

# RAILWAY RIVALS

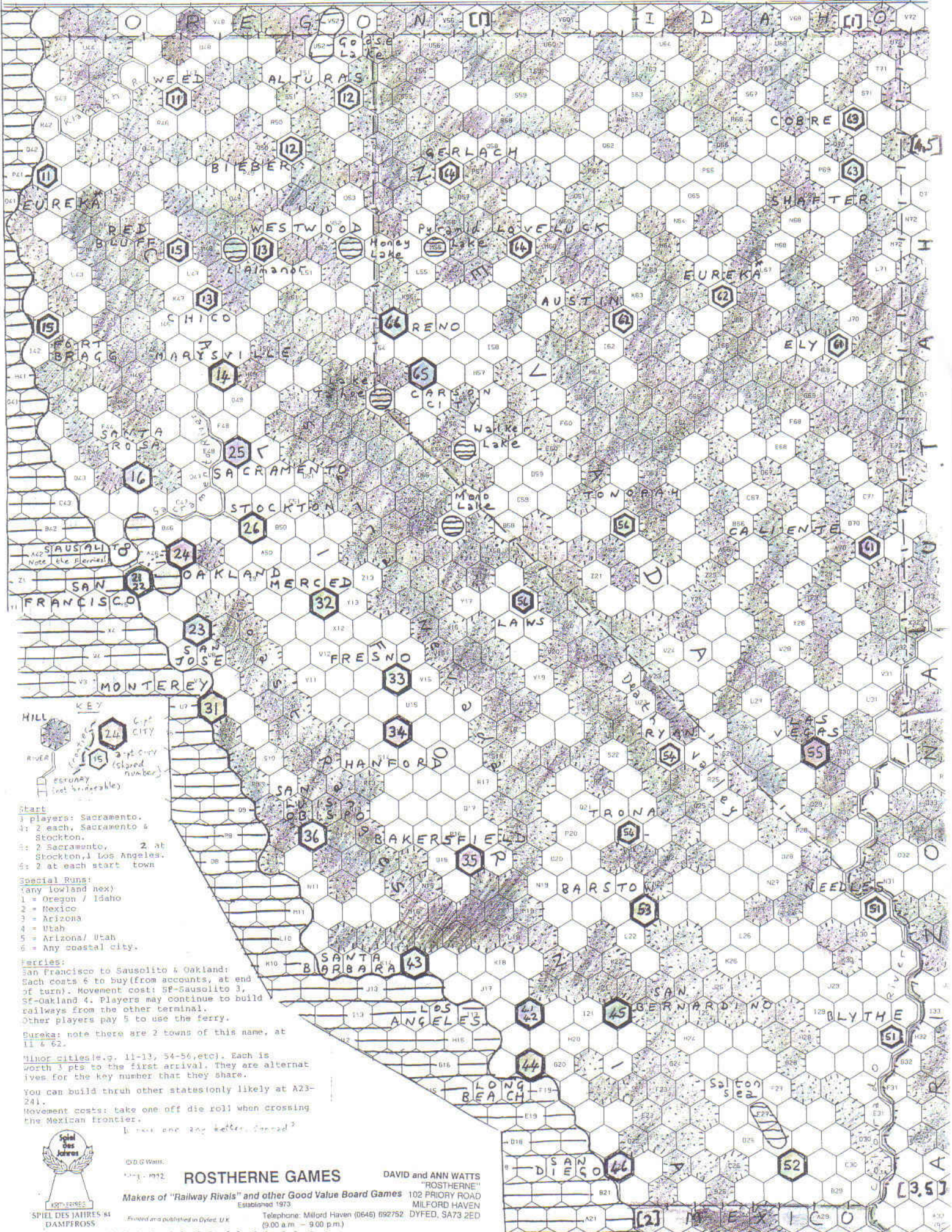
MAP CN

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SCALE  
1 HEX = 28 KM

CALIFORNIA  
AND NEVADA



**KEY**

- HILL
- RIVER
- ESTUARY (not bridgeable)

**Start**

- 1 players: Sacramento.
- 4: 2 each, Sacramento & Stockton.
- 5: 2 Sacramento, 2 at Stockton, 1 Los Angeles.
- 6: 2 at each start town

**Special Runs:**  
(any lowland hex)

- 1 = Oregon / Idaho
- 2 = Mexico
- 3 = Arizona
- 4 = Utah
- 5 = Arizona/Utah
- 6 = Any coastal city.

**Ferries:**  
San Francisco to Sausalito & Oakland:  
Each costs 5 to buy (from accounts, at end of turn). Movement cost: SF-Sausalito 3, SF-Oakland 4. Players may continue to build railways from the other terminal.  
Other players pay 5 to use the ferry.

**Bureks:** note there are 2 towns of this name, at 11 & 62.

**Minor cities** (e.g. 11-13, 54-56, etc.). Each is worth 3 pEs to the first arrival. They are alternates for the key number that they share.

You can build thru other states (only likely at A23-241).  
Movement costs: take one off die roll when crossing the Mexican frontier.



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## ROSTERNE GAMES

Makers of "Railway Rivals" and other Good Value Board Games  
Established 1973  
Telephone: Milford Haven (0645) 692752. DYFED, SA73 2ED (9.00 a.m. - 9.00 p.m.)

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