

# Brass



Welcome to Lancashire, England in the 18<sup>th</sup> Century. The world is about to change from Medieval to Modern; the change will come to be known as the Industrial Revolution. Can you take advantage of this time of transformation? What's the best strategy for success? Build cotton mills? Develop new technologies? Dig canals? Produce coal, or maybe steel? There is no simple answer and the opportunities that arise will be different in each game you play as you move through the Canal and Railway periods, striving to get the best return you can from your investments – just in time to snatch the next opportunity from under the noses of your rivals.

*Brass* is a tactical game where you make money to make more money. However, you also need to ensure that the industries you create are sustainable, making *Brass* unique and endlessly fascinating. It's an excellent game for experienced and dedicated game players as well as those interested in strategic multi-layered games of history.

***Brass* is listed #9 on the BoardGameGeek website's list of the best games available in the world!**

*"Brass is an excellent logistical game that's innovative, thoughtful and allows a variety of meaningful strategies. The way in which a network of industries is created is unique, and really makes for an original and fun game."*

~~ Tom Vasel, [thedicetower.com](http://thedicetower.com)

Game designed by Martin Wallace

Artwork by Peter Dennis

Published by Eagle Games

Made in China

## Game Components:

- Beautifully Illustrated 6-panel Game Board
- 4 Counter Sheets
- 8 Player Wooden Disks
- 66 Cards
- 30 Black Coal Cubes
- 25 Orange Iron Cubes
- 1 Black Marker
- 100 Plastic Coins
- 12 Distant Market Tiles
- 1 Heavily Illustrated Rule Booklet
- Plastic Storage Bags

Players:	3 – 4
Playing time:	2 – 3 hours
Age:	13 and up
Product Code:	101081N

Case Size:	6 (5.5 lbs. or 2495 grams/unit)
UPC:	718122262502
Size:	12" x 8 ¾" x 2"
MSRP:	\$59.99

## Target Audience:

- History buffs, particularly British history
- Fans of civilization, history & serious games
- Game, book and museum store patrons

## Core Information:

- Handsome illustrations
- Weighty and strategic with 100's of pieces for endless variety
- Teaches about the Industrial Revolution
- Develops advanced planning, flexible thinking, math, money management and business skills

