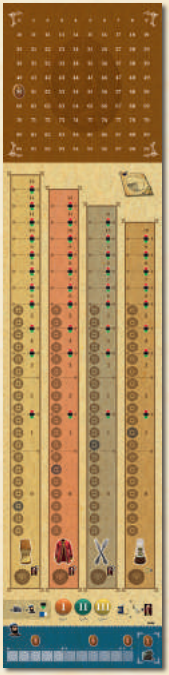


In the 18th century, the Industrial Revolution began. In a major shift away from hand produced goods, businessmen such as Richard Arkwright founded the first factories, factories that relied heavily on mechanized production of goods.

In *Arkwright: The Card Game,* you're an entrepreneur who will build factories and employ workers to produce and sell goods. The more workers you employ, the more products you can sell. But be prepared for crises and competitors...

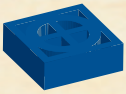
Game Materials



1 market game board



4 demand markers



1 wages marker



1 round marker



1 decade marker

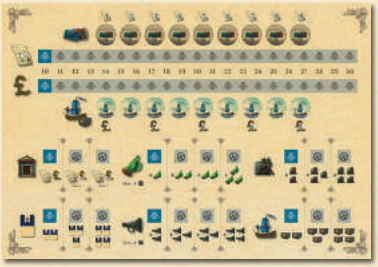


24 development cards



1 starting player card

In each of the 4 player colors:





4 restriction tokens

1 engineer token

1 player board
(Which includes the restriction tokens and the engineer token)



4 factories



9 shipping tokens



9 loan tokens



4 factory tokens



1 +£100/+£200 token



1 machine token



8 worker cards



4 office cards



2 small warehouse cards



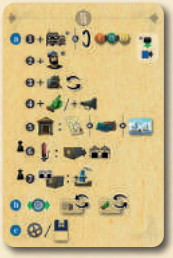
3 quality cards



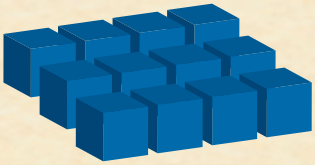
2 distribution cards



1 shipping card



1 player aid



12 markers
to indicate appeal, developments, shares and share value



1 money disc

Setup

1. Determine a starting player and give this player the **starting player card**.
2. Every player receives in the player color of their choice:

   - **A** 1 **player board**
   - **B** 4 **factories**
   - **C** 4 **factory tokens**
   - **D** 9 **shipping tokens**
   - **E** 9 **loan tokens**
   - **F** 1 **machine token**
   - **G** 1 **+£100/+£200 token**
   - **H** A set of 21 cards:
     - 8 **worker cards** (4 for position and 4 for position)
     - 4 **office cards**
     - 3 **quality cards**
     - 2 **distribution cards**
     - 2 **small warehouse cards**
     - 1 **shipping card**
     - 1 **player aid**
   - **I** 12 **markers** to indicate appeal, developments, shares, and share value
   - **J** 1 **money disc**



3 Place the **market game board** in the middle of the table. Be sure to place the correct side of the board faceup, matching the player count.

A The market shows the **appeal** and **demand** for food, clothes, cutlery, and lamps. Every player places 2 **appeal markers**, one on each appeal track that matches their open factories (see step 6). The position of the **appeal marker** depends on the total appeal value of the corresponding factory. Therefore, the appeal markers start on the space with appeal value 0. Players keep their remaining 2 appeal markers in their reserve for later use.

B Place a **demand marker** on the starting position of each appeal track, as depicted on the board.

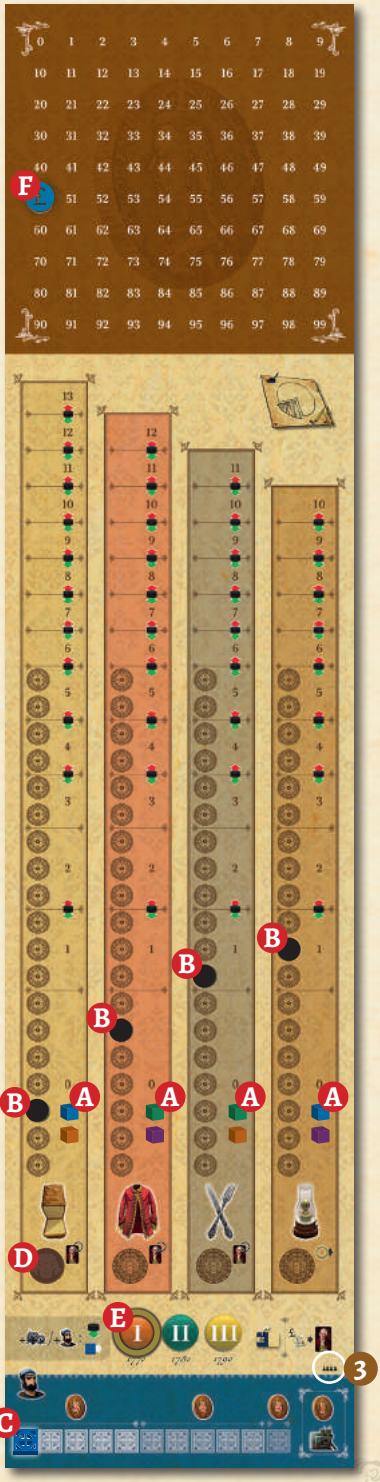
C Place the **wages marker** on the wages track on the depicted starting spot.

Note: *The wages marker will move to the right each time any player adds new workers to their factories, whether by building a new factory or by employing new workers.*

D Place the **round marker** on the appropriate space underneath the food appeal track. That is the active good for this round.

E Place the **decade marker** on the first space of the decade track.

F Every player places their **money disc** on £50 on the money track.



In a 2-player game, add 4 appeal markers of an unused player color to the market:

- Appeal markers on value 3 on the food and clothes tracks
- Appeal markers on value 2 on the cutlery and lamps tracks

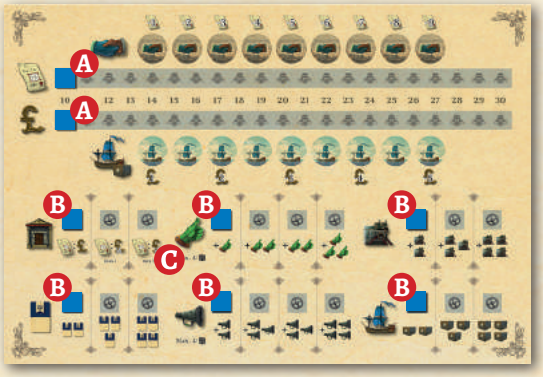
These appeal markers represent a neutral third player. At the end of every decade, the appeal of the neutral player will improve by 1 step on every appeal track.

4 Place **development cards** near the **market board**, as a general supply, according to the player count, as depicted on the cards:

2 players or more	3 players or more Add these cards:	4 players Add these cards:
 2x Patent (n°11)	 1x Patent (n°11)	 1x Patron Cutlery / Lamps (n°7)
 2x Engineer (n°12)	 1x Engineer (n°12)	 1x Patron Clothes / Cutlery (n°7)
 1x Large warehouse (n°13)	 1x Large warehouse (n°13)	 1x Patron Food / Lamps (n°7)
 1x Entrepreneur (n°1)	 1x Extra Shift (n°3)	 2x Inventor (n°8)
 1x Extra Shift (n°3)	 1x Patron Food / Clothes (n°7)	
 2x Workshop (n°4)	 1x Patron Food / Cutlery (n°7)	
 2x Foreman (n°5)		

5 Each player places their **player board** in front of them and places 8 **markers** on the appropriate tracks:

- **A** 1 **share marker** to indicate the number of shares in your possession (10) and 1 **share value marker** to indicate their value (£10)
- **B** 6 **development markers** to indicate the status of your developments
- **C** Make sure the **engineer token** is placed with the "max. 4/" side faceup



6 Every player places 2 starting **factories** in front of them according to the player count. These are your open factories that will produce goods. Be sure to use the decade I (I) side. Also, every player starts with 1 development card (from the general supply) or 1 development on their player board.

	Player 1	Player 2	Player 3	Player 4
	+	+	-	-
	(n°5)	(n°4)	-	-
	+	+	+	-
	+	(n°4)	(n°5)	-
	+	+	+	+
	+	(n°5)	+	(n°4)

Then place a **factory token** on the 4th spot (appeal value 0) of each open **factory**. Keep the remaining 2 in your reserve for later use.



Here's an overview of how each factory is organized. A factory always consists of a factory tile and an office card slid under the right side of that factory. To the left of the factory, you will place the worker cards and the warehouse cards (small and large). To the right of the office card, you will place quality and distribution cards. The silhouettes you see on top of the worker cards (and), office cards ( ) and warehouse cards (or) let you know the positions of these cards around your factory.



7. Add the appropriate **worker card** (position) to the left of each of your open **factories**. Be sure to use the decade I ( ) side. Slide the right half of the cards (with machinery) underneath the factories.
8. Add the appropriate **office card** to the right of each of your open **factories**. Use the price side to begin with and slide the appeal side underneath the factory.
9. Every player places their **shipping card** in front of them with the 2 ships faceup.
10. Keep the 2 remaining **factories** and the remaining cards in your reserve for later use:
    - Your remaining **office cards** can come into play whenever you build a new factory.
    - Your remaining **worker cards** can come into play whenever you do the Employment action.
    - You can use your **warehouses** whenever you cannot sell all your goods to the home market.
    - Your **quality** and **distribution cards** can be used to improve the value and appeal of your goods in the production phase.

You are now ready to play **Arkwright: The Card Game!**











After you have played a few games of Arkwright: The Card Game, you are ready to use some or all of the expert variants. You may choose which ones you implement or not. The following setup steps can be modified:

4 **Place these development cards** near the **market game board** as a general supply:

- Entrepreneur (1x)
- Engineer (one less than the player count; e.g. 2 Engineers in a 3 player game)
- Patent (one less than the player count)

Then return the remaining **Engineer** and **Patent cards** to the box.

Shuffle all the remaining **development cards**, disregarding the player count icons on the cards. As the cards are double-sided, flip some cards now and then while shuffling to get a good mixture.

Add 4 **development cards** per player to the general supply of cards that is already on the table. (E.g. In a 3 player game, there are already 5 cards on the table, and you add 12.)

Of each type of **development card**, there should be no more on the table than the player count minus 1. Simply flip a card if it is on the table too many times. If this causes another type of card to exceed the maximum amount, replace the card with a new one. Repeat this until each type of card does not exceed the player count minus 1.

Note: *The different types of Patrons do not count as identical cards.*

Return the remaining **development cards** to the box.

5 Use the **restriction tokens** ( ) on your **player board** to play with a decade restriction. Developments will only become available when you are in the right decade or further, when technological knowledge has reached a higher level. You are only allowed to mark the next development level if the indicated decade is reached or passed.

Some development cards allow you to ignore the decade restriction ( ) of specific developments. When you acquire such a **development card**, flip the appropriate **restriction token** to its side and ignore the decade restriction for the remainder of the game, or until you discard the **development card**. These **development cards** offer this feature:

- **Trade office** for shipping development
- **Workshop** for machine development
- **Patent** for distribution development
- **Engineer** for quality development

See page 23 for an explanation of the development cards.

6 Instead of the default setup, **players can choose their starting factories and developments:**

In player order (starting with the start player and then in clockwise order), **each player chooses one factory** from their reserve and places it in front of them (add the **office card** and the appropriate **worker card** as described in the default setup). Then, in reverse player order, **each player chooses a second factory** from their reserve and places it in front of them.

Then, still in reverse player order, **each player may choose one development** on their player board or **one development card** before the game begins.

9 Keep your **shipping card** in your reserve. **You start the game without any ships.**

11 Before the game begins, **each player decides how many shares** they want to purchase, and moves their **money disc** and **share marker** accordingly. Players start with £50 and the price of each share is £10. For more expert gameplay, see page 15.

Note: *The game will last about 30 minutes longer with all the additional rules.*

The game is played over 3 decades (I = 1770, II = 1780, III = 1790) of 4 rounds each.

Each round consists of 3 phases:

1. Action Phase
2. Production Phase
3. Preparation for the Next Round

1 Action Phase

In player order, each player will perform 3 steps during their turn:

- a **Perform One Action**
- b **Determine The Price and Appeal of the Active Good**
- c **Develop**

After these 3 steps are completed, the next player will continue in clockwise player order. When all players have taken one turn, the action phase is finished, and the production phase begins.

a Perform One Action

When it's your turn, you may choose **one** of these actions:

1. Build and/or Upgrade Factories
2. Employ workers
3. Automate Production
4. Add Quality or Distribution
5. Stock Exchange
6. Extra Production (expert variant)
7. Early Shipping (expert variant)

1 BUILD AND/OR UPGRADE FACTORIES

Building factories allows you to produce new product types. Upgrading factories will allow you to increase the production volume of your goods.

With this action, you may **build** + **any number** AND/OR **upgrade** **any number** of your **factories**.

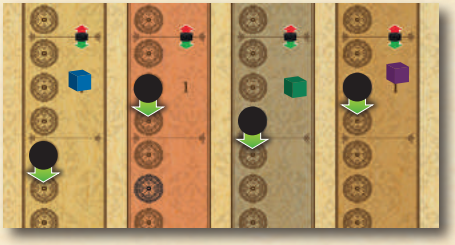
Note: *In decade III, building a new factory is only allowed if it will produce in one of the remaining rounds.*

For each factory that you build: +

- Place a **factory** from your reserve in your playing area. Be sure to place the correct decade side faceup: decade I if this is decade I, decade II if the game is in decade II or III.
- Add the appropriate **office card** to the right of the **factory**. Use the price side to begin with and slide the appeal side underneath the factory. ***Important:*** *Do NOT add a worker card to a new factory. This is only done during the setup of the game or by the Employment action.*



- Place one of your **factory tokens** on the 4th spot (appeal value 0) of the **factory** and place an **appeal marker** on value 0 of the appropriate appeal track on the **market board**.
- If you build (not upgrade) at least one new factory:
  - **Move the demand markers** of **all** 4 goods one step downwards *(When you build a factory, there are more workers with an income. This increases purchasing power, and thus the demand for all goods.)*
  - **Move the wages marker** one step to the right





For each factory that you upgrade:

- Flip your **factory** to the decade II side (provided that the game is in decade II or III). Replace the **factory token** on the same appeal value as it was before.
- If the factory has any **worker cards**:
  - In decade II: Only flip the worker card on position
  - In decade III: Automatically flip all worker cards of the factory

  Note: *Be careful NOT to rotate the worker card. The number of machines should remain the same before and after your upgrade.*

2 EMPLOY WORKERS

Let others do the work. By adding new workers, you can increase your production volume.

With this action, you may **add any number of worker cards +** from your reserve to your **factories.** Add 1 or 2 worker cards to the left side of each factory that you want to allocate more workers to.

Worker cards have to be placed in the correct order, as depicted on the card. Any factory can have up to 2 worker cards.



Be sure to use the correct decade side, matching the current decade (or the previous decade if the current decade is not on the card). Slide the right half of the cards (with machinery) underneath the factory.

Note: *In decade III, adding new workers is only allowed in factories that will produce in one of the remaining rounds.*

After adding one or more worker cards:

- Move the demand markers of all 4 goods one step downwards. *When there are more workers with an income, this increases purchasing power, and thus the demand for all goods.*
- Move the wages marker one step to the right (regardless of how many workers you added to your factories).

Note: *You cannot build a new factory with this action.*

Note: *Worker cards can never be removed. Do not underestimate the impact of wages.*

3 AUTOMATE PRODUCTION

You cannot stop evolving your business. By replacing workers with machines, you can reduce the costs of your production.

With this action, you may **replace workers with machines +** by rotating one or more **worker cards**.



The maintenance of a **machine** will cost you only £1 instead of the normal worker wages.



These rules apply:

- You may add **machines** to different factories at the same time. The development level for machinery on your player board determines the maximum number of machines that you may add to your factories during one turn.



- When a card depicts **2 machines**, but you only have 1 machine left to add, don't rotate the card but **add a machine token** to it. The next time you perform this action, you **must** first remove the machine token and rotate the card before replacing any other workers with machines.



4 ADD QUALITY OR DISTRIBUTION

By adding quality or distribution, you can increase your appeal or revenue.

To add quality + **or** distribution +, you may do **either** or **both** of the following:

- Take one or more available **quality** or **distribution cards** from your reserve and add them to the right of one or more of your **factories**



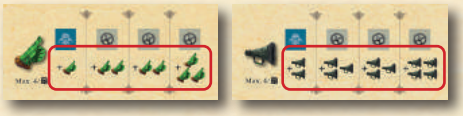
- Rotate, flip, or replace a quality or distribution card next to your factories to increase its value

By adding distribution, the appeal of your good will increase. If you add quality, you may choose how you rotate your card, adding either appeal or price.

Adding quality or distribution is limited by the cards you have available in your reserve. The development cards Patent or Engineer will allow you to add more distribution or quality cards to your reserve.

These rules apply when adding quality or distribution:

- You may **not** add quality and distribution during the same turn.
- The development level for quality or distribution on your **player board** determines the maximum amount of quality or distribution that you may add to your factories during one turn.



- The maximum total distribution value that you may allocate to each factory is 4. As every distribution card has a value of up to 4, you will never need to add more than one distribution card to a factory.
- The maximum total quality value that you may allocate to each factory is 4. That can be the sum of 2 quality cards added to the same factory. ***Note:*** *If you own the Engineer development card, the maximum quality limit is raised to 6 in ALL of your factories.*



- You may remove a quality or distribution card from a factory and add it back to your reserve, to have it available for another factory. You may also switch quality cards between factories or between a factory and your reserve, keeping in mind, however, that the quality or distribution value of one factory can never be moved to another factory. If you decrease the total value of quality or distribution in a factory, for whatever reason, any decreased quality or distribution value will be lost.

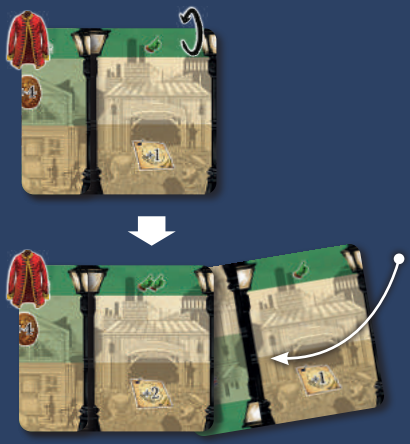
Note: *Adding quality or distribution may affect the appeal of your good. But you will determine the final appeal of your good and adjust your appeal marker during step b (see 'Determine Price and Appeal' on page 15). There is no need to move your appeal marker immediately.*

Also, it may seem that adding distribution is more rewarding than adding quality, but you should keep in mind that the distribution value of your goods will be reduced by one each time it is produced (see the end of production phase on page 21).

Example 1: *Rafaël's food factory has a distribution card of value 1. He wants to improve distribution to 3 and flips the distribution card to value 3 to do so.*



Example 2: *Sebastian's clothes factory already has a quality card of value 1. He wants to improve the quality to 3. But he used his quality card of 3 for his lamp factory earlier in the game. He decides to flip the quality card of value 1 so that it becomes a quality of 2, and then adds another quality card of value 1 to the same factory, to give it a total of 3 quality.*



Example 3: *Eva's clothes and food factory both have a quality value of 2. She wants to improve the quality of both factories to 3. She removes the quality card of her food factory and replaces it by the quality card with value 3. Then she adds a quality card of value 1 (that she just removed from her food factory and is now available again) to her clothes factory, which brings the total quality value of that factory to 3 as well.*



Example 4: *Wim obtained the engineer development card and added it to his food factory in a previous turn. His food factory now has a quality value of 5. His clothes factory has a value of 4, and his 2 remaining quality cards are used for a total of 3 quality for his cutlery factory.*



He is allowed to add 2 quality during this action. He would like to increase the quality value of his clothes factory to 5 and the quality of his cutlery factory to 4. For his cutlery factory, he can simply flip one of its quality cards.



But to increase the quality value of his clothes factory, he will need to switch some cards, as he has no quality cards remaining in his reserve. He switches the Engineer card from his food factory with the quality card from his clothes factory. That decreases the quality value of his food factory by 1 and increases the value of his clothes factory from 4 to 5. He may not use the decreased quality value of his food factory to rotate his engineer card to a value of 6. The decreased value is wasted.



5 STOCK EXCHANGE

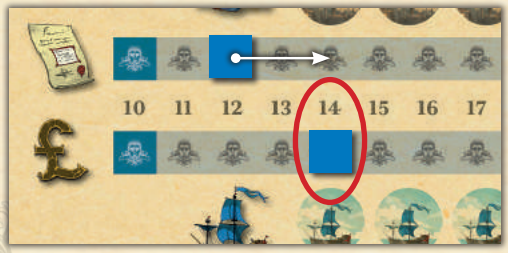
In the end, it is all about your belief in your own business.

With this action, you may perform one or more of these steps, in the order shown:

1. Buy Shares

Buy any number of **shares** that you can afford.

The current **share value** £ on your **player board** is the basic price for each share that you buy. Add shares to the share track on your player board and pay by moving your **money disc** on your money track accordingly.





You may **not take a loan** from the bank at this stage, and you may not buy more shares than you can afford.

If you improved this action on your player board, **you can buy shares at a discount** (see Take one development, page 17). This development only applies **once per turn**, but you can always purchase additional shares at the regular share value.



Note: *Shipping (see page 20) does not decrease the purchase price of your shares during the game. That penalty is only applied at the end of the game.*

2. Take Bank Loans

You may take as many bank loans as you wish, up to a maximum of 9 for the whole game.

For each loan that you take:

- Add a loan token to your player board filling the track from left to right.



- Add money to your money track equal to the current value of one share.

Note: *During final scoring, each loan that you took will reduce the number of shares in your possession by one.*

3. Reactivate Ships

If you used any of your ships (see Shipping, page 20), you can now reactivate them. Place your shipping card with the 2 ships faceup.



After you have played a few games of **Arkwright: The Card Game**, you are ready to use the extra actions **Extra Production** and **Early Shipping** as an expert variant.

6 EXTRA PRODUCTION

With this action, you may **produce goods in one or more of your factories.**

In each factory, you may decide to:

- Only let the factory itself produce, **without any of its worker cards**
- OR only let the factory and its **first worker card** produce
- OR let the factory and **both of its worker cards** produce

All the **goods** that you produce during this action have to be put in one or more **warehouses** in the factory that produced them. Goods that cannot be stored are wasted.

All the regular rules for production apply. But you pay the production costs (fixed costs, wages, maintenance) only for the factories and worker cards that you used to produce goods.

7 EARLY SHIPPING

With this action, you may **ship any number of goods** that are in one or several of your **warehouses**.

Use your available **ship(s)** as you normally would when in the shipping step of the production phase (see page 19), with the exception that you may now ship stored goods from several of your factories at once.

All the normal rules apply:

- Reduce the number of goods in your warehouses for every good that you ship. Take a warehouse back into your reserve if you shipped all its goods.
- Gain income for each shipped good as depicted on the factory that it was stored in.
- Add a shipping token to your player board for each ship that you used.

b Determine the Price and Appeal of the Active Good

Choose your selling strategy wisely, as your competitors may determine theirs after studying yours.

Skip this step if you don't have an open factory that produces the active good of this round.

If you have an open factory that produces the active good of this round, you **must** produce the active good, and you determine the price and appeal in this step, immediately after performing your one action.

At this stage, you may:

- Move the **factory token** on your producing factory to any of the 4 available spots



- Rotate the **office** and **quality cards** of your producing **factory** to change appeal into price or vice versa

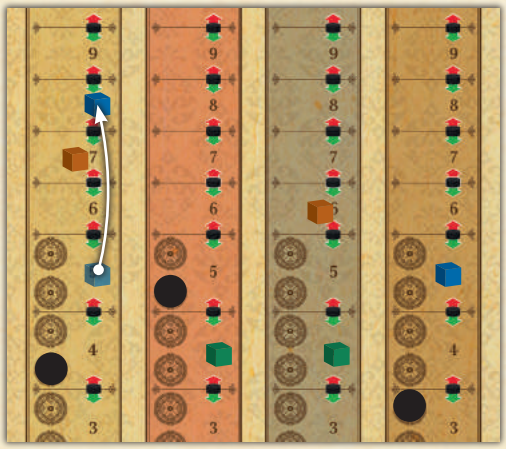


Note: *Rotating office or quality cards or moving your factory token will not adjust the total sum of price and appeal of your factory.*

Then, **determine the total appeal value of the good that you are producing by adding up all the appeal values on your factory and its cards.** Move your **appeal marker** on the appropriate appeal track on the **market game board** to the correct total appeal value.







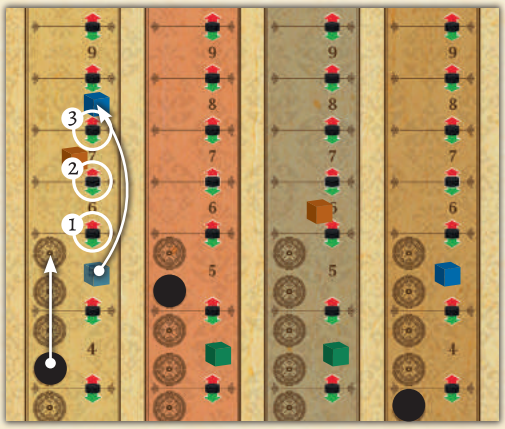
The **price of your good** is the sum of all the coins on your factory and its cards.





For **each** red or green arrow that your appeal marker passes**, move the demand marker of the active good one step in the same direction.**

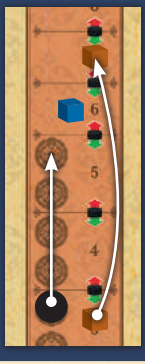




Example: *The active good in this round is clothes. Eva moves the factory token on her clothes factory from the first position to the third position (in decade I this gives her a goods price of 4 and 1 appeal). She rotates her office card to 4 appeal and has no quality card to rotate. However, she does have a distribution card with 2 extra appeal, that she added in a previous turn as her one action. That makes a total of 7 appeal and a total price of 4 per good sold.*



Her appeal marker was on a value of 3. Eva moves the token to value 7, passing 4 red arrows on the clothes appeal track. She moves the demand marker of clothes 4 steps on the demand track in the same direction.



C Develop

To grow your business, it is essential to make the right development choices.

After performing one action and determining your price and appeal of the active good, you may:

- **Take 1 development on your player board** by moving its marker one step
- OR **take 1 development card** from the general supply

DEVELOPMENTS

1. Quality

The initial maximum amount of quality that you can add during one action is 1. You can upgrade this development to be able to add 2 or 3 quality per action.



2. Distribution

The initial maximum amount of distribution that you can add during one action is 2. You can upgrade this development to be able to add 3 or 4 distribution per action.



3. Development Cards

The initial number of development cards that you can have in your reserve and your factories is 2. You can upgrade this limit to 3 or 4 cards.



4. Machinery

Whenever you use the Automate Production action, you may initially replace up to 2 workers with machinery during one action. You can upgrade this development to replace up to 3 or even 4 workers with machinery per action.



5. Shipping

Each ship can initially carry up to 2 goods per ship. You can upgrade their capacity to 3 or 4 goods.



6. Stock Exchange

Initially, you can only buy shares at the current share value.

By upgrading this development, you can buy shares with a discount:

- With 1 upgrade of this development, you can buy 1 share for half the current share value, rounded up if necessary.
- With 2 upgrades of this development, you can buy up to 2 shares for half the current share value each.





This development only applies **once per turn**, but you can always purchase additional shares at the regular share value.



DEVELOPMENT CARDS

For an overview of all the development cards, see page 23.

The number of development cards that you may keep in your reserve and your factories is limited by the development **Development Cards** on your **player board**. You may discard a development card from your reserve or factories and put it back into the general supply to stay within the card limit.

You may not take a development card of the same type that you already possess. However, you may regain a development card that you discarded earlier in the game (but not in the same turn). Different kinds of Patron cards are considered to be separate types of development cards.

Some development cards can only be used by performing the appropriate action after you have added them to your reserve. *(E.g. to use the Engineer card, you take it into your reserve first, and you activate it later by choosing the action* **Adding Quality***.)*

2 Production Phase

Players who do not have a factory that produces the active good, skip this phase entirely. The other players will, simultaneously:

a. **Sell Goods to the Home Market and Receive Income**
b. **Store or Ship Goods and Receive Income**
c. **Pay Production costs**
d. **Increase their Share Value**
e. **Reduce Distribution**

a Sell Goods to the Home Market and Receive Income

The most common way to do business is to sell at your home market first.

To sell goods to the England home market and receive income, you follow these steps:

a. Determine the Selling Quantity

You **must** produce goods if you have an open factory that can produce the active good for this round. **Determine the total number of produced goods by adding up all the good icons depicted on your factory and its worker cards.** You always produce at the maximum capacity of your complete factory.



You **must** sell all the goods produced this turn that you can sell to the home market. The maximum quantity of goods that you can sell to the home market is determined by the appeal and demand of the active good, as indicated on the market game board. **Subtract the demand value from your appeal value to determine how many goods you are allowed to sell to the home market.**



If you produce **at least** the amount of goods that you are allowed to sell to the home market, your selling quantity is equal to the maximum allowed selling quantity. You may store or ship any leftover goods (see next step).

If you produce **fewer** goods than you are allowed to sell to the home market, you may additionally sell goods from your warehouse next to the producing factory, if you have any, until you reach the limit of what you are allowed to sell. **Your total selling quantity is the sum of the produced goods and stored goods that you sell.**

Note: *Your selling quantity to the home market can never be higher than your appeal .*

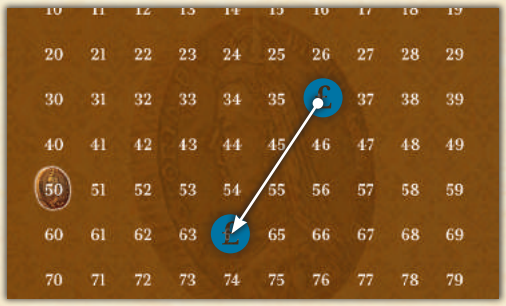
Note: *You cannot sell any goods to the home market if your appeal value is equal or less than the value of the demand marker. Thematically this means that the price of your products is so high that no one wants to buy them.*

b. Determine your income

Determine your income by multiplying the number of sold goods by the price of your goods. The price of your goods is the sum of all the coins on your factory and its cards. Move your money disc accordingly.







b Store or Ship Goods and Receive Income

If the competition on the home market is severe, it may be a good idea to seek opportunities elsewhere. But beware: shipping is dangerous and the fear of your stockholders may weaken your share value.

If you have any leftover goods that you could not sell to the home market in England, either from production or your warehouses, you may do either or both of the following:

- Store the leftover goods in an available warehouse. Storing goods does not gain you any Income.



- Sell the leftover goods to overseas markets by using an available ship.



Your income is the number of shipped goods multiplied by their price. The price of each shipped good is depicted on your factory.



For **each ship** that you used, add a shipping token to your player board filling the track from left to right. You can use up to 9 ships during the whole game.



Note: *You may intentionally drop your appeal value to ship as many goods as possible. However, this strategy will not cause any increase in share value.*

Note: *Goods that you could neither sell to the home market, nor store, nor ship, are wasted.*

Warehouses

All players have two available small warehouse cards in their reserve. Players may acquire an extra large warehouse on one of the development cards.



To indicate storage of goods, simply add a warehouse card to the left side of the applicable factory. A small warehouse can hold 1 or 2 goods. A large warehouse can hold up to 4 goods.

Multiple warehouses can be combined next to the same factory or can be used for different factories. A warehouse can never contain more than one type of goods.

Once the stored goods are sold, return the card to your reserve for later use or rotate (or replace) the card if you did not sell all the goods that you had stored.

If you remove a warehouse with non-active goods (e.g. because you need the card to store goods of the active type), those goods are wasted.

Shipping

In the basic setup, all players start with a shipping card with 2 available ships.



If you have 2 available ships and you use 1, flip your shipping card to the side with 1 ship. If you use your last ship, return the card to your reserve until you reactive your ships. Ships can only be (re)activated during the action phase, with the Stock Exchange action (see page 14).



The ship development on your player board indicates the number of goods each of your ships can carry. Ships don't have to be fully loaded to be able to use them, and you can only ship goods of the active type.



Using shipping will reduce the value of your shares during final scoring, as indicated by the shipping tokens that you added to your player board.



C Pay Production Costs

Running a business is not easy. After deducting all costs, every small profit is a success. For a starting factory, even making a loss is not unusual.

Each player who produced the active good with their factory must pay its production costs:

- **Pay the fixed factory costs** as depicted on the producing factory.



- **Pay wages** for each worker in your producing factory, as indicated on the wages track on the market game board.



- **Pay maintenance** for each machine in your producing factory. The maintenance cost is £1 per machine.



Emergency Fund

*You are **not** allowed to take any bank loans to pay for production. That can only be done as an action (see page 14).*

If you do not have enough money to pay the production costs, you must make use of the emergency fund.

The emergency fund works the same way as bank loans, but you receive only half of the current share value for each loan token that you add to your player board, rounded up if necessary.

In the very rare case that you use up all 9 spots for loan tokens and you still do not have enough money to pay all production costs, your factories are declared bankrupt, and you are out of the game.

d Increase Share Value

If you sold enough goods, the value of your factory will increase.

If you sold at least 2 goods **to the home market** in this production phase, increase your share value by 1. *Shipped goods do not gain you any share value.*



Then, of those players, the player with the **highest appeal value** for the active good adds 1 more to their share value. In case of a tie, no one receives the extra value *(unless one of the tied players uses their* **Entrepreneur** *development card)*.



e Reduce Distribution

Distribution is a slowly deteriorating effect.

Each player reduces the distribution of their producing factory by 1, by rotating, flipping, or removing the distribution card of their factory accordingly.



Factories that did not produce any goods during this production phase are not affected.

3 Preparation For the Next Round

At the end of round 1, 2, or 3, perform the following steps:

a **Move the round marker** to the next round space



b **Pass the starting player card to the next player** in clockwise order



At the end of the 4th round of decade I or II, perform the following steps:

a **Move the round marker** back to the first round space on the food appeal track



b **Move the decade marker** to the next decade space



c **Reactivate all used development cards** with a icon.



d **Determine the new starting player.** Every player multiplies their share value by their number of purchased shares, without taking loans and shipping into account. The player with the lowest amount **chooses** the new starting player. Give this person the starting player card. In case of a tie, the tied player with the least amount of money may choose. If there is still a tie, the tied player closest to the previous starting player, in clockwise order, may choose.



In a 2 player game, at the end of the 1st and 2nd decade, move each appeal marker of the neutral player upwards one space. If any of the appeal markers passes a red arrow, move the demand marker on the same track one space in the same direction.

Then, start the new decade as you did the previous one. If this was the 4th round of decade III, the game ends. Perform the final scoring.



Final scoring

After the 4th round of decade III, the game ends.

All players perform the final scoring:

a **Sell remaining goods in your warehouses,** if any, at a fixed price.



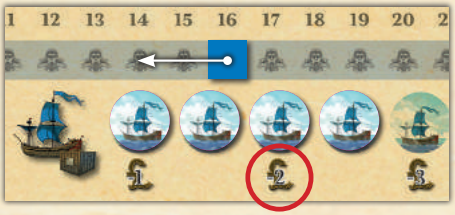
b **Buy as many shares as possible** with your remaining money, at the regular share value price, disregarding any stock exchange development.



c **Reduce the number of your shares** by moving your share marker one step back for each loan (or emergency fund) that you took during the game, as indicated by the loan tokens on your player board.



d **Reduce your share value** by moving your share value marker back the number of steps indicated by the shipping tokens on your player board.



e **Multiply your final share value by your final number of shares.** That is your end score.

The player with the highest end score is the best entrepreneur and wins!

In case of a tie, the player with the most leftover money wins. If it is still a tie, the tied players share the victory and should start a business together in real life.

Credits

GAME DESIGN: Stefan Risthaus • **ARTWORK:** Mehdi Merrouche • **PROJECT MANAGER:** Rudy Seuntjens • **ART DIRECTION:** Rafaël Theunis • **EDITOR & QUALITY CONTROL:** Eefje Gielis • **PROOFREADERS:** Ori Avtalion, Dave Moser, Amanda Erven, Christine Gijbels

The author would like to thank all playtesters, in particular his wife Heike Risthaus, and Volker Wichert, Christian Heider, Robert Rudolph, Karsten Becker, Thomas Gartner, Tim Kühn, André Müller, Jörg Berg, and the gaming groups of Letter and Wolfsburg.

If there is any issue with this product, please contact the vendor where you purchased this game, or contact our customer service at gamebrewer.com/customer-service

Development cards

Some general rules apply to development cards:

- You can never have more **development cards than indicated by the appropriate development on your player board** (see page 17). You can, however, discard a development card to be able to take a new one within your limit.
- **You can never possess 2 development cards of the same type.** However, you may regain a development card that you discarded **earlier** in the game, but not during the same turn. Each Patron card is considered to be a distinct type of card.
- Discarded development cards are placed back in the general supply to become available again for all players.

Note: *The development cards are double-sided. You only use one side, and the cards are never flipped during the game. The* **Engineer, Patent** *and* **Large Warehouse** *are the only exceptions.*

Expert variant: Certain development cards allow you to ignore the decade restriction of specific developments. That means that you can take these developments before the indicated decade has begun.



To indicate this, flip the appropriate restriction token when you acquire such a development card. After discarding the development card, this advantage will disappear (flip the appropriate restriction token if needs be), but you do not have to move any development marker backward.

General iconography for development cards

Rotate this card 90° to the left in order to activate this card's effect. This effect is valid once per decade.

Discard this card and place it back into the general supply to activate this card's effect.

1. ENTREPRENEUR



The **Entrepreneur** card has two functions, one that you may use once per decade, and one that you may only use once.

When acquired, place this card in front of you.

When tied for highest appeal in the production phase, rotate this card 90° to break the tie in your favor. Can be used once per decade.

When discarded (activated as tie-breaker or not) at the end of any round, you may determine the new starting player. If it is the end of a decade, be sure to use this card before the player with the lowest score announces the new starting player.

2. TRADE OFFICE



When acquired, place this card in front of you.

When using at least one ship, rotate this card 90° to add 1 fewer shipping token to your player board. Can be used once per decade.

Expert variant: Ignore the decade restriction of the shipping development (flip its restriction token).

3. EXTRA SHIFT



When acquired, place this card in front of you.

You may discard this card during a production phase to manufacture one extra good with this factory this round.

Expert variant: When discarded during an extra production action, you manufacture one additional good.

4. WORKSHOP



When acquired, place this card in front of you.

When paying Machinery Maintenance for any of your factories, ignore up to 2 machines.

Expert variant: Ignore the decade restriction of the machinery development (flip its restriction token).

5. FOREMAN



When acquired, immediately place this card to the left of one of your factories.

Whenever you have to pay wages for this factory, pay £2 per worker less, for up to 4 workers.

6. BROKER



When acquired, place this card in front of you.

At the end of your action phase, **instead** of taking 1 development on your player board or 1 development card, discard this card to buy up to 2 shares at half the current share value each (rounded up), disregarding the level of your development Stock Exchange. You may not buy any additional shares.

7. PATRON



When acquired, place this card in front of you.

When selling any of the depicted goods to the home market, rotate this card 90° to increase the maximum quantity of goods that you may sell to the home market by one **(without moving your appeal marker or the demand marker)**. Can be used once per decade.

8. INVENTOR



When acquired, place this card in front of you.

When performing the Upgrade Factories action, discard this card to upgrade up to 2 different factories and their worker cards from decade I to decade II (when in decade I), or from decade II to decade III (when in decade II), disregarding the current decade.

Expert variant: At the end of your action phase, **instead** of taking 1 development on your player board or 1 development card, discard this card to take 2 developments on your player board, disregarding any decade restriction.

9. DEVELOPER



When acquired, place this card in front of you.

When paying production costs, the fixed factory cost of every one of your factories is **£2 less**.

AND

During your turn, you may rotate this card 90° to re-activate one other development card with a icon. Can be used once per decade.

10. CONTRACT



When acquired, place this card in front of you.

Whenever you ship any goods, gain extra income according to the contract table.

11. PATENT



When acquired, add this card to your reserve.

When performing the Add Distribution action, this is an extra available distribution card.

Expert variant: Ignore the decade restriction of the development Distribution (flip its restriction token).

12. ENGINEER



When acquired, add this card to your reserve.

From now on, the maximum quality value in each of your factories is 6 (instead of 4). Flip the engineer token on your player board to its "max. 6" side for the remainder of the game.



When performing the Add Quality action, this is an extra available quality card.

When removed from a factory, you may immediately replace this card with other quality cards up to the same value, if available in your reserve.

Expert variant: Ignore the decade restriction of the development Quality (flip its restriction token).

13. LARGE WAREHOUSE



When acquired, add this card to your reserve.

When storing goods, this is an extra available warehouse that can hold up to 4 goods.

See page 19 for more info on warehouses.

Iconography

 Food	 Factory	 Decade (I, II, III)
 Clothes	 Office	 Decade Marker
 Cutlery	 Full Factory (Factory and Office combined)	 Round Marker
 Lamps	 Worker Card (factory extension)	 Rotate 180°
 Good (symbolizes any of the four types of goods)	 First Worker Card	 Flip (vertically)
 Appeal	 Second Worker Card	 Rotate 90° counter-clockwise
 Share	 Small Warehouse	 Activate Development Card
 Share Value	 Large Warehouse	 Reactivate Development Card
 Worker	 Quality	 Discard Development Card
 Machine	 Distribution	 Remove
 Shipping	 Development	 Move the Demand Marker
 Money (£)	 Development Card	 Player
 Home Market	 Production (phase)	 Expert Variant
 Loan	Stock Exchange	Restriction Token

Solo Variant

This variant will allow you to play Arkwright: The Card Game as a solo experience. You will have to beat the game against two automated opponents.

Use the standard rules for basic setup, plus the following solo setup that will apply to your automated opponents, starting factories, development cards, and initial shares.

1. Setup

1. Prepare your player board as in basic setup.
2. Prepare two automated-opponent player boards. Take 2 additional player boards and on each one, place the appropriately colored share marker and share value marker on the number "12" spot. Place 4 appeal markers of their matching colors near both of these player boards.
3. Prepare the market board and general supply of development cards as usual for a 3-player game. Shuffle the 17 development cards, and lay them out in a random 3x5 grid. Put the remaining 2 cards back into the box, they will not be used in this game. Randomly place the money discs of the three other colors (the 2 automated colors and the 1 remaining neutral color) on the leftmost card of each of the 3 rows of 5 development cards.

   Note: *When development cards have a money disc on them, they are considered taken and are not available to you, the solo player.*
4. Put 3 markers from each of the 2 automated opponents, and 2 markers from the 1 remaining neutral color into the bag. The neutral color is not considered an opponent. These will be drawn randomly during the game.

   The other components are not needed for this game and can be put back in the box.

   Note: *All expert variants can be applied to this solo variant.*

2. Preparation Phase

A Choose your first factory

Choose and place 1 of your 4 factories, together with its matching office card and first worker card together in your play area.

B Prepare your opponents' factories

Take two appeal markers from each of your opponents, shuffle them and randomly place one at the bottom of each of the four appeal tracks. Then adjust the market by placing these markers on the following spaces of their appeal tracks:

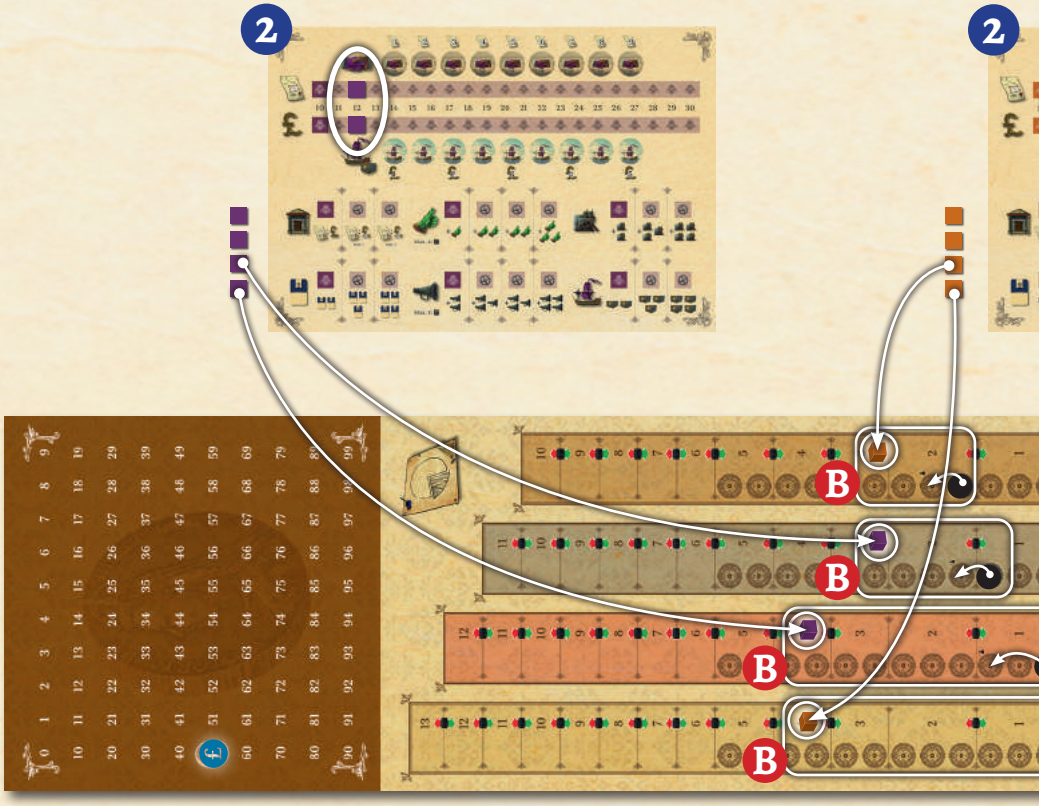
- Food : 4 (move the demand marker up 2 spaces (indicated by))
- Clothes : 4 (move the demand marker up 2 spaces (indicated by))
- Cutlery : 3 (move the demand marker up 1 space (indicated by))
- Lamps : 3 (move the demand marker up 1 space (indicated by))

Note: *The demand markers and the wages marker are moved in accordance with the regular rules as the opponents move forward on the appeal tracks.*

C Choose your second factory

Choose and place another of your 3 remaining factories, together with its matching office card and first worker card together in your play area.

Variant: *Randomly choose 2 factories. Shuffle your 4 factory cards under the table, drawing 2 at random. Set up the two random factories as normal.*





3

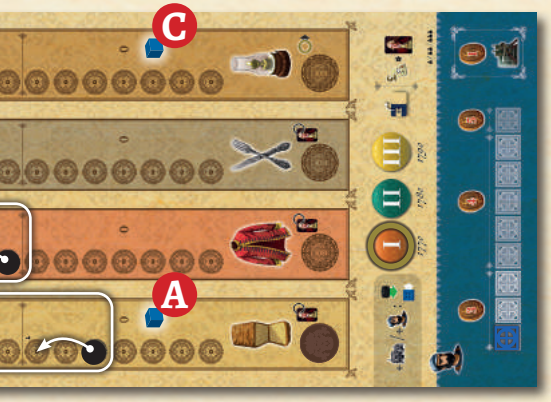


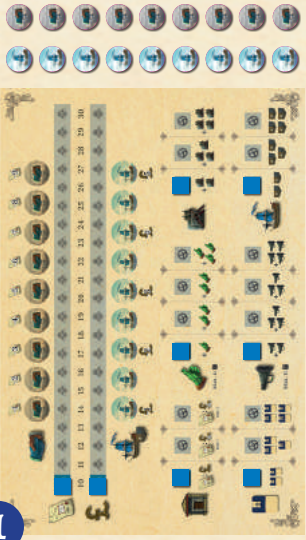









C
A


1






A
C

1 Action Phase

A. PERFORM YOUR TURN

You go first in every round and perform your action phase with all regular game steps: a, b, and c.

Note: *If you use the ability of the Entrepreneur to select the starting player, you can decide to play after your opponents (see B. below) in the next round. So instead of performing step A and B , you first perform step B, followed by A.*

B. PERFORM YOUR OPPONENTS' TURN

After your turn, perform your opponents' turn as follows:

1 Draw 1 marker from the bag.

2a If the drawn marker **matches** an appeal marker on the market board for the active good, **move that appeal marker forward 2 steps**, adjusting the demand marker as usual.

2b If the drawn marker **does not match** an appeal marker on the market board for the active good, **this opponent opens a new factory**. As in a regular game, when this happens, move all the demand markers one step downwards, and the wages marker one step to the right. Put an appeal marker of that color from that opponent's supply on the matching appeal track on the "0" spot. Then move it up to space 3 (for food/clothes) or space 2 (for cutlery/lamps). Then move forward that same appeal marker **as many steps as there are in the current decade's number**. Remember to always adjust the demand marker where needed.

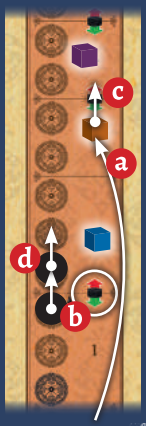
> ***Example:*** *In decade I, the appeal marker for a new clothes factory will move from space 3 to 4; in decade III the appeal marker for a new lamp factory will move from space 2 to 5.*

3 Every automated opponent whose cube was not drawn from the bag now gets one share. Move their share marker forward.

Example: *It's decade I, the active good is clothes. There are appeal markers from yourself and from purple on the clothes appeal track. The following may happen:*

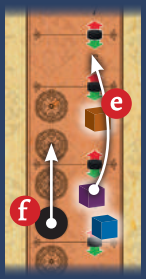
1) You draw an orange marker - an opponent. Orange opens up a new clothes factory. Move all demand markers down (green arrow direction) and the wages marker one space to the right.

Place the orange appeal marker at the bottom of the appeal track for clothes and immediately move it up to space 3. a Then, move the demand marker for clothes 1 space up b (as the orange appeal marker passed a). Then, the orange appeal marker is moved up 1 extra step c (since we are in I). The demand marker for clothes is moved up 1 more space d (as the orange appeal marker passed yet another).



Purple gets one share.

2) You draw a purple marker - an opponent. Move the purple appeal marker two spaces forward e. Move the demand marker up 2 spaces f.



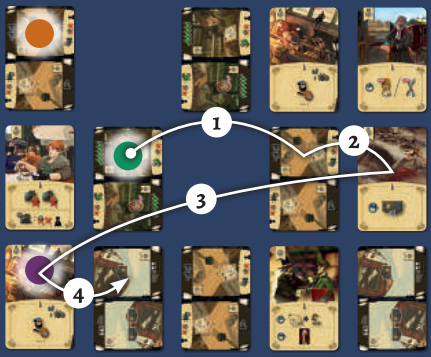
Orange gets one share.

3) You draw a green marker - the neutral color. Both orange and purple get a share.



4 Look at the development card display and move forward the money disc of the color identical to the marker that you have drawn from the bag. Count one card as a step, go left to right, top to bottom, and move a number of steps equal to the number of appeal markers on the appeal track of the current active good. Skip empty spaces. When needed, loop from bottom right to top left. If the money disc ends on a card with another marker, move the money disc forward again, ending on the next card without a marker.

Example: *Following the previous example, let's say you drew the green marker out of the bag. There are 3 markers on the appeal track. You have to move the green marker further 3 steps. The first step skips the empty space 1. The third step 3 moves to the next row, and skips the card occupied by the purple marker 4. The green marker movement ends on the Large Warehouse.*



5 Discard the marker drawn from the bag, placing it on the market board near the decade indicator track.

Note: *All discarded development cards are put back in the highest empty spot in the display of development cards. That is the first empty spot in the highest row, leftmost column.*

2 Production Phase

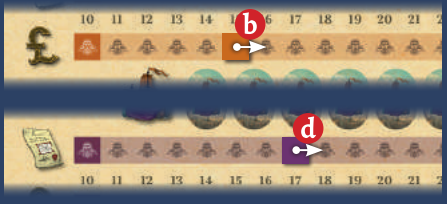
Evaluate production as in a regular game. For each automated opponent, perform the following steps:

- They produce as many goods as they are able to sell to the home market, based on the appeal track. They have no production costs.
  - If they sell at least 2, increase their share value by 1.
  - If they sell less than 2, they get a share.

Example: *It's the production phase for clothes. Orange's appeal marker is two spaces ahead of the demand marker a, Orange sells 2 goods to the home market this way, which increases their share value by 1 b.*

Purple's appeal marker is one space ahead of the demand marker c, so they get a share d.





3 End of Decade

At the end of the decade, put all markers from the supply near the decade track back into the bag.



4. End of Game

If you've won the game, check to see if you've achieved an award for the Solo Challenge.

Solo Challenge – Milestone Awards

Title	Prerequisite	Date
Tycoon	500+ points (no. shares x share value)	/ /
Patriot	Never used a ship	/ /
True Worker	Never used the Patent or Engineer cards	/ /
Worker Hero	Never used the Automate Production action	/ /
Gentleman / Lady	Never upgraded the Stock Exchange development nor used the Broker development card.	/ /
Specialist	Played with only two factories	/ /
Generalist	Played with four factories	/ /
Full production line	4 Factories with 2 worker cards each	/ /
General Manager	25–29 Shares*	/ /
Expert Broker	30 Shares*	/ /
Stock Exchange Darling	Share value of 25–29*	/ /
Stock Exchange Mogul	Share value of 30*	/ /
Parvenu	Start with no money (15 shares)	/ /
Nouveau riche	Own £200+ at the end of the game*	/ /
Sailor	5+ shipping actions	/ /

** = before final scoring*

***Variant:** Choose 2 awards when winning, choose 1 award when placed 2nd.*

Produced by Eastar Game Manufacturing Co., Ltd - Room 2105 - Huifeng Building - North Ningnan Road - Yinzhou District - Ningbo City - Zhejiang Province - CHINA
Published by Game Brewer LLC - 226 N. University Ave. - Farmington, Utah 84025 - United States of America // Published by Game Brewer BVBA - Patersstraat 51 - B-2300 Turnhout - BELGIUM