



Moonlight Brewers

Triple Fermentation

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MOONLIGHT BREWERS TRIPLE FERMENTATION

RULES BETA v.0.9

Synopsis : ...In the Monastery of Loublonc, under a full moon night...

The excitement is palpable! You don't have much time. You absolutely must clean the vats, gather the ingredients, and head out on a hunt. The lycanthropic creatures are out only tonight, and your monks need their secret ingredient. But beware of the werewolves, as the hunters may soon become... the hunted!

Tonight is the night, one of you will outdo the rest to concoct the precious brew. To hope to create the best recipe, it must be followed to the letter. But beware, the competition is fierce, and

some won't hesitate to use dirty tricks...

Moonlight Brewers Triple Fermentation is a competitive confrontation game for 1 to 6 players, where you play as a Trappist monk whose ultimate goal is to brew the best beer. To do so, each player must accumulate the most Taste Points (TP), equivalent to Victory Points, by the end of the game.

You have the option to play a short game with the "Full Moon" mode or, for a longer and more immersive adventure, choose the campaign mode "The 13 Moons of Loublonc."

The following rules may be subject to changes, revisions, and adjustments. Feel free to share your impressions, feedback, and suggestions regarding their content.



SETUP (EX. 4 PLAYERS)

1. Arrange the 12 Monastery tiles as shown above, respecting the left-to-right layout:

Row 1: Brewery – Well – Dryer – Malthouse

Row 2: Chapel – Cloister – Bakery – Main Entrance – Edge of the Forest

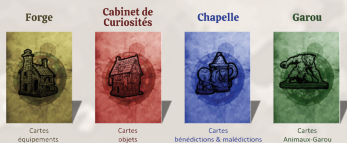
Row 3: Secondary Entrance – Forge – Curiosity Cabinet

In future games, you can modify the layout of the tiles according to your preferences or place them randomly.

2. Place the Werewolf Hunter board near the Monastery. For a first game, we recommend playing with the «Werewolf.»

Determine the game duration by placing a cube on the Noise Gauge corresponding to the number of players (number of players +1 for a longer game).

3. Shuffle each deck of Forge, Curiosity Cabinet, Chapel, and Werewolf cards separately before placing them next to their respective tiles.



4. Each player takes a player board and a recipe (for a first game, start with the “Deluxe Blond Beer” recipe). Place it at the bottom right of your board. Finally, choose your monk

by taking the corresponding card and token (its cap).

5.(New) Place the wooden markers representing the ingredients next to their respective tiles.

6. Determine the first player.

GENERAL CONCEPTS

Monastery of Loublonc

The Monastery is made up of tiles, each representing a place that allows players to perform a specific action.

Doors

Unless stated otherwise, there is always a door between two adjacent tiles. Moving from one to the other costs Movement Points (MP).

Note: Diagonal movement is not allowed.

In some cases (scenario, force field, skill), a wall or closed door may appear, rendering the passage unusable for the duration of the effect.

The Brewing Vat

This is the vat in which your monk brews beer. In the game, the brewing vat represents the sum of the ingredients you add to it and is materialized by a recipe card.

Caps

Your monks are represented by stickers attached to caps. When the cap is facing up, with the sticker visible, your monk is considered «standing.» On the other hand, when the cap is flipped, with the teeth visible, your monk is «tackled/injured/drank.»

Injuries & Drunken Falls

During the game, your monks will be subject to injuries and drunken falls (don't worry, it's temporary). When this happens, flip your cap. You must spend 1 MP to stand your monk back up.

Note: If you are knocked down but still have 1 MP left in the same action, you can immediately stand back up.

Equipment & Encumbrance

You will find equipment in the Forge (weapons/armor), Curiosity Cabinet (various objects), or Chapel (blessings/curses).

For equipment, each monk has limitations:

- One-handed weapon per hand OR a Two-handed weapon.
- One Armor, one Headgear AND one pair of Boots.
- Three Miscellaneous items
- There is no limit for blessings and curses.

Rigour (RI)

Rigour determines a monk's ability to follow their recipe to the letter (see Recipes & Ingredients). The more a monk adheres to their recipe, the more rigorously they are considered, and the more bonus Taste Points they will earn.

Alcohol Level (AL)

The alcohol level represents a monk's drunkenness and their ability to successfully brew their beer. Drinking is essential for your monks, whether to taste their recipe or muster the courage to hunt the werewolf. But be careful not to pass out!

Noise

This is a crucial concept, as it will trigger werewolf attacks and signal the end of a phase. There are two types of Noise in Moonlight Brewers:

- **Individual Noise (IN):** Noise caused by each monk, depending on the actions they take. The more noise you make, the higher the chance of provoking a werewolf attack.

- **Collective Noise (CN):** Noise caused by all the monks in the Monastery. It is shown by a number on the gauge on the Werewolf Hunter board and signals the end of a phase.

Werewolves & Werewolf Hunter

The Monastery of Loublonc is surrounded by hordes of werewolves, often as weak as the monks, but far more terrifying:

- **The Werewolves** are found in the green card decks and represent both those who attack you because of the noise you make (see Werewolf Attack) and those you hunt (by drawing a card at the «Main Entrance» or «Secondary Entrance» locations).

- **The Werewolf Hunter** is the main enemy of the game, the final boss.

Werewolf Attack

When a player's IN reaches «6», they are attacked by a Werewolf, and their IN immediately resets to the minimum (usually «0»). Then, the player to their left draws a card from one of the green decks and initiates combat by rolling the dice for the Werewolf. The attacked monk also rolls (1D6) to fight back:

- Werewolf wins (Werewolf dice result > monk dice result): The monk suffers a serious injury. Flip their cap over and increase their IN by +1.

- Tie or Werewolf loses: Nothing happens.

Only the monk involved risks a serious injury. A defeated Werewolf in this context does not grant Taste Points (TPs from Werewolves are earned only through hunting).

Special case: If a monk is already knocked down when attacked by a Werewolf, do not draw a card. The monk does not know what beast trampled them. Simply increase their IN by +1.

HOW TO PLAY?

A game of Moonlight Brewers unfolds over 4 phases, representing the 4 steps of beer production. At the end of these 4 phases, you will face the Werewolf Hunter in an ultimate battle before tallying the Taste Points (TP) collected by each player and determining the winner.

I/GAME PHASE

- Recipes and Ingredients
- The Werewolf Hunter
- Phase Change and End

II/PLAYER TURN

a) Actions

Simple Action
Applied Action

b) Non-actions

Move
Meditate

III/END OF GAME

- Combat contre le Garou Chasseur
- Déterminer la meilleure bière

I/GAME PHASE

A game phase is determined by the progress of the Collective Noise (CN) gauge on the Werewolf Hunter board. When the CN reaches the space corresponding to the number of players, the phase ends.

In each of the 4 phases, the monks take turns performing actions (see II. PLAYER TURN) and try to brew the best beer by following their recipe as closely as possible.

a) Recipes and Ingredients

To brew their beer, a monk must add ingredients gathered from specific location tiles:

WATER from the «Well» tile

WOOD from the «Edge of the Forest»

MALT from the «Malthouse»

HOPS from the «Dryer» tile

YEAST from the «Bakery»

Vat Cleaning in the «Brewery»

This isn't technically an ingredient, but for simplicity, we consider it one, as it is part of the beer production process.

Each monk refers to their recipe (here, the Deluxe Blond Beer for your first game) to know what ingredients they need. As shown below, each phase corresponds to the collection of specific ingredients.



A few rules to keep in mind:

An ingredient can only be added to your recipe once per phase. Likewise, if during the same phase, you want to add an ingredient already included in your recipe, cross out the previously recorded TPs and replace them with the new ingredient's TPs (no stacking of TPs!).

Example: During Phase 1, I collected water and added it to my vat for a total of 1TP. Later in the same phase, I can collect water again, this time worth 2TP. In this case, I «exchange» the water marker worth 1TP for two markers worth 1TP each (1+1=2TP), placing them on the «WATER» space for Phase 1.

An ingredient can only be added to the vat during its corresponding phase or for a future phase, but never for a past phase.

Phase 2. I can collect and add wood to my recipe. But I can also collect wood in advance for Phase 3. I indicate this by placing a cube on the «rigour» space for Phase 3 on my recipe card. This means I won't be able to earn a rigour disc in Phase 3 (see rigour discs below).

However, in Phase 2, I can only collect water in advance for Phase 4. I cannot collect it for Phase 1, which has already passed and been validated.

- It is important, but not mandatory, to gather all the ingredients for a recipe. If you're missing one or more ingredients, simply don't place a marker on the corresponding space on your recipe.

- It is important, but not mandatory, to follow your recipe. If you manage to gather at least 3 of the 4 rigour discs for your recipe (1 disc per phase), you'll earn the TP bonus indicated in the top right corner of your recipe. You earn a rigour disc by successfully gathering and incorporating all the ingredients for a phase DURING that same phase (each rigour disc grants +2TP at the end of the game).



b) The Werewolf Hunter

Each Werewolf Hunter has 3 anger triggers. In our case, the Werewolf gets angry when a «6» is rolled (on any roll), when a monk is injured, drunk, or trampled, or when a monk is attacked by a Werewolf (6 on the IN gauge).

Each time one of the Werewolf's anger triggers is activated, move the Collective Noise (CN) up by +1.

Several triggers can be activated in succession, and the CN has no limit on how much it can increase during a single action. The only limit is that CN cannot carry over from one phase to the next. In other words, if you change phases, ignore any remaining CN that was yet to be applied.

c) Phase Change and End

When the CN reaches the score determined by the number of players (or $N+1$ for a longer game), proceed with the phase change:

Check that you have added the ingredients indicated by your recipe for this phase and place a rigour disc on the corresponding phase space on your recipe card if necessary (Reminder: if you had placed a cube because you gathered an ingredient during a previous phase, remove the cube but do not place a rigour disc).

Move the phase cube on the Werewolf board down one space:

Apply the Werewolf Hunter's special effect for the new phase, which only applies during that phase.

Taste
points

Angriness factor

collective
noise

Phases



Num-
ber of
monks

Fight
bonus

Special effect of
the phase

Visuals are non-contractual.

Preliminary order

There will be several different Werewolf Hunters, each with a combination of anger triggers and unique characteristics, to offer more variety in your games.

Special Effects of the Werewolf

- Recruit: Place a cube on the first available space of the Individual Noise (IN) track, usually «1», for the duration of this phase.

- Rallying Cry: All werewolves gain +1 to their combat rolls for this phase.

- If you are already in Phase «4», the game ends, and the final battle begins (see III. END OF GAME).

The central element for each monk is their personal board.

On each turn, you will perform an action, which must be different from the one you performed on your previous turn. You can choose between performing actions or non-actions.

A) ACTIONS

Actions allow you to gather ingredients or draw cards on the board (*to equip yourself, for example, or go werewolf hunting*).

II/PLAYERS TURN

Se déplacer- Action Simple- Action Appliquée- Méditer



Taux d'alcoolémie

Bruit Individuel

récolter

piocher

chasser

Consommation de bières

Attaque de garou

Simple Action

This option allows you to perform a simple action of gathering (collect a resource) OR drawing (draw a card) and move (either before or after the action).

- If you are on a tile with this icon next to the location's name, you can gather the resource indicated on this tile. This resource is worth 1 TP. Take the corresponding token and place it on your personal board.

- If you are on a tile with this icon next to the location's name, you can draw a card of the type indicated on this tile.

- If you are on a tile with this icon next to the location's name, you can draw a Werewolf card and go hunting. Take the top card from the deck; this is the werewolf you will have to fight. The player to your left rolls for the werewolf, and you roll for your monk. You successfully collect the werewolf's blood if your die result (+ any applicable bonuses) is equal to or greater than the werewolf's result (+ applicable bonuses). Keep the card as a trophy until the end of the game to tally the TPs.

Applied Action

This option allows you to perform an applied action of gathering (gathering a resource with a TP value based on a dice roll) OR drawing (drawing and keeping a number of cards based on a dice roll). You also make noise, raising your IN by +1.

- If you are on a tile with this icon next to the location's name, you can gather the resource indicated on this tile. Roll 1D6 and refer to your player board's table to determine the quality of the resource gathered. Take the correspon-

ding resource + TP token and add it to your personal board.

- If you are on a tile with this icon next to the location's name, you can draw a certain number of cards of the type indicated on this tile. Roll 1D6 and refer to your player board's table to determine the number of cards drawn and potentially discarded.

- If you are on a tile with this icon next to the location's name, you can draw a certain number of cards and choose one; this is the werewolf you will fight. Roll 1D6 and refer to your player board's table to determine the number of cards drawn and the potential bonuses for the hunt. Resolve the hunt as described in the Simple Action

Note: You cannot move during an Applied Action. If you roll 1-2-3 (after modifications), you gather/draw nothing. However, you can «push your luck» (only in an Applied Action) by drinking beers.

Drinking Beers

After rolling your D6 and applying all modifiers, you may decide to drink one or two beers. Each beer consumed gives you a +1 bonus to your D6 roll but also increases your Alcohol Level (AL) by +1.

With two beers, you can reroll your die (and accept the new result); or, if you rolled a «6» on the initial roll, roll a second die and add the results together, including any applicable modifiers. Of course, you increase your AL by +2.

Note that you cannot drink more than two beers during a single action or drink beers to improve a die roll during combat between monks or against a werewolf.

Alcohol Resistance

Each time you increase your AL in any way (even outside your turn), you must test your alcohol resistance. Roll 1D6:

- If you roll higher than your AL, nothing happens.
- Otherwise, you fall due to alcohol. Flip your cap over (teeth side visible), increase your IN by +1, and check if it triggers one of the Werewolf Hunter's anger factors (spoiler alert: in the example, it does!).

If you reach AL=6, roll for the possible anger of the Werewolf Hunter. Then flip your monk's cap. On your next turn, stay down and reduce your AL to «5». Only on the following turn can you stand up again by performing an «action» or a «non-action» and spending 1MP.

B)NON-ACTIONS

Non-actions don't allow you to gather or draw cards on the board but let you do other things like move, fight, or meditate.

Move

This option allows you to move normally, move quickly, or attack another monk. Under no circumstances does it allow you to gather a resource or draw a card. You can only perform one of the following three possibilities:

- You get 2 Movement Points (MP) and can move up to 2 tiles.
- You get 3 MP and can move up to 3 tiles. However, you are noisier than usual, and your IN increases by +1.
- You get 1 MP and can move up to 1 tile.

You also have the option to attack another monk (before or after moving) in the same location.

During a monk vs. monk combat, all monks present in the room increase their IN by +1 (some because they are fighting, others because they are cheering!). If this triggers one or more werewolf attacks, finish the ongoing combat before handling the werewolf attack.

The monks involved in the combat (the attacker and the attacked) each roll 1D6 and add their combat bonuses, if any. The monk with the highest result wins the combat. They receive a «Trap» bonus represented by a specific wooden marker, giving them +1 to the final combat, which they place on their monk card. They then knock their defeated opponent into an adjacent room. The latter is knocked down (flip their cap to the teeth side) and suffers +1 IN.

If this triggers a werewolf attack, don't draw a werewolf card. The downed monk doesn't know what beast trampled them. Simply increase their IN by +1 again. Note that you cannot knock a defeated monk through a closed door (barricade, force field, etc.).

In case of a tie in combat between monks, nothing happens, and the game continues as normal.

Meditate

This option allows you to clear your head, but you cannot gather, draw, or move. There are 3 possibilities, and you can only choose one:

- Concentrate: You get an additional die, which you will use on

your next Applied Action. You will roll two dice and choose the result you prefer (note: both dice can potentially anger the Werewolf Hunter).

- Hide: Decrease your IN by -2. *Note that you cannot hide when your IN is already at 6 because you've likely already been attacked by a werewolf and your IN has reset.*

- Sober Up: Decrease your AL by -2. *Similarly, you cannot sober up when your AL is already at 6 because you've likely already suffered a drunken fall and spent an extra turn to reduce your AL to 5.*

In the Cloister, whether you perform a Simple Action or an Applied Action, increase the CN by +2.

III/END OF GAME

It's time for the final battle! The Werewolf Hunter attacks the Monastery of Loublonc, and no more actions can be performed by the monks. Flip all caps to their «standing» side.

A)COMBAT AGAINST THE WEREWOLF HUNTER

Preliminary Order

Check the preliminary order of the Werewolf on their board. Every Werewolf Hunter has something that enrages them more than anything, and in our case (the Werewolf), it's the monks who follow their recipes rigorously. The Werewolf will attack them one by one, starting with the monk with the most rigour and ending with the one with the least. Break ties using the turn order (*the next player who would have theoretically taken their turn is attacked first*).

Trap

Once the preliminary order is established, each monk with at least one «Trap» marker can speak up and make a choice:

Set a trap or follow the Werewolf Hunter's attack order.

Make choices in order, starting with the monk who has the most «Trap» markers, down to the one with the fewest (ties are broken by the turn order).

The first monk to proclaim themselves the «Hero of the Monastery» will be the first to fight the Werewolf Hunter (thus jumping ahead in the Werewolf Hunter's attack order). The second monk to proclaim themselves «Hero of the Monastery» will be the second to fight, and so on.

Monks who choose to respect the Werewolf Hunter's preliminary order keep the original order, modified by the heroes' choices. This is the final attack order for the Werewolf Hunter.

Final Werewolf Hunter Order

Each monk fights the Werewolf Hunter in turn, respecting the attack order.

In their first battle, the Werewolf has a combat bonus. In this case, 1D6+3.

- If the first monk defeats the Werewolf, the game ends immediately, and the monk earns the TPs indicated on the Werewolf Hunter board (Werewolf = 6TP).

- In case of a tie, the monk resists but does not defeat the Werewolf, and the next monk takes their turn.

- If the monk loses, they return half of their rigour discs (rounded down) to the reserve. The next monk takes their turn.

In the second battle, the Werewolf's combat bonus decreases by -1 (now 1D6+2). The Werewolf's Taste Points also decrease by 1.

- If the second monk defeats the Werewolf, the game ends, and they earn 5TP.

- In case of a tie, the monk resists but does not defeat the Werewolf, and the next monk takes their turn.

- If the second monk loses, they return half of their rigour discs (rounded down) to the reserve. The next monk takes their turn.

Repeat this process until the Werewolf Hunter is defeated, or all monks have faced the Werewolf at least once.

B) DETERMINING THE BEST BEER

Total your points:

1. Add up the TPs from your ingredient tokens.

2. Subtract any penalties.

3. Count your rigour discs (1 rigour disc = +2TP) and your recipe bonus (if you obtained at least 3 of the 4 rigour discs).

4. Add the TPs from the werewolves you defeated.

5. Add any TPs earned in the fight against the Werewolf Hunter.

6. For monks with no werewolf in their beer, subtract 3TP from the total.

The player with the highest score wins the game. In case of a tie, the player who earned the most TPs by defeating

werewolves is declared the winner, as their beer has a unique flavor thanks to the werewolf blood. If the tie persists, the monk with the best hunting trophy wins!

Now evaluate the quality of your beer:

- 0-4 TP: Undrinkable, it's p...

- 5-8 TP: Add syrup, it's fair beer...

- 9-12 TP: The minimum for Trappist monks.

- 13-17 TP: A good beer.

- 18-22 TP: A beer that will win competitions.

- 23-27 TP: An exceptional vintage!

- 28+ TP: Divine Nectar!!!





Name of the card



Benjamin le copiste



Situation



Effect



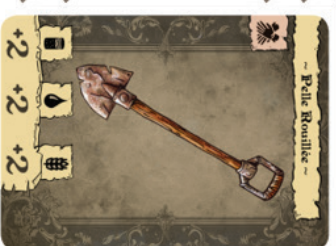
Name of the card



Type of equipment



~ Pelle Rouillee ~



Situation



Effect

