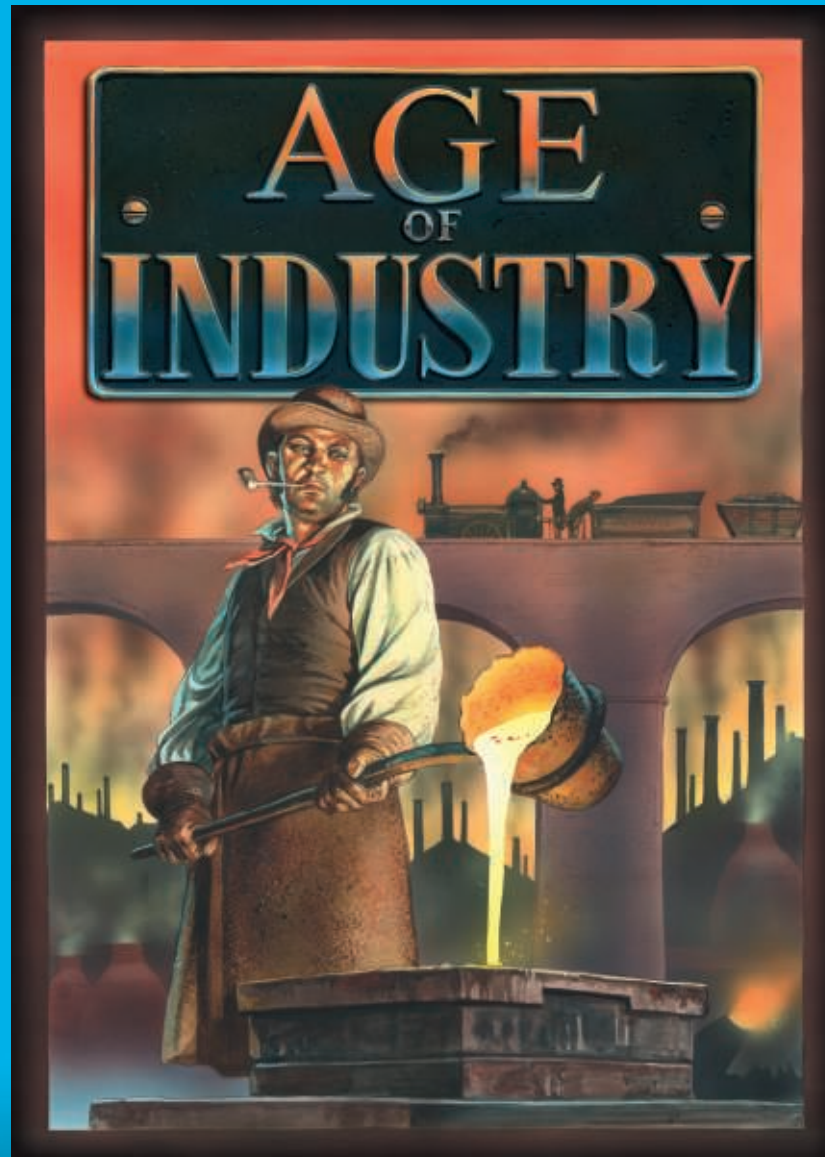Age of Industry – **Expansion 1**

Japan and Minnesota

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Age of Industry

Expansion 1 rules – Japan and Minnesota

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These maps are designed to be used in conjunction with the second edition rules. If you do not have a copy then you can download them from the Treefrog website, www.treefroggames.com. The second edition rules contain a few modifications and clarifications to the first edition rules. In short they are:

1. You now start the game with six cards each, irrelevant of the number of players

2. Please use the sea lane rules described in the Japan section

3. The game ends when the deck has been exhausted, even if there are still cards on display

Japan map

Card Display – At the start of the game place six cards face up in the spaces indicated on the card display. Do not place another two by the side of the board as you would do in the standard game. You can choose to take cards from here if you choose the Take Cards action, at no cost. Alternatively, you can pay the amount marked under the space to take a card and use it immediately (it can be used for any action requiring a card). Do not refill the display until the end of the turn. At the end of the turn remove any coal or ironworks cards and place in the discard pile. Then move all of the remaining cards to the lower value spaces, retaining their relative positions. Then refill the display to six cards, if possible.

Sea Lanes – You can use a sea lane to move coal/iron or sell cotton/ manufactured goods in the same way as a rail connection IF there is a constructed port at each end of the sea lane and a constructed ship in between. It does not matter if the counters are flipped or not. A sea lane counts as a rail link that belongs to all players for the purposes of building with industry cards, e.g. one of you ship counters would allow you to use an industry card to build in any connected location, but only if there is a port there or you intend to build a port with your action.

Ironworks – You can only build an ironworks in the space containing an ironworks symbol. You cannot build an ironworks in a clear space.

Ships – When you build a ship place coal and iron cubes in the connected spaces. Flip the ship when all of the coal and iron have been taken and the market (if there is one) has been sold to. You can overbuild a ship but doing so will not refill the coal/iron spaces or replace the market counter with a new one.

Rail link values – At the end of the game each rail link is worth $3 plus the number of counters at either end.

Minnesota map

This map takes place during the turn of the 19th century. Duluth was the leading port in the United States, Hibbing was the iron capital of the world, and the Mississippi River provided the mills of St. Anthony Falls with hydropower, an alternative to dirty Chicago coal.

Chicago and coal – Very important! Whenever you want to build an industry or rail that requires a coal cube, you must take the cube from the Coal Demand Display. You can never take cubes directly from a coal mine. In order to have access to coal, the location must be connected to a constructed port or distant port, such as Chicago.

The Chicago area includes Braidwood, Coal City, and Wilmington. Treat as individual locations for the purposes of building coal mines. You can have a maximum of one coal mine per location. All coal mines are connected to Chicago and also to each other. If you have at least one coal mine, you may build a rail link from any of the three 'Chicago' name boxes. You may also build to a 'Chicago' name box from an adjacent Minnesota location. You can only use a coal mine industry card if you already have a coal mine or if you are connected to a 'Chicago' name box by rail link.

Sell Goods – The 'sell' action has been expanded to include coal and iron. You may sell any number of cubes to the demand displays and/or iron market spaces, so long as you are connected to a constructed port or distant port. You may also use the same sell action to sell goods from your factories or mills.

You may only sell cubes to the demand displays from your own coal mines or ironworks. You earn money equal to the amount shown for each space filled.

You may also sell cubes to iron market spaces as part of a sell action. The iron cube can be taken from any source, including another player's ironworks and the Iron Demand Display (although this would cost you money). You do not have to take iron from the closest source. You can only take iron from the Iron Demand Display if there is none available on the main map. Each iron market space requires two iron cubes to satisfy demand. If one cube is sold to such a space then it remains there. Once a second cube is sold to such a space then both cubes are placed back in the stock and an unused market counter is placed in the space, face down.

Ships – Building a ship makes the connected iron market space available. A ship counter is flipped when two cubes have been sold to the iron market. A flipped ship can be overbuilt by the owning player, as long as it has a higher technology value. If a ship is overbuilt then the market counter on the iron market is removed, allowing a further two cubes to be sold to the iron market. The three ship spaces connected to St. Paul, Red Wing, and Winona are located on the Mississippi River (not shown).

Iron Range – All brown locations are part of the Iron Range. Add one extra iron cube if you build an ironworks here. Earn an extra $2 when you flip an ironworks here.

Hydro-power – You do not require coal when you build a cotton mill or manufactured goods factory in Bemidji, Fergus Falls, or St. Anthony Falls.

Twin Cities – St. Paul, St. Anthony Falls, and Downtown Minneapolis are all connected to each other. You can have a maximum of one industry counter in each individual location.

Rail link values – At the end of the game an iron market only adds to the monetary value of a rail link if the space has a face down market counter.

The monetary value of a rail link connected to a 'Chicago' name box is equal to the total number of counters in the entire Chicago area.

Treat St. Paul, St. Anthony Falls, and Downtown Minneapolis as individual locations when calculating the value of rail links.