Bruxelles 1897
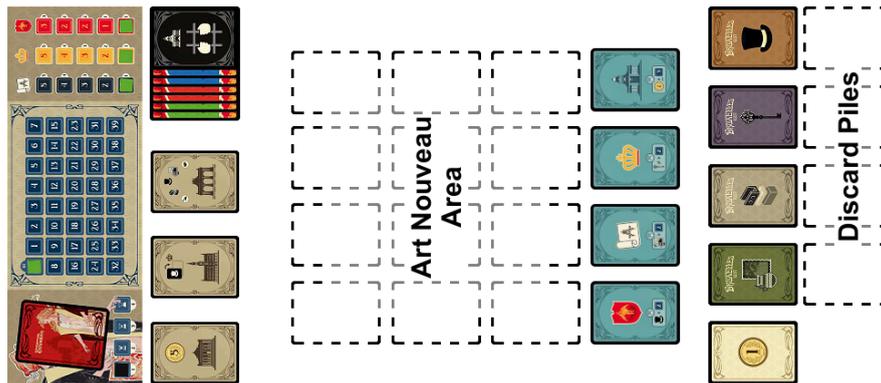
Objective: Players compete to get the most victory points by exhibiting art, constructing houses, and influencing nobles.

Setup

1. Unfold the Game board and place it at the top of the play area.

   - Place the Round marker ( ) on the first space of the Round track, and the Expo card ( ) onto the Exhibition area.

2. Place the 3 Brussels cards and Prison card ( ) face-up below the Game board to form the Brussels area.

3. Each player takes a *Georges Brugmann* card and places it in front of them, face-up; any remaining *Georges Brugmann* cards are returned to the game box.

4. Each player chooses a colour and takes the corresponding 7 Architect cards and 4 Markers ( ) of that colour.

   - Each player places one of their markers on the first square of each the Victory Point, Architecture ( ), Nobility ( ), and Prestige tracks ( ).

     2-player Game: Each player places one '*2/5*' Architect card under the Prison card.

     3 – 4 player Game: Each player places one '*2/4*' and one '*2/5*' Architect card underneath the Prison card.

5. Sort the Action cards into types (Artwork, Material, House, Noble, and Money).

   i) Place the pile of Money cards at the bottom of the play area.

   ii) Shuffle the Artwork, Material, House, and Noble cards into 4 separate face-down piles and place them to the right of the Money cards.

6. **Prepare the Art Nouveau area as follows:**

   i) Take a number of cards from each of the draw piles based on the number of players:

   2 – 3 players: 3 cards   **4 players:** 4 cards

   ii) Stack the piles together, add the Expo card ( ) to the middle of the stack, and then shuffle the cards together.

   iii) Place the 12 cards (2 – 3 players) or 16 cards (4 players) face-up in the middle of the table in the depicted configuration.

■ 4 Players
■ 2 - 3 Players
✱ 2 Players Only
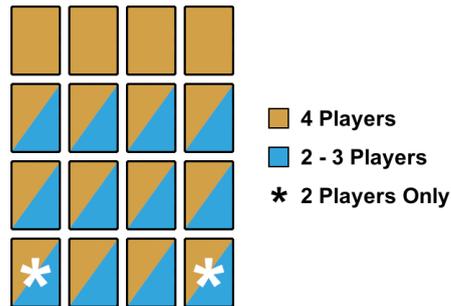
   - Money cards must be placed so that the 3 BEF (Belgian Francs) side is facing up.

   - If playing a 2-player game discard the 2 Action cards in the bottom corners (*) of the Art Nouveau area and replace each of them with a '*2*' value Architect card of a player colour that will not be used.

   iv) Any remaining Artwork, Material, House and Noble cards are placed face-up in front of their respective draw piles, and any remaining Money cards are placed back on top of the Money pile.

   - If the Expo card is not in the Art Nouveau area, it is placed onto the Exhibition area of the Game board.

7. Shuffle the 4 Bonus cards and place one random face-up card beneath each column.

8. Randomly determine a starting player; this player receives the First Player card ( ) and 4 BEF worth of Money cards.

   - The second player receives 5 BEF, the third 6 BEF, and the fourth 7 BEF.

   - Each player places their Money cards and all future Money cards in front of them over the course of the game; the face-up values depict how much money a player has.

General Rules

Cards: Each player's cards must be visible to all other players at all times; this applies to all of a player's Architect and Action cards.

End of Game

The game ends at the conclusion of the 4th round, at which point final scoring takes place. Each player adds up their score as follows:

1. Each player pays 2 BEF for each of their Noble cards, except for *Georges Brugmann*.

    ● For each Noble card a player is unable to pay, they must discard the card and lose 3 Victory Points.

2. Each player scores their Houses, for each of their House cards they gain a number of Victory Points equal to the position of their marker on the Architecture track ( ).

3. Each player gains 1 Victory Point for each of their unused Material cards.

4. The player that currently holds the Expo card ( ) gains 2 Victory Points.

5. The player(s) with the majority in each column receives the bonus listed on the bottom half of the Bonus card beneath the corresponding column:

    ● The player with the highest sum total of the values of their Architect cards in a column has majority in that column.

    ● In the case of a tie for majority, each tied player receives the bonus.

	3 Victory Points for every 2 BEF the player has (*max: x5 – 15 Victory Points*).
	2 Victory Points for each Noble card the player has, including *Georges Brugmann*.
	2 Victory Points for each different Artwork card the player has.
	2 Victory Points for each different type of House card the player has.

The player with the most Victory Points is the winner.

Tie-breaker: In the event of a tie, the player with the fewest Architect cards under the Prison card ( ) is the winner; if still tied, each tied player adds up the values of their markers on all of the tracks, and the player with the highest total is the winner, and if the tie remains unbroken, the tied players share the win.

Turn Order

1. **Preparation Phase:** Starting from the second round onwards, the following steps take place at the start of a round:

    i)   The Round marker ( ) is moved one space to the right on the Round track.

    ii)   The First Player card ( ) is given to the player holding the Expo card ( ) and then the Expo card is returned to the Exhibition area.

        ● If no player has taken the Expo card, the First Player card is passed from the current holder to the player on their immediate left.

    iii) Each player takes their Architect cards back into their hand, except for those under the Prison card ( ).

    iv)   Any Action cards in the Art Nouveau area that were not purchased in the previous round are discarded to their respective discard piles.

    v)   Each player turns returns their Noble cards to their upright positions so that they can be activated again.

    vi)   Prepare a new Art Nouveau area:

        ● If there are any empty draw piles, shuffle the respective discard piles to create new face-down draw piles.

        i)   Take a number of cards from each of the draw piles based on the number of players:

            2 – 3 players: 3 cards   **4 players:** 4 cards.

        ii)   Stack the piles on top of each other, add the Expo card to the middle of the stack, and then thoroughly shuffle the cards together.

        iii) Place the 12 cards (2 – 3 players) or 16 cards (4 players) face-up in the middle of the table in the same configuration used during setup.

            ● Money cards must be placed so that the 3 BEF side is facing up.

            ● If playing a 2-player game, discard the Action cards in the two bottom corners of the Nouveau area and replace each one with a '*2*' value Architect card of a player colour that is not being used.

        iv)   Any remaining Artwork, Material, House, and Noble cards are placed face-up in their respective discard piles, and any remaining Money cards are placed back on top of the Money pile.

            ● If the Expo card is not in the Art Nouveau area, it is placed onto the Exhibition area of the Game board.

    vii) The 4 Bonus cards are shuffled together and one random face-up card Bonus card is placed beneath each column of cards in the Nouveau area.

2. **Action Phase:** Beginning with the start player and proceeding in clockwise order, players take it in turn to take actions; on a player's turn they can perform a single action in the Art Nouveau area, the Brussels area, or pass.

Actions in the Art Nouveau Area: The player swaps one of their Architect cards with one of the Action cards in the Art Nouveau area, pays the amount of money shown on the Architect card and then performs the corresponding action.

- Architect cards are two-sided; the player gets to choose which side of their Architect card to use.

- A player is not allowed to perform an action from the Art Nouveau area if they are unable to pay for it.

- If a player does not have Artwork cards for sale or Material cards to construct with, they may still place an Architect card in the Art Nouveau area to compete for majorities; in this instance the player pays for placing their Architect card but places the purchased Action card in the discard pile.

- The value and location of Architect cards in the Art Nouveau area will determine majorities in the Majority Phase, these can provide bonuses.

- Used Money cards are returned to the Money draw pile.

Creation ( ): The player places the Artwork card in front of them, face-up.

- A player needs to own an Artwork to perform the Sale action.

Sale: The player discards one of their Artwork cards and places the Money card in front of them with the '*3*' value side facing up.

- The player is not allowed to use the Money gained from the sale of the discarded Artwork card to pay for the Architect card used for this action.

Supply ( ): The player places the Material card in front of them, face-up; the player now owns the Materials.

- Each Material card shows 2 Materials (Steel, Brick, and/or Wood).

- A player needs to own Material cards in order to perform the Construction action.

Construction: The player places the House card in front of them, face-up, and discards one or more Material cards depending on the construction cost.

- A player's first House card costs 1 Material; the second House costs 2 Materials, and so on.

- A player may spend any types of Material; however, the player receives 1 Victory Point for each type of Material they used in the construction.

- A player must discard a Material card, even if they are only using one of the Materials depicted on it.

Influence: The player uses the effect of the Noble card and then has to choose to either discard the card or keep it in front of them, face-up, for the rest of the game.

- A player may not have more than one instance of a Noble card with the same name.

- If the player chooses to keep the Noble card, they rotate the card 90° to indicate it has been used this round.

- A player may only activate each of their Nobles once per round.

- At the end of the game, each player must pay 2 BEF for each Noble card they have decided to keep, if they cannot or do not, they lose 3 Victory Points.

Georges Brugmann (**):** The player collects 4 BEF.

Prince Albert (**):** The player advances their marker 1 square on the Nobility track.

Charles Buls (**):** The player advances their marker 1 square on the Prestige track.

Victor Horta (**):** The player advances their marker 1 square on the Architecture track.

Paul Hankar (**):** The player draws 2 Material cards, chooses on to discard and places the other one in front of them, face-up.

Émile Vandervelde (**):** The player chooses one of their Architect cards underneath the Prison card ( ) and takes it back into their hand.

Exhibition: The player places the Expo card ( ) in front of them to indicate they have started an exhibition, in which all players may participate. Beginning with the player taking their turn and proceeding in clockwise order, players choose one of their Artwork cards to exhibit for 2 Victory Points.

- A player may purchase the Expo card using the Exhibition action, even if they do not have any Artwork cards.

- The player that purchases the Expo card will be the new starting player during the next round.

- A player that has passed before the start of the exhibition may not partake in it.

- Two identical Artwork cards may not be exhibited during the same exhibition.

- The exhibition ends when there are no players left who can participate, or when all 4 colours of Artwork have been exhibited.

- The exhibited Artwork cards are not discarded.

Actions in the Brussels Area: The player places one or more of their Architect cards in front of the Brussels card of their choice.

- If any player has previously taken the same Brussels action, the player must place one more Architect card than the previous player that took the action.

- Unlike the Art Nouveau actions, the player does not need to pay for the placement of their Architect cards in the Brussels area.

- The value of the Architect card is irrelevant when taking Brussels actions.

Stock Exchange: The player collects 5 BEF.

City Hall: The player activates the effects of one or more of their Noble cards.

- The maximum number of Nobles the player may activate is determined by the position of their marker on the Nobility track (👑) at the moment they take the City Hall action.

Cinquantenaire Park: The player performs any single Art Nouveau area action with the exception of the Exhibition action.

Creation, Supply, Construction, and Influence Actions: The player draws the top 2 card from the respective draw pile, chooses one to place in front of them and discards the other.

- If the draw pile of an action is empty, the player shuffles the respective discard pile to form a new draw pile.

- In order to perform the Construction action, the player must discard the required amount of Materials cards.

Sale Action: The player discards an Artwork card and then receives 3 BEF; they take a single Money card and place it in front of them.

- In order to perform the Sale action, the player must discard an Artwork card.

Pass: If a player no longer can, or no longer wants to perform any actions, they must pass.

- A player that passes can take no further actions in the current round, nor partake in an Exhibition.

- The first player who passes receives 3 BEF; every subsequent player that passes after that receives 1 BEF, including the last player to pass.

3. **Majority Phase:** Once all players have passed during the Action Phase, majorities are determined in the following order:

2-Player Games: In a 2-player game, the 2 Architect cards that belong to neither player are taken into account when determining both the Column and Coat of Arms majorities; if the 'neutral player' is the only one with majority, neither player receives the bonus.

i) **Column Majority:** For each of the columns, determine which player has the highest sum total value of Architect cards in that column; the player with the highest total will receive the bonus shown on the card beneath the column.

- In the case of a tie for majority, each tied player receives the bonus.

- The bonuses shown on the bottom half of the Bonus cards are only awarded at the end of the game.

 The player advances their marker 1 space on the Architecture track.

 The player advances their marker 1 space on the Prestige track.

 The player advances their marker 1 space on the Nobility track.

 The player chooses one of their Architect cards from underneath the Prison card () and puts it back into their hand.

ii) **Coat of Arms Majority:** For each complete Coat of Arms, the player with the most Architect cards contributing to the Coat of Arms gains a number of Victory Points equal to the position of their marker on the Prestige track ().

- Each 4-way crossroads formed by 4 Architect cards in the Art Nouveau area creates a picture of the Coat of Arms of the city of Brussels.

- The values of Architects cards are not taken into consideration for the Coat of Arms majority, only the number of cards.

- In the case of a tie for majority, each tied player receives a number of Victory Points equal to the position of their marker on the Prestige track.

iii) **Brussels Majority:** The player with the most Architect cards below the Brussels cards must place one of these cards underneath the Prison card ().

- In the case of a tie for majority, each tied player must place a card underneath the Prison card.