

ROUND SEQUENCE

I. ISSUE SHARES

Collect \$5 per Share issued

II. TURN ORDER AUCTION

Last place pays \$0, 1st and 2nd pay full bids
Everyone else pays 1/2 their bids (rounded up)

III. SELECT ACTIONS

Turn Order (Free pass, next auction)
First Build (Builds track first)
Engineer (Builds 4, instead of 3)
Urbanization (Places New City)
First Move (Move goods first)
Locomotive (+1 link immediately)
Production (Add 2 goods to display)

IV. BUILD TRACK (SEE CHART)

V. MOVE GOODS (TWICE)

Once per Move Goods phase, instead of moving goods
a player may choose to increase their Links by 1

VI. COLLECT INCOME

VII. PAY EXPENSES

\$1 per Share + \$1 per Link

VIII. REDUCE INCOME

-2, -4, -6, -8, or -10 (if above 50)

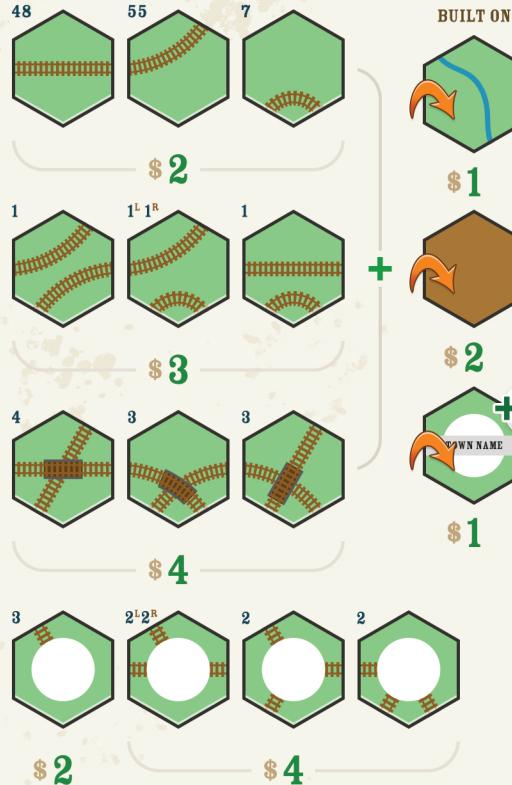
IX. GOODS GROWTH (TWICE)

Roll 1 die per player, add goods to Cities from display

X. ADVANCE ROUND MARKER

If last round, proceed to end game scoring

BUILD TRACK COSTS



END GAME SCORING (INCOME x 3) + TRACKS OWNED - (SHARES x 3)

Triple your income, add 1 point for each owned track, subtract three times your issued shares value.
Highest score wins. Ties are possible.

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REPLACING TRACK

Simple with Crossing \$3
In a Town \$3
All other \$2

REDIRECTING TRACK \$2

BUILD TRACK REMINDERS

If a player selected **Build First**, they place first.
If a player chose **Urbanization**, they may place a **New City** onto a **Town** hex, before placing track tiles.

If a player chose **Engineer**, they may place/replace up to 4 track tiles, instead of 3.

MOVE GOODS REMINDERS

If a player selected **Move First**, they move first.
Goods must be delivered to a **City** of the same color, and must stop at the first such **City**.
Goods may not move farther than the moving player's total **Links** value.
Delivered goods are returned to the bag.
For each **Link** passed, increase the income of the **Link's** owner by 1.

AVAILABLE GOODS 20 20 20 20 16

AGE OF STEAM

BY MARTIN WALLACE

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