Kyrgyzia

Kyrgyzia (or Kyrgyzstan) is a landlocked, mountainous republic in Central Asia, lying on the old Silk Road. It was formerly part of the Soviet Union. 90% of its 198,500km² are mountainous, with some peaks over 7000m; only 7% of Kyrgyz land is arable. Kyrgyzia is divided into seven administrative regions or "Oblasts" — Osh, Batken, Jalalabad, Issyk Kul, Naryn, Talas and Chui and the capital is Bishkek. It has a population of 4.7 million people, 65% of whom are Kyrgyz (descended from Turco-Mongolian tribes). The remainder are Russian (13%), Uzbek (14%), Tajik, Tatar and Kazak. The main religions are Russian Orthodox and Sunni Muslem, although there is no state religion; shamanism is common in rural areas. Kyrgyz is the official language, although Russian is still the state language.

The GDP of Kyrgyzia in 1999 was \$1 billion and the currency is the som. Agriculture makes up 38% of GDP and 33% of employment. It's main crops are potato, vegetables, fruits, poppy, tobacco, cotton, herbs, etc. and the country has nearly 10 million animals, mainly sheep and goats. Industry (metallurgy, electronics, textile, silk, light industries, etc.) accounts for 18% of GDP. Kyrgyzia has mineral reserves of gold, mercury, antimony, rare earth metals, granites, marble and reserves of oil and gas have also been found. There is large potential for hydroelectric power with only about 15% exploited to date.

This Bus Boss map was designed by **JIM READER** in May 2005, inspired by the challenge of producing maps of obscure places of little interest (cf. Rip Gooch's RR map of Chad). It is intended for 4 – 6 players and should be played to standard Bus Boss rules. Bus Boss is a game designed by **DAVID WATTS** and published by **ROSTHERNE GAMES**.

