

# AGE OF STEAM EXPANSION VOL. IV MAP RULES

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## ENGLAND

England is a map for 4 to 6 players.

### *Map Setup*

Place 3 Goods cubes in the “North West” City hex (dark City 2) on the map. Place 2 Goods cubes in every other City. If any blue Goods cubes are placed on the London City hex, replace them with non-blue Goods cubes.

### *Goods Display Setup*

Do not place any Goods cubes on the New City B (blue City) spaces. If any blue Goods cubes are placed in the light 5 column (London) of the Goods Display, replace them with non-blue Goods cubes.

### *Actions*

During the Production action, no blue Goods cubes may be placed in the light 5 City hex (London) or New City B columns of the Goods Display.

### *Victory*

Ties are resolved by, in order, Most Cash, Most Track tiles, then die roll.

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## UKRAINE

Ukraine is a map for 3 to 5 players, but recommended with 4 players.

### *Components*

- *Civil Disorder Action Tile*
- *Civil Disorder Token*

### *Setup*

Place 2 Goods cubes in every City. The game is one turn shorter, place the Turn token on the space after START.

### *Select Actions*

There is a new Civil Disorder action. At the start of the Move Goods phase, the player who selects Civil Disorder selects one hex on the board and places the Civil Disorder token on this hex. No Goods cubes may enter or leave the selected hex until the next Move Goods phase..

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## BALKANS

Balkans is a map for 3 to 4 players.

### *Components*

- *Roma Action Tile*

### *Setup*

Place 3 Goods cubes in Trieste, București, and Istanbul. Place 2 Goods cubes in every other City.

### *Select Actions*

The Production action is not used, and is replaced with the new Roma action.

### *Move Goods*

The Roma action is new. The player who selected the Roma action must magically teleport a Goods cube in one City to another City. This action uses no track and generates no income. The Roma action takes place at the very beginning of the Move Goods phase.

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# DEATH VALLEY

Death Valley is a map is for 2-3 players.

*Death Valley has one of the hottest and harshest environments in the world. Borax mining here brought mule teams and rail lines. Building and maintaining a railway there can be brutal.*

## Components

- Mule Team and Camp Action Tile

## Setup

Place 2 cubes in each City hex. Afterward, if any City contains a blue cube, add an additional cube. Prior to Issuing Shares in the first round, give 3 Town tokens (white cylinders) to each player (2 Town tokens to each player in a 3-player game) and return the remaining Town tokens to the game box. After the starting player order is decided, but before the Taking Shares phase, each player in turn order places one of their Town tokens on the map, or returns a token to the box to receive \$1 in cash. This continues until all six Town tokens have been placed or returned to the box.

Town tokens cannot be placed adjacent to a City or to another Town token. These will be the only Towns on the map during the game. Town tokens may not be placed on the dark Peak terrain hexes as they are impassable. After the six Town tokens have been placed, begin the game by Issuing Shares

Each player places a track ownership disk on the 2 space on the Mule Team track on the game board. Take the Mule Team and Camp Action tile

## Turn Order Auction

In a 2-player game, there is no 'last' in turn order - each player pays their full bid.

## Actions

The Production action is replaced by the Mule Team action that allows a player to spend one mule team when delivering goods to deliver one additional link beyond their locomotive level. That player moves their token down one on the Mule Team track. The mule team may only be spent during the Move Goods phase if the player has selected the Mule Team action during that turn. Only 1 mule team may be spent by a player in a round. Each player has a maximum of 2 mule teams over the course of the game. Goods delivered with a mule team earn the normal amount of income per link.

The Turn Order action is replaced by the Camp action which allows the player to add two goods anywhere on the Goods Growth chart as well as a free pass during the Player Order Auction.

In a 2-player game, at the end of each round, use track ownership disks of an unused player color to block each action that was selected during that round. These actions will be blocked for one round, meaning there will only be 5 available actions in all rounds after the first.

## Build Track

If a Town token is replaced by a Track tile, the Town token should be set aside only to be used, if needed, for that town hex. If a town is Urbanized, the Town token should be returned to the box. Towns placed on Mountain or Salt Flat terrain spaces do not add to the cost of building track in that hex. The cost to build in a town hex is still the same as in the base game, \$1 and +\$1 for each track already connected to the Town.

Track cannot be built on the dark Peak terrain hexes as they are impassable. Tracks built in the open tan hexes cost \$2. Tracks built on Salt Flat hexes cost \$3, the same as rivers in the base game. Tracks built on Mountain hexes cost \$4 just as in the base game.

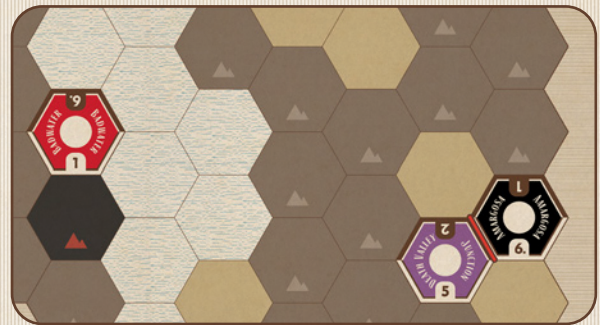


## Move Goods

Goods may not be delivered between the adjacent City hexes across the red borders.

## Goods Growth

After a player who has selected the Camp action has added the goods to the Goods Growth chart, roll 3 dice (5 dice in a 3-player game) and set them aside so all players can see them. In player order, the first player drafts a die from the available dice and decides if that die is used for the light or the dark side of Goods Growth. After that player makes their choice, place the Goods cube (if any) from the associated space of the Goods Growth chart, then proceed with the next player in player order to draft a die, decide if the die is used for a light or dark city and place the good cube, if any. (In a 3-player game, you roll 5 dice instead, and each player drafts 1 die, then the first player drafts a 4th, and the 5th die remains.). The remaining die activates goods cubes, if any, in both the associated light and dark Cities of this die number.



*In a 2-player game the dice are rolled resulting in 1, 1, and 5. The first player claims a 1 and uses it on light City 1 (Badwater) and places the next Goods cube for that City from the Goods Growth chart. The second player selects the 5 and uses it on light City 5 (Death Valley Junction) and places the next Goods cube as above. This leaves a 1 die, which adds a Goods cube to BOTH light City 1 and dark City 1 (Badwater and Amargosa).*

## Game End

The game ends at the end of the eighth round for 2-players, and at the end of the ninth round for 3-players.

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## SOUTH CAROLINA

South Carolina is a map is for 2 players.

*South Carolina's economy was hit hard after the civil war. Goods coming into the port of Charleston needed new railways to connect it with the rest of the state. Materials were pro-cured from the north, and construction began from Greenville. In order to secure prime locations for building railways, bribes to government officials were the norm. Each route set up by the railroads required an additional instant cash bribe, making the once-lucrative railroad business a challenging proposition.*

### Setup

Give the 20 purple Goods cubes to one player and the 20 yellow Goods cubes to the other player. Place 4 random (red, blue or black) cubes on Greenville.

Do not place Goods cubes on the normal Goods Growth chart. Instead, place sets of 2 random (red, blue or black) cubes on each of the 7 row of the Goods Cube chart on the game board.

Place two black Cities and the red and blue Cities in the goods bag. One player randomly chooses 1 city and 2 cubes from the goods bag and places them on the board on a Town hex. Then the other player chooses a City and two cubes and places them. Repeat this one time for each player until all four Cities are placed on the board with two cubes on each of them.

### Bribes to Government Officials (Turn Order)

Turn order is determined by blind bidding at the beginning of each turn. Each player places one or more of their cubes in their hand secretly, then both reveal. Whoever bid the most cubes goes first. All cubes bid from **both** players (win, lose or tie) are placed back in the box and are not used for the rest of the game. In case of a tie, all cubes bid are placed in the box and the players bid again. If a player has no cubes left, they bid zero. If both players run out of cubes on any turn, roll dice to determine turn order for that turn.

### Select Actions

The only action available is the Engineer action, available only to the player who goes first.

### Move Goods

Each goods delivery requires a \$1 delivery fee to be paid to the bank (money supply) upon delivery of that good. The good may NOT be delivered unless the player has the money available at the time of delivery. Goods that are delivered are kept by the player who delivered them and added to his cube supply for bidding.

### End of Turn City Growth

The Goods Growth chart is not used and no dice are rolled to place new cubes onto the map.

At the end of each of the first 7 rounds, take the two cubes of that round's row from the cube chart on the gameboard and place them on Charleston.

### Game End

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

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## BLIZZARD OF '77

Blizzard of '77 is a map for 3-6 players.

*The blizzard of 1977 hit Western New York and Southern Ontario with record snowfalls of up to 100 inches recorded by the National Weather Service in Buffalo, NY. Travel during the bands of snow was difficult, if not impossible.*

### Components

- 6 Snow Band tiles

### Setup

Randomly place 2 Goods cubes on each city except Lockport and Orchard Park, which get 3 Goods cubes.

### Actions

When a player selects Production, in addition to the normal Production action before Goods Growth, they may immediately remove one white cube from anywhere or take \$1 from the supply.

### Building Track

It costs an additional \$1 above the normal cost to place, replace or redirect each track tile on a hex that is part (totally or partially) of a snow band that has activated. These costs never go away so that by the final round of the game, every build will cost \$1 more per tile. Hexes that are part of two snow bands only have the cost applied once. No hex will ever cost more than \$1 above the normal cost.

### Move Goods

Goods may not be moved through links that have a white cube on them. As part of any Move Goods action, a player may remove a number of white cubes from anywhere, up to their locomotive level. If the player removes one or more white cubes this way, they must treat their locomotive level as one less per white cube removed for this Move Goods action.

*Example: A player has a locomotive level of five and during a Move Goods action they choose to remove two white cubes. Now they may only move a good across at most three links. For their second delivery they could make a normal five link delivery.*

Note: It is permitted to use an entire Move Goods action to only remove white cubes and not actually move a good. Players only increase income for the number of links a Goods cube is moved through as normal. Removing white cubes does not increase income.

### Snow Band Activation

Immediately after resolving Goods Growth, activate the northernmost snow band that has not yet activated. When a snow band activates, place one white cube on every link (complete or incomplete, owned or unowned) that does not currently have a white cube on it with at least one Track tile occupying a hex that is part of the activating snow band (totally or partially). The activated snow band now has an additional \$1 cost to build track that lasts for the rest of the game (see Building Track).

Note: In the rare event you run out of white cubes and need to place one, remove the northernmost white cube from the map and use it for the new placement. If there is more than one northernmost, use the one furthest to the west of the northernmost cubes.

### Game End

The game ends at the end of the seventh round (regardless of player count). This will allow all six snow bands to activate.

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# TRISLAND

Trisland is a map for 3 players.

*The tiny island of Trisland has one very unique property: it is perfectly symmetrical. Each of the three railroad companies are competing on perfectly equal ground for control of the island's railways.*

## Setup

Remove all of the purple Goods cubes, and 4 each of the yellow, blue, and red Goods cubes from the game. Remove the yellow and purple New City tiles, along with 3 black New Cities (D, G, and H). Place 4 Goods cubes on each City.

Place Goods cubes on all the light Cities on the production chart except for D.

Place 2 tokens from each player above the Engineer, Locomotive, and First Build action spaces, and one token from each player above the Production and Urbanization action spaces.

## Game End

The game lasts 8 turns.

## Track Costs

The 3 mountains in the center of the map cost \$6 each for the initial track build.



## Action Selection

In turn order, each player must choose one of his tokens above an unused action to place on that action. A player may only select actions if his token is available on that action. Actions are NOT optional: they must be taken if possible, including Engineering (the player choosing this action must build 4 pieces of track if they have the money to do so, or as many as they can, even if it means they won't have enough money to cover expenses at the end of that turn). At the end of the turn, give the used tokens back to each player to put in their supply.

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