

Age of Steam: Double Base USA Expansion Map

4-8 players

Railways expanded across the USA in the mid to late 1800s at a tremendous pace. This expansion map is the first to use two base copies of Age of Steam to bring the feel of this rapid growth to the game. More track will be built, longer deliveries will be made, and more money will be earned.

Setup: Two copies of the base game of Age of Steam are required. Combine the following components from both copies (track tiles, New Cities, town discs, and goods cubes. Other components such as ownership discs and money may be used from the second copy if needed. A set of 7 Starting City markers is provided (hexes in 5 colors; 1 blue, 1 yellow, 1 purple, 2 red, and 2 black). 4 and 5 player games are 8 turns. 6/7/8 player games are 7 turns.

Place 1 green cube (provided) on each of the Western Land Grant hexes (indicated by the railroad land grant certificates on the west half of the map, 20 total). From the combined goods, place 5 goods on San Francisco, 2 goods on each numbered City on the map, 2 goods on Montreal and Houston, and 1 good on each of the 8 white Starting Cities on the East Coast. Place 1 good on each town on the east half of the map marked with a small square (22 total). Fill the Goods Display for the numbered Cities only; do not fill the New Cities.

6/7/8 player game:

Place 1 additional good on each black City and on each Starting City on the East Coast.

A second Locomotive action is available. Players selecting this action place their disc below the first player to select Locomotive.

Place \$10 on San Francisco. This money is a bonus reward for the first player to connect to San Francisco.

Place 2 ownerships discs for each player in the Bonus Locomotive area on the map. These are available to use at the start of the game.

Engine Track: Locomotives start at 1 on the Engine Track and can go up to 12. Use the Engine Track on the map.

Issue Shares Track: Players start with 2 shares issued and \$10 and may issue up to 30 shares. Use the Issued Shares Track on the map.

First Turn Changes: Players must start from one of the 8 white Starting Cities on the East Coast (Portland, Boston, New York City, Philadelphia, Baltimore, Norfolk, Charleston, and Jacksonville). In a 6/7/8 player game, players may also start from Montreal; however, their track must be connected to an East Coast City and San Francisco in order to receive the Transcontinental Bonus.

On the first turn in player order (First Build goes first), players select a Starting City and place one of the Starting City markers of the color they want the City to be, i.e. place a red marker on New York and it will be a red City for the remainder of the game. Only one player may select each Starting City. Cities that are not selected remain white and act as a colorless City for the remainder of the game. Players must build track from their selected Starting City and may connect to other Starting Cities. Note: Do not place a Starting City marker on Montreal if selecting this city; it remains black.

Special Action Changes:

Locomotive Action: This action has changed and does not provide a permanent increase in Engine Level. When selected, the player places two of their ownership discs on the map in the area labeled 'Bonus Locomotive'. For 6/7/8 player games, a second Locomotive action is available. When the second Locomotive action is selected, the player places one of their ownership discs in the 'Bonus Locomotive' area.

During the Move Goods phase, Bonus Locomotive discs may be spent to temporarily increase a player's Engine level by 1 for each disc used during a delivery. The discs may be combined on a single delivery. The maximum delivery is the player's Engine Level plus how many discs are used; this may exceed a 12-link delivery. Players immediately remove the discs used after each delivery.

Bonus Locomotive discs may also be used to increase the Engine Level during the Move Goods phase (see below).

Engineer Action: The player selecting this action may build 1 extra tile during the early turns and 2 extra tiles during later turns with increased build limits.

Urbanization Action: The player selecting this action must place 1 New City tile during early turns and must place 2 New City tiles during later turns when track build limits are doubled. See the Build Track changes for turns when this occurs. If a town with a good on it is urbanized, place the good on the New City tile.

Production Action: The player selecting this action draws two goods and places one of the goods directly on a non-numbered City on the map (Starting City, Montreal, Houston, San Francisco, or a New City).

Build Track: The track build limit is normal (3 tiles) for early turns and is doubled (6 tiles) for later turns. The turn when the build limit is doubled depends on player count and lasts until the end of the game.

4 and 5 player game: The track tile build limit is doubled starting in Turn 5.

6/7/8 player game: The track tile build limit is doubled starting in Turn 4.

A player's track network must be contiguous back to their starting City.

Track costs are \$2 for plains, \$3 for river and lake hexes, \$4 for mountains, and \$6 for high mountains (darker hex with more mountains). All lake and river hexes have land shown on them and are buildable. The base cost for a town hex is \$1 plus \$1 per exit regardless of terrain type. Philadelphia and New York City can only be connected directly by paying \$3 or \$6 to place a disc on the spaces shown; two players can build here.

Transcontinental Bonus: The first player to connect their rail network to San Francisco takes the \$10 bonus and moves up the income track 1. This money is picked up after their build and cannot be used to pay for the build this turn.

Town Goods: Goods on towns are deliverable. When a player builds a track tile on a town or Urbanizes a town they place the goods cube on the just built tile.

Western Land Grants: Green cubes on hexes in the West represent federal land grants to railroad companies. Historically these grants provided a source of revenue to the railroad for western expansion.

When building track on hexes with Land Grant cubes, players take the cube and place it in front of themselves. Land grant hexes do not function like a town or City. Land Grant cubes may be used to build track or make an additional delivery (see Move Goods). Turn in a cube to build a track tile for free. This may be used for any track tile during a build and can be used to exceed the tile build limit.

Move Goods:

Western Expansion: When a player has collected at least 3 Land Grant cubes from track builds in the West, they may make an additional delivery by returning 3 green cubes to the supply during the Move Goods phase. Only one additional delivery is allowed per player per turn. This is done in turn order after all players have completed the two standard delivery phases. This bonus delivery can only be used to move goods.

Engine Level: When a player passes one of their deliveries to increase their Engine Level they may increase their Engine one additional level by paying \$10 and returning one of their discs from the Bonus Locomotive space to their supply. This allows a player to move up the Engine Level Track by 2 increments during the Move Goods phase.

Income and Expenses: Income reduction continues to increase beyond 50, i.e., 51-60 income is -10, 61-70 income is -12, etc.

Sorting the Components:

Each base game should have the following components:

48 straight tiles, 55 gentle curve tiles, 11 town tiles, 7 tight curve tiles,
11 complex crossing tiles and 4 complex coexisting tiles
96 Goods cubes (20 red, 20 blue, 20 purple, 20 yellow, 16 black)
40 \$1 coins, 40 \$5 coins, 10 \$25 coins, 10 (or 8 depending on version) Town discs
8 New City tiles (1 each of red, blue, purple, yellow, and 4 black)
6 sets of Track Ownership discs (25 each of red, blue, purple, yellow, green, black)

Tile Manifest

