

## Age of Steam: Kansas City Interurban: (4-6 players)

**Kansas City's boom days of interurban railways started in the early 1900s and went away just as fast in the 1930s due to the rise of the automobile. This expansion map reflects the rapid growth of interurban railways and the competition to keep growing or go bust.**

**Setup:** Place 3 cubes on Kansas City, Missouri, 2 cubes on Kansas City, Kansas, and 3 cubes on St. Joseph. Place 2 cubes on each of the other Cities on the map. Place 1 cube on each town. Fill the Goods Display as normal. This uses all 96 cubes.

**Display Changes:** The Engine Track is not used. There are 2 new tracks on the map. Players mark their current level on each track using an ownership disc.

**Power Plant Track:** Indicates the number of power plants built by each player. Each Power Plant provides electricity for up to 2 links of delivery. Players start at zero power plants.

**Delivery Track:** Indicates the longest delivery (links used) that a player has completed. Each delivery must equal or exceed the player's current longest delivery.

**Interurban Express (replaces Locomotive Action):** Gives the player a temporary +1 to their links level for deliveries and also allows the player to advance the delivery marker 1 less space on the Delivery Track than their longest delivery this turn. This action is active for both deliveries in a turn. This action can be used for 1-link deliveries if a player has no Power Plants, i.e. in turn 1.

**Example:** Joseph has a Power Plant level of 2 (maximum of 4 links delivery) and a longest delivery of 2 links. He selects the Interurban Express action and moves a cube 5 links (4 links plus 1 temporary link benefit) then moves his marker on the Delivery Track to the 4 space (1 less than the actual 5 link delivery).

**Production Action:** The player draws 2 additional cubes from the bag (4 total) and places 2 of the cubes on the Goods Display and 1 cube on each of the Kansas City hexes; the player decides which cubes go to each location.

**Build Track:** Railroads must begin at one of the 8 starting hexes adjacent to the two Kansas City hexes (darker colored hexes marked with \$4) using a simple track tile. In later turns the remaining starting hexes may be built on without restriction. Each player's track must be contiguous back to Kansas City. The Kansas City, Kansas and Kansas City, Missouri hexes cannot be directly connected with track tiles. The interurban connection between these two Cities cannot be claimed by players; however, this connection may be used for deliveries (see Move Goods below).

Track costs: Plain hexes cost \$2, river hexes cost \$3, starting hexes cost \$4.

**Move Goods:** Goods can only be delivered over the active player's links; delivering over other player's links is not allowed. 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 would require 3 Power Plants. Players may skip one delivery per turn to build a Power Plant for \$5. Move the player's marker up 1 on the Power Plant Track.

**Interurban Transfers.** Goods can be transferred between Kansas City, Kansas and Kansas City, Missouri for a \$1 fee per transfer (paid to the bank) and normal restrictions for colors apply. This movement **does not** count for links and income purposes.

**Boom or Bust!** Players must always make deliveries equal to or greater than their longest delivery. Players mark their longest delivery by placing an ownership disc on the Delivery Track to indicate the number of links of the delivery. Players may have to skip a delivery if this requirement cannot be met.

**End of an Era!** On the final turn of the game, as a last-gasp effort before the demise of the interurban railways, players may make deliveries less than their current Delivery Track level.

**Income and Expenses:** Income as normal. Expenses are \$1 per share issued and \$1 per Power Plant built.

**Goods Growth:** If no one has selected the Production action, draw 2 goods cubes and randomly place 1 cube on Kansas City, Kansas and 1 cube on Kansas City, Missouri. If the Production action was selected this turn, a total of 4 cubes will be drawn and placed; two on the Goods Display and 1 each on the two Kansas City hexes. Roll the dice for Goods Growth as normal.