

Pie Factory

2-4 Players, 30 minutes

Players are workers in a pie factory competing for a big promotion. In order to snag the job they will need to build and box delicious pies, and gain favor with the head honchos. During the game, players will build pies varying in complexity while maneuvering the Assembly Line. Timing, smart drafting, and managing your resources will be key elements to getting that promotion!

Components

- 46x Ingredient Cards
- 4x Worker Cards
- 4x Reference Cards
- 1x Rules sheet

Game Setup

1. Shuffle the Assembly deck and deal four cards to each player. The remaining cards become the Ingredients Deck.
2. Reveal cards from the deck and place them in a straight line to form the Assembly Line. 4 cards in a 2 player game. 5 cards in a 3 player game. 6 cards in a 4 player game.
3. Each player chooses a Worker Card to represent them during the game. Shuffle the chosen cards and place them face up in a line to establish initial player order.
4. Players receive a reference card that matches the color of their chosen Worker Card.

Order of Play

The game is played in two days. The first day is the first time through the Ingredient Deck. The second day is the second time through. Each day is played in a series of rounds during which each player takes one action. After a round is over the Player Order is adjusted and the Assembly Line refilled. Then play continues.

1. Take an Action

In player order, each player may either Draft a Card from the Assembly Line, Play a Card from their hand, Box Pies, or Draw a Card from the top of the Ingredient Deck.

Draft a Card from the Assembly Line

Take a card from the Assembly Line, paying any associated costs (see below), and put it in front of you to indicate what you drafted this turn. If you plan on playing it face down as a Crust, go ahead and place it face down in front of you.

Depending on the number of players, the number of Ingredient cards that are free when drafting changes. It's always equal to the number of players minus one, so in a four-player game the first three cards are free to draft. The next two cards always cost a

discard of one card from the hand. And the last card (closest to the Ingredient Deck) always costs a discard of two cards from the hand.

Note: The Assembly Line does not shift or refill whenever a card is drafted. Any costs in discarded cards remain in place for the cards in the Assembly Line according to where they were at the beginning of the round.

Play a Card from Your Hand

Place a card from your hand in front of you to indicate what you played this turn. If you plan on playing it face down as a Crust, go ahead and place it face down in front of you.

Box Pies

This is how you earn points. Score the top card of any or all of your pies by placing it into your score pile. Discard the rest of the cards. A facedown card used as a Crust is worth \$0 if boxed and isn't added to your score pile. A faceup Crust may be boxed if it is the only card in a pie. **Note:** If you take this action, you automatically go last next turn.

In the extremely rare case of a player not being able to take any legal actions on their turn, they must box one or more pies as their action.

Draw a Card from the Ingredient Deck

You may draw the top card from the Ingredient Deck, but it must go directly into your hand. If you already have four cards in your hand you cannot take this action. If there are no cards to draw, you cannot take this action. **Note:** If you take this action, you automatically go last next turn.

2. Adjust Player Order

Players compare the Prep Times indicated on the Ingredient Cards they drafted or played this round. Keep in mind, if a player drafted or played a card to be placed face down as a Crust, all facedown Crusts have a Prep Time of three minutes.

The player with the lowest Prep Time will go first next round, followed by the second-lowest time, and so on. If two players tie, their order in relation to each other stays the same as the current round. Worker Cards are adjusted to reflect this.

Players who Boxed Pies or drew a card from the Ingredient Deck will go last next round. If multiple players took these actions, the Worker Cards of these players are moved to the back of the player order in order of who took the action first.

Example: Christine decided to Box Pies this round. Ken chose to draw a card from the top of the Ingredient Deck. When adjusting the player order, Christine's Worker Card will be placed at the end of the player order. Then, Ken's will be placed behind hers because he took an action that makes him go last AFTER Christine took a similar action.

3. Place Cards

Players may now place the cards they drafted or played this turn. A card must be placed legally if it can be, but if it cannot be placed it goes into your hand. Mind the hand size limit of 4 cards. You may place a card you just drafted or played face down as a Crust.

Example: Joey drafted an Apple Filling from the Assembly Line. Both of his two pies in play already have fillings, so he cannot place it on either of those. He hasn't started a third pie yet, so he will have to place the filling face down as a Crust as it is his only legal play. If he did not have a legal play he would have placed it into his hand.

4. Fill the Assembly Line

Shift all remaining Ingredient Cards in the Assembly Line to the left and refill spaces from the top of the Ingredient Deck. If no cards were drafted this turn, any cards that would have been free to draft are discarded (3 cards for 4 players, 2 cards for 3 players, 1 card for 2 players), then cards shift and refill normally.

Running Out of Cards

If, while drawing, there are not enough cards left in the Ingredient Deck to refill the Assembly Line, two things happen ...

Firstly, this marks the end of a day and a pie was left out overnight, which causes it to go stale. Each player must discard one pie containing at least a filling (it can also contain a topping) they haven't yet boxed. They may choose which pie to discard, but they must discard all cards being used to build that pie. A player cannot discard a Crust card only.

Secondly, the discard pile is shuffled and the Assembly Line is filled. A new day has begun and play continues.

Game End

The second time you run out of ingredient cards, the end of the game is triggered. First, follow the rules for **Running Out of Cards** previously mentioned. Then, players Box all of their remaining Pies by scoring the top most card.

Scoring

Players receive points for the following things:

1. Points in Dollars in their score pile
2. Influencer majority bonuses (President +5, Foreman +4, Secretary +3)
3. Most boxed pies bonus (+3)

The player with the most points gets the promotion! If there is a tie, the player who boxed the least Crusts wins. If there's still a tie, you both get promoted!

Influencer Majority Bonuses

During final scoring, players compare the number of each influencer icon they have in their score piles. If a player has the majority in an influencer they receive the corresponding bonus. If two players tie, no bonus is given.

President +5 points

Foreman +4 points

Secretary +3 points

Grandma

If you boxed Grandma, you may use exactly one of your President icons as a Foreman or Secretary icon instead of as a President during scoring. This must be decided while comparing President majorities. A player cannot use a President icon for the President majority and then also use it in tandem with Grandma for another Influencer majority.

Most Pies Bonus

The player who boxed the most pies (not including boxed Crusts) receives a 3 point bonus to their score. Each player should count up the total number of filling and topping cards to see if they have the most.