


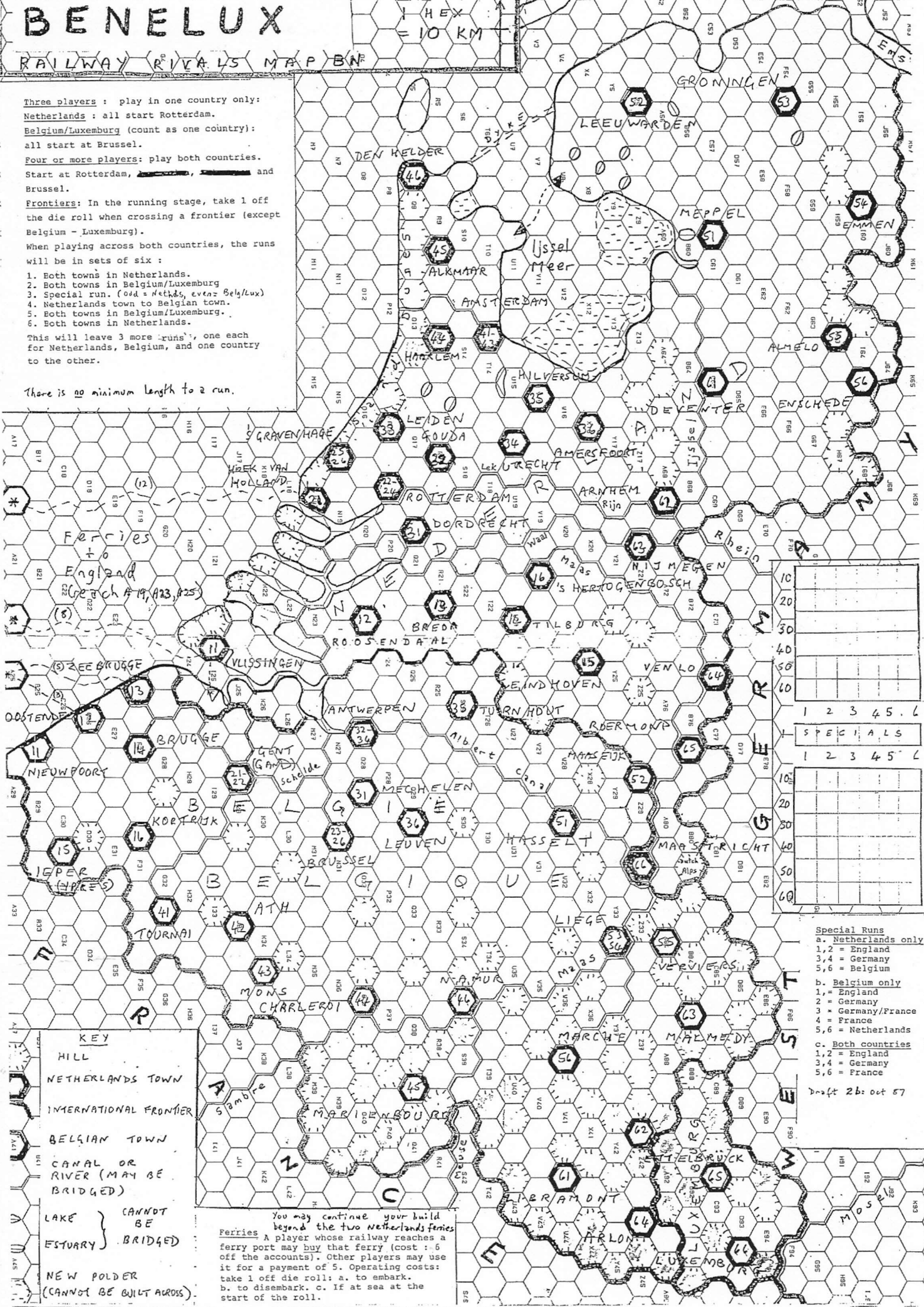
BENELUX

RAILWAY RIVALS MAP B.N.

Three players: play in one country only:
Netherlands: all start Rotterdam.
Belgium/Luxemburg (count as one country): all start at Brussel.
Four or more players: play both countries.
 Start at Rotterdam, , and Brussel.
Frontiers: In the running stage, take 1 off the die roll when crossing a frontier (except Belgium - Luxembourg).
 When playing across both countries, the runs will be in sets of six:
 1. Both towns in Netherlands.
 2. Both towns in Belgium/Luxemburg
 3. Special run. (odd = Neths, even = Belg/Lux)
 4. Netherlands town to Belgian town.
 5. Both towns in Belgium/Luxemburg.
 6. Both towns in Netherlands.
 This will leave 3 more runs, one each for Netherlands, Belgium, and one country to the other.

There is no minimum length to a run.

1 HEX = 10 KM



10						
20						
30						
40						
50						
60						

SPECIALS









1	2	3	4	5	6

10					
20					
30					
40					
50					
60					

Special Runs
a. Netherlands only
 1, 2 = England
 3, 4 = Germany
 5, 6 = Belgium
b. Belgium only
 1 = England
 2 = Germany
 3 = Germany/France
 4 = France
 5, 6 = Netherlands
c. Both countries
 1, 2 = England
 3, 4 = Germany
 5, 6 = France

Draft 26: oct 57

KEY

-  HILL
-  NETHERLANDS TOWN
-  INTERNATIONAL FRONTIER
-  BELGIAN TOWN
-  CANAL OR RIVER (MAY BE BRIDGED)
-  LAKE } CANNOT BE BRIDGED
-  ESTUARY } BRIDGED
-  NEW POLDER (CANNOT BE BUILT ACROSS)

You may continue your build beyond the two Netherlands ferries
Ferries A player whose railway reaches a ferry port may buy that ferry (cost: 6 off the accounts). Other players may use it for a payment of 5. Operating costs: take 1 off die roll: a. to embark, b. to disembark, c. if at sea at the start of the roll.