Factory Frenzy! – Rulebook

Welcome to Factory Frenzy! A card game developed by Gonzalo Marcos Vaquero for his bachelor's thesis at the university TecnoCampus Mataró-Maresme. Factory Frenzy! is a turn-based card game for two to four players about collectively managing resources in order to build a secret recipe.

Initial setup

The game has two decks: the **recipe deck** 🔶 and the **main deck** ◆. Before starting, reveal the recipe deck to all players and then shuffle it. Each player receives a secret **recipe** card. Shuffle the **main deck** and deal four cards to each player. The first player is chosen randomly and turns are played in clockwise order.

If a player is not pleased with their starting hand, they can choose to shuffle back the cards and draw back four new cards. This process can only be done once per player.

Turn Overview

Every player's turn consists of the following steps:
1. Check if the player can **win the game**.
2. The player draws a card from the **main deck**.
3. The player **plays a card**. If no card can be played, skip this step.
4. The player can **reveal** their recipe if they so desire.
5. The player discards cards until they have six left in their hand. The recipe does not count towards this limit.

More information about each of these steps is provided in their specific sections of the rulebook. If at any point a player has to draw a card, and no more cards are remaining in the **main deck**, the **discard pile** is shuffled back into the **main deck** and then the cards are drawn.

When a turn is ended, the next player in clockwise order starts their turn. This is repeated until a player **wins the game**.

Playing cards

Only one card can be played per turn, and all cards consist of two parts, the **immediate effects** at the top and the **continuous effects** at the bottom, as shown in the figure:

When a card is played, their **immediate effects** are applied. Then, if the card contains continuous effects, it is placed on the **board** and the **continuous effect** is applied from that point onwards. If the card does not contain continuous effects, it is placed in the **discard pile**.
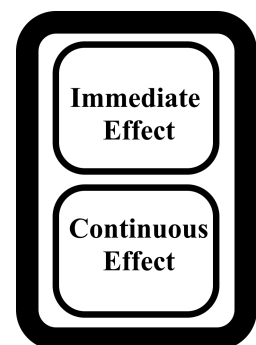
Information of each one of the different Immediate and Continuous effects can be found in the **Card effects** section of the rulebook.

Immediate Effect

Continuous Effect

Board Overview

When a card with continuous effects is **played**, they are placed on the **board**, which is organised into the following elements:

- **Main deck:** Contains the cards of the game.
- **Discard pile:** Contains cards that have been discarded or removed from the board.
- **Resource piles:** Cards that have been played and are grouped according to the resource they produce. The cards in the piles are organised as a stack and new cards are put at the top of the pile. The resources present in the game are Chemicals, Wood, Gears and Steel.

Resource Piles

1x Wood
2x Gear
1x Chemical
3x Iron

Main Deck   Discard Pile
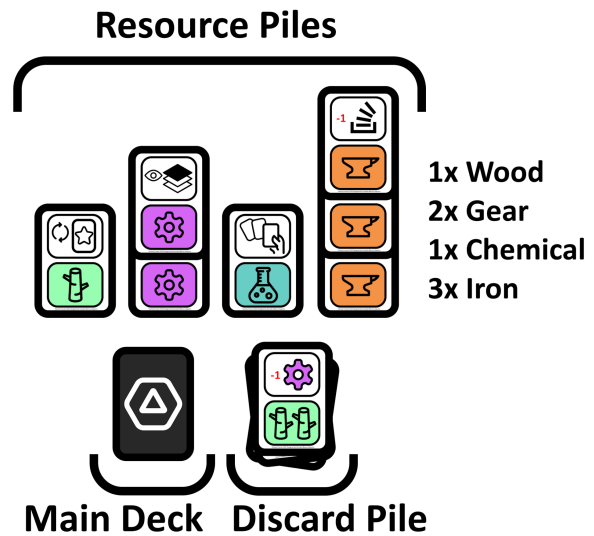
The **board** is public and affects all players. When a resource is added to the **board**, all players can benefit from it in order to complete their **recipes**. In the example figure, there is a total of 1 Wood, 2 Gears, 1 Chemical and 3 Irons present on the board.

Winning the game

The process of winning the game consists of two parts, declaring that you are going to build the secret **recipe** and completing the **recipe**.

During a player's turn, they can declare that they are going to build the **recipe** if enough resources to complete it are present on the **board**. When this is done, the **recipe** has to be revealed, visible for all players.

When a player starts their turn, if they have previously declared that they can build the **recipe** and the required resources are present on the **board**, they **win the game**.
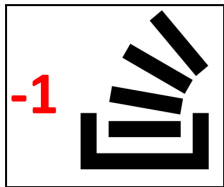
Card effects
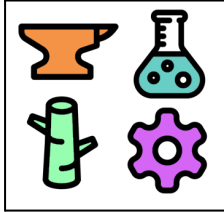
For each symbol, add one resource of the specified type to the shared resource pool among all players.
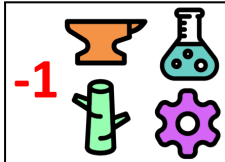
Remove the top card of the specified **resource pile** and place it in the **discard pile**. This effect cannot be played if no card would be removed.
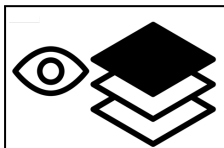
Remove the top card from any **resource pile** and place it in the **discard pile**. This effect cannot be played if no card would be removed.
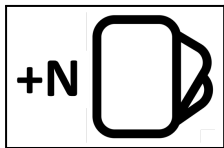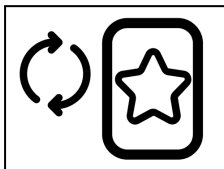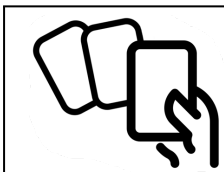
Draw N cards from the **main deck**.

Discard N cards into the **discard pile**.

Look at the top three cards of the **main deck** and return them in any order.

Target player and you exchange your **recipes**. The recipes are returned to each player's hand and are no longer revealed nor declared for completion.

Take a random card from a player's hand. **Recipe** cards cannot be stolen.