

NOTE: This PDF file contains only the game board. The deeds and lookup charts are in a separate PDF file.

COPYRIGHT NOTICE AND PERMISSIONS

The Components of this map (game board, deeds, lookup tables) are © Copyright 2004 Intersystem Concepts, Inc.

Individuals are permitted to print the Components onto paper for personal use, or to give to up to 10 of their friends at no fee. All other entities (businesses, etc.) may NOT print or distribute the Components without advance, express written permission from Intersystem Concepts, Inc. No other use is permitted.

PRINTING SUGGESTIONS

These pages are designed to print/fit onto 8.5 x 11 inch paper (use 'fit to page' sizing). We recommend card stock. The deeds are designed to print/fit onto 2 x 3.5 inch business cards on sheets of 10 cards, such as Avery brand stock number 8471.

CUTTING SUGGESTIONS

The game board and lookup chart pages have a solid line parallel to their long edge. If you trim the pages at that line they will fit inside your RB box.

The dashed lines along various edges of the game board pages are places you can cut with scissors to create interlocking tabs. The tabs mate with cutout areas on adjacent pages so that the pages of the game board can physically attach during use.

OTHER ITEMS NEEDED TO PLAY

To play, you will need train markers, play money and dice from your copy of RB or another board game. The rules of play can be found at our Web site.

MORE INFORMATION

If you have difficulty printing these pages, check our Web site. We may be able to print them for you in exchange for a service charge. Visit www.railgamefans.com or www.insystem.com/rbp

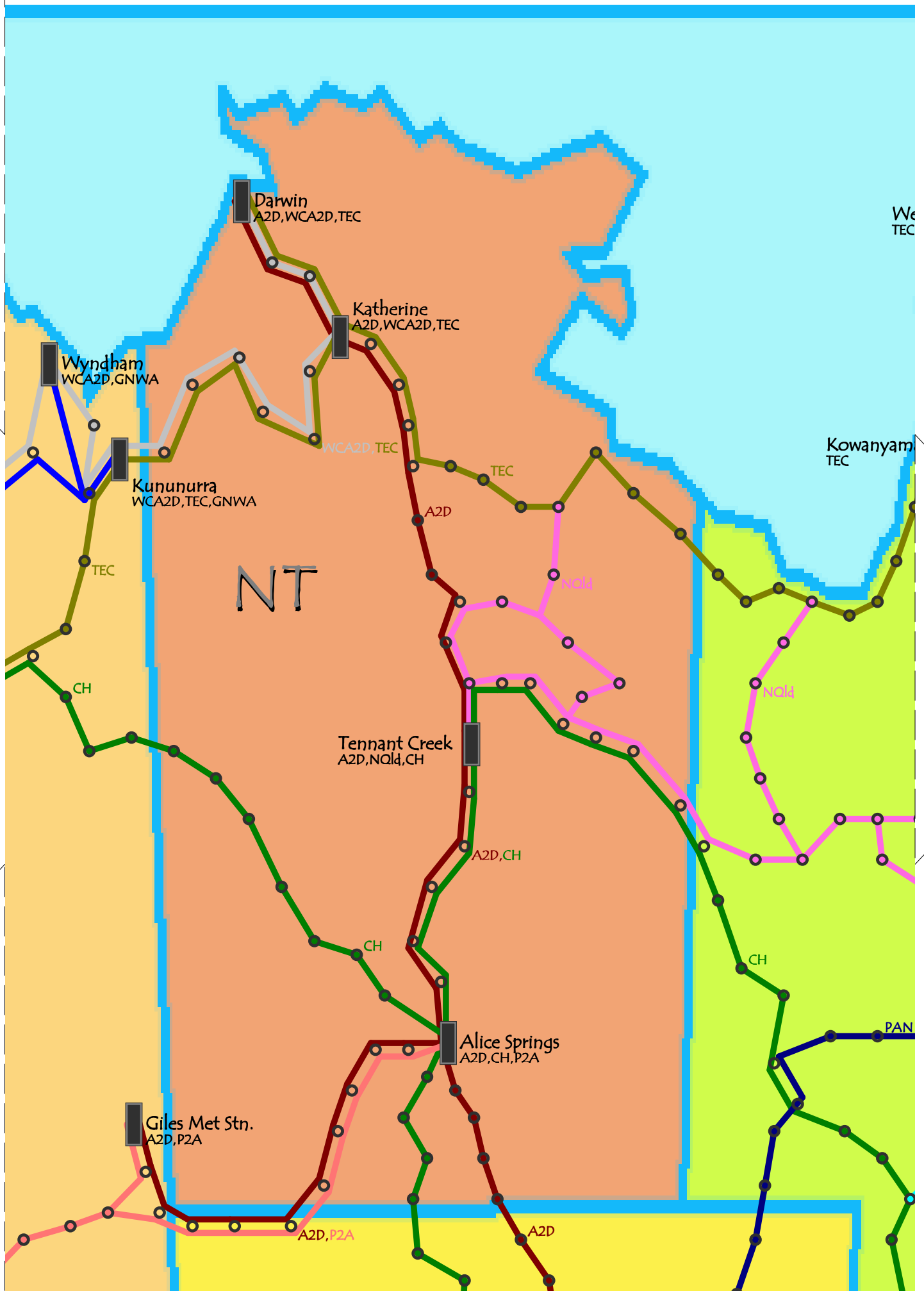
MAP NOTES

Notes about the content of this map, if any were provided by its designer, and then the map board pages, follow below:

This is my first attempt to make a map; Australia wasn't represented so now it is.

There are railways in Australia but most of them are State owned and don't cross borders. I've fixed that problem and also put in roads for the Road Train Routes. I have also added a ferry service between Sydney and Hobart (which doesn't exist). I have found in playing the map that it pays to upgrade to a Superchief early in the game to cover the long distances a little more efficiently. Rod Johnstone rod@techrecon.com.au







AUS - Australia

- | | |
|-----------------|-----------------|
| ECRR, \$110,000 | ETas, \$24,000 |
| SC, \$90,000 | BH2R, \$24,000 |
| A2D, \$65,000 | GNWA, \$23,000 |
| TEC, \$62,000 | MRR, \$22,000 |
| NRR, \$60,000 | NWTas, \$12,000 |
| BHR, \$55,000 | P2A, \$10,000 |
| WCA2D, \$48,000 | SQLdN, \$9,000 |
| Hume, \$42,000 | SWWA, \$8,000 |
| BN&S, \$39,000 | NEVic, \$8,000 |
| Dubbo, \$29,000 | PAN, \$5,000 |
| VicL, \$29,000 | WAG, \$5,000 |
| NQld, \$28,000 | GLL, \$5,000 |
| CH, \$27,000 | ACT, \$4,000 |
| BSFS, \$26,000 | S2HSL, (Public) |

* Copyright 2004 Intersystem Concepts, Inc.
www.intersystem.com



Australia

by Rod Johnstone

