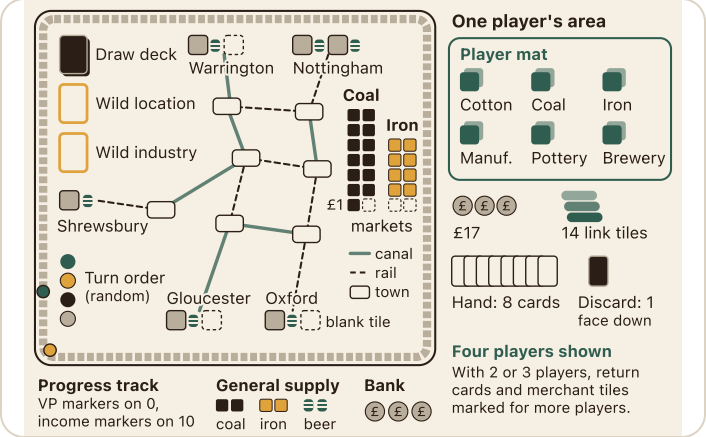
THE LUDARIUM · TEACH SHEET

Teach Brass: Birmingham in ten minutes

2 to 4 players · 60 to 120 minutes · Ages 14 and up

The goal: Score the most VPs over two eras from your flipped industry tiles and the link icons your links touch.



On your turn

1. Take 2 actions, discarding 1 card each. First Canal Era round: 1 action.
2. Build, Network, Develop, Sell, Loan, or Scout. Only Build needs a matching card.
3. Put all money you spend on your character tile, then refill to 8 cards.
4. Coal: closest connected mine, free. Otherwise the market, which needs a merchant connection.
5. Iron: any iron works, free, no connection. Otherwise the market.
6. Beer: your brewery anywhere, a rival's if connected, merchant beer only when selling there.
7. Round end: least spent goes first next round. Then collect income (not after the last round).

Three tips for your first game

1. Do not fear loans: final income and money only break ties.
2. Develop past level 1 so your tiles survive and can score twice.
3. Keep a brewery of your own; most sales need beer.

Setup

1. With 2 or 3 players, return cards and merchant tiles marked for more players.
2. Wild cards face up in their spaces; shuffle the rest into the draw deck.
3. Merchant tiles face up on spaces for your count; beer beside each non-blank tile.
4. Fill the coal market except one £1 space, and the iron market except both £1 spaces.
5. Each player takes a mat, £17, 14 links, 45 industry tiles, and a character tile.
6. VP marker on 0. Income marker on the 10 space, which is income level 0.
7. Deal 8 cards each, plus 1 face down to start each discard pile.
8. Shuffle the character tiles into a random turn order.

Scoring

- An era ends when hands run out: 8, 9, or 10 rounds for 4, 3, or 2 players.
- Each link scores 1 VP per link icon in its two locations.
- Flipped tiles show link icons, whoever owns them. Each merchant location shows 2.
- Then each flipped industry tile scores its VPs. Unflipped tiles score nothing.
- Links leave the board after scoring, in both eras.
- After the Canal Era: remove level 1 tiles, refill merchant beer, deal new hands.
- Level 2 and higher tiles stay and can score in both eras.

Game end: The game ends after Rail Era scoring. Most VPs wins; ties go to higher income, then more money.

Free course: theludarium.com/academy/brass-birmingham/

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