



Bruxelles 1893 (2013)

2-4 Players

Designer: Etienne Espreman

Duration: 5 rounds. 50 - 125 minutes.



Setup

- Randomly assemble **5 Action strips** and place above the **Bonus strip** to form Art Nouveau board. Side with symbol is for experienced game. Place to right of **Brussels board**.
- Each player gets **Architect board** & **6 building tiles** in chosen color, place buildings on board spaces. Take **4 discs** and **7 Assistants** in chosen color. Put 2 Assistants in **Courthouse** board space. Put 1 disc on 1st shield of **City Hall track** , 1 on 1st Coat of Arms space on **Royal Palace track** , 1 on 1st space of **Architect track** on personal board, and 1 on 0 space of **VP track** .
- Each player gets 1 **George Brugmann Public Figure card** [return unused Brugmann cards to box]
- Sort the **Exhibition year tiles** by year and place face-down on board. Flip over top tile [1893].
- Put the **Workshop cursor** on the center of the workshop space on board in any orientation.
- Shuffle the **Public Figure cards** & put 1 face-up on each of the 4 spaces on the board, set deck face-down to the left.
- Shuffle **Stock Exchange cards** and place face-down on board space.
- Separate the colored **Work of Art** tiles from the black, form 2 face-down stacks. Players takes 1 random color Work of Art from stack and places face-up by personal board.
- Shuffle the 25 **Bonus cards** , put 1 card face-up on each Bonus Strip space, place deck face-down.
- Pick start player, award Manneken Pis and \$5. Next player clockwise gets \$6, etc.
- **2P**: at the start of each **Action phase**, in player order, place a neutral color Assistant on an action space of the Art board *without* a building [if available]. No bid is placed.

End Game & Scoring

- At end of 5th round game ends after resolving majorities on Brussels board. Skip **End of Turn** phase.
- Pay \$ on each **Public Figure** kept to bank. Lose 5 VP for each you cannot pay for.
- +VP for each **Building tile** built x level on **Architect track**
- +VP for each **scoring category** + Bonus card **multiplier** [\$, remaining Art, Public Figures, Assistants > 3]
- +1 VP for each **noble material** owned [white is worth nothing]
- +5 VP to player who finished with **Manneken Pis**
- Most VP wins. Tie: no tiebreaker

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Game Play

Play 5 rounds of: **Stock Exchange phase**, **Action phase**, **Resolution phase**, and **End of Turn phase**

- **Stock Exchange phase:** start player flips top **Stock Exchange card** . Card shows \$ for the Brussels board Stock Exchange Action this round, plus 2 coordinates where the Bracket  can be placed [by player count]. 1st player picks 1 of 2 spots & places bracket with largest play area possible enclosed.
- **Action phase:** in turn order, clockwise, players place 1 Assistant on either the Art Nouveau board **or** Brussels board, **or** pass. Continue until all players have passed. On Art board, place an Assistant + \$ bid [at least \$1] on an empty space and immediately take **Action** [optional]. If placing on **opponent's building**, they get secondary action shown on player board [B1] . Secondary actions are:
 -  get 1 noble cube of choice,  +1 VP per building built,  +1 VP per artwork owned,  use 1 Public Figure,  acquire 1 black artwork
 - **Workshop** : draw 1 colored Art tile + 1 per Exhibition tile owned. Choose 1 and place face-up by player board, return rest to bottom of stack.
 - **Sale** : move Cursor  orthogonally spaces = # Art works owned. Choose 1 to sell that is not same color as one already visible in shop [recently sold]. Get \$ and VP = cursor position for color being sold. Put Art in empty shop space or cover an existing one if no empty spaces.
 - **Royal Theatre** : select a Public Figure cards and pay cost underneath to bank. Immediately perform action and **either** discard card **or** rotate 90° and keep it [no limit]. If kept, must pay salary at end of game or lose 5 VP. Player cannot keep 2 identical cards. Shift remaining cards to right and flip new card face-up into \$3 space from deck.
 - **Materials** : take 2 noble materials [not white], same or different. Can't take if supply empty.
 - **Construction** : pay construction cost shown on compass for building level to build 1 building [build in order 2, 3, then 4 cost buildings]. Compass needles indicate resource types that must be used – if blank, must pay using only resources pointed to by other needle. Each white cube is Joker – can replace 1 construction unit. If no jokers used, immediate +5 VP. If any joker used, no VPs. Top row buildings also immediate +5 VP. Then turn 1 compass needle 1 step clockwise [cannot overlap]. Place building on any action spot where there is no building or Assistant [in play or not].
- **Brussels board:** each spot can be used by multiple players. **2p/3p:** must place 1 more Assistant than last player. **4p/5p:** 1st 2 players use 1 Assistant, 3rd player on places more than last player.
 - **Market** : get 3 white Joker materials **Stock Exchange** : get \$ indicated on card
 - **Park** : player choice of the 5 actions
 - **Grand Plaza** : activate # of unused Public Figures = Royal Palace position 
- **Pass.** 1st player to pass takes Exhibition tile and gets \$1 + \$1 per **color** of Art owned. Other players get \$1 per **color** of Art owned when they pass also.
- **Resolution:** player who bid most \$ in a column gets the Bonus card . Tie: tied players all get central bonus [move up track or get Assistant from Courthouse], but card is discarded. Card can be used for central power & discarded **or** tucked under player board to increase end of game scoring VP multiplier  for a category. Players total  symbols on Bonus cards & Exhibition tile from current round. Highest total is new 1st player, gets . Tie: tied player clockwise from current 1st player.
- Check each fully surrounded  intersection to determine majority Assistant color. +VP = City Hall track to majority player. Tie: all tied players score +VP = their City Hall track.
-  Player who placed most Assistants on **Brussels board** must move 1 Assistant to Courthouse space. Tie: all tied players must move 1 Assistant.
- **End of Turn:** retrieve played Assistants [except in Courthouse], move bid \$ to bank, turn used Public Figures back upright, reveal Exhibition tile for next round, discard Public Figure in 0 space and slide to right, fill in on left. Discard any remaining Bonus cards and draw 5 new ones. Reveal new Stock card.