ALTERNATIVE GAME MODES
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Steam Torpedo offers various game modes to suit your preferences. These modes are explained in detail below.

BEGINNER MODE

Choose a faction (Talion or Panzer La Rochelle) and place tiles according to game rules.

CLASSIC MODE

Choose a faction (Talion or Panzer La Rochelle), then randomly place 10 compartments in front of you, creating two lines of 5 tiles each. We advise you to shuffle your compartments and place them face down ('Steam Torpedo' logo facing up) before revealing them.

The "Control Room" tile must be placed in the middle of the lower line. If a tile that is not a Control Room is in that location, switch it with the Control Room. Then, each player may switch 2 compartments on his own submarine (not the Control Room) to optimize your submarine.

CONSTRUCTED MODE

Choose a Control Room and any 9 compartment tiles from all available compartments (only one copy of each compartment per submarine is allowed), then randomly place these 10 tiles in front of you, creating two lines of 5 tiles each. We advise you to shuffle your compartments and place them face down ('Steam Torpedo' logo facing up) before revealing them.

The "Control Room" tile must be placed in the middle of the lower line. If a tile that is not a Control Room is in that location, switch it with the Control Room. Then, each player may switch 2 compartments on his own submarine (not the Control Room) to optimize your submarine.

EXPERT MODE

Choose a Control Room and 9 compartment tiles from all available compartments (only one copy of each compartment per submarine is allowed) and arrange these tiles face down any way you want, creating two lines of 5 tiles each (your Control Room tile must be placed in the middle of the lower line). Then, each player reveals his tiles.

DRAFT MODE

The "draft" mode is recommended for games using a single copy of the Immersion Pack (possibly completed with different boosters).

During the drafting phase, players will take turns choosing their tiles. This phase is at the heart of the draft mode and the setup of this phase must comply with the following rules:

1. Players agree to make a supply of 18 tiles, with the following restrictions:
   a. There must be no "Control Room" compartment tiles among them;
   b. There must be at least 3 compartments of each type (3 standard, 3 armored, 3 experimental and 3 motorized);
   c. Only one copy of each compartment is allowed.

NB: 18 tiles from the "immersion pack" are a valid supply.

2.   Players separate tiles per type, forming 4 face-down piles (one for each compartment type: standard, motorized, etc.) and flipping the top tile of each pile.

       3.   Players choose their Control Room and the corresponding submarine figure.

       4.   The first player (chosen at random) chooses and takes a face-up tile from one of the piles.

       5.   The second player chooses and takes a face-up tile from one of the piles.

       6.   The first player chooses and takes a second face-up tile from one of the piles.

       7.   And so on until the 18 tiles of the supply have been taken.

8.   Players place their 10 compartments at random. We advise you to shuffle your compartments and put them face down ('Steam Torpedo' logo facing up) before revealing them. The "Control Room" tile must be placed in the middle of the lower line. If a tile that is not a Control Room is in that location, switch it with the Control Room.

9.   Then, each player may switch 2 compartments on his own submarine (not the Control Room) to optimize your submarine.