

OTAGO-SOUTHLAND

© B.R. Whyte 1997, 2019. Scale: 1 hex = 8 km

3-6 players

Start: Invercargill, Dunedin, Oamaru (any # of players/city)

Special Runs:

- 1) North: Any of the 3 ‘N’ hexes.
- 2) Port: Oamaru, Port Chalmers or Bluff.
- 3) Coal: Ohai, Kaitangata, or any of the 4 ‘C’ hexes.
- 4) Lime: Dunback, or any of the 3 ‘L’ hexes.
- 5) 1-3: Timber: Tuatapere, Owaka, or any of the 3 ‘T’ hexes.
- 4-6: Dam construction: Kurow, Clyde, Roxburgh, or either of the 2 ‘X’ hexes.
- 6) 1-3: Gold: Queenstown, Cromwell, Clyde, Alexandra, Ophir, Lawrence, or the ‘G’ hex (Arrowtown).
- 4-6: Fruit: Alexandra or Roxburgh.

Estuaries, lagoons, harbours & lakes are impassible except Riverton-Longwood, which may be bridged for \$4 total (i.e. base \$1 + \$3).

Lake Wakatipu ferry: May be bought by one player only, after reaching either terminal, for \$6. The *owner* may build from the far end of the ferry route without connecting track on land. Hire: \$5 per race. Running costs: 1 die pip to load, 1 per hex moved, 1 to unload in destination hex (i.e. 7 pips total).

	1	2	3	4	5	6	Sp
10							
20							
30							
40							
50							
60							

Note: Oamaru is likely to be a poor choice of start city, unless there are already 2-3 players in the other 2 start cities.

