

FANTASTIC FACTORIES

SUBTERFUGE

*The stakes are high and tensions are running hot!
Do whatever you can to get an edge over your competition,
including some subterfuge... Corporate espionage or a little
sabotage might just be what you need to take the lead!*



1 - 5

players



45-60

minutes



14+

age



DEEP WATER
GAMES

METAFACTORY:
GAMES

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OVERVIEW



Subterfuge is an expansion to Fantastic Factories that adds new blueprints and contractors. With these new cards comes powerful new ways to interact with players directly including contractors that allow you to steal resources, cards, and even workers! Furthermore, Subterfuge introduces a new mechanic — sabotage — which allows you to disable an opposing player's factories.

COMPONENTS



- 18  blueprint cards
- 18  contractor cards
- 8  sabotage tokens

ADDING CARDS

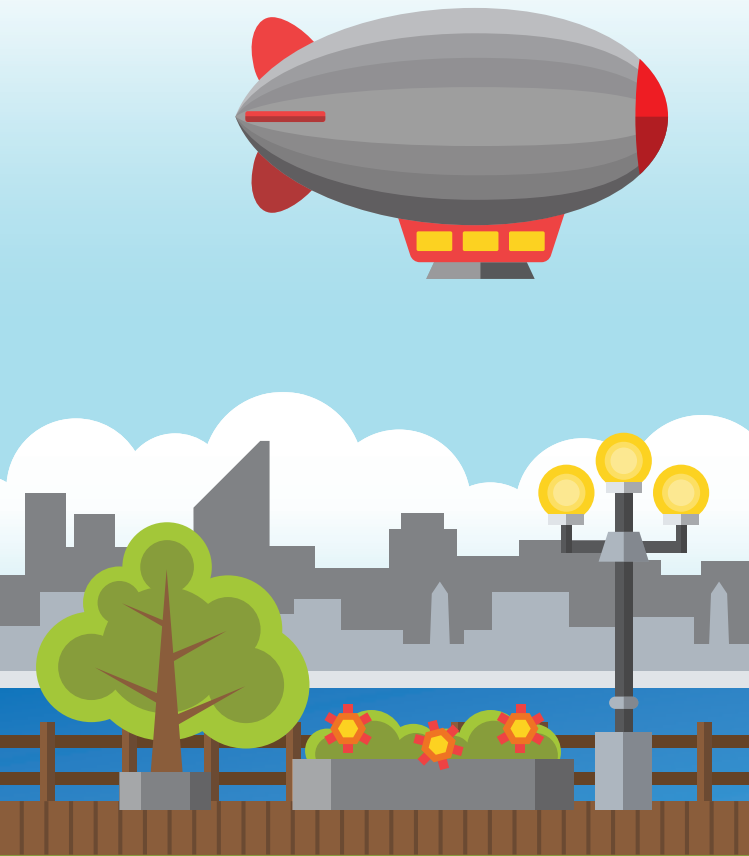


Add the new cards from Subterfuge to the base game of Fantastic Factories by combining and shuffling all the blueprint cards together and also doing the same with the contractor cards.

Expansion Symbol:

Cards from the Subterfuge expansion show this symbol in the bottom left corner of the cards.





SABOTAGE



Buildings can be sabotaged by hiring the Saboteur contractor during the market phase, which allows you to place a sabotage token on a building within a compound that is not already sabotaged. Once sabotaged, that card's ability is disabled and cannot be activated.

Scoring: Sabotage only disables the activated effect of a building. The prestige value of the building and any goods on the card still count towards that player's final score.



Saboteur contractor



Sabotaged building

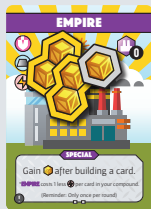


Building under repair

Any time during the work phase, you may choose to begin repairs by flipping over the sabotage token and placing a worker on it (the value does not matter). This allows you to discard the sabotage token at the END of the next market phase. You still cannot use the building while it is being repaired. You are not required to repair a sabotaged building but it will remain disabled until you fully complete the repair.

Sabotage Restriction: Because you cannot sabotage a building that is already sabotaged and the sabotage token isn't discarded until the END of the following market phase, it is never possible for the same building to be sabotaged two rounds in a row.

Accumulating Goods: As you gain goods, place them on the building that manufactured them. This helps players see which buildings are being utilized and may be ideal targets for sabotage. Goods not manufactured by a building (e.g. gained from hiring a contractor) can be placed on the Headquarters board



SOLO RULES



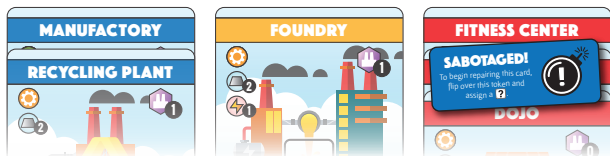
Subterfuge can be played in the Solo Game, but there are modified rules. Before starting the game, **remove** all the Subterfuge contractors from the contractor deck **except** the 7 Saboteur contractor cards, which are shuffled in. All the Subterfuge blueprint cards should be shuffled into the blueprint deck.

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



SABOTAGING THE MACHINE

There are different rules for sabotage in the Solo Game. The Machine's compound consists of cards grouped by color. When you hire the saboteur, instead of sabotaging an opponent's factory, you place the sabotage token on an entire color group belonging to The Machine.



Sabotaging The Machine's compound

During The Machine's turn, that color's die cannot manufacture any goods (The Machine can still add cards of that color to their compound). Instead, The Machine will automatically use that color die to flip over the sabotage token and begin repairing. Discard the sabotage token at the end of your market phase.

Sabotage Restriction: You cannot sabotage a color group that is already sabotaged. Because the sabotage token isn't discarded until the END of the your market phase, it is never possible for the same color group to be sabotaged two rounds in a row.



SABOTAGING THE PLAYER

During The Machine's market phase, the green die determines The Machine's actions as normal. However, in Subterfuge the  action has an additional effect.

Rolling a : As usual, reveal the top card of the blueprint deck and put it in The Machine's compound. Then discard all contractors () in the marketplace.

Additionally, The Machine will sabotage the player (regardless of whether the market contains a saboteur or not). The Machine will automatically sabotage the card in the player's compound with the most goods on it (reminder: goods should be placed on the card that manufactured them). In the case of a tie or if there are no cards with goods on it, the player decides which non-monument card gets sabotaged. If there are no valid targets, the sabotage token is simply discarded.

EXAMPLE



Player's compound

The Airport has the most goods on it and is automatically targeted by The Machine to be sabotaged when a  is rolled.

APPENDIX



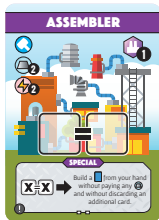
All blueprint and contractor cards are listed below along with rule clarifications for edge cases.

BLUEPRINTS



Airport (2x)

Place a die of any value to gain 1 good. At the end of the work phase, choose an opponent to gain an extra die of the same value (they do not roll it) at the beginning of the next work phase. In a situation where multiple players have an Airport and order matters, this choice is made in a clockwise order starting with the player with the first player token. In the solo game, simply gain 1 good and ignore the additional effect (nobody gets the extra die).



Assembler (2x)

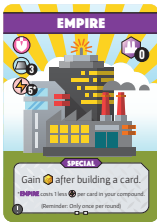
Place 2 matching dice to build a blueprint card from your hand without paying any metal and without needing to discard another blueprint card with a matching tool symbol.

Example: You place [1][1] on Assembler and discard 1 energy to build the Airport in your hand.



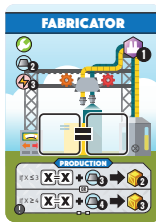
Cloning Lab (2x)

Pay 2 energy to change the value of an unplaced die to be equal to another die (placed or unplaced). The die you are copying must be one of yours.



Empire (2x)

Gain 1 good after building a card. Empire does not activate itself when being built. Empire's build cost is reduced by 1 energy for each card you have built in your compound.



Fabricator (2x)

Place 2 matching dice with value 3 or less and pay 3 metal to gain 2 goods OR place 2 matching dice with value 4 or greater and pay 4 metal to gain 3 goods. The two dice must have the same value.



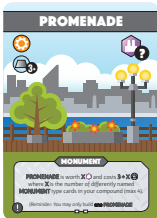
Guard Tower (2x)

When you are being sabotaged, Guard Tower must be targeted before any other building. If Guard Tower is already sabotaged, your other buildings may be targeted.



Lighthouse (2x)

When hiring a contractor, you may instead discard a blueprint with any tool symbol (additional costs still apply). Lighthouse cannot be sabotaged.



Promenade (2x)

Promenade is worth X prestige and costs 3 + X metal where X is the number of differently named monument type cards in your compound (max 4).

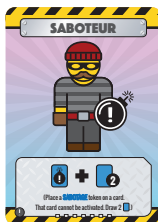
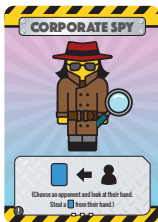
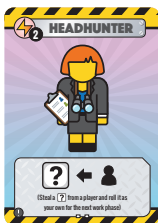
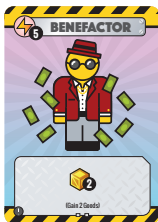
Example: You have 2 Obelisks and a Guard Tower (2 differently named monuments). Building Promenade costs 5 metal. Once built, it will be worth 3 prestige (Promenade counts itself for its prestige value). Afterwards, if you build a Lighthouse, the Promenade would then be worth 4 prestige.



Trade School (2x)

Pay 1 energy to change the value of an unplaced die to any value you **don't** already have (this includes placed and unplaced dice).

CONTRACTORS



Benefactor (2x)

Additional cost of 5 energy. Gain 2 goods.

Corporate Spy (3x)

Choose an opponent and look at their hand. Steal a blueprint card from their hand.

Headhunter (2x)

Additional cost of 2 energy. Steal a die from a player and roll it as your own for the next work phase. Return ownership of that die back to that player at the end of that work phase.

Saboteur (7x)

Place a sabotage token on a card in a player's compound. That card cannot be activated. Draw 2 blueprints from the blueprint deck. Sabotage will not affect the prestige value of monuments such as Promenade. You cannot sabotage a card that already has a sabotage token on it (regardless of whether it's sabotaged or under repair).

Thief (3x)

Steal up to 3 resources total from any number of players.

Example: You steal 2 metal from Player A and 1 energy from Player B.

Union Leader (1x)

Other players must play the next work phase with one fewer die.

TIPS & STRATEGIES



TACTICAL STRIKE

Pay attention to how your opponents use their factories and sabotage the right card at the right time. For example, you might catch your opponent on a turn with no energy, giving you an ideal opportunity to sabotage their Power Plant.

CORPORATE ESPIONAGE

If you see an opponent pick up a key card like Megalith or building certain types of cards like Beacons, you should consider hiring the Corporate Spy to steal that card or hiring the Thief to deny them the necessary resources to build them.



CREDITS

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