

WESTERN AUSTRALIA

Version 1.3 © B.R. Whyte 2021.

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

START: Any coastal city, no more than 1 player in each (optional: add Kalgoorlie).

SPECIAL RUNS:

- 1) Eastern states: Connect to any of the 6 hexes labelled "E".
 - 2) Port: Geraldton, Fremantle, Bunbury, Albany or Esperance.
 - 3) Minerals (Bauxite/Coal/Iron/Lead/Mineral Sands/Nickel): Ajana, Northampton, Kwinana, Collie, Kambalda, or any of the 6 hexes labelled 'Bx', 'Fe' or 'Min Sd'.
 - 4,5) Gold: Any of the 17 cities labelled 'Au'.
 - 6) Wheat: Any of the 16 cities labelled 'W'.
- (optional: in postal games, Mineral, Gold & Wheat destinations used in rounds 7-9 cannot be used again in rounds 10-12).

SPECIAL RULES

- Half-cities pay \$3 each upon connection; 'third'-cities pay \$2 each.
- The Perth metro area consists of 4 separately named & numbered city hexes. Within the metro area, building (inc. bridging the Swan R.), does not incur junction or parallel costs.
- Mountains cost +\$1 per half hex, not the normal +\$2 (i.e. clear to mountain or v.v. costs \$2, not \$3).
- Mountains still cost 2 die pips to enter during races.
- Lake hexes cost +\$1 per half hex to build into/out of. There is no penalty during races.
- Hex-side lakes cost +\$1 to cross. There is no penalty during races.
- Two lakes in the southwest are impassable.

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Map scale:
1 hex = 25km across
Minimum race length: 4 hexes

