

# Chocolate Factory

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2-4 players

30 - 60 minutes

## Overview

At a South American plantation, players harvest sugar cane and cacao bean, combine the two to make chocolate at a factory, then ship the results to the candy factory where they make and decorate delicious confections!

The gameplay occurs in two distinct halves: the first half occurs at the Plantation Factory, while the second half occurs at the Candy Factory.

## Components

- 1 Double-Sided Factory Board
- 1 Double-Sided Clipboard
- 4 Truck Placards (1 per player)
- 32 Worker Cards (8 per player)
- 4 Temp Worker Cards (1 per player)
- 18 Specialist Worker Cards (3 of each type)
- 8 Worker Pawns
- 30 Sugar Tokens
- 30 Cacao / Chocolate Tokens
- 10 Candy Recipe Cards (1 of each type)
- 60 Candy Tokens (6 of each type)
- 15 Coins
- 1 8-Sided Die

## Plantation Factory - Overview

The Plantation Factory is located near land rich in sugar cane and cacao beans. Your job is to harvest the sugar and cacao and transport them to the factory for processing. You will combine the two into as much chocolate as you think you need and then load it, along with sugar, onto your trucks for transport.

## Plantation Factory - Setting Up

1. Place the board on the table with the Plantation Factory side face-up.
2. Place the clipboard on the table with the Plantation Factory face-up.
3. Place all of the coins, sugar tokens, cacao tokens, and worker pawns in their own piles near the board.
4. Each player chooses a player color. The color will determine his factory warehouse, worker cards, and truck placard.
5. Each player places one sugar token and one cacao token in his warehouse.
6. Each player takes one set of eight worker cards, one truck placard, one coin, and one temp worker card. Put the unused player worker cards, trucks placards, and temp worker cards back in the box.
7. Each player shuffles his eight worker cards and makes a deck.
8. Each player adds his temp worker to his hand and then draws two cards from his deck. This is his starting hand of three cards.

9. Shuffle the specialist worker cards, and make a deck. Place this near the board.
10. Randomly select a number of recipe cards based on the number of players. For two players, choose three recipes; for three players, choose four recipes; and for four players, choose five recipes. Put them in sight of all players, as they will help the players formulate a strategy.
11. Each player rolls the die. The player with the highest number will be the starting player.
12. Place the die on the center of the board, maintaining the last roll.

### **Plantation Factory - Playing the Game**

On the active player's turn, he plays one worker card, then chooses to transport goods either to or from the factory. At the end of his turn, he draws back up to three cards. If his deck is empty, however, he does not draw.

Players will take turns clockwise until the conclusion of this factory. If a player has no more cards, his turn is skipped.

### **Transporting Goods to the Factory**

When a player chooses to transport goods to the factory, he takes a worker pawn from the pile and tries to place it on a factory space that matches the number of the worker card he played. If that space is occupied by another worker pawn, he tries the next space clockwise. He continues this process until an unoccupied space is found. He then places a worker pawn onto that space.

*For example, you play a 4 card. You take a worker pawn from the pile and try to place it on the 4 space. It is occupied by another worker, so you go clockwise to the next space, 5. The 5 space is empty, so you place the worker pawn there.*

The number of spaces the player tries determines the "transport capacity" of the worker.

*In the example above, your "transport capacity" is two since you tried two spaces.*

The "transport capacity" of his worker determines how many goods the worker may transport. In this case, it determines how many sugar or cacao tokens he may take from the piles and place in his warehouse at the factory. On a given turn, the player must choose to transport either sugar OR cacao, not a mix of both.

*In the example above, you choose to transport two sugar. You take two sugar tokens from the pile and place them in your warehouse spaces.*

The "transport capacity" is an upper limit, so not all of the capacity must be used. For example, if your warehouse has only one free space, but your capacity is three, you can take just one, or even none.

If the factory is completely occupied by workers, then transporting to the factory is not available as an option.

## Warehouse

Each player has his own warehouse on the factory floor. Each warehouse has seven spaces that can each hold one good.

## Transporting Goods from the Factory

When a player chooses to transport goods from the factory, he tries to remove a worker pawn from the space that matches the card he played. If that space is unoccupied, then he tries to remove the pawn from the next space clockwise. He continues this process until an occupied space is found. He then places the worker pawn back in the pile.

*For example, you play a 2 card. Space 2 has no worker, nor does space 3, but space 4 does. You take the worker pawn from space 4 and add it back to the pile.*

The number of spaces the player tried determines the "shipping capacity" of the worker.

*In the example above, your "transport capacity" is three, since you tried three spaces.*

The "shipping capacity" of the player's worker determines how many goods the worker can transport. In this case, it determines how many sugar tokens or chocolate tokens he may take from his warehouse and place in his trucks.

*In the example above, you choose to transport one sugar and one chocolate. You take those two tokens from your warehouse and place them in your one of your trucks with enough free space. Note that you had a transport capacity of three, but you only chose to transport two goods.*

If the factory is completely empty (no workers), then transporting from the factory is not available as an option.

## Trucks

Each player has several trucks. Each truck has a varying number of spaces. Each space can store one good like a sugar, chocolate, or candy token.

IMPORTANT SHIPPING REGULATION: When placing goods in a truck, a player may only access one truck per turn!

Spaces with a worker icon are considered empty spaces like the others, but filling them up will limit the number of specialist workers that can be taken to the next factory (See Plantation Factory - Conclusion).

## Plantation Factory - Special Abilities

Each space at the Plantation Factory has a special ability. After a worker pawn enters a space, the player may use the ability on that space. Before a worker pawn exits a space, the player may use the ability on that space.

*For example, you place a worker pawn on space 5. That space has the chocolate mixer ability. After you place the worker and transport goods, you may use the special ability. On the next turn, you remove a worker*

*pawn from space 4. That space has the outlet ability. Before you remove the worker and transport goods, you may use that special ability.*

*Tip: When removing a worker, move the worker pawn over the space number as a reminder of which worker you will be moving while you are performing the special ability action. When you are done with the action, remove the worker as normal.*

### • Chocolate Mixer (Lever)

Whenever a player uses the chocolate mixer, he may discard one sugar token to convert (flip over) one cacao token into a chocolate token. Both the sugar and the cacao must be in the warehouse.

Chocolate tokens are used to make different types of candy at the Candy Factory. It is not necessary to turn all of your sugar into chocolate, since some sugar will be useful later as well. Consult the chosen recipe cards to decide which ratio you might need.

### • Outlet (Register)

Whenever a player uses the outlet, he may sell (discard) one cacao token to gain two coins.

### • Break Room (Mug)

Whenever a player uses the break room, he may pay (discard) one coin to recruit a specialist worker.

To recruit a specialist worker, he looks at the top three cards from the specialist worker deck and adds one directly to his hand. He then returns the remaining cards to the bottom of the deck. If the player recruits a specialist worker, he doesn't draw up at the end of his turn.

### Specialist Worker

Specialist worker cards are played just like a regular worker cards, with a few additional rules.

First, there is no number listed on the specialist worker card. Instead, the number is determined by the die. There are two ways to do this:

1. Use the current face of the die as the number. **-OR-**
2. Roll the die first, and use that result as the number. If rolled, the result must be used.

Second, each specialist worker has a special ability that can be used during that turn (See Specialist Worker Abilities).

The player can declare whether he is transporting to the factory or transporting from the factory after the die is rolled.

Note that the temp worker that every player starts with in his hand is a specialist worker.

## Coins

Coins have several uses:

First, a player may use one coin to recruit a specialist worker at the break room.

Second, a player may use one coin to call a shift change. Calling a shift change means he can add or remove one worker from the board (then continue with his turn). This can be done once per factory. To note this, place the coin on the whistle symbol in the warehouse.

Third, coins can be used in decorating at the Candy Factory (See Decorating Station).

Fourth, each coin is worth one point at the end of the game.

## Plantation Factory - Conclusion

When all players have played their last cards (their decks and hands are empty), the first half of the game is over. Note that, due to specialist workers, some players may have more turns than others.

## Factory Transition

Before the trucks can leave to go to the Candy Factory, there are a few things that need to be done:

1. Return all worker pawns, goods, and shift change coins from the factory board to their piles.
2. Each player looks at his trucks and notes how many of his worker icons are left uncovered. For each left uncovered, he is allowed to keep one specialist worker card. Any excess specialist worker cards are discarded (player's choice). Note that the starting temp worker is considered a specialist worker for this action.

## Candy Factory - Overview

The Candy Factory is a candy making facility. Your job is to transport the goods from your trucks to the factory. While there, you should make as many candy products as you can and bring them back to your trucks for transport to the candy shops (scoring).

## Candy Factory - Setting Up

1. Place the board on the table with the Candy Factory face-up.
2. Place the clipboard on the table with the Candy Factory side face-up.
3. Each player shuffles his eight worker cards and his specialist cards and makes a deck. He then draws three cards from that deck to make his hand.
4. Place the already-chosen recipe cards near the board. Place the candy tokens on the recipe cards with the undecorated side face-up.
5. Roll the die and place it in the center of the board.
6. The player who took the last turn in the first half goes first in the second half.

## Candy Factory - Playing the Game

Playing on the Candy Factory is very much like the Plantation Factory.

On the active player's turn, he plays one worker card, then chooses to transport goods either to or from the factory. At the end of his turn, he draws back up to three cards. If his deck is empty, however, he does not draw.

Players will take turns clockwise until the conclusion of this factory. If a player has no more cards, his turn is skipped.

### Transporting Goods to the Factory

Transporting goods to the Candy Factory is done in the same way as transporting goods to the Plantation Factory, except that all goods that you transport are taken from your trucks and not the token piles.

Remember: A player may only access one truck per turn. This applies to both loading and unloading goods.

### Transporting Goods from the Factory

Transporting from the Candy Factory is done in the same way as transporting from the Plantation Factory, except you can now transport candy in addition to the other goods.

### Trucks

The trucks are used the same way as before, except now they can hold candy in addition to the other goods. Additionally, only goods in the player colored trucks are worth points at the end of the game.

### Candy Factory - Special Abilities

Each space at the Candy Factory has a special ability. After a worker pawn enters a space, the player may use the ability on that space. Before a worker pawn exits a space, the player may use the ability on that space.

- **Candy Machine (Lever)**

Whenever a player uses the candy machine, he may use one recipe card.

To use a recipe card, the player must return the number of goods from his warehouse and replace it with a candy (plain side up) with that cost.

Note that some recipes can be used more than once on a turn (as indicated by the arrow with the number), and some make more than one candy per use (as indicated by the number of candy icons to the right of the arrow).

Each candy token is worth the number of points listed at the bottom of the recipe card.

There are a limited number of candy of each type, so when they run out, they can no longer be made.

If you make candy but do not have any space in your warehouse to store it all, only take what you can store.

### • Decorating Station (Froster)

Whenever a player uses the decorating station, he may decorate ONE candy token in his warehouse. Additionally, if he pays (discards) one coin, he may decorate ALL of the candy in his warehouse.

To decorate a candy, flip an undecorated candy token at your factory warehouse to the decorated side. These decorated candies are worth one extra point at the end of the game.

Note that sugar, cacao, and chocolate cannot be decorated.

### • Outlet (Register)

Whenever a player uses the outlet, he may sell one good to gain one coin. This can be sugar, cacao, chocolate, or any candy. Discarded candy returns back to the recipe card.

Note that this outlet pays less than the one at the first factory, but anything can be sold.

## Candy Factory - Conclusion

When all players have played their last card (their decks and hands are empty), the game is over.

## Scoring

IMPORTANT: Only goods aboard the player's colored trucks are scored.

Each candy token is worth the number of points indicated on its recipe card.

Each sugar, cacao, and chocolate token is worth one point.

Each decorated candy is worth one additional point.

Each coin is worth one point.

Each different type of good is worth one point. A decorated and undecorated candy of the same type are considered one type.

*For example, you have one chocolate (+1), one sugar (+1), two chocolate peanuts (+1, +1), and three chocolate pretzels (+3, +3, +3) in your player colored truck. Four of the candy are decorated (+4). You have four types of candy (+4). You have two coins (+2). Your total score is 23.*

The player with the most points wins. In case of a tie, the player with the most coins wins. If there is still a tie, then the player with the most remaining goods in other trucks and warehouse wins. In all other cases, the players share the victory.

## Specialist Worker Abilities

### Temp

This specialist worker card has no special ability.

### Lift Operator

Whenever a player uses the lift operator, his transport capacity is increased by one for the turn. This means he can transport one extra good.

### Sorter

Whenever a player uses the sorter, he may transport counter-clockwise instead of clockwise.

### Runner

Whenever a player uses the runner, he may increase or decrease the die value by one or two. Treat 1 and 8 as if they were adjacent numbers.

### Trucker

Whenever a player uses the trucker, he may access more than one truck on that turn. At the Plantation Factory, it also means that he can transport both sugar and cacao tokens for the turn.

### Machinist

Whenever a player uses the machinist, he may use the machine ability. At the Plantation Factory, this means he may use the chocolate mixer. At the Candy Factory, this means he may use the candy machine. This is in addition to the special ability on the factory space.

### Packer

Whenever a player uses the packer, he may stack any number of transported goods onto other identical goods. The stack may only be two goods high, and they will share one space in either the warehouse or the truck. If the stacked goods are transported again, they are treated as individual goods once more. Decorated candy cannot be stacked on undecorated candy and vice versa.



## Special Rules for a Shorter Game

- **Playing Only the Plantation Factory**

Playing time: 10 minutes per player

Set up the Plantation Factory as normal.

Play the game as normal with the following exceptions. There is no need to worry about the seats on your trucks.

Each good aboard a player's trucks is worth a number of points:

- 2 - Chocolate Token
- 1 - Sugar Token

Additionally, there are extra points for the following:

- 1 - Coin

- **Playing Only the Candy Factory**

Playing time: 10 minutes per player

Set up Candy Factory as normal. Then, each player shuffles three random specialist workers into his deck without looking. Each player adds 7 sugar tokens and 4 chocolate tokens to his trucks in any fashion.

Play the game as normal. Use the same scoring as the base game.

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