



Basic Special Runs:	Historical Special Runs:
1. Indian Ocean Port	1. Indian Ocean Port
2. Somalia / Ethiopia	2. Pemba / Zanzibar
3. Sudan	3. Cape to Cairo
4. Congo	4. Zambia
5. Zambia / Malawi	5. Congo
6. Mozambique	6. Minerals

**EAST AFRICA Railway Rivals map v.1.1** (c) B.R.Whyte 2012 Scale: 50km/hex  
**Start:** Any Indian Ocean port (up to 2 players each) **Optional PBM Rule:** Round 1: no building across Kenya/Tanzania border  
**Terrain:** Major Mountains: impassable Lakes: impassable except by ferry\* Swamps: +1 per half-hex  
 Surrounding foreign countries: players may only build 1 hex into each country, and may not build/race through them.  
 \* for more detail on Special runs, ferries, special rules and terrain, see page 2

# EAST AFRICA *Railway Rivals* map (c) B.R.Whyte 2011 Scale: 50km/hex

Start: Any Indian Ocean port (up to 2 players each): Lamu, Mombasa, Tanga, Dar es Salaam, Mtwara.  
(optional: (up to 2 players each): Kampala, Nairobi, Dar es Salaam, Kigali, Bujumbura.

Minimum race length: 3 hexes

Optional PBM Rule: Round 1: no building across Kenya/Tanzania border.

This simulates the fact that Tanganyika & Ruanda-Urundi were German until 1918, while Kenya and Uganda were British, and neither colonial power would have built into the other's territory, but rather concentrated on building inland in its own. Once the German territories became British (and Belgian) in 1918, connection was politically possible.

## Terrain:



Major Mountains: impassable

Lakes: impassable (except by ferry on Victoria and Tanganyika)

Swamps: +1 per half-hex to build, no penalty during races.

Surrounding foreign countries: players may only build 1 hex into each country, and may not build/race through them.

## Lake Ferries:

On Lakes Victoria and Tanganyika, special rules apply for ferries connecting the various lake posts (marked by anchors)

### Building:

Players building into a lake port hex may build out from any other port on that lake as if the two ports were the same city. e.g. A player reaching Musoma on Lake Victoria may continue to use his build allowance to build out of Entebbe (or any other port on the lake) as if he had just built into that port.

### Racing:

A player may race between lake ports as if the intervening lake hexes were all connected by his own track across the lake hexes, even if he does not have real track connecting to either or both of the origin and destination ports. There are no 'ferry hire' fees. For racing movement purposes, there is a 1 die-pip penalty to load at the origin port and also to unload at the destination port.

## Basic Special Runs (for a simple game):

1. Indian Ocean Port (Lamu, Mombasa, Tanga, Dar es Salaam or Mtwara)
2. Somalia or Ethiopia (any clear hex)
3. (South) Sudan (any clear hex)
4. Congo (Kalemie, Goma or any clear hex)
5. Zambia or Malawi (any clear hex)
6. Mozambique (any clear hex)

## Historical Special Runs (more geographically & historically realistic):

1. Indian Ocean Port (Lamu, Mombasa, Tanga, Dar es Salaam or Mtwara)
2. Connections to Pemba / Zanzibar: Tanga or Dar es Salaam
3. Cape to Cairo (from loaded on a ferry in Mtwara, or from any clear hex in Zambia, to any clear hex in (South) Sudan, via other card drawn).
4. Zambia (K59)
5. Congo (Kalemie)
6. Minerals: Pb (Mpanda), Cu (Kasese) or Au (hex W13)

## History:

Burundi: 1903 German, 1916 Belgian conquest, 1947-82 port railway in Bujumbura, 1962 independent.

Kenya: 1880s British, 1896-1902 Mombasa-Kisumu, 1916 connection to Tanzania, 1923-26 Nakuru-Uganda, 1940-41 surveys Nanyuki-Somalia.

Rwanda: 1903 German, 1916 Belgian conquest, 1920s?- minor mine railways, 1962 independent.

Tanzania: 1891 German, 1902-12 Tanga-Moshi, 1906-14 Dar es Salaam-Kigoma, 1926-28 Tabora-Mwanza, 1949-58 Mtwara/Linda-Masasi, 1961 independent, 1973-76 Dar es Salaam-Mbeya-Zambia.

Uganda: 1894 British, 1911 Busoga rwy (Jinja-Lake Kioga), 1926-29 Kampala-Soroti, 1962-69 Soroti-Arua, 1953-56 Kampala-Kasese, 1962 independent.