

Age of Steam: Rush Belt 2112 4-6 players recommended

The year is 2112. Everything has changed. Sea levels have risen. Some say a comet fell from the sky. Those that survived have built and sheltered in massive, domed structures. Finally, the first signs of life aboveground are reappearing. Your goal is to explore the abandoned Cities, collect resources, and bring them back to the Domes.

Setup:

Place Goods (3 or 4) on the Demand squares of each Dome as indicated on the map. Place 2 Goods on each City and 1 Good on each Town on the map. Fill the Goods Display per base game rules.

As a reminder of the Maple Shove Payback rule (see below), next to each of the corresponding spaces of the Income Track (11, 21, 31, and 41) place a coin or some other token representing \$5.

Special Actions:

Urbanization – A Town may only be Urbanized if contiguous Track can be traced back from the overlaid New City tile to any Dome; this requirement may be satisfied during the selecting player's Build action. If any Good is on the Urbanized Town hex, place it on the overlaid New City tile.

Build Track:

The base cost for building is \$2 for plain hexes and \$4 for hexes adjacent to Domes. Costs for redirecting Track, replacing Track, and building Complex Track follow base game rules. Water hexes (marked with a blue dot) add +\$1 to the tile build cost (except for when redirecting and replacing Track).

Each player's first Track build must start from one or more Domes. Builds in subsequent turns must be contiguous back to any Dome using any player's track. Each hex adjacent to a Dome may only have one track segment connecting to the Dome. Thick, dark lines on hex edges are impassable; Track may not be built across these lines.

Move Goods:

Deliveries to Domes provide an additional +1 Income for the delivering player. Domes start with Demand Goods (3 or 4). Demand Goods indicate a high demand for these colors which is satisfied by delivering a matching Good from a City or Town to the Dome; Demand Goods on Domes may not be delivered. When a Good is delivered to a Dome, remove the matching Demand Good.

Goods may not pass through a given Dome until all Demand Goods are removed from it. After all the Demand for a given Dome is satisfied, remove the top Good from the corresponding column on the Goods Display and place it on that Dome's small inset-hex, representing the ongoing Demand for that Dome for the remainder of the game; that Dome becomes a colored City matching the color of the placed Good, which remains in place and may not be delivered.

Maple Shove Payback. If, during their second delivery in a turn, a player delivers a Good using a Link(s) belonging to an opponent who has already completed their second delivery for the turn, which results in the opponent's Income marker landing exactly on the 11, 21, 31, or 41 space of the Income Track, that opponent receives \$5 from the bank. *Oh Canada!*

Goods Growth:

Goods in each of the dark City columns 3-6 (each corresponding to one of the four Domes) may not be moved to the map until all Demand for the matching Dome has been satisfied. Once satisfied, place the top Good from the corresponding Goods Growth column on the inset-hex as described above; from this point forward, Goods may be added to that Dome via Goods Growth as usual. Any dark-City 3-6 dice roll during Goods Growth prior to fulfilling a corresponding Dome's Demand is forfeit.

This map is intended for higher player counts. The name came about as a play on the Rush album 2112. The map started out in the Rust Belt area but with higher sea levels. It was fun to rename the Cities and to play with sea level models to make a new and interesting geography for this area. Since it is the future, the original name was going to be Rust Belt 2123 or something like that. Then it morphed to Rust Belt 2112 because that sounds cool. Then someone suggested Rush Belt. So that stuck. Game play has nothing to do with the band or album, but as a bonus check out the QR code for some good music.

