



2 Players, 8 Rounds

Setup

1 Good: Every Plain and River space.

Rules

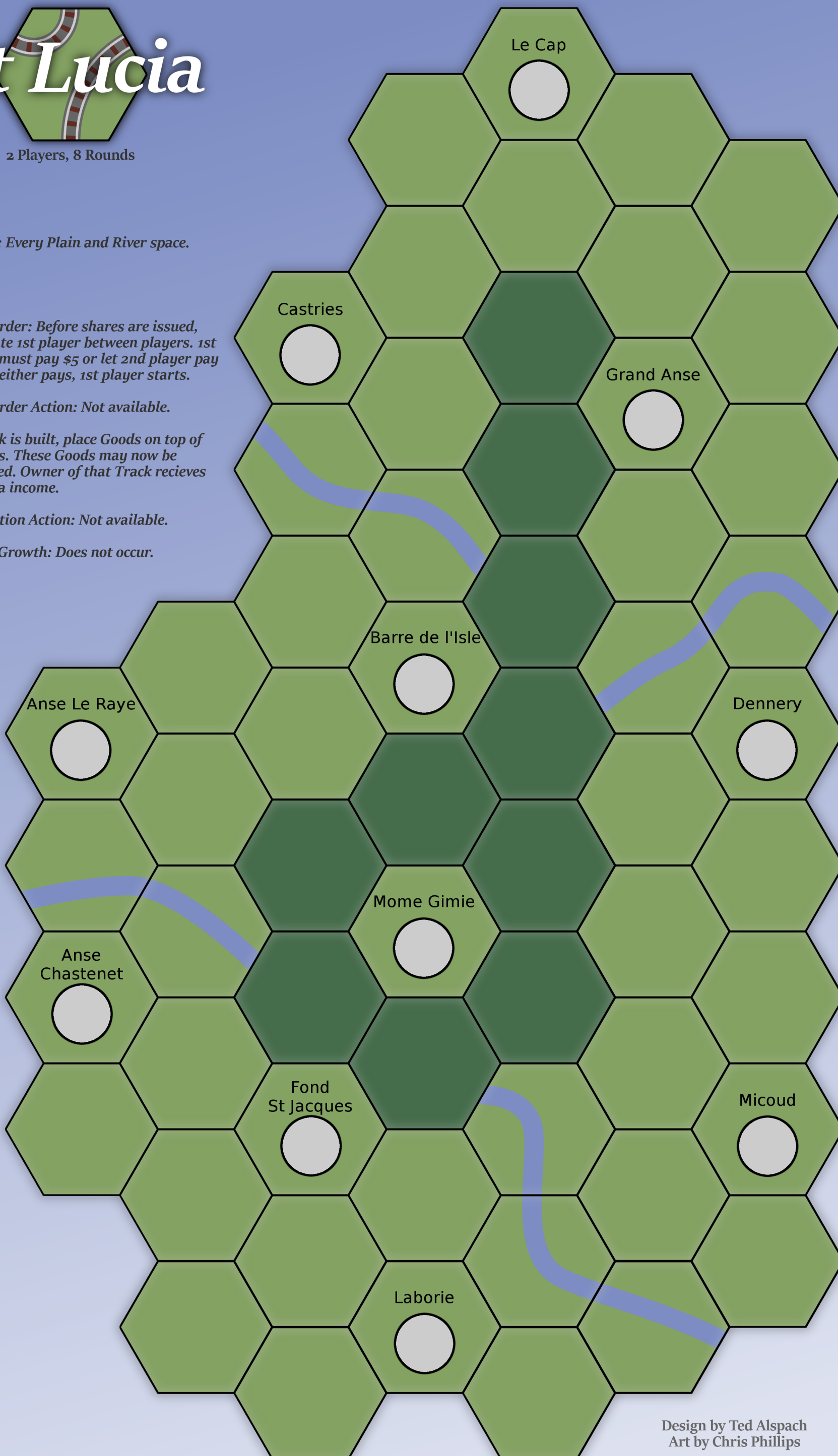
Turn Order: Before shares are issued, alternate 1st player between players. 1st player must pay \$5 or let 2nd player pay \$5. If neither pays, 1st player starts.

Turn Order Action: Not available.

As track is built, place Goods on top of the tiles. These Goods may now be delivered. Owner of that Track receives \$1 extra income.

Production Action: Not available.

Goods Growth: Does not occur.



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