



Steampunk Rally (2015)

2-8 Players Designer: Orin Bishop

Duration: race to the end. 45-60 minutes.

Rules in



Brief

Setup

- Select a **Racetrack** (Swiss Alps or Hoverdrome) and flip all track tiles to that side. Select 3 of the 5 **Middle Track** tiles and build a continuous racetrack of any shape. Place the **Start tile** at 1 end, **Finish Line tile** at the other. Put **End Track Tile** attached to **Finish Line tile**.
- Sort and shuffle all **Machine Part**  and **Boost**  cards into 4 separate face-down decks according to color. Flip the top card face-up beside each deck to form a discard pile.
- [optional] Place up to 3 **Challenge Tiles**  next to spaces that have no Challenge already
- Flip the **Play Direction Token**  and place it between 2 random players.
- Each player selects an Inventor and takes the Inventor **Cockpit**, **Machine Part** , and **Pawn** . Place the Pawn on the Racetrack Start space. Place Cockpit and Machine Part upright with a complete valve connection.
- Place a **Light Bulb**  into each Player Area with the “on” side face-up
- Place a **Damage Gauge**  into each Player Area set to “0”

End Game & Scoring

- When a player crosses the **Finish Line**, the next round will be the last, played out as normal.
- After the final round, the player with **Invention Pawn** furthest past the **Finish Line** wins
- Tie: most **Machine Parts** left in their **Invention**

RACE EFFECTS LIST

GAIN A DIE
Take a die of the specified color  /  /  from the supply and add it to your Dice Pool. Dice gained in this manner during the Race Phase are immediately rolled and available for use.

DISCARD A DIE
You may remove a die of the specified color  /  /  from any Die Slot on your Invention (regardless of pips) and put it back in the supply. This die may be discarded from a Machine Part that generated this effect. This Machine Part may now be activated using these Die Slots.

TAKE DAMAGE
Your Damage Gauge measures the structural integrity of your Invention. Any time you receive the Take Damage Race Effect, reduce the value displayed on your Damage Gauge by 1. If Take Damage causes your Damage Gauge to reveal the  icon, immediately discard one Machine Part from your Invention and return your Damage Gauge to -7. If discarding Machine Parts in this fashion would force you to discard your Inventor Cockpit, your Invention explodes (see “Exploding” under the  Damage Phase).

REINFORCE INVENTION
Any time you Reinforce your Invention, increase the value displayed on your Damage Gauge by 1. If Reinforcing your Invention causes your Damage Gauge to reveal a Cog icon, gain a Cog from the supply and return your Damage Gauge to +3.

GAIN A COG
Immediately take a Cog from the supply.

MOTION
Immediately move your Inventor Pawn one space forward on the Racetrack. Resolve any Terrain  icons traveled over.

SMOOTH MOTION
Immediately move your Inventor Pawn one space forward on the Racetrack, *ignoring* all Terrain icons .

CHALLENGE SPACES LIST

POWER STATION, NEWCOMEN ATMOSPHERIC ENGINE, COAL MINE
If your Inventor Pawn is on one of these spaces at any time during a round, you may spend a Cog to receive the Gain a Die  /  /  Race Effect. You may do this as many times as you wish while on that space, before continuing your movement, as long as you have Cogs available to spend.

RAILS
If your Inventor Pawn is on one of these spaces at any time during a round, you may discard a die of the indicated type from your Dice Pool to immediately gain Motion equal to the number of  icons indicated (some spaces on the Racetrack containing Rails generate Smooth Motion , which ignores Terrain .

STEAM PONY
If your Inventor Pawn is on one of these spaces at any time during a round, you may discard a die of the indicated type from your Dice Pool to gain the number of Cogs indicated. You may only execute this Challenge once per game.

GLACIERS
When your Inventor Pawn enters one of these spaces, you may discard a die of the indicated type from your Dice Pool to ignore all Terrain  on this tile.

JUMPS
If you end the  Race Phase on a space with a  icon, you unfortunately did not make it across the Jump and you must move your Inventor Pawn backward toward the Starting Line until you are on a space which does not feature a  icon.

CROWDS
When your Inventor Pawn enters one of these spaces, immediately gain 5 Cogs minus 1 for each incomplete valve connection  in your Invention. A half-valve that shares a border with another card is still considered to be incomplete. If you have 5 or more incomplete valve, ignore the jeers of the crowds and continue on your way.

Ferdinand von Zeppelin gains no Cogs from the crowd because he has 5 incomplete valve connections.

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Game Play – each round has 4 phases

- **Draft** : each player draws 1 card from each deck to create hand of 4 cards. [shuffle in discards if not enough – if still not enough, all players discard down to 4 of that color]. Simultaneously all players: place a card face-down, then reveal and **construct** a machine part, discard to take **dice** from supply matching upper-right of card, discard to take **Cogs** from supply matching upper-right of card, or place **Boost** card face-down under damage gauge.
- Pass remaining cards in direction of token. Repeat until no cards left to pass.
- **Vent** : spend any # of **Cogs** to reduce value of dice in slots on Invention. Each Cog  allows for reduction of 1 die by 1 or 2 pips, **or** 2 die by 1 pip. If reduced to 0, **discard**.
- Play **Boost cards** that can only be played during Vent Phase in order determined by play direction token, 1 player at a time. Normal Boost cards can optionally be resolved at this time.
- **Race** : roll all dice in Dice Pool and dice stored in diamond shaped die storage slot . Any time during Race Phase can discard a Cog  to re-roll a die **or** increase a die by 1 pip [stop at 6].
- Place dice of matching color from pool into a Machine part. Sum total pips placed this turn and divide by  icon [truncate remainder]. Perform all Race Effect that many times. Can only place if die allow activation at least 1x. If  icon can only perform 1x with activation power of 1+.
- Parts with  symbol are activated by flipping Light Bulb to “off” side. All  parts are activated in any order.
- **Damage** : if Damage Gauge is ≥ 0 , do not adjust. If < 0 discard Machine Parts = # in **red** on Damage Gauge and reset to 0. Follow building rules. If forced to discard **Inventor Cockpit**, your invention explodes: move pawn 1 space behind last place player [if you, move back 1 space]. Discard all Machine Parts except Cockpit. Reset Damage Gauge to 0.
- At **end of round**: flip Light Bulb to “On”. May place a die in each Storage Die Slot  from your dice pool. Return unused die in your dice pool to the supply [keep Cogs]. Flip Play Direction Token.
- **Boost Cards** can be played any time [unless printed restrictions]. Discard after use, unless it has an effect that lasts the current Phase or round, then discard. If you need to determine who is ahead for a Boost card, count the # of spaces between player pawn and finish line.
- **Building Rules**: all parts must connect to Cockpit through complete valve connections , but not all valves need to connect. At any time, you can rearrange Invention [discard parts not connected or unwanted – also discard placed dice]. If you discard your Inventor Machine Part, return to box. Cannot discard Cockpit. All parts must be placed with name in upper-left corner.
- **Terrain**: when you enter a space with a Terrain icon , apply damage = # on icon. Motion  can inflict multiple damage on turn. Moving backward does not inflict Terrain Damage.
- **Dice**: if out of dice from supply, can sub dice in  for Cogs – 1 Cog per pip **or** with another color [same # pips]
- **Challenges**: if requires you to discard something but can't, do not generate listed Race Effect. Can execute Challenges along way while moving, and when moving backwards.