



WORLD SERIES OF BOARD GAMING

BRASS: BIRMINGHAM Procedures

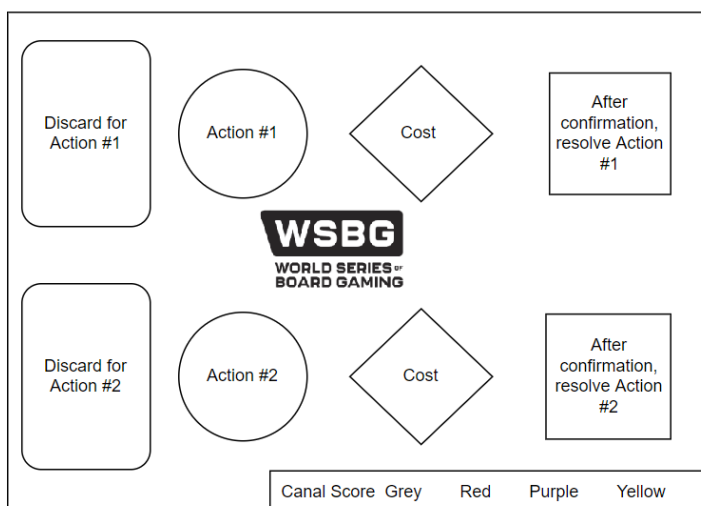
Before play begins, each player should confirm that all players have a complete set of buildings on their player mat, the decks contain the correct cards and are shuffled, the markets are seeded, merchant tiles are set correctly, the progress track contains all markers, and each player has exactly 17 pounds.

Each player should then be dealt 8 cards to serve as their hand. Each player should then take one card from the draw deck and, **without looking at it**, place it face down creating a personal discard pile.

For the first turn of the game, the player in Seat One will open play, followed by players in clockwise direction.

Play will proceed normally and according to the printed rules, but will also observe the following procedural requirements:

- 1) An action board will be used in the execution of all actions. Each discarded card, action taken, and payment will be placed on the action board and confirmed before proceeding.



Any tiles removed as the result of a Develop action should be stacked on the game board above the iron market after being removed from the Action Board, *NOT RETURNED TO THE PLAYER*.

IMPORTANT: All players should work together to ensure that placements are legal, the progress track is adjusted correctly, all monies spent are placed on the matching character tile, resources are acquired from the correct locations, and cards are placed in the appropriate discard pile. **Actions taken should be deliberate and transparent.**

- 2) At the end of a round, turn order should be confirmed by all players. Income will be taken and confirmed one player at a time, in the resolved turn order.
- 3) At the end of an era, scores should be tallied and confirmed one player at a time, in the resolved turn order. These scores should be recorded on the corresponding space on the Action Board.

IMPORTANT: Before moving to the rail era, all players should confirm that the board has been reset correctly and that the deck has been shuffled and cut before dealing eight cards to each player.

Tiebreakers are, in order: highest income, most money, and reverse Turn 1 seat order.

Games of Brass:Birmingham at the WSBG will use an Active Player Card. This card will begin the game with the player in Seat One, who will signify the end of their turn by passing it to the next player.

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.