Furnace

Roger's Rules: Firedrake/BGG

Last edited 2024-03-19

Setup

Each player gets a Start-up card, a Capitalist card, a colour reminder, a set of Capital discs and a variable Capital disc in their colour. (5th player gets 2, and chooses 1, of each.)

If they have the Capitalist card that gives an extra "2", they also take that neutral disc.

Each player gains the resources at the top of their Start-up card plus one Coal.

Set Round counter to 1.

Build Company deck: sort base game cards into 12 piles by illustration and take 2 from each. Mix with all 24 Interbellum cards.

Shuffle Company deck and place it on Round card with Upgraded side up.

Place 2 (④+: 3) Business School cards at the end of the future auction row.

Shuffle all Manager tokens and place them by the Business School cards.

Choose a first player and give them the Eagle marker.

Play 4 rounds.

Round

Auction phase:

1st player cuts Company deck, then deals Ⓟ + 4 cards in a row, basic side up. Place one Manager on each Business School, face up.

From 1st player in rotation, each player places one disc on a card.

May not be same value or same colour as an existing disc on that card. Variable Capital disc has value = coal spent. "The X value disc" is never the Variable Capital disc.

Left to right, resolve cards. If no disc, discard the card. If one or more, highest bid gets the cad, everyone else gets compensation (resources at top of card, or processing effect, × disc value).

Business School cards give their manager token to the winner, compensation to everyone else; for value > 1 compensation may be split between the two options.

All discs return to players.

Production phase:

Place Managers on Companies or Start-ups, one per card.

Simultaneously if desired, each player activates their company cards, once each but in any order. Complete one card's effects before going on to the next.

Remove Managers from cards but retain them.

Increment round counter.

End game

At the end of round 4, winner is player with most money, break ties wth most cards, break ties with most resources.