Michael Kiesling | Andreas Schmidt

Heaven & Ale

Kegs & More

1 - General Overview

In the world of crafting beer, new challenges await you. This expansion adds a delivery board to each player's cloister garden. You go round and round with your cart, picking up kegs from your monastery and delivering them to taverns. But your monastery's storage is limited and besides the kegs, you also need to keep enough hay for your horses. Who will use the Carter die the most cleverly to supply the taverns best?

2 - Components

4 delivery boards

28 storage tiles

7 of each player colour:

backside

32 kegs

20 bales

1 carter die

4 carts

1 new large barrel

1 new small barrel

3 - Setup

Set the base game up as usual. When you've finished with setup section "III. Starting player", proceed with the following section:

IV. Expansion setup

1. Place the **kegs** and **bales** next to the main board as a reserve.
2. Put the **new large barrel** on top of the **new small barrel** and place them together next to the other barrel tiles in the centre of the main board.
3. Then each of you does the following:
   A. Take a **delivery board** and place it to the left of your player board.
   B. Take *1 keg* and *1 bale* from the reserve and place each onto a *storage spot* at the top of your delivery board.
   C. Take a **cart** and place it onto the *monastery* on your delivery board.
   D. Take the 7 **storage tiles** of your colour and place one of them onto each *shed spot* of your player board face up. You may arrange them as you like.
   E. Return any unused delivery boards, carts and storage tiles to the box.

4. The starting player rolls the **carter die** and checks its result. He then counts that many spaces clockwise from the *starting area* on the main board and puts the die on that space, rolled side up.

Example

As the starting player, Peter rolls a 5 and thus places the carter die on the fifth space counting from the starting area.

5. The starting player takes *4 kegs* from the reserve and adds them to action spaces of the main board in the following manner:

Going clockwise from the *space with the die*, he counts as many spaces forward as the number currently shown on the die and places the first keg onto that action space. Then counting from this space, he does the same for the second, then the third and finally the fourth keg.

Afterwards, he takes *4 bales* from the reserve and adds them to the main board in a similar manner:

Clockwise from the *space where he placed the fourth keg*, he counts as many spaces forward as the number currently shown on the die and places the first bale onto that action space. Then proceeding from this space, he does the same for the second, then the third and finally the fourth bale.

When adding kegs/bales:

- The starting area also counts as a space. So kegs/bales may be placed there too. If you pass the starting area while counting, keep on going in a clockwise direction until all 4 kegs and all 4 bales have been placed.
- There is no limit to the number of kegs/bales a space can hold in addition to its usual component(s).

Example

The carter die shows a 5. As the starting player, Peter takes 4 kegs from the reserve and adds them to spaces of the main board: The first keg (A), he places it 5 spaces ahead of the die. The second keg (B), he places it 5 spaces ahead of the first keg and so on (C and D). Then he takes 4 bales from the reserve and adds them to the board as well: The first bale (E), he places it 5 spaces ahead of the fourth keg (remember that the starting area also counts as one space). The second bale (F), he places it 5 spaces ahead of the first bale and so on (G and H).

4 - Gameplay

For the most part, the game is played as described in the base game. This expansion, however, adds steps to the following situations:

A) When you move your player figure to a space that holds kegs, bales and/or the carter die.

B) When you enclose a shed spot on your player board.

C) When you prepare the next round.

D) When you score at the end of the game.

A) Moving your player figure to a space that holds kegs, bales and/or the carter die

Moving your player figure works as before (with the usual restrictions of only moving forward, etc.). However, since this expansion adds new actions to random spaces, the rule that you "may never move to any action space whose action you are not able to perform" is modified as follows:

You may move your player figure to any action space where you can perform at least one of the following actions:

1) Use its usual base game action
2) Take kegs and/or bales (if present)
3) Use the carter die (if present)

If the space that you move to only provides one of these actions, you must perform that action.

If the space provides 2 or 3 of these actions, you must perform **at least one** of them. However, if you want to and are able to, you may perform two or all three of them **in their specific order** (first 1, then 2, then 3).

1) Perform the usual base game action

Perform the usual action of that space as described in the base game (for example, buy resource tiles on a resource space).

2) Take kegs and/or bales

Take one or (if possible) more **kegs** from that space and place each onto an **empty storage spot** at the top of your delivery board.

AND/OR

Take one or (if possible) more **bales** from that space and place each onto an **empty storage spot** at the top of your delivery board.

- Each storage spot can only hold 1 piece at a time: Either 1 keg or 1 bale.
- If all spots are full, you cannot gain any more kegs/bales.
- In addition to your regular storage spots, you have one *rental storage spot*: Whenever you place 1 keg or 1 bale there, you must pay 4 ducats to the reserve.
- You can gain additional storage spots during the game (see section "Enclosing a shed spot").

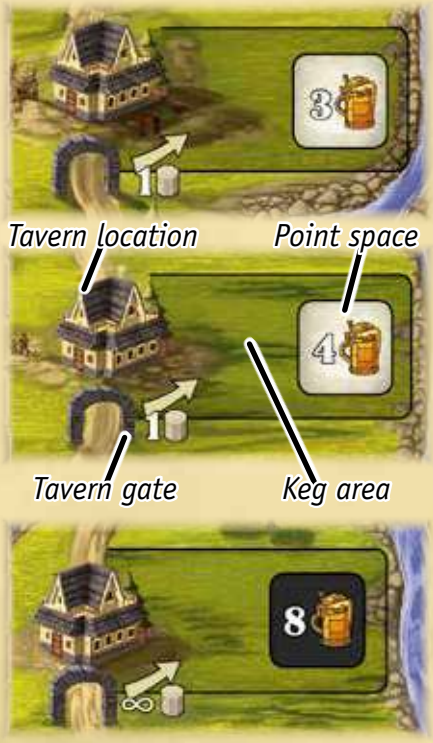
3) Use the carter die

If you use the carter die, move your cart **clockwise** along the road on your delivery board. You **must** move as many *carter steps* forward as your current *carter value* dictates. Your carter value **equals** the number shown on **the carter die** plus any bonus steps that you have on storage tiles at the top of your delivery board (on how to get these, see section "Enclosing a shed spot").
For **each carter step**, move your cart to the **next location** along the road. You are not allowed to forgo any carter steps.
Note: All 3 small woods count as a location.

There are **four gates** along the road. When your cart passes through a gate (by moving from the location in front of the gate to the location behind it), follow that gate's rules:

When your cart passes through the **monastery gate**, load as many kegs from your **storage spots** into your cart as you can and want: **For each keg** that you load into the cart now, you must **pay one bale** from your storage spots to the reserve (the horses need to be strong enough to pull the load).

If you cannot or choose not to load any kegs now, leave your cart on the monastery. (This is the only situation in which you are allowed to forgo carter steps.) However, if you cannot move your cart at all (because it is on the monastery at the start of your turn and you are not planning to load kegs on it), you are **not** allowed to perform the "Use the carter die action"!



When your cart passes through the first *tavern gate*, you must deliver **exactly one keg** to its tavern by taking a keg from the cart and placing it onto that tavern's *keg area*.

If your cart is still carrying any kegs when it passes through the second *tavern gate*, you must again deliver **exactly one keg** to its tavern by taking a keg from the cart and placing it onto that tavern's *keg area*.

If your cart is still carrying any kegs when it passes through the third *tavern gate*, deliver **any remaining kegs** to its tavern by taking them from the cart and placing them onto that tavern's *keg area*.

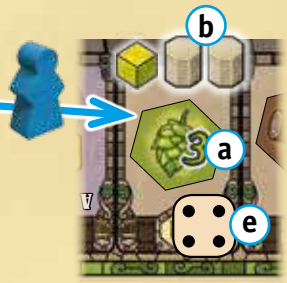
There is no limit to the number of kegs a keg area can hold.

IMPORTANT:
At the end of your turn, if your player figure is on the action space with the carter die, do the following (whether you performed the "Use the carter die" action or not):
Roll the carter die and count that many spaces clockwise from your player figure. Place the die onto that space, rolled side up.
Remember: The starting area counts as a space, so the carter die may be placed there too. If you pass the starting area while counting, simply continue clockwise until you reach the space where you finally place the die.

Special case: If all players have skipped the action space holding the carter die, it must also be rolled. Whoever is last to move his player figure past the die does so at the end of his turn.
Place the die with the rolled side up **one space ahead** of the player figure that is **farthest ahead**.

Example of a player's turn

Peter moves his player figure to this space.



1) First he may buy the green tile (a) as usual, which he chooses to do.
2) Then he may take the bale and/or up to both kegs (b) if he can store them. He chooses to take 1 keg and places it onto his last empty regular storage spot on his delivery board (c). He decides to leave the second keg and the bale on the action space, even though he could have placed one of them onto his rental storage spot (d) by paying 4 ducats.

3) Finally, he uses the carter die (e) and moves his cart 4 steps forward. The cart is carrying 2 kegs. As it passes the first tavern gate, Peter must place 1 keg from his cart onto the first keg area (f). Passing the second tavern gate, he must place the last keg from his cart onto the second keg area (g). On the third tavern location (h), the cart finally halts (because it has moved all 4 steps).

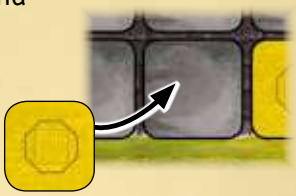
Then it is the end of Peter's turn and he rolls the carter die. He rolls a 3 and thus places the carter die 3 spaces ahead of his player figure.

When you move your player figure to the **starting area**, the same rules apply as above. So if kegs, bales and/or the carter die are on the starting area, first place your player figure as usual on any of its empty spaces and take its immediate reward (if any), then perform the actions 2 and/or 3 if possible.

B) Enclosing a shed spot

Whenever you enclose a shed spot on your player board do the following (before proceeding what is described on page 6 of the base game rules):

Take the **storage tile** from the enclosed spot and decide how to use it:

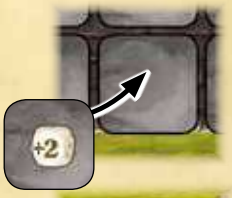


EITHER flip it to its back now and place it as an **additional storage spot** at the top of your delivery board,

OR use its front side:

Take 1 keg and/or 1 bale from the **reserve** and place each onto an **empty** storage spot at the top of your delivery board. Then discard this storage tile to the game box.

Place this tile at the top of your delivery board. From now on, whenever you use the carter die, your carter value is increased by 2 or 3 (or 5 if you have both tiles).



Place this tile onto the **empty** *point space* of the first or second keg area on your delivery board, covering its initial point value with the new one.

Immediately move your cart as many carter steps forward as the tile shows (note that this value cannot be increased by other tiles). Then discard this storage tile to the game box.

C) Preparing the next round

Prepare the next round as described on page 7 of the base game rules. When you have done so, perform the following step:
Add another **4 kegs** and **4 bales** to the board as described in step 5 of the expansion setup (see page 3).

Note: The carter die is **not** rolled now. It starts this round on the space where it ended up in the last round.

D) End of the game

The game ends as usual. Work out your score according to the base game rules, and also the following:

4. Score points for kegs on your delivery board:

- Each keg you have delivered to a tavern during the game is worth the points on its keg area.
- Each keg on a storage spot at the top of your delivery board is worth half a point. (Bales are not worth any points.)
- Each keg still loaded on your cart is worth the points of your cart's location. If no points are shown, kegs on your cart are worthless. (If your cart is on a tavern location and still has kegs loaded, these are also worth no points.)

Example

For the kegs on his delivery board, Peter scores the following points:

<u>18 points</u> for 3 kegs on the keg area of his first tavern (3 x 6).

<u>8 points</u> for 2 kegs on the keg area of his second tavern (2 x 4).

<u>1½ points</u> for 3 kegs on his storage spots (3 x ½).

<u>2 points</u> for 2 kegs on his cart (which is at a location that is worth 1 point per keg).

So he gains 29½ points, which are added to his total from the usual scoring steps.

The goal of the new barrels: You must have delivered at least 3 kegs to any of the taverns. (This goal is met whether these 3 kegs are on the same keg area or on different ones.)

CREDITS

Designers: Andreas Schmidt and Michael Kiesling
Development: Viktor Kobilke
Artistic Direction: Viktor Kobilke, Philippe Schmit
Illustration: Fiore GmbH, Chris Quilliams
Graphic Design: Stéphane Vachon
Editing: Viktor Kobilke, André Bierth

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Development by:

EGGERT SPIELE

www.eggertspiele.com
info@eggertspiele.com