Guide to Bruges

Set Up

- Place the statue tiles in descending order from 7 to 2.
- Divide the cards into 5 equal stacks.
- Take 1 stack per number of players and shuffle these cards together and then divide into 2 equal draw piles, setting the unused stacks aside in a single stack for the end of the game.
- The workers are placed in a general supply.
- The guilders are set aside and change can be made freely at any time.
- The 45 threat markers are set aside in a supply.
- The 40 canal tokens are set aside in a supply.
- Each player then picks a player color, placing the large seal in front of him and the small seal in the guard tower closest to his seat.
- Each player takes their two pawns, placing one on the 5 space of the score track and the other on the town hall.
- Each player takes the three majority markers in their color and places them gray side up.
- Each player gets 5 guilders and 1 of each colored worker.

GAMEPLAY OVERVIEW

- There are several rounds, each with 4 phases.

1 – Draw Cards: Each player gets to draw until they have 5 cards in hand, one at a time from either draw pile, without looking at the cards until the hand is complete.

- If one of the piles runs out, replace it with the leftover pile. If the second pile runs out, divide the remaining pile into 2 roughly equal piles.
- The round in which the extra pile enters play is the FINAL round. After completing the round, there will be a final scoring.
- If a draw pile is empty in a phase other than phase 1, then the FOLLOWING round will be the final round.

2 – Roll the Dice: The start player rolls the 5 dice, then places them on the spaces on the board.

- For each die showing a 5 or 6, each player receives 1 threat marker of that color.
- Once a 3rd threat marker of a particular color is received, a corresponding penalty is suffered.
- Each player then has the opportunity to advance 1 step on the Reputation Track. The price for doing so is determined by adding up any dice showing 1 or 2 and adding them together and is done in player order.

If NO dice show 1 or 2, then it is NOT possible to advance in the given round.

Threats

- Upon receiving your 3rd threat marker of a particular color, the following penalties occur to you:

BLUE (FLOOD) – You must return all of your workers to the supply.
BROWN (PLAGUE) – You must discard 1 person from your play area – not your hand.
YELLOW (RAID) – You must return all of your guilders to the bank.
RED (FIRE) – Either discard one of your built houses or one of your built canal tokens. If you discard an occupied house, the person returns to your hand. You do not lose a statue if you lose the end piece of a canal, but you don't gain another if you re-complete it. You CANNOT leave gaps in your canal.
PURPLE (INTRIGUE) – You lose 3 VP, but your score cannot go below 0.

- After resolving all effects from your damage, return the 3 threat markers of that color to the supply.
- You do NOT score points for returning threat markers after suffering the damage.
- If for some reason, there are not enough threat markers in a given color, resolve the threat markers of that color in player order, thus refreshing the supply.

3 – Play Cards and Perform Actions: Generally, players will begin this phase with 5 cards in hand and players will play cards until they have performed 4 actions, at which point this phase ends.

A – Take 2 workers: Play 1 card to the discard pile to take 2 workers of the displayed color.
B – Take 1-6 Guilders: Play 1 card to the discard pile to take guilders from the bank equal to the die of the color of the card played.
C – Discard 1 Threat Marker and Get 1 VP: Play 1 card to the discard pile to discard 1 threat marker of the color of the card played and gain 1 VP.
D – Build 1 Canal Token: A player's first canal will always be adjacent to his small seal. Subsequently, they can build on the same side or the other. Play 1 card to the discard pile of the color of the canal space to build and pay the number of guilders displayed on the space.
- Place 1 canal token on the space.
- If a player reaches the 3 space, they will earn 3 VP at game end.
- If a player completes a canal section, they will take the topmost statue and score the printed points at game end.

E – Build 1 House: Play 1 card face-down in front of yourself to show you have built a house. You must pay 1 worker of the same color of the house you want to build. Each house is worth 1 VP at game end.
F – Recruit 1 Person: Play 1 card onto one of your empty houses. Place the person so that the color of the house remains visible.
- You must pay the guilders in the upper right of the card.
- The color of the person and the house do NOT have to match and each house can accommodate 1 person.

PERSON CARDS

People with Arrow: These are activated immediately when placed, essentially being one-use effects unless they are returned to the player's hand and played again.
People with Worker: These can be activated once per round. You must pay the worker depicted to gain the benefit. Rotate the card to show it has been used.
People with Infinity Loop: There are three types of these cards – Once per Round, Every Time, and Whenever. Only the "Once per Round" ones need to be rotated.
People with Laurel: These provide game end points.

Cards can be used immediately upon being played.

4 – Verify the 3 Majorities and Change Start Player:
- Whoever is in the SOLE majority of the Reputation Track, People played, or Canal tokens, may flip their majority marker face-up.
- Once flipped, the majority marker will stay that way for the remainder of the game regardless of changing majorities.
- After verifying majorities, rotate cards straight up and move the start player clockwise.

END OF THE GAME

The game ends at the end of the round in which the extra pile is brought into play (with the exception noted above).

Final Scoring

- Points are scored from people cards as printed.
- Each house is worth 1 VP.
- Any cards with laurels that grant end game points are scored.
- Each majority marker that is colored side up is worth 4 VP.
- Each 3-space reached on a canal is worth 3 VP and each statue is scored as printed.
- Reputation Track scores based on how far your marker has reached.