

# B R A S S

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## B I R M I N G H A M

### Overview

**Goal** - Most points (then income, then money as tiebreakers)

**Turn** - 2 actions, playing 1 card per action, then draw 2 cards if able

**Round** - Each player gets 1 turn (of 2 actions), then everyone collects/pays income

**Era** - Play out the draw deck and then everyone's hand

**Game** - Canal Era followed by Rail Era

### **Setup**

- Randomize turn order, and players start with 0 points, 0 income, £17, 8 cards, and 1 unseen discard
- The first round of the Canal Era, everyone gets only 1 action and draws 1 card instead of 2

**Actions:** Always play (discard) 1 card - can be any card except for build action

- Build - Put an industry tile from your mat onto the board
- Network - Connect two locations with one of your link tiles
- Sell - Flip one or more of your pottery/cotton-mill/manufacturer industry tiles
- Develop - Remove industry tiles from your mat without building them
- Loan - Take money and lower income level
- Scout - Take wildcards for future use
- Pass - Do nothing

### **End of Round**

- Determine Turn Order
  - Player who spent the least money this round goes first next round and so on
  - Keep order for ties in money spent
- Receive Income (might be negative)
  - Except at the end of the last round (which could spare you a shortfall)
  - If unable to pay for negative income, sell industry tiles off the board

### **End of Era**

- Score link tiles and flipped industry tiles
- At the end of the Canal Era, remove all link tiles and level 1 industry tiles
  - It does not matter whether or not a tile has been flipped, only its level
  - If a level 1 tile still has resources on it, remove the resources with the tile
  - Your remaining tiles, if any, will determine your network for the Rail Era
- Replenish merchant beer

# **Actions**

**Build** - Put an industry tile from your mat onto the board

- Take the lowest-level tile of the industry you're building and put it onto an empty square (or overbuild)
- The square must depict the industry you're building (must prefer spaces depicting only one industry)
- Playing a location card for this action allows you to build any type of industry tile at that location
  - Does not need to be in your network
- Playing an industry card for this action allows you to build an industry depicted on the card
  - Must be at a location already in your network (any location if you don't have a network)
- Building might cost iron and/or coal in addition to money
  - Must have access to coal if required
- Iron works, coal mines, and breweries have resources (iron/coal/beer) placed on them when built
- If building an iron works or coal mine, sell cubes to the market if able until gone or market is full

**Network** - Connect two locations with one of your link tiles

- Must extend your current network if you have one
  - Can start your network with a link tile if and only if you don't have a network
- During the Canal Era, pay £3 and place a boat tile on an empty canal
- During the Rail Era, pay £5, use 1 coal, and place a locomotive tile on an empty rail
  - Can place second locomotive (need not connect to the first) for another £10, 1 coal, and 1 beer

**Sell** - Flip one or more of your pottery/cotton-mill/manufacturer industry tiles

- Can sell from (flip over) multiple industry tiles in one action
- The tiles must be connected to the edge of the board, where there is a merchant tile that depicts the industry you are selling
- Selling goods often requires consuming beer, usually 1 beer per tile
  - Can use merchant beer and receive bonus at the place you're selling to, if available
- Move your income marker up the progress track by the amount in the upward-pointing arrow

**Develop** - Remove industry tiles from your mat without building them

- Always remove the lowest-level tile of each industry you develop
- Can remove 1 or 2 tiles with one action (need not be the same industry if removing 2)
- Costs 1 iron per tile removed

**Loan** - Take money and lower income level

- Take £30
- Move your income marker down so that your income is reduced by £3 per round
  - If going to an income level with multiple spots, place marker on the highest of those spots
  - Cannot take a loan if your income would go below negative 10

**Scout** - Take wildcards for future use

- In addition to the card played for taking this action, discard 2 more cards
- Take 1 wild location card and 1 wild industry card into your hand
- Cannot take this action if you have a wild card still in your hand or during the last round of an era

**Pass** - Do nothing

- This is 1 of your 2 actions for the round, so you still discard a card and keep playing

# **General**

## **Points**

- Your flipped industry tiles are worth the points printed on them in the hexagons at the end of each era
- Your link tiles are worth points for the link-point symbols at both ends at the end of each era
  - You score link points even for other players' tiles
  - The edges of the board also offer link points (2 per link)

## **Flipping Tiles**

- Resource industries (iron works, coal mines, and breweries) are flipped when the last resource is removed from them, which might be when they are built or later on anyone's turn
- Potteries, cotton mills, and manufacturer industries are flipped using the sell action
- When your tiles get flipped, move your income marker up the progress track immediately
  - Move up the number of spaces (not income levels) shown in the arrow

## **Canal Era - Differences from Rail Era**

- Each player can have at most one industry tile at each location
  - Each location can still have multiple tiles, all from different players
- Can place link tiles, boat side up, on canals but not rails
  - Some links on the board have only rails and not canals
  - Can only place one link tile per network action
- Cannot build highest-level breweries or pottery

## **Rail Era - Differences from Canal Era**

- Each player can have multiple industry tiles at each location
- Can place link tiles on up to two rails per action, but more expensive and requires beer
  - One link on the board has only a canal and not a rail
- Cannot build level 1 industries except a pottery

## **Your Network**

- Any location where you already have an industry tile is in your network
- Any location next to one of your link tiles is in your network
- You can expand your network with just network tiles without needing an industry tile in between
- Your network can be disjoint (by using location cards or after tiles are removed between eras)
- If and only if you have no tiles (industry or link) on the board, then you don't have a network

## **Connections**

- Two locations are connected if a route can be traced from one to the other over link tiles
  - The link tiles can belong to multiple players
  - Thus, you can be connected to a location outside your network

## **Overbuilding - Replacing tiles**

- With the build action, you can replace your own industry tiles with higher-level tiles of the same type
  - Remove any resources on the replaced tile, remove the tile, and don't score it
- You can replace an iron works or coal mine tile of another player with a higher-level tile of the same type if and only if there is none of the associated resource on the board, including in the market
  - You cannot overbuild other players' breweries or other industries

### **Using Resources** - Iron, coal, and beer

- Using resources from industry tiles on the board (not from the market) is free
- Iron can be used from any iron works or purchased from the market without any connections
  - The user decides which iron works to use from if multiple have iron
  - All iron works must be empty to purchase iron from the market
- Using coal requires a connection to a source of coal, either a coal mine with coal still on it or the market (edge of the board where you see the trade symbol, which is two arrows)
  - If a connected coal mine has coal, you must use the closest such coal mine (in number of link tiles) (user's choice in ties) and cannot buy from the market until such coal is gone
  - When placing a link tile during the Rail Era, the coal used can be connected to either side of the new link (but must be connected to the first before placing the second if placing 2)
- Beer only comes from breweries and merchant tiles, not a market
  - You can use beer from your own breweries without a connection
  - You can use beer from other players' breweries if and only if the thing you're using it for is connected to that brewery (after placement for links)
  - Merchant beer can only be used for selling through that particular merchant tile (and not for rails)
  - You cannot use 2 different merchant beers to sell 1 tile that requires 2 beers to sell
  - The user decides which beer to use out of all of their options

### **Producing Resources** - Iron, coal, and beer

- Each resource industry tile only produces resources once and does so immediately when built
- Breweries get 1 beer barrel when built during the Canal Era or 2 when built during the Rail Era

### **Selling Resources** - Iron and coal to the market

- When you build an iron works, iron from that tile is immediately sold to the market, at market price, until the market is full if possible
  - Fill highest-valued spots first and take money for each cube at that value
- When you build a coal mine, if it is connected to the edge of the board, coal from that tile is immediately sold to the market, at market price, until the market is full if possible
  - If not connected to the edge of the board, the coal never gets sold to the market (even later)
- Beer is never sold

### **Selling Goods** - Pottery/cotton/manufactured-goods

- There are no cubes representing goods, just industry tiles that have not yet been flipped
- Only sold (flipped) using the sell action
- Each tile can only be sold once

### **Miscellaneous**

- The brewery squares without names are farm breweries
  - Building on them requires that you play a brewery industry card (or wild industry card, but not a wild location card) and that either they be in your network or you don't have a network
  - The link between Kidderminster and Worcester counts as a link to the farm brewery just to the west
- You can take the same type of action with both of the actions on your turn
- At the end of your turn, draw cards until you have 8 in your hand unless the draw pile is empty
- In case of a shortfall, remove your choice of your tiles (flipped or not) from the game, collecting half the money cost rounded down until you can pay your debt, stopping once you can pay, keeping any change, and paying points for any remaining deficit up to a maximum of your remaining points