

Game	Power Grid: Factory Manager								
Players & Time	2-5. Best with 3,4. Recommended with 2,3,4,5. 60 minutes.								
Preparation	<p>Each player takes 7 workers in a color (no extended arms) and 18\$.</p> <p>Each player takes a set of tiles marked by a single letter (A, B, C, D, or E), puts them in their factory, puts a marker on 20 production (boxes), 30 storage (palettes), and energy consumption (left) to level 4.</p> <p>Each starting machine takes two workers, so players must place 4 workers into the canteen.</p> <p>Use the following player order tiles:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">2P At start of game: 2,10</td> <td style="width: 50%;">Draw Stack: 1,4,6,8</td> </tr> <tr> <td>3P At start of game: 5,7,8</td> <td>Draw Stack: 1,2,3,4,6</td> </tr> <tr> <td>4P At start of game: 7,8,9,10</td> <td>Draw Stack: 1,2,3,4,5,6</td> </tr> <tr> <td>5P At start of game: 8,9,10,11,12</td> <td>Draw Stack: 1,2,3,4,5,6,7</td> </tr> </table> <p>Shuffle the start of game tiles; hand each player one at random. Shuffle draw stack, put face-down. Remove the tiles that do not correspond to the number of players playing (see back) and fill the market with the remaining tiles by matching their image on the market.</p> <p>Place seasonal workers (extended arms) to the side (2 per player).</p> <p>Shuffle the 6 factory tiles with the X on the back, remove 3 at random. Put the rest face up under the market.</p> <p>Shuffle the 8 energy tiles face down and randomly remove 3 from the game. Place the rest in a face down draw stack. Place the energy marker on space 1 (left-most) of the energy track. If it's a first game for anyone, make sure the first (top) energy tile is a "0".</p>	2P At start of game: 2,10	Draw Stack: 1,4,6,8	3P At start of game: 5,7,8	Draw Stack: 1,2,3,4,6	4P At start of game: 7,8,9,10	Draw Stack: 1,2,3,4,5,6	5P At start of game: 8,9,10,11,12	Draw Stack: 1,2,3,4,5,6,7
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Rules Summary	<p>The game is played over 5 rounds. Each round is divided into 5 phases:</p> <ol style="list-style-type: none"> 1. Auction new player order. This phase is played in reverse player order. Draw a player order tile from the draw stack for each player in the game. The player with the highest player order tile begins bidding for the new player order tile using available workers. Minimum bid is 0, and bid goes in clockwise order. Winner of the bid gets new tile, discards old tile, and puts the workers used to bid on top of the winning tile (they are no longer available)*. Second-highest tile now starts bidding and the winner of the last one is out for the remainder of bidding. 2. Preparing the market. This phase is played in turn order (lowest to highest). Each player <i>must</i> choose tiles equal to the number of their available workers to bring down from the market into the play area under the market. These are the tiles people can buy. You must bring down all the lower valued items in one column before the ones on top of them. The last player may choose to bring down extra tile(s); in 2P = 0, 3P = 1, 4P = 2, 5P = 3. These extra tiles are optional. 3. Buying and placing factory tiles, tearing down tiles, hiring seasonal workers. A player may take one action per available worker. Buying a tile requires one action and can immediately be put into a free spot onto the factory. The cost of a tile is on the bottom-left***. What is provided is in green. What is required is in red. There are restrictions; there can never be more powered robots (blue circle with a gear) than there are machines (left-most column) in the factory-- they can be in the factory but some might be shut-down as a free action. Use a gray disk to mark machines that are powered down; they are treated as if they're not part of the factory. Also: the two special tiles (blue symbols in two right-most columns) must be put on their designated area in the factory. A factory location can only ever hold one tile**. Tearing down a tile removes it from the factory and discards it from the game. Hiring a seasonal worker costs 7\$*** and does not take up an action; the worker remains there until the next turn in which case he can be re-hired for another 7\$***. Seasonal workers are the same as regular workers; they're just temporary****. At the end of this phase, all tiles that were not bought go back onto the market board. 4. Bureaucracy and new energy price. Each player must put the net number of required workers by all tiles into the canteen. Flip the top energy tile face up; the number on it corresponds to the number of spaces to the right that the energy price marker moves. 5. Distribute income. Players get a money equal to their lowest score between storage and production minus their energy consumption times the current energy price. <i>Note: During the last turn, income for all players is doubled!</i> <p style="text-align: right;">(SEE BACK!)</p>								

End & Winner	At the end of the fifth round the player with the most money wins.
Notes	<ul style="list-style-type: none">* A player must always have at least one available worker.** Putting a tile on the outside (right-most) spots costs 10\$.*** The cost per tile may be reduced based on the turn order tile that player ended up winning in the auction. The cost for hiring seasonal workers is also reduced!**** The rules don't make it clear whether or not the seasonal worker gives you an extra action right after hiring them. I say it should (and next round you don't get an action with them unless you pay them again)