BRICK WORK PnP BASIC KIT (NO ART)

FULL ART PRINT AND PLAY AVAILABLE AT SHOP.CMXGAMES.COM

This print and play kit includes the Brick Work rules, player cards, and game board. **You will need to provide 4 six-sided dice, 6 tokens to serve as +/- tokens, and 62 building bricks (see last page).**

2 Players / 15 to 30 Minutes / Ages 9+
Let us teach you how to play at bwrules.cmxgames.com!

BRICK WORK is a quick brick building, dice rolling, worker placement game. To begin, each player builds a brickprint using yellow bricks. During the game, players take turns placing a die onto the board to collect or connect bricks of their color (red or blue). The first player to recreate both brickprints is the winner!

SETUP

1) CREATE PLAYING AREA: Place the board in the center of the playing area. Each player chooses a different color (red or blue) and takes the player card and all bricks of their chosen color.

2) ASSEMBLE BRICKYARDS: Make sure no bricks are connected. Players place their player card in front of them with their bricks in a pile off to its "BRICKYARD" side. Place the yellow bricks in a pile within reach of both players. These 3 piles are the **brickyards**.

3) DETERMINE TURN ORDER: Each player rolls 2 dice. The player with the higher total starts the game as Player One; the other player starts the game as Player Two. *Reroll ties.*

4) BUILD TURN TOWER: Both players take 1 2x2 brick from their brickyard. Connect Player One's brick on top of Player Two's brick. This is the **turn tower.** Place it upright on the center of the board.

5) COLLECT +/- TOKENS: Player One collects 1 **+/- token**; Player Two collects 2 +/- tokens. Place your +/- tokens on your player card. Place the 3 remaining +/- tokens by the ADJUST space on the board.

6) BUILD BRICKPRINTS: Each player selects 6 bricks from the yellow brickyard and quickly builds an **object** using all 6 yellow bricks. *An object is two or more bricks connected by at least 1 pip.* These two objects are the **brickprints**. Place them next to the board. *Describe your brickprint; what is it?*

GAMEPLAY

Brick Work is played in a series of **rounds** until one player recreates both brickprints using bricks of their color. Each round, players alternate **turns** until all dice are placed on the board. Players swap turn order at the end of each round.

START A ROUND: Player One rolls all four dice; these dice form the **pool**.

TAKE TURNS: Starting with Player One, players alternate turns. On your turn, you must choose 1 die from the pool and place it on an **action space** on the board to take that action. The actions are described in detail on page 4. *You may not place a die on an action space if you cannot take that action fully.*

* **Use +/- Tokens:** On your turn, before you place your chosen die, you may return 1 or more +/- tokens to change the number of pips on that die by +1 or -1 per token. *You may change a 6 to a 1 and vice versa. When you return a +/- token, take it from your player card and place it by the ADJUST space on the board.*

  Bump Dice: On your turn, if there is a die on an action space, you may still place your chosen die there. To do so, **bump** the old die off the action space, reroll it and return it to the pool, then place your chosen die and take that action as normal.

END A ROUND: When all four dice are placed on the board, the round ends. Flip the turn tower over so the brick that was on the bottom is now on top: Player One becomes Player Two and vice versa. Remove the dice from the board and start a new round. *Due to bumping dice, the total number of turns taken each round may vary.*

WIN THE GAME: When a player, in their collection using bricks of their color, has one object that recreates their brickprint and another object that recreates their opponent's brickprint, the game ends immediately and that player is the winner! *Your objects do not need to be built using the same bricks as the brickprints. For example, you may be able to use 2 1x2 bricks instead of a 2x2 (or 1x4) brick and vice versa.*

ACTIONS

On your turn, choose 1 die from the pool and place it on an action space on the board:

COLLECT: To place a die on one of the COLLECT spaces, the die must show the same number of pips as that space (1, 2, 3, 4, or 6). You then collect 1 brick with that number of pips by moving it from your brickyard to your *collection*: the "COLLECTION" side of your player card.

* **EXAMPLE:** Place a die with 2 pips on the COLLECT space with 2 pips to collect 1 brick with 2 pips.

DEMOLISH: You may place any die on DEMOLISH. You then disconnect a total number of pips equal to the number of pips shown on the die by disconnecting bricks and/or objects in your collection.

BUILD: You may place any die on BUILD. You then connect a total number of pips equal to the number of pips shown on the die by connecting bricks and/or objects in your collection. *You must connect pips without having to disconnect any other pips; if there is any doubt, that connection is not allowed.*

* **EXAMPLE:** Place a die with 3 pips on the BUILD space and ▼ connect 3 total pips using bricks and/or objects in your collection.

RECYCLE: To place a die on RECYCLE, it must show 5 pips. You then return 1 or 2 bricks and collect 1 or 2 bricks. The bricks collected must have the same total number of pips as the bricks returned. *When you return a brick, move it from your collection to your brickyard.*

ADJUST: You may place any die on ADJUST. You then collect 1 +/- token. *When you collect a +/- token, move it from the board to your player card. You may have a maximum of 3 +/- tokens on your player card at one time.*

CREDITS

BRICK INVENTORY

(1-Pip, 1x1) 4 Blue, 4 Red, 4 Yellow

(2-Pip, 1x2) 4 Blue, 4 Red, 4 Yellow

(3-Pip, 1x3) 4 Blue, 4 Red, 4 Yellow

(4-Pip, 1x4) 2 Blue, 2 Red, 2 Yellow

(4-Pip, 2x2) 3 Blue, 3 Red, 2 Yellow

(6-Pip, 1x6) 2 Blue, 2 Red, 2 Yellow
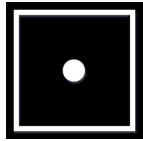
(6-Pip, 2x3) 2 Blue, 2 Red, 2 Yellow

RED PLAYER CARD

SETUP P1/P2 SETUP P2

RETURN +/- TOKEN(S) EACH TOKEN

COLLECTION

BRICKYARD

Brick Work PnP Basic Kit (No Art)
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BLUE PLAYER CARD
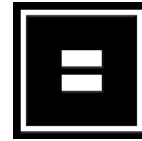
SETUP P1/P3 SETUP P2

RETURN +/- TOKEN(S)

COLLECTION

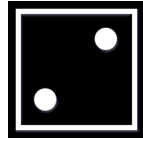BRICKYARD

Brick Work PnP Basic Kit (No Art)
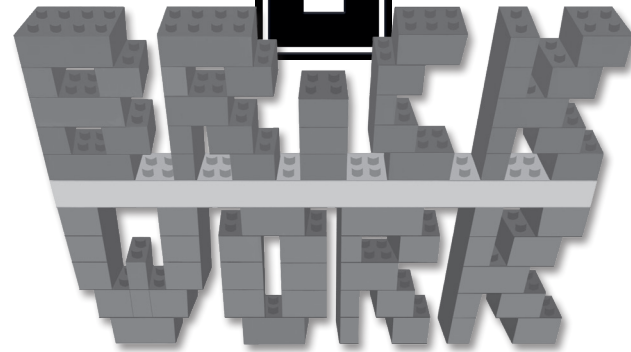© CMX Games, LLC

COLLECT
1 brick with 1 pip.

DEMOLISH
Disconnect exact pips.

COLLECT
1 brick with 2 pips.

BUILD
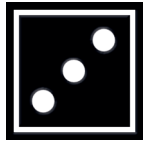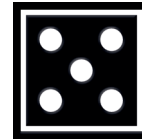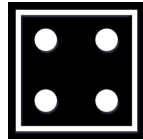Connect exact pips.

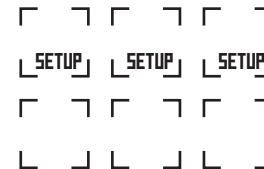**BRICK WORK**

Flip turn tower
at end of round.
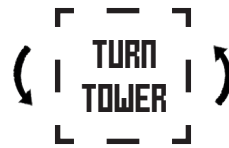
(TURN
TOWER)

COLLECT
1 brick with 3 pips.

COLLECT
1 brick with 4 pips.

RECYCLE
Return 1 or 2 brick(s) then
collect 1 or 2 brick(s)
(same total pips).

SETUP   SETUP   SETUP

Collect 1 +/- token.

ADJUST
?

COLLECT
1 brick with 6 pips.