



# Uzbekistan Railway Rivals Map

Version 1.1 by Richard Smith 2026 with help from Bob Gingell and Jim Reader

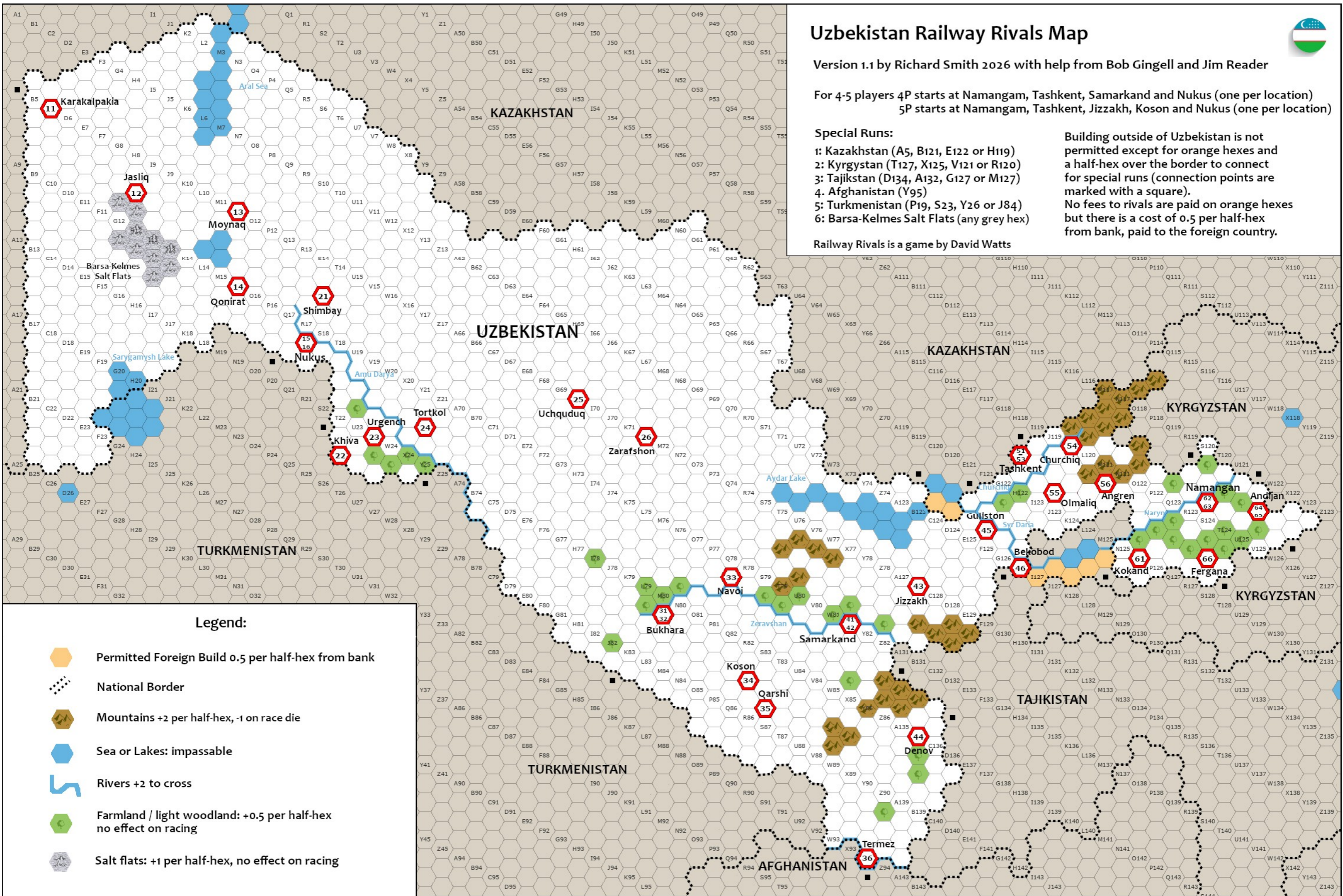
For 4-5 players 4P starts at Namangan, Tashkent, Samarkand and Nukus (one per location)  
5P starts at Namangan, Tashkent, Jizzakh, Koson and Nukus (one per location)

### Special Runs:

- 1: Kazakhstan (A5, B121, E122 or H119)
- 2: Kyrgyzstan (T127, X125, V121 or R120)
- 3: Tajikistan (D134, A132, G127 or M127)
- 4: Afghanistan (Y95)
- 5: Turkmenistan (P19, S23, Y26 or J84)
- 6: Barsa-Kelmes Salt Flats (any grey hex)

Building outside of Uzbekistan is not permitted except for orange hexes and a half-hex over the border to connect for special runs (connection points are marked with a square).  
No fees to rivals are paid on orange hexes but there is a cost of 0.5 per half-hex from bank, paid to the foreign country.

Railway Rivals is a game by David Watts



### Legend:

- Permitted Foreign Build 0.5 per half-hex from bank
- National Border
- Mountains +2 per half-hex, -1 on race die
- Sea or Lakes: impassable
- Rivers +2 to cross
- Farmland / light woodland: +0.5 per half-hex no effect on racing
- Salt flats: +1 per half-hex, no effect on racing