

Furnace

Objective: Players compete to get the most money by extracting and processing resources.

Setup

1. Each player takes chooses a colour and takes the corresponding set of 4 Capital discs and a Player's Colour token ( ,  ,  , or ) of that colour.
2. Each player takes a random Start-Up card and a random Capitalist card.
 - It is recommended for players that are new to the game to play without Capital cards for the first few games.
 - If a player gets the Capitalist card that gives them an additional Capital disc, the player also takes the neutral-coloured Capital disc.
3. Each player receives the Resources ( ,  , and ) shown on the top of their Start-Up card.
4. Place the Round counter () in the middle of the table and set it to '1'.
5. Shuffle the Company cards into a pile and place the pile on the Round counter with the upgraded side facing up.
6. Randomly choose a player and give them the 1st Player token ().

End of Game

The game ends at the conclusion of the 4th round, at which point end of game scoring takes place.

Each player adds up their money; whoever has the most money wins the game.

Tie-breaker: In the event of a tie, the player with the most cards wins the game, and if the tie remains, the player with the most Resources ( ,  , and ) wins the game.

Variants

Production Chain Variant: Experienced players may want to modify the rules for a more challenging game as follows:

- Each player's cards, including their Start-Up card must be lined up in a horizontal line to form a 'production chain'.
- After each Auction Phase, players must assign places for their newly received cards in their production chain by placing them to the left, right, or in between existing cards in their chain.
- Once a player has placed a card in their production chain, they may not change the card's relative positioning in the chain except to accommodate new cards.
- During the Production Phase, each player resolves the cards in their production chain from left to right.

2-Player Games: During a 2-player game, players utilise a dummy player to act as the 'Agent'.

Setup: During Setup, set aside a set of Capital discs that were not chosen by either player to act as the Agent.

Gameplay: During the Auction Phase, roll a die after both players have made their bid; the number rolled shows the number of the card (from the left) that the Agent will bid on.

- Play order goes: first player, second player, Agent (repeating).
- Following the regular placement rules, the Agent tries to bid on the chosen card with their remaining disc of the lowest possible value.
- If the Agent is unable to place any of their remaining discs on the card, they will place their disc on the card to the right of the current card, following the same rules; this process is repeated and if they are unable to place a disc on the 6th card, they will attempt to place it on the 1st card etc.
- At the end of the Auction Phase, discard cards from the game that should go to the Agent, but only after players that have bid on the card have been compensated.

General Rules

Running out of Resources or Tokens: If players run out of Resources ( ,  , and ) or tokens (i.e. ), they should use Multiplication tokens to free up physical components.

Card Anatomy

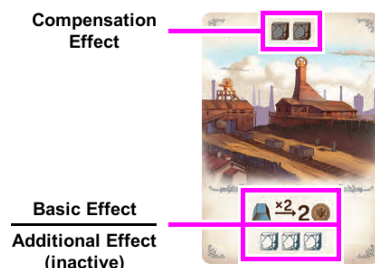
Start-Up Cards: Each player receives a single-sided Start-Up card at the beginning of the game.

- Start-Up cards function like all other cards.
- A Start-Up card cannot be upgraded.



Company Cards: All Company cards are double-sided cards; one side shows a basic side, the other shows an upgraded side.

- Company cards come into play with the basic side facing up and can be upgraded later on in the game which provides access to the card's additional effects.



Basic Side



Upgraded Side

Basic Effects: Basic effects are resolved by the owner of the card during the Production Phase.

Additional Effects: Additional effects are resolved by the owner of the card, in addition to the basic effects, during the Production Phase, but only once the owner has upgraded the card.

Compensation Effects: Compensation effects are resolved when the Auction Phase is being resolved; all players who bid on the card but did not receive the card gain the compensation effects.

During the game, player will use the effects of their cards to gain Resources ( ,  , and ), convert Resources, and gain money.

- Cards have 2 types of effects that are used during the Production Phase, extraction and processing; each effect will occupy its own line on a card.

Extraction: The player gains the depicted Resources in the shown quantities.

- Extraction effects are mandatory; a player may not refuse to extract Resources or only partially extract Resources.



The player gains 1 Oil Drum.



The player gains 2 Coal Cubes.



The player gains 1 Iron Bar.

Processing: A processing effect shows an arrow with a line; a player may choose to discard the Resources listed on the left to gain the Resources listed on the right.

- In order to resolve a processing effect, the player must have the required Resources before resolving the effect.
- The number above the arrow indicates the maximum number of times the action can be performed during each Production Phase.
- Processing effects are optional; a player may refuse to resolve a processing effect or resolve it fewer times than the maximum number of times allowed.



*The player turns 1 Iron Bar into 1 Upgrade token (**max:** one time).*



*The player turns 3 Coal Cubes into 4 Money (**max:** 3 times).*

Upgrading Cards: When activating cards during the Production Phase, a player can use the upgrade ability () of a card and spend 1 Upgrade token () and any additionally required Resources to flip a Company card over from its basic side to its upgraded sided.

- Each player's Start-Up card allows them to upgrade cards.
- If a player resolves the basic effect of a Company card and then upgrades it during the Production Phase, the player cannot revert back to that card and use its additional effect until the next Production Phase; however if a player upgrades a card before using it, they can use both of the effects of that card during the Production Phase.

Turn Order

1. **Auction Phase:** The following steps are performed in order:

- i) **Dealing the Auction Row:** The player with the 1st Player token () takes the Company deck, cuts the deck to shuffle the top card into the deck, and then then deals a row of cards, with the basic side facing up, based on the number of players:

- Once cards have been dealt, the remaining cards are placed back on the Round counter ().

2 Players: 6 Cards

3 Players: 7 Cards

4 Players: 8 Cards

- ii) **Bidding:** Beginning with the player with the 1st Player token and proceeding in clockwise order, players bid on the cards in the auction row with their Capital discs; on their turn, a player must place one of their discs on an available Company card following these two rules:

- Players continue to place discs until each player has placed all of their Capital discs.
- Any bids placed on a card are not required to be greater than the previous bid(s), they only need to follow the rules.
- When placing Capital discs, arrange the discs by size so that the biggest disc ('4' value) is on the bottom and the smallest disc is on the top.

Rule #1: There cannot be 2 discs belonging to the same player on the same card.

Rule #2: There cannot be 2 discs of the same value on the same card.

- iii) **Resolving the Auction:** Cards in the auction are resolved one by one, starting with the leftmost card and proceeding to the rightmost card:

- When resolving each card, start with the smaller Capital discs that provide compensation before the player that receives the card takes the card.
- As cards are resolved in order, any Resources (, , and ) gained from a compensation effects must be gained before they can be spent on another effect.
- Once all the cards in the auction row are resolved, the players take all of their Capital discs back and proceed to the Production Phase.

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No Bids: If a card has no Capital discs on it, it is discarded into the game box.

At Least One Bid: If there is at least one Capital disc on a card, the player with the highest bid receives the card, placing it in front of themselves with the basic side facing up after any other players have been compensated.

- All other players that had Capital discs on the card but did not receive the card get compensated; the player that gets the card never receives compensation.

Compensation: Players that did not get the card receive the compensation listed on the top of the card. There are 2 types of compensation effects:

Extraction: The player gains the indicated Resources ( ,  , and ) multiplied by the value of their disc.

Processing: The player may resolve the effect up to as many times as the value of their disc.

2. **Production Phase:** Players simultaneously resolve their Company cards to gain Resources ( ,  , and ) and/or process Resources. Each player may resolve the effects of the symbols on their cards that are fully coloured in.

- Each card can only be activated once per Production Phase.
- Cards can be activated in any order, but must be resolved one-by-one.
- Once a card has been activated a player cannot go back to it, even if the effects of the card were not resolved completely beforehand.
- When resolving a basic Company card, a player does not resolve any transparent symbols; these show an additional effect that will be gained once the card is upgraded.
- When resolving an upgraded Company card, the player resolves its effects from top-to-bottom.

3. **Round End:** Once all players are done with the Production Phase, the round ends.

- If the rounded ending is the 4th round, the game ends and the following steps are not performed.

i) The 1st Player token () is passed from the current player to the player on their left.

ii) The Round counter () is advanced one space.