STEAM™

Created and Designed by Martin Wallace

"The introduction of so powerful an agent as steam to a carriage on wheels will make a great change in the situation of man."
– Thomas Jefferson

Welcome to *Steam*. Join the select ranks of industrial adventurers who call themselves rail barons. Buy long ribbons of land, rich and poor, laying rails to riches. Challenge your rivals as you civilize the wilds in a quest to connect people and spur the growth of cities. By carving new trade routes and unleashing increasingly powerful locomotives, you can bring humanity to the heavens. Using clever investment—and plenty of steel and steam—you can bring goods to far away markets… and track the winning way to wealth.

Steam includes both a refined "Base Game" and a more detailed "Standard Game." If you're a new player or want a shorter game, start with the former. Read on. Soon you'll be ready to start laying track!

Components

1 Rules Booklet

1 Two-sided Game Board



96 Goods Cubes
(20 each of red, blue, yellow, & purple; 16 gray)



144 Player Tokens
(24 each of orange, green, natural, white, brown, black)



136 Railway Track Tiles



8 New City Tiles
(1 red, 1 yellow, 1 purple, 1 blue, 4 gray)



68 Money Tokens
(1s in copper, 5s in silver, 10s in gold)



7 Action Tiles
(standard game side shown)



10 City Growth Markers



Goods Bag



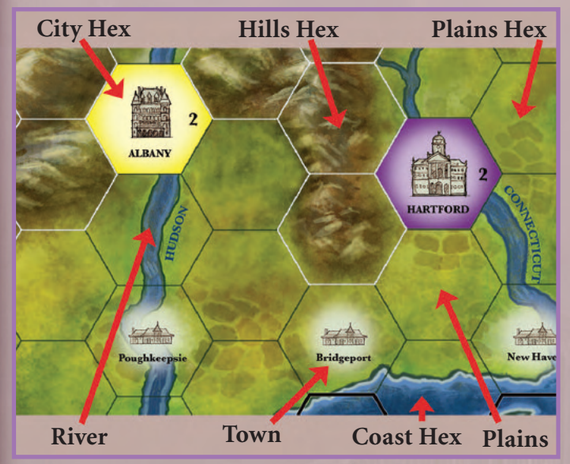
Turn Marker



Game Idea

Steam is a game about building railroads and delivering goods along the network of tracks. You build the tracks and improve your locomotive to make the longest, most profitable deliveries possible. Moving goods around the map scores points that add to your income or victory points.

Central to the game is a map, depicting the terrain, towns and cities in a region at the start of the railway age. The map of southeastern Canada and the northeastern USA is ideal for 3 or 4 players. The map of Europe's lower Rhine and Ruhr region is more suitable for 4 or 5 players. We include pieces for 6 players, so you can play on larger expansion maps.

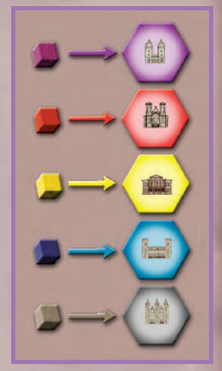


The maps are divided into hexagonal spaces (called "hexes"). Each hex shows either plains terrain (printed green), hills or mountains (printed brown), coast (green & blue), or a city (a named and colored hex). Occasionally the hex contains a river (a blue line) or a town (town symbol).

During the game, players build railroads by placing hexagonal track tiles (track) onto the map, connecting towns and cities in the process. Each section of track that connects a city to a city (see **A** in the diagram to the right), town to a city (see **B**'s), or town to a town (see **C**) is called a "link."



Each city starts with a supply of Goods cubes. They represent the establishment of long-term delivery contracts. Goods cubes are delivered along the "links" of a railway, either to increase income or score victory points. Each Goods cube can only be delivered to a city of the same color. As a result of player actions, each city printed on the map may receive extra Goods cubes once during the game. Gray cities do not appear on the printed maps; these only come into play via New City tiles (see below).



In addition to cities, each town on the map represents an area that you can link to other towns and cities. A town does not supply or receive cubes. A town can expand (urbanize) to become a "new city," providing its own goods and delivery opportunities.

A New City tile can replace a town tile already on the board, or it can be placed directly on a hex containing a town. Each new city opens up new opportunities for the railways and supplies extra Goods cubes.

Although you may earn money at the end of each turn, it is often necessary to raise additional capital to pay for track and locomotive upgrades. You can raise additional short-term money by reducing your income level.



There is a score track around the edge of the game board. Use it to record your current Victory Point (VP) score. You win by having the most Victory Points at the end of the game.

Note: *Mountains and hills, though very different in real life, are the same (and called "hills") in Steam. The art and the game rules are identical for both!*

BASE GAME

"The rage for railroads is so great that many will be laid in parts where they will not pay."

– George Stephenson

The rules in this section (pages 3-13) describe the Base Game, which we recommend for newer players or for shorter games. The Standard Game rules are detailed on pages 14-15.

Initial Set Up





Place all the Goods cubes in the bag. Randomly draw cubes from the bag, placing as many on each city as the number printed on the city hex. If you are using the Europe (Ruhr) map and there are only three players, place one cube fewer on each city.

Place three randomly drawn cubes on each Goods Supply space. If there are only three players in the game, place one cube fewer on each Goods Supply space (applies to both maps).

Place the City Growth markers next to the map.

Place the New City tiles next to the map.

Each player chooses a set of tokens of one color.

Place one of your tokens on the "0" space of the Income track, and another of your tokens on the "0" space of the Victory Point Track. You start with no income. In the Base Game, you may start with cash based on the initial turn order (see page 4).

Place one of your tokens on the "1" Locomotive box, marking your starting Locomotive Level. The Locomotive Level represents each railway's investment in rolling stock and engines. When you increase your Locomotive Level, it increases the number of links that a Goods cube can be moved along when you make a delivery.

Appoint one player to be the banker and place the Money token supply near him. Place the turn marker on the "1" space of the Game Turn Track.

Note: *If you want to use a scenario map, just place it on top of the map on the board. Then you can still use the other sections of the board.*



Money

In *Steam*, players must raise money from the bank to spend on building track, upgrading their locomotives and meeting other costs. You give up income as you receive money from the bank. This represents the shares of company stock, payments, and favors that you have to grant in order to attract such investment.

You receive money from the bank each time that you need to raise money. For every $5 that you receive, your token is moved one space down the Income Track. If you are already at -$10 income and you still need to raise money, you must then reduce your Victory Point (VP) total by 2 for every $5 that you raise. If you are at -$10 and zero VPs, you cannot raise any more money from the bank.



You can raise money from the bank any time you have insufficient cash to pay for an item or action. You must spend any cash on hand first, before raising money in this way. You may not take more than the minimum that you need in order to cover any costs. If the amount you raise is more than you need, you receive cash from the bank for the difference (up to a maximum of $4). You are not allowed to raise extra money—only the money that you need to cover immediate payments.

Example: *Richard wishes to spend $8 this turn on track building. He has no cash on hand. After placing his track tiles, he moves his Income Track token down 2 spaces and receives $2 from the bank ($10 raised, less $8 spent).*



You can make change with the bank at any time that you need to. Your money must remain visible to other players at all times.

Turn Order

Turn Order for Your First Game

Your position in the turn order is very important in Steam, but during your first game it is hard to know how much turn order position is worth. Accordingly, for your first game, we suggest that you determine the order of play randomly. Put the Action tiles in the bag and draw one for each player. The player who receives the lowest numbered tile goes first. The order of play will then go clockwise around the table. Mark the order of play using player tokens on the "Turn Order Display;" then return the Action tiles to the table. Before the first turn of the game, give $1 to the player going second, $2 to the player going third, and so on (only if using this system).

The turn order in later turns will be determined by the Action tiles that you choose.

At the start of the game, you determine the initial turn order by auction. If you win an auction, you must raise money to pay for your bid (see below).

Auction the first player position first. Randomly determine a player to start bidding for turn order position (e.g., by using the Action tiles). Then proceed clockwise around the table.

On your turn to bid, you may either increase the amount bid by the preceding player or pass. Once you have passed, you are out of the bidding for that player position. You cannot re-enter the auction until the next player position is put up for auction.

When all other players have passed, you pay for your winning bid by moving your token down one space on the Income Track for every $5 that you need (receiving any change from the bank). Then place your token on the "1" space on the Turn Order Display. Once you have won an auction, you may not bid in any of the remaining auctions.



The second player position is then auctioned, with bidding, starting with the player to the left of (clockwise from) the player who won the preceding auction.

Example: *Bill wins the auction in a 5-player game for first place. He pays for his $7 bid by moving his Income Track token down 2 spaces to -2 (receiving $3 change from the bank). He puts his Turn Order token on the first space on the Turn Order Display. The player to Bill's left starts the bidding for the second space on the Turn Order Display.*

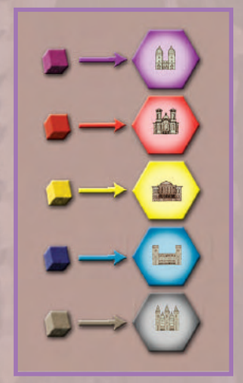
Continue conducting auctions for turn order until each player has placed a token on the Turn Order Display. There is no auction for last place; the remaining player takes the last spot for free. No starting money is distributed to the players when using auctions to determine turn order.

You determine turn order for all subsequent turns based on the Action tiles you choose. You have to decide how important each action is to your plans, and how that will affect you in the turn order for the following turn.

Supply & Demand

Goods cubes and the cities on the map share the same colors. Gray cities come onto the map later using the Urbanization action. Each city starts the game with a supply of goods (which are placed during setup) that represent commodities available for shipment to other cities. Extra cubes can be added to the map by using the City Growth action.

Each city demands only goods that match the color of the city. When you deliver a Goods cube along your railway links to a city that accepts that color of cube, you score track points. You must decide whether you wish to add those points to your income level or to your victory point score.



Important: *If you receive track points from a delivery, you must take either all of the points from the delivery as income, or all of the track points as VPs. You cannot split track points from one delivery between your income and VP tracks!*

Playing the Game

You play *Steam* in a series of turns. Each turn encompasses 6 distinct phases. Complete each phase before moving on to the next phase. The game ends after phase 4 of the final turn. There are 7 turns in a five- or six-player game, 8 turns in a four-player game, and 10 turns in a three-player game.

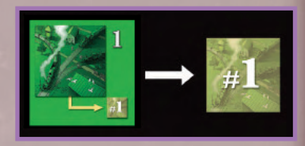
The Six Phases

1. Select Action Tiles
2. Build Track
3. Move Goods (or Improve Locomotive) *(2 rounds)*
4. Collect Income & Pay Expenses
5. Determine Turn Order
6. Set Up New Turn

Phase 1 – Select Action Tiles

Each turn, in your turn order, you select one Action tile. The Action tiles provide a special action or advantage that is unique in that turn, and have a value that will determine turn order for the next turn. The possible actions are:

1) Turn Order



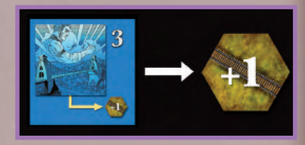
You will be in first place in the turn order for the next turn.

2) First Move



You will be the first player to move a Goods cube in each round of the Move Goods phase this turn, irrespective of your turn order position.

3) Engineer



You may build up to four track tiles during the Build Track phase instead of the usual three track tiles. You must pay the usual costs for all track built in this turn.

4) First Build



You will be the first player to build track during the Build Track phase, irrespective of your position in the turn order.

5) City Growth



During the Build Track phase, you select one set of Goods cubes from one Goods Supply space and add them to any city on the map. You must also place a City Growth marker onto the same city along with the Goods cubes. You cannot add cubes to a city if there is already a City Growth marker on the city (for example, any city created through Urbanization cannot have a City Growth action applied to it as it will already have a City Growth marker). Add goods to the map during your Build Track phase.

You pay $2 when you select this action—this commits you to performing the action during your Build Track phase. You may instead pass (see below).



City Growth has a "Pass Option." This means that you may select it and then decide not to carry out the action (i.e., you "pass"). You must decide whether to perform City Growth or to exercise your Pass Option immediately upon taking the tile. If you take the Pass Option, flip your Action tile over (to its plain side) and do not pay the $2 cost. You do not carry out the action on the tile if you have chosen to pass.

6) Locomotive

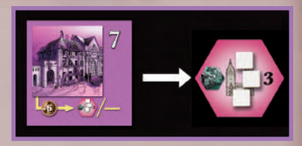


Immediately increase your Locomotive Level by one, moving your token to the next Locomotive box. ***You must pay the bank the $4 as shown on this tile,* plus *an amount equal to the Locomotive Level to which you are moving.*** The maximum Locomotive Level is 6. If you already have a level 6 locomotive, you cannot select this Action tile.

Example: *Larry has a level 4 locomotive. In phase 1 he chooses the Locomotive Action tile to increase his locomotive to level 5. He must pay $4 plus $5 (the cost of a level 5 locomotive), for a total of $9. Larry pays this $9 and moves his token to show that he now has a level 5 locomotive.*



7) Urbanization



During the Build Track phase, you convert a town into a city by placing a New City tile onto any hex containing a town. If the hex containing a town already has track built on it, first remove the track tile from the map and add it back to the track supply. You cannot select this Action tile if all of the towns have already been converted into cities, or if there are no New City tiles available.

You pay $6 when you select this action—this commits you to performing the action during your Build Track phase. Since Urbanization has a Pass Option (see "City Growth" to the left), you may instead pass.

Add the New City tile to the board when you build track. You can place the tile any time during your part of the Building Track phase. The New City tile does **not** count as one of your 3 track tiles that you may build each turn (see example below).



Once the New City tile is on the board, select a set of cubes from any one of the Goods Supply places. Place these cubes onto the just-built New City tile. Note that each New City tile has a City Growth marker printed on it; hence a New City tile cannot have more cubes added to it later in the game.

Example: *Using Urbanization, you place 2 straight track tiles and a New City tile of your choice on Poughkeepsie (2 links). You may still place one more track tile this turn.*

Phase 2 – Build Track

You build track to connect cities and towns in order to deliver Goods cubes during the game. Track that starts at one city or town and finishes at a different city or town is called a "link." Your railway network need not be built entirely of contiguous connecting links (but this is often a successful strategy).

You mark your ownership of a link with one of your tokens anywhere along the link. When you start building a link, it is easiest to put the token at the far (unconnected) end of the incomplete link. When your track reaches a city or town, that link is complete. Track used to make a link can be built over several turns.

Example: *In the diagram at the right, the orange player owns two complete links and 1 incomplete link (to the lower-left)—marked with orange tokens. Similarly, the green player owns, and has marked, the 2 complete links (to the upper-right).*

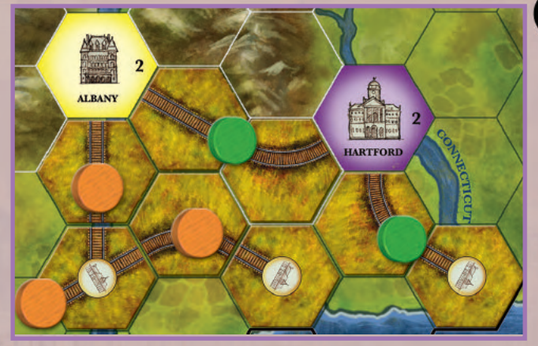
In turn order, you build track using the tiles that are available. If you chose the First Build Action tile, you carry out your track building before the player in the first position on the Turn Order Display.

The first tile of track that you build in the game must touch a city hex, so that the track emerges from the city. Mark any track starting a new link with a player token (**B**). As you build more track, you must either extend the track that you have already built (**A**) (placing the next piece of track connected to the previous one) or start a new link from any city on the board (but not a town) (**B**). When you build track, the tiles must line up so that the ends match and the track forms a continuous line (until it reaches another town or a city). All of the track that you build during the game must connect back to a city along track that you own. You are not allowed to build track that extends another player's track.

You may build up to 3 track tiles in a single turn unless you took the Engineer Action tile (which allows you to build up to 4 pieces of track in the turn).

Other Track Building Limitations

You build track by placing track tiles onto the non-city hexes on the map. You **cannot** place track on non-hex spaces (**G**), **nor** on top of cities (**H**).



The map has hexes bordered or partially bordered by thick black lines. You **cannot** place track that crosses or runs into a hex side with a thick black line (**D**, **F**), or that runs into the edge of the board.

Track never branches or forms any sort of junction except at a town or city (there are no "Y" track pieces). Track may **not** be placed that both starts and finishes in the same town or city (**C**). Players **may** build a series of links that together form a loop (and you may find it profitable to do so)!

Example: *In the diagram below, track placements* **A&B** *are both legal, while* ***C, D, E, F, G,*** *and* ***H*** *are all illegal. The limitation that each violates is marked with the corresponding letter in the text above.* ***C*** *creates a loop back to its starting city.* ***D & F*** *have tracks that run into thick black lines.* ***E*** *places track unconnected to a city or to existing track.* ***G & H*** *place tiles on prohibited spaces.*



You are never required to build track. However, if you took the Urbanization or City Growth Action tiles and did not "pass," you must carry out those actions during your Build Track phase, whether or not you build any track. You can only build track using the track tiles that are available. You cannot play a particular track tile if there are none of that configuration left in the supply.

Paying for Initial Tracks

Each track tile built in an empty hex has a cost based on the terrain crossed and the complexity of the track. You pay for your track as you build it.

The cost of placing a track tile on a hex is:

Base cost: It costs $1 for each edge of the tile where track exits the tile.

Additional costs:

- +$1 if there is a town on the hex (see below)
- +$1 if there is a river on the hex (see below)
- +$2 if the tile is placed on a hills hex (see below)

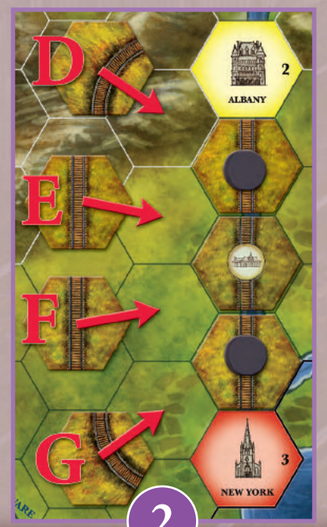
Note: *The base cost for the most common track (straights and gentle curves) is $2, while the base cost increases to $3 or $4 for more complex tiles. See the Tile Manifest on page 16.*

You must pay the cost of the track you build during your building phase, even if you are improving an existing tile as part of your building. However, you do not have to pay terrain costs when you improve or redirect a piece of track (see pages 10-11).

Example: *(Diagram 1) Ron, playing black, has the First Build action—he gets to build track first. He chose that action because he is aggressive and wants to be sure of a two-link route into New York on the first turn. He builds a straight track from Albany to Poughkeepsie (**A**: Cost = $2 +$1 for the river). He then builds a straight town track on Poughkeepsie (**B**: Cost = $2 +$1 for the town +$1 for the river). Finally, he builds a straight track to New York (**C**: Cost = $2 +$1 for the river). He placed his maximum of 3 tiles, and he spent a total of $10 (3+4+3).*



1



2



Ron marks his 2 links with black tokens and then it is the next player's turn to build.

Example: *(Diagram 2) Morgan, playing orange and building next, also wants to lay track to New York—his kinda town... Fortunately, he chose the Engineer action and may build up to 4 track tiles. He builds a gentle curve track southwest from Albany (**D**: Cost: $2 +$2 for the hills). He then builds south: 2 straight tracks (**E**, **F**: Cost = $2 each) and a gentle curve into New York (**G**: Cost = $2). He has spent a total of $10 (4+2+2+2). Morgan marks his 1 link with an orange token, then it is the next player's turn to build.*

Example: *(Diagram 3) Bill, playing green, builds last—he sees the congestion around New York and decides that New Haven is the place he'd rather be. He chose Urbanization and thus may build up to 3 track tiles and a New City tile. He builds a straight tile SE from Albany (**H**: Cost = $2) and a gentle curve to Hartford (**I**: Cost = $2 +$2 for the hills). He then builds a gentle curve south out of Harford to New Haven (**J**: Cost = $2) and a gray New City tile on New Haven (**K**: Cost = $6, spent when choosing the Urbanization action). This turn he has spent a total of $14 (2+4+2+6). Bill marks his 2 links with green tokens (see diagram 4).*



4

Terrain

The following rules detail the effects of various features detailed on the map:

Hills (& Mountains) Hex

A hills hex is covered entirely with the brown hills & mountains art. Each hills hex has a white border completely surrounding it.



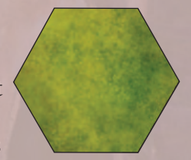
City Hex

A city hex is either a fully colored city printed on the board, or a hex containing a New City tile placed through Urbanization.



Plains (& Coast) Hex

Any hex that is not a hills hex or a city hex is considered to be a plains hex for building purposes. Note that coast hexes, despite some being primarily water, are treated the same as plains tiles (you are assumed to be building along the coast). Non-river, coastal water is outlined in white.



Coastal water is impassable—see Lake Ontario, the New England coast and the inlet southeast of Providence on the New York map. Impassable water has a heavy black line along certain hex sides. Track may not run into or cross a hex side marked by such a heavy black line.



Rivers

A river is depicted on the map by blue with dark edges—this category also includes (purple-edged) canals and smaller lakes. A hex contains a river if it has part or parts of one or more rivers in them.



Towns



A hex contains a town if it has a glowing *town symbol*.



Certain track tiles, *town track tiles*, bear a different, corresponding town track symbol. You can only place a town track tile on a hex that contains a town. You cannot place any other track tile (i.e., non-town track tile) on a hex that contains a town. However, you can use Urbanization to place a New City tile on a hex that contains a town.

Town Track Tiles

Some town track tiles have only one piece of track leading to the town; other town track tiles may have several pieces. If you build track on a hex containing a town, you can choose which town track tile to use. You will own any pieces of track leading from the town unless they are already connected to another player's track (although some ownership might be temporary—see "Incomplete Links" below).

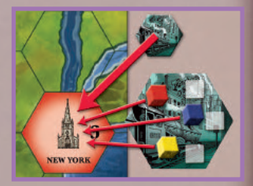
You must pay for all track printed on a town track you place. You lose ownership of any incomplete links if they are not extended on your next turn.

Urbanization



If you took the Urbanization Action tile (and did not use the Pass Option), you must place a New City tile with new Goods cubes on the map during your turn to build track. City hexes are considered to have track running to the edge of every side of the hex. So placing a New City tile may complete one or more links (even links belonging to other players). Placing a New City tile does not count as one of your three hexes of track building.

City Growth



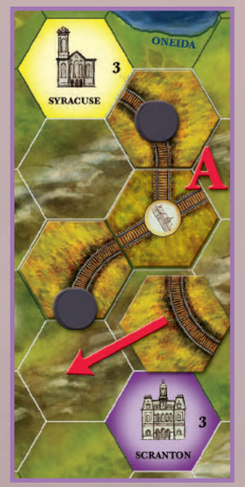
If you took the City Growth Action tile (and not the Pass Option), you must place new Goods cubes and a City Growth marker onto a city hex on the map during your turn to build track. You cannot place new cubes on a city already containing a City Growth marker (e.g., you can never place new cubes on a New City tile).

If you run out of Goods cubes during the game, do not refill the display. You only place cubes on the board and the display at the start of the game. Never draw extra cubes from the bag during the game.



Incomplete Links

If any track fails to reach either a town or city by the end of your turn, it is an "incomplete link." An incomplete link consists of one or more track tiles that do not connect to a town or city at each end. An incomplete link is still marked with your token, and other players may not extend it while you own it. ***However, you lose ownership of the incomplete link if you do not extend it on your very next turn.*** If you do not extend the track in the next turn, you must remove your token from the track. It then becomes an unowned, incomplete link.



Example: *The black player has an incomplete link heading SW out of the town. Next turn he will lose ownership of that track unless he completes the link as shown in the diagram (or he extends the links). Note that the track (A) heading NE from the town is an unowned, incomplete link.*

Unowned Track

When you place a track tile or a New City tile that extends or completes an *unowned, incomplete link,* you "claim" the link and mark your ownership with one of your tokens. You can only claim an unowned, incomplete link if it either starts at a city **or** it *directly* connects to one of your own links.

Example: *The unowned, incomplete link (A) in the diagram above directly connects only to the black player's links. So only the black player can claim that link.*

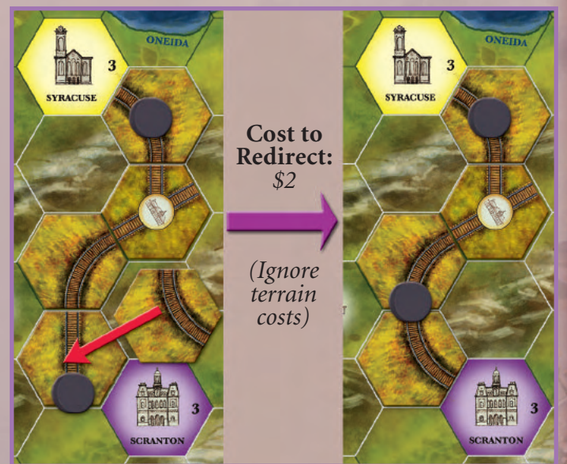
If you claim an incomplete link and it remains incomplete, you must extend it or complete it on your next turn or you lose ownership of it.

Note: *You cannot lose or relinquish control of your completed links (unless you are eliminated).*

Redirecting Track

You may "redirect" (change) the *last track tile placed* in an incomplete link so that its track exits in a different direction. You can only redirect an unowned, incomplete link if it either starts at a city **or** it *directly* connects to one of your own links. You cannot redirect track on another player's link. Completed links cannot be altered or redirected.

You may either rotate the last track tile of an incomplete link, or remove the tile and replace it with a different tile. Whether you rotate the track or replace it, you must pay the non-terrain tile costs again—the town and track costs, but not the hills and river costs. The new tile—and its track—must still comply with all of the usual track building rules (for example, you cannot redirect a tile so that it runs off the edge of the board).



Redirecting a track tile counts as one of your three pieces of track that can be built in a given turn. Redirecting track does **not** count as *extending* track for the purposes of maintaining or claiming ownership of incomplete links. However, you can claim such an unowned, incomplete link if redirecting it *completes* the link.

Track on a hex containing a town cannot be redirected, but it is possible to improve the town track tile by changing it to one with more tracks leading from the town (see the next page).

Improving Existing Track

Sometimes you will want to build new track over or through either your own or another player's track.

This is done by replacing the track that has already been built with one of the complex crossing or passing tiles or a town track tile with more tracks leading from the town. You must preserve the existing track in the hex—you can add new track to a hex but you are not allowed to change or take away existing track (unless redirecting track, as detailed in the rules above).

There is a cost of "improving" track in this way. You must pay for **all** of the track shown on the new track tile that you place on the board, not just the new track added by the crossing, passing, or exits from the town. You must also pay the extra $1 if there is a town symbol on the tile. **However, you do not pay any cost associated with the terrain printed on the board (i.e., hills and rivers).**



Example: *You (green player) want to continue heading north with your track southwest of Boston, but the black player's track is in the way. You may cross the curved track by replacing the curved track with a complex track featuring the original curve and a crossing straight track. Ignoring the cost of (river) terrain, you pay $4 for the new tile (i.e., a cost of $1 for each track edge on the tile).*

When building, you may only use the track tiles available. If you cannot find a tile with the track configuration that you need, you cannot build that track. Improved track counts as one of your three track builds for the turn.

You may choose to build one of the complex crossing or passing tiles on an **empty** hex. If you do this, all the usual building rules and terrain costs apply.

Example: *You (green player) want to lay track eastward from Hartford and decide to build new track from the nearby gray city at the same time. You build a track tile with two track segments in the hex southeast of Hartford. It costs you $5 (a base cost of 4 for the track +1 for the river).*



Phase 3 – Move Goods (or Improve Locomotive)

Each turn, in your turn order, you must choose and perform one of the following activities:

- *improve your locomotive,*
- *move a Goods cube,* or
- *pass* (and do nothing).

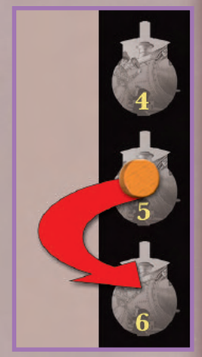
Once each player has performed one of these activities, each player (in turn order) once again chooses and performs one of these activities. If you improved your locomotive with your first activity, you may **not** choose it as your second activity in the same turn.

If you took the First Move Action tile, choose and perform your activity before anyone else in **each** cycle.

Improving Your Locomotive

You start the game with a level 1 locomotive. This allows you to deliver a Goods cube along a route with a maximum length of one link. During the game you may improve your locomotive, both by taking the Locomotive Action tile or by using one of your activities during the Move Goods phase. You can use a level 2 locomotive to deliver a Goods cube along a route of up to two links; a level 3 locomotive can travel up to three links, and so on.

You may only choose to improve your locomotive level once per turn during the Move Goods phase. This improvement costs nothing and scores no victory points. With your other Move Goods activity, you must either move a Goods cube or pass. You get nothing for passing.



Example: *In the second Move Goods cycle of the turn, the cube that Larry was planning to move has been delivered by another player. Larry decides to upgrade his locomotive again (he took the Locomotive Action tile at the start of the turn), and moves his token to the 6th level Locomotive box. He gets no victory points, and will not be able to upgrade his locomotive any further this game, for he has reached the maximum level.*

Moving a Goods Cube

As one of your activities during the Move Goods phase, you may move one Goods cube from one city to another city—you deliver it. You can only move a Goods cube along completed track links (yours and your opponents; see below). The maximum number of links moved along must be less than or equal to your locomotive's level (see above).

You can only move a Goods cube if its final destination is a city of the same color as the cube. You cannot move a Goods cube so that it finishes its journey in a town or a city of a color different from the Goods cube. The cube is delivered as soon as it reaches the first city on its journey that is the same color as the cube. You are not allowed to move such a cube any further. (See example at right.)

You cannot return the cube to the city where it started, and you cannot move it into or through the same city more than once on its journey.

When you deliver a Goods cube, you must move it along at least one of your links. You can use opponents' links to deliver cubes, but **you must use your own links at least as much as you use any other player's links.** You cannot deliver the cube if it only travels along links that belong to other players. For example, if you delivered a cube across a 5-link journey, you could move along 2 of your own pieces of track, 2 pieces of track belonging to another player, and 1 piece of track from a third player. You could not move a cube along 2 of your track pieces and 3 from another single player.

Remove delivered Goods cubes from the game and place them back in the Goods Bag.

Track Points

When you deliver a Goods cube, you score 1 *track point* for each completed link of your track that the cube was moved along. Each opponent whose track you used also gets 1 *track point* per link of his that you used.

Each scoring player must immediately decide whether to use his track points to increase his income **or** to increase his victory points. **You cannot split your points gained from a single cube movement between income and victory points.** (See example at right.)

If two or more players receive points from the same delivery, the player moving the Goods cube chooses whether to take his points as income or victory points first, and then the rest choose in turn order.

If your victory point total exceeds 50, place one of your tokens in the +50 box. Use your other VP token to track your points over 50. Use the +100 box in the rare case you acquire more than 100 victory points.

Example (Delivering Goods): *Using your own green tracks and a level 3 locomotive, you can deliver the red cube for 1 track point, but not 2. You must deliver to the first city of the color's cube and may not deliver the red cube to Boston on your own tracks. If you had a level 3 or better locomotive, you could deliver the blue cube for 3 points on your own tracks. You cannot deliver the purple or yellow cube using only your own tracks.*



Using at least a level 2 locomotive, your green tracks, and the black player's tracks, you can deliver the red cube for 2 track points, but 1 track point would go to the black player. You can still deliver the blue cube for 3 points, all going to yourself.

With a level 4 locomotive, you can deliver the purple cube for 4 points, one of which goes to black. With a level 5 locomotive, you can deliver the yellow cube for 5 points, 2 of which go to black (via the blue, both red, and purple cities).

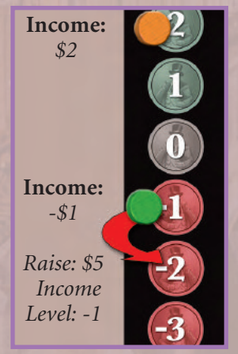
Example: *Alex (green) uses his level 5 locomotive to move a yellow cube along 5 links to a yellow city (see diagram at the left). Alex owns 3 of those links, but Sue (black) owns the other two. Alex receives 3 points and chooses to move his token 3 boxes up the Income Track; Sue receives 2 points and moves her token up 2 boxes on the Victory Point Track.*



Phase 4 – Collect Income & Pay Expenses

In player order, each player collects income or pays all expenses.

Check where your token is on the Income Track. If the figure is positive, you receive this amount from the bank. If the figure is negative, you must pay this money to the bank (a situation that is very likely to happen at the beginning of the game). If you do not have the cash necessary to pay your debt, you will have to raise more money from the bank and move further down the Income Track (or VP track if you are already at -$10). You pay according to where your token is at the start of the phase.



Example: *Robert has an income of 2 at the end of the turn, and receives $2 from the bank. Elaine is at -$1 and has no cash on hand, so she raises money from the bank (taking her income down to -$2) and collects $4 from the bank ($5 - $1).*

In the unlikely event that your token is at -$10 on the Income Track, and you cannot afford to make a required payment, then you must raise the necessary money by reducing your VP total by 2 for each $5 required. If you do not have sufficient VPs to meet your costs, you are bankrupt! Your tokens are removed from the board and you are out of the game. Any completed links that you owned remain unowned for the duration of the game (no one may claim them). Remaining players may claim any incomplete links that you owned in the usual manner. If a Goods cube is moved along an unowned link, no victory points or income are scored for that link.

Phase 5 – Determine Turn Order

Adjust the players' tokens on the Turn Order Display according to the actions selected at the start of the turn. The order of play goes from lowest value action to highest value action. Mark the new turn order on the Turn Order Display. If a player selected an action but then chose to pass, the value of the action still determines his position in the order of play.

Example: *These were the actions chosen this turn:*

- *Bridget: Locomotive (6)*
- *Loren: First Build (4)*
- *Roger: Urbanization (7)*
- *Guido: First Move (2)*

The turn order next turn is Guido, Loren, Bridget, and Roger.



Phase 6 – Set Up New Turn

The players return all of the Action tiles to beside the board. Move the turn marker forward one space on the Game Turn Track and a new turn is started (unless you have reached the end of the game).

End of the Game

If you are playing with 3 players, the game finishes after 10 turns. A four-player game lasts 8 turns, and with five players the game lasts 7 turns. On the final turn, skip phases 5 and 6.

Calculating Victory Points

First, increase your VPs by one point for every two points of income that you have at the end of the game, rounding down if necessary (e.g., if you had an income of $5 then you would receive 2 VPs). If you have negative income, reduce your VPs by twice that amount (e.g., if you had an income of -$2 then you would lose 4 VPs). You receive no VPs (or penalty) for zero income.

Next, remove all of the player tokens on incomplete link segments. Then you score 1 point for every completed link that you own at the end of the game. Add these to your VP score on the VP Track. You do not score any points for incomplete links.

If you have the most Victory Points, you win. In the case of a tie, the tied player with the highest income level wins. If there is still a tie, then the player who took the lowest numbered Action tile in the final turn wins. Only one player can win.

Example: *Nick earned 37 points during the game for deliveries. His Income Track token was on -1 at the end of the game, and he had 10 completed links on the board. His final score is: 37 – 2 + 10 = 45 Victory Points.*

STANDARD GAME

"The road must be built, and you are the man to do it. Take hold of it yourself. By building the Union Pacific, you will be the remembered man of your generation."
*– **President Abraham Lincoln** to Oakes Ames*

Once you have mastered the Base Game, you can move to the Standard Game for a much higher level of complexity. There are three key differences between the Base Game and the Standard Game.

Each player must decide how much money to raise at the start of each turn and cannot raise more money during the turn. The players bid for their positions in the turn order every turn (but do not make any other payment for the Action tile that they select). Finally, each player has to pay for the upkeep of his locomotive every turn.

These changes mean that there is less money available and the players have to plan ahead very carefully, or risk going bankrupt.

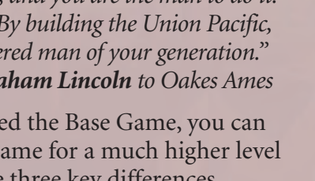
The game ends after the same number of turns specified in the Base Game rules, and the winner is determined in the same way as well. Unless specified here, all other Base Game rules stay in effect.

The phases of the turn are slightly different.

Initial Setup

Determine the initial player order randomly by distributing Action tiles and placing player tokens in order from lowest value to highest value. The player with the lowest value action will bid first.

Flip the Action tiles to their non-numbered side. The Action values and costs printed on one side of the tiles are not used in this version.



Standard Game Phases

1. Buy Capital
2. Determine Order of Play
3. Select Action Tiles
4. Build Track
5. Move Goods
6. Collect Income & Pay Expenses
7. Set Up New Turn

Phase 1 – Buy Capital

In the Standard Game, you "buy capital" once per turn instead of raising money from the bank as needed. Buying capital uses the Base Game rules (see page 4) regarding raising money—$5 for each space you move back on the Income Track. However, in the Standard game, you may only buy capital during phase 1. Players buy capital in turn order. You cannot buy capital to raise money during any other phase of the game. All payments made during phases 2 to 6 must be made from your cash on hand.

It is very easy to leave yourself with insufficient cash to make it through a turn. In particular, it is very easy to make such a mistake on the first turn, leaving yourself with insufficient money to survive the first turn or two. So, we recommend that you buy capital equal to $10 or more at the start of the game.

Experienced players who want to use the Standard Game rules may wish to relax this restriction for less experienced players. For example, allow newer players to raise money for track costs and/or maintenance costs as needed.

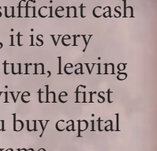
Phase 2 – Determine Order of Play

Players bid for turn order every turn. Note that this auction differs from the one used in the Base Game!

Bidding begins with the current first player (who may bid $0) and it continues in player order. On your turn to bid, you must either outbid the current highest bidder or pass. You may not bid more than you have available in cash. Once you have passed, you are out of the bidding, and you may not re-enter the auction.

If you pass during the auction, you place a token on the last free space on the Turn Order Display. The first player to pass will go last in the turn; the next player to pass will go before the last player but after everyone else; and so on. When each of the players—except one—have passed during the auction, the remaining player (the highest bidder) places a token on the first position on the Turn Order Display.

Turn Order Action Tile



The Turn Order Action tile has a new effect in the Standard Game. If you chose the Turn Order Action tile on the preceding turn, you may pass once during the auction without dropping out and placing your token on the Turn Order Display. You can either re-enter the bidding the next time that it is your turn to do so, or pass at that stage. If you pass a second time, your token is placed on the Turn Order Display in the last position that is unoccupied when you pass for the second time.

Paying For Your Bid

Players must make a payment to the bank for their bid. Each of the players in first and second place on the turn order display must pay the full amount of his bid. The player in last place on the Turn Order Display pays nothing. Each other player pays one half of the amount that he bid (rounding up as necessary).



Positions 1 & 2: Each pays full bid | *Other Positions: Each pays half bid* | *Final Position: Pays nothing*

Example: *In the first round of bidding, Dale (green) bids $0. Ted (brown) bids $2. Ed (black) passes, and places his token in 4th place on the Turn Order Display. John (white) holds the Turn Order Action tile, and passes—he does not place a token on the Turn Order Display yet.*

In the second round, Dale must raise the bid to $3 or pass—he chooses to bid $3. Ted passes, and places his token in 3rd place on the Turn Order Display. John chooses to pass a second time, and now places his token in 2nd place. Dale, the only player left, so places his token in 1st place.

In last place, Ed pays nothing to the bank. Dale, in 1st place, pays his full $3 bid. John also has to pay his full bid; but, as he never made a bid, he pays nothing. Ted, in 3rd place, pays half of his bid—$1.



Dale: *Pays $3* | ***John:*** *Pays $0* | ***Ted:*** *Pays $1* | ***Ed:*** *Pays $0*

Phase 3 – Select Action Tiles

As with the Base Game, Action tiles are selected in player order. However, you do not make any payment for the selected Action tile, either when it is chosen or when it is played. If you select Urbanization or City Growth you may choose not to use the Action when it is your turn to build track (i.e., you can pass).



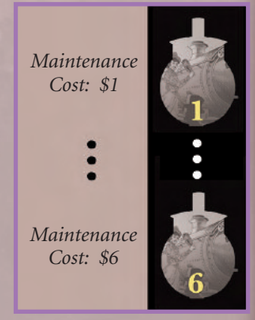
Phases 4 and 5

Phases 4 and 5 are played in accordance with the Base Game rules in this booklet, with one key difference. Remember, players cannot raise money to meet expenses by moving back on the Victory Point Track. The only income that you receive is in phase 1 for buying capital, and in phase 6 if your income exceeds your expenses.

You must pay for any track building with cash—you cannot choose to spend more money on track building than you have available on hand. If you have the City Growth or Urbanization Action tiles, you may use the Pass Option in lieu of placing a New City tile or cubes.

Phase 6 – Collect Income & Pay Expenses

During the Income & Expenses phase, you must now pay maintenance costs based on your Locomotive Level. For each Locomotive Level you have, you pay a maintenance cost of $1. If you have a level 3 locomotive, you will pay $3 in addition to any income (or expenses) you may have; the owner of a level 6 locomotive must pay $6 each turn.



If at any time you are unable to make a required payment, you must pay as much as you can with the cash that you have on hand. Then you must move back one space on the Victory Point Track for every $2 you are still short. If this pushes you to 0 on the Victory Point Track, begin dropping on the Income Track using the same 1 point = $2 rate. If your expenses paid in this fashion are an odd value, you receive the $1 in change.

If you have no cash, no VPs, and your income is -$10—and you still owe money—your railroad has gone bankrupt! As in the Base Game, your tokens are removed from the board and you are out of the game. Any completed links that you owned will remain unowned for the duration of the game. Other players can claim any incomplete links that you owned in the usual manner. If a Goods cube is moved along an unowned link, no victory point is scored for that link.

Track Tile Manifest

Track Faces:



#T11 – 4x — Town, 1 exit

#T21 – 10x — Town, 2 exits, straight

#T22 – 10x — Town, 2 exits, gentle

#T23 – 8x — Town, 2 exits, tight

#T31 – 4x — Town, 3 exits, open

#T32 – 4x — Town, 3 exits, Y-left

#T33 – 4x — Town, 3 exits, Y-right



#T34 – 4x — Town, 3 exits, tight

#T41 – 4x — Town, 4 exits, "peace"

#T42 – 4x — Town, 4 exits, "X"

#T43 – 4x — Town, 4 exits, "half"

#21 – 86x — 2 exits, straight

#22 – 86x — 2 exits, gentle curve

#23 – 8x — 2 exits, tight curve



#41 – 4x — 4 exits, 2 straights crossing

#42 – 4x — 4 exits, straight & curve crossing

#43 – 4x — 4 exits, 2 curves crossing

#44 – 4x — 4 exits, straight & tight curve

#45 – 4x — 4 exits, 2 gentle curves

#46 – 4x — 4 exits, gentle curve & tight curve

#47 – 4x — 4 exits, tight curve & gentle curve

(#) – ***Non-terrain Cost*** = *# track edges + 1 for a town*

Track Face Pairings (front / back):

(21 / 22) 86x	(T21 / T22)....10x	(23 / T23) 8x	(T11 / –) 4x	
(42 / T41) 4x	(T31 / T34).....4x	(T42 / 41) 4x	(43 / T43) 4x	(T32 / T33).....4x
(44 / 45) 2x	(44 / 47) 2x	(47 / 46) 2x	(45 / 46) 2x	

Credits

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Cost Summary

Cost for Placing a Track Tile on a Hex:

For each "track exit" on the tile	+$1
For a town on the hex	+$1
For a river on the hex	+$1 *
For a hills hex	+$2 *
Cost for City Growth	$2 †
Cost for Locomotive	$4 + New Level †
Cost for Urbanization	$6 †

* – Does not apply when redirecting and/or improving track.

† – Base Game only. You bid for actions in the Standard Game.

You have purchased a game of the highest quality. However, if you find any components missing, please contact us for replacement pieces at custserv@mayfairgames.com.