

# Bricks...



# Brutes

## The Game

The Kingdom is being terrorized by a monstrous dragon. The King has hired several Builders (the players) to build walls around his country estate. The first Builder to complete their wall to their current wall plan wins!

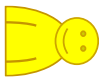
There are a few problems: the other Builders, the Dragon (of course) and the Queen. The other Builders will sometimes steal bricks, the dragon will occasionally eat people and the Queen will randomly change her mind about how the walls should look.

Each player starts with one Mason who can build the castle wall. As the game progresses players can hire more Masons (to help build the wall faster) and hire Brutes. The Brutes protect your Masons from the Dragon and your bricks from the other players, and can sometimes steal bricks from other players.

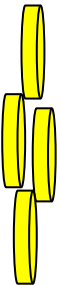
## Setup

Each player starts with:

- One Mason (they build the castle wall)



- Four gold pieces



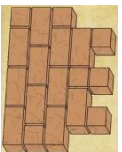
- One "short" brick



- Two "long" bricks



- A randomly drawn castle wall plan



Youngest player goes first.

(note - for a faster game, everyone starts with a completed first layer of bricks)

## Turns

On your turn, in this order:

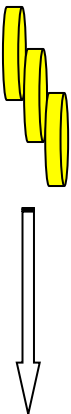
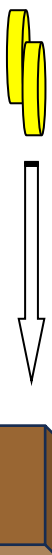
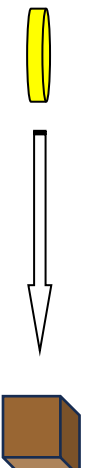
- **MOVE** a brick (or bricks) – if you can
- **BUY** bricks, **and HIRE** Masons & Brutes
- **ROLL** the die of fate

## Move a brick (or bricks)

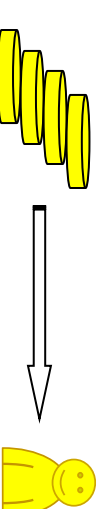
You can move as many bricks on your turn as you have Masons (One Mason - move one brick, two Masons – move two bricks). You can move bricks from your unused pile to your wall, or from one place on your wall to another. If you have no Masons (they got eaten by the Dragon), you can't move any bricks.

## Buy and Hire

You can buy bricks and hire more Masons and Brutes.



You can't have more than three brutes.



You can't have more than two Masons.

## ROLL the "die of fate"

You can get more gold, more bricks, or other things...



Collect two gold pieces.



Collect one short and one long brick – if there are no more bricks available, treat this like you rolled the Brute (but collect the gold if it was rolled too!).

If you have at least one Brute you can challenge another player to a "Brute Roll". Both players 'roll' their Brutes - if you have more conscious (faceup) Brutes than them, you can steal one brick from their unused pile (not their wall). Brutes that land standing up count as two. Challenger wins on a tie. If they have no Brutes, just steal a brick.



The Dragon! Another player's Brute (your choice) gets eaten. If that player does not have any Brutes, they lose a Mason.



The Queen changes her mind about the castle walls. Everyone hands their castle wall plan to the person to their RIGHT.

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