ALEXANDER HUEMER

IMPERIAL STEAM

SOUTHERN RAILWAYS OF AUSTRIA 1839-1857

❧ INTRODUCTION ☙

The Industrial Age is starting to boom. You are in need of more workers for your factories, and you also need more workers to build railroad tracks to expand your railway network. This, in turn, will enable you to deliver the goods from your factories to cities with high demand. But do not forget to earmark goods for fulfilling profitable public contracts, because when the connection to Trieste is made, your net worth is all that matters.

❧ COMPONENTS ☙

1 Game board (includes map, Round track, Influence track, Turn Order track, Shipment market)

2 Factory boards
(1 for 2-player games, 1 double-sided for 3- and 4-player games)

2 Worker boards
(1 for 2-player games, 1 double-sided for 3- and 4-player games)

4 Share boards

11 Main Action tiles

35 State Railway Setup cards

87 Gulden cards
(30 × 10, 20 × 20, 15 × 50, 12 × 100, 10 × 200)

Note: This game uses guldens as currency. Another name for guldens was guilders.

4 Summary cards

15 Normal Setup cards

28 Contract cards

70 double-sided Train Car tiles
(Freight Car/Passenger Car)

24 Steam Engine tiles
(levels 3 – 8, each priced 30 – 80 guldens)
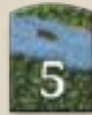

1 Semmering token
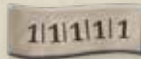

8 Unbuilt Train Station tiles

69 City tiles
(23 for each player count, as indicated on their backs)

8 City Key tokens (1 small silver and 1 large gold of each of bronze, blue, green, white)

9 Shipment tiles
(numbered 2 – 5)

4 Growth tiles (scrolls)

4 Hub City tiles
(1 each of bronze, white, green, blue)

8 wooden Worker Hiring Price markers
(natural color)

35 Reserved tokens

24 Business tokens
(13 × 1 , 8 × 2 , 3 × 3)

1 wooden Round marker
(gold)

4 wooden Hub City Influence markers
(1 each of bronze, blue, green, white)

4 wooden State Railway crowns
(gold)

4 wooden Tunnel Engineer meeples
(orange)

160 wooden goods
(40 each of wood, stone, iron, coal)

34 wooden Investor meeples
(dark green)

4 wooden Bridge Engineer meeples
(gray)

48 wooden factories
(12 each of wood, stone, iron, coal)

4 wooden Share Value markers
(dark green hexagon)

COMPONENTS PER PLAYER COLOR

(× 4 PLAYER COLORS: RED, PURPLE, TURQUOISE, YELLOW)

1 player board

5 wooden Main Action hands

15 wooden Worker meeples

1 wooden Turn Order marker (cylinder)

1 wooden Player Influence marker

18 wooden tracks

3 wooden train stations

C

D

A

E

3-player setup

Anything that pertains to a particular player count will be abbreviated as follows:

2p ⚑ 2-player game | 3p ⚑ 3-player game | 4p ⚑ 4-player game

Each player chooses a player color (red, purple, turquoise, or yellow). Then you can set up the game as follows.

First Game:
Usually, when you play Imperial Steam, you will use a normal setup; however, this can make things very rough for a learning game. For your first game, please use the alternate setup steps marked "Fixed" in the setup below. After your first game, you can use the setup steps marked "Normal". (You may also want to see **Random Setup Variant** at the end of the rulebook, page 31.)

GAMEBOARD (A)

Note: All cities on the map use the local spellings and the flags of their present-day countries!

1. Place the **gameboard** in the middle of the table.

2. Place the **Semmering token** on its space below the **Mürzzuschlag-Gloggnitz** connection, just right/east of the middle of the map.

3. Find the 23 **City tiles** for your player count (look at their back); return the City tiles for other player counts to the box.

4. Place the **City tiles** and **Hub City tiles** on the map:
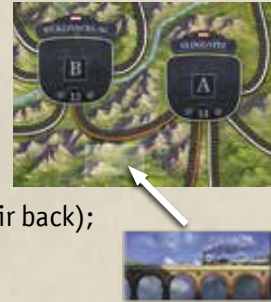
Normal:
a. Select a **Normal Setup card** for your player count.

b. Place 1 random **Hub City tile** on each of the four cities marked with 🔴.

c. **With 3 – 4 players:** Find the 3 City tiles whose numbers are on your card. Place a random one of these on each of the cities marked with 🟥.

d. From the remaining City tiles, place 1 random City tile on each empty City space.

Fixed:
a. Place each City tile by looking at the number on its back, then placing it face up on that numbered space on the map.

b. Place each Hub City tile by looking at the number on the back identified by your player count, then placing it face up on that numbered space on the map.

Note: Do not place City tiles on Wien, Bruck a. d. Mur, or Trieste; their opportunities are already printed on the game board and are the same for every game.

5. **Add Business Opportunities:**

   a. For each City tile that has a circular space with a "**3**" in it, place a "**1**" Business token face up on the space. Then stack a "**2**" face up atop the first token, and a "**3**" face up on top of the stack.

      Note: In a 2-player game, you don't need the **1** Business token, so you can skip it if you wish.

   b. For each City tile that has a circular space with a "**2**" in it, place a "**1**" Business token on the space. Then stack a "**2**" on top.

   c. For each City tile that has a circular space with a "**1**" in it, place a "**1**" Business token on the space.

      Tip: Adding them in this order prevents confusion about which ones have been set up.

6. Take 1 **Turn Order marker** from each player, and place them in a random order on the Turn Order track.

7. Take 1 **train station** from each player, and place each on the matching train station construction site on Wien.
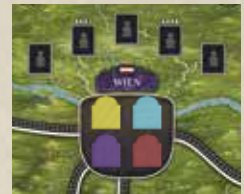
Round Track

1. Place 1 **Shipment tile** face up on each Shipment space above Rounds 1 – 7 (in the manner described below); return the other 2 Shipment tiles to the box.

   Normal:
   Place a random Shipment tile on each space.

   Fixed:
   Place Shipment tiles as follows:

Round	1	2	3	4	5	6	7
Shipment tile	2	3	4	3	2	2	3

2. Place the **Round marker** on on the Round 1 space.

3. Each player places 1 **Main Action hand** on its space above each of Rounds 2 – 4, and keeps their other 2 for later.

4. Interspersed on this track are spaces for Steam Engine tiles **IS-4** to **IS-8** (but not **IS-3**). Fill each space with 1 matching **Steam Engine tile** per player.

   2p ⚒ 2 per space | 3p ⚒ 3 per space | 4p ⚒ 4 per space

5. Take 5 **goods** of each type (wood, stone, iron, coal). Mix them together and place them randomly above each space for Rounds 4 – 8. The number you place depends the on player count.

   2p ⚒ 1 per round | 3p ⚒ 2 per round | 4p ⚒ 3 per round

Return the remaining goods to the supply.

Influence Track and State Railways

Hub City Influence
Guldens
Player Influence

1. In turn order, each player places their Player Influence marker on the topmost empty Player Influence space below 0 on the Influence track.

Normal:

2. Stack the 4 Hub City Influence markers in a random order on space **0**.

3. Shuffle the deck of 35 **State Railway Setup cards**.

4. Do the following 4 times, so that all 4 Hub City Influence markers end up spread across the Influence track and none are left on **0**:

   a. Draw a **State Railway Setup card**.

   b. **Advance the stack** of Hub City Influence markers the number of spaces indicated in the lower-right corner of the card.

   c. **Drop the bottom marker** on that space.

   Example: The Hub City Influence markers are stacked on 0, bottom to top: bronze, green, blue, white. The 4 State Railway Setup cards you drew indicate 3, 2, 1, 4. You advance the stack 3 spaces from 0 to 30, and drop the bronze marker on 30. You advance the stack 2 spaces to 50, and drop the blue marker on 50. You advance the stack 1 space to 60, and drop the green marker on 60. Finally, you advance the stack (of only 1 marker now!) 4 spaces to 100, and drop the white marker on 100.

5. Place a **State Railway crown** on each State Railway link marked with 🪙 on the Normal Setup card you selected in Gameboard Setup Step 4.

Fixed:

2. Place the 4 Hub City Influence markers as follows:

3. For a 2-player game, place a State Railway crown on the following links:

| AMSTETTEN | BRUCK A.D. MUR |
| LINZ | FÜRSTENFELD |

| ST. MICHAEL |
| MURAU |

4. For a 3-player game, place a State Railway crown on the following links:

| MURAU | SZOMBATHELY |
| FELDKIRCHEN | MURSKA SOBOTA |

| LEOBEN |
| GRAZ |

5. For a 4-player game, place a State Railway crown on the following links:

| AMSTETTEN | SZOMBATHELY |
| STEYR | MURSKA SOBOTA |

| ST. MICHAEL |
| MURAU |

6. Return all 35 of the State Railway Setup cards to the box.

Shipment Market

Fill the spaces of each column of the Shipment market with the matching goods
(10 wood, 10 stone, 10 iron, 10 coal). The remaining goods form a supply.

Factory Board B

1. Place the **Factory board** corresponding to your player count near the gameboard.

2. Fill all but the leftmost space of each row/type with matching **factories**.

   2p ⚒ 6 per row | 3p ⚒ 9 per row | 4p ⚒ 12 per row

Worker Board C

1. Place the **Worker board** corresponding to your player count near the gameboard.

2. Place a **Worker Hiring Price marker** on each space that depicts a cube in it; return the rest to the box.

3. Place a **Growth tile** face up on the banner across each city's crest:

Normal:
Place a random Growth tile on each crest.

Fixed:
Place the 4 Growth tiles as follows:

1|2|2|1|1   1|1|2|1|1   1|1|1|1|1   0|1|1|1|1

4. This board has a space at the top of each Hub City; these are for **Engineer meeples**.
   Take 1 **Tunnel Engineer** meeple and 1 **Bridge Engineer** meeple per player.

   2p ⚒ 2 of each | 3p ⚒ 3 of each | 4p ⚒ 4 of each

Return any remaining to the box.

Each space has icons indicating how many engineers go there in setup.
Shuffle together the **Tunnel** and **Bridge Engineers** and **randomly** place one per icon on the space above the city's crest.

CONTRACT CARDS AND MAIN ACTION TILES

1. The back of each Contract card depicts a number of Reserved tokens (1 – 3). Separate the **Contract cards** into 3 decks according to the number of Reserved tokens on the back. Shuffle each deck face down.

2. For each deck, lay out a number of cards face up to form part of a **display**. The number of cards you draw from each deck depends on your player count:

   2p ⚑ 3 from each deck | 3p ⚑ 4 from each deck | 4p ⚑ 5 from each deck

   Return the remaining Contract cards to the box.

3. Place the 11 **Main Action tiles** face up near the gameboard, where everyone can reach them easily.

PLAYER BOARDS

1. Place the **player board** of your color in front of you.

2. Place 2 of the Worker meeples of your color in the **Training area** of **Experience Level 1** (not in the Working Area); pile the others nearby as a supply.

3. Place an **Unbuilt Train Station tile** covering each of the 2 lower spaces of the warehouse as marked.

4. Place your remaining 2 **train stations** on the 2 Unbuilt Train Station tiles.

5. Place an "IS-3" **Steam Engine tile** on the Steam Engine space at the left end of the 1st row, and a **Train Car tile**, Freight Car side up, in each of the 3 spaces to the right of it.

6. Place a **Coal cube** on the steam engine. Place a **Wood**, **Stone**, and **Iron** cube on the freight cars (1 per car; order doesn't matter).

7. Take starting **Gulden cards** according to the player count:

   2p ⚑ 120 guldens | 3p ⚑ 130 guldens | 4p ⚑ 140 guldens

   You can agree whether to play with your money secret. We always play with open money, but if competitive calculations will slow your game too much, we suggest hidden money.

8. Set the remaining 2 **Main Action hands** of your color nearby.

9. Pile your **tracks** near your player board.

Share Boards

1. Place a **Share board** beside your player board.

2. Place a **Share Value marker** in the left column on the **40**-gulden row.

3. Place an **Investor meeple** in the right column on the **40**-gulden row.

The money forms the **bank**, and everything else forms the **supply**.

❖ Gameplay ❖

Tip: Imperial Steam is a challenging game. Don't try to play your first game perfectly; just dive in and make mistakes. The consequences of bad decisions will help you learn and improve that much faster!

Blind-Bid for Influence

To start the game, everyone simultaneously bids for influence as follows:

1. Hold a secret bid of Gulden cards in your hand.

2. In turn order, reveal your bid, and advance your Player Influence marker to the topmost empty space in the column matching your bid. Thus, if several people bid the same amount, their Player Influence markers will be top to bottom, in turn order, in the column matching their bid. Return your bid to the bank.

3. Adjust turn order according to the new order of influence.

Example: *The turn order is Purple, Turquoise, Yellow, Red. Everyone hides a bid of guldens in their hands, then they reveal those bids in turn order.*

⬡ *Purple reveals a bid of 70 guldens, places their Player Influence marker in the topmost empty space of the 70 column, then returns the 70 guldens to the bank.*

⬡ *Turquoise also reveals a bid of 70 guldens, places their Player Influence marker in the topmost empty space of the 70 column, which is just below Purple, then returns the 70 guldens to the supply.*

⬡ *Yellow reveals a bid of 50 guldens, places their Player Influence marker in the topmost empty space of the 50 column, then returns the 50 guldens to the supply.*

⬡ *Red, who was on the same mental wavelength as Purple and Turquoise, reveals a bid of 70 guldens, places their Player Influence marker in the topmost empty space of the 70 column, which is just below Purple and Turquoise, then returns the 70 guldens to the supply.*

The new turn order is Purple, Turquoise, Red, Yellow.

General Rules

- When you **increase your influence** 1 step, move your Player Influence marker 1 space to the right on the Influence track.

- When you **decrease your influence** 1 step, move your Player Influence marker 1 space to the left on the Influence track.

- Whenever you move your Player Influence marker, move it to the topmost empty space in the new column. If there are any other Player Influence markers below yours, move them up one space to close the gap. The space with a star should always be covered.

- You can rearrange the goods on your player board (except those on your landing) at any time, and thus can select which goods get discarded if you have more than you can store.

Example: A game effect causes Purple to decrease their influence 2 steps. Purple moves 2 spaces to the left, to the topmost empty space in the **50** column, just below Yellow. Turquoise and Red move up in the **70** column to close the gap and cover the star.

Rounds of Play

Each round comprises the following phases:

1. Retrieve your Main Action hands (and take a new Main Action hand if applicable).

2. Shipment arrives at the market.

3. Take ordered goods.

4. Collect income.

5. Train your workers.

6. Determine turn order.

7. Perform actions.

8. Check for game end / advance Round marker.

Note: Round 1 skips the first 6 phases and begins with Phase 7: Perform Actions (on your player board, phases you skip in Round 1 are marked with this icon: ⊙). We recommend reading Phase 7 (page 13) first.

Phase 1: Retrieve your Main Action hands

(and take a New Main Action hand)

Retrieve all of your Main Action hands from the Action tiles.

Take a Main Action Hand

In Rounds 2 – 4, you will also have an additional Main Action hand above the current round on the Round track. Take this and add it to your growing supply of Main Action hands. By Round 4, you will have 5 actions per round!

Phase 2: Shipment arrives at the market

In Rounds 4 – 8, there are goods above the round on the Round track from setup:

2p ⚒ 1 per round | 3p ⚒ 2 per round | 4p ⚒ 3 per round

Use the goods from the current round to fill the Shipment market from bottom to top. Return any excess goods that cannot fit on the Shipment market to the supply.

Phase 3: Take ordered goods

If you ordered goods in the previous round's Phase 7: Perform Actions, they await you on the landing that is on the right side of your player board. If your landing is empty, you didn't order anything. Immediately store the goods on empty spaces on your player board. You cannot leave them on the landing.

Remember: You can rearrange the goods on your player board (except those on your landing) at any time, and thus can select which goods get discarded if you have more than you can store.
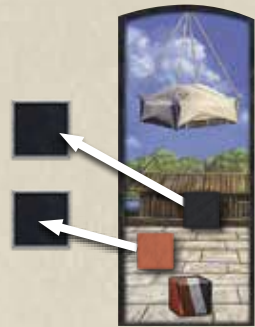
Phase 4: Collect income

Collect your income from the following sources:

1. **Each passenger car** in your trains generates 10 guldens for you; the Passenger Car tiles remind you of this.

2. **Each train station** you have on the map generates 10 guldens for you; the warehouse on your player board reminds you of this. You start the game with 1 train station already on the map, and thus the top floor of your warehouse available, generating 10 guldens income. Each subsequent train station you build will open another floor of your warehouse and add another 10 guldens to your regular income.

Phase 5: Train your workers

Workers on your player board get trained if they didn't work in the previous round. There are three steps to this process:

1. Move all workers in the Training area of **Experience Level 2** to the Training area of **Experience Level 3**.

2. Move all workers in the Training area of **Experience Level 1** to the Training area of **Experience Level 2**.

3. Move all workers in the **Working areas** down to the Training area of their respective Experience Levels.

PHASE 6: DETERMINE TURN ORDER

Reset the turn order based on everyone's influence. The player with the most influence goes first; the player with the least goes last. For players in the same column of the Influence track, the player in the top row has more influence than those in lower rows, and so on.

Example: *Yellow has 90 influence, Purple and Red have 70, Turquoise has 40. Yellow is now Player 1. Purple is in the top row, with Red just below, so Purple is Player 2, Red is Player 3. Turquoise is Player 4.*

PHASE 7: PERFORM ACTIONS

Take turns performing 1 action in turn order until everyone has placed all of their Main Action hands.

On your turn, you must take an action by placing one of your Main Action hands on one of the Main Action tiles and immediately performing the corresponding action. In addition, before, during, and/or after this action, you may perform free actions (see **Free Actions**, page 27).

It doesn't matter whether anyone else has used the same Main Action tile already; however, if **you** have used the Main Action tile already this phase, then you must decrease your influence 1 step for each of your Main Action hands already there. You always decrease your influence 1 step for each of your Main Action hands on the Main Action tile before you add your new one; however, this is often 0.

Example: *The 1st time around the table, Red uses the Buy or Upgrade a Train action. Red simply places one of their Main Action hands on that Main Action tile and performs the action. The 2nd time around the table, Red wants to perform this action again. In order to do so, Red's influence must decrease 1 step.*

MAIN ACTIONS

There are 11 Main Actions available every Action phase:

1. Build tracks
2. Hire
3. Build a building
4. Produce goods
5. Buy or order goods
6. Buy or upgrade a train
7. Secure a contract
8. Philanthropize
9. Manipulate share value
10. Fundraise
11. Pass

❧ MAIN ACTION 1: BUILD TRACKS

Place **up to 2 tracks** on the map to expand your railway network. At the beginning of the game, your network is nothing but a train station in Wien, so your first track must connect Wien to an adjacent city. Each connection between a pair of cities requires only 1 track; however, each player may build a connection between the same pair of cities.

General rule: Your **railway network** is a contiguous, possibly branching set of connections between cities with **your** tracks on them. Every game, your railway network starts in Wien, which includes some connected factory construction sites, and branches out from there as you build track.

RESTRICTIONS

➧ You cannot build a track that is disconnected from your **contiguous** network.

➧ Each player is limited to **1 track** on each connection.

➧ You cannot use the **Build Tracks** action to build a track on a connection that has a State Railway crown (however, you can use the **Buy Access to a State Railway Connection** free action to do so).

➧ **Unless you have a train station** in a city, you can only have **2 tracks** connected to that city.

➧ **If you have a train station in the city**, you can have **as many tracks** as there are **connections** to cities from this train station.

➧ Nobody else's train stations or tracks affect how many tracks you can have connected to a city.

Example: Yellow has extended their railway network from Wien eastward to Bratislava, and southward through Wr. Neustadt. Yellow is performing a **Build Tracks** action primarily to extend the southern branch from Wr. Neustadt to Sopron. Yellow doesn't want to waste the opportunity to build the second track this action allows, and considers their options.

Yellow considers also connecting Wr. Neustadt to the blue hub city, Gloggnitz; however, this would be Yellow's 3rd track connected to Wr. Neustadt, which isn't allowed without a Yellow train station in Wr. Neustadt.

Yellow decides to branch out yet again from Wien, southwest out of the city. Although this will be Yellow's 3rd track connected to Wien, it's allowed because Yellow has a train station in Wien.

Fees to opponents

If other players have already built a connection between the same pair of cities you want to connect with one of your tracks, you must pay each player who already has a track there **10 guldens**. If you do not have enough guldens to pay, you cannot build a track there.

Goods required

In addition to the possible fees to your opponents, you must provide the materials to build the track. Whether you build 1 or 2 tracks, you must spend a total of **1 wood**, **1 stone**, and **1 iron** from your player board (from trains and/or your warehouse).

Workers required

You must also assign workers to the work crew. Each city has an Effort number in the cog in its upper-left corner. For each new city you are connecting to, total their Effort numbers. This total dictates the minimum total Experience your work crew must have:

Effort

Total experience of workers ≥ Total effort for new cities

> **Note:** In rare cases, you may wish to build a connection between two cities that are already part of your railway network. If you do this, use only the lower one of the two cities' Effort numbers.

Working area

Training area

You can only assign workers to the crew if they are in a Training area; workers in Working areas are unavailable. Move your chosen workers from the Training Area to their respective Working area above, keeping the same Experience Level. You get no "change" for "overpaying": There is no compensation for having to commit workers with more total training than necessary.

Example: *Turquoise has extended their railway network from Wien eastward to Bratislava. Now they want to build the connection from Bratislava to Wr. Neustadt **and** the connection from Bratislava to Sopron.*

The new cities (Wr. Neustadt [wordplay not intended] and Sopron) have Effort numbers of 3 and 5, respectively. Turquoise will need to provide workers whose total experience is at least 8 (3 + 5).

This could be any combination of idle workers, as long as their total experience is at least 8. Unfortunately, the only workers Turquoise has waiting in Training areas are two Level-2 workers. Their total experience of 4 is insufficient to build both connections.

Furthermore, this is not allowed because Turquoise has no train station in Bratislava, and thus is limited to 2 tracks connected to Bratislava.

Example: *Instead, Turquoise will build only the connection from Bratislava to Wr. Neustadt. The new city (Wr. Neustadt) has an Effort number of **3**. Turquoise will need to provide workers whose total experience is at least 3. This could be a single Level-3 worker, or a Level-2 and a Level-1 worker, or even three Level-1 workers.*

The only workers Turquoise has waiting in Training areas are two Level-2 workers. Their total experience is 4, which is sufficient to build this connection. Turquoise moves them both up to the Level-2 Working area, with a twinge of regret about having to "waste" a little of the workers' expertise.

Bridges

In order to build track on a gray connection ▨▨▨▨▨, you must have a **Bridge Engineer** on staff (see **Hire**, page 18). If you do not, you cannot build a gray connection.

For each track you place on a gray connection, you must spend **1 additional stone**.

Tunnels

In order to build track on an orange connection ▨▨▨▨▨, you must have a **Tunnel Engineer** on staff (see **Hire**, page 18). If you do not, you cannot build an orange connection.

For each track you place on an orange connection, you must spend **1 additional iron**.

Opportunities in the new cities

Each new city you connect to presents certain opportunities. These can be printed on its City tile or directly on the map near the city:

+1 Immediately increase your influence the number of steps indicated on the hexagon. Note: In Feldkirchen you get 3 additional influence.

A train station construction site where you could **build a train station** on a subsequent action.

A factory construction site where you could **build a factory** on a subsequent action.

Demand for a good, which you fulfill if you **deliver a good** to the city. Because that is a free action, you could even do it this turn!

In Trieste only:
As soon as you connect Trieste to your network take 10 guldens for every own track in your network. This applies for every player who makes a connection to Trieste.

If there are Business tokens on the city, immediately discard the topmost token and use its value to "shop" from the following menu of options. Note that each option costs 1 point.

- ➼ Increase your influence 1 step.
- ➼ Increase your share price 1 step.
- ➼ Permanently convert a freight car to a passenger car. Flip the Train Car tile over to its Passenger Car side. If there was a good on it, return the good to the supply (but remember that you can rearrange your goods at any time). If a freight car has a Reserved token on it, it is not available for conversion to a passenger car. It is contractually committed to delivering freight for the rest of the game!

> *Example:* *You connect to a city with a **3** Business token on it. You take the token, and spend it to increase your share price twice and permanently convert a freight car to a passenger car.*

Note: If you are building a connection between two cities that are already part of your railway network, **ignore the opportunities**, because neither city is new to your railway network.

Mürzzuschlag-Gloggnitz Connection (Semmering token)

If you just built the Mürzzuschlag-Gloggnitz connection, and are the first player to do so, take the Semmering token. It will double your endgame income!

The Semmering railway spans an unbelievable number of bridges (see History, page 30). Thus, the token depicting a railway viaduct (a specific type of bridge, reminiscent of aqueducts) is called the Semmering token.

Main Action 2: Hire

From the Worker board, hire any number of **workers** and/or a **Bridge Engineer** and/or a **Tunnel Engineer**.

Each column on the Worker board represents a source of workers in the Hub City of the same color. First, you must choose one column / source from which you will hire all workers that you hire during this action. You can only hire from Hub Cities whose City Influence marker is at or below the influence level of your Player Influence marker.

Hire workers

For each worker you hire, perform the following steps (this means that the price increases after each worker!):

1. Pay the price **in the row** of the Worker Hiring Price marker.

2. Move the cube up 1 space if possible (each source starts at 10 guldens, and eventually maxes out at 50 guldens).

3. Take a Worker meeple of your color from the supply.

4. Place it in the Training area of **Experience Level 1** on your player board.

**Training area
Experience Level 1**

Example: *Yellow wants to hire as many workers as possible for 200 guldens. First, Yellow must select a column (source of workers). The green and blue Hub Cities have some very cheap sources of workers.*

Unfortunately, Yellow doesn't have enough influence to hire workers in those cities; Yellow only has enough influence to hire from the bronze and white Hub Cities. One of the white city's sources is the cheapest available option, so Yellow chooses the left column of the white Hub City.

Yellow has 230 guldens and chooses to spend 190 guldens to get 5 workers of the supply:

1st worker	20 guldens	cube up to 30 row	+1 worker into Level 1 Training area
2nd worker	30 guldens	cube up to 40 row	+1 worker into Level 1 Training area
3rd worker	40 guldens	cube up to 50 row	+1 worker into Level 1 Training area
4th worker	50 guldens	cube **stays** in 50 row	+1 worker into Level 1 Training area
5th worker	50 guldens	cube **stays** in 50 row	+1 worker into Level 1 Training area

Note: Each player is limited to 15 workers, which conveniently is the number of Worker meeples of your color.

Hire engineers

For each engineer you hire, select **any** engineer on the Worker board that is in a Hub City whose City Influence marker is at or below the influence level of your Player Influence marker. Engineers always cost 30 guldens. Place the Engineer meeple on its space on your player board.

> **Note:** You can only have 1 of each type of engineer on staff, so: You cannot hire a 2nd **Bridge Engineer**. You cannot hire a 2nd **Tunnel Engineer**.

> **Example:** Yellow still has 40 guldens left after hiring 5 workers from the left column of the white Hub City, and wants to hire an engineer as well. Planning to build on orange connections soon, Yellow wants a tunnel engineer. Again, Yellow only has enough influence to hire from the bronze and white Hub Cities, and only bronze has a tunnel engineer. Yellow pays 30 guldens, takes the orange Engineer meeple from the bronze column of the Worker board, and puts the meeple on its designated space on Yellow's board.

✦ Main Action 3: Build a building

Build either a **train station** or a **factory**.

Train station

You can only build a train station on an empty train station construction site in a city that is connected to your railway network. Pay the guldens indicated to the right of the train station construction site, and place a train station from your player board on the construction site. Finally, discard the now empty **Unbuilt Train Station** tile from your player board.

> **Note:** Building a train station gives you three benefits:
> - You are no longer limited to 2 track connections to this city.
> - You have another space on your player board to store a good.
> - You have increased your regular **income** by 10 guldens.

Train Station Construction Site

Train Station Cost

Example: Purple's railway network is connected to this city, and Purple chooses the Build a Building action to build a train station here. Purple spends 50 guldens and places a train station from their board on the train station construction site.

FACTORY

From the Factory board, build 1 factory of your choice.

You can only build a factory on an empty factory construction site that is connected to your railway network, and is available for your player count (factory construction sites marked with 👥◇ are available only in 3- and 4-player games; factory construction sites marked with 👥 are available only in 4-player games). Note that some cities, including Wien, have factory construction sites connected directly to them by roads.

1. Pay the construction (upper-row) cost **to the left** of the factory you wish to build (which will be the leftmost factory in its row).

> *Example: You want to build an iron factory. The construction cost is 40 guldens.*
>
>

There are two exceptions that override this cost:

➟ If the factory construction site depicts a 🔲, pay this **custom cost** instead.

> *Example: Building a factory on this construction site will cost 40 guldens, regardless of the current construction cost for that factory type on the Factory board.*
>
>
>
> **Factory Construction Site with Custom Cost**

➟ If the construction site depicts a 🔲, pay the **train station cost** of the city connected to it by road to build a factory there.

> *Example: You want to build a factory on a factory construction site with a 🔲 cost. That construction site is connected to a city whose train station cost is 30 guldens. So, rather than pay the cost for that factory type on the Factory board, you will pay 30 guldens. You decide to take advantage of this fixed price by selecting the most expensive factory on the Factory board.*
>
>
>
> **Train Station Cost**
>
> **Factory Construction Site with Custom Cost**

2. Place the factory in the Factory area in the lower-right corner of your player board.

3. Choose **any** worker (from a Training or Working area) from your player board, paying attention to the worker's experience level.

4. Take goods matching the color (type) of the factory from the general supply. The number of goods you should take is indicated by the icons adjacent to the Training/Working Area of the chosen worker (see example below). Place the chosen worker on an empty factory construction site connected to your railway network. Place the goods next to the worker. These goods are what the factory will be able to produce over time. The worker is now permanently reassigned to work in this factory.

5. If you have any Contract cards with empty spaces matching this factory type, you may immediately move the factory to the matching space (you can rearrange your factories between contracts and/or your player board at any time).

> **Note:** This gives you two benefits:
> ⇢ The factory will be able to **produce goods** for you (from its small local supply).
> ⇢ You can commit this factory to fulfilling a contract.

Example: *Yellow wants to build an iron factory in Bratislava, which is an option because it is connected to Yellow's railway network. Yellow pays 40 guldens, which is the current construction cost for an iron factory, and moves the factory to their player board. Yellow could use the level-3 worker so this factory will ultimately produce 4 iron, but plans to use that worker later this round. Instead, Yellow opts to use the level-2 worker, which has already done its work for the round.*

So, Yellow moves this worker to the factory construction site in Bratislava, and takes 3 iron from the supply to put with the worker. Yellow has a contract requiring an iron factory, and immediately moves the factory to that space on the contract.

Now Yellow has fulfilled a contract, and has 3 iron to produce in later actions, or to use to fulfill city demands!

✤ MAIN ACTION 4: PRODUCE GOODS

Each of your workers on the map that still has goods beside it can produce 1 of its goods. This is optional for each such worker; it is completely your choice. For each worker that produces, take 1 of the goods beside the worker. Immediately store the goods on empty spaces on your player board; you have the following 3 options:

- ↪ Each steam engine can hold 1 **coal**.

- ↪ Each freight car can hold any 1 good.

- ↪ Each empty Warehouse space can hold any 1 good.

> **Note:** At first, only 1 of your Warehouse spaces is available, but as you build more train stations, you gain more Warehouse spaces.

You cannot store goods on the landing (it doesn't even have spaces!). Return any goods you can't store to the general supply; however, remember that you can always rearrange your goods (except those on the landing), so you can store some or all of the new goods and discard old ones, if you prefer.

✤ MAIN ACTION 5: BUY OR ORDER GOODS

Either **instantly buy 1 good** or **order goods for next round**.

ꟾNSTANTLY BUY 1 GOOD

Instantly buy any 1 good from the Shipment market (take the topmost cube of its type), paying the price in its row.
Store it on an empty good space on your board (see the options in **Produce Goods** above).

ꟾORDER GOODS FOR NEXT ROUND (not available in round 8)

Unlike instantly buying a good, this allows you to order multiple goods, but they won't arrive until **Phase 3: Take Ordered Goods** of the next round, so you cannot use them for this round's actions. The number of goods you can order is determined by the Shipment tile above the current round on the Round track (each player can order this many goods during the round).

For each good you buy [from the Shipment market], take the topmost cube of its type and pay the price in that cube's row; then place it on the landing on the right side of your player board. You cannot have more cubes on your landing than the number on the Shipment tile (for example, by ordering goods multiple times in a single round).

❧ MAIN ACTION 6: BUY OR UPGRADE A TRAIN

Either **buy a train** or **upgrade a train**. You have access to all trains anywhere to the left of the current round on the Round track; you cannot access trains to the right of the current round.

BUY A TRAIN

You can only do this if you do not already have 3 trains on your player board. Perform the following steps:

1. Pay the price indicated on the Steam Engine tile.

2. Take the Steam Engine tile and place it in the leftmost space of an empty Train row on your player board.

3. Take a number of Rail Car tiles equal to the steam engine's value, and add them to the right of the steam engine, Freight Car side up.

4. If the Steam Engine tile depicts influence (on tiles **IS-6**, **IS-7**, and **IS-8**), immediately increase your influence accordingly.

5. Take 1 coal from the supply and place it on the Steam Engine tile.

UPGRADE A TRAIN

You cannot upgrade to a train to which you don't yet have access (see above). Perform the following steps:

1. Pay the difference in the current steam engine's price and the desired steam engine's price.

2. Increase the number of Rail Car tiles to match the value of the new steam engine (e.g. an **IS-6** steam engine should have 6 Rail Car tiles). Add them at the end of the train, Freight Car side up.

3. Take the new Steam Engine tile and replace the current one with it. Remove the old one from the game.

4. If the new Steam Engine tile depicts influence (on tiles **IS-6**, **IS-7**, and **IS-8**), immediately increase your influence accordingly.

Note: You do not get coal when you upgrade. However, if the replaced steam engine had a coal on it, you can transfer it to the new one. Remember that you can rearrange the goods on your player board (except those on the landing) at any time.

❧ MAIN ACTION 7: SECURE A CONTRACT

Permanently commit factories and freight cars to produce and deliver goods for Trieste. Each Contract card depicts the number and types of factories required to fulfill it. The number of factories required matches the number of Reserved tokens and the number of **Investors** depicted on the Contract card. The upper-right corner indicates the guldens you will earn or lose for that contract at the end of the game if anyone's railway network connects to Trieste.

To perform this action, carry out the following steps:

1. Take a Contract card from the display.
2. Take the depicted Reserved tokens.
3. Take the depicted **Investor** meeples.
4. Place matching factories on the card (optional).

1. TAKE A CONTRACT CARD FROM THE DISPLAY

Simply take any Contract card from the display and place it face up in front of you. You can take the contract even if you have none of the factories depicted on it; however, you must have sufficient unreserved freight cars (see **Take the depicted Reserved Tokens** below). Be careful, though, because if Trieste is connected at the end of the game, unfulfilled contracts (that don't have all of their required factories) **subtract** their value from your wealth!

2. TAKE THE DEPICTED RESERVED TOKENS

Take the Reserved tokens depicted on the Contract card, and place each one on a different freight car on your player board, making that freight car permanently unavailable. The freight cars chosen do not have to be part of the same train. They do not have to be consecutive. You can place them on any freight car; however, if you must place one on a freight car that is carrying goods, you must return the goods to the supply (remember that you can rearrange your goods at any time).

> **Note:** You cannot place a Reserved token on a passenger car. If you don't have enough freight cars to accommodate the required Reserved tokens, you cannot take the contract.

3. TAKE THE DEPICTED INVESTOR MEEPLES

Take the **Investor** meeples depicted on the Contract card, and place them in the lowest empty Investor spaces on your Share board. If you have insufficient Investor spaces for all of the **Investor** meeples, take only those that will fit.

4. PLACE MATCHING FACTORIES ON THE CARD

If you want, you can fill the factory spaces on the acquired contract with matching factories from the player board or other contracts; however, you can rearrange them between contracts and/or your player board at any time.

⚜ MAIN ACTION 8: PHILANTHROPIZE

Pay as many guldens to the supply as you wish to increase your influence. Each step costs 10 guldens.

> **Example:** Blue spends 20 guldens to move from 40 influence to 60.

❧ Main Action 9: Manipulate share value

Either **increase your share value 1 step** or **decrease your share value** as much as you wish.

Increase share value 1 step

Performing this action allows you to increase your share value **only 1 step**. To do this, you must decrease your influence according to the number in the new space.

Decrease your influence accordingly, and move your Share **Value marker** up one step.

*Example: To increase your share value from **40** guldens to **60** would cost you only 1 influence; however, to increase your share value from **180** guldens to **240** would cost you 5 influence.*

Decrease share value

Decrease your share value as much as you wish, without losing any influence!

❧ Main Action 10: Fundraise

Simply take 10 guldens from the supply.

❧ Main Action 11: Pass

Use this action to pass your turn (perhaps this is the only thing you can afford to do).
As with the other actions, you still must decrease your influence 1 step for each of **your** Main Action hands already here.

You can take any number and combination of free actions before, during, or after any main action. The free actions are as follows:

- ✦ Sell a share.
- ✦ Deliver a good (max 1× per turn).
- ✦ Buy access to a State Railway connection.

❧ FREE ACTION: SELL A SHARE

This is a quick way to convert demand for shares of your company into cash. Your shares can range in value from 40 guldens to 240 guldens, and the bottom 6 rows of your Share board reflect this. The row an Investor occupies indicates the top price that Investor is willing to pay for a share.

> **Example:** *An investor in the 130-gulden row is willing to pay as much as 130 guldens for a share. An investor above the 240-gulden row is willing to pay 240 guldens for a share, if that's the going price.*

You can only take this action if the **Investor** is in the same row as or higher than your **Share Value** marker. When you take this free action, permanently move the topmost **Investor** from your Share board to the Shareholders area of your Share board. By doing this, you are promising to pay the **Investor** dividends at the end of the game. This **Investor** pays you your current share value (take the money from the bank).

> **Example:** *Your share price is 130 guldens, and you have 7 investors on your Share board. You could take this action as many as 4 times, but each share would sell for 130 guldens; still, it's a quick way to get your hands on 520 guldens!*

❧ FREE ACTION: DELIVER A GOOD (MAX 1× PER TURN)

Each of the 4 Hub Cities wants the same things at the beginning of the game: 1 wood, 1 stone, 1 iron, 2 coal. These are one-time demands: Once someone delivers a wood to a Hub City, that city wants no more wood; same goes for stone and iron. Once a Hub City receives its 2nd coal, it wants no more coal.

You can only deliver to a Hub City connected to your railway network. The same player cannot deliver coal to the same city twice.

In a 3- or 4-player game, a few of the other cities also demand goods; fulfilling their demands works the same way.
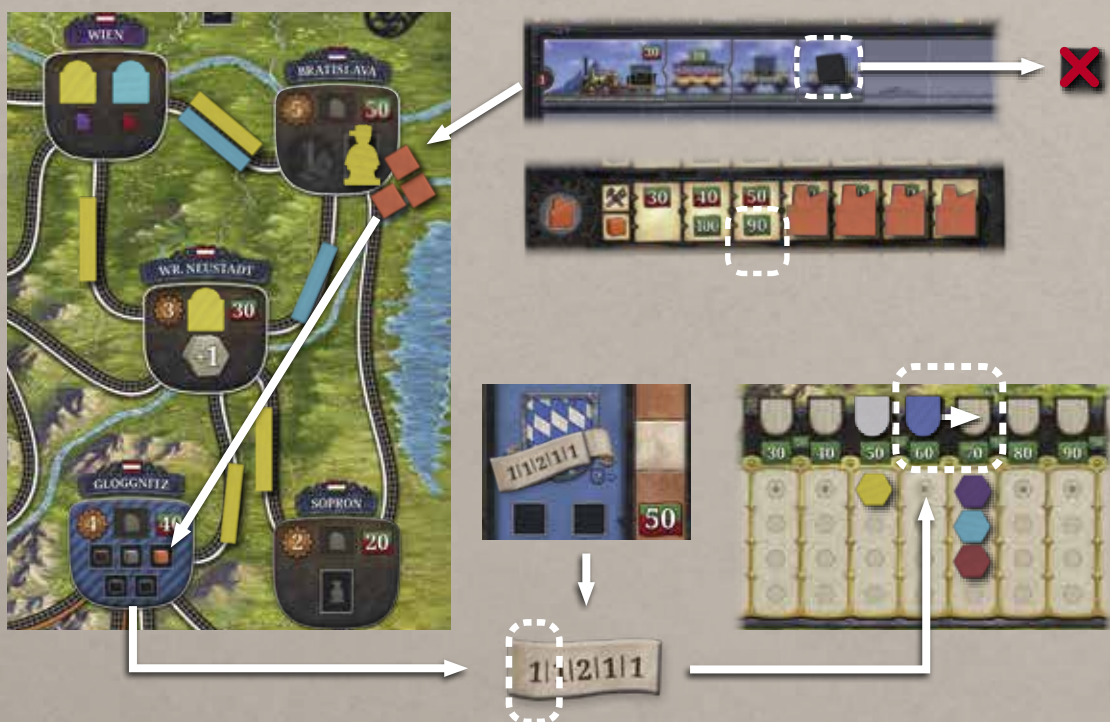
To deliver a good, perform the following steps:

1. Spend 1 coal from a space on your player board (steam engine, freight car, warehouse; not landing).

2. Take 1 good from beside one of your workers on the map and permanently place it on an empty Demand space on a city connected to your network.

3. Take payment as indicated in the rightmost empty space of the matching cube row (lower row) on the Factory board:

    ➼   For delivering **coal** to a Hub City, take the most valuable remaining City Key token matching the city (large gold, then small silver; remember, you cannot deliver both coal to a city, so you cannot get both city keys of a color).

    ➼   For delivering **anything else**, your payment is indicated in the green Gulden icon (take the money from the supply).

4. If you delivered to a Hub city, increase the city's influence according to its Growth marker on the Worker board: For the 1st cube delivered to the city, increase its influence per the 1st number; For the 2nd cube, the 2nd number; etc.

Example: *Immediately after Yellow does a **Build Tracks** main action to lay track from Wr. Neustadt to Gloggnitz, they take advantage of the new connection by performing a **Deliver a Good** free action.*

Yellow spends 1 coal from a freight car, takes an iron from their worker in Bratislava, and places it on the iron space in Gloggnitz. The current price for iron is 90 guldens, so Yellow earns 90 guldens.

Gloggnitz is a Hub City in this game, so its influence will increase, thanks to one of its demands being fulfilled. This is the 1st good that it has received, so the influence increases according to the 1st number on the blue hub city's Growth tile on the Worker board: 1 step.

❧ Free Action: Buy access to a State Railway connection

You can only take this action if your railway network is connected to a connection with a State Railway crown on it.

To buy access to a State Railway connection, perform the following steps:

1. Pay:

   ↠ If no other player's track is here, pay the **higher** price depicted on the right side of the train station of the cities at the ends of the State track.

   ↠ Otherwise, pay **each** player with a track here the **lower** price depicted on the right side of the train station of the cities at the ends of the State track.

2. Place a track of your color beside the State Railway crown.

Now this connection is part of your network. You are immediately allowed to use the opportunities in the city you just added to your network.

Phase 8: Check for game end/Advance Round marker

If this was round 8, or if anyone's railway network has connected Wien to Trieste, the game is over. Otherwise, advance the Round marker to the next round on the Round track.

❧ Final Scoring ❧

Once the game has ended, perform the following steps for final scoring:

1. **Collect income** again per Phase 4: Collect Income. If you have the Semmering token, **double** this income.

2. **Sell all goods** from the trains and warehouses on your player board for 10 guldens each.

3. **Cash out your City Key tokens**:

   ↠ Each Large Gold City Key token is worth the number of guldens depicted directly below the matching Hub City Influence marker on the Influence track.

   ↠ Each Small Silver City Key token is worth the number of guldens depicted in the small green flag nearest to the matching Hub City Influence marker.

   > **Example:** *The blue large gold key is worth 120 guldens; white, 110; bronze and green, 100. The blue and white small silver keys are worth 60 guldens, and bronze and green are worth 50.*

4. **Earn money** as specified for the number of Hub Cities whose influence is less than or equal to yours.

   1 city ⚐ 10 guldens | 2 cities ⚐ 30 guldens | 3 cities ⚐ 60 guldens | 4 cities ⚐ 100 guldens

5. If **nobody** has connected Wien to Trieste, all contracts are worthless! **Skip to Step 6**. However, if **anyone** has connected Wien to Trieste, perform the following steps:

    a. For each Contract card you have:
        - If all of its spaces are filled, earn the contract's value.
        - Otherwise, you must pay the contract's value.

    b. If **your** railway network is not connected to Trieste, you must pay other players for using their track to fulfill your contracts, as follows:

        I.   Find the city in your network that is the fewest connections away from Trieste following **any** players' connections.

        II. Now trace a path along the other players' connections from that city to Trieste; follow the path with the fewest connections.
             - At each city along the way, if there are multiple shortest paths from there, follow the connection out of the city that belongs to the highest-influence player, even if it does not benefit that player more in the long run.
             - If there is a tie when comparing the first connection along each path, compare the paths' second connections, and so forth to break the tie.
             - If two paths are completely tied, it doesn't matter which you choose, because you're paying the same player the same amount anyway.

        III. For each connection that you traverse, you must pay the track owner there, who has the highest influence, 20 guldens. (See example below.)

    Note: If you have no contracts, you do not need to pay anyone. If you have any contracts (even if you can't fulfill them), you must perform the above procedure a total of once.

6. **Count your money.** For each **Investor** in the Shareholders area of your player board, subtract 10% of your money. Yes, if you have 10 shareholders, you have nothing left, and if you have more than 10, you're in trouble.

The player with the most money remaining wins!

> **Tip:** Use this formula to calculate your money.
>
> 1 shareholder   × 0.9
> 2 shareholders × 0.8
> 3 shareholders × 0.7
> ⋮
> 10 shareholders × 0.0

Example: *Red and Turquoise have connected their networks to Trieste. Yellow has two 4-connection options to connect the yellow network to Triest:*
- *From Bruck a.d. Mur to Graz, to St. Veit a.d. Glan, to Ljubljana, to Trieste.*
- *From Fürstenfeld to Maribor, to Celje, to Ljubljana, to Trieste.*

Purple has a connection from Bruck a.d. Mur to Graz, and Purple is more influential than Red (on the same connection) and Turquoise (Fürstenfeld – Maribor), so Yellow must use the path from Bruck a.d. Mur, as follows:
- ***Bruck a.d. Mur – Graz:** Yellow pays Purple 20 guldens, because Purple has more influence than Red.*
- ***Graz – St. Veit a.d. Glan – Ljubljana:** Yellow pays Red 40 guldens (20 guldens per connection × 2 connections).*
- ***Ljubljana – Trieste:** Yellow pays Turquoise 20 guldens, because Turquoise has more influence than Red.*

If Purple had made the connection from Fürstenfeld to Maribor, then Yellow's first choice for the two paths would have been tied. In this case, we compare the next connection along each path: Red versus Turquoise. This one additional purple track would have sent Yellow along the turquoise path from Fürstenfeld instead!

Back to the illustrated example: To reach Trieste, Purple would only have to pay Red 40 guldens for **Graz – St. Veit a.d. Glan – Ljubljana**, *and Turquoise 20 guldens for* **Ljubljana – Trieste**; *however, Purple failed to get any contracts. So Purple doesn't pay either of them anything, because there's nothing to deliver to Trieste!*

⚜ History ⚜

By 1830, Franz Xaver Riepl, a geologist and ironworks engineer in the *Kaisertum Österreich** (Austrian Empire), had announced the concept of a railway line to connect Vienna with *Trieste* in the south, running through diverse regions along the way. This "*Southern Railway*" would provide easier access to popular destinations, vineyards, coal mines, industries, and forests. Beyond the obvious economic ramifications, such a connection to the Mediterranean Sea could have political and military importance, as well.

Nine years later, Baron Georg von Sina would secure a permit for construction. The railway's terrain would have been much easier had its path run through *Ungarn* (Hungary), instead; however, *Österreich* wanted the entire line to be on Austrian soil.

Although there was an attempt at nationalizing the railway companies to build State railways by imperial resolution, the deficit this created ultimately led to privatization once again. The construction itself would end up being completed asynchronously in sections.

From 1848 to 1854, engineer Carl von Ghega oversaw construction of the first normal-gauge mountain railway in Europe: the connection from Gloggnitz to Mürzzuschlag. Comprising 16 viaducts, 15 tunnels, and an incredible 129 bridges over just 42km of rail, the Semmering railway has been recognized as a UNESCO World Heritage Site.

By July of 1857, passengers could travel entirely by train from Vianna to Trieste.

*Kaiserthum Oesterreich in the spelling of the day.

STRATEGIC TIPS FOR YOUR FIRST GAME

- Get access to at least two cities with the initial bid.
- Buy workers with one of your first two actions.
- Remember to order the goods that your factories don't produce.
- Try to get a connection to a hub city early on.
- For your first game, trying to make a connection to Trieste is a good goal, but keep in mind that connecting to Trieste does not guarantee you will win the game!

RANDOM SETUP VARIANT

This variant is only for very experienced Imperial Steam players, because it can produce some rather difficult setups!

Gameboard, Step 4:

Place the **City tiles** and **Hub City tiles** on the map:

a. For each region A – D (see city spaces on the map) do the following:

1. Take **1 random Hub City tile** and **2 random City tiles.**

2. Of these 3 tiles, place a random tile on each space of the region.

b. Now you should have 15 City tiles ramaining and 15 empty City spaces on the map. Place 1 random City tile on each empty City space.

Influence Track and State Railways, Step 5:

Draw a **State Railway Setup card**; the number in its lower-right corner indicates the **number of State Railways** in the game.

For each State Railway in the game, do the following:

a. Draw a **State Railway Setup card**.

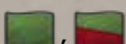b. Place a **State Railway crown** on the link indicated on the card.

ICONOGRAPHY

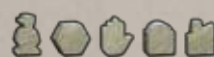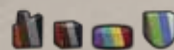|	
⇨	If ... then
⇨ ⇦	Move/Take/Put
⇨ ⇦	Action or movement involving payment
🟩 , 🟥	Receive money, Pay money

🏺⬡🎩📪📦	Your own marker
📕📗🌈🟦	Any marker
/ , + , :	Or, And, For each
[ ] , ( )	Requires, Optionally
👤 , 👤	Your own, Another player's
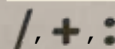
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Round track pp. 11, 12, 22, 23, 28

Cities pp. 15, 19, 20

Turn order pp. 10, 13

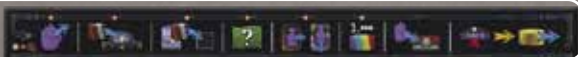**Shipment market** pp. 12, 22

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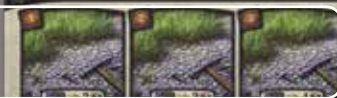
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