

# Goldbräu

the cleverest businessman wins

*Seehausen am See. For many years, more and more people visit this idyllic village during the annual summer fest. In these three weeks, the breweries and beer gardens in the village make more money than during the rest of the year. So, you and your opponents become hardened businessmen, who rush to Seehausen am See to invest in the businesses there with an eye toward the large profits that come during the festival. During these three weeks each will invest in the businesses and try to get his people in management positions in the breweries and beer gardens where he owns stock. The players also work to increase the size of their favorite beer gardens so that they can earn more money. In the end, it is not the size of the beer gardens or who is in charge, but the amount of money in the players' pockets ...*

## Contents

game board: 4 breweries in the corners ("Mayerbräu", "Steinbräu", "Kramerbräu", and "Schmidbräu"), 6 beer gardens ("Zum Krug", "Zur Eiche", "Zum Bären", "Zur Post", "Zum Hirschen", and "Zum Adler")

70 cards:

24 brewery shares (4 x 6)

36 beer garden shares (6 x 6)

5 "drunken bum" cards

5 "pretty waitress" cards

48 fences

money

starting player figure, payday figure

2 chips: "drunken bum" and "pretty waitress"

12 brewery signs (3 each for the 4 breweries)

in the 4 player colors:

\* 6 boss figures

\* 18 share markers

\* 3 action cards



## Overview

Over 3 weeks, the players try to acquire lucrative shares in the brewery and beer gardens businesses and with these earn as much as possible. At the end of each week is the payday, when the players earn money for their investments. The player with the most money after 3 weeks is the winner!

*The following rules describe the game for 4 players. The changes necessary to play with 3 players are described at the end of these rules.*

## Preparation

Place the game board in the middle of the table. Place 3 fences directly in front of each of the 6 beer gardens, so that each beer garden has a small open area directly adjacent to it (see figure on next page). Place the remaining fences as a general supply next to the board.

Each player takes a starting capital of 25 thalers. Separate the remaining money by denomination and set it aside as the bank.

Each player chooses a color and takes 16 share markers (18 will be used in the game with 3 players), 6 boss figures, and 3 action cards in this color and places them in his play area (the area on the table before himself).

Shuffle the 12 brewery signs face down. Draw 1 sign from the stack and place it in the "Zum Krug" beer garden. Continuing in clockwise order from there to the other beer gardens, draw 5 more signs, placing 1 in each other beer garden. Place the remaining 6 signs in their matching breweries.

The "pretty waitress" begins the game working at "Zum Bären" – place the "pretty waitress" chip there.

The “drunken bum” starts at “Zum Adler” – place the “drunken bum” chip there. During the game, both chips will move from these beer gardens to others, usually several times!

**Shuffle the 60 shares and deal 6 face down to each player.**

Next, add the 5 “pretty waitress” and 5 “drunken bum” cards to the remaining share cards, shuffle them face down and place them as a supply face down next to the board.

**Then, each player chooses 4 of his 6 shares and places them face up in his play area.** For each beer garden and brewery share so revealed, the player places 1 of his share markers on the corresponding beer garden or brewery on the board.

**The players discard the revealed shares from the game. They will have no further impact on the game.**

Each player keeps the remaining 2 shares as his starting hand.

**Finally, each player places 2 of his boss figures on the businesses (brewery or beer garden).**

The thirstiest player begins (or the players choose a starting player using any method they prefer). He places 1 of his boss figures on any beer garden or brewery. The others follow in clockwise order, placing 1 boss figure on any beer garden or brewery without a boss already. After all have placed 1 boss figure, each places another in the same order. When placing these starting boss figures, players need not have shares in the beer gardens or breweries where they place their boss figures.

2 businesses will begin the game without bosses.

**The starting player (chosen above) takes the starting player figure.** The player, who sits 2 places from the starting player (clockwise), takes the payday figure.

**And now it is Monday of the first week!**





## Playing the game (summary)

Each game round represents a day in the week. In each round, the players decide secretly which action (from their 3 possible action cards) they will take to advance their goal to earn the most money.

After 7 rounds (Sunday evening), the cash registers are closed and the incomes for the week counted – it is payday! The income for each beer garden is based on its size. Half of a beer garden's income goes to the brewery where it gets its beer and the beer garden keeps the other half. The income of each beer garden and each brewery is shared among its shareholders.

The season lasts for 3 weeks. After the first payday, there are two more weeks for the players to invest and earn money on their investments. During the game, the players will expand beer gardens, acquire new shares in breweries and beer gardens, and earn profits on their investments.

The player with the most money after 3 weeks is the winner!

## Playing a round (summary)

Each day (round) in a week plays in the following way:

1. Draw 2 cards from the supply and place them face up on the table.
2. Then each player selects 1 of his 3 action cards and places it face down in his play area. Thus, he decides which of the 3 possible actions he will take in this round: "beer garden expansion", "name boss/beer contract", or "acquire share".

"beer garden expansion"



"name boss/beer contract"



"acquire share"



3. Next, the players reveal their face down action cards.

4. Finally, the players take their actions and do so in the following order: "beer garden expansion", "name boss/beer contract", and "acquire share".



## Beer garden expansion

First, the players who selected beer garden expansion take their actions. If several players select this action, the players take the action in clockwise player order starting with the starting player. Each takes one of the following 2 actions:

1. He can expand one beer garden, where he has a boss figure, by one space by placing fences to add the new space to the existing beer garden. He may only add an adjacent unused space, not a diagonal space. **This costs nothing.**

The player can also use this expansion action to add one of the special beer garden spaces (that earns double) for no additional cost.

Example of beer garden expansion:

before expansion:



after expansion:



2. Or, he can expand one beer garden by one space by giving a space belonging to an adjacent beer garden, when he is the **boss of both beer gardens involved**. If, as a result of this, the player cuts off beer garden spaces from the giving beer garden so they are no longer adjacent to spaces adjacent to the beer garden, the spaces become owner-less and belong to no beer garden. However, the space immediately adjacent to the beer garden may not be given away!

before expansion:



after expansion:



owner-less space

A player, who is the only player who selected beer garden expansion in this round, gets an additional expansion: he may take 2 beer garden expansion actions! He can expand 2 different beer gardens (where he has the boss figure) or expand 1 beer garden (where he has the boss figure) by 2 spaces.



## Name boss/beer contract

Next, the players who selected name boss/beer contract take their actions. If several players select this action, the players take the action in clockwise player order starting with the starting player. Each takes one of the following 2 actions:

1. He can name any business (brewery or beer garden), where he wants to place one of his boss figures. To name a business, the player must have at least one share marker of that business. He may also, as part of this action, play a share card of this business from his hand, place a share marker on the business, and discard the card from the game.

**But:** the opponent (if any), whose boss figure now stands on the business may attempt to block this action. He may only do so if he owns more shares (markers) in the business than all other players combined (absolute majority). He may also, as part of his blocking action, play a share card of this business from his hand, place a share marker on the business, and discard the card from the game.

If the action is successfully blocked, the blocked player may try again. He may either name the same business and play another share card in an attempt to break the majority player's absolute majority (who can also again attempt to block the action) or he can name a different business and try to place his boss figure there. If he is again blocked, he may try again, and so on. Other players (other than the blocking player) may not play share cards in an attempt to break the absolute majority!

### an example:

In the "Zum Hirschen" beer garden, red has 2 share markers and a boss marker, blue has 1 share marker, and green has 1 share marker.



It is green's turn. He selects the name boss/beer contract action for the "Zum Hirschen" beer garden. Naturally, red would like to block this action, but he has only 2 shares, which are more than either blue or green, but not more than the two combined. Thus, he does not have an absolute majority in "Zum Hirschen".

Fortunately, red has a share card for "Zum Hirschen" in his hand and chooses to play this, adding a share marker to "Zum Hirschen" and gaining the absolute majority: 3-2. Thus, red blocks green's attempt to name the boss in "Zum Hirschen". Green may now attempt to name the boss again, either in "Zum Hirschen" or in another business where he has at least 1 share marker.

**Important:** only 1 boss marker per business! When a player successfully places his boss figure on a business, he returns the previous boss figure (if any) to its owner.

**Note:** it is never allowed to replace a boss that was just named in this round!

In the early part of the game, when some businesses have no boss, players naming a boss in such a business will have it easy. As there is no existing boss, the action cannot be blocked, so the player need only have a single share marker in the business to name the boss.

2. Or he can make a new beer contract – between a beer garden, where he is currently the boss and a brewery, where he is also currently the boss. To do this, he removes the current brewery sign from the beer garden, returning it to that brewery and places the new brewery sign on the beer garden.

**Remember:** when a single player selects name boss/beer contract in a round, he is allowed to take the action twice. This would allow a player to name a new boss as his first action and make a new beer contract as his second; even using the beer garden or brewery he just became the boss of!



## Acquire share

Next, the players who selected acquire share take their actions. If several players select this action, the players take the action in clockwise player order starting with the starting player. Each player may buy **exactly one share**. The cost of the share depends on the number of players selecting this action. If **only one player** selects this action, he buys the share for 2 thalers. If **two players** select this action, each buys his share for 5 thalers, and if **3 or 4 players** select this action, each buys his share for 8 thalers. If a player cannot or chooses not to buy because the price is too high, that does not lower the cost for the others! When a single player selects this action, he does not get to buy 2 shares as with the other 2 actions, as his lower price is his advantage for being alone in selecting the action.

A player may buy either of the two face up share cards. When a player buys one of the face up cards, he immediately places one of his share markers on the corresponding business and discards the card from the game.

Or a player may also choose to buy the top-most card from the supply deck. In this case, the player may either add the card to his hand or play it immediately (discarding it from the game), placing one of his share markers on the corresponding business. If both face up cards have been bought, the player must choose the blind draw option (or not buy) and may play the card or add it to his hand.

**Important:** as soon as all 6 shares have been acquired in a business, regardless of how this occurs, (6 share markers stand on the business), the single share markers are removed from the business and returned to their owners. Any player who has just one share of the business loses the share, but gets it back in his supply.



Thus, players should always try to get at least 2 shares of any business they have an interest in!

**Also important:** each player may have at most 16 shares, because each has only 16 share markers.

Thus, when a player has used all 16 of his share markers, he may not acquire more shares. He could buy share cards from the supply, placing them in his hand, hoping to have a single share marker returned when a business reaches 6 shares.



### “drunken bum”/“pretty waitress”



The drunken bum and pretty waitress influence the amount of income a beer garden earns where they stand. Players will use opportunities to place these two to their best advantage.

The beginning locations for these two are described above. During the game, the players will have opportunities to move them to other beer gardens.

The “drunken bum” and “pretty waitress” cards can be either (or both) face up cards for the round. Players may buy these cards, as they would share cards. When they buy such a face up card, they can move the corresponding chip:



- to either adjacent beer garden or
- to either beer garden 2 beer gardens away from its current location or
- he can choose to leave the chip where it stands.

In any case, the card is discarded from the game.

In no case, may both chips stand in the same beer garden at the same time. So, a chip may not be moved to a beer garden where the other stands. When a chip stands in a beer garden along the path of the other chip, the player may jump over the occupied beer garden without counting it.

Both cards may also be purchased as the top-most card from the supply. When a player buys such a card, he must play it immediately, moving (or allowing to remain) the corresponding chip. A player may not put such a card into his hand!

The round (day) ends, as soon as each player has taken his action (or chosen not to take his chosen action).

## New round

As soon as a round ends, the starting player gives his left neighbor the starting player figure, making him the new starting player. The payday figure remains where it is for the entire week.

The players place any remaining of the 2 face up cards face down under the supply and draw 2 new cards, placing them face up next to the board. The new round begins as before with the new starting player.

## Payday (Sunday evening)



Payday comes at the end of the 7th round (day), on Sunday evening, of each week. Players can recognize payday, as it is the second time in the week that the player with the payday figure is the starting player. Thus, after the round where he is the starting player for the second time in the week, it is payday.

Just before collecting income, players have one last chance in the week to play share cards from their hands, converting them to owned shares by placing their share markers on the corresponding businesses. Starting with the current starting player and continuing clockwise around the table, each player plays (discards from the game) as many share cards from his hand as he chooses, placing his share markers in on the corresponding businesses. When each player has had one chance to play his share cards, the players earn income for their shares.

Now, the players divide the beer garden income, beginning with “Zum Adler” and continuing clockwise around the board through all other beer gardens. Each beer garden space enclosed within the fences of the beer garden earns the beer garden 4 thalers; double spaces earn the beer garden 8 thalers each.

The income for a beer garden is increased or decreased when the “drunken bum” or the “pretty waitress” chip stands in the beer garden. The “drunken bum” reduces the income for a beer garden by 12 thalers (but not below 0). The “pretty waitress” increases the income for a beer garden by 20 thalers.

Half of the income of each beer garden goes to the brewery that supplies its beer (shown by the brewery sign on the beer garden). For now, place this money on the brewery, as it will be distributed later.

The other half of the beer garden’s income is distributed to the shareholders, based on the number of shares each has. Each share gets an equal amount of the income. Naturally, players with more shares will earn more income.

However, when a portion of the income cannot be divided equally among the shareholders, that portion is given to the boss of the beer garden as a bonus!

*In some cases the bonus will be 0, but in extreme cases the bonus could be the entire income of the beer garden: for example, if a beer garden earns only 2 thalers and has 3 shares, the shareholders get nothing and the boss gets 2 thalers.*

Players may use the table at the end of the rules as an aid.

After the income of the 6 beer gardens has been distributed, the players divide the brewery income (the money on each brewery) among the shareholders of each brewery in the same manner as the income for the beer gardens were divided among the shareholders (and the boss).



an example:



### “Zum Adler”:



4 normal beer garden spaces @ 4 thalers:	16 thalers
1 double beer garden space @ 8 thalers:	<u>8 thalers</u>
sub-total:	24 thalers
plus “pretty waitress”	+20 thalers
total:	44 thalers

First, half of this total (22 thalers) is placed on the supplying brewery (in this case, “Mayerbräu” gets 22 thalers).

The other half (also 22 thalers) is divided among the shareholders: there are 5 share markers on the beer garden. Dividing 22 by 5 gives 4 thalers for each share owned, leaving 2 thalers as the boss’ bonus. Red has 3 shares and earns 12 thalers. Blue has 2 shares and earns 8 thalers plus, as boss, the bonus of 2 thalers, for a total of 10 thalers (see table at the end of this example).

Players may use the table at the end of the rules as an aid.

### “Zum Krug”:



5 normal beer garden spaces @ 4 thalers:	20 thalers
1 double beer garden spaces @ 8 thalers:	<u>8 thalers</u>
sub-total:	28 thalers
minus “drunken bum”	-12 thalers
total:	16 thalers

First, half of this total (8 thalers) is placed on the supplying brewery (in this case, “Steinbräu” gets 8 thalers).

The other half (also 8 thalers) is divided among the shareholders: there are 3 share markers on the beer garden. Dividing 8 by 3 gives 2 thalers for each share owned, leaving 2 thalers as the boss’ bonus. Yellow has 2 shares and earns 4 thalers. Green has 1 share and earns 2 thalers plus, as boss, the bonus of 2 thalers, for a total of 4 thalers.

### “Zur Eiche”:



3 normal beer garden spaces @ 4 thalers:	12 thalers
0 double beer garden spaces @ 8 thalers:	<u>0 thalers</u>
total:	12 thalers

First, half of this total (6 thalers) is placed on the supplying brewery (in this case, “Steinbräu” gets 6 thalers).

The other half (also 6 thalers) is divided among the shareholders: there are 3 share markers on the beer garden. Dividing 6 by 3 gives 2 thalers for each share owned, leaving 0 thalers as the boss’ bonus. Red has 1 share and earns 2 thalers. Blue has 1 share and earns 2 thalers. Green has 1 share and earns 2 thalers. As there is nothing left, the boss gets no bonus.

In the same way, the beer gardens not shown are also scored.

The table at the end of the example shows how the income for the beer gardens is distributed.

Next, the income for the breweries is divided among the shareholders:

#### “Mayerbräu”:



In this brewery are 22 thalers (earned from “Zum Adler”). There are 4 share markers on the brewery. Dividing 22 by 4 gives 5 thalers for each share owned, leaving 2 thalers as the boss’ bonus. Yellow has 1 share and earns 5 thalers. Red has 2 shares and earns 10 thalers. Blue has 1 share and earns 5 thalers plus, as boss, the bonus of 2 thalers, for a total of 7 thalers.

#### “Steinbräu”:



In this brewery are 14 thalers (earned from “Zum Krug” and “Zur Eiche”). There are 5 share markers on the brewery. Dividing 14 by 5 gives 2 thalers for each share owned, leaving 4 thalers as the boss’ bonus. Red has 2 shares and earns 4 thalers. Blue has 1 share and earns 2 thalers. Green has 2 shares and earns 4 thalers plus, as boss, the bonus of 4 thalers, for a total of 8 thalers.

In the same way, the breweries not shown are also scored.

The table at the end of the example shows how the income for the breweries is distributed.

### 2nd and 3rd weeks

After payday, the next week begins. The starting player gives his left neighbor the starting player figure, making him the new starting player.



The payday figure is given to the player 2 places away from the new starting player, as at the beginning of the game.



### Game end

After the 3rd payday at the end of the 3rd week, the game ends and the player with the most money is the winner! Of course, players should remember to play all their remaining share cards before this last payday!

## Rules for 3 players

- ☞ Remove 1 share card for each business (beer garden and brewery) from the game so there are just 5 shares for each business in the game. Leave all “drunken bum” and “pretty waitress” cards in the game, so you play with just 60 cards.
- ☞ Each player takes all 18 of his share markers.
- ☞ To start, each player draws 8 cards (instead of 6) and chooses 6 to play and place share markers on the corresponding businesses.
- ☞ To start, each player places 3 boss figures (instead of only 2).
- ☞ The starting player takes both the starting player figure and the payday figure, as he will be the starting player for the 7th and payday round.

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# Payday table

income	2	4	6	8	10	12	14	16	18
number of share markers	1	2 -	4 -	6 -	8 -	10 -	12 -	14 -	16 -
	2	1 -	2 -	3 -	4 -	5 -	6 -	7 -	8 -
	3	- 2	1 1	2 -	2 2	3 1	4 -	4 2	5 1
	4	- 2	1 -	1 2	2 -	2 2	3 -	3 2	4 -
	5	- 2	- 4	1 1	1 3	2 -	2 2	2 4	3 1
	6	- 2	- 4	1 -	1 2	1 4	2 -	2 2	2 4

income	20	22	24	26	28	30	32	34	36
number of share markers	1	20 -	22 -	24 -	26 -	28 -	30 -	32 -	34 -
	2	10 -	11 -	12 -	13 -	14 -	15 -	16 -	17 -
	3	6 2	7 1	8 -	8 2	9 1	10 -	10 2	11 1
	4	5 -	5 2	6 -	6 2	7 -	7 2	8 -	8 2
	5	4 -	4 2	4 4	5 1	5 3	6 -	6 2	6 4
	6	3 2	3 4	4 -	4 2	4 4	5 -	5 2	5 4

blue: value of **one** share marker

red: boss' bonus