



MANUAL

As Ale Entrepreneurs, your goal is to conquer the booming Craft Beer Industry and become the best brewery in the nation.

Brew Great Beer,
TAKE OVER THE USA.

BREWIN' USA™

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from Kickstarter backers and
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BREWIN' USA

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Warning / Disclaimer copy:

This product contains small parts which
are a choking hazard.

Real bottle caps are included and may
contain sharp edges. Caution should
be used when playing.

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for any misuse or injury from the product.

Breweries do not endorse or sponsor this
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This is a hobby game product.
It is not an alcohol product.

Product age requirement is 21+ (per
alcohol promotional product regulations)
although it is not required to consume
alcohol to play the game.

This product is Made in China.

CONTENTS



107 ingredient cards



82 beer cards



10 player helper cards



16 game tiles (32 cities)

105 bottle caps



[6 of each 5 colors]



[75 of uncolored]



1 instruction manual



1 score pad



1 auction tracker

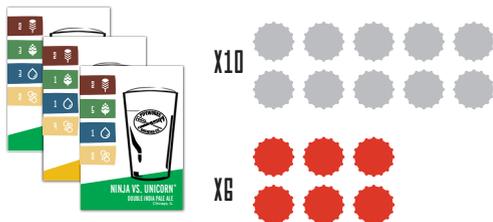
GAME SETUP

- Each player takes a set of 6 **Colored Bottle Caps** representing her color.
 - Separate decks are created of **Ingredient Cards** and **Beer Cards**. All decks are shuffled.
- Refer to the Tile and Money **Setup Grid**.
- Each player takes **Uncolored Bottle Caps** as her starting Money according to the setup grid. Any extra Bottle Caps remain in the Bottle Caps Bag.
 - Select the number of **City Tiles** based on the **Setup Grid**. Arrange them to form a map of the USA creating separate vertical columns for each region.
 - Players are dealt 5 **Beer Cards** and must discard any 2 Beer Cards to form their starting hand.

SETUP GRID

PLAYERS	2	3	4	5
TILES 	8	8	10	12
MONEY 	20	15	12	10

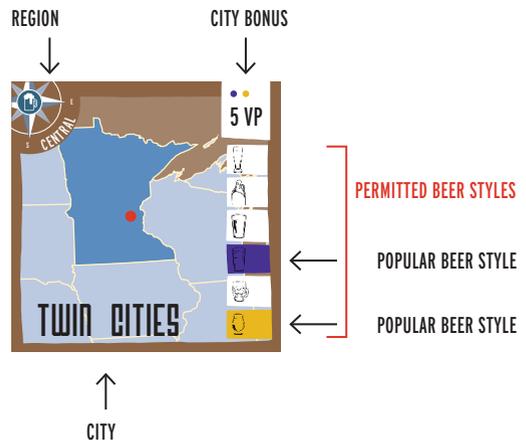
PLAYER SETUP (5)



USA MAP (5)



CITY TILES



ADVANCED RULES

A City Tile with a gray triangle in the City Bonus is part of the Advanced Rules. 2-3 plays are recommended before using tiles containing the advanced rules mark.



GAME OBJECTIVE

The object of the game is to score the most Victory Points. Victory Points (VP's) can be gained by:

- Brewing a **Beer Card**
- Controlling a **City**
- Activating a **City Bonus**
- Controlling a **Region**
- Participating in a **Brewfest**

GAME PHASES

The game is played in a series of rounds and each round consists of 4 phases:

- Ingredient Auction
- Brew Beer
- Brewfest
- Accounting

After each round is complete, pass the Ingredient deck to the left to the new dealer and play another round.

End Condition: The end of the game is triggered when a player has brewed 3 Beer Cards. The game ends by finishing the current round, playing one more round, and tallying final **Victory Points**.

2 PLAYER VARIANT

Optional 2-Player Variant End Condition:

The end of the game is triggered when a player has brewed 4 Beer Cards. See the Auction Page for all remaining 2-player variant instructions.

COMPONENT OVERVIEW

COLORED BOTTLE CAPS

A **Colored Bottle Cap** is used to mark a player's brewed Beer Card.

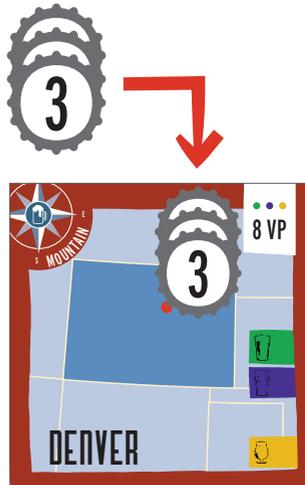


UNCOLORED BOTTLE CAPS

At the start of the game, **Uncolored Bottle Caps** represent start-up Money for each player and will be used to bid for Ingredients in the Ingredient Auction Phase.



Once an Uncolored Bottle Cap has been used in the Ingredient Auction, it is then converted into **Market Demand**. The dealer distributes Market Demand to any Uncontrolled City and this signifies the population of a City that wants to drink your craft beer.



This image shows the **Denver City Tile** with 3 Craft Beer **Market Demand**.

TIP:

It helps to organize the play area if you stack bottle caps upside down.

INGREDIENT CARDS

Every **Beer** needs four core ingredients:
Grain, Water, Hops, and Yeast.



An **Organic** ingredient can be used in place of any core ingredient.



Every **Ingredient Card** has a value of which a higher value is better.

If the Ingredient deck should run out, shuffle and reuse the Ingredient discard pile.

ADJUNCT INGREDIENTS

One **Adjunct** may be added when brewing any beer and contains a unique Action to be executed only when used in brewing a Beer Card. Adjuncts are:
Berry, Citrus, Pumpkin, Bourbon Barrel, and Coffee.

CITRUS		Move 1 of your Beer Cards in play to a new location. This may reintroduce a Beer and may also start a Brewfest.
PUMPKIN		Draw 2 Ingredient Cards.
BERRY		Switch any 2 Market Demand Stacks between Cities (except if city is in a brewfest).
BOURBON BARREL		Add 3 Market Demand to any City at no cost.
COFFEE		Steal 1 money from each other player if possible.

INGREDIENT AUCTION

The Ingredient Auction takes place at the start of every new round.

REMEMBER:

Pass the Ingredient deck to the left to the new dealer. Each round has a new dealer and she creates the Ingredient Auction.

For the first round, the dealer is the person who most recently visited a brewery.

INGREDIENT BATCHES

The dealer creates an **Ingredient Batch** by drawing cards from the Ingredient deck and laying them face up in a vertical column. The dealer continues until she lays a card that repeats an **Ingredient Type** already found in that Ingredient Batch.

The max number of cards in any **Ingredient Batch** can be 6. In the event that the first two cards match **Ingredient Type**, the dealer should place a 3rd card face down on that batch.

The dealer then moves to the next **Ingredient Batch** and continues this process until forming one **Ingredient Batch** for each player in the game.



TIP: An Auction Tracker is included to help track bids, players that have already obtained an Ingredient Batch, and players that have passed on an Ingredient Batch.

It helps to place this perpendicular to the Ingredient Batch currently up for bid.



BIDDING

Players use their **Uncolored Bottle Caps** as Money to bid for Ingredients.



The player to the left of the dealer selects which **Ingredient Batch** the bidding will start on and declares an opening bid.

Bidding on the selected **Ingredient Batch** continues clockwise where all players have the option to raise the bid or pass until all other players have passed or cannot bid. The **Ingredient Batch** is awarded to the final bidder for the cost of her bid. Players that did not win this Ingredient Batch do not pay.

Players cannot bid on an **Ingredient Batch** if they have already passed on it, cannot afford the bid, or have already secured an Ingredient Batch this round. A player may only bid zero if they have no Money.

Each player must obtain one **Ingredient Batch** per round. The last Ingredient Batch obtained will always be free.

The player to the left of the previous final bidder selects which **Ingredient Batch** will be bid on next and places an opening bid.

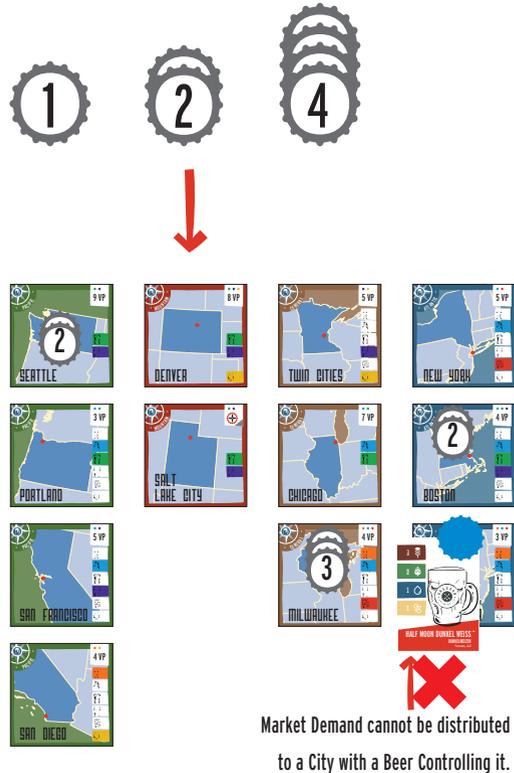
IMPORTANT:

All Money paid into the Ingredient Auction should be collected by the dealer and distributed to any number of **Uncontrolled Cities** at the dealer's choice. At this point, Uncolored Bottle Caps convert from Money to **Market Demand** and will serve as **Victory Points** at the end of the game. If no Uncontrolled Cities exist, then Market Demand is placed in the Bottle Caps Bag.

The Ingredient Auction phase is now complete. Proceed to the Brew Beer phase.

TIP: Don't spend all your Money on the first auction as this limits future choices.

DISTRIBUTING MARKET DEMAND



OPTIONAL 2 PLAYER VARIANT

1. Create 3 **Ingredient Batches** instead of 2.
2. Each player may only bid once per **Ingredient Batch**. They either win the **Ingredient Batch** or lose it to an opponent's higher bid.
3. If the first two **Ingredient Batches** are won at auction by the same player, then the last Ingredient Batch is free for her opponent. If the first two Ingredient Batches are won by different players, the last Ingredient Batch is then discarded.

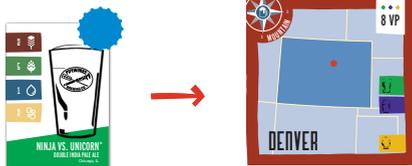
REMINDER:

The 2 player variant end of the game is triggered when a player has brewed her fourth Beer Card.

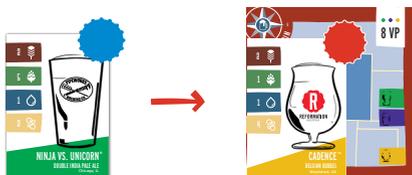
BREW BEER

Starting with the player to the left of the dealer, each player now has an opportunity to brew up to two **Beer Cards**. A Beer Card may be brewed when you contain enough Ingredients to brew it's recipe (Grain, Water, Hops, and Yeast). Follow these steps to brew a beer:

1. The sum of the values on the **Ingredient Cards** must match or exceed the values on the beer recipe. No bonus is given for exceeding the recipe value.
2. The player confirms she has satisfied the beer recipe by laying the **Beer Card** and the **Ingredient Cards** on the table.
3. The player places one of her **Colored Bottle Caps** on the beer to mark its owner.
4. The player now has two options:
Select an uncontrolled **City** and control it by placing the brewed **Beer Card** on the City.



Challenge a controlled **City** and thus the beer and player controlling it to a **Brewfest**.



5. The player should discard all ingredients used to the ingredient discard pile. If the player added an **Adjunct**, then they should perform the action on the Adjunct.
6. The player draws two new **Beer Cards** and discards any one Beer Card in her hand to return her hand to a total of 3 Beer Cards.

After all players have had an opportunity to Brew Beer, proceed to the Brewfest phase. If no Brewfest exists, then proceed to the Accounting phase.

ReIntroducing a Beer: A Beer that has lost a Brewfest may be reintroduced to the market for 1 Money on a future round.

BEER CARDS

Recipe,
Ingredient Type, and
Ingredient Value

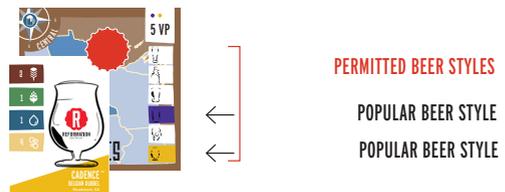


Beer Name
Beer Style, Brewery,
and Hometown

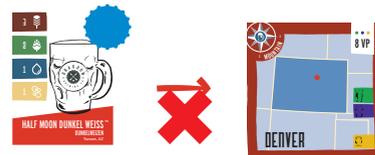
Glassware Icon and Color signals Beer Style

CITY CONTROL

If a controlling beer matches one of the **Popular Beer Styles** of the **City**, it activates a **City Bonus**.



Some Cities have restrictions on which Beer Styles are permitted to control them.



BEER STYLES



Belgians



Pale Ales



American
Lagers



Stouts,
Porters



German
Lagers and
Ales



American
Ales

BREWFEST

A **Brewfest** is an event that resolves the competition for control of a **City** as a result of the **Brew Beer** phase. Challenging a player to a Brewfest does not cost Money. Any number of players may participate.

STEPS TO A BREWFEST

1. Each participating player may select up to three **Ingredient Cards** from her hand. Cards should be kept hidden.
2. Each participating player selects one **Ingredient Card** from one opponent of her choice and places it on the Ingredient discard pile.
3. All players reveal remaining Ingredient cards entered and values are summed.

The player with the highest total value is the winner of the **Brewfest** and takes control or retains control of the contested City.

If there is a tie, the winner is the player defending the city.

All remaining Ingredients used in the **Brewfest Scoring** are returned to their owners.

TIP: Ingredient Cards are the key resource used to win a Brewfest. Make sure to manage your Ingredient resources wisely to ensure you are able to win a critical Brewfest.

BREWFEST – SPECIFIC DETAILS

If a player does not enter Ingredients in attempt to win the Brewfest, then she may not discard an Ingredient from her opponent.

If there are multiple Brewfests, they are resolved in clockwise order starting with the first participating player to the left of the dealer. If the first participating player is involved in multiple Brewfests, then she chooses which to resolve first.

BREWFEST CLEAN UP

After the **Brewfest**, all **Market Demand** on that city should be divided into equal piles, one for each player in the Brewfest. Any remainder is distributed to the winner's pile.

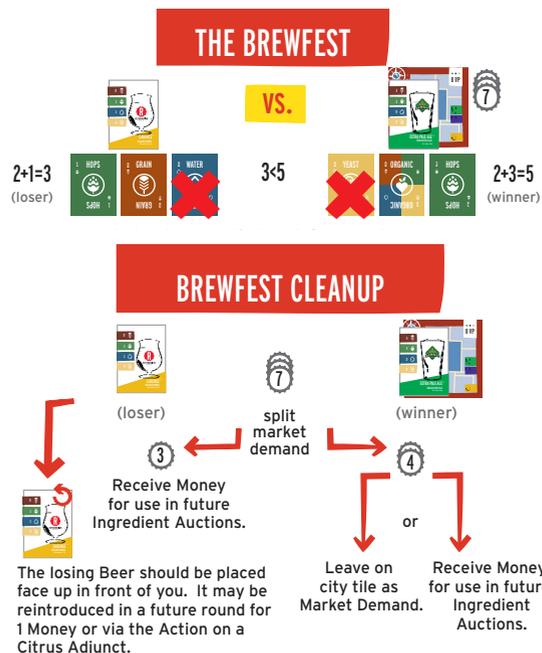
The Winner of the **Brewfest** can perform any combination of:

1. Receive her pile of **Market Demand** as Money to use in future **Ingredient Auctions**.
2. Leave her pile of **Market Demand** on her controlled **City** hoping to maximize points from it at the end of the game.

Losers of the **Brewfest** receive their pile as Money to be used in a future Ingredient Auction.

Losers keep their brewed **Beer Card** which should be placed on the table in front of them. The Beer Card may be reintroduced to the market in a future round by paying 1 Money to the Bottle Cap Bag, or by performing the Action on the Citrus Adjunct.

After all **Brewfests** have been resolved or if there were no Brewfests, proceed to the **Accounting** phase.



ACCOUNTING

During the **Accounting** phase, all players that control a **City** may perform one of the following Accounting Actions on each City.

TAKE PROFITS

If the City contains Market Demand, remove 1 Market Demand from the City and add it to your Money.

REINVEST MONEY

Spend 1 Money and place it as 1 Market Demand on the City.

If you are not playing the Advanced Rule Set, skip the rest of Pg 14-15. Return to the Ingredient Auction Phase unless the game is over.

ACCOUNTING – ADV RULES

ACTIVE CITY BONUSES

There are four types of **City Bonuses**, two of which need upkeep every round during the Accounting phase when they are active.

A **City Bonus** is active if a **Beer Card** with a **Popular Beer Style** controls the **City**. After players have performed Accounting Actions, check to see if any **City Bonuses** are active and require City Bonus upkeep. If so, perform the necessary upkeep.

After the Accounting phase is over, proceed back to the Ingredient Auction Phase unless the game is over.

NON-UPKEEP CITY BONUSES

The **Victory Point** and **Market Demand Multiplier** City Bonuses are counted only when tallying final Victory Points at the end of the game.

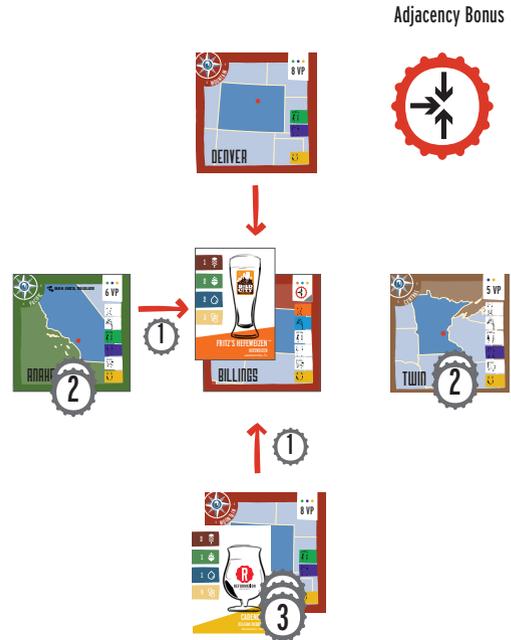
The **Victory Point Bonus** adds bonus VP's to the City owner's score.

The **Market Demand Multiplier** adds bonus VP's to the City owner's score equal to a multiple of the Market Demand on the City.

Example: Victory Point Bonus → **8 VP**
 Market Demand Multiplier → **2x or 3x**

UPKEEP CITY BONUS EXAMPLES

Billings has an active **Adjacency Bonus**. During the **Accounting** phase, Billings will “steal” 1 **Market Demand** from adjacent cities that its arrows point from.



Fort Collins has an active **Profit Bonus**. During the **Accounting** phase, the player profits 1 Money (from the Bottle Cap Bag). This is in addition to a player's earlier choice to Take Profits or Reinvest Money.



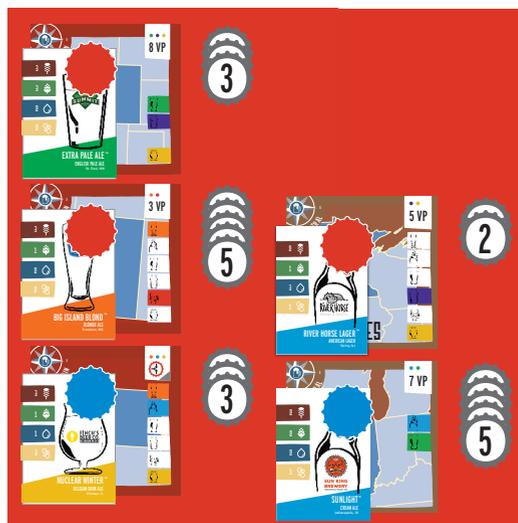
The effects from an active **Profit Bonus** or **Adjacency Bonus** should be still be carried out in the final round of the game before tallying final Victory Points. These bonuses do not provide any other end game scoring benefits.

REGIONS

There are four **Regions** that a player may control: **Pacific, Mountain, Central, Atlantic.**

The player with the most controlled **Cities** in a **Region** controls the Region. This is resolved at the end of the game and the Region is worth VP's equal to the total amount of **Market Demand** on that Region at the end of the game. All City Market Demand will still be scored individually for each City.

A tie for **Region** control of **Cities** in a region results in zero Region VP's.



2 > 1 RED wins 11 VP

1 = 1 No one wins 7 VP

MONEY FAQs

HOW TO GET MORE MONEY:

1. Control a **City** that contains Market Demand during the **Accounting** phase. As your Accounting Action, choose to remove 1 Market Demand from the City as your profit.
2. Control a **City** with an active **Profit Bonus** during the Accounting phase. Receive 1 Money as profit from this City from the Bottle Caps bag. (Advanced Rules) 
3. Participate in a **Brewfest** in a City that contains **Market Demand**. In the cleanup phase, the Brewfest winner may choose to convert their equal pile of Market Demand to Money. The Loser always receives their equal pile of Market Demand as Money.

GAME END

The end of the game is triggered when the first player brews her 3rd beer. The game ends by finishing the current round, playing one more round, and tallying final **Victory Points**.

At the end of the game, a players total score can be calculated by summing up the following.

For controlling a **Region**, VP's equal to the total **Market Demand** found in the Region.

For controlling a **City**, VP's equal to the **Market Demand** on the city. If the **City Bonus** is active, add VP's according to the City Bonus Scoring instructions below.

CITY SCORING		
	bonus icon	
		
end of game	8 VP	3 VP +8 VP = 11 VP
	2x	3 VP +3 VP x 2 = 9 VP
	3x	3 VP +3 VP x 3 = 12 VP

For each of her brewed **Beer Cards**, 5 VP.

For each of her unspent Money, 1 VP.

The winner is the player with the most total Victory Points.

Don't forget to gloat a little and tag a picture of your friends and the **#BREWMASTER Card** on your favorite Social Media site.

Thanks for playing!



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Translations are located at
www.brewinusa.com/rules

If you are a Brewery and want
to be included in a future version,
please reach out to brewinusa@gmail.com