



**"Bus Boss" Scoring System.**  
 In every race, 30 points are shared among all entrants:  
 2 runners: first 20, 2nd 10.  
 3 .. 16, 9, 5.  
 4 .. 13, 8, 5, 4.  
 5 .. 11, 7, 5, 4, 3.  
 6 .. 10, 6, 5, 4, 3, 2.

Two finishing in the same turn share the points: e.g.:  
 3 runners, 2 equal 2nd : 16, 7, 7.  
 .. 2 equal 1st : 13, 12, 5.  
 (The odd 1 to the poorer player).  
 4 runners, 3 equal 1st: 9, 9, 8, 4.  
 .. 3 equal 2nd: 13, 6, 6, 5.

Entries which are more than twice the length of the shortest run are not allowed.

**SIARI.** All players start in any hexagon in Ohio (N47-N57).

**SPECIAL RUNS** to neighbouring states.  
 1 = Michigan 2 = Ohio 3 = Kentucky 4 = Missouri 5 = Iowa  
 6 = Wisconsin. In each case, any complete hex in that state will suit (not a half hex in Wisconsin or Michigan).  
 You may build through the other states.

**RIVERS.** The Mississippi and Ohio rivers can be bridged only where shown; these bridges cost 4. Other rivers can be bridged anywhere, for the usual cost of 2.

This map should suit those who complain that there are too many hills on the others in the tournament!

**RAILWAY RIVALS**  
 Map II: ILLINOIS AND INDIANA  
 Draft 16 Jan 96

