

Steel & Steam

INTRODUCTION

Steel & Steam is a game where 3 to 6 players attempt to amass a fortune by building a rail empire.

OVERVIEW

In Steel & Steam, players will move their locomotives on journeys across the rail network map from city to city. As players enter the destination city spaces with their locomotives they will collect cash, in the form of poker chips, based on the distances their locomotives have travelled. With this money, they will be able to conduct business by purchasing properties, upgrading to faster locomotives or conducting some other business.

The player with the most wealth at the end of the game wins the game.

COMPONENTS

- Rulebook
- Rail Network Map
- 43 Property Deed Cards
- 144 City Selection Cards
- 6 Sets of Player Tools
 - 1 Locomotive Card
 - 1 Locomotive Token
 - 3 City Marker Tokens
 - 2 Repair Yard Tokens
 - 7 Player Aid Cubes
- Payoff Booklet
- Poker Chips
- 2 6-sided Dice

RAIL NETWORK MAP

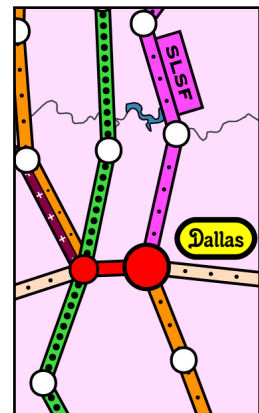
The Steel & Steam board contains a map that portrays the US and Canadian railways and shipping lanes that span the North American continent.

The railways and shipping lanes, collectively known as **properties**, on the map define the movement paths upon which players will move their locomotives. Each property is represented on the map as a uniquely decorated pathway, also known as a **segment** or **line**, which connects circular objects called **spaces**. Each player's locomotive will move from one connected space to another on the map.

Spaces

There are five types of spaces on the map: white **mileposts**, dark gray **junctions**, light blue **ferry points**, red **cities** and red **hubs**, the latter of which consist of two red circles connected by a red rail segment. For all purposes, both circles of a hub are considered to be one space and serve as a connection for all rail lines connected to either circle of the hub.

In the examples below, Seattle and Vancouver are cities, while Dallas (and Fort Worth to the west) is a hub. A ferry point exists to the northwest of Vancouver, while two junctions can be seen on either side of Seattle. Due to the Dallas / Fort Worth hub, the green rail line (AT&SF) is **connected** to the purple rail line (SLSF).



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Each space has a cost in **movement points**, or **MPs**, that must be paid before the locomotive can be moved there. All spaces cost 1MP to enter, except for junctions, which cost 0MPs, and ferry points, which cost 2MPs to either enter or leave. Junctions are essentially “free spaces”, which exist on the map only to show property segment connections and branches.

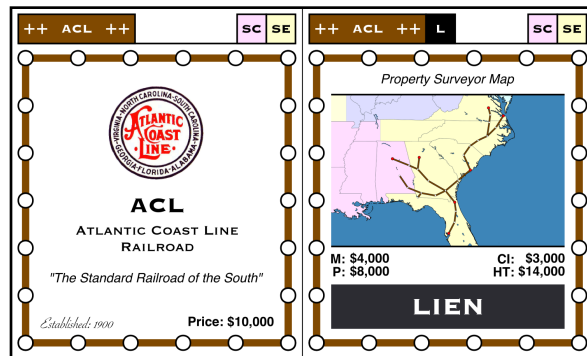
Connections

Connections between different properties only exist at cities, hubs, mileposts, junctions and ferry points. A player’s locomotive on a particular property line cannot change to another property line except at a connection.

At points where a property’s segment crosses over another property’s segment without a connection present, a locomotive cannot switch to that other property’s line.

PROPERTY DEEDS

The Property Deeds are used to determine the ownership and financial standing of the properties on the map.



At any point in the game, a property will be either owned by the bank or owned by a player. If a property is owned by the bank, it is placed in the Available Deeds deck in the bank space on the board. If a property is owned by a player, that deed is placed in front of the player.

At any point in the game, a property owned by a player may have a **lien** on it. This occurs when a player **mortgages** a property in order to raise money. When this occurs, the property is placed lien-side up in front of the player.

Properties become owned by a player when they conduct business. This can occur by purchasing a property from the bank at its listed price of by conducting a hostile takeover of a mortgaged property owned by another player. See the Conducting Business rule for more information.

At the start of the game, all deeds are owned by the bank and are kept in an Available Deeds deck.

Property deeds are never hidden. The Available Deeds deck can be examined at any time by any player when requested.

CITY CARDS

City cards are used for selecting cities. The city card deck consists of 144 double-sided cards. One side of each card is the “region side” and the other is the “city side”. The region side contains the name of a single region, or multiple region area, a map of the region(s) covered by the card and the Steel & Steam logo. The city side contains a card number, the name of the region and a table of dice roll results, cities and the region where the city can be found.

Central		28	Central	
2	New Orleans	SC		
3	Denver	P		
4	Milwaukee	NC		
5	Denver	P		
6	New Orleans	SC		
7	Memphis	SC		
8	Omaha	P		
9	Cleveland	NC		
10	Milwaukee	NC		
11	Cleveland	NC		
12	Omaha	P		

City Card Tableau

The City Card Tableau on the board contains 5 spaces for city cards to be placed. The Deck space is used to contain the deck of unused city cards. All unused cards should be region-side up. The Discard space is used to contain the deck of used city cards. All used cards should be city-side up. When the deck of unused city cards is empty, the discarded deck is shuffled and placed region-side up in the Deck space.

The remaining three spaces are Selection spaces. When cities need to be determined, players will select a region-side up card from one of these spaces and replace it with the top card from the Deck. The player will then flip their selected card over and roll dice to determine which city has been selected.

PLAYER TOOLS

All players will have a set of tools at their disposal to play the game. These are

- one locomotive card of their chosen color

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- one locomotive token of their chosen color
- three city marker tokens of their chosen color
- two repair yard tokens of their chosen color
- seven cubes of their chosen color

Locomotive Card

The locomotive card is used to keep track of information related to their locomotive. It is divided into three areas: Locomotive, Transit Track and the Highballin' Table.

Cubes

Cubes are used to keep track of information on the Locomotive Card. This is done by placing a cube on top of the box or circle containing the relevant information.

Locomotive Token

The player's locomotive token is used to mark the location of a player's locomotive on the Rail Network Map.

City Marker Tokens

A player's city marker tokens are used on the Rail Network Map to mark a player's home city and the start and destination cities of a player's **journey**. The need to mark a player's home city is only needed for the Long Game victory conditions and/or if the Repair Yards optional rule is in effect.

Repair Yard Tokens

A player's repair yard marker tokens are used on the Rail Network Map to mark the locations of a player's repair yards. The use of repair yard tokens is only needed if the Repair Yards optional rule is in effect.

PAYOFF BOOKLET

The Payoff Booklet is used to determine how much money a player receives when they complete their journey. To use this booklet, find the table with a heading that matches either the start or the destination city of the journey. Next, find the table entry containing the other city to find the payoff amount to be given to the player.

For example, to find the payoff for a journey from San Francisco to New York, either find the entry for New York in the payoff table for San Francisco for find the entry for San Francisco on the New York table.

Note: the payoff amounts between cities does not rely on which city was the start city. The New York entry on

the San Francisco table will match the San Francisco entry on the New York table.

POKER CHIPS

Poker chips are used in Steel & Steam as cash. They are divided by colors and denomination: \$500, \$1000, \$5000 and \$25000.

ROLLING DICE

Steel & Steam contains two six-sided dice. Whenever dice are to be rolled, both dice are rolled and the number of dots on each die are added together to give a result from 2 through 12. This is referred in the rules as a "2d6" roll.

Sometimes, if "doubles" are rolled, where the number of dots on each die match each other, special events may occur. This usually occurs when optional and/or house rules are in play, such as the Fluctuating Economy optional rule.

Note that, depending on the rules in play, the act of rolling doubles may trigger game events at any time in the game, including during the game's setup time as players roll to see who goes first.

SEQUENCE OF PLAY

- A. Start of Game
 1. Prepare the Bank
 2. Determine Banker
 3. Determine Victory Conditions
 4. Determine Optional and/or House Rules
 5. Prepare Player Sheets and Tokens
 6. Determine Home Cities
 7. Determine Player Turn Order
- B. Running the Locomotives
 1. Spend MPs to Move and/or Repair Locomotives
 - a. Conduct Business when entering a station
 - b. Repair the Locomotive when in the station
 - c. Determine Next Destination City when leaving the station
 2. Pay Usage Fees when required

THE BANK

All cash and property deeds begin the game in the bank. Place these objects in the Bank space on the map board within reach of the banker(s).

During the game, one or more players must be the banker. It is the banker's responsibility to make sure that all appropriate transactions are made during the game, including

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- usage fee payments
- payoffs
- property purchases
- locomotive upgrades
- mortgage transactions
- hostile takeovers

As Steel & Steam is a game where money changes hands very frequently, especially usage fee payments, it is a good idea for the most experienced player to be the banker and offer gentle reminders during the game for players to pay their usage fees.

OPTIONAL / HOUSE RULES

Steel & Steam contains a set of Optional Rules that are explained at the end of this rule book. Additionally, experienced players may want to experiment with their own rule ideas and variations.

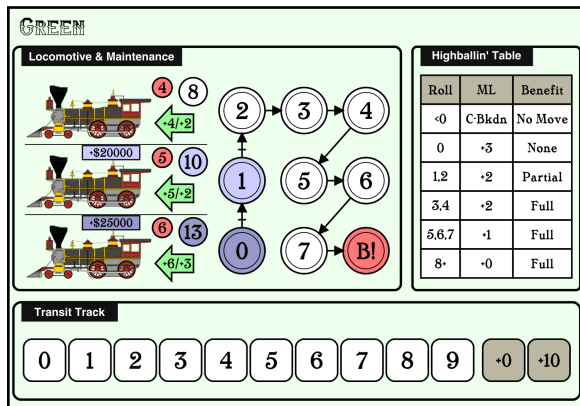
All rules that are going to be in use during a game should be decided before the game's start.

PREPARING THE LOCOMOTIVE CARDS & TOKENS

After determining which player(s) will be the banker and determining which optional and/or house rules will be in effect, each player chooses which color they will play, receives \$10000 from the bank, and receives their player tools.

On their Locomotive Card, each player will place six cubes

- one on the 4-4-0 (top) locomotive image in the Locomotive box (playtest version only has the one graphic)
- one on the "2" circle in the Locomotive & Maintenance area
- one on the "0" box in the Transit Track
- one on the "+0" box in the Transit Track



DETERMINING HOME CITIES

To begin the game, players must start their locomotive at a city. This city will be their home city. To determine which city will be their home city, the following process must be followed:

1. The banker will shuffle the City Cards and deal two city cards, region-side up, to each player.
2. The banker will take three City Cards from the top of the deck and fill the Selection Spaces of the City Card Tableau, region-side up.
3. Using any agreed upon method, players will roll dice and determine the order in which players will take turns. This turn order will be in effect for the rest of the game.
4. In player turn order, each player will do the following process:
 1. Select one of the two dealt city cards and roll to determine their home city. Their home city marker, start city marker and locomotive will be placed on this city.
 2. Select one of the cards in the selection spaces of the City Card Tableau and roll to determine their destination city. Their destination city marker will be placed on this city.
 3. Take their normal turn by moving their locomotive, paying their usage fees and conducting business if they reach their destination city.

Once all players have completed their first move, play resumes normally.

TRANSIT TRACK

Each player's Status sheet contains a Transit Track. This track is used to help the player keep track of any MPs remaining in the turn or to keep track of MPs being spent across a turn boundary.

For example, a player wants to move their locomotive to a ferry point space. However, they only have 1 MP remaining and entering a ferry point space costs 2 MPs. The player can place a cube on the 1 spot on their Transit Track to show that 1 MP of the 2 needed will carry over to the next turn.

LOCOMOTIVES

Locomotive tokens are used to move along connected property segments from one space to the next. As stated earlier, moving from one space to another space costs a number of MPs to move.

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The number of spaces a player is allowed to move their locomotive during their turn depends on the type of locomotive they have as well as its maintenance level.

During the game, there are three types of locomotives available to each player:

- 4-4-0 “American”
- 4-6-2 “Pacific”
- 4-8-4 “Northern”

As shown in the table below, each locomotive type has a Normal movement allowance (Normal), a Breakdown movement allowance (Bkdn), “Highballin’” full and partial benefit additions (Full & Partial) and a base Maintenance Level for that model of locomotive (Base ML). Movement allowances define the number of movement points a locomotive has available to spend during its turn.

Locomotive Information

	4-4-0	4-6-2	4-8-4
Normal	8	10	13
Bkdn	4	5	6
Full	+4	+5	+6
Partial	+2	+2	+3
Base ML	2	1	0

These values can also be found on each player’s locomotive card.

If a player’s locomotive has broken down, the player **must** use the Breakdown value as its movement allowance until it is repaired.

If the locomotive has not broken down, then the player uses the normal value as its movement allowance, unless the player opts to **highball** their train.

HIGHBALLIN’

Unless the player’s locomotive has broken down a player may try to move more than their locomotive’s normal movement allowance. To do this, the player declares their intention to “highball” their locomotive before moving it.

Note: when declaring, the player may use any of a number of terms, such as “I’m highballin’!”, “I’m pushin’ it!”, etc.

The effects of highballin’ a locomotive is determined by rolling the dice and subtracting their locomotive’s

current maintenance level from the result. The final number is then used to determine the effects from the Highballin’ Effects Table.

Highballin’ Effects Table

Roll	ML	Benefit
<0	C-Bkdn	No Move
0	+3	No Benefit
1-2	+2	Partial
3-4	+2	Full
5-7	+1	Full
8+	+0	Full

The results from the Highballin’ Effects Table are a mixture of movement penalties & benefits and maintenance level adjustments.

The full and partial benefits gained from highballin’ are dependent on the type of locomotive the player is currently running and can be found on the Locomotive Movement Allowances table as well as their Locomotive Card.

If no benefit is gained, then the player gains no extra movement points for their turn’s movement allowance.

A locomotive may break down as a result of highballin’. If a player’s locomotive breaks down by rolling less than a 0 on the Highballin’ Table, the result is a **catastrophic breakdown** (C-Bkdn). When a locomotive suffers a catastrophic breakdown, it does not move at all that turn. It does, however, still pay a usage fee.

If a player’s locomotive breaks down because the maintenance level (ML) of the player’s locomotive goes beyond 7, then the player’s locomotive breaks down. When this happens, no benefits are gained and the locomotive can only move at the locomotive’s Breakdown movement allowance.

On subsequent turns after a player’s locomotive breaks down, until it is repaired, the locomotive moves at the Breakdown movement allowance.

With one exception, highballin’ can never be attempted while a player’s locomotive is **in the station**, in their start or destination city. The only exception to this is if a player is departing the station on a new journey and hasn’t spent any MPs yet.

Note: “highballing” is old railroad slang for making a fast run. It comes from the old-time ball signals on

posts where the ball was raised aloft by a rope and pulley when the track was clear.

DUMPING BALLAST

When using a locomotive's breakdown or normal movement allowances, a player is not required to use all of the locomotive's available movement points during their turn. The reasons for this may vary, but a typical case is a situation where using the full allowance would put a player's locomotive on another player's property in a disadvantageous situation.

When a player wishes to avoid spending all of their locomotive's normal or breakdown movement allowance, they may declare their intention to dump ballast at any time during the turn.

Note: when declaring, the player may use any of a number of terms, such as "I'm dumping ballast.", "I'm burnin' the rest", etc.

Any unspent MPs are lost when dumping ballast. They are not marked on the player's Transit Track.

A player may never dump all of their MPs. If they have MPs to spend in a turn, they **must** spend at least one.

Note that a player may not dump ballast in the same turn that they are highballin'. When highballin', a player **must** use all available movement points to move their train.

Note: "dumping ballast" is old railroad slang for a slow train sitting on a siding.

MAINTENANCE LEVELS

Each player's locomotive has a maintenance level, which is tracked on their Locomotive Card. Maintenance levels become worse, move from a lower number to a higher number, as players push their locomotives to move faster than normal through highballin'.

Once the maintenance level advances into the B! spot, whether through a <0 result on the Highball Effects Table or through a +modifier to the ML which carries their ML marker beyond the '7' spot, the player's locomotive will have broken down and move at the Breakdown rate until repaired at their destination city.

Maintenance levels can be repaired by one level for every 2MPs spent by a locomotive in a destination city after the player conducts business. While repairing a locomotive's maintenance level, the locomotive cannot "highball" in order to gain extra spaces for this purpose. (Note: a player's locomotive can use highballin' MPs if

the player gained this allowance prior to entering the city.)

If a player wishes to repair their train, but have less than 2MPs left in their turn, they can mark the MPs on their Transit Track and spend them next turn.

DETERMINING CITIES

The Selection spaces of the City Card Tableau are used by players to pick cards. These spaces are called the Selection Spaces. At all times when cities need to be determined, a player will pick one of the cards, without looking at the city side of the card, and place it in front of them. The empty space will then be filled by the top card from the unused card deck. The player will then flip their selected card over and roll dice to determine which city has been selected.

JOURNEYS

During the game, players will move their locomotives between two cities: the start city and the destination city. At the beginning of the game, the player's home city is also the start city for their first journey.

When a player's locomotive is ready to leave the start city, a new journey begins by determining the new destination city using the City Cards.

A journey is completed when a player's locomotive enters their destination city and is now considered to be **in the station**. When a player completes a journey, any unspent MPs are tracked on the player's Transit Track for later use.

While a player's locomotive is in the station, they may conduct business and/or repair their train. Once this is done and their locomotive still has MPs remaining, they may depart the station and begin a new journey.

CONDUCTING BUSINESS

Purchasing Properties

Properties can be purchased by players when they conduct business. Only one property at a time may be purchased at this time.

When a property is purchased, by giving cash to the bank, the deed is removed from the Available Deeds deck and given to the purchasing player. It is placed in front of the player "face up" to show its good financial standing. This property is now owned.

When a player runs their locomotive on any of another player's owned properties, that player must pay the owner of the property a **usage fee**.

Note that usage fees are paid per player, not per property and that fee amounts may vary according to game situations.

If a player purchases a new property while conducting business, they may not upgrade their locomotive nor acquire a property via a hostile takeover.

Upgrading Locomotives

Each player begins the game with the 4-4-0 “American” locomotive and can upgrade to better locomotives during the game. As shown on each player’s Locomotive Card, as well as the Locomotive Information table, each upgrade to a faster locomotive will allow the player to move more spaces in their turn, allowing them to complete their city-to-city journeys faster. In addition, each upgrade improves the Base Maintenance Level, allowing players to push their trains more often.

Improved locomotives may be purchased when the player conducts business upon entering their destination city.

Locomotive Upgrade Costs

Locomotive	Cost
4-6-2	\$20000
4-8-4	\$30000

If a player upgrades their locomotive while conducting business, they may not purchase a new property nor acquire one via a hostile takeover.

Hostile Takeovers

A player may acquire a property from another player when conducting business. If another player has a mortgaged property, the acquiring player may pay the Hostile Takeover price listed on the lien-side of the property deed (marked HT).

When paying the hostile takeover price of the property, a portion of the payment goes to the bank and a portion of the payment goes to the player who previously owned the property. The portion of the payment that is equal to the original price of the property goes to the bank, while the remainder goes to the other player.

Once this payment is made, the property deed is given to the acquiring player and this property is placed good-side up; the lien on the property has been paid.

If a player acquires a new property via a hostile takeover while conducting business, they may not

upgrade their locomotive nor purchase a new property from the bank.

PROPERTY MANAGEMENT

Mortgaging Properties

At any time during the game, a player may mortgage some number of their properties to raise money for any purpose.

To mortgage a property, any property owned by the player, which does not have a lien on it, may be flipped over to its lien-side. When this occurs, the player will receive an amount of money equal to its Mortgage Value, which is listed on the property deed (marked M).

While this will allow players to raise money, it also makes the property vulnerable to a hostile takeover by another player when they conduct business. Usage fees generated by mortgaged properties are also less than those of properties in good financial standing.

Paying off Liens

At any time during the game, including the moment before an opponent is considering a hostile takeover of a mortgaged property, a player may pay off any number of liens on their properties.

To pay off a lien, a player must pay the bank an amount of money equal to the Payoff Amount listed on the lien-side of the property deed (marked P). When this payment is made, the deed is flipped to its good-side and the property is no longer vulnerable to a hostile takeover.

Controlling Interest

Any any time in the game, a player may raise money by giving up controlling interest in one or more of their mortgaged properties.

To give up controlling interest on a property, a player returns a mortgaged property to the bank and receives a payment equal to the Controlling Interest Value listed on the lien-side of the property deed (marked CI).

While this will allow players to raise money, it also means that the property is available for purchase by another player when they conduct business.

USAGE FEES

Usage fees are paid at the end of a player’s turn whenever a player moves their locomotives across rail and shipping lane segments. The amount to be paid varies according to the game situation as well as the

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condition of each used property's ownership and financial standing.

Note that usage fees are never paid if a player's locomotive remains in the station during their entire turn. Note that usage fees on a property are paid if the locomotive suffers a Catastrophic Breakdown during a highballin' attempt.

Usage Fee Table

Owner	Expansion	Established
Bank or Self	\$1000	\$1000
Other	\$5000 + \$1000 / add'l	\$10000 + \$2000 / add'l
Mortgaged	\$3000 Owner: \$1000 Bank: \$2000	\$6000 Owner: \$2000 Bank: \$4000

There are two fee schedules in play during the game: Expansion and Established. At the start of the game, the usage fee schedule in play is the Expansion Fee Schedule, as shown in the Fee Table. When the last property is purchased from the Available Deeds deck, and players are playing the long game, the Established Fee Schedule is used in its place and remains in place for the remainder of the game.

The usage fee(s) to be paid depend on the owners of the properties used during a player's turn. For \$1000, regardless of fee schedule, a player's locomotive can use property segments owned by the bank or owned by themselves. This fee is paid to the bank at the end of their turn.

For \$5000 or \$10000, depending on the fee schedule in play, a player's locomotive can use property segments owned by another player. This fee is paid directly to the owner of the properties used. Note that this initial fee allows a player's locomotive to ride on only one of the owning player's properties. For every additional property in good standing used that is owned by that player, an additional \$1000 or \$2000 is paid, depending on the fee schedule in play. For every additional mortgaged property used that is owned by that player, the additional fee penalty is paid to the bank instead of to the player who owns the property.

For \$3000 or \$6000, depending on the fee schedule in play, a player's locomotive may use the segments of a mortgaged property owned by another player. One third of this fee is paid to the owner of the property; two thirds is paid to the bank. There are no additional fees to be paid for riding on additional mortgaged properties owned by that player.

If a player's locomotive uses properties owned by different players, each player will receive a fee starting with the base amount.

Grandfathered Fee Situations

If a player's locomotive is already on a property when the property's ownership or financial standing changes, the fee amount may not change, though the recipient may. This amount will remain in place as long as the player's locomotive does not use another player's property during their move.

Grandfathered fee amounts for a player are tied to one specific property owned by another player.

Note that using grandfathered fees can span multiple turns as long as the player's locomotive stays on that one property. Grandfathered fee amounts are immediately terminated once a player's locomotive uses another property.

Grandfathered Fee Examples

Property is Purchased

If a player's locomotive is on a bank-owned property when that property becomes purchased by another player, the fee amount remains \$1000 per turn of usage. That amount is paid to the new owner, not the bank.

Property is Mortgaged

If a player's locomotive is on another player's property and that property is then mortgaged, the player will treat the property as a mortgaged property and will be subject to normal usage fees.

Property Lien is Paid Off

If a player's locomotive is on another player's mortgaged property and the lien on that property is paid off, the player will continue to treat the property as a mortgaged property. However, the full fee amount will be paid to the owning player; the bank will not get any amount of that fee.

Property is Acquired via Hostile Takeover

If a player's locomotive is on another player's mortgaged property and that property is acquired via hostile takeover, the player will continue to treat the property as a mortgaged property. However the full fee amount will be paid to the acquiring player; the bank will not get any amount of that fee.

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Property's Controlling Interest is Given Up

If a player's locomotive is on another player's mortgaged property and the controlling interest is given up, the fee amount becomes \$1000 per turn of usage and is paid to the bank.

Established Fee Schedule

When the Established Fee Schedule comes into play, all grandfathered fee situations are terminated.

ENDING THE GAME

The Short Game

The Short Game ends immediately when the last Available Property is purchased by one of the players. To determine the winner of the Short Game, each player calculates their Net Worth by adding the amount of cash they have to the combined values of each property they have in good standing; mortgaged properties do not count. The player(s) with the highest Net Worth wins.

Experimental Short Game

At the beginning of the game, each player draws a random victory condition card from the deck. The first player to accomplish the victory condition on the card wins the game. During the game, a player may replace their victory card for another one. To do this, a player forfeits their turn and spends \$10,000 for a new card. **[[TO DO: Build a deck of victory condition cards and calculate odds of winning.]]**

The Long Game

The Long Game ends the instant a player returns to their home city with a Net Worth based on the number of players playing the game. The first person to enter their home city with enough Net Worth on hand wins the game.

Note that, to win, the player's Net Worth is calculated after all usage fees have been paid for the turn the player's locomotive enters their home city.

Long Game Victory Conditions

No. of Players	Net Worth Target
3	\$375,000
4	\$340,000
5	\$305,000

No. of Players	Net Worth Target
6	\$270,000

OPTIONAL RULES

These optional rules are recommended for tournament or competitive play.

Fluctuating Economy

When the Fluctuating Economy optional rule is in effect, the payoffs and fees collected and/or paid by each player will change as the game is played.

When this optional rule is in effect, there will be five possible economic conditions in effect:

- Bust
- Bearish
- Normal
- Bullish
- Boom

In a Normal economy, which will be the economic condition at the start of the game, payoffs and fees are handled according to the standard rules of the game.

In a non-Normal economy, all payoffs are either increased (Boom, Bullish) or reduced (Bust, Bearish). The increase or reduction can be found on the Economic Conditions Payoff Adjustment Chart. This value will be either added or subtracted from the normal payoff amount.

Economic Conditions Payoff Adjustment Chart

Payoff Amount	Bullish (+) / Bearish (-)	Boom (+) / Bust (-)
\$500-2,000	\$0	\$0
\$2,500-4,500	\$0	\$500
\$5,000-7,000	\$500	\$1,000
\$7,500-9,500	\$500	\$1,500
\$10,000-12,000	\$1,000	\$2,000
\$12,500-14,500	\$1,000	\$2,500
\$15,000-17,000	\$1,500	\$3,000
\$17,500-19,500	\$1,500	\$3,500
\$20,000-22,000	\$2,000	\$4,000
\$22,500-24,500	\$2,000	\$4,500

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Economic Conditions Payoff Adjustment Chart

Payoff Amount	Bullish (+) / Bearish (-)	Boom (+) / Bust (-)
\$500-2,000	\$0	\$0
\$2,500-4,500	\$0	\$500
\$5,000-7,000	\$500	\$1,000
\$7,500-9,500	\$500	\$1,500
\$10,000-12,000	\$1,000	\$2,000
\$12,500-14,500	\$1,000	\$2,500
\$15,000-17,000	\$1,500	\$3,000
\$17,500-19,500	\$1,500	\$3,500
\$20,000-22,000	\$2,000	\$4,000
\$22,500-24,500	\$2,000	\$4,500
\$25,000-27,000	\$2,500	\$5,000
\$27,500-29,500	\$2,500	\$5,500
\$30,000-32,000	\$3,000	\$6,000
\$32,500-34,500	\$3,000	\$6,500
\$35,000-37,000	\$3,500	\$7,000
\$37,500-39,500	\$3,500	\$7,500
\$40,000-42,000	\$4,000	\$8,000

For example, a \$17,000 payoff in a Normal economy would only gain the player \$15,500 in a Bearish economy.

In a Boom or Bust economy, fees are also affected. In a Boom economy, no fee is paid if a player's locomotive rides solely on Self-owned or Bank-owned properties. Other fee amounts are not affected.

In a Bust economy, an additional \$1000 fee is paid to the bank in addition to any other fees incurred.

The prevailing economic condition of the game will change if a player rolls doubles at any time during the game, including the time during the game's setup. To determine the new economic condition, consult the Fluctuating Economy Change Table by comparing the current economic condition and the number shown on the dice.

Fluctuating Economy Change Table

Current Condition	Doubles Roll & Effect
Boom	1-5: Change to Bullish 6: No Change
Bullish	1-4: Change to Normal 5: No Change 6: Change to Boom
Normal	1-2: Change to Bearish 3-4: No Change 5-6: Change to Bullish
Bearish	1: Change to Bust 2: No Change 3-6: Change to Normal
Bust	1: No Change 2-6: Change to Bearish

The Great Depression

In addition to the normal Fluctuating Economies rule, players may also allow for the possibility of The Great Depression. If playing with The Great Depression rule, once per game, The Great Depression occurs if double 1s are rolled during a Bust economy.

When the Great Depression occurs, all players immediately roll two dice and must pay that amount, in thousands of dollars, to the bank.

During the Great Depression, payoffs are reduced by the combined amount of Bust and Bearish conditions. For example, a \$10,000 payoff amount is reduced by \$3,000 (\$1,000 + \$2,000).

The Great Depression ends whenever any doubles are rolled at any time.

Repair Yards

When the Repair Yard rule is in effect, players may build up to two repair yards during the game at a cost of \$7,000 per repair yard.

When a player's locomotive enters one of their repair yards, they may repair their locomotives at a cost of 1MP per 1ML repaired instead of the usual cost of 2MP per 1ML repaired.

When a player is conducting business, a player may build a repair yard in lieu of buying a property or upgrading their locomotive. The player may build their repair yard in either their home city or the city they are currently occupying. Only one repair yard may be placed in a city.

Players should mark their repair yard(s) with an appropriate token.

Claire and I space in their breakfast area to try out our game and were very supportive of our efforts.

Cash on the Barrelhead

When the Cash on the Barrelhead rule is in effect, all usage fees are paid immediately instead of waiting until the end of the player's turn.

For example, to move your train on self- or bank-owned property, the \$1000 usage fee must be paid before the locomotive moves or before the locomotive and/or attempts to Highball.

When a player moves their locomotive onto another player's property, the usage fee for using that player's property must be paid before the locomotive can use it.

Note that this optional rule may make it easier to manage the payments of usage fees during the game as they will be paid immediately and will avoid any gentle reminders from the banker(s). However, it is more demanding on players who run out of money within reach of their destination city.

CREDITS

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Special Acknowledgements

A very grateful "tip o' the cap" goes out to Rob Bottos, organizer of BottosCon and all-around great guy. Rob graciously gave me table space at his con for this game's first public playtest with no questions asked and well before table reservations were being made. He also got the word out while I was busy getting the game components ready for the con.

A grateful shout-out goes out to Steve, Katey and the staff of the Inn at Thorn Hill in Jackson, NH who graciously and enthusiastically allowed Claire and I to camp out in their bar for the better part of a day with the first prototype.

An enthusiastic shout-out goes out to Jeremiah & Lisseth at the Bernerhof Inn in Glen, NH for making a bitter cold weekend a very enjoyable stay. They gave