

Brass manual for Vassal

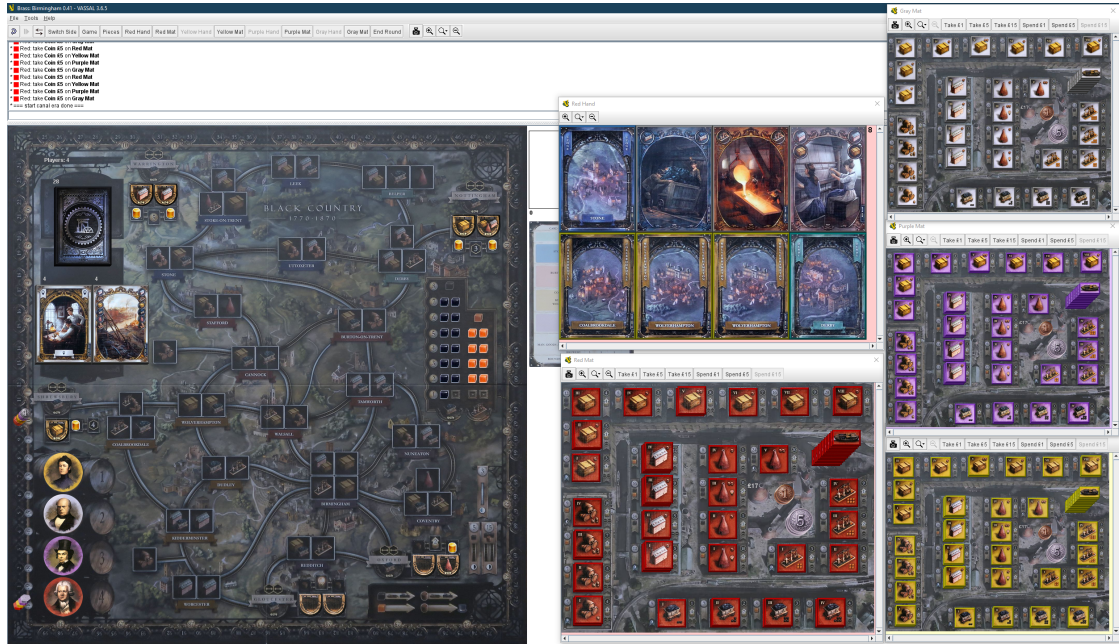
How to start the game

1. All players open the module, select **Look for a game online** and select **Finish** button.
2. The first player:
 1. Creates a room.
 2. Starts a new game via **File - New Game**.
 3. Select her color and selects **Finish** button.
 - for 2 players game, select color only from **red** or **yellow**
 - for 3 players game, select color only from **red, yellow** or **gray**
 - for 4 players game, select any color
 4. By default, the game is set for 2 players. For more players, selects number of them via **Game** toolbar button: **Set 3 Players** or **Set 4 Players**.
 5. Start the Canal era via **Game** toolbar menu: **Start Canal Era**.
Note: it takes couple of seconds to prepare the game.
3. The other players then:
 1. Join the room created by the first player via left mouse button double click on the room name. This way, all players are automatically synchronized.
 2. Select their color and selects **Finish** button.
 - the color of the first player is not available anymore
 - for 2 players game, select color only from **red** or **yellow**
 - for 3 players game, select color only from **red, yellow** or **gray**
 - for 4 players game, select any color
4. The game is ready to play.

Tips for organizing the screen:

- maximize the main board window
- resize the log part of window (at the top) to see ~8 lines
- resize the main board to fit the window height via zoom toolbar button - **Fit Height**
- open your **hand** and **mat** windows via toolbar buttons; you can also open you opponent's **mat windows**.

Here is an example how your screen can look like for 4-player game.



Playing the game

In general, the game does not enforce any rules. It just helps you do the mundane tasks like sorting players at the end of each round or counting points.

Play a card

Click with the right mouse button on the card you want to use and select **Play Card** from the menu. The card is moved to the discard pile next to the main board. There is only one discard pile for all players.

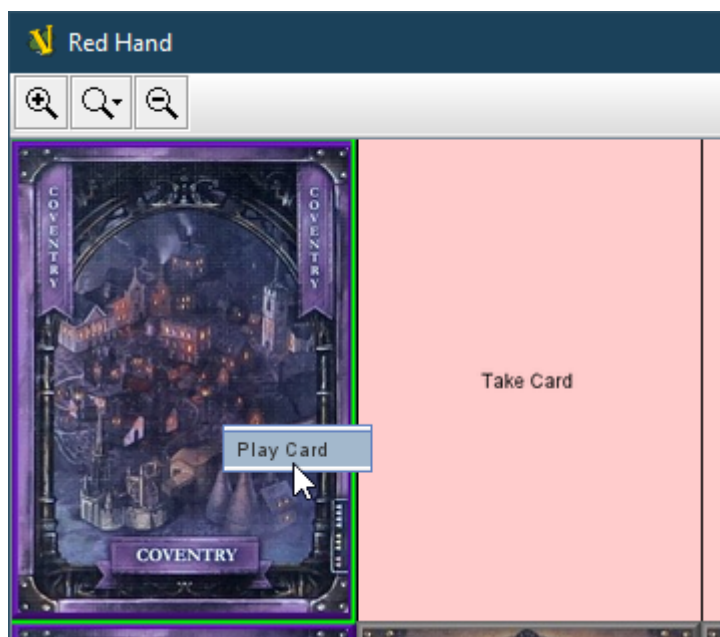
Exception: playing the wild card

The wild card should be drag and dropped to the wild card pile on the main board.

Tip

You can see number of cards in your hand in the top right corner of the hand window.

Similarly, you can see number of cards next to each draw deck on the main board.



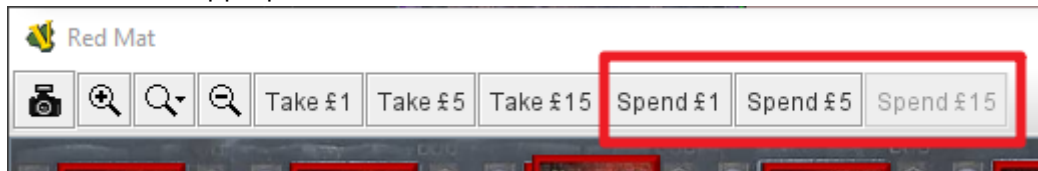
Take a card

Click on the empty space in your hand window where you can see **Take Card** label - a new card is drawn from the draw deck (if there are any cards left in the draw deck).

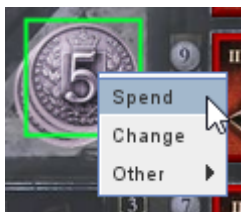
Spend money

You have two options how to spend money:

1. Use **Spend £X** buttons in your mat's window toolbar. A button is disabled when you don't have the appropriate coin.



2. Click with the right mouse button on the coin you want to spend and select **Spend** from the menu. The coin is moved to your character tile on the main board.



Tip

You can easily change coins by selecting **Change** menu item on £5 or £15 coins. You'll get five £1 or three £5 coins).

Consume coal/iron/beer

To consume coal/iron/beer, click on it with right mouse button and select **Consume**.

Build Action

Drag and drop the industry tile from your board to the main board. Make sure you move only one tile - double click on the stack if multiple tiles are selected to select just one tile.

Overbuilding

To overbuild your industry, remove it first via right mouse button click on it and select **Discard**. Also consume any coal or iron to remove it from the board.

Moving **Coal Mine**, **Iron Works** or **Brewery** to appropriate location will automatically add correct number of coal/iron cubes or beer barrels on top of the industry tile.

Sell coal/iron to market

To sell coal or iron to market after building, drag it from your newly built industry tile and drop it on empty market space. Then manually collect your money with **Take £X** buttons in your mat's window toolbar.

Sell Action

To flip you industry tile, select **Flip and Increase Income** menu item after you click with right mouse button in the tile. The tile will flip and your income will be automatically increased.

Any merchant bonus must be taken manually:

- Develop - remove the industry via right mouse button click on it and select **Discard**

- Income, Victory Points - move marker manually
- Money - use **Take £5** button in your mat's window toolbar

Loan Action

Use **Take £X** buttons in your mat's window toolbar to take £30 and then move manually your **Income Marker** 3 income levels back.

Tip

Take twice £15 and then use **Change** right mouse click menu item to change them to coins you want.

Scout Action

Move **Wild Location** and **Wild Industry** cards manually from draw piles on main board to your empty space in hand window.

Develop Action

To remove industry tile from your mat window, right mouse button click on it and select **Discard**.

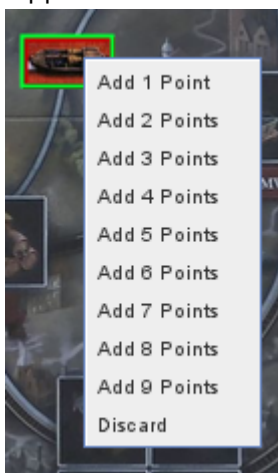
Network Action

Move **Link tile** manually from your mat's window to the free link place between two locations on the main board.

End of era - scoring points

1. Score link points manually

One player can go through all links and score points for them using right mouse button menu items. How many points should be added has to be calculated manually based on flipped industries next to the link location.



2. Score industry points

Calculating is automatic - just select **Count Industry Points** from **Game** toolbar button on the main window.

Start Rail Era

Select **Start Rail Era** from **Game** toolbar button on the main window.

Everything is automatically prepared for the era except merchant beers - you need to restock them manually.