

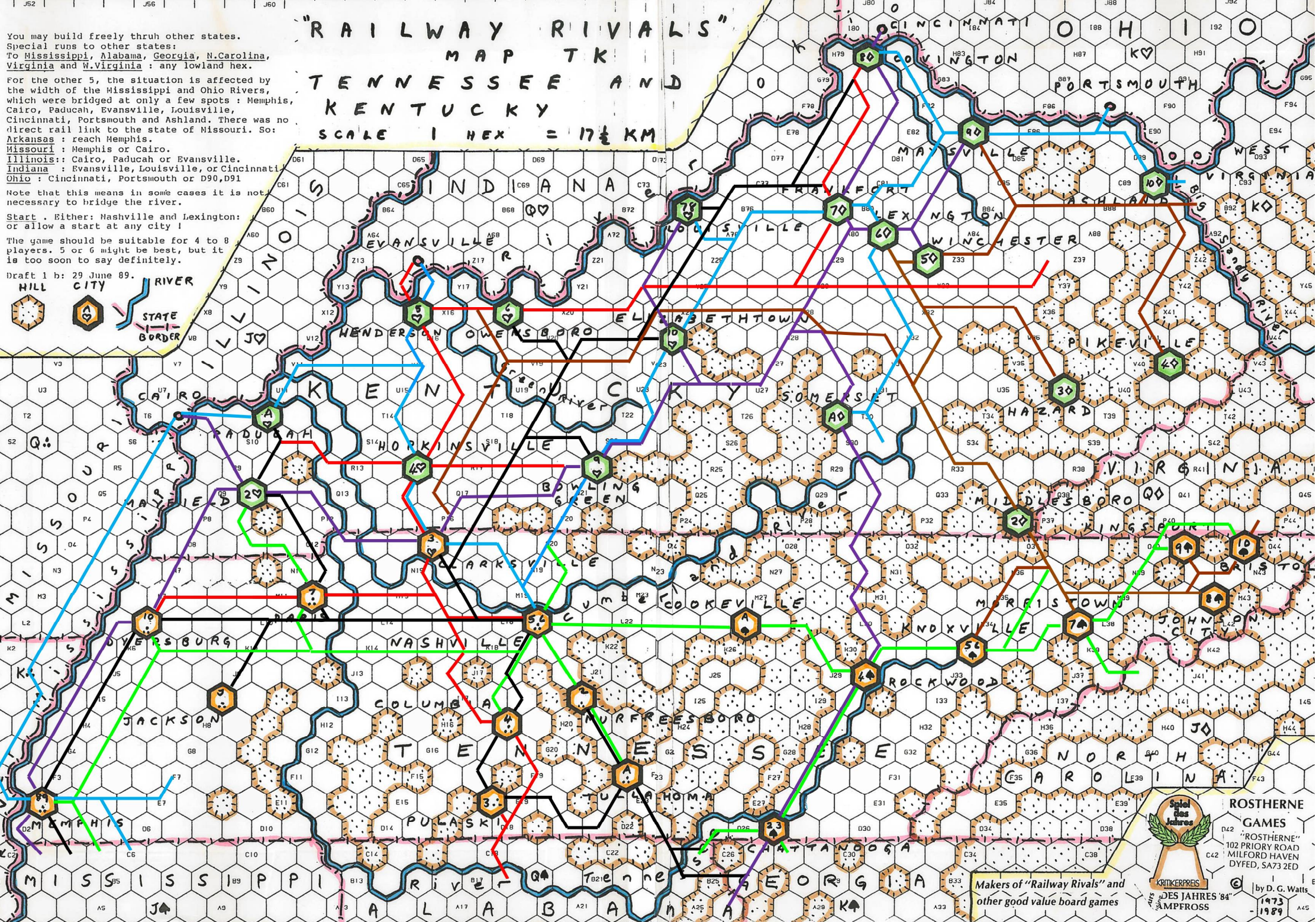
"RAILWAY RIVALS"

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

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