

Factory Funner

1-6 Players



40 Mins



Ages 14+



+ Components

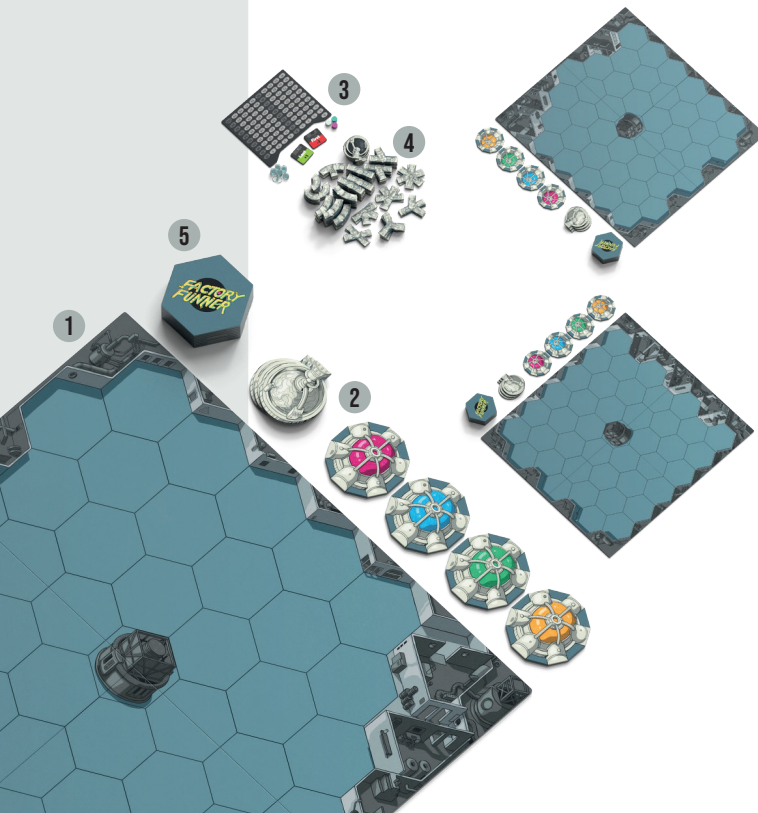
Player Components:

- A 6 double-sided factory boards
- B 6 score markers
- C 24 supply reservoirs
(6 each in yellow, red, green, and blue)
- D 18 output reservoirs

Shared Components:

- E 1 money track
- F 9 black output reservoirs
- G 36 clear chips
- H 1 "First" token
- I 1 "Last" token
- J 154 connectors
- K 48 machine tiles

+ Setup



1. Take a factory board of your chosen layout. For the standard game, use the A-side.
2. Then take 3 output reservoirs and one supply reservoir of each color.
3. Place your score marker on the '\$10' space of the money track.
4. Sort the connectors into piles of the same type and place them in a supply that is accessible to all players. Add the black reservoirs, the clear chips, and the "First" and "Last" tokens to this supply.
5. Shuffle the machine tiles face-down. Take 8 of these at random and, without looking at them, place them in a stack in front of your factory board. Return any remaining tiles to the box without looking at them.



The Cwalichecker has 3 inputs: Blue, Green and Yellow and 1 Black output.



The D-6 Quantizer has 2 inputs (Pink and Yellow) and 1 Green output.

Objective

Over the course of 8 rounds, you'll grab machines (in real time!) to add to your factory, connecting them with your different colors of reservoirs. Try to build your factory as efficiently as possible. Each machine provides some revenue and if you're able to supply a machine with the correct output from another, you'll earn even more!

Machine Tiles

Each machine tile shows which of the four different colors (red, yellow, green, or blue) of product it needs as input, and which color it produces as output. The number of dots shows how much of each input the tile requires (a), and the written number shows how much output it produces (b).

A black pipe (c) means that the machine produces an end product. The number in the middle of the tile shows how much revenue (d) the tile gives you when placed in your factory.

Round Breakdown

Each round is made up of three phases: Selection, Connection, and Bookkeeping. In the Selection phase you'll choose at most one machine tile to add to your factory. In the Connection phase you'll place that tile on to your factory board connecting it as you see fit. In the Bookkeeping phase you will calculate your revenue and expenses from that new machine.

Selection Phase

To get ready, place one hand over the stack of machine tiles in front of your player board. When everyone is ready, one player counts down "3... 2... 1.... Flip!" When they yell "Flip!" everyone flips over the top tile of their stack so that everyone can see each flipped tile.

Then, with your other hand, touch one of the revealed machine tiles - your own, or one of the other players' tiles. If you are the first to touch a tile you claim it. You are not required to claim a tile, but you can only claim at most one tile each phase. Any unclaimed tiles are removed from the game.

If you were the first player to claim a tile, take the "First" token as well - this will cost you an extra \$1 in the bookkeeping phase. If you claim the last available machine, take the "Last" token - this will earn you an extra \$1 in the bookkeeping phase if you successfully build the machine.

Note: the "First" token is not used in a two player game, and neither tile is used in the solo game.

If no one selects a tile, everyone may take the tile in front of them and attempt to place it in the next phase but will not take the \$2 penalty if they choose not to.



You can place extra components into your factory, including supply reservoirs, output reservoirs, and connectors, with each component costing you \$1. You'll pay these costs in the bookkeeping phase, after earning revenue from the new machine you placed.

You can also rotate a reservoir or connector, which will also cost you \$1. Returning a reservoir or connector to the supply is free.

You may never move or rotate a previously placed machine.

Connection Phase

In this phase you'll place your newly claimed machine tile onto your factory board. If you did not claim a tile, you do not do anything this phase. If you did claim a machine you may choose not to place it, but you will suffer a \$2 penalty in the Bookkeeping phase.

There are a few rules you must follow when connecting your machines.

1. Each new machine must be placed on an empty space on your factory board - you cannot place machines on top of any other tiles.
2. You must provide the proper input(s) for the machine, and you must provide somewhere for its output to go.

Input(s) can come from either a supply reservoir of the matching color, or the output of a previously placed machine. When connecting inputs:

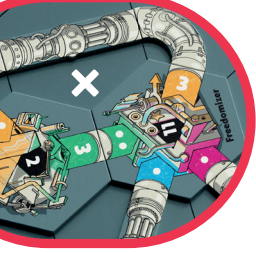
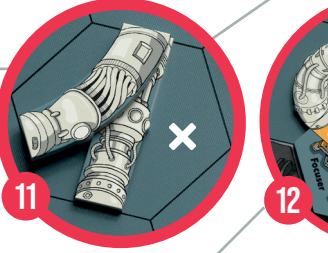
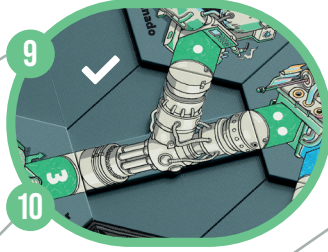
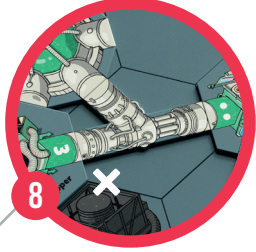
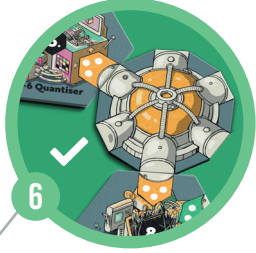
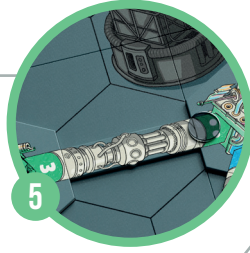
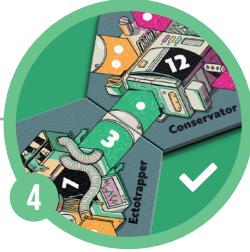
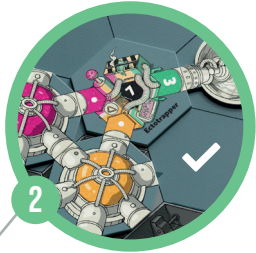
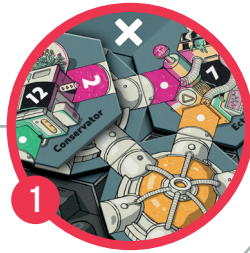
3. The colors must match
4. If you use output from another machine, its number must be greater than or equal to the input required for the new machine
5. If a machine gets its input from another machine, place a clear chip over its input dots (these connections are worth extra money at the end of the game)
6. Supply reservoirs have unlimited supply - they can provide input for any machine tiles regardless of the number of dots

Output must either go into another machine, or into an output reservoir.

7. If the machine produces an end product (a black pipe) then it must connect to an output reservoir taken from the supply.
8. You cannot connect or combine the output of a machine with a supply reservoir.

To help you make these connections, you can use **Connectors** taken from the supply.

9. Connectors must connect to somewhere - you cannot leave them with unconnected ends. The connections you make must still match the colors of what they are connecting.
10. Some connectors split or combine product flow. These cannot combine products of different colors. When connecting inputs and outputs with a split connector, the combined input requirement (in dots) cannot be higher than the combined output requirement.
11. Connectors can cross each other, but they cannot begin or end at the same edge.
12. You cannot connect a machine's output to its own input, no matter how complex the path.





Example: In the first round's selection phase you managed to grab the "Umeaker" machine, though you were neither the first nor the last player to take a machine. You place it onto your factory like so, adding a green and a blue reservoir, as well as two output reservoirs:

During the bookkeeping phase, you earn \$7 from the machine, but pay \$5 for the 4 reservoirs and 1 connector you added, for a net gain of \$2. You move your marker on the money track from \$10 to \$12.



In the second round, you are the first player to grab a tile, and you chose the "Ectotraper" machine. You also take the "First" token. In order to supply this machine with the red and yellow product, you take 4 connectors from the supply. You also need to move the output reservoir, ending up with the layout above.

You gain \$7 from the Ectotraper, and pay \$4 for the connectors, \$1 to move the reservoir, and \$1 for the "First" token. This yields a total revenue of \$1, moving you up to \$13 on the money track. Since you connected the outputs of one machine to the inputs of another, place two clear chip over the input dots on the Ectotraper. Each chip earns \$3 x the number of dots it covers at the end of the game.

Bookkeeping Phase

After you have finished placing, you'll now adjust your position on the money track based on how much you spent and earned in the previous phase. If you placed a new machine in your factory, gain the revenue shown on its tile. Then, subtract \$1 for each additional component you placed or rotated in the previous phase. If you have the "First" token, you must spend an extra \$1, and if you have the "Last" token, you earn an extra \$1.

Move your marker on the money track based on the net result - revenue minus costs. If this would cause your marker to fall below \$0, then you cannot build that machine in this way. If you cannot place the machine at all, you must discard it.

If you did not build your chosen machine this turn, you lose \$2 as a penalty (as well as the \$1 penalty if you have the "First" token). If you have the "Last" token, you do not pay any penalty if you do not build your machine (but you do not gain the \$1 for having the "Last" token).

You do not gain any money in this phase for having clear chips over the input dots of machines that are supplied by other machines - you'll earn this at the end of the game.

Game End

The game ends after 8 rounds are complete. At this point, gain \$3 for each dot covered by a clear chip that you have placed on your machines. Then, whoever has the most money wins!

Solo Mode

Set up the solo mode as usual, but for one player. The solo mode is played as a series of increasingly difficult challenges. Each of the B-side boards has a difficulty level from 1 to 5. Start with an A-side board first, and if you score \$55 or more, advance to the next difficulty level. If you score \$50 or less, decrease the difficulty level for the next challenge. Try to make it through all 6 boards.

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