Oktoberfest is a game where you play as the owner of a chain of breweries in the Kingdom of Bavaria in the year 1810.

Objective: You must gather resources, build breweries, and brew kegs of beer to sell at towns and cities across Bavaria and at Oktoberfest! The first player to sell five barrels of beer in Munich at Oktoberfest wins the game.

Components:

12 Breweries	40 Kegs	28 Roads
14 Recipe Cards	18 Action Cards	18 Water Cards
18 Hops Cards	18 Grain Cards	120 Gold
3 Towns (Black)	2 Cities (Black)	12 Workers

36 Resource Hexes (12 of each) and 1 Munich Hex. The sides shown are "face-up:
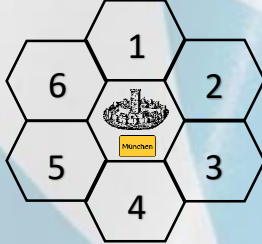

Grain Hex   Hops Hex   Water Hex   Munich Hex

Setup:

1. Build the board by placing the "Munch" hex face-up in the center of the table. Shuffle the remaining 36 hexes, and then begin by laying 6 of them, face-up, around the Munich hex in a ring:

1. This inner ring is the "city" ring. Roll one die, and place a city on the hex corresponding with that number in the picture above. Then, roll the die again and place the other city on the hex corresponding with that number. If you roll the same number the second time, roll again. Example: If you rolled a 2 and a 4, the cities would be placed as seen below.

2. Starting at the "1" position indicated below, lay out another 12 hexes, face-up, around the city ring:

4. This middle ring is the "towns" ring. Roll both dice at the same time, and place a town on the hex corresponding with that number in the image above. Repeat this process twice to place all three towns. If you roll the same number twice, roll again until all three towns are placed. Example: If you rolled a 1, a 5, and a 10, the towns would be placed as shown below.

5. Finish placing the remaining hexes, face-up, around the "cities" ring. Start at the position indicted by the number "1" in the image below, and proceed clock-wise until all the hexes are in place:

6. Set the three types of resource cards, face-up, in three piles that everyone can reach. Shuffle the action cards and set them in a pile, face-down, where everyone can reach. Shuffle the recipe cards and set them in a pile, face-down, where everyone can reach.

7. Have each player roll both dice to determine who will play first. Whoever rolls the highest number is first, and play proceeds to the left. Each player must draw one free recipe card, in turn order, and place it face-up in front of them.

8. Starting with the first player, and proceeding to the left, each player places one brewery on any hex on the outer ring of the board, indicated in green below:

9. Then, starting with the first player, each player places a worker on any legal hex bordering their starting brewery (See "Place/Move Workers" below).

10. Give each player 5 gold.

11. Start the game! Have the first player begin their first turn.

Play:

On your turn, you may do the following four things:

FIRST, Receive resources

THEN, you may do any of the following, in any order:
• Build items
• Move kegs of beer
• Place/move workers

FINALLY, you may sell beer at festivals.

FIRST: Receive resources: You receive a resource card from every hex that you have a brewery on. You also receive a resource card from every hex where you placed a worker in the previous turn (see below). Example: The image below represents a portion of the board where you have one brewery, and you placed a worker in the previous turn. You would receive one water card and one grain card.

Build items: You may use resource cards and/or gold to build the following items:

🔴 Road   Cost: 2 gold OR 3 of the same resource

Roads are built from one hex into an adjacent hex as shown below. You must start a new road from a hex where you own a brewery. You may continue that road through other hexes as long as it is connected back to a brewery you own.
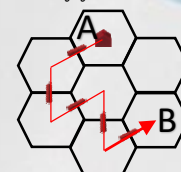
NOTE: Each player may build only one road into the Munich hex. You may not continue building roads out of the Munich hex. This is to prevent a player from taking an early lead, and occupying all the available road slots into Munich, preventing any other player from winning.

Brewery   Cost: 5 gold

You may build a brewery on any hex that is not already occupied by another brewery, a town, or a city. (You may <u>not</u> build a brewery on the Munich hex.) To build a brewery on a hex, it must be connected by a continuous road from a previous brewery you own. Example: In the image below, the red player may build a brewery on hex A, C, or E because they are not occupied. Red cannot build a brewery on B or D because there is a city or town in those hexes. Red cannot build on F because they do not have a road connecting to it.

Keg of beer   Cost: (Listed on Recipe Card)

You may turn in resource cards equal to the requirements of the recipe on your recipe card to brew a keg of beer. You may brew one keg of beer per each brewery that you currently have on the board. Place that keg on the same hex as the brewery that brewed it. (Example: If you have two breweries on the board, and you brew two kegs of beer, you must place one keg at each brewery. You cannot place both kegs at the same brewery.)

Action Card   Cost: 1 gold or 2 of the same resource

You may pay 2 gold or two of the same resource to draw an action card from the action card deck. Look at this card and place it face down in front of you. You may play it at any time by following the instructions on the card, and then discard the action card by placing on the bottom of the action card deck.

New Recipe   Cost: 3 gold

You may pay 3 gold to discard your current recipe and draw a new recipe from the recipe card deck. Discard your old recipe by placing on the bottom of the recipe card deck.

<u>Move kegs of beer:</u> You may move kegs of beer that you have built (see "Build Items" below) to try and get them to towns, cities, or to Munich so you can sell them. Kegs can move from one hex to one adjacent hex per turn. Those hexes must be connected by a road you have built. Example: In the image below, the red keg in the water hex on top can move to the grain hex on the left. It cannot move to the hops hex on the bottom, because that road is owned by green. It cannot move to the hops hex on the right, because there is no road.
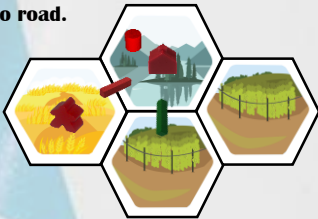
NOTE: You may move kegs that you have built this turn.

<u>Place/Move Workers:</u> You may place workers on hexes to gather resources from those hexes. You may also move workers you already placed on a previous turn. You may have as many workers on the board as you have breweries. So, if you currently have two breweries on the board, you may have two workers on the board. Workers can be placed on any hex that borders one of your breweries, regardless of whether it is connected to your brewery by a road.

Workers may also be placed on any hex that is connected to one of your breweries by a road.

Workers may be placed on the same hex as one of your breweries in order to gather an extra resource card from that hex.

You may place two workers on the same hex in order to gather two resource cards from that hex.

Workers may not be placed on the same hex as a town or city

Workers may not be placed on the same hex as another player's brewery.

Workers may not be placed on a hex that is already occupied by another player's worker. Example: In the image below, the red player may place a worker on any of the hexes marked in green. They cannot place a worker on the hexes marked in red because the one on the left is occupied by a town, the one on the right is occupied by the green player's brewery, and the one in the middle is occupied by the green player's worker.
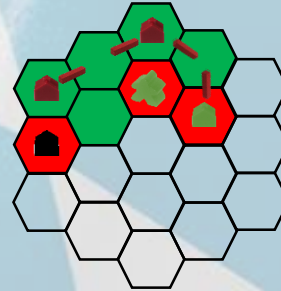
<u>Selling Beer:</u> At the end of your turn, you may sell kegs of beer that you own that are currently occupying the same hex as a town, a city, or in Munich. Remember, you may move a keg on the same turn you built it, and then also sell that keg on the same turn you built it. But selling must be the FINAL action of your turn.

Town = 2 gold
City = 4 gold
Munich = 6 gold

There is no limit to how many kegs you may sell, or how many kegs may be sold, at a single town or city.

Scoring and Winning the Game:

When a player sells a keg at a city or a town, they receive gold but do not score any points. When a player sells a keg at Munich they score a point towards victory. Take the kegs sold at Munich off the board and set them in front of you to keep score. When any player reaches ten kegs sold at Munich, the game ends and they win the game.

Frequently Asked Questions:

Q: If an action card says I may play it at any time, am I able to play it when it is not my turn?

A: Yes, you may play it at <u>any</u> time, even if it is not your turn. Be sure you make it known quickly that you are playing an action card that might affect another player before they turn in resource or make a move you are trying to stop.

Q: Can I trade with other players?

A: Yes, you may trade with other players at <u>any</u> time, regardless of whose turn it currently is.

Legal:
Game Designer: Matt Handley