



African Rails

- Regular milepost: 1
- ▲ Mountain milepost: 2
- River crossing: +2
- Small city: 3
- Medium city: 3
- ⬡ Large city: 5

Players begin with 70M and have three turns to build.
 First player to connect 5 major cities and have 250M wins.

Richard Martin-Nielsen, March 2006