

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.

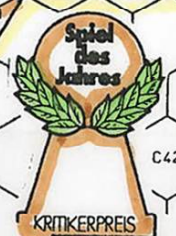
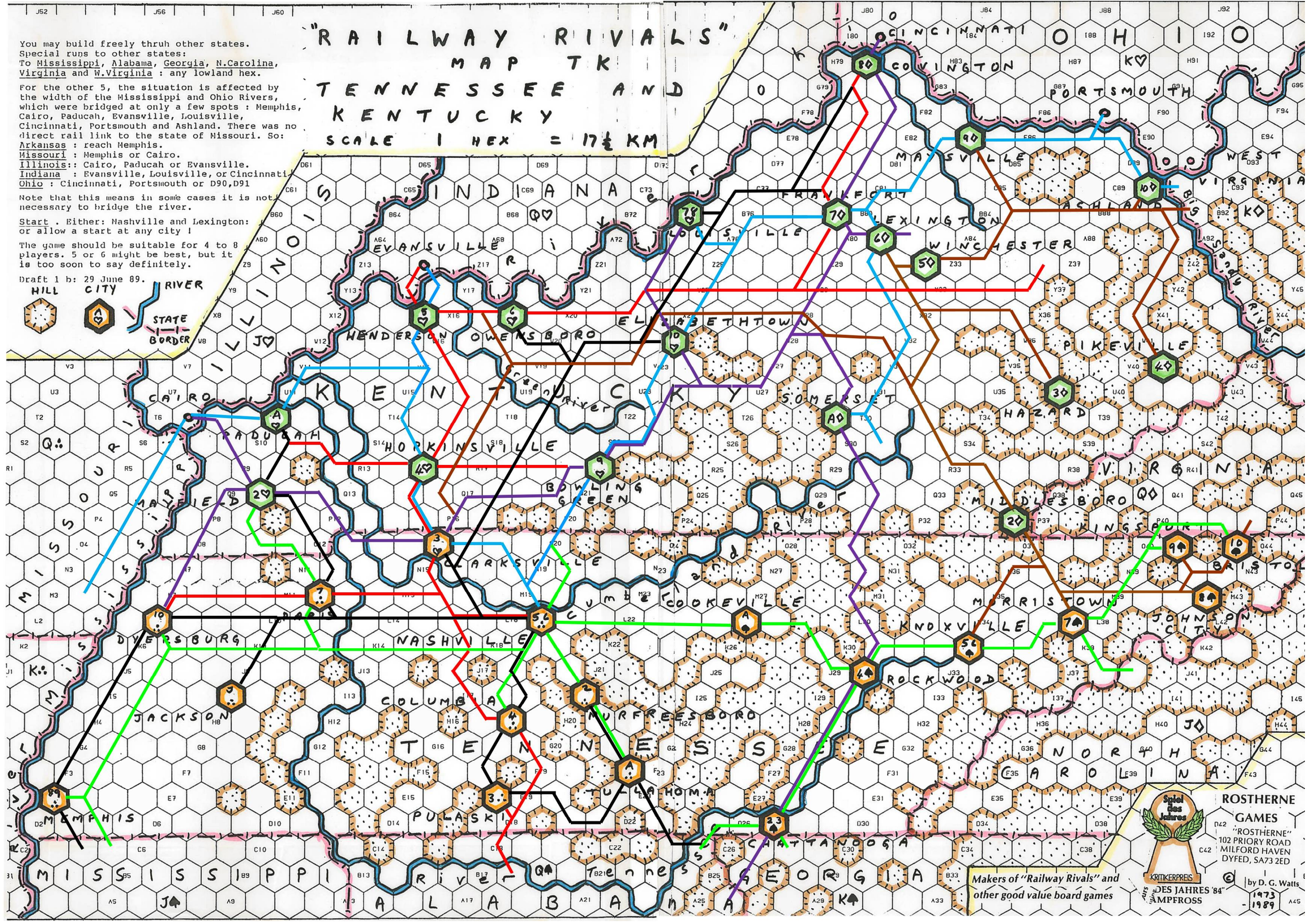


# "RAILWAY RIVALS"

## MAP T&K

### TENNESSEE AND KENTUCKY

SCALE 1 HEX = 17 1/2 KM



ROSTERNE  
 GAMES  
 "ROSTERNE"  
 102 PRIORY ROAD  
 MILFORD HAVEN  
 DYFED, SA73 2ED  
 © by D. G. Watts  
 1973  
 1989

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