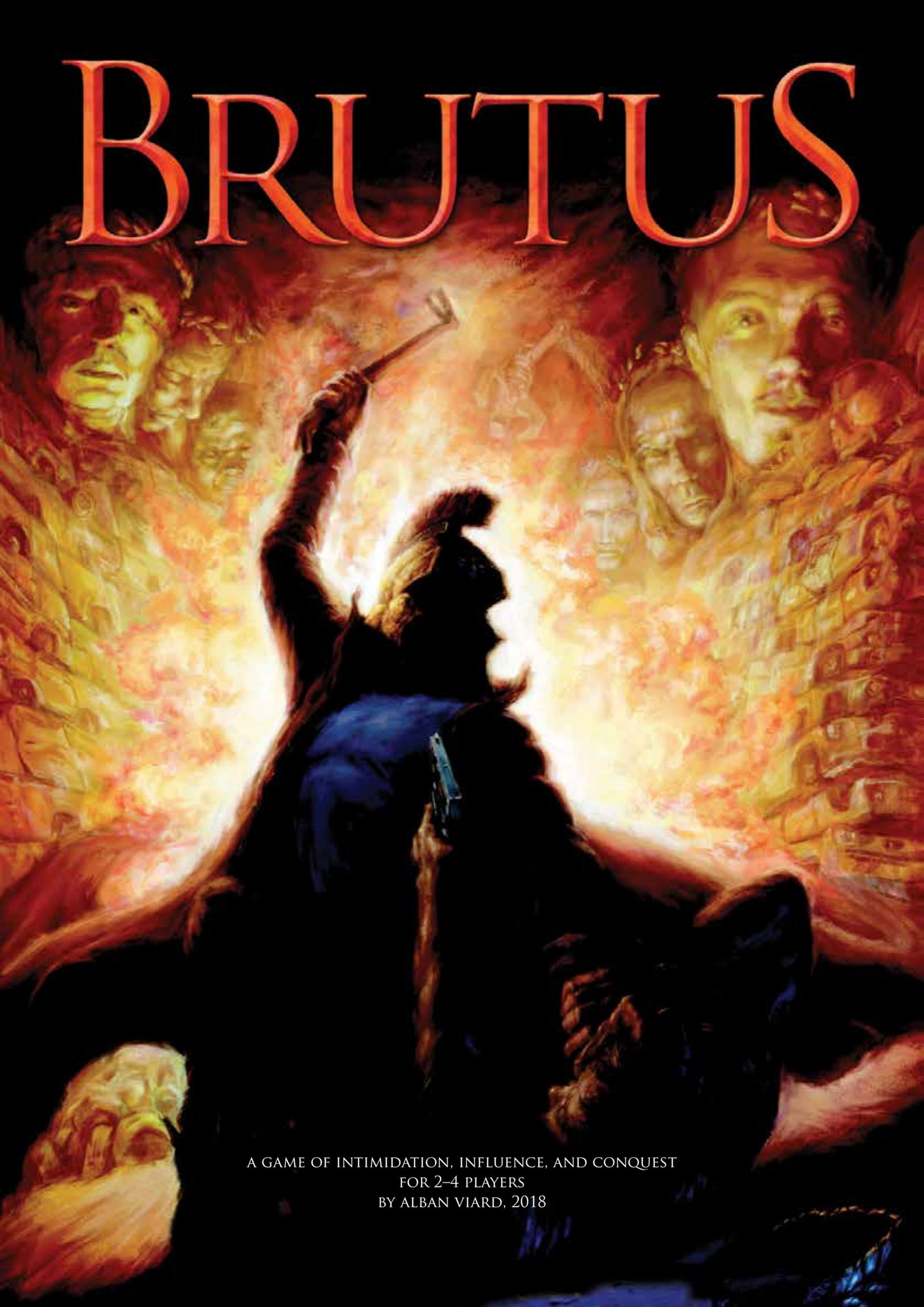


BRUTUS

The background of the cover is a rich, textured painting. In the center, a Roman general in dark, heavy armor is mounted on a dark horse, silhouetted against a bright, glowing light. He holds a spear high in his right hand. The background is filled with numerous classical busts of various Roman figures, some appearing to be part of a larger architectural structure. The color palette is dominated by warm, golden-yellow, orange, and red tones, creating a sense of fire, power, and historical grandeur.

A GAME OF INTIMIDATION, INFLUENCE, AND CONQUEST
FOR 2-4 PLAYERS
BY ALBAN VIARD, 2018

INTRODUCTION

2012: Small City. For several years, 6 gangsters nicknamed for Roman emperors sow terror in the city, carving up the different boroughs, racketeering in the commercial zones, burglarizing the residences, and visiting the factories in the darkest hours of night.... In 2015, when the game Small City was published, police stations were being built to try to regulate this new type of criminal, but nothing really came of it.

You play the role of one of these crooks, a boss of a gang, trying to dominate the city through violence and intimidation, fomenting an environment of fear and suspicion, even in the seediest neighborhoods.

If you can capitalize on the situation, and exert more influence over Small City than your opponents, you will win the game! This game box contains not only the game Brutus and its specific components, but also a detective novel of the same name, which tells the story after one particular play of the game....

Will you come out unscathed from this fratricidal power struggle, or will you be Brutus in the end?

CONTENTS

- 8 double-sided Borough boards (modules)
- 2 central hexes: the junkyard
- 6 Roman Emperor figurines (40mm)
- 4 figurine bases in player colors (1 black, 1 orange, 1 white, 1 pink)
- 80 Sicarius¹ discs in player colors (20 black, 20 orange, 20 white, 20 pink)
- 56 coins (in denominations of 1 [×20], 5 [×20], and 25 [×16])
- 44 Influence tokens (in denominations of 1 [×20], 5 [×16] and 10 [×8])
- 1 Brutus, a 184-page book by Eric Mc Childe²

PICTURES
OF COMPONENTS
WILL
BE ADDED

CHARACTERISTICS OF THE EMPERORS

JULIUS CAESAR was never actually an emperor, strictly speaking, because he was assassinated beforehand! He was a man full of contradictions: He had a robust constitution, yet was subject to fainting spells and epileptic seizures. An indefatigable and ambitious authoritarian, he never shied away from bloodshed to achieve his goals.

CALIGULA has left a rather inflammatory image of himself in the history books, as a crazy, cruel, and highly capricious megalomaniac. After quite a calm start, Caligula fell seriously ill, after which followed an incredible reign of orgies, debauchery, and crime.

CLAUDIUS suffered from fragile health, and accumulated a few imperfections (stuttering, limping, etc.); he was especially the laughingstock of the Romans and his own family. This enabled them to forget that his keen intellect and sense of diplomacy permitted a stable, prosperous, and peaceful reign.

NERO is known for his violent and crazy manner. Proud, vain, and very self-conscious, he descended into megalomaniacal madness. Being very concerned about his image, he participated in circus games, and even in the Olympic Games. Legend attributes the start of the fire, which ravaged Rome, to him, which led him to commit suicide.

HADRIAN remained the very image of the erudite and curious emperor, a lover of the arts and literature, passionate about Hellenism. In order to pacify and bring harmony to the Roman empire, he traveled it, girding it with a physical limit. He also reformed the empire with a policy of centralization, granting him better control of such a sprawling domain.

MAXIMUS was a relatively popular emperor, anxious to prove his religious zeal by hunting heretics. He was known for his use of refined torture techniques.

- ¹ Sicarii were hired killers, hitmen. They derive their name from the sica, a short sword thought of as the weapon of brigands and assassins. In the game Brutus, they represent the emperors' henchmen, their dedicated goons; they terrorize both the citizens and commercial crates of Small City...
- ² Eric Mc Childe is an Irish author, and a big fan of Alban Viard's games (he bought a parcel in the game Tramways during its crowdfunding campaign, and then a mailbox in Card City XL during its campaign). His youth book, Brutus, was recently translated by Editions Colères, and he sees his fame growing today with a game inspired by this book!

GAMEPLAY OVERVIEW

Each player plays an honest citizen of Small City, but to make ends meet, you must do horrible deeds. In order to commit these acts of violence without being unmasked in your day-to-day life, you take the identity of a Roman emperor.

The game **Brutus** invites you to bring this dark secret identity of the average citizen to life. You will never know the identities of the 6 emperors, unless you read the book *Brutus* or know the other players really well...

On your turn, you must move your emperor and deploy one of your sicarii to a city district. Then you earn revenue from the districts you control. If you wish, you can recruit new sicarii.

When no players are able or wish to move in the city, the game ends, and you tally each emperor's influence in the territory he controls:

- Each district is worth at least 1 influence point.
- Each 10 coins is worth 1 influence point.
- Each recruited sicarius that you have not deployed is worth 3 influence points.

The player with the most influence wins the game and becomes Brutus!

SETUP

4-player game: each player takes 1 Emperor figurine and 10 sicarii of one color. Leave the other 10 nearby.

3-player game: each player takes 2 Emperor figurines, and 10 sicarii of one color. Leave the other 6 nearby.

2-player game: each player takes 2 Emperor figurines and 16 sicarii of one color. Leave the other 4 nearby.

In any case, place your sicarii in front of you, where everyone can see them.

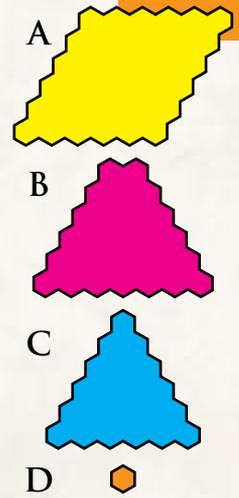
Randomly determine the first player. Turn order is clockwise.

THE DIFFERENT PARTS OF THE GAMEBOARD

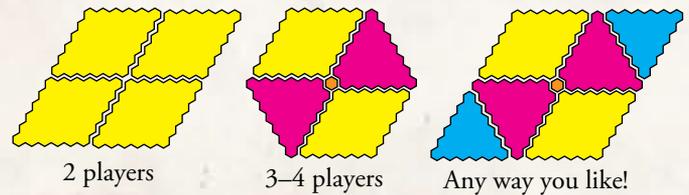
Small City is divided into 4 types of **modules**, used in different combinations for the different player counts.

The table below indicates how many of each module you should use for each player count. Return any unused modules to the box.

	2	3-4
A	4	2
B	-	2
C	-	-
D	-	1



The following illustrations show how to assemble the modules to form Small City:



Please note that there are infinite ways to build Small City; have a look at **SHORTER URL WOULD BE NICE!**

Each module comprises hexes called **districts**. There are five types of district:

-  **Residential** district, where you can earn more **Influence** for the end of the game.
-  **Commercial** district, where you can earn **money** during the game.
-  **Industrial** district, where you can convert **money into influence** during the game.
-  **Leisure** district, where you can **hire new sicari**.
-  Other districts, which have no special function, except that they can earn you influence for the end of the game.



Brutus instructions belong to the author, Alban Viard, and are reserved for personal uses. Brutus © Alban Viard 2017. The author would like to thank ...

Graphic design: Sampo Sikiö (samposdesign.com)
Illustrations: Paul Laane (designaqua.com)

PLEASE UP-
DATE THE
THANKS ETC

PLAY

At the beginning of the game, take turns placing your Emperor figurines in **unoccupied districts** that are not adjacent to other Emperors, as follows:

In a 4-player game, each player places their Emperor figurine in turn order.

In a 2- or 3-player game, each player places one of their Emperor figurines in turn order. Then, in reverse turn order, each player places their other one.

An **unoccupied district** is a district (hex) which is neither Residential (green), Commercial (blue), Industrial (yellow), nor Leisure (red).



The first player starts the game.

GAME TURN

On your turn, you carry out **all** of the following phases, and then the player to your left takes their turn:

- I **MOVE YOUR EMPEROR**; then get immediately the benefits of the district, if applicable.
- II **DEPLOY A SICARIUS**
- III **RECEIVE REVENUE, IF APPLICABLE**

Note 1: Each turn, you must both move your emperor and then deploy a sicarius. If you cannot or will not, then you must do neither, and the game is over for you (you cannot move only your Emperor); however, the other players continue to play, and you will participate in the final scoring.

Note 2: In some cases, you may realize that you have already lost the game. If this happens, you can **concede**, which means you immediately lose the game, and do **not** participate in final scoring.

PHASE I: MOVE YOUR EMPEROR

You **must** move your emperor as far as you like in a straight line “orthogonally” (in one of the 6 directions from his current hex). The illustrations (buildings, roads...) on the districts that he crosses do not affect his movement; however, the other emperors (even your own second emperor in a 2- or 3-player game) and all sicarii (yours and your opponents’) obstruct his movement. He can neither enter nor pass through their hexes.



Example: It is White's turn, and she must move her emperor. She can move him to any of the hexes marked with an X.

If your emperor has moved to an **Industrial** district, you may **convert money into influence**. The ratio depicted on the Industrial district indicates the exchange rate. For example, 2:1 means that you can convert \$2 into 1 influence point, \$10 into 5 influence, etc.; 3:2 means you spend \$3 per 2 influence points, etc.

If your emperor has moved to a **Leisure** district, you may **hire 2 sicarii** from that district, and add them to your personal reserve. After you have recruited all the sicarii you set aside at the beginning of the game, you cannot recruit any more; however, you can still move to Leisure districts).

Note: If your emperor is inside a closed territory (and thus has claimed it), he can no longer move, and thus he can no longer launder money at an Industrial, nor can he recruit from a leisure district.

Remember: In PHASE I, when an **emperor** moves onto:

-  a **Residential** district, he comes to visit his “constituents” (no effect).
-  a **Commercial** district, he is scoping it for future rackets (no effect).
-  an **Industrial** district, he is money laundering, which will allow you to **convert money into influence**.
-  a **Leisure** district, he can **recruit 2 sicarii**.

PHASE II: DEPLOY A SICARIUS

After moving your emperor, you must deploy a sicarius from your emperor's new location. Deployment of a sicarius follows the same rules as the emperor's move. **Note:** Once a sicarius is deployed, the sicarius never moves!



Example: White just moved her emperor, and now she must deploy a sicarius. She can deploy it to any of the hexes marked with an X.

A set of hexes that is completely surrounded by sicarii (no matter whose they are) and/or the edge of the city is considered a **closed territory**.

When only one emperor is in a closed territory, that emperor **controls** it. If there are two or more emperors in a territory, it is contested, and they must still compete to carve it up!



Example: Territory A is a closed territory, and it is controlled by the orange emperor. The hexes labeled B are not a closed territory, but if the white emperor were to deploy a sicarius to C, it would be.

Note 1: A closed territory does not have to contain an emperor; however, a closed territory with no emperor will never be controlled by anyone, and no one will score for it.

Note 2: An emperor in a closed territory can no longer move! This means that an emperor who closes a territory from inside it may be making his last move, so pay attention when you close a territory, at least if you still want to use abilities within this territory (for example, Leisure or Industrial districts...).

A district (Residential, Commercial, Industrial) is controlled by an emperor when the district is in a closed territory containing **only one emperor**, and there is no sicarius on the district.

Remember: In PHASE II, when a **sicarius** is deployed on:



a **Residential** district, that district is **destroyed**, which means it will not give you influence at the end of the game.



a **Commercial** district, that district is **racketeered**, which means you will get money from it during Phase III for the rest of the game.



an **Industrial** district, that district is **destroyed**, which means it can no longer be used to launder money.



a **Leisure** district, that district is **destroyed**, which means it can no longer be used to hire sicarii.



an unoccupied district, no special effect.



General example for the orange emperor: He has \$8 in reserve, and his emperor (orange square) has a number of options, including (but by no means limited to) the following:

- 1: He could move to A and recruit the neutral sicarius, then send a sicarius to destroy the valuable Residential district, keeping it out of enemy hands.
- 2: He could move to B, which would get him $\$3 \times 2 = \6 during the revenue phase, and send a sicarius from this reserve to F to get another \$2.
- 3: He could move to C and convert his \$8 into 4 influence, then send a sicarius to G to work on walling off part of the South of Small City.
- 4: He could move to D and send a sicarius to E to destroy the Residential district.

PHASE II: RECEIVE REVENUE AND RECRUIT

For each of your sicarii on a **Commercial** district, receive the revenue indicated on the hex. You still get the revenue from sicarii on Commercial districts that are inside territories controlled by an opponent.



If a Commercial district has your emperor in it, receive **double** the revenue indicated on the hex.

Remember: In PHASE III, when a **sicarius** is on:



a **Commercial** district, that district is **racketeered**, which means you will get money from it.

Remember: In PHASE III, when an **emperor** is on:



a **Residential** district, he is enjoying the residents' hospitality (no effect).



a **Commercial** district, that district is **racketeered**, which means you will get money from it during the game.



an **Industrial** district, he is supervising the money laundering (no effect).



a **Leisure** district, he is training the new recruits (no effect).



an unoccupied district, he is strolling the street, watchfully (no effect).

Note: If your emperor is inside a closed territory (and thus has claimed it), he can no longer get revenue from a Commercial district.

END OF THE GAME

After the game has ended for each player, count up your influence inside the closed territory you control (the hexes occupied by the sicarii do not count; however, the hexes occupied by emperors do count):

- Each Residential district is worth the number of influence points indicated on the hex.
- Each non-Residential district is worth **1 influence point**.
- Each **\$10** you still have is worth **1 influence point**.
- Each sicarius you have recruited but not deployed is worth **3 influence points**.



Endgame example: In a 2-player game, it is Orange's turn, but he has no more sicarii, so his game is over. He controls 1 territory (highlighted in purple) which scores 45 influence points. He gained 24 Influence points during the game, thanks to money laundering. He has no more sicarii and ends the game with 14 money. His score is $45 + 24 + 1 = 70$ Influence points.

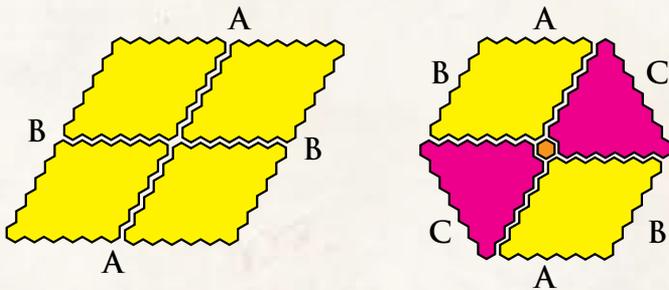
Then, it is White's turn. He still has 1 sicarius, but the large territory (highlighted in dark gray) where he is standing is closed, so this emperor can no longer move; however, his other emperor could move to the right and deploy a sicarius to reduce the size of the contested yellow territory.

POLLUX VARIANT

(2–3 PLAYERS ONLY)

With just 2 or 3 players, you may opt to play a much simpler — but still interesting! — connection game that does not involve influence, and ignores the differences between the districts.

The emperors are being pursued throughout Small City, and must escape. The goal of the game is simply to create a path of your color with your sicarii between the opposite sides of the board. As soon as you have done so, you escape the police and win. Each player uses 2 emperors.



For a 2-player game, use the leftmost board setup above. One player tries to connect the A edges; the other tries to connect the B edges.

For a 3-player game, use the rightmost board setup above. One player tries to connect the A edges; another tries to connect the B edges; the third tries to connect the C edges.

HARDCORE VARIANT

PLEASE FIND AN-
OTHER NAME FOR
THIS VARIANT :)

Start the game with fewer sicarii than required to complete the game: Start the game with only 13 sicarii and pray to God(s) that you have the chance to hire new ones in from Leisure buildings (if they are not controlled by the other emperors...).

SOLITAIRE VARIANT

It is also possible to play Brutus by yourself, and not just by reading the book Brutus with no one around.

The goal of the game is to create closed territories in Small City that contain only one district (Industry, Commerce, Residence, or Leisure).

You have only a few henchmen, your famous sicarii. They have learned the ropes in the multiplayer game, but they could still learn a thing or two in the solitaire game...

SETUP

- Place 2 random boards next to each other to create your Small City for this game.
- Choose an Emperor, and place him in an unoccupied hex.
- You start the game with only 10 sicarii.

PLAY

Each turn you must do **all** of the following, or lose the game:

- **Move your Emperor**, gaining the benefits of the district where he lands.
- **Deploy a sicarius**, gaining the benefits of the districts, as necessary.

END OF THE GAME

- A closed territory containing only 1 **Residential** (green) hex is worth **1 Influence point per hex** in the territory, plus the number of Influence points indicated on the Residence hex.
- A closed territory containing only 1 **Commercial** (blue) hex earns you **money**. Each hex in the territory, including the Commerce, earn as much money as indicated on the Commerce hex.
- A closed territory containing only 1 **Industrial** (yellow) hex allows you to **convert** your money (including money left over from the game) into Influence points. Each hex in the territory allows you to make one conversion at the rate specified on the Industry hex.
- A closed territory containing only 1 **Leisure** (red) hex is worth **-3 Influence points** (too much leisure time is bad for business!).
- A closed territory containing no districts, or more than 1 district, are worth nothing (you must focus for business to thrive!).

Note: Your emperor does not need to end up in any particular closed territory. In the solitaire game, you get the benefit just for closing a territory with a single district in it, regardless of the emperor's whereabouts.

OPTION: DISTINCT EMPEROR POWERS

Each player's emperor has a specific power (in a 2-player or 3-player game, each player chooses one power for both emperors to use):

JULIUS CAESAR: His sicarii can be deployed through emperors and sicarii.

CALIGULA: Commercial districts are also Industrial districts for him, which means that you can convert the money you already have into Influence points (the rate is 2:1); however, money laundering still must happen in Phase I, which is before he gets his double income from the space!

CLAUDIUS: You can move by wrapping around to the other side of the board. Pay \$5 to the smugglers (the reserve) each time you use this power.

NERO: During your turn, before you move your emperor, you can spend \$2 to move one of your sicarii already on the board to an adjacent hex and immediately apply the usual effects of a sicarius on that district.

HADRIAN: His sicarii can also hire sicarii in Leisure districts in the moment they are deployed there.

MAXIMUS: You can steal one influence point from an opponent's emperor that is adjacent to the one you just moved. If the opponent does not have any influence point, just take one from the reserve.

SUMMARY

This table summarizes the effect of an emperor or sicarius being on a district of Small City:

	Emperor moves into district (Phase I)	Emperor is in district (Phase III)	Sicarius is in district (permanent)
	–	–	district destroyed
	–	racketeering: double revenue	racketeering: revenue
	money laundering: convert money into influence points	–	district destroyed
	recruitment: +2 sicarii	–	district destroyed