



How to Play Teaching Guides:

#9 Brass

This guide is intended for use by owners of the game looking for a quick outline with a recommended order and structure with which to teach the game. To hear a sample explanation or to learn the game yourself listen to episode #9 of The How to Play Podcast available at www.howtoplaypodcast.com

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The Hook - What the Game is About

"Welcome to Brass, You want to be the most powerful business man in England at the beginning of the industrial revolution. This power is represented by Victory Points. There are two ways to get victory points.

The first way is to build a business and make it profitable. This is represented in the game by flipping the tile when that tile meets certain conditions. You have many different kinds of businesses in front of you and they each have different ways they flip over to score you points.

The second way is to build links, either canals or railroads that connect to these profitable or flipped businesses.

We will play the game in two periods or stages. Each stage plays almost exactly the same way. First we will play the Canal Stage. After the deck runs out we will score points for flipped businesses and canals. Then we will remove all the canals and essentially play the same game all over again. We will play the Rail Stage, we will play until the card deck runs out and again score points for flipped businesses and railroads. Then the player with the most total points will win the game!"

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The Meat - How to Play the Game



Structure of turns and the game

1. Introduce briefly the phases of a turn;
 - 1.1 Collect Income
 - 1.2 Each player will take two actions using 2 of the 8 cards in hand
 - 1.3 Reset turn order based on money spent
 - 1.4 Draw two more cards

2. Look at Income/VP track
 - 2.1 Explain how track is used for both income and VP's
 - 2.2 Wooden disc marks income with pounds (£)
 - 2.3 Income increases flatten out as you go up
3. Introduce Structure of Game
 - 3.1 In each age we will play turns until draw deck is depleted and players have played all of their cards
 - 3.2 End of Canal Age score flipped businesses and canals
 - 3.3 Clear canals and repeat with Rail Age
 - 3.4 End of Rail Age score flipped businesses and rails, most points wins

Possible Actions on a Turn

1. You do TWO actions each turn
 - 1.1 Every time you do an action you must play a card
 - 1.2 Many times what is on the card doesn't matter, just cost of an action
 - 1.3 Five possible actions
 - 1.3.1 Build a business tile
 - 1.3.2 Build a link
 - 1.3.3 Develop industry
 - 1.3.4 Sell Cotton
 - 1.3.5 Take a Loan
 - 1.4 Can do two of the same or two different
 - 1.5 Spent Money - Whenever players spend money from anything it goes in the spent money box to determine turn order for next turn
2. ACTION ONE - Build a Business Tile
 - 2.1 Major goal of the game is to build businesses and then flip them
 - 2.1.1 Flipping Businesses gives you Victory Points
 - 2.1.2 Flipping Businesses increases your Income
 - 2.2 Parts of the building tiles
 - 2.2.1 Front Side - Symbol, Cost, Cubes Required, Tech Level
 - 2.2.2 Reverse Side - Symbol, Income Reward, VP Reward, Tech

- 2.3 How Businesses Flip (quick overview)
 - 2.3.1 Mills - Sell Cotton
 - 2.3.2 Ports - Buy Cotton
 - 2.3.3 Coal Mines and Iron Works - Use all their cubes
 - 2.3.4 Shipyards - Be built
- 3. ACTION TWO - Building a Link
 - 3.1 Costs of Links
 - 3.1.1 Canal Stage - 3£ and 1 Card (Any)
 - 3.1.2 Rail Stage - 5£, 1 Coal and 1 Card (Any)
 - 3.1.3 Or 2 Rails - 15£, 2 Coal and 1 Card
 - 3.2 Why to build Links
 - 3.2.1 VP's for connections to flipped buildings
 - 3.2.2 Gives you more places to build buildings
 - 3.2.3 Allows you to get coal
 - 3.2.4 Allows you to sell cotton
- 4. ACTION THREE - Develop Industry
 - 4.1 Developing is getting rid of top tiles of stacks
 - 4.2 Why Develop?
 - 4.2.1 Higher tech levels are worth more points
 - 4.2.2 Level one businesses get wiped off after Canal Age
 - 4.2.3 Level zeros cannot be played
 - 4.2.4 Level ones cannot be played in Rail Age
 - 4.3 How to Develop
 - 4.3.1 For each action up to 2 tiles can be removed
 - 4.3.2 Pay 1 iron for each tile
 - 4.3.3 Where iron comes from (ironworks or demand track)
- 5. ACTION FOUR - Sell Cotton
 - 5.1 Cotton Mill connected to port may sell cotton, flipping both
 - 5.1.1 Pay one card (Any)
 - 5.1.2 Flip both businesses and raise income

- 5.2 Selling to the “Distant Market” instead
 - 5.2.1 Must be connected to anchor symbol
 - 5.2.2 Distant Market Demand Track
- 5.3 Can sell with multiple mills for one action
- 6. ACTION FIVE - Taking Loans
 - 6.1 For each action you may take 10,20 or 30£ from the bank
 - 6.2 For each 10£ you take income is reduced by one “chunk”
- 7. Review All Five Actions
 - 7.1 Build Tile, Build Link, Develop, Sell Cotton, Take Loan
 - 7.2 Choose two actions each turn, play a card for each action
 - 7.3 All money spent goes in box on game board



Building Rules

1. Two different types of cards
 - 1.1 For all actions except building businesses any card can be played
 - 1.2 For building businesses cards determine where building may be built
 - 1.3 Location cards - Allows you to build in that city only
 - 1.4 Industry cards - Allows you to build business of that type if you are connected to location by YOUR links
 - 1.5 AND businesses must match symbol on square on the board
2. Building anywhere
 - 2.1 You can use both actions and two cards to build in any square
 - 2.2 Still must match symbol on board
3. In Canal Age one business per city per player
4. Paying for Coal
 - 4.1 Must be able to get coal to building site (or rail site!) through links
 - 4.2 Must be connected to Coal Mine or Anchor
 - 4.3 Coal Mines first then Demand Track
 - 4.4 Coal from mines are free, Demand Track costs increasing money
5. Paying for Iron
 - 5.1 Get Iron from Ironworks first then Demand Track
 - 5.2 Iron can “teleport” (links not required)

6. Building over other businesses

6.1 Always must be higher tech level

6.2 Can build over any of own businesses

6.3 Can build over opponents coal mines or iron works, only if demand track is empty

7. Ships

7.1 Cant build Level 0's (must develop them)

7.2 Only 1 spot in the canal age for a boat

7.3 No building in Birkenhead or Barrow-in-Furness in Canal Age

 **Scoring**

1. Game continues until all cards are played

2. Scoring Canal Age

2.1 Score flipped businesses and Canals

2.2 Remove Canals and Level 1 businesses

2.3 Deal out 8 more cards and begin Rail Age

2.4 One business per city per player restriction is lifted

3. Scoring Rail Age

3.1 Point out deadline for taking loans

3.2 Score flipped businesses and Rails, most points wins!

 **Thirteen things you MUST know to play Brass**

1. FOUR Steps in a turn

1.1 Get Paid - Each Player Plays Cards - Reset turn order - Refill Hand

2. Take TWO actions per turn and play two cards

3. Choose from FIVE choices of actions

3.1 Build Tile

3.2 Build Link

3.3 Develop

3.4 Sell Cotton

3.5 Take Loan

4. TWO ways to get Victory Points - Flipped Businesses and Links

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The Hamster - How to Win the Game

1. Get your income going as soon as possible
 - 1.1 Find a way to get some businesses flipped in the first turns
 - 1.2 Perhaps cotton mill and distant market
 - 1.3 Perhaps cotton mill and port
2. Remember to develop
 - 2.1 Focus on one or two business types
 - 2.2 Try not to build too many level 1's
3. Dont be afraid of loans
4. Pounce on opportunities
 - 4.1 If the demand track is empty try to fill it up
 - 4.2 If there are a few iron cubes left, use them
 - 4.3 Be the first to the distant market
5. Be very careful of which cards you use for actions
 - 5.1 Save ones you know you will want to use
 - 5.2 Get rid of ones that can no longer be played
6. If in doubt build links
7. Do what the other players aren't doing
 - 7.1 Go after businesses other players are not
 - 7.2 Use resources and parts of the board others do not
8. Good Luck and Have Fun!

Credits:

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Game Publisher: Eagle Games

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Teaching outline based upon How to Play Podcast Episode #9

Podcast Website: www.howtoplaypodcast.com

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