

30 Rails

River Variant

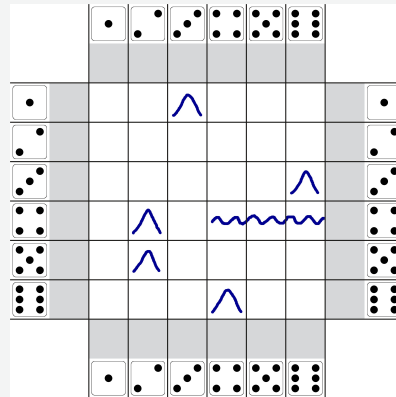
Overview

The river is a map feature that covers 3 spaces of the board. You may not build on the river except to use a "crossover" as a bridge.

Setup

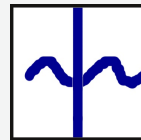
After you have drawn the mountains, draw the river. Select one of the four centre spaces and draw a river from this space horizontally or vertically to one of the nearest edges of the map. The river must cover exactly three spaces, and all must be blank, i.e. the river may not pass through a mountain.

Example.



Laying Track

The only track piece that may be placed on a space containing the river is a crossover (4 on the coloured die). This is drawn as a straight, to represent a bridge across the river.



No other type of track piece may be placed on a river space. Instead of drawing the track piece, draw an 'X' to show that this space will never have track laid on it.

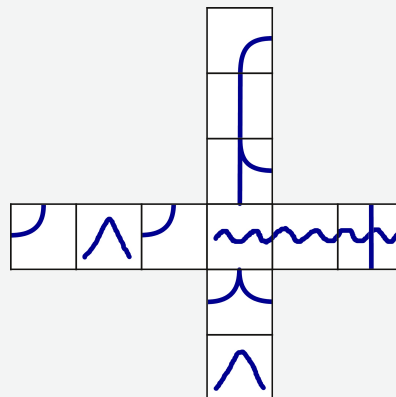


As usual, if no space is available in the rolled row or column, you may draw the track piece anywhere on the map. If your track piece is not a crossover (bridge) you may treat the river spaces as unavailable.

In the example on the right, if you roll a 4 on the coloured die, you must draw a bridge over one of the two empty river spaces.

If you roll any other number, you may either draw an 'X' on one of the river spaces, or draw the appropriate track piece anywhere else on the map.

Example.



Advanced Game

When buying shares, an 'X' may be placed on a river space if desired.