

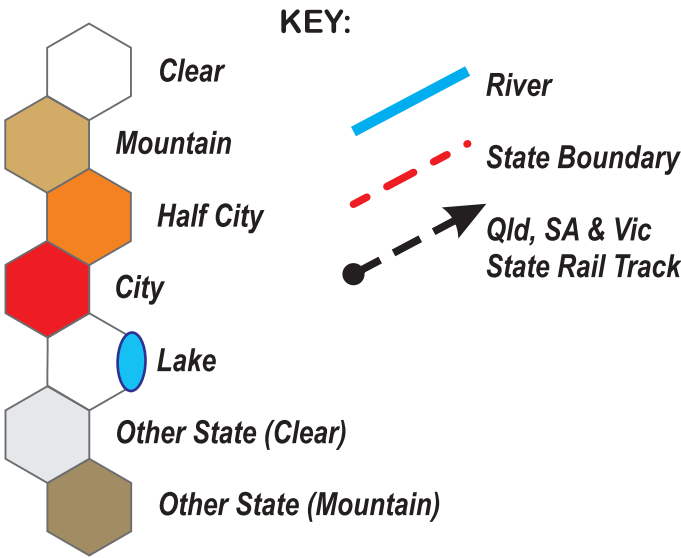
NEW SOUTH WALES

A map for use with *Railway Rivals*®
(designer D.G. Watts, © 1973 Rostherne Games)

Map by B.R. Whyte, 2002.
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Map scale: 1 hex = 30km across.



For 3-6 players.

Start options (choose A or B):

- A) Sydney & Newcastle (up to 2 players each),
Lismore & Broken Hill.
- B) Any hex containing Queensland, South
Australian or Victorian State rail track (inc.
Deniliquin). Any number of players per hex.

Special Rules

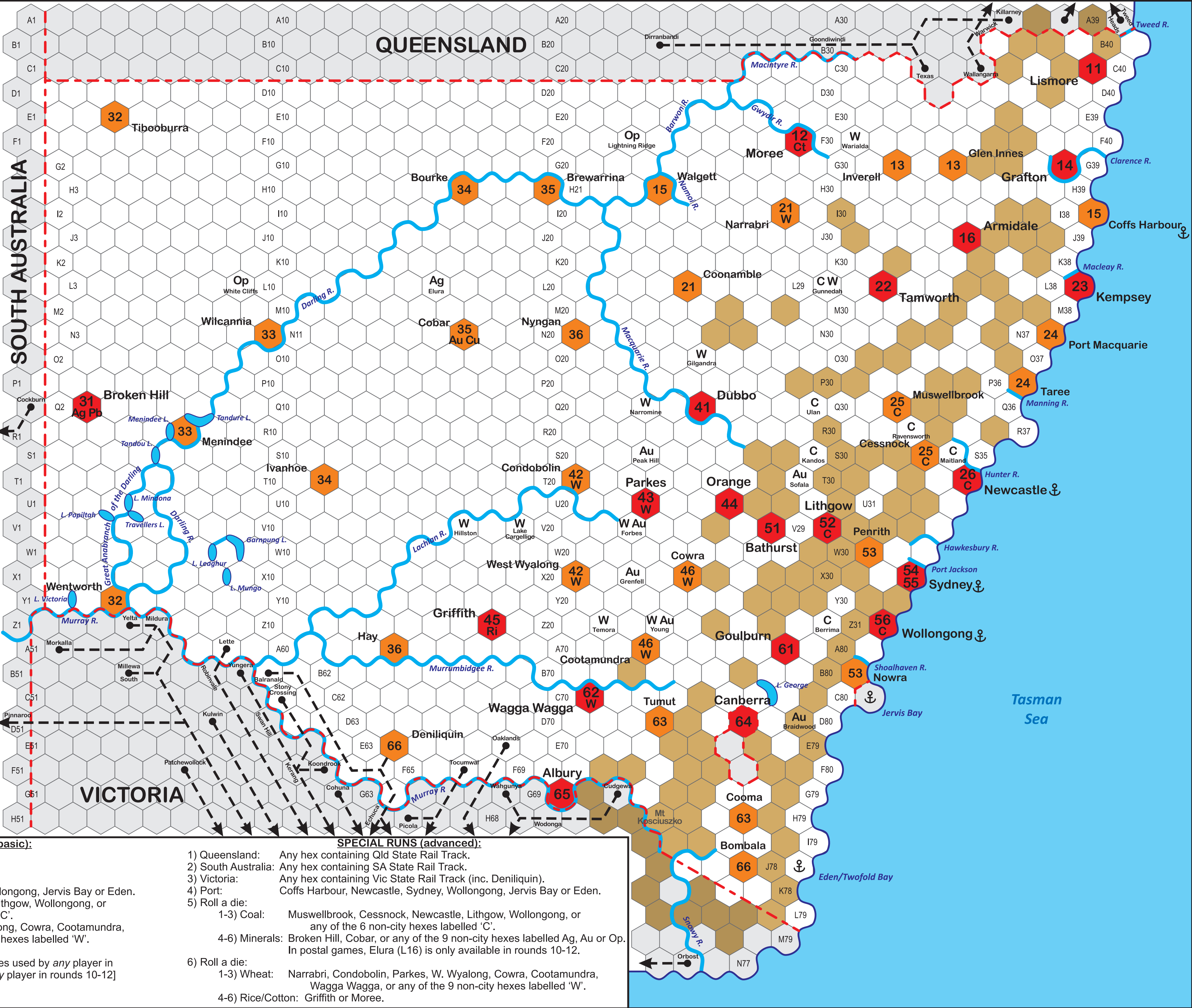
- Lakes cost +3 to cross.
- Players may build and race into and through
Other States.
- Treat Other States' Rail Track as if it were another
player's for junction and paralleling fees.
- Other States' Rail Track may be raced along.
Hire cost is \$1/hex.
- During racing, due to inter-state gauge
differences, there is a 1 die-pip penalty when
changing between any player's track and any
Other State's Rail Track (or v.v.).
- All players are considered to use the same
gauge.
- Payments for junctions with, parallel building to,
and hire of another State's Rail Track are paid to
the bank.
- Half cities pay \$3 each when connected.
- Minimum race length is 4.
- Mt Kosciuszko is indicated for interest. Treat it as
a regular mountain hex.

SPECIAL RUNS (basic):

- 1) Queensland: Any hex in Queensland.
- 2) South Australia: Any hex in South Australia.
- 3) Victoria: Any hex in Victoria.
- 4) Port: Coffs Harbour, Newcastle, Sydney, Wollongong, Jervis Bay or Eden.
- 5) Coal: Muswellbrook, Cessnock, Newcastle, Lithgow, Wollongong, or
any of the 6 non-city hexes labelled 'C'.
- 6) Wheat: Narrabri, Condobolin, Parkes, West Wyalong, Cowra, Cootamundra,
Wagga Wagga, or any of the 9 non-city hexes labelled 'W'.

[Option for postal games: Coal and Wheat cities/hexes used by *any* player in
rounds 7-9 cannot be used again by *any* player in rounds 10-12]

QUEENSLAND



SPECIAL RUNS (advanced):

- 1) Queensland: Any hex containing Qld State Rail Track.
- 2) South Australia: Any hex containing SA State Rail Track.
- 3) Victoria: Any hex containing Vic State Rail Track (inc. Deniliquin).
- 4) Port: Coffs Harbour, Newcastle, Sydney, Wollongong, Jervis Bay or Eden.
- 5) Roll a die:
 - 1-3) Coal: Muswellbrook, Cessnock, Newcastle, Lithgow, Wollongong, or
any of the 6 non-city hexes labelled 'C'.
 - 4-6) Minerals: Broken Hill, Cobar, or any of the 9 non-city hexes labelled 'Ag, Au or Op'.
In postal games, Elura (L16) is only available in rounds 10-12.
- 6) Roll a die:
 - 1-3) Wheat: Narrabri, Condobolin, Parkes, W. Wyalong, Cowra, Cootamundra,
Wagga Wagga, or any of the 9 non-city hexes labelled 'W'.
 - 4-6) Rice/Cotton: Griffith or Moree.