

AGE OF STEAM EXPANSION VOLUME I MAP RULES

FRANCE

This map is designed for 3-6 players.

Game Parts

France map, these rules.

Setup

Place 2 Goods cubes in every city, except Paris, Lyon, and Nice. Nice gets 1 Goods cube, Lyon gets 3 Goods cubes, and Paris gets 8 Goods cubes.

Actions

The Engineer action has changed. The Engineer action now allows a player to place track in Difficult terrain hexes, denoted by a Brown or Black hexagon. It also allows a player to replace track in Difficult terrain hexes.

The Production action is expanded. Players may either perform the standard Production action or they may elect to announce a City and then randomly draw a Goods cube from the bag, placing it directly in that City.

The Urbanization action is modified. During the first turn, 2 players may select the Urbanization action. A player selecting the Urbanization action may only place/replace 2 track, in addition to placing a New City tile.

Building Track

A Brown hexagon (Difficult terrain) costs \$2. A Black hexagon (very Difficult terrain) costs \$4. Track may not be placed (or replaced) in any Difficult terrain hex unless that player has selected the Engineer action.

Move Goods

Paris is a four color City. Blue, Red, Yellow and Purple Goods must stop at Paris.

Goods Growth

Paris is Cities 1 through 6 on the dark side of the Goods Display.

Pay Expenses

If a player's income is reduced to less than zero, the income is simply reduced to zero. Players cannot go bankrupt.

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POLAND

This map is designed for 3-6 players.

Game Parts

Poland map, these rules.

Setup

Place 3 Goods in Warsaw, Wrocław, and Gdańsk. Place 2 Goods in each other City.

Build Track

The dark mountain hexes at the bottom of the map cost \$6. The swampy water hexes at the upper right of the map cost \$4.

If a Town has no Track and a player builds Track into that Town, that player's Railroad's income immediately increases by \$1.

Actions

The Production action has changed. The player choosing the Production action may pull a Goods cube from the bag and place it in any Town.

Goods Growth

Before the die rolls, find a Black cube in the bag and place it in Warsaw. If there is no Black cube in the bag, Nuts!

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HUNGARY

This map is designed for 3-5 players.

Game Parts

Hungary map, these rules.

Setup

Place 2 Goods in every City except Budapest. Budapest gets 3 Goods.

Each player begins with a “2 Link” locomotive.

The game is one turn shorter, place the Turn Track marker on the space after Start.

Actions

The Production action is different. The player selecting Production draws 4 cubes, selects 2 of the cubes and places them in Budapest. The remaining 2 cubes are returned to the bag. This action is performed at the end of the Goods Growth phase.

Building Track

Every hex costs \$3 to build, not \$2.

No track may be built in or across Lake Balaton (Blue hex and Red line).

A New City tile may be placed on an existing New City tile, effectively replacing it. The replaced New City tile is removed from the game. Any Goods on the removed New City may be kept on the new New City or returned to the bag with the player placing the New City deciding whether they are kept, returned to the bag, or a mix. Any Goods on the Goods Display for the removed New City are returned to the bag.

Move Goods

When Goods are moved by a player, at least one link belonging to another player must be traversed.

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FINLAND

This map is designed for 3-6 players.

Game Parts

Finland map, these rules.

Map

There are two zones: Russia & Sweden. Track may not be built from a zone. Track built to a zone comprises a Completed Railroad Link.

The Finland map has many Impassable hexsides, representing huge lakes, shown as thick red lines. Track may not cross these hexsides.

Public track exists between the cities of Espoo and Helsinki. Another public track also exists between the cities of Helsinki and Vantaa.

Setup

Place 5 Goods in the Russia zone. Place 5 cubes in the ‘4 links’ box on the Income Track Display. Place 2 Goods in each City.

Move Goods

Using each public track (Espoo-Helsinki or Helsinki-Vantaa) to move Goods costs a locomotive link and provides no income increase.



At the start of the game, the Russia zone accepts all color Goods. Goods may be moved from the Russia zone as normal. When a Good is moved to the Russia zone, remove one of the Goods in the Russia zone. If the Russia zone has no Goods, the Russia zone no longer accepts Goods.

The first player whose token moves into the ‘4 Links’ box on the Income Track Display immediately places the 5 cubes in that box on the Sweden zone. The Sweden zone now accepts all color Goods. Goods may be moved from the Sweden zone as normal. When a Good is moved to the Sweden zone, remove one of the Goods in the Sweden zone. If the Sweden zone has no Goods, the Sweden zone no longer accepts Goods.

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SWITZERLAND

This map is designed for 3 or 4 players.

Game Parts

Switzerland map, these rules.

Setup

Place 4 Goods in Zürich, 3 in Basel, 2 in all other Cities.

Issue Shares

In a turn where a player does not issue any shares, they may buy one share back for \$8. A player may not have less than two shares issued.

Building Track

The cost to Place, Replace, or Redirect any track hex is \$4. The cost to Place or Upgrade any Town is \$4. The heavy Red hexsides are impassable. The mountain hexes are also Impassable, no track may be placed in those hexes.

Three hexes are special: the St. Gotthard hex, the Lötschberg hex, and the Raron hex. No tiles may be placed on these hexes. Raron may not be Urbanized. The Tunnels, Tracks, and Town in these hexes do not exist until turn 5. At the beginning of turn 5, the Tunnels, Tracks, and Town are automatically created and may be used. These do not count toward Victory Points.

Move Goods

The 3 multicolor City hexes accept every Good, including black Goods. Zürich is a Black City and accepts Black Goods.

Goods Growth

Zürich receives one extra Good every turn, in addition to any from the Goods display.

Victory

Each Track segment is worth 2 Victory Points, not 1.

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NEW ENGLAND

This map is designed for 2 players.

Game Parts

New England map, these rules.

Setup

Place 3 Goods cubes in every city.

Roll the dice to randomly determine the White player. The White player is the First Player on turns 1, 3, 6, and 8. The Black player is the First Player on turns 2, 4, 5, and 7.

Building Track

Only Completed Railway Links may be built. Unfinished Track sections are not allowed.

Move Goods

Each player may move Goods three times.

Victory

In addition to the other Victory Points, players receive 1 Victory Point for every \$20 at the end of the game.

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PITTSBURGH RULES AND TRACK BUILDING CHART

This map is designed for 3 players.

Game Parts

Pittsburgh map, these rules.

Historical Context

Pittsburgh is a major industrial city built in the Allegheny Mountains. Called “The City of Bridges” by the Society of Civil Engineers (SCE), nothing is flat or straight! Pittsburgh has more bridges and tunnels than any other US city. Three major rivers (Ohio, Allegheny, and Monongahela) meet in Pittsburgh. The SCE says the cost of building roads and railroads in Pittsburgh is 5 times the US national average. The only long straight sections of railroad track in Pittsburgh are on bridges or in tunnels.

Setup

Place 3 Goods in all Cities.

Actions

The Turn Order action has been replaced with the Commonwealth Grant action. The Commonwealth Grant action reduces the cost of one \$10 track build to \$7.

Building Track

Simple Straight track costs \$10. Complex track that introduces straight track costs \$10. Simple Curved track costs \$3. Complex track that does not introduce straight track costs \$4. Towns cost \$0. You may not build a Complex Track tile that has only straight track on it.

Goods Growth

Cities 1-6 receive Goods from both the light and dark sides of the Goods display.

Game End

The game ends after Turn 8 is completed.

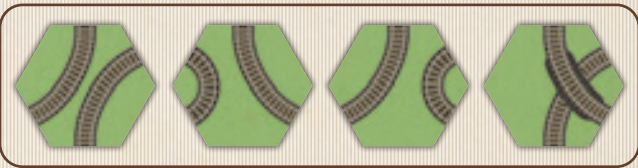
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PLACING TRACK



\$3



\$4



\$10

REPLACING TRACK



All other Replacements cost \$4

REDIRECTING TRACK



All other Redirections cost \$4

TOWNS

Placing/Replacing Track in a Town hex costs \$0

This Complex Track tile is not allowed



DETROIT BANKRUPTCY

This map is recommended for 2 to 5 players.

Map

This map is based on mid-2000s Detroit. Instead of playing for a set number of turns, **this map is played until all but one player has gone bankrupt**. Last player left wins. This game also uses a custom income track and Issued Shares track that are used instead of those for the base game to track income and shares.

Setup

Place 2 Goods cubes on each City on the map. **Only place 1 Goods cube on each City and New City on the Goods Display**, leave the rest empty. Each player starts with 5 shares on the Issued Shares track. **Each player receives no money at the start of the game**. Players will have to combat this debt to stay solvent.

Issue Shares

On this map **the maximum number of shares is 25**. Remember that during the Expenses phase players must pay \$1 for each issued share, including the 5 they begin the game with.

Actions

The Engineer Action, in addition to allowing the player to build up to 4 track tiles, also allows the player to build their lowest cost track tile for free. The free build may be one of the special links on the map if it's the lowest cost build that turn. **The Production Action** is not used on this map.

Build Track

There are special links between Midtown Detroit and Downtown Detroit, between Downtown Detroit and Windsor, and between Windsor and Windsor Airport. They may be built for the cost shown on the map. Each special link can only be owned by one player. Each special link built counts as one track tile.

Move Goods

When moving goods, **at least half of the links must belong to the current player**. For example, a three link delivery has to be over at least two of the current player's links.

Expenses

Expenses include number of shares issued, engine level, and turn number. The turn number expense is equal to the number of the current turn (\$1 for turn 1, \$2 for turn 2, etc).

Income Reduction

Income reduction is altered as shown on the custom Income track on the map. It begins with -1 for 6 to 10 income, -2 for 11 to 15 income, and so on.

End of Game

The game ends when all players except one are bankrupt. The player who is not bankrupt wins. If all remaining players go bankrupt on the same turn, the remaining player with the highest income (closest to 0) wins.

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DETROIT SOLO VARIANT

The solo game for Detroit Bankruptcy follows the same rules as the regular map rules with the following changes.

Setup

In addition to standard setup, place 3 Ownership disks on each of the action spaces for **Engineer**, **Locomotive**, and **Urbanization**.

Actions

The only actions available are **Engineer**, **Locomotive**, and **Urbanization**. Each may only be selected up to 3 times in the game. When selecting an action, remove one disk from the corresponding action space. In addition, **you must pay a fee to the bank to use the action**. Removing the top disk from an action costs \$3, removing the middle disk costs \$2, and removing the bottom disk costs \$1.

You may select and use 1 action per turn. An action may not be selected if there are no disks on the space. If all disks are removed, no actions may be used.

Goods Growth

During the Goods Growth phase, **roll 2 dice** for each side of the Goods Display.

Income Reduction

If needed, Income reduction continues to increase by 1 for every 5 steps on the Income track, so 41-45 is -8, 46-50 is -9, etc.

End of Game

Your goal is to beat a virtual government player that will go bankrupt at the end of Turn 6 with an income of -1. If you outlast the government player, you win. If you tie or do worse than the government player, try again.

If you beat the government player and are not bankrupt on Turn 6, then continue playing to see how well you can do. Can you make it to Turn 8 before going bankrupt? Turn 9? Turn 10? Record your final Turn number and Income when you go bankrupt, and compare it to the criteria below.

Turn 7: You are better than the government, way to go!

Turn 8: You have achieved above average skills and Detroit applauds your efforts.

Turn 9: You have advanced to expert level. The economy in Detroit is starting to turn around.

Turn 10: The cars are rolling off the factory line. Detroit Rock City salutes you.

Turn 11: Eleven!

Turn 12: You are in the Age of Steam Hall of Fame. Take a picture, date it, sign it, cherish it.

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HEAVY CARDBOARD

This map is recommended for 4 to 6 players.

Map

This map features towns and cities named after games that have been featured on the Heavy Cardboard podcasts. The large Heavy Cardboard space in the center of the map functions as a single City, with many possible connections to this space.

Setup

Place **one good of each color** on the Heavy Cardboard space in the center of the map (5 total). Place 2 goods on every other City.

Actions

The **Production** action cannot be selected. There is a new action called **Heavy Lifting** that can be selected by placing a disk on the Heavy Lifting action space on the map. This action is implemented during the **Move Goods** phase. The action allows the player, for one of their deliveries, to move one Goods cube from a City that they have an existing complete link with, to a City matching the Goods cube color, **over open land**. This represents a trade route for high demand goods through undeveloped, difficult terrain, without rails.

This delivery must be made over **contiguous open hex spaces** (no track tiles) connecting the two Cities with a maximum of 5 hex spaces. Mountain terrain hexes count as 2 hex spaces for this movement. The start City and the destination City hexes do not count against the movement.

For example, starting from Arkwright, the player could make a Heavy Lifting delivery to Food Chain Magnate over 5 open empty hexes, or to Agricola over 2 mountain hexes and 1 empty hex, provided none of the hexes on the delivery path have rails or other Cities.

Moving a Goods cube using this action is worth 2 income in turn 1, and increases by 1 income each turn to a maximum of 6 (see chart on map.) Players cannot deliver to or from Madeira with this action.

Build Track

The large Heavy Cardboard space in the center of the map counts as a single City for links and track building. The thick lines on the edge of the Heavy Cardboard space are impassable and cannot be built across. Madeira has two **Ferry** lines; one from Puerto Rico and one from Container; that can be built for \$6 each. Puerto Rico or Container must be urbanized or have a town track tile in order to build the **Ferry** line, and only one person may build each **Ferry** line, though one player may build both if they desire. A **Ferry** connection counts as a single tile during the **Build Track** phase, and as a single point for end game scoring.

Move Goods

Goods cubes cannot be delivered **to** the Heavy Cardboard space. Goods cubes can be delivered **from** Heavy Cardboard and Goods cubes can pass through it, which counts as a link connection for income and locomotive level. Madeira is a red and blue City and accepts both types of Goods cubes. Both red and blue Goods cubes cannot pass through Madeira.

Goods Growth

Heavy Cardboard does not gain Goods cubes the way other Cities do. Instead, **if there are no goods on the Heavy Cardboard City at the beginning of the Goods Growth phase, it gains one Goods cube of each color (5 total).**

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Thank you to Chad DeShon, Kevin McCurdy, and Heavy Cardboard for their permission to use the Detroit Bankruptcy and Heavy Cardboard maps. We are happy to celebrate both Age of Steam Con and HeavyCon.

You can find out more at
www.ageofsteamcon.com and
www.heavycardboard.com