



Notes
 A Spades = Ireland; Hex G7, reached by ferry from Stranraer or Ardrossan.
 A Clubs = Skye; reached by ferry from Mallig or Kyle of Lochalsh.
 A Diamonds = North Scotland; reach Z54.
 A or 2 Hearts = England; reach Carlisle, Berwick, F31 or P32.

You may build freely through England, & do not have to stop at the border for customs checks.

Ferries.
 Those to Skye cost 3, and may be used only by the owners.
 Those to Ireland cost 6; others may use them on payment of 5 to the owner.
 Ferries cannot be used to link the two mainland ports in runs, or for building purposes.

Kyle of Lochalsh and Mallig do not have card numbers; however, each pays 6 to the first to build to them.
 Operation of ferry: take 1 off die roll to embark, disembark, or whenever already at sea.

Major bridges
 The long bridges at 044/B45, Tay and Forth each cost 5 to build. They must be built in one turn.

Starts
 3 at Glasgow; 4th & 5th at Edinburgh.

Leapfrog Rules
 are essential on this map.

Runs will start, if any player wishes, when 4 cities are still unlinked.

Estuaries cannot be bridged, except for the 3 long bridges

SC 14 EX
 = 72 km
 W. 1st 3a
 April 1974
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