RULEBOOK

STEAM PARK PLAY DIRTY

A MODULAR EXPANSION

You probably remember the merry town of **Roboburg**, don't you? You know: that place full of hard-working robots with only six days off a year to have some fun? Where a robot with a bit of **entrepreneurship** can make a lot of money by starting a **carnival business**? Well, the times, they are a-changing!

In addition to allowing a ***5th player*** into your games, **Steam Park: Play Dirty** introduces some new game mechanics. We conceived these new mechanics in a **modular way**, so that you can implement them into the base game **independently from one another**. If you can't handle all of this new stuff all at once, don't worry. We won't judge you. We'll be disappointed, but we'll never tell you. We care for your self-esteem. Feel free to introduce them **a few at a time**. However, to enjoy this expansion in the fullest of its flaming glory, we suggest you use **all of them**.

You can always skip the "***Boring Rules***" paragraphs, if you're anxious to try the game or your little human skulls don't contain enough RAM memory.

COMPONENTS

6 Park Director tiles

54 banknotes (in 2 denominations)

5 Espionage Dice

20 Stands (4 for each of the 5 new types)

10 Stand Reference tiles

7 Stingy Visitors (in grey)

For the 5th player:

- **1 Starting Ground tile**
- **1 Pig board**
- **6 white dice**
- **1 Turn Order token**

6 Ride Extensions (3 sizes for each of 2 colors)

BEFORE YOUR FIRST GAME

Yay! More 3D cardboard structures to assemble... it's time for some "Do It Yourself", again! Doesn't this fill you up with joy? What would you do with your bland, dull lives without us? We're sure we can trust your memory and brain skills, but... better safe than sorry, right? If you don't remember how to assemble Rides and Stands, just take look at the base game rulebook (to be precise, see "***Before your first game***", on page 3).

GAMES WITH 5 PLAYERS

In **Steam Park: Play Dirty**, you still have the chance to take advantage of the poor, naive Roboburgers (even more than before, actually) but now competition is fiercer than ever! In fact, this expansion allows you to play games with 5 players.

SETUP At the beginning of the game, the 5th player takes the **set of 6 white dice**, the **Pig board** and the **Starting Ground tile** contained in this expansion. Also, put the **4th player Turn Order token** from this expansion together with the ones from the base game to form the Turn Order tokens row, in the correct order.

In a game with 5 players, the game **lasts only 5 turns**, instead of 6. One human in, one turn out. Simple.

Last time we checked, humans were not provided with X-ray vision, so if you need some visual aid to remember this *overly complicated* bit of information, you can cover the 6th turn space on the Turn Counter with an adequately sized piece of a material impervious to light. How convenient!

STINGY VISITORS

Stingy Visitors are **"Wild" Visitors** with easy tastes: whatever Ride you decide to put them on, they will be happy, but they don't have a lot of money. However, they have a higher regard for their personal hygiene.

SETUP At the beginning of the game, place the Stingy Visitors (grey) in the **Visitors pool**, together with the Visitors from the base game. However, when you put the initial Visitors into the bag during **step 7 of the Setup**, don't put any Stingy Visitors in the bag.

The Stingy Visitors go into the **Visitors pool** at the beginning of the game, but you can only Attract them into the bag if at least one of the base colors is no longer available **in the Visitors pool** (*they can still be present in the bag*).

When you draw a Stingy Visitor out of the bag, you can place them on any Ride **regardless of its color**, and they will stay there **until the end of the game** giving you money each turn like a regular Visitor. But, during the Income Phase, each Stingy Visitor only pays you **2 Danari** (*instead of the normal 3 Danari per Visitor*). Moreover, during the Dirt Phase, you **don't gain any Dirt token** for any Stingy Visitors you have in your park.

BORING RULES Stingy Visitors are considered to be **their own color**, not the color of the Ride they are placed on (so take this into account when you check the effect of some Bonus cards).

RIDE EXTENSIONS

There is a new **kind of Ride** in this expansion: **Extensions**.

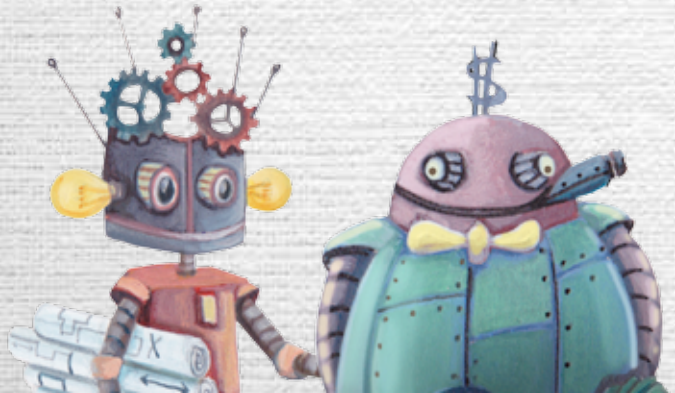
SETUP At the beginning of the game, place the 6 Ride Extensions on the table, divided by color, together with the Rides from the base game.

The **Extensions** come in 3 sizes and cost 1 for each Visitor space they have, just like the Rides from the base game. Unlike regular Rides, though, they **cannot be built on their own**: they have to be **attached to an existing Ride**. Moreover, each regular Ride can **only have 1 Extension** attached to it.

When you Attract Visitors during the Actions phase, you can place **Visitors of any color** on your Extensions.

At the end of the Income phase:

- all of the Visitors on your Extensions that are a different color than the Ride the Extension is attached to have to be **put back into the pool** (similar to the Info Point stand's ability from the base game);
- all of the Visitors on your Extensions that are the same color as the Ride the Extension is attached to and/or Wild Visitors will **stay there until the end of the game**, as usual.



When an Extension is **filled with Visitors that are the same color as the Ride it is attached to and/or Wild Visitors**, you suffer a one-time penalty (see below).

BORING AND SLIGHTLY OBVIOUS RULES
Once attached to an existing Ride, Extensions are considered to be part of that Ride, but they are considered to be **their own color**, not the color of the Ride they are attached to (so take this into account when you check the effect of some Bonus cards).

GOLDEN EXTENSION

When you place a Visitor on the last empty space of a Golden Extension, if all the Visitors on it are of the same color of the Ride it is attached to and/or Wild Visitors, you immediately **lose 2 Danari for each space** of that Golden Extension.

RUSTY EXTENSION

When you place a Visitor on the last empty space of a Rusty Extension, if all the Visitors on it are of the same color of the Ride it is attached to and/or Wild Visitors, you immediately **gain 2 Dirt tokens for each space** of that Rusty Extension.

PARK DIRECTORS

Playing with the Park Director tiles adds a twist to each game, creating new gameplay strategies.

Each Park Director has a unique ability that will **change some of the basic rules** of the game, for all players. Their effect lasts **through the whole game**.

SETUP At the beginning of the game, you can choose (or randomly draw) 1 Park Director tile to put in the middle of the table.

SWEEPER

When you Clean Dirt, for each 2 you spend, you discard half of your Dirt (rounded up). A single has no effect.

NOTE: The bonuses you gain from the Turn Order tokens work normally.

GAMBLER

When you play a Bonus card, put it face down under this tile and immediately gain Đ depending on the turn: 5Đ on the first turn, 4Đ on the 2nd, etc. At the end of the game, reveal all cards: the player (or players) who best fulfill each card gain the Đ for that card.

BARKER

When you draw Visitors of the wrong color, put them on the Barker tile instead of the Visitors pool. When you Attract Visitors, for each that you spend, you can choose to directly take a Visitor from the Barker tile instead of the normal action. You immediately gain 1 Dirt token for each Visitor you take from the Barker tile.

PLANNER

During the Roll phase, you may roll your dice one time only, then place them on your Pig board **one die at a time**, changing the results if you wish.

ARCHITECT

You can build Rides adjacent to Stands, Rides adjacent to other (different) Rides, and Stands adjacent to other (different) Stands.

Whenever you buy an Additional Ground tile, you immediately receive 2 Dirt tokens.

NOTE: Each Ride Extension can only be adjacent to Rides of one single color; each Hall of Mirrors Stand can only be adjacent to one kind of Stand.

TYCOON

Players start with 10Đ. At the end of the Roll phase, all players secretly bet any amount of Danari they like. Then, they reveal their bets together. The player who bet the highest amount of Danari discards the money they bet, then steals 1 die from the Pig board of the player who bet the least money. The player who bet the least money keeps their money. All other players have to discard half of the money they bet (rounded down). In case of a tie, "virtually" add the number of your Turn Order token to split the tie.

ESPIONAGE DICE

The new **Espionage dice** introduce a bit of indirect interaction between the players during the game. You can use them best by spying on your competitors!

SETUP At the beginning of the game, each player takes **4Đ** from the Bank and **1 Espionage die**, in addition to their normal stuff.

Each player has 1 Espionage die in addition to a set of 6 regular dice (white). That's a **total of 7 dice**, if you bickered with math when you were a kid and the two of you never got to make peace.

During the Roll phase, roll all of your 7 dice. Just like in the regular game, after each roll you can place **any** of your dice on your Pig board to save them, **including your Espionage die**. An Espionage die works like a regular white die with a few small exceptions:

- it **cannot** be influenced by the effect of **Stands**;
- it **cannot** be counted towards the objective on a **Bonus card**;
- to actually be able to **keep it** and use it during the **Actions phase**, you have to **pay for it**!

To be able to use your Espionage die during the Actions phase, you have to **spend (i.e. discard) 4Đ** at the **end of the Roll phase**. But, you get to pay 1Đ less for each white die with the **same Action icon** of your Espionage die facing up on the **Pig board belonging to the player on your right**. If you pay attention to what your opponents are placing on their Pig boards, you can even use the Espionage die for free!

BORING RULES If the face of the Espionage die shows a ✿, you'll gain 1 Dirt token during the Dirt phase. But, you can choose to **not pay for it**, and discard it from your Pig board. In that case, you won't take any Dirt for it, but you also **won't be able to use it** during the Actions phase.

MORE BORING RULES When you perform the Action showing on your Espionage die, you can spend **regular (white) and Espionage (black) dice together**. You can still perform each Action **only once per turn**, no matter what kind of dice you spent for it.

NEW STANDS

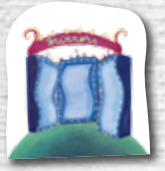
With the **new Stands**, you can add more variability to your Steam Park games. The new **Stand Reference tiles** will help you to remember all of their different abilities. See next page for a complete overview of the Stand abilities.

SETUP Choose (or randomly draw) 5 out of the 10 Stand Reference tiles and put them on the table (put the others back into the box). Only the Stands shown on those 5 tiles will be available during this game. Place those Stands on the matching Stand Reference tiles and return the other Stands to their respective boxes.

NEW STANDS OVERVIEW

FOUNTAIN

For each Fountain Stand you have, you can spend 2Ð at the end of your Actions Phase to discard 2 Dirt tokens.



HALL OF MIRRORS

You can build this Stand adjacent to one other kind of Stand. It copies the ability of that kind of Stand until the end of the game. You can only attach 1 Hall of Mirrors to each kind of Stand.

OFFICE

The number of Bonus cards you can hold in your hand is increased by 1 for each Office Stand you have. Also, during your Actions phase, you can count 1 ▲ on one die on your Pig board as 2 ▲ results.

SHOOTING GALLERY

For each Shooting Gallery Stand you have, you can re-roll 1 die on your Pig board during your Actions phase (you can re-roll the same die multiple times if you have more than 1 Shooting Gallery Stand). For each reroll, you gain 1Ð. If you roll a blank face, gain 2Ð instead.

NOTE You can still perform each Action only once per turn, so if you re-roll a die and you obtain the symbol for an Action you already performed this turn, you cannot perform that Action again.

INCINERATOR

During the Income phase, if you have the most Dirt, you gain 2Ð for each Incinerator Stand you have. In case of a tie, no one gains Ð.

OLD STANDS OVERVIEW

SECURITY

For each Security Stand you have, you can put 1 Visitor you just drew back into the bag and draw another one.

INFO POINT

For each Info Point Stand you have, you can place 1 Visitor you just drew onto a free space of one of your Rides even if it is not of the corresponding color. This Visitor must be put back into the Visitor pool at the end of the Income phase.

CASINO

For each Casino you have, you can change the result of 1 die on your Pig board to one of your choice, during your turn.

TOILET

For each Toilet you have, during your Actions phase you can count 1 result on one die on your Pig board as 2 results.

PROMOTION

For each Promotion Stand you have, during your Actions phase you can count 1 result on one die on your Pig board as 2 results.

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