

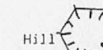
RAILWAY RIVALS

- Rostherne Games -

map MO

MISSOURI

Key



River

6-pt town



3-pt town



State border —|—|—

Special Runs. (to any lowland hex; not 1-hex)

1, 2 = Nebraska 3 = Kentucky/Tennessee

4 = Oklahoma/Arkansas

5 = Kansas/Nebraska 6 = Iowa.

Start

Any hex (not 1-hex) E. of the Mississippi River, i.e. D43 to 072; or, if only 3 players: all start at St. Louis.

You may build in other states.

Bridges.

These cost 3 where marked (the actual bridge points) and 6 elsewhere.

First draft June 1999

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Scale
1 hex = 17 Km (about 11 miles).

Actual lines.

The N. half was dominated by E-W lines of the Burlington & the Wabash; the S. half by N-S lines of the Frisco & the Missouri Pacific. All 4, & the Alton (GM&O), the Missouri-Kansas-Iowa, and the Rock Island offered St. Louis-Kansas City services! Other major lines included: Santa Fe from B62 to KC; Kansas City Southern, KC-L60; St. Louis SW, SL-P64(!)-K70.

Ferries. (L59-M59; R66-S66).

These can be bought (cost 6) by a player with rails at one terminal. You may start by buying a ferry & immediately building on from it. You may build track at both ends of your ferry route. Others pay 5 to use your ferry. Running cost: 3 on die: 1 embark, 1 to cross, 1 disembark.

Enquiries for all Rostherne Games products, except "trial" maps, to: SPIRE GAMES, 105 Dalrymple Way, Norwich NR6 6TR (T/F 01603 417365)

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