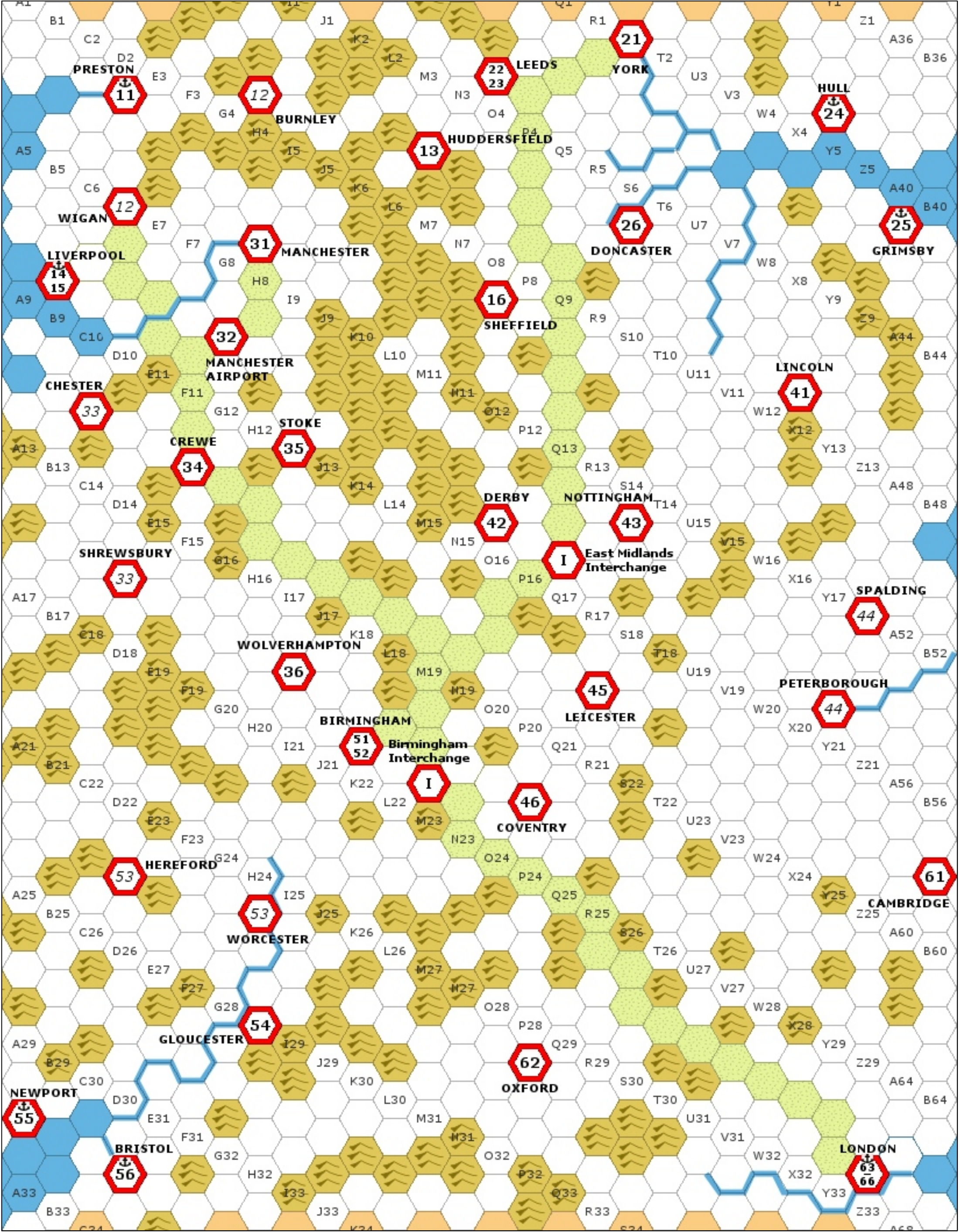




For 4-6 Players: One each starting at London, Birmingham, Liverpool or Leeds, plus Bristol (5 players) and Grimsby (6 players).

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 designated for HS2. No standard line can be laid on these hexes and HS line cannot be built elsewhere. HS and normal tracks can only meet at stations or interchanges. Normal line can tunnel under green hexes at a cost of +2 per half hex. HS line costs an extra +1 per half hex taken from balance not rolls, but parallel fees are always the lower "same round" costs. When racing HS2 line is double the speed, so each die pip is worth 2 green hexes.