

Six Sided Stout

Version 1.0
By Patrick Brophy

Introduction

You are a home brewer, preparing for the local home brew contest! Having decided to make your favourite type of beer, stout, you'll spend up to 10 days, visiting the market, trying to find the best ingredients you can to make your the best beer you can. But you'll never know how much will be available, as all the local brewers scramble for ingredients. You have some help, but will it be enough?

What Your Need

- 1 x Copy of these rules
- 1 x Copy of the printable game board
- 1 x Pencil
- 8-10 x Six sided dice

Turn Sequence

Each turn you will go to the market or roast. Then allocate the ingredients you get.

Market

There are 10 days before the competition. Each day you can go to the market or roast the malt you already have. If you choose to go to the market, you must decide which ingredient you want to buy before rolling the dice: malt, hops or yeast. You must decide what you want before you roll the dice. You do this by filling in the square of the corresponding market day on the Market Days section of the board. For example, if on day 1 you wish to buy Malt, you must write Malt (or M or something similarly unique) in the day 1 box.

After you decide what you wish to buy, you roll two six sided dice to see how much of that ingredient you were able to buy. To determine how many units of each ingredient you bought, roll the two six sided dice and do the following:

- **Malt:** Sum of the two dice, e.g. you roll a 2 and a 4. You receive 6 malt.

- **Hops:** Sum of the two dice, divided by 2, rounded down, to a minimum of 1 e.g. you roll a 3 and a 5. Added together you get 8, divided by 2, means you receive 4 hops.
- **Yeast:** Sum of the two dice, divided by 3, rounded down, to a minimum of 1 e.g. you roll a 4 and a 4. Added together you get 8, divided by 3, rounded down, means you receive 2 yeast.

If you got Malt at the market, place the two dice, showing how much malt you got, in the Pale Malt box on the board. Malt can be stored from round to round and roasted to increase the depth of flavour. Other ingredients must be allocated immediately (see Allocate Ingredients section). Due to the shortage of ingredients caused by the upcoming home brew contest, stocks of all ingredients are low and unpredictable. In gameplay terms, this means you cannot buy the same ingredient two days in a row.

Assistants

You have 4 assistants available to you; Malt Expert, Hops Importer, Scientist and Master Brewer. You may decide to use one of these during any given Market Day. Each assistant can only be used once per game. If choose to use an assistant, you may use their ability immediately during this market phase. You may only use the relevant assistant if you are looking to buy that ingredient on that day, i.e. you may only use the Malt Expert when you're at the market looking to buy malt. When you have used an assistant, shade in their portrait with your pencil to indicate you cannot use this assistant again.

Roast

Roasting is an action you can choose to do instead of going to the Market. If you decide to Roast, please note this on the matching day box on the board. You may roast two days in a row.

When you roast, choose two dice stored from one Malt section of the board and move them to the next section. For example, if you have 4 dice in the Pale Malt section, you would choose 2 of these dice and move them to the

Caramel Malt section of the board. If you have any dice in the Chocolate Malt section and choose to roast it, this Malt is burned beyond use, and is discarded.

The more you roast Malt, the deeper its flavour becomes, and the better your stout will be able to make. In game terms, this means the more you Roast your Malt, the higher your score will be.

Allocate Ingredients

Hops and yeast must be allocated on the turn you receive them. You may choose to add any Malt you have at this step, but you don't have to. Once you have determined how many of each ingredient you get, you now must allocate them to the beer you are brewing.

1 unit of ingredients means you fill in one box on the beer grid with a symbol or initial representing that ingredient. Each additional ingredient of the same type placed in this turn must touch any previously placed ingredients of that type. For example, you're placing three hops. The second piece of hops you place must touch the first piece. The third piece of hops must touch the first or second piece of hops you placed.

Additional ingredients placed in future turns must touch existing ingredients, but don't have to touch ingredients of the same type. For example, on day 8, Mary is allocating ingredients. She already has Caramel Malt, Yeast and Hops on her recipe board. If she decides to place yeast this turn, she can choose to place it anywhere: beside existing yeast, beside hops or beside the Caramel Malt. Yeast is a very special ingredient. In addition to the placement rules above, it must touch the water in the middle of the recipe board, or touch another piece of yeast that is touching the water.

For the purposes of allocating ingredients, touching means the ingredients share a long side. If two ingredients corners are in contact, this does not count as touching.

End of Game

The game ends after 10 days or when you decide to stop. At the end of day 10, you go to the local brewing contest and the judges sample your beer. They will score your beer as follows:

- **Pale Malt:** Each piece of Pale Malt scores you 1 point.
- **Caramel Malt:** Each piece of Caramel Malt scores you 2 points.
- **Chocolate Malt:** Each piece of Chocolate Malt scores you 5 points.
- **Hops:** Hops score 3 points for each Pale Malt they touch, 2 points for each Caramel Malt they touch, 1 point for each Chocolate Malt they touch. For example, you have 3 hops, touching a combined 8 Pale Malt. This will score you 24 points.
- **Yeast:** Each piece of yeast scores the same points for each individual piece of Malt it touches (i.e. Pale Malt = 1 point, Caramel Malt 2 points, Chocolate Malt = 5 points), multiplied by the number of sides touching water. For example, one piece of yeast is touching water on 2 sides, and is also touching 2 Caramel Malt. It will score 2 (sides touching water) x 4 (points scored by 2 caramel malt) = 8 points.
- Beer has three essential ingredients: Malt, Hops and Yeast. If you are missing any of these, you have not made beer and your total score will be 0.

Add all of these score together to get your final score.



**Crafty Players
Productions**



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Attributions:

Dice Icon: <http://www.flaticon.com/packs/casino-13>

Barrel, Wheat & Hops Icons: <http://www.flaticon.com/packs/oktoberfest>

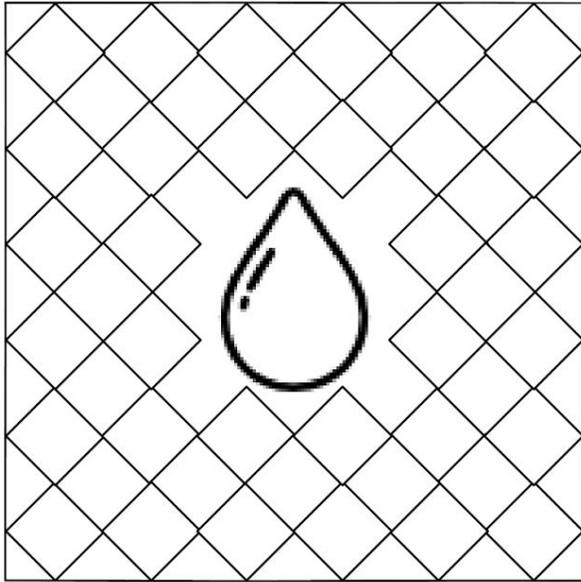
Yeast Icon: <http://www.flaticon.com/packs/virus-collection>

Beer Glass Icons: <http://www.flaticon.com/packs/bar-glasses-and-bottles>

People Icons: <http://www.flaticon.com/packs/multimedia-collection>

Water Icon: <http://www.flaticon.com/packs/for-your-interface-2>

Roaster Icon: <http://www.flaticon.com/packs/restaurant-elements-2>



Rooster

PALE MALT	x 2	CARAMEL MALT	x 2	CHOCOLATE MALT
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Assistants

Malt Expert When rolling for Malt, roll 3 dice, pick 2	Scientist When rolling for Yeast, roll 3 dice, pick 2
Hops Importer When rolling for Hops, roll 3 dice, pick 2	Master Brewer When rolling for any ingredient, roll 3 dice, pick 2

Market

	$(\text{dice icon}) \div 2$	$(\text{dice icon}) \div 3$
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Market Days

Day 1 Day 2 Day 3 Day 4 Day 5 Day 6 Day 7 Day 8 Day 9 Day 10

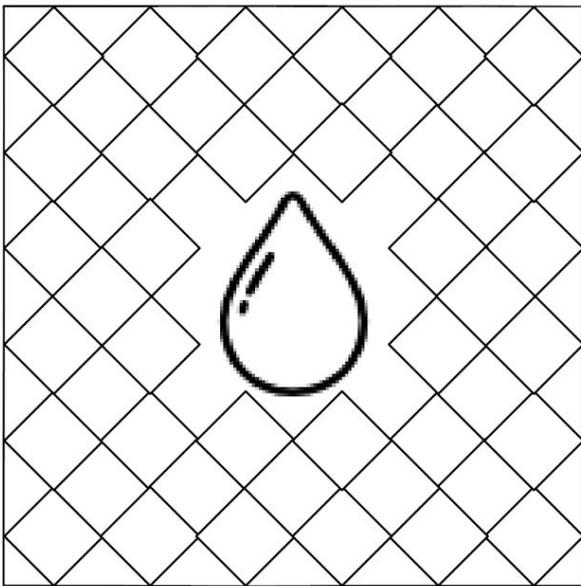
SCORING

Pale Malt = 1 point each
Carmel Malt = 2 points each
Chocolate Malt = 5 points each

Hops score 3 points for each Pale Malt they touch, 2 points for each Carmel Malt they touch, 1 point for each Chocolate Malt they touch.

Each piece of yeast scores the same points for each individual piece of Malt it touches, multiplied by the number of sides touching water.

FINAL SCORE



Rooster

PALE MALT	x 2	CARAMEL MALT	x 2	CHOCOLATE MALT
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Assistants

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Hops Importer When rolling for Hops, roll 3 dice, pick 2	Master Brewer When rolling for any ingredient, roll 3 dice, pick 2

Market

	$(\text{dice icon}) \div 2$	$(\text{dice icon}) \div 3$
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Market Days

Day 1 Day 2 Day 3 Day 4 Day 5 Day 6 Day 7 Day 8 Day 9 Day 10

SCORING

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FINAL SCORE

