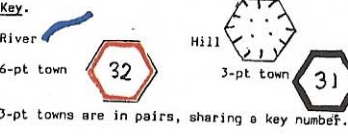


RAILWAY RIVALS

Map MW © D.G. Watts, 1973, 1977, 1980, 1994

Mid Wales



• key junctions, shown for interest.

Scale: 1 hex = 4.2 Kilometres (2.7 Miles).

Start: 3 players: Shrewsbury, Hereford & Carmarthen. 4 players: & Aberystwyth.

"Leapfrog" rules essential for 4 players.

Major Bridges can be built across estuaries, M51-Barmouth (cost 5) & G52-Aberdyfi (cost 7; not actually completed). Throws can be "banked" to reach the necessary amount.

Special Runs.

2= N.Wales: connect at Barmouth, Dolgellau, Welshpool or Shrewsbury.

3,4= England: connect at Shrewsbury, J74, A73, Leominster, Hereford, or Ross.

5,6= S.Wales: connect at Carmarthen, A13, A18, A22, Abergavenny or Monmouth.

Design Notes. With few people or resources, the network was thin. The map is designed to let many planned or unfinished lines be built. Examples: Brunel's Worcester-Ludlow-Dolgellau-Port Dinlleyn, the Llandidloes-Tregaron part of the "Manchester & Milford", Sennybridge-Llanwrtyd, Bishops Castle-Montgomery-L70, New Radnor-Rhayader, Llandillo-ampeter, & many W-E routes in the empty entre between Machyllleth and Llandoverly.

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