

"RAILWAY RIVALS" MAP CS CENTRAL SCOTLAND

Scale : 1 hex = 4 kilometres (about 2½ miles).
Map amended from old map G (1979).
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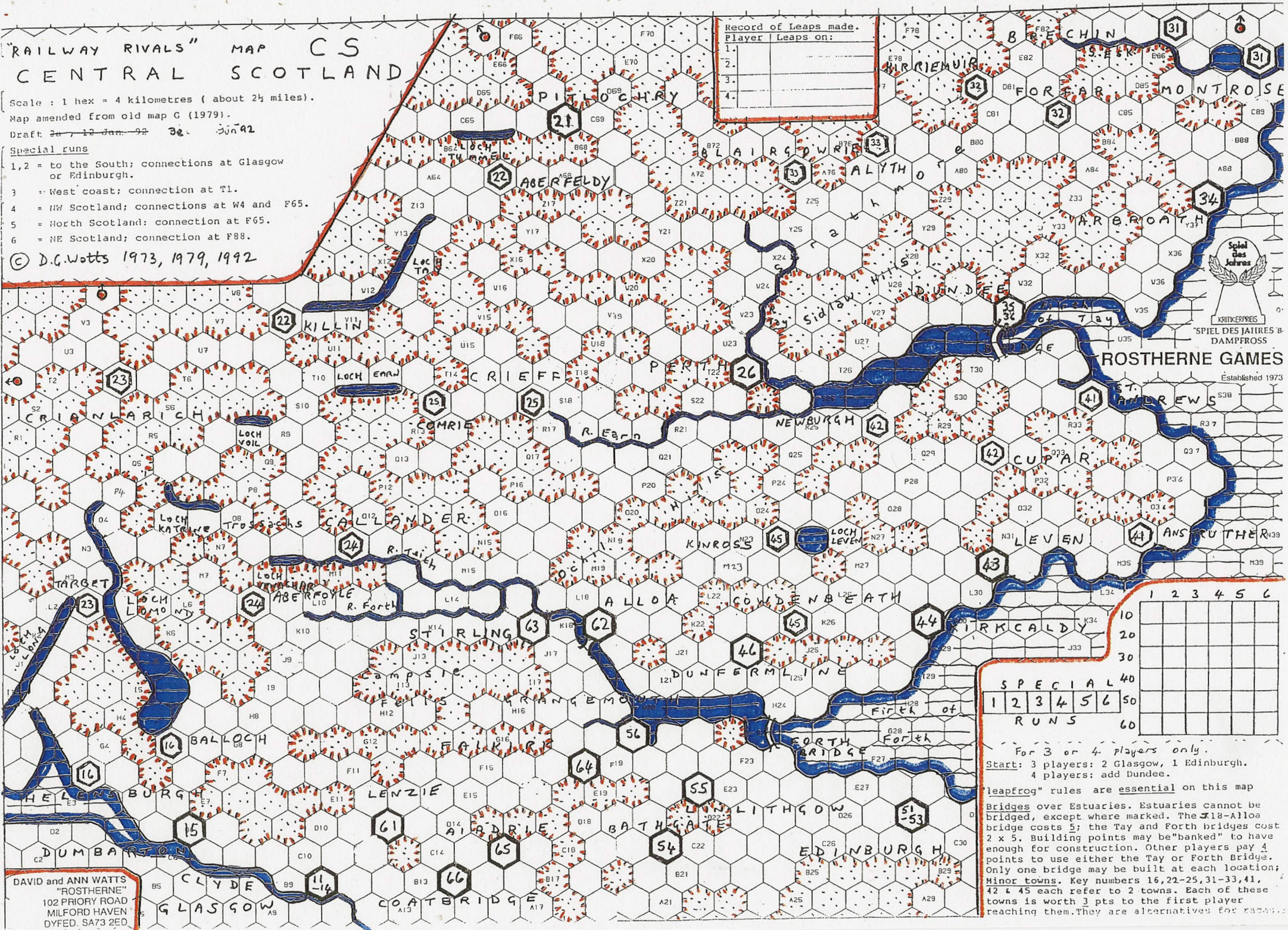
Special runs

- 1,2 = to the South; connections at Glasgow or Edinburgh.
- 3 = West coast; connection at T1.
- 4 = NW Scotland; connections at W4 and F65.
- 5 = North Scotland; connection at P65.
- 6 = NE Scotland; connection at P88.

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Record of Leaps made.
Player Leaps on:

1.	
2.	
3.	
4.	



1	2	3	4	5	6
10					
20					
30					
40					
50					
60					

SPECIAL RUNS

For 3 or 4 players only.
Start: 3 players: 2 Glasgow, 1 Edinburgh.
4 players: add Dundee.

"leapfrog" rules are essential on this map

Bridges over Estuaries. Estuaries cannot be bridged, except where marked. The T1-Alloa bridge costs 5; the Tay and Forth bridges cost 2 x 5. Building points may be "banked" to have enough for construction. Other players pay 4 points to use either the Tay or Forth Bridge. Only one bridge may be built at each location; Minor towns. Key numbers 16, 22-25, 31-33, 41, 42 & 45 each refer to 2 towns. Each of these towns is worth 3 pts to the first player reaching them. They are alternatives for rapid

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