PLANET STEAM™



RULES OF PLAY

INTRODUCTION

Ladies and gentlemen, welcome to the Colonies! Well, a Colony. Maybe we'll name this one after you. I bet you'd like a boomtown with your name on it.

We are booming sure enough, with entrepreneurs of all sorts risking the trip across the Boiling Sea to get in at the beginning. We got water—plenty of it! We got quartz and a mess of valuable ores. No cavorite, so the gas-bag airship is the order of the day here. You're standing on hot rocks all over, so plenty of local energy. Stake your claims, set up your tanks, and watch the credits roll in! What could be easier?

Everyone have their warrants of investment? Good! What the Colonies need more than anything else right now is bright men and women who know an opportunity when they see one. Captains of industry. Capitalists with the vision to turn a boomtown into a thriving city, to make their Colony more than just a dot on a map. You do this right, you'll be the toast of the capital, not that you'll ever want to go back there…

OVERVIEW

Planet Steam is a game of extracting resources and accumulating wealth for 2–5 players. Each player assumes the role of an entrepreneur trying to reap the most profit from resource mining in a town on the planet Steam. Players extract resources from their zones using tanks and converters, and they buy and sell those resources in a volatile market.

OBJECT OF THE GAME

The player with the most wealth at the end of the game is the winner.

COMPONENT LIST

- 1 Game Board
- 90 Plastic Pieces, including:
  - » 35 Bronze Tanks
  - » 14 Silver Quartz Converters
  - » 14 Gold Ore Converters
  - » 14 Gray Energy Converters
  - » 13 Bronze Superchargers
- 350 Cardboard Pieces, including:
  - » 85 Claim Markers (14 black, 14 green, 14 orange, 14 purple, 14 yellow, 15 gray)
  - » 30 Quartz Tokens (5x "5," 25x "1")
  - » 30 Ore Tokens (5x "5," 25x "1")
  - » 30 Water Tokens (5x "5," 25x "1")
  - » 30 Energy Tokens (5x "5," 25x "1")
  - » 130 Credit Tokens (20x "1," 20x "5," 20x "10," 20x "20," 25x "50," 25x "100")
  - » 8 Resource Supply and Price Indicators
  - » 1 Tank Supply Marker
  - » 1 Support Airship Marker and Plastic Stand
  - » 1 Round Marker
  - » 4 Order Markers
- 67 Bridge-Sized Cards, including:
  - » 10 Specialist Cards
  - » 40 Carrier Cards (8 black, 8 green, 8 orange, 8 purple, 8 yellow)
  - » 14 Certificate Cards (7 Building Licenses, 7 Luxury Quarters)
  - » 3 Optional Cards
- 5 Reference Sheets
- 1 Six-Sided Die
- This Rulebook

COMPONENT OVERVIEW

This section describes the *Planet Steam* components in detail.

The **game board** consists of the resource terminal, where resource prices and supplies are tracked, and the map, where players place claim markers and use tanks to extract resources.





Tanks are plastic pieces players place on their zones to extract resources.



Converters are plastic pieces players can attach to their tanks to change the type of resources a tank can extract.

Superchargers are plastic pieces players can attach to their tanks to increase the amount of a resource a tank can extract.



Claim markers are cardboard pieces players use to claim zones.



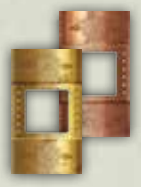
Resource tokens track how many resources a player has. There are four types of resources: quartz, ore, water, and energy. Resource tokens are available in denominations of 1 and 5.





Credit tokens represent currency players use to buy and sell items. They are available in denominations of 1, 5, 10, 20, 50, and 100.

Resource price and supply indicators (gold and bronze, respectively) are markers players use to track the price and supply of resources available at the resource terminal.



The **tank supply marker** is a marker players use on the game board to track the number and price of tanks available in the local tank market.





The **support airship marker and plastic stand** indicate which row of tanks on the map players use to extract additional resources.

The **round marker** is a marker players use on the game board to track the current game round.





Order markers are markers players use in the advanced rules to indicate the order in which resources are bought and sold during the Resource Phase.

Specialist cards represent specialists from whom players receive benefits. These cards are also used to determine player turn order.



Carrier cards represent cargo ships players can use to store resources.



There are two types of **Certificate cards**: building licenses and luxury quarters. Players can use building licenses to claim zones. Luxury quarters have a credit value at the end of the game.



Optional cards can be used with both the standard and advanced rules to provide players with additional abilities and an alternative carrier to use during the game.





Reference sheets list the turn sequence and the costs to purchase the various items for sale in the game.

The **six-sided die** is used when players attempt to claim zones.



SETUP

1. **Place Game Board:** Place the game board in the center of the play area.
2. **Place Support Airship and Die:** Place the support airship and the die near the game board.
3. **Prepare Reserve:** Sort the tanks, converters, and superchargers; place them in separate piles near the game board.

   Sort the quartz, ore, water, and energy tokens by type; place them in separate piles near the game board.

   Sort the building licenses and luxury quarter certificate cards according to "Table 1" on page 24; place them in separate stacks near the game board. Return the remaining certificate cards to the game box; they are not used this game.
4. **Prepare Specialist Cards:** Compile a set of specialist cards that correspond to the number of players and place them faceup in numerical order near the game board; this is the specialist card area. Each card has one or more set indicators players use to compile a set of specialist cards. Each set indicator corresponds to a specific number of players, as follows:
   - 2 players: card set 2 (2 specialist cards)
   - 3 players: card set 3 (3 specialist cards)
   - 4 players: card set 4 (4 specialist cards)
   - 5 players: card set 5 (5 specialist cards)

   Return the remaining specialist cards to the game box; they are not used this game.

   Note: Several specialist cards contain multiple set indicators; they are used in multiple sets. For example, a card with a 2 and a 3 set indicator is used in both a two-player and a three-player game.
5. **Prepare Local Tank Market Track:** Place the tank supply marker on the local tank market track space with the 2 indicator for a two-player game, the space with a 3 indicator for a three-player game, the space with a 4 indicator for a four-player game, or the space with a 5 indicator for a five-player game.
6. **Place Round Marker:** Place the round marker on the Round Track space with a 5 indicator for a five-player game, the space with a 4 indicator for a four-player game, the space with a 3 indicator for a three-player game, and the space with a 2 indicator for a two-player game.
7. **Prepare Resource Gauges:** Place one price indicator on the red number on each of the four price tracks in the resource terminal (see "Resource Terminal Anatomy" on page 17). Place one supply indicator on the appropriate number on each of the four supply tracks in the resource terminal according to "Table 1" on page 24.
8. **Take Claim Markers:** Each player selects a player color and places the claim markers of that color in his play area.
9. **Take Starting Carrier Cards:** Each player takes the eight carrier cards that contain a player icon of his player color and places the class 1/class 2 carrier card for each resource type in his play area with the class 1 carrier side faceup. Players set aside their class 3/class 4 carrier cards to use later in the game.
10. **Take Starting Resources:** Each player takes the appropriate starting resources according to "Table 2" on page 24 and places them on his corresponding carriers (see "Carrier Cards" on page 8).
11. **Take Starting Credits:** Each player takes the starting credits appropriate for the number of players (see "Table 2" on page 24) and places them in his play area. Place all remaining credits in a reserve pile near the game board.
12. **Take Reference Sheets:** Each player takes one reference sheet.
13. **Set Up Starting Claim Markers:** Complete the starting claim marker setup on the map as shown in the diagrams on page 24. There is a different starting setup depending on the number of players. Place the claim markers of the appropriate player colors and the neutral claim markers on the indicated zones.

    When playing with only two or three players, several zones on the map are unavailable during the game. To indicate this, place a claim marker of an unused player color facedown on each of the unavailable zones (see "Setup for Different Numbers of Players" on page 24).

    Return any remaining claim markers from unused player colors to the box.
14. **Determine First Player:** Each player rolls the die. The player who rolls the highest result is the first player for the beginning of the game. If there is a tie for the highest result, the tied players reroll until they break the tie.
15. **Upgrade Carrier Card:** Starting with the first player and proceeding clockwise, each player immediately upgrades one of his four carriers to class 2 by flipping the carrier card over so that its class 2 side is faceup. (When playing the game for the first time, each player should upgrade his water carrier.)

GAME SETUP (THREE PLAYERS)



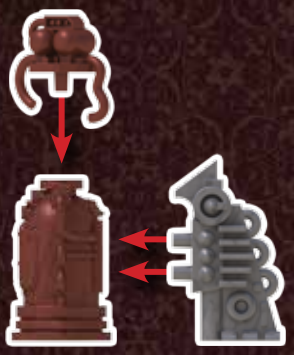
1. Game Board
2. Local Tank Supply Marker
3. Round Marker
4. Die
5. Tank Reserve
6. Energy Converter Reserve
7. Ore Converter Reserve
8. Quartz Converter Reserve
9. Supercharger Reserve
10. Credit Reserve
11. Support Airship
12. Building License Reserve
13. Luxury Quarters Reserve
14. Specialist Cards (3 set)
15. Price Indicator
16. Supply Indicator
17. Starting Carrier Cards
18. Upgraded Starting Carrier Card
19. Class 3/4 Carrier Cards
20. Starting Resources
21. Quartz Reserve
22. Ore Reserve
23. Water Reserve
24. Energy Reserve
25. Starting Credits
26. Player Claim Markers
27. Reference Sheet
28. Unavailable Zones
29. Player Claim Markers (on board)
30. Neutral Claim Markers (on board)

GAME BOARD ANATOMY



1. Local Tank Market Track
2. Round Track
3. Bonus Resource Box
4. Resource Terminal
5. Map
6. Zone
7. Mooring Point
8. River Zone

ATTACHING CONVERTERS AND SUPERCHARGERS



Players attach and detach converters and superchargers during the Tank Phase of the game.



PLAYING THE GAME

Planet Steam is played over a series of rounds. Each round consists of four phases performed in sequence. After the last phase of a round ends, the next round begins. The game continues in this manner until players advance the round marker to the final space on the round track (see "Winning the Game" in the next column).

PHASES

During each game round, players resolve the following phases in order. The detailed rules for each phase are listed starting on page 10.

1. **Expansion Phase:** During the Expansion Phase, players place bonus resources, acquire specialist cards through an auction, place claim markers, and place the support airship.
2. **Tank Phase:** During the Tank Phase, players buy and reorganize tanks, converters, and superchargers. They also buy carrier upgrades.
3. **Resource Phase:** During the Resource Phase, players extract resources and buy and sell resources at the resource terminal.
4. **End Phase:** During the End Phase, players replenish the local tank supply, advance the round marker, and prepare the game board and specialist cards for the next game round.

TURN ORDER

Players perform some phases and steps in turn order. To do so, the player possessing the specialist card with a turn order indicator of "1" (i.e., Lady Steam) resolves his turn first. Then, the player with the specialist card with the next lowest turn order indicator (i.e., "2") resolves his turn and so on until each player has resolved his turn.

WINNING THE GAME

After the round marker advances to the final space of the round track—the space that contains a gold player icon—players calculate their **FINAL WEALTH** to determine a winner. Players calculate their final wealth by adding the credit value of their assets to the value of their credit tokens. Assets have the following credit values:

- Each resource has a credit value equal to that resource's current price listed on the resource terminal.
- 25 credits for each claimed zone
- 25 credits for each tank
- 50 credits for each supercharger
- 50 credits for each luxury quarters certificate

Building licenses, carriers, and converters have no credit value.

The player with the highest final wealth is the winner. If players tie for the highest final wealth, all tied players share a victory.

Example: At the end of the game, Kay has claim markers in 10 zones (worth 250 credits total), six tanks (worth 150 credits total), one supercharger (worth 50 credits total), and one luxury quarters card (worth 50 credits total). She has three water valued at eight credits each (worth 24 credits total) and two energy valued at three credits each (worth six credits total). She also has 20 credits worth of credit tokens. The total value of her assets and credit tokens is 550 credits.

COMPONENT LIMITATIONS

Resources and credits **are not** limited by the number of tokens in the game, and players may freely make change. If players need additional resources or credits, they can use any readily available token or coin.

All plastic pieces (tanks, converters, and superchargers) and all other tokens **are** limited by the number of components that are included with the game.

ZONE AND TANK OVERVIEW

This section describes the rules for zones and tanks.

ZONE

The map portion of the game board is divided into **ZONES**. Zones are either **CLAIMED** or **UNCLAIMED**. A claimed zone contains a player's claim marker or a neutral claim marker. An unclaimed zone contains no claim markers. Some zones are outlined in blue; these are **RIVER ZONES**. Players can use river zones to extract water without spending energy (see "Resource Phase" on page 14).

When playing a 2- or 3-player game, some zones contain facedown claim markers. Players cannot use zones marked in this manner. As such, these zones are not claimed or unclaimed.

TANK

Players use **TANKS** to extract **RESOURCES**. Players can place tanks on their claimed zones, and each zone can contain only one tank. There are two types of tanks in *Planet Steam*: **STANDARD TANKS** and **ADVANCED TANKS**. A standard tank is a tank without an attached converter. Standard tanks can only extract water. An advanced tank is a tank with an attached converter, which allows the tank to extract quartz, ore, or energy instead of water. Having a supercharger does not affect whether or not a tank is a standard or advanced tank. Each converter allows a tank to extract a different resource, as follows:

- A quartz converter (silver) allows a tank to extract quartz.



- An ore converter (gold) allows a tank to extract ore.



- An energy converter (gray) allows a tank to extract energy.



Each tank can have one attached converter and one attached supercharger at a time (see "Attaching Converters and Superchargers" on page 6).

CARD OVERVIEW

This section describes the rules for carrier and specialist cards.

CARRIER CARDS

There is a set of eight carrier cards for each player color. The player icon printed on the lower right corner of each carrier card indicates the player color for each set.

Each carrier card has a resource symbol followed by a number printed in the upper left corner. The resource symbol indicates which resource type a player can place on a carrier card. A player cannot place resources on a carrier card that do not match that card's resource symbol.

CARRIER CARD ANATOMY



1. **Resource Symbol:** This indicates what type of resource a player can place on a carrier card.
2. **Load Capacity:** This number indicates the number of resources a player can place on a carrier card.
3. **Class Indicator:** This number indicates the carrier's class; higher classes have an increased load capacity.
4. **Player Color:** This icon indicates which set of carrier cards belongs to which player.

The number next to the resource symbol is that carrier's **LOAD CAPACITY** and indicates how many resources a player can place on a card. If a player exceeds the load capacity of a carrier, then he must return his excess resources of that type to the reserve.

The number in the upper right corner of a carrier card indicates that carrier's class. Each player begins the game with four class 1/class 2 carrier cards in his play area—one for each resource. Each player can never have more than four carrier cards in his play area, but he can upgrade a carrier card to a higher class to increase its load capacity (see "Buy Carrier Upgrades" on page 13). A player can upgrade each carrier card up to three times.

Each carrier card has two sides, and each side represents a different class of the same carrier. Class 1 and class 2 carriers are on the opposite sides of the same carrier cards, and class 3 and class 4 carriers are on the opposite sides of the same carrier cards.

SPECIALIST CARDS

During the Expansion Phase, each player acquires one specialist card. It serves two purposes: to determine player turn order and to provide a benefit to the player who possesses the specialist card. Each specialist card depicts at least one specialist and lists his title. Each specialist card has a number printed in the upper right corner. That number dictates the player **TURN ORDER** for each game round. The player in possession of the specialist card with the lowest number is first in the turn order, followed by the player in possession of the specialist card with the second lowest number, and so on. The player resolving his turn is the **CURRENT PLAYER**.

In a two- or three-player game, players use some specialist cards that depict two specialists per card. If a player possesses one of these cards, he can use both benefits during the round.

The following section describes the benefits provided by each specialist:

Lady Steam

The player who possesses the Lady Steam specialist card is the first player and plays first during each game phase.

Venturer

The player who possesses the Venturer specialist card chooses an unclaimed zone to auction during the Expansion Phase (see "Auction a Zone" on page 11). If the player with the Venturer wins the bidding round for that auction, he only pays half his bid, rounded up, to the reserve.

Airship Captain

The player who possesses the Airship Captain specialist card places the support airship on a mooring point during the Expansion Phase (see "Place the Support Airship" on page 12).

Engineer

The player who possesses the Engineer specialist card may immediately take one building license or 15 credits from the reserve.

Bank Agent

The player who possesses the Bank Agent specialist card may immediately upgrade one of his carriers to the next class or take one resource of his choice from the reserve (this does not affect the supply track in the resource terminal) and place it on his appropriate carrier card.

SPECIALIST CARD ANATOMY



1. **Turn Order Indicator:** This number dictates the player turn order for each game round except the first.
2. **Specialist Title:** This is the title of the specialist depicted on the card. Some specialist cards depict two specialists, each with his own title.
3. **Benefit:** This text describes the player benefit the specialist provides. Some specialist cards depict two specialists, each providing a benefit.
4. **Set Indicator:** This icon indicates which specialist cards players use; each set is based on the number players in the game.

THE GAME ROUND

This section describes the game round in detail.

EXPANSION PHASE

To resolve the Expansion Phase, players follow these steps:

1. Place Bonus Resources
2. Auction Specialist Cards
3. Auction a Zone
4. Claim a Zone
5. Place the Support Airship

Place Bonus Resources

During this step, the players check the supply track for each resource in the resource terminal and, if able, place resources in the bonus resource box (see "Resource Terminal Anatomy" on page 17). If a resource's supply is "1" or greater, players place one of that resource in the bonus resource box and adjust the resource's supply by moving the supply indicator down one space on the supply track.

Example: The quartz supply is at "2." The players place one quartz in the bonus resource box and reduce the supply to "1." The ore supply is at "0." The players do not place any ore in the bonus resource box. The players continue this process with water and energy.

Auction Specialist Cards

During this step, players participate in an auction to acquire specialist cards. Each player must purchase one specialist card during the auction. Before the auction begins, each player with zero credits receives two credits from the reserve.

Auctioning a Specialist Card

The first player begins the auction's initial bidding round. For the first game round's specialist card auction, the player randomly determined during setup to be the first player is the first player. During the specialist card auction in subsequent rounds, the first player is the player who possessed the Lady Steam specialist card the **previous** round. Bidding proceeds clockwise starting with the first player, not in turn order.

To begin a bidding round, the first player bids credits for the opportunity to choose a specialist card. He must bid at least one credit; he cannot pass. Then, the player to his left bids or passes. Each bid must exceed any previous bids that bidding round, and a player cannot bid more than he can afford to pay in credits. Bidding continues clockwise until each player except the highest bidder passes. After a player passes, he cannot bid again that bidding round.

The player with the highest bid wins the bidding round, pays credits to the reserve equal to his bid, and chooses an available specialist card to place in his play area. The specialist card remains in his possession for the rest of the game round. If a player chooses the Engineer or Bank Agent specialist card, he resolves the benefit of that specialist card immediately. If a player chooses Lady Steam, he does not become first player for the current auction.

After a player wins a bidding round, he cannot participate in the specialist card auction for the remainder of the game round, and all remaining players begin a new bidding round. The first player begins each bidding round until he is the highest bidder and receives a specialist card. After the first player wins a bidding round, the next player clockwise from him begins each subsequent bidding round until he is the highest bidder. Players continue in this manner until each player wins a bidding round and receives a specialist card.

Note: Players may conceal or reveal the amount of credits they possess as they wish. Players cannot examine other players' credits.

Taking a Bonus Resource

After a player wins a bidding round and acquires a specialist card, he immediately takes one resource, if able, from the bonus resource box. After a player takes a resource from the bonus resource box, the player places that resource on the appropriate carrier card in his play area if its load capacity allows (see "Carrier Cards" on page 8). If that carrier card cannot hold any additional resources, the player must return that resource to the reserve and adjust the supply for that resource by moving the supply indicator up one space on the supply track. This situation is the **only** instance when a player's not having sufficient capacity to hold a resource causes the resource's supply to increase. If there are any bonus resources on the game board after the Auction Specialist Cards step, players return them to the reserve and adjust their supplies by moving their supply indicators up one space on their supply tracks.

Note: A player who takes the Bank Agent specialist card can upgrade his carrier before taking a bonus resource from the auction.

Specialist Card Auction Example

First Bidding Round: All four Specialist cards are available at the start of the game. Martin is the first player and opens the bidding with a bid of 20 credits. Jen, seated clockwise from him, bids 22 credits. Kay, the third player, as well as Eric, the fourth player, both pass. It's Martin's turn again, and he raises his bid to 23 credits. Jen does not want to go any higher and passes. Because Kay and Eric have already passed and cannot bid again during this bidding round, Martin's bid is the highest. He wins the bidding round and pays 23 credits to the reserve. He examines the four available specialist cards and chooses the Venturer (card number 2). He places the card in his play area and then chooses quartz as his bonus resource, placing it on his quartz carrier card.

Second Bidding Round: Jen starts the bidding for the next auction because she is clockwise from Martin and Martin has won a bidding round. There are three specialist cards left for the winner to choose from. Eric wins this bidding round with a high bid of 15 credits, and he chooses Lady Steam (card number 1) and chooses ore as his bonus resource.

Third Bidding Round: Now, Jen and Kay bid for the right to take one of the last two specialist cards and bonus resources. Jen cannot pass and must open the bidding with an opening bid of at least one credit. Jen bids one credit and Kay passes. Jen pays the one credit and takes the Engineer (card number 4). She takes a building license (the benefit of the Engineer) along with water as her bonus resource.

Fourth Bidding Round: Kay takes the Airship Captain (card number 3) for a minimum payment of one credit. Kay takes the last bonus resource, energy, but because her carrier card for energy is already at its load capacity she must return that resource to the reserve and adjust the supply for that resource by moving its supply indicator up one space on the supply track.

Auction a Zone

During this step, the player possessing the Venturer specialist card chooses an unclaimed zone on the map to be auctioned. Players resolve the auction using the same rules as the specialist card auction, except that the player who now has the Lady Steam specialist card is the new first player. The player who has the Lady Steam specialist card is the new first player for this round and begins the auction by placing an initial bid. Then, bidding continues clockwise. The player with the highest bid pays a number of credits equal to his bid to the reserve and claims the auctioned zone by placing one of his claim markers on it. If the player with the Venturer specialist card wins the bidding round for the auction, he only pays half the number of credits equal to his bid (rounded up). He may bid more than the number of credits he possesses as long as he can afford the actual amount he is required to pay.

If there are no more unclaimed zones prior to the auction, the player with the Venturer specialist card chooses a zone with a neutral claim marker to auction. The highest bidder claims the neutral zone and replaces the neutral claim marker with one of his own.

Claim a Zone

During this step, players may place claim markers on unclaimed zones. Each player, in turn order, can place a claim marker by resolving one of the following two actions:

- Roll a Die
- Use a Building License

Roll a Die

The current player chooses an unclaimed zone on the map where he wants to place one of his claim markers. Then, he rolls the die. If the die result is a "4," "5," or "6," he places one of his claim markers from his play area on the zone he chose.



The orange player wants to place a claim marker on zone A. Unfortunately, he rolls a "1" result. Now, he must choose one of the available unclaimed zones: B, C, or D.

If the die result is a "1," "2," or "3," he places one of his claim markers from his play area on the closest unclaimed zone from his chosen zone in **any** orthogonal direction (horizontal or vertical) of his choice. If there are no unclaimed zones in any of those directions, the player gains 15 credits instead of placing a claim marker.

After a player rolls a die, he is committed to placing a claim marker on a zone using that method; he cannot choose to use a building license that game round. If there are no unclaimed zones on the game board, a player cannot roll a die to place a claim marker on a zone.

Use a Building License

The current player can use a building license to claim a zone in one of the following two ways:

- He can place one of his claim markers on an unclaimed zone of his choice without rolling a die.
- He can replace a neutral claim marker with one of his own claim markers.

After a player uses a building license, he must return it to the game box. A player can possess as many building licenses as he can acquire, but he can only use one building license per turn. A player does not need to have the Engineer to use a building license.

Note: River zones are treated just like other zones with respect to auctioning them and claiming them.

Place the Support Airship

The player who has the Airship Captain specialist card places the support airship on one of the seven mooring points along the right side of the map. The support airship provides an extraction bonus to each tank in the same row as the mooring point on which the support airship is currently located (see "Support Airship" on page 16).

TANK PHASE

During this phase, players buy tanks, converters, carrier upgrades, and superchargers by spending credits and resources. To **SPEND** credits or resources, players take the spent tokens from their play area and place them in the reserve. Players **do not** adjust a resource's supply in the resource terminal when spending resources.

Players resolve the Tank Phase in turn order as dictated by the specialist cards. The player with the lowest numbered specialist card resolves both steps of this phase, followed by the player with the second lowest number, etc. To resolve the phase, each player follows these two steps:

1. Pay Activation Cost
2. Buy and Reorganize

PLACING THE SUPPORT AIRSHIP



The orange player possesses the Airship Captain specialist card and places the support airship on the mooring point shown at the right. During the Resource Phase, each tank in this row can extract a bonus resource, including the green player's tank.

Pay Activation Cost

During this step, the current player may spend one water as an **ACTIVATION COST**. If he chooses to pay the activation cost, he may proceed to the next step of this phase. The current player completes **both steps** of this phase before the next player in turn order begins his turn. If the current player does not pay the activation cost, he takes one water from the reserve and his turn ends immediately.

Buy and Reorganize

If the current player has paid the activation cost in step one of this phase, he may perform any number of the following actions repeatedly and in any order:

- Buy a Tank from the Local Tank Market
- Import a Tank
- Buy a Converter
- Buy a Supercharger
- Buy a Carrier Upgrade
- Rearrange Tanks, Converters, and Superchargers

Buy a Tank from the Local Tank Market

The current player may buy a tank from the local tank market. To buy a tank, the player spends one water plus the number of credits indicated by the credit cost that corresponds to the space occupied by the tank supply marker. After spending the water and credits, the player takes one tank from the tank reserve and places it on one of his claimed zones that does not already contain a tank. If a player does not have any claimed zones without a tank, he cannot buy a tank during this phase.

After buying a tank, the player moves the tank supply marker one space toward the out of stock space. If a player buys the last available tank from the local tank market, place the tank supply marker on the out of stock space of the local tank market track.

Import a Tank

The current player may import a tank. To import a tank, the player spends one water, two quartz, and five credits. After spending these resources and credits, the player takes one tank from the tank reserve and places it on one of his claimed zones that does not already contain a tank. If a player does not have any claimed zones without a tank, he cannot import a tank during this phase. The player does not adjust the tank supply marker on the local tank market track when importing a tank, and he may import a tank even if the local tank supply marker is on the out of stock space.

Buy a Converter

The current player may buy a converter for one of his tanks. After buying a converter, the current player takes it from the reserve and attaches it to one of his tanks. The player can buy a new converter to replace an existing one, and the existing converter must either be moved to a different tank or returned to the reserve. No tank can ever have more than one converter at a time. The number of credits a player must spend for each converter is as follows:

- **Quartz Converter:** 8 credits
- **Ore Converter:** 5 credits
- **Energy Converter:** 2 credits.

Buy a Supercharger

The current player may buy a supercharger for one of his tanks. A supercharger increases a tank's extraction capability by one. To buy a supercharger, the player spends one water, one ore, and two quartz. After spending these resources, the player takes one supercharger from the reserve and attaches it to one of his tanks. Each tank can only have one supercharger.



Buy a Carrier Upgrade

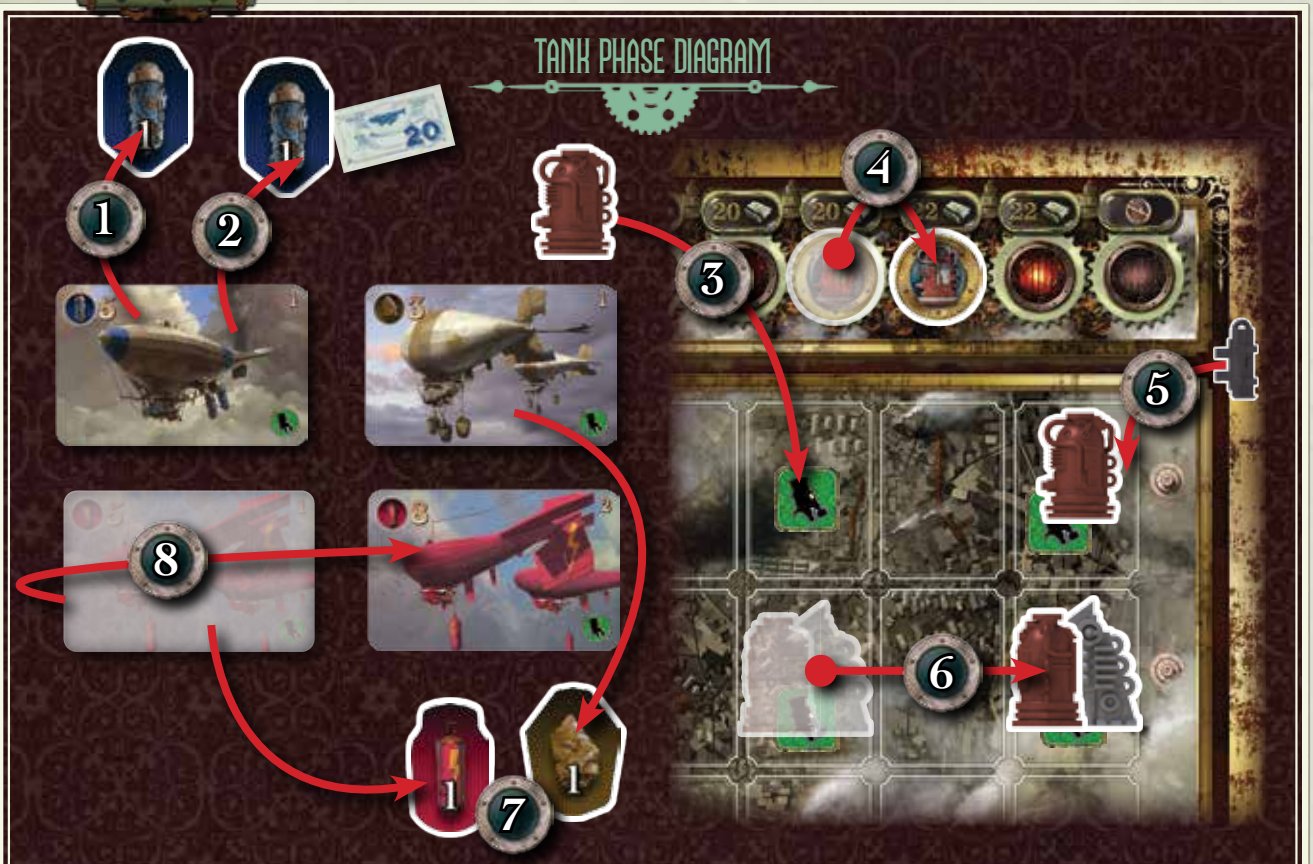
The current player may upgrade one of his carriers from one class to the next higher class by spending one ore and one energy. Each class upgrade increases the carrier's load capacity.

To upgrade a carrier from class 1 to 2 or from 3 to 4, the player flips the carrier card to the class 2 or class 4 side as appropriate. To upgrade from class 2 to 3, the player returns his class 1/class 2 carrier card to the game box and replaces it with his class 3/class 4 carrier card, which he set aside during setup (see "Setup" on page 4).

Rearrange Tanks, Converters, and Superchargers

The current player may freely rearrange any of his tanks, converters, or superchargers. A player can swap the positions of his tanks or move them to his claimed zones that do not have tanks. The current player may also freely move converters and superchargers among his tanks. The player may optionally remove converters from his tanks at this time, returning them to the reserve.

TANK PHASE DIAGRAM



1. The green player pays her one water activation cost so that she can perform actions during her Buy and Reorganize step.
2. She buys one tank from the local tank market, spending one water and 20 credits.
3. She places the tank on one of her claimed zones.
4. She moves the local tank supply marker one space toward the out of stock space.
5. She buys an energy converter, spending two credits, and attaches it to one of her tanks.
6. She moves a tank with a quartz attachment from one of her claimed zones to another one of her claimed zones.
7. She upgrades her energy carrier from class 1 to class 2, spending one ore and one energy.
8. She flips her energy carrier to its class 2 side.

RESOURCE PHASE

During the Resource Phase, players extract resources, buy and sell resources at the resource terminal, and buy and sell certificates.

To resolve the Resource Phase, players follows these steps:

1. Extract Resources
2. Buy/Sell Resources
3. Buy/Sell Certificates

Players resolve each step completely before proceeding to the next step. That is, all players resolve the Extract Resources step before resolving the Buy/Sell Resource step.

Extract Resources

During this step, the current player may use his tanks to extract resources. Tanks can extract resources through **BASIC EXTRACTION** and **BONUS EXTRACTION**. When performing this step, the current player acquires all resources through basic extraction before acquiring resources through bonus extraction.

Basic Extraction

The current player must choose which tanks he is going to use to extract resources and then spend one energy for each tank chosen with the following two exceptions:

- Standard tanks placed on a river zone.
- Advanced tanks with an energy upgrade.

The current player can extract resources from both of the previous exceptions without spending energy. After spending the appropriate amount of energy, the current player acquires all extracted resources by taking them from the reserve and placing them on his corresponding carriers (see below). If any of the player's carriers are full, he returns the excess resources he extracted to the reserve.

Because the current player extracts resources after he spends energy, he cannot spend energy tokens during the same Resource Phase in which he extracted those tokens.

The basic extraction for each tank is as follows:

- A tank without a converter extracts one water.
- A tank with an energy converter extracts one energy.
- A tank with an ore converter extracts one ore.
- A tank with a quartz converter extracts one quartz.

Bonus Extraction

After the current player acquires all resources through basic extraction, he can acquire additional resources through any of the following applicable methods of bonus extraction:

- Synergy Effect
- Supercharger
- Support Airship

Each resource a tank extracts through bonus extraction must be of the same resource type it extracted through basic extraction this phase. Tanks that did not extract a resource this phase cannot extract any additional resources from bonus extraction.

Synergy Effect

If the current player has tanks that are orthogonally grouped (vertical or horizontal) **and** that extracted the same resource through basic extraction, they collectively extract additional resources. The number of additional resources a series of grouped tanks can extract is one fewer than the number of grouped tanks. For example, two grouped tanks extracting the same resource extract one additional resource, three tanks extract two additional resources, etc. The synergy effects do not apply to tanks owned by different players. A player can have more than one grouping of tanks that extract additional resources through the synergy effect.

BASIC EXTRACTION EXAMPLE



The green player has one standard tank and two advanced tanks with ore converters.

1. She chooses to extract resources using one of her tanks with an ore converter and spends one energy to extract one ore. The other tank with an ore converter does not extract anything.
2. She chooses to extract resources using her standard tank in the river zone and extracts one water. She does not need to spend any energy to do this.
3. She places one ore on her ore carrier and one water on her water carrier.

Supercharger
A tank with a supercharger extracts one additional resource.

Support Airship
A tank in the same horizontal row as the mooring point on which the support airship is located extracts one additional resource.

BONUS EXTRACTION EXAMPLE (SUPERCHARGER AND SYNERGY)



The orange player has four grouped standard tanks. One of them has a supercharger. He also has a class 2 water carrier with no water on it. Thus, it can hold a maximum of seven water.

1. He spends four energy (one energy per tank) to extract resources with each of his tanks.
2. He extracts four water through basic extraction (one per tank).
3. He extracts one water through bonus extraction from the supercharger.
4. He extracts three water through bonus extraction from the synergy effect (4-1=3).
5. He places seven water on his water carrier.
6. The carrier cannot hold the eighth water he extracted, so he returns it to the reserve.

BONUS EXTRACTION EXAMPLE (SYNERGY AND SUPPORT AIRSHIP)



The purple player has five advanced tanks with quartz converters. There is a group of three tanks and a group of two tanks. He has a class 4 quartz carrier.

1. He spends five energy (one energy per tank) to extract resources with each of his tanks.
2. He extracts five quartz through basic extraction (one per tank).
3. He extracts two quartz through bonus extraction from the synergy effect of the group of three tanks (3-1=2).
4. He extracts one quartz through bonus extraction from the synergy effect of the pair of two tanks (2-1=1).
5. He extracts two quartz through bonus extraction from the support airship. (One per tank in the support airship's row.)
6. He places 10 quartz on his quartz carrier.

Resource Terminal Overview

This section describes the gauges and tracks in the resource terminal.

Resource Gauges

The resource terminal contains four RESOURCE GAUGES, each consisting of a PRICE TRACK (white) and a SUPPLY TRACK (colored). At the top of each resource gauge is an order number, and at the bottom of each resource gauge is a resource icon.

Price Track

The price track contains a range of numbers that indicate the potential price, in credits, for the corresponding resource. Below the price track is a credit icon to remind players that the track indicates that resource's price. A resource's price is marked by a price indicator, which players place during setup (see "Setup" on page 4). Each time players adjust a resource's price, they move the price indicator up or down the track as required (see "Price Adjustment" on page 18).

A player cannot reduce a resource's price below its price track's lowest printed value or increase a resource's price above its price track's highest printed value.

Supply Track

The supply track contains a range of numbers that indicate the potential supply for the corresponding resource. Below the supply track is a supply icon to remind players that the track indicates that resource's supply. A resource's supply is marked by a supply indicator, which players place during setup (see "Setup" on page 4).

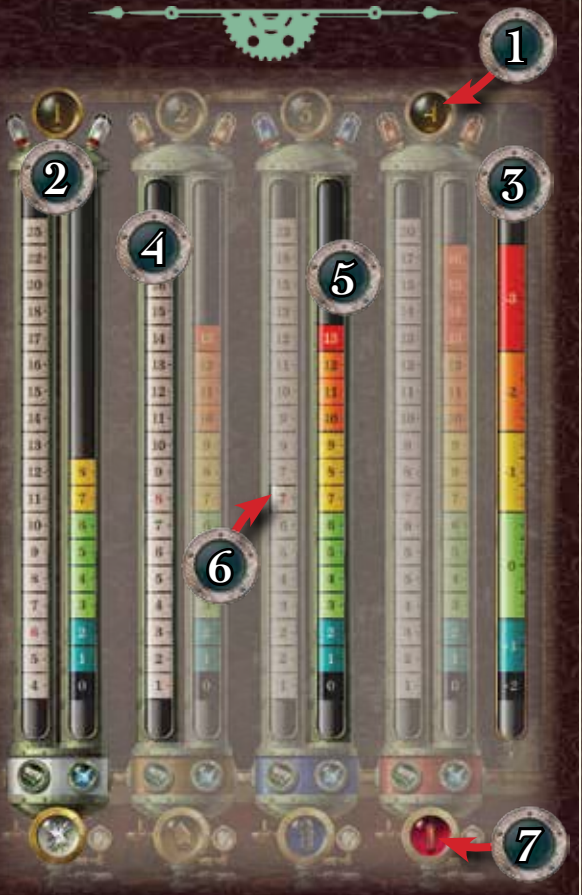
Each time a player adjusts a resource's supply, he moves the supply indicator up or down the track as required (up if the supply increases; down if it decreases).

A player cannot reduce a resource's supply below zero. Additionally, a player cannot increase a resource's supply above its supply track's highest printed value.

Price Adjustment Track

The price adjustment track is the colored track in the resource terminal that is not part of any of the four resource gauges. Players use the price adjustment track to determine how a resource's current price changes throughout the game (see "Price Adjustment" on page 18).

Resource Terminal Anatomy



1. Order Number
2. Resource Gauge
3. Price Adjustment Track
4. Price Track
5. Supply Track
6. Starting Price
7. Resource Icon

Buy/Sell Resources

During this step, each player may buy and sell resources using the resource terminal. Following the **ORDER NUMBERS** on the resource gauges, each player in turn order may buy or sell any number of that resource. For example, the first player may buy or sell any number of quartz (order number "1"), and then each other player in turn order may buy or sell any number of quartz. Then, the first player may buy or sell any number of ore (order number "2") followed by each other player in turn order. This step continues in this manner for water and energy until each player has had an opportunity to buy or sell all four resources.

When the current player resolves his turn to buy or sell a particular resource, he performs **one** of the following actions: buy, sell, or pass.

Buy

To resolve a buy action, the current player may buy resources up to an amount equal to that resource's supply by spending a number of credits equal to that resource's price multiplied by the number of resources bought. The player takes the purchased resources from the reserve and places them on his carrier. Then, he decreases that resource's supply by lowering the supply indicator on the supply track a number of spaces equal to the number of resources he bought. Finally, he adjusts the resource's price (see "Price Adjustment" in the next column).

If a player buys more resources than he can place on his carrier, he returns all excess resources to the reserve without adjusting that resource's supply track.

Example: Currently, the price of water is 7 credits, and the supply of water is 6. Jen buys two water for 14 credits. She spends 14 credits and then takes two water from the reserve and places them on her water carrier. She decreases the water supply by two and then must adjust the price. The supply is in the green range, so the price does not change. Then, the next player in turn order has the opportunity to buy or sell water.

Sell

To resolve a sell action, the current player may sell any number of the resources currently on his carrier card by placing them in the reserve (see "Selling Resources Example" on page 19). Then, he receives an amount of credits from the reserve equal to the number of resources he sold multiplied by that resource's price. After selling his resources, the current player increases that resource's supply by raising the supply indicator on the supply track a number of spaces equal to the number of resources he sold. Then, he adjusts the resource's price (see "Price Adjustment" in the next column).

A player can continue to sell a resource even if the supply indicator on that resource's supply track is at its maximum value.

Pass

The current player may choose to neither buy nor sell a particular resource by passing. After passing, the current player still adjusts the resource's price (see Price Adjustment" below).

Price Adjustment

After each player resolves a buy, sell, or pass action for a resource, he must adjust that resource's price.

To adjust a resource's price, the current player checks the color (red, orange, yellow, green, blue, or black) of the resource's current **supply** and compares it to the matching color on the price adjustment track. Then, he adjusts the resource's price track by the amount equal to the number on the matching color of the price adjustment track (see "Selling Resources Example" on page 19). For example, if the ore supply is "9" (yellow), the current player decreases ore's price by 1. A resource's price cannot decrease below the minimum value on its price track or increase above the maximum value on its price track.

SUPPLY AND PRICE INDICATOR ADJUSTMENT

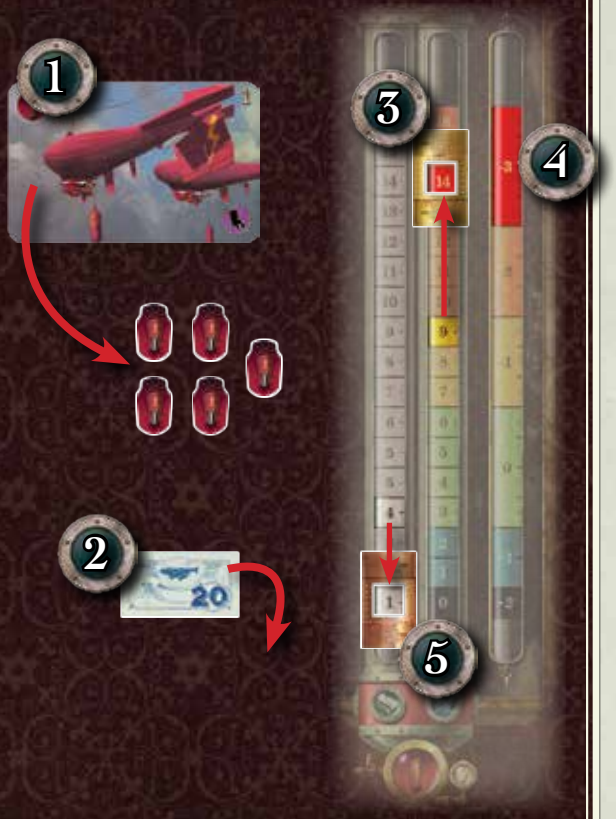
Players only adjust supply indicators in the following circumstances:

- When bonus resources are placed on the game board or are returned to the reserve.
- When resources are bought or sold during the Resource Phase.
- When new tanks are produced during the End Phase.

Players only adjust price indicators in the following circumstances:

- When resources are bought, resources are sold, or if a player passes during the Resource Phase.
- When no new tanks are produced during the End Phase.

SELLING RESOURCES EXAMPLE



Energy is the last resource bought or sold in the Resource Phase. Currently, the price of energy is 4 credits, and the supply of energy is 9.

1. The purple player chooses to sell five energy. He takes five energy from his energy carrier and places them in the reserve.
2. He takes 20 credits from the reserve for the sale.
3. He increases the energy supply indicator five spaces to "14."
4. He checks the energy supply track to determine how to adjust the price for energy. Since the supply of energy is currently in the red range, he checks the red portion on the price adjustment track, which is "–3."
5. He decreases the price indicator on the energy price track from "4" to "1." The price of energy for the next player is now 1 credit. After all players have completed their buying/selling of energy, the Buy/Sell Resources step ends.

Buy/Sell Certificates

After players have completed the Buy/Sell Resources step, each player may choose, in turn order, to resolve **one** of the following actions:

Buy One Building License

The current player may spend one quartz and two water to take one building license from the reserve and place it in his play area.

Sell One Building License

The current player may sell one of his building licenses to receive 15 credits from the reserve. If a player sells a building license, he must place it in the game box, not in the reserve. The sold license is not available for the rest of the game.

Buy One Luxury Quarters

The current player may spend one quartz and one ore to take one luxury quarters from the reserve and place it in his play area. Luxury quarters have a value of 50 credits each at the end of the game.

END PHASE

During the End Phase, players produce new tanks and perform maintenance to prepare the game board for the next game round.

To resolve the End Phase, players follow these two steps:

1. Produce New Tanks
2. Perform Maintenance

Produce New Tanks

During this step, the local tank market produces new tanks, if able, using ore and energy from the resource terminal. Players must check the supply of ore and energy in the resource terminal as well as the supply of tanks in the local tank market to determine how many tanks, if any, the local tank market can produce.

Check Supply of Resources

Players check whether the supplies of ore and energy are greater than 0. If one or both of the supplies are at "0" on the supply track, then the local tank market cannot produce new tanks. Additionally, for each supply that is at "0" on the track (ore and energy only), players must increase that resource's price by moving its corresponding price indicator up **four** spaces on its price track.

If the supplies for both ore and energy are greater than 0, the players must check the local tank market to make sure there is space for additional tanks (see "Check Local Tank Market" on page 20).

Check Local Tank Market

Players check the tank supply marker on the local tank market track. If the marker is on the space furthest from the out of stock space, then the local tank market cannot produce new tanks. If the tank supply marker is positioned anywhere else on the local tank market track, the local tank market can produce new tanks.

Produce Tanks

Each tank costs one energy and one ore to produce. For each tank the local tank market produces, players must adjust the ore and energy supply by moving each resource's supply indicator down one space on its supply track. Additionally, for each tank the local tank market produces, players must adjust the local tank market supply by moving the tank supply indicator one space in the direction away from the out of stock space.

The local tank market keeps producing tanks, one at a time, until one or more of the following conditions are met:

- The supply indicator on the ore supply track is at "0."
- The supply indicator on the energy supply track is at "0."
- The tank supply indicator is on the space furthest from the out of stock space on the local tank market track.

Note: The local tank market produces tanks according to the previous rules regardless of the number of plastic tanks remaining in the reserve (e.g., the tank supply indicator can be on the maximum capacity space even when less than 14 plastic tanks remain in the supply).

TANK SUPPLY AND RESERVE

Unlike resources in the resource terminal, players cannot adjust the supply and price for tanks independently. Thus, players use the tank supply indicator to indicate the price and supply.

However, it is possible that the supply, as indicated on the local tank market track, exceeds the number of plastic tanks in the reserve. If this situation occurs, the supply for tanks is equal to the number of plastic tanks in the reserve, and each time a player moves the tank supply marker, only the tank price changes.

Example 1: There are 5 ore and 9 energy in the resource terminal—enough resources to produce up to five tanks There are seven tanks in the local tank market, providing space to produce up to seven new tanks. As a result, the local tank market produces five tanks. Players move the local tank supply marker five spaces in the direction away from the out of stock space. Players reduce the ore and energy supply by 5 each.

Example 2: There are 5 ore and 9 energy in the resource terminal. There are 11 tanks in the local tank market, so it can only produce up to three new tanks. Players move the local tank supply marker three spaces in the direction away from the out of stock space. Players reduce the ore and energy supply by 3 each.

Example 3: There are 5 ore and 0 energy in the resource terminal. The local tank market cannot produce any tanks because the energy supply is 0, so it does not matter how many tanks are in the local tank market. The price of energy increases by 4. The price of ore remains unchanged.

Perform Maintenance

During this step, players perform the following sub-steps:

1. Players advance the round marker one space on the round track toward the space that contains the gold player icon. If players advance the marker to the space with the gold player icon, the game is over (see "Winning the Game" on page 7). If the game is not over, players continue to the next sub-step.
2. Players place their specialist cards in numeric order in the specialist card area.
3. Players remove the support airship from the game board and place it in the reserve.

If the game is not over, a new round begins.



ADVANCED RULES



It is recommended that players use the following advanced rules only after all players are familiar with the game. All advanced rules are independent of each other, and players can add them (or not) as they wish.

Note: The length of the game increases by about 30 minutes if players use all the advanced rules.

IMMOBILE TANKS

When using this advanced rule, a player cannot move a tank after he has placed it on a zone. However, he can still move his converters and superchargers freely.

RIVER PRODUCTION LIMITS

In this variant, only water and energy can be extracted on river zones. Tanks there cannot have ore or quartz converters. As a result, the synergy effect cannot span the river zones for ore or quartz extraction.

VARIABLE TRADING ORDER

When using this advanced rule, players must place the four order markers near the game board during setup. The order markers replace the pre-printed order numbers in the resource terminal, allowing players to specify the order in which resources are bought and sold during the Resource Phase.

After a player wins a specialist card bidding round, he must place one of the available order markers on any order number space in the resource terminal that does not already contain an order marker. Players remove all order markers from the game board during the Perform Maintenance step of the End Phase.

In a two-player game, each player places two order markers instead of one. In a three-player game, players place the remaining order marker on the last empty order number space. In a five-player game, the last player does not get to place an order marker.

During the Resource Phase, players buy and sell resources in the order determined by the new order numbers.

Example: Martin wins the first bidding round of the specialist card auction. He chooses Lady Steam (card number 1) and places the card in his play area. He chooses quartz as his bonus resource, placing it on his quartz carrier card. Finally, he takes trading marker "4" and places it in the order number space corresponding to water in the resource terminal. Water is the last resource players can buy and sell in the Resource Phase this game round.

VARIABLE CLAIM MARKER SETUP

When using this advanced rule, players do not place any starting claim markers on the map during setup; the map is empty at the start of the game except for the unused zones in a two- or three-player game. Then, during the Expansion Phase of the first game round, immediately after the specialist card auction, each player in turn order places claim markers on the map.

After setup, players must agree on the number of neutral claim markers to place on the river zones. If all players cannot agree, the first player rolls the die to determine the number as follows:

Two-Player Game

- 1–3: Players place neutral claim markers on a number of river zones equal to the die result.
- 4–6: Players cannot place neutral claim markers on river zones.

Three-Player Game

- 1–4: Players place neutral claim markers on a number of river zones equal to the die result.
- 5–6: Players cannot place neutral claim markers on river zones.

Four- and Five-Player Game

- 1–5: Players place neutral claim markers on a number of river zones equal to the die result.
- 6: Players cannot place neutral claim markers on river zones.

The first player places the appropriate number of neutral claim markers on the river zones of his choice. After determining the neutral claim marker layout for the river zones, each player takes two neutral claim markers from the reserve. In games with fewer than five players, the first player takes four neutral claim markers instead of two.

Then, beginning with the first player and continuing in turn order, each player places one of his claim markers on an empty zone and one neutral claim marker on an empty zone. In games with fewer than five players, the first player places two neutral claim markers.

Finally, starting with the last player and continuing in reverse turn order, each player places one of his own claim markers on an empty zone and one neutral claim marker on an empty zone. In games with fewer than five players, the first player places two neutral claim markers.

After the variable claim marker setup is completed, the game continues as usual.

Reduced Starting Resources

During steps 10 (Take Starting Resources) and 11 (Take Starting Credits) of setup, players use the following table instead of "Table 2" on page 24.

Table 3: Reduced Player Starting Credits and Resources

	2	3	4	5
Credits	80	90	100	110
Quartz	0	0	0	0
Ore	0	1	1	1
Water	2	3	3	3
Energy	3	2	3	3

Optional Rules

If all players agree at the start of the game, players may use one or both of the following optional rules when playing the standard or advanced game.

Predictable Zone Claiming

Players can resolve the Claim Zone step of the Expansion Phase without rolling a die. Instead, the current player can claim any unclaimed zone of his choice.

Additionally, the current player still has the option to use a building license.

Optional Cards

Planet Steam includes three optional cards, originally printed as promotional cards. They can choose to use none, any, or all of these cards during a game.

Price Manipulation



The price manipulation card allows the player in possession of the card to adjust the price indicators in the resource terminal. During the Prepare Specialists Cards step of setup, place the price manipulation card in the specialist card area.

Acquiring the Card: During each Auction Specialist Cards step, the player who wins the first bidding round of the specialist card auction takes both the specialist card of his choice and the price manipulation card from the specialist card area.

Using the Card: The player who receives the price manipulation card must use it immediately. To use the price manipulation card, the player must manipulate the prices in the resource terminal in one of the following ways:

- **Weak Manipulation:** The player adjusts the price for one resource (excluding quartz) by moving its price indicator a maximum of three spaces up or down.
- **Moderate Manipulation:** The player spends four credits to adjust the prices of any resources (excluding quartz) by moving their price indicators a maximum of four spaces.
- **Strong Manipulation:** The player spends eight credits to adjust the price for any resources by moving their price indicators a maximum of five spaces.

Example: Jen spends four credits and uses moderate manipulation to move the price indicator for ore up three spaces and to move the price indicator for energy down one space. She has moved price indicators the maximum allowed by moderate manipulation, so her manipulation is finished.

Returning the Card: At the beginning of the End Phase, the player who possesses the price manipulator card takes credits from the reserve equal to the order number on his specialist card. Then, he returns the price manipulator card to the specialist card area.

Sabotage



The sabotage card allows the player in possession of the card to prevent one of his opponents from using one tank for one game round. During the Prepare Specialists Cards step of setup, place the sabotage card in the specialist card area.

Acquiring the Card: During each Auction Specialist Cards step after the first game round, the player who wins the final bidding round of the specialist card auction takes both the remaining specialist card and the sabotage card from the specialist card area.

Using the Card: The player who receives the sabotage card must use it immediately. To use the sabotage card, the player chooses one opposing player. Then, the chosen player selects one tank on one of his claimed zones and tips the tank on its side, indicating that he cannot use that tank during the rest of the round.

A player cannot use or relocate a tank that is on its side. As such, any tank that is on its side cannot extract any resources, nor can any converters or superchargers be attached to it or removed from it.

Returning the Card: At the beginning of the End Phase, the player who controls a tank that is on its side returns the tank to its standing position and rolls the die. He takes a number of credits equal to the die result multiplied by two from the reserve. Then, the player who possesses the sabotage card returns it to the specialist card area.

Freelance Carrier



The freelance carrier card allows the player in possession of the card to hold additional resources. During the Take Starting Carrier Cards step of setup, place the freelance carrier card next to the game board.

Acquiring the Card: At the end of Expansion Phase of the first game round, players auction the freelance carrier card following the same rules for auctioning specialist cards (see "Auction Specialist Cards" on page 11). The player who wins the bidding round for the freelance carrier card places it in his play area next to his other carrier cards. Instead of placing the credits he spent for the auction in the reserve, he places them on the freelance carrier card. These credits act as a reminder of how many credits the player bid to receive the freelance carrier card; he cannot spend these credits.

Using the Card: The player who possesses the freelance carrier card can use it to hold additional resources. The freelance carrier has a load capacity of three resources and can carry any type and combination of resources. If a player loses control of the freelance carrier card, he can redistribute any resources on it to his other carriers. If he doesn't have room on his other four carriers for the additional resources, he must place all excess resources in the reserve.

Returning the Card: At the end of the Expansion Phase after a player acquired the freelance carrier card, he can choose to keep it or auction it again. To keep the card for an additional game round, he spends a number of credits equal to the number he used to win the previous bidding round (the number of credits he placed on the freelance carrier card). Then, he removes all credits from the freelance carrier card and places them in the reserve. He cannot keep the freelance carrier card for a third consecutive game round; he must auction it. However, he can bid and win the auction according to the normal rules.



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SETUP FOR DIFFERENT NUMBERS OF PLAYERS

Depending on the number of players, use the tables and diagrams below to set up the game. Table 1 establishes the quantity of resources in the supply and certificates in the reserve. Table 2 indicates the number of starting credits and resources that each player receives. The diagrams depict how to place starting claim markers on the map.

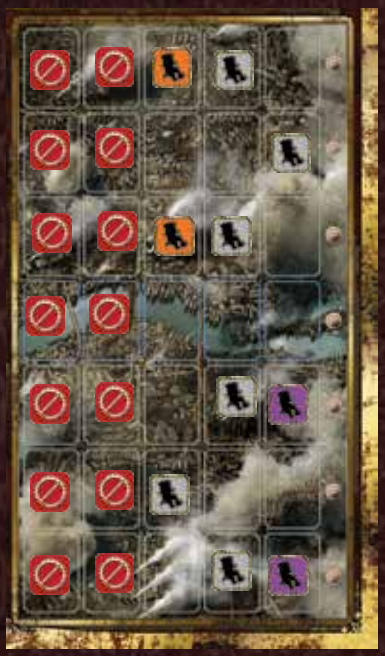
Table 1: Resource Supplies and Certificate Reserves

# of Players	2	3	4	5
Quartz Supply	4	5	6	7
Ore Supply	7	8	9	10
Water Supply	6	7	8	10
Energy Supply	10	12	14	16
Building Licenses	6	6	7	7
Luxury Quarters	4	5	6	7

Table 2: Player Starting Credits and Resources

# of Players	2	3	4	5
Credits	100	110	120	130
Quartz	0	0	1	1
Ore	1	2	2	2
Water	3	4	3	3
Energy	3	2	3	4

2-Player Setup



3-Player Setup



4-Player Setup



5-Player Setup

