

# Factories

Factories is a game of building and challenges. Your goal is to produce one of each resource. The first player to do so wins.

## Resources

There are ten resources:

Resource	Color
Brick	Red
Fruit	Orange
Grain	Yellow
Water	Blue
Money	Green
Chemical	Violet
Wood	Brown
Sheep	White
Metal	Gray
Coal	Black

To win, you must have one of each resource. For a shorter game, or a game with less than four players, we recommend playing to only seven resources, removing the other three from the deck.

Note that players may keep the amount of resources they have a secret, but must answer truthfully if asked what resources they need to win.

## Factories

In order to collect resources, you need to build factories. Factories are built from cards.

Factories consist of two parts: an equation of 0 or more cards and a result. In order to produce the result, the parts of the equations must be paid in order.

For example, in this factory:



You must spend, in order: a Brick, a Grain, a Money and another Brick, to get a Water.

You can have factories of only one card. Such a factory would have no equation and simply produces the result every turn.

## Cards

There are four types of cards.

**Resource Cards** have pictures of resources on them. There are three type of resource cards: regular, which have one

resource on them; either, which have two resources separated by a slash; and both, which have two resources separated by a + sign.

In an equation, you must pay the resource on the card. On an either card, you can pay either resource, and on a both card, you must pay both resources.

In the result, you get the resource on the card. An either result lets you choose between one of the two, and a both result lets you get both resources.

If you think about it, you want the either resource cards in your equations and the both cards in your results.

**Dice Cards** have three faces of a die on them. If they are used in an equation, you must roll a die. You may continue if you match one of the faces on the card. Remember to pay for equations in order, so with an equation of...



...you must first pay a Coal, then roll a die. If it matches then you get a Money. If it fails, then that Factory cannot be used that turn.

If the dice card is the result of the factory, then the numbers on the result can be used instead of rolling the die for an equation. Remember that a factory can only be used once each turn.

**Card Cards** have a picture of a card on them. If they are in the equation, you must discard a card from your hand to continue the equation. If they are the result, the equation lets you draw a card.

The **Reset Card** is special and is not built into a factory. If you draw the Reset Card, your turn immediately ends. All players perform a reset. See the section on Turns for more information. After all the resets have been performed, place the Reset Card in the discard pile and shuffle it into the deck.

## Pregame

Copy or print the cards and tokens on cardstock. White cardstock works best. A color version of the game is recommended but not required. Cut out all of the cards and resource tokens for the game.

You may want to print and cut out three or four copies of the resource tokens page. You may even want to print several copies of the resource tokens and then glue them to make them double sided.

You will need a die.

## Setup

Deal each player a hand of three cards. If the Reset card is dealt out, shuffle it back into the deck.

Randomly choose a first player.

Starting with the first player, each player should arrange their three cards into two factories, one of one card (no equation) and one of two cards (one card equation and a result).

Each player should then draw five cards. It is the first player's turn.

## Turns

At the start of your turn, draw a card.

You may then do any of the following things in any order. You can do them as many times during your turn as they allow

- Activate one of your factories. Pay the equation cost and collect the result. Each of your factories can only be activated once during your turn.
- Build a new factory. All new factories must be one card longer than your longest factory. So if you have a factory with two cards and one of three cards, your new factory must be at least four cards long.
- Reset your factories. A reset involves removing the first card of each equation of your factories (never remove the result). Place the removed cards in the discard pile. Before resetting as an action, you must pay either 7 identical resources or one identical resource for the number of your factories, whichever is more. That is, if you have 7 or fewer factories, you must pay 7 identical resources. If you have more than seven factories, you must pay as many resources as you have factories, and they all must be the same type of resource. Note that you do not have to pay for a reset if someone plays the Reset Card.
- Challenge another player. You can only make one challenge during your turn. See challenges below.

At the end of your turn, if you have fewer than 5 cards, draw to fill your hand to 5 cards.

## Challenges

Once per turn, you can challenge another player. You start the challenge by announcing to the other player the number and type of resources you are challenging for.

You cannot challenge for more than three resources. They can be all the same type, two of one and one of another, or three completely different resources.

The person challenged must ante the resources he has that can meet the challenge. For example, if you challenge someone for two sheep and a coal, and he only has 1 sheep and 1 coal, that's all he has to ante. If the person has none of what you are asking in the challenge, then the challenge fails.

After the challenged shows you the ante, you both select a secret number of resources and reveal them at the same time. The player with the higher number of chosen resources – opponent gets to add the ante to his resources – wins. However, if the difference in resources is more than 3, then the person with the lower number of chosen resources wins. If there is a tie, then nobody wins. Winner gets to keep all the resources in the challenge.

For example, Yuri challenges Marsha for 3 Coal. Marsha only has 2 coal, so that is her ante. Yuri selects 4 resources and Marsha doesn't select any. Yuri has 4 to Marsha's 2 (the ante) and wins her coal.

On her turn, Marsha challenges Yuri for 1 money, 1 metal and 1 water. Yuri doesn't have any water, so his ante is the money and the metal. Marsha chooses 1 resource and Yuri chooses 3. Marsha's total is 1, and Yuri's is 5. Even though Yuri chose more, he had more than 3 more than Marsha, so Marsha wins.

## For a Shorter Game

For a game with 3 players, or for a shorter game, remove two or three resources. Simply remove any card with that resource on it. If one comes up in play, discard it and draw again.

## Factories

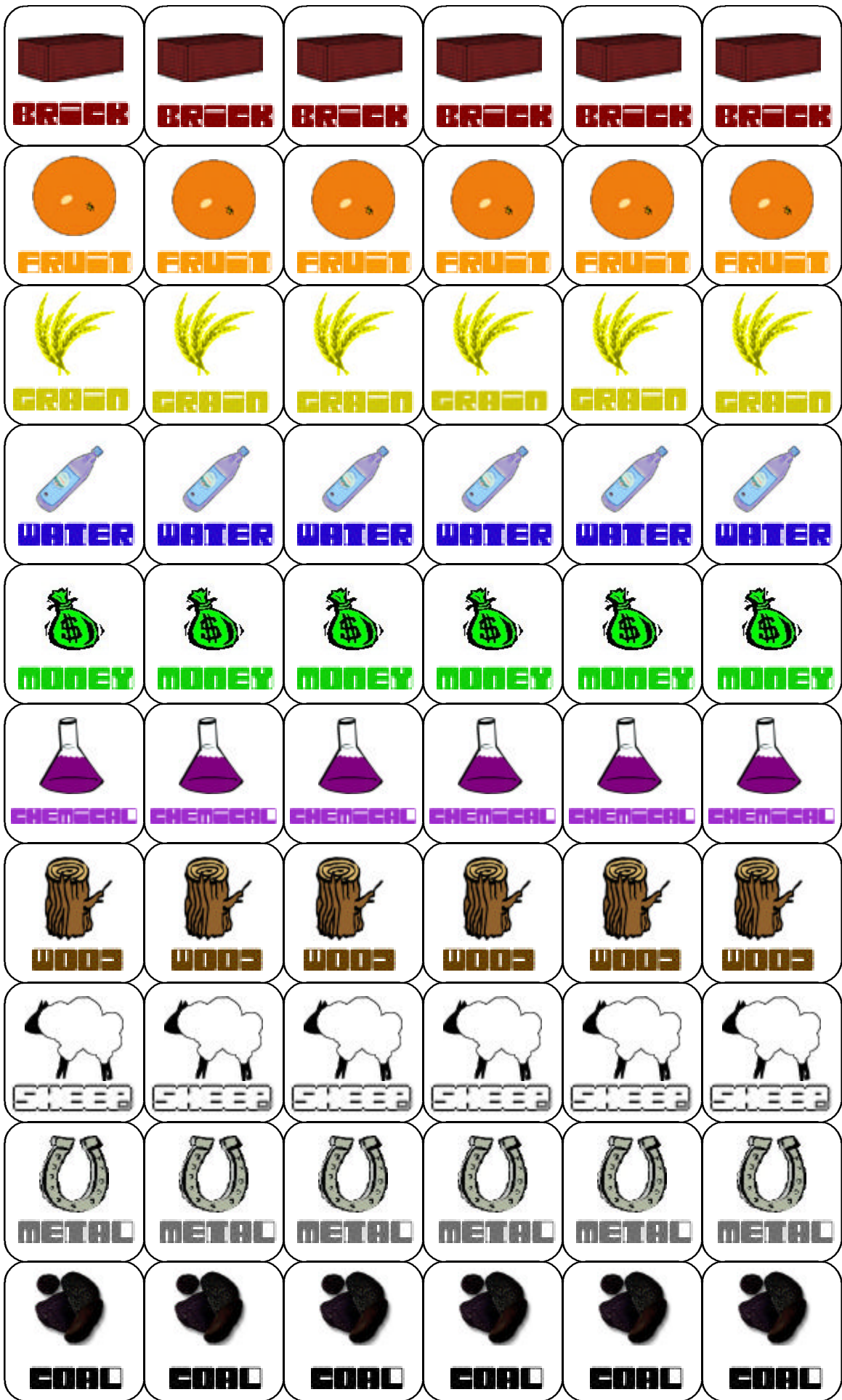
is © 2001 Interactivities Ink, Ltd. [www.interactivitiesink.com](http://www.interactivitiesink.com),  
mike@interactivitiesink.com,  
6802 Bradford Place  
Laurel, Maryland 20707

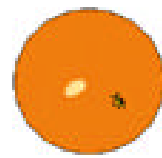
*Game Design and Layout: Mike Young*

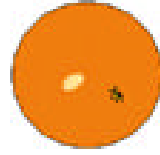
*This game is free to distribute in its entirety and may not be sold for profit without written permission of Interactivities Ink, Ltd.*

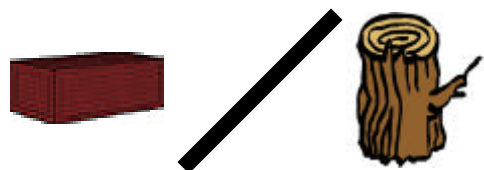
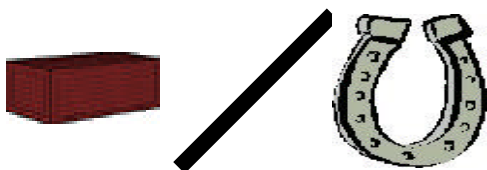
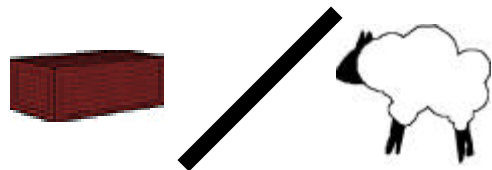
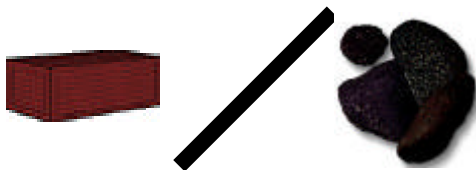
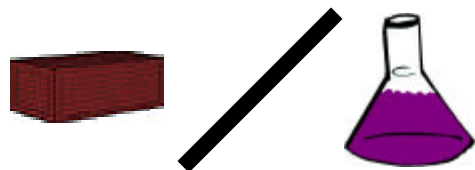
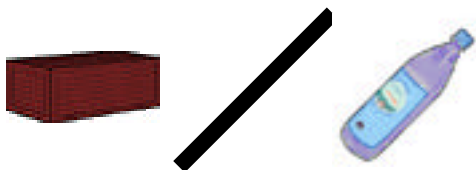
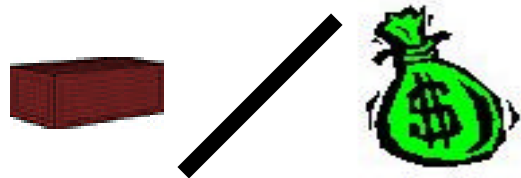
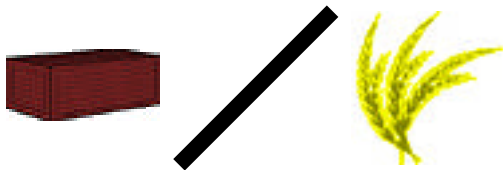
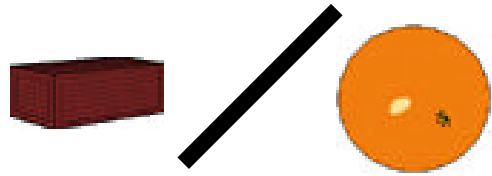
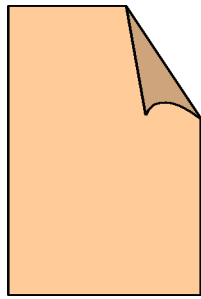
*This game is shareware. If you enjoyed it, use [www.paypal.com](http://www.paypal.com) to give \$1.00 to mike@interactivitiesink.com or send us a check.*

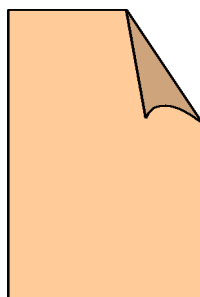
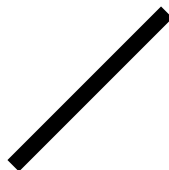
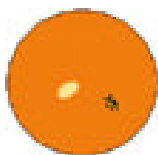
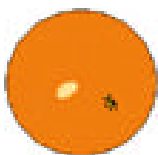
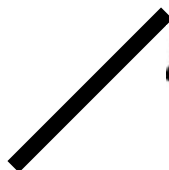
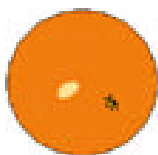
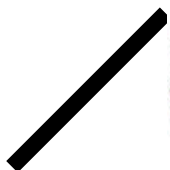
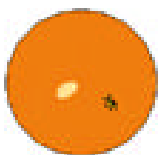
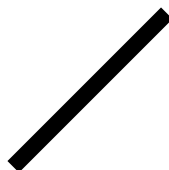
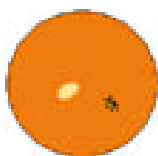
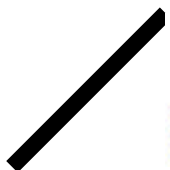
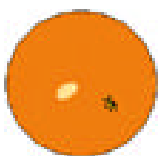
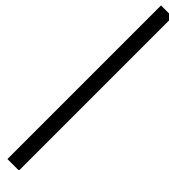
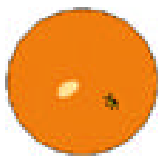
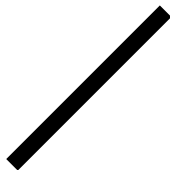
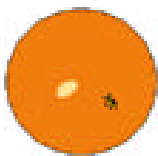
*Playtesters: Arthur Adams, John Corrado, Greg Crowe, Rebecca Ellis, Eric Golovchenko, Eric Reuss, Anne Springsteen*

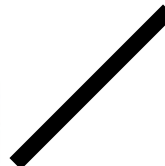
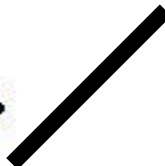
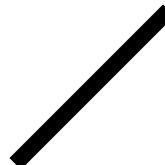
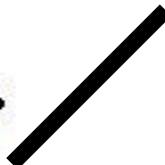
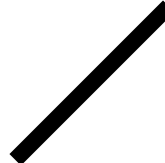
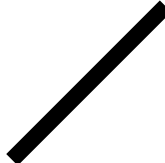
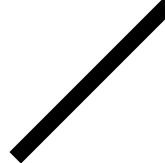
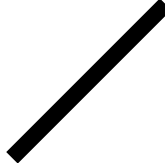
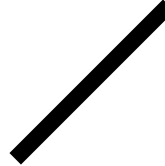
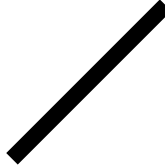




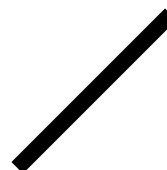
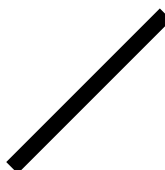
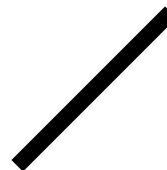
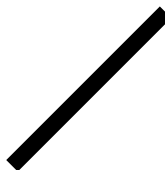
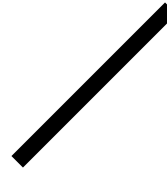
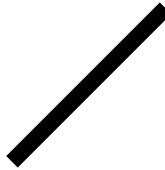
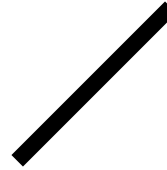
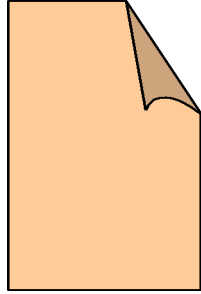
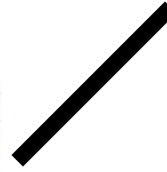
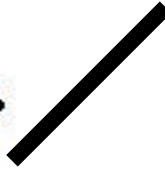


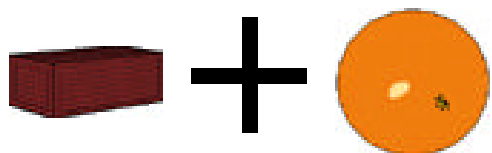
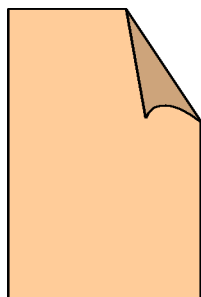
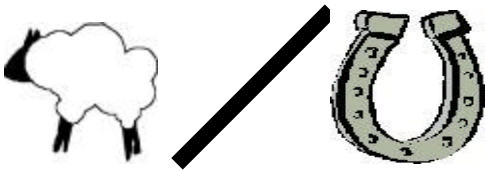
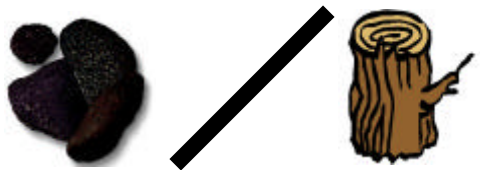
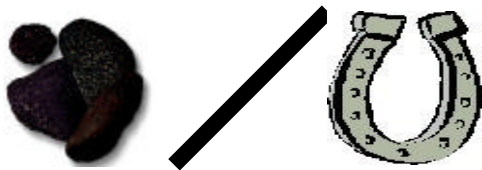
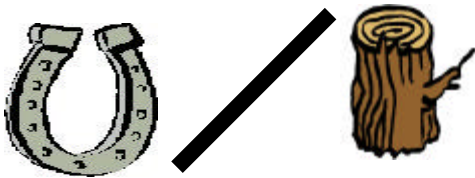
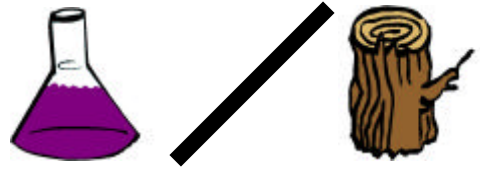
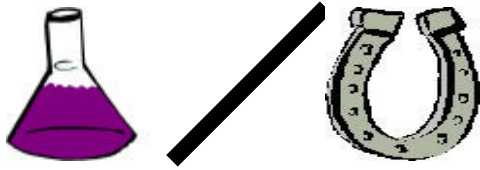


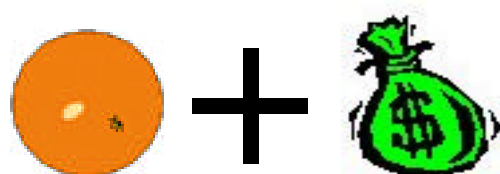
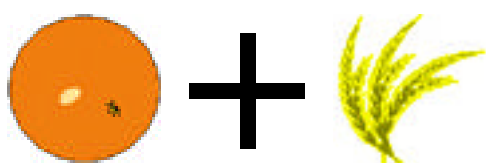
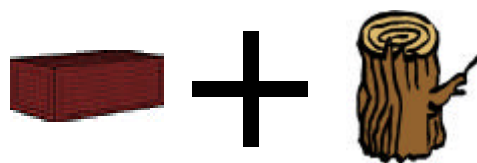
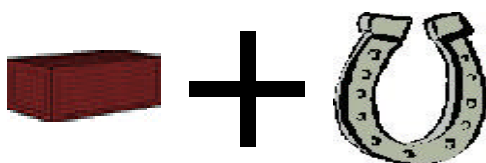
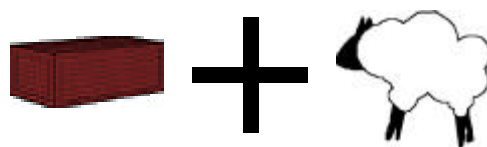
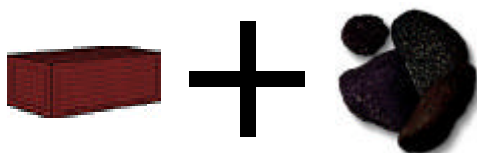
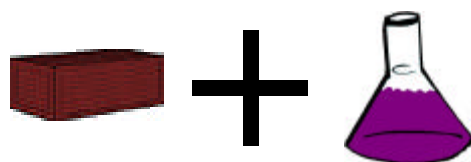
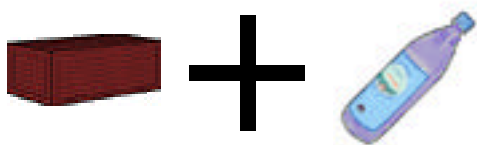
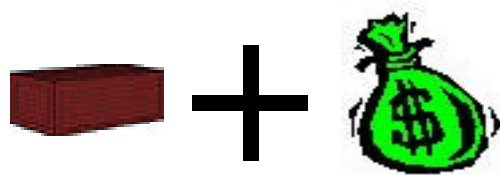
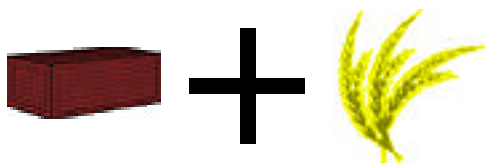


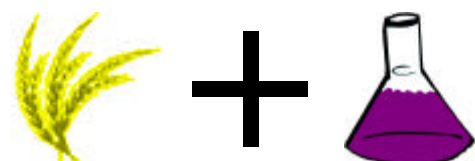
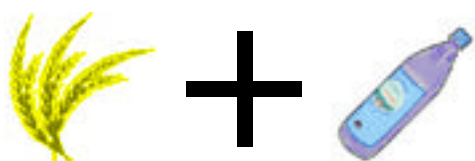
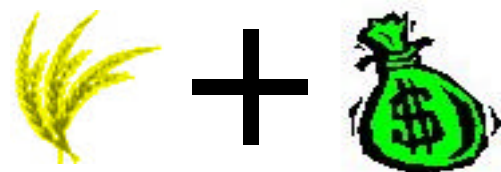
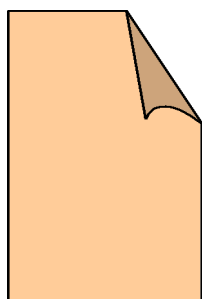
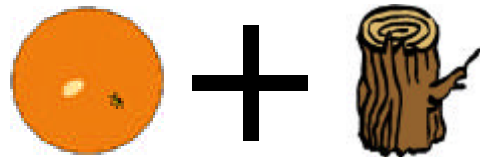
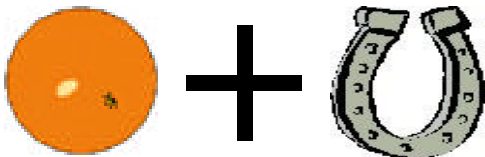
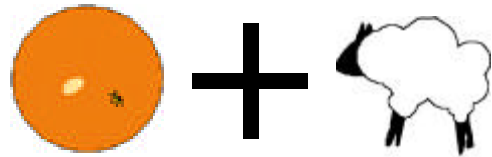
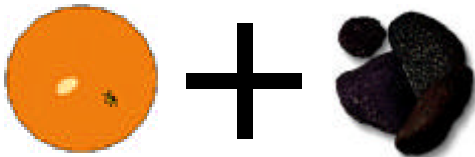
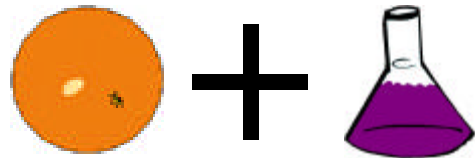
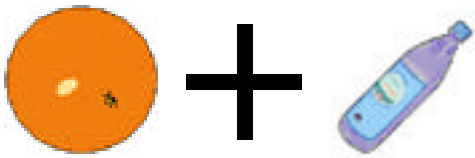


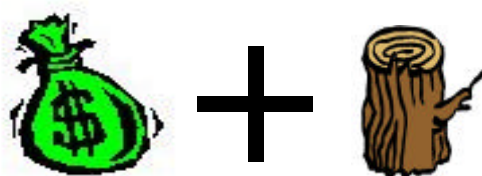
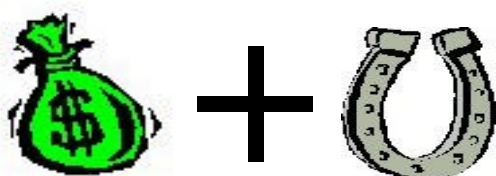
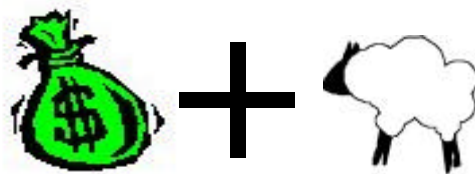
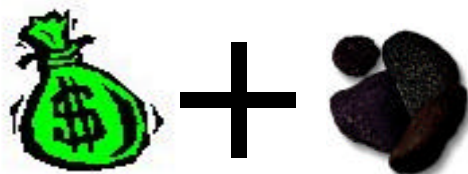
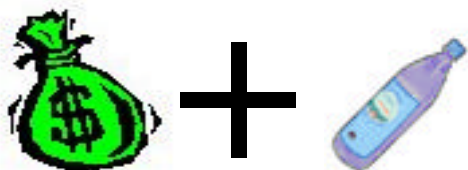
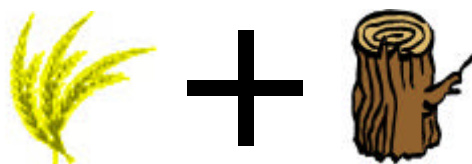
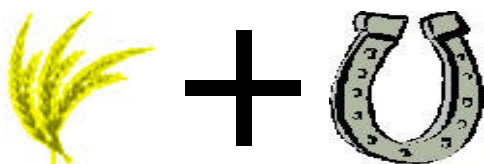
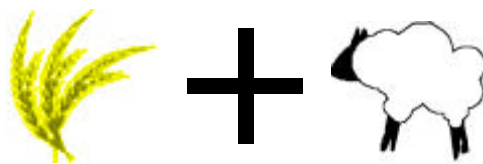
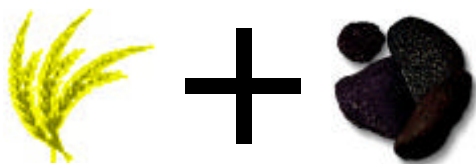












# RESET

