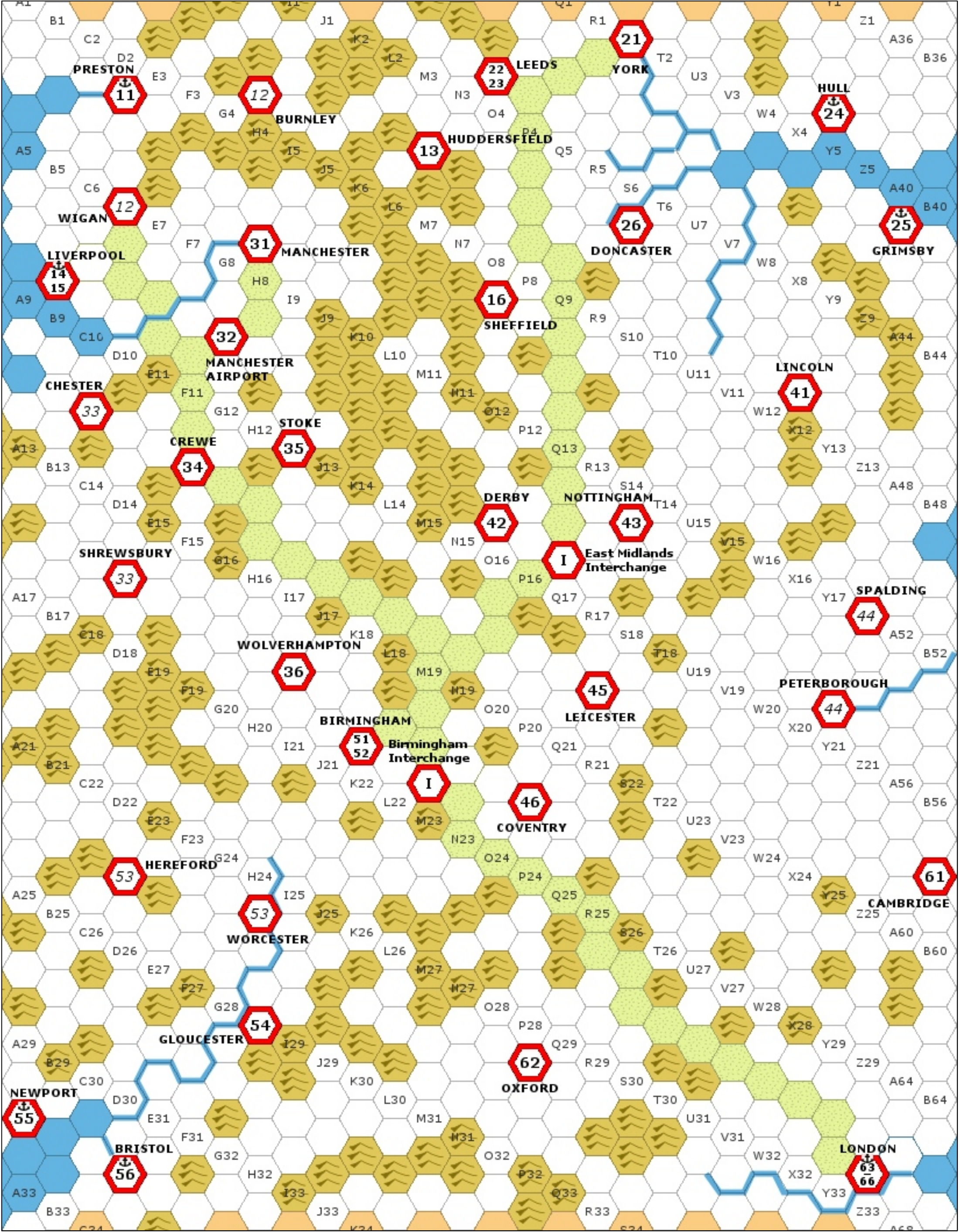




For 4-6 Players: One each starting at London, Bristol, Preston or Hull, plus Newport (5 players) and Grimsby (6 players).

Special Runs: 1=South England (London, Bristol, or any orange half hex); 2=East Anglia (London or any hex from B50-B65); 3,4=North (Preston, York or any orange half-hex); 5=Wales (Newport or any hex from A12-A30); 6=Any seaport (anchor symbol).

Special Rules: The green hexes are reserved for HS2. Standard line cannot be built from one green hex to another. HS and normal tracks can only meet at stations or interchanges. The HS line is built by the government at the end of round 6 and is free to use. It tunnels under existing normal track, but no track can be built over it in later rounds. When racing HS2 line is double the speed, so each die pip is worth 2 green hexes. No money awarded for connecting interchanges.