

# Steampunk Rally Fusion

<https://tekeli.li/rogers-rules/>

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## Goal

Be furthest ahead at the end of the race.

You may reconfigure your invention freely at any time but every part must always be able to trace a valve connection to the cockpit.

to zero are discarded. Fusion dice may not be reduced.

### *Race Phase*

Add any stored dice to your pool.

Roll your dice pool.

Add dice to matching spaces. Fusion dice match any space. Each multiple of the printed pip cost lets you activate the effect. A "\*" activates once per die (of any value).

Discard a cog to nudge a pool die by  $\pm 1$  point or reroll it.

Flip lightbulb token to activate all lightbulb effects in any order.

Black Boost cards may be played at any time unless otherwise stated.

## Setup

Optional: deal two Secret Project cards to each player; they choose one and discard the other. Use a clip or token to mark it at 0.

Choose and lay out a track (start, 3 middle, finish, end). +1 middle tile if using Secret Projects. If using Machu Picchu or Mars, you may choose to use the corresponding event deck,

Finish resolving one card's effect before starting the next.

Entering a terrain space with standard motion, while moving forwards, does that much damage.

If your damage dial would go below -7, immediately lose one machine part per step instead. If it would go above +3, gain a cog per step instead.

Finishing a move on an Event space lets you trigger that event.

Once per Race Phase you may add one or more dice to your Secret Project. You must apply pips in order (a 1, dice adding to

which replaces the draft direction token.

Optional: add up to three Challenge Tiles.

Shuffle each of the four decks and turn over one card to mark its discard pile.

Flip draft direction token.

Each player: take a damage gauge, a light bulb token, an inventor standee and the corresponding parts.

## Turn

### *Draft phase*

2, dice adding to 3, etc.).

Advance the indicator to the highest value. You may flip your Project when specified to get its one-off bonus. Then discard it.

### *Damage Phase*

If your dial is negative, lose that many parts and reset it to zero. If you lose the Cockpit, your machine explodes: reset your machine to Cockpit only, one space behind the player in last place who hasn't exploded this turn.

### *Upkeep Phase*

Flip the light bulbs.

Each player takes one card from each of the four decks. Choose one and pass the rest on in the draft direction. Then dispose of it: **Attach** it to your machine (discarding other cards if you wish); **Sell** it, discarding it for the dice/cogs at top right corner (dice to pool); or **Stash** a black Boost card for later use.

Continue drafting until cards are exhausted (each player has received 4 cards).

### *Vent Phase*

Discard Cogs to reduce dice on your machine: 1 cog removes 2 pips on 1-2 dice. Dice reduced

If you have diamond-shaped storage spaces, you may place unused dice there.

Discard all other unused dice. Flip the draft direction token.

## Finish

When one player crosses the finish line, the game end is triggered. Complete this round and play one more full round.

The player furthest ahead is the winner.