

AGE OF STEAM ADDITIONAL MAP RULES

SWITZERLAND

This map is designed for 3 or 4 players.

Game Parts

Switzerland map, these rules.

Setup

Place 4 Goods in Zurich, 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 dark 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. They do not count toward Victory Points.

Move Goods

The 3 multicolor City hexes accept **every** Good, including black Goods. Zurich is a black city and accepts black Goods.

Goods Growth

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

Victory

Each track 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.

Issue Shares

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 VP 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, nothing is flat or straight! Pittsburgh has more bridges and tunnels than any other US city and each hex has a waterway. Three major rivers (Ohio, Allegheny and Monongehela) 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.

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.

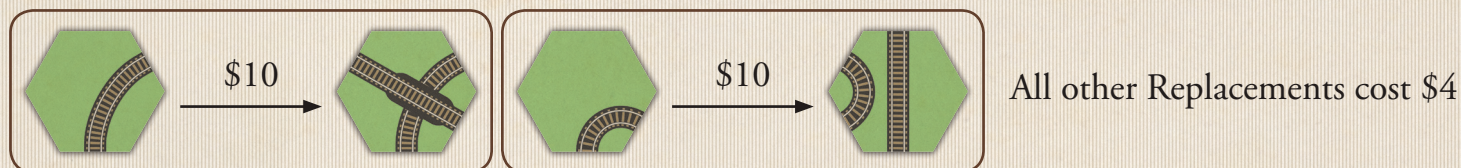
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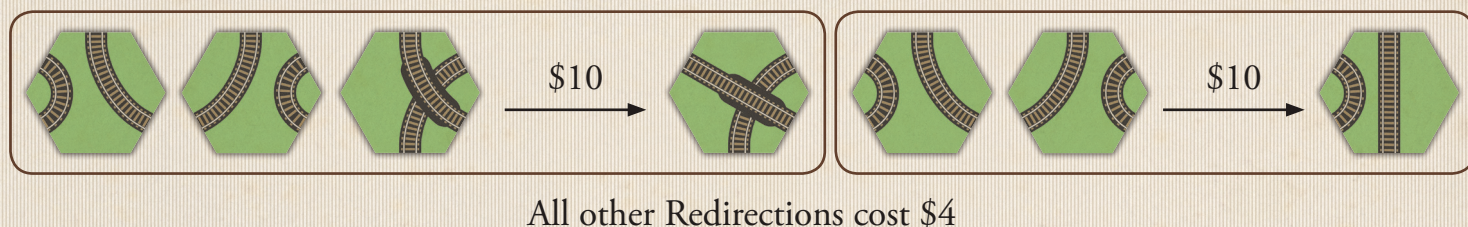
PLACING TRACK



REPLACING TRACK



REDIRECTING TRACK



TOWNS

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