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## Bézier Games

### Age of Steam/Steam Expansion: Alabama Railways, Antebellum Louisiana and Four Corners

This full colour **Steam** and **Age of Steam** expansion contains three maps containing unique twists, including two 2-player maps and one 3-5 player map. These maps are joined by a common pre-American Civil War time period, where railroad expansion was happening throughout the South and West USA.



“Four Corners” challenges players to build balanced railways in the Four Corners (Arizona, Utah, New Mexico and Colorado) section of the United States. “Alabama Railways” is a tight 2-player map that will test players’ ability to create low income railroads for rural Alabama. “Antebellum Louisiana” has players not just creating tracks but also establishing new towns throughout the state.

- For 2/3-5 players, aged 10+
- Playing Time 120 minutes
- Designed by Ted Alspach
- Published by Bézier Games
- RRP £25.00/€30.00 (inc VAT)
- Trade price £12.77/€15.32 (ex-VAT)



### Age of Steam/Steam Expansion: (1867 Georgia Reconstruction, South Carolina & Oklahoma Land Rush

This full colour **Steam** and **Age of Steam** expansion contains three maps with challenging and creative mechanics, including one 3-5 player map and two 2-player maps. These three maps are all set in the immediate post-Civil War period of rebuilding and expansion westward.

“Oklahoma Land Rush” is a 3-5 player expansion that has players rapidly expanding west to claim land. “1867 Georgia Reconstruction” is a 2-player map that builds on the partially destroyed railroads immediately following the war. “South Carolina” pits two players against each other as they struggle to deal with an influx of goods from Charleston while paying off the corrupt government officials who are exploiting the post-war rebuilding efforts.

- For 2/3-5 players, aged 10+
- Playing Time 120 minutes
- Designed by Ted Alspach
- Published by Bézier Games
- RRP £25.00/€30.00 (inc VAT)
- Trade price £12.77/€15.32 (ex-VAT)

## Ultimate Werewolf: Compact Edition

**Ultimate Werewolf: Compact Edition** is the ultimate party game for anywhere from 5 to 34 players of all ages. Each player has an agenda: as a villager, hunt down the werewolves; as a werewolf, convince the other villagers that you're innocent, while secretly dining on those same villagers each night. Dozens of special roles are available to help both the villagers and the werewolves achieve their goals while thwarting their opponents.



This edition contains dozens of unique roles, many different scenarios to allow groups of all sizes and experience levels to quickly get up and running, a set of 40 fully illustrated cards, and a comprehensive set of rules.

- For 5-34 players, aged 8+
- Playing Time 45 minutes
- Designed by Ted Alspach
- Published by Bézier Games
- RRP £12.00/€14.00 (inc VAT)
- Trade price £6.13/€7.30 (ex-VAT)

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