

NIGERIA

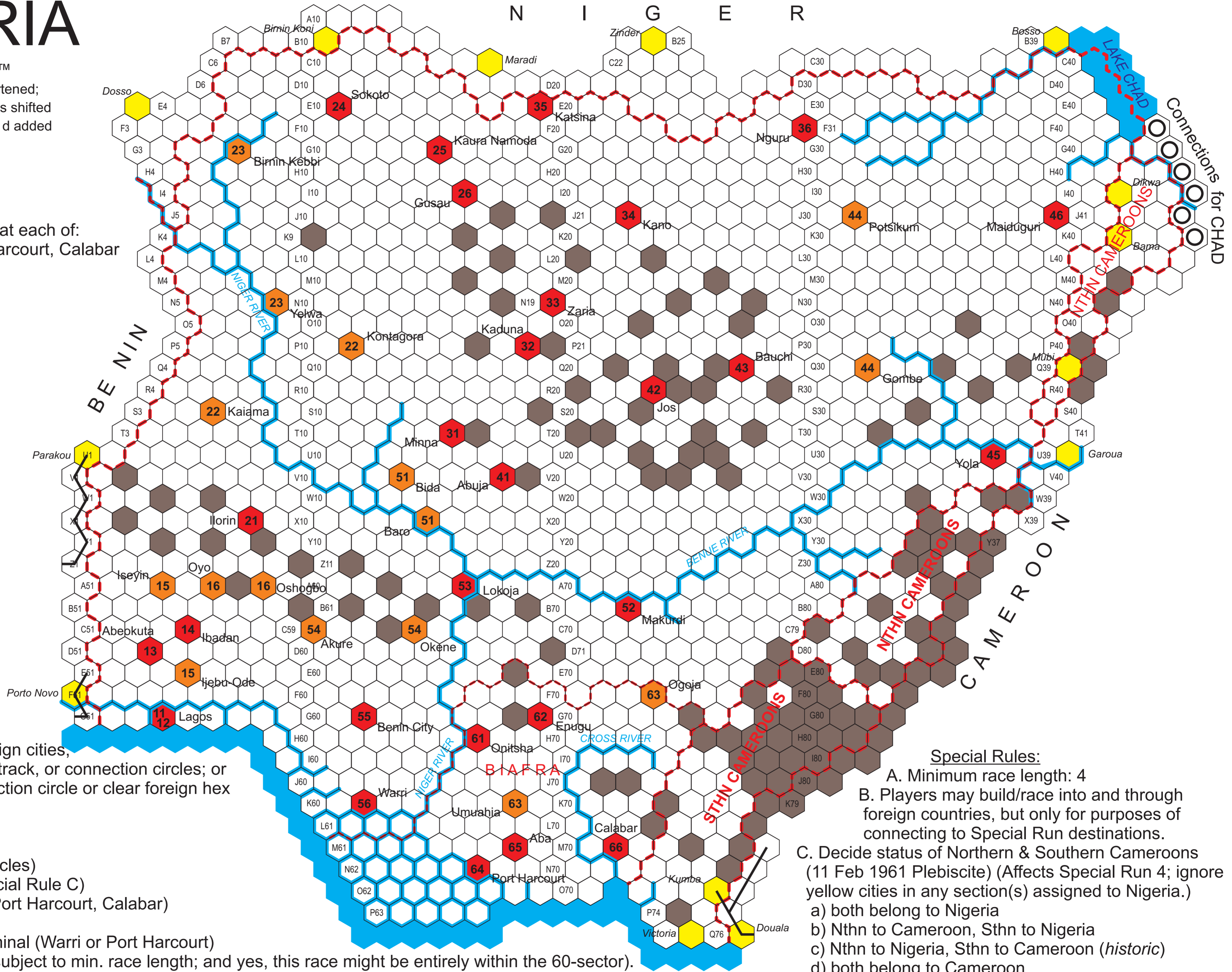
A map for *Railway Rivals*™

Version 1.1 Cross River shortened;
Cameroon names shifted
Start options c & d added

© B.R. Whyte July 2015
For 3-6 players

Start:

- a) all at Abuja, or
- b) one or more players at each of:
Lagos, Warri, Port Harcourt, Calabar
- c) At any foreign city
- d) At any foreign hex



Special Runs:

Choose either:

- A) Race to yellow foreign cities, printed foreign rail track, or connection circles; or
- B) Race to any connection circle or clear foreign hex

- 1) Benin
- 2) Niger
- 3) Chad (connection circles)
- 4) Cameroon (see Special Rule C)
- 5) Port (Lagos, Warri, Port Harcourt, Calabar)
- 6) roll a die:
1-3: Oil Refinery/Terminal (Warri or Port Harcourt)
4-6: Biafra (any city, subject to min. race length; and yes, this race might be entirely within the 60-sector).

Special Rules:

- A. Minimum race length: 4
- B. Players may build/race into and through foreign countries, but only for purposes of connecting to Special Run destinations.
- C. Decide status of Northern & Southern Cameroons (11 Feb 1961 Plebiscite) (Affects Special Run 4; ignore yellow cities in any section(s) assigned to Nigeria.)
 - a) both belong to Nigeria
 - b) Nthn to Cameroon, Sthn to Nigeria
 - c) Nthn to Nigeria, Sthn to Cameroon (*historic*)
 - d) both belong to Cameroon