

STEAM KINGDOM



RULEBOOK

STEAM KINGDOM

INTRODUCTION

Hidden deep beneath the ocean waves, a lost city has remained untouched for centuries. When an industrial civilization uncovered this ancient wonder, its leaders set an ambitious plan in motion:

Restore the city and elevate it to new heights.

Visionary engineers harness steam-powered technology and bioengineering to breathe new life into the old ruins, each trying to leave their mark on the reclaimed city by building habitats and expanding the nautilus-tube transit system.

It's full steam ahead on the new seafloor frontier!



COMPONENTS



66 City Tiles



51 Blueprint Cards



5 Starting City Tiles



8 Network Goal Cards



48 Habitat Markers



1 Start Player Marker



16 Resource Markers



1 Draw Bag



4 Resource Boards



1 Score Pad

Sunken Treasures Mini Expansion



20 Treasure Cards



3 X-Tube Tokens



3 Feature Tokens

GAME SETUP

1. Arrange the 5 **starting city tiles** in the center of the table. Position and orient these tiles in the exact configuration shown below.
2. Put the other 66 **city tiles** into the **draw bag**. Shake the draw bag to ensure that the city tiles are randomized thoroughly.
3. Shuffle the 51 **blueprint cards** together. Put the deck face down. Reveal the top 4 cards and place them as a face-up display.
4. Shuffle the 8 **network goal cards** and draw 1 at random. Place this card face up. Return the other cards to the game box.
5. Each player takes 1 **resource board**, a set of 4 **resource markers**, and 12 **habitat markers** in their chosen color. Set the resource markers at "0" on the matching resource tracks. Choose one player to be the score keeper and give them 1 **score sheet**.
6. Each player draws a **starting hand** of 3 city tiles from the draw bag. Players may view their own tiles, but should not show their opponents.
7. Choose a start player. Give the **start player marker** to that player.
8. Give out **initial resources** based on clockwise seating order: The third player receives 1 gear, and the fourth player receives 1 gear and 1 non-gear resource of their choice (brass, coral, or gem).

Note: It is recommended not to include the mini expansion until you're familiar with the game. The mini expansion's setup and rules are detailed on page 15.



GAME OVERVIEW

Command your own engineering team as you restore the sunken metropolis.

With each tile you add to the growing city, you must decide whether to gain resources or claim a new blueprint. Timing is critical, and investing too heavily in one approach might leave opportunities untapped elsewhere.

Maximize your score by completing blueprints and placing habitats to create networks that are linked together by nautilus tubes.

CITY TILE DIAGRAM

1. **Terrain Type** – The terrain type of each tile can be identified by its background color and texture: *abyssal plains* (), *seamounts* (), *shipwrecks* (), and *trenches* ().

2. **Resources** – Each tile has up to 2 resource icons on every side. There are 5 different resource icons: brass, coral, gems, gears, and any non-gear resource.

3. **Nautilus Tubes** – Each tile can have nautilus tubes running from the center to up to 4 of its corners. There are 4 possible configurations: straight, V-shaped, T-shaped, or X-shaped.

4. **Feature** – Some tiles have a feature. This is indicated by an icon at the center of the tile. There are 3 different features: lava vents, crystal spires, and coral reefs.

City Tile Example

1. It has the seamount **terrain type**.
2. It has 4 **resources**: 1 coral (left), 1 brass (top), 2 gems (right).
3. It has 2 **nautilus tubes** in a V-shape.
4. It has a coral reef **feature**.



BLUEPRINT CARD DIAGRAM

- Color** – Each blueprint has a color, which can also be identified by the associated icon in the lower-right corner. The blueprints come in 4 different colors: , , , and .
- Resource Cost** – Each blueprint has 3–4 resource icons along the top edge of the card. These icons indicate the type and quantity of resources you must spend to claim the blueprint.
- Habitats** – Each blueprint has a habitat icon with a number from 0–3. This icon indicates how many of your habitats you get to place in the city when you claim the blueprint.
- Point Value** – Each blueprint is worth a certain number of points when scored, usually based on the configuration of city tiles in play and the locations of your habitats. For further details, see the Blueprints Index (p. 13).

Blueprint Card Example

- It has the  **color** (and matching icon).
- It has a **resource cost** of 2 gear + 2 coral.
- It allows you to place 2 **habitats** when claimed.
- It has a **point value** of 2 points per abyssal plain touching at least 1 of your habitats.



NETWORK GOAL CARD DIAGRAM

- Name** – Each network goal has a label at the top with an identifying name.
- Scoring Condition** – Each network goal has a description of its scoring condition. Unlike blueprints, the network goal is scored by all players. For further details, see the Network Goals Index (p. 14).
 - Some network goals refer to **size-2** or **size-3** networks. These care about networks that have exactly that many habitats.
 - Some network goals refer to your **largest** or **second-largest** network. If you have multiple tied for size, you choose which one counts.
- Score Chart** – Most network goals have a score chart to indicate how many points you will score, based on how many instances of the scoring condition you have created with your networks.

Network Goal Card Example

- It has a **name**: Pod Neighborhoods.
- Its **scoring condition** is to create multiple different size-3 networks.
- Its **score chart** shows that you will score 6/16/28/42 points for having 1/2/3/4 different size-3 networks.

POD NEIGHBORHOODS				
Score your size-3 networks.				
Networks	1	2	3	4
Points	6	16	28	42
(networks must contain exactly 3 habitats to qualify)				

GAME SEQUENCE

In a game of Steam Kingdom, players take turns, one at a time, beginning with the start player and continuing clockwise.

The end of the game is triggered when a player claims their 6th blueprint. Once this happens, complete the current round, so that all players have the same number of turns, then proceed to final scoring.

When it is your turn, perform the following steps in order:

1. **Refresh the Blueprint Display** (*optional*)
2. **Place a City Tile** (*mandatory*)
3. **Gain Resources -OR- Claim a Blueprint** (*mandatory*)
4. **Draw a City Tile** (*mandatory*)



1. Refresh the Blueprint Display

In this step, you may **refresh the blueprint display**.

This refresh is optional and can only be done once per turn. To refresh the blueprint display, carry out these steps:

- Discard 1 unplaced habitat from your supply to the game box.
- Move all 4 blueprints from the display to the bottom of the deck in random order.
- Reveal 4 new blueprints from the top of the deck.

Once you place your 12th habitat, you will no longer be able to refresh the blueprint display because you will have none left to discard.

2. Place a City Tile

In this step, you must **place a city tile** from your hand into the city, face up.

Observe the following rules as you choose a legal placement for the tile:

- The tile must be placed adjacent to at least 1 other tile in the city. Adjacency is counted in orthogonal directions only; diagonals do not count.
- The tile must align with the city grid, but it may be rotated in any 1 of 4 possible orientations.

Tile Placement Example



In this example, the legal and illegal placements for a new tile are shown with green checks and red X's.

You are **not** required to place the new tile so that all of its nautilus tubes connect with the nautilus tubes on adjacent tiles.

3. Gain Resources –OR– Claim a Blueprint

In this step, you must choose whether to gain resources or claim a blueprint.

Your decision should be informed by the details and position of the new city tile you added to the city in the previous step of the turn.

A. Gain Resources

If you choose this option, you gain resources based on the new tile and every other tile adjacent to its position in the city.

For each side of the new tile that is adjacent to another tile, gain the resources shown on the adjacent sides of that pair of tiles.

Adjust the matching resource markers on your resource board accordingly.

You are limited to having no more than 5 of each resource at once; the tracks on the resource board do not go higher than that.

Any resources that you would gain when at maximum capacity are forfeited.

Gain Resources Example



In this example, you placed the seamount tile with no feature. It is adjacent to 2 other tiles. You gain 1 bronze, 3 gems, and 1 gear from the new tile and its neighbors.



B. Claim a Blueprint

If you choose this option, you **claim a blueprint**. Choose 1 of the 4 blueprints available from the blueprint display and carry out these steps:

1. Spend Resources

Spend the resources shown on the blueprint. Adjust the matching resource markers on your resource board accordingly.

2. Place Habitats

Place the number of habitats shown on the blueprint. If you do not have that many habitats left, simply place as many as you have.

Each habitat must be placed in an unoccupied corner of 1 or more city tiles.

Habitats are not required to connect with other habitats via nautilus tubes, but creating networks is crucial for a winning strategy!

3. Take Blueprint

Place the blueprint in front of you, face up. If you now have 3 unscored blueprints, choose 1 to score immediately:

- Determine the blueprint's point value.
- The scorekeeper writes that value on the score sheet.
- Place the blueprint face-down in your play area.

4. Refill Display

Reveal 1 new blueprint from the top of the deck and place it face up in the empty slot.

Claim Blueprint Example



In this example, you decide to claim the blueprint shown here.

First you pay its resource cost by spending the 4 resources shown on the blueprint: 1 gear, 2 coral, and 1 brass.

This blueprint lets you place 2 habitats. There are 8 legal placements for these habitats, shown with green checks.

The point value of this blueprint is “3 points for each coral reef touching at least 1 of your habitats.”

If you scored this blueprint now, no matter where you had placed the 2 new habitats, it would be worth 6 points.

4. Draw a City Tile

In this step, you must **draw a city tile** from the draw bag and add it to your hand.

If you now have 3 city tiles in your hand with the same terrain type, you may refresh your hand. To do this, carry out these steps:

- Set the 3 city tiles from your hand aside, face up.
- Draw 3 city tiles from the draw bag and add them to your hand.
- Return the city tiles you set aside to the draw bag.

This refresh is optional and can only be done once per turn.

GAME END

The end of the game is triggered when a player claims their 6th blueprint.

Once this has occurred, play continues until the current round is complete, so that all players have the same number of turns. This means that the player seated to the right of the start player will take the final turn.

The scorekeeper collects and records the scores for each player:

1. **Blueprints:** Score each of your unscored blueprints now.
2. **Network Goal:** Score the network goal based on how well your networks have fulfilled the listed scoring condition.
3. **Resources:** Score 1 point for each resource you have left.

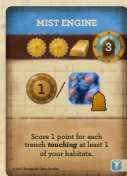
The player with the highest score wins! If tied, the tied player with the most resources left wins. If still tied, the tied player earlier in turn order wins.



KEYWORD GLOSSARY

Adjacent	Two city tiles are “adjacent” if positioned side by side. Adjacency is counted in orthogonal directions only; diagonals do not count.
Connected	Two habitats of the same color are “connected” if they are both touching the same city tile and that city tile has nautilus tubes running to both of the corners where those habitats are located.
Group	Two or more city tiles of the same terrain type form a “group” if each city tile in the group is adjacent to at least 1 other city tile in the same group. (Note: A single city tile does not count as a group.)
Network	Habitats of the same color form a “network” if each habitat in the network is connected to at least 1 other habitat in the same network. (Note: A single habitat does not count as a network.)
Owned	All blueprints that a player has claimed, regardless of whether they have been scored yet or not, count as “owned” by that player.
Touching	A habitat is “touching” a city tile, as well as any feature on that city tile, if it is located at a corner of that city tile. Nautilus tubes running to that habitat’s corner position are not required.
Within	A city tile, as well as any feature on that city tile, is “within” a network if at least 1 habitat from that network is touching that city tile and that city tile has nautilus tubes running to that corner.

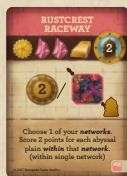
BLUEPRINTS INDEX



Score 1 point for each trench **touching** at least 1 of your habitats.



Score 3 points for each **group** of seamounts **touching** at least 1 of your habitats.



Choose 1 of your **networks**. Score 2 points for each abyssal plain **within** that **network**.



Score 3 points for each lava vent **touching** at least 1 of your habitats.



Score 3 points for each blueprint that you **own**, both scored and unscored (including this one).



Score 2 points for each of your habitats **touching** at least 3 city tiles with the same terrain type.



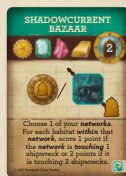
Score 3 points for each of your habitats **touching** fewer than 4 city tiles.



Choose 1 of your **networks**. Score 5 points for each crystal spire **within** that **network**.



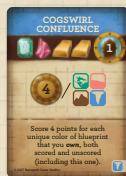
Choose 1 coral reef. Score 3 points for each of your habitats **touching** that coral reef.



Choose 1 of your **networks**. For each habitat **within** that network, score 1 point if the **network** is **touching** 1 shipwreck or 2 points if it is touching 2 shipwrecks.



Score 3 points for each of your habitats **touching** any shipwreck.



Score 4 points for each unique color of blueprint that you **own**, both scored and unscored (including this one).



Score 2 points for each of your habitats **touching** at least 3 features of any type.



Score 12 points.

NETWORK GOALS INDEX



Find your largest **network**.
Score the listed points for the number of habitats within that network (min. 2).



Find your largest **network**.
Score the listed points for the number of terrain sets **touching** that network.
Each terrain set consists of 3 city tiles: 1 abyssal plain, 1 seamount, and 1 trench.



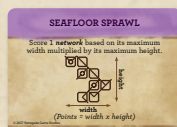
Find your second-largest **network**. Score 5 points for each feature of any type **within** that network.



Find your second-largest **network**. Score the listed points for the number of habitats **within** that network (min. 2).



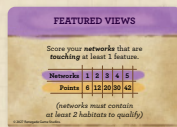
Choose 1 of your **networks** that has at least 1 shipwreck **within** it. Score the listed points for the number of features of any type **within** that network.



Choose 1 of your **networks**. Count the rows (width) and columns (height) of city tiles **within** that network. Score width×height points.



Find all of your size-3 **networks**. Score the listed points for how many of those networks you have.



Find all of your **networks** that are **touching** at least 1 feature. Score the listed points for how many of those networks you have.

Note: If you have a tie for largest or second largest network for scoring, you may choose which tied network to use.

SUNKEN TREASURES MINI EXPANSION

The optional *Sunken Treasures* mini expansion is recommended for players who already have some experience with the base game.

Additional Setup

Shuffle the 20 **treasure cards** into a face-down deck. Keep the 3 **X-tube tokens** and 3 **feature tokens** nearby as a supply.

Gameplay Changes

If you place a city tile so that 2 blank sides are adjacent, draw 1 treasure card from the deck and add it to your hand. This occurs immediately and independently of whether you gain resources or claim a blueprint in the next step.

You may play treasure cards from your hand at any time on your turn. Each treasure card can be played for 1 of 2 possible effects:

- Resolve the effect printed on the card itself.
- Gain 1 non-gear resource of your choice.

Once played, treasure cards go into a discard pile. In the rare event that the deck runs out, reshuffle the discard pile to form a new deck.

Final Scoring

Each treasure card you have left in hand is worth 1 point. Record these points on the same line of the score sheet as leftover resources. Treat treasure cards as leftover resources for tiebreaker purposes.



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