

# MOONLIGHT BREWERS



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<< Better with beer >>



# MOONLIGHT BREWERS

## RULEBOOK V1.1

### (2024)

Credits:

Thank you to all our 128 backers for believing in us. We will remember this first experience on Kickstarter, filled with surprises.

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## MOONLIGHT BREWERS

1ST EDITION - VERSION 1.1 - PMP

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#### MOONLIGHT BREWERS

1 Monastery Board: 4xA5 or 2xA4

56 Cards:

-15 Monks

-17 Werewolves

-12 Equipment

-12 Blessings

8 Mod Sheets

3 Custom Dice

15 Tokens

1 Score Sheet

1 Rulebook

1 Box Template

#### EXPANSION - THE MIGHT OF THE BEAST

7 Cards:

-4 Monks

-1 Werewolf

-1 Equipment

-1 Blessing

4 Tokens

#### EXPANSION - HERMIT BREWER - A SOLO MODE EXTENSION

26 mini Cards

1 Campaign

1 Rulebook

### SETUP

Each player chooses a monk they will embody during the game, taking the corresponding card.

Place the board in the center, take the three decks (Werewolves, Equipment, Blessings), shuffle them and place them around the board.

One player takes the Taste Sheet and writes down the players' names. Each player gets a pencil and a small piece of paper (you can use tokens/markers or 10-sided dice) to track their noise level.

### GAME PRINCIPLES

Monks compete to brew the best beer, which can only be done on full moon nights. They must create the beer with the «best taste» after seven phases, each representing a brewing stage.

During each brewing phase, players perform two actions, allowing them to find an ingredient or equip themselves to be more efficient.

Monks can take actions in eight locations: the Chapel, the Library, the Hop Garden, the Brewery, the Armory, the Courtyard, the Forest, and the Brewery.

### VICTORY

At the end of the 7 phases, the total taste points of each player are tallied. The player with the most points has brewed the best beer and wins the game.



## GAME FLOW

Choose your monk, take the corresponding token, and place it in the cloister.

The first player is the last one to have drink in a beverage. Otherwise, determine the first player with a die roll. This player will start each phase.

The game consists of 7 phases, with each player taking a turn in each phase.

On their turn, each player performs 2 actions and moves, noting that an action can be exchanged for movement, but movement cannot be exchanged for an action.

## PHASES

A game of Moonlight Brewers is played over 7 phases. In each phase, you will need to collect a specific ingredient.

### PHASE I - PREPARATION - WATER

Monks must clean and prepare their equipment. They need to find water.

### PHASE II - CRUSHING - MALT

Monks must crush the malt to prepare it for infusion. They need to find malt.

### PHASE III - L'INFUSION - WOOD

It's time to heat the water and malt. They need to find wood.

### PHASE IV - COOKING - WOOD

During this phase, the fire must not weaken. They need to find wood.

## PHASE V - HOPPING - HOPS

To add flavor to the beer, hops are ideal. They need to find hops.

## PHASE VI - COOLING - WATER

It's now time to cool the pot as quickly as possible. They need to find water.

## PHASE VII - FERMENTATION - YEAST

It's time to add the yeast for fermentation.

## END OF GAME - THE FINAL TOUCH - WEREWOLF

It's time to add the special ingredient. Add the score of the best Werewolf you've hunted, plus 1 point for each additional Werewolf hunted.

*Note: Werewolves with a taste value of 0 do not count as additional Werewolves.*

## MOVEMENT

Movement can occur before, during, or after actions, and consists of passing through a door (indicated on the board). The outer doors lead to the forest.

*Note: there is only one "forest" location.*

## SPRINT

### **Optional Rule by Philippe.**

You may decide to sprint once per turn. This movement action allows you to move through two rooms instead of one, but you immediately gain +2 Noise.

## ACTIONS

To perform an action (unless stated otherwise), the player rolls 1 die and must achieve a result equal to or greater than the difficulty (indicated by the die on the game board). Otherwise, the action fails.

## TYPES OF ACTIONS :

Actions, unless stated otherwise, include:

-Searching for an ingredient: write down the value of the found ingredient on the taste sheet.

-Searching for equipment in the Armory: draw an Equipment card.

-Praying at the Chapel: draw a Blessing and a Holy Object card.

-Meditating silently in the Library: reduces noise level by 5 (no difficulty roll required).

-Hunting the Werewolf in the Forest: draw two Werewolf cards, choose one and fight it. You gain +1 on the die roll for this combat, but **you can only perform this action once per turn.**

-Sabotaging an opponent's beer: find and immediately add dirt to an opponent's beer, reducing its taste by 1. (Only works if the target beer already contains ingredients).

## ACTION DIFFICULTIES

The number on the die icons shown on the board indicates the difficulty.



*For example, in this case, the action to collect a "Taste 3" Malt is successful on a roll of 5 or higher with 1 die.*

Making noise : If the player has a Noise level below 7, they may decide to search thoroughly without worrying about



making noise. In this case, they add 1 to their die result to determine success but increase their Noise by +2 (even if the action fails).

At the end of any action, the player must adjust their Noise level.

They adjust their Noise level (see Noise, Werewolves & Combat) and may need to fight a Werewolf before taking their second action. Then, they perform their second action in the same way, adjusting their Noise level again.

After a player has completed their two actions, the player to their left takes their turn. Once all players have completed a phase, the game moves to the next phase, continuing until the end of the seventh phase.

## INGREDIENTS

If a player has not found the ingredient for the phase by the end of their turn, they score 0 on the score sheet. If the player has found an ingredient, they note the quality level on the score sheet.

### Notes :

*-It is possible to search for an ingredient for a future phase (it must be kept in front of the player or noted).*

*-It is impossible to incorporate an ingredient from a previous phase.*

*-Ingredients do not stack; only the best value is considered (if multiple ingredients have been found).*

**Caution: This does not apply to Werewolf parts, which can be accumulated.**

## NOISE, WEREWOLVES & COMBAT

At the beginning of the game, each monk starts with 0 Noise. You must find a way to track this, such as using a 10-sided die.

During their turn, and depending on the action, each monk will generate Noise:

-A difficult action (difficulty 5+) generates +2 Noise.

-An easy action (difficulty 2+/3+) generates +1 Noise.

-“Making Noise” generates an additional +2 Noise.

-Failing an action (a failed difficulty roll) adds +1 additional Noise.

Noise levels accumulate, and when a monk reaches 10+, they are attacked by a Werewolf. In this case, their Noise resets to 0, regardless of the outcome of the combat.

*Note: A Werewolf attack always occurs after the resolution of the action that caused the Noise to reach the threshold.*

The monk draws a Werewolf card and must fight it. The effects of Werewolves are resolved from left to right: the effects on the left take place before the combat, while those on the right occur after the combat.

The monk rolls 1 die and adds any applicable bonuses. The player to their left controls the Werewolf, rolling the number of dice plus any bonuses indicated on the Werewolf card. The player with the higher result wins. If the monk wins, they keep the Werewolf until the end of the game (they will be able to add its “Taste”

value at the end) and continue their turn as normal. If the Werewolf wins, the monk is gravely injured. In case of a tie, nothing happens.

If the monk has not defeated the Werewolf, discard the card. If no cards remain, shuffle the discard pile to create a new deck.

### **COMBAT BETWEEN MONKS**

#### ***Optional Rule***

A monk can use an action to challenge another monk to combat. Resolve the combat in the same way as a Werewolf fight.

The loser suffers a serious injury, and the winner is satisfied. In case of a tie, nothing happens.

### **SERIOUS INJURY**

The monk's beer receives 1 Dirt. Flip the monk's card to its reverse side. The player must spend an action to flip the monk back to their front side and be able to act again.

In the case of a Werewolf fight, the monk's Noise level resets to 0.

### **EQUIPMENT, BLESSINGS, AND HOLY OBJECTS**

Equipment and Blessings have special abilities indicated on their cards.

Some are permanent, while others are usable only once per game, once per phase, or during a die roll. They always stack with each other as well as with the monk's abilities.

**Be sure to declare their use BEFORE rolling any dice.**

There is no limit to the number of cards a player can have. When there are no more cards available, shuffle the discard pile to create a new deck.

### **END OF THE GAME**

The scores earned in each phase are totaled, and the monk with the highest taste score wins the game. To truly feel proud, they should consult the score chart to assess the quality of their beer. In case of a tie, the player with the most werewolf blood in their beer wins, followed by the player with the least dirt. If the tie persists, you share the victory. Cheers!

**0-4: Unbearable, it's undrinkable**

**5-7: Add some syrup to make it drinkable**

**8-12: The minimum for Trappists**

**13-17: A good beer**

**18-20: A contest-winning beer**

### **MODS**

#### ***Optional Rule***

You can use any combination of the mods of this game, except Running Brewers and Battle Brewers, which are already included in this new rulebook.

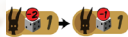
### **SOLO**

There is no specific change to the solo mode. You can play with this current rulebook.

# GENERAL ICONOGRAPHY



**Bell** : lower your noise gauge by the number shown. In the case of an "equal" symbol, set its noise to the number indicated.



**Wolfpack** : Face the opponents one after the other, on your first defeat you suffer a serious injury but take the werewolf card and count the number of Taste you obtained before the defeat. This counts as one fight, for example for objects that kill a Werewolf instantly.



**Red Crossed blessing / equipment:**  
Cannot use a blessing / equipment to deal with this werewolf.



**Cards/Dice Crossed:** Draw two cards (or roll two dice) and keep the one of your choice. Discard the other.



**Green Mug/Helmet :** immediately draw a blessing / equipment.



**Two Green Crowned Mugs :**  
Increase the taste of your beer or that of another player.



**Wolf Blood :** Add flavor to the Werewolf.



**Crowned Sword :** Win the fight



**Green Crossed Heart :**  
Avoids a serious injury.



**Green Magnifying Glass :**  
Bonus on the dice roll for searching. Attached to an icon, the bonus is only for this icon



**Green Crowned Ingredient :**  
Increases the quality of the ingredient.

# Iconography of the monks

Each monk has his own abilities.



**Martial Training:** Bonus during all fights



**Discreet:** No additional noise in case of failure



**Herbalist:** +1 to the Taste of Malt.  
Only works if a resource of 1+ quality of has actually been found.



**Dowser:** +1 to the Taste of Water.  
Only works if a resource of 1+ quality has actually been found.



**Baker:** +1 to the Taste of Yeast. Only works if a resource 1+ quality has actually been added



**Lumberjack:** +1 wood Taste. Only works if a resource of 1+ quality has actually been found.



**Picker:** +1 to the hops Taste. Only works if a resource of 1+ quality has actually been found.



**Bargain hunter:** Draw two equipment cards and keep the one you want. Discard the other. Only works if the monk performs the action of seeking.



**Chosen one :** Draw two Blessing cards and keep the one you want. Discard the other. Only works if the monk performs the action of seeking.



**Blessed:** For each serious injury, do 4+ to ignore it



**Logistics:** +1 to look for easy ingredients



**Hunter:** +1 looking for a Werewolf and +1 when hunting for a Werewolf



**Filthy:** During the grimy action, the monk adds 2 Dirt instead of one, 1 use per turn. Only works if the target beer already contains ingredients.



**Butcher:** +1 to the Taste of the Werewolf



**Alchemy:** Transform an ingredient into one other of your choice. 1 use per game. (Running Brewers mode only)



**Serendipity:** Can choose to flee the fight on a 1-2



**Codex Siceratorum:** Can also use Dirt for Taste +1



**Warhammer:** Wins if battle is a tie



**Muscular:** Rerolls all dice showing "1" one time per fight



**Ancestral recipe:** Allows you to reuse an ingredient from the previous round. 1 use per game.



**Confuse the werewolve:** When hunted by a Werewolf, draw two Werewolf cards instead of one and keep the one you want. Discard the other.