



FAR SPACE FOUNDRY

OPERATIONS MANUAL

FAR SPACE FOUNDRY

Welcome to the Far Space Federation's interactive Foundry Operations Manual. Using holographic technology, you may interact with this device in much the same way you would with a physical booklet.

The Far Space Federation is leading an ongoing peacekeeping mission. The crew on the front line are in constant need of new supplies and equipment, so the Federation has set up a massive supply line network. This network is composed of massive space stations called Foundries. Some Foundries are specialized in mining and processing ore from asteroids. Other Foundries are equipped with robotic manufacturing and repair facilities. Their job is to keep the flow of supplies going efficiently as possible.

In Far Space Foundry, gameplay occurs in two distinct halves: the first half occurs at Space Foundry Alpha where players mine skyrite (blue crystals) and rubion (red ore), then combine the two to make galactium (purple metal). The second half occurs at the Space Foundry Beta where players ship the results and manufacture various technologies.

1 FOUNDRY BOARD



4 WAREHOUSE MODULES



1 CANTINA MODULE



1 DOCK MASTER MODULE



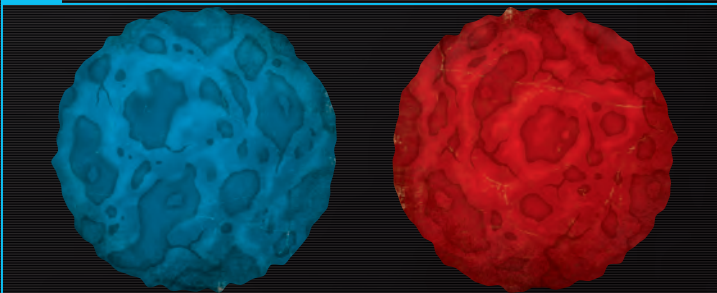
1 PRODUCT MODULE



1 ABILITY MODULE



2 ASTEROIDS



FAR SPACE FOUNDRY

28 FEDERATION PILOT CARDS



4 FEDERATION FREIGHTER CARDS



18 ALIEN PILOT CARDS



12 ALIEN FREIGHTER CARDS



8 PRODUCT CARDS



48 PRODUCT TOKENS



15 CREDITS



30 SKYRITE TOKENS



30 RUBION / GALACTIUM TOKENS



8 SHUTTLE TOKENS



1 SCOREPAD



1 d8



A1.0 SPACE FOUNDRY ALPHA OVERVIEW

Space Foundry Alpha is located near two asteroids rich in skyrite (blue crystals) and rubion (red ore). Skyrite is a rare mineral used in electrical components, and rubion is a near worthless rock that when combined with skyrite becomes the very sturdy purple metal Galactium. Your job is to mine the raw material and transport them to the space station for processing. You will combine the two into as much galactium as you think you need and then load it, along with skyrite, onto your freighters for transport.



A2.0 ALPHA SETUP

- 1 Place the foundry board on the table with the Space Foundry Alpha side face-up.
- 2 Attach the docking bay ability module (Alpha side up) into one of the module ports of the foundry. Attach the dock master module into one of the module ports. Attach the cantina module and the product module into opposite module ports.
- 3 Place all of the credits near the board.
- 4 Place skyrite (blue crystals) on the skyrite asteroid, and the rubion (red ore) on the rubion asteroid.
- 5 Place the shuttle tokens near the asteroids in "orbit".
- 6 Each player chooses a federation planet color. Based on that color, each player takes one set of six pilot cards, one commander pilot card, one freighter card, and one warehouse module. Put the unused federation pilot cards, commander cards, and freighter cards, and warehouse modules back in the box.
- 7 Each player attaches his warehouse module (Alpha side up) to the foundry board and places two skyrite (blue crystals) and two rubion (red ore) in it.
- 8 Each player takes one credit.
- 9 Each player places his freighter non-upgraded side up in front of him.
- 10 Each player shuffles his six pilot cards and makes a deck. Then each player adds his commander pilot to his hand and then draws two cards from his deck. This is his starting hand of three cards.
- 11 Sort the alien freighter cards by color into decks. Shuffle each alien freighter deck and place them in their respective locations near the cantina module (non-upgraded side up).
- 12 Shuffle the alien pilot cards, and make a deck. Place this face-down in the appropriate location near the cantina module.
- 13 Randomly select a number of product cards based on the number of players. For two players, choose three product cards; for three players, choose four product cards; and for four players, choose five product cards. Put the product cards in the appropriate locations near the product module. Place the product tokens on the product cards with the uncharged side face-up. Return the unused product cards and product tokens to the box. These products can't be accessed during the first half of the game, but they are visible to help the players formulate a strategy for the second half. For your first game, it is recommended you use the following: For two or more players add Robot, Ion Cannon, and Battery; For three or more players add: Drone; For four players add: Ray Gun.
- 14 Each player rolls the die. The player with the highest number will be the starting player. Place the die on the center of the board, maintaining the last roll.

A3.0 ALPHA GAMEPLAY

When it is your turn as the active player, you play one pilot card, then choose to transport items either to or from the space foundry. At the end of your turn, draw back up to three cards. If your deck is empty, however, you do not draw.

Players will takes turns clockwise until the conclusion of this space foundry. If a player has no more cards, their turn is skipped.

A3.1 TRANSPORTING ITEMS TO SPACE FOUNDRY ALPHA

When you choose to transport items to the space foundry, take a shuttle from orbit and try to place it on the docking bay that matches the number on the pilot card you played. If that docking bay is occupied by another shuttle, try the next docking bay clockwise. Continue this process until an unoccupied docking bay is found, then place a shuttle there.



EXAMPLE A3.1a - You play an 8 card, take a shuttle from orbit, and try to place it on the 8 docking bay. It is occupied by another shuttle, so you go clockwise to the next docking bay, 1. Docking bay 1 is empty, so you place the shuttle there.

The number of docking bays you try determines the **transport capacity** of the shuttle. In the prior example (A3.1a), your transport capacity is two since you tried two docking bays.

The transport capacity of your shuttle determines how many items the shuttle may transport. In this case, it determines how many skyrite or rubion tokens you may take from an asteroid and place in your warehouse at the space foundry. You may only access one asteroid per turn, not a mix of both.

IMPORTANT TRANSPORT REGULATION: *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.*



EXAMPLE A3.1b - You choose to transport two skyrite. You take two skyrite tokens from the asteroid and place them in your warehouse spaces.

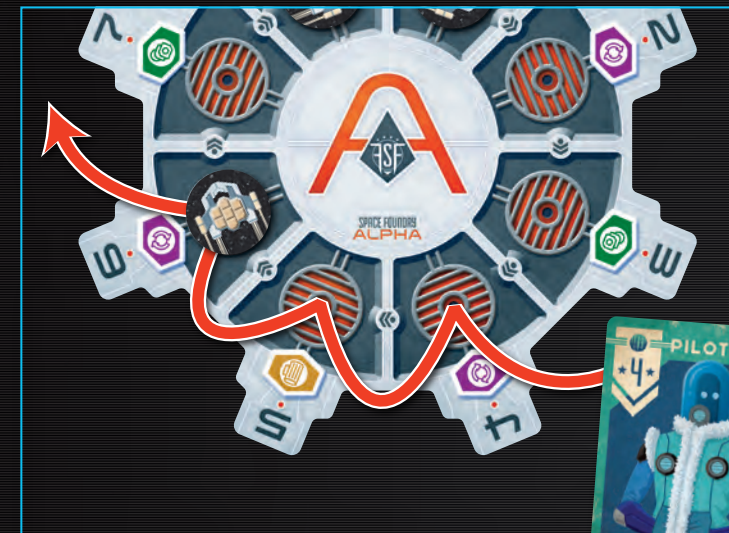
If the space foundry is completely occupied by shuttles, then transporting to the space foundry is not available as an option.

A3.2 WAREHOUSE

Each player has their own warehouse on the space foundry. On Space Foundry Alpha each warehouse has seven spaces that can each hold one item.

A3.3 TRANSPORTING ITEMS FROM THE SPACE FOUNDRY

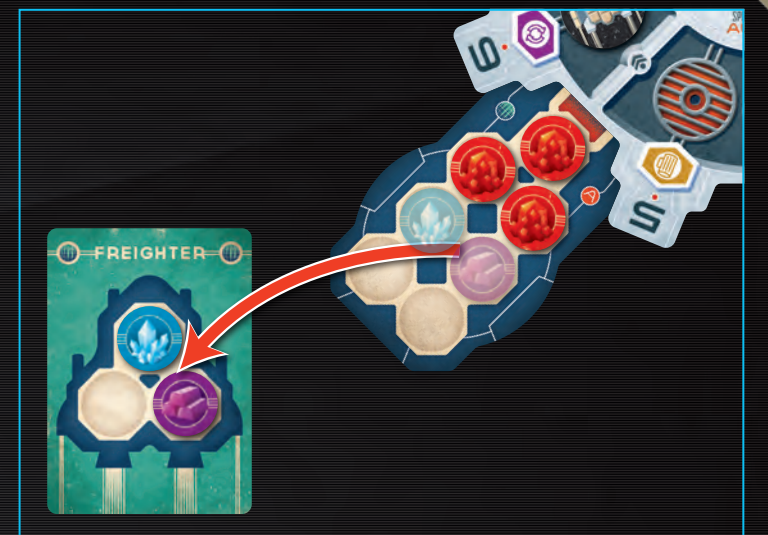
When you choose to transport items from the space foundry, attempt to remove a shuttle from the docking bay that matches the number on the pilot card you played. If that docking bay is unoccupied, try the next docking bay clockwise. Continue this process until an occupied docking bay is found, remove it, then place the shuttle back in orbit.



EXAMPLE A3.3a - You play a 4 card. Docking bay 4 has no shuttle, nor does docking bay 5, but docking bay 6 does. You may take the shuttle from docking bay 6 and move it back to orbit.

The number of docking bays you try determines the transport capacity of the shuttle. In the example above (A3.3a), your transport capacity is three, since you tried three docking bays.

The transport capacity of your shuttle determines how many items the shuttle can transport. In this case, it determines how many skyrite, rubion, or galactium tokens you may take from your warehouse and place in one of your freighters.



EXAMPLE A3.3b - You choose to transport one skyrite and one galactium. You take those two tokens from your warehouse and place them in one of your freighters with enough free space. Note that you had a transport capacity of three, but you only chose to transport two items.

If the space foundry is completely empty (no shuttles), then transporting from the space foundry is not available as an option.

A3.4 FREIGHTERS

Each player starts with one freighter, but may get more by recruiting alien pilots. Each freighter has a varying number of spaces. Each space can store one item like a skyrite, rubion, galactium, or product token.

IMPORTANT TRANSPORT REGULATION: *Docking with a freighter is a time-consuming and laborious process. Therefore, when transporting items, a player may only access one freighter per turn!*

A4.0 ALPHA SPECIAL ABILITIES

Each docking bay at the Space Foundry Alpha has a special ability. After one of your shuttles enters a docking bay, you may use the ability on that docking bay. Before one of your shuttles exits a docking bay, you may use the ability on that docking bay.



EXAMPLE A4.0 - You place a shuttle on docking bay **2**. That space has the processing plant ability. After you place the shuttle and transport items, you may use the special ability. On the next turn, you remove a shuttle from docking bay **3**. That docking bay has the galactic traders ability. Before you remove the shuttle and transport items, you may use that special ability.

HELPFUL PROCEDURAL TIP! When removing a shuttle, move the shuttle over the docking bay number as a reminder of which shuttle you will be moving while you are performing the special ability action. When you are done with the action, remove the shuttle as normal!

A4.1 PROCESSING PLANT

The Processing Plants are the heart of Space Foundry Alpha. They are highly calibrated machines that must be at the right temperature to fuse rubion and skyrite to make galactium.

When you use the processing plant, you may discard (to the asteroid) one skyrite token to convert (flip over) one rubion token into a galactium token. Both the skyrite and the rubion must be in your warehouse.



Galactium tokens are used to make different types of products at Space Foundry Beta. It is not necessary to turn all of your raw materials into galactium, since some skyrite will be useful later as well. Consult the chosen product cards to decide which ratio you might need.

A4.2 GALACTIC TRADERS

Galactic Traders are seedy organizations that are found on most space stations even if they're not really welcome. They benefit from the surplus of goods that often occurs at space stations due to limited storage concerns.

When you use the galactic traders, you may sell (discard to the asteroid) one rubion token from your warehouse to gain two credits.



A4.3 CANTINA

Space Foundry Alpha has found itself as a way-point for space farers, especially shippers. They congregate in the cantina ready to offer their ships and assistance to the peacekeeping effort.

When you use the cantina, you may pay (discard) a cover charge of one credit to enter. Once you enter, you may recruit an alien pilot. Reveal to all players the top four cards from the alien pilot deck and add one directly to your hand. Then shuffle the remaining revealed cards back into the deck. If you recruit an alien pilot, you don't draw up at the end of your turn.



If you don't already have a freighter matching the alien pilot's color, you may additionally take the top freighter of that color. You may only have one freighter of each color and you must keep it for the rest of the game.

A4.4 CREDITS

Credits are a limited resource, so when you gain credits you only get what is available at the time. Credits have several uses:

First, a player may use one credit to recruit an alien pilot at the cantina.

Second, a player may use one credit to bribe the dock master. Bribing the dock master means he can add or remove one shuttle from the board (then continue with his turn). This can be done once per player per space foundry. To note this, place the credit on the matching player color symbol in the dock master module. A player can bribe at any point during his turn – including after a die roll or shuttle movement.

Third, credits can be used for charging at Space Foundry Beta (See Charging Station).

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

A5.0 ALPHA 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 alien pilots, some players may have more turns than others.

A5.0 SPACE FOUNDRY TRANSITION

Before the freighters can leave to go to Space Foundry Beta, there are a few things that need to be done:

1. Return all shuttles to orbit, warehouse items to their asteroids, and bribe credits from dock master to their piles.
2. For each freighter a player owns, he is allowed to keep one commander pilot card matching its color. Any excess commander cards are discarded (player's choice). You always keep your federation commander and your basic pilots.

B1.0 SPACE FOUNDRY BETA OVERVIEW

Space Foundry Beta is a manufacturing facility. Your job is to transport the items from your freighters to the space foundry. While there, you should make as many products as you can and bring them back to your freighters for final transport (scoring).



B2.0 BETA SETUP

- 1 Remove any shuttle tokens and flip the foundry board so the Space Foundry Beta side is face-up.
- 2 Flip the docking bay ability module so the Space Foundry Beta side is face-up. Remove any credits from the dock master module and flip it so the Space Foundry Beta side is face-up.
- 3 Flip the warehouse modules so the Space Foundry Beta side is face-up. (There should only be five spaces available in each warehouse)
- 4 Return the cantina module and the unused alien pilots and freighters to the box.
- 5 Even though the asteroids can no longer be mined, leave the asteroids as discard piles.
- 6 Each player shuffles his seven federation pilot cards and his alien pilot cards and makes a deck. He then draws three cards from that deck to make his hand.
- 7 Roll the die and place it in the center of the board.
- 8 The player who took the last turn in the first half goes first in the second half.

B3.0 BETA GAMEPLAY

Playing on the Space Foundry Beta is very much like Space Foundry Alpha. On the active player's turn, he plays one pilot card, then chooses to transport items either to or from the space foundry. 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 takes turns clockwise until the conclusion of this space foundry. If a player has no more cards, his turn is skipped.

B3.1 TRANSPORTING ITEMS TO THE SPACE FOUNDRY

Transporting items to Space Foundry Beta is done in the same way as transporting items to Space Foundry Alpha, except that all items that you transport are taken from your freighters and not the asteroids.

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

B3.2 WAREHOUSE

Each player has his own warehouse on the space foundry. On Space Foundry Beta each warehouse has five spaces that can each hold one item.

B3.3 TRANSPORTING ITEMS FROM THE SPACE FOUNDRY

Transporting from Space Foundry Beta is done in the same way as transporting from Space Foundry Alpha, except you can now transport product tokens in addition to the other items.

In rare circumstances, a player may find it beneficial to transport products back off of his freighters to the foundry (perhaps to charge them). This is allowable.

B3.4 FREIGHTERS

The freighters are used the same way as before, except now they can hold product tokens in addition to the other items. Additionally, only items in the freighters are worth points at the end of the game.

B4.0 BETA SPECIAL ABILITIES

Each docking bay at Space Foundry Beta has a special ability. After one of your shuttles enters a docking bay, you may use the ability on that docking bay. Before one of your shuttles exits a docking bay, you may use the ability on that docking bay.

B4.1 MANUFACTURING PLANT

The federation's robotic manufacturing plant is programmed to create a range of products based on the peacekeeping effort's current needs.

Whenever you use the manufacturing plant, you may access one product card. Return the number and type of items listed on the product card from your warehouse and replace them with the listed number of matching product token (uncharged side up).



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

Each product token is worth the number of points listed at the bottom of the product card. If you make a product and there are fewer tokens remaining than what you need, take only what is available. If you make products but do not have any space in your warehouse to store it all, only take what you can store.

B4.2 CHARGING STATION

The charging station uses quantum entanglement technology to instantly charge any device by teleporting electrons directly into its battery.

When you use the charging station, you may charge ONE product token in your warehouse. To charge a product, flip an uncharged product token at your space foundry warehouse to the charged side.



Additionally, if you pay (discard) one credit, you may charge ALL of the products in your warehouse.



These charged products are worth one extra point at the end of the game. Skyrite, rubion, and galactium cannot be charged.

B4.3 FREIGHTER UPGRADES

The robots on Space Foundry Beta are capable of speedy star ship repairs and upgrades. Freighters usually take on a lot of carbon scoring during their peace-keeping missions, so some welcome repairs are sought after.

When you use the freighter upgrades, you may either upgrade one of your freighters **-OR-** gain one credit. To upgrade a freighter, flip an empty (no tokens) freighter to its upgraded side.



At the end of the game, freighters that are not upgraded will suffer a penalty of -2 points each.

B5.0 BETA CONCLUSION

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

B6.0 SCORING

Using the scorepad, each player totals up the points they have earned. The player with the most points wins. In case of a tie, the player with the most credits wins. If there is still a tie, then the player with the most remaining items in his warehouse wins. In all other cases, those players share the victory.

IMPORTANT REMINDER: Only items aboard your freighters are scored. Any remaining items in your warehouse are ignored.

1

Each skyrite, rubion, and galactium token is worth one point.

*

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

1

Each charged product is worth one additional point.

1

Each different type of item is worth one point. A charged and uncharged product of the same type are considered one type. Each of the three raw materials also count as different types.

1

Each credit is worth one point.

-2 / -2

Each freighter that is not completely full is worth negative two points. Each freighter that is not upgraded is worth negative two points.

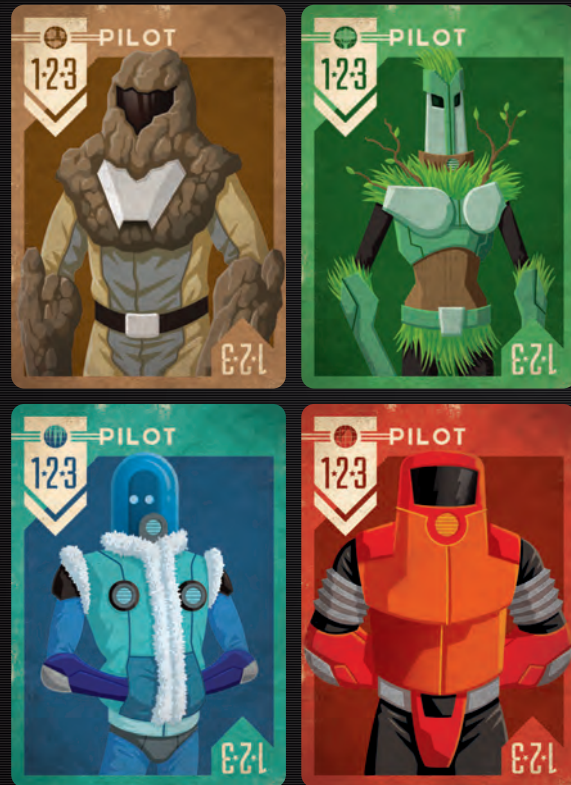


EXAMPLE B6.0 - You have one galactium (+1), one skyrite (+1), two helmets (+1, +1), and three drones (+3, +3, +3). Four of the products are charged (+4). You have four different types of items (+4). You have two credits (+2). You have two full freighters and one freighter that is not completely full (-2). Two freighters are upgraded, the other is not (-2). Your total score is 19!

C1.0 FEDERATION PILOTS

With so many shuttles flying in and out of space foundries, it's important that you know how to use pilots. Each Federation planet has one Commander and along with the pilots under their command, their mission is simple – Transporting ore and goods ensuring that the Far Space Federation's fleet is continuously supplied to keep the peace and maintain order in the galaxy.

C2.0 "123" PILOTS



The pilots with 1-2-3 can be treated as either a 1, 2, or 3 when they are played.

C3.0 COMMANDER PILOTS



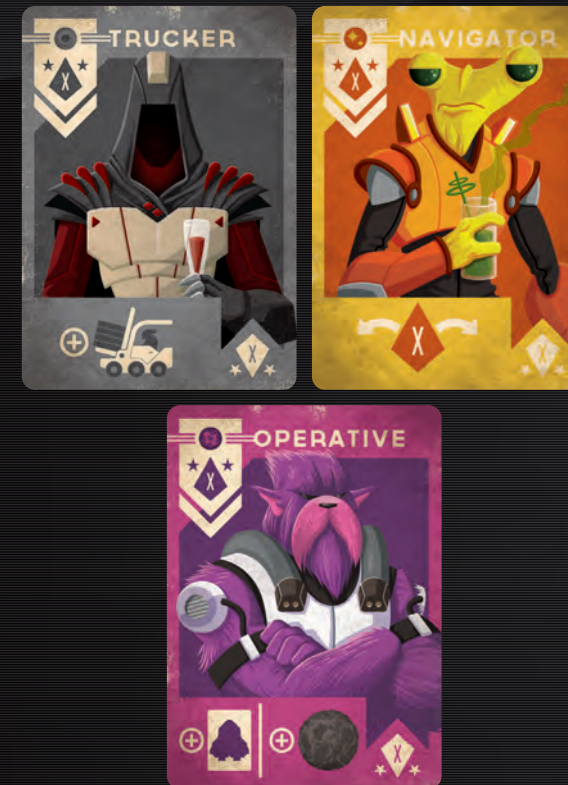
Commander pilot cards are played just like a regular pilot cards, with one exception: There is no number listed on the commander pilot card. Instead, the number is determined by the die. There are two ways to do this:

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.

You can declare whether you are transporting to the space foundry or transporting from the space foundry after the die is rolled. Each federation planet has one commander, and the alien pilots are also considered commanders.

D1.0 ALIEN PILOTS

As efficient as the Federation pilots are, there comes a time when the Federation must call on the aid of some more "colorful" alien pilots that usually can be found available for hire at the Cantina.



The alien pilots are commanders of their own freighters and they use the same rules as the federation commanders. In addition, each alien pilot has a special ability that can be used during the turn in which it is played.

D1.2 TRUCKER

When you use a trucker, your transport capacity is increased by one for the turn. This means you can transport one extra item.



EXAMPLE D1.2 - You play a trucker and enter the foundry into an empty docking bay. Your transport capacity would normally be one but the trucker increases that to two. You put two skyrite in your warehouse.

D1.3 NAVIGATOR

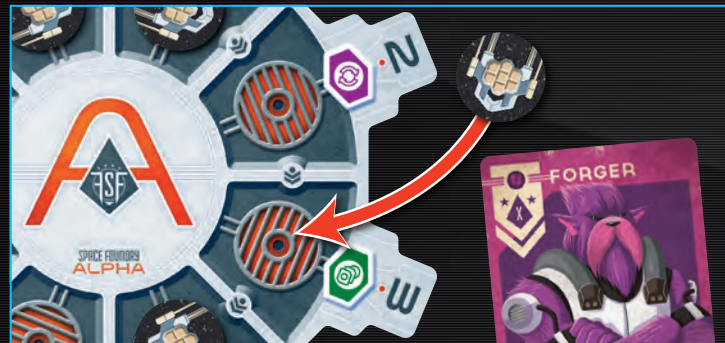
When you use a navigator, you may transport counter-clockwise instead of clockwise. When entering the foundry to an empty space or exiting the foundry on a space with a shuttle, there is no effect.



EXAMPLE D1.3 - You play a navigator and your number is 4. Both 3 and 5 are empty. Normally, you could only go clockwise to the 5, but now you have the option to go to the 3.

D1.4 FORGER

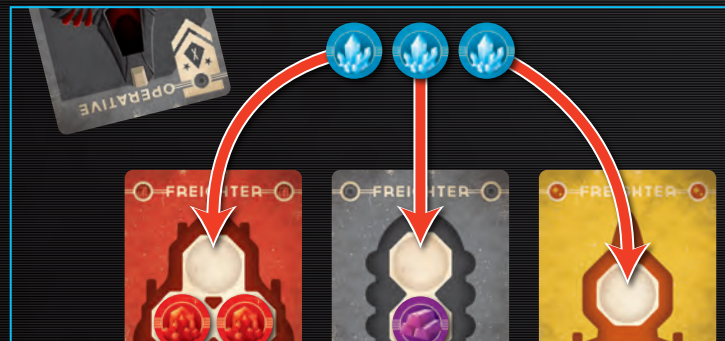
When you use a forger, you may increase or decrease the die value by one or two. Treat 1 and 8 as if they were adjacent numbers.



EXAMPLE D1.4 - The die shows a 7. You play a forger. You may treat its value as either a 5, 6, 7, 8, or 1. You choose to roll instead and get a 4. You may treat it as a 2, 3, 4, 5, or 6. You treat it as a 3.

D1.5 OPERATIVE

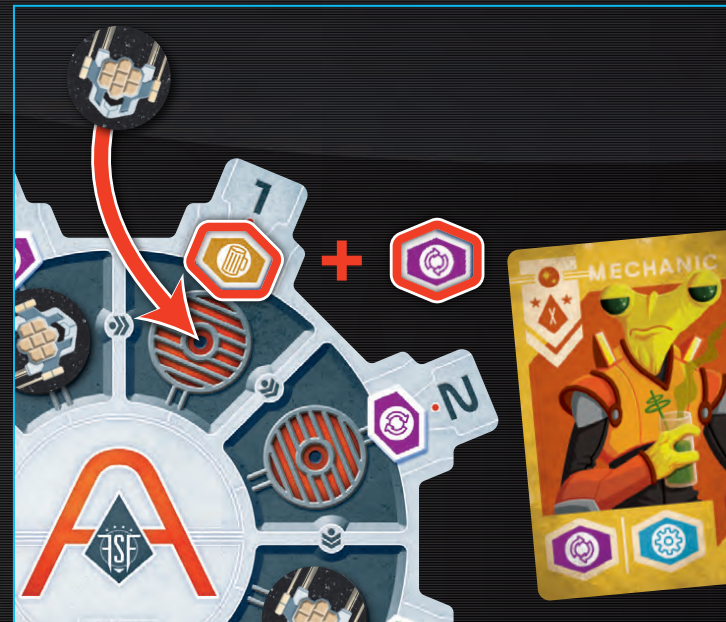
When you use an operative, you may access more than one freighter on that turn. At Space Foundry Alpha, it also means that you can access more than one asteroid (transport both skyrite and rubion).



EXAMPLE D1.5 - You have three freighters with one free space each. You have three items to transport. You play an operative and have a transport capacity of three. You may put one item aboard each freighter.

D1.6 MECHANIC

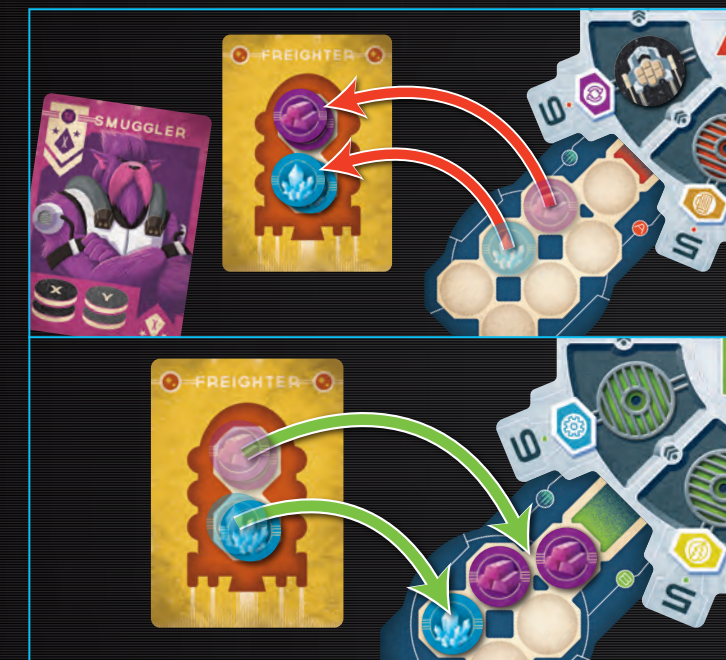
When you use a mechanic, you may use the plant ability. At Space Foundry Alpha, this means you may use the processing plant. At Space Foundry Beta, this means you may use the manufacturing plant. This is in addition to the special ability on the docking bay.



EXAMPLE D1.6 - You play a mechanic and are using the Cantina special ability on your docking bay. Afterward, you choose to process too.

D1.7 SMUGGLER

When you use a smuggler, you may stack any number of transported items onto other identical items. The stack may only be two items high, and they will share one space in either the warehouse or the freighter. If the stacked items are transported again, they are treated as individual items once more. Charged products cannot be stacked on uncharged products and vice versa. This ability can be used going into freighters or into warehouses.



EXAMPLE D1.7a - Your freighter has two spaces with one skyrite and one galactium. Your warehouse has the same two items. You play a smuggler and place both of those items on top of the items in the freighter respectively. You now have two stacked skyrite and two stacked galactium in your freighter. On a future turn, you have a transport capacity of three. You transport both galactium and one skyrite to the warehouse. The galactium is no longer stacked.



EXAMPLE D1.7b - Your warehouse is filled with skyrite except for one space. You play a smuggler and transport two rubion. The first rubion goes into the space, and the second can go on top of it.



EXAMPLE D1.7c - You play a smuggler to transport one stack of two skyrite into your warehouse. The rest of the warehouse is completely filled with products. You want to manufacture two Power Converters with the two crystals, however you cannot stack those two Power Converters because the smuggler's ability is used only on transported items. You won't be able to stack freshly built items. You could however build a Deflector dish with the two skyrite and put the product in its space.

E1.0 SHORTER GAME RULES

Sometimes you might not have as much time as you'd like to play a full game of Far Space Foundry. Included below are two sets of rules for a shorter game where you can play in half the time.

E1.1 PLAY ONLY SPACE FOUNDRY ALPHA

PLAYING TIME: 10 minutes per player

Set up the Space Foundry Alpha as normal, except no product module. Play the game as normal with the following exceptions:

Each skyrite token is worth one point.



Rubion tokens are worth zero points.



Each galactium token is worth two points



Each credit is worth one point.



Each freighter that is not completely full is worth negative two points.



E1.2 PLAY ONLY SPACE FOUNDRY BETA

PLAYING TIME: 10 minutes per player

Set up Space Foundry Beta as normal. Then, each player shuffles one random alien pilot of each color into his deck without looking. Each player gains one of the following sets of freighters:

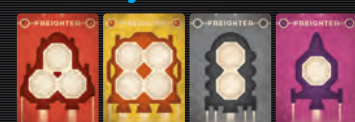
Blue Player:



Brown Player:



Red Player:



Green Player:



Each player adds 6 skyrite tokens and 4 galactium tokens to his freighters in any fashion. Finally, each player takes one credit.

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

F1.0 SOLITAIRE RULES

Play the game as normal, randomly selecting three product cards.

If you score at least 22 points, you win!

22: Freighter Pilot

23: Peacekeeper

24+: Federation Overseer

OPTIONAL SOLITAIRE RULE: After each turn, roll the die. If the docking bay matching that number is empty, place a shuttle there, otherwise remove the shuttle there back into orbit.

G1.0 CREDITS

GAME DESIGN

Dan Manfredini

@GameDesignerDan

Thanks to my family, Kelly, Noah, and Oscar, for all of your support and inspiration!



ART AND GRAPHIC DESIGN

Adam P. McIver

@CR8DPT & @ad7m

Thanks to Dan, Justin, and Robert for letting me explore this universe!

GAME DEVELOPMENT

Justin Schaffer & Robert Garza

@TerraNovaGames

Thanks to Dan Manfredini, Adam McIver, Brendon Hall, Reunion Game Group, Rob Thomsen, Michael Huven-Moore, Mary Fisher, Mark Streed, Eric Turner, Kim Varela

PLAYTESTERS

Christopher Fritel, Valerie Rogers, Cliff Davis, Jake Sulpice, Julie Rhoda, Eric Schiedler, Robert Wenner, Ian Cooper, Angela Holt, Peter Kirkham, Kelly Manfredini, Adam Hegemier, Greg Sharek, Matt Kyle, John Oliver, Jim Cowlishaw, Carl Feierabend, Justin Schaffer, Robert Garza, Michael Huven-Moore, Molly Wright, Tom Wright, Ree Linker, Franklin Linker, Hunter Shelbourne, Sarah Smile, Shawn Storie, Helaina Hoffman, and Jenny Dunbeck

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Brandon Waite, John Lowell, Top Changwatchai, Clive Patmore, Arthur Von Eschen, Dave Harvey, Craig Sanderlin, Nicolaj Wild, Ian Forbes, Andrew McCurry, Rob Crosby, Stephen Baker, Jackson Gatlin, Eric Anderson, Armando Rex Ramirez, James Gardner, George Pilko, Jan Fisher, Bill Lau, Michael Satre, Flavio Collovini, and Christopher Fritel



Can't get enough Far Space Foundry?

The Far Space Federation has discovered an uninhabited system in the Ether Region of space. The Federation Engineers have determined that a new foundry will be built near the system's rich asteroid belt. A specific batch of asteroids has been found to have deposits of unusual elements. Can you help the Federation benefit from this serendipitous discovery?

Visit www.terranovagames.com or ask your Friendly Local Game Store for the "Ether Ore" expansion for Far Space Foundry!

- 40 ore tokens in 4 incredible new types
- 18 amazing new product tokens
- 1 new ability module

