INTRODUCTION

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Brass: Pittsburgh takes place in the United States during the Gilded Age, beginning at the end of the Civil War in **1865** and ending around **1913**. This period saw one of the fastest industrial expansions in history. Railroads, steel mills, pipelines, refineries, and manufacturing plants reshaped the American northeast, creating new fortunes and fiercely competitive industrial empires.

In this game, you take on the role of an ambitious industrial titan. You will expand your network across the Steel Belt, build powerful industries, and secure control of the resources that fueled the era. Your decisions will shape the rise of your empire and determine whether you become a dominant force or fade into the background of history.

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roxley.com/brass-pittsburgh

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Playtesting: Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum. Ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation.

COMPONENTS

1 × Board

4 × Player Boards

4 × Character tiles

84 × Link tiles (21 per colour)

68 × Location and Industry cards

4 × Player Aid Boards

77 × Money tokens

4 × VP Markers

4 × Income Markers

18 × Oil Barrels

18 × Steel cubes

18 × Coal cubes

10 × Coke cubes

7 Kerosene

1 Oil City

5 Coal Plants

1 Polyphase Alternator

8 Manufactured Goods

14 × Iron cubes

1 Locomotive Works

3 Coke Plants

3 Automobiles

5 Steel Mills

2 Skyscrapers

144 × Industry tiles (36 per colour)

12 × Whiskey Tokens

5 × Oil Tiles

6 × Quality Rewards Tiles

5 × Merchant Tiles

Rulebook v2026.01

This rule book is a living document. Download the latest version from **roxley.com/brass-pittsburgh-rulebook**

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HISTORICAL FIGURES

Nellie Bly

(17 January 1813 – 17 January 1882)

Following the death of her husband Thomas and his father, along with the death of her eldest of six children, Tinsley continued both her late husband and her late father-in-law's businesses in the Black Country as one under her own name. The Eliza Tinsley company produced nails for horseshoes, and chains and anchors for ships, the latter of which would become the focus as motor vehicles replaced horses.

Andrew Carnegie

(17 January 1813 – 17 January 1882)

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Henry Clay Frick

(17 January 1813 – 17 January 1882)

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J.P. Morgan

(17 January 1813 – 17 January 1882)

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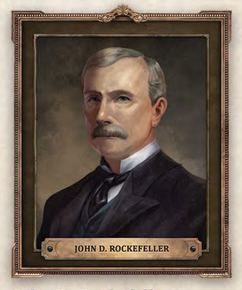

John D. Rockefeller

(17 January 1813 – 17 January 1882)

Following the death of her husband Thomas and his father, along with the death of her eldest of six children, Tinsley continued both her late husband and her late father-in-law's businesses in the Black Country as one under her own name. The Eliza Tinsley company produced nails for horseshoes, and chains and anchors for ships, the latter of which would become the focus as motor vehicles replaced horses.

Anna Sutherland Bissell

(17 January 1813 – 17 January 1882)

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Nikola Tesla

(17 January 1813 – 17 January 1882)

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Maggie Lena Walker

(17 January 1813 – 17 January 1882)

Following the death of her husband Thomas and his father, along with the death of her eldest of six children, Tinsley continued both her late husband and her late father-in-law's businesses in the Black Country as one under her own name. The Eliza Tinsley company produced nails for horseshoes, and chains and anchors for ships, the latter of which would become the focus as motor vehicles replaced horses.

BOARD SETUP

1. **Choose the correct side of the board.** Use the side marked as **2** player (👤👤) on the top-right for a **2**-player game, or the other side for a **3-4** player game.

2. **Prepare the deck:** In a **2** (👤👤) or **3** (👤👤👤) player game, remove any cards that do not feature a bottom-right icon matching this game's player count. Shuffle the remaining cards and place them facedown on the draw deck space (A).

3. **For a 2-player game, remove the following two tiles and return them to the box:**
   - The oilfield tile that produces **3** oil
   - The merchant tile that rewards **$15**.

   Note: The oilfield tiles that **should** be used are depicted at the bottom of the board on each side.

4. **Prepare merchant tiles:** Place a random merchant tile on each merchant space, gold border side up (B).

5. **Prepare oilfield tiles:** Shuffle the remaining oilfield tiles facedown and place **1** facedown on each oilfield space (C).

6. **Preprare Quality Rewards tiles:** Shuffle all Quality Rewards tiles facedown. Then draw **3**, placing them faceup on the Quality Rewards spaces (D). Return the remaining tiles to the box.

7. **Prepare Coal & Iron markets:** Fill all spaces (E) with cubes of the appropriate type.

8. **Prepare Coke & Steel markets:** Fill the Steel markets, but place only **1** cube in the top space of each coke market (F).

9. **Prepare the general supply:** Place money, whiskey tokens, oil barrels, iron, coal, steel, and coke cubes in reach of all players (G).

   Note: The general supply is limitless. If you need more of a resource, represent it with something else.

PLAYER AREA SETUP

Each player does the following:

1. Place a player mat in front of you (H).
2. Take **30** dollars from the general supply and create a personal supply beside your player mat (I).
3. Take a character tile and choose which side you want to use. Take all industry tiles in the matching color.
4. Stack your industry tiles on the matching spaces of your player mat with the solid colored side faceup (J). Exception: Several tiles do not have a solid colored side (K); just put them in place.
5. Fill each of the train and pipeline spaces on your player mat with **1** matching heavy train or pipeline tile (L). Place the remaining **2** heavy trains, **2** pipelines, and **9** light trains nearby to form your personal supply (M).
6. Place your victory point marker on space **0** of the progress track (N).
7. Place your income marker on space **10** of the progress track, representing an income of **0** as indicated by the income level coins (O) running parallel to the progress track (O).
8. Draw **8** cards from the draw deck to form your starting hand (P). Keep your hand hidden.
9. Draw one additional card and place it facedown in your discard pile (Q). This step is done only during the setup of era **1**.

TURN ORDER SETUP

1. After all players have completed setup, shuffle all character tiles together.
2. Place them in random order on the turn order track from left to right (R).
3. This is the turn order for the first round.

PLAYING THE GAME

THE GOAL

Your goal is to finish the game with the most Victory Points *(VPs) (see Winning the Game", Pg.11)*.

ERAS

The game is played over **2** eras, each consisting of **8** rounds.

ROUND STRUCTURE

A round begins with the player whose character tile is first *(left most)* on the turn order track and continues in order until all players have taken their turns. A round ends after all players have completed their turns.

PLAYER TURNS

Performing actions - On your turn, you perform exactly **2** actions, one at a time. Exception: During the first round of era 1, each player performs only **1** action.

Discarding cards:

Each action requires you to discard **1** card faceup onto your discard pile.

Refilling your hand:

After completing both of your actions, draw cards from the deck until you have **8** cards in hand, if possible. Once the deck runs out, your hand will gradually shrink until no cards remain, at which point the era ends.

Spending money:

Whenever you spend money during your turn, place it on top of your character tile on the turn order track. This will determine turn order for the next round.

END OF ROUND

Perform the following steps:

1. Determine Turn Order

Rearrange the character tiles on the turn order track for next round:

- Count each player's spent money and rearrange the player tiles from least spent on the left, to most spent on the right.
- The player who spent the least will go first next round (A), while the player who spent the most will go last (B).
- If multiple players have spent an equal amount, the relative turn order remains the same (C).
- Return all spent money to the general supply. This resets the money spent, ready for the next round.

2. Take or Pay Income

Each player takes *(or pays)* **income equal to their current income level.** Your income marker shows how much money you gain or lose at the end of each round:

- Find your income marker (D) on the progress track. Your current income level (E) *(not space)* is equal to the number displayed on the coin below your income marker's current space.
- If your income level is positive, you gain that amount of money. If your income level is negative (F), you must pay that amount of money to the general supply.

Exception: This step is not performed after the last round of the game.

Bankruptcy

If you cannot pay your negative income, do the following and continue playing:

1. Return *(drink)* all whiskey you have to the general supply.
2. Lose **40** VP by moving your VP marker *(you may need to go below 0)*.
3. Move your income marker to the **0** income level (G) *(space 10 on the progress track)*.

ACTIONS OVERVIEW

On your turn, you must perform **2** actions. *(exception: 1 action on turn 1 of era 1)* You may perform the same action twice. Each action requires discarding **1** card.

This section provides short summaries. Full rules appear later.

Build - Place **1** industry tile on the board by discarding a matching location card, a matching industry card, or **any card** and **1** whiskey *(see "Build Action", Pg.8)*.

Network - Place one or two link tiles to expand your train and pipeline network. Links must extend one of your networks, unless you have no tiles on the board *(see "Network Action", Pg.9)*.

Develop - Remove **1** or **2** industry tiles from your player mat to reach higher-level tiles. Pay **1** iron or steel for each tile removed *(see "Develop Action", Pg.10)*.

Sell - Flip built industries by selling them to connected merchants. Usually requires consuming oil. May earn Quality Rewards *(see "Sell Action", Pg.9)*.

Loan - Gain **30** dollars and reduce your income by **3** levels *(not spaces)* *(see "Loan Action", Pg.10)*.

Pass (the whiskey) - Gain a whiskey

YOUR NETWORK

A location is any city or merchant space on the board that has one or more railroad lines connected to it. Oil fields are not locations.

Link tiles include train links *(both light trains and heavy trains)* and pipeline links *(see "Network Action", Pg.9)*.

Your networks consists of all locations where either of the following is true:

- The location contains one or more of your industry tiles.
- The location is adjacent to one or more of your link tiles.

GAMEPLAY CONCEPTS

CONNECTED LOCATIONS

Two locations (H) are connected if there is a continuous route of train links (I) *(not pipeline links)* of any color between them.

INDUSTRY TILES

Industry tiles represent your businesses on the board.

Each tile has two states:

- **Unflipped:** The industry is newly built. Note: some industry tiles are already flipped when built.
- **Flipped:** The industry has already provided rewards, and will score VPs at the end of the era.

Industry tiles may show:

- Resources which are placed on them when built (J).
- Oil requirements for selling (K).
- Quality Stars, representing products of unusually high quality (L).
- Immediate rewards gained when flipped; such as income, money, a bonus sell action, or whiskey (M).
- VPs scored during end of era scoring. (N)
- Link point icons that affect end of era train scoring (O).

Accessible Tiles

Your player board contains five **industry paths:** Kerosene, Coal, Manufacturing, Coke, and Iron & Steel.

Each path contains industry tiles that become accessible as you build or develop the preceding tiles. An accessible industry tile is either the bottom most tile (P) in an industry path, or the next tile on that industry path following the arrows (Q).

Note: steel path branches into skyscrapers, and the coke and manufacturing paths provide shortcut branches to either side.

When a pipeline or heavy train link tile becomes accessible (R), immediately move it to your personal supply. It can now be placed during a network action.

Crown Jewel Industries

Crown Jewel industries are powerful, late game industry tiles found at or near the top of an industry path.

They represent the evolution of the industries that came before them and are closed related to those earlier industry tiles *(see "Crown Jewel Industries", Pg.10)*.

The Oil City | Locomotive Works | Polyphase Alternator | Skyscraper

WHISKEY

Some actions will allow you to gain Whiskey as a reward. You may hold a maximum of **3** whiskey on your player board *(whiskey gained while have 3 are ignored)*.

Discarded a whiskey to:

- Change a card to any industry type or location during a build action *(see Step 1 of "Build action", Pg.8)*.
- Add a quality star during a sell action to help you claim a Quality Reward tile *(see Step 5 of "Sell action", Pg.9)*.

CONSUMING RESOURCE CUBES

You will often need to pay resource cubes during an action. There are **4** types of resource cubes: Coal, Iron, Steel, and Coke.

Transporting Resource Cubes

Resource cubes may travel freely any distance through a series of adjacent train links owned by any player, as long as there is a continuous train route between the consuming tile and the source of the cube. Resource cubes cannot travel through pipeline links.

Each resource cube you require may be consumed using the methods below, adhering to the "Transporting Resource Cubes" rules above. A different sourcing method may apply to each cube:

1. From an industry tile

Consume a cube, for free, from any unflipped industry tile belonging to **any player** (S). The industry tile must be connected to where the cube is needed (T). **Important: If you are able to consume a cube this way, you must prioritize it over other methods.**

2. From markets

There are **3** Iron / Coal markets (U) located on the interior of the board. There are **3** Steel / Coke markets located around the perimeter of the board. Each needed resource cube can be purchased from any of these markets for the per cube cost shown and transported to a connected location (V) where they are needed.

3. Vanderbilt

If you can't source a cube from an industry tile and you can't *(or don't want to)* source one from the market, Vanderbilt can deliver it to any location at the exorbitant prices listed on the board.

TRANSPORTING OIL BARRELS

Oil travels using "Transporting Resource Cube" rules, with one important addition:

Oil must leave an oilfield through a pipeline. After this first step, oil travels through train links just like cubes.

Note: Pipelines cannot be used to transport cubes. The reserve pipeline cannot transport oil *(see "Pipeline Types", Pg.10)*.

RESOURCE HEAVY TRAINS

Instead of using industry tiles, markets, or Vanderbilt, you may consume resources from **Resource Heavy Trains** you have constructed *(following cube/oil transporting rules)*. Only **you** may use those resources, but you are not required to do so.

Note: The steel cube on the Steel Resource Heavy Train cannot be used for its own construction.

INCOME LEVELS

Your income level *(not space)* is equal to the number displayed on the coin beside your income marker's current location.

- Whenever your income increases, it goes up by spaces *(ie. an income increase of 5 spaces may only increase your income by 2 levels)*.
- Whenever your income decreases, it goes down by levels. Move your income marker down the progress track and place it on the highest space of the new income level.
- You may not take an action which would result in your income level dropping below -**$10**.

BUILD ACTION

The Build action allows you to take an industry tile from your player mat and place it onto the board.

To perform the Build action:

1. Discard an appropriate card faceup onto your discard pile:

- **Location card** - Build any industry shown in the card's location, even if it is not part of your network.

- **Industry card** - Build the matching industry in a location that is part of your network. If you have no industry/link tiles on the board, you may use an industry card to build in any location.

- **Any Card + Whiskey** - Use any card and one whiskey to treat the card as any location or industry card.

2. Choose an industry tile and build space:

- Choose an accessible industry tile *(see "Accessible Tiles" Pg.7)*, corresponding to your discarded card.
- Place the chosen tile on an empty space in a chosen location that allows that industry. Exception: When upgrading an industry *(see "Upgrading" in next section)*
- If the location contains an empty space that shows **only** that industry's icon, you must build there (A). Otherwise, you may build in an empty space that shows multiple industry icons (B). If no empty space in the location allows that industry, you may not build there.

- In era **1**, you may only build a single industry tile in each location. This restriction is removed in era **2**.

- Industries that show a ◐ below their cost banner may only be built during era **1**. ◑ industries may only be built in era **2**.

3. Pay the build cost

Pay the cost shown to the left of the industry tile on your player mat (C) by spending money, consuming resources, and adjusting your income as required. These costs may be incurred in the order of your choice.

Upgrading

Industry tiles that show an upgrade icon as part of their cost means that the tile may only be built by upgrading one of your existing industries of the indicated type, regardless of its level.

When upgrading:

- The existing industry must be yours.
- It must already be flipped.
- Immediately remove the existing industry tile and score its VPs ⬢.
- It cannot be built in an empty space.

4. Place and sell produced resources

If the newly built industry tile shows resource cubes or oil barrels in the bottom right corner, take the listed resources from the supply and place them on the tile.

If the industry (D) is connected to one or more matching markets with empty slots (F), these resources are sold immediately:

- Move as many resources as possible to connected markets in any chosen order (H).
- For each cube sold, gain the money shown on the market (I), and any VP ⬢ shown on the space filled by your cube.

- If the last resource is removed, flip the industry tile and gain its rewards. Any resources that are not able to sell to a market in this manner remain on the industry tile until a player consumes them.

- When building the Oil City tile, place all available oil from that oilfield onto the tile (J). All future oil added to that oil field is also placed on the Oil City tile (K), regardless of whether it's flipped or not. Because there is no oil market, this oil is not sold automatically. All oil must be removed from the Oil City tile for it to be flipped.

Resources are only sold to markets at the moment the industry is built.

5. Resolve already-flipped effects

Some industries are already-flipped when built. Reward icons on already-flipped tiles are resolved immediately (L), except for their VPs ⬢, which are scored at the end of the era, or when being replaced by an upgrade.

NETWORK ACTION

The Network action allows you to place link tiles on the board, expanding your network and enabling resource transportation.

To perform the Network action:

1. Discard any card

Discard any **1** card from your hand faceup onto your discard pile.

2. Place a link tile

1. Choose one of your available link tiles and place it on an appropriate empty line on the board.

2. The placed link must be adjacent to a location **that is part of your network.** Exception: If you have no tiles on the board, you may place a link on any empty line.
3. Consume the resources required to build the link.
4. If you place a train on a railroad line that shows a whiskey, income, or free develop icon, immediately gain that bonus.

Light Trains (Cost: 1 Coal)

- Placed on railroad lines *(not pipelines)* between locations and used to transport resource cubes and oil barrels.
- Are removed from the board during scoring at the end of each era.
- Score **1** VP for each ⬢ icon shown in adjacent locations.

Heavy Trains (Cost: 2 Steel)

Function like light trains with the following exceptions:

- Provide a reward once it is built *(refer to back cover or player aid)*.
- Heavy trains are not removed from the board during era **1** scoring.
- Some heavy trains are locked on your player board until the industry tile immediately below it is built or developed.

Pipelines (Cost: 1 Iron)

- Placed on the black pipeline routes *(not railroad lines)* that connect a location to an oilfield.
- If the route that you placed your pipeline tile on has oil barrel icons (M), take the indicated quantity of oil from the general supply and place it on the oilfield you are connecting to (N). These barrels are immediately available to be used by players.

If your built pipeline is the first one connecting to this oilfield, flip the oilfield tile:

1. Immediately gain the reward shown on the left side of the tile.
2. If flipped during era **1**, leave the oilfield tile on the oilfield (O). At the end of era **1**, the quantity of oil barrels shown on the right side of the tile will be added to the oilfield and become available to be used by all players.

3. If revealed during era **2**, immediately place the oil shown on the right side of the tile to the oilfield and discard the tile to its matching space at the bottom of the board (P).

3. (Optional) Place a second link tile

- During the same action, if you choose to pay an additional **$10**, you may then repeat step **2** and consume the necessary resources to place a second link tile of any type.
- Resolve any effects from the first link before placing the second. Any resources or connections gained from the first link may be used to help place the second.

SELL ACTION

Selling is required to earn many industry rewards and, potentially, Quality Rewards.

Sellable Industries

The following industries may be sold using the Sell action:

- **Kerosene Refineries**
- **Manufactured Goods**
- **Automobile Manufacturers**

Industries that flip by resource depletion are not sold using this action.

To Perform the Sell Action:

1. Discard any card

Discard any **1** card from your hand faceup onto your discard pile.

2. Choose industries to sell

Choose one or more of your unflipped sellable industry tiles (Q).

Each chosen industry must:

- Be connected to at least **1** merchant tile showing that industry's icon (R).

3. Source required oil

The upper right corner of each industry tile shows how much oil is required to sell it.

For each barrel of oil required:

- Source oil from any connected oilfield via a pipeline (S).
- When oil travels through a pipeline, its owner immediately gains the pipeline reward.
- After all oil has been sourced and rewards resolved, return the oil to the general supply.

4. Resolve merchant rewards

For each connected faceup merchant tile you are selling to, gain the reward shown on the tile and then flip it facedown.

5. Claim Quality Rewards (optional)

1. Count the number of Quality Stars shown on the industries being sold.
2. You may spend any number of whiskey tokens to add one additional star ✦ per whiskey spent.

3. If the total meets or exceeds the requirement shown above a faceup Quality Rewards tile, you may immediately claim that tile and gain its rewards.
4. Flip the claimed Quality Rewards tile facedown.

Note: only one quality reward can be claimed in a single sell action.

6. Flip industries and gain rewards

Flip each sold industry tile and immediately gain the rewards shown on on the bottom right corner of its flipped side. Note: VPs ⬢ from flipped industries are not scored at this time.

ACTIONS & REFERENCE

DEVELOP ACTION

The Develop action allows you to remove industry tiles from your player mat without building them, in order to reach higher level industries.

To perform the Develop action:

1. Discard any card

Discard any **1** card from your hand faceup onto your discard pile.

2. Remove industry tiles

- Remove **1** or **2** industry tiles (A) from your player mat (B). These are permanently discarded and may not be used for the remainder of the game.
- Each removed tile must be an accessible tile *(see "Accessible Tiles" Pg.7)*.
- Removed tiles do not need to be from the same industry path.

3. Pay the develop cost

Each industry tile removed costs **1** iron or steel *(your choice)*.

If you are not connected to a source of iron or steel, you must pay the Vanderbilt delivery price for each required resource.

LOAN ACTION

The Loan action allows you to gain immediate cash at the cost of future income. Loans are never repaid.

To perform the Loan action:

1. Discard any card

Discard any **1** card from your hand faceup onto your discard pile.

2. Take money and reduce income

- Take **$30** from the general supply and move your income marker three income levels *(not spaces)* backward on the progress track.
- Place your income marker on the highest space of the new income level.
- You may not take a loan if it would reduce your income level below **-10**.

PIPELINE TYPES

Income Pipeline

- The pipeline's owner gains the income shown for each barrel of oil travelling through it.

Money Pipeline

- The pipeline's owner gains the money shown for each barrel of oil travelling through it.

VP Pipeline

- The pipeline's owner gains the VP shown for each barrel of oil travelling through it.

Reserve Pipeline

- Adds **1** oil to the connected oilfield.
- Oil cannot be transported through this pipeline by any player *(the oilfield reward tile is still revealed if present)*.

When placing future pipeline links, the reserve pipeline's owner may replace it with any other pipeline from their supply, and then return the reserve pipeline to their supply.

HEAVY TRAIN TYPES

Resource Train

- When built, place the coke, steel, or oil barrels depicted directly on the train tile. These resources do not automatically sell to a connected market.
- Only the player who owns the train may consume these resources for free after the link is placed on the board.
- When consumed, these resources must travel via train links to where they are needed.

Whiskey Train

- When built, gain one whiskey token to your personal supply.

Double Link Train

- During train scoring, this train scores double VPs for its links.

Replacement Train

- May be built to replace a light train belonging to another player.
- "Remove the replaced light train by immediately scoring it for its owner *(see "End of Each Era: Score Train Links", Pg.11)*, and returning it to its owner's personal supply. Then place the replacement train on that line.

CROWN JEWEL INDUSTRIES

Crown Jewel Industries are unique buildings at the end of each industry track with special effects:

Oil City

- Instead of a normal industry space, Oil City is built directly on an oilfield using a Kerosene *(Oil City)* card.
  Note: Building the Oil City requires a pipeline connections to the oilfield.
- When built *(era 2 only)*, place all oil barrels currently on the oilfield, plus **3** additional barrels on the Oil City.
- Any player can consume this oil through connected pipelines. It is flipped when the last barrel is consumed, rewarding **$25**.

Polyphase Alternator

- This already-flipped industry upgrades a coal industry tile and rewards with money equal to **2×** your current income.
- At the end of the Era, score VP equal to the number of empty industry spaces on your player board.

Locomotive Works

- This already-flipped industry *(era 2 only)* upgrades a manufacturing industry tile and provides **3** free develops.
- At the end of the Era, score **4** VPs per Heavy Train you've built.

Skyscraper

- This already-flipped industry provides an optional bonus sell action *(no card discard needed)* that must be resolved immediately.

END OF ERA MAINTENANCE

In this Era 1 example...

Purple scores **16** VP for links & **15** VP for tiles. They don't score the level **2** kerosene (E), because it was not flipped.

Red scores **11** VP for links and **23** for tiles.

Both players remove their light trains and level **1** tiles to prepare for Era **2**.

END OF EACH ERA

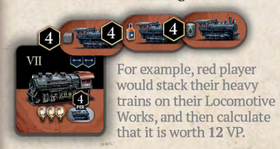
An era ends after the round in which all players have used the final cards in their hands.

When each era ends, resolve the following steps in order:

1. Score train links (A) (B)

Each player scores VPs for their train links.

- For each of your train links, score **1** VP for each shown in adjacent locations, by advancing your VP marker along the progress track.
- Trains score whether they are light or heavy.
- Era **1**, remove each light train (A) from the board as it is scored and return it to its owner *(they may build them again in era 2)*. Heavy trains (B) stay on the board.
- Era **2**, remove all trains from the board as they are scored.
- If a player has built a Locomotive Works in era **2**, their heavy trains are placed on top of the industry tile as they are removed to make counting easier.



For example, red player would stack their heavy trains on their Locomotive Works, and then calculate that it is worth **12** VP.

Note: Pipeline links (D) remain on the board, and do not score.

2. Score industry tiles

Each player scores the VPs shown in the bottom left of each flipped industry tile. Unflipped industry tiles do not score.

Recommended Scoring Method:

To speed up scoring and reduce mistakes, designate one player to call out the VPs scored for each link or industry tile and remove tiles when required, while another player moves the scoring marker according to the total points announced.

END OF FIRST ERA

These steps are performed only at the end of era 1:

3. Remove obsolete industries

- Remove all level I industry tiles from the board (F) *(flipped and unflipped)*, and return them to the box.

4. Resolve oilfield production

- Move the oil barrels currently below each oilfield and place them onto the oilfield.

5. Prepare the deck

1. Collect all players' discard piles.
2. Turn the bottom card of each discard pile faceup so all cards are facing the same way.
3. Shuffle all discard piles together to form a new draw deck, and place it facedown on the draw deck space.
4. Each player draws eight cards from the new deck.

WINNING THE GAME

The player with the most VPs after both eras wins the game. Ties are broken by the player with the highest space on the income track, then by most money.

DIFFERENCES IN EACH BRASS GAME

If you have not played one of these games in a while, you can refer to this guide to remind yourself of the differences in rules.

	LANCASHIRE	BIRMINGHAM	PITTSBURGH
STARTING CASH	£30	£17	$30
INDUSTRIES	Coal Mines / Iron Works / Cotton Mills Ports / Shipyards	Coal Mines / Iron Works / Cotton Mills Manufacturers / Potteries / Breweries	Coal Mines / Iron Works / Kerosene Manufacturers / Cars / Coke Refineries
SPECIAL INDUSTRIES	--		Crown Jewel industries at the top of each track with unique rules (Pg.10).
WILD CARDS	**Double Action Build** (Pg.7) - May be used instead of both your turns actions. Discard 2 cards and regard them as any 1 location card.	**Scout Action** (Pg.9) - Discard 1 card to scout, allowing you to replace 2 other cards from your hand with 1 wild industry and 1 wild location.	**Whiskey** - Earn whiskey tokens in various ways. Spend a whiskey to turn any card into a wild location or industry.
LOAN ACTION	Take £10 / £20 / £30 from the bank and move your income down 1 / 2 / 3 levels. Cannot take loans for the last 4 rounds.	Take £30 (or $30) from the bank and move your income down 3 levels.	
DEVELOP ACTION	Remove 1 / 2 tiles from your player mat, pay 1 iron for each.		Remove 1 / 2 tiles from your player mat, pay 1 iron **or steel** for each.
MARKETS	1 central market of coal and iron.		6 markets on the map offering coal, coke, iron, and steel. When selling coke, in addition to money, also earn 4 VPs per cube sold.
ERA 1 LINKS	Can only build 1 canal per action, £3 cost each.		Can build 1 or 2 links per action. Building a second link costs an extra $10 (plus the cost of the link). In either Era, links cost: light train (rail) = 1 / pipeline = 1 / heavy train = 2
ERA 2 LINKS	Can build 1 or 2 rail per action.		
	1 rail cost = £5 + 1 2 rail cost = £15 + 2	1 rail cost = £5 + 1 2 rail cost = £15 + 2 + 1	
HEAVY TRAINS	--		Heavy trains (Pg.10) are not removed after era 1 scoring. They give a reward when built.
PIPELINES	--		Pipeline links (Pg.10) are placed over pipeline routes on the map, adding oil barrels to their connecting oilfield for each icon covered by the link. Pipelines are not removed after era 1 scoring and do not score link points. Oil travels through pipelines, each earning the pipeline owner a reward.
OILFIELDS	--		When a player connects a pipeline to a facedown Oilfield tile ((Pg.9)) they reveal it, earning a reward and revealing oil for era 2.
RESOURCES	Coal, Iron	Coal, Iron, Beer	Coal, Iron, Steel, Coke, Oil
TRANSPORTING RESOURCES	Coal travels by canals, rails, and train links (light or heavy).		
	Iron travels anywhere **without** a connection.		Iron, Steel, and Coke travel by train links (light or heavy).
		Opponents beer travels by canal and rail links. Your beer travels without a connection.	Oil travels by pipeline and train links (light or heavy).
RESOURCE CONSUMPTION PRIORITY	**Resources must be consumed in priority:** **1**) From **closest** connected industry tile. Note: iron is consumed from your choice of industry tile. **2**) Buy cheapest available resource from the market, if connected.		**Resources must be consumed in priority:** **1**) From **any** connected industry tile. **2**) From one of your connected heavy trains **- OR -** Buy from Vanderbilt without connection (costs on map) **- OR -** Buy from any connected market.
SELL ACTION	Requires connection to port or distant market.	Requires connection to matching Merchant tile.	
	Use **port or distant market** to flip industry tile.	Usually consumes **beer** to flip industry tile.	Usually consumes **oil** to flip industry tile.
SELL BONUS	If selling cotton to **distant market** (Pg.8), earn extra income based on distant market value.	If you use **merchant beer** (Pg.8) to flip a tile, receive the merchant reward displayed.	Claim a **quality reward tile** (Pg.9), if the # of stars on all tiles flipped by your sell, plus any whiskey spent, can meet the reward's requirement.
OVERBUILDING	**If overbuilding your own tile,** you may overbuild any industry. **If overbuilding an opponent,** you may only overbuild coal or iron, and only if there are no cubes of that type anywhere on the board.		**No overbuilding,** however some tiles may only be built if they upgrade one of your existing flipped industry tiles shown on the upgrade icon ( ). Remove the upgraded tile, immediately scoring its VP.