

Age of Steam: Zimbabwe *3-4 players recommended*

The National Railways of Zimbabwe began with rapid growth and expansion in the late 1800s and early 1900s. Subsequent political and economic problems led to the decline of the railway system. A series of financial crises occurred in the 2000s which led to extreme hyperinflation. Even the trains reverted back to steam engines due to lack of access to diesel fuel. The hardships of these real-life events will need to be navigated in order to be victorious in Age of Steam Zimbabwe where bad things happen.

Setup: Place 3 goods in Harare, Bulawayo, Beitbridge, and Victoria Falls. Place 2 goods in each of the remaining Cities. Players may issue up to 20 shares. Keep track of shares issued over 15 with an additional ownership marker.

This game is played over 7 Turns divided into 4 Eras. Each Era has specific changes to track cost and number of deliveries. In addition, the end of an Era triggers events that each player must complete.

Era A (1893-1979) The building of the railways.

Era B (1980-1996) The decline of railway infrastructure, poor maintenance, increased cost to operate.

Era C (1997-2003) Reduced service, high maintenance, increased debt.

Era D (2004-present) Crisis. Revert to steam locomotives, reduced goods transport, increased debt.

Special Actions:

Print Money: Players selecting this action receive \$5 from the bank.

Locomotive & Production: Not used.

Build Track: Plain hexes cost \$2. Mountain hexes cost \$4.

In addition to tile placement cost, a build fee is added to the total track cost. This amount is \$2 in Era A, \$3 in Era B, \$5 in Era C, and \$8 in Era D. The build fee does not apply if the player with the Urbanize action only places a New City tile.

Move Goods: There are three goods delivery phases in Era A and two goods delivery phases in Era B, C, & D.

Income and Expenses: After the Income Reduction Phase all players return half of their money (rounded up) to the supply.

End of an Era: At the end of each Era players must resolve events as follows.*

Era A (Turns 1 & 2) **Event:** All players increase 1 share (receive \$0) and go back 1 income.

Era B (Turns 3 & 4) **Event:** All players lose 2 complete links of 2 or more tiles (reverse turn order). Remove ownership discs. The links stay in place and may be used, but do not generate income.

Era C (Turns 5 & 6) **Event:** All players lose 1 complete link of 2 or more tiles and go back 1 on the Engine Track.

Era D (Turn 7) **End of game.** Final scoring. Tiebreaker is player turn order.

In addition to the events above, each player in turn order must choose **1 event** from the following. Each event can only be selected once.*

- Go back 2 income
- Go back 1 Engine Level
- Increase 1 Share (\$0)
- Lose 1 link of 2 tiles or more
- No special action next turn (Do not place a disc)

**If a player cannot perform an event, then they go back 2 income and lose all cash on hand.*