Rostherne Games,
102 Priory Rd,
Milford Haven,
Dyfed, SA73 2ED.

R A I L W A Y R I V A L S

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Telephone: (06462) 2752

Contents:

This tube should contain the following components:
One map, coloured & laminated with vinyl;
A copy of the rules, which are the same for all RR maps;
A wallet of 4 Lumocolors (washable) to mark the railways;
A pack of counters(10 wood blocks) and a normal die.

The map. Earlier issues are colouredby hand & then covered with self-adhesive transparent vinyl. Later maps, and reprints, are printed in 3 colours, & laminated by the printer. Maps B G J K and N are the 3-colour types.

At the end of the game, wipe the coloured lines off with a damp cloth to leave the map ready for the next game. Lines left on for over a week may be difficult to remove completely, especially red or purple.

Make sure water does not get onto the paper; on some maps the vinyl may not reach the edge; it's best to trim such edges. After use, store the map absolutely dry in its tube, coloured side out. Dampness may cause the map to buckle under the vinyl; dampness or sunlight may fade colours on older maps.

Maps printed (numbers in brackets show the best number of players)

A: S.Wales Coalfield (East)	(3-5)	I: Ireland	(3-5)
B: London & Liverpool	(4-7)	J: Jersey & Humber	(5-8)
C: Western USA	(4-8)	K: London & South Eastern	(3-6)
D: New York & Chicago	(4-7)	L: France	(4-6)
E: Atlantic & Lake Erie	(4-8)	M: London & Midlands	(4-7)
F: South Scotland	(3-4)	N: New England, USA	(3-5)
G: Central Scotland	(3-5)	O: S. Wales Coalfield (West)	(3-5)

Not all are available at any one time. Available July 1983: ABCDFGIJKNO.
E: expected Dec '83. M: some time in 1984. I: late 1984.

Experimental maps are frequently given in the "Rostherne Games Review". These include both some to draw up yourself on one of our large hex sheets(30p) and some smaller 1-colour maps. Including the vinyl to cover them after colouring, prices vary from 50p to £1. Recent issues have included Chilterns, North Pennines, Cumberland, Prairies, Middle Earth, Yorkshire, and China.

Lumocolors are formulated specially for use on plastic; don't use them on paper; not only are they expensive, but the colours are not distinct on paper. The ink evaporates quickly, so keep pens capped when not in use. When dry, they can be revived for a few more games: remove the end plug, take out the cartidge, & add 3 or 4 drops (literally) of water to each end.

Lumocolors show up best under daylight; then ordinary electric light; not so well under fluorescent light. In all cases,brighter light will make the colours much clearer.

Warning : Recently improved, the Lumocolors now seem liable to leak. It seems to be due to heat, so don't hold the pens in your hands all the time while playing. The ink doesn't wash off people as well as off plastic.

Prices of components (July 1983; including VAT): Maps: £1.60 each (or 52p for 1-colour paper versions). Best maps: C, F, J, K, L, N (not in order). Lumocolors: £1.20 for 4 (red,blue,black,green): £1.92 for 6(+orange,brown); £2.56 for 8(+yellow,purple). Single pens 32p each. Dice: 10p each. Counters: ½p each. Rules (4th edition expected Sept '83): 25p.

If not available locally, they can be ordered from Rostherne; there is a fixed postage charge of only 30p to be added to the total value of the order. Reduced prices are available to subscribers to the "Rostherne Games Review", which costs 20p plus postage every 6 weeks. (Issue no. 55 was in June 1983). Ask for a free sample issue.
Most RR games sell by personal recommendation. Please tell your friends, and your local games shopkeeper, about RR; better still, get them to play!
Ring 06462-2752 (preferably between 6pm & 9pm) for latest details, address of your nearest stockists, other games available, questions about the rules, etc. The inventor and publisher of RR is always pleased to talk to enthusiasts about these games. If you wish to call at Rostherne, please telephone first.

During 1984 and subsequent years, it is hoped to issue other interesting map-based games, many of which already exist in experimental formats. Often, they are play-tested in the pages of RGR. 21 June 83.