

# RAILWAY RIVALS

MAP LH

LONDON AND  
HAMPSHIRE

© D.G.Watts  
1973-1996

ROSTHERNE GAMES

DAVID & ANN WATTS  
"ROSTHERNE"  
102 PRIORY ROAD  
MILFORD HAVEN  
DYFED, SA73 2ED

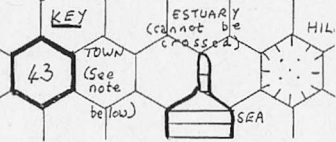


"SPIEL DES JAHRES" 8  
DAMPFROSS

Telephone: Milford Haven (01 646) 692752  
(9.00a.m. - 9.00p.m.)

Makers of "Railway Rivals"  
and other good board games

LH is partly based on an  
earlier draft by  
Prof. E. Fudge.



Scale  
1 hex equals 4 Km ( about 2½ miles)

Start  
All start in any part of London.  
This map suits 3 to 6 players.

Towns  
All towns except London, Portsmouth,  
Southampton, Reading and Brighton are  
3-pt towns, sharing a key number.  
All parts of London share the key  
numbers 61 to 66.

- Special Runs.
- 1 = North: connections at Maidenhead, London, Reading or Newbury.
  - 2 = West: connections at Newbury, Andover or Romsey.
  - 3 = East: connections at Redhill (D67), London, Three Bridges or Brighton.
  - 4 = Seaside: any town on the open sea coast from Southampton to Brighton (not Cosham, Havant, Chichester).
  - 5 = Port: Southampton, Portsmouth or Shoreham.
  - 6 = Shopping: London, Portsmouth, Southampton, Reading or Brighton.

Draft 1. 6 June 96.

There is also a "Privatisation" variant  
of this map.