

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.

Minimum race length: 4

Scale: 1 hex = 67km across.

START options (choose one):

Russian or Soviet eras:

- (a) Any hex in Russia.
- (b) Any hex in Russia containing Russian track.
- (c) Any hex in Russia with a circle (indicating historical connections)
- (d-f): As for (a-c) but also allow starts in Krasnovodsk.

Independence era:

- (g) Any republican capital (Almaty, Astana, Bishkek, Tashkent, Dushanbe or Ashgabat).

FERRY:

The Baku-Krasnovodsk can be bought by one player for \$6, and hired by rivals for \$6. Racing: pay 1 die pip to load at origin port, one per hex moved (5 total), and one to unload at destination port.

DESERT:

Costs +\$1 per half hex to build (i.e. \$2 to build from clear to desert or vice versa, \$3 from desert to desert), but no penalty during races.

SPECIAL RUNS TO FOREIGN COUNTRIES:

Choose an option: Connection can be made to:

- a) any non-mountain hex in the foreign country
- b) any hex in the foreign country containing that country's track
- c) any hex with a foreign connection circle (historical connection points)

BUILDING IN FOREIGN COUNTRIES:

Choose an option:

- a) Players may build/race through foreign countries, treating that country's track as if it belonged to another player (parallel/junction payments and race rentals are paid to the bank).
- b) Players may only build into, and not through, foreign countries.

SPECIAL RUNS:

- 1 Russia
- 2 Russia or Azerbaijan.
- 3 Russia, Azerbaijan, Iran, Afghanistan or China.
- 4a Tourist sites: Aralsk, Khiva, Mary (for Merv), Bukhara, Samarkand or Turkistan
- 4b Strategic sites: Baikanur space facility or The Polygon nuclear test site.
- 5a Fuels: Coal or Oil
- 5b Iron and steel: Iron [Fe], or Chromite[Cr]
- 6a Base metals: Copper [Cu], or Lead/Zinc [Pb/Zn]
- 6b Other minerals: Asbestos [As], Gold [Au], Borax [Br], Bauxite [Bx], Phosphate [Ph]

OPTIONAL HISTORICAL RULES:

- Any or all of the following rules (A-D) can be used
- For a more historical game, play using one or more of the following eras:
 - Russian (-1920), Soviet (1920-90) or Post-Soviet (1990-) or all three eras (1800s-present).

In PBM games the suggested division is: Rounds 1-3 Russian, 4-9 Soviet & 10-12 Post-Soviet.

A. Aral Sea:

Halfway through the Soviet era (end of Round 8 races but before Round 8 builds in a tri-era game; end of Round 9 races but before Round 9 builds in a purely Soviet game) the Aral Sea shrinks from the solid boundary to the dashed boundary. The dried Sea hexes are treated as Desert for the rest of the game.

B. New lakes:

Halfway through the Soviet era (end of Round 8 races but before Round 8 builds in a tri-era game, end of Round 9 races but before round 9 builds in a purely Soviet game) five (5) new hexside Lakes are created by dams: SE of Semey, SE of Zyryanovsk, NE of Almaty, N of Samarkand and NW of Tashkent. Any track crossing the affected hexsides is immediately removed, and the affected hexsides are treated as lakes, and thus impassible, for the rest of the game.

C. Borders:

During races, an extra die pip is needed to cross certain international boundaries:

Russian and Soviet eras: The boundaries of China, India, Pakistan, Afghanistan and Iran.

Independence era: All boundaries, including those between the 5 Central Asian republics!

D. Special Runs:

Russian era:

- 1 Russia
- 2 Russia or Azerbaijan
- 3 Russia or Azerbaijan
- 4 Pilgrimage sites: Khiva, Mary (for Merv), Bukhara, Samarkand or Turkistan
- 5a Fuels: Coal or Oil
- 5b Iron [Fe]
- 6a Copper [Cu]
- 6b Lead/Zinc [Pb/Zn]

Soviet era:

- 1 Russia
- 2 Russia or Azerbaijan
- 3 Russia or Azerbaijan
- 4a Pilgrimage sites: Khiva, Mary (for Merv), Bukhara, Samarkand or Turkistan
- 4b Strategic sites: Baikanur space facility or The Polygon nuclear test site.
- 5a Fuels: Coal or Oil
- 5b Iron and steel: Iron [Fe], or Chromite[Cr]
- 6a Base metals: Copper [Cu], or Lead/Zinc [Pb/Zn]
- 6b Other minerals: Asbestos [As], Gold [Au], Borax [Br], Bauxite [Bx], Phosphate [Ph]

Independence era:

- 1 Russia
- 2 China or Azerbaijan
- 3 Iran or Afghanistan
- 4 Tourist sites: Aralsk, Khiva, Mary (for Merv), Bukhara, Samarkand or Turkistan
- 5a Fuels: Coal or Oil
- 5b Iron and steel: Iron [Fe], or Chromite[Cr]
- 6a Base metals: Copper [Cu], or Lead/Zinc [Pb/Zn]
- 6b Other minerals: Asbestos [As], Gold [Au], Borax [Br], Bauxite [Bx], Phosphate [Ph]