

# CENTRAL ASIA: a map for the *Railway Rivals*™ game

Map © B.R.Whyte 2008. *Railway Rivals* © D.G.Watts/Rostherne Games.

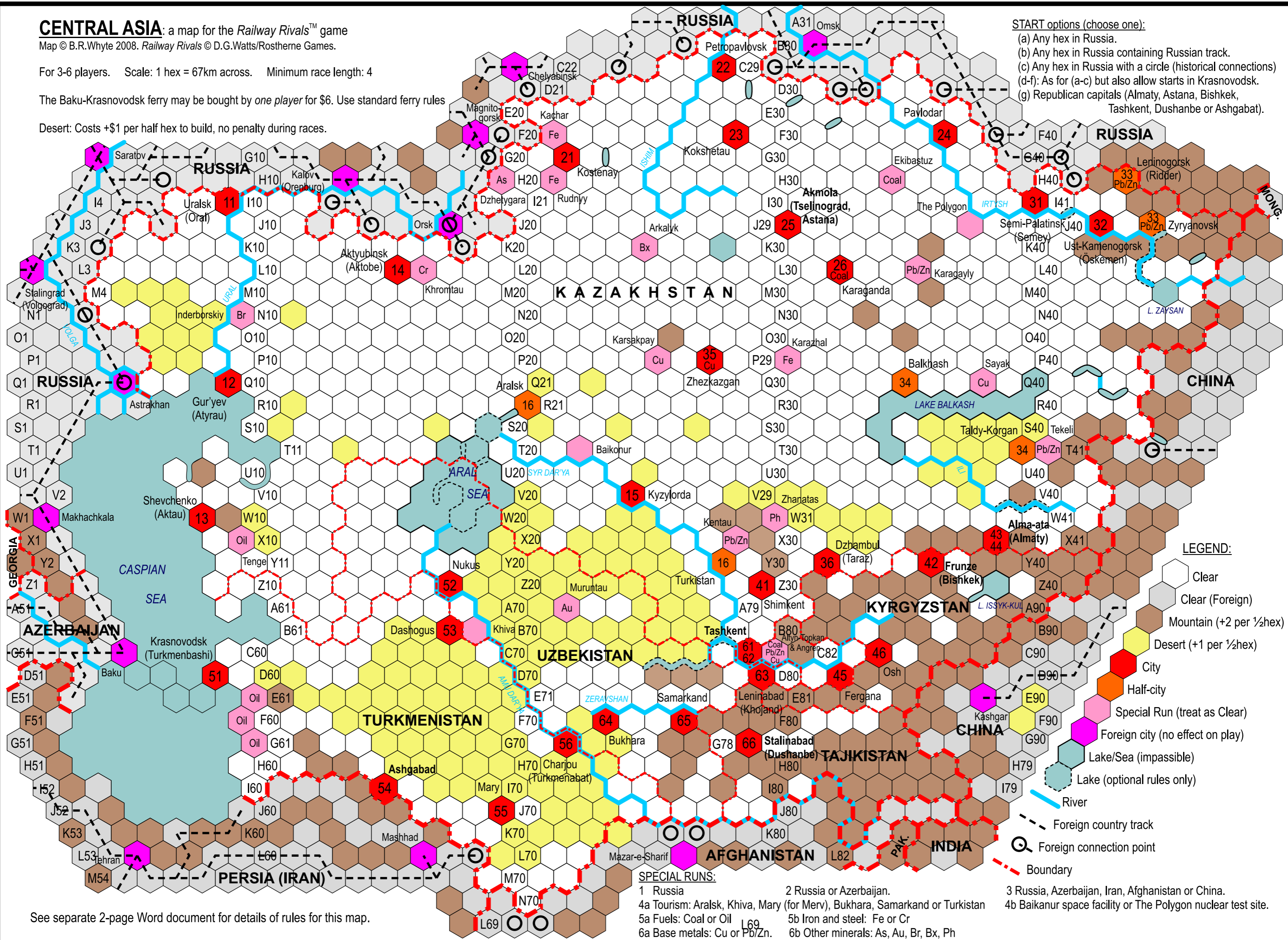
For 3-6 players. Scale: 1 hex = 67km across. Minimum race length: 4

The Baku-Krasnovodsk ferry may be bought by *one player* for \$6. Use standard ferry rules

Desert: Costs +\$1 per half hex to build, no penalty during races.

START options (choose one):

- (a) Any hex in Russia.
- (b) Any hex in Russia containing Russian track.
- (c) Any hex in Russia with a circle (historical connections)
- (d-f): As for (a-c) but also allow starts in Krasnovodsk.
- (g) Republican capitals (Almaty, Astana, Bishkek, Tashkent, Dushanbe or Ashgabat).



### LEGEND:

- Clear
- Clear (Foreign)
- Mountain (+2 per 1/2hex)
- Desert (+1 per 1/2hex)
- City
- Half-city
- Special Run (treat as Clear)
- Foreign city (no effect on play)
- Lake/Sea (impassible)
- Lake (optional rules only)
- River
- Foreign country track
- Foreign connection point
- Boundary

### SPECIAL RUNS:

- 1 Russia
- 2 Russia or Azerbaijan.
- 3 Russia, Azerbaijan, Iran, Afghanistan or China.
- 4a Tourism: Aralsk, Khiva, Mary (for Merv), Bukhara, Samarkand or Turkistan
- 4b Baikanur space facility or The Polygon nuclear test site.
- 5a Fuels: Coal or Oil
- 5b Iron and steel: Fe or Cr
- 6a Base metals: Cu or Pb/Zn.
- 6b Other minerals: As, Au, Br, Bx, Ph

See separate 2-page Word document for details of rules for this map.