



Brass: Birmingham

Plans for a foamcore organiser system

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Manual v1

Design v4

Introduction

If you hate spending ages setting up this fantastic game, then this organiser might be for you. The biggest time-saver is afforded by the player trays, but the rest of the trays will also speed up set up and tear down.

This insert houses all game components from the standard version of the game (ie: no deluxe components). It does comfortably support sleeved cards, and the box lid will still shut completely.

These plans are designed to be used as stencils for cutting, but I recommend you permanently stick the stencil for the base to your foamcore. The bases of each tray will then have artwork on it showing what goes in that tray.

Materials and tools required

You will need:

- 5mm foam core (which is actually 6mm - see important note below).
- box cutter
- exacto knife
- A safe place to cut (eg a cutting mat)

Important: The foam core sold as 5mm that I have access to is actually closer to 6mm (including the paper on either side of the foam). So these plans are actually for 6mm foam core. If you're unsure if that'll be an issue for you, try making a small tray from this document and see how you go. If the joins feel relatively neat, then you're good to go!

Difficulty of this build

I like to design things that slot together rather than using butt joints. I find it makes assembly easier, and the finished product is stronger, however the slicing is more fiddly.

Therefore I'd rate the challenge of this build as 'advanced' but, nothing that a bit of patience can't get you through.

The player trays are the hardest to build, followed by the card tray. The rest of the trays are basic quite basic. So if you're wanting to gradually increase the challenge, start with the other trays and work your way up to those two trays.

This design is freely available

Want to get in touch or request a fix to this document or the plans?

Would you like access to the raw files to make an adjustment yourself?

All software used to create this product are free to use or opensource. See the list of software on my project page.

If you enjoyed the build, or found the design helpful, let me know.

Use the QR code to the right or follow the below URL:

<https://github.com/Aus-gez/brass-birmingham-insert-system>



Showcase



Components are stored neatly and not a bag in sight.



An example of the guides printed on the bottom of the trays. This is the beer tray.



The player tray with sorted piles of each industry type.

Steps for packing up

1. Take the money and merchant token trays and place them along the right side of the box.



2. Place the resource trays down the bottom of the box.



3. Place the player, card, and beer trays in the remaining space. They fit in multiple ways but I prefer the example as shown below.



4. Place the player boards in the recess on top of the player, card, beer and resource trays.



5. Place the game board and manual on top of everything.



Steps for unpacking

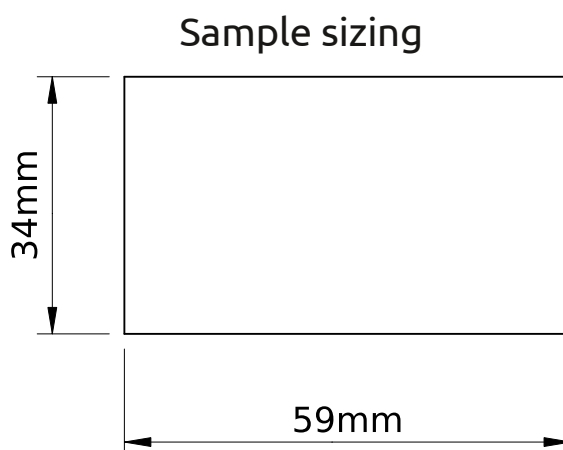
For the most part, it's the above in reverse, but I'd suggest the first tray you remove is the money tray. It's the easiest one to get to.

Before you start

This guide is designed to be printed out, with the plans used as stencils for the cutting. For that reason, I recommend you do not print double sided.

Using the plans as stencils only works if you have printed them at 100% scale. So ensure that any additional scaling options are turned off. Usually the scaling options are in the print properties of the software you're using to view the PDF.

To be sure you have printed with no scaling, do a test print of just this page and check the sample sizing below and measure the lines to ensure they appear as the lengths indicated.



Index of trays to construct

Player tray x 4		page 7
Resource tray x 2		page 12
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How to understand the plans

- You'll see the individual parts for each tray plan are right up against each other with no space between each part. This is so that you have fewer cuts to do and there is less wasted material.
- All black lines are cut-lines.
- All bases have a picture of the component that is to be stored in that tray.
- All bases are on the last three pages (starting on page 19). This makes it easier to be efficient with your foam core usage. To help you match up which base is for which set of parts, the picture on each base is also next to each tray plan.

Tips

- I suggest cutting the longer lines first with a sharp box cutter, and cutting the smaller bits last with an exacto knife.
- I recommend printing in black-and-white. That way the icons printed on the tray bottom panels won't be confused with actual tokens.

Player tray

This is the most complex tray. For this tray I have suggested some build steps for you to follow below.

Tips for how to use this tray

This tray will contain all the player's game tokens, and has a recessed area for the player character token. Stack industry tile groups in reverse order with the black-side facing up. The highest industry level-number should be on the top.

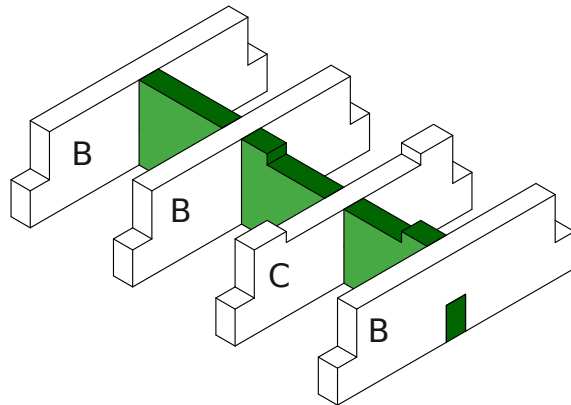
To setup your player board at the start of a game, first remove the character token and wooden components. Next cover the player tray with with your player board and flip the player board over with the player tray. Remove the tray to reveal stacks of industry tiles and train/canal tiles. Pick up each stack and disperse on the appropriate spots on your player board.

Construction steps

Step 1

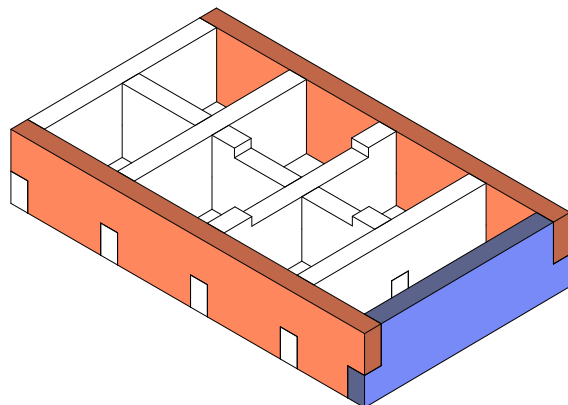
Take the long divider (A) (coloured in green in the diagram), and glue in place all the shorter parts (B and C) that have a small notch in the wider side.

Note one of the shorter parts (C) has the character token depression in it. Look at diagram to see correct placement.



Step 2

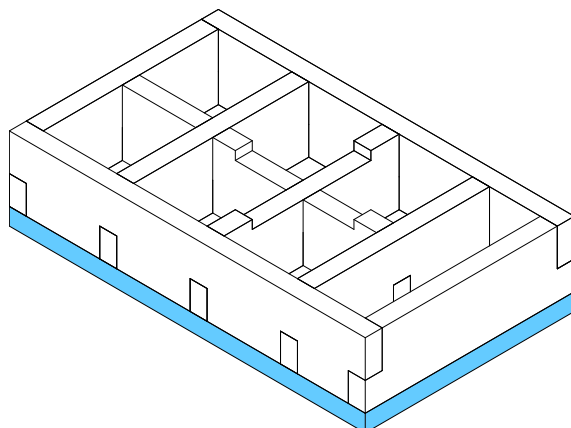
Add the two long outside parts (D) (coloured orange in the diagram), and the last remaining shorter part (E) (coloured blue in the diagram).



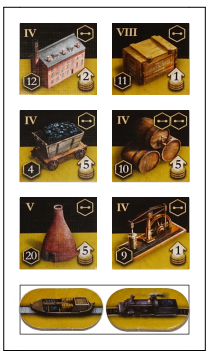
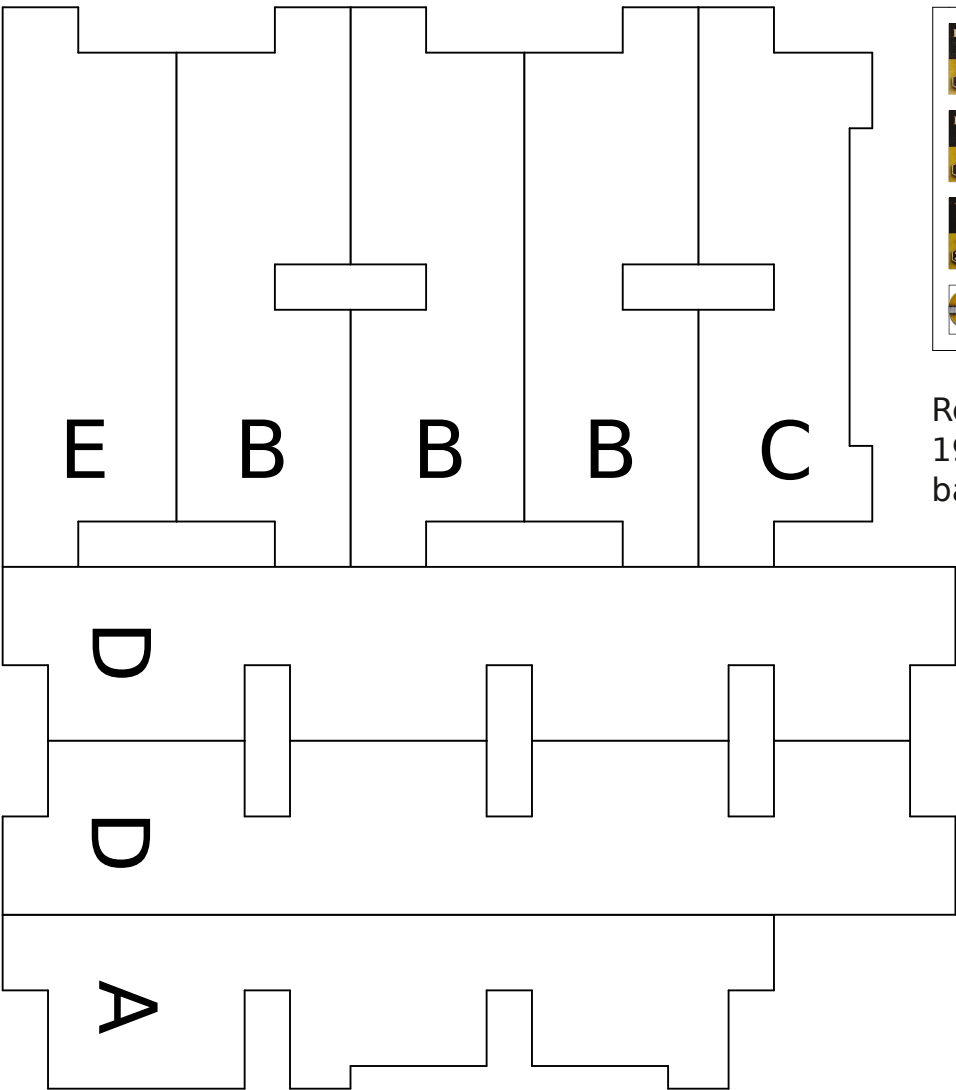
Step 3

Add the base of the box (F).

... and you're done!

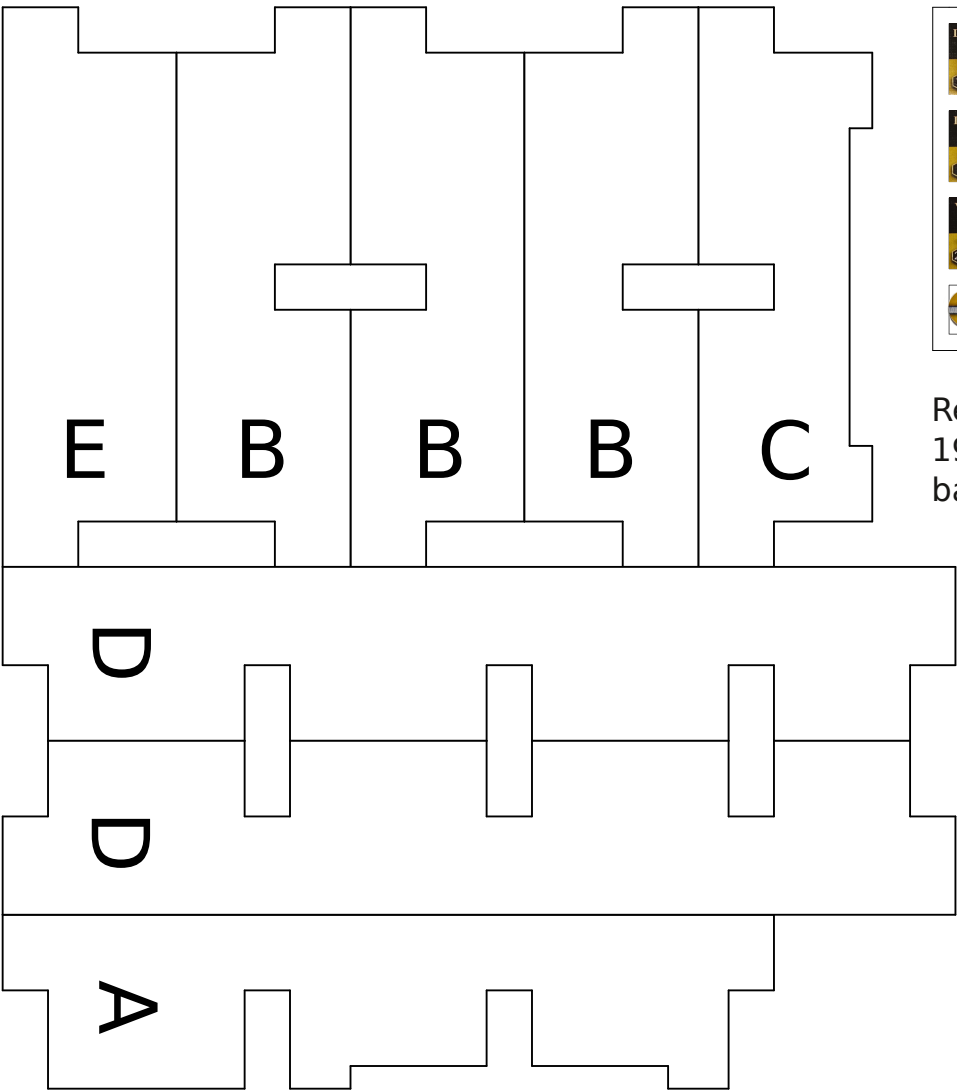


Player tray parts - tray 1



F
Reminder: See page 19 for the plan of the base.

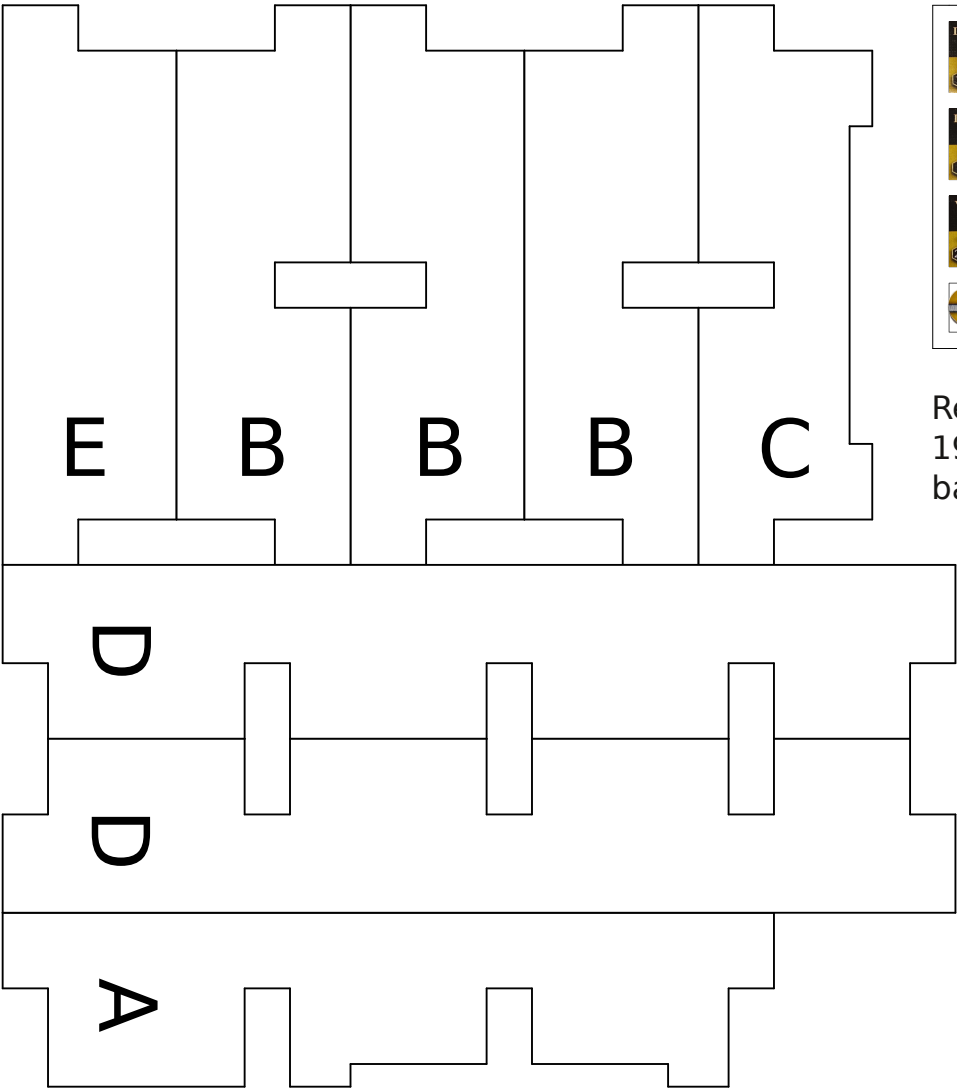
Player tray parts - tray 2



F

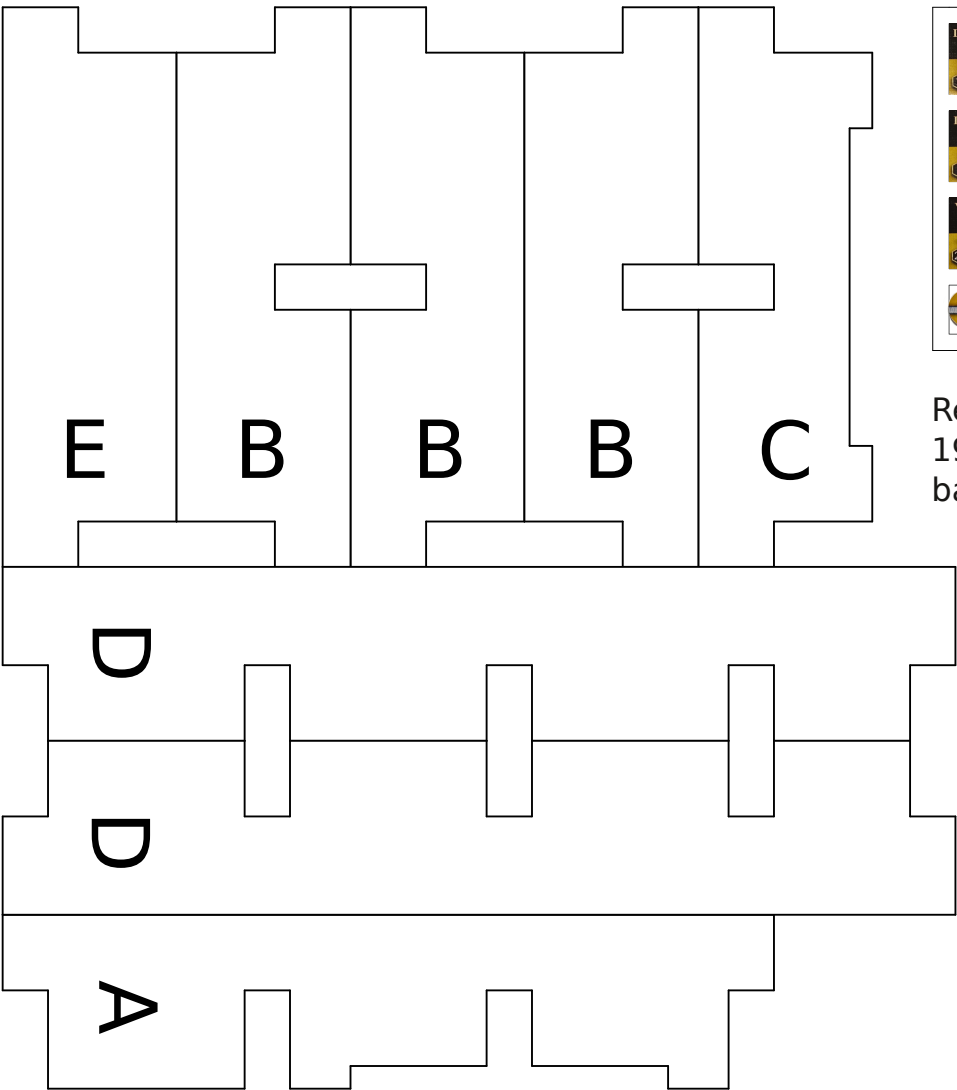
Reminder: See page 19 for the plan of the base.

Player tray parts - tray 3



F
Reminder: See page 19 for the plan of the base.

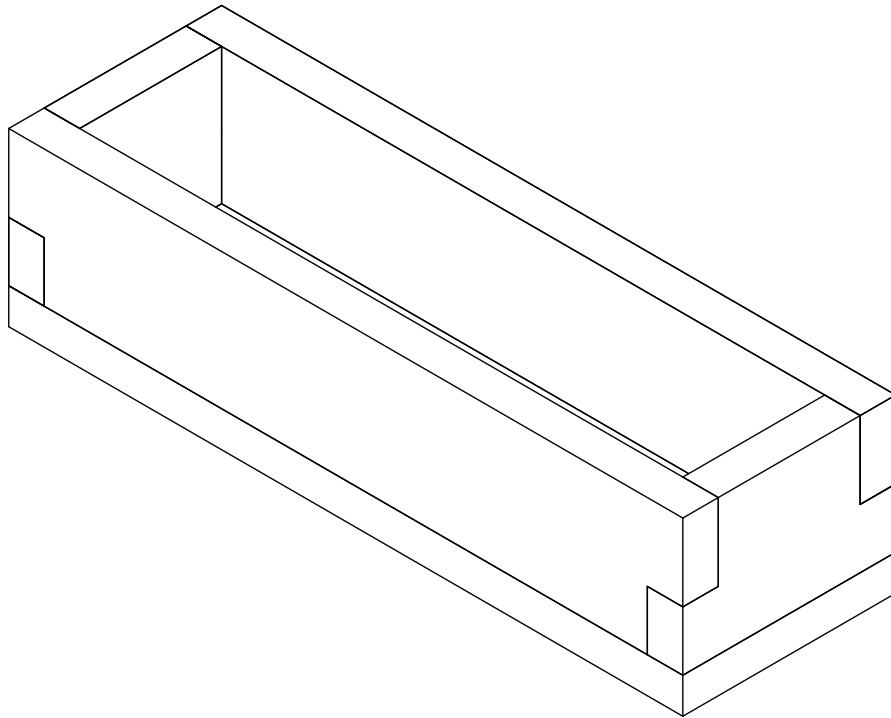
Player tray parts - tray 4



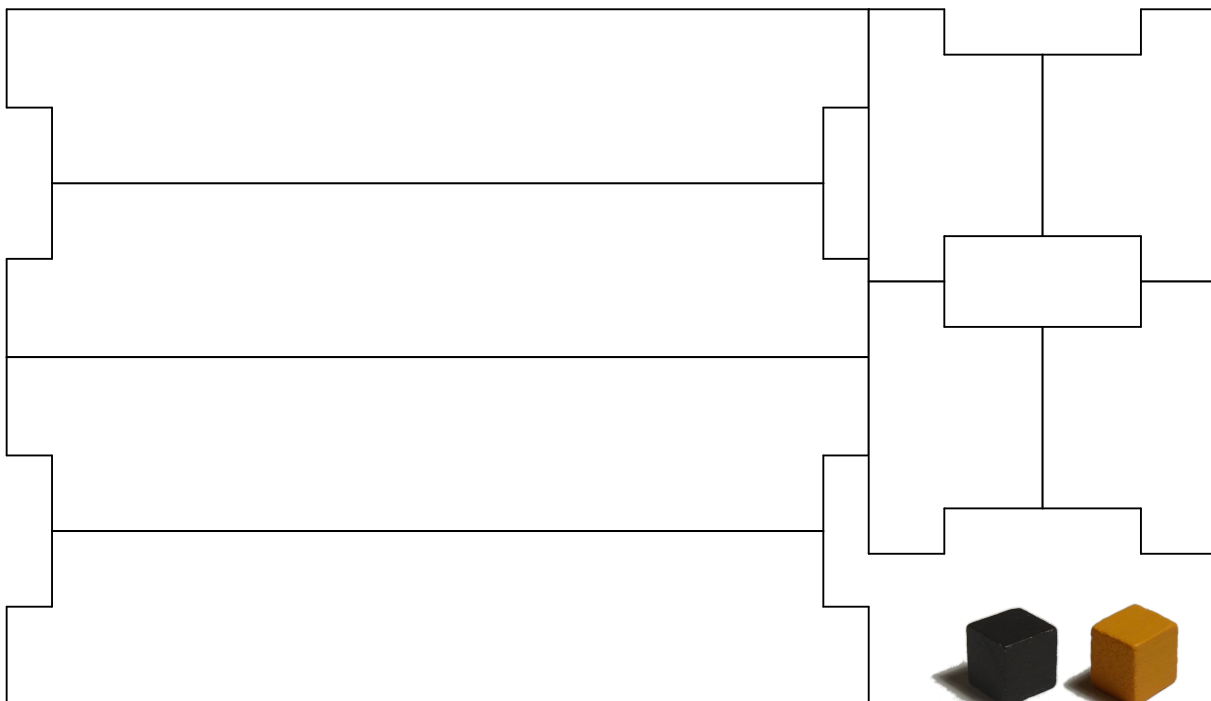
F
Reminder: See page 19 for the plan of the base.

Coal and iron cube trays

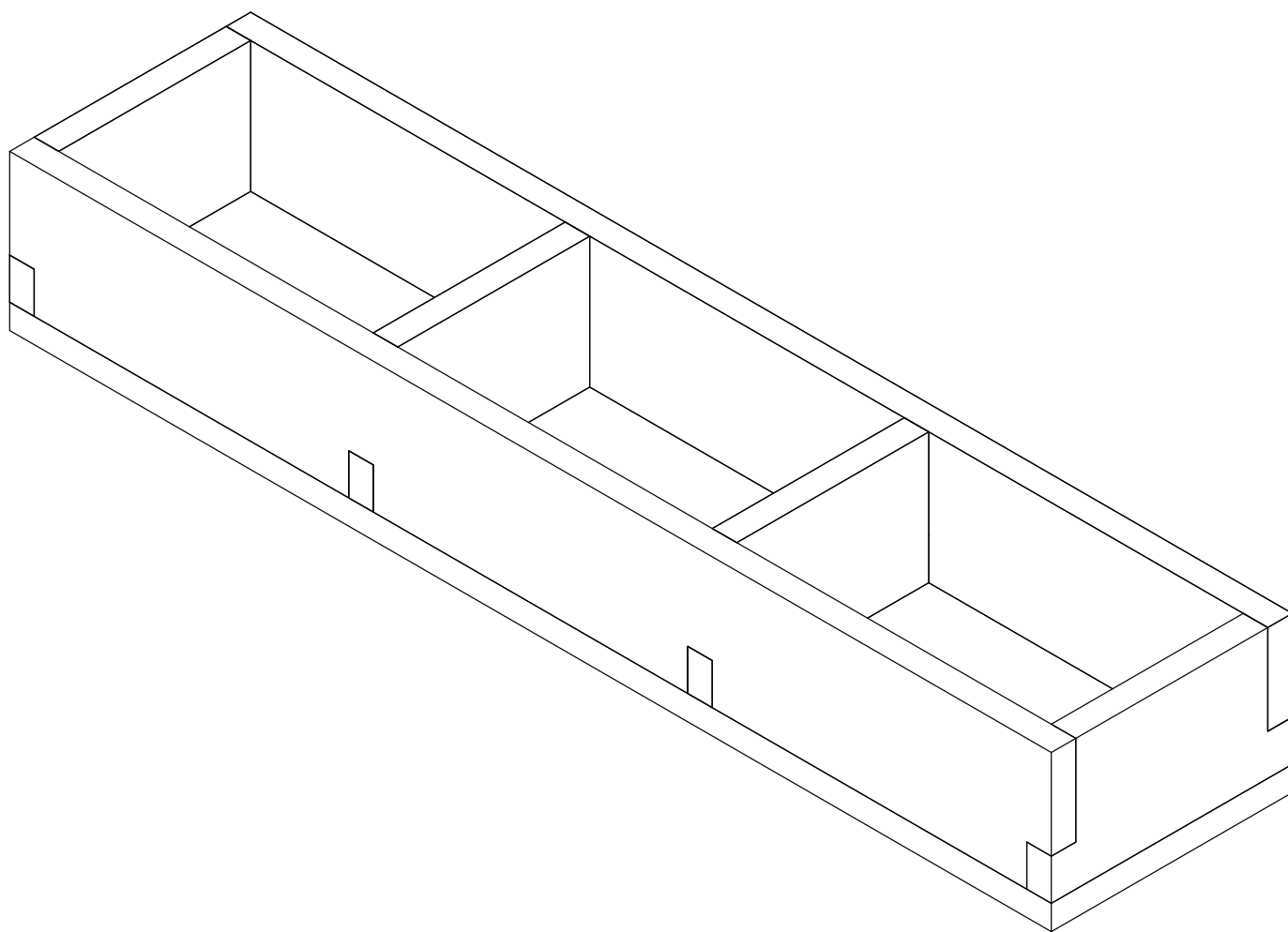
There are two of these trays: one for coal; and one for iron. So the template below contains the parts for both of those trays.



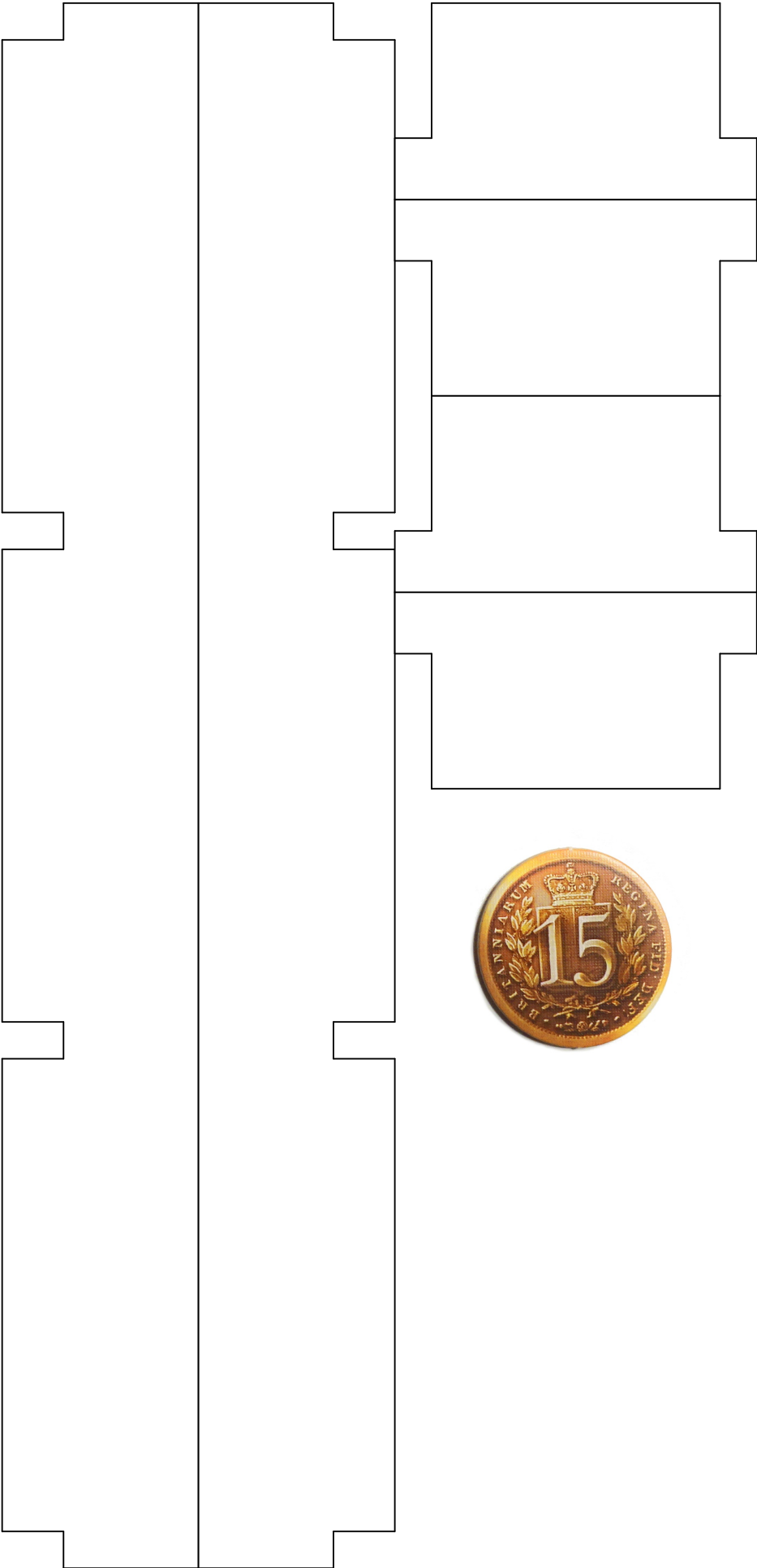
Coal and iron tray parts



Money tray

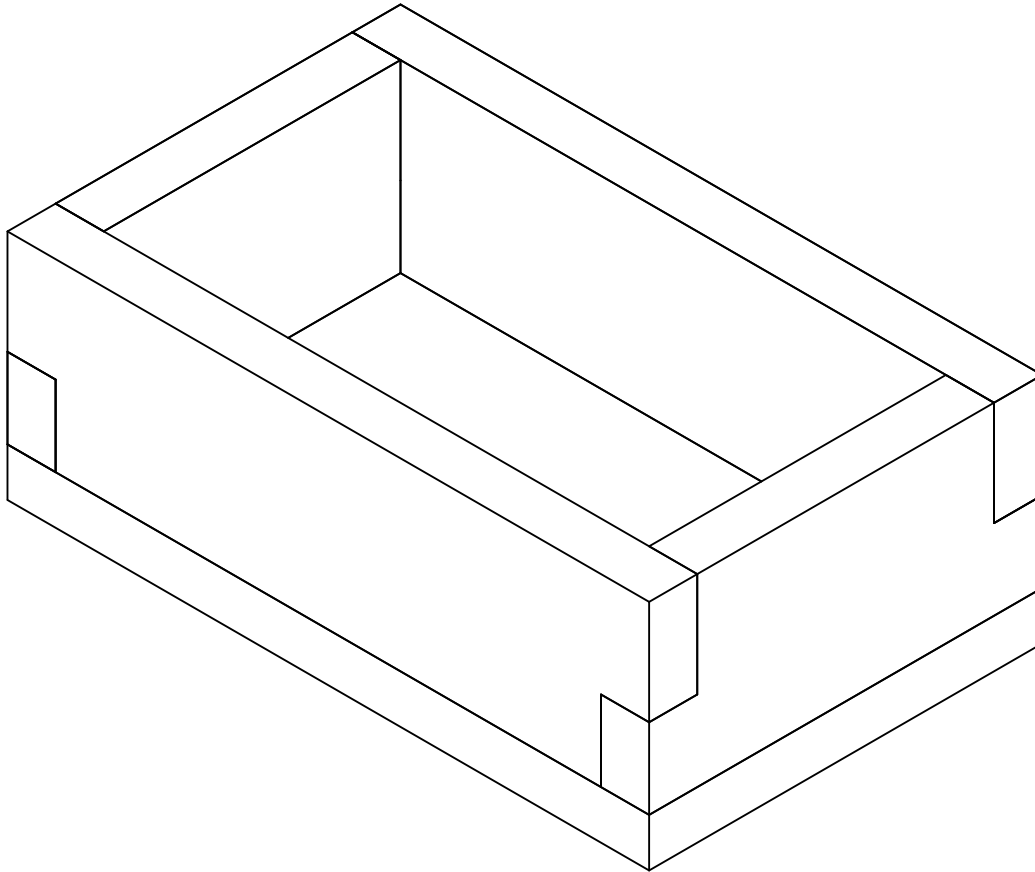


Money tray parts

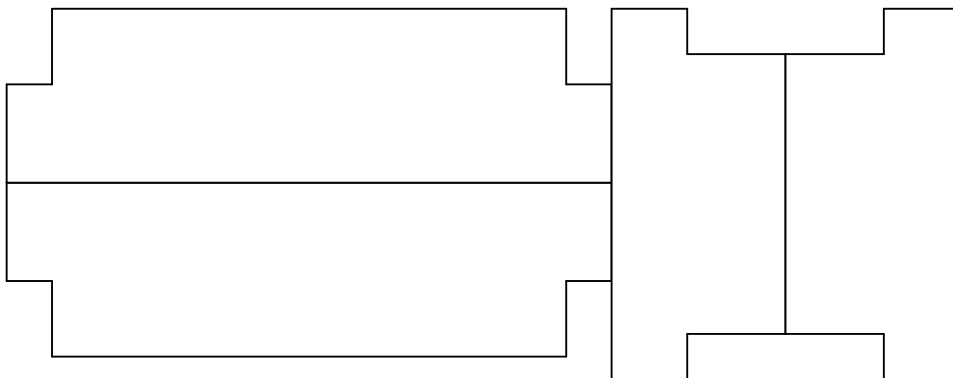


Beer tray

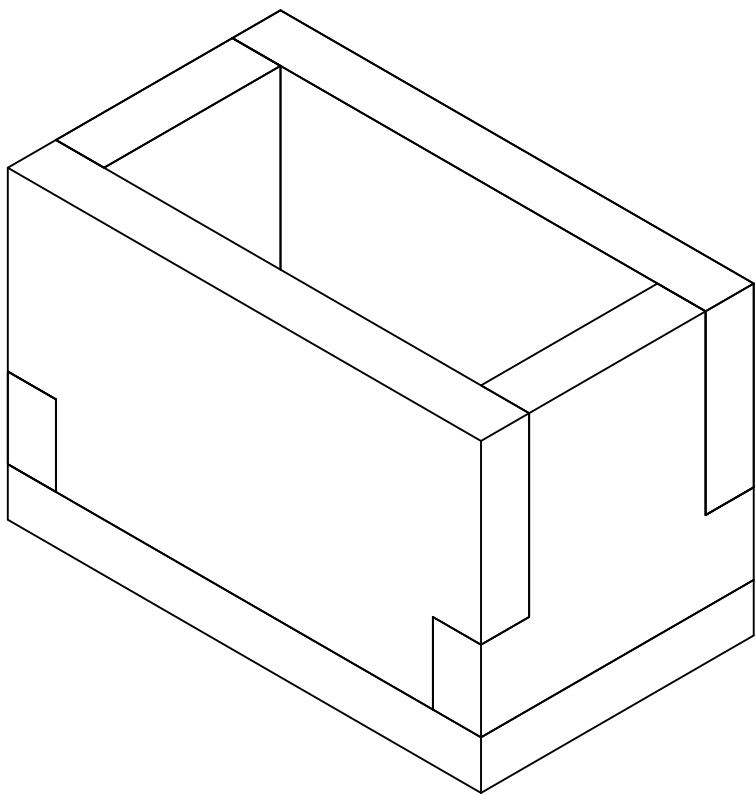
Warning: Don't put actual beer in this tray.



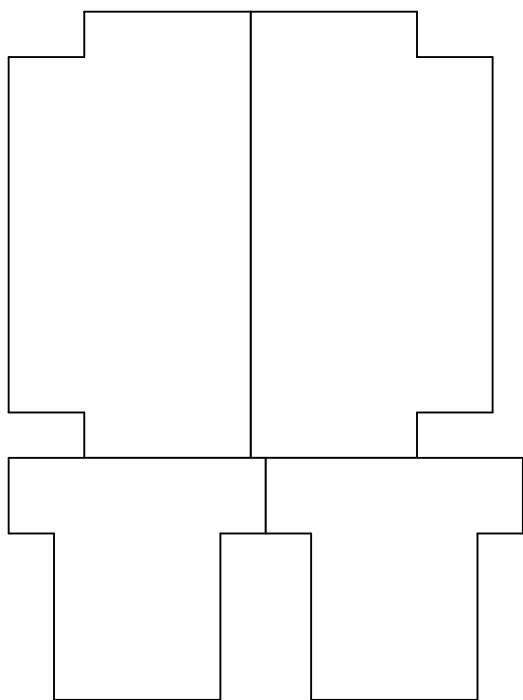
Beer tray parts



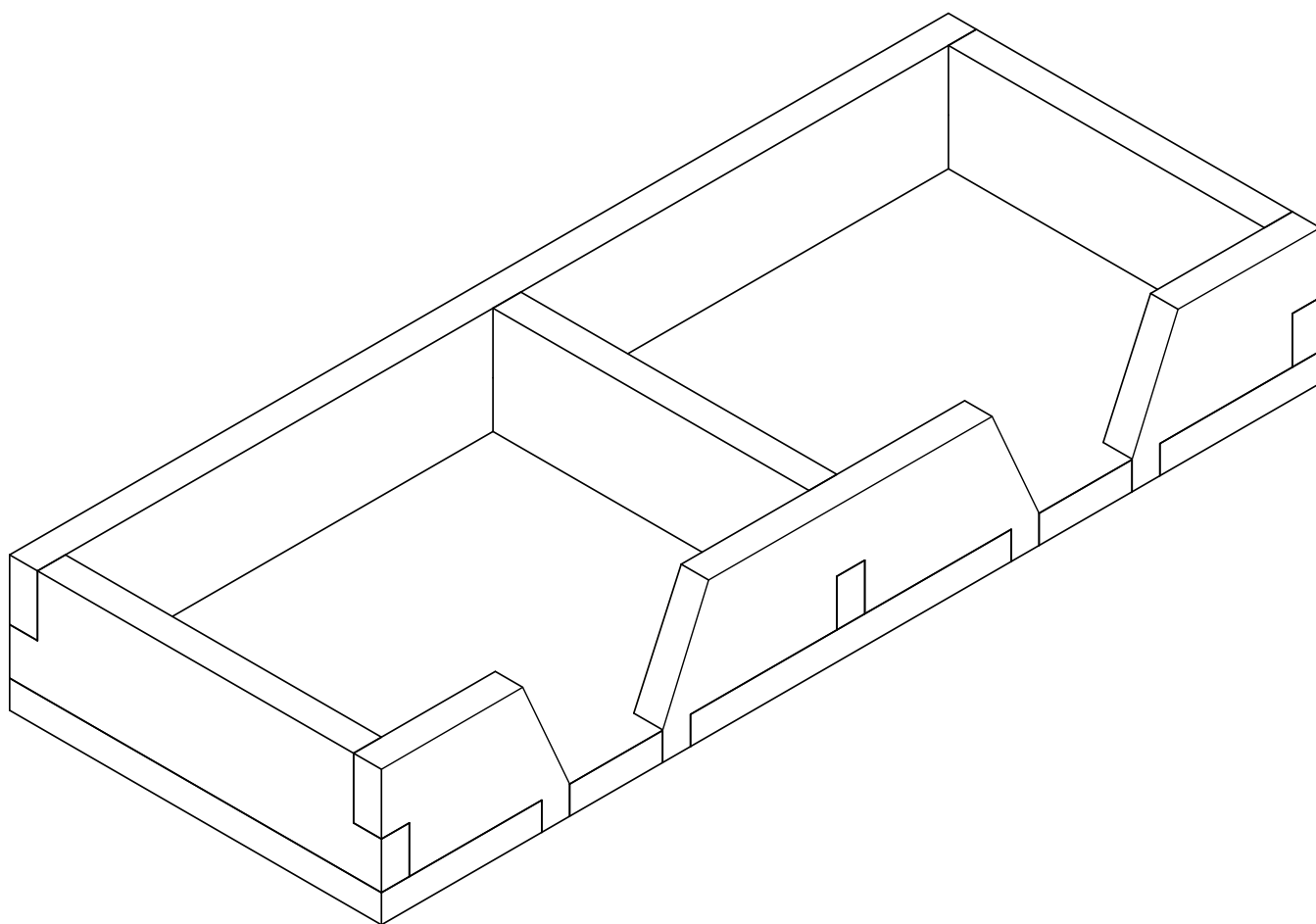
Merchant token tray



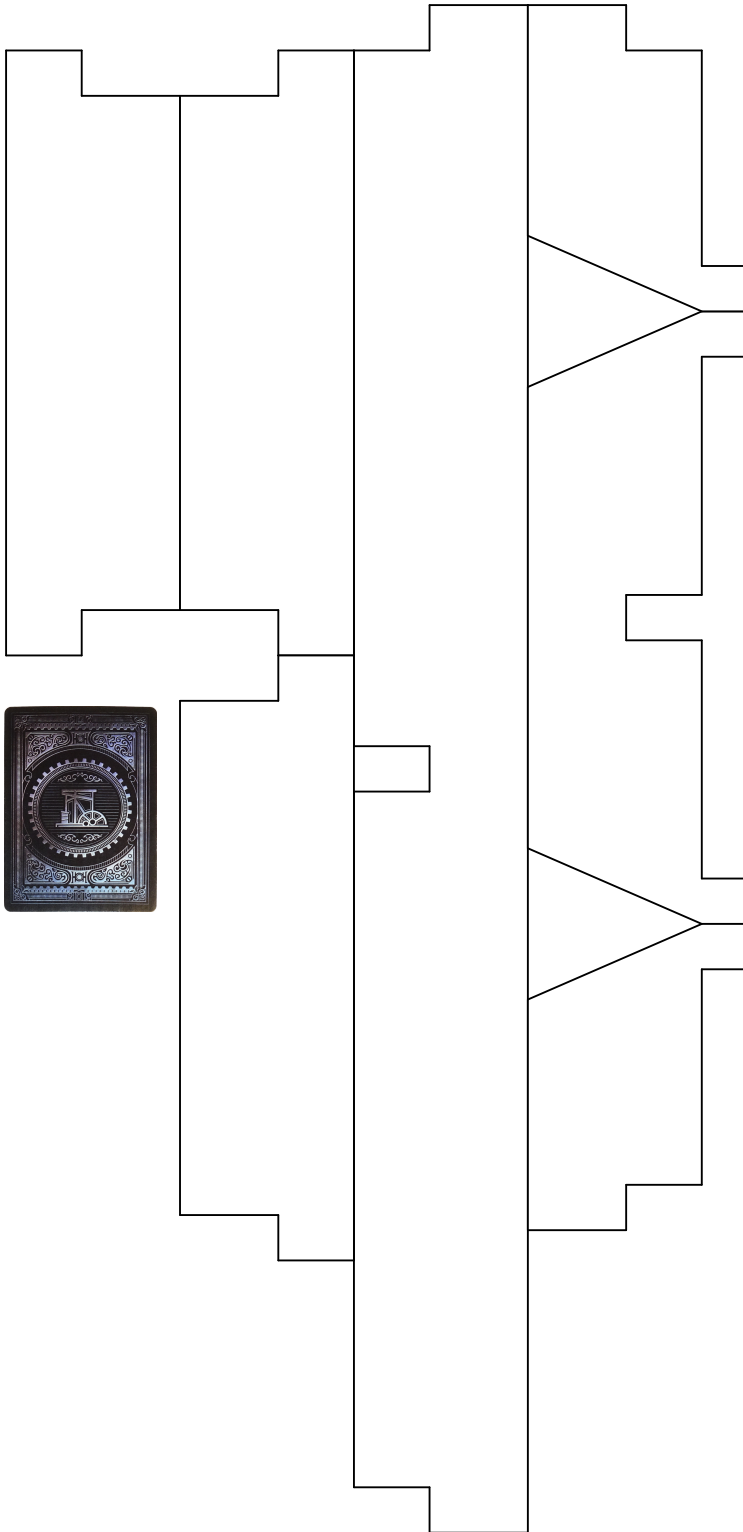
Merchant token tray parts



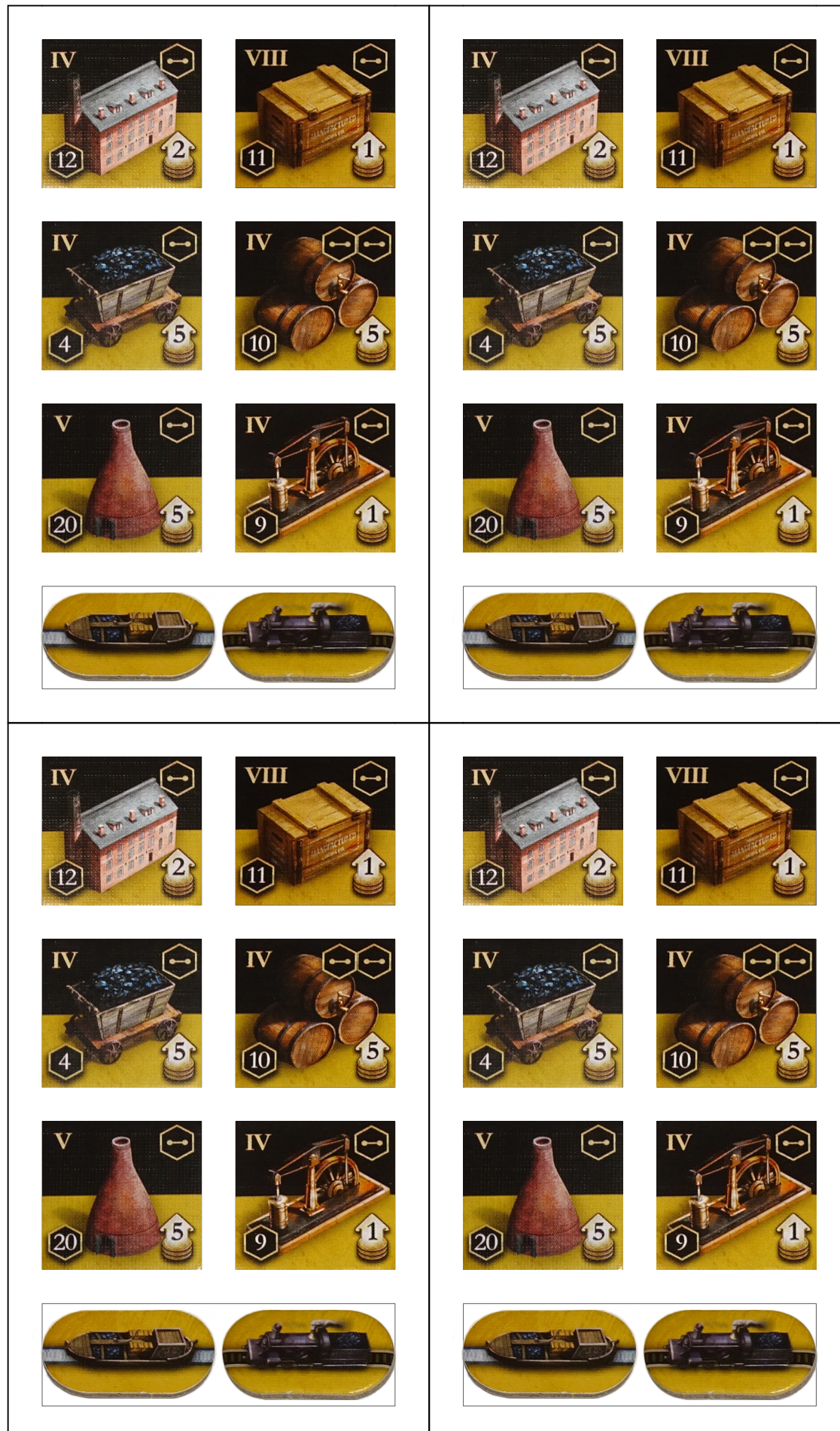
Card tray



Card tray parts



Bases - Player trays



Bases - Beer, money, card trays

Bases - merchant, resource trays

