

STEAMROLLERS

A game by Mark Gerrits
1-5 players, aged 10+. Duration: 30-45 Minutes.

INTRODUCTION

In **SteamRollers** you are a U.S. railroad baron, not long after the Civil War. Private investors are betting heavily on this new industry and building railways all over America. Use the dice to build a network of railways, improve your steam engines, and grab the most profitable delivery contracts before your opponents. Be faster and more efficient to become the railroad baron!

Components

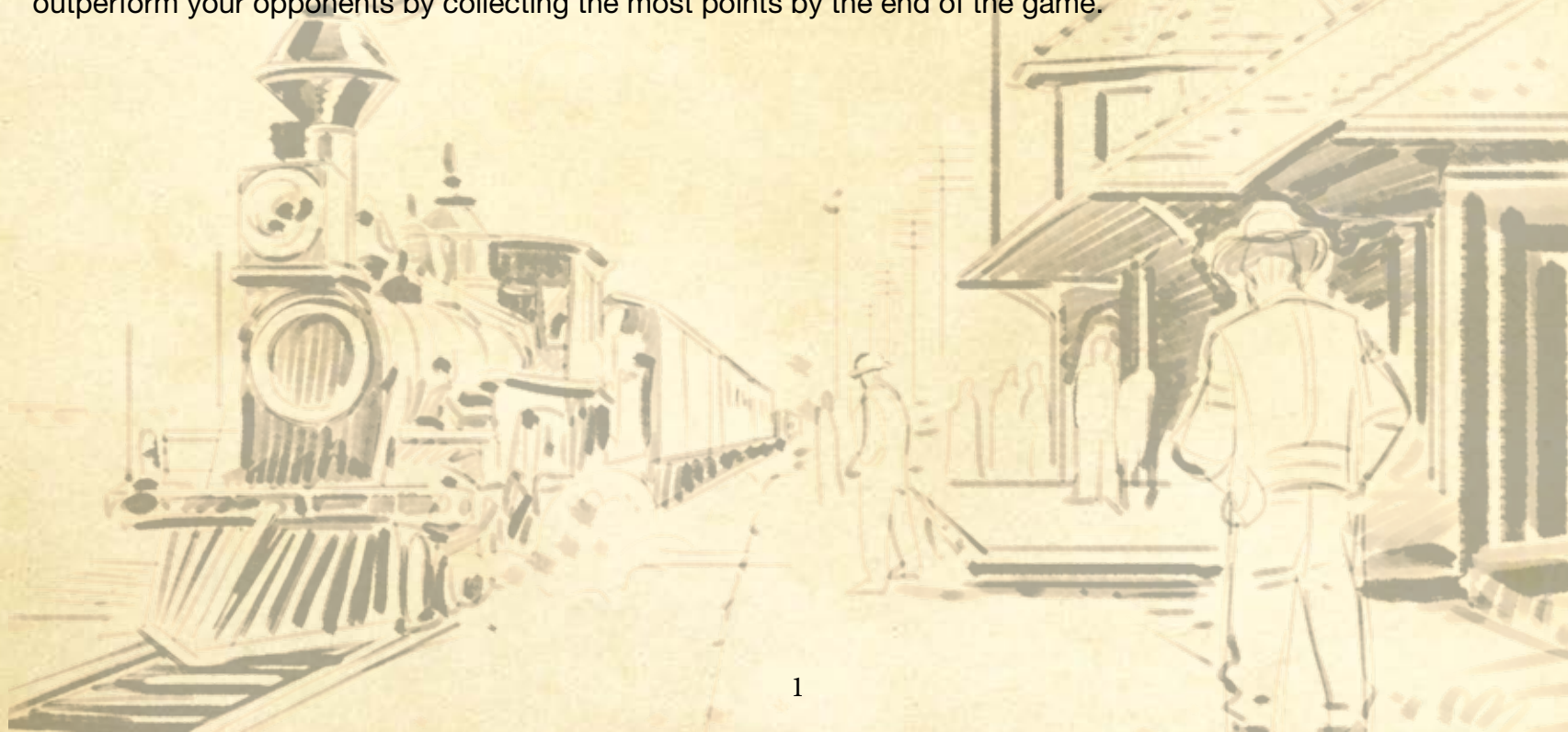
200 Individual Player Sheets, 1 Bag, 56 Goods cubes (10 red, 10 blue, 10 green, 10 yellow, 10 grey, 6 black), 1 Supply Board, 1 Setup Play Aid, 1 Start Player Marker, 7 Dice (6 white, 1 black), 7 Action tiles, 6 Order tiles, 5 Starting Power tiles. Pens not included.

* Your component count may vary slightly. Any variance will not negatively impact gameplay.

(You can download a file to print more Individual Player Sheets at www.StrongholdGames.com/steamrollers)

Goal of the Game

Players are challenged to build the most efficient railroad and will earn points by expanding their rail network, improving their engine's strength, while utilizing special actions with a focus on making timely deliveries. To win you must outperform your opponents by collecting the most points by the end of the game.



Setup

1. Give each player an Individual Player Sheet and a pen.
2. Place the Supply Board in the middle of the table.
3. The map consists of six regions (one Yellow, one Red, one Green, one Blue, and two Grey). Each region has one city (a), indicated by a darker color and die number, and one town (b), indicated by a black circle.
4. Blindly draw Goods equal to the player count plus two and place this number of cubes on each numbered city on the Supply Board. After placement, remove Goods which match the same color as the city they were placed on. If a Good is removed, it is not replaced, unless playing with the optional Coal rules. See below.
5. (Optional - Black Coal Goods) In each city where at least one Good was removed, place one single Black Coal Good.



6. Choose a random a/b side for each Action tile and place them next to the Supply Board so that they are visible to all players. The tiles will stay with the same side face-up for the rest of the game. *Note: The Action tile 2 marked "Solo" is only used in solitaire play and stays in the box for normal games.*
7. (Optional - Order tiles) Choose a random a/b side for each Order tile and place them next to the Supply Board so that they are visible to all players. The tiles will stay with the same side face-up for the rest of the game.
8. (Optional - Starting Power tiles) Place the five Start Power tiles next to the Supply Board.
9. The last player to have missed a train becomes the Start Player. They take the Start Player Marker, the black die, and a number of white dice equal to the number of players plus one. When playing with less than five players, the remaining white dice are not used and are put back in the box.



Starting Power Tiles (Optional)

With this micro-expansion each player starts with a different Starting Power.

Starting with the player seated to the right of the Start Player and going counter-clockwise, each player picks a Starting Power tile and uses it. The tiles are then placed back in the box and are not used during the game.



Engine: The player may check one of their engine boxes before the start of the game.



Rail: The player may draw a rail on one of their Individual Player Sheet's hexes before the start of the game.



+2: The player receives two points before the start of the game. they write +2 on their Individual Player Sheet's scoring box to remember it.



Action tile: The player starts the game with one of the Action tiles, turned sideways.



Personal delivery: The player draws a non-grey Good from the Bag and places it on city 3 or 4 on their Individual Player Sheet. This is a personal Good that only they will be able to deliver.

Medium and Hard Game (optional)

This micro-expansion allows the players to change the board from one game to another.

For a more challenging game, roll one die and look on the corresponding chart (choose Medium or Hard) to see which borders are blocked for this game. All players mark these same borders on their maps. No transport of cargo is allowed across marked borders, and connections that cross them do not score points at the end of the game. Just think of them as impassable mountain ranges.

The Game Round

1. The Start Player rolls all the dice and puts them near the Supply Board so that they are clearly visible to all players.
2. On a player's turn they must first reorient the rotation of any sideways Action tiles they have in their player area. The Start Player now take one of the white dice and performs one Action with it.
3. Afterwards, every other player in turn chooses one die and performs one Action with it. Normally there will be one white die left after each player hasn't selected a die (exception: see Action tiles). Once all player have taken their die the round ends.
4. The dice and Start Player Marker pass to the next player clockwise and a new round begins.

Game End

If at the end of a game round three or more cities on the Supply Board are empty, the game is over. Otherwise the Start Player Marker is passed to the left, the new Start Player gathers up all the dice, and a new round begins.



Player Actions

Build Track

The player draws a railway track in one empty hex on their Individual Player Sheet. **The white die determines in which region the player must draw.** The black die determines which type of track the player may draw (there are always two options). **Each hex may only be drawn into once.** Players can't build in a hex in which they've already built (no crossings or junctions). **A player's railway tracks do not need to form one single connected network.** There may be separate small networks on a player's map. Players can even draw tracks which connect to no cities.

Cities (numbered 1-6) cannot (and do not need to) be drawn in. A track bordering on a city connects to that city. Town hexes on the other hand can be drawn in, and a town is only connected if there is a railway track going through its hex. A track going through a town hex will always pass through the town.

Example : Cities 1 and 3 are connected as is the yellow town in-between. Cities 1 and 5 are not connected and neither is the blue town connected to either city.



Improve Engine

The player crosses off the checkbox corresponding to the die they picked for their engine. **It is the total of crossed-out checkboxes that determines the strength of a player's engine, not the printed number:** each box checked improves the engine power by one. Each die value can only be used once to upgrade a player's engine, and its maximum strength is six. The checkboxes do not need to be crossed off in numerical order! The engine strength indicates the maximum number of cities/towns that can be crossed/reached when delivering Goods.

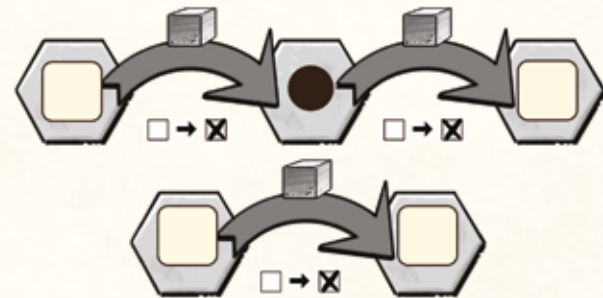
Deliver Goods

The white die determines the source city of the delivery. Choose a Good on the Supply Board from the corresponding city. **The Good must be delivered to a city of its color** (grey Goods can be delivered to city 3 or 4).

If you play with the optional Black Coal Goods, these can be delivered to any city (they act as wilds).

To be able to deliver the Good, the player must have a series of contiguous railway connections between cities on their map so that a route can be traced from the source city to the destination city (Other cities and towns can be crossed).

The delivery distance is equal to the number of cities and/or towns the Good will reach during the transport (example: a direct route from one city to another has distance of one). **To be able to make a delivery the player's engine must have a strength equal to or higher than that delivery distance.** The Good is then placed back in the Bag and the player scores a number of points equal to the delivery distance, which they record by crossing off the checkboxes next to their map.



The player does not have to take the shortest possible route and indeed will want to take the longest possible route allowed by their engine. However, a Good may not pass through the same city twice during a delivery (no loops).

Example : A red Good in city 1 must be delivered to the red city 2. This can be done with a distance of 3 (red numbers - passing by cities 3 and 4) or a distance of 4 (blue numbers - passing by two towns and city 4).



Order Tiles (optional)

This micro-expansion allows players to gain extra points by being the first to deliver specific sets of Goods.



When a player delivers a Good they keep it next to their Individual Player Sheet instead of placing it back in the Bag. **Once per player turn the player may trade Goods they delivered for one of the available Order tiles.** (The player can do this even if the Action taken was not a delivery.) They put the corresponding Goods back in the Bag and take the matching Order tile. Black Coal Goods can be used as a wild to fulfill orders (replacing any kind of Good), but only one Black Coal Good can be used for each Order tile. **At the end of the game, each fulfilled Order tile is worth points as printed on the tile.** Once a player has fulfilled an Order tile other players cannot fulfill it anymore.

Take Action Tile

The player takes the Action tile whose die symbol corresponds to the white die. **The tile can be taken from the center of the table or stolen from another player if it is not turned sideways. To indicate they have just taken the tile, they turn it sideways.** In the next round, right before they draft a white die, they must turn the tile upright (in this way, a player is guaranteed at least one opportunity to use the tile before another player can steal it). As their Action, a player can steal one of their own tiles just to turn it sideways.

There are two types of tiles. **Tiles with a lightning bolt are one-time use only and must be returned to the center of the table after use** (but they are kept until used or stolen). **Tiles with an infinity symbol (sideways 8) stay with the player until another player steals them.** There's no way for a player to voluntarily get rid of them.



1a/b: The player may change their white die to any value.



2a: The player may take two white dice and perform one Action with each. In this case there won't be a leftover white die at the end of the round.



2b: Play this tile right after another player chooses a die. They must give you that die and choose another one. Other players cannot pick that die, and you have to use that die on your turn. (Must be played before you pick a die for the turn.)



3a: When delivering Goods, the player may use the white die as the destination of the delivery instead of the source.



3b: When making a delivery, the delivery distance gets +1 or +2, as if one or two more cities/towns were crossed. Attention: the player still must have an engine strong enough to make that delivery!



4a: When making a delivery Action, the player can make a delivery of unlimited distance. The rule stating that a Good may not pass through the same city twice still applies.

4b: The strength of the player's engine is raised by one as long as she holds this tile.

5a: The player may change the value of the white die by + or - one (7 and 0 are not allowed, values do not wrap: 6 cannot become 1.)

5b: The player may re-roll the white die or flip it to its opposite side. They must then use the new result.

6a/b: The player may ignore the black die and draw any of the three types of track.

Scoring example : Tiffany scored 13 points from deliveries during the game. Her railway network is worth 9 points (4 city-to-city connections, and 5 towns crossed). She has an engine of 5, worth 2 bonus points. She also hold Action tiles worth -2 points. Her final score is 22 points (13+9+2-2).



Game End and Scoring

The game ends when, at the end of a round, three or more cities on the Supply Board are depleted of Goods.

- Players total the points they gained by making deliveries during the game.
- They also score points for their rail network: each completed connection between two cities is worth one point, plus one point per town crossed by the connection.
- Players that have upgraded their steam engine to a strength of 4/5/6 gain 1/2/3 extra points respectively (count only the checkboxes on the engines, without bonus from Action tile 4 a/b).
- Finally players add or subtract the victory points on the Action (and Order) tiles they hold.
- The player with the most points wins. In case of a tie, the player with the best engine wins. If this is also tied, the player with the best network (most points) wins. If there is still a tie, the victory is shared.

Solitaire Game

This variant allows you to play alone against Olive, *SteamRollers'* artificial intelligence.

Olive also uses one Individual Player Sheet, but instead of drawing rails she crosses off hexes to indicate her growing influence in the map's six regions.

Setup

The game is set up as usual with the following differences:

- When you draw the Goods during setup, line them up in random order on the cities (see picture on the next page).
- You can play in Medium or Hard mode, just as in a normal game. Only draw the borders on your individual sheet.
- The alternate Action tile 2 for solo play is used instead of the normal Action tile 2.



2a: Re-roll Olive's white dice before phase 1 of her turn.



2b: Prevent Olive from removing a cube during phase 4. Instead, she crosses off an empty hex in that region.

- Amongst the optional rules, only the medium and hard setup rules (mountains) can be used. No Black Coal Goods, no Starting Powers, no Order tiles.
- Olive starts the game with some influence on the map. Choose the difficulty level you want and roll the corresponding number of dice. Cross off one empty hex in the region rolled on each die (see example).

Olives' Difficulty Levels

(Low to High):

Clerk	- 1 die
Conductor	- 2 dice
Machinist	- 3 dice
Engineer	- 4 dice
Investor	- 5 dice
Rail Baron	- 6 dice

The Player Turn

On each turn, roll three white dice and the black special die. Use two white dice to perform two Actions. Then Olive will use the remaining white die for her Action.

Play as usual, but you perform two Actions per turn. The black die is the same for both Actions. Ignore the order of the Goods when delivering as it is only used during Olive's turn. You may choose any Good to deliver that matches the destination city color.

One rule changes: each permanent Action tile can only be used for one of your Actions each turn.

Olive's Turn

Olive uses the remaining white die and follows this sequence:

1. Olive crosses off an empty hex in the region corresponding to the die. The exact hex crossed off does not matter, only the number of hexes crossed off in the region. Olive can cross off town hexes, but not cities. If all hexes in the region are crossed off when Olive must cross one, Olive immediately wins the game.
2. If you have a non-sideways Action tile with the same number as Olive's die, you must return it next to the board.

3. If the city corresponding to her die has no remaining goods, Olive rerolls it and starts back at step 1. (This means she could cross off hexes in different regions, or even several hexes in the same region.)
4. If there are three or more hexes crossed off in Olive's die region, Olive removes the last (rightmost) Good in line from the corresponding city and earns points equal to the number of crossed hexes in that region.

Solitaire Game End and Scoring

The game ends as usual, when three cities are empty. The turn is completed (meaning Olive will always play last). You score points as in a normal game.

Olive scores as follows :

- Olive scores points for deliveries in her phase 4
- Olive always scores 3 points for her engine (as if it was power 6)
- For her network, Olive adds the number of crossed hexes in the two regions where she has the most crossed off hexes. (Olive always scores exactly two regions, in case of ties only 2 regions are scored.)
- Olive then scores positive points for all the Action tiles remaining near the board (only score positive tiles, ignore the -2 tiles).

To win you must score more points than Olive. A tie means you have lost.

Credits

The development and play testing of this game was only possible thanks to the help of players from the following groups : Belgoludique, Repos du Guerrier, Bonne Société, Mardis Ludiques Sajou, and Ludwikend. Thank you to all playtesters, no game would exist without your support. Also a big thank you to you, for purchasing this game and supporting our efforts in bringing great games to the market.

English version proofreading: Travis Hill.

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Mark Gerrits

I just googled my birth date and apparently I was born on the same day the Alien movie first burst onto American cinema screens. Make of that what you will.

I spent most of my childhood bouncing between the library, the comics shop, and a local electronics store that had a SNES demo model.

At university I studied computer science, though what I most remember from those days is exploring online Multi User Dungeons in the computer lab and making webcomics in MS Paint.

After my studies, I stayed in academic circles for a while as a computer vision researcher. It was during this time that I discovered modern board games, spending many fine evenings with colleagues trading wood for sheep, building, cities and planting beans.

Currently I'm working as a programmer in Brussels. One of the great things about Brussels is its vibrant board gaming community. Several times a week, I get to play great games with great people. One of my favorite genres are train games like for example Age of Steam, which was a big inspiration for **SteamRollers**.

This is my first game design to find a publisher, but hopefully it'll be the first of many.



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