

# FURNACE

## INTERBELLUM

### GAME OVERVIEW

Furnace: Interbellum is an expansion to Furnace – our 2021 bestseller that had been launched in 11 countries and in 12 languages.

Furnace expands into the twenties and thirties of the twentieth century – the interwar period known as the interbellum. In this expansion, you will find new components, all of which exist within beautiful industrial buildings and structures from the epoch of Art Deco, Constructivism, and Bauhaus.

Interbellum is designed for players who are already familiar with Furnace. The expansion is best played if all of its elements are added to the base game, but if you don't feel up to it, you can get to know it piece by piece.



### FEATURES

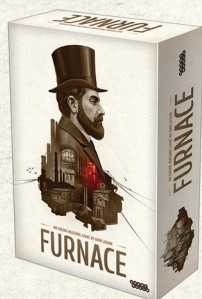
The expansion features:

- new Company and Capitalist cards
- variable Capital discs
- a set of components for a fifth player
- Manager tokens and Business School cards
- new Agents for two-player and solo variants

### KEY SELLING POINTS

- Furnace expansion adds complexity to the game thus creating multiple variations by the end of it
- New modes: solo, new mode for 2 players, 5 players mode
- New card abilities, including permanent and one-time effects

Furnace base game is required to play.



1-5 players



12+



30-60 min



### PRACTICAL INFO

#### Contents

40 cards, 2 tiles sheets,  
5 double-sided rotating disks  
with a variable value,  
4 wooden disks of blue color  
(similar to base game),  
Base resources:  
5 yellow Oil, 10 blue Iron,  
15 black Coal, Rulebook

MOQ: 1000

MSRP: \$40

Release: available

Box: 235×157×47 mm

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