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# **STEPPE - Règle française résumée**

Un jeu pour 2 joueurs de David M. Rea publié en 1988 par TSR

## **Contenu**

- 1 tablier de  $5 \times 5$  cases
- 15 pièces rouges de taille 1 et de valeur 1
- 5 pièces rouges de taille 2 et de valeur 5
- 3 pièces rouges de taille 3 et de valeur 10
- 15 pièces bleues de taille 1 et de valeur 1
- 5 pièces bleues de taille 2 et de valeur 5
- 3 pièces bleues de taille 3 et de valeur 10
- 7 pièces blanches de taille 1
- 1 règle du jeu

## **Préparation**

Chaque joueur prend les 21 pièces de sa couleur ainsi que 3 pièces blanches. La septième pièce blanche est placée au centre du tablier.

## **Déroulement du jeu**

Le joueur rouge commence, puis les joueurs alternent.

À son tour, le joueur actif pose une de ses pièces sur la tablier. Les pièces pourront être posées jusqu'à une hauteur de trois, mais tant qu'un niveau n'est pas complet, on ne peut pas jouer au niveau supérieur. Si un joueur ne peut pas poser de pièce en respectant les règles de pose, son adversaire continue à jouer seul jusqu'à ce que le niveau soit complet ou que plus personne ne puisse poser de pièce à ce niveau.

## **Règle de pose**

Une pièce ne peut être posée au niveau 2 que lorsque le niveau 1 est complet ou que plus personne ne peut y jouer.

Une tuile ne peut être posée au niveau 3 que lorsque le niveau 2 est complet ou que plus personne ne peut y jouer.

Chaque tuile de couleur posée au niveau 1 rapportera sa valeur. Elle rapportera le double de sa valeur au niveau 2 et le triple au niveau 3.

Au niveau 1, il est possible de poser une pièce sur n'importe quelle(s) case(s) jaune(s).

Au niveau 2 et 3, un joueur ne peut poser une pièce de sa couleur que si elle respecte les critères suivants :

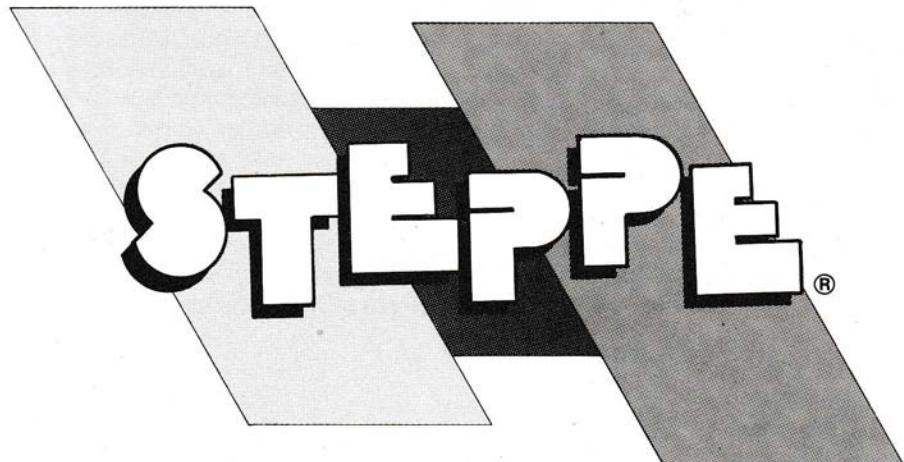
- une pièce de taille 1 doit reposer sur une pièce blanche ou de sa propre couleur ;
- une pièce de taille 2 doit reposer sur deux cases soit blanches soit de sa propre couleur (par exemple, une pièce bleue peut être posée sur blanc et bleu) ;
- les deux extrémités d'une pièce de taille 3 doivent reposer sur une pièce blanche ou de la couleur du joueur (par exemple, bleu peut jouer sur « bleu rouge blanc » mais pas sur « bleu bleu rouge ») ;

Une pièce blanche peut être posée n'importe où.

Le joueur qui a posé la dernière pièce d'un niveau joue la première pièce du niveau suivant.

## **Fin de la partie**

La partie prend fin quand toutes les pièces ont été posées ou que plus personne ne peut jouer. Le joueur avec le score le plus important gagne.



**Game Design:** David M. Rea

**Rules Editing:** Mike Breault

**Graphic Design:** Lori Svikel and Diesel

**Game Board:** Diesel



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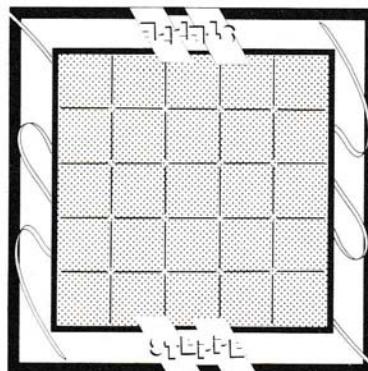
## OBJECT

Steppe is probably unlike any game you have ever played before. The object is to gain the most points by placing your tiles in "the steppe," which can be up to three levels high. The higher you place your tiles, the more points they are worth.

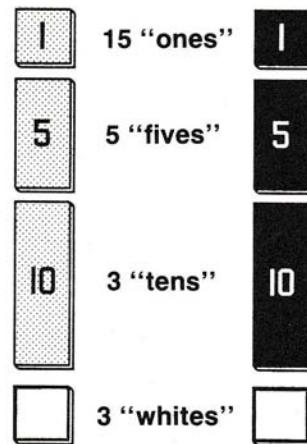
During the game, players jockey for position and lay patterns of tiles in the lower levels that will enable them to place

large tiles in the upper levels, where they are worth more points. Players can use the white tiles to prevent their opponents from getting points.

There are a few rules to learn (where to place tiles, how to complete a level, how to use white tiles, etc.), some special situations to look for, a little strategy to pick up, and you're ready to play.



The board



Tiles for each player

## **RULES OF PLAY**

One player is the red player and uses the red tiles; the other player is the blue player and uses the blue tiles. Each player also receives three white tiles.

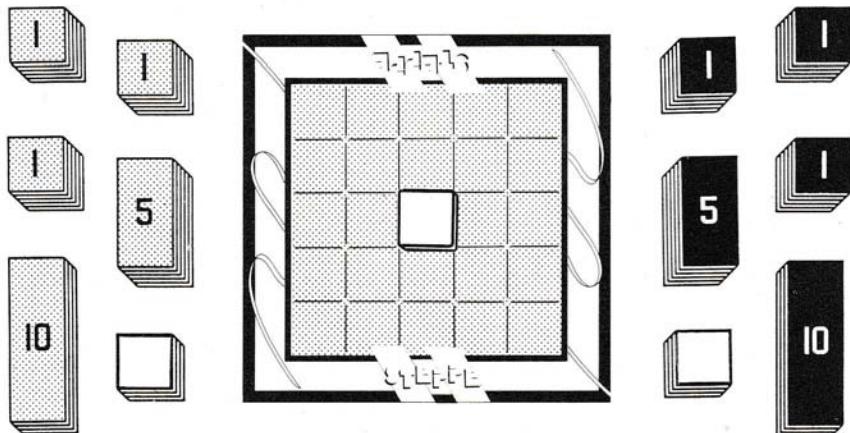
Red goes first. Players then alternate turns (except when a new level is started—see "Placing Tiles").

All play takes place on the 25 yellow spaces on the board.

## **To Play**

To start the game, place the unclaimed white tile on the center space of the playing board. Red then begins play.

Players alternate playing one tile at a time. If a player can place a tile, he must—a player cannot voluntarily pass his turn. If one player cannot place tiles, the other player must continue to place tiles until the level is filled or until he can no longer place tiles.



A player's turn is over when he takes his fingers off the tile he played.

## Placing Tiles

Tiles are placed in the first level until it is completed. Once the first level is completed, players can place tiles in the second level. Likewise, tiles cannot be placed in the third level until the second level is completed.

A level is completed when either all the spaces in that level are filled, or neither player can place a tile (including white tiles) in that level.

The player who places the last tile in one level gets to place the first tile in the next level.

Tiles placed in the first level are worth their face values (1, 5, or 10). Tiles placed in the second level are worth two times their face values. Tiles placed in the third level are worth three times their face values.

A player can place a tile on any yellow space, any white tile, or any tile of his color. Thus the blue player can place a tile on any of the yellow spaces in the first level, or on any white or blue tiles in the second and third levels.

### Blue Tile Placement



blue or white  
any  
blue or white



blue or white  
blue or white



blue or white

A "10" tile covers three spaces on the board. The two ends of a "10" tile must rest on either a yellow space, a white tile, or a tile of the player's color. The middle section of the "10" tile can cover anything, even a tile of the other color (this is a great strategy—if you cover up your opponent's tiles, he has fewer places to lay his tiles).

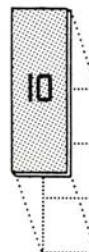
A "5" tile covers two spaces. It must rest on either a yellow space, a white tile, or a tile of the same color as the "5" tile. Thus you cannot use a "5" tile to cover up your opponent's tile.

A "1" tile covers one space. It can only be placed on a yellow space, a white tile, or on a tile of the same color.

### White Tiles

White tiles are neutral (kind of like wild cards). They may be placed on top of any tile and may have any tile placed on top of them. While they have no value (they are worth zero points), they can be used to recover surface area or to block a space the other player might have used.

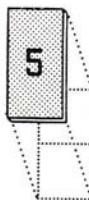
#### Red Tile Placement



red or white

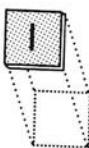
any

red or white



red or white

red or white



red or white

## **WINNING THE GAME**

A game ends when neither player can place a tile, or when all the tiles have been placed. Each player then totals up the points for his tiles (multiplying those in the second level by two and those in the third level by three). The player with the highest point total is the winner.

## **STRATEGY**

The object of Steppe is to accumulate the most points by placing the larger tiles in the upper levels where they are worth more. You also want to keep your opponent from placing his large tiles.

The first level is the foundation for the second and third levels. Here you want to place tiles into patterns that will enable you to place large tiles in the upper levels. Thus if you want to place a "5" tile in the second level, you must place two of your tiles (or one of your tiles and a white tile, or two white tiles) together in the first level. The first level sets up the second level, which sets up the third level, so you should try to set up solidly in the first level or you'll be in trouble by the time you get to the third level.

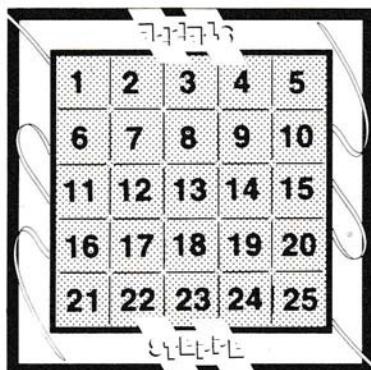
A big part of setting up for an upper level is getting to go first on that level. This means placing the last tile in the preceding level.

At the start of the game, red goes first and there are 24 spaces to be filled in the first level. Thus, if both players place only "1" tiles, the blue player will get to place the last tile and will go first in the second level. To prevent this, the red player might want to place a "5" tile (to take up two spaces). If the blue player doesn't counter by playing a "5" tile of his own, the red player will get to go first in the second level. So even though "5" tiles played in the first level don't count for many points, usually both players end up playing one or two "5" tiles as they jockey for the right to start the second level.

On the second level, each player tries to complete his planned pattern and to disrupt the other player's pattern. This is a good time to use the white tiles. If one player has a string of three tiles in the first level (so he can place a "10" on top of them in the second level), the other player can place a white tile on top of the middle tile in the string to prevent the "10" from being placed.

## SAMPLE GAME

In the sample game below, the following notation system is used.



Each turn is represented by a code:

| <b>Code</b> | <b>Meaning</b>                          |
|-------------|---|
| ten 6,7,8   | place a "10" tile on spaces 6, 7, and 8 |
| five 19,24  | place a "5" tile on spaces 19 and 24    |
| one 25      | place a "1" tile on space 25            |
| white 18    | place a white tile on space 18          |
| — Level 2 — | level 1 is complete, begin level 2      |

Each space on the board is given a number as shown.

Try this game out on your board:

| <b>Turn</b> | <b>Red</b> | <b>Blue<br/>—Level 1—</b> | <b>Comments</b>                |
|-------------|------------|---------------------------|--------------------------------|
| 1           | one 12     |                           | Start things off               |
| 2           |            | one 19                    | Likewise                       |
| 3           | one 23     |                           | Set up for a bridge from 13-23 |
| 4           |            | one 18                    | Pair up with 19                |
| 5           | one 22     |                           | Pair up with 23                |
| 6           |            | one 21                    | Grab a corner                  |
| 7           | one 1      |                           | Start other patterns           |

| <b>Turn</b> | <b>Red</b>   | <b>Blue</b>      | <b>Comments</b>   |
|-------------|--------------|------------------|---|
| 8           |              | one 4            | Spread out  |
| 9           | one 2        |                  | Pair up with 1  |
| 10          |              | one 25           | Get another corner                                      |
| 11          | one 15       |                  | Spread out  |
| 12          |              | one 11           | Set up for a bridge from 11-21                          |
| 13          | one 10       |                  | Pair up with 15   |
| 14          |              | one 8            | Divide the open space                                   |
| 15          | five 16,17   |                  | Try to go first in level 2                              |
| 16          |              | five 6,7         | Counter, get level 2 start back                         |
| 17          | five 9,14    |                  | Counter, get level 2 start for sure                     |
| 18          |              | one 3            | Pair up with 4 and 8                                    |
| 19          | one 24       |                  | String 22, 23, and 24 together                          |
| 20          |              | one 20           | String 18, 19, and 20 together                          |
| 21          | one 5        |                  | Finish level 1  |
|             |              | <b>—Level 2—</b> |   |
| 22          | ten 13,18,23 |                  | Grab free space (13), take 18 away from blue            |
| 23          |              | ten 11,16,21     | Take 16 away from red                                   |
| 24          | five 12,17   |                  | Get some points   |
| 25          |              | five 6,7         | Ditto   |
| 26          | white 20     |                  | Keep blue from placing a "5" on either 19, 20 or 20, 25 |
| 27          |              | five 3,4         | Get it while you can                                    |
| 28          | white 25     |                  | Buy some red area for level 3                           |
| 29          |              | one 8            | Play it out   |
| 30          | one 2        |                  | Play it out   |
| 31          |              | one 19           | Play it out   |
| 32          | one 15       |                  | Start filling up level 2                                |
| 33          |              | white 22         | Have to place a white tile                              |
| 34          | one 5        |                  | Try to go first in level 3                              |
| 35          |              | white 14         | String some blue area together                          |
| 36          | one 9        |                  | Now sure to complete level 2                            |

| <b>Turn</b>      | <b>Red</b>   | <b>Blue</b>  | <b>Comments</b>                    |
|------------------|--------------|--------------|------------------------------------|
| 37               |              | white 24     | More possible blue area in level 3 |
| 38               | one 1        |              | Blue cannot go anywhere, so . . .  |
| 39               | one 10       |              | Red completes level 2              |
| <b>-Level 3-</b> |              |              |                                    |
| 40               | ten 14,19,24 |              | Grab up blue area and free space   |
| 41               |              | ten 11,16,21 | Get a sure thing                   |
| 42               | ten 2,7,12   |              | Eat up more blue                   |
| 43               |              | five 20,25   | Use some free area                 |
| 44               | white 3      |              | Cut off any more big tiles by blue |
| 45               |              | one 22       | Get the last white space           |
| 46               | five 18,23   |              | Rack up some points                |
| 47               |              | one 6        | Not much choice here               |
| 48               | five 10,15   |              | Last tile for red                  |
| 49               |              | one 4        | Play it out                        |
| 50               |              | one 8        | Red is out, blue finished          |

The game ends as neither player can place a tile. Blue got stuck with a "5" and a "10," so it should be no surprise that red wins, 151 to 115.

Keep score by totaling the points as each level is completed (or wait until the end of the game and add the points up while you disassemble each level of the steppe). Add up the face values of the tiles for each color and multiply them by the level number.

For the sample game, the score sheet looks like this:

| <b>Level</b> | <b>Red</b> | <b>Blue</b> |
|--------------|------------|-------------|
| Level 1      | 19         | 14          |
| Level 2      | 42         | 44          |
| Level 3      | 90         | 57          |
| <b>Total</b> | <b>151</b> | <b>115</b>  |

Red was ahead in the first level. Blue out-scored red in the second level but not by enough to take the lead. In the third level, red kept blue from scoring big.

That was a simple example. There were many places where the best move was not made. Play it out again, with a partner, and when you see a better move than the one that is listed, replace it with your move and complete the game from there.

For example, try playing the game through turn 23. Then replace turn 24 with the following and play on:

**Turn Red Blue Comments**

|    |        |                          |
|----|--------|--------------------------|
| 24 | ten    | eat up some<br>blue area |
|    | 2,7,12 |                          |

Or play through turn 15 and replace turn 16 with the following move and continue on your own:

**Turn Red Blue Comments**

|    |       |   |
|----|-------|---|
| 16 | one 3 | try to force a move to<br>block your counter<br>on a later turn |
|----|-------|---|

Or try a different move at any point throughout the sample game and see how it changes the outcome.