

# The Crets RR Map V2.1

For 4-6 Players

Start at a Cret home town:

4P: Taunton, Farnham, Romford, King's Lynn  
5P: Taunton, Farnham, King's Lynn, Barnsley, Stalybridge

6P: Taunton, Dibden Purlieu, Romford, King's Lynn, Barnsley, Stalybridge

Special Runs:

S1: Holyhead or Fishguard for Dublin, Ireland  
S2: Hull for Zebrugge, Belgium or Dover tunnel to Calais then on to Belgium

S3: Dover tunnel to Calais, France or

Portsmouth ferry to Le Havre, France

S4: Heathrow or Manchester Airport for

Boston, USA

S5: Liverpool or Stranraer ferry to Belfast, NI

S6: Heathrow Airport for Spain or Luton

Airport for Portugal

Half-towns are numbered in italics - 3 for

connecting, race to either.

Green hexes are forests / hills - +1 per half

hex to build, no effect on races.

Ferries, marked F, must be bought for 6, 5 to

use other's in race (4 & 3 for one-hex runs), 1

off dice to embark / disembark.

First to connect to 13 and 65 via ferry gets 6

points, but cannot build out from island.

Channel Tunnel (T) cannot be bought but only

costs 3 to use, and no dice reductions.

