Kings of Air and Steam

Gameplay Schematics





At Tasty Minstrel we strive to bring you great games. Scott Almes' *Kings of Air and Steam* started out great, and it's been made even greater through the support of the 934 people and groups listed below. Their generosity during our KickStarter campaign enabled us to add a seventh playable team; to make the game playable for seven players instead of six; and to include the outstanding molded Airship pieces. Because of all of you, *everyone* enjoys a richer and fuller experience. Thanks for your support, enjoy the game, and keep your eyes peeled for more awesome titles from Tasty Minstrel!

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KINGS OF AIR & STEAM

On the cusp of the twentieth century, America is the undisputed land of industry. Factories fire their machines twenty-four hours a day and demand is skyrocketing in the cities. A small but fierce rivalry of shipping barons must manage their amazing airships and the extensive railroad system in order to get goods to the cities before the demand is met by someone else. Anyone who can't stay competitive will be left with nothing but dust in their coffers!

The process is simple: factories produce the goods (machinery, textiles, chemicals, food, and luxuries) that are coveted by the cityfolk. Airships—forbidden from landing in the cities but capable of carrying cargo over great distances—must be used to gather those goods and deliver them to depots along the rail network. Trains then haul the goods to the cities that want them, earning cash for the competitor that gets there first! Will **you** be the **King of Air and Steam**?

OVERVIEW: THE OVERARCHING ELUCIDATION

2-7 PLAYERS **1-2 HOURS** **AGES 13+**

The game spans 5 *rounds*. At the beginning of each round, the players will plan ahead for their *Airship* flights using four of their own *Movement cards*. When everyone is ready, everyone's first planned card is revealed; according to the turn order and movement limits of the cards, players move their Airships then take an *Action*. Actions include Building Depots, Upgrading your Airship or Train, Shipping Goods by rail, and Soliciting Funds from the bank. When all players have acted, the second planned cards are revealed, and so on through the four planned cards until all players have finished carrying out their plans for the round. All the while, players must keep aware of the rising values of the different types of Goods, and try to get the most-valuable Goods from the specialized *factories* that produce them to the *cities* that want them. At the end of the game, the player with the most money and the greatest shipping network will be declared the ***King of Air and Steam***!

COMPONENTS: THE MATERIAL APPARATUS

7 Game Boards

Several of these (*depending on the number of players*) are put together to form the play area. Each board is divided up into a number of hex-shaped *spaces*, some of which contain *Factories*, *Cities*, or railroad tracks.



6 Board bumpers

Used when assembling the play area.



Factories
This is where Goods are produced, of the type shown.



Cities
Players deliver their Goods here. Each City shows the type of Goods it wants, and has five slots for delivered Goods. When the slots are filled, the City's demand for that Good is fulfilled.



Railroad Link
A railroad connection between two Cities.

Railway Space
Any individual space that has railroad track running through it.

Board Letter
These letters are used to identify the game boards for certain player counts.

7 Double-sided Player Boards

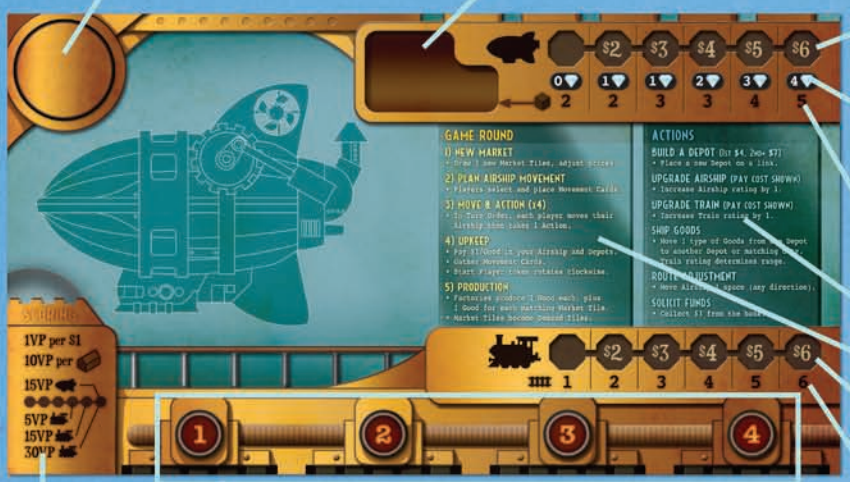
Used to plan your Airship movement, store your cargo, and keep track of your Airship and Train upgrades. Each board also provides a Scoring summary, a Game Round summary and a reminder of the available Actions.

*Shown here is the **Basic** side of the board; all boards are identical on the Basic side. The reverse is the **Normal** side, which features a unique illustration of your Airship, your team logo, and (*in some cases*) different stats for your Airship. Details of the different Player Boards can be found in the **Normal Game Appendix**.*

14 Upgrade Markers

2 in each player color. Used on the Airship and Train Upgrade Tracks on your player board.





Team Logo
Blank on the Basic side.

Cargo Hold
Store the Goods your Airship is carrying here.

Airship Upgrade Track
Shows your Airship's level and the cost to upgrade it.

Airship Diamond Rating
Shows the maximum number of Diamonds that you can play (on your Movement Cards) in a round.

Airship Cargo Capacity
Shows how many Goods your Airship can carry at once.

Actions Summary

Game Round Summary

Train Upgrade Track
Shows your Train's level and the cost to upgrade it.

Train Rating
Shows how far you may Ship Goods in one Action.

Scoring Summary

Movement Card Sockets
Play your Movement Cards to these sockets when you are planning your Airship movement for the round.

Market Board

Keeps track of the value of delivered Goods, and houses the three *Market Tiles* that make up the futures market.



Futures market tile bins

Current cash value of delivered Goods

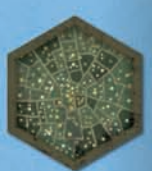
20 Market/Demand Tiles

4 of each Good type. While in the bins of the Market Board, these *Market Tiles* raise the value and production speed of the corresponding Goods. After they exit the Market Board, they become *Demand Tiles* and will eventually be placed on a City that has had its original demand fulfilled.



Chemicals Machinery Food Textiles Luxuries

The backs of the Market/Demand tiles are identical. Once a Demand Tile on a City has been fulfilled (by some combination of players delivering Goods to fill its three slots), it is flipped over to the back side to indicate that the City is no longer accepting any deliveries.



Back

Goods Cubes

Approximately 20 each of five types. These represent the Goods that you will be collecting and delivering for profit.



Chemicals Machinery Food Textiles Luxuries

70 Depot Tokens

10 in each player color. A Depot on a rail Link opens that Link to be used for shipping Goods (free for the Depot owner, $1 to the owner for anyone else). Your own Depots are where your Airship unloads Goods to get them onto the railway in the first place, and can store your own Goods.



91 Movement Cards

7 decks of 13 cards each. Each deck is distinguishable by the logo on the back. Movement Cards are used to plan your Airship's movement every round.

Card Backs





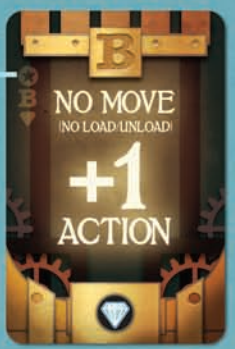
Turn Order Indicator
This letter indicates when in the turn order this card is resolved.

Movement Value
This is the number of spaces your Airship moves when you resolve this card.

Diamond Cost
Each card displays 0-2 Diamonds. If a revealed card would cause the Diamond total of all your **exposed** Movement cards to exceed your Airship's Diamond Rating, you lose your turn.

Card Summary
Each card has a faint summary which lets you easily see all of your cards' information when they are held in your hand.

The Special Card

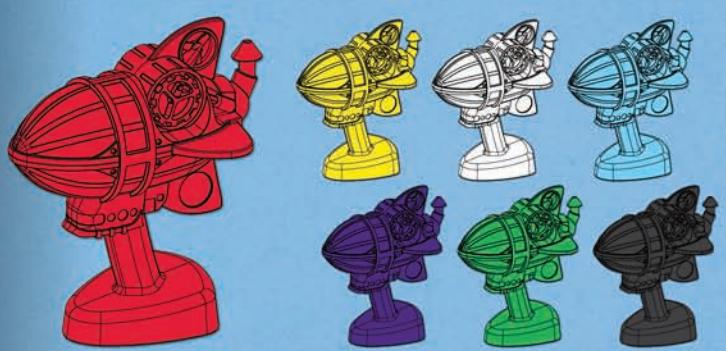


*Each deck is comprised of 13 cards, but **only 12 of them are used in the Basic game**. The 13th special card in each deck is marked with a star symbol in its summary and is only used in the **Normal** game. Each special card has a unique ability that is summarized on the card and explained in detail in the **Normal Game Appendix**.*

Star Symbol ★
Denotes the special card in each deck.

7 plastic Airship figurines

1 in each player color. These are used to indicate the location of player Airships on the board, and will move about during the game.





Throughout the rules examples, this symbol (in the appropriate color) will represent an Airship.

7 double-sided Character Cards

*Character Cards are used in the **Normal** game only. Each player's chosen Character provides a unique benefit during the game. See the **Normal Game Appendix** for details.*



Team Logo

Character Name

Character Ability
Summarized on the card and explained in detail in the ***Normal Game Appendix***.

Priority Number
Used in the ***Normal*** game only to resolve turn order disputes and other timing issues.

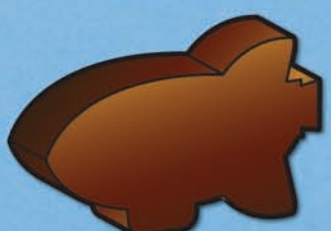
Money

Plenty of cash in several denominations.



First-player marker

Used in the ***Basic*** game only to resolve turn order disputes.



Various Ability tokens

*Used in the **Normal** game only, some of the Characters' abilities require the use of certain Ability tokens. Details on the various tokens and their usage can be found in the **Normal Game Appendix**.*



SETUP: PREPARATORY PROCEDURES EXPLAINED AND ILLUSTRATED

*These instructions are for the **Basic** game. Changes to setup for the **Normal** game are found in the **Normal Game Appendix**.*

A

Each player takes a **Player Board** (*Basic side up*) and a **Movement Card deck**. (*It doesn't matter which ones, in the Basic game.*) Each player should remove the unique 13th card (*marked with the ✪ symbol*) from their Movement Card deck and return it to the box. Return unused boards and decks to the box.



Each player selects a color and takes the **Airship** figurine, all ten **Depots**, and both **Upgrade Markers** in their color. Each player places their Upgrade Markers on the starting spaces of their Airship and Train Upgrade tracks. Return unused colors to the box.



Separate the **money** by denomination and create a bank that everyone can reach, or near a player willing to act as banker for the game. Deal each player **$12**.



B

Assemble the *play area* from the indicated **Game Boards** and **bumpers**, using the chart to the right based on the number of players. Each board has a letter in one corner for identification, while all bumpers are identical. Orientation and relative position of the boards does not matter and should be random.



	Boards used	Bumpers needed	Configuration
2 players, or "3 player cutthroat"	A, B, C	3	
3, 4, or 5 players	A, B, C, D, E **or** A, B, C, F, G	5	
6 or 7 players	All seven boards	6	

Place **1 Good** on each **Factory** in the play area of the matching type. Place the rest of the Goods in *stockpiles* near the play area.



C

Place the **Market board** near the play area. Place **1 Good of each type** in the **$4 space** on the Market board.

Take **three Market tiles of each type**, shuffle them together face down, and create a face down *draw pile* near the Market board where shown. Return the five unused tiles to the box.







Uncertainty variant: For a less predictable game, shuffle **all** of the twenty Market tiles together face down, remove five and return them to the box face down without looking at them, and create a face down draw pile near the Market board where shown.

D

Randomly determine who will go first, and give that player the **First-player marker**. Then, in reverse turn order (*starting with the player to the right of the starting player and rotating counter-clockwise*), each player:



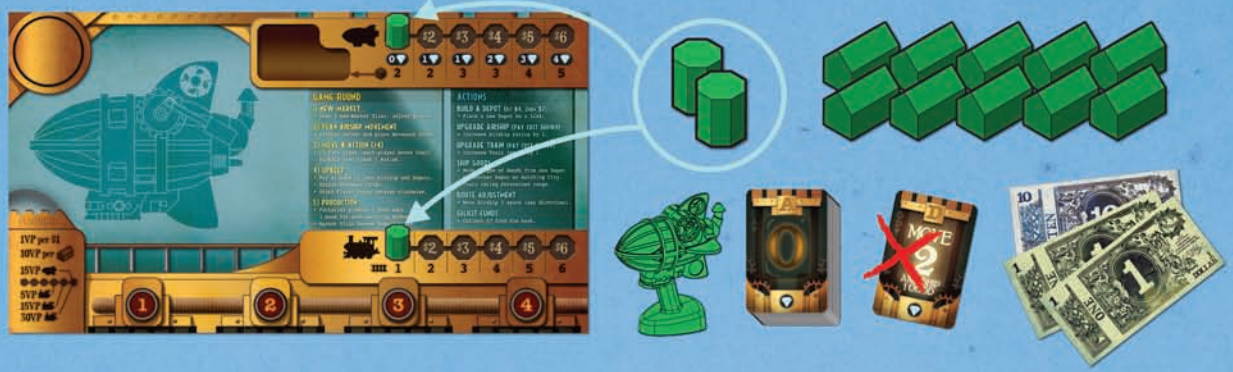
- Places a **Depot** on any open railway space. (*Exception: During setup, players may **not** place their starting Depot on the same **link** as another player; during the game, new Depots **may** be built on shared links.*)
- Places their own **Airship** on that same space.



When all of this is done, you are ready to begin the game!

A

Everyone gets their Player Boards, Movement Card decks, Airships, Depots, Upgrade Markers, and $12. A bank is formed.



B

The play area is assembled, Goods stockpiles are made, and each Factory in the play area receives 1 Good.







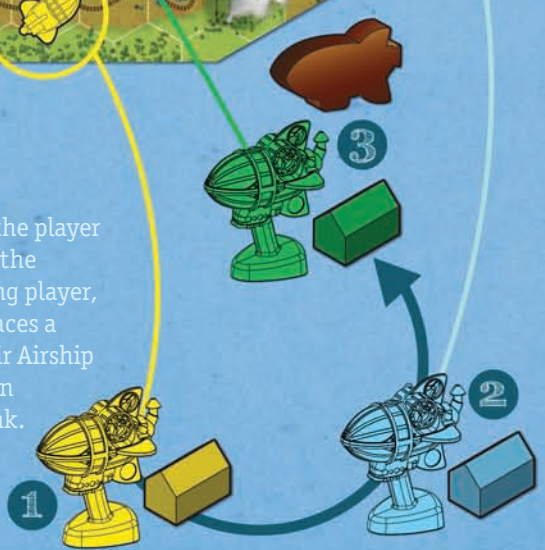
C

1 Good of each type is placed in the $4 space of the Market board. Market tiles are shuffled to form a draw pile.



D

Starting with the player to the right of the random starting player, each player places a Depot and their Airship on a space of an unoccupied link.



HOW TO PLAY: THE UNDERLYING STRUCTURE OF THINGS

*Note: These rules describe the **Basic** Game. To learn the **Normal** game, read and understand the Basic version and then read the **Normal Game Appendix** at the back of the rulebook. The rules differences from Basic to Normal are not major but will result in a richer game experience.*

Kings of Air & Steam is played over a series of 5 *rounds*. Each round consists of 5 separate *phases*. After the fifth and final round there is a special ***Clearance Phase***, and then the game is over. The player who has built the greatest shipping empire wins!

Each of the five game rounds includes the following phases, summarized on the Player Boards for easy reference:

1. New Market

- **Draw 3 new Market tiles, place them in the bins of the Market board, and adjust Goods prices accordingly.**

2. Plan Airship Movement

- **Players each secretly select 4 Movement cards according to how they plan to move their Airship this round, and place them in the sockets of their Player Boards in the order they intend to resolve them.**

3. Move & Action (x4)

- **All players' first planned Movement cards are revealed. In turn order (*determined by the cards*), each player moves their Airship as directed by their own card, then takes 1 Action of their choice. Once complete, this cycle is repeated three more times; for the second, third, and fourth planned Movement cards.**

4. Upkeep

- **Each player pays $1 to the bank for each Good KEPT in their Airship's Cargo Hold and in their own Depots.**
- **Players gather their own played Movement cards back into their decks.**
- **The First-player token rotates clockwise.**

5. Production

- **Each Factory produces 1 Good, plus 1 Good for each Market tile of their type in the bins of the Market board.**
- **Market tiles in the bins of the Market board are swept off to become Demand Tiles.**

1. New Market

Draw 3 Market tiles from the draw pile to the left of the Market board, and place them face up in the Futures market bins on the Market board. (***Which** bin is irrelevant.*)

*If there are not enough tiles in the draw pile to fill all three Futures market bins, this means that five rounds have already passed and the game is over... proceed to the **Clearance Phase**.*

For each placed tile, move the matching Goods cube one drawer to the right on the "current cash value of delivered goods" track. (*Maximum value for any Good is $8; A cube can **not** move past the rightmost drawer even if a drawn tile would normally cause it to move.)*

When this process is complete, the ***New Market*** phase is over.



***Example:** Three tiles are drawn and placed in the futures market bins: Luxuries, Machinery, and another Luxuries. The Machinery cube is moved one space to the right (to the $5 drawer), and the Luxuries cube is moved two spaces to the right (to the $6 drawer).*

2. Plan Airship Movement

During this phase, all players **simultaneously** plan the movements that their own Airship will make during the ***Move & Action*** phase, which follows immediately after. Learning how **that** phase works—and how the Airships move—will help you understand how to properly plan during **this** phase.



To plan your Airship's movement, look through your own Movement cards and choose any **four** of them to place face down (*1 per socket*) next to the numbered sockets on your own Player Board as shown. Your Movement cards will be revealed and resolved in order from 1 through 4 during the four cycles of the Move & Action phase, so be sure to place your cards in the sequence that will benefit you most.

Things to keep in mind when planning

- **The Turn Order Indicator.** This tells you when in the turn order you will take your turn. Details found in the ***Move & Action*** phase.
- **The Movement Value.** This is the number of spaces your Airship will move when the card is resolved.
- **The Diamond Cost.** Your Airship has a specific **Diamond Rating**, which can be raised by Upgrading your Airship (*explained later*). As the ***Move & Action*** phase progresses, you will be revealing the cards that you planned during this phase one at a time, then performing movement and actions. If you ever reveal a card and it causes your total revealed Diamond count to **exceed** your Airship's current Diamond Rating, you must skip that card's turn. So, make sure that the cards you plan in this phase don't cause that to happen.



Note: *Once this phase is over, you may* ***not*** *change your Movement cards or resolve them in a different order. You* ***are*** *permitted to peek at your own face down cards as the next phase progresses, to remind yourself of which cards you'd planned.*

Example: *Green is planning his Airship movement. He selects the four cards shown here and places them face down by his sockets so that they will be resolved in the order he wants. That order dictates how far his Airship will fly in each of the four cycles of the upcoming* ***Move & Action*** *phase.*

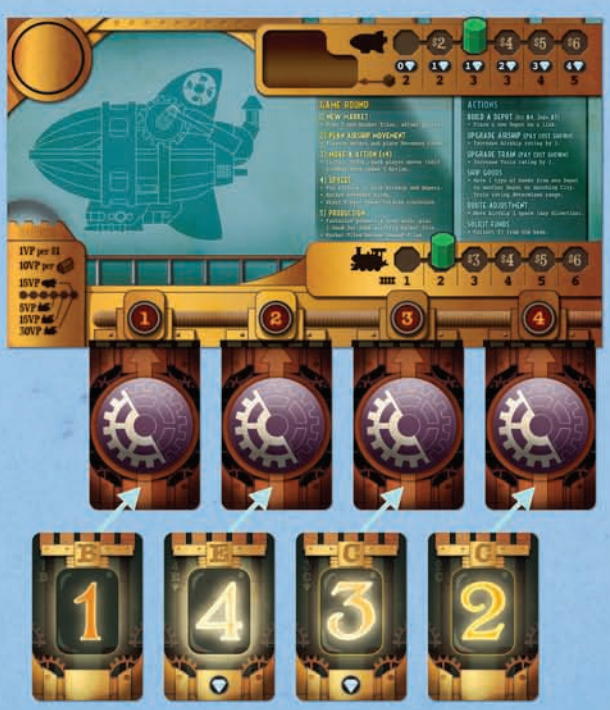
As we can see here, in the first cycle, Green plans to fly 1 space..

In the second cycle he plans to fly 4 spaces.

In the third cycle he plans to fly 3 spaces.

In the fourth cycle he plans to fly 2 spaces.

Of course there are other considerations that may have helped Green make up his mind about which card to plan for a given cycle; Turn Order and Diamond Costs, for example. You'll come to understand those considerations as you continue through the game rules.



When all players are done planning a card for each socket, the ***Plan Airship Movement*** phase is over.

3. MOVE & ACTION (x4)

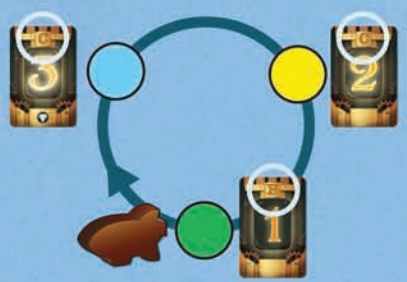
The Move & Action phase is where most of the game happens. It is broken up into four *cycles*. In **each** cycle, each player will get their own *turn*. In the first cycle, all players reveal the Movement card they had planned in socket 1; in **turn order** each player moves their Airship then takes an Action. When everyone is finished, the second cycle is resolved in the same way for socket 2, then so on through the third and fourth cycles until all Movement cards have been resolved and everyone has had four turns.

TURN ORDER

Turn order is determined anew at the beginning of every cycle, when everyone's Movement Cards for that cycle are revealed. Turn order in each cycle goes in **alphabetical order** following the Turn Order Indicators on the revealed Movement Cards.

A ▸ B ▸ C ▸ D ▸ E ▸ F ▸ G

If multiple players have played a card with the **same** letter, then turn order between those players starts at the First-player marker and rotates clockwise.



Example: *Everyone reveals the cards they planned in socket 1. Green's Turn Order Indicator is a B. Blue and Yellow both show a C. Green will go first, then Blue and Yellow must resolve their tie using the First-player marker (currently held by Green). Starting at the marker and working clockwise, we see that Blue will go before Yellow.*

ON YOUR TURN

Your turn (*on any given cycle*) is composed of four steps:

a) Check Diamonds *(make sure you haven't exceeded your Diamond Rating)*

b) Movement *(fly your Airship then optionally Load/Unload)*

c) Action *(take one of the six possible Actions)*

d) Slide Card *(tuck your resolved card up under your Player Board)*

a) Check Diamonds *(make sure you haven't exceeded your Diamond Rating)*

The first thing you must do on your turn is check to see whether this turn's Movement card causes your revealed Diamonds to **exceed** your current Diamond Rating.

- If your total of revealed Diamonds **doesn't** exceed your current Diamond Rating, continue your turn as normal.
- If your total of revealed Diamonds **does** exceed your current Diamond Rating, return the Movement card to your deck and **skip your turn**; you perform **no** Movement or Action and play passes to the next player.

Timing is everything: *The penalty for excess Diamonds is not triggered until the card is actually* ***revealed****... and it is possible to raise your Diamond Rating on your turn by Upgrading your Airship (explained later). Therefore it* ***is*** *possible to plan more Diamonds than your Airship can handle—and not suffer the penalty—as long as you make sure to raise your Diamond Rating sufficiently in a cycle that occurs* ***before*** *the excess Diamonds are revealed.*

Example: *In the example to the right, if Green had Upgraded his Airship in the first or second cycle, his Diamond Rating would have been raised to 2 and he wouldn't have suffered the penalty. Oops!*



Example: *It is Green's turn in the third cycle. His Airship's Diamond Rating is 1 and he already has a revealed Diamond from the second cycle. (It's peeking out from socket 2.)*

Whoops! Green has planned poorly and his third card reveals another Diamond, which brings his total number of revealed Diamonds to 2... ***exceeding*** *his Diamond Rating.*

As a penalty, Green returns the violating Movement card to his own deck, and must skip this turn, performing no movement or actions. Hopefully he has had better foresight for the card in his fourth socket!

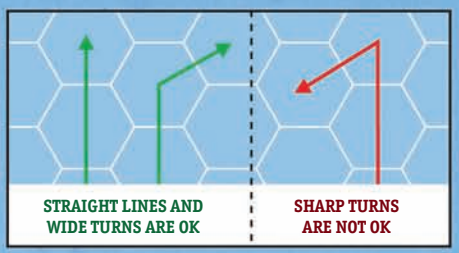
b) Movement *(fly your Airship then optionally Load/Unload)*

The Movement step of your turn includes your Airship's ***Flight*** from one space to another in the play area, **then** the optional ***Load/Unload*** of Goods to/from your Airship.

Flight

Your Movement card tells you how many spaces you must move your Airship, obeying the following rules:

- You **must** move the total number of spaces of your card's Movement Value and may not backtrack.
  Note: *There is a card in each deck with the Movement Value of* ***zero****. For this card, your Airship stays where it is but you may still Load/Unload.*
- You are **not** required to move in a straight line. You **may** make as many *wide turns* as you want during your flight, but you **may not** perform *sharp turns*.



Note: *It never matters which way your Airship is pointing when your turn begins; you may swivel it however you like before you actually move it. Each turn's flight (and its concerns regarding sharp turns) is considered separate from the previous turn's flight.*

- You may **not** move off the play area. You **may** pass through partial hexes along the edge of the play area during your movement but you may **not** end your turn in one.
- You **may** pass through Cities during your movement but you may **not** end your turn in one.
- Aside from the restrictions mentioned above, you **may** pass through and/or end your turn on **any** sort of space regardless of the game board art or anything else the space contains. (*Factories, railways, bodies of water, any player's Depots, other Airships, etc.*)



Flight Example: *It is Yellow's turn and she is interested in picking up some Goods to fill her Cargo Hold. Nearby are two Factories (Textiles and Chemicals) which each have 2 Goods available. Yellow's Movement card for this cycle has a Movement Value of 2. From her position, there is no way for her to move to the Chemicals Factory in 2 spaces without making a sharp turn. She* ***can*** *get to the Textiles Factory without any sharp turns, so that is what she decides to do.*

Load/Unload

After your flight, you may freely Load and/or Unload Goods to or from your Airship. Loading or Unloading is **only** permitted **after** your flight for this turn; **not** before nor during the flight.

You may **Load** goods if your Airship is in a space with:

- a **Factory** that has at least one Good
- one of **your own Depots** that has at least one Good

To Load, simply take the Good(s) you wish to Load from the space, and place them in the Cargo Hold on your Player Board. Remember that you can not exceed your **Cargo Capacity** when Loading Goods; you may *jettison* Goods from your Cargo Hold (*return them to their stockpiles*) **specifically** to make room for an equal number of Goods **of a different type** that would otherwise cause you to exceed your Cargo Capacity. (*Goods may not be jettisoned except in this case.*)

You may **Unload** goods if your Airship is in a space with one of **your own Depots**. To Unload, simply take the Good(s) you wish to Unload from the Cargo Hold on your Player Board and place them in the space with your Depot.

- Each Depot can hold an **unlimited** amount of Goods.

Note: *If you are at your own Depot that has at least one Good, and you also have Goods in your Cargo Hold, it* ***is*** *permitted (though rare) to both Load* ***and*** *Unload on your turn. Make sure that you Unload first so that you don't have to jettison anything!*



Loading Example: *It is Yellow's turn and her Airship has just ended its flight in the same space as a Textiles Factory that has two Goods cubes. Yellow's Cargo Capacity is 2 and she already has a Chemicals cube in her Cargo Hold from earlier. She could therefore Load* ***one*** *Textiles cube into her Airship's Cargo Hold* ***or*** *she could jettison the Chemicals cube and load* ***both*** *Textiles cubes.*

Unloading Example: *It is Green's turn and his Airship has just ended its flight in the same space as his own Depot. Green has 3 Goods in his Cargo Hold (2 Food and 1 Luxuries), and could Unload any number of them to the Depot by moving them to the space.*

c) Action *(take one of the six possible Actions)*

During the Action step of your turn, you will choose and perform **one** of the six possible Actions. These Actions are:

- **BUILD A DEPOT** (Add a Depot to a Link)
- **UPGRADE AIRSHIP** (Increase your Airship rating by 1)
- **UPGRADE TRAIN** (Increase your Train rating by 1)
- **SHIP GOODS** (Move one type of Goods from one Depot to another Depot or a matching City)
- **ROUTE ADJUSTMENT** (Move your Airship 1 space)
- **SOLICIT FUNDS** (Collect $3 from the bank)

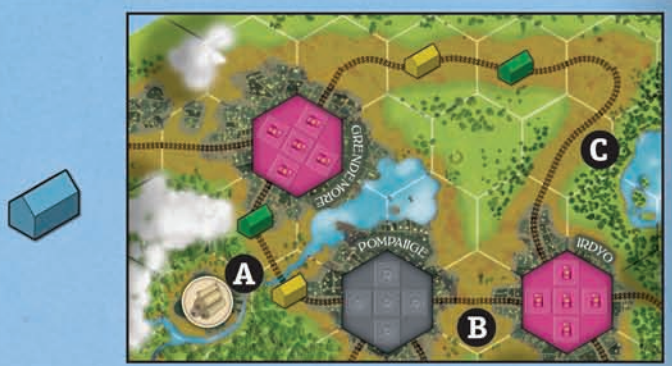
• BUILD A DEPOT (Add a Depot to a Link)

Depots are a critical part of your shipping network; they are the only place that your Airship can Unload gathered Goods so that they can then be delivered to the Cities. Additionally, a Link does not become usable for Shipping Goods (*explained later*) until there is at least one Depot somewhere along its length. You start the game with one Depot, but you will certainly want to build more.

To ***Build a Depot***, you must have a Depot token remaining (*therefore each player can have at most 10 built Depots by the end of the game*). Take the Depot token from your supply and place it on **any** railway space that doesn't already have a Depot on it.

Cost to Build a Depot: If yours is the **first** Depot on this Link, pay **$4** to the bank. If there is already at least one other Depot on the Link (*including any of your own*), pay **$7** to the bank.

Note: *Every Depot of yours on the board is worth 10 Victory Points at the end of the game. See* ***Scoring*** *for details.*



Example: *It is Blue's turn and he wants to Build a Depot. Out of the three complete links shown above, he* ***can't*** *build on A because every space of the Link already has a Depot on it. To build on B would cost him $4 since he'd be the first Depot there. To build on C, he* ***wouldn't*** *be the first Depot there and it would cost him $7. The wise choice here is probably B: Not only is it cheaper, but Blue would shut other players out from building Depots on that Link since there'd be no available spaces left.*

• UPGRADE AIRSHIP (Increase your Airship rating by 1)

Upgrading your Airship increases its Cargo Capacity and/or Diamond Rating. To Upgrade your Airship, pay the amount shown in the next slot of the Airship Upgrade Track and slide your Upgrade Marker into that slot. You may only Upgrade once per Action.

Note: *Upgrading your Airship fully is worth 15 Victory Points at the end of the game. See* ***Scoring*** *for details.*



Example: *It is Yellow's turn and she wants to Upgrade her Airship. Currently her Airship rating gives her a Diamond Limit of 1 and a Cargo Capacity of 2 Goods. She pays the $3 shown in the next slot and slides her marker into that slot. Her Diamond Limit remains at 1, but her Cargo Capacity has improved to 3 Goods.*

• UPGRADE TRAIN (Increase your Train rating by 1)

Upgrading your Train increases your Train Rating, which will allow you to Ship Goods further with a single Action (*explained later*). To Upgrade your Train, pay the amount shown in the next slot of the Train Upgrade Track and slide your Upgrade Marker into that slot. You may only Upgrade once per Action.

Note: *Upgrading your Train to the higher levels is worth varying Victory Points at the end of the game. See* ***Scoring*** *for details.*



Example: *It is Green's turn and he wants to Upgrade his Train. Currently his Train Rating is 3. He pays the $4 shown in the next slot and slides his marker into that slot. His Train Rating improves to 4.*

• SHIP GOODS (Move one type of Goods from one Depot to another Depot or a matching City)

Shipping Goods is the final step in your effort to bring Goods from the Factories to the Cities that want them, and is the way you'll earn most of your money; money has many uses and is also worth valuable Victory Points at the end of the game.

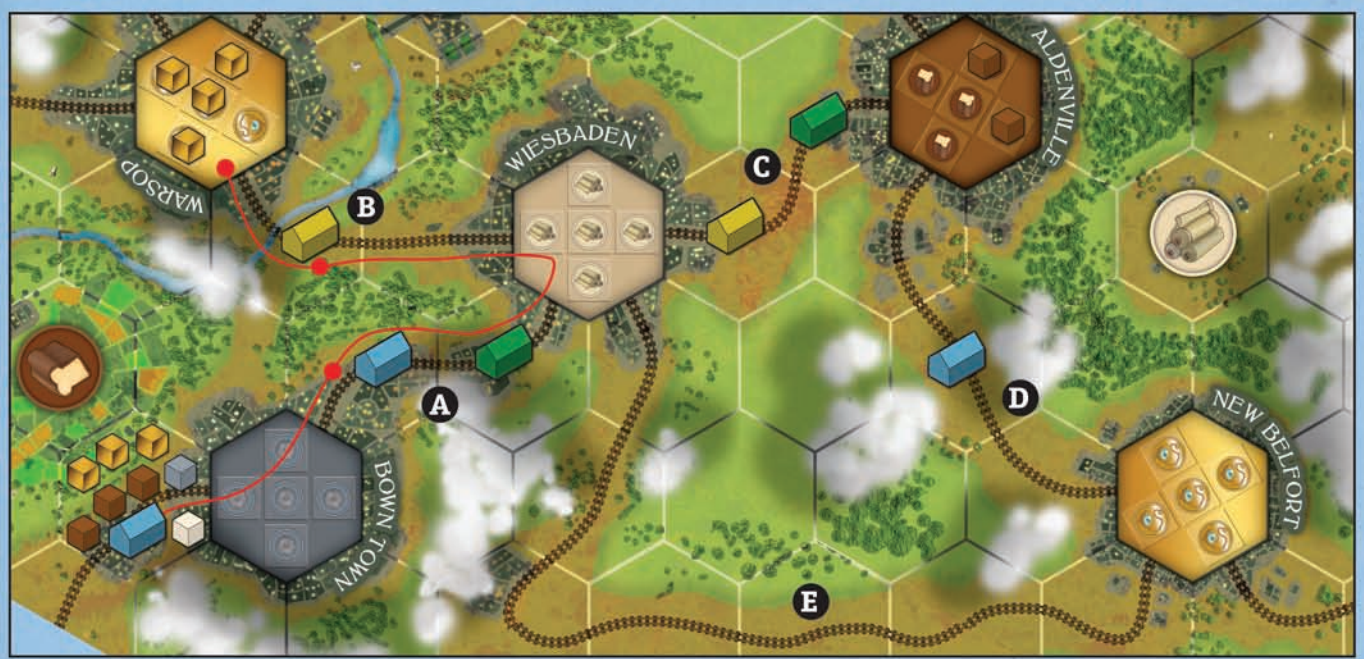
To Ship Goods, move **any number of Goods of one type** (your *shipment*) from one of your own Depots to either:

- Another one of **your own Depots**, (*there is no limit to the number of Goods any Depot can hold*), or
- A **City of matching type** (*the City must have enough empty slots to accept the number of Goods in your shipment*).

Whatever the *destination*, you are only permitted to Ship Goods there if you can trace a *route* of connected railroad tracks from the starting point to the destination (*passing through any Cities on the way*), and all of the following criteria are met:

- Every Link on the route **must** have at least one Depot on it.
- Your Train Rating must be high enough. As your shipment moves from its starting point to its destination, it *stops* at **one** Depot on every Link along the way, and then at the destination. (*You must stop at your own Depots when possible; if a Link on your route has only Depots belonging to other players, you **choose** which opponent Depot you will stop at and must pay a toll described below.*) Your Train Rating is the maximum number of stops you can make in a single Ship Goods action.
- Every time your shipment stops at another player's Depot, you owe that player a **$1 toll for each Good in the shipment**. Payment of tolls technically happens **after** the Ship Goods Action is complete. Therefore, money earned from ***Delivering Goods*** to a City (*details on page 12*) may be used to pay any tolls that were amassed along the way.

Note: *In the event that you would not be able to afford your tolls even **after** the shipment, you may **not** make the shipment.*



Example: *It is Blue's turn and he wants to Ship Goods from his Depot in the bottom left. **Blue's Train Rating is 3**. Let's look at some of his options:*

Option 1: *Blue could ship his single Machinery cube to **Bown Town**. The only stop on this route would be the stop at Bown Town itself, so this shipment requires a Train Rating of 1.*

Option 2: *To ship his single Textiles cube to **Wiesbaden**, Blue would stop at his own Depot on Link A, and then in Wiesbaden. This shipment therefore requires a Train Rating of 2.*

Option 3: Warsop *has only 1 slot left to receive Goods, so Blue could only ship one of his three Luxuries cubes there. To do so, he'd need to stop three times... once at his own Depot on Link A,once at Yellow's Depot on Link B, then once in Warsop. (For Link B, Blue would owe Yellow a toll of $1 for the 1 Good.) The red line in the diagram further illustrates this example; the red dots on the line are the route's stops.*

Option 4: Aldenville *has 3 slots left for Food, so Blue could ship all three of his Food cubes there. To do so, he'd need to stop three times... once at his own Depot on Link A, once at either Yellow or Green's Depot on link C, and once in Aldenville. (For Link C, Blue would choose **which** Depot, then owe the owner a $3 toll; $1 per Good.)*

Option 5: New Belfort *has plenty of slots for Luxuries, but it can **not** be reached since it would require 4 stops to get there. Link E is not useable since it has no Depots. Blue would need to stop once at his own Depot on Link A, once at either Yellow or Green's Depot on Link C (owing a toll of course),once at his own Depot on Link D, then finally at New Belfort. Since Blue's Train Rating is only 3, that's one stop too many. Blue could instead ship the three Luxuries cubes to his own Depot on Link D, which requires only a Train Rating of 3... getting those Goods the rest of the way to New Belfort will have to wait for a later turn!*

SHIP GOODS (CONTINUED ON NEXT PAGE)

SHIP GOODS (CONTINUED FROM PREVIOUS PAGE)

Once you've determined that your intended Ship Goods Action is permitted, move the Goods cubes to their destination. If the destination is another one of **your own Depots**, the Goods are simply placed in the space with the Depot. If the destination is a **City**, then this is known as *Delivering Goods*.

Delivering Goods

When your Shipment arrives at the City, place each Goods cube into any empty slot in the City. (*Remember that you may not ship more Goods to a City than it has empty slots.*) For **each** Goods cube placed, collect money from the bank according to that Goods type's current delivery value on the Market Board.

> ***Note:*** *Tolls are paid **now**, after any money from deliveries is earned.*

If **all** of the slots on the City are now filled with Goods, the City has been *fulfilled*.



Example: *In Option 4 on the previous page, Blue could send a shipment of 3 Food cubes to Aldenville. He would take the 3 Food from his starting Depot and place one in each of the empty slots on Aldenville. Since the value shown for Food on the Market Board is $5, Blue would collect a total of $15 for the shipment ($5 x 3 cubes.), then pay the $3 toll to either Yellow or Green.*

Fulfilling a City

When a City is fulfilled, remove all five Goods that are in its slots and return them to their stockpile. Draw a random Demand Tile from the stack next to the Market Board (*see the **Production** phase for details*) and place it face up on the City space. Treat this Demand tile as if it were a normal City that wants the Goods it displays (*with only three slots for deliveries as opposed to the five slots that all original Cities have*).

If it **was** a Demand tile that was fulfilled, then you should still remove the (*three*) Goods and return them to their stockpile. Instead of drawing a new Demand tile as for an original City, simply flip the fulfilled tile over and return it face down to the City space. This City will not accept any deliveries for the remainder of the game.



Example: *After Blue's delivery seen above, Aldenville has been fulfilled. Blue returns the five Food cubes to their stockpile and draws a random Demand tile from the stack; It's a Textiles tile. He places the tile on Aldenville and now Aldenville wants Textiles.*

If later in the game the three Textiles slots on Aldenville get filled (fulfilling the city again), the Textiles cubes will be returned to their stockpile, the tile will be flipped over to the back side and Aldenville will no longer accept Goods.

• ROUTE ADJUSTMENT (Move your Airship 1 space)

To make a ***Route Adjustment***, simply move your Airship one space in any direction. This move is independent from your flight, and it doesn't matter which direction your Airship is facing. (*You may not move onto Cities or onto any partial hexes.*) After you have moved, you are permitted to Load/Unload as if your flight had just ended, following the rules described in the ***Load/Unload*** section on page 9.

> ***Note:*** *Route Adjustment is **especially** useful if you discover that you've misplanned your Airship travel—or if another player's actions have caused you to reconsider your plans!*



Example: *Yellow had planned a 2-space flight this cycle and was intending to fly to the Machinery Factory two spaces away... but Green went first in the turn order and grabbed all the Goods there! Yellow can instead use her 2-space flight to fly closer to the nearby Luxuries Factory, then use a Route Adjustment to move the final space onto the Factory and gather the 2 Luxuries cubes there.*

• SOLICIT FUNDS (Collect $3 from the bank)

A shrewd captain of industry such as yourself can always find a way to drum up some extra cash when needed—or when none of the other actions fit in with your plans. To ***Solicit Funds***, simply collect $3 from the bank.



d) Slide Card *(tuck your resolved card up under your Player Board)*

Once you're finished your Movement and your Action, your turn is over. The last thing you should do is slide this cycle's Movement card up under your Player Board so that only the bottom portion is peeking out. Make sure that any Diamond symbols on the card remain visible.



Example: *Green has just finished his turn in Cycle 3. To wrap up his turn, he'll tuck the Movement card in socket 3 up under his Player Board, so that the bottom is peeking out like the Movement cards in sockets 1 and 2.*

When all players have taken their turn in a cycle, the cycle is over. If there are still any cycles remaining (*easily noted by checking if players still have planned Movement cards in their sockets that have not yet been tucked up under the Player Boards*), start the ***Move & Action*** phase over again with the next cycle. When **all four cycles** are finished, (*and all planned Movement cards are tucked up under the Player Boards*),the ***Move & Action*** phase of this round is complete.

4. Upkeep

The Upkeep phase has three steps:

1. For each Goods cube they KEEP in their own Depots and Airship hold, each player must pay $1 to the bank.

Count up the Goods held in your Airship's Cargo Hold and stored in your own Depots. For each Good, you must **either** pay $1 to the bank **or** return that Good to its stockpile.

Example: *Yellow has 2 Goods in her Cargo Hold and 5 Goods stored in her Depots, for a total of 7; it would cost her $7 to keep them all. Yellow has $10 on hand. She could pay the full $7, or she could pay less and lose any Good that isn't paid for. As it happens, Yellow wants to make sure she has $4 left over when the next round starts so that she can buy a Depot in the first cycle. Yellow pays only $6 to the bank and returns one of her Goods (she chooses the Textiles cube in her Cargo Hold) to the supply.*



2. All players gather their own Movement cards back into their decks.

Collect the Movement cards that are tucked up under your Player Board and return them to your deck so that you have the full deck to choose from when the next round's planning begins.



3. The First-player marker rotates clockwise.

Whoever holds the First-player marker should pass it to the player seated to their left.



5. Production

The Production phase has two steps, performed in this order:

1. Factories produce Goods

Place 1 Good of the appropriate type—**plus** 1 Good for each matching Market tile in the bins of the Market Board—at each Factory.

Example: *The Market tiles in the bins of the Market board are Luxuries, Machinery, and another Luxuries. Therefore every Chemicals, Food, and Textiles Factory will receive 1 Good, every Machinery Factory will receive 2 Goods, and every Luxuries Factory will receive 3 Goods.*



2. Market tiles become Demand tiles.

Remove the three Market tiles from the bins of the Market board and place them face down in a stack to the **right** of the Market board. **Shuffle the stack**. The tiles in this stack are now known as *Demand tiles*, and will be used to create a new demand when Cities are fulfilled for the first time.



Example: *The two Luxuries tiles and one Machinery tile in the bins are removed and stacked face down to the right of the Market board where they will now be used as Demand tiles.*

Once the ***Production*** phase is complete, the round is over. If there are no more Market tiles left to fill the bins of the Market board, that means you've just finished the fifth and final round; the game is over and you should proceed to the special ***Clearance*** phase and then ***Scoring*** to wrap things up. If there are still Market tiles available to fill the bins, begin a new round with the ***New Market*** phase.

The Clearance Phase: Post-Profitable Dispersion of Assets

The ***Clearance*** phase is a special phase that happens only once the five rounds of the game are over. It provides a chance for all players to earn a little money for the Goods they've managed to get to their Depots but didn't have the opportunity to deliver.

Evaluate each individual Good still in your own **Depots**, one Good at a time. If the Good in question **could be** shipped to a matching City using all normal ***Ship Goods*** rules (*stops and tolls, Train Rating, etc*), you **may** return the Good to its **stockpile**. For each Good returned, collect **$4** from the bank and pay any tolls as appropriate. Goods that could **not** be so shipped (*and Goods in Airship Cargo Holds*) are worth nothing and stay where they are.

Note: *You may choose to* ***not*** *return any particular Good even if you technically* ***could*** *.*

When all players are finished, the ***Clearance*** phase is over; proceed to ***Scoring***.

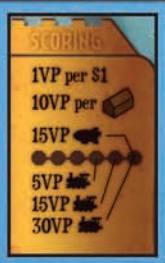


Example: *The game is over and Blue has Goods left as shown in his Depots A and B.* ***His Train Rating is 3****.*

- *The Chemicals cube at A could* ***not*** *reach Irdyo (W) because his Train Rating is not high enough.*
- *The two Food cubes at A* ***could*** *each reach Raposa (X), so Blue earns $4 for each.*
- *The Textiles cube at B could* ***not*** *reach Geekopolis (Z), for lack of Depots on the way.*
- *The three Machinery cubes at B* ***could*** *reach Sartainville (Y); Blue earns $4 for each. He owes a toll of $1 to Green or Yellow for each.*

Blue returns each Good he ***could*** *ship to its stockpile, collects $4 for each, then pays his tolls. His profit for the Clearance phase is* ***$17*** *(5 Goods returned x $4 = $20, minus $3 for the Machinery cube tolls.)*

Scoring: Tabulations and Relative Value Assignment



All players total up their Victory Points (*VP*) to see who has won the game. Points are awarded as follows:

- **Every $1 you have is worth 1 VP.**
- **Every Depot you have built is worth 10 VP.**
- **Upgrading your Airship to Level 6 is worth 15 VP.**
- **Upgrading your Train to Level 4/5/6 is worth 5/15/30 VP. (***Score only for the Level you are* ***at****.)*

The player with the most total VP wins! *(In the event of a tie for winner, the tied player with the most cash on hand wins! If it's* ***still*** *a tie, those players share the victory!)*

THE NORMAL GAME APPENDIX: GAMEPLAY ENRICHED

The Normal Game adds a few elements that will give each player their own *team*. Each team has its own unique abilities that will allow players to approach the game with a different strategy.

Note: *Teams are not associated with any particular player color. This is so that players can play as the team they want and still use their favorite color of playing pieces! Team components (Player Board, Movement Cards, Character card) are identifiable by the team logo that is prominently displayed.*

Changes to Setup



- Each player chooses a team to begin the game. If players can't decide or would rather have their teams randomly assigned, a fair way to assign them is to shuffle the Player Boards basic-side up and distribute them. Players then flip their own board to the Normal side to learn which team they will be playing. Some of the teams' Airships have unique stats (*Diamond Rating and Cargo Capacity*) that will have an effect on gameplay. Details about the team Airships are found below under the team descriptions.



- Each player receives their team's Movement card deck. Players do **not** remove the unique 13th card (*marked with the ✪ symbol*) from their decks. Those cards can be played like any other Movement card during the ***Plan Airship Movement*** phase. Details about each unique card are found below under the team descriptions.



- Each player receives their team's double-sided Character card. Before the game begins, each player must decide **which** of their team's two characters will be in play for this game. (*Players should choose secretly then reveal simultaneously so that other players' decisions are not influenced by their choice.*) The Character card is placed next to the Player Board, with the chosen character showing; it may **not** be flipped during the game. Each character provides a unique benefit to that team's player. Details about the character benefits are found below under the team descriptions.

Note: *Each Character Card has a Priority Number in the bottom right corner. It is* ***highly recommended*** *that players sit in numerical order around the table, ascending clockwise.*

- The First-player marker is **not** used in the Normal game. Return it to the box. (*This will cause an alteration to step D of Setup, see below.*)



Changes to Rules

The only change to the game rules (*besides the introduction of unique team abilities*) is that the First-player marker is not used; the Priority Number found on the bottom right of the Character cards is used in its place. Here are the two instances where it will apply:

- **during *Setup* when placing initial Depots**
  In Step D of ***Setup***, players should place their initial Depots in **reverse** numerical order, highest to lowest.



- **during the *Move & Action* phase when breaking ties for turn order**
  If multiple players have played a card with the **same** letter, then turn order between those players goes in numerical order, lowest to highest.



Example: *Everyone reveals the cards they planned in socket 1. Green's Turn Order Indicator is a B. Blue and Yellow both show a C. Green will go first, then Blue and Yellow must resolve their tie using their Priority Numbers. Blue's number is 4 and Yellow's is 2, therefore Yellow will go before Blue.*

TEAM DESCRIPTIONS: AIRSHIP PARTICULARS, CHARACTER QUIRKS, AND SIGNATURE MOVES



There are seven different teams in ***Kings of Air & Steam***. Each team's characters and special Movement Cards have fun abilities and a distinct personality so that you will be able to experience many different opponent combinations and try many different styles of play.

The teams are presented here in Priority Number order. Remember that in addition to the advantages described below, the teams with better Priority Numbers will always act first when settling ties for turn order; a notable advantage on its own!

THE EMPEROR

Lawrence Golding was the father of Air-to-Rail shipping, and the Emperor was the pride of his air fleet. After his death, the Golding shipping empire fell to pieces, dwindling to a shadow of its former glory. Years later, Lawrence's estranged son Harvey has joined with his father's old partner Reginald Kain to reclaim their legacy. Infrastructure, deep pockets, and the determination to seize the day will be their advantages.





The Emperor has a standard Diamond Rating and Cargo Capacity.



The unique ***Emperor*** Movement card allows you to take two Actions this turn. Skip the entire Movement step of your turn and take two full Action steps instead.



HARVEY GOLDING: OLD EMPIRE

During ***Setup***, place your initial Depot **first**, as if your Priority Number was the **highest** out of all the players. When all other players have placed their initial Depots, you place a **second** Depot (*for free*) on any railway space of an unoccupied Link. Your Airship is placed with the **first** Depot you placed.



REGINALD KAIN: CAPITAL

You start the game with $20 cash (*instead of $12 cash as normal*).

THE DaVINCI

*Aurelia Bayley is a genius. Her airship the DaVinci was engineered from scratch, featuring a one-of-a-kind chemical propulsion system that can achieve astonishing speeds. Aurelia herself isn't the best pilot in the world, so she **built** one. Her copilot I.S.A.A.C. (Intelligent Steam Automated Airship Captain) is capable of focusing on two tasks at once. Her belief is that innovation will trump experience in the race for success.*





The DaVinci has a standard Diamond Rating and Cargo Capacity.



The unique ***DaVinci*** Movement card has a Movement Value of 7—the greatest single flight range in the game—but you may not make **any** turns as you fly.



AURELIA BAYLEY: TRANSMOGRIFY

During ***Setup***, you receive Aurelia's five *Transmogrify tokens*. As an Action, you may spend one of your tokens to convert any 1 Good (*held in one of your own Depots or in your Airship's Cargo Hold*) into 2 identical Goods of another type. (*For example you may convert 1 Chemicals cube into 2 Machinery cubes.*)





I.S.A.A.C.: PERPETUAL MOTION

During ***Setup***, you receive I.S.A.A.C's five *Perpetual Motion tokens*. Once per turn (*immediately after your Action*), you may spend one of your tokens to perform a **second** Action of your choice.



THE SPHINX

Victor and Eva Blane are the heirs to the Blane Railworks fortune. Blane Railworks built the railways that opened up much of Africa and the Near East to rail shipping; the Blanes bring their experience in construction and rail system management to the game. Their massive airship, the ironclad Sphinx, cuts an imposing silhouette as it feeds resources to their burgeoning ground network.



The Sphinx has a slightly sluggish Diamond Rating and a standard Cargo Capacity.



The unique ***Sphinx*** Movement card has a Movement Value of 2. After your Movement (*but before your Action*) you may ship a single Good, following all normal ***Ship Goods*** rules. This does not count as your Action for the turn.



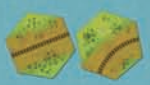
VICTOR BLANE: RAIL BARON

Your cost to Build a Depot is $1 less than the normal cost. (*So, building the first Depot on a Link will cost you $3, and building a Depot on a Link that's already got at least one Depot will cost you $6.*)



EVA BLANE: NEW CONSTRUCTION

During ***Setup***, you receive Eva's five *Track tiles*. As an Action, you may create a new Link **connecting two Cities** by playing your Track tiles onto the board, one per space so the tracks line up correctly. (*Each tile has a straight rail on one side and a curved rail on the other, you are free to use whichever side you need.*) Tiles may **not** be placed on railway spaces, Cities, or Factories. Pay $1 to the bank for every tile you use. Place a new Depot (*for free*) on the new Link when it is built. The new Link once built should be treated as any other Link for all game purposes.



THE ROSE & THORN

Flora and Bishop Kingston may be the craftiest married couple that the industry has ever seen; between them they've written seven books on market theory and asset management. They apply that knowledge to their business affairs, firm in the belief that freight efficiency and attention to economic forces will beat out raw speed every time.



The Rose & Thorn's Diamond Rating is the worst in the game—but its Cargo Capacity is the **best** in the game.



The unique ***Rose & Thorn*** Movement card allows you to move 2 twice. This means that you perform the entire ***Movement*** step of your turn (***Flight*** *and* ***Load/Unload***) twice. Each flight is considered separate from the other concerning sharp turns. You may not take an Action between the flights.



FLORA KINGSTON: MARKET SENSE

When **you** fulfill a City, examine the stack of Demand tiles and select the one you want. Reshuffle the stack.

When an **opponent** fulfills a City, draw two random Demand tiles (*instead of one as normal*). Select the one you want to use, and return the other to the stack. Reshuffle the stack.



BISHOP KINGSTON: DEMAND CONTROL

When you deliver Goods to a City, you may choose to return 1 of the Goods in your shipment to its stockpile instead of placing it on a slot in the City. (*You still receive payment for the Good as normal.*)

KINGS OVER ACES

Kings Over Aces is named after the poker hand Sebastian King played to win the dependable airship… whether he cheated or not has been the subject of much speculation. He and his partner in crime Corey McQueen now roam the shipping lanes trying to get the best end of any deal. Their willingness to take risks and bend the rules often gives them that slight edge over the competition.



Kings Over Aces has a standard Diamond Rating and Cargo Capacity.



The unique ***Kings Over Aces*** Movement card allows you to decide (*when you are about to take your Flight*) how far you will move your Airship; any distance from 0 to 3 spaces. Follow all normal Movement rules as if you'd played a card of that value.



SEBASTIAN KING: GAMBLE

During ***Setup***, you receive Sebastian's five *Gamble tokens*. When you are delivering Goods to a City, you may wager up to $3. (*Pay your wager to the bank.*) Shuffle your tokens face down, then reveal one token for each dollar that you wagered. If the symbol on **any** of the revealed tokens matches your delivery, collect an extra $2 per delivered Good.





COREY MCQUEEN: BAMBOOZLE

During ***Setup***, you receive Corey's five *Bamboozle tokens*. When you are delivering Goods to a City, you may spend one of your tokens to include **one** Good of a different type in the shipment. (*For example, instead of shipping three Food, you could ship two Food and one Textiles.*) Collect payment for the delivery as if all the Goods in the shipment were the correct type.



THE SKY CASTLE

The volatile Diamond Engine invented by Samuel Diamond powers every airship through the clouds. Samuel's grandson Eli Diamond knows the Diamond Engine better than any man alive; he sought out the fastest ship with the most-skilled pilot to push his engine to the limits. That ship is the sleek Sky Castle and that pilot is the legendary Clint Castle. With these two as a team, no competitor has a hope of keeping pace!





The Sky Castle's Cargo Capacity is the worst in the game—but its Diamond Rating is the **best** in the game.



The unique ***Sky Castle*** Movement card has a Movement Value of 6. This is the fastest Movement card in the game that is capable of turning.



CLINT CASTLE: EXPERT PILOT

During your Airship's flight, you **are** permitted to make sharp turns. (*You still may not backtrack.*)

You may Load/Unload freely **before and/or after** your flight in each turn (*instead of only **after** your flight as normal*).



ELI DIAMOND: EXPERT MECHANIC

As an Action, you may play any Movement card from your deck (*unless that card would cause you to exceed your Diamond Rating*). Treat it as if you were performing a second Flight step for your turn, following all normal rules of movement (*including Load/Unload*). Leave any Movement cards played in this way face up beside your Player Board with their Diamonds (*if any*) visible; Diamonds on these cards **are** counted when determining if cards revealed later would cause you to exceed your Diamond Rating. Remember to gather these cards back into your deck during the ***Upkeep*** phase.

THE GODFATHER

The Godfather is a sinister ship operated by sinister men; these are not honorable competitors. Every aspect of this group's operations is designed to exploit and plunder the hard work of others. Thaddeus Birch and Ezekiel Crane don't talk much, and their airship slips through the dusk on muffled turbines. Even experienced captains can only hope that their assets won't disappear when the Godfather looms near.





The Godfather has a standard Diamond Rating but an expanded Cargo Capacity.



The unique ***Godfather*** Movement card allows you to decide (*when you are about to take your Flight*) how far you will move your Airship; any distance from 0 to 2 spaces. Follow all normal Movement rules as if you'd played a card of that value. After your Movement step (*before your Action*), you may steal any 1 Good from another player's Airship or Depot if your Airship is in the same space. (*If your Cargo Hold is full you must first jettison 1 Good of any type; return the jettisoned Good to its stockpile.*)



THADDEUS BIRCH: INTIMIDATE

When ***Shipping Goods***, your shipment may stop at your opponents' Depots for free. In other words, you never have to pay tolls.



EZEKIEL CRANE: STEAL

During your flight, whenever your Airship moves into a space with another player's Airship, you may steal $3 from that player. (*You **may** steal from multiple players in a single flight—even in a single **space** if that space contains more than one opponent Airship.*)

CREDITS: CONTRIBUTIONS MATERIAL AND IMMATERIAL

KINGS OF AIR AND STEAM **GAME DESIGN: Scott Almes**
GAME DEVELOPMENT: Seth Jaffee
GRAPHIC DESIGN AND RULES DEVELOPMENT: Joshua Cappel
AIRSHIP MOLDS: Alex Vandertol

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