Steam (base game)

Players	3 – 5	Length	120 min.

Set-up	• Place the playing board on the table - America for 3-4, Europe for 4-5 players. • Randomly put goods on start cities (# on hex) and Goods Supply (3 but 2 if 3 plyrs). • Place Growth markers, New City tiles, money, track and action tiles beside the map. • Each player chooses a set of coloured discs, placing one at "0" on the Income track, one at the "0" on the Victory Point (VP) track and one at "1" on the Locomotive track. • Place the turn marker (black train token) at "1" on the Game Turn Track. **Start player** is the one who draws the lowest action tile, arrange "turn order" clockwise • Give $1 to the player going second, $2 to the player going third, and so on.

Rules	Each turn in the game has 6 distinct phases, executed in order.
	Phase 1 – Select Action Tiles – in turn order, select 1 of the available Action Tiles.
	5) City Growth – add goods set & growth marker during Build Track. Costs $2 or pass.
	7) Urbanization – place New City tile and goods set during Build Track onto any town hex. Cannot select if no unimproved towns or no New City tiles. Costs $6 or pass.
	Phase 2 – Build Track – In turn order, each player may build up to 3 track tiles.
	Costs: $1 for each track exit +$1 if there is a town on the hex
	                                   +$1 if there is a river on the hex (only paid for initial tile)
	                                   +$2 if tile is placed on a hills hex (only paid for initial tile)
	• new track must extend a player's network or start a new link from any city (not town)
	• ownership of incomplete links is lost if track is not extended on player's next turn, left unowned for any player to claim by extending track or completing link.
	• owner can redirect last tile of an incomplete link, paying non-terrain costs. Counts as tile placed but not for extending track to maintain or claim ownership.
	Phase 3 – Move Goods – In turn order for 2 rounds, perform 1 action or pass.
	1) Move Good – score 1 point, on Income or VP track (not split), for each link travelled
	2) Improve Locomotive – only as one of these 2 actions.
	• number of links travelled along must be less or equal to player's locomotive level.
	• good is delivered as soon as it reaches the first city that matches the cube's color.
	• cube cannot move through the same city more than once (including city of origin).
	• good must travel over at least as many of your own links as any one opponent's.
	Phase 4 – Collect Income & Pay Expenses – In turn order, based on Income Track.
	Phase 5 – Determine Turn Order – based on the actions, lowest value going first.
	Phase 6 – Set Up New Turn – Return Action tiles and advance turn marker.

Game End	After phase 4 of the final turn - 7 / 8 / 10 turns for 5 / 4 / 3 players, respectively.
	End Points - 1 VP for every 2 income points above 0, rounded down ($5 IP = 2 VP)
	                 - 2 VPs for every 1 income point below 0 (-$2 income = 4 VP)
	                 - 1 VP for every completed link owned

Winner	Winner is the player with most Victory Points at the end of the game. 1st tie-breaker: the player with the highest income level. 2nd tie-breaker: the player who took the lowest numbered Action tile in the final turn.
Notes	**Track restrictions**: cannot build over a city, into thick hex edges, into board edge, or to start/finish in same town/city. **Link**: a section of track connecting a city to a city, town to a city, or town to a town. **Money**: raised anytime it is needed - lose 1 Income Point for every $5 received - If at "-10" Income, lose 2 VP for every $5