

VICTORY ★ THROUGH ★ INDUSTRY

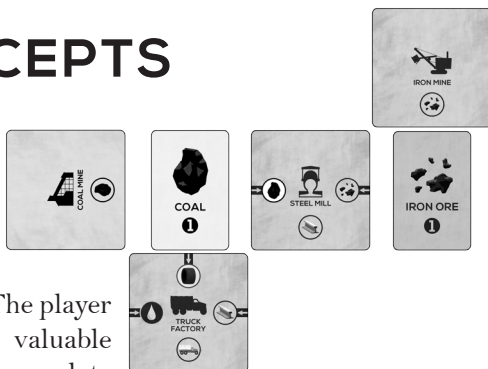
A TABLETOP GAME OF INDUSTRIAL
PRODUCTION FOR THE WAR EFFORT

WRITTEN BY JOSEPH FATULA — RULES V2J
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CONCEPTS

Victory through Industry is a game of industrial production. Your job is to build a complex of factories that can supply products needed for the war effort. The player who produces the most valuable products and uses them to complete the most valuable government contracts will win the game.

The game uses cards, but it is not like a typical card game. Instead of keeping your cards in your hand, you keep them face-up on the table in front of you. This arrangement of cards is your factory complex.



TRIM 0.75" TOP, 0.75" BOTTOM, 0.38" OUTSIDE

The cards in your factory complex are kept in a grid of columns and rows so that you can always tell which cards are next to which other cards.

NUMBER OF PLAYERS

This game is intended for two to six players. For a larger group, combine two copies of the game.*

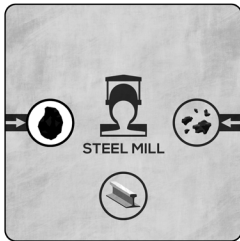
PRODUCTS



To the left is an image of a **product**. Each type of product has a name, a symbol, and a point value. Our example image shows the product ammunition, which has a value of nine points.

At the end of the game each product you have is worth its value in points. If you ended the game with, say, five ammunition cards you would receive 45 points.

FACTORIES

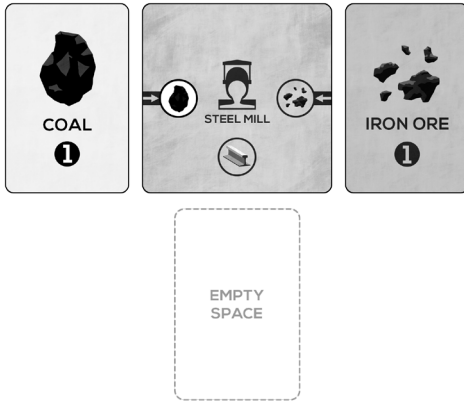


Products are produced using **factories**. To the left is an image of a factory. Each type of factory has a name and a symbol, along with a set of inputs and outputs, shown with symbols that match those found on the product cards.

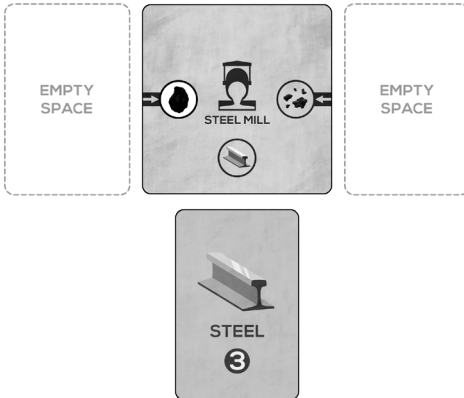
Our example image is of a *steel mill*. It consumes coal (represented by a black rock on the left) and iron ore (represented by some broken pieces on the right). From these, the steel mill produces steel (represented by an I-beam at the bottom).

* If you combine multiple copies of the game, there is one rules change that needs to be used. (If you are not familiar with the rules, come back to this note later.) When the fulfillment token is first taken by one player, the other fulfillment token goes to the player sitting across from them.

In order for a factory to function it must have all of its inputs present and it must have room for all of its outputs. Here we see a steel mill ready to run:



And here we see a steel mill that has finished running:



Note that it has consumed its inputs (coal and iron ore) and produced its output (steel). Before this steel mill can be used again, the steel it produced must be carried away, and the mill must be resupplied with coal and iron ore.

CONTRACTS



The government is looking for suppliers for particular products. To achieve this, they issue **contracts**. To the left is an image of a contract for knapsacks. Holding a contract means that you are the designated supplier of that product for the war effort. Every few turns, the government will call on contract holders to deliver another unit of that product, or else lose the contract. (We'll get into the details of claiming and fulfilling contracts in the section *On Your Turn*, below.)

SETUP

Factory complexes can grow to be rather large, so make sure each player has plenty of table space in front of them; a square two feet across should be fine.

Set the contract fulfillment token on the side for now. It will be needed later in the game.



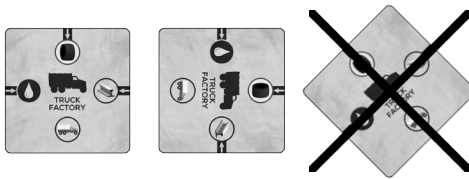
Sort the factories and products into stacks by their type (one stack for all the iron mines, one for all the nitroglycerin factories, etc.). Place these stacks in the middle of the table where everyone can reach, or place them somewhere else and have one player be in charge of handing them out when needed.

Shuffle the contracts. Reveal four times as many contracts as there are players. These are the only contracts available this game. Spread them out so everyone can see them. Put the unrevealed contracts back in the box.

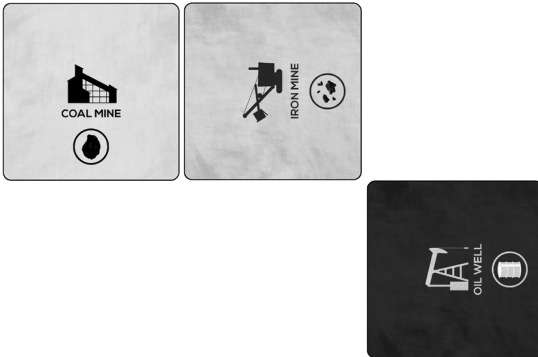
Gather up the following nine factories: 4 forests, 1 iron mine, 1 coal mine, 1 oil well, 1 cattle farm, and 1 cotton plantation. These are the factories that everyone will get to choose their starting factories from. Hand them to a randomly-chosen player. That player takes one factory of their choice from the set, then passes the set to the player on

their **right**. The next player does the same, and so on until each player has taken one factory. If there are enough factories left in the set for each player to get a second factory, the set is passed around a second time, and so on. Any remaining factories are put back on their stacks. (For example, if there are two players each player gets four factories with one left over at the end.)

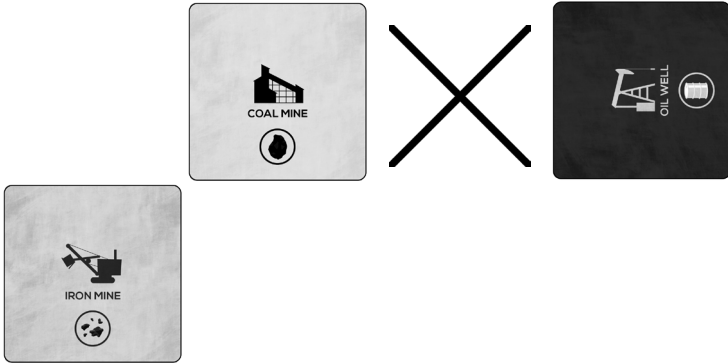
Each player then lays out their starting factories on the table in front of them. Factories may be rotated, but only in 90° increments:



All of your factories must form a connected group, with factories touching each other by edges or corners. This means that you cannot have a space that separates your factory complex. Here is an example of a valid factory complex, where all factories are connected:



Here is an example of an invalid factory complex, where there is a gap between factories:



Whoever chose the last factory from the starting set takes their turn first. Play proceeds to the **left**.

ON YOUR TURN

Your turn consists of three parts:

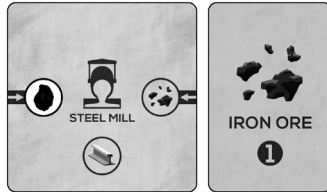
1. Fulfill your contracts, if you have the fulfillment token (which will be explained below).
2. Do one move, either production or non-production.
3. Do a second move, either production or non-production.

Each of these is explained in detail below, followed by an example turn described step-by-step.

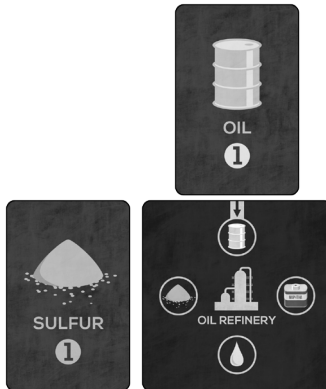
PRODUCTION MOVE

A production move is when you use your factories to make products. Choose one type of factory. **All** your factories **of that type** may run at once. For a factory to produce, it must have all of its input products available, and it must have empty spaces for all of its output products.

For example, this steel mill cannot operate as it does not have all of its inputs:

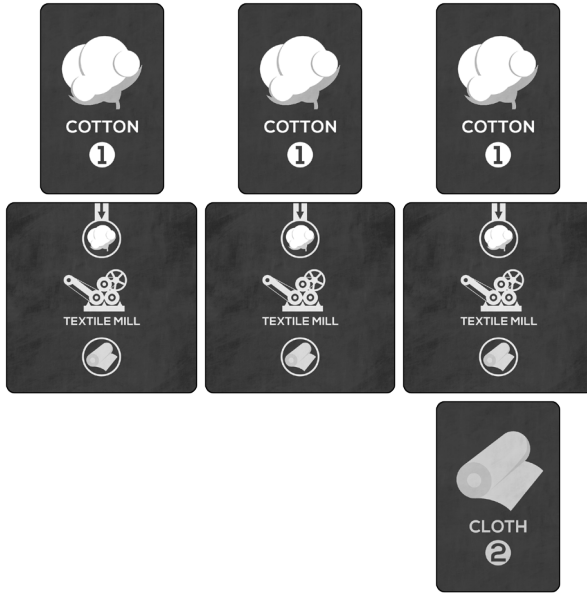


A factory also needs to have all of its output spaces free. For example, this oil refinery has three output spaces but one of them is blocked:



This determination is made on a factory-by-factory basis; if some of your factories have what they need while others do not, the ones that have what they need are able to run.

For example, this factory complex is able to operate two of its textile mills, even though the third is unable to run:

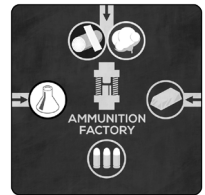


INPUT/OUTPUT CHOICES

Most factories have an exact set of inputs and outputs, but a few factories allow you some choice. For example, an ammunition factory may use either wood or cotton for its topside input.

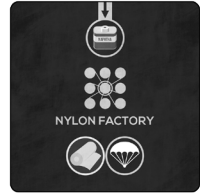
The wood and cotton symbols next to each other on the same side mean that you have a choice. You can produce ammunition with either:

- nitroglycerin, **wood**, and brass; or
- nitroglycerin, **cotton**, and brass



The nylon factory allows you a choice of outputs. It consumes naphtha and produces either cloth or parachutes — you get to choose.

When you run multiple factories like this in a single move, each factory choice is independent. For example, you could run four nylon factories in a single production move, making cloth with one and parachutes with the other three. Remember, all of your factories of **the same type** may produce during a production turn.



NON-PRODUCTION MOVE

Your turn consists of two moves, either production or non-production. If you choose to do a non-production move, do **as many** non-production actions as you like, **in any order**:

- Build a factory.
- Tear down a factory.
- Move a factory.
- Move a product.
- Trade with another player.
- Trade with the bank.
- Throw away a product.
- Claim a contract.

BUILDING A FACTORY

Building a new factory costs two products. You may choose any combination of products from three sources: the inputs of the factory, the outputs of the factory, and wood (the universal building material in this game).

For example, a nylon factory takes in naphtha and produces either cloth or parachutes. To build a nylon factory, you may spend any of the following sets of two products:

- naphtha + naphtha
- naphtha + cloth
- naphtha + parachutes
- naphtha + wood
- cloth + cloth
- cloth + parachutes
- cloth + wood
- parachutes + parachutes
- parachutes + wood
- wood + wood

To pay the cost of building a nylon factory; naphtha, cloth, parachutes, and wood are the only products that may be spent, as they are the inputs and outputs of the factory, plus wood.

When building a factory, start by spending the two products, removing them from anywhere in your factory complex. Place the new factory somewhere in your complex, touching one of your existing factories by an edge or a corner.

There are only four factory cards available for each type. If all four are already built, you cannot build a factory of that type.*

TEARING DOWN A FACTORY

You may tear down one of your factories during a non-production move, returning the factory card to its stack. If this leaves your factories no longer connected to each other, you must immediately build another factory to reconnect them, or else you cannot tear down the factory at this time. Your factory complex must always be connected.

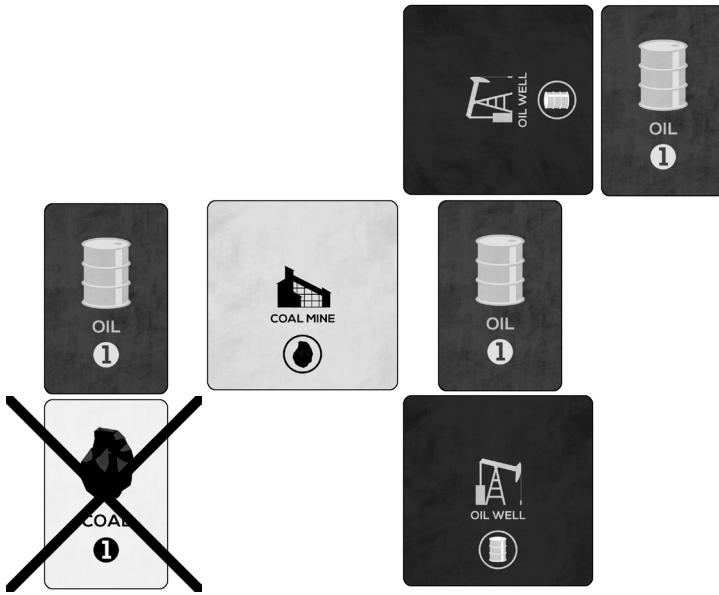
MOVING A FACTORY

You may move a factory by tearing it down and rebuilding it, spending **one** product instead of two. You may move a factory to or from another player's complex, if you have their permission.

MOVING A PRODUCT

You may move one of your products to any space alongside any factory in your complex. A product does not have to be on an input or output side; it may be on any side of any of your factories. The following chart shows some valid and invalid places for products:

* Products, however, are not limited. There are enough product cards in the box that you should not run out under normal circumstances. If you ever need more, feel free to make more using pieces of paper, or you can order more from the publisher.



Remember that a non-production move allows you to do as many non-production actions as you like, in any order.

(If tearing down a factory would leave products in invalid locations, you must move them to valid locations or throw them away.)

TRADING WITH PLAYERS

During a non-production turn, you may give products to other players and you may receive products from other players. To give someone a product, you simply hand it to them, then they place it in any legitimate product location in their factory complex. Receiving a product works the same way in reverse.

TRADING WITH THE BANK

You may trade with the bank during a non-production move. Turn in three products of the same type to receive any one product of the same or lesser value. For example, you could turn in three rubber

(each valued at 2 points) to receive one parachute (valued at 2 points). Place the received product in any legitimate location in your factory complex. The products you turn in go back to their stacks.

THROWING AWAY A PRODUCT

During a non-production turn, you may throw away products from your factory complex. Return the cards to their stacks.

CLAIMING A CONTRACT

To take an unclaimed contract, turn in one of that contract's product. Return the product to its stack. Take the contract card and place it in front of you. If all contracts are now claimed, or if anyone has eight contracts, the game ends (see *End of Game*, below). You cannot have more than eight contracts.

Contract cards are not part of your factory complex, so they do not need to be part of the grid. They may go anywhere you like on the table in front of you, face up so other players can see which contracts you have.

If you are the first person to claim a contract, take the fulfillment token and place it in front of you.

CONTRACT FULFILLMENT

If you have the fulfillment token at the **beginning** of your turn, you must do two things:

1. For each contract you have, either spend one of that product or lose the contract. (You may voluntarily lose a contract if you like.)
2. Pass the fulfillment token to the player on your **right**.

If you fulfilled five contracts or more, the game is over (see *End of Game*, below).

EXAMPLE TURN

Let us examine a single turn in detail. Our example player begins with the following items in front of them on the table:



They begin their turn with the fulfillment token, so they must fulfill or lose each of their contracts. This player has some oil, so they choose to fulfill their oil contract. They do not have any brass, so they lose their brass contract. Then they pass the fulfillment token to the player on their right.

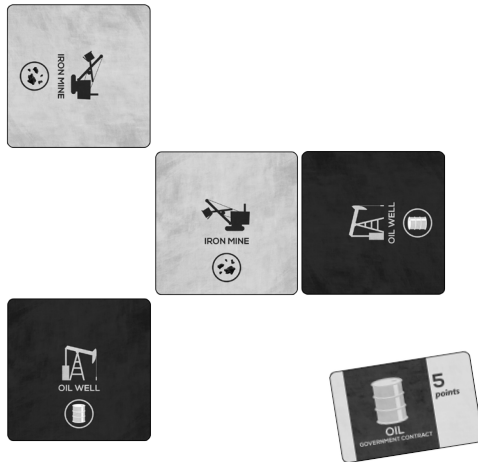


TRIM 0.75" TOP, 0.75" BOTTOM, 0.38" OUTSIDE

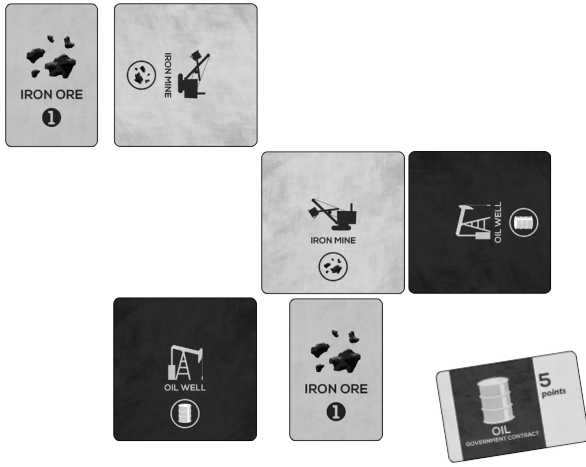
Now our example player has two moves ahead of them. They choose to do a non-production move first. They start by cashing in three oil for one wood.



With that wood, and an iron ore, they build another iron mine.



For their next move, our example player chooses to do a production move, using their iron mines. Both of their iron mines have room for their outputs (and require no inputs), so both are able to produce.



END OF GAME

The game ends as soon as any of these conditions are met:

- Someone fulfills five contracts.
- Someone has eight contracts.
- There are no unclaimed contracts remaining.

When the game ends, everyone adds up their score. Contracts you have and products in your factory complex count for their face value in points. Whoever has the highest score wins.

RULES SUMMARY

SETUP Sort factories and products into stacks by type. Shuffle contracts, reveal $4 \times$ number of players. Starting set:

4 forests, 1 iron mine, 1 coal mine, 1 oil well, 1 cattle farm, 1 cotton plantation

Random player: take one, pass set to right, so on until remainder $<$ number of players. Put remaining factories back. Last player to pick is first player to play. Play proceeds to left.

ON YOUR TURN Fulfillment (if you have the token), then do two moves: production and/or non-production.

FULFILLMENT If you have token: for each of your contracts: spend product or lose contract. Pass token to right. If you fulfill 5+ contracts, game ends.

PRODUCTION MOVE Choose a factory type. All your factories of that type that: have their input products available and their output spaces empty: consume inputs and produce outputs. Two symbols on a side: your choice.

NON-PRODUCTION MOVE Any number of actions in any order: build factory, tear down factory, move product, trade with player, trade with bank, throw away product, claim contract.

BUILD FACTORY Spend two products. Valid options: the factory's inputs, outputs, and/or wood. New factory must be connected to old ones.

TEAR DOWN Can only tear down factory if complex is still connected.

MOVE FACTORY Tear down and rebuild a factory for half price, in your complex or another player's, with their permission.

MOVE PRODUCT Move a product to any location alongside a factory.

TRADE WITH PLAYERS Give/receive any products to/from another player, they go in valid locations in recipient's complex.

TRADE WITH BANK Turn in three of a kind, get one of equal or lesser value.

CLAIM CONTRACT To take an unclaimed contract, spend one of that product. If you're the first to take one, take fulfillment token as well. (Using two copies of game: second token goes to player sitting across from you.) If you have 8 contracts, game ends. If all are claimed, game ends.

END OF GAME Game ends when any condition met: someone fulfills 5+ contracts, someone has 8 contracts, all contracts held. Products and contracts count for points. Highest score wins.