

# "RAILWAY RIVALS"

## MAP T.K.

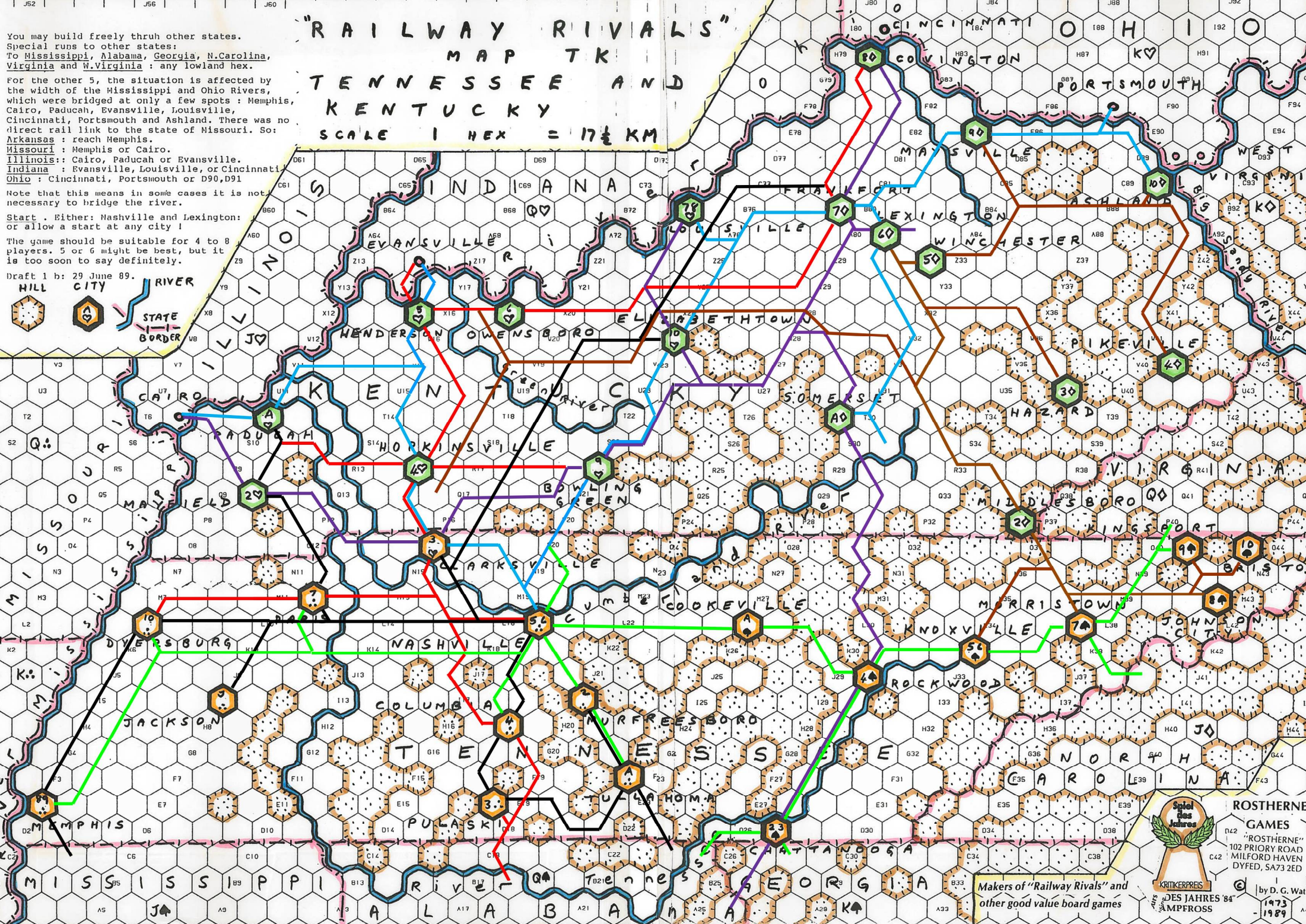
### TENNESSEE AND KENTUCKY

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.

Draft 1 b: 29 June 89.



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

© by D. G. Watts  
 1973  
 1989

**KRITIKERPREIS**  
 DES JAHRES '84  
 AMPERSS

**Spiele des Jahres**

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