

Brass: Birmingham rules summary

Object: Each player establishes links and builds industries over the course of two eras. Victory Points (VPs) are scored at the end of each era for your Link tiles and flipped Industry tiles. The player with the most VPs at game end wins.

Setup:

1. With less than four players, return all cards and Merchant tiles with a player count greater than the number of players to the game box.
2. Place the four Wild Location and four Wild Industry cards on the two card spots next to Shrewsbury.
3. Shuffle the rest of the deck and place it on the last card spot on the board.
4. Shuffle the remaining Merchant tiles face down and place one face up on each of their spots marked with the number of players (i.e., no tiles in Nottingham for 2-3 players and no tiles in Warrington for 2 players).
5. Place a beer barrel in the spot next to each non-blank Merchant tile.
6. Place coal and iron cubes in the corresponding Market spaces except for the three spaces with dots.
7. Place the remaining cubes and beer barrels nearby as the General Supply.
8. Place the money nearby as the Bank.
9. Give each player £17.
10. Each player takes a player mat and a set of colored tiles and tokens.
11. Place your Industry tiles face up on their respective spots. Place your hexagonal VP marker on the black 0 space and your round Income marker on the gold 0 space on the Progress Track.
12. Deal eight cards to each player.
13. Deal one card face down to each player that starts their respective discard piles (or just set aside one card per player, face down, for the Canal Era because it has one less action in the first round).
14. Shuffle the large, round player Character tiles and place them randomly on the Turn Order Track.

Game Play: The game has two eras: the Canal Era and the Rail Era.

Each round has one turn for each player.

On your player turn, perform two actions [EXC: only one action in the first round of the game].

The same action can be performed twice on the same round if desired.

Each action requires that you discard a card to your discard pile [EXC: Wild cards are placed back on their spots on the board].

Place all money you spend during your turn on top of your Character tile on the Turn Order Track.

After completing your two actions, refill your hand back up to eight cards. Once the deck is exhausted, your hand will decrease each round until empty.

End of the Round: Each round ends after each player has taken a turn.

1. Rearrange the Character tiles on the Turn Order Track for the next round. The player who spent the least money this round goes first, and so on, while the player who spent the most goes last. Tied players retain their turn order relative to each other.
2. Return the money on the Character tiles to the Bank.

3. Each player gets money from the Bank equal to their income level (the number on the gold coin next to the level your Income marker is at on the Progress Track).

Skip this step on the final round of the game.

If your income level is negative, pay that amount to the bank.

If you are unable to pay the amount, see page 6 of the rulebook for penalties.

End of the Era: After the deck is empty and each player is out of cards:

1. Score Links – for each of your Link tiles, score 1 VP for each adjacent connection symbol in a hexagon (found on the five outer Locations and on most of your flipped Industry tiles).

Remove the Link tiles from the game as they are scored.

2. Score Flipped Industry Tiles – score the VPs in the bottom left of your flipped Industry tiles.

3. Canal Era Only

- Remove all level 1 Industry tiles from the board and return them to the game box
- Place a beer barrel in the empty spot next to each non-blank Merchant tile
- Shuffle all the discard piles together and deal eight cards to each player

Winning the Game: After the end of the Rail Era, the player with the most VPs wins.

Ties are broken first by the highest income level, then by the most money, and finally as a shared win.

Game Concepts:

Your Network – a location is considered to be in your network if:

- It contains one or more of your Industry tiles
- Or it is adjacent to one or more of your Link tiles

Connected Locations – two locations are connected if you can trace a route of Link tiles (owned by any player) between them.

Consuming Resources: Consumed resources are returned to the General Supply.

Coal must be consumed from:

- The closest connected, unflipped Coal Mine (owned by any player). Choose if multiple ones are equidistant. If you exhaust a Coal Mine and need more coal, choose the next closest mine.
- If you are not connected to an unflipped Coal Mine, you may purchase from the Coal Market, starting at the cheapest price, if you have a connection to one of the five outer locations (signified by a coal car with two arrows). If the Market is empty, you can purchase coal from the General Supply at £8 each.

Iron must be consumed from:

- Any unflipped Iron Works (owned by any player); it doesn't have to be the closest. Multiple iron can be consumed from multiple Iron Works.
- If there are no unflipped Iron Works, you may purchase from the Iron Market, starting at the cheapest price. If the Market is empty, you can purchase iron from the General Supply at £6 each.

Beer may be consumed from any of the following sources:

- Your unflipped Breweries. They don't have to be connected to the location.
- An opponent's unflipped, connected Brewery.
- Or the space next to the Merchant tile you are selling to.

Multiple beer can be consumed from multiple sources.

Coal Mines, Iron Works, and Breweries flip when the last resource is removed from the tile (often during an opponent's turn). The owner advances his Income marker along the Progress Track equal to the arrow icon on the tile.

Action – Build: The following steps allow you to place an Industry tile on the board:

1. Discard a Location card to build a tile at that location, even if the location is not in your network.
 - A Wild Location card can be played as any location.Or discard an Industry card to build the matching tile in a location that is in your network.
 - A Wild Industry card can be played as any industry.
2. Take the lowest level tile of the chosen industry from your player mat and place it face up on an undeveloped space in that location as follows:
 - If possible, place it on a space that only displays that industry's icon.
 - Otherwise, place it on a space that displays that industry's icon along with another icon(s).
 - If no undeveloped space has your industry's icon, the tile cannot be placed in that location.
3. Pay the cost in money and consume any required coal and/or iron found to the left of the tile on your player mat.
4. Brewery – place one or two beer barrels on the tile based on the Canal or Rail era, respectively.
Coal Mine – place coal cubes on the tile equal to the number on the tile.
Iron Works – place iron cubes on the tile equal to the number on the tile.
5. Coal Mine – if the tile is connected to any Merchant space (icon of two arrows, with or without Merchant tiles), follow the sub-steps below:
Iron Works – regardless of any connection to a Merchant space, follow the sub-steps below:
 - a) Move as many cubes as possible from the tile to fill empty Market spaces for that resource, filling the most expensive spaces first
 - b) Collect the corresponding amount of money displayed in the Market for each cube moved
 - c) If the last cube is moved from the tile, flip the tile and advance your income along the Progress track equal to the arrow icon on the tile

Farm Breweries – the two unnamed locations on the west side of the board can only be built using a Brewery Industry card or a Wild Industry card if a Link tile is connected to the space. Note that only a single Link tile can be placed between Kidderminster and Worcester.

Canal Era – each player may only have one Industry tile per location.

Industries with a white/black circle to the left of the tile on your player mat may not be built.

Rail Era – each player may build multiple Industry tiles in a location.

Industries with a blue/white circle to the left of the tile on your player mat may not be built.

Overbuilding – you may replace an Industry tile with a higher-level tile of the same type (you still pay the build costs).

If replacing your own tile, return any iron or coal cubes on the old tile to the General Supply.

If replacing an opponent's tile, it must be a Coal Mine or Iron Works. Further, there cannot be any of the corresponding resource anywhere on the board, including in the Market.

Return the overbuilt tile to the game box.

Action – Sell: You may flip Cotton Mill, Manufacturer, and Pottery tiles.

1. Discard any card.
2. Choose one of your unflipped tiles connected to a Merchant tile with the same industry's icon.
3. Consume any required beer in the upper right of the tile.
4. Flip the tile and advance your Income marker along the Progress Track equal to the arrow icon on the tile.
5. You may go back to step 2 and repeat the process for another tile of your choice.

Merchant Beer Bonus – the beer next to non-blank Merchant tiles can only be consumed with a Sell action. If you consume such beer, you are awarded the bonus in the icon between the beer barrels: advance your Income marker two spaces, gain three or four VPs, gain £5, or (for Gloucester) return one of the lowest-level tiles of any industry from your player mat to the game box [EXC: not a Pottery tile with a red, crossed-out lightbulb icon].

Action – Loan: Discard any card and take £30 from the Bank. Then move your Income marker down three levels (not spaces), placing it on the highest space within the new level. You cannot take a loan if it will take you below -10.

Action – Scout: Discard any three cards, then take one Wild Location card and one Wild Industry card into your hand. You may not perform this action if you already have a Wild card. When discarded, Wild cards are returned to their draw piles.

Action – Develop:

1. Discard any card.
2. Remove one or two Industry tiles from your player mat and return them to the game box. Each tile is removed separately and does not need to be from the same industry, but must be the lowest-level tile of the chosen industry.
3. Consume one iron per tile removed.

Pottery tiles with a red, crossed-out lightbulb icon may not be removed – they must be built to gain access to higher-level Pottery tiles.

Action – Network: Discard any card and place a Link tile on an undeveloped line that is adjacent to a location in your network.

Canal Era – you may only build canal Links on canal lines. You may build one canal Link for £3.

Rail Era – you may only build rail Links on rail lines.

- You may build one rail Link for £5 and consume one coal
- Or you may build two rail Links for £15 and consume two coal and one beer

Action – Pass: Discard any card.

Action – No Tiles on the Board: If you have no Industry or Link tiles on the board, you have the following additional options:

- Discard an Industry card to build the matching Industry in any undeveloped space displaying that industry's tile
- Or discard any card to build a Link tile on any undeveloped line