

Biergarten



Basics



20 min

↪ Biergarten is, at its core, a tile placement game. Players compete to sell the most bier by enticing thirsty customers to their new Biergarten. Each point earned equals one 'Barrel' sold in your Biergarten.
 ↪ All cards have shields and umbrellas to represent a card's color(s) (1A). Sell more barrels by placing cards of matching colors next to each other.

↪ **1 Barrel:** match two cards with **1 color** in common, sharing an edge that is not a wall. (2A)

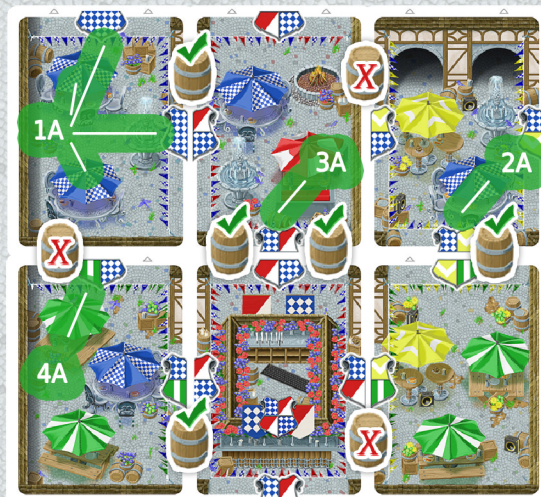


↪ **2 Barrels:** match two cards with **2 colors** in common, sharing an edge that is not a wall. (3A)



↪ Every card edge is either a wall or a shield of the card's color, never both. No matches can be made through a wall (4A).

↪ This game contains 10 wild cards, which can be used as any single color. Wild matching wild is only worth 1 Barrel, but counts as any one color of a player's choosing.



TIP: Wild matches do not have to be the same for both edges. Ex: a wild card with a yellow card on one side and a red/blue on the other would be a match of yellow and red **or** blue



Setup

- ↪ Separate the common (1B) and home cards (2B). Shuffle, **then deal 2 common cards** to every player, facedown. Players may look at their own cards.
- ↪ Turn over as many home cards as players, plus one.
- ↪ Whoever visited a Biergarten last is **first player**.
- ↪ Starting with first player, players **pick a home card** and place it in front of them, face up (3B). After all players pick, return remaining home cards to the box.
- ↪ Again starting with the first player, players choose a player token and set up the "Lagers" cellar boards. (4B)
- ↪ Turn over **3 common cards** from the deck face up to **form the supply**, and place within easy reach of all players.(5B)

TIP: For a quicker and more casual game, flip the score boards to the "Ales" side.

Turns

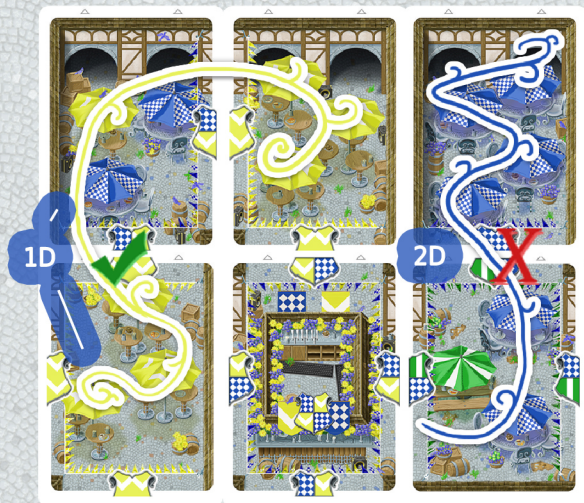
- ↪ Players will **draw 1 card** from either the supply, facedown from the deck, or blindly from an opponent's hand.
- ↪ If drawing from the supply, draw a card to replace it. Targeted opponents replace their card with a facedown draw from the deck.
- ↪ Players then **play 1 card** adjacent to any of the cards in front of them.
- ↪ Cards cannot be placed diagonally or rotated, and cards do not have to sell barrels.
- ↪ Players **may** then **either swap 2 cards (1C)** from their cards in play, **or move 1 card (2C)** shifting cards vertically or horizontally to accommodate or simply moving to an empty space. Cards do not have to be adjacent to be swapped. Scores represent all current matches, so swapping and moving **can** cause a player to **gain or lose points**.
- ↪ **Finally, players count up their barrels and bonuses**, and adjust their score on the cellar boards accordingly. Play then moves to the next player, moving clockwise.
- ↪ If play progresses once around the table without any player drawing from the supply, players may shuffle the supply into the deck, and form a new supply on their turn before drawing.



TIP: The move/swap action can be used to fix bad moves and to set-up future ones.



Bonuses



✦ Collecting at least one match of every color (G,Y,R,B) gives that player a color bonus for **3 barrels**. (1E)



✦ **Wilds count** towards color bonus matches. (2E)

✦ Building a walled garden, a garden with no exterior shields, earns a walled garden bonus for **6 barrels**. Interior walls have no effect on this bonus. (3E)



✦ 7 connected umbrellas of the same color (wild not allowed) on adjacent cards give that player **2 barrels**. (1D) The umbrella bonus can be earned four times, once for each color, and cannot be earned on the "Ales" board.



✦ Strings of umbrellas are broken by wilds, walls, and any card not containing at least one umbrella of the desired color (2D)

✦ **All bonuses take effect immediately.**

TIP: If one player earns a bonus, this does not prevent others from earning it.

Scoring

✦ Depending on the game board, play enters the final round when a player reaches or surpasses either **15 barrels (lagers)** or **10 barrels (ales)**.

✦ In the final round, all other players take one final turn as normal. Then, the player who initiated the final round **skips their draw and play steps**, but may re-arrange one final time.

✦ In the event of a tie, wins go to the player who went last in the original turn order.

✦ Count up the final barrels and declare a winner.

Prost to the Victor!

FUN FACT: The ale and lager board names come from brewing. Ales traditionally are a bit easier to make and take less time. Lagers are a bit more difficult to brew and ferment longer.



Example: The above graphic is a biergarten worth 18 Barrels, 9 Barrels for matches, 6 Barrels for having a walled garden, and 3 Barrels for making a match of every color

Tips and Reminders

✦ The points are fluid - your score is whatever your points and bonuses are at any given moment. Moving cards will adjust your score both up and down.

✦ Bonuses can be earned by everyone - just because one person got the wall bonus doesn't mean others cannot.

✦ You can play and rearrange on the same turn, every turn - the rearrange action is optional every turn, and does not take away your ability to play cards.

✦ The colors are meant to be quartered - if two shields meet and one is red/blue and the other is blue/red, that is still a valid match and worth two points.

✦ Tiles must be played with at least one edge touching an existing tile, and cannot be rotated. Otherwise, all placements are legal regardless of wall configuration.

✦ Simply having a color on a card in your garden does not count towards the color bonus. It must be matched with a card of the same color or a wild first.

✦ Most home cards do not have umbrellas, so even if they match in color, they do break an umbrella chain.