Are you more of a visual learner? We’ve got you covered. Open your web browser and head over to roxley.com/steampunk-rally to watch a video tutorial on how to play!

Video Tutorial

Steampunk Rally is a card-drafting, dice-placement game. You will be rolling and placing dice on your Invention to generate Motion, gain more dice, prevent & repair damage, and discard used dice. Improve the efficiency of your Invention by adding Machine Parts. Harness the power of various Boost technologies, utilizing them to thwart your rival Inventors and achieve victory!

The game is played over a series of rounds until one player's Invention crosses the Finish Line, at which point one final round is played. The player furthest past the Finish Line after the final round is declared the winner!

Gameplay Basics

It is the turn of the 20th century, a renaissance of steam, steel and the mysterious power of Electricity! The mad genius, Nikola Tesla, has summoned the world's greatest minds to challenge them in a no-holds-barred race through the Swiss Alps. On this neutral ground, the competitors will construct, push to the breaking point, and jury-rig fantastical contraptions of their own design to crown, once and for all, the greatest Inventor of all time!

“Race of the Century!” cry out newspapers around the world. Controversy over the results of the Swiss Rally sparks public interest in details surrounding the Inventors' rivalries. This leads to the construction of the Hoverdrome; an enormous floating stadium built with strange and futuristic technology by a mysterious private benefactor from Earhart Industries. There, the Inventors can once again test their mettle!

Components Included

- 120 Machine Part cards in 3 colors (Gold, Silver and Copper Bordered)
- 40 Boost Cards (Black Bordered)
- 1 Play Direction token
- 8 Light Bulb tokens
- 36 Steam dice
- 36 Heat dice
- 36 Electricity dice
- 32 Inventor Machine Part & Cockpit cards
- 8 Player aids
- 6 Challenge tiles
- 8 Damage Gauges
- 48 Cog tokens in 3 denominations
- 8 Double-Sided Track tiles
  - 1 Start, 5 Middle, 1 Finish Line, 1 End

The Story

Game designed by Orin Bishop
**Game Setup**

1. Select which Racetrack you’d like to play (Swiss Alps or Hoverdrome) and ensure that all the Track tiles are flipped to the selected side.
2. Select three of the five available Middle Track tiles and build a continuous Racetrack of any shape.
3. Place the Start tile at one end of your newly created Racetrack.
4. At the other end of the Racetrack, attach the Finish Line tile as directed.
5. Complete your Racetrack by attaching the End Track tile to the Finish Line tile.
6. Place the supply of dice and Cogs within reach of all players.
7. Sort all Machine Part and Boost cards into four separate decks according to the color of their borders (Gold, Silver, Copper and Black).
8. Shuffle and place each deck face down within reach of all players. Then take the top card from each deck and place it face up beside the deck to create four separate discard piles.
9. Flip the the Play Direction token like a coin, and place it between two random players.
10. Challenge tiles can provide new and exciting variations for experienced players. After the Racetrack has been assembled, you may add a Challenge by placing any one of the six Challenge tiles beside a space on the Racetrack that does not already feature a Challenge.
   - We recommend adding no more than three Challenge tiles to the Racetrack.
   - Be careful when placing Challenge tiles! When placing one on a single side of a forked path, the best route becomes clear, potentially making the game a little less interesting.

If this is your first time playing the game, we recommend the following changes to Game Setup:

- Play with six or fewer players.
- Use the Swiss Alps Racetrack.
- Play without the optional Challenge tiles (you still use the Challenge spaces on the Racetrack).

**Player Area Setup**

- Select an Inventor. Take the associated Inventor Cockpit, Inventor Machine Part, and Inventor Pawn. We recommend that players who didn’t fare as well in a previous game be allowed to select first.
- Place your Inventor Pawn on the Racetrack Start space.
- Construct your Inventor by placing your Inventor Cockpit and Inventor Machine Part face up in front of you, with both cards rotated upright (so the words are not upside down). Your starting invention must have a complete valve connection (see “Valve Connections” below).
- Leave space below or to the side of your invention for your Dice Pool.
- Place a Light Bulb token in your Player Area with the “On” side facing up.
- Place a Damage Gauge in your Player Area and set it to “0”.
- Once all players have finished setting up, return all unselected Inventor cards and Pawns to the box.

**Optional Setup: Challenge Tiles**

Challenge tiles can provide new and exciting variations for experienced players. After the Racetrack has been assembled, you may add a Challenge by placing any one of the six Challenge tiles beside a space on the Racetrack that does not already feature a Challenge.

- We recommend adding no more than three Challenge tiles to the Racetrack.
- Be careful when placing Challenge tiles! When placing one on a single side of a forked path, the best route becomes clear, potentially making the game a little less interesting.

**Valve Connections**

When the valve graphics of two Machine Parts come together to form a circle, it is considered to be a “complete” valve connection.

**Your First Setup**

- Select which Racetrack you’d like to play (Swiss Alps or Hoverdrome) and ensure that all the Track tiles are flipped to the selected side.
- Select three of the five available Middle Track tiles and build a continuous Racetrack of any shape.
- Place the Start tile at one end of your newly created Racetrack.
- At the other end of the Racetrack, attach the Finish Line tile as directed.
- Complete your Racetrack by attaching the End Track tile to the Finish Line tile.
- Place the supply of dice and Cogs within reach of all players.
- Sort all Machine Part and Boost cards into four separate decks according to the color of their borders (Gold, Silver, Copper and Black).
- Shuffle and place each deck face down within reach of all players. Then take the top card from each deck and place it face up beside the deck to create four separate discard piles.
- Flip the the Play Direction token like a coin, and place it between two random players.
Steampunk Rally is played over a series of rounds. Each round consists of four Phases:
Draft Phase - continued

Draft Phase
During the Draft Phase, you will choose two to three cards to perform actions with Boost cards and Machine Parts.

Boost Cards
Boost cards may feature a black border. Boost cards gained during the Draft Phase may be played to receive the effects in the Race Phase.

Machine Part Cards
Machine Parts are used to build your invention, and can be activated using dice or the Light Bulb token during the Race Phase. There are three types of Machine Parts. Each has a defining characteristic identified by its border color in addition to any other Race Effects it may generate.

Gold border: Generates more dice, providing more power for your invention.
Silver border: Generates more cards, allowing you to easily expand your invention.
Copper border: Increases the value of your invention, providing more power for your invention.

Cogs
At any time during the Race Phase you may invoke a die to perform the actions associated with the selected Cog.
• Discard a Cog to reveal a die. A discard of a Cog increases the value of a die by 1 pip. You cannot increase a die beyond 5 pips.

Vent Phase Boost Cards
Certain Boost cards are only playable during the Vent Phase: If multiple players wish to play Boost cards, resolve them in the order determined by the Play Direction token, starting with the player closest to the token. Each player resolves all Boost cards they wish to play before moving to the next player. Normal Boost cards (that do not specify “Play during Vent Phase”) may still be played during this time.

During the Vent Phase, you may spend any number of Cogs to reduce the pip value of a die currently occupying a Dice Slot on your Machine Parts.
• Each Cog you discard allows you to reduce the value of your dice by a total of up to 2 pips (e.g. one die by 2 pips, or two dice by 1 pip each).
• Discard any die you wish to reduce to 0 pips.

Race Phase - continued
At the start of the Race Phase, roll all the dice in your Dice Pool, as well as any dice stored in a diagonally shaped Storage Dice Slot (e.g. Physical cards and Marie Curie’s invention cards).
For the remainder of the Race Phase, you may use these dice to activate Machine Parts in your Invention and gain their associated Race Effects. The Race Effects you gain are represented by the icons shown on the Machine Part’s copper panel.

At any time during the Race Phase you may invoke a die to perform the actions associated with the selected Race Effect:
• A die may only be activated once, with an activation power of up to 4 pips.

At the start of the Race Phase, check with the other players to make sure they are ready to continue. Do not proceed until all players are ready.

1. Each player draws one card from each deck to form your Player Area and gain their associated Card Effects. Any cards left to pass, then proceed to the Draft Phase.

2. Select a card from your hand and place it face down in front of you.

3. Perform one of the following actions using your selected card:

   Construct: Reserve your selected Machine Part and immediately attach it to your invention (see “Building Your Invention” section). If you cannot attach your selected card, you must instead discard it to Generate Power or Gain Cogs as noted below.

   Generate Power: Discard your selected card to its appropriate dice pool. Take dice from the supply, including the amount and value displayed in the upper-right corner of the card. Place them in your Player Area to form your Dice Pool. You will roll and use these dice later, during the Race Phase.

   Gain Cogs: Discard your selected card to its appropriate dice pool and take one cog for every die you supply to the supply. The amount of dice may be up to the value shown on the card.

   Stash Boost: Place your selected Boost card face down under your Damage Gauge. You are now able to play this Boost card.

3. Pass the remaining cards in your hand to the player sitting next to you in the direction of play. Next, you must choose one card from your hand you receive from an adjacent player before your new hand. Repeat Steps 1-3 until you have no cards left to pass, then proceed to the Vent Phase.

Important: A unique aspect of Steampunk Rally is that each Phase in a round is resolved by all players simultaneously, there are no “turns” in the game. As you engage game strategies, you may find that you must communicate regarding the rounds current Phase: Before proceeding to a new Phase, consult with your fellow players to reach a decision about the best course of action to continue. This ensures that all players have had an opportunity to complete their actions. Do not proceed until all players are ready.

Playing the Game
Draft Phase - continued

Victor: spend Cogs to subtract pips from dice currently occupying Dice Slots on your Machine Parts.

Race: Roll your dice and use them to activate your Machine Parts.

Damage: if your Damage Gauge is below 0, discard Machine Parts.

After you have completed all four Phases, perform End of Round tasks: A new round then begins with another Draft Phase.

During the Draft Phase, you will choose two to three cards to perform actions with Boost cards and Machine Parts.

Boost Cards
Boost cards may feature a black border. Boost cards gained during the Draft Phase may be played to receive the effects in the Race Phase.

Machine Part Cards
Machine Parts are used to build your invention, and can be activated using dice or the Light Bulb token during the Race Phase. There are three types of Machine Parts. Each has a defining characteristic identified by its border color in addition to any other Race Effects it may generate.

Gold border: Generates more dice, providing more power for your invention.
Silver border: Generates more cards, allowing you to easily expand your invention.
Copper border: Increases the value of your invention, providing more power for your invention.

Albert Einstein
Albert Einstein (1879-1955) The academic world began to take notice of this dapper young college professor in 1905, later touted as his miracle year. Einstein published his theories on relativity, dispelling the notion that space and time are fixed absolutes, and fundamentally changing the way we perceive the universe. Einstein often referred to time as an illusion, but he was not the first to think in this way. His contribution to physics was monumental, as we know it now.

Einstein’s main achievements came in the final decades of the 19th century, when he developed a series of theories that provided a new understanding of the physical world. His work on the special theory of relativity revealed that the laws of physics are the same for all observers moving at constant velocity, and that the speed of light is constant for all observers. He also developed the general theory of relativity, which shows that gravity is not a force, but a curvature of space-time caused by the presence of mass and energy.

Einstein’s work on the photoelectric effect, Brownian motion, and special relativity, and operation of the atomic clock, was instrumental in the development of the field of quantum mechanics.

Einstein was a pacifist and a vegetarian, who was deeply opposed to war and violence. He was awarded the Nobel Prize in Physics in 1921 for his discoveries relating to the photoelectric effect, Brownian motion, and special relativity, and operation of the atomic clock.

Ada Lovelace
Ada Lovelace (c. 1815-1852) The mathematical talents of Augusta Ada King, Countess of Byron, were recognized as early as 1833 when she was asked to translate an article on the Analytical Engine, a mechanical computer, by Charles Babbage. Babbage was so impressed with Ada’s abilities that he asked her to translate the article, and she did so with great skill.

In 1842, Ada published a series of notes on the Analytical Engine, in which she described the concept of a general-purpose computer. She also devised a method for programming the machine using a system of punched cards, which is now known as the ‘Ada programming language’.

Ada was also a patron of the arts and sciences, and she was involved in the development of the first computer, the Analytical Engine. She was one of the first to recognize the potential of computers to perform tasks that were previously done by humans, and she is remembered as a pioneer in the field of computer science.

Alexander Graham Bell
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Ada was also a patron of the arts and sciences, and she was involved in the development of the first computer, the Analytical Engine. She was one of the first to recognize the potential of computers to perform tasks that were previously done by humans, and she is remembered as a pioneer in the field of computer science.

Alexander Graham Bell (1847-1922) was a scientist, inventor, and innovator who is best known for inventing the telephone. Bell was born in Edinburgh, Scotland, and was the son of a noted medical surgeon. He developed an interest in science and technology from an early age, and as a child he built and flew kites.

Bell’s most famous invention was the telephone, which he patented in 1876. Bell’s telephone was a breakthrough in communication, as it allowed for the transmission of sound over a distance. Bell’s invention was quickly adopted and became a vital tool for businesses, schools, and the military.

Bell was also interested in the development of language systems for the deaf, and he worked extensively with sign language, which he developed and refined. He was awarded a number of patents for his work on the telephone, and he continued to work on developing new technologies throughout his life.
**Race Phase – continued**

During the **Damage Phase**, damage you accumulated during the round may cause you to lose Machine Parts from your Invention:

- If your Damage Gauge is at 0 or above, do not adjust it.
- If your Damage Gauge is lower than 0, you must select and discard a number of Machine Parts from your Invention equal to the number shown in red on your Damage Gauge and then reset your Damage Gauge to 0.

Remember to always follow all the rules in the “Building Your Invention” section.

### Building Your Invention

At all times, your Invention must adhere to the following rules:

- All Machine Parts in your Invention must always connect to your Inventor Cockpit through a chain of complete valve connections (see “Valve Connections” section).
- It is illegal for two adjacent Machine Parts to share borders where only one of those borders has a valve (as long as the other border is occupied by another Machine Part).
- At any time, you may freely rearrange any/all of the Machine Parts in your Invention, including your Inventor Cockpit. Machine Parts that you are unable to properly connect back to your Inventor Cockpit are discarded.
- At any time, you may discard unwanted Machine Parts from your Invention.
- All dice occupying Disc slots on discarded Machine Parts are also discarded.
- If you do not generate Power (dices) or Gain Cogs for discarding Machine Parts previously attached to your Invention.
- If you discard your Inventor Machine Part, the card must remain face up near the round’s Stash and be a discard pile.
- You may only discard an Exploding Machine Part if your Inventor Cockpit is not discarded.
- If you discard your Inventor Cockpit, it may not be discarded for any reason (see “Exploding” under the **Damage Phase**). Machine Parts must be placed so that the card’s name appears in the upper-left corner.
- Machine Parts with a background image of the ground may be freely connected like any other Machine Part, and are not restricted in placement.

### Using Boost Cards

Boost cards feature a Black border and can be played at any time from your hand to generate the Race Effects and Boost Effects described on the card.

- Boost cards may be played at any time during any Phase, unless otherwise specified on the card.
- After a Boost card is revealed, immediately discard it to its appropriate pile.
- Some Boost cards may have an effect that remains in play for the duration of the current Phase or round. When a Boost of this type is played, turn it face up near the Round Counter to serve as a reminder to all players. Once it is no longer applicable, discard it as normal.

### Race Phase - continued

**Example:**

*Ferdinand von Zeppelin* (c. 1838-1917) Descendant of a noble family dating back to the 1400s, Zeppelin left his native Germany to a fascination that compelled him to pursue airship engineering. Zeppelin used his fortune to sponsor balloonists and began designing airships. When he was commissioned to build a dirigible for the government, he had it built on his own property. The LZ series provided inspiration for many successive designs.

**Hertha Ayrton** (1867-1934) A descendent of a slave owner, Ayrton took an interest in the engineering techniques of her stepfather. She attended the School for Women’s Industrial Training at Cambridge, the Royal Technical School at Finsbury, and University College, London. She developed a successful career in electronics, became a full professor at the Imperial College of Science, and invented her own Ayrton flapper fan. Her other inventions include the Ayrton self-balancing lamp, a system that would later be used in the design of the Eiffel Tower.

**Sakichi Toyoda** (1867-1930) Known as “Toyoda’s father”, Sakichi Toyoda was born the son of a humble merchant. He attended a local school and decided to pursue a career in the textile industry. Toyoda’s passion for problem solving and engineering led him to develop the Toyota纺织 milling machine. In the 1920s, Sakichi Toyoda founded the Toyota Automobile Company, which some production cars still use today.
Discarding & Shuffling Cards

**Race Effects List**

**Race Effects**

Race Effects are represented by symbols received from Boost cards, Machine Parts, and Challenges Spaces.

- If at any time you receive a group of multiple Race Effects, you can resolve them in any order, but you must resolve all of them before you can do anything else (you may not omit unwanted Race Effects).
- Sometimes you will see multiple groups of Race Effects shown on a card separated by a slash. In this case, select one group and resolve all Race Effects within the selected group.
- Race Effects gained when playing Boost cards are resolved immediately, regardless of the current phase.

**Race Effects List**

- **Gain a Die**
  - The specific color card from the supply and add it to your Dice Pool. Dice gained in this manner during the Race Phase are immediately validated and available for use.
  - **Discard a Die**
  - You may remove a die of the specified color from any Die Slot on your Inventor. If you discard more than one die from a single die slot, this effect may not be discarded from a Machine Part that generated this effect. This Machine Part may now be activated using those Die Slots.
  - **Take Damage**
  - Your Damage Gauge measures the structural integrity of your Inventor. 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 0, immediately discard one Machine Part from your Inventor and reduce your Damage Gauge to 2. If discarding Machine Parts in this fashion would force you to discard your Inventor, Cog, your Inventions (see "Exploding" under the "Machine Damage"). This effect may not be discarded from a Machine Part that generated this effect.
  - **Gain a Cog**
  - Immediately take a Cog from the supply.
  - **Gain a Die**
  - Immediately move your Inventor Pawn one space forward on the Race Track. Resolve any Terrain tile (see below) this Inventor moves over.
  - **Smooth Motion**
  - Immediately move your Inventor Pawn one space forward on the Race Track, ignoring all Terrain icons (see below).

**Terrain**

- **Power Station**
  - **Heatsphere 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. This effect may be used as many times as you wish (you may not use any of your Dice Pool 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 "8"- and "9"- die symbols on the Rail card. Motion generated from this effect may not be discarded from normal Race Effect cards.

**Challenge Spaces**

- **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 immediately gain Motion equal to the number of "7" die symbols on the Steam Pony card. Motion generated from this effect may not be discarded from normal Race Effect cards.

**Challenges Spaces/Tiles**

- **Gain a Die**
  - The specific color card from the supply and add it to your Dice Pool. Dice gained in this manner during the Race Phase are immediately validated and available for use.
  - **Discard a Die**
  - You may remove a die of the specified color from any Die Slot on your Inventor. If you discard more than one die from a single die slot, this effect may not be discarded from a Machine Part that generated this effect. This Machine Part may now be activated using those Die Slots.
  - **Take Damage**
  - Your Damage Gauge measures the structural integrity of your Inventor. 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 0, immediately discard one Machine Part from your Inventor and reduce your Damage Gauge to 2. If discarding Machine Parts in this fashion would force you to discard your Inventor, Cog, your Inventions (see "Exploding" under the "Machine Damage"). This effect may not be discarded from a Machine Part that generated this effect.
  - **Gain a Cog**
  - Immediately take a Cog from the supply.
  - **Gain a Die**
  - Immediately move your Inventor Pawn one space forward on the Race Track. Resolve any Terrain tile (see below) this Inventor moves over.
  - **Smooth Motion**
  - Immediately move your Inventor Pawn one space forward on the Race Track, ignoring all Terrain icons (see below).

**Discarding & Shuffling Cards**

- **Gain a Die**
  - The specific color card from the supply and add it to your Dice Pool. Dice gained in this manner during the Race Phase are immediately validated and available for use.
  - **Discard a Die**
  - You may remove a die of the specified color from any Die Slot on your Inventor. If you discard more than one die from a single die slot, this effect may not be discarded from a Machine Part that generated this effect. This Machine Part may now be activated using those Die Slots.
  - **Take Damage**
  - Your Damage Gauge measures the structural integrity of your Inventor. 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 0, immediately discard one Machine Part from your Inventor and reduce your Damage Gauge to 2. If discarding Machine Parts in this fashion would force you to discard your Inventor, Cog, your Inventions (see "Exploding" under the "Machine Damage"). This effect may not be discarded from a Machine Part that generated this effect.
  - **Gain a Cog**
  - Immediately take a Cog from the supply.
  - **Gain a Die**
  - Immediately move your Inventor Pawn one space forward on the Race Track. Resolve any Terrain tile (see below) this Inventor moves over.
  - **Smooth Motion**
  - Immediately move your Inventor Pawn one space forward on the Race Track, ignoring all Terrain icons (see below).

**Discarding & Shuffling Cards**

- **Gain a Die**
  - The specific color card from the supply and add it to your Dice Pool. Dice gained in this manner during the Race Phase are immediately validated and available for use.
  - **Discard a Die**
  - You may remove a die of the specified color from any Die Slot on your Inventor. If you discard more than one die from a single die slot, this effect may not be discarded from a Machine Part that generated this effect. This Machine Part may now be activated using those Die Slots.
  - **Take Damage**
  - Your Damage Gauge measures the structural integrity of your Inventor. 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 0, immediately discard one Machine Part from your Inventor and reduce your Damage Gauge to 2. If discarding Machine Parts in this fashion would force you to discard your Inventor, Cog, your Inventions (see "Exploding" under the "Machine Damage"). This effect may not be discarded from a Machine Part that generated this effect.
  - **Gain a Cog**
  - Immediately take a Cog from the supply.
  - **Gain a Die**
  - Immediately move your Inventor Pawn one space forward on the Race Track. Resolve any Terrain tile (see below) this Inventor moves over.
  - **Smooth Motion**
  - Immediately move your Inventor Pawn one space forward on the Race Track, ignoring all Terrain icons (see below).

**Discarding & Shuffling Cards**

- **Gain a Die**
  - The specific color card from the supply and add it to your Dice Pool. Dice gained in this manner during the Race Phase are immediately validated and available for use.
  - **Discard a Die**
  - You may remove a die of the specified color from any Die Slot on your Inventor. If you discard more than one die from a single die slot, this effect may not be discarded from a Machine Part that generated this effect. This Machine Part may now be activated using those Die Slots.
  - **Take Damage**
  - Your Damage Gauge measures the structural integrity of your Inventor. 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 0, immediately discard one Machine Part from your Inventor and reduce your Damage Gauge to 2. If discarding Machine Parts in this fashion would force you to discard your Inventor, Cog, your Inventions (see "Exploding" under the "Machine Damage"). This effect may not be discarded from a Machine Part that generated this effect.
  - **Gain a Cog**
  - Immediately take a Cog from the supply.
  - **Gain a Die**
  - Immediately move your Inventor Pawn one space forward on the Race Track. Resolve any Terrain tile (see below) this Inventor moves over.
  - **Smooth Motion**
  - Immediately move your Inventor Pawn one space forward on the Race Track, ignoring all Terrain icons (see below).

**Discarding & Shuffling Cards**

- **Gain a Die**
  - The specific color card from the supply and add it to your Dice Pool. Dice gained in this manner during the Race Phase are immediately validated and available for use.
  - **Discard a Die**
  - You may remove a die of the specified color from any Die Slot on your Inventor. If you discard more than one die from a single die slot, this effect may not be discarded from a Machine Part that generated this effect. This Machine Part may now be activated using those Die Slots.
  - **Take Damage**
  - Your Damage Gauge measures the structural integrity of your Inventor. 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 0, immediately discard one Machine Part from your Inventor and reduce your Damage Gauge to 2. If discarding Machine Parts in this fashion would force you to discard your Inventor, Cog, your Inventions (see "Exploding" under the "Machine Damage"). This effect may not be discarded from a Machine Part that generated this effect.
  - **Gain a Cog**
  - Immediately take a Cog from the supply.
  - **Gain a Die**
  - Immediately move your Inventor Pawn one space forward on the Race Track. Resolve any Terrain tile (see below) this Inventor moves over.
  - **Smooth Motion**
  - Immediately move your Inventor Pawn one space forward on the Race Track, ignoring all Terrain icons (see below).
**Example Round - continued**

Now Marconi has the chance to play Weather Machine, which gives him any Electricity die and also gives all spaces that do not contain the green token on the Racetrack (for the remainder of the round) the card is placed near the board to remind everyone).

Finally, Edison is allowed to play Boost cards. He plays Zener Card, which allows him to negate the effects of Boost cards this round, including Weather Machine.

**Race Phase**

Everyone is now ready to move on to the Race Phase. Marconi rolls the three dices in front of him. The Heat die comes up 5 and 2, and the Electricity die comes up 1.

He plays his Light Bulb token to activate his Inventor card and choose to receive the Reinforce Invention Race Effect rather than take Cogs or Electricity dice. He then activates the Thermocouple with the 2-value Heat die (1), which could alternatively use the 5-value Heat die, but this would be harder to achieve with Cog tokens, which grants him a Cog and an Electricity die, which he immediately rolls. It comes up 4.

**Vent Phase**

Marconi currently has no dice occupying the slots on his Inventor and no Cogs, so he does not need to vent anything during the Vent Phase. He declares that he wishes to play his Weather Machine Boost card. Card and Edison also declare they wish to play boost cards during the Vent Phase. The Play Direction token is between Edison and Card, so Card (who is the first player counter-clockwise from him) is allowed to play Boost cards first. He plays Steam Vent, the Thermocouple, which gives him 2 Motion tokens because the 4 Cogs he gained during the Draft Phase (from discarding a Motion Race Effect, and from playing the Difference Engine Boost card). This decreases low Cogs from doing this, and moves two forward on the Race track.

**Example Round - continued**

He uses the Cog just to get additional 1 to this Electricity die, making it a 4. He then activates his Lie Detector by placing this Electricity die along with the 1-value Electricity die, which gives Marconi Motion Race Effect (as he must resolve all of them). 2 Motion and 1 Discard a Die.

He decides to discard the Discard a Die Race Effect first by removing the Heat die from his Thermocouple. The Thermocouple is now able to be used again.

**Damage Phase**

Because he is at 1 on his Damage Gauge, he must now discard one Machine Part. He discards his Steam Vent. He has received 4 Damage, so he would be too insufficient. He keeps his Inductive Meter and Lie Detector, as they will provide his Invention in Motion in a future round. Then he resolves his Damage Gauge to 0.

**End of Round**

Before the round ends, Marconi, Edison and Card all flip their Light Bulb tokens to the "On" side. Marconi flips the Play Direction token to the clockwise side. A new round and a new Race Phase begun. If Marconi wants to use his Lie Detector or Thermocouple in the new Race Phase, he might discard cards on the Draft Phase to get Cogs, and then Vent the disc on his Lie Detector during the Vent Phase.

**Determining Your Position**

You must initially place three Cogs on the player board: one in each terrain. You may place more if you choose, but they cannot be moved during the game. You must place one Cog in the start section, on your Racetrack start token. Cogs are designated with a clock, so that players may keep track of turns. Moving a Cog onto a Terrain or the Race track is done one step at a time according to the terrain printed on the spaces on the Racetrack. Normally, he would take no damage, since there are no Terrain symbols printed on the spaces he enters. However, his Weather Machine adds 1 Terrain to each of the spaces he enters, so he rotates his Damage Gauge down 2, putting it at 1.

Since it now has an Every Die Slot, he can activate the Thermocouple again with his 5-value Heat die, gaining a Cog and an Electricity die. He rolls a 1 with it. The 15 die will provide a sufficient activation power to activate his Inductive Meter (which requires at least a 7), so he decides to add his Race Phase and return the unused Electricity die to the supply (but keeps the Cog). The other players concurrently think their Race Phase.

**Weather Machine**

The Weather Machine is a versatile card that can be played during the Vent Phase. It helps to provide additional motion during the Race Phase.

**Marie Curie**

Marie Curie was known to regularly keep radioactive isotopes in her pocket or desk drawer. She was known to regularly keep radioactive isotopes in her pocket or desk drawer. She was known to regularly keep radioactive isotopes in her pocket or desk drawer.

**Thomas Edison**

Edison went to work at an early age in the street to discredit his rival Nikola Tesla. He is credited with the statement "I have successfully discovered 1,000 ways to NOT make a light bulb."

**Guglielmo Marconi**

He marketed dozens of products utilizing peanut oil and sweet potato, spurred Tuskegee Institute made him adept at making the most of minimal resources. He marketed dozens of products utilizing peanut oil and sweet potato, spurred Tuskegee Institute made him adept at making the most of minimal resources.

**George W. Carver**

Carver trained several hundred agricultural students in making the most of minimal resources. He taught students how to make edible peanut oil, paper, plastics and stylish. George W. Carver founded the "Black Mountains" agricultural school and became an influential leader in the south.
### Round Phases

**Draft Phase**
- Add Machine Parts to your Invention / gain dice / gain Cogs / Stash Boost cards.
  - **Construct**: Attach a Machine Part to your Invention.
  - **Generate Power**: Gain the dice shown in the upper-right corner of the card.
  - **Gain Cogs**: take Cogs from the supply according to the amount displayed in the upper-right corner of the card.
  - **Stash Boost**: Gain the Boost card and stash it beneath your Damage Gauge.

**Vent Phase**
- Spend Cogs to subtract pips from dice currently occupying Die Slots on your Machine Parts.

**Race Phase**
- Roll dice in your Dice Pool, then activate Machine Parts.

**Damage**
- If your Damage Gauge is below 0, discard Machine Parts.

**End of Round**
- After you have completed all four Phases, perform End of Round tasks; then a new round begins with another Draft Phase.

### Race Effects

- **Gain a Die**
  - Take a die of the specified color
- **Discard a Die**
  - Remove a die of the color from a Die Slot on your Invention.
- **Take Damage**
  - Reduce the value on your Damage Gauge by 1.
- **Reinforce Invention**
  - Increase the value on your Damage Gauge by 1.
- **Gain a Cog**
  - Take a Cog from the supply.
- **Motion**
  - Move one space forward.
- **Smooth Motion**
  - Move one space forward, ignoring (△).

### Challenge Spaces / Tiles

- **Coal Mine, Power Station, Newcomen Atmospheric Engine**
  - Spend a Cog to gain the die shown.
- **Rails**
  - Discard the die shown from your Dice Pool to gain Motion.
- **Steam Pony**
  - Discard the die shown to gain Cogs (once per game).
- **Glaciers**
  - Discard the die shown to ignore this tile's Terrain.
- **Jumps**
  - If you end the Race Phase here, move backward until you are on a space which does not feature a △ icon.
- **Crowds**
  - Gain 5 Cogs minus 1 for each incomplete valve connection in your Invention.

### Credits

Game designed by Orin Bishop

Beautiful artwork by David Forest and Lina Cossette (mrcuddington.com).

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