

2-4
10+
45min

Little FACTORY™

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RULES

You arrive in the valley with only a few coins in your pocket. Resources are so plentiful you don't even know where to begin! Will you use grain to bake bread or feed your cow? Across from the wheat field, you are already imagining your windmill turning calmly with the wind. It's up to you to produce, sell, trade, block your opponents... and earn valuable influence points!

CONTENTS



44 Resource cards



x5 x3 x3 x3 x2

16 Level I Resource cards

(5 Wood, 3 Wheat, 3 Clay, 3 Stone, 2 Cotton)



19 Level II Resource cards



9 Level III Resource cards

30 Building cards

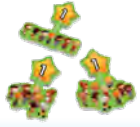


5 Starting Building cards



25 Special Building cards

12 Influence Point tokens



4 Starting Money tiles



OVERVIEW AND GOAL

In *Little Factory*, your goal is to become the best merchant! Starting with just a few Coins, produce or trade Resources to acquire more valuable ones. Construct Buildings to gain new Resources more

easily, and earn Influence Points as proof of your hard work. Choose wisely to become the player with the most Influence Points and win the game!



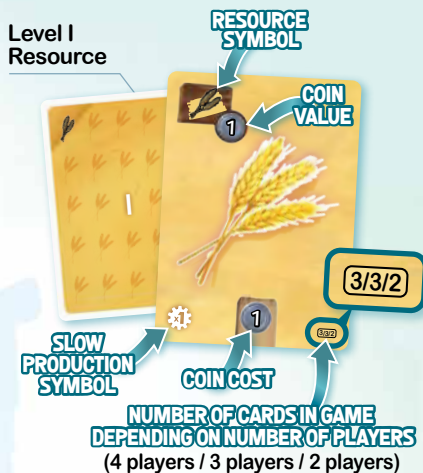
GAME ELEMENTS

Resource Cards

There are 3 types of Resource cards:

- Level I Resource cards
- Level II Resource cards
- Level III Resource cards

To obtain cards from Level II and III, you'll need Resources from the previous level(s). The **Resource and Coin Costs** are found at the bottom of each card. You will also find the **number of copies** of each card in the game there, depending on the number of players. The **Resource symbol and Coin value** are shown in the top left of the card.



Level II Resource



Level III Resource



Building Cards

There are 2 types of Building cards: Starting Buildings and Special Buildings. Starting Buildings, marked on the back with a symbol in the top-left corner, ensure that each game starts off balanced for all players. Special Buildings, with no marks on the back, provide a variety of opportunities each game.

The **Resource and Coin Costs** are found at the bottom of these cards. The number of **Influence Points provided by the Building** is shown above the illustration. The **Building's effect** is shown at the top of the card on the dark wooden plank.

Starting Building



Special Building



Starting Money Tiles

Starting Money tiles are **only used at the beginning of the game** and let players get Resources quickly. Once this money is spent, the tiles are put back in the box. The **Coin value** of the tile is shown in the top left.











Influence Point Tokens

Influence Point tokens show how many Influence Points you've earned during the game, aside from the ones shown on your Building cards. These tokens are worth **1 Influence Point** each. They show just how successful your business is!



SETUP

- 1 Separate the cards into **different decks according to their backs**.
- 2 In the middle of the table, **put face-up stacks** of each type of **Level I Resource** in a row. The number of cards in each stack depends on the number of players (see the table below). Put unused cards back in the box.
- 4 **Do the same thing with the 9 Level III Resource cards** above the Level II cards.
- 5 **Shuffle the 5 Starting Building cards and reveal one more than the number of players**. Place them in a row above the Level III Resource cards. Put the unused Starting Buildings back in the box.

Number of Players	Number of Level I Resource Cards				
					
	5	3	3	3	2
	4	3	3	2	1
	3	2	2	2	1

EXAMPLE

In a 3-player game, reveal 4 Starting Buildings.

- 3 **Shuffle the 19 Level II Resource cards and make a face-down deck** above the row of Level I Resource cards. Turn over the first card and place it next to the deck, then keep revealing cards and placing them in a row. **If you reveal a Resource type that is already in the row, put it on top of the already-revealed card, creating a face-up stack of the same Resource type.** Continue revealing cards **until 5 different types of Resources are revealed.**



8



- 6** Shuffle the 25 Special Building cards and make a face-down deck above the Level III Resource cards. Reveal Special Buildings until there are 5 total revealed Buildings.

EXAMPLE

In a 4-player game, there are already 5 revealed Buildings (all Starting Buildings), so you do not reveal any Special Buildings.

- 7** Group the 12 Influence Point tokens together below the Level I Resource cards.

- 8** Randomly choose the first player. They take the 3-value Starting Money tile. The player to their left takes the 4-value tile, and so on, until **every player has a Starting Money tile that is worth 1 more than the player to their right.**



GAMEPLAY

Little Factory plays over **several rounds**, until one player gains their **10th Influence Point** or **there are no more unclaimed Influence Point** tokens.

Starting with the first player and going clockwise, **players will take turns**.

TURN OVERVIEW

On your turn, play through these phases in order:

- **Start of Turn: Activate Buildings**
- **Player Action**
- **End of Turn: Activate Buildings**
- **Reveal New Cards**

Start of Turn: Activate Buildings

During this phase, you **may** activate some or all of your Buildings, in the order of your choice. **Each Building can only be activated once per turn**. You can activate a Building during the same turn you constructed it.

When you cannot or don't want to activate any more of your Buildings, continue to the **Player Action Phase**.



Activating Buildings

Activating a Building lets you carry out the card's effect, described on the dark wooden plank at the top of the card. These effects will either let you gain Influence Points or take Produce actions outside of the Player Action Phase.

AVAILABLE CARDS

*Cards are available if they are **face up in the middle of the table and not in the discard pile**.*

You cannot produce or gain a discarded card. You will need to wait for a future turn, after the discard pile is shuffled and the card is once again face up in the middle of the table.

DISCARD

*When you discard a **Level I Resource**, simply put it back face up in the middle of the table. It is now available again.*

*When you discard a **Level II or III Resource card**, place it in the discard pile next to its corresponding deck. This card is unavailable until it is face up in the middle of the table again.*

*When you discard a **Starting Money tile**, put it back in the box.*

A Whenever you see a Resource with a **colorful background on the left side of a wooden arrow**, this means you must **discard** a Resource card of this type from your hand. Several Buildings require you to spend Resources in this way when activating them.

B The **slash symbol** means that **you can choose** one the options shown on either side of the slash. You only need to pay one of these options. If this symbol is not shown, you must pay all of the Resources shown.

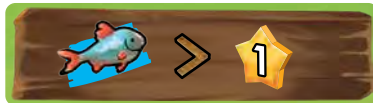
C When a Resource is shown in a **card shape**, this means you must **reveal** that type of card from your hand and show it to the other players **without** discarding it.

D Whenever you see a wooden arrow, you must pay the cost on the left before receiving the Resource shown on the right. If you cannot pay the entire cost, you do not receive anything.

E When a Resource is shown to the right of an arrow, this means you gain it: **take it into your hand if it is one of the available cards**. Certain Buildings let you gain Influence Point tokens in this way. When you gain an Influence Point token, place it on top of the corresponding Building. This is the only way to gain these tokens.



You decide to activate your Pond since you have a Fishing Pole card in your hand. You reveal it to the other players, then put it back in your hand. Then you gain an available Fish from the middle of the table.



You activate your Fisherman and discard a Fish card from your hand. Then you gain an Influence Point token from the middle of the table and place it on top of the Building that is attracting the crowd.



Player Action

During this phase, you must take **one** of the following two actions:

➤ **Produce:** This action lets you gain a **single Resource or Building card** from the middle of the table by paying the Resource cost.

OR

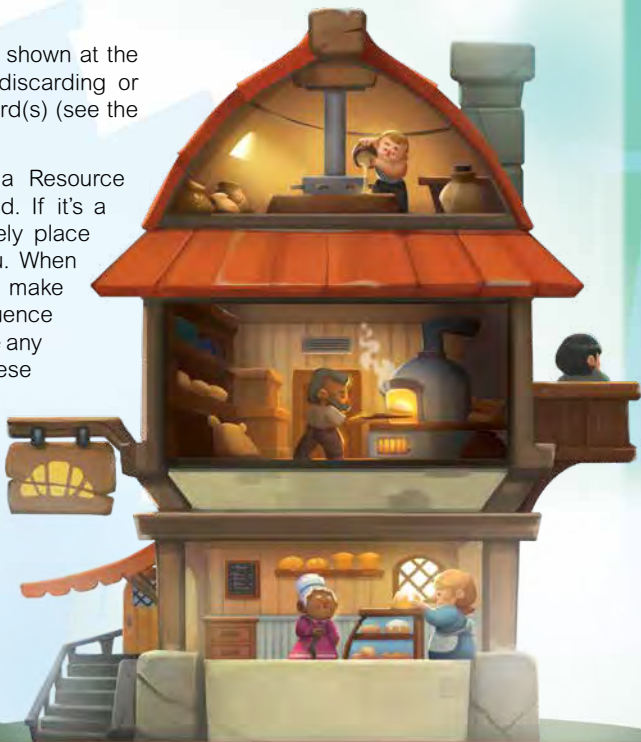
➤ **Trade:** This action lets you gain **one or more Resource and/or Building cards** from the middle of the table by paying the Coin cost(s).

Produce

To Produce a card, follow these steps:

- Choose one **available** Resource or Building card from the middle of the table.
- **Pay the Resource Cost** shown at the bottom of the card by discarding or revealing the required card(s) (see the box on page 9).
- **Take the card.** If it's a Resource card, add it to your hand. If it's a Building card, immediately place it face up in front of you. When you Produce a Building, make note of your new Influence Point total, but do not take any tokens. You only gain these tokens through certain Building effects.

You can never have more than 7 Resource cards in your hand at a time, not even temporarily.



PAYING THE RESOURCE COST

The Resource Cost you must pay to Produce each Resource and Building card is shown at the bottom of that card.



- ▶ The Resource cost for a card is shown on one or more light wooden planks. If there is only one plank, you must pay everything shown to gain this card. If there are multiple planks, choose one of the planks and pay everything shown on that plank to gain this card.



Important! Coins are not Resources, so the Coin cost shown at the bottom of a card can only be paid when taking the Trade action, not the Produce action.



- ▶ If a Resource is shown like this, with a colorful background, you must discard a card of that type from your hand.



- ▶ If a Resource is shown like this, in a card shape, you must simply reveal it to the other players from your hand.

Produce

EXAMPLE



You want to Produce Yarn. You must choose between discarding a Cotton or revealing a Sheep from your hand to the other players .



Trade

To Trade for an available card, follow these steps:

- **Discard one or more cards from your hand.** Add the sum of the Coin values shown in the upper-left of each card to determine how many Coins you can spend.
- **Gain one or more cards** from those available in the middle of the table. The sum of the Coin values of the cards you gain cannot exceed the amount of Coins you can spend. If there are any Coins left over, you lose them.



Either the number of cards you discard or gain must be 1.

This means that if you only discard 1 card from your hand, you can gain multiple new cards. However, if you discard multiple cards from your hand, you can only gain 1 new card.

If you gain Resources, add them to your hand. If you gain Buildings, place them face up in front of you.

On your first turn, you can only Trade. Your Starting Money tile can be traded for one or more cards. When you discard Starting Money tiles, put them back in the box.

You can never have more than 7 Resource cards in your hand at a time, not even temporarily.



EXAMPLE

Trade



You discard your Yarn and Bread for a total of 14 Coins. You decide to gain the Cheese Shop by spending 12 Coins. The 2 leftover Coins cannot be spent, since by discarding multiple cards for Coins, you can only gain 1 new card.

After taking your Produce or Trade action, continue to the **End of Turn: Activate Buildings Phase.**

End of Turn: Activate Buildings

During this phase, you may activate some or all of your Buildings that you haven't yet activated this turn, in the order of your choice. **Each building can only be activated once per turn.** A Building you activated at the beginning of your turn cannot be activated again during this phase. You can activate a Building you just constructed.

When you cannot or don't want to activate any more of your Buildings, continue to the **Reveal New Cards Phase**.



There is a Special Building that lets you take a Trade action.



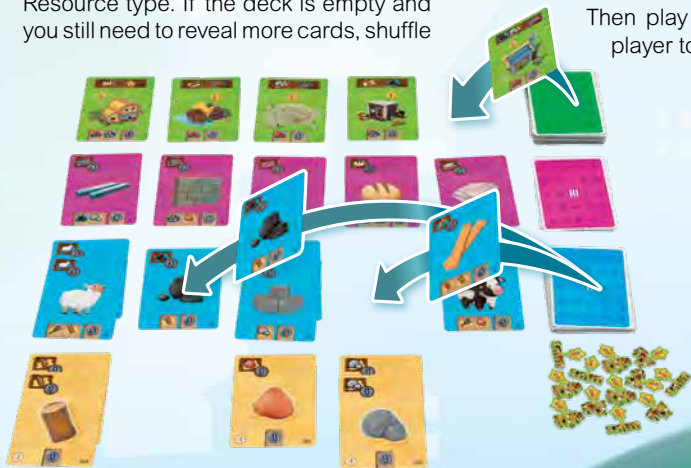
Discard 1 Level III Resource from your hand, then gain 1 or more available Resource cards, making sure the total Coin value on these cards does not exceed the Coin value of the card you discarded.

Reveal New Cards

During this phase, reveal as many cards as are needed until the row of Level II Resource cards has 5 **different** Resources. **If you reveal a Resource type that is already in the row**, put it on top of the already-revealed card, creating a face-up stack of the same Resource type. If the deck is empty and you still need to reveal more cards, shuffle

the corresponding discard pile to make a new deck, then continue revealing cards. Do the same thing with the Level III Resource and Building cards. Since these Resources and Buildings are all different, you simply need to reveal cards until there are 5 in each row.

Then play continues with the player to your left.



END OF THE GAME

At any point during the game, if either of these two conditions are met, the game ends immediately:

➤ **There are no more Influence Point tokens available.**

If the game ends this way, add up the Influence Points shown on your Building cards and your tokens. **The player with the most Influence Points wins the game.** If there's a tie, they share the victory.

➤ **A player reaches or exceeds 10 total Influence Points** (counting both Buildings and Influence Point tokens).

If the game ends this way, this player wins the game.

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CONVERSION CHART

→ Discard Resource

---> Reveal Resource

