoring. Only the Tasted Beers, the First Visitor Bottles and the Coasters Tokens score VPs during the daily scoring.

Starting order for the next day

Determine the starting order for the next day by taking the stack of player discs on the last space of the ***Time Track***. Turn it over and place it on the first space of the ***Time Track*** so that the player who first reaches the end of the day (at the bottom of the stack) goes to the top of the stack at the beginning of the next day.



Application of difficult awakening penalties

The level of the ***Breathalyzer*** at the end of the day determines the "difficult awakening" penalty that the players are going to suffer to begin their next day. The penalty to be applied is indicated on the space just **above** your Bottle on the ***Breathalyzer***:

Level 8 you start 4 TUs later than the other players: move your disc 4 spaces forward on the ***Time Track***;
Level 7 you start 2 TUs later than the other players: move your disc 2 spaces forward on the ***Time Track***;
Level 5 et 6 you start 1 TU later than the other players: move your disc 1 space forward on the ***Time Track***;
Level 0 à 4 no penalty for difficult awakening.

In the event of a tie, keep the order of the starting stack.

Adjusting the Breathalyzer

All the players move their Bottle down by 4 levels on the ***Breathalyzer***. You cannot go below the first spot.





Green suffers a "difficult awakening" penalty of 4 TUs. He begins the next day on the fourth space of the Time Track.

Daily Scoring

Each player proceeds to the following scorings and moves their disc on the ***Scoring Track*** as per VPs won:



Tasted Beers Track

The number of VPs scored is equal to the number indicated on the space following your Glass on the ***Tasted Beers Track***; which means 2 VPs per beer tasted since the beginning of the game. The Glass remains on the same position after the daily scoring. These tasted beers will also count for the following scorings.



First Visitors Bottles and Coaster Tokens

The number of VPs scored is equal to the number of First Visitor Bottles and Coaster Tokens that the player owns (1 VP per First Visitor Bottle and 1 VP per Coaster Token). Players keep their First Visitor Bottles and Coaster Tokens until the end of the game. These will also count for the following scorings.

Adding the level 2 Objective Cards



At the end of the first day and before starting the second day, shuffle all the remaining level 1 Objective Cards (except for the 4 accessible cards) with the level 2 Objective Cards in order to form the new Objective Cards deck, face up but inaccessible (at the far left of the Bottling Machine). Then, reveal 4 new inaccessible cards.

Resetting the Filled/Broken Bottle Tokens and the End of Day Token



Between one day and the next, reset the Broken Bottle Tokens on their Filled Bottle face on their space on the ***Time Track.***

Place the End of day / End of Game Token according to the new day:

- For the second day, Place the End of day / End of Game Token (moon face) on space 32 of the ***Time Track***;
- For the third day, place the End of Game Token (flag face) on space 24 of the ***Time Track***.

Start of the Day

The Transported Beer Cubes remain in the players' backpack.

The players keep what they have acquired so far (progression on the ***Tasted Beers Track***, First Visitor Bottles and Coaster Tokens, position on the ***Bonus Tracks***, Transported Beer Cubes, position on the ***Cheese Track***, Objective Cards and position on the ***Cheers Track***).

Discard all "+1/+2 dice" Tokens.

Each player starts again from their current position (the previous day's location).

If you wake up in a brewery where there is still a Coaster Token, take it and keep it until the end of the game.

If several players wake up in the same brewery, they take a Coaster Token in the starting order of the new day. You can no longer put a Visited Brewery Token there and the bonuses no longer apply.

You can possibly repeat the actions you had carried out the day before when you arrived. You cannot execute the ***Toast Action*** as you are already in the brewery.

End of the Game

At the end of the last day, as soon as all the players have arrived on the last space of the ***Time Track***, check that everyone is back on the Grand Place of Brussels, apply the penalties to the latecomers, and proceed to the final scoring.

Arriving to the Grand Place and application of difficult awakening penalties:

Each player **must** be back on the Grand Place of Brussels within the allotted time. If it is not the case, starting with the player arriving first on the last space of the ***Time Track***, calculate the number of move actions necessary for the player to enter the Grand Place of Brussels and deduct 15 VPs for each missing move.

A player who is in Brussels but not on the Grand Place, will be 1 move away from the Grand-Place of Brussels and will therefore lose 15 VPs.

A player located on the outskirts of Brussels will be 1 move away from the Grand Place of Brussels and will therefore also lose 15 VPs.

Any player who is 2 moves away will lose 30 VPs, and so on. However, a player cannot go below 0.

Notes:

- If a player falls asleep before arriving on the Grand Place of Brussels, calculate the number of moves which would have been necessary for their return and add 1 move as a penalty. Multiply this result by 15 VPs and subtract the total from that player's current score.

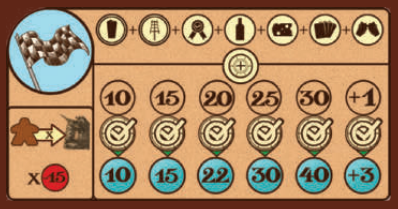
- If a hitchhiking player is not picked up on their last trip and has no longer enough TUs to attempt another move, they will lose 15 VPs per move necessary for their return.

- If public transport is late and the player does not have enough TUs to apply the 2 TUs delay, first apply the 2 TUs penalty. The player does not move. If the player does not have enough TUs to attempt another move, they will lose 15 VPs per move action necessary to their return.

Reminder:

- It is impossible to camp on the last day of the race.
- Camping is never allowed on the Grand Place of Brussels.

FINAL SCORING



The Final Scoring occurs when all the potential penalties have been applied to the latecomers.

Each player proceeds to the following scorings and moves their disc on the ***Scoring Track*** in function of the earned VPs:



Tasted Beers Track

The number of VPs scored is equal to the number indicated on the space following the Glass on the ***Tasted Beers Track***; which means 2 VPs per beer tasted since the beginning of the game.



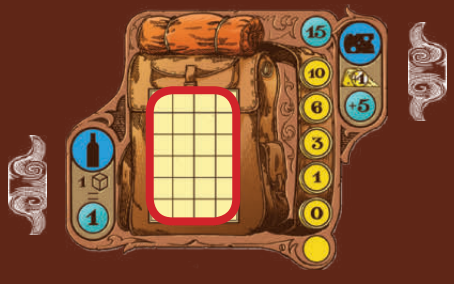
First Visitor Bottles and Coaster Tokens

The number of VPs scored is equal to the number of First Visitor Bottles and Coaster Tokens that the player owns (1 VP per First Visitor Bottle and 1 VP per Coaster Token).



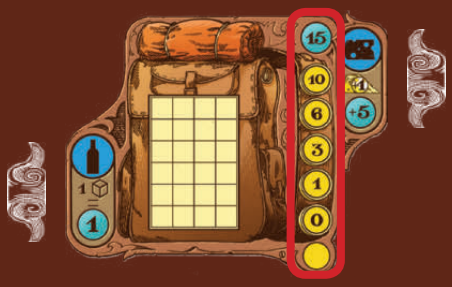
Bonus Tracks

The number of VPs scored is equal to the number indicated on the space after the different cubes on the ***Bonus Tracks*** (Player / Author / Cardinal Points / Trappist®).



Backpack

1VP per Transported Beer Cube present in the backpack.



Cheese Track

The number of VPs earned is equal to the number indicated on the space following the Cheese Pawn. Each additional Visited Brewery Token next to the ***Cheese Track*** is worth 5 VPs.



Visited Breweries

The player earns VPs based on the number of visited Breweries. For 10 / 15 / 20 / 25 / 30 visited breweries, they score respectively 10 / 15 / 22 / 30 / 40 VPs. Any Visited Brewery in addition to the first 30 earns 3 VPs each. If the player visited a number of breweries between 2 values of the ***Scoring Track***, they score the VPs of the lower level.



Objective Cards

The number of VPs earned is equal to the total number of VPs indicated on the fulfilled level 1 & 2 Objective Cards, as well as the VPs indicated on the level 3 Objective Cards achieved (each player fulfilling the conditions of a Level 3 Objective card earns its VPs).

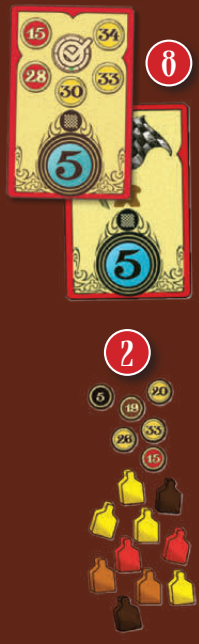


Cheers Track

The number of VPs earned is equal to the number indicated on the space following the cube on the ***Cheers Track***. Each additional Visited Brewery Token placed next to the ***Cheers Track*** is worth 4 VPs.

Example:

1. ***Tasted Beers Track:*** *26 VPs*
2. ***First Visitors Bottles and Coaster Tokens:*** *16 VPs*
3. ***Bonus Tracks:*** *21 VPs*
4. ***Backpack:*** *6 VPs for the Transported Beers Cubes*
5. ***Cheese Track:*** *6 VPs*
6. ***Visited breweries:*** *Rose visited 23 unique breweries and wins 22 VPs*
7. ***Level 1 & 2 Objective Cards:*** *X VPs (see Objective Cards)*
8. ***Level 3 Objective Cards:*** *10 VPs*
9. ***Cheers Track:*** *11 VPs*





The Winner

The winner of the race is the player with the highest score at the end of the game.

In the event of a tie, the order of arrival on the Grand Place of Brussels (without delay penalty) breaks the tie.

If no one has reached the Grand Place of Brussels, the player who arrived first on the last space of the ***Time Track*** breaks the tie.

The Different Game Modes

Shorter Game

The setup is identical to the normal version with 2 exceptions:

- no level 3 Objective Card revealed;
- instead of placing their Meeple on the Grand Place of Brussels, each player chooses their starting position. This choice is made in turn order, starting with the first player.

All breweries are eligible as a starting point, except for breweries with a bonus and breweries already occupied by another player. The player takes the First Visitor Bottle and places one of their Visited Brewery Token on the starting brewery.

Place the Duration Card on its 24 / 24 side.

The duration is reduced to 2 racing days of 24 TUs each. There will therefore only be 1 daily scoring (at the end of the first day).

At the end of the first day, place the End of Game Token (flag face) on space 24 of the ***Time Track***.

Do not shuffle level 2 Objective Cards at the beginning of the second day. Place them into the deck only if level 1 Objective Cards are exhausted.

Expansions

The other modules are considered as expansions. You will find the specific setups and rules either in the specific booklets or on cards accompanying the expansions.

The expansions are all playable with each other, with the exception of single-player mode, which cannot be combined with Confrontation mode.

- At no time you drive a motor vehicle during this race. Drink or drive, you have to choose. Do not drive after drinking: you are putting your life and other lives in danger.
- Alcohol abuse is dangerous for your health. Drink in moderation. Do not drink alcohol before 18 years of age for health reasons. Respect the legislation on beer consumption in Belgium (or elsewhere!). This legislation is justified by scientific studies. Young people, you will have the rest of your life to taste hoppy pleasures, and you will only appreciate them better by being in good health at the desired age.
- “A beer brewed with knowledge, is tasted with wisdom”.
- The game is based on reality in order to best match the situation of the breweries (locations, moves, possible actions). However, adaptations have been made to increase the gaming pleasure.

Examples of Objective Cards



Buying beer

Tasting a beer

Moving to brewery 1 or 30

Moving to a brewery with the Buy beer and cheese symbol

Toasting

Camping

Moving by bike for more than 4 TUs

Rolling the dice when attempting to travel by public transport and suffering the delay penalty

Rolling the dice when attempting to hitchhike and not being able to move

Moving to a Brussels brewery

Having your cube at least at level 3 of the Cheers Track

Having (at least) 5 yellow Bottles

Having (at least) 6/4/3 Coaster Tokens for 4/3/2 players

Having (at least) 4 blond beer in your backpack

Having your Bottle at this level of your Breathalyzer

Having visited (at least) 4 Trappist® breweries

Having your backback empty at the end of the game

Having, at the end of the game, a Visited Brewery Token on breweries 15 and 17

Arrive first to the Grand Place of Brussels

Having visited the North part of Belgium: have a Visited Brewery Token on breweries 5 + 10 + 12 + 17 + 21

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