

Fantastic Factories

Race against other players as you try to build the most efficient set of factories in the shortest amount of time. You must carefully manage your blueprints, train your workers, and manufacture as many goods as possible in order to achieve industrial dominance!

1 - 5 Players

45 - 60 Minutes

Ages 14+

Components

- 4 red dice
- 4 blue dice
- 4 green dice
- 4 purple dice
- 4 yellow dice
- 8 white dice
- 50 energy  tokens
- 30 metal  tokens
- 45 (1) goods  tokens
- 40 (2) goods  tokens
- 4 tool label tokens ( /  /  / )
- 78 blueprint cards
- 18 contractor cards
- 1 first player token
- 5 player boards
- 5 player aid cards

Setup

Terminology: Dice represent the workers in your factories. Throughout these rules, the terms “worker” and “workers” are synonymous with “die” and “dice”.

The player who held a tool most recently receives the first player token. Shuffle the blueprint and contractor decks separately.

To start the game, each player chooses a color (not white) and begins with:

- 4 dice matching their player color
- A player board (“Research” / “Mine” / “Generate”)
- A player aid card (“Legend” on one side and “Each Round” on the other side)
- 1 metal resource and 2 energy resources
- 4 random blueprint cards

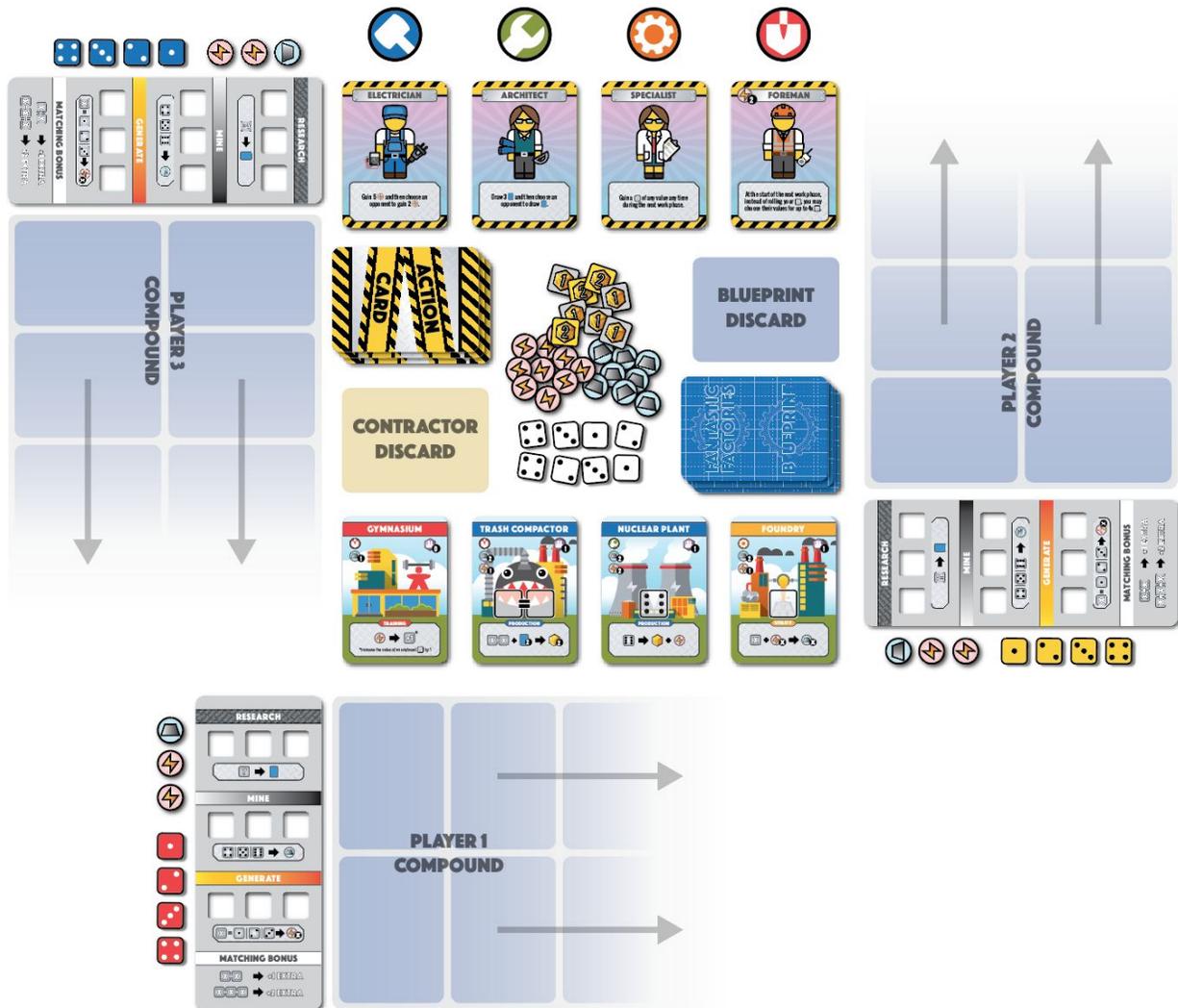
The area of the table in front of each player is their **compound** where they will build factories throughout the game. Players may look at their hand but should keep it hidden from others.

Deal 4 blueprints and 4 contractors face up onto the table (see diagram). Place a tool label token above each face up contractor card. The order of the tools does not matter but must remain the same for the rest of the game. These 8 revealed cards form the **marketplace**. Place

the metal, energy, goods tokens and white dice (used when extra dice are needed beyond your 4 colored dice) in the center of the table within reach of all players to form the supply.

Unlimited Supply: There is no limit to the number of resources and dice available to players. If the supply runs out, use some other means to keep track.

Recommended Game Setup



Objective

The goal is to earn as many points as possible. Points can be earned in two ways: **prestige** and **goods**. Each building in your



compound is worth the **prestige** value printed on its top right corner. Additionally, production factories can manufacture **goods** (crate symbol) that you can accumulate throughout the game. Your total score is the *number of goods you have + your total prestige*.

Playing the Game

Each round consists of two phases. During the **market phase**, players take turns drafting a card from the marketplace. After all players have drafted, the **work phase** begins. During the work phase, all players simultaneously roll their dice, place their dice as workers, and build factories.

Market Phase

In the **market phase** players take turns in order, starting with the player with the first player token and then continuing clockwise. On your turn you must choose one of **two** options:

- A. **Gain a blueprint card.** Choose 1 of the 4 blueprints in the marketplace and put it in your hand for free. Refill the marketplace with the top card from the blueprint deck.

Tip: When choosing a blueprint card, look for cards you are interested in building or cards that have the same tool symbol ( /  /  / ) as a card in your hand that you want to build. (See "Building Cards" in the "Work Phase" section for more information.)

OR

- B. **Hire a contractor.** Choose 1 of the 4 contractors in the marketplace to hire. In order to hire a contractor you must discard a blueprint from your hand with the same tool symbol as the token above the contractor. Execute the instructions written on the contractor card then immediately discard it. Refill the marketplace with the top card from the contractor deck.

Some contractors will have an additional cost beyond discarding a blueprint. When applicable, this additional cost is shown on the top left corner of the card.



Optional action: Before choosing a blueprint or contractor, the active player may pay 1 metal **OR** 1 energy resource to discard either all the blueprints or all the contractors (but not both) in the marketplace and reveal 4 new cards from the corresponding deck. Each player can do this once per turn. This can be useful if you don't like any of the



choices or want to eliminate cards that may be important to other players.

Once all players have taken a turn, the the **work phase** begins.

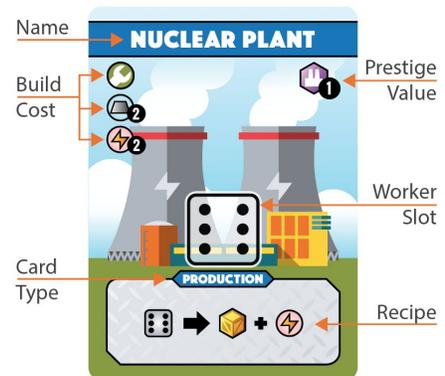
Work Phase

During the **work phase**, all players take their turns **simultaneously**. However, if there are any players learning the rules for the first time, we recommend taking turns one at a time for the first round or two.

The **work phase** begins with everyone picking up their dice and rolling them. Players then (in any order) build cards, place workers, and activate buildings.

Building Cards

To build a card in your hand, you must pay the build cost as indicated on the top left corner: Discard *another* blueprint card with the same tool symbol (🌐 / 🌱 / ⚙️ / 🔧) from your hand and also pay the indicated resource cost (metal 🏠 and/or energy ⚡).



Important: There is no limit to how many times you may build in one turn as long as you can pay all the build costs. However, **you cannot build a second copy of a card with the same name** unless the card text says otherwise.



Basic Actions

Each player has a player board with three basic actions available: **Research**, **Mine**, and **Generate**. To use one of these basic actions, place a worker in an available slot on your board and immediately execute that action, as described below.

Research

For each worker you place on **Research**, draw one card from the top of the blueprint deck. Any value worker may be used, and the value of the worker does not matter.

Drawing Cards: Whenever you draw a card during the work phase for any reason, **you must**

draw from the top of the deck. You are not allowed to draw a card from the marketplace.

If any deck runs out of cards. Shuffle the discard pile to refill the deck.

Mine

For each worker you place on **Mine**, you take **1** metal resource from the supply. The value of the worker must be 4, 5, or 6.

Generate

For each worker you place on **Generate**, you take resources **equal** to the value of the worker (i.e. the number on the die face). The value of the worker must be 1, 2, or 3.

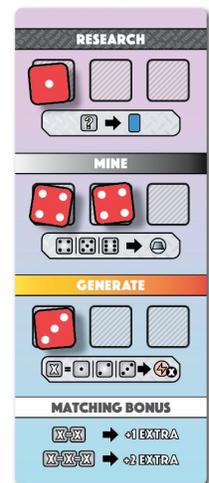
Note: Mine and Generate produce resources in different quantities! Mine will only produce 1 metal resource per worker while Generate may produce multiple energy resources per worker depending on the value used.

Matching Bonus

With the basic actions, if the worker you are placing matches another placed worker on the same basic action, you gain an extra card or resource for that action. If all three of your placed workers match, the bonus is two extra. The dice do not have to be placed all at the same time in order to get the matching bonus.

Example

Worker placement in this example would yield 1 blueprint, 3 metal (1 extra from the matching bonus), and 3 energy.



Activating Cards

Once you've built a card into your compound, you may activate it -- even on the same turn you built it. The recipe for activating a card is printed on the lower portion of the card using symbols. If you pay everything on the left side of the arrow then you gain everything on the right side in return. You can refer to the Legend player aid card to see what each symbol means.

Activation Limit: Each card can only be activated once per turn. If the card has no worker slots, sometimes it can be unclear whether the card has already been activated. You can choose to indicate a card has been activated by pushing the card up slightly from the other cards in your compound.



Worker Placement: You cannot use the same worker for multiple actions. Each worker can only be used once per turn. At the end of the work phase, leave your workers placed on the cards so other players can see you are finished and also how you played your turn.

Activation Order: Cards can be activated in any order as long as you can meet the activation requirements. The output is gained immediately, which can help you activate other cards or build more cards.

Accumulating Goods: Goods that you earn should be placed on the card that manufactured them. This allows players to see which factories are being utilized. This can be particularly useful when playing with the Attack Pack mini-expansion and deciding which card to sabotage.



Ending the Work Phase

Once all players have placed all their workers and completed all their actions, they must discard down to 12 total resources (metal and energy resources combined) and 10 cards in hand. The **work phase** is now complete. Pass the first player token to the next player clockwise and a new round starts again with the **market phase**.

Game End

Once any player has manufactured **12 or more goods** or has built **10 or more buildings in their compound**, the game end is triggered. Players finish the current round and then **one more round** is played (market phase + work phase). A reminder of the end condition is printed on the player aid card:

GAME END: 12  **OR** **10**  **→** 

Important Note: Ending the game with **12 or more goods** refers only to the goods tokens that have been manufactured. This does not include the prestige value of buildings.

Once the game ends, players add together the number of goods they manufactured plus the amount of prestige on the buildings within their compound as their final score. The player with the highest score is the winner!



In the event of a tie, the tie breaker is determined first by the player with the most metal resources, then by energy resources, and finally blueprints in hand. If there is still a tie, the tied players rejoice in their shared victory.

Solo Rules

When playing solo, the rules are the same with only a few differences. You play against a basic simulated opponent called “The Machine”. Rather than choosing a set of colored dice to use, you must use 4 white dice.

Setup

Set up the game as normal for one player. Also deal out a number of blueprints face up to form the The Machine’s starting compound. The number of blueprints depends on how difficult you want your opponent to be. It is recommended you start with 3 cards for a medium difficulty.

Difficulty:	# of starting cards:
Easy	2
Medium	3
Hard	4
Very Hard	5

If any of the dealt cards are Monument type cards (gray in color), discard them and continue dealing until The Machine has the desired number of cards that are all non Monument cards.

The Machine’s Compound: The Machine’s compound is always grouped by card type/color (production / utility / training / special / monument).



Your Turn

You will play the **market phase** and the **work phase** as normal by yourself. Once you’ve finished both phases, the opponent takes a turn.

Some of the contractors in the game can affect your opponents. In the solo game, ignore any instructions that give resources or cards to opponents.

The Machine's Turn

The Machine begins their turn by rolling dice. Grab one die of each color (red, blue, purple, yellow, and green) and roll all of them at the same time.

Market Phase

Take a look at the green die to determine The Machine's marketplace action:

1, 2, 3, or 4	Take the corresponding blueprint (1 = left-most blueprint, 2 = 2nd from the left, etc) from the marketplace and add it to their compound.
5	Reveal the top card of the blueprint deck and add it to the their compound. Also discard all blueprints in the marketplace.
6	Reveal the top card of the blueprint deck and add it to the their compound. Also discard all contractors in the marketplace. If you are playing with the Attack Pack mini-expansion, The Machine also sabotages the card in your compound that has manufactured the most goods. In the case of a tie, you get to choose which card gets sabotaged.

After performing The Machine's action, refill the marketplace.

Work Phase

Take a look the values of the remaining red, blue, purple, and yellow dice to determine whether The Machine is manufacturing any goods. Each colored die corresponds to a card type.

The red die corresponds to the red Training type cards. The blue die corresponds to the blue Production type cards. The purple die corresponds to the purple Special type cards. And finally the yellow die corresponds to the yellow Utility type cards.

For each die, if the value is equal to or lower than the number of corresponding cards in The Machine's compound, then The Machine successfully manufactures a good. Note that as The Machine's compound grows, they become increasingly more likely to be able to manufacture goods each work phase.

Example Work Phase:

The Machine manufactures 2 goods because the blue and purple dice are equal to or lower than the number of cards of the same color in The Machine's compound. The red and yellow dice do not score because they are higher than the number of cards of those colors.

Game End

As a player, you may trigger the end of the game as normal (reminder: 12 goods or 10 cards in your compound). However, the Machine may only trigger the end of the game by manufacturing 12 or more goods. Once the game end is triggered, one more round is played.

Scoring

Scoring for you is the same (reminder: goods + prestige). To score for The Machine, count all their goods and 1 point for each card in their compound (regardless of prestige value). Then add 1 additional point for each Monument type card in their compound. If you earned more points than The Machine, you win!

Appendix

Building Types

Production - These are factories that can manufacture goods.

Utility - These are factories that can produce resources.

Training - These are facilities that can train your workers, allowing you to modify their values.

Monument - These are structures that cannot be activated but are worth extra prestige points.

Special - These buildings have unique effects.

Blueprints

Name (quantity) - Notes

Aluminum Factory (2)

Assembly Line (2) - The workers must be consecutive values. For example:  +  + 

Battery Factory (2)

Beacon (4) - The more you have built in your own compound, the more each subsequent Beacon is worth. For example, if you already have 2 Beacons and you build a 3rd, that new Beacon is worth 4 VP. All 3 Beacons combined would be worth 9 VP total.

Biolab (2)

Black Market (2) - The max resources you can gain from activating Black Market is 4. If the card you are discarding costs more than 4 resources, you may choose which 4 resources you gain. If the card you are discarding has a discounted cost (like Monolith), ignore the discount for Black Market.

Concrete Plant (2) - The value of the worker pair matters. Placing   would cost 1 metal. Placing   would cost 3 metal.

Cryolab (2) (PROMO) - Placing a worker on Cryonics Facility allows you to roll an extra worker the following turn. There are two worker slots so you can do this twice in the same turn for a total of 6 workers the following turn.

Dojo (3) - Opposite sides of a die will add up to 7. For example, the opposite side of a  would be a . The opposite side of a  would be a .

Fitness Center (3) - Pay 1 energy to decrease the value of a die by 1. Fitness Center cannot be used on a .

Foundry (2) - The values of X must all be the same. For example, if the placed worker value

is  then you must pay 5 energy resources and will gain 5 metal resources.

Fulfillment Center (2)

Golem (2) - Activating Golem gives you 1 extra worker for the turn. The value of the worker is equal to the amount of energy paid. For example, if you paid 3 energy then you would gain a  for the turn.

Gymnasium (3) - Pay 1 energy to increase the value of a die by 1. Gymnasium cannot be used on a .

Harvester (2)

Hustle (2) - Any number of your dice may be re-rolled for the cost of 1 energy. For example, you can just re-roll a single die or you may re-roll all of your dice.

Incinerator (2)

Laboratory (2) - Laboratory is only triggered when manufacturing a good. Building a card with a prestige value *does not* trigger Laboratory.

Manufactory (2)

Mega Factory (2)

Monolith (3)

Motherlode (2)

Nuclear Plant (2)

Obelisk (5)

Power Plant (2)

Recycling Plant (3)

Refinery (2)

Replicator (2) - Once built, Replicator can become a copy of a non-Monument card currently in the Marketplace (even if you've already built that card). Copying a card costs 1 energy and only lasts for the current turn. After copying a card, you may activate or trigger it for its benefits (activation requirements like workers or resource costs still apply).

Robot (3) - You may activate Robot to roll an extra die at the beginning of your work phase or you may wait until after your initial roll.

Scrap Yard (2) - Scrap Yard does not activate itself when being built.

Solar Array (2) - Solar Array does not activate itself when being built.

Trash Compactor (2)

University (2) (PROMO) - Discard a card to increase or decrease the value of a die by 1. A  cannot be changed into a  and vice versa.

Warehouse (2) - The values of all 3 of the dice placed on Warehouse must add up to 14 or more.

Contractor Cards

Name (quantity) - Notes

Architect (2)

Electrician (2)

Engineer (1) - If you reveal a card you should not be able to build (because you have one in your compound and multiple are not allowed), discard that card and reveal another. Cards that activate when building (like Solar Array or Scrap Yard) can be activated.

Foreman (1)

High Roller (1) (PROMO) - High Roller may be repeated indefinitely as long you do not roll a . You may stop at any time in order to keep the resources you've gained.

Hired Hands (3)

Investor (2) - The resources you gain are an exact combination of the metal and energy cost of the revealed card. For example, if the card costs 2 metal and 1 energy, you will gain 2 metal and 1 energy. In the case of a card with cost discount rules (e.g. Monolith), you gain the full cost without applying any discounts.

Miner (2)

Specialist (3)