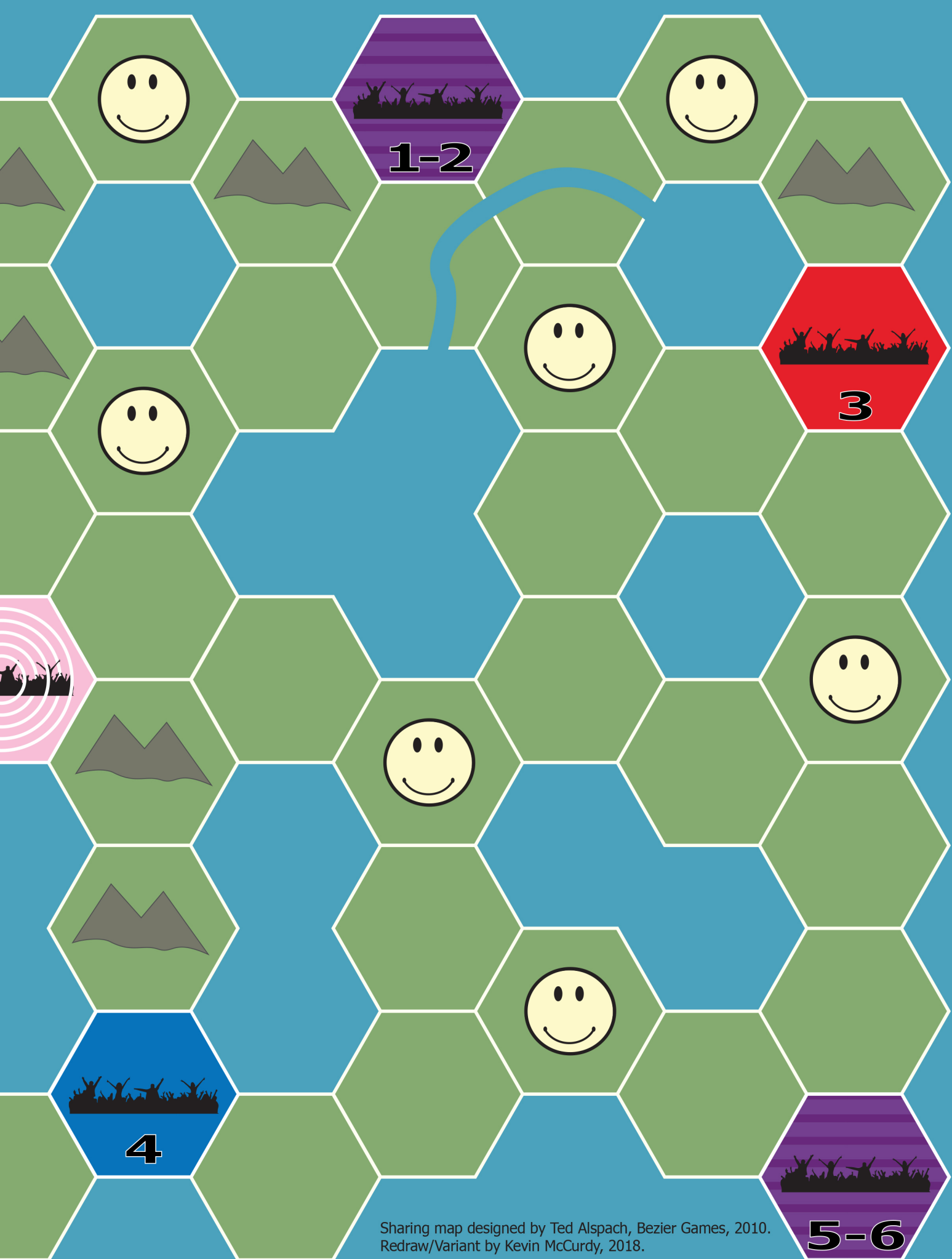


Changes: Party Central hex gets 1 cube per player during set-up and functions as a colorless city, i.e. goods pass through like a town. Additional hexes added to the lower left quadrant and some changes to City/Town locations in this area.

Age of Steam: Sharing

Party Central Variant



Sharing map designed by Ted Alspach, Bezier Games, 2010.
Redraw/Variant by Kevin McCurdy, 2018.