A Game by Michael Schacht for 3-4 people

From the clay pit to the robot factory you must successfully steer your dynasty through 5 different eras in this exciting auction game. Experience the discovery and utilisation of steam power, the first machines and electricity. Build factories and secure routes and shipping rights for your dynasty – in the end these will be worth valuable bonus points. Good control and clever planning will make you the most successful industrial magnate!

Contents of the Game

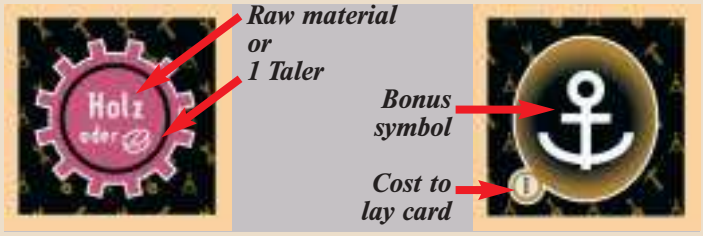
- **60 Industry Cards –** (12 per era) showing Factories, Technologies, Raw Materials and Bonus Cards. The backs of the cards show the relevant eras.



Factory *Technology* *Raw Material* *Bonus Cards*







- **1 set of Game Instructions**

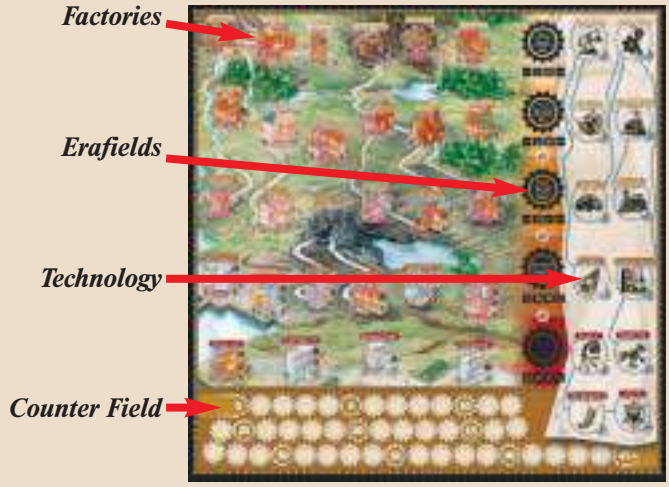
- **4 x 20 Property Markers –** in the player colours of Red, Green, Blue and Yellow, and



- **4 Point Markers –** in the same colours.



- **1 Game Board –** indicating – on the left – the Factories, in the middle, the Era Bar, and on the right – the Technologies. Some factories and technologies show links to others.



- **30 Wooden Disks –** to be used as play money, the grey disks are each worth 1 Taler, the yellow ones, 5 Talers.



- **2 large Wooden Disks –** one is the Starting Player Counter, the other is the Era Counter for the game board.

Object of the Game

Be as clever as you can as the Auctioneer when selling factories and technologies – on the one hand it can bring you extra money and on the other you might secure the most lucrative items. Carefully plan the development of your industrial empire because money is tight in this game. At the end there are valuable points to be had for certain combinations with factories and technologies.

Preparing the Game

The game board is placed in the centre. The era counter is placed on its field in the 1st Era. Each player receives **4 Talers**. The players' money should always be clearly visible. The rest is kept aside as the bank. Each player is given the Property Marker and the Point Marker of the colour of his choice and the latter is placed on the zero field of the points bar.

The cards are sorted according to the motif on the back. For four players all the cards are needed, for three players the cards with the "V" are taken out of the game.

Then the cards are shuffled in their separate piles and stacked face down beside each other.



Stacks of cards backs numbered I - V.

The Game

One player is given the Starting Player Counter. Several rounds are played in a clockwise direction. A round consists of 5 phases. All players must complete one phase before going on to the next. The game contains the following phases:

- **1. Distribution of earnings**
- **2. Turning over a new card**
- **3. Auctioning cards**
- **4. Building and/or laying of cards**
- **5. Change of starting player**

After every third or fourth round there is also a change of era.

- **Change of Era**

The individual phases:



When playing with three players, 4 eras are played and with four players all 5 are played.

1. Distribution of earnings

Each player receives **1 Taler** from the bank.

Note: When changing to the 3rd, 4th, and 5th era, each player receives a one-off payment of 1 additional Taler.

2. Turning over a new card

One card per player is taken from the stack pertaining to the current era (starting of course with I) and placed next to the board face up for all to see.

Note: 12 cards are auctioned in each era.

Note: If desired, the factory and technology cards up for auction can be put on their respective places on the board. This means that possible connections to neighbouring factories and technologies are easier to see.

3. Auctioning Cards

The starting player is the first Auctioneer. He chooses one of the open cards. In turn, starting with the player to the left of him, **each player** – apart from the Auctioneer himself – can make **just one bid** for this card or pass. A bid must always be higher than the preceding bid. If each player has made a bid or decided to pass, it is then the Auctioneer's turn.

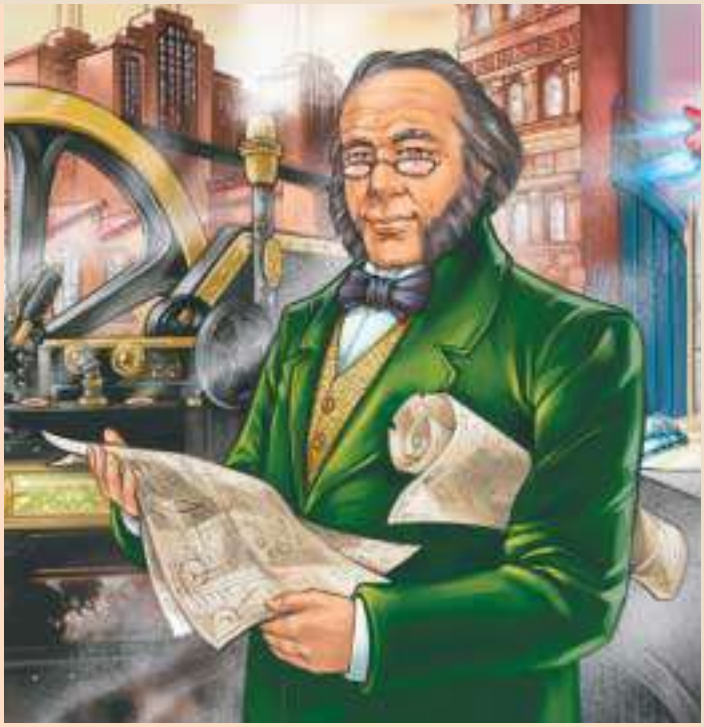
He has two options:

- He can let the highest bidder have the card and take the appropriate amount of the bid from the bidder. He then auctions the next card.

or

- He takes the card himself, pays nothing for it and ends his job stint as Auctioneer for this phase. **However, he does keep the Starting Player Counter!** His left-hand neighbour then becomes the new Auctioneer. He chooses and then auctions the next card. If nobody has bid, the Auctioneer **must** take the card himself and hand over the position of Auctioneer to the player on his left. He is now the new Auctioneer.

One player can auction several cards in any one round. You can only bid up to the number of Talers in your possession. Cards bought at auction are held in the player's hand. When all open cards have been auctioned, this phase comes to an end.



Note: The previous auctioneer may of course bid in subsequent auctions

4. Building and/or laying of cards

Commencing with the starting player, each person may in turn play 1 to 3 cards from their hand. This can be in any order using a maximum of 1 factory, 1 technology and 1 bonus card. The cards played are placed face up in front of the player.

If you play one card, the construction price printed on that card must be paid to the bank (technologies have no construction price and can be played free of charge). In addition, one or two specific raw materials are required for many of the factories and technologies. Only when all dues have been paid can the card be played.

Note: Only cards that have been played count at the end of the game.



Procuring the required raw materials

Raw materials can be obtained in the following **four ways**:

- You have purchased the raw material in a previous auction and have it in your hand. If you use it, the raw material is played from your hand and is taken out of the game.
- You have your own factories, which produce the requisite raw materials – in which case the raw materials are automatically regarded as paid.

*Note: A raw material may be cashed **at any time** in return for 1 Taler, the raw material is discarded (i.e. it is taken out of the game) and the player receives 1 Taler from the bank.*



- From another player, who has a factory on the board, which produces the raw material needed. You pay the other player 1 Taler and the raw material is then deemed paid. The purchase may not be refused.
- You may buy any raw material at the bank for 1 Taler. This is only for raw materials that are not produced by the other players. TAKE CARE: Only those raw materials that are already freely available can be purchased in this way and these are raw materials that have already appeared in earlier eras ***(see note on right).***

If you do not have sufficient money, or a required raw material is not available, you may not build the factory, or play the technology or bonus cards.

Points for building factories and/or playing technologies

If you play a factory or a technology card, you place your player marker on the appropriate field on the board. You may receive points for this.

The number of points are always written on the bottom right-hand corner of the card; if no points are shown – then you do not receive any!

As far as **factories** are concerned, you only receive the points if you build the factory during the same era in which you have bought it at auction.

The points are added **immediately** to the points bar. In contrast to factories, **technologies** may only be played in the era during which they were purchased. When changing to the next highest era, any technology cards that are still in a player's hand must be discarded without replacement. They are taken out of the game.

"Special Factories": Bank and Stock Exchange

All further construction prices are each reduced by 1 Taler for the player, who has built the bank or stock exchange. If he owns both then the construction price is reduced by 2 Talers.

Note: Buying and selling can take place several times per round.

Table of available Raw Materials:

In Era I: ***no*** *raw materials are available at the bank.*

In Era II: ***Stone – Brick – Wood*** *are available at the bank.*

In Era III: ***Iron – Ceramic – Glass*** *and all previous.*

In Era IV: ***Electricity – Cement – Steel*** *and all previous.*

In Era V: ***Plastic – Computers*** *and all previous.*

Era I

Example: The era counter is moved on to Era II. At the top, the raw materials Stone, Brick and Wood can be seen; these are now available at the bank.



Era II

Note: The relevant era is to be found on the back of the card.

In summary: Factories may be built at any time, but only score the printed number of points if they are built in their respective era. Technologies may only be played in their respective era and otherwise have to be discarded at the next change of era. Bonus cards may be played in every era.

Note: The construction costs may be reduced, however no money will be refunded.

5. Change of Starting Player

If all the cards in one round have been auctioned (depending on the number of players, i.e. 3 or 4) the Starting Player Counter is moved on to the neighbouring player on the left, the new starting player. The next round then follows, commencing with Phase 1: Distribution of earnings.

Change of Era

When all of the cards in an era have been auctioned there is always a change of era at the end of the round. The era counter is moved one field down. When changing to **Era III, IV or V**, a Taler is paid to each player from the Bank **in addition** to their earnings.

All technology cards that are still held by the players in their hands are now discarded.

From now on new raw materials are available at the bank. The table on Page 4 shows at what stage the raw materials are available.



End of the Game

The game ends when the cards from all eras have been auctioned. Players then finish the round.

Distribution of Points

Now additional points are distributed. Money, bonus cards and linked factories may all be worth points. There are no points awarded for cards still held by players in their hands.

Bonus Cards

For the bonus cards (Canal, Port, Tracks, Pipeline and Data Network) which have been played, there are 2 points for each of your own placed factories showing the appropriate symbol.



Note: If you have two of the same bonus card, you do not receive any more bonus points.

Linked Factories and/or Technologies

If a player owns factories or technologies that are linked by a road, he receives 3 points for each connection.

Note: The illustration of the board on Page 6 shows which factories and technologies are linked.

Money

For every 3 Talers there is 1 Point. The player's points are transferred to the points bar.



Note: If a player has a total of more than 45 points, he places his property marker on the field marked "45+" and puts his points marker back to "0".

The player that is farthest ahead has won the game. If there is a draw, the player with the highest number of cards played (Factories, Technologies and Bonus Cards) wins. If there is still a draw, the player with the most money wins.

Example:
At the end of the game, Michael has – amongst others – played the following cards: Oilfield, Refinery, Engineering, Automobile, as well as the bonus cards "Pipeline" and "Port".



For the aforementioned cards, Michael is awarded the following points:
Oilfield and Refinery played in the correct era attract 3 + 4 = 7 points; Engineering and Automobile when played, are worth 2 + 5 = 7 points; Refinery and Oilfield are linked by a road, which is worth 3 points; Engineering and Automobile are also linked by a line and that is also worth 3 points; the Oilfield bears the bonus symbols for Port and Pipeline and Michael has played both of these too, which is worth 2 + 2 = 4 points; and the Refinery also bears the Pipeline bonus symbol so that's another 2 points.
In total the cards played are worth 26 points.

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