

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 4th round is over, the player with the most money tokens wins.

KEY SELLING POINTS

- Fast and easy to learn, yet hard to master
- > Multi-stage production chains
- ➤ A unique auction mechanism where you profit from each bid (sometimes it's even better to lose an auction)
- Lavish and historically-accurate artwork
- > High-quality components complementing an exquisite experience

GAME VARIANTS

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

PRACTICAL INFO

Contents

36 Company cards, 5 Start-up cards, 5 Capitalist cards, 17 Capital discs, 40 Coal cubes, 20 Iron bars, 15 Oil drums, 1 die, 12 Upgrade tokens, 61 Money tokens, 4 Multiplication tokens, 4 Players' Color tokens, 1st player token, 1 Round counter, rules of play

MOQ: 1000

MSRP: €35 / \$40

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Box: 277×194×67 mm

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