



MICROBREWIN'

Brew Your Way to Fame & Recognition

A light/medium-weight strategy game for 2-5 players that plays in 45-75 minutes.

Designed by Brad Musil

COMPONENTS

- ❖ *Base Game:* 1 Game Board, 2 Calendar Markers (1 Year and 1 Season), 5 Brewery Boards (1 each of 5 colors), 20 Player Tokens (4 each of 5 colors), 1 First Player Pawn, 40 Festival Cards, 9 Upgrade Cards, 30 Research Cards, 200 Ingredient Cards, 15 Essential Ingredient Tokens & 35 Competition Cards
- ❖ *Optional:* 3 Industry Icon Upgrade Cards & 3 Guru Research Cards

OVERVIEW

Are you ready to brew your way to fame and recognition? In *Microbrewin'*, you vie for fame in the brewing industry, aspiring to gain local, regional, national and, if you're truly legendary, world-wide recognition. You do this primarily by brewing high-quality beers, which will require you to acquire ingredients from a limited supply market. This market offers 4 essential ingredients (water, hops, malted grain and yeast), in addition to a variety of adjuncts and special ingredients to help enhance the flavor of your beers (e.g. coffee, chocolate and corn). Additionally, you might consider improving your brewery's equipment—doing so will improve the quality of all your beers. Don't forget to factor in advertising, contests, festivals and research opportunities! Thanks to the wide variety of ingredients for brewing beers and the various avenues available for earning fame and recognition, it's unlikely that you will ever brew the same beer twice or that two games of *Microbrewin'* will ever feel the same!

GAME SETUP

1. Place the game board in a central location, convenient for all players. Players should sit (or stand...or hover) around the game board.

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2. Take the 2 Calendar markers and place the 1 labeled with a “Y” on the Year 1 space of the Year tracker, which is located on the Calendar space of the game board; place the 1 labeled with an “S” on the Spring space of the adjacent Season tracker.
3. Each player receives 1 Brewery board and 4 Player tokens of the same color. Players should set their Brewery boards in front of them, along with 2 of their Player tokens. Place 1 Player token for each player on the 0 space of the Fame tracker on the game board; place the other Player token for each player on the 0 (Local) space of the adjacent Recognition tracker.
4. Determine a First Player by an agreed upon method and give that player the First Player pawn.
5. Shuffle the Festival cards and form a facedown deck on the appropriate space of the Attend Festival Action space on the game board.
6. Shuffle the Upgrade cards (including the 3 optional Industry Icon cards, if desired) and place 1 card face-up on the appropriate space of the Acquire Upgrade Action space on the game board. Place the remaining Upgrade cards facedown to form a draw deck on the appropriate space.
7. Shuffle the Research cards (including the 3 optional Guru cards, if desired) and place 1 card face-up on each of the appropriate spaces of the Research Action space on the game board (3 total cards are placed face-up). Place the remaining Research cards facedown to form a draw deck on the appropriate space.
8. Shuffle the Ingredient cards and place 1 card face-up on each of the appropriate spaces of the Acquire Ingredient Action space on the game board (7 total cards are placed face-up). Place the remaining Ingredient cards facedown to form a draw deck on the appropriate space. Given the size of the deck, you may wish to randomly remove half of the deck and place it back in the box—it is unlikely that you will need these cards and you can always take them as needed.
9. Place a number of Essential Ingredient tokens on the appropriate space of the Acquire Ingredient Action space on the game board—this number is equal to 3 times the number of people playing (e.g. 12 tokens are used in a 4-player game). Place any remaining tokens back in the box—they will not be used.
10. Shuffle the Competition cards and place 1 card face-up on the appropriate space of the Enter Competition Action space on the game board (this card indicates the Competition for the first round). Place the remaining Competition cards facedown as a draw deck on the appropriate space.

You are now ready to begin the game!

GAMEPLAY AND ROUND SUMMARY

A game spans the course of 4 Years and each Year consists of 4 Seasons; each Season is essentially a round. A Yearly Scoring occurs at the conclusion of each Year (i.e. after every 4 rounds), and the game ends with a final End-of-game Scoring after the fourth Year (i.e. after 16 rounds). The winner is the player who earned the most Fame. If there is a tie for most Fame, the tied player who brewed the best beer is the winner; if there is still a tie, the tied player who is highest in the Resolution Order wins. There are 3 Phases in each Round, which occur in the following order: 1) Action Selection, 2) Action Resolution & 3) Bookkeeping.

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1-Action Selection

Each round begins with players taking turns placing their 2 Player tokens on Action spaces (they must place both tokens). Beginning with the First Player and proceeding clockwise, players place their first Player token one-at-a-time. Then, beginning with the First Player and proceeding clockwise, they do the same thing with their second Player token. There are 8 Actions available, and these are explained in detail in the “Actions” section of these rules. The Rest Action can only be selected once, but otherwise a player may select any Action, regardless of other Player tokens allocated to it, including his/her own—i.e. a player may select the same Action twice. For a number of reasons, it may turn out that a player is unable to resolve an Action s/he selected during this phase

2-Action Resolution

Once all players have selected 2 Actions with their Player tokens, Actions are resolved in their numerical order, beginning with 1 (Rest) and ending with 8 (Enter Competition), unless a Joker Festival card has been played, in which case this order is reversed. Players retrieve their Player tokens from Action spaces after resolving Actions, and each Action space is completely resolved before moving on to the next Action space. If no one selects an Action, that Action is simply skipped during the Action Resolution phase. If a player cannot resolve the Action associated with 1 of his/her Player tokens for any reason (e.g. no eligible beer for the Competition, not enough Ingredients to brew a beer, etc.), the player simply retrieves the token when it is his/her turn.

Many Actions require players to follow a **Resolution Order** to resolve them. The Resolution Order is determined by 2 things: 1) Connection Festival cards & 2) the First Player pawn. The player with the most Connection Festival cards is first in the Resolution Order (regardless of who possesses the First Player pawn); the player with the second most cards is second, and so on. If players have the same number of Connection Festival cards, then the player who possesses the First Player pawn, or whoever is sitting closest in a clockwise direction to the player possessing the pawn, is placed higher in the Resolution Order. Everyone in the Resolution Order resolves their first Player token before any players with 2 Player tokens resolve their second (also following the Resolution Order). For example, Billy Boozer is highest in the Resolution Order and has 2 Player tokens on the Acquire Ingredient Action space—he still only takes 1 Ingredient card before others with tokens on the Action space take theirs (he would then take his second card before any others with 2 tokens there).

3-Bookkeeping

End each round by conducting any necessary Scorings (see Yearly Scoring and End-of-game Scoring) and preparing for the next round. To prepare for the next round, first adjust the Calendar by advancing the Season marker 1 season. The order of Seasons is: Spring, Summer, Fall, & Winter. The Season marker is placed on Spring when advancing the marker from Winter after Yearly Scoring, and, in this case, the Year marker is also advanced 1 Year. After the completion of Year 4, the game ends, in which case you do not move the Calendar markers or perform the rest of the Bookkeeping steps below.

Next, fill any uncovered face-up Ingredient, Upgrade and Research card spaces on the game board (these are *not* immediately filled when cards are taken during the Action Resolution

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phase). Finally, turn over a new Competition card (you will place it on top of previous Competition cards that were not earned by players in previous rounds), which indicates the Competition players may enter during the following round.

ACTIONS

Players first select Actions using their 2 Player tokens in the Action Selection phase, then Actions are carried out in order during the Action Resolution phase (see Gameplay and Round Summary). The following are detailed descriptions of what happens when each Action is resolved during the Action Resolution phase.

1-Rest [1 player]

Take the First Player pawn and go first next round. Only 1 player may select this Action during the Action Selection phase—hence, once someone has selected this Action no one else can do so.

2-Advertise [Resolved Simultaneously]

Earn 5 Fame, and immediately adjust your Fame and Recognition accordingly.

3-Attend Festival [Resolution Order]

Draw a Festival card. Festival cards are available as soon as they are acquired (i.e. you do not need to wait until the next round to play them), and there is no limit to how many Festival cards you can have or how many you can play, although each card can only be played at the time indicated on it. With the exception of Connection cards, which are immediately placed face-up in front of you, Festival cards are kept secret until played, at which point they are discarded face-up on the appropriate space of the Attend Festival Action space of the game board. Please see the Appendices for more Festival card details.

4-Acquire Upgrade [Resolution Order]

Take the face-up Upgrade card (if available) or draw the top card from the facedown deck. Upgrade cards are limited—i.e. none are available once they have all been taken. Place the Upgrade card taken on the appropriate space of your Brewery board. There are 3 Upgrade areas (Staff, Equipment and Marketing) and you can upgrade each Upgrade area up to 3 times. Upgrades increase the value of all your brewed beers. A level 1 Upgrade (i.e. 1 of a particular kind of Upgrade, such as “Staff”) yields +1 value to all brewed beers, level 2 (i.e. 2 of a particular kind of Upgrade) yields +3 value to all brewed beers, and level 3 (i.e. 3 of a particular kind of Upgrade) yields +6 value to all brewed beers. There is no limit to how many Upgrade cards you can have, and it is possible to enhance the values of all your brewed beers up to +18 via Upgrades.

OPTIONAL: You may include the 3 Industry Icon Upgrade cards with the Upgrade cards included in the base game, in which case you should shuffle them in with the other Upgrade cards during Game Setup. These cards act as wild cards—i.e. when a player acquires an Industry Icon, the player may choose which kind of Upgrade to count the Industry Icon as. The player must immediately choose the kind of Upgrade and place the Industry Icon card on that space of his/her Brewery board. Once placed, the Industry Icon card cannot be moved, and a player can only reach level 3 on each Upgrade, even if the player has more than 3 Upgrade cards on an Upgrade space of his/her Brewery board.

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5-Research [Resolution Order]

Take a face-up Research card (if available) or draw the top card from the facedown deck. Research cards are limited—i.e. none are available once they have all been taken. Immediately place the Research card taken face-up in front of you next to your Brewery board. There are 6 areas of Research (and 5 Research cards per area): 1) Malting, 2) Mashing, 3) Fermenting, 4) Conditioning, 5) Filtrating and 6) Packaging. There is no limit to how many Research cards you can have, and you earn Fame for Research during the End-of-game Scoring (see End-of-game Scoring).

OPTIONAL: You may include the 3 Guru Research cards with the Research cards included in the base game, in which case you should shuffle them in with the other Research cards during Game Setup. These cards act as wild cards—i.e. a player may choose 1 area of Research to count each Guru as during End-of-game Scoring.

6-Acquire Ingredient [Resolution Order]

Take a face-up Ingredient card (if available), or draw the top card from the facedown deck. Alternatively, you may take an Essential Ingredient token if you have less than 3 (you may never have more than 3 of these tokens). Once acquired, Ingredient cards are kept secret until played via the Brew Action; Essential Ingredient tokens are placed near your Brewery board until needed. There is no limit to how many Ingredient cards you can have in hand. Please see the Appendices for more Ingredient card details.

7-Brew [Resolution Order]

This is what it's all about: brew a beer! You can brew up to 3 beers (1 per Tap on your Brewery board); you receive Fame for your highest quality beer during Yearly Scoring, and for your second and third beers during End-of-game Scoring. A **beer's quality** is equal to the sum of the values indicated at the bottom of the Ingredient cards comprising it (including the Water bonus, if applicable), plus any additional value received from brewery Upgrades or Brew Master Festival cards.

The Brew Action allows you to access 1 Tap on your Brewery board, permitting you to either 1) brew a new beer or 2) alter a preexisting beer. When accessing a Tap, you can play Ingredient cards from your hand and/or take cards back into your hand (when altering a preexisting beer), so long as the beer you have on that Tap when finished adheres to the following **3 brewing rules**:

1. Every beer must have 1—and only 1—of each of the following: Water, Malted Grain & Yeast
2. Every beer must have at least 1 Hops (it can have more)
3. No beer may have more than 8 total Ingredients

Thus, 4 Essential Ingredients will be present in every beer on a Tap: Water, Malted Grain, Yeast and Hops. Additional Hops, as well as any combination of Special and Adjunct Ingredients, can be added, but only up to 8 total Ingredients. Most Water cards offer a **Water bonus** condition—if the beer the Water is part of satisfies the bonus condition indicated, a player earns the bonus Fame indicated on the Water card.

When brewing a new beer, you simply take Ingredient cards from your hand and place them face-up on a Tap space of your Brewery board; the cards are designed so that you can

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stack them in order to save space, leaving only a small area on each card visible to see its value.

Sometimes you might not be able to find an Essential Ingredient card that you need to get your beer on tap—this is when **Essential Ingredient tokens** are handy. These tokens can be collected when resolving the Acquire Ingredient Action, but you may never collect more than 3. When accessing a Tap, you may use 1 token as a substitute for any 1 Essential Ingredient card for that Tap's beer (only 1 can be used per beer brewed)—i.e. a token allows you to brew a beer when you're missing 1 Essential Ingredient card (e.g. Malted Grain). Simply place the token on the Ingredient cards for that Tap to indicate that it is part of the beer. These tokens have a value of 0 during Yearly Scoring and End-of-game Scoring (though beers with these tokens still earn Fame), and beers with tokens do *not* qualify for Competitions (i.e. Action 8). If you remove a token from a beer (e.g. when you access a Tap to upgrade to an Essential Ingredient card), you retain it, placing it near your Brewery board; you may use this token again later, for any Essential Ingredient card on any Tap.

8-Enter Competition [Resolved Simultaneously]

The current Competition takes place. Players with Player tokens on the Enter Competition space and who have eligible beers may participate, and the same player may place 2 Player tokens to submit 2 beers (some Competitions award Fame for 1st and 2nd). For a beer to be eligible for a Competition, it must 1) not have an Essential Ingredient token on it and 2) satisfy requirements stated on the Competition card. All eligible beers that are submitted to the Competition are compared, and the player submitting the highest quality beer is awarded 1st place and immediately earns 10 Fame. If a card indicates that 2nd place is awarded, the player submitting the second-highest quality beer earns 8 Fame. Some cards stipulate other winning conditions, such as having the most Research cards (please see the Appendices for more Competition card details). All ties are broken by Resolution Order. The winner of a Competition gets to take the Competition card and place it facedown in front of him/her, so that the Trophy image is showing (2nd place just gets Fame). Players can also earn Fame for their Competition Trophies during the End-of-game Scoring (see End-of-game Scoring).

YEARLY SCORING

There are 4 Yearly Scoring periods, which take place at the end of each Year (i.e. after the winter Season is completed). Players earn Fame during these Yearly Scoring periods and will need to adjust their tokens on the Fame and Recognition tracks accordingly. Whenever a player has reached the 99 space on the Fame tracker and needs to increase his/her fame, the player moves his/her Player token on the Recognition tracker to the next appropriate space (e.g. move the token from the 100 (Regional) space to the 200 (National) space) and then moves his/her Player token on the Fame tracker back to the 0 space.

There are 3 phases in a Yearly Scoring period, which are executed in order: 1) Best Beer, 2) Awards and 3) Recognition.

1-Best Beer

First, each player earns Fame for his/her "Best Beer." The Fame earned is equal to his/her highest quality beer brewed, if any. A beer's quality is equal to the sum of the values

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indicated at the bottom of the Ingredient cards comprising it (including the Water bonus, if applicable), plus any additional value received from brewery Upgrades or Brew Master Festival cards.

2-Awards

Next, 5 Awards, which yield Fame to the players winning them, are handed out for the highest quality brewed beers in their respective categories, as follows:

<i>AWARD</i>	<i>REQUIREMENTS</i>	<i>FAME</i>
<i>Best Lager</i>	Bottom-cropping Yeast	5
<i>Best Ale</i>	Top-cropping Yeast	5
<i>Best Light Beer</i>	17 SRM Malted Grain or under	5
<i>Best Dark Beer</i>	20 SRM Malted Grain or over	5
<i>Best Overall Beer</i>	None	10

All brewed beers are eligible for all awards, and the same beer may win multiple Awards (perhaps over multiple Years). No Award is given in the event of a tie.

3-Recognition

Finally, players earn Fame for their current Recognition status, as follows:

<i>RECOGNITION STATUS</i>	<i>FAME</i>
<i>Regional</i>	5
<i>National</i>	10
<i>Global</i>	15

END-OF-GAME SCORING

After the Yearly Scoring for Year 4 has taken place, a final End-of-game Scoring occurs. There are 4 phases during this scoring: 1) Other Beers, 2) Research, 3) Connoisseurs and 4) End-of-game Awards.

1-Other Beers

Each player earns Fame for all of his/her other brewed beers (i.e. *not* his/her Best Beer). The Fame earned for each beer is equivalent to the quality of each beer.

2-Research

Players earn Fame for the Research cards they have accumulated throughout the game, as follows:

<i>Fame Points Earned by Research</i>			
<i>Same Research Phase</i>		<i>Different Research Phases</i>	
<i>Number of Cards with the Same Kind of Research Phase</i>	<i>Fame Points Earned</i>	<i>Different Kinds of Research Phases</i>	<i>Fame Points Earned</i>
3	20	4	20
4	30	5	30
5	40	6	40

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3-Connoisseurs

At this point, all Connoisseur Festival cards are revealed, if any, and players earn 15 Fame for each card they reveal.

4-End-of-game Awards

Finally, 2 additional Awards are handed out, as follows:

<i>AWARD</i>	<i>REQUIREMENTS</i>	<i>FAME</i>
<i>Most Learned</i>	Most Research Cards	15
<i>Most Renowned</i>	Most Competition Trophies	15

No Award is given in the event of a tie.

TIPS

- ✓ The limited availability of ingredients available at any one time, coupled with competition for the better ones among them (all Ingredients come in varying qualities, and the premium Ingredients are especially sought after), will force you to make tactical adjustments as the game progresses. Face it: you won't always be able to get those premium Hops!
- ✓ One of the major strategic elements you will need to consider is whether to invest in several quick-to-brew beers that yield less Fame individually or fewer quality beers that takes longer to brew but garner significantly more Fame. Both routes can afford victory—i.e. it is possible to win having only brewed 1 quality beer or having brewed 3 mediocre beers (or something in between).
- ✓ Another related choice you face early in the game is whether to race to get a (usually low-quality) beer brewed by the end of Year 1, or work, instead, toward higher quality beers that you won't be able to brew until later Years. Brewing a beer during Year 1 is enticing, insofar as you usually face less competition for Awards and start earning Fame for your Best Beer sooner, but it can be difficult to get a beer brewed by the end of Year 1 (also, watch out for Jokers!).
- ✓ While the Joker Festival card is the most context-dependent Festival card (and might be considered the weakest because of this), it can prove to be very powerful under the right circumstances. For example, play this card when an opponent has placed his/her 2 Player tokens on the Acquire Ingredients and Brew Actions (1 token on each) and you suspect 1) s/he needs to acquire an ingredient before being able to brew a beer or 2) s/he is hoping to include a valuable Ingredient s/he plans on getting this turn. In either case, reversing the order of Action resolution will thwart the opponent's efforts, resulting in either a wasted action (if they are unable to perform the Brew Action as a result) or a weaker brewed beer. Should this happen to multiple opponents at the same time, even better!
- ✓ Having the First Player pawn is not necessarily an advantage; indeed, going last during the Action Selection phase can work to one's advantage. Players selecting earlier in this phase don't know what players selecting later are going to select (are the later players going to enter the Competition with their second Action...or not?), which can be disadvantageous and result in some tougher decisions.

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APPENDICES

FESTIVAL CARDS

(40 Total Cards)

NAME OF CARD	# OF CARDS	CARD DETAILS
Connection	10	Connections influence the order with which players resolve Actions during the Action Resolution phase (see Action Resolution)
Industry Representative	10	You may play this card when it is your turn to resolve the Acquire Ingredient Action, and reset the Ingredient Supply market. That is, remove any face-up Ingredient cards still on the Acquire Ingredient Action space of the board (place these face-up on the appropriate Ingredient card discard space), and draw cards from the facedown deck to fill <i>every</i> face-up space with new Ingredient cards (even if a player had already taken a card from a space earlier in the round). You now perform your Acquire Ingredient Action as you normally would.
Connoisseur	4	Your beer impresses a connoisseur—reveal this card during End-of-game scoring and earn 15 Fame
Brew Master	4	You meet a Brew Master, who divulges a tip for 1 of your beers. Play this card at any time and assign it to 1 of your Taps. It permanently adds +5 to the value of this Tap's beer (this card cannot later be removed from this Tap, though the beer on that Tap may be altered). Multiple Brew Master cards may be applied to the same Tap, and Brew Master cards do <i>not</i> count against the 8-Ingredient limit for brewed beers.
Crook	4	When it is your turn to resolve an Action, take up to 2 Ingredients from any 1 opponent's hand blindly, then look at them and choose 1 to add to your hand (give the other back).
Hobbyist	4	When it is your turn to resolve an Action, exchange any 1 Ingredient card from your hand with 1 currently in the Ingredient Supply market, or discard 1 Ingredient card from your hand to the appropriate Ingredient card discard space and draw the top card from the facedown deck.
Joker	4	Play this card immediately before the Action Resolution phase of a round begins—Action spaces for this round will now be resolved in reverse order, beginning with 8 (Enter Competition) and ending with 1 (Rest); another player may then play another Joker card and the order would be reversed again, and so on (i.e. each Joker played reverses the order one way or the other).

INGREDIENT CARDS

(200 Total Cards)

WATER (32)			
Source	Quality	Water Bonus	Value
Dublin	Low/Average/ Good/Premium	+2 w/ Malt 35 SRM or higher	1/2/ 3/4
Burton-on-Trent	Low/Average/ Good/Premium	+2 w/ 2 (or more) hops	1/2/ 3/4

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Dortmund	Low/Average/ Good/Premium	+1 w/ bottom- cropping yeast	1/2/ 3/4
Pilsen	Low/Average/ Good/Premium	+2 w/ Malt 8 SRM or lower	1/2/ 3/4
Munich	Low/Average/ Good/Premium	+2 w/ Malt 13-20 SRM	1/2/ 3/4
Neighbor's Well	Low/Average/ Good/Premium	+1 w/ top- cropping yeast	1/2/ 3/4
Kitchen Sink	Low/Average/ Good/Premium	n/a	1/2/ 3/4
Josh Herian Water Co.	Low	+2 w/ 1(or more) Adjunct	1
Dan Davis Water Co.	Average	+2 w/ 1(or more) Adjunct	2
Abby Jane Water Co.	Good	+2 w/ 1(or more) Adjunct	3
JB Water Co.	Premium	+2 w/ 1(or more) Adjunct	4
MALTED GRAIN (40)			
SRM (Standard Reference Method: used to measure beer color)	Quality		Value
2 (Pale)	Low/Average/Good/Premium		1/2/3/4
4 (Light)	Low/Average/Good/Premium		1/2/3/4
8 (Light)	Low/Average/Good/Premium		1/2/3/4
13 (Amber)	Low/Average/Good/Premium		1/2/3/4
17 (Amber)	Low/Average/Good/Premium		1/2/3/4
20 (Brown)	Low/Average/Good/Premium		1/2/3/4
29 (Dark Brown)	Low/Average/Good/Premium		1/2/3/4
35 (Dark)	Low/Average/Good/Premium		1/2/3/4
40 (Dark)	Low/Average/Good/Premium		1/2/3/4
70 (Black)	Low/Average/Good/Premium		1/2/3/4
HOPS (40)			
# of Cards	Quality		Value
10	Low		1
10	Average		2
10	Good		3
10	Premium		4
YEAST (30)			
# of Cards	Kind		Value
15	Top-cropping Yeast (Ale)		2
15	Bottom-cropping Yeast (Lager)		2
ADJUNCTS (18)			
Kind	Quality		Value
Corn	Low/Average/Good		1/2/3
Rice	Low/Average/Good		1/2/3

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Rye	Low/Average/Good	1/2/3
Oats	Low/Average/Good	1/2/3
Wheat	Low/Average/Good	1/2/3
Hemp	Low/Average/Good	1/2/3
SPECIAL (40)		
Chocolate	Low/Average/Good	1/2/3
Coffee	Low/Average/Good	1/2/3
Honey	Low/Average/Good	1/2/3
Raspberries	Low/Average/Good	1/2/3
Peaches	Low/Average/Good	1/2/3
Bananas	Low/Average/Good	1/2/3
Oranges	Low/Average/Good	1/2/3
Lemons	Low/Average/Good	1/2/3
Cinnamon	Low/Average/Good	1/2/3
Pumpkin	Low/Average/Good	1/2/3
Agave	Low/Average/Good	1/2/3
Ginger	Low/Average/Good	1/2/3
Secret (x 4 Cards)	Legendary	5

COMPETITION CARDS (35 Total Cards)

NAME OF COMPETITION	ENTRY REQUIREMENT(S)	PRIZE(S)
Best Overall Beer	None	1) 10 Fame & 2) 8 Fame
Best Lager	Bottom-cropping Yeast	1) 10 Fame & 2) 8 Fame
Best Ale	Top-cropping Yeast	1) 10 Fame & 2) 8 Fame
Best Light Beer	17 SRM Malted Grain or under	1) 10 Fame & 2) 8 Fame
Best Dark Beer	20 SRM Malted Grain or over	1) 10 Fame & 2) 8 Fame
Best Light Lager	Bottom-cropping Yeast +17 SRM Malted Grain or under	1) 10 Fame & 2) 8 Fame
Best Light Ale	Top-cropping Yeast +17 SRM Malted Grain or under	1) 10 Fame & 2) 8 Fame
Best Dark Lager	Bottom-cropping Yeast +20 SRM Malted Grain or over	1) 10 Fame & 2) 8 Fame
Best Dark Ale	Top-cropping Yeast +20 SRM Malted Grain or over	1) 10 Fame & 2) 8 Fame
Best Pale Beer	2 SRM Malted Grain	1) 10 Fame
Best Amber Beer	13-17 SRM Malted Grain	1) 10 Fame & 2) 8 Fame
Best Brown Beer	20-29 SRM Malted Grain	1) 10 Fame & 2) 8 Fame
Best Stout	35-70 SRM Malted Grain	1) 10 Fame & 2) 8 Fame
Best Imperial Stout	70 SRM Malted Grain	1) 10 Fame
Best Pilsner	4-8 SRM Malted Grain +Bottom-cropping Yeast	1) 10 Fame
Best Pale Ale	10 SRM Malted Grain or under Top-cropping Yeast	1) 10 Fame

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Best Pale Lager	10 SRM Malted Grain or under Bottom-cropping Yeast	1) 10 Fame
Best India Pale Ale	10 SRM Malted Grain or under +2 or more Hops Top-cropping Yeast	1) 10 Fame
Best Chocolate Beer	Chocolate	1) 10 Fame
Best Coffee Beer	Coffee	1) 10 Fame
Best Fruity Beer	Raspberries, Peaches, Bananas, Oranges, or Lemons	1) 10 Fame & 2) 8 Fame
Best Pumpkin Beer	Pumpkin	1) 10 Fame
Best Cinnamon Beer	Cinnamon	1) 10 Fame
Best Agave Beer	Agave	1) 10 Fame
Best Ginger Beer	Ginger	1) 10 Fame
Best Wheat Beer	Wheat	1) 10 Fame
Best Corn Beer	Corn	1) 10 Fame
Best Rice Beer	Rice	1) 10 Fame
Best Rye Beer	Rye	1) 10 Fame
Best Oats Beer	Oats	1) 10 Fame
Best Hemp Beer	Hemp	1) 10 Fame
Best Honey Beer	Honey	1) 10 Fame
Most Renowned	Most Competition Trophies	1) 10 Fame
Most Learned	Most Research	1) 10 Fame
Most Invested	Most Brewery Upgrades	1) 10 Fame