



TOKYO and the KANTO PLAIN

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A map for use with the *Railway Rivals* game, © D.G. Watts / Rostherne Games

3-6 players.

Start: Shinagawa (33), Ueno (34) or Tokyo (35). More than one player can start at each city.

Special rules:

FERRIES: Each of ferry can be bought by one player. Cost: \$6 from cash in hand. Rivals can use ferries for \$6 rent.

Movement: 1 die pip to load, 1 per hex to move, 1 to unload (i.e. 5 total for Kawasaki ferry, 4 for Yokosuka ferry).

BULLET TRAINS: Each player may, once per game, declare when he enters a race that he will use a bullet train.

Bullet trains move with a speed of 1d6+3 (i.e. 4,5,6,7,8,9 on a normal die; 5,6,6,7,7,8 on an average die).

To use a Bullet Train for a Joint Run, at least one player must use his Bullet Train, but not all involved players need to do so.

This is a subject for negotiation when the players decide to enter as a Joint Run.

In an XRP, each player may choose to use up his Bullet Train or not at his own discretion.

Scale: 7.5 kilometres



KEY	
Clear (\$1)	
Mountain (+\$2/half-hex)	
Half-city (\$1, pays \$3)	
City (\$1, pays \$6)	
Special run (\$1, pays nil)	
River (+\$2)	
Coast/coastal inlet (impassable)	
Lake (impassable)	

SPECIAL RUNS:

1. **NORTH.** Any of the 7 Hexes marked 'N'.

2. **NORTHWEST.** Any of the 4 hexes marked 'NW'.

3. **WEST.** Either of the 2 hexes marked 'W'.

4. **AIRPORT.** Narita or Hanada, marked 'A'.

5. **PORT.** Yokohama or any of the 3 hexes marked 'P'.

Postal games:

Rounds 7-9: Yokohama or any of the 3 hexes marked 'P'.

Rounds 10-12: Yokohama, Kisarazu, or any coastal hex between them.

6. **TOKYO SUBURBS.** Any of the 11 hexes marked 'S'.

Postal games:

Rounds 7-9: Any of the 11 hexes marked 'S'.

All players must use a different hex.

Rounds 10-12: Any of the 22 Hexes marked 'S' or 's'.

Hexes used in Rounds 7-9 cannot be reused.

All players must use a different hex.

OPTIONAL SPECIAL (to replace #6 above):

MOUNTAIN RESORTS. Nikko (51), Fujiyoshida (I27) or Hakone (L3).