

Age of Steam – Detroit Bankruptcy Expansion Map Rules (recommended 2 to 5 players)

The economic collapse in the mid-2000s was felt especially hard in Detroit. Bankruptcies and government bailouts popped up everywhere. Even the city itself declared bankruptcy. This expansion puts that economic stress at full throttle right from turn one. There will be bankruptcies. The last player standing is all that matters.

Age of Steam base game rules apply except for changes noted below.

Setup:

- Place 2 goods cubes on each City on the map.
- Place 1 goods cube on each City and New City on the Goods Display. Do not fill the bottom two rows.
- Each player starts at 5 on the Issued Shares Track and receives no money. *Players start with massive debt problems.*
- 2 player rules change: Each action selected is blocked for the next turn. Place a coin on selected actions to indicate they are unavailable. Remove the coins from the previous turn at the end of the current turn.

Issue Shares:

The maximum number of issued shares is 25. Players start with 5 issued shares and receive no money for these shares.

Engineer Action:

The Engineer action allows the player to build their lowest cost track tile for free. This may be one of the special links. The player may build up to four track tiles.

Production Action:

Not used.

Building Track:

Special links between Midtown Detroit and Downtown Detroit, between Downtown Detroit and Windsor, and between Windsor and Windsor Airport may be built for the cost shown on the map. Each special link may only be built and owned by a single player. Each special link built counts as one track tile.

Moving Goods:

At least half of the income for each delivery must go to the current player; i.e. you may only use other player's links for up to half of the total links in a delivery. For example, a three link delivery has to be over at least two of the current player's links.

Expenses:

Expenses include number of shares issued, engine level, and turn number. Turn number expenses are \$1 for turn 1, \$2 for turn 2, \$3 for turn 3 and so on.

Income Reduction:

Income reduction is changed as indicated on the Income Track on the map. Income reduction is -1 for 6 to 10 income, -2 for 11 to 15 income, -3 for 16 to 20 income and so on.

End of Game:

The game ends when all players except one are bankrupt. The player who is not bankrupt wins. If all remaining players go bankrupt at the end of the same turn, the player among those who went bankrupt this turn with the highest income on the income track (closest to zero) wins. In case of a tie there is no winner. If there is an obvious winner at the end of a turn because all players are out of shares/money and there are no cubes, then players may call the game early.