

# FURNACE



## GAME OVERVIEW

*Furnace* is an astounding engine-building euro game where the players take on the roles of the 19th-century industrialists. Throughout several auction rounds, they will be bidding on cards to either develop their production chains or gain instant bonuses, and then resolving their facilities to maximize their profits.

## GAMEPLAY

The game is played over 4 rounds. Each round consists of 2 phases: Auction and Production.

### AUCTION PHASE

Each player has 4 discs with values 1-4 to bid on the cards in the common row. The players take turns placing 1 of their discs on the cards until they don't have any discs left.

#### Placement Rules

1. No discs of the same value on one card
2. No discs of the same color on one card

Then, the cards are resolved one by one in order from left to right.



The highest bid receives the card.

All other bids get compensated: the value of the disc multiplies the compensation.

### PRODUCTION PHASE

Now, the players manage their own cards in any order they wish. They may gain resources, process them into other resources or money, and upgrade their cards (🔄) for additional effects.



## GAME END

When the 4<sup>th</sup> round is over, the player with the most money tokens wins.

## GAME VARIANTS

*Capitalists* change the game rules for their owners. *Production chains* are for true experts!