

"RAILWAY RIVALS"

MAP T.K.

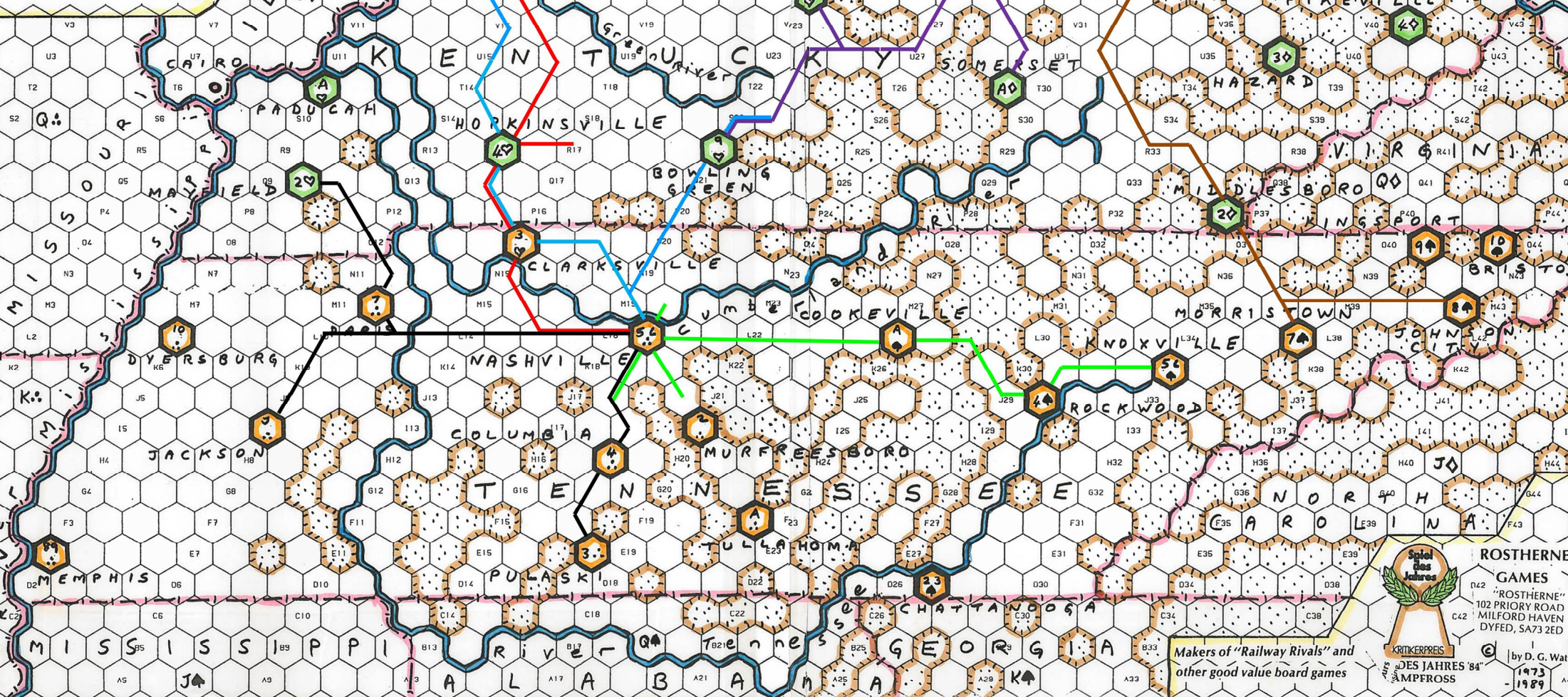
TENNESSEE AND KENTUCKY

SCALE 1 HEX = 17½ KM

You may build freely thru other states.
 Special runs to other states:
 To Mississippi, Alabama, Georgia, N.Carolina,
 Virginia and W.Virginia : any lowland hex.
 For the other 5, the situation is affected by
 the width of the Mississippi and Ohio Rivers,
 which were bridged at only a few spots : Memphis,
 Cairo, Paducah, Evansville, Louisville,
 Cincinnati, Portsmouth and Ashland. There was no
 direct rail link to the state of Missouri. So:
 Arkansas : reach Memphis.
 Missouri : Memphis or Cairo.
 Illinois : Cairo, Paducah or Evansville.
 Indiana : Evansville, Louisville, or Cincinnati.
 Ohio : Cincinnati, Portsmouth or D90,D91

Note that this means in some cases it is not
 necessary to bridge the river.
 Start : Either: Nashville and Lexington:
 or allow a start at any city !
 The game should be suitable for 4 to 8
 players. 5 or 6 might be best, but it
 is too soon to say definitely.

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ROSTHERNE GAMES
 "ROSTHERNE"
 102 PRIORY ROAD
 MILFORD HAVEN
 DYFED, SA73 2ED

Makers of "Railway Rivals" and
 other good value board games

KRITIKERPREIS
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