MARTIN WALLACE

STEAM POWER

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OVERVIEW

In **Steam Power** you are striving to run your company more successfully than any other player. How well you do depends on fulfilling contracts, connecting to certain cities, selling all of your resources from your factories, and how much money you have at the end of the game.

On your turn you can perform two actions, which can be the same if you choose. You can build Track tiles, build a Factory, fulfil a Contract tile, take Contract tiles, or take money from the Bank.

When you build a factory on a City tile it will produce **resources** of the same colour.

You need resources to **fulfil contracts**. However, there may be a *cost* if those resources have to be taken from another player's factory or moved along Links owned by other players.

The game ends when one or more players have fulfilled a certain number of contracts, which **varies depending on the number of players**. You then score Victory Points from **contracts, cities, factories and money left in hand**.

Steam Power can be played by **two to five players** and should take no longer than **sixty minutes** to complete.

This is an example of an initial game board, after cities have been randomly added.
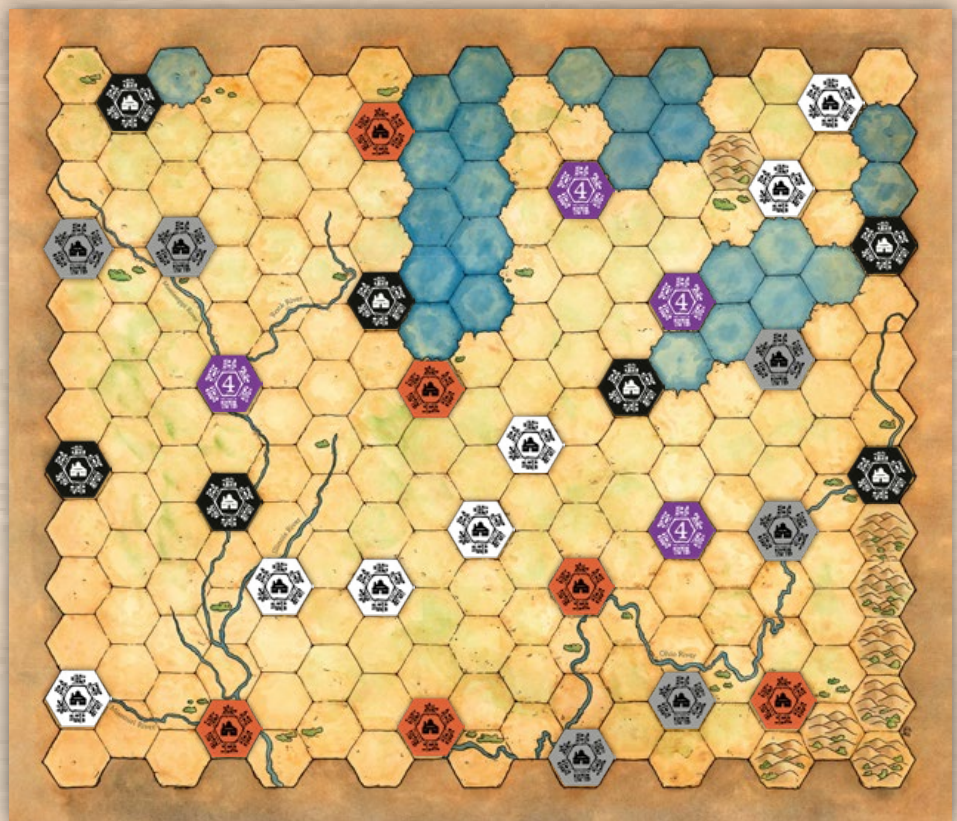
COMPONENTS

Maps (3)

Contract tiles (48)

Track tiles (100 double-sided)
- 80 straight/curve
- 10 tight curve/double straight
- 10 double curve/straight curve

City tiles (33 double-sided)
- 7 Cities in black, white, orange and grey
- 5 Victory Point Cities in purple, with no resources

Resources (120)
- 30 in black, white, orange and grey

Player Trains (18 per player)

Player Factories (15 per player)

Coins (90)
- 50 x $1
- 40 x $5

First player marker (1)

Eleven separate bags are also provided, to store components and for use in play.

STARTING THE GAME

First, decide which map you wish to play on.

Draw and place **one City tile in each hex indicated** on the map.

Make sure the tile is placed face-up.

Correct   Incorrect

Depending on the map there may be some tiles remaining. It is permissible to look at these tiles so you can see clearly whether certain resources may be in short supply.

Each player should **select a set of coloured pieces**, which will consist of eighteen Trains and fifteen Factories.

Each player should draw five Contract tiles from the bag. They keep these in front of their position on their side, so that they can see them clearly but remain secret from other players. They should also draw $5 each.

Randomly determine who will be the first player in any manner you prefer. Give that player the **First Player marker**. This is just to remind you who went first, it is never moved around the table.

Place all of the remaining money to one side to form a bank.

Place all of the Track tiles and Resources nearby to form a stock.

You are now ready to start playing the game.

PLAYING THE GAME

'Steam Power' will be played over a variable number of rounds.

Starting with the first player and going clockwise around the table, each player performs two actions, which may be the same. This procedure is then repeated until the end game condition has been met. The game is near to ending when one player has fulfilled a certain number of contracts, as below:

- Two players — Fourteen Contract tiles
- Three players — Eleven Contract tiles
- Four players — Nine Contract tiles
- Five players — Eight Contract tiles

Play then continues until all players have had **an equal number of turns**.

The actions available to you are:

- **Build Track tiles**
- **Build a Factory**
- **Fulfil a Contract**
- **Take Contract tiles**
- **Take money from the Bank**

These actions will now be described in more detail.
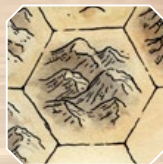
ACTION 1: Build Track tiles

As an action you may place one or two track tiles on the board. The cost for doing so depends on the terrain in the hex in which you place the Track tile.
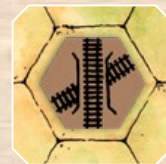
Plains $0   Hills $2   Mountains $4   Crossing $2 (terrain cost is ignored)

Note that Crossing tiles can only replace existing Track tiles.

Rivers have no effect on the cost of building Track tiles, they are purely for decoration.

No building in water   No shared tracks   No Crossing tiles in an empty hex

Note that you cannot build in water or connect directly to another player's track. Crossing tiles cannot be placed in an empty hex, they must replace existing track.

The very first time you build track you must connect to any City tile on the board. Once you have started your rail network, from then onwards all of your track **must be contiguous**. This means **all track tiles have to connect to each other,** either directly or via cities.

Thus you can only build from a City tile that you already connect to, or from one of your Track tiles that has not yet formed a **Link** to a City.

When you have connected two cities together with Track tiles you have created a **Link**. Your connected Links will be referred to as your **Network**.

It is possible for you to have Track tiles that do not yet connect two cities. This is an **incomplete Link**. The next time you place track you *must* continue to extend this incomplete Link. You can only start a new Link once you have completed an incomplete Link. Thus you may only have one incomplete Link in play at a time.

You show ownership of a completed *or* incomplete Link by placing *one* of your Train pieces on it. Note you do *not* place one Train per Track tile.


Each player can only build one Link at a time — Blue must add to this incomplete Link (or remove it) before starting another.

If your incomplete Link is blocked, or you change your plans, then instead of placing a Track tile you can **remove one or replace it** with a different Track tile. You can only do this to the last Track tile in an incomplete link. There is no cost for doing so, even in hills and mountains. Completed Links cannot be broken.

You can cross another Track tile — either your own or another player's — by replacing an existing Track tile with one of the **Crossing** Track tiles. This always **costs $2**. You do not pay extra for the terrain costs. The important fact to remember is that you cannot change the direction of the Track tile that you are replacing.

On some maps there are cities that are adjacent to each other. These cities are regarded as connected to each other **but** only when they have been connected by at least one player Link (does not have to be you). The connections between these adjacent cities are regarded as neutral, so do not belong to any particular player.
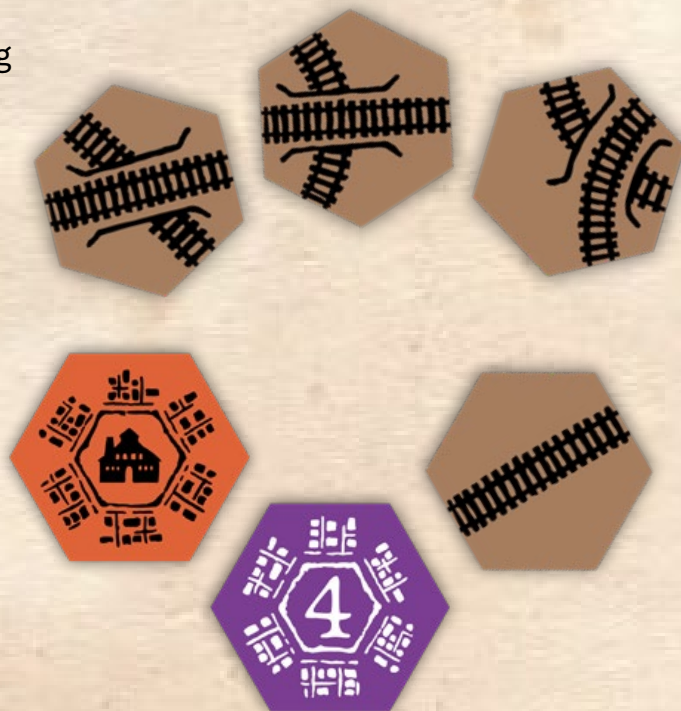
ACTION 2: Build a Factory

As an action you can place one of your Factory pieces on an empty City tile that is connected to a completed Link. **This Link can belong to any player, it does not have to be your Link.**

This action does not cost you any money or resources.

When you do so you place five Resources that match the colour of the City tile onto the City tile, next to the Factory.

You cannot build a Factory on a Victory Point City tile.

Build Factory $0   No Factories on VP cities

Note that adjacent City tiles are only regarded as connected to each other once at least one player has a Link to one City tile in that group. Once such a group of cities have a Link connecting to one of them it is legal for you to build a Factory in any of the cities in that connected group.

Any player could build in either of these connected cities.

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ACTION 3: Fulfil a Contract

As an action you can fulfil one Contract tile. You reveal the Contract you intend to fulfil.
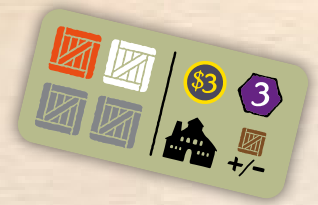
To fulfil it you must acquire all of the Resources indicated on the left side. These Resources must be moved to a City which is part of your Network. Remember that a City is part of your Network if you have one of your own completed links connecting to that City. A Factory alone does not make the City a part of your Network (unless you also have a link to that City).

All Resources must be moved along completed Links. They can be moved along Links that belong to other players, but at a cost. Remember that adjacent City tiles are only linked to each other if at least one tile has a player's Link connected to it.

It may be necessary for you to pay for the Resources that you acquire:

- If you take a Resource from a Factory that belongs to you and that is on your Network then there is **no cost**.

- If you take a Resource from a Factory that belongs to another player then you must **pay that player $1**.

- For each Link belonging to another player (not per Track tile) that you move a Resource along you must **pay the owner of that Link $1**.

Note: If two or more Cities are adjacent, you only need to transport the Resource to one of those Cities.

You calculate the cost of each Resource **independently**.

You must acquire **all** of the necessary Resources in a single action. It is **not permissible** to acquire just some and then others in a later action. Once you have acquired these Resources you remove them from the board and place them back in the stock.

If the Resource you need is not on the map, you must pay $5 to the bank for each such missing Resource. Essentially, you are purchasing it from the supply, but there is no need to take the piece as you are just going to place it back.

Also, if the Resource is on the map but there is no link to your Network (i.e., there is another separate set of links elsewhere on the board not connected to your Network), you must pay $5 to the bank for each such missing Resource.

Note: You cannot choose to pay $5 for the Resource if there is a way that you can transport a Resource on the map to your Network (even if it means paying other players $5 or more).

When the last Resource has been taken from a City tile then that tile should be flipped to its other side. The factory on the tile remains there. It is not possible to build another factory here, so this resource centre has now been exhausted.
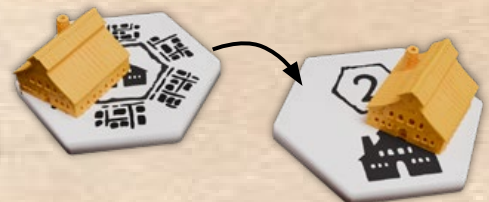
For the Green player to fulfil this contract, they must bring orange, black and grey Resources to their network:

(A) Black costs $0, from a Green factory connected to Green's network.

(B) Grey costs $1, paid to Red, who owns the factory.

(C) Orange costs $3, of which $1 is paid to Red for passing through one Link, and $2 to Blue for passing through one Link and for owning the factory.

In this example, the Purple player's network is separated from all white Resources on the board, and must therefore pay $5 to the bank if they wish to obtain one.

However, as the Red, Blue and Yellow players are connected to white Resources that can be purchased normally, they may not purchase them for $5 from the bank.
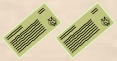
Contract Rewards and Bonus Actions

You gain any money indicated on the Contract tile. The indicated VPs will be scored at the end of the game. If the tile has a bonus action on it, if you wish to perform this action, you must do so immediately. This is a free action and does not count towards your two-action limit.
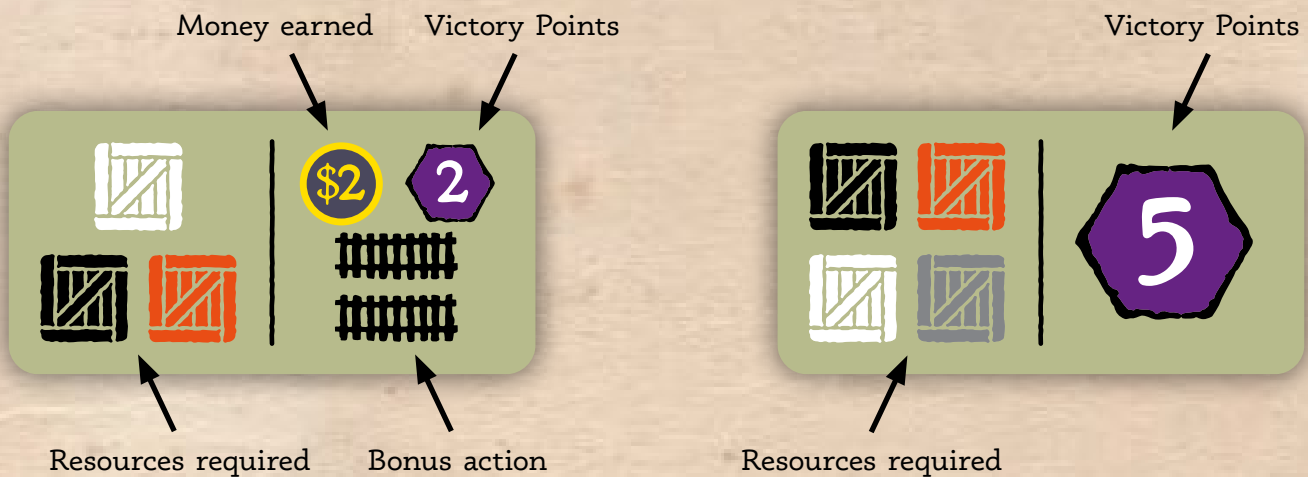
Build Track: follow exactly the same rules as explained earlier, so all costs and restrictions apply.

Build a Factory: there is an exception to the standard Build a Factory action. Rather than having to place five Resources you have the option to vary this number by one, either upwards or downwards. Thus you can choose to place either **four, five or six** Resources.

Take Contract tiles: take two such tiles from the bag.

Money earned   Victory Points   Victory Points

Resources required   Bonus action   Resources required

Once fulfilled, place the contract face up in front of you. Ensure that it is clear how many contracts you have completed and that the VP values on the tiles can be seen.

ACTION 4: Take Contract tiles

As an action you can draw two Contract tiles from the bag. There is no limit to the number of Contract tiles you can hold. If the bag is empty, draw from the hand of the player who has the most (or equal most) unplayed Contract tiles.

ACTION 5: Take money from the Bank

As an action you can take $3 from the bank.

ENDING THE GAME

The game end is triggered when **one** player has played a certain number of Contract tiles, which depends on the number of players:

- Two players — Fourteen Contract tiles
- Three players — Eleven Contract tiles
- Four players — Nine Contract tiles
- Five players — Eight Contract tiles

The game **does not end immediately**. You continue playing until all players have had an **equal number of turns**. Thus the game will end when the player to the right of the first player has completed their two actions.

All players now calculate how many Victory Points they have gained, as follows:

- Every **$5** you have is worth **one Victory Point**.

- Each fulfilled **Contract tile** is worth the **Victory Points indicated** on it.

- Each **Factory** you have **on a flipped City tile** is worth **two Victory Points**. A City tile is only flipped if *all of the resources in it have been taken*, so you would score nothing for a factory that still had resources on the same City tile.

- A **Victory Point City tile marked with Four VPs will share those points** with all of the players who have one or more completed Links to that city, rounded down if necessary.

  · Thus if only *one player* connects to that city then they score four Victory Points. The best way to record this is for that player to take the City tile.

  · If *two players* connect to that city then they each score two Victory Points.

  · If *three or four players* connect to the City tile then they each score one Victory Point.

  · If *five players* connect to the city then they do not score any points for it.

  Note: The number of Links a player has to a City is not relevant for this scoring.

The player with the most Victory Points is declared the winner.

In the case of a tie, the tied player who has played the most Contract tiles is the winner. If there is still a tie then the game remains tied.
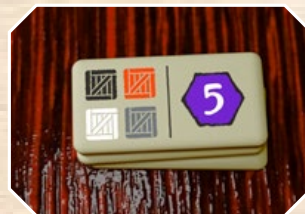
SOLO RULES

Solo rules are coming soon!

PLAYER GUIDE

Coming soon!

CREDITS

Game Design   Martin Wallace
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Thank you to all the playtesters who helped in the development of this game.