Disco Inferno

This map is recommended for 4 to 5 players, but playable by 3 to 6 players.

This Age of Steam expansion map takes place in a Disco Inferno, where "satisfaction comes in a chain reaction" and everyone keeps shouting "Burn, baby, burn" as you set up routes for disco dancers to be shuttled between various discos. Unique features for this map include Burn Baby Burn: once a disco no longer has dancers, it burns to the ground and is no longer a delivery location, and Chain Reactions: which allow players to deliver multiple linked dancers at once.

Components

* 22 Fire tokens

Setup

Place four random dancers (Goods cubes) on each disco (City) already on the map. Place three random dancers on each New City hex A-H. Place the remaining dancers into a bag. Do not place any cubes on the Goods Display. Each player starts with $15 (2 sold shares as well as a $5 bonus).

Urbanization

When a Town is urbanized into a disco, place the three dancers on it.

Building Track

Track costs $3 on all fire spaces (the entire map is fire except for MacArthur Park, which is impassible terrain). Regular prices for building Towns, complex track, etc. still apply.

Production

The player who chooses the Production action uses this action during the Goods Growth phase. The player selects two dancers from the bag at random and places those dancers together on any one disco in play (discos that have burned to the ground are not in play).

Goods Growth

Only the Production action takes place during Goods Growth.

Chain Reaction

On their turn, a player may deliver more than one dancer, as long as the total links do not exceed their current locomotive size. Dancers delivered after the first must start from the disco where the last dancer was delivered and may travel through or be delivered to discos that other dancers passed through or came from.

For example, if you have a 5 locomotive, you could deliver a dancer three links, pick up another dancer at that destination, and deliver that dancer another two links.

During their Move Goods phase, Blue delivers the yellow dancer from Manilow to Summer, then takes the red dancer in Summer to Gibb, and the red dancer in Gibb back to Manilow, all in one 4-link delivery.

Burn Baby Burn

If there are no more cubes on a disco, that disco "burns to the ground" immediately (even in the middle of your Move Goods phase) and is no longer a valid destination for goods.

Place a fire token on that disco; that disco may not be used for the remainder of the game. Dancers may still move through the charred remains of discos. Track to and from them still counts as a link and as Victory Points at the end of the game.

Yellow moves the red dancer from Quincy to Manilow, and then moves the black dancer from Manilow to New City D, a 4-link delivery. The red dancer is allowed to pass through New City A since it is burned down and cannot accept any more deliveries. This empties Quincy, burning the disco down, so Yellow places a fire token on it as a reminder.

Singing Penalty

Any player caught singing or humming a disco tune aloud when it is not their turn, is penalized one income.

Osaka

This map is for 2 to 5 players.

Components

* Osaka Actions tile

You are the president of a comedian training school in Osaka. Train comedians, build a network of comedians, send them to various gigs, and outsmart other training schools while bringing laughter to all parts of Osaka!

In this map, the colored cubes (red, blue, yellow, and purple) represent 'comedians' and the black cubes represent 'promoters' of the training school. The color of the comedian indicates the type of comedian, and the color of the City represents which type of comedian's performance is in demand in that City.

"I made this map of my hometown Osaka, focusing on the area where I was born and raised (Minami area)! Namba is not only a town of "kuidaore (fallen food eaters)" with many delicious food, but it is also the place where the well-known comedian school, a gateway to success for young comedians, is located! If this map makes you want to go to Osaka, I'll be so happy!" -Hiro

Setup

Place one black cube in each City on the map, with the exception of Namba. Add 5 random Goods cubes to Namba, 2 random Goods cubes to each of the other prefectures in the four corners (Amagasaki, Kyoto, Nara, Wakayama), and 1 random Goods cube to each of the other Cities. When the game begins there will be 5 cubes in Namba, 3 cubes in the other 4 prefecture Cities, and 2 cubes in all other Cities.

The game is 8 Turns (7 Turns for 5 players).

Move Goods

Operating alone, with only one performer, is dangerous! **If you send colored cubes to a City that has no promoters (black cubes), the total income received for the delivery will be reduced by 1.** If you use other players' links to deliver Goods to a City containing no black cubes, the income for all players whose links were used will be reduced by 1. This reduction is once for the entire delivery per player, not per link. When delivering black cubes, even if there are no black cubes at the destination, the player earns as usual.


Orange is first to Move Goods, and they see that Pink has set up a 3-link delivery between the red Cities. Orange decides to interfere by delivering the black Goods cube from Tennoji to Namba, gaining 1 income. Pink decides to deliver the red Goods cube from Shin-Osaka down to Tennoji anyways. However, they only receive 2 income as there's no longer a promoter (black Goods cube) in the destination City.
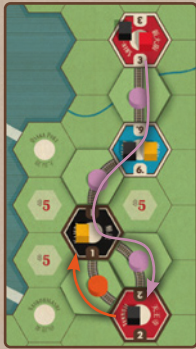
In the Move Goods phase, if you pass any Goods cubes (including Goods cubes in the destination City) that match the color of the cube being delivered you **immediately gain $1 (in money, not points or income)** per cube of the matching color. This bonus does not occur when delivering black cubes as they are promoters. You may earn up to $3 per delivery (max $6 per Turn) in money through this bonus.

Orange is delivering a purple comedian from Kansai Airport to Wakayama. Since there is a promoter (black cube) in Wakayama, Orange earns 2 income for the 2-link delivery. They also passed two other purple comedians in Izumisano, earning $2 in money from the supply as well.
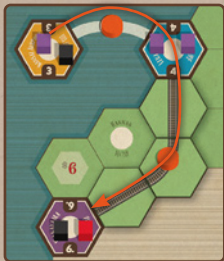
Action: Price Cut

The Engineer action is replaced by the Price Cut action. The player who chooses this action may only build up to three tracks, but the cost of building one track is halved (rounded up).

Action: Promotion

Promotion is the key to success! The player who selects this action, just before the beginning of their **first** Move Goods phase, draws a black Goods cube from the bag, and places it in any City except a black City. If there are no black cubes left in the bag at this time, no cube can be placed.

Build Track

Open green hexes cost $2 to build and river hexes cost $3. Hexes adjacent to Amagasaki, Kyoto, Nara, and Wakayama have their cost to build printed on the map. The cost of replacing a Track tile in these hexes is the same as the normal replace track cost.

Building the connection for the Airport Express or JR Yumesaki costs $8. Building the link in the Yumesaki Tunnel is $10. **Only one of these connections (JR Yumesaki Line, Airport Express Line, or Yumesaki Tunnel) may be built per player per turn.** These connections count as one of your track builds, and at the game end they count as one point per connection at both ends must be Cities. To build one of these marine connections, the hexes at both ends must be Cities.

2-Player Variant

Length of game: 8 rounds

Determine Player Order Phase: 2nd player pays half (rounded up) in the auction.

Select Actions Phase: The Turn Order action is not available for selection

Once an action is selected by a player, all players will be unable to use that action for the next turn. To keep track, place an extra player token on the unavailable action. For instance, if two players choose Locomotive and Urbanization on the first turn, neither player can choose Locomotive or Urbanization on the second turn.

Lincoln Funeral Car

This map is recommended for 4 to 6 players.

On April 21, 1865, a train carrying the coffin of assassinated U.S. President Abraham Lincoln left Washington, D.C. touring the Northeast. Millions of people traveled to view the President as the train made its way to Springfield, IL.

Components

* Determine Player Order / Select Actions overlay
* Wooden Funeral Car token

Setup

Place the Determine Player Order / Select Actions overlay over the existing Action Display on the Display Board. Place the Funeral Car token in Washington. Return New City tile H to the box.

With 5 players, place New City tile D on Buffalo. With 4 players, place New City tile D on Buffalo and New City tile G on Columbus.

Now, place a white Goods cube in every Town on the board. Place any of the remaining 14 white cubes in the Goods bag with the other Goods cubes. Then, place 2 random Goods cubes in each City on the board. A white cube may be placed in a City if drawn from the Goods bag. Finally, fill the Goods Display with cubes from the Goods bag.

Place a $1 chip on the Production action space.

Player Order & Action Selection

The game will start as normal, with shares issued using a random Player Order. Then, an auction will take place using the same turn order. This is the only auction of the game and follows the normal auction rules - the first player to pass still pays nothing and the last two players remaining in the auction pay their full bid. The auction results will determine the Player Order for selecting actions during the first turn. After actions are selected in turn 1, the Player Order is the order (left to right) of the actions. i.e. a player who selects Locomotive would be the first in Player Order and a player who selects Turn Order will be the last (allowing for the normal exceptions for First Move and First Build during the appropriate phases).

The Player Order may change each round during the Select Actions phase when players select new actions for the turn. Again, the player who selects Locomotive will be the first in Player Order and the player who selects Turn Order will be the last.

In addition to the player order, each action has a cost, or bonus, associated with it, regardless if the action is used or not. These costs or bonuses are paid or received at the time of selecting the action: **Locomotive** costs $5. **Urbanization** and **Engineer** cost $3. **First Move** costs $2. **First Build** costs $1.

Production grants a bonus of $1. If the Production action is not selected in a turn, the $1 chip remains on the space and an additional $1 chip is added during the next Select Actions phase. The player who selects the Production action places 3 Goods cubes in the Goods Growth phase (instead of 2) and receives all money on the Production action space when selecting the action.

Turn Order grants a bonus of $3 and allows the player to select their action first during the next turn.

After the first turn, actions are selected in reverse Player Order.

In this five-player game, players have just finished the Issue Shares phase of the second turn, and are now ready to select actions. Since Pink is furthest to the right on the Action Display, they select their action first this turn. Pink selects Urbanization and immediately pays $3 to the supply. Then Orange picks Locomotive, paying $5. Gray takes Engineer again, paying $3, and Blue picks Turn Order, immediately receiving $3 from the supply. Finally, Green selects First Build, paying $1. After the actions are selected the Player Order is updated to Orange, Pink, Gray, Green, and finally Blue.

Move Goods

During the Move Goods phase, white Goods cubes may be delivered to the City with the Funeral Car token. If Goods cube of **any color** is delivered to the City with the Funeral Car token the player delivering the cube must grant the owner of one of the links used in the delivery 1 additional income. Players should keep delivered white cubes in front of them for end game scoring.

Moving the Funeral Car Token

At the beginning of the Advance Turn phase, move the Funeral Car token to the next City on the **Turn Track** below.

End Game Scoring

After end game scoring, each player scores Victory Points for the amount of white cubes they delivered: 1 cube = 1 VP, 2 cubes = 2 VP, 3 cubes = 4 VP, 4+ cubes = 7 VP.

TURN	1	2	3	4	5	6	7	8
4 Players	1 Washington	4 New York	5 Albany	D Buffalo	4 Cleveland	G Columbus	H Indianapolis	5 Chicago
5 Players	1 Washington	4 New York	5 Albany	D Buffalo	4 Cleveland	H Indianapolis	5 Chicago	
6 Players	1 Washington	4 New York	5 Albany	4 Cleveland	H Indianapolis	5 Chicago		

Pacific Electric

The Pacific Electric Railway, a privately owned mass transit system in Southern California, was the largest electric railway in the world during the 1920's. The system's purpose was to develop the vast suburban area around Los Angeles. In Pacific Electric, you recreate this dynamic time in California history! The core design of this map is derived from the Kansas City Interurban map by Kevin McCurdy, but has its own unique twists and new geography.

Pacific Electric is a map recommended for 4 to 6 players.

Components
• Express Action tile

Setup
Place 3 Goods cubes on each of the two Los Angeles hexes and on Long Beach. Place 2 Goods cubes on each of the other Cities on the map, except for Mt. Lowe. Place 1 Goods cube on each Town and Mt. Lowe.

The Engine Track is not used. The Power Plant Track on the game board is used to track how far players' locomotives can move a Goods cube. Players mark their current level on this track using a Track Ownership disk. Players start with zero Power Plants. Each Power Plant (1/2/3/4) provides electricity for multiple links of delivery (2/4/6/10).

Actions
A new action, **Express**, allows the player to move a Goods cube through one City of the same color as the Good before reaching its final destination. Alternatively, this action can be used to deliver to 1 extra link beyond that allowed by the player's Power Plants. This action is in effect for both Move Goods phases.

The **Engineer action** now allows the player to build on mountain hexes (up to 3 tiles total for the build) OR build up to 4 Track tiles on non-Rough Terrain hexes.

The **Locomotive & Production actions** are not used on this map.

Build Track
On the first turn, players must begin at one of the 8 starting hexes adjacent to the two Los Angeles hexes (the darker colored hexes marked with $4) using a simple track tile. Only one of the starting hexes around Los Angeles may be built by each player in the first turn. In later turns, the remaining starting hexes may be built on with simple or complex tiles. Each player's track must be contiguous back to Los Angeles. The two Los Angeles hexes cannot be directly connected with track tiles. The interurban connection between these two Cities cannot be claimed; however, this connection may be used for deliveries (see *Move Goods*).

Mountain hexes cannot be built on unless the player has selected the Engineer action. Players may replace previously built tiles on Rough Terrain for reasons of crossing, coexisting, or redirection and ignore terrain features including the Engineer requirement.

In a 5 or 6 player game, San Bernardino is also considered a starting City. Players may start their track network from San Bernardino and their track must be contiguous back to San Bernardino. The hexes surrounding San Bernardino cost $4 on the first turn like those adjacent to Los Angeles, and can only take simple track during the first turn. The Engineer action is still required to build on the mountain hexes adjacent to San Bernardino.

After the first turn is complete, all the hexes around Los Angeles and San Bernardino revert to their normal building costs based on their terrain.

Move Goods
The number of links per delivery is limited by the number of Power Plants a player has built (indicated on the Power Plant Track). Each Power Plant provides electricity for up to 2 links; therefore a 6-link delivery requires 3 Power Plants. Players may skip one delivery per turn to build a Power Plant for $5 and move their marker up 1 space on the Power Plant Track.

Interurban Transfers
Goods can be transferred between East and West Los Angeles for a $1 fee per transfer and normal restrictions for colors apply. This movement does not count for links and income purposes.

The yellow player is moving Goods and wants to deliver the yellow Goods cube from Van Nuys to Pasadena. It takes one link to reach West Los Angeles, then they pay $1 to transfer the yellow Good to East Los Angeles. Finally, they use a second link to reach the destination City. This delivery requires one Power Plant (2 Links), and gives the player's railroad 2 points on the Income Track.

Income & Expenses
Income is the same as the base game rules, but expenses are $1 per share issued and $1 per Power Plant built.

Goods Growth
Draw 2 Goods cubes and randomly place 1 cube on each of the two Los Angeles hexes. Then, roll the dice for Goods Growth as normal. In a 5 or 6 player game, draw 1 Goods cube and place it on San Bernardino.

End of Game
In addition to normal scoring, players receive 4 Victory Points if they have built all 4 Power Plants.

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Sweden Recycling

As the top recycling country in the world, less than 1% of Sweden's garbage ends up in landfills today. Even the garbage that doesn't get recycled is turned into energy; 2 million tons of trash per year is incinerated in waste-to-energy (WTE) plants.

In Sweden Recycling, goods are continuously recycled into other goods until they have cycled all the way to garbage which is fed into incinerators. A timely WTE Plant Operator action can score bonus points for the player that can catch the plant full of garbage!

Swedish Recycling is a map recommended for 3 to 6 players.

Components
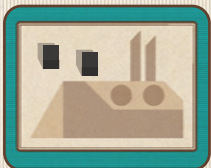• WTE Operator Action tile

Setup
Remove the purple cubes from the game. Remove all but the black New City tiles from the game. The rest of the Goods cubes are placed as a supply on the table. Place 12 yellow, 8 red, and 4 blue Goods cubes in the Goods bag, then draw and place 2 random Goods cubes in each City. Take care to place these cubes on the upper part of each City hex. Cubes in this area of a City will represent Goods ready to be shipped.

Do not fill the production chart with Goods cubes as it will not be used.

Moving Goods
When Moving Goods, after delivering a yellow, red, or blue Good, place it on the lower half of the destination City, near or on the recycling symbol. Goods cubes in this lower area of a City represent Goods to be recycled at the end of the turn, and are not available to move again this round.

After delivering a black cube, place it on the WTE Plant space of the game board. Black cubes are only cleared from the WTE Plant by use of the WTE Plant Operator action, so they may accumulate over several turns.

Actions
The **Production action** is not used. A new action, WTE Plant Operator is available to players. After the Move Goods phase, the player choosing the **WTE Plant Operator action** takes all black cubes from the WTE Plant space of the game board and keeps them in front of themselves. Each black cube taken will be worth 2 points each at the end of the game. If the game runs out of black cubes, players should exchange black cubes they've already taken for purple cubes so that the black cubes may be returned to the supply.

There are only 4 black City tiles available for the **Urbanization action**. They will not generate any cubes (they represent WTE plants that merely exist to incinerate garbage), and will only be useful to deliver black cubes to.

Goods Growth
Instead of normal Goods Growth, Goods that were delivered to Cities this turn are recycled. Remove each Goods cube from the recycling icon of each City, and replace it with a Good matching the color of the recycling icon in that City (yellow Goods will recycle to red, red to blue, and blue to black). Place the new cube on the top half of the City hex. Repeat this process until all Cities have empty recycling areas.

It's the start of Goods Growth, and the Cities will recycle the Goods cubes in their recycling areas. The blue Goods cube in Halmstad's recycling plant is removed and replaced with a black cube. The blue Goods cube in the upper part of Halmstad was placed on it during setup, so it is not recycled. The two yellow Goods cubes in Växjö's recycling plant are removed and replaced with two red Goods cubes in the upper part of the City hex. The blue Goods cube in Växjö remains where it is.

End Game Scoring
Each black cube a player has accumulated from the WTE Plant Operator action by the end of the game is worth 2 Victory Points for final scoring.

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AGE OF STEAM EXPANSION VOL. III MAP RULES

Southern China

This map is recommended for 3 to 5 players.

A robust rail network in Southern China is in the people's interest. While the long-term opportunity for private ownership of rail networks in communist China is limited, there is still plenty of money to be made from outside interests happy to receive any goods China offers. You will find that the national government is happy to provide you with the opportunity to build your networks and to power your locomotives for longer deliveries—as it slowly incorporates your early work into a National Railway that will become the pride of the country and will be used to power China's own economic self-interest.

Components
• Gain Support Action tile

Setup
Place ownership disks for each player on the Display Tracks as normal. Each player takes 4 ownership disks of their player color to mark owned links and places the remaining ownership disks back in the box. Set aside a set of ownership disks from an unused player color to be used as Tokens of Support. Place a Token of Support on the last two spaces of the Turn Track for your player count, and place the Gain Support action tile next to the Actions Display. Place 3 Goods cubes in the Cities of Hong Kong and Changsha. Place 2 Goods cubes in each other City on the map.

Engineer & Locomotive Actions
The Engineer and Locomotive actions are not used. Place an object on these spaces to show they are not available.

Gain Support Action
A player selecting this special action takes a Token of Support from the supply. Tokens of Support are used for additional benefits during the game or for scoring end game Victory Points.

Tokens of Support
Tokens of Support are collected by players through the Gain Support action as well as from Nationalizing track. Tokens of Support are immediately available for use once collected. During the Build Track phase and the Move Goods phase, a player may return a Token of Support to the supply to receive one of the following benefits or may return two Tokens of Support to receive both benefits in the same turn:

• Build up to 4 Track tiles during the Build Track phase.

• Treat their Locomotive Level as +1 for both rounds of the Move Goods phase.

Build Track
Track may not be built to connect Shenzhen and Hong Kong on the shared boundary. This restriction is indicated with a thick, red line.

There are three hexes with the costs marked on the map: between Hong Kong and Shenzhen, between Guangzhou and Shenzhen, and from the island of Haikou to the mainland. A simple tile must be built for the cost indicated before a complex tile can be built on these hexes. A simple tile will connect Haikou to the mainland. The cost to replace the simple tile is as normal.

There are three special links indicated on the map: the intercity link between Guangzhou and Shenzhen, a ferry connection from Hong Kong to Shenzhen, and a ferry connection from Hong Kong to Guangzhou. Each of these links cost $8 to build, count as one tile build for the turn, and count as one Victory Point for end game scoring. Only one player

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may claim each special link and only one of the three links may be claimed by a single player in a turn.

Nationalized Track
If after building track, a player does not have an available ownership disk to place on the newly built track, then they must remove one of their 4 ownership disks already on the map to mark the newly built track. When this occurs, the player receives one Token of Support from the supply for each ownership disk moved in this manner. In addition to receiving a Token of Support, the player receives $1 per track section in the link they are Nationalizing as compensation. This occurs after the player has completed and paid for their entire track build. The link or links from which ownership disks are removed become Nationalized Track. Nationalized Track may be used by any player; however, no one receives income for use of this track during the Move Goods phase. A player may not Nationalize a link on the same turn on which the link was built or completed.

Unfinished Track Sections
Unfinished track sections must be marked with an ownership disk. If an unfinished track section is not extended in the following turn, then the section is abandoned, and the ownership disk is returned to the owner. Unfinished track is not considered Nationalized Track and the player does not gain a Token of Support for removing ownership disks from unfinished links. A player may only have one unfinished track section. If a player builds a second unfinished track section on their turn, then the ownership marker is removed from the first unfinished track section and used to mark the second unfinished track section.

Move Goods
Hong Kong is considered a City of all colors and accepts Goods cubes of any color. There are two restrictions for deliveries to Hong Kong:

1) Nationalized Track may never be used as any of the links for deliveries to Hong Kong

2) Goods cubes may not be delivered to Hong Kong in the last two turns of the game. Tokens placed on the last two turns of the Turn Track during setup are a reminder of this restriction.

End of Game
In addition to normal scoring, players receive 3 Victory Points for each unused Token of Support they have collected during the game.

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