

Railway Rivals: Map UCAN

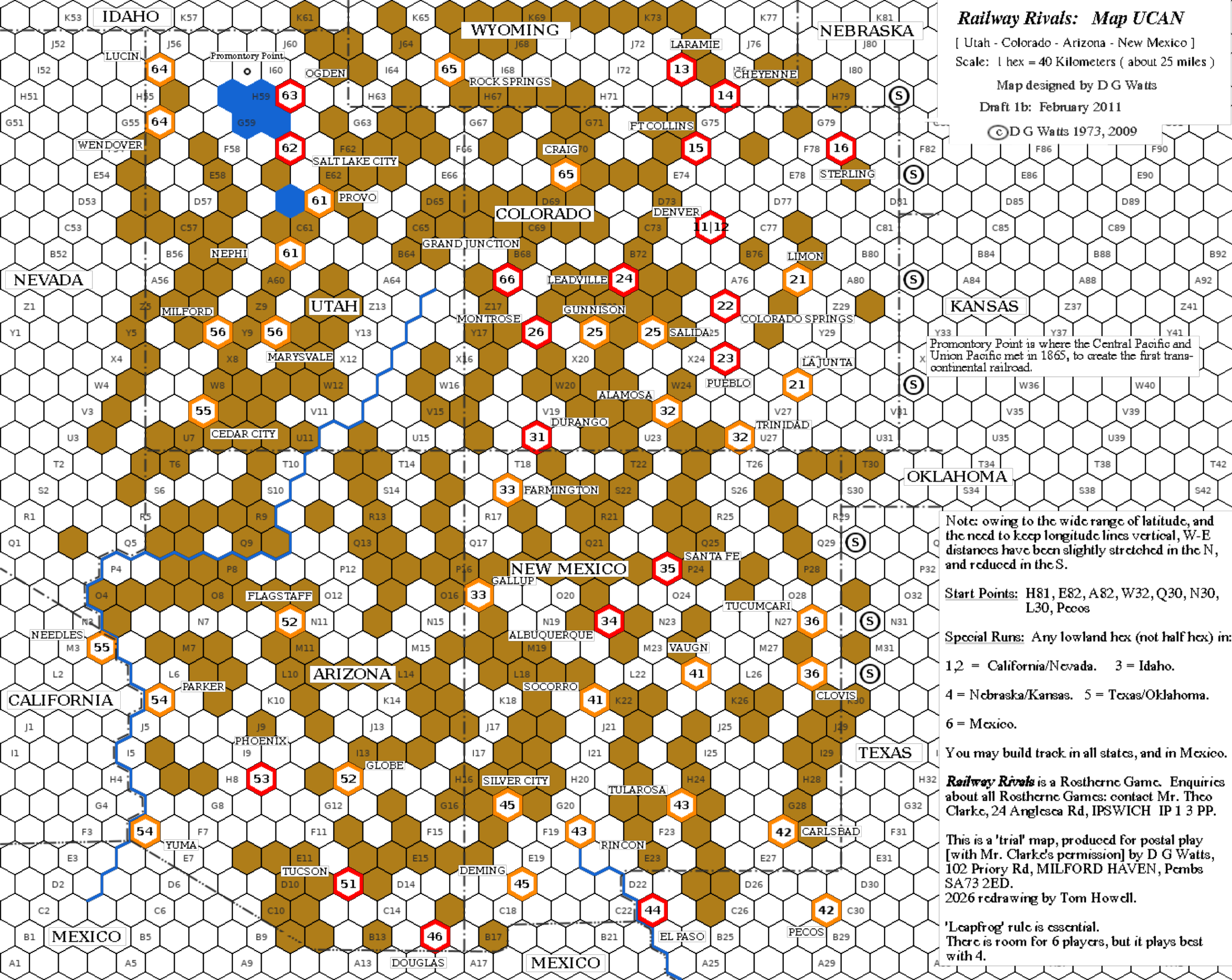
[Utah - Colorado - Arizona - New Mexico]

Scale: 1 hex = 40 Kilometers (about 25 miles)

Map designed by D G Watts

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Promontory Point is where the Central Pacific and Union Pacific met in 1865, to create the first trans-continental railroad.

Note: owing to the wide range of latitude, and the need to keep longitude lines vertical, W-E distances have been slightly stretched in the N, and reduced in the S.

Start Points: H81, E82, A82, W32, Q30, N30, L30, Pecos

Special Runs: Any lowland hex (not half hex) in:

1,2 = California/Nevada. 3 = Idaho.

4 = Nebraska/Kansas. 5 = Texas/Oklahoma.

6 = Mexico.

You may build track in all states, and in Mexico.

Railway Rivals is a Rostherne Game. Enquiries about all Rostherne Games: contact Mr. Theo Clarke, 24 Anglesca Rd, IPSWICH IP1 3 PP.

This is a 'trial' map, produced for postal play [with Mr. Clarke's permission] by D G Watts, 102 Priory Rd, MILFORD HAVEN, Pems SA73 2ED.

2026 redrawing by Tom Howell.

'Leapfrog' rule is essential. There is room for 6 players, but it plays best with 4.