








# Fantastic Factories

**Objective:** Players compete to earn the most points by the end of the game.  
Points are earned by producing goods and building blueprints.

## Setup

1. Randomly select a player to take the First Player token () .
2. Shuffle the Blueprint and Contractor cards into two separate face-down decks.
3. Each player chooses a colour of dice (except for white) and takes 4 dice in their chosen colour.
4. Each player takes the following: A Headquarters board, a Player Aid card, 1 Metal token () , and 2 Energy tokens () .
5. Deal each player a starting hand of 4 face-down Blueprint cards.
  - Players may look at their own cards but should keep them hidden from the other players.
  - The area in front of each player is called their compound (player area).
6. Place the Blueprints deck in the middle of the table and place the Contractor deck above it.
  - Draw 4 cards from the Blueprints deck and 4 cards from the Contractor deck, placing the cards in face-up rows next to their respective deck. These 8 cards form the marketplace.
  - Randomly place a Tool Label token above each of the face-up Contractor cards; the order does not matter but they must remain in this position for the rest of the game.



7. Place the Metal tokens () , Energy tokens () , Goods tokens ( &  ), and white dice within reach of all players to form the supply.

- The white dice are for when players need dice in addition to their coloured dice.

### End of Game

The end of the game is triggered when a player has 12 or more Goods (🟡), or has 10 or more Building cards in their compound.

- After the end of the game is triggered, the current round is played to completion and then one more round is played.

**Once the game is completed, players add up their points from the following sources:**

**Goods** (🟡): Each Good is worth one point.

**Buildings:** Each player gains points equal to the Prestige values (🏠) of the Building cards in their Compound.

The player with the highest score is the winner.

**Tie-breaker:** In the event of a tie, the player with the most Metal tokens (🔩) is the winner; if still tied, the player with the most Energy tokens (⚡) is the winner; if still tied, the player with the most Blueprint cards in their hand is the winner; and if still tied, the tied players share the win.

### General Rules

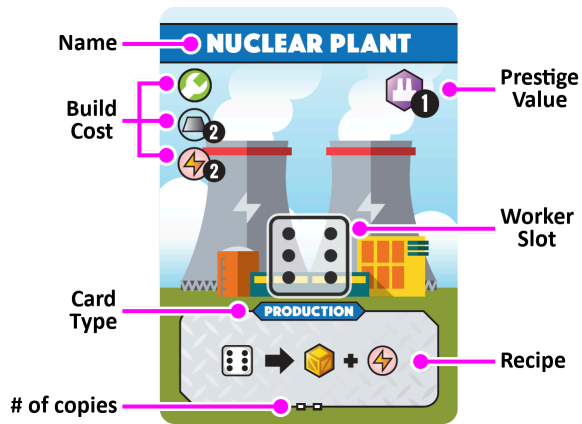
**Workers:** Dice are workers. The terms worker and workers are synonymous with die and dice.

**Resource Supply Limits:** There is no limit to the number of Resources (⚡ & 🔩) and dice available to players; if the supply runs out, players should use a substitute.

**Exchanging Goods Tokens:** Players may freely exchange Goods tokens (🟡 & 🟡) with the supply at any time.

**Empty Deck:** If any deck runs out, shuffle the corresponding discard pile to form a new face-down deck.

## Building Card Anatomy



**Build Cost:** The cost to build a card will require a player to discard a Blueprint card with the matching Tool symbol ( / / / ) and potentially pay additional Resources ( and/or ) to the supply.

**Prestige Value:** The number of points the card is worth at the end of the game, if built.


**Worker Slot:** Some cards require a worker (die) to be placed on them in order to be activated.



**Recipe:** During the Work Phase, players can activate their Building cards by paying the cost on the left of the arrow to get the rewards on the right of the arrow.






**Card Type:** Indicates the core function of the card:

Production	Primary produces Goods ( ).
Utility	Produces Resources ( and/or ).
Training	Modifies the values of workers (dice).
Monument	Provides Prestige points at the end of the game ( ).
Special	These cards have unique effects.







## Turn Order

1. **Market Phase:** Beginning with the player with the First Player token (  ) and proceeding in clockwise order, each player must perform one of the following options:
    - Players may not draw cards from the decks during the Market Phase; if a player does not like the available choices, they must use the Optional Action to clear and refill a row.
    - Once all players have taken one turn, the Work Phase begins.

**Optional Action:** Before gaining a Blueprint card or hiring a Contractor card, the current player may pay 1 Resource (  and/or  ) to the supply to discard all the face-up Blueprint cards or all the face-up Contractor cards from the marketplace and refill the row with cards from the corresponding deck.

    - Each player can only perform this action once per turn; the action cannot be used to clear both the Blueprint and Contractor cards.
    - a) **Gain a Blueprint Card:** The player chooses one of the four face-up Blueprint cards in the marketplace and adds it to their hand.
      - The empty space is replenished with the top card of the Blueprints deck.
    - b) **Hire a Contractor:** The player can hire one of the four face-up Contractor cards in the marketplace by discarding a Blueprint card from their hand with the same Tool symbol (  /  /  /  ) as the Tool Label token above the Contractor card.
      - Some Contractor cards have an additional cost shown in the top-left hand corner of the card that must be paid in order to hire them.
      - Once hired, the player performs the instructions printed on the Contractor card, discards it, and then replenishes the empty space with the top card of the Contractor deck.
2. **Work Phase:** Players simultaneously roll their dice and then in any order, build cards, places workers (dice), and activate their Building cards.
  - Whenever a player draws a card during the Work Phase, they must draw the top card of the deck; they may not take cards from the marketplace.
  - Each worker can only be used once per turn.
  - It is recommended that Goods tokens (  ) gained by activating cards are placed on the card that manufactured them.

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

**Building Cards:** To build a Blueprint card from their hand, the player must discard a card from their hand that shows a matching Tool symbol (  /  /  /  ) and pay the required Resources (  and/or  ) to the supply.





- A player can build as many times as they wish on their turn, providing they can pay the costs.
- A player cannot build a second copy of a card that has an identical name to a card in their compound, unless the card text says otherwise.

**Basic Actions:** Each player has a Headquarters that provides its owner with 3 basic actions. To use a basic action, the player places a worker in an available slot on their Headquarters board and immediately takes the action as described below:

- When a player places a worker on their Headquarters board with a value that matches the value of another worker on the same basic action, they gain an extra Resource or card (corresponding to the action being taken). If the worker matches both workers on the same basic action, the bonus is two extra instead of one.


**Research:** The player places a worker of any value on the Research floor; for each worker placed, the player draws one Blueprint card from the top of the Blueprints deck.


**Generate** The player places a worker with a value of , , or  on the Generate floor; for each worker placed, the player takes Energy tokens (  ) from the supply equal to the value of the worker.

**Mine:** The player places a worker with a value of , , or  on the Mine; for each worker placed, the player take 1 Metal token (  ) from the supply.

**Activating Cards:** Players may activate the cards in their compound; to activate a card, the player pays the cost on the left of the arrow to immediately gain the rewards on the right of the arrow.

- Some cards require workers to be activated, in which case the player is to place the required workers on the cards.
- Cards can be activated in any order.
- Each card may only be activated once per turn.
- A player may activate a card in their compound on the same turn in which it is built.

**End of Work Phase:** Once all players have placed all of their workers and performed all of their actions, they must discard down to a maximum total of 12 Resources (  &  ) and 10 Blueprint cards in their hand.

- The player with the First Player token (  ) passes it to the next player in clockwise order and a new round begins, starting with the Market Phase.