

AGE OF STEAM EXPANSION VOL. II MAP RULES

ITALY

Italy is a map for 3 to 6 players.

Components

- 7 Italy Track tiles

Setup

Place all the red, blue, yellow, and purple Goods cubes in the bag. Place 4 Goods in Roma. Place 3 Goods each in Milano, Napoli, Venezia and Firenze. Place 2 Goods in all the remaining Cities. Add the black Goods cubes to the bag, shake vigorously, and place Goods on the Goods display. Do not place any Goods in the squares for New Cities E, F, G, and H as they are not used.

Issue Shares

When a player issues shares during the Issue Shares phase, they receive \$5 for every share issued, just as in the standard game. Additionally, players may issue more shares during the Determine Player Order, Build Track, and Pay Expenses phases, receiving \$3 for every share issued. There is now no limit to the number of shares issued. If a player issues more than 15 shares, record the extra shares on the chart below.

Actions

The Engineer action has changed. The Engineer action now allows a player to place/replace one Track tile for no cost. The Urbanization action has changed. The Urbanization action now allows a player to remove a black Goods cube from a City or from the Goods Display, put it in the Goods bag and then randomly draw a new Goods cube to replace it. A player may do this **two** consecutive times during their Urbanization action.

Building Track

A player may only build one Completed Railroad Link in their turn. Unfinished Track Sections are not allowed. There is now no limit to the number of Track tiles that a player may place/replace in building their Completed Railroad Link, but they must build the Completed Railroad Link in the least expensive way.

Seven additional Track tiles are included for use with the Italy map. Two new complex Coexist Track tiles are included as are 5 Complete Track tiles. Complete Track tiles may only be used to replace a Complex Track tile, (the cost is \$7), they may neither be initially placed nor redirected. There are no Towns, the Town tiles and New City tiles are not used.

Move Goods

A black Goods cube may be moved just as a normal Goods cube, except that the cube doesn't have to stop at a black City (none exist) and each different Completed Railroad Link the Goods cube travels over decreases the income of the Completed Railroad Link's owner by 1 on the Income Track.

Roma is a two color city. Blue and Red Goods must stop at Roma.

Goods Growth

Roma is City 1 and 2 on the dark side of the Goods Display.

Income Reduction

There is no Income Reduction step, skip it.

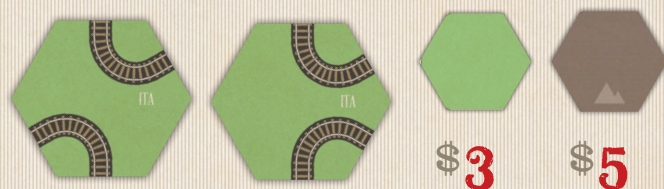
Victory

Players lose 2 Victory Points for every share they issued, not 3.

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COMPLEX COEXIST



COMPLETE



PORTUGAL

Portugal is a map for 3 to 6 players.

Map

The thick red line between Lisboa and Setúbal is impassable, this represents the Rada de Lisboa.

Setup

Place 4 Goods cubes in Lisboa. Place 3 Goods cubes in Porto. Place 2 Goods cubes in the remaining Cities.



Select Actions

In the first turn only, just before actions are selected, each player, in Player Order, may place one Simple track for free and mark it with their Track Ownership disc.

Goods Growth

If Lisboa has less than 3 Goods, draw and place Goods on Lisboa until it reaches 3 Goods.

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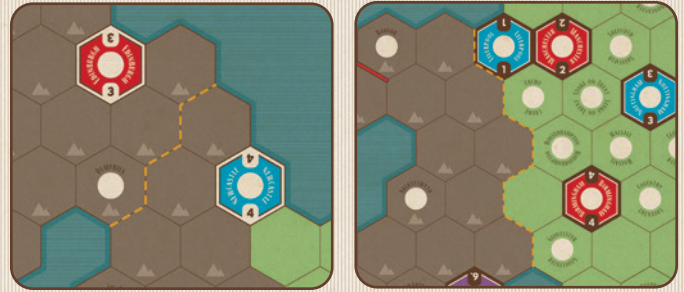
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GREAT BRITAIN

Great Britain is a map for 3 to 6 players.

Map

The dotted gold lines are national boundaries between Scotland, Wales, & England. These are important when Moving Goods.



Setup

You should only use 8 Town Disks for this map, and each player will likely need all 25 Track Ownership disks. Place 2 Goods cubes in every City.

Build Track

A Track Link may be built directly between two Cities, such as Liverpool & Manchester. To do so, the cost is \$2 and place a Track Ownership disk across the hex line dividing the Cities. This counts as one track for end game scoring. It also counts as one Track tile placement during building. The black hexes are impassible terrain, as are the thick lines.

Move Goods

When Goods are delivered to a City in a nation different from the originating City, the railroad receives one extra income. For example, a purple Good from Birmingham (England) to Cardiff (Wales) brings an extra \$1 in income for the railroad. If more than one railroad is used, the moving player decides which of the used railroads receives the \$1 income increase.

The Good color accepted by London depends on the hexside entered. For example, London accepts Yellow Goods only from the Northwest hexside and Purple Goods only from the Northeast hexside.

Note: A Goods cube of the same color as the hexside of London it is entering must stop in London.

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1890 BERLIN

1890 Berlin is a map recommended for 3 to 6 players.

Components

- 12 City Color tiles



Setup

Return 3 blue, 3 red, 2 purple, 2 yellow, and 2 black cubes to the game box. Randomly place a City Color tile on each of the 12 Cities on the map. These are the color of Good demanded for the City and do not change during the game. For example if a blue City Color tile is placed on the Moabit City hex, Moabit is a blue City for the entire game.

Place the remaining Goods cubes in the bag and randomly draw them, placing 4 each in the 4 Goods boxes in each City hex. The Goods display is not used for Production in this expansion.

Actions

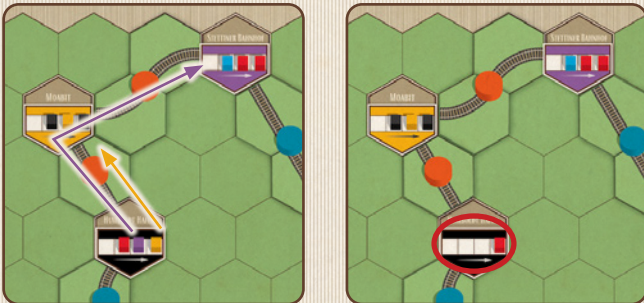
The Urbanization action is not used on this map. The Engineer action has changed, please see the *Build Track* section below. The Production action has changed, please see the *Goods Growth* section below.

Building Track

Placing, replacing, and redirecting a Track tile costs \$3. Players may place, replace, or redirect only two Track in their turn, unless they use the Engineer action. The Engineer action allows a player to place, replace, or redirect three Track tiles in their turn.

Move Goods

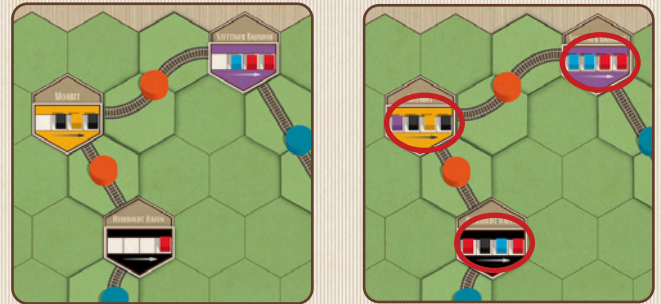
Only the rightmost Goods cube may be moved. After the rightmost cube is delivered, the remaining cubes slide to the right.



Orange's first Move Goods action is delivering the yellow Good from Humboldt Hafen to Moabit. On their next Move Goods action, the purple Goods cube is now available in Humboldt so Orange delivers it to Stettiner Bahnhof. At the end of the phase, Humboldt's red Goods cube slides all the way to the right.

Goods Growth

If a Player has chosen the Production action, that player draws cubes one at a time and places one in each of the empty Goods boxes in the Cities. The player decides what Goods are placed where. If no player has chosen the Production action, randomly draw the replacement Goods cubes and place them in the empty Goods boxes.



It's the start of Goods Growth and no player has chosen Production. The players refill all the City Color tiles until each City has 4 Goods cubes again.

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SCOTLAND

This map is recommended for 2 players.

Setup

Place 2 Goods cubes on every City at the beginning of the game.

Actions

The Turn Order action, if taken, allows you to be the first in the Player Order on the next turn without an auction being necessary.

Building Track

There are 2 ferry routes on the map: between Ayr and Belfast, and between Ullapool and Stornoway. You may only build a link on a ferry route once the Towns on both ends of the link are Urbanized. To build one, you pay \$6, and it counts as one of your 3 building actions. Once built, they act as a regular transport link.



Ayr and Glasgow are next to each other but you cannot transfer Goods between the Cities without the special link. To build it, the link costs \$2. Once the link is in place, it cannot be removed, even if Ayr goes from a town to a City.



A Mountain tile with a river costs \$5.



Both of the highlighted hexes above would cost \$5 to build simple track on.

Goods Growth

Roll 4 dice for Goods Growth, once for the light and once for the dark Cities.

Game length

The game ends after 8 turns (the 4-player end).

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SEATTLE METRO

This map is recommended for 1 to 3 players.

In 1970, Seattle voters turned down a rapid-transit system that would have significantly increased the ease and efficiency of public transportation in the city. Not to mention it would have been 75% funded by the federal government. Now, nearly 50 years later, Seattle is facing more transportation congestion than ever before. A major online retailer has gentrified the majority of the city, every major tech company seems to be building a campus downtown, and tourists from all over the world are still flocking to the city to get a cup of overly roasted, bitter coffee and to snag a selfie with the iconic Space Needle. Only recently have state officials realized that the most effective way to decrease transportation stress is to learn from the bygone age of steam and to start laying some rails. The state is opening up its treasury to you. Can you give the city the metro system they've always needed?

Rules

The below rules are for a 3 player game, with boxes denoting the differences in the 2 player and solo game rules.

Note: Downtown and the Airport are already connected at the start of the game with simple track. These two track hexes may be replaced as part of a Track Build action.

Setup

Place all the standard colors of Goods cubes in the Goods bag. Randomly draw and place one cube in each of the ten Town hexes on the map (Crown Hill, Wallingford, Fremont, Discovery Park, Capitol Hill, Island Crest, Seattle Center, Alki Beach, Columbia City, and Renton). Do not place cubes on the goods growth chart, it is not used on this map.

Return three of the black New Cities to the box, the letters do not matter.

Solo: Return all New City tiles to the box, they will not be used.

Place a player disk on the 2x space of the Move Goods Action Points track for each player. 9 turns will be played in a 3-player game.



Two Players: Randomly select a player to go first. Then have that person place a player disk just above the start space on the turn track. Then alternate player disks, so that each player has four disks out. 8 turns will be played during a 2-player game. Slide the first player disk down to denote the beginning of the first turn.



Finally, select 3 player disks of a 3rd color and 2 player disks of a 4th color and place them near the Select Actions section of the board.

Solo: 10 turns will be played in the solo game.



Finally, select a player disk of any non-player color and place it on the track between the airport and downtown to remember that it is owned by the state.

Determine Player Order

Two Players: You will skip the Determine Player Order phase each turn. The player whose disk is on the current turn on the turn tracker will be the first player for that turn.

Solo: You will skip the Determine Player Order phase each turn.

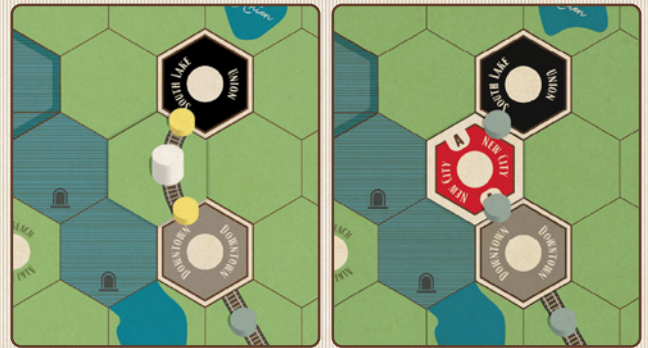
Select Actions

All actions are available in the 3-player game.

The Production action is different: instead of adding goods cubes to the goods display, increase your Move Goods Action Points by one.

The Urbanization action allows you to place one of the five available New City tiles on any town on the board as in the standard rules. However, only three of the five tiles can be placed. Furthermore, only one New City can be placed in each third of the board (sectors 1&2, 3&4, 5&6). Once three new city tiles have been placed, then the Urbanization action changes to allow the player to reroll one of their dice during Goods Growth.

Regarding urbanizing Seattle Center, adjacent cities are considered to have implicit links, but these links are owned by the City of Seattle, so derive no income to any player for their use. When Seattle Center is urbanized, place a non-player color disk between it and the neighboring Cities as a reminder.

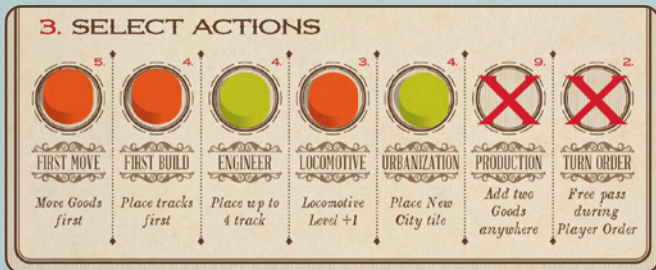


Yellow has two links connecting South Lake Union and Downtown, through the Seattle Center Town (left). However, another player used the Urbanize action on Seattle Center, turning it into New City A (right). The connections between South Lake Union, New City A, and Downtown are state-owned connections now, Yellow loses control of those links.

Solo: The only actions that are available are Engineer and Locomotive. When an action is selected, place a player disk on it. Each turn you can select one, both, or neither of these options. As rounds progress, stack player disks each time you select the action.

When you select the Locomotive action, choose to either immediately progress the player disk on the Engine Track up one link (as is standard) or increase your Move Goods Action Points by one. Keep in mind that the number of times you use each action will heavily count against you during final scoring (see End Game and Scoring).

Two Players: All actions, except for Production and Turn Order, are available in the 2-player game. Each turn the first player assigns one of the five extra color player disks to each of the five action spots, splitting them into one group of three actions and one group of two actions. After the first player has noted that their decision is final, the other player chooses a color of player disks and is awarded the corresponding actions as they would be performed according to standard rules. The first player takes the actions associated with the other color. All actions must be executed.



In this example, Yellow is first player and has to split the actions into two groups. They want to make sure they get either Locomotive or Urbanization, and they don't want their opponent to get both Engineer and First Build, so they split the actions as shown above. Pink then decides to take the green actions, Engineer and Urbanization, and Yellow gets the remaining three actions. The actions occur during their appropriate phases as normal.

The Locomotive action allows you to choose to either immediately progress your player disk on the Engine Track up one link (as is standard) or increase your Move Goods Action Points by one space.

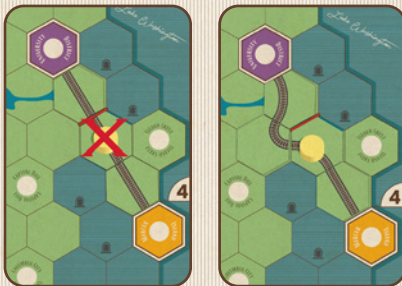
Because all actions must be executed, unless a player is completely topped out on both the Engine Track and the Move Goods Action Points track, they must increase one of the two tracks if they choose or are left with the color associated with the Locomotive action.

Building track

The river and blue tunnel hexes on the map represent the lakes and canals that divide parts of Seattle.

The river hexes may have track built over them and are treated like standard river hexes. Note that there are places on the board where river hexes share a red border, track may not connect over these borders.

The blue tunnel hexes represent areas that need an underground tunnel. Track tiles used on these spaces may only be straight or gentle curving tiles and they may not be changed or upgraded once placed. The cost to build these tunnels is \$10 for a simple tile lay.



Solo: The blue tunnel hexes are impassable terrain, you may not place track on them.

Two Players: The blue tunnel hexes are impassable terrain, you may not place track on them. During a player's build action, they may forgo laying any track to advance one space on the Move Goods Action Point track.

Move Goods

At the beginning of the game, you have 2 action points during the Move Goods phase as is standard. However, for each position you increase on the Move Goods Action Points Track, you may take one more move goods action. Extra Move Goods actions are used following standard rules. Delivered goods do not go back into the Goods bag, but are removed from the game unless they were delivered Downtown. Goods delivered Downtown are worth no income, but they should be placed in front of the player who delivered them as they factor into end game scoring.

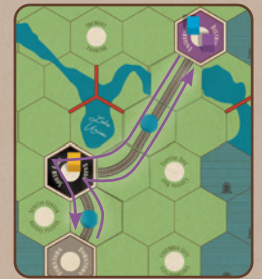
Airport & Downtown

Gray Cities (Airport and Downtown) represent tourist and business epicenters. Any cube may end its movement on a Gray City.

If a cube ends its movement on a Gray City, you must decide whether to deliver it or allow it to remain on the hex. If delivered, the cube is worth zero income. If kept on the Gray City, it is then treated as any other cube and may be moved with a future Move Goods Action Point.

The Downtown hex can hold an unlimited amount of Goods cubes. The Airport hex has a capacity of 3 Good cubes (see Transit Demand Overload).

Blue is playing solo and wants to get rid of the purple Goods cube on the University District City. They use one of their Move Goods action points to take the purple Good to Downtown without removing it from the board. Then for their next move, they send the purple Good back up to University District, getting 2 income.



Expenses

In addition to the Issue Shares Track and Engine Track expenses, you must pay \$0/\$4/\$7/\$10 depending on how far you have advanced up the Move Goods Action Points Track.

Goods Growth

The first player randomly draws one Goods cube and places it on the Airport Hex. Then, starting with the first player, each player rolls 3 dice, randomly draws 3 Goods Cubes and proceeds to place one Goods cube in one of the town or city spots in the sector that corresponds to the number rolled on each die. Goods cubes that are placed in die sectors 5 & 6 may not be placed in the Downtown or Airport hex.

For example, if two 3s and a 6 are rolled, two of the three randomly drawn cubes may be placed in Discovery Park, Fremont, or South Lake Union. Then the last randomly drawn cube may be placed in Mercer Island, Columbia City, or Renton.



Transit Demand Overload:

Town hexes and City hexes have a capacity limit of 2 goods cubes. The Airport hex has a capacity limit of 3. If you ever need to place a Goods cube in a sector and all locations are full, you set that Goods Cube aside and it will be used for end game scoring.



Goods cubes are piling up in the northern region, and Yellow just rolled two 1s and a 2 for Goods Growth. Luckily they also selected the Urbanize action, and 3 Cities have already been built, so they get to reroll one of their dice. They reroll a 1 and end up with another 2. Yellow is able to safely place the 2 Goods cubes in sector 2, but the remaining Goods cube cannot be placed in sector 1. Instead, it goes onto the Transit Demand Overload area in the upper left.

Solo: If you ever need to place a Goods cube in a sector and all locations are full, the game immediately ends and you lose!

End Game and Scoring

After the last turn, during which you skip the Goods Growth phase, the game ends and is scored according to standard rules except for the changes noted below:

In addition to the VPs awarded for income level and track built, each Goods Cube that was delivered to Downtown and is sitting in front of you at the end of the game is worth 5 VPs.

Finally, if the person with the winning score didn't deliver the same amount or more Goods Cubes downtown than were removed due to Demand Overload, then all players lose.

Solo: The scoring rules for playing solo are unique and ignore the base game scoring rules. First, spend your cash to buy back all of your shares at \$5 each. Also, it's time to pay for all of those actions you used. Count the number of player disks stacked in the Engineer and Locomotive locations. For each player disk, subtract another \$5. If you can't pay the full amount, you lose because you bankrupted Seattle!

If you haven't bankrupted, calculate your final score: Final Score = # of Goods Cubes delivered downtown - # of Goods Cubes still on board - # of unconnected stations (towns/cities). Towns and cities are considered unconnected if a route cannot be traced from their hex to downtown.

If your score is 0 or greater, you win! If not, you lose, and hopefully, the transit director that takes over for you can give Seattle the rail system they need.

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TEXAS, OKLAHOMA, & NEW MEXICO

Texas, Oklahoma, & New Mexico is a map for 3 to 6 players.

Components

- 32 Cattle cubes



Setup

Place the 32 Cattle cubes next to the game board and NOT in the bag. Place 4 Goods cubes in each of the Cattle Demand Cities: Trinidad, Wichita, Springfield, Little Rock, Shreveport, and Alexandria. Place 1 Good in the 12 other Cities. Do not place any Goods on the New Cities (A-H) of the Goods Display as New City tiles are not used.

Cattle Cube Placement

Place a Cattle cube in Pecos. After the initial Player Order is determined, each player, starting with the first player and continuing in Player Order must place a Cattle cube in an Open hex (containing no City or Cattle cube) next to an existing Cattle cube. (An Open hex is a hex that has no City, no Cattle cube, and no Track.) Continue this placement until all 32 Cattle cubes are on the map.

Actions

The **Cattle Drive action** allows a player, during the Move Goods phase, to move a Cattle cube 1 or 2 hexes to a hex with Track or a City, and then transport the Cattle cube to one of the Cattle Demand Cities. The Cattle cube must start its movement in a hex without any Track.

The **Ranching action** allows the Player to take 1 or 2 Cattle cubes from the Cattle box and place the Cattle cubes in any Open hexes (containing no City, Cattle cube, or Track tile) west of Austin and south of Amarillo. The placement occurs the moment the player selects the Ranching action. If there are no Cattle cubes in the Cattle box, this action may not be selected.



On the left is the Cattle cube box, on the right is the area Cattle cubes may be placed using the Ranching action.

The **Urbanization action** is not used.

Building Track

When placing Track in a hex with a Cattle cube, place the Cattle cube on the built track.

Move Goods

Cattle cubes may be moved as Goods cubes. Cattle cubes must end their movement in a Cattle Demand City and are then placed in the Cattle box on the game board. Goods may not be moved through a Cattle Demand hex. Cattle cubes on a Track hex may be moved, counting the track between the Cattle cube and the next City or Town as a link.

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