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Number of players: 1–4
 Ages: 11–99
 Playtime: 30 minutes

FACTORY FUNNER

Build your own factory

Factory planners found out that machines can get connected the best on a hexagonal factory floor grid. You are a new factory planner. Try to select the most valuable machines and build the best production chains. Economically connect your machines and reservoirs to create the most profitable factory.

CONTENT

- 40 different machines



Players equipment

- 4 factory boards (double-sided)



- 4 score markers



- 12 output reservoirs



- 16 supply reservoirs
4 yellow, 4 red, 4 green and 4 blue

General stock



- 7 black reservoirs
- 25 transparent chips

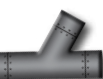


CONNECTORS

24x



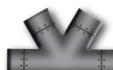
6x



4x



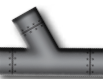
1x



32x



6x



1x



16x



4x



1x



- 1, 'First' and 1, 'Last' tile



- 1 money track



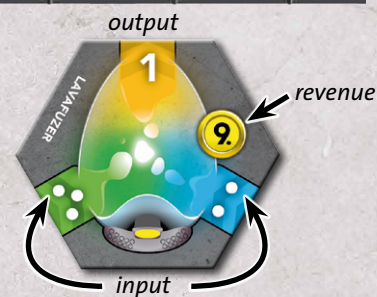
PREPARATION

- Each player gets a factory board. The A-side above for the standard game.
- Place a supply reservoir and 3 output reservoirs on the indicated factory board spots.
- Place the money track near one player. This player is the Bookkeeper.
- Pile the score markers, in the colors of the factory office carpets, at '1' on the money track.
- Place the 'First' (-1) and 'Last' (+1) tile in the middle of the table.
- Place the connectors, the black reservoirs and the transparent chips as stock on table.
- Mix the 40 machine tiles. Place at each player, near the middle of the table, a pile of 8 machines, face-down, unseen! Put the remaining machine tiles back in the box, unseen.



MACHINES

There are 4 types of products, indicated by the colors yellow, red, green and blue. Each machine tile shows which color(s) that machine needs and which color it makes. A black pipe shows that this machine produces an end product. The number of dots shows the needed input volume. The written number shows the produced output volume. In the coin you see the revenue of the machine. 'g' means gK which is 9000,-.



BUILD YOUR FACTORY

Each of the 8 game rounds consists of 2 parts:

Part 1: Select a machine. (simultaneous)

Each player decides which is their "turning hand" and which is their "taking hand".

One player slowly counts down: "3 ... 2 ... 1 ... TURN". When "TURN" is called, all players use their "turning hand" to quickly turn the top tile from their machines pile face-up in the middle of the table. So then there are as many machines visible in the middle as there are players in the game.

With your other hand (!) you can now take 1 of these machines. As soon as you hit a machine tile, you must take it. You may not keep your hand above/near the machines.

Machines which don't get chosen, get removed from the game.

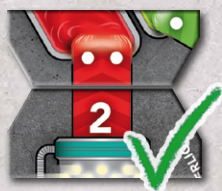
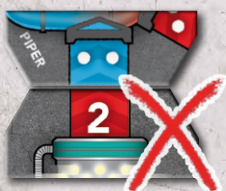
Part 2: Connect your machine. (simultaneous)

CONSTRUCTION RULES:

- A.** Place your machine on an empty space of your factory.
- B.** The input pipe(s) and output pipe of your machine must get connected.
- C.** Input must come from one of your supply reservoirs (these contain unlimited quantities) **or** from the output of 1 or more other machines.
- D.** The output pipe must connect to one of your output reservoirs **or** to an input pipe of another machine.
- E.** Only equal colors can get connected.



All machine pipes are connected. Your supply reservoirs provide the machine the right products (colors) and the machine output flows to 1 of your 3 output reservoirs.



- F.** If you lead output to another machine, the output volume must be equal to or higher than the number of dots in the input pipe.

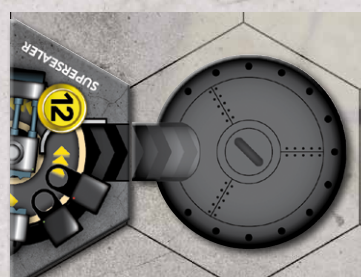


The output quantity is 2, while the connected machine needs 3.

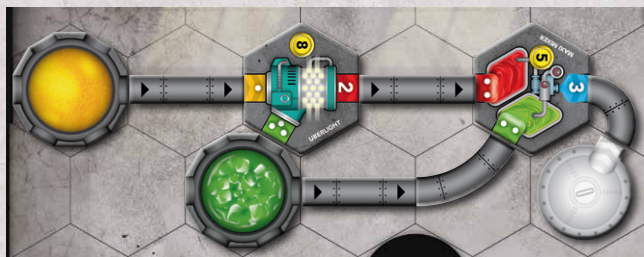


The output is 2, while the connected machine only needs 1. This is allowed.

- G.** If the output is black (without number), this machine makes an end product and you connect a black reservoir from the general stock. Each next end product machine must lead to another black reservoir.



H. Between all machines and reservoirs you can build connectors which you take from the unlimited stock. Connectors (and machine pipes) may never have unconnected ends.



J. You may never combine the output of a machine with the supply from a reservoir!



L. A production flow may never go twice through the same machine. So a "circle" (perpetual motion) is not allowed.

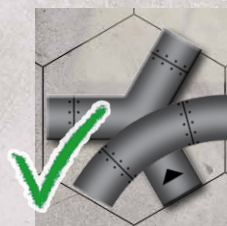


I. Connectors with 3 or more sides split a product flow or combine flows of the same color.



*This connector splits the **3 red output** into **2 and 1 red input**. So all output is in use.*

K. In a factory floor space, at each of its 6 sides, there can be only 1 pipeline. **Connectors can only cross each other at the "middle" of a space.** Crossing pipelines is the only situation in which cardboard parts can lay over each other.



THE 'FIRST' AND 'LAST' TILE

In game rounds 2 to 8, the first player who takes a machine takes the '**FIRST**' tile too (-1), while the player who takes the last remaining machine takes the '**LAST**' tile (+1).

If more than 1 machine remains, then no-one takes the 'LAST' tile.

Exceptional situation: If no-one chooses any machine, then no-one takes the 'FIRST'/'LAST' tiles, but then everyone takes the machine they turned face-up self and can try to build it in their factory (without risking a penalty (see below)).

In a 2 players game, don't use the 'FIRST' tile, in the solo-game don't use any of these.



COSTS

Placing your new machine is free. **Placing, repositioning or rotating any type of reservoir or connector costs 1K each.**

Removing reservoirs or connectors is free. Removed reservoirs go back to your reservoirs stock. Removed connectors go back to the general stock.

Machines which you placed in earlier rounds, can't get repositioned, rotated or removed.

When you change a pipeline flow direction without changing the position of the connector, you can turn the arrows in the straight connector without costs.

Rearranging reservoirs/connectors is only allowed in game rounds in which you add a new machine.

REVENUES

The number in the coin tells how many K the machine brings.

If a machine input gets supplied by one or more other machines output, you place a transparent chip over these input dots. Such a production chain brings extra profit: the number of dots under the chip times 3K.



BOOKKEEPING

When all players finished building, the bookkeeper (no other player!) moves each money marker forward/backward by the revenue number on the player's new machine tile minus the building costs.

The player with the '-1' tile pays 1K extra. The player with the '+1' tile gets 1K more, if this player does build the machine. You must forfeit building if your money marker would fall below 0K.

(The profit of chained machines (at the transparent dots) gets calculated at the end of the game.)



1st round: Building the 2 supply reservoirs and the output reservoir costs 1K each. That makes 3K in total. This machine brings 8K. You go forward 8K minus 3K makes 5K. Your marker goes from 1 to 6 on the money track.

2nd round: The supply reservoirs stayed in place, but the output reservoir moved which costs 1K. The connector costs 1K as well. That makes the costs 2K in total. The new machine brings 12K. You go forward 12 minus 2 is 10 on the money track. You move from 6 to 16. You chained machines. Therefore you put a transparent chip on the input pipe with 1 dot. At the game end, this connection brings 1 (dot) times 3K, so 3K extra profit.



NOT PLACING YOUR NEW MACHINE

If you took a machine but you don't add it to your factory, that costs 2K penalty (so 3K if you have the '-1' tile).

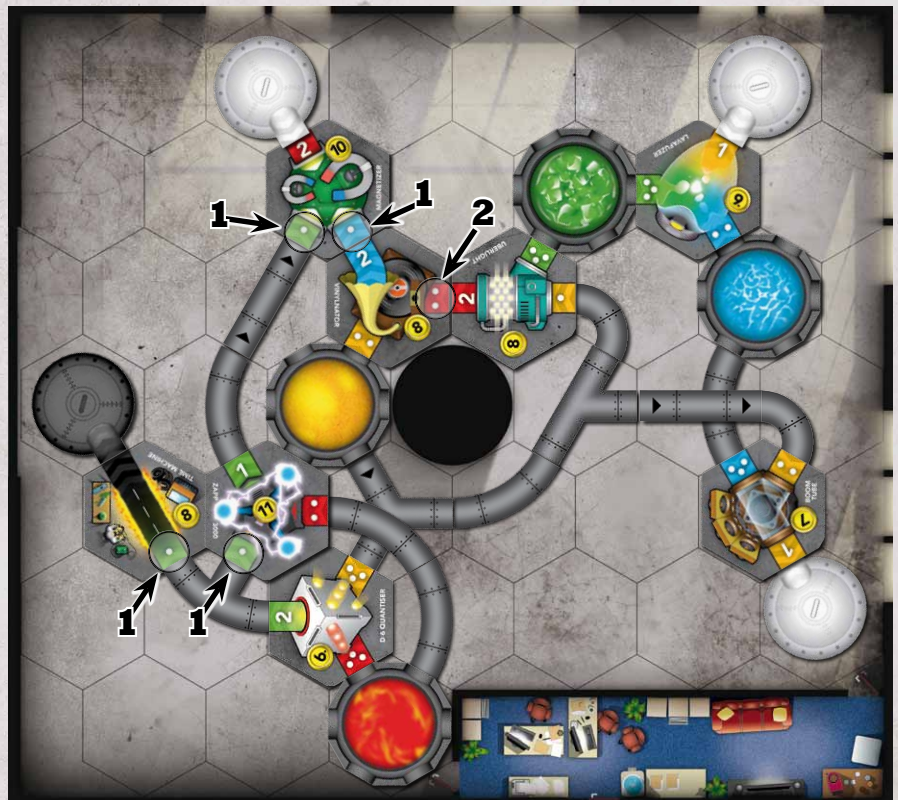
If you don't have enough at the money track, you go down to 0K. The machine goes out of the game.

Only the player who took the last remaining machine tile this game round, doesn't pay a penalty if he/she ultimately refuses this machine. So this player can just try to fit that machine.

THE BEST FACTORY PLANNER

After 8 rounds the game ends.

Add up all dots under the transparent chips in your factory and multiply this by 3K. Add this on the money track. The player with the most money wins.



Input from other machines at player Blue:
 $1 + 1 + 1 + 1 + 2 = 6$.
 At the end of the game this brings $6 \times 3K = 18K$.

FACTORY BOARDS BACKSIDES

One board has an easier backside, the other boards more difficult backsides. The difficulty level is written in the corner. You can deal an easy/difficult board to a newbie/experienced player.

In case of the solo game, start on an A-side board, promote by one level each time you reach 50K or more and demote to a lower level each time you end at 45K or less.



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