



Heaven & Ale (2017)

2-4 Players

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Duration: 3-6 rounds. 60 - 90 minutes.



Board Setup

- Sort the **resource tiles** and place face-down in 2 piles ["I" & "II"]. Place 1 tile from "I" stack on each of the 15 **resource spaces** on the main board.
- Place the **shed tiles** in 5 stacks by the board sorted by type
- Sort the 24 **monk tiles** by their back ["I" & "II"] then shuffle each. Place a stack of 4 I-monk tiles on each of the board spaces showing I. **2p**: return all II-monk tiles to box. **3p**: place a stack of 4 II-monk tiles face-down on leftmost II space – rest to box. **4p**: place stacks of 4 II-monk tiles face-down on each II space.
- Take the leftmost stack of **monk tiles** and place 1 each of the 4 **monk spaces** on the board
- Place 1 **scoring disc** from the reserve on each of the 6 **scoring disc spaces**
- Take 12 **small barrels** and place 1 face-up on each **barrel space** , with a **large barrel** of matching type face-up on top of it

Player Setup

- Each player takes a **player board**, 5 **privilege cards** , 1 **player figure** , 25 **ducats** , a **brewmaster** , and 1 of each of the 5 **resource markers** . Place brewmaster and resource markers on starting spots on left column of player board.
- Pick start player, place their player figure on the 1st player space in the starting area. Counterclockwise, each other player places on a starting space and takes an **immediate reward**.
- If a resource marker reaches the 20-production spot, it can't move further. Take \$1 from reserve instead.

End Game & Scoring

- The game ends after a number of rounds [**2p**: 3 rounds **3p**: 4 rounds **4p**: 6 rounds] after the last player has moved to start area and taken reward [if any]
- Determine **resource exchange rate** and **VP value** based on **brewmaster** position
- Apply your exchange rate to move furthest behind resources forward until they cannot be moved further
- Then for every **10 ducats** move 1 resource 1 step forward
- Multiply the spot # of the furthest behind resource marker by the **VP value** of your brewmaster
- +4 VP** for every large barrel, **+2VP** for every small barrel [*barrel privilege card = **+1 VP** for each]
- +1 VP** if your player figure is on the 1st player starting space
- Most VP wins. Tie: no tiebreaker



Choose a resource colour. Count how many resource tiles of that colour you have placed on your player board (ignoring fertility numbers). Move your resource marker of that colour **that many steps** forward on your production track.

Count how many scoring discs you have on your tile scoring spots. Then move the resource marker that is **furthest behind** on your production track that many steps forward. (If more than one resource marker are furthest behind, choose one of them to move the entire amount forward.)

The **barrel privilege card**: At the **end of the game**, receive 1 additional victory point for each barrel (small or large) that you own.

Take 12 ducats from the reserve immediately.

Move your **brewmaster 5 steps** forward on the production track immediately.

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Game Play

- Start player begins, play clockwise. **2p**: 3 rounds **3p**: 4 rounds **4p**: 6 rounds
- On your turn, move figure clockwise any # of spaces [stop at starting area] & take action. Players can share space. You **cannot** move to a space where you are unable to perform the action.
- If your figure enters the **starting area**, place it on any empty space there & gain the immediate reward. You are skipped for rest of round. When all players enter starting area, round ends. If all other players are in starting area and 1st player space is still open, last player must take it.
- **Resource Spaces** : must buy at least 1 **resource tile** on space. To place on **shady side**, pay \$ shown on tile and place on empty shady spot. To place on **sunny side**, pay 2x \$ shown on tile and place on empty sunny spot. Resource tile may never be placed on shed spots . If placing tile results in shed spot being enclosed, carry out **shed tile procedure** immediately.
- **Monk Spaces** : must buy at least 1 **monk tile** on space. To place on **shady side**, pay \$ shown on monk space and place on empty shady spot. To place on **sunny side**, pay 2x \$ shown on monk space and place on empty sunny spot. Monk tile may never be placed on shed spots . If placing tile results in shed spot being enclosed, carry out **shed tile procedure** immediately.
- **Scoring disc spaces** : take disc from space & place on an empty scoring spot on player board
- If you take from **space A** , place disc on **x-tile scoring spot**, pick a # and activate all resource tiles with that #, gaining activation bonus for each. Activating resource tiles on the **shady side** give \$ = tile #. Resources on **sunny side** moves marker of same color forward # steps = tile #.
- If you take from **space B** , place disc on empty **monk scoring spot** on player board. For that type of monk, activate all adjacent resource tiles [tile can be activated multiple times] taking rewards. If another monk tile is activated, move your **brewmaster** 1 step forward [regardless of sunny/shady side]. The activated monk does **not** activate all tiles surrounding it.
- If you take from **space C** , place disc on empty **resource tile scoring spot** & activate all resources of that type on player board, taking rewards
- If you take from **space A/B/C** , place disc on **any tile scoring spot**, activate tiles & take rewards
- **Barrel spaces** : take all remaining barrels whose goals you have achieved. Take large barrels [4 VP] before small [2 VP] – each player can only have 1 of each type.
- **Shed Tile Procedure**: sum # on tiles surrounding shed spot [monk tile = 0]. Move **brewmaster**, then rotate and place tile shown on reward table on **shed space**. *Activate* adjacent tiles as indicated on shed tile [do **not** trigger monk tiles].
- **Privilege pair**: when you complete a scoring pair on player board, can place a privilege card next to it & take immediate reward. If you don't place card at this time, you may **not** place one there later. At any point in your turn, you can return an unplaced privilege card  to the game box for \$3.
- **End of round**: take next pile of **monk tiles** from center and add 1 face-up to each monk space. Add 1 **resource tile** from reserve face-up to each resource space [use II when I runs out]. Refill scoring disc spaces with 1 scoring disc. **2p/3p**: put 2nd scoring disc on B & C spaces. **3p**: put 2nd disc on 1st A/B/C disc space.
- Player with figure on 1st player spot begins next round, play proceeds clockwise