

# TEACHING GUIDE

## GAME INTRODUCTION

In Brass: Birmingham, players take on the roles of competing entrepreneurs in the West Midlands during England's Industrial Revolution, between the years of 1770-1870.

This is a competitive economic game that includes hand management, network building, and tile placement for 2-4 players. While players are competing to win, player actions often benefit one another, adding a cooperative layer to play. The game also features a dynamic board setup, making it unfold completely differently each time you play. Games typically take 1-2 hours, though games for new players will likely take longer.

The game is played over two halves, or eras:  
First the Canal Era and then the Rail Era.

## THE BOARD, TILES & RESOURCES

First the game board. It has two sides - Day and Night. The only difference between them is the artwork. Choose a side for the first game. (The Day side may be easier to see for some.)

### Industry and Merchant Locations

Most locations on the board hold Industries built and placed by the players. Five locations around edges of the board represent Merchants and connections to the Market.



Industry Location



Merchant Location

### Player Mats

Each player gets a Player Mat to organize their Industry tiles. All the mats are the same and are two-sided.

Each player should choose a color to play. If they like, they can read the descriptions of the historical figures portrayed on the player tokens. Once all players have chosen, distribute Player Mats, Player Markers, character tiles, Industry tiles, Link tiles, and anything else colored for each player.

### Industry and Merchant Tiles

Each player has a collection of Industry tiles which they can build and place on the board. Once built, these Industries produce resources like Coal, Iron, and Beer or finished goods like cotton, pottery, and manufactured goods.



Industry tiles - front and flipped (black) side

Merchant tiles represent Merchants willing to purchase your cotton, pottery, and manufactured goods.



Merchant tiles

### Link Tiles

Each player also has a collection of Link tiles they can place on the board to form connections between locations. During the Canal Era, canal Link tiles are placed on canal lines. During the Rail Era, rail Links are placed on rail lines.



Link tiles - canal and rail

### Coal, Iron & Beer

Cubes are used to represent Coal and Iron, with barrels for Beer.



Coal cubes, Iron cubes, Beer barrels

# GOAL

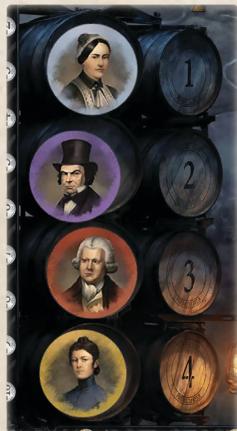
- Your goal is to score the most Victory Points (VPs), which are represented by a black hexagon.
- Victory points are counted at the end of each of the two eras, with the winner being the player with the most points at the end of the Rail Era.
- Points are awarded for Industry tiles that have been flipped to their black side and also for Link tiles connected to flipped tiles or Merchant locations.



Victory Points

## Eras and Rounds

- Each of the two eras are played over a number of rounds. In a 2-player game, there will be 10 rounds per era. In a 3-player game, 9 rounds. And in a 4-player game, 8 rounds.
- In each round, players take turns according to their position on the Turn Order Track.
- On each player's turn they take 2 actions in which they discard a card from their hand to perform one of the 7 different actions (except for the first round of the Canal Era where players get only 1 action).
- Discarded cards go to each player's discard pile, except for the two types of Wild cards, which go to their respective piles.
- Any money spent on your turn is placed over your large character tile on the Turn Order Track. After all players have performed their 2 actions, the round is over.
- Players position on the track can change each round, depending on how much money they spend the previous round.



Turn Order Track & Player Markers

## Actions

You may perform any of the following actions, and you can choose to perform the same action twice on your turn. These are only brief overviews of each action:

**Build** - Consume Coal and Iron and place an Industry tile on the board. The card you discard determines what Industry you can place and where. This is the only action that requires you to play a specific card.

**Network** - Add a rail or canal Link tile to the board, expanding your network.

**Develop** - Consume Iron to gain access to higher level Industries by removing lower level tiles from your Player Mat.

**Sell** - Sell your cotton, manufactured goods and pottery, consuming Beer if necessary.

**Loan** - Receive £30 and reduce your income by 3 income levels.

**Scout** - Discard an additional two cards to take a Wild Location and Wild Industry card.

**Pass** - You may pass as an action, but you must still discard a card.

## End of Round

- At the end of each round, players receive money based upon their Income Level, represented by the number on the coin beside their Income Marker's position on the Progress Track around the outside edge of the game board.
- A negative Income Level requires the player to pay money at the end of the round. If they do not have enough, they must remove placed Industry tiles or lose VP.
- Player turn order is updated so the player who spent the least during the previous round plays first in the next round. The next least spent goes next, and so on. If money spent in that round is tied then those players turn order stays the same relative to each other from the previous round.



Progress Track

## End of Era & Scoring

- Much of the game board will be reset at the end of the Canal Era. Level 1 Industry tiles will be removed (though not from Player Mats), Link tiles will be scored and removed, Merchant Beer will be reset, discard piles will be shuffled to make a new deck, and players will draw a new hand of 8 cards each.
- For each of your Link tiles on the game board, you score 1 VP per black hexagon on adjacent locations. Once scored, the Link tiles are removed. You also score VP for each of your flipped Industry tiles.

# IMPORTANT CONCEPTS

## Your Network

- Where you can place Industry tiles with the Build action or Link tiles with the Network action is limited by **your network**.
- Any location where you already have an Industry tile, or that is adjacent to one of your Link tiles, is part of **your network**.
- Thematic: If you already have a business in an area, or already have your boats or trains shipping into that location, then you can easily expand your operation or add new boats or trains connecting that location to an adjacent one.

## Connected

- Consuming and selling resources often requires two locations to be **connected**.
- Two locations are **connected** if you can trace a line of anyone's link tiles between the two locations.
- Thematic: Two places are connected if you can ship goods between them via boat or train. It doesn't matter who owns the boat or the train.

## FLIPPING TILES

- Flipping tiles not only creates opportunities to score VPs, but is also the primary way of increasing your Income Level.
- The number in the arrow on the bottom right of the flipped side (the side with the black top half) shows how many spaces you move your Income Marker along the Progress Track when you flip the tile.



A flipped level 2 Iron Works tile owned by the yellow player

- There are two different ways to flip tiles, depending on the Industry shown on the tile.

## Coal Mines, Iron Works & Breweries

- Coal Mines, Iron Works, and Breweries flip when the last resource (Coal, Iron, or Beer) is removed from the tile. It doesn't matter who consumes the resource. Once it's empty, the owner gets to flip it.
- Thematic: Flipping a tile like a Coal Mine doesn't mean the mine is tapped out or closed. It's more like the mine is now operating at full capacity and all of the coal it's producing is spoken for. It has reached maximum profitability and doesn't require as much attention. The same is true of Iron Works and Breweries.

## Cotton Mills, Manufacturers & Potteries

- Cotton Mills, Manufacturers, and Potteries flip by using the Sell action. This requires a connection to an appropriate Merchant, and usually Beer.
- Thematic: Flipping tiles with the Sell action doesn't mean you are selling the business. Think of it as finding Merchants that will take your current and future inventory. Everything that business produces is spoken for. As long as you can secure a supply of Beer for your workers, that business will continue to operate at maximum profit.

## CONSUMING RESOURCES

### CONSUMING COAL

- Building rail Link tiles and some Industry tiles requires Coal. Consuming Coal requires that the new Industry or Link tile be connected to a source of Coal.
- Thematic: These industries and rail lines required a LOT of coal. As in, literal boat loads and train loads of it. The only way to get the required amount of coal from one place to the next was via boat, and later, train.
- Coal is always consumed from the closest, connected location, and from as few locations as possible. Consuming Coal from a Coal Mine is free - it costs you no money - no matter who owns the mine. (After all, they want the Coal all consumed so they can flip the tile.)
- Choose the closest, connected, unflipped Coal Mine, regardless of owner. Consume the required Coal by removing it from the tile and returning it to the General Supply. (If you remove the last Coal from the tile, the owner gets to immediately flip it.)
- If you still need to consume more Coal after the mine is flipped, choose the next closest, connected, unflipped Coal Mine, and repeat the process.
- If there are ever multiple connected, unflipped Coal Mines the same number of Link tiles from your new Industry tile or rail Link, choose one of the Coal Mines from which to consume Coal. If it runs out, you may then choose another.
- If there are no connected, unflipped Coal Mines available, you may purchase Coal from the Market, provided your new Industry tile or rail Link is connected to the Market.
- If your new Industry tile or rail Link is connected to any Merchant location (indicated by the double arrow icon), you may purchase Coal from the Market.
- Coal is purchased one at a time at the lowest available price shown in the Market. If there are no actual Coal cubes in the Market, you may still buy Coal for £8 each.
- If there are no connected, unflipped Coal Mines, and you do not have the necessary connection to the Market, you cannot provide the necessary supply of Coal. Therefore, you cannot build the Industry tile or rail Link.

## CONSUMING IRON

- Iron is consumed to perform the Develop action and to Build some Industry tiles. But consuming Iron doesn't require a connection between locations.
- Thematic: While important, iron was required in far smaller volumes than coal. It was easily transported via horse and wagon and didn't require as robust of a transportation network.
- You can consume Iron for free from any unflipped Iron Works on the board, and you can even take each Iron from a different tile if you want. Connections, distance, and who owns the Iron Works are all irrelevant.
- If there are no unflipped Iron Works, you can purchase Iron from the Market. Again, no connection is required.
- Similar to Coal, you purchase Iron from the Market one at a time for the cheapest price. If there is no Iron on the Market, you can still buy it for £6 each.

## CONSUMING BEER

- Using the Sell action to flip an Industry tile often requires you to consume Beer.
- Thematic: Unpolluted drinking water was in short supply in expanding settlements, so beer was often the purest and safest drink available. So consuming beer represents securing a dependable supply for your workers.
- Players have three options for consuming Beer, and all of them are free. A player may choose a different source for each Beer barrel required.
- You can consume Beer from any of your unflipped Breweries, no matter where they are on the board. No connection required.
- You can consume Beer from any unflipped Breweries belonging to other players, but doing so requires a connection between the Brewery and the location where you need the beer.
- You can consume a Beer from the Merchant to whom you are Selling. Only the Beer belonging to that specific Merchant can be consumed - not Beer from other Merchants. Since you require a connection to the Merchant to Sell to them, that connection is also available for their Beer.
- Thematic: Wondering why your beer doesn't require a connection but others' does? It's assumed that you already have a regular schedule for distributing your beer around to your businesses, included alongside other goods on your wagons. But getting kegs and kegs of beer from other breweries requires less frequent, and larger, shipments by boat or train.
- Beer cannot be purchased from the Market. If there is no Beer available on the board, then you cannot perform any action requiring you to consume Beer.

## INDUSTRY TILE LEVELS

Players should take this opportunity to organize their Industry tiles on their Player Mats. The flipped (black top half) side should face down. All Industry tiles have a level printed on the tile. Stack tiles by Industry and level, on the matching spaces on the Player Mat. All Industry tiles of a lower level have to be removed before you can Build or Develop tiles of the next level.



## CARDS

There will be two types of cards in the Draw Deck - Location Cards and Industry Cards. There are also Wild Location Cards and Wild Industry Cards.



Location & Industry Cards



Wild Location & Wild Industry Cards

## THE ACTIONS

Every round, except for the first, each player gets to take 2 actions. These can be any combination of the following 7 options, and players can choose to take the same action twice. If you cannot pay any required costs in money or resources, you cannot take the action. Players always discard a card before taking each action.

### BUILD

Build is how you place new Industry tiles on the board, taking them from your Player Mat. Build is often the most complex of the actions, and it is the only action that requires you to discard a specific card.

In order to build an Industry tile and place it on the board, you will need to meet the following requirements:

- The tile must be allowed during the current era. (Some Industry tiles may only be built during a specific era.)
- New Industry tiles must be placed on a location with an undeveloped space that matches the Industry. (Overbuilding provides an exception to this requirement.)
- You must discard a card that allows you to build that Industry tile at the chosen location.
- You must pay the cost in money, Coal, and Iron displayed on your Player Mat next to the Industry tile being built. (You always Build the lowest level tile of the chosen Industry from your Player Mat.)
- During the Canal Era, you may not Build in a location where you already have an Industry tile.

#### Building During the Canal Era

- You may have a maximum of 1 Industry tile per location, but may have an Industry tile in the same location as other players.
- Tiles with a Canal Era icon next to their slot on the Player Mat may only be built during the Canal Era. Tiles with a Rail Era icon may not be built.

#### Building During the Rail Era

- You may build multiple Industry tiles in each location.
- Tiles with a Rail Era icon next to their slot on the Player Mat may only be built during the Rail Era. Tiles with a Canal Era icon may not be built and may only be removed from Player Mats with the Develop action.



Canal Era and Rail Era Industry tile icons

### Card, Industry & Location

The card you discard determines which Industry tile you can place and at what location.

**Discard an Industry card** - Build your lowest level Industry tile matching an icon on the played card, at any location in your network with a matching undeveloped space. If the card shows multiple Industries, choose one.

**Discard a Location card** - Build your lowest level Industry tile on an undeveloped matching space on the location named on the card, even if it's not in your network.

**Discard a Wild Industry Card** - Build your lowest level tile of any Industry at any location in your network with a matching undeveloped space.

**Discard a Wild Location Card** - Build your lowest level Industry tile on an undeveloped space on any named location on the board. This does not include the 2 unnamed Farm Breweries.

#### Choose and Place Industry Tile

- Take the lowest level tile of the chosen Industry from your Player Mat and place it on a matching undeveloped space on the chosen location.
- If possible, place it on an undeveloped space displaying only that industry's icon.
- Otherwise, place it on an undeveloped space displaying that industry's icon with another industry's icon.
- If no undeveloped spaces display your industry's icon, you may not place it in that location.



Industry tiles are placed on matching undeveloped spaces

### Pay the Cost

The cost of the Industry tile you are Building is displayed to the left of its slot on your Player Mat. Any money spent is placed on your Character tile on the Turn Order Track. Consume any required Iron and Coal, remembering that consuming Coal requires a connection between the location and a source of Coal.



Costs are displayed on the Player Mat

## Place Resources

- If you Build a Coal Mine or Iron Works take the resource cubes displayed on the tile from the General Supply and place them on the tile.
- If you Build a Brewery during the Canal Era, take 1 Beer barrel from the General Supply and place it on the tile. If you Build a Brewery during the Rail Era, take and place 2 Beer barrels.



Place Resources on Industry tiles

## Moving Coal and Iron to the Market

If you Build a Coal Mine or Iron Works, you have a one-time opportunity to move Coal or Iron from the tile to the Market, making some money in the process.

- If you Build a Coal Mine, it is connected to the Market, and there are available Coal spaces in the Market, you must move as many Coal cubes as possible from your tile to fill the available Market spaces.
- If you Build an Iron Works and there are available Iron spaces on the Market, you must move as many Iron cubes as possible from your tile to fill the available Market spaces.
- For each resource cube moved from your tile to the Market, you receive the amount of money displayed next to the space filled on the Market. This can result in receiving different amounts of money for different cubes.
- Coal and Iron cubes may only be sold to the Market during the action when their Industry tile is built. They are never sold to the Market in later turns.



Sell Resources to the Market

## BUILD SPECIAL CASES

### Farm Breweries

- There are 2 unnamed locations on the board where Breweries can be built - one near Cannock and one between Kidderminster and Worcester. These are known as Farm Breweries.
- You may only build in these locations using a Brewery Industry card or a Wild Industry card. (Remember these cards also require the location to be in your network.)
- A Link tile placed between Kidderminster and Worcester also connects both locations to the Farm Brewery to their left. A second Link tile is not required; nor may it be placed there.

### Building If You Have No Tiles

If you have no Industry or Link tiles on the game board, you may ignore the requirement to Build only in a location in your network when using an Industry or Wild Industry card. This exception only applies while you have no tiles of any kind on the board.

### Overbuilding

It is also possible to build higher level Industry tiles on top of lower level tiles of the same Industry type. This is known as Overbuilding.

- Normally, you can only Overbuild on your own Industry tiles.
- Any resources remaining on the lower level tile are lost and returned to the General Supply.
- The lower level tile is removed from the game. It will not score any VP, but you do not lose the increase to Income Level of it was flipped.
- Otherwise you Build as normal, paying any costs, discarding an appropriate card, using the lower level Industry on your Player Mat, etc.
- If there are no Coal cubes anywhere on the board, including the Market, you may Overbuild a Coal Mine on top of a lower level Coal Mine belonging to another player.
- If there are no Iron cubes anywhere on the board, including the Market, you may Overbuild an Iron Works on top of a lower level Iron Works belonging to another player.

## NETWORK

Network is how you place new Link tiles to expand your network and gain access to new locations.

- Discard any card. (Remember that Wild cards return to their piles when they are discarded.)
- Choose an undeveloped line that is adjacent to a location that is part of your network.
- Pay the required cost for the new Link tile and place it.

### Networking During the Canal Era

- Only canal Link tiles may be placed during the Canal Era, and they may only be placed on undeveloped canal lines.
- The cost to build a canal Link tile is £3.

Undeveloped Canal Line

### Networking During the Rail Era

- Only rail Link tiles may be placed during the Rail Era, and they may only be placed on undeveloped rail lines.
- You have the option to build either 1 or 2 rail Link tiles with a single Network action, assuming you can pay the costs and meet all other requirements.
- The cost to build a single rail Link tile is £5 and 1 Coal.
- The cost to build 2 rail Link tiles is £15, 2 Coal, and 1 Beer.
- Remember to meet any connection requirements when consuming Coal and Beer.

Undeveloped Rail Line

### Networking If You Have No Tiles

If you have no Industry or Link tiles on the game board, you may ignore the requirement to place a Link tile adjacent to a location in your network. This exception only applies while you have no tiles of any kind on the board.

## SELL

Sell is how flip built Cotton Mill, Manufacturer, and Pottery tiles.

- Discard any card.
- Choose 1 of your unflipped Cotton Mill, Manufacturer, or Pottery tiles that is connected to a Merchant tile featuring that industry's icon.
- Consume the required amount of Beer, as shown in the top right corner of the Industry tile. If there is a Beer barrel on the space beside the Merchant tile you are selling to, you may consume this beer as part of the Sell action and collect that Merchant's Beer Bonus.

- Flip the Industry tile and advance your Income Marker along the Progress Track by the number of spaces shown in the bottom right corner of the tile.
- You may repeat this process to flip additional eligible tiles, all as part of a single Sell action.

### Merchant Beer Bonuses

Merchant beer may only be consumed as part of a Sell action. If you consume a Merchant beer, you also receive the bonus displayed beside that Merchant tile's location:

**Develop (Gloucester)** - Remove 1 of the lowest level tiles of any industry from your Player Mat (for no iron cost).  
Exception: You cannot remove a Pottery tile showing an icon with a crossed out lightbulb.

**Income (Oxford)** - Advance your Income Marker 2 spaces along the Progress Track.

**Victory Points (Nottingham and Shrewsbury)** - Advance your VP Marker along the Progress Track by the number of spaces indicated.

**Money (Warrington)** - Receive £5 from the Bank.

## DEVELOP

Develop allows you to gain access to higher level industries by removing tiles from your Player Mat without building them.

- Discard any card.
- Remove 1 or 2 Industry tiles from your Player Mat, and return them to the box. You must consume 1 Iron for each tile removed.
- Each Industry tile is removed separately and does not need to be of the same industry, but must be the lowest level tile of the chosen industry

### Pottery Tiles with the Lightbulb Icon

Some Pottery tiles include an icon of a crossed out lightbulb. These tiles cannot be removed using the Develop action. They can only be removed from your Player Mat with the Build action.



Pottery Tile with Lightbulb Icon

## LOAN

Loan provides with an infusion of money at the cost of reducing your Income Level.

- Discard any card.
- Take £30 from the General Supply, and move your Income Marker 3 Income Levels (not spaces) backwards down the Progress Track
- Place your Income Marker on the highest space within the new lower income level.

## SCOUT

Scout allows you to add Wild cards to your hand, providing you with more options when Building and Networking. It is the only action which requires to discard more than 1 card.

- You may not perform this action if you already have a Wild card of either type in your Hand.
- Discard any card from your Hand, plus 2 additional cards and place them face up in your Discard Pile.
- 2 Take 1 Wild Location and 1 Wild Industry card.

## PASS

You may choose to pass instead of performing an action, but must still discard a card for each action you pass.

## INTRODUCTORY GAME

Since Brass is such a deep game, some players may prefer to play a shorter introductory game for their first experience.

The introductory game plays exactly like the full game, except you only play the Canal Era and there are additional scoring rules to make players' scores more closely reflect their success in the Canal Era.

To play the introductory game, first, play the entire Canal Era as normal, including the end of Canal Era scoring. Then add an additional round of scoring as follows:

**Money** - Score 1 VP for every £4 in your player area (up to a maximum of 15 VPs).

**Income Level** - Score VPs equal to your income level. If your income level is negative, you lose VPs.

**Industry tiles** - Score the points a second time for all your level 2 or greater Industry tiles.

*Black by Day, Red by Night*

# OFFICIAL GAME FAQ

## FROM THE OFFICIAL FAQ ON BGG

The following questions and answers are taken from the [Official Brass: Birmingham FAQ](#) thread on BGG. They may be reworded slightly from their original source to provide additional clarity or consistency.

### How are ties decided?

After VPs, ties to determine the winning player are broken first by income and then by money remaining. A player's income refers to their Income Marker's current location on the Progress Track.

For example, if two players both had an Income Level of 12 but one was on location 34 on the Progress Track and the other was on location 35, the player with their marker on 35 would win. If both players' Income Markers are on the same location on the Progress Track, the winner is determined by which player has the most money remaining.

### What is the difference between your network and being connected?

A location is

**Your network** refers to locations where you have already built and placed a tile as well as those adjacent to one of your link tiles.

Whether or not a location is part of your network is most commonly important when using the Build action to place a tile using an Industry card or when using the Network action to place a link tile.

Two locations are **connected** if you can trace a line of anyone's link tiles between the two locations. Who the link tiles belong to is irrelevant when determining if two locations are connected.

Being connected is most commonly important when determining consuming coal from any source, consuming another player's beer, and performing the Sell action.

Note that it is possible for two locations in your network to not be connected. Some players refer to this as having multiple networks, though the rules only distinguish between a location being part of your network or not.

### Can I extend my network through a location with merchant tiles (such as Gloucester)?

Yes, links to Merchant locations connect locations just like anywhere else. For example, if you have a connection from Redditch to Gloucester you can place another link tile to connect Gloucester to Worcester.

Merchant locations behave like normal locations in almost all regards. It's just that they don't have any building spots and that they have merchants and market access instead.

### What do I do if I have not built my level 1 Pottery tile in the Canal Era since I cannot develop it?

The level 1 Pottery tile has no blue half moon next to it, which means it can also be built in the Rail Era (as the only level 1 Industry). Remember level 1 Pottery is still removed from the board at the end of the Canal Era, just not from Player Mats.

### We are running out of coal/iron cubes. What to do?

Resource cubes are not limited. Use a substitute of your choice. (However, be aware that players are playing suboptimal if they leave a lot of cubes on the board instead of using them for their Build or Develop actions.) This also means that players elected to replace their cubes with upgraded versions need not be concerned with having a specific number.

### I connected my coal mine to a merchant city (e. g. Oxford). Can I now sell my coal to the market?

No, your coalmine needs to be connected to the coal market at the time you build it in order to sell the coal immediately. If it gets connected later the coal stays on the tile.

### I am selling my goods to a city that has two merchant tiles and both beer are still left. Can I choose which merchant beer I can use?

You can only sell to the merchant and take the beer from the tile that shows the particular good you are selling. If one shows pottery and the other a crate you can only take the beer over the pottery if that is what you are selling. If you are selling both items, however, you can also consume both beer. If both merchant tiles show the good you are selling, you may choose which beer to consume.

### I am selling a good. Do I have to use the merchant beer that is in the market location or can I use one of my beers to flip my brewery?

Yes, you can use your own beer instead of a merchant beer when selling goods. Using the merchant beer for a sell action is always optional.

### What happens if you run out of coal/iron cubes?

If you run out of cubes, you can take them from the top of the Market, because only the bottom cubes are needed to know the price. But remember, the designers deliberately included a smaller number of cubes to remind you that if a resource is in abundance, you probably shouldn't make more of it.

## ADDITIONAL ANSWERS FROM BGG

The following questions and answers are taken from various threads on BGG. Links to their respective threads are included to provide additional context if desired. They may be reworded slightly from their original source to provide additional clarity or consistency.

### What is the difference between income and Income Level?

A player's **income** refers to their Income Marker's current location on the Progress Track.

A player's **Income Level** is the amount of money displayed on the coin beside their Income Marker's location on the Progress Track - the amount of money they actually receive at the end of the Round.

Income Level is used every Round (except for the Final Round), but income is typically only relevant when breaking ties.

For example, if two players can have incomes of 34 and 35, respectively, but both would have an Income Level of 12.

[Tiebreaker: income level or space?](#)

**If I build an Industry tile that requires two coal, and it is equally close to two Coal Mines (assuming both mines have more than 1 coal), can I consume 1 coal each from both mines?**

No. You must choose one mine and take all coal from there.

Per the rulebook: *If multiple Coal Mines are equally close, choose one. If a Coal Mine runs out of coal, and you need more, choose the next closest Coal Mine. Consuming coal in this way is free.*

Reasoning from the designer: Forcing you to choose one is a more interesting and harder decision (in the spirit of Brass). Furthermore, the rule already insinuates it.

[Official ruling needed from designer on coal purchase when closest mines are equidistant](#)

**Thematically, why is beer a necessity to sell commodities or to build rails?**

As stated in the rulebook, *Unpolluted drinking water was in short supply in expanding settlements, so beer was often the purest and safest drink available.* Thematically, the Sell action does not represent selling the business as much as it represents that business becoming fully operational and profitable, which requires both merchants and workers. Similarly, building rails requires a large traveling workforce. In both cases, beer fulfills a basic need for these workers.

[Thematic explanation why beer is required for sell and network action?](#)

**If you flip an Industry tile during the Canal Era, is it then sold, allowing you to build a second Industry tile in the same location?**

No. You can never place a second Industry tile at the same location during the Canal Era. Regardless of whether or not the Industry tile is flipped, it still belongs to the same player. Thematically, the Sell action does not represent selling the business as much as it represents that business becoming fully operational and profitable. Similarly, a flipped Coal Mine or Iron Works is not shutdown. It is merely operating at full capacity and all it produces is already spoken for by existing enterprises.

[Can you place multiple industry tiles during the Canal Era if one of your tiles is flipped?](#)

**If flipping my chosen Industry tile requires 2 Beers and my location is connected to two different matching Merchants, each with an available Beer, can I choose to consume both Beers as part of my Sell action?**

No. The rules require you to choose a single Merchant for each sale, and you can only consume the Beer from the selected Merchant.

It is possible to consume Beer from multiple Merchants during a single Sell action, if you have multiple Industry tiles that can be flipped that match Merchants with available Beer. However, multiple sales within a single Sell action are sequential, and each sale is to a single Merchant. Only the chosen Merchant's beer may be consumed in a single sale.

[Bonus beers - can you use both for a single sale?](#)

**When using the Sell action, if two Merchants in the same location both have matching industries, one with only a single industry and the other with multiple industries, am I required to choose the Merchant with the single industry (like with Building Industry tiles)?**

No. You are free to choose either Merchant, assuming all necessary connections to their location and that both display a matching Industry. Selling to a Merchant is not restricted in the same ways as Building an Industry tile. In fact, choosing to sell to the Merchant with multiple Industries can often be a good strategy.

[Do the merchant beers follow same rules as the city building multi-tiles?](#)

**If you only have a single rail Link tile left, can you still perform the Network action to build two rail Links (with the goal of consuming Beer)?**

No. You cannot pay for an action you aren't taking, or are unable to take.

Thematically speaking, this would be the equivalent of giving away the beer or adding it in as a bonus, which would definitely make the workers happy but would not generate any profit.

[If you only have one rail tile left, can you still do double rail action?](#)