

FANTASTIC FACTORIES

MANUFACTURATIONS

With the ever-growing manufacturing industry comes the consolidation of power and expertise in the form of corporate factions! Each faction brings a unique competitive advantage that completely shifts the way business is done. Which faction will you align with in order to establish market dominance?



DEEP WATER
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JOSEPH Z CHEN and
JUSTIN FAULKNER

OVERVIEW






Manufactions is an expansion to Fantastic Factories that adds new blueprints and contractors. It also adds a new resource (vitamins) and asymmetric player powers in the form of corporate factions.

Mix and Match: When playing with Manufactions, you may choose to play with just the new cards OR just the factions OR both.

COMPONENTS



- 45  blueprint cards
- 20  contractor cards
- 1  replacement solo game player aid card

- 12  corporate faction boards
- 27  vitamin tokens
- 5  replacement player aid cards

ADDING CARDS



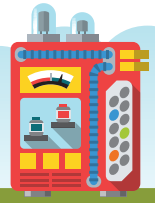
Add the new cards from Manufactions to the base game of Fantastic Factories by combining and shuffling all the blueprint cards together and also doing the same with the contractor cards.

Replace the player aid cards with the ones included in Manufactions. These new player aids contain useful reminders for rules about the new vitamin resource.

Expansion Symbol:
Cards from the Manufactions expansion show this symbol in the bottom left corner of the cards.



VITAMINS



Vitamins are a brand new resource that you can gain using new cards from Manufactions. They can not be produced from the Headquarters board. When setting up the game, place them in the supply alongside the metal and energy tokens.



Once you have a vitamin resource, it can be discarded to increase OR decrease the value of a single worker by 1 (6 cannot be increased to a 1 and a 1 cannot be decreased to a 6). As long as you have enough vitamins, there is no limit to how many you can use within a round.

New Rules: Vitamins are another resource just like metal or energy. Whenever a card or rule refers to resources, it can refer to vitamins as well.

At the end of the work phase players must **discard down to 12 total resources**. In Manufactions this includes not only metal and energy but **vitamins as well**.

In addition to metal or energy, a vitamin resource can also be used to pay for the optional action to discard all the blueprints or contractors in the marketplace.



FACTIONS



Corporate factions provide players with asymmetric powers as well as different starting resources and hand sizes. Each power is described on each respective faction board.

No Limit: There is no limit to how many times you can use a faction power each round.

At the start of the game before the marketplace is dealt, deal 2 factions face down to each player. Then each player selects 1 faction to keep and discards the other face down. Once every player has discarded a faction, they reveal which they chose to keep and place it above their Headquarters board.

When playing with factions, players will start with the resources and cards indicated on the faction board (instead of the usual 1 metal, 2 energy, and 4 cards).

Example faction placed above Headquarters



9
5 Some factions may show a symbol similar to this. This means to draw 9 cards, keep 5, and discard the rest.

Complexity: Factions show a complexity rating of 1 to 3 stars. It is recommended that players new to Fantastic Factories select a faction with a lower rating.

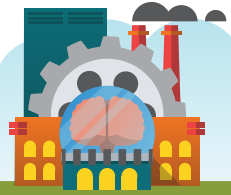


SOLO RULES



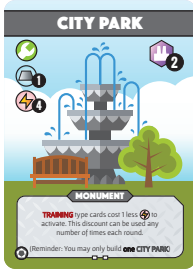
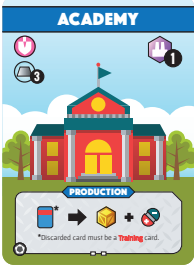
Manufacturing is fully compatible with Solo Mode. Simply shuffle in the new cards, deal yourself 2 factions to choose 1 from, and the rest of the rules are the same.

APPENDIX



All blueprint/contractor cards and factions are listed below along with rule clarifications for edge cases.

BLUEPRINTS



Academy (2x)

Discard a training type blueprint card to gain 1 good and 1 vitamin.

Architecture Firm (2x)

Pay 1 metal and 2 energy to draw 3 blueprints.

Cannery (2x)

Place a die to gain 1 good and 1 vitamin.

City Park (2x)

Training type cards within your compound cost 1 less energy to activate. This discount can be used any number of times each round.

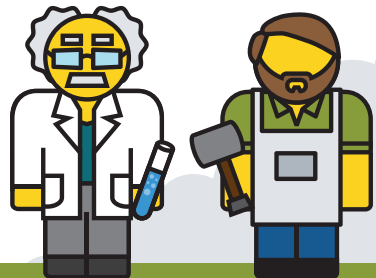
Dig Site (2x)

Place a die and discard blueprints **equal** to the value of the die to draw the same number of blueprints and gain 2 metal.

Drone (3x)

Discard a blueprint and gain an extra die this turn equal to the build cost of the discarded blueprint. Discard the extra die at the end of the round.

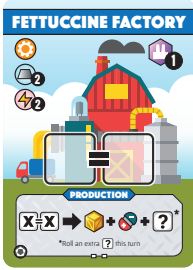
Example: Discard City Park (build cost of 1 metal, 4 energy = 5 total) to gain a die of value 5.





Enigma Engine (2x)

Pay 2 energy to gain 2 metal OR pay 1 metal to draw 2 blueprints OR discard 1 blueprint to gain 4 energy.



Fettuccine Factory (2x)

Place 2 matching dice to gain 1 good, 1 vitamin, and roll an extra die this turn. Discard the extra die at the end of the round.



Harbor (2x)

Place a 1 die to gain 2 metal and draw 1 blueprint.



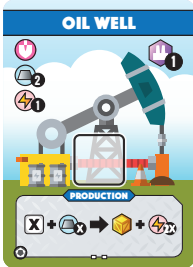
Medical School (2x)

Pay 1 metal to gain 1 vitamin. Vitamins can also be used to change the value of an unplaced die by 2. This static vitamin bonus can be used any number of times each round.



Nexus (2x)

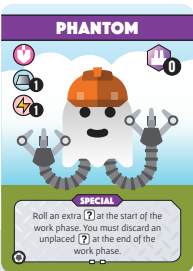
Discard 1 blueprint to gain 2 metal if the discarded blueprint's tool symbol is ⚙️, gain 4 energy if ⚡️, draw 2 cards if 🌱, gain 1 good if ⚙️.



Example: Discard Medical School (tool symbol of ⚙️) to gain 2 metal.

Oil Well (2x)

Place a die and pay metal equal to the value of the die to gain 1 good and energy equal to twice the value of the die.



Example: Place 1 die and 2 metal to gain 1 good and 4 energy.

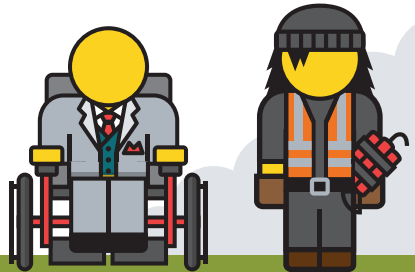
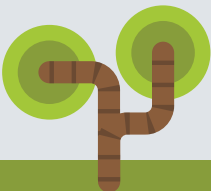
Phantom (2x)

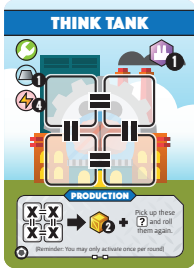
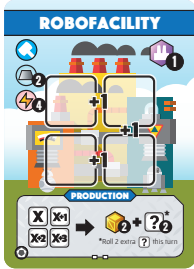
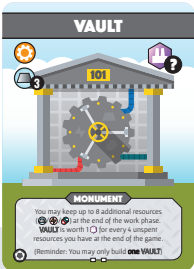
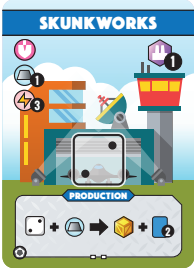
Roll an extra die at the start of the work phase. You must discard an unplaced die at the end of the work phase.



Pharmacy (2x)

Pay 4 energy to gain 2 vitamins.





Quarry (2x)

Place a die with a value equal or less than the number of monument type cards in your compound to gain metal equal to the value of that die.

Example: You have 2 Obelisks and a City Park in your compound. You can place a 3 to gain 3 metal. You can also place a 2 to gain 2 metal.

Robofacility (2x)

Place 4 dice with sequential values to gain 2 goods and immediately roll 2 extra dice for the turn.

Example: You can place 1 2 3 4.

Skunkworks (2x)

Place a 1 and pay 1 metal to gain 1 good and draw 2 cards.

Strange Crystal (2x)

Once built, gain 1 vitamin at the beginning of each work phase. This does not gain you a vitamin during the work phase that you built the Strange Crystal. Reminder: You may only have 1 Strange Crystal in your compound.

Test Range (2x)

Place a die and pay energy equal to the die's value to draw that many cards.

Example: Place a 4, pay 4 energy to draw 4 cards.

Think Tank (2x)

Place 4 dice of equal value to gain 2 goods and then pick up the 4 dice, roll them again, and you may place them elsewhere. Think Tank can only be used once per round.

Vault (2x)

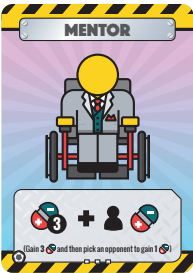
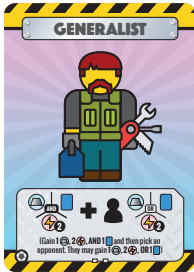
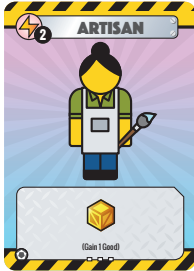
You may keep up to 8 additional resources (metal, energy, and vitamins) at the end of the work phase. Normally you may only keep 12 resources and Vault increases that to 20. Vault's prestige is worth 1 for every 4 unspent resources you have at the end of the game.

Example: At the end of the game you have 3 metal, 7 energy, and 5 vitamins for a total of 15 resources. Vault is worth 3 prestige.

Vending Machine (2x)

Gain 1 vitamin after building a card. Vending Machine does not activate itself when being built.

CONTRACTORS



Apprentice (3x)

Draw 1 blueprint card and roll 1 extra die at the start of the next work phase. Discard the extra die at the end of the round.

Artisan (3x)

Additional cost of 2 energy. Gain 1 good. Place that good on your Headquarters board.

Demolitionist (2x)

Discard a building in your compound. Gain 1 good and metal/energy equal do **double** the card's build cost. The prestige value of that card no longer counts towards your score, but any goods on the card still count and can be placed on your Headquarters board.

Example: You have Think Tank in your compound and you hire Demolitionist and use it to discard the Think Tank (which has a build cost of 1 metal and 4 energy). You gain 1 good, 2 metal, and 8 energy.

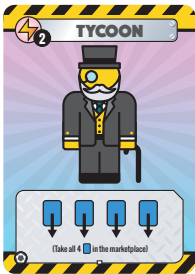
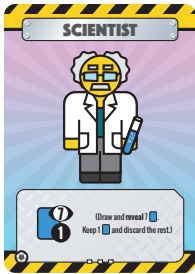
Generalist (2x)

Gain 1 metal, 2 energy, **and** draw 1 card. Then pick an opponent. They may gain 1 metal **or** 2 energy **or** draw 1 card (your opponent gets to choose).

Mentor (3x)

Gain 3 vitamins and pick an opponent to gain 1 vitamin.





Recruiter (1x)

Draw and reveal the next 2 contractor cards and you may hire both for free (you do not need to discard any cards or pay any additional costs) in any order. Perform the actions as indicated by those contractors and discard them along with Recruiter. Hiring either is optional. For example, if you revealed Demolitionist but didn't want to discard any cards from your compound, you may simply discard Demolitionist.

Scientist (3x)

Draw and **reveal** 7 blueprint cards from the blueprint deck. Keep 1 of those cards and discard the rest.

Tycoon (1x)

Take all 4 face up blueprint cards from the marketplace and add them to your hand. Refill the 4 blueprint cards in the marketplace immediately with new cards from the blueprint deck.

Visionary (2x)

Reveal any number of Monument type cards (they do not have to be unique) from your hand. Gain metal equal to **double** the number of cards revealed this way for a max of 6 metal.

Example: You have 2 Obelisks, a City Park, and a Beacon. Because you can only gain a max of 6 metal, you choose to reveal the 2 Obelisks and a City Park but keep your Beacon hidden, gaining you 6 metal.



FACTIONS



When building, you may discard an additional blueprint card with a matching tool symbol (🔧/🔨/🔩/🔪) to reduce the build cost by 2 resources (any combo of 🟡 or 🔴).

COMPLEXITY

★★★

STARTING RESOURCES

🟡 9 🔴 2



You may place 🟡s on Mine to gain 🟡 and 🟢s on Generate to gain 🟡.

COMPLEXITY

★

STARTING RESOURCES

🟡 3 🔴 1




During the market phase you may both take a blueprint card AND hire a contractor in either order.

COMPLEXITY

★★

STARTING RESOURCES

🟡 6 🔴 2 🔵 1 ⚡ 2



After each time you build, you may discard an additional blueprint card (any tool symbol) to gain 🟡 + 🔴.

COMPLEXITY

★★

STARTING RESOURCES

🟡 6 🔴 2 🔵 1

GILDED Guild

Double your Headquarters match bonus.

(🟡🟡) ⇒ +2 EXTRA
(🟡🟡🟡) ⇒ +4 EXTRA

COMPLEXITY

★

STARTING RESOURCES

🟡 3 🔴 1

Deep Blue (Complexity: ★★★)

Example: You are trying to build Skunkworks, which costs 1 metal and 3 energy and a 🔴. You use Deep Blue's power and discard an Academy and a Beacon (2 cards instead of 1, both which have 🔴), reducing Skunkworks' build cost to 0 metal, and 2 energy.

Earth United (Complexity: ★)

Match bonuses still apply. For example, if you placed 🟡🟡 on Mine, you would receive 5 metal.

Frontier Freight (Complexity: ★★★)

You may use the blueprint card you just took to discard in order to hire a contractor during the same market phase.

If you choose to take the optional action to discard and refill one marketplace row it must be taken before taking a blueprint or hiring a contractor.

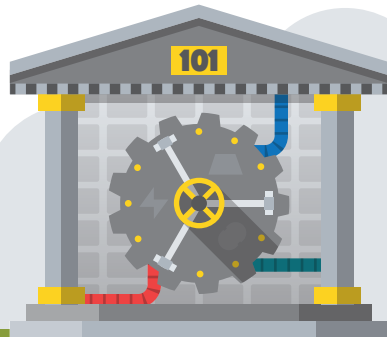
The marketplace only refills at the end of your market turn and not between picks.


GeoLabs (Complexity: ★★)

You must have all the necessary resources to build before you can use GeoLab's power. If you have no other blueprint cards after building, you will not be able to use the power.

Gilded Guild (Complexity: ★)

Example: Placing 🟡🟡 on Generate would gain you 6 energy. Placing 🟡🟡🟡 on Research would draw you 7 blueprint cards.





Whenever you gain a match bonus in Headquarters, also gain that many equal to the bonus.


(X: X) → (BONUS) (X: X: X) → (BONUS)

COMPLEXITY
★★★

STARTING RESOURCES
3 1 2

GoodLife (Complexity: ★★)

Example: Placing ☰☰ on Mine would gain you 3 metal and 1 vitamin.



You roll 1 additional ? each work phase but must discard 1 unplaced ? at the end of the work phase unless you pay 2.

COMPLEXITY
★

STARTING RESOURCES
3 1 2

Huemintek (Complexity: ★)

2 energy must be paid each time that you choose to keep the extra die.




Training cards can be activated twice per round and cost 1 less to activate.

COMPLEXITY
★★★

STARTING RESOURCES
3 1 2

Labor League (Complexity: ★★★)

Example: If you had Gymnasium and Medical School in your compound, you could use both cards twice per round (4 total activations). Gymnasium would be free to activate while Medical School would still cost 1 metal.



Monument type cards cost 1 less to build. During the work phase you may discard a monument type card to gain 2.

COMPLEXITY
★★

STARTING RESOURCES
3 4 2

ReliQUARRY (Complexity: ★★)

Build costs cannot be reduced below 0.

SDC Global (Complexity: ★★★)

Example: If you discard Medical School you would gain 1 metal and 1 vitamin. You would not be able to use the static ability where vitamins can change the value of an unplaced die by 2 since it is not part of the activated ability.



You may discard Training cards for their activation effect and gain resources equal to their build cost.

COMPLEXITY
★★★

STARTING RESOURCES
3 5 3

Standard Tools (Complexity: ★)

Turtle Tech (Complexity: ★★★)


There are rare occasions where it may be beneficial to not place all your workers. You are not required to place all your workers.



When building, the blueprint card you discard does not need to match the tool symbol of the card you are building.

COMPLEXITY
★

STARTING RESOURCES
3 1 2



At the end of the work phase:
Gain 1 if you have no 1.
Gain 2 if you have no 2.

COMPLEXITY
★★★

STARTING RESOURCES
3 4

TIPS & STRATEGIES



It is recommended that you play Manufactions once or twice to discover your own strategies before reading this section. For players looking to master the game, these tips may improve your play.

MULTI-USE VITAMINS

Players often think of using vitamins to help modify their dice in order to power factories. However, often times you may want to use vitamins to set up your dice for a Headquarters match bonus in order to gain extra cards, metal, or energy.

FILL YOUR HAND

Drawing blueprint cards may not seem as important as gaining resources, but in the earlier part of the game, having a large hand size gives you a lot of options in both what factories you can build but also what contractors you can hire. A large hand of cards will allow you the flexibility of pivoting your strategy or seizing opportune moments.

MAXIMIZE YOUR POWER

Maximizing the value of your faction power means using it whenever possible. For example, with Frontier Freight, you'll want to both hire a contractor and pick up a blueprint every market phase — even in the first round.

DIG DEEP FOR SYNERGY

Some factions require specific blueprints in order to utilize their power effectively. For example SDC Global and ReliQUARRY requires a constant flow of training and monument cards, respectively, in order to function consistently. Don't be afraid to spend some resources to reset the marketplace!



CREDITS

Game Design: Joseph Z Chen and Justin Faulkner

Development: Joseph Z Chen and Justin Faulkner

Art: Joseph Z Chen and Martha Webby

Graphic Design: Joseph Z Chen

Publisher: Deep Water Games & Metafactory Games

Website: <http://www.fantasticfactories.com>



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