

FOR WHOM THE DIE ROLLS

May 2005

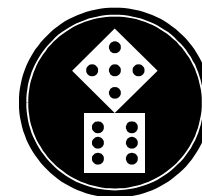
Published by Keith Thomasson

Issue 120

This page has been added to the PDF copy so that reports that appear on facing pages in the paper copy are shown side-by-side.



£1.50



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #120, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £1.50 (including postage)

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Welcome to Roger Krueger and Brian Tappenden.

WAIT

① means that number of players needed. ⇨③ means up to that number needed. ⇨ means there is no limit. ⚡ means a list is full.

Games starting in this issue...

1825 Unit 1 Alan Harvey, Mike Hutton, Tony Robbins, Mark Stretch
Acquire [Standard] . . . John Colledge, Bob Coull, Kevin Lee, Lionel Robbins, Tony Wilcock

Games starting in the next issue...

⚡ 1870 Lyndon Gurr, Stephen Webb, John Shelley, Mike Hutton, Martin Butcher
⚡ 6 nimmt! Colin Sharpe, Kevin Lee, Steve Ham, Jim Reader, Roger Trethewey,
Mick Haytack, Michael Graystone, John Colledge
⇨⑤ Outpost [Average] Willem Moene, Marcus Pratt, David Smith, Mick Haytack, Kevin Lee

You should own these games or be familiar with their rules...

① 1829 South David Smith, Don Shailer, Martin Butcher, Peter Berlin
③ 1829 North Mike Hutton, John Hopkins
⚡ 1856 Rob Thomasson, Stephen Webb, Peter Berlin, Mike Head, Martin Butcher
② 1895 Martin Butcher
⇨③ Acquire [Standard] Michael Graystone, Tony Wilcock
⇨② Acquire [Powers] John Colledge, Mick Haytack, Michael Graystone
① Australian Railways . . . Martin Butcher, Bruce Edwards, Tony Wilcock
④ Lancashire Railways . . . Waiting
③ New England Railways . . Marcus Pratt, Howard Bishop
⇨⑨ Outpost Michael Longdin

I supply everything you need for these...

⑨ Battle! Michael Graystone, Bruce Edwards, Allan Stagg
⚡ Bus Boss Bob Coull, Kevin Lee, Jim Reader, Simon Robertson, Michael Graystone,
Brian Tappenden
⚡ Railway Rivals Steve Ham (CZ), Simon Robertson (CZ), Bob Coull (CZ), Jim Reader (DM),
Tony Bromley (DM), Michael Graystone, Brian Tappenden (DM), Peter Mearns,
Michael Longdin
(The next map will be either the Czech Republic (leapfrog) or Denmark (lots of
towns and ferries) - please say which you prefer when signing up)
③ Sopwith Simon Brooks, Jim Reader, Michael Graystone

£1 fee for each game, unless otherwise stated, subsidising the cost of the zine

START

Welcome to issue #120. It was ten years ago this month that the first issue of this zine went into the post boxes, and with one exception it's been one issue a month since then. It feels like 120 issues, but it doesn't feel like ten years. Whether the zine will survive another ten years remains to be seen.

Those ten years have seen 344 games started, with the main emphasis on 18xx (85), Railways Rivals (58), Bus Boss (47), Acquire (43) and Outpost (22). Almost 10,000 pages were produced, with over 330,000 sheets printed. Scary stuff indeed. It's a good thing I didn't see those figures before I started.

I don't think I'd realised that one in four games was an 18xx game, with the other four types listed above accounting for half of all games. But enough analysis, it's a big thank you to all the players who have made this possible. I can spend as much time as I like producing the zine, but if people don't want to play and keep playing, it is a pretty pointless exercise.

Ouch, and double ouch! I just discovered that it is a bad idea to switch the macro editing toolbar on. I turned it on by accident, and immediately turned it off. Unfortunately this decided to convert this entire issue into a macro, and I had some recovery work to do to get it back to an ordinary document. Even after ten years it's easy to get caught out by 'features' in the software.

Congratulations to Mark Stretch and his lady on their wedding, which was the weekend of May 14th. I hope you had a good day and a good start to your new life together.

The latest Hopscotch arrived with the news that he will be winding the zine down once the current United season finished. He thinks that will probably mean another dozen issues. The exact plans for the finale are uncertain, of course, but Alan could continue with a much reduced version of the United game by e-mail. Alan says he made the decision between 3pm and 3.30pm one January afternoon, with nothing since making him think that the decision had been the wrong one.

This made me wonder how I would handle a wind down of FWTDR, and I very quickly decided not to think about it. Thin end of the wedge, and all that...

One magazine that has proved hard to keep up with is the revived Games International. I have never seen a copy of the revived magazine in a games shop, let alone a newsagent, so decided to subscribe to make life easier. I got two copies of the December issue, but nothing after that. I had to chase the company to get the January issue, and then had to chase them again at the end of February. It turned out that the February issue was reputedly due to be released in mid-March. After about eight phone calls I finally received that one on April 27th, having been told on two previous occasions that issues had been posted to me. I called Esdevium Games, who are listed as the distributor, and it seems they didn't get any of their stock until just before mine arrived, so what on earth was going on?

I have no idea when the next issue is going to be released, or if it will ever come out. Neither the distributor, Esdevium, nor the company that manages subscriptions, Galleon, have any information on issue 21. Brian Walker, who edits the magazine, seems reluctant to explain anything in the editorial, and does not even mention anything about going from monthly to bi-monthly, or whatever cycle they've decided on. Most unsatisfactory from the customer's perspective.

An update, following a direct response from Brian Walker, the editor. The delays were due to problems when they switched printing to China. The next issue will probably be about six weeks behind the last, and after that it may become more regular. I just wish they had kept their distributors informed so that they could keep their customers informed.

Even with the zine to get out, I watched a fair bit of the Eurovision Song Contest, as I was getting too tired to do the zine justice. The UK didn't do well, and neither did Spain, France or Germany. Comments were made about the four biggest supporters of the contest being in the bottom four positions, with suggestions that grudge voting might have put them down there. I have a better explanation.

For me, those four songs were among the worst ones in the show, and probably got through the 'semi-final' cut because of where they came from. The German entry was irritating, the French one very bland, and the Spanish one fine as an example of Spanish music, but less likely to appeal to other nations as a result. The British entry was an example of UK pop which has no clear beat, being more a jumble of cross-beats, with no clearly defined lyric. Javine has done some fine stuff in the past, but this one was more along the lines of Destiny's Child mixed-up styles and mish-mash. You may think differently, of course, but if you don't submit good songs, is it no surprise that they don't do well?

Other comments were made about 'local support' with geographically adjacent countries giving each other top votes. I find it difficult to see why this would be unusual. Wouldn't the local cultures like the local songs, and be more likely to prefer them? There may be some back scratching going on, but with the votes coming from the people rather than a panel of judges, it seems much more likely to be local styles that dictate this trend.

I think the western European countries have simply failed to understand that the inclusion of the eastern European countries in the contest means that the type of song that will attract votes has changed over the years. They just haven't kept up with the change.

This issue is coming out slightly later than usual, although postage delays might make this difficult to spot. The reason is the inability to run most of the 18xx games over the usual weekend. Stephen Webb was away, and didn't know if he could get me orders on time. That's not a problem, what was frustrating was hearing about it by e-mail as the last issue was going out, and after he had gone away, leaving me no chance to let anyone know of the potential delay, or do anything about it. In contrast, Lionel Robbins will have problems with the next deadline, but in this case he told me well in advance and asked for a hold if needed.

My solution was to send him the relevant reports in advance of the zine, so that he had more time to respond. The lesson here is simple. The deadlines are published well ahead, so if you think you'll have a problem with any, let me know. I may be able to sort something out to help keep things moving. Stephen got his orders in during the week after the normal adjudication time, and a day off work during the week mitigated the delay.

As for the usual weekend, I spent most of it cutting down a twenty foot conifer at the front of our house. It was about eight foot high when we moved in, and was now becoming a nuisance. It took about two hours to cut it down to a stump, three hours to get that stuff to the tip, and the rest of the weekend to get the stump out. The key ingredient was the purchase of two new saw blades, which saved a lot of time and effort.



1830-H16

The two leaders have their say.

GAME OVER

1st	Steve Thomas	\$8,109	26.0%
2nd	Tony Robbins	\$7,935	25.4%
3rd	Don Smith	\$6,725	21.5%
4th	Willem Moene	\$6,628	21.2%
5th	Joakim Spångberg	\$1,827	5.9%

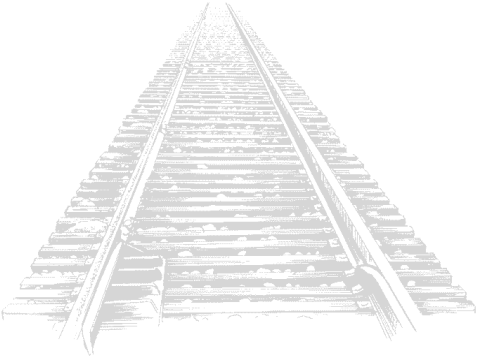
Steve Thomas (1st): Spending too much on private companies isn't usually the best way to win at 1830, so I wasn't confident of ultimate success when I finished the auction with both the M&H and the B&O. I didn't do very much wrong with my early investments, launched the B&O as soon as possible, and waited for the arrival of the permanent trains to sort out who was really winning. At that point I was in a solid second place, and there, quite frankly, I was confident of remaining, despite me very slowly catching up on the leader, Tony. However, the game lasted one set of operating rounds more than I'd expected, and Tony's PRR reached the top of the stock market too early.

So commiserations to Tony for being robbed at the last minute. And thanks to Keith for the usual fine job of GMing.

Tony Robbins (2nd): Somehow I knew I wasn't going to be able to prevent Steve overtaking me, although I didn't expect to lose out in the final stages because the PRR was first to get to the top of the stock market! I did wonder if I'd missed a trick along the way though. Elsewhere, someone certainly missed something with the tile lays to the north of New York... Thanks to all for the game, and to Keith for running it.

Joakim Spångberg (5th): No, Keith, this game has by no means put me off for future 1830 games. I think I've mentioned earlier that I found the postal way quite different from the face to face games I've played, the lack of communication being the major difference. My gaming group have long negotiations between rounds and thus my orders tends to get examined, battered and abused before execution. Being a newbie train buff I missed the sanity checks. It's been a pleasure, but for now it's back to the drawing board.

Pipped at the post is bad enough, at least it wasn't pipped by \$3, or one of those ridiculously small margins.





1800-Z16

Just the operating round - because
OR16 is required before SR10!

OR15

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&S	AH	805:C7:4	510	Y	①	180A	10	2E 4
D&RGW	MB	804:A5:6	350	1/2	② ③ ④	120C	0	3E 2E 5

- Notes: ① C&S bond pays \$50 to Alan
② D&RGW bond pays \$50 to Martin
③ \$100 to the bank for a garrison in C7
④ \$350 to the bank for a '3E' train

Cash Flow	b/f	OR15	c/f	Value	%	Certs
Alan Harvey	959	321	1,280	3200	55.2	7
Martin Butcher	648	269	917	2,597	44.8	7

Portfolio	Bonds	C&S	D&RGW
Alan Harvey	C&S bond	7P	3
⊕ Martin Butcher	D&RGW bond	3	7P

Treasury shares	-	-	-
Bank (pool)	-	-	-
Price	180A	120D	
Company credit	10	0	
Trains	2E 4	3E 2E 5	
Bank cash: \$1,513	Certificate limit: 7	Trains: 1 x '2x2E'	
Current operating order:	C&S, D&RGW		

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
Yellow	3/1	4/1	5/2	6/2	7/1	8/2	9/2	58/2				
Green	12/1	16/1	18/1	19/1	23/1	24/1	25/1	26/1	27/1	28/1	29/1	59/1
	800/-	802/1										
Brown	39/1	40/-	41/1	42/2	43/-	45/1	46/1	64/-	65/1	66/1	67/1	68/1
	70/1	803/1	804/1					Grey	805/-	806/1	807/1	808/1

My apologies for confusing the issue of how many operating rounds we needed before the next stock round. We're into the final stages, so three are needed, and we've now done two of them.

Orders required for the following rounds (map on page 8) *By the early deadline*

OR16, SR10 *Adjudication can pause between rounds if requested*



1800-E18

Two more express
trains are bought.

OR10 - OR11

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&S	PB	804:E5:2	250	1/2	①	110D	222	5
D&RGW	NW	803:C7:4	280	1/2	② ③	50G	35	2E 2E 4

- Notes: ① C&S bond pays \$50 to the C&S
② D&RGW bond pays \$50 to the D&RGW
③ \$250 to the bank for a '2E' train

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&S	PB	805:C7:4	250	N	① ③	90D	22	2+2E 5
D&RGW	NW	804:A5:6	390	Y	②	60G	85	2E 2E 4

- Notes: ① C&S bond pays \$50 to the C&S
② D&RGW bond pays \$50 to the D&RGW
③ \$500 to the bank for a '2+2E' train

Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
Neil Walters	215	134	273	622	1,612	57.7	7
Peter Berlin	57	98	39	194	1,184	42.3	5

Portfolio	Bonds	C&S	D&RGW
⊕ Neil Walters	D&RGW bond	3	7P
Peter Berlin	C&S bond	7P	1

Treasury shares	-	-	-
Bank (pool)	-	-	2
Price	90D	60G	
Company credit	22	85	
Trains	2+2E 5	2E 2E 4	
Bank cash: \$2,797	Certificate limit: 7	Trains: 1 x '3E'	
Current operating order:	C&S, D&RGW		

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
Yellow	3/1	4/2	5/2	6/2	7/1	8/1	9/-	58/1				
Green	12/2	16/1	18/1	19/1	23/1	24/1	25/1	26/1	27/1	28/1	29/1	59/-
	800/-	802/1										
Brown	39/1	40/1	41/1	42/2	43/1	45/1	46/1	64/1	65/-	67/1	68/1	70/1
	803/1	804/-						Grey	805/-	806/1	807/1	808/1

Each company has three tokens, prices in the usual way, e.g. free for the home token, \$40 for the second, \$100 for the third. Both of you sent orders that were conditional on express trains being available, but all express trains are available once the '5' has been bought.

Orders required for the following rounds (map on page 8) *By the early deadline*

OR12, SR8 *Adjudication can pause between rounds if requested*

1800

Game Z16

Referee:
Keith Thomasson

Private Companies	Cost	Revenue
1 Midland Terminal	\$20	\$5
2 Denver and Salt Lake	\$70	\$10
3 Rio Grande Southern	\$160	\$20

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1800

Game E18

Referee:
Keith Thomasson

The diagram shows a board game map with yellow hexagonal regions labeled A5, B4, B6, C1, D4, D6, E5, and E7. Blue hexagonal regions are labeled A7, B2, C2, D2, E2, F2, G2, H2, I2, J2, K2, L2, M2, N2, O2, P2, Q2, R2, S2, T2, U2, V2, W2, X2, Y2, Z2, AA2, AB2, AC2, AD2, AE2, AF2, AG2, AH2, AI2, AJ2, AK2, AL2, AM2, AN2, AO2, AP2, AQ2, AR2, AS2, AT2, AU2, AV2, AW2, AX2, AY2, AZ2, BA2, BB2, BC2, BD2, BE2, BF2, BG2, BH2, BI2, BJ2, BK2, BL2, BM2, BN2, BO2, BP2, BQ2, BR2, BS2, BT2, BU2, BV2, BW2, BX2, BY2, BZ2, CA2, CB2, CC2, CD2, CE2, CF2, CG2, CH2, CI2, CJ2, CK2, CL2, CM2, CN2, CO2, CP2, CQ2, CR2, CS2, CT2, CU2, CV2, CW2, CX2, CY2, CZ2, DA2, DB2, DC2, DD2, DE2, DF2, DG2, DH2, DI2, DJ2, DK2, DL2, DM2, DN2, DO2, DP2, DQ2, DR2, DS2, DT2, DU2, DV2, DW2, DX2, DY2, DZ2, EA2, EB2, EC2, ED2, EE2, EF2, EG2, EH2, EI2, EJ2, EK2, EL2, EM2, EN2, EO2, EP2, EQ2, ER2, ES2, ET2, EU2, EV2, EW2, EX2, EY2, EZ2, FA2, FB2, FC2, FD2, FE2, FF2, FG2, FH2, FI2, FJ2, FK2, FL2, FM2, FN2, FO2, FP2, FQ2, FR2, FS2, FT2, FU2, FV2, FW2, FX2, FY2, FZ2, GA2, GB2, GC2, GD2, GE2, GF2, GG2, GH2, GI2, GJ2, GK2, GL2, GM2, GN2, GO2, GP2, GQ2, GR2, GS2, GT2, GU2, GV2, GW2, GX2, GY2, GZ2, HA2, HB2, HC2, HD2, HE2, HF2, HG2, HH2, HI2, HJ2, HK2, HL2, HM2, HN2, HO2, HP2, HQ2, HR2, HS2, HT2, HU2, HV2, HW2, HX2, HY2, HZ2, IA2, IB2, IC2, ID2, IE2, IF2, IG2, IH2, II2, IJ2, IK2, IL2, IM2, IN2, IO2, IP2, IQ2, IR2, IS2, IT2, IU2, IV2, IW2, IX2, IY2, IZ2, JA2, JB2, JC2, JD2, JE2, JF2, JG2, JH2, JI2, JJ2, JK2, JL2, JM2, JN2, JO2, JP2, JQ2, JR2, JS2, JT2, JU2, JV2, JW2, JX2, JY2, JZ2, KA2, KB2, KC2, KD2, KE2, KF2, KG2, KH2, KI2, KJ2, KK2, KL2, KM2, KN2, KO2, KP2, KQ2, KR2, KS2, KT2, KU2, KV2, KW2, KX2, KY2, KZ2, LA2, LB2, LC2, LD2, LE2, LF2, LG2, LH2, LI2, LJ2, LK2, LL2, LM2, LN2, LO2, LP2, LQ2, LR2, LS2, LT2, LU2, LV2, LW2, LX2, LY2, LZ2, MA2, MB2, MC2, MD2, ME2, MF2, MG2, MH2, MI2, MJ2, MK2, ML2, MM2, MN2, MO2, MP2, MQ2, MR2, MS2, MT2, MU2, MV2, MW2, MX2, MY2, MZ2, NA2, NB2, NC2, ND2, NE2, NF2, NG2, NH2, NI2, NJ2, NK2, NL2, NM2, NN2, NO2, NP2, NQ2, NR2, NS2, NT2, NU2, NV2, NW2, NX2, NY2, NZ2, OA2, OB2, OC2, OD2, OE2, OF2, OG2, OH2, OI2, OJ2, OK2, OL2, OM2, ON2, OO2, OP2, OQ2, OR2, OS2, OT2, OU2, OV2, OW2, OX2, OY2, OZ2, PA2, PB2, PC2, PD2, PE2, PF2, PG2, PH2, PI2, PJ2, PK2, PL2, PM2, PN2, PO2, PP2, PQ2, PR2, PS2, PT2, PU2, PV2, PW2, PX2, PY2, PZ2, QA2, QB2, QC2, QD2, QE2, QF2, QG2, QH2, QI2, QJ2, QK2, QL2, QM2, QN2, QO2, QP2, QQ2, QR2, QS2, QT2, QU2, QV2, QW2, QX2, QY2, QZ2, RA2, RB2, RC2, RD2, RE2, RF2, RG2, RH2, RI2, RJ2, RK2, RL2, RM2, RN2, RO2, RP2, RQ2, RR2, RS2, RT2, RU2, RV2, RW2, RX2, RY2, RZ2, SA2, SB2, SC2, SD2, SE2, SF2, SG2, SH2, SI2, SJ2, SK2, SL2, SM2, SN2, SO2, SP2, SQ2, SR2, SS2, ST2, SU2, SV2, SW2, SX2, SY2, SZ2, TA2, TB2, TC2, TD2, TE2, TF2, TG2, TH2, TI2, TJ2, TK2, TL2, TM2, TN2, TO2, TP2, TQ2, TR2, TS2, TT2, TU2

1825-S19 It's Unit 1, but not just Unit 1. NEW GAME

This will be a four-player game on the Unit 1 board, using the three regional kits, plus K1, K3 and K7.

Alan Harvey	6 Serina Avenue, Littleover, Derby, DE23 6JT
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Tony Robbins	Lincoln House, Creaton Road, Hollowell, Northants, NN6 8RP
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ

Your starting capital is £630, but some of that has already gone in payment for the dealt private companies, which give the following order of play.

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Tony Robbins	630	-30	600	630	25.0	1
Mike Hutton	630	-75	555	630	25.0	1
Mark Stretch	630	-130	500	630	25.0	1
Alan Harvey	630	-210	420	630	25.0	1

Portfolio	Privates	LNWR	GWR	GER	LSWR	SECR	LBSC	Cam	LT&S	M&GN	S&DR	Taff
★ Tony Robbins	S&M	-	-	-	-	-	-	-	-	-	-	-
Mike Hutton	C&HP	-	-	-	-	-	-	-	-	-	-	-
Mark Stretch	C&W	-	-	-	-	-	-	-	-	-	-	-
Alan Harvey	L&M	-	-	-	-	-	-	-	-	-	-	-
Bank (new)		10D	10D	10D	10D	10D	10D	10D	10D	10D	10D	10D
Price (new)		100	90	76	76	71	67	-	-	-	-	-
Bank (pool)		-	-	-	-	-	-	-	-	-	-	-
Price (pool)												
Company credit												
Trains								{U3}	{2+2}	{4T}	{5}	{4T}
Bank cash: £7,925	Certificate limit: 15							Trains: 6 x '2', 4 x '3'				

Tony leads the way into the first stock round, with the LNWR directorship on offer at £200. Once the LNWR is sold out you can start on the GWR. The certificate limit would normally be 12, but with five minor companies in the game that is increased to 15.

Maps and tile sheets are enclosed for you. This time, even the map is in colour. Make sure to use the tile sheet with this game as it follows my 'coordinated' orientation scheme.

Orders required for the following round	<i>By the early deadline</i>
SR1	





1825-E19

Four companies float.

OR3 - SR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	AH	-	-	100	Y	112	360	2.2

Notes: ① £40 to the bank for a garrison in O11/east (actually ordered last time, and no good reason for not doing it then!)

Stock Round 4

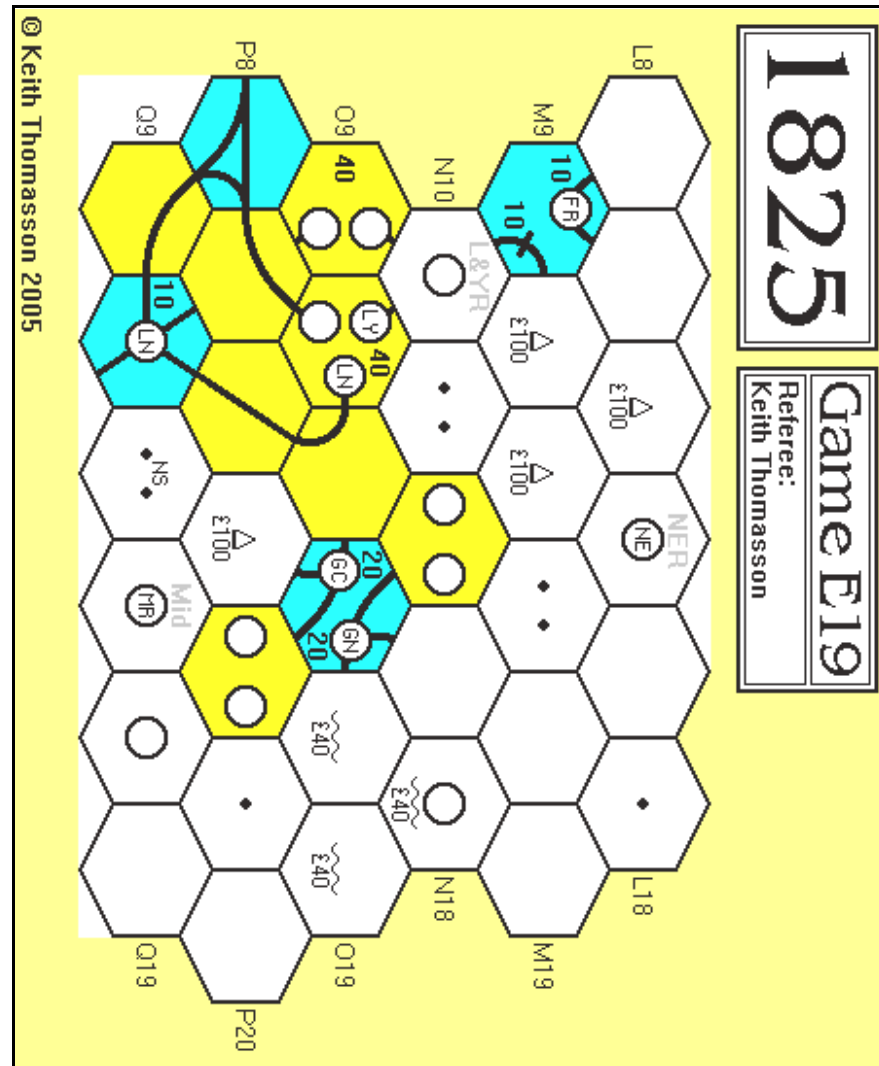
Neil	Alan	Martin
+ Midland new	x	- S&D private - 3 LNWR + NER new (floated)
+ LNWR pool	x	+ NER new
+ LNWR pool (gains Dir)	x	+ NER new
+ LNWR pool	x	+ NER new
x	x	+ NER new (sold out)
- 1 Midland - L&M private + L&YR/Directorship	+ Midland new (floated)	- 5 NER + GNR/Directorship
+ L&YR new	x	+ GNR new
- 1 LNWR + L&YR new	x	+ GNR new
+ L&YR new	x	+ GNR new
- 1 LNWR + L&YR new (floated)	x	+ GNR new (floated)
- 1 LNWR (Dir to Alan) + L&YR new	x	+ GNR new
+ L&YR new	x	x
x	Priority for SR5	

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Neil Walters	360	65	-388	37	971	33.8	10/11
Alan Harvey	61	52	-82	31	964	33.5	8
Martin Butcher	10	55	-31	34	941	32.7	10

Portfolio	Privates	LNWR	Mid	NER	L&YR	GNR	GCR	Fur	Staffs
Neil Walters	L&Mi	3	-	-	8D	-	-	-	-
Alan Harvey	C&HP	4D	5D	-	-	-	-	-	-
Martin Butcher	-	-	-	5D	-	7D	-	-	-
Bank (new)		-	4	-	2	3	10D	10D	10D
Price (new)		100	82	82	71	71	71	-	-
Bank (pool)	S&D, L&Mi	3	1	5	-	-	-	-	-
Price (pool)		100	82	82	71	71	-	-	-
Company credit		400	820	820	710	710	-	-	-
Trains		2.2	-	-	-	-	-	(5)	(3T)

Bank cash: £1,478 Certificate limit: 18 Trains: 3 x '2', 3 x '3'...

Tiles	Tile number/Availability					One Operating Round between Stock Rounds							
Yellow	1/1	2/1	3/1	4/1	5/2	6/2	7/2	8/2	9/3	55/1	56/1	69/2	
	114/1												



Orders required for the following rounds	By the early deadline
OR4, SR5	Adjudication can pause between rounds if requested



1826-I17

That sense of déjà vu...

REWIND

Well, this is a right pickle, and that's a fact. The major mistake last time was to allow the E to have more than two loans, something I was convinced was not legal but could not track down in the rules. As it doesn't appear in the section headed 'loans', perhaps that's not too surprising. That wasn't the only problem, although I do put some of it down to the use of creative company references in orders that don't match those in the reports, making it more likely that I will confuse one company with another.

After a number of e-mail exchanges I have decided to discard OR10 and OR11 and go back to the position at the end of stock round 7. The key reason for this is the plan of action that Tony had for the E. He wanted to clear its loan so that the A could buy a train from it at other than face value, but this was fundamentally flawed - because the E had *two* loans at the end stock round 7, so an instruction to 'split dividend, pay off loan' didn't quite hit the mark, as £1,000 is needed to do that.

To reduce the chance of further confusion, I am only going to ask for operating round 10 orders, and move on from there. They may end up looking very similar to those we've already seen, but this is preferable to the alternative, which is too confusing for words.

To avoid any attempt by anyone to rewrite history to a major extent, the tile lays will be taken from the original orders, but all other actions, such as whether to pay or retain dividends, can be revised if you feel the need.

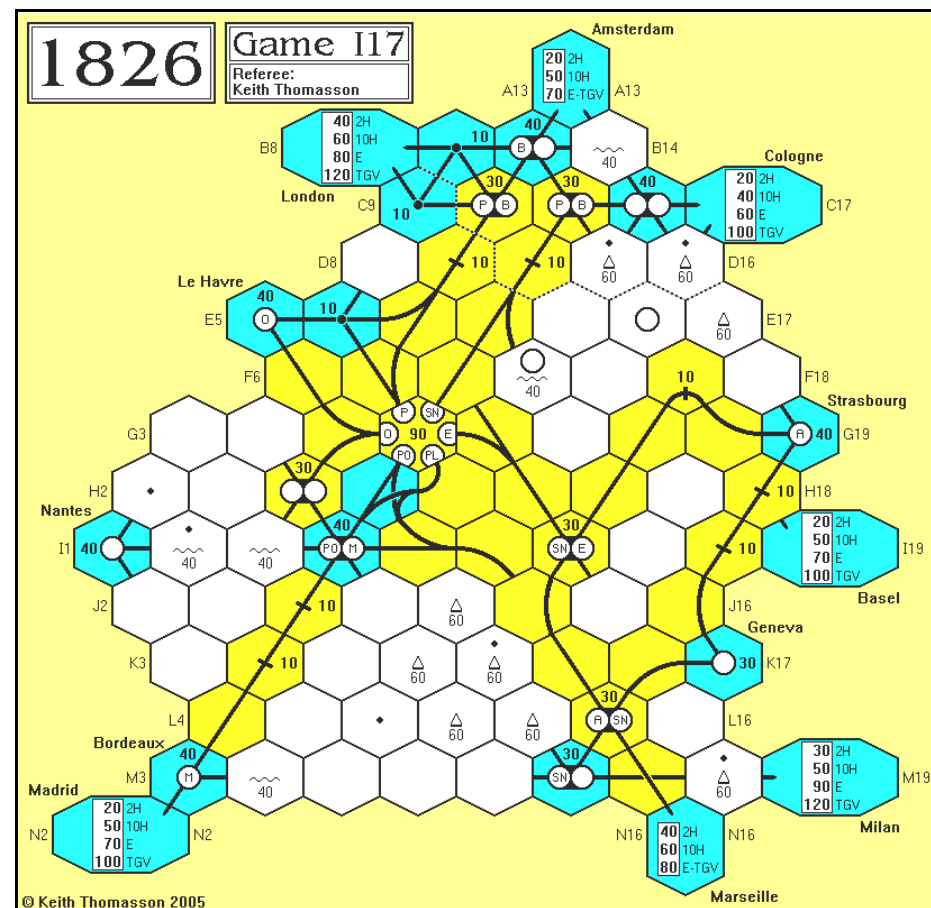
So it's a kind of half-rerun for the round, but it will get us back to a legal position and allow the game to proceed from then on.

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Stephen Webb	578	-520	58	2,173	24.6▼	13/15
Tony Bromley	373	-330	43	1,628	18.4▲	8/12
Lionel Robbins	500	-208	292	1,887	21.3▼	13
Simon Cutforth	644	-605	39	1,574	17.8▲	12/13
Mark Stretch	327	-257	70	1,583	17.9▲	11/12

Portfolio	A	B	E	M	O	P	PL	PO	SNCF	Bonds
Stephen Webb	2	5P	2	-	4	3P	-	1	-	-
⊕ Tony Bromley	5P	1	5P	-	-	-	-	1	2	-
Lionel Robbins	-	2	-	-	-	3	6P	4P	-	-
Simon Cutforth	1	2	1	-	5P	-	-	1	4P	-
Mark Stretch	2	-	1	4P	1	1	-	-	4	-
Bank (pool)	-	-	1	2	-	2	2	3	-	-
Treasury shares	-	-	-	4	-	1	2	-	-	10
Price	165B	150B	60F	122D	100A	135C	75E	110D	100A	
Loans	-	-	2	-	-	1	-	-	-	
Company credit	65	106	527	326	924	47	144	659	104	
Trains	10	-	E	-	10	10	10	-	E	

Bank cash: £8,596 Certificate limit: 13 Trains: 2 x 'E', 6 x 'TGV'
Current operating order: A, B, P, M, PO, SNCF, O, PL, E

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds			
Yellow	3/1	4/-	5/3	6/2	7/3	8/11	9/14	57/5	58/6					
Green	14/1	15/1	16/1	19/1	20/-	23/2	24/3	25/2	26/1	27/1	28/1	29/1		
	87/1	88/2	141/1	142/1	143/-	203/1	204/1	514/1	619/3					
Brown	39/1	40/1	41/2	42/2	43/1	44/1	45/2	46/2	47/3	63/4	70/1	515/-		
	611/-													



Orders required for the following round

By the early deadline

OR10



1826-Y18

Some new investment opportunities.

SR4

The P ran for 140 in OR3 and OR4 - the extra income coming from the Mail token. The E did not pay a large enough dividend in OR3 to increase its share price, so starts this round on 75F. As for any vagueness in price calculations in this month's orders, it is understandable, considering that I didn't update the company prices in the portfolio.

Stock Round 4

Don	Peter	Stephen	John	Lyndon
- 1 GC {▼110B}	- 1 PO {▼90D}	+ GC pool	+ M/Pres {82}	+ A pool
+ N/Pres {110}	- 1 A {▼122B}	+ B/Pres {90}		
+ N new {floated}	+ B new	+ A treasury	+ M new {floated}	- 1 A {▼110C}
	+ B new {floated}			+ P treasury
✗		✗	✗	+ O/Pres {75}
✗	+ B new	✗	✗	- 1 PO {▼82E}
				+ O new {floated}
✗	✗	✗	✗	✗
Priority for SR5				

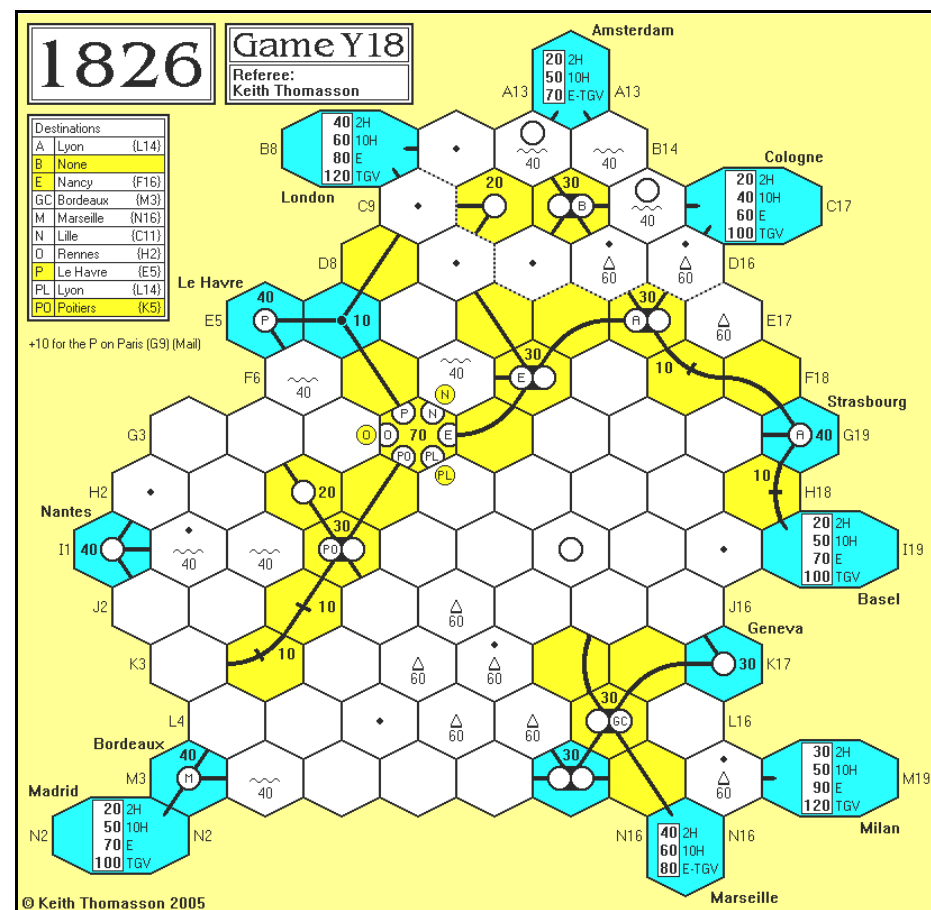
Cash Flow	b/f	SR4	c/f	Value	%	Certs
Peter Berlin	225	-215	10	680	19.2▼	5
Stephen Webb	247	-232	15	770	21.8▲	7
John Shelley	264	-246	18	614	17.4▼	5
Lyndon Gurr	277	-257	20	796	22.5▲	6
Don Smith	236	-208	28	674	19.1▼	5

Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
Peter Berlin	-	2P	5P	-	-	-	-	-	-	-	-
Stephen Webb	Bel	2	1	3P	1	-	-	-	-	-	-
John Shelley	Bri	-	-	-	3P	3P	-	-	-	-	-
Lyndon Gurr	-	-	-	1	1	-	-	3P	3P	-	-
✗ Don Smith	Alg	-	-	-	-	-	3P	-	-	-	3P

Company type	5	10	5	5	5	5	5	5	-	10
Bank (new)	{5}	-	{5}	{5}	{5}	{5}	{5}	{5}	10	-
Bank (pool)	1	-	-	-	-	-	-	-	1	2
Treasury shares	-	4	1	-	2	2	2	1	-	5
Price	110C	90C	75F	110B	82D	110A	75E	122B	-	82E
Loans	-	-	-	-	-	-	-	-	-	-
Company credit	366	540	35	204	246	330	225	260	-	348
Trains	2.2	-	4.2	4.2	-	-	-	2.2	-	2.2
Bank cash: F9,355	Certificate limit: 15									
Current operating order:	P, A, GC, N, B, PO, M, E, O									

I'll make the usual offer of two rounds for next time, although it won't surprise me if we have just one, with four new companies on the scene. The E and the P have the option to convert to 10-share companies.

Tiles	Tile number/Availability								Two Operating Rounds between Stock Rounds			
Yellow	3/2	4/5	5/2	6/2	7/4	8/11	9/16	57/2	58/3			
Green	14/2	15/1	16/1	19/1	20/1	23/5	24/5	25/3	26/1	27/1	28/1	29/1
	87/2	88/2	141/1	142/1	143/1	203/-	204/2	514/-	619/2			



Orders required for the following rounds *By the early deadline*
OR5, OR6 *Adjudication can pause between rounds if requested*





1829-J19

The NER floats and changes hands a couple of times.

OR2 - SR3

The proposal for extra trains of a couple of issues ago raised no objections, so the extra trains are in the game.

The LNWR survey party didn't whizz off to P20 as reported last time, it went a more reasonable - and legal - distance, to P10.

OR2	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	9:P10:1	→Q9	50	Y	①	100	780	2

Notes: ① £40 to the bank for terrain costs

Stock Round 3

John	Lionel	Lyndon	Alan	David
x	x	+ NER new	x	+ NER new
x	x	+ NER new {gains Dir} {floated}	x	+ NER new
x	x	+ NER new - 3 NER {receivership}	x	+ NER new - 3 NER
x	x	x	x	x
Priority for SR4				

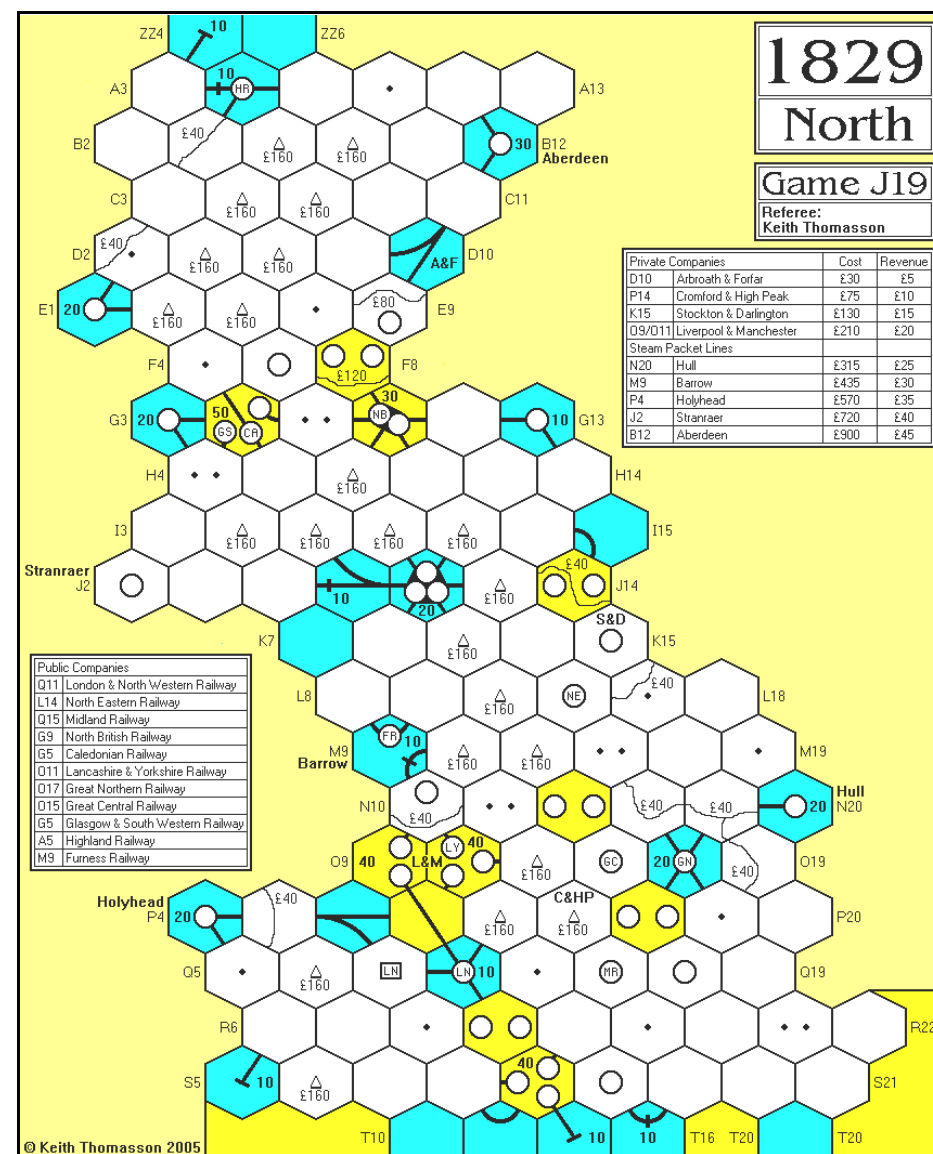
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Lyndon Gurr	304	10	0	314	514	19.3▼	2
Alan Harvey	304	10	0	314	514	19.3▼	2
David Smith	279	15	0	294	524	19.6▼	3
John Shelley	149	35	0	184	569	21.2▼	3
Lionel Robbins	89	30	0	110	549	20.6▲	3

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Lyndon Gurr	-	2	-	-	-	-	-	-	-	-	-	-
Alan Harvey	-	2	-	-	-	-	-	-	-	-	-	-
David Smith	A&F	2	-	-	-	-	-	-	-	-	-	-
John Shelley	C&HP, L&M	1	-	-	-	-	-	-	-	-	-	-
Lionel Robbins	S&D	3D	-	-	-	-	-	-	-	-	-	-

Bank (new)	-	1	10P	10P	10P	10P	10P	10P	10P	10P	10P	10P
Price (par)	100	90	82	76	71	67	-	-	-	-	-	-
Bank (pool)	-	9D	-	-	-	-	-	-	-	-	-	-
Price (pool)	90	90	-	-	-	-	-	-	-	-	-	-
Company credit	820	900	-	-	-	-	-	-	-	-	-	-
Trains	2	-	-	-	-	-	-	-	-	-	-	-

Bank cash: \$18,775 Certificate limit: 17 Trains: 6 x '2', 6 x '3'...

Tiles	Tile number/Availability								One Operating Round between Stock Rounds			
Yellow	1/2	2/2	3/2	4/6	5/4	6/4	7/4	8/8	9/9	-	-	-



Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested



1830-U16

The '6' trains are sold,
but no Diesels are out yet.

OR12

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	PB	-	180	N	①	155C	83	5 4
PRR	JW	-	150	Y	-	155C	175	4
NYNH	NW	62:G19:4	160	Y	①	130D	40	5 {3}
B&M	NW	65:H18:6	160	N	②	90D	63	6 {3}
CPR	PB	59:D10:2	-	-	③ ④	82C	0	6
NYC	TS	9:G11:2	180	N	-	71E	337	4
B&O	GD	43:H14:3	310	Y	⑤	58F	465	{5} 4
Erie	GD	-	-	-	⑥	10J	0	5

- Notes: ① \$450 to the bank for a '5' train
 ② \$630 to the bank for a '6' train - '3' trains die
 ③ \$40 to the bank for terrain costs
 ④ \$630 to the bank for a '6' train, partly funded by \$169 from Peter
 ⑤ \$100 to the bank for a garrison in H10
 ⑥ \$1 to the B&O for a '5' train

Cash Flow	b/f	OR12	c/f	Value	%	Certs
Neil Walters	453	111	564	2,265	24.4	13
Tony Sait	190	155	345	1,799	19.3	11/16
Gareth Davies	92	186	278	1,139	12.3	4/13
Peter Berlin	473	-154	319	2,067	22.2	13/14
John Webley	451	137	588	2,030	21.8	10/12

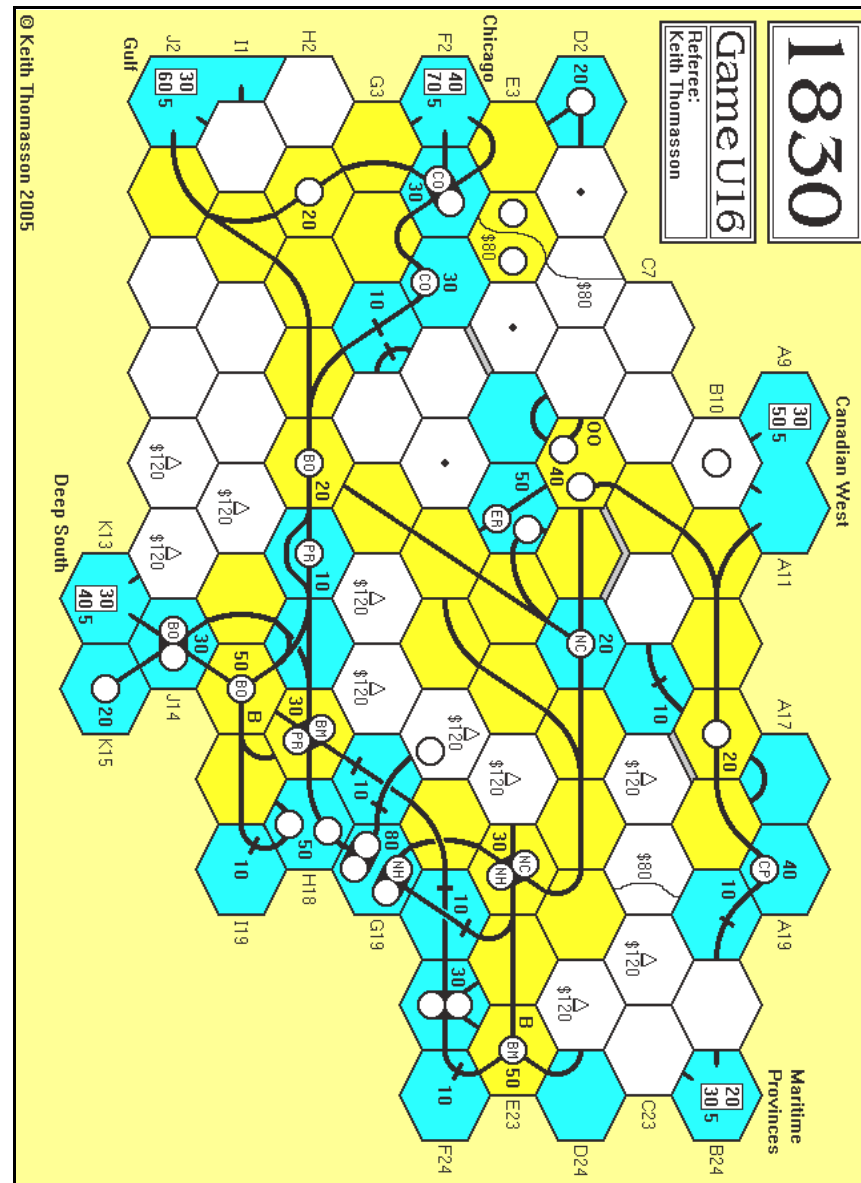
Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Neil Walters	1	1	-	-	1	-	6P	6P
Tony Sait	1	5P	1	4	2	1	1	2
Gareth Davies	1	1	-	5P	1	6P	1	-
• Peter Berlin	1	1	6P	-	6P	1	-	1
John Webley	6P	2	1	1	-	1	1	1

Bank (new)	-	-	2	-	-	1	-	-
Price (new)	71	67	90	67	67	67	76	67
Bank (pool)	-	-	-	-	-	-	1	-
Price (pool)	155C	71E	82C	58F	155C	10J	130D	90D
Company credit	175	337	0	465	83	0	40	63
Trains	4	4	6	4	5 4	5	5	6

Bank cash: \$8,743 Certificate limit: 13 Trains: Diesels

Current operating order: C&O, PRR, NYNH, B&M, CPR, NYC, B&O, Erie

Tiles	Tile number/Availability												Three Operating Rounds between Stock Rounds		
Yellow	1/1	2/-	3/2	4/2	7/1	8/2	9/-	55/-	56/1	57/1	58/1	69/-			
Green	14/-	15/-	16/-	18/1	19/1	20/1	23/1	24/1	25/-	26/-	27/-	28/1			
	29/1	53/-	54/1	59/1											
Brown	39/1	40/1	41/2	42/2	43/1	44/1	45/2	46/2	47/1	61/2	62/-	63/3			
	64/1	65/-	66/-	67/1	68/1	70/1									



Orders required for the following round

By the early deadline

SR8



1830-L17

The vulnerable CPR is taken over.

SR7

The C&O ran for 340 last time - I neglected to use all its trains... It couldn't be a case of Peter deliberately ordering a lower run, as 1830 requires trains to be run for maximum revenue.

Stock Round 7

Mike	Rob	Willem	Gareth	Peter
✗	+ 4 CPR pool (gains Pres)	+ NYC new	+ PRR pool	+ Erie pool
✗	+ PRR pool	✗	✗	✗
✗	+ PRR pool - 1 PRR {↔}	✗	✗	✗
✗	+ NYNH pool - 1 NYNH {↔}	✗	✗	✗
✗	+ Erie pool	✗	✗	✗
✗	+ B&O new	✗	✗	✗
✗	-1 Erie {↔62E}	✗	✗	✗
✗	+ B&O new	✗	✗	✗
✗	+ NYC new	✗	✗	✗
✗	✗	Priority for SR8		

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Mike Head	305	0	305	1,663	27.9▼	12
Rob Thomasson	441	-411	30	1,766	29.7▲	13/18
Willem Moene	78	067	11	491	8.3▼	5/10
Gareth Davies	166	-100	66	940	15.8▼	8/9
Peter Hawkins	288	-66	222	1,090	18.3▲	9/12

Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mike Head	1	-	-	1	-	1	6P	4
Rob Thomasson	-	2	4P	2	4	-	1	6P
Willem Moene	-	6P	-	-	-	6P	-	-
Gareth Davies	4P	1	-	6P	-	-	-	-
Peter Hawkins	1	1	2	1	6P	1	1	-

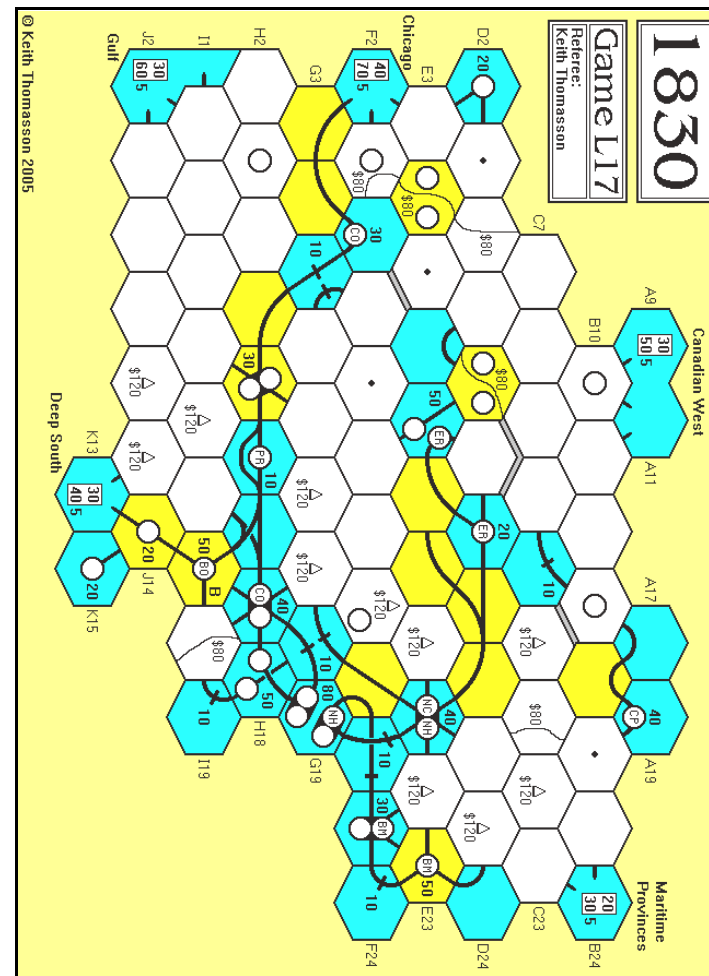
Bank (new)	-	-	4	-	-	1	-	-
Price (new)	67	67	71	82	67	90	67	90
Bank (pool)	3	-	-	-	-	1	2	-
Price (pool)	100E	18G	20I	76B	82E	62E	80F	160A
Company credit	308	435	180	261	14	432	362	340
Trains	4 3	4 4	5	3	5 3	5	4	3 3

Bank cash: \$9,034 Certificate limit: 13 Trains: 2 x '6', Diesels

Current operating order: B&M, PRR, C&O, NYNH, B&O, Erie, CPR, NYC

The only surprising thing about Rob's raid on the CPR is possibly that Mike didn't grab the opportunity first.

Tiles	Tile number/Availability		Three Operating Rounds between Stock Rounds									
Yellow	1/-	2/-	3/2	4/2	7/3	8/2	9/7	55/1	56/1	57/3	58/2	69/-
Green	14/2	15/1	16/1	18/-	19/1	20/1	23/3	24/2	25/1	26/1	27/1	28/1
Brown	29/1	53/-	54/1	59/2								
	39/1	40/1	41/2	42/2	43/1	44/1	45/2	46/2	47/1	61/2	62/-	63/1
	64/1	65/1	66/-	67/-	68/1	70/1						



Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1830-J18

Three new companies to play with.

OR4 - SR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	NW	8:H6:6	80	Y	-	90D	616	2 2
PRR	JS	-	70	Y	-	90D	534	2 2
NYNH	GD	57:E19:1	50	Y	① ②	67G	15	3.2.2

Notes: ① \$260 to the bank for a '2' train and a '3' train - phase 2 begins
 ② \$320 to Gareth for the C&A private

Stock Round 5

Neil	Peter B	John	Peter H	Gareth
✗	- 2 PRR {▼75F} - 3 C&O {▼70G} + NYC/Pres{100} Ex M&H for NYC	+ PRR pool	- 1 PRR {▼70G} + B&O new	- 1 PRR {◆•} + B&M/Pres {76}
+ PRR pool	+ NYC new	✗	+ B&O new	+ B&M new
✗	+ NYC new	✗	+ B&O new	+ B&M new
✗	+ NYC new {floated}	✗	+ B&O new {floated}	+ B&M new
✗	- 1 NYC {▼90B} + NYNH pool	✗	- 1 B&O {▼90B} + C&O pool	+ B&M new {floated}
✗	+ NYNH new	✗	✗	✗
✗	✗	Priority for SR6		

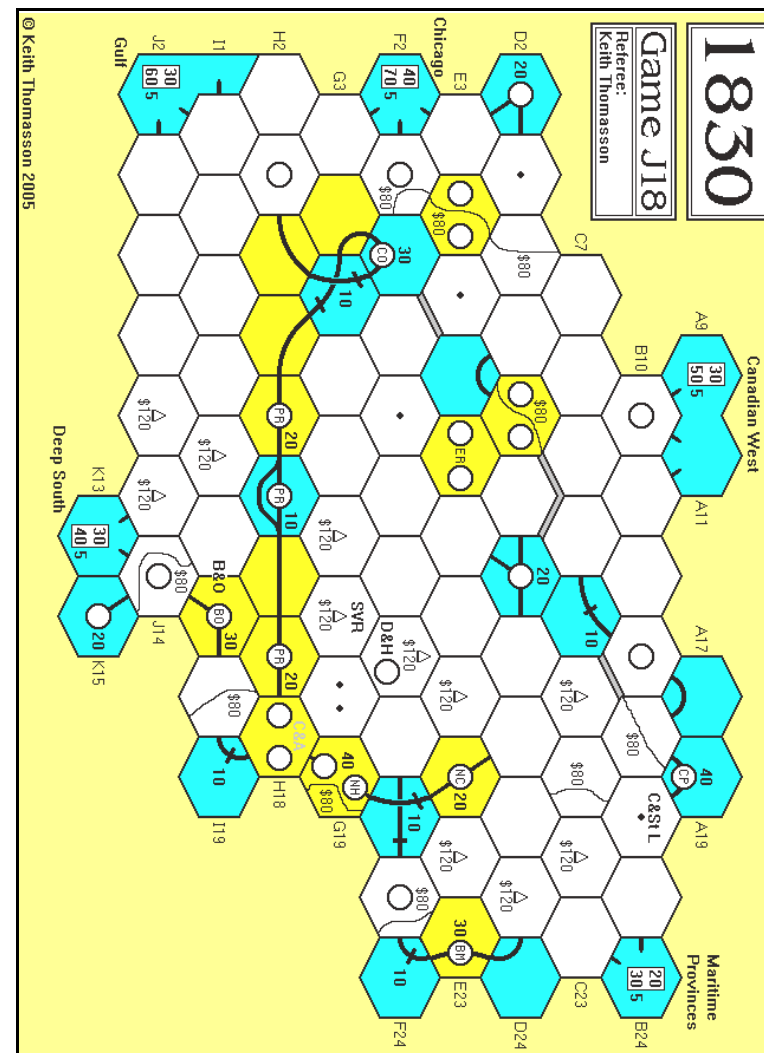
Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs.
Peter Hawkins	297	37	-295	39	779	23.0▼	6
Gareth Davies	12	377	-386	3	794	23.5▲	9
Neil Walters	15	60	-70	5	585	17.3▼	8
Peter Berlin	42	73	-84	31	685	20.2▲	7
John Shelley	34	53	-75	12	542	16.0▼	7

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Peter Hawkins	B&O	-	-	-	5P	1	-	-	-
Gareth Davies	-	-	-	-	-	-	-	5P	6P
Neil Walters	SVR	2	-	-	-	6P	-	-	-
Peter Berlin	D&H	-	5P	-	-	-	-	2	-
✱ John Shelley	C&StL	6P	-	-	-	1	-	-	-

Bank (new)	-	4	10P	4	-	10P	3	4
Price (new)	82	100	-	100	76	-	67	76
Bank (pool)	2	1	-	1	2	-	-	-
Price (pool)	70G	90B	-	90B	70G	-	67G	76D
Company credit	534	1,000	-	1,000	616	-	15	760
Trains	2.2	-	-	-	2.2	-	2	-

Bank cash: \$7,985 Certificate limit: 15 Trains: 1 x '2', 5 x '3'
 Current operating order: NYC, B&O, B&M, C&O, PRR, NYNH

Tiles	Tile number/Availability					One Operating Round between Stock Rounds								
Yellow	1/1	2/1	3/2	4/2	7/3	8/6	9/6	55/1	56/-	57/1	58/2	69/-		
Green	14/3	15/2	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1		
	29/1	53/2	54/1	59/2										



Orders required for the following rounds	By the early deadline
OR5, OR6	Adjudication can pause between rounds if requested



1835-G18

The '3' trains and '3+3' trains all find good homes.

OR8

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B-M	RT	207:H2:2	50	Y	-		146	{2}
B-P	RT	208:H20:2	180	Y	-		126	3 {2}
Mag	MS	14:F14:3	60	Y	①		0	2 2
K-M	JW	-	40	Y	-		360	2
B-S	JW	-	160	Y	-		80	2 2
A-K	MS	25:D14:1	-	-	②		0	2+2
ByE	TS	207:O15:5	260	Y	-	138D	432	2+2 2+2 2 2
SxE	MS	-	80	Y	③	104E	536	3+3 3 2+2
HeE	WM	210:J6:3	-	-	④ ⑤	78D	268	3+3
MsE	RT	23:D18:4	210	Y	⑥	86C	358	3 3 2 2
OIE	JW	9:E7:1	-	-	⑤	72E	290	3+3

- Notes: ① 150M to the A-K for a '2' train
 ② 330M to the SxE for a '2+2' train
 ③ 450M to the bank for a '3' train and a '3+3' train
 ④ 50M to the bank for terrain costs
 ⑤ 270M to the bank for a '3+3' train
 ⑥ 1M to the B-M for a '2' train, 1M to the B-P for a '2' train

Cash Flow	b/f	OR8	c/f	Value	%	Certs	Limit
John Webley	14	167	181	1,227	19.3▼	8	12
Willem Moene	142	69	211	1,449	22.7▼	12	12
Mark Stretch	16	148	164	1,258	19.7▲	9	12
Tony Sait	30	208	238	1,356	21.0▲	7	12
Rob Thomasson	37	246	283	1,101	17.3▲	7	12

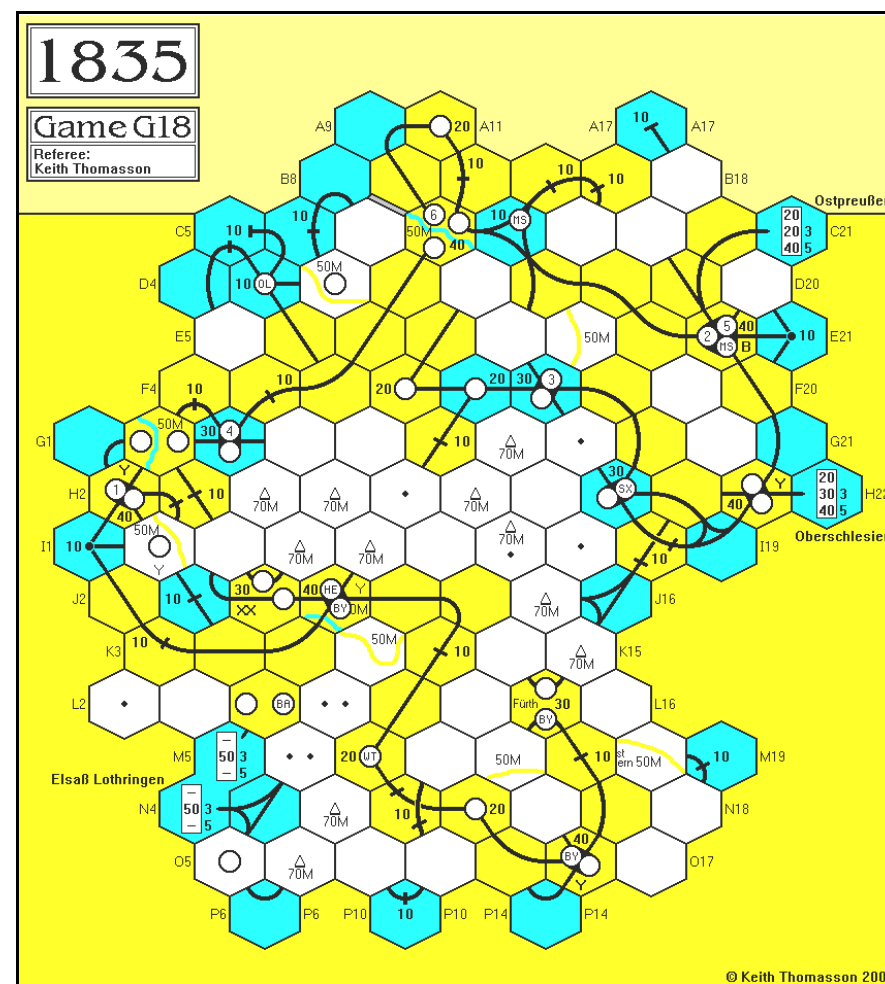
Portfolio	Privates	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
John Webley	Bra / K-M, B-S	-	-	-	-	-	-	20/1	70/4
Willem Moene	N-F, Ost, Han	-	-	30/3	-	-	70/6	-	-
Mark Stretch	Mag, A-K	-	30/3	50/4	-	-	-	-	-
Tony Sait	Pfa	-	50/4	-	-	-	-	30/2	-
Rob Thomasson	B-M, B-P	-	10/1	-	-	-	-	50/4	-

Bank (new)	40/4	-	-	100/8	100/8	30/2	-	30/3
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	10/1	20/2	-	-	-	-	-
Price (pool)		138D	104E			78D	86C	72E
Company credit		432	536			268	358	290
Trains		2+2 2	3+3 3			3+3	3 2	3+3
		2+2 2	2+2				3 2	

Bank cash: 8,327M Certificate limit: 12 Trains: 3 x '4', 1 x '4+4'...
 Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE, MsE, HeE, OIE



Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds					
Yellow	1/1	2/-	3/-	4/-	5/2	6/-	7/7	8/6	9/2	55/1	56/-	57/2				
	58/-	69/2	201/2	202/2												
Green	12/2	13/2	14/1	15/-	16/2	18/1	19/2	20/2	23/2	24/3	25/2	26/2				
	27/2	28/2	29/2	87/2	88/2	203/2	204/2	205/1	206/1	207/-	208/1	209/-				
	210/-	211/1	212/1	213/1	214/1	215/1										



Orders required for the following rounds *By the early deadline*
 OR9, SR9 *Adjudication can pause between rounds if requested*



1853-M18

We're just doing one round.

OR8

OR8	Pres	Lays	Run	Pay	Mail	Notes	Price	Credit	Trains
EIR	LR	80:E17:5	-	420	Y	80	140▲	0	4 5 3
GIP	MH	5:G15:4	8:N21:6	-	-	-	130▲	80	4
NWR	SW	100:E7:5	-	100	Y	50	150▲	260	2M 2M
BNR	JS	103:K17:2	-	140	Y	90	109▲	420	3
BBCI	LG	103:G13:5	-	120	Y	80	115▲	0	3 3M
MSM	MH	5:P18:5	-	40	Y	40	84▲	40	3

Notes: ① £620 to the bank for a '4' train, £10 paid by Lionel - '2' trains die
 ② £620 to the bank for a '4' train
 ③ £430 to the bank for a '3M' train, £20 paid by Lyndon

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Stephen Webb	313	74	387	1,397	19.1▼	7
John Shelley	166	142	308	1,513	20.7▲	9
Lionel Robbins	48	242	290	1,577	21.5▲	9
Mike Hutton	186	20	206	1,276	17.4▼	8
Lyndon Gurr	97	212	309	1,562	21.3▲	9

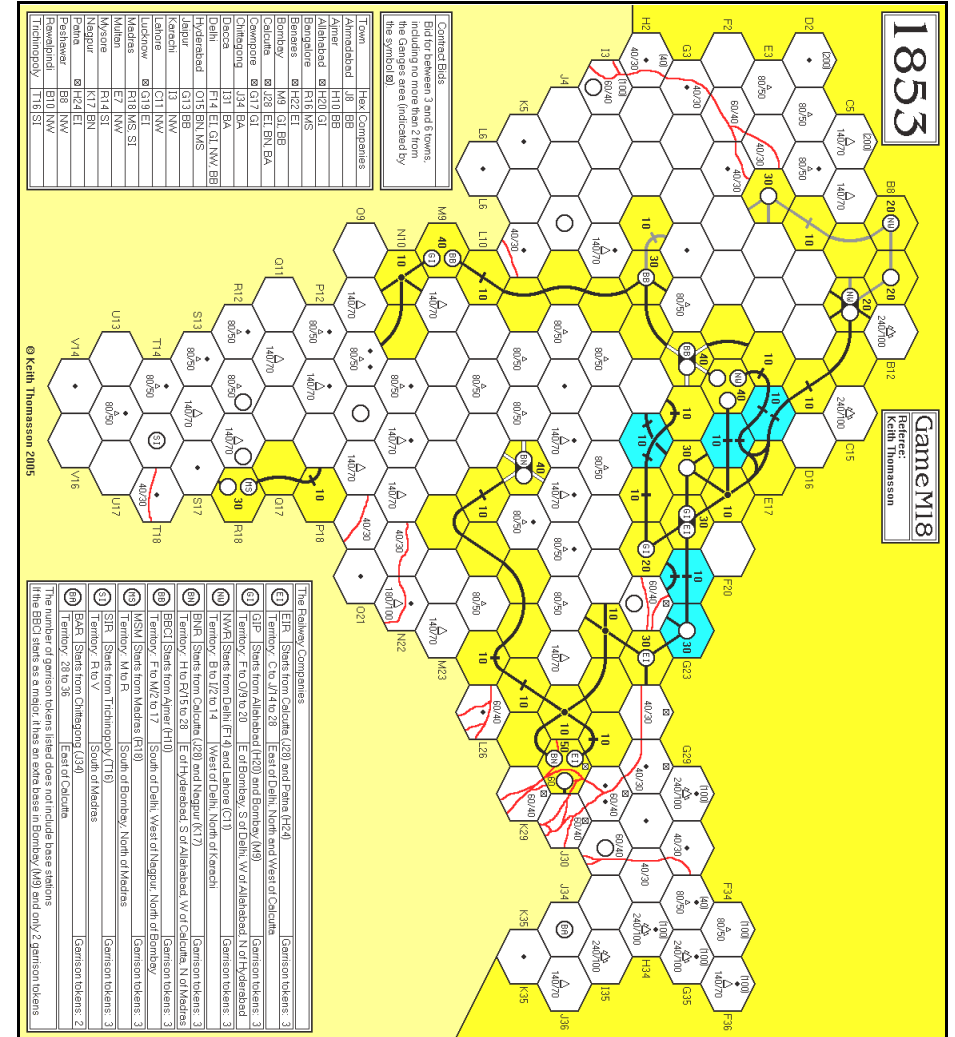
Portfolio	EIR	GIP	NWR	BNR	BBCI	MSM	SIR	BAR
Stephen Webb	-	1	5D	-	2	-	-	-
John Shelley	1	1	3	5D	-	-	-	-
Lionel Robbins	5D	2	-	3	-	-	-	-
Mike Hutton	-	5D	-	-	-	5D	-	-
Lyndon Gurr	4	1	-	2	3D	-	-	-

Bank (new)	-	-	-	-	-	5	10	10
Price (new)	100	96	92	88	84	80	75	70
Bank (pool)	-	-	2	-	5	-	-	-
Price (pool)	140	130	130	109	115	84	-	-
Company credit	0	80	260	420	0	40	-	-
Trains	4 3 3	4	2M 2M	3	3 3M	3	-	-
Bank cash: £7,350	Certificate limit: 5/15				Trains: 2 x '4', 2 x '3M'			

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds	
Yellow	Yellow tiles are available in unlimited numbers											
Green	12/-	13/1	14/1	15/2	80/1	81/2	82/4	83/4	84/2	85/2	86/2	87/-
	88/-	89/2	90/2	91/2	92/2	93/2	94/2	95/2	96/2	97/2	98/2	99/1
	100/1	101/2										
Brown	102/2	103/2	104/2	105/2	106/2	107/2	108/2					

We reach the point where we might get another operating round - but we don't. Next time we'll have the next stock round.

Regarding tile upgrades, 104 and 110 are upgrades for Calcutta and Delhi (marked CD on the hex number of the tile sheet), while 105 and 111 are upgrades for Bombay and Madras (marked BM).





1856-R18

The last '2' train remains unsold.

OR4 - SR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CPR	JS	8:087:6	50	Y	-	90D▲	470	300	2
CV	GD	-	50	Y	①	90D▲	410	300	2
LPS	MH	-	100	Y	-	75F▲	335	300	2 2
GW	TS	57:D17:2	50	Y	-	65F▲	330	200	2

Notes: ① Government loan secured

Stock Round 5

John	Richard	Mike	Tony	Gareth
✗	+ GW pool	✗	✗	+ CV new
✗	✗	✗	✗	✗
Priority for SR6				

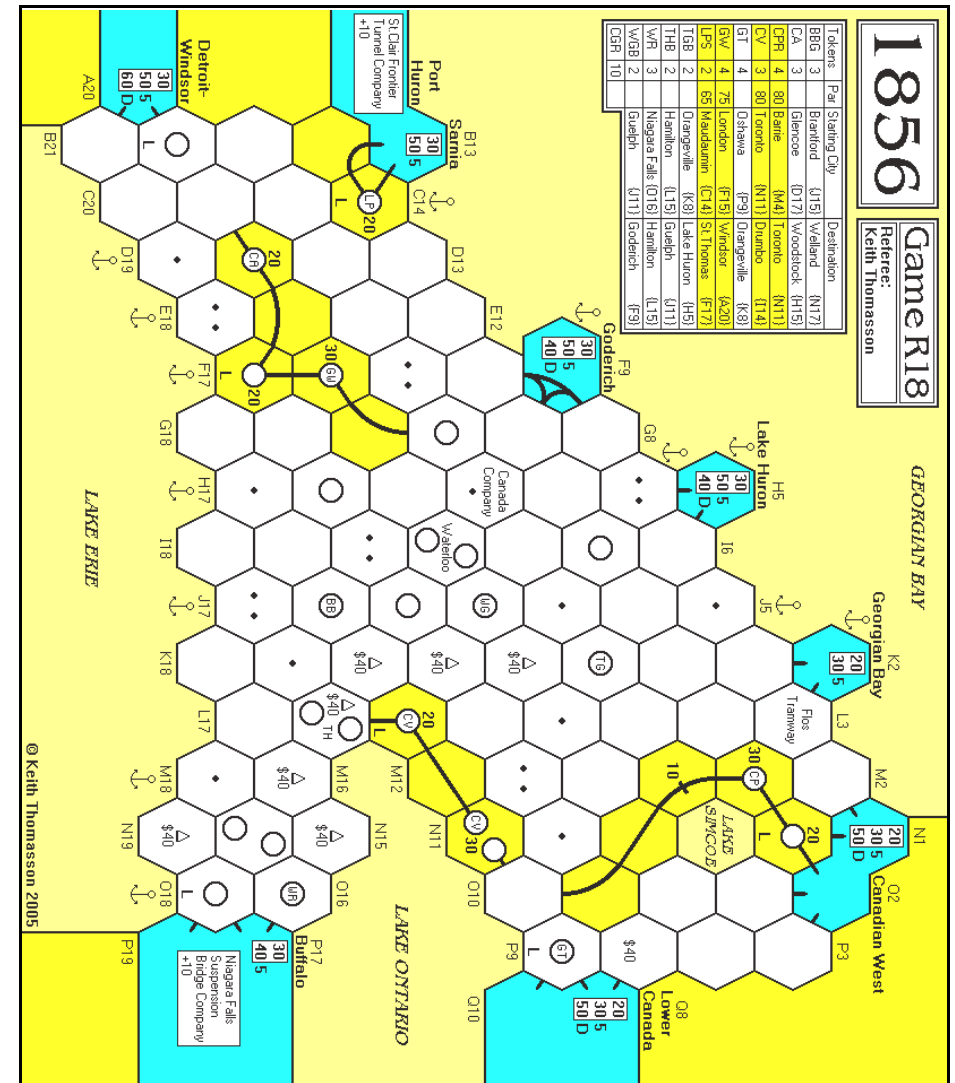
Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
Tony Sait	5	45	0	50	410	17.3▲	5
Gareth Davies	50	30	-80	0	430	18.1▼	4
John Shelley	0	30	0	30	430	18.1▼	4
Richard Lunn	45	65	-65	45	560	23.6▼	6
Mike Hutton	5	60	0	65	545	22.9▲	5

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Tony Sait	FT, CC	-	-	-	-	-	2P	2	-	-	-	-
Gareth Davies	GLSC	-	-	-	4P	-	-	-	-	-	-	-
John Shelley	WSR	-	-	4P	-	-	-	-	-	-	-	-
Richard Lunn	NFSBC, SCFTC	-	-	1	-	-	1	2	-	-	-	-
Mike Hutton	-	-	-	-	-	-	-	6P	-	-	-	-

Bank (new)	10P	10P	5	5	10P	7	-	10P	10P	10P	10P
Price (par)			80	80		75	65				
Bank (pool)	-	-	-	1	-	-	-	-	-	-	-
Price (pool)			90D	90D		65F	80E				
Company credit			470	490		330	335				
Trains			2	2		2	2 2				

Bank cash: \$10,185 Certificate limit: 13 Trains: 1 x '2', 5 x '3'...
Current operating order: CPR, CV, LPS, GW

Tiles	Tile number/Availability					One Operating Round between Stock Rounds						
Yellow	1/1	2/1	3/3	4/3	5/-	6/1	7/6	8/10	9/11	55/1	56/1	57/2
	58/2	69/1										



Orders required for the following rounds

By the early deadline

OR5, SR6

Adjudication can pause between rounds if requested



1856-M19

Only three companies get going.

PUBLICS

Stock Round 1 - Public Companies

Lyndon	Simon	Stephen	Willem	Tony
+ LPS/Pres {65}	+ CA/Pres {65}	+ LPS new	+ GW/Pres {70}	✗
+ LPS new	+ CA new	+ LPS new	+ GW new	✗
+ LPS new	✗	+ LPS new	✗	✗
✗	✗	+ LPS new	✗	✗
✗	✗	✗	Priority for SR2	

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Stephen Webb	300	-260	40	300	20.2	4
Willem Moene	230	-210	20	300	20.2	4
Tony Sait	120	0	120	290	19.5	2
Lyndon Gurr	260	-260	0	300	20.2	4
Simon Cutforth	195	-195	0	295	19.9	3

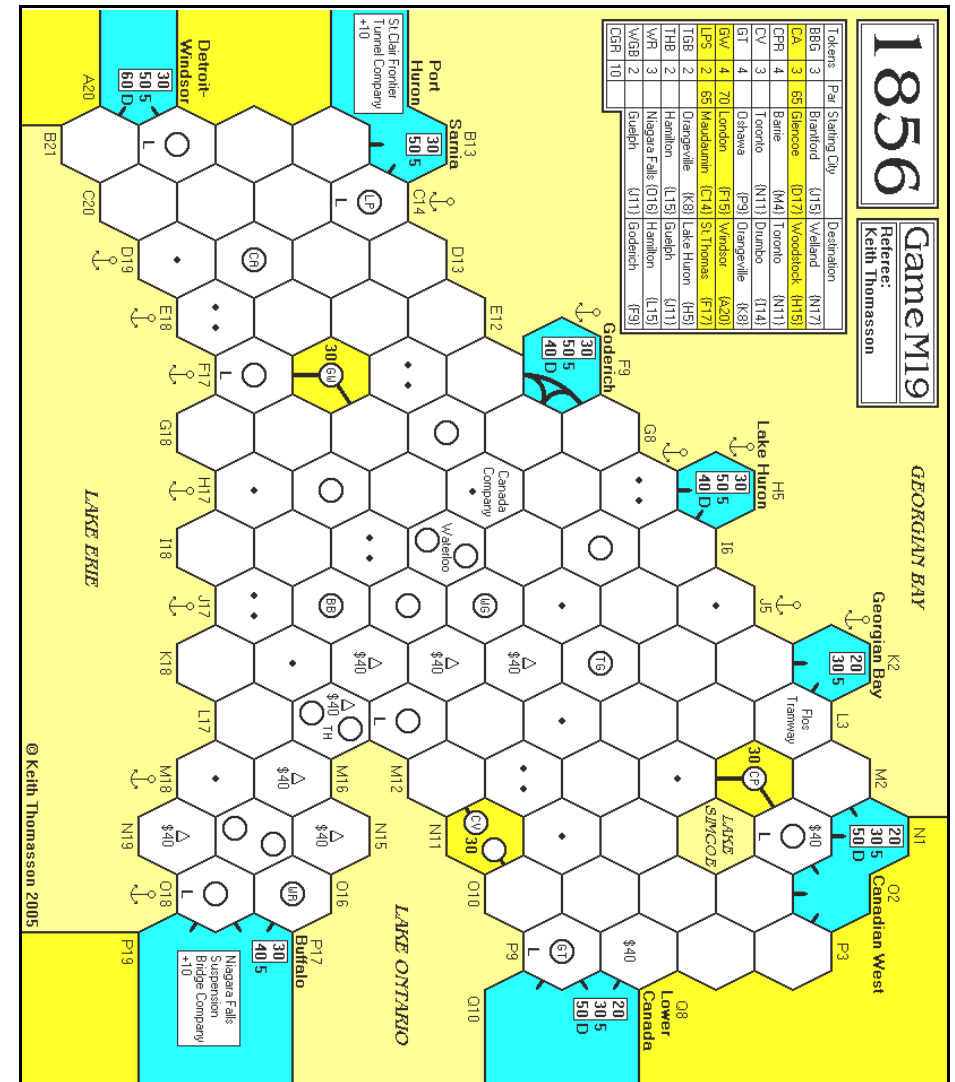
Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Stephen Webb		-	-	-	-	-	-	4	-	-	-	-
Willem Moene	FT, CC	-	-	-	-	-	3P	-	-	-	-	-
Tony Sait	GLSC, NSFBC	-	-	-	-	-	-	-	-	-	-	-
Lyndon Gurr	WSRC	-	-	-	-	-	-	4P	-	-	-	-
Simon Cutforth	SCFTC	-	3P	-	-	-	-	-	-	-	-	-

Bank (new)	10P	7	10P	10P	10P	7	2	10P	10P	10P	10P
Price (par)		65				70	65				
Bank (pool)											
Price (pool)		65F				70E	65F				
Company credit		195				210	325				

Trains	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
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Tiles	Tile number/Availability												One Operating Round between Stock Rounds
Yellow	1/1	2/1	3/3	4/3	5/2	6/2	7/7	8/13	9/13	55/1	56/1	57/4	
	58/3	69/1											

Stephen chooses to invest in Lyndon's company, perhaps in the hope that he might have taken it over, while Tony sits it out for this round. That's become more common, with people waiting to see what has been floated before committing themselves. I'm waiting for the first postal game where everyone decides to do that!



Orders required for the following rounds

By the early deadline

OR1, SR2



1870-L16

Two rounds of run and pay.

OR18 - OR19

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SP	MB	-	590	Y	-	300B▲	0	8 6
MKT	DS	-	350	Y	-	275B▲	0	8
ATSF	MB	-	290	Y	-	250B▲	42	6
FW	WM	-	300	Y	-	225C▲	84	6
MP	DS	170:C18:2	190	Y	-	225B▲	0	10
GMO	WM	-	410	Y	-	180E▲	41	12
SLSF	KM	-	400	Y	-	180E▲	0	10
IC	KM	-	290	Y	-	140B▲	306	8
SSW	WM	-	460	Y	-	60C▲	128	12
TP	MB	-	470	Y	①	68B▲	96	12

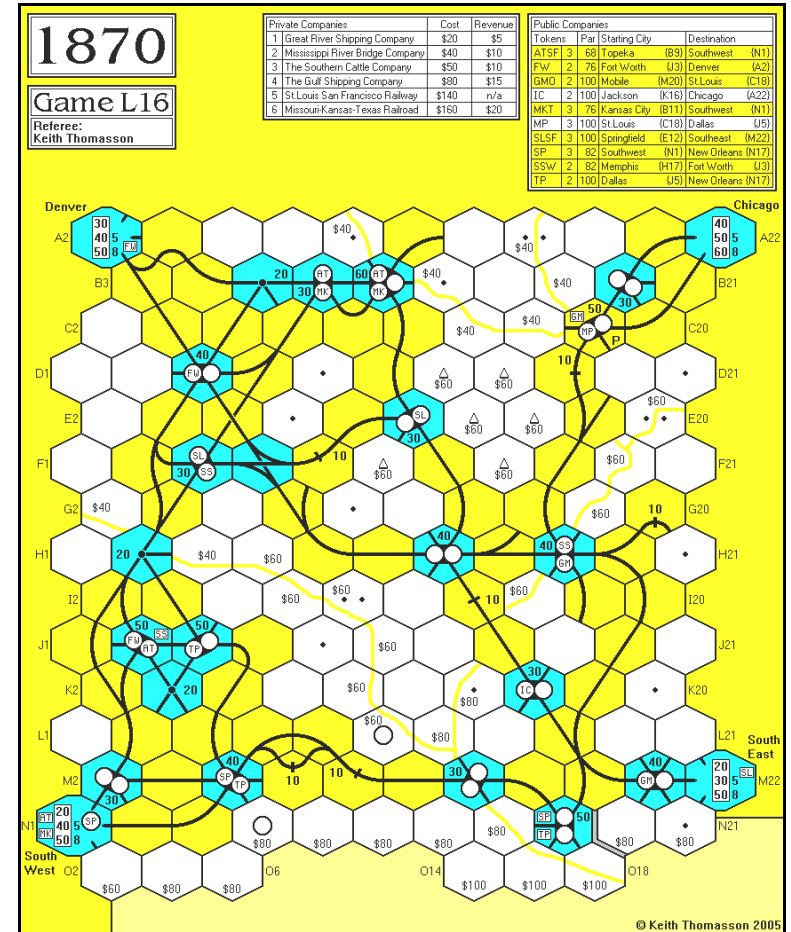
Notes: ① The bank has run out of cash

OR19	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SP	MB	-	590	Y	-	325B▲	-	8 6
MKT	DS	-	350	Y	-	300B▲	-	8
ATSF	MB	-	290	Y	-	275B▲	42	6
FW	WM	-	300	Y	-	250B▲	84	6
MP	DS	-	190	Y	-	250B▲	0	10
GMO	WM	-	410	Y	-	200D▲	82	12
SLSF	KM	-	400	Y	-	200D▲	0	10
IC	KM	-	290	Y	-	160B▲	306	8
SSW	WM	-	460	Y	-	64C▲	128	12
TP	MB	-	470	Y	-	72B▲	96	12

Cash Flow	b/f	OR18	OR19	c/f	Value	%	Certs
Martin Butcher	2,381	910	910	4,201	8,958	27.4▼	18
Ken Maher	1,173	398	398	1,969	4,304	13.1▼	10
Don Smith	1,066	534	534	2,134	6,330	19.3▼	14/15
Willem Moene	363	987	987	2,337	6,537	20.0▲	15/20
Stephen Webb	2,330	535	535	3,400	6,622	20.2▼	13/16

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Martin Butcher	7P	1	1	-	-	-	-	6P	-	6P
Ken Maher	1	-	-	6P	1	-	4P	-	-	-
Don Smith	1	-	-	1	6P	6P	-	1	1	1
Willem Moene	-	7P	2P	-	-	-	4	1	6P	3
Stephen Webb	1	1	1	3	1	4	1	1	3	-

Bank (new)	-	-	1	-	-	-	-	-	-	-
Price (par)	68	76	100	100	76	100	100	82	82	100
Bank (pool)	-	1	5	-	2	-	1	1	-	-
Price (pool)	275B	250B	200D	160B	300B	250B	200D	325B	64C	72B
Company credit	42	84	82	306	0	0	0	0	128	96
Trains	6	6	12	8	8	10	10	8 6	12	12
Redeemed shares	-	-	-	-	-	-	-	-	-	-
Bank cash: -\$2,779	Certificate limit: 13							Trains: 12's		



1st	Martin Butcher	\$8,958	27.4%
2nd	Stephen Webb	\$6,622	20.2%
3rd	Willem Moene	\$6,537	20.0%
4th	Don Smith	\$6,330	19.3%
5th	Ken Maher	\$4,304	13.1%

Congratulations to Martin on the win, and Stephen's crossed fingers obviously worked a treat, as he stayed in second place by less than \$100 dollars. Only one tile was laid in the final rounds, although others were ordered, but not being legal, didn't get placed. With so little change it was frustrating that none of the presidents gave any indication of the routes their trains should take, so the final adjudication took a lot longer than necessary. This does seem to be getting unavoidable, in the sense that people simply won't put the time into their orders, leaving it up to me to put the time in for everyone else. Now there's something to discuss in the closing statements, which are invited for next month.



1870-B17

The '12' trains arrive.

OR14

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
MKT	SW	15:B9:6	-	350	Y	① ② 375A	696	10 {5}
GMO	MF	8:C20:1	4:K20:2	300	1/2	③ 325B	1	10 6
MP	MF	28:K2:4	-	490	Y	- 180B	89	6 {5}
SLSF	HB	8:H9:3	-	280	N	- 120D	529	6
IC	NW	-	-	280	Y	- 140C	33	8
TP	SW	15:L11:1	-	250	Y	- 140B	200	{5}
ATSF	NW	-	-	240	Y	- 110D	60	8
SP	SW	144:K4:2	-	290	Y	- 110D	306	8
SSW	MF	47:F7:2	-	-	-	④ 50E	0	12
FW	SW	170:B11:5	-	-	-	⑤ 20G	0	12

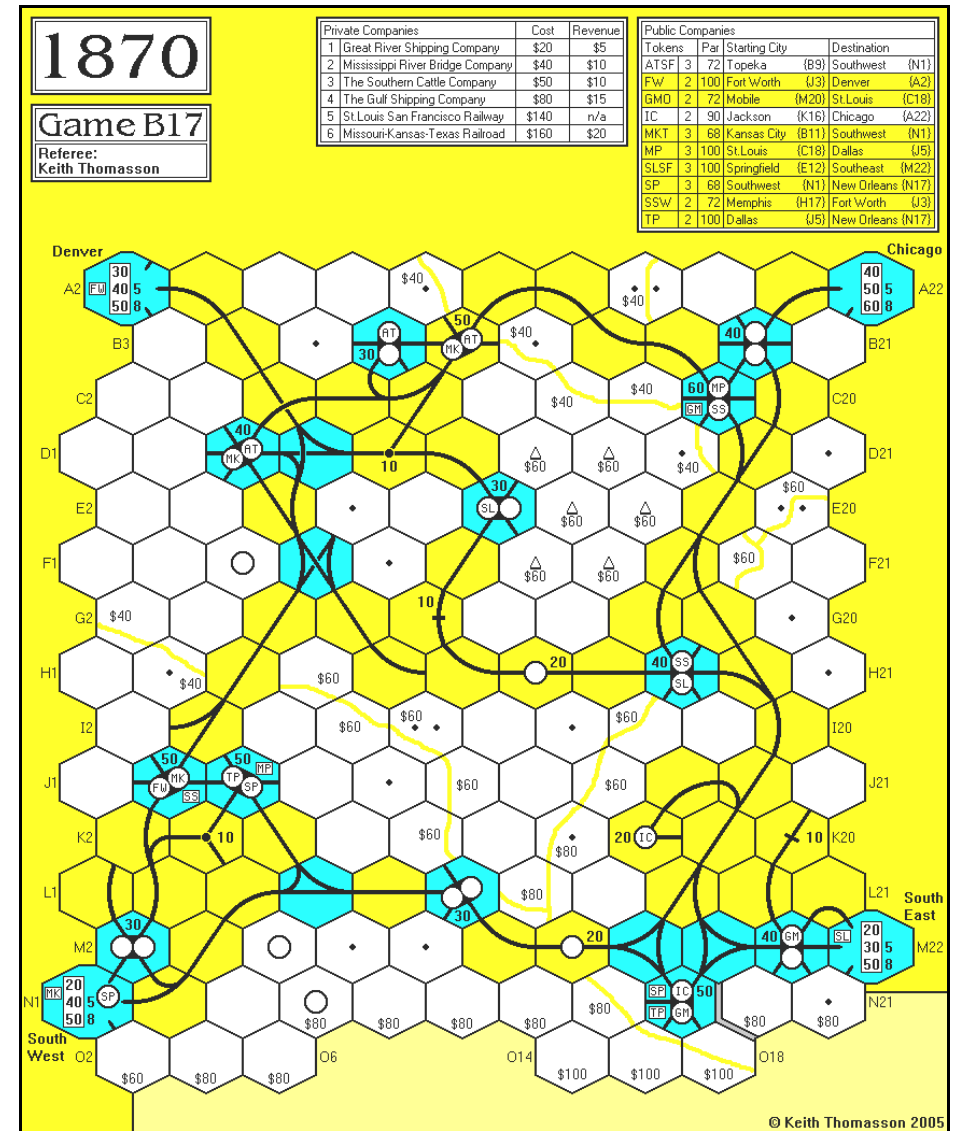
- Notes: ① \$330 run is from N1 to H17
 ② \$1 to the FW for a '5' train
 ③ \$745 to the SSW for a '10' train
 ④ \$1,100 to the bank for a '12' train, with \$242 from Mark - '5' trains die
 ⑤ \$1,100 to the bank for a '12' train, with \$1,066 from Stephen

Cash Flow	b/f	OR14	c/f	Value	%	Certs
Neil Walters	591	288	879	2,389	14.2	10
Stephen Webb	1,094	-541	553	4,758	28.3	16/20
Mark Frueh	750	202	952	5,192	30.9	16/25
Howard Bishop	1,269	290	1,559	4,474	26.6	16/19

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Neil Walters	5P	-	-	6P	-	-	1	-	-	-
Stephen Webb	-	4P	1	1	6P	-	-	6P	1	5P
Mark Frueh	2	3	6P	1	-	7P	1	-	7P	1
Howard Bishop	2	2	2	1	1	2	6P	2	1	1

Bank (new)	-	1	-	-	-	1	-	2	1	3
Price (par)	72	100	180	90	68	100	100	68	72	100
Bank (pool)	1	-	1	1	-	-	2	-	-	-
Price (pool)	110D	20G	325B	140C	375A	180B	120D	110D	50E	140B
Company credit	60	0	1	33	696	89	529	306	0	200
Trains	8	12	10 6	8	10	6	6	8	12	-
Redeemed shares	-	-	-	-	3	-	-	-	-	-
Bank cash: \$6,143	Certificate limit: 16								Trains: '12's	
Current operating order:	MKT, GMO, MP, IC, TP, SLSF, ATSF, SP, SSW, FW									

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds									
Yellow	1/1	2/1	3/3	4/5	5/2	6/2	7/8	8/4	9/11	55/1	56/1	57/2								
	58/3	69/1																		
Green	14/2	15/2	16/2	17/2	18/2	19/1	20/2	23/1	24/-	25/3	26/1	27/2								
	28/-	29/1	141/2	142/1	143/1	144/-														
Brown	39/1	40/-	41/2	42/3	43/2	44/1	45/1	46/2	47/1	63/1	70/2	145/2								
	146/2	147/2	170/-																	
Grey	171/1	172/-																		



Orders required for the following rounds

By the early deadline

OR15, SR9

Adjudication can pause between rounds if requested



1899-A18

The B&M is unilaterally transferred to a new President.

SR8

The last CSb run was actually \$160, with a mail run of \$60.

Stock Round 8

Martin	Stephen	Lyndon	John	Alan
- 5 B&M (▼50J) (Pres to Alan) + Tt pool	+ XzS new - 3 XzS (▼90D)	+ FsR pool	+ Sjz new	+ XzS new
+ Sjz new	+ Sjz new	+ Tt pool	✗	+ XzS new
+ XzS new	+ Sjz new	+ Tt pool	✗	+ NRC pool
+ FsR pool	+ FsR pool	✗	✗	✗
+ NRC new	+ NRC new	✗	✗	✗
✗	✗	Priority for SR9		

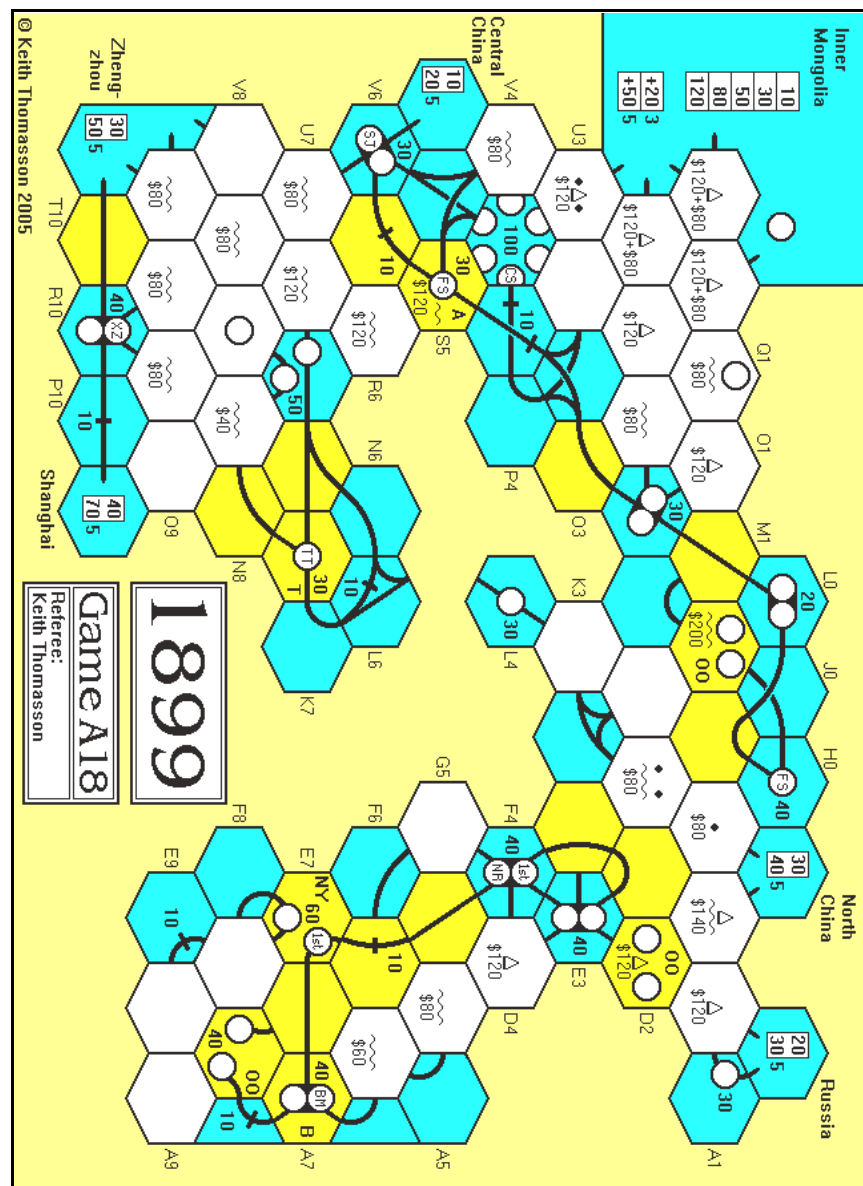
Cash Flow	b/f	SR8	c/f	Value	%	Certs
Lyndon Gurr	391	-340	51	1,498	21.0	12/13
John Shelley	170	-100	70	1,242	17.4	10/11
Alan Harvey	313	-276	37	1,719	24.1	13/14
Martin Butcher	210	-155	55	1,520	21.3	11/12
Stephen Webb	179	-122	57	1,159	16.2	11

Portfolio	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Lyndon Gurr	-	1	1	6P	-	-	2	5P
John Shelley	6P	1	-	-	5P	1	-	-
Alan Harvey	1	2P	2	1	1	6P	1	2
Martin Butcher	1	1	1	1	1	1	6P	1
Stephen Webb	1	-	6P	1	1	2	1	-

Bank (new)	-	-	-	-	2	-	-	-
Price (new)	67	67	76	71	100	100	71	100
Bank (pool)	1	5	-	1	-	-	-	2
Price (pool)	100D	50J	67G	100E	76B	142A	140C	90D
Company credit	642	0	735	224	10	0	624	131
Trains	4	4	4	5 4	6	6	5 4	5

Bank cash: \$14,364 Certificate limit: 13 Trains: Diesels
Current operating order: Sjz, Tt, FsR, 1st, XzS, NRC, CSb, B&M

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds											
Yellow	1/1	2/1	3/2	4/2	7/4	8/8	9/7	55/-	56/1	57/5	58/1	69/1				
Green	14/1	15/2	16/1	18/1	19/1	20/1	23/3	24/2	25/1	26/1	27/1	28/1				
	29/1	54/-	59/1	981/1	982/-	991/1	992/1	993/-	994/-	995/1						
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/1	47/1	62/1	63/1	64/1				
	65/1	66/-	67/1	68/1	70/-	983/1	984/1	996/-	997/1	998/-	999/-					



Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested

18EU-N17

We move into new territory.

OR8

Martin's previous value didn't include his RB shares. This was a spreadsheet problem; not a new one, just one that hasn't been noticed before.

The BN placed a garrison in D13 last time. So did the FN - the order for another location was in the unused orders for OR8.

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
8	MS	-	-	-	-		150	-
10	ST	-	-	-	-		1	-
15	SC	-	70	1/2	-		70	{3}
IS	ST	584:J5:1	380	1/2	① ②	165B▲	780	6 4 {P}
BN	LQ	82:B9:1	400	1/2	③ ④	135C▲	95	5 4
DR	SC	584:K14:1	290	1/2	⑤	135C▲	761	4 P
GS	MB	583:A10:4	-	-	⑥	110D▼	0	6
FN	LQ	147:I8:2	340	1/2	-	122C▲	691	5
RB	MB	147:B7:6	220	Y	⑦	75F▼	493	5
RA	MS	-	190	Y	-	90E▲	298	4
RP	MS	-	-	-	⑧	60E▼	0	-

- Notes:
- ① Garrison placed in J5
 - ② Discards Pullman, 600 to the bank for a '6' train, '3' trains die
 - ③ Garrison placed in C8
 - ④ \$135 to the bank for one pool share
 - ⑤ Garrison placed in J7
 - ⑥ 600 to the bank for a '6' train, partly funded by 60 from Martin
 - ⑦ 400 from the bank for a sale of four shares {▼75F}
 - ⑧ Needs to buy an '8' train, for which Mark must provide 645. Mark sells 1 RA {↔} and 3 RP {▼40G} but can only raise 381, so Mark is bankrupted. The RA and RP cannot be inherited by other players, so both are closed. The '4' train owned by the RA goes into the bank pool.

Minor Company Final Exchange Round

Simon declares minor 15 closed

Steve declares minor 10 closed

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Steve Thomas	199	149	348	1,608	20.9▲	7
Lyndon Gurr	365	262	627	2,652	34.4▲	13
Mark Stretch	111	-111	0	0	0.0▼	0
Martin Butcher	271	89	360	1,592	20.7▲	11
Simon Cutforth	334	181	515	1,857	24.1▲	9

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds				
Yellow	3/4	4/5	7/4	8/10	9/9	57/2	58/5	201/5	202/6	
Green	14/4	15/2	80/4	81/4	82/2	83/2	141/3	142/3	143/2	144/1
	578/3	579/2	580/1	581/2						
Brown	145/4	146/5	147/2	544/3	545/3	546/3	582/5	583/-	584/-	

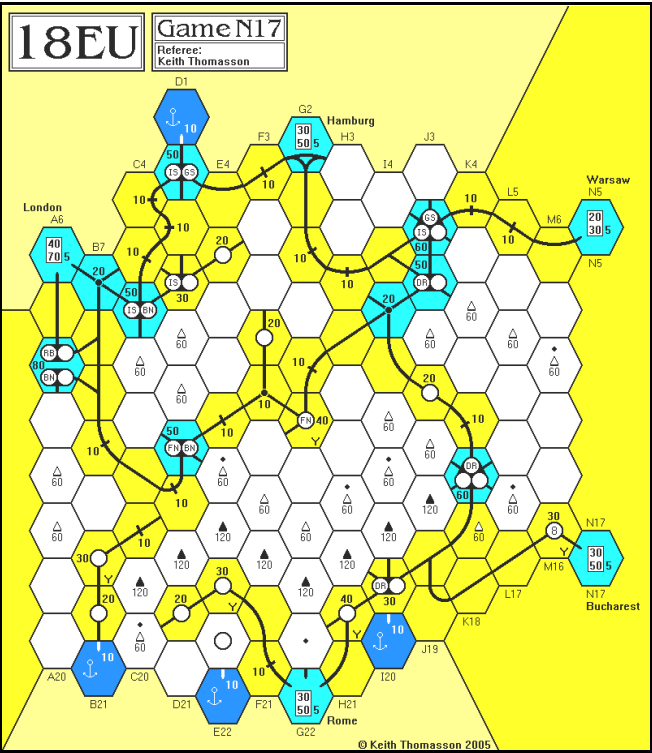
Portfolio	BN	DR	FN	GS	IS	RA	RB	RP
Steve Thomas	1	1	-	-	6P	-	-	-
Lyndon Gurr	6P	-	5P	1	3	-	-	-
Martin Butcher	-	-	1	6P	-	-	6P	-
Simon Cutforth	1	6P	1	1	1	-	-	-

Treasury	1	1	3	-	-	10	-	10
Bank pool	1	2	-	2	-	-	4	-
Price	135C	135C	122C	110D	165B	-	75F	-
Company credit	95	761	691	0	780	-	493	-
Trains	5 4	4 P	5	6	6 4	-	5	-

Bank cash: 7,330 Certificate limit: 13 Trains: 1 x '4', 12 x '8' (plus 4 x Pullman)

Current operating order: IS, BN, DR, GS, FN, RB

Many thanks to Mark for his contribution to date. Unlike other 18xx games, a bankruptcy puts the player out of the game but doesn't take the game out of play.



Orders required for the following round	By the early deadline
SR4	



18EU-B19

Just one minor is merged into a major company.

OR2 - SR1

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
1	SW	-	90	1/2	-		90	2
2	DS	57:E6:2	50	1/2	-		50	2
3	DS	-	80	1/2	-		65	2
4	MF	-	80	1/2	-		60	2
5	NW	7:H21:1	50	1/2	-		50	2
6	NW	-	60	1/2	-		60	2
7	MF	-	80	1/2	-		80	2
8	MF	8:M12:6	60	1/2	-		60	2
9	DS	8:M6:2	70	1/2	-		60	2
10	NW	8:F19:6	60	1/2	-		60	2
11	SW	-	50	1/2	-		50	2
12	PB	4:F3:2	80	1/2	-		60	2
13	SW	9:G8:1	40	1/2	-		40	2
14	PB	58:D15:1	90	1/2	-		85	2
15	PB	4:C16:2	80	1/2	-		70	2

Stock Round 1

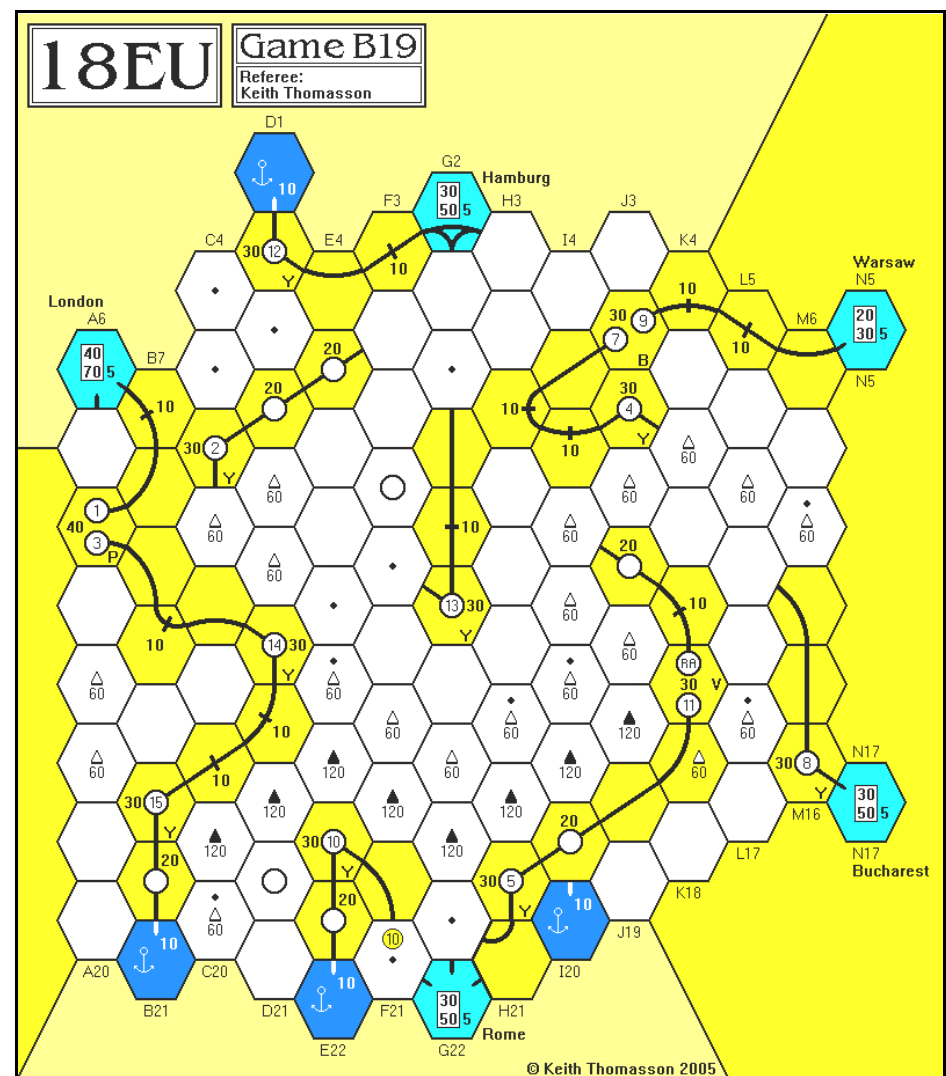
Neil	Peter	Mark	Don	Stephen
Merges minor 6 into the RA (82)	+ RA new	✗	✗	✗
+ RA new (floated)	+ RA treasury	✗	✗	✗
+ RA treasury	✗	✗	✗	✗
✗	Priority for SR2			

Cash Flow	b/f	OR2	SR1	c/f	Value	%	Certs
Neil Walters	265	85	-328	22	432	34.2%	6
Peter Berlin	90	125	-164	51	215	17.0%	5
Mark Frueh	115	110	0	225	225	17.8%	3
Don Smith	80	100	0	180	180	14.3%	3
Stephen Webb	120	90	0	210	210	16.6%	3

Portfolio	Minors	BN	DR	FN	GS	IS	RA	RB	RP
Neil Walters	5 10	-	-	-	-	-	5P	-	-
✗ Peter Berlin	12 14 15	-	-	-	-	-	2	-	-
Mark Frueh	4 7 8	-	-	-	-	-	-	-	-
Don Smith	2 3 9	-	-	-	-	-	-	-	-
Stephen Webb	1 11 13	-	-	-	-	-	-	-	-

Treasury	10	10	10	10	10	3	10	10
Bank pool						-		
Price						82D		
Company credit						452		
Trains						2		
Bank cash: 9.980	Certificate limit: 13					Trains: 5 x '3' 4 x '4'		
Current operating order	Minors, RA							

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds			
Yellow	3/6	4/6	7/3	8/8	9/11	57/2	58/9	201/5 202/2



Orders required for the following rounds	By the early deadline
OR3, OR4	Adjudication can pause between rounds if requested



18KAAS-O19

A lively auction for the C&A.

PRIVATES

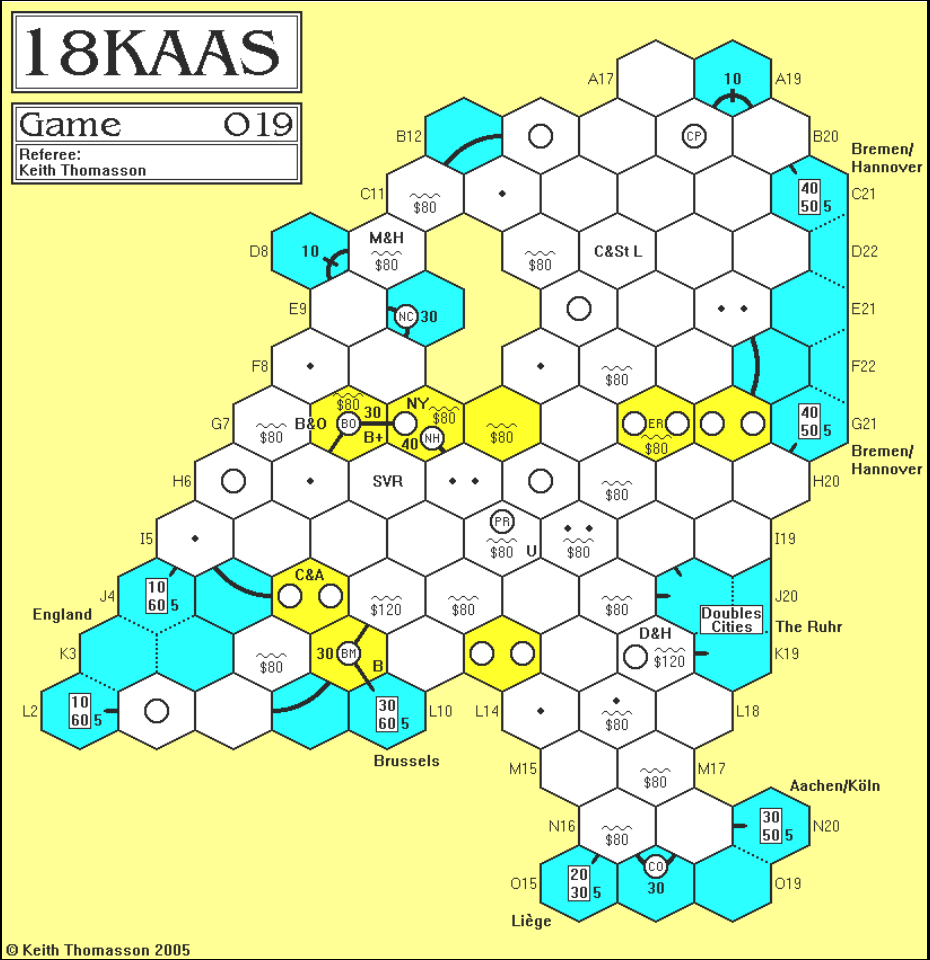
Stock Round 1, Private Companies	
Willem	Bids \$165 on the C&A
Martin	Bids \$75 on the D&H
Tony	Bids \$115 on the M&H
Lyndon	Bids \$170 on the C&A
Alan	Bids \$175 on the C&A
Willem	Buys the SVR for \$20
Martin	Buys the C&StL for \$40
	☛ Martin gets the D&H for \$75
	☛ Tony gets the M&H for \$115
	☛ Alan gets the C&A for \$225, with a 10% PRR share
Tony	x
Lyndon	Buys the B&O for \$220. Par for the public company is set at \$100.
Priority for the second part of this round lies with Alan	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Willem Moene	480	-20	460	480	19.0	1
Martin Butcher	480	-115	365	475	18.8	2
Tony Sait	480	-115	365	475	18.8	1
Lyndon Gurr	480	-220	260	680	26.9	2
Alan Harvey	480	-225	255	415	16.5	1/2

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Willem Moene	SVR	-	-	-	-	-	-	-	-
Martin Butcher	C&StL, D&H	-	-	-	-	-	-	-	-
Tony Sait	M&H	-	-	-	-	-	-	-	-
Lyndon Gurr	B&O	-	2P	-	-	-	-	-	-
☛ Alan Harvey	C&A	-	-	-	-	-	-	-	1

Bank (new)	10P	8	10P	10P	10P	10P	10P	9
Price (new)		100						
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		100A						
Company credit								
Trains								
Bank cash: \$10,295	Certificate limit: 15		Trains: 6 x '2', 5 x '3'...					

Tiles	Tile number/Availability												One Operating Round between Stock Rounds	
Yellow	1/1	2/1	3/2	4/2	7/4	8/8	9/7	55/1	56/1	57/4	58/2	69/1		



Alan observed that there were differences between his 18Kaas map and the one above. I've checked my map against the copy I got last year, and it matches, so it does look as though there has been an update at some point.

My map is very pretty, in that it shows a lot of features that have nothing to do with play, but are clearly intended to show the waterways and other features of the country. On Alan's board, hex 17 has a river and costs 80. There is a river in that hex on my copy, but no cost is shown. As there are plenty of other hexes that shown water but have no cost, I think I'll take it as given rather than assume something has been omitted.

Orders required for the following round	By the early deadline
Stock Round 1, Public Companies	



ACQUIRE 40 {SP}

A full house.

GAME OVER

1st	John Colledge	£41,700
2nd	Michael Graystone	£33,400
3rd	Colin Sharpe	£32,900
4th	Richard Lunn	£27,000
5th	Steve Ham	£26,200

John Colledge (1st): Obviously I had this game under control right from the beginning! The hard work (well a little thought went into my orders) was in round four, when I used my "Buy 5" SP to buy 5 Tower in the hope that Luxor would take over Tower. Imagine my displeasure when Michael caused Tower to take over Worldwide, and to add insult to injury, the following round Tower took Luxor as well! It's so embarrassing to have to depend on the "3 Free" SP, but needs must, and just in time, as Michael redeemed himself by causing the take over of Imperial in round seven. Michael swapping and Colin using his "3 Free" SP to leave them sharing the bonuses was all part of my cunning plan, and modesty forbids me to say what perfect timing this was! <cough splutter> It was then a simple case of ending the game as quickly as possible by ensuring there were no small chains left, and declaring the game over. As I said, "I had it under control right from the beginning". Ah! Here comes the thunderbolt now.....

Many thanks for GMing, Keith, and it was really rather rewarding to beat Michael for a change! :-)

Michael Graystone (2nd): A lucky but welcome second place, especially considering the major mistake I made when merging Imperial. But mistakes, creating conditional orders and second guessing other peoples moves are part and parcel of the fun involved with playing board games.

As for the use of the special powers, I am tempted to argue that I was correct in attempting to use the "Trade 2" power at the outset of one of my turns to give me an advantage, as technically I was not purchasing any stock. But I dare say if I obtained a copy of the revised rules it would be clear that the trade 2 power can only be used after a tile was played so therefore I erred and should have made my orders conditional in which case I would not have merged Imperial and the outcome of the game may have been different. Anyway, enough griping, well done John on winning and thanks to the others and Keith for the game.

Colin Sharpe (3rd): That jammy Gloatstone robbed me of my second place! Else it was not a bad game!! Thanks to all involved and you, Keith.

Richard Lunn (4th): Okay, I had a bad game. If there was a decision to make, I made the wrong choice - not once, not several times, but every time. I was completely out-played, well done to everyone else and thank you for running the game.

Steve Ham (5th): It was my first game and it showed as I chased the cash, which does not appear to be a scarce resource with special powers. Congratulations to John.

The 'Trade 2' power can be played at any time. If I remember rightly, the issue was that you can only trade in active stock - or was that another game?



ACQUIRE 41

American becomes the first safe chain.

ROUND 8

Lyndon	3-G	American takes over Tower, bonuses for Lyndon (£3,000) and Steve (£1,500), Lyndon swaps 12 for 6, Tony sells 3 for £900, Steve swaps 2 for 1, sells 6 for £1,800, retains 2. Buys 1 American @ £800, 2 Festival @ £600.
Simon	6-F	Buys 1 Festival @ £600.
Tony	12-E	Buys 3 Luxor @ £300.
Michael	8-I	Buys 3 Festival @ £600.
Steve	5-B	Forms Tower, one free share. Buys 3 Tower @ £200.
Lyndon	7-D	Buys 3 Luxor @ £300.

1-A		3-A	4-A	T	6-A	7-A	8-A	C	10-A	11-A	
1-B	2-B	L	4-B	T	6-B	F	8-B	C	C	C	12-B
	2-C	L	L	5-C	F	F	F	9-C	10-C	C	12-C
1-D		3-D	4-D	5-D	F	F	8-D	9-D	C	C	C
1-E	2-E	A	A	5-E	6-E	7-E	8-E	9-E	10-E	11-E	C
1-F	2-F	A	4-F	A	A	7-F	I	9-F	10-F	11-F	12-F
	2-G	A	A	A	6-G	7-G	I	I	10-G		12-G
1-H	A	A	A	A	6-H	7-H	8-H	I	I	11-H	W
	2-I	A	A	A	6-I	I	I	I	I	11-I	W

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	-	6	6	10	7	£700	£45,100
Steve Ham	-	6	9	-	1	-	-	£2,700	£19,200
Lyndon Gurr	6	-	10	6	-	-	-	£100	£25,400
Simon Brooks	1	-	6	8	-	-	4	£500	£25,400
Tony Wilcock	12	-	-	3	1	-	2	£1,100	£12,500
Bank Stock	6	19	-	2	17	15	12		
Chain Size	3	2	15	6	2	9	9		
Chain Value	300	200	800	700	300	800	800		

Playing sequence

Simon, Tony, Michael, Steve, Lyndon, Simon again

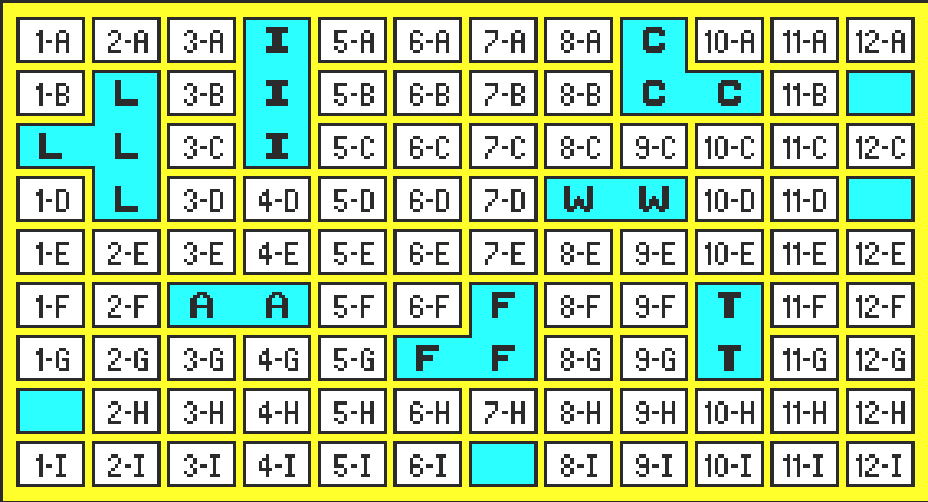


ACQUIRE 42

Worldwide and Tower arrive.

ROUND 3

John M 8-D Forms Worldwide, one free share. Buys 3 Worldwide @ £300.
Lyndon 2-B Buys 3 Tower @ £200.
Colin 6-G Forms Festival, one free share. Buys 2 Festival @ £400, 1 Continental @ £500.
John C 7-I Buys 3 Festival @ £400.
Willem 1-H Buys 3 Luxor @ £300.
John M 1-C Buys 3 American @ £300.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	3	3	-	3	1	£2,400	£15,300
Willem Moene	7	3	-	-	-	1	-	£3,900	£12,800
John Marsden	3	-	3	-	4	-	-	£3,600	£14,200
Lyndon Gurr	-	7	-	-	-	-	3	£3,300	£13,200
Colin Sharpe	-	-	4	3	-	4	-	£2,300	£17,700
Bank Stock	15	15	15	19	21	17	21		
Chain Size	4	2	2	3	2	3	3		
Chain Value	400	200	300	400	300	500	500		

Almost before you can blink, all seven chains are in place and vying for attention. There's still enough cash around to let you invest as your fancy takes you.

Playing sequence

Lyndon, Colin, John C, Willem, John M, Lyndon again



ACQUIRE 43

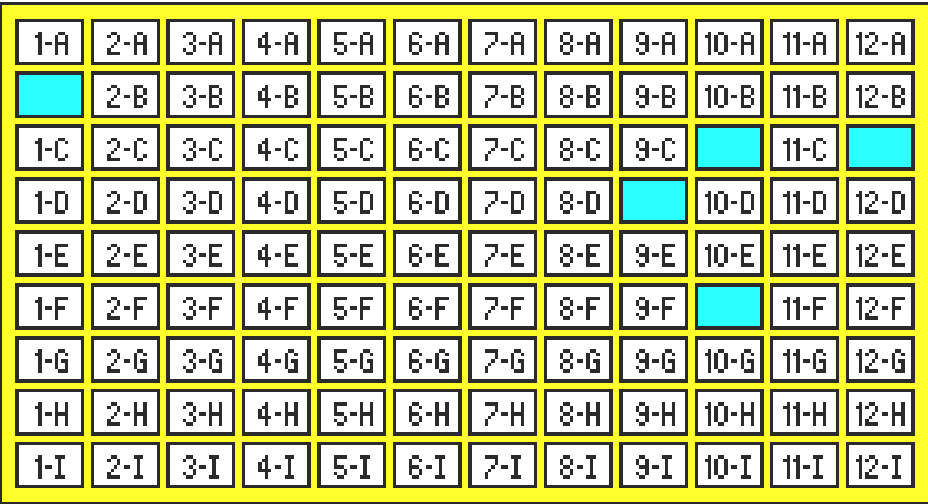
Acquisition time once more.

NEW GAME

The five players for the latest Acquire game will deal in this order:

Bob Coull 1 Lingfield House, Lancaster Street, London, SE1 0RW
Lionel Robbins 24 Regency Court, Sittingbourne, Kent, ME10 1BZ
Kevin Lee 149 Ludlow Road, Woolston, Southampton, SO19 2ER
John Colledge Dunorloch, 24 Brunstane Bank, Edinburgh, EH15 2NR
Tony Wilcock Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER

£6,000 rests in your bank accounts, and the board looks like this.



The eastern side of the board looks like the logical growth are, with three places where a three-tile chain can be started. That isn't always what people want, though, because the shares start out more expensive.

Playing sequence

Bob, Lionel, Kevin, John, Tony, Bob again





BATTLE! 3

The central power hex is up for grabs.

ROUND 10

In last time's combat, I missed 7F's use of Elite to target Attack on 6A. It took the same amount of damage, just spread differently. Because of this, this round's request to add Elite to 6A was converted to Attack.

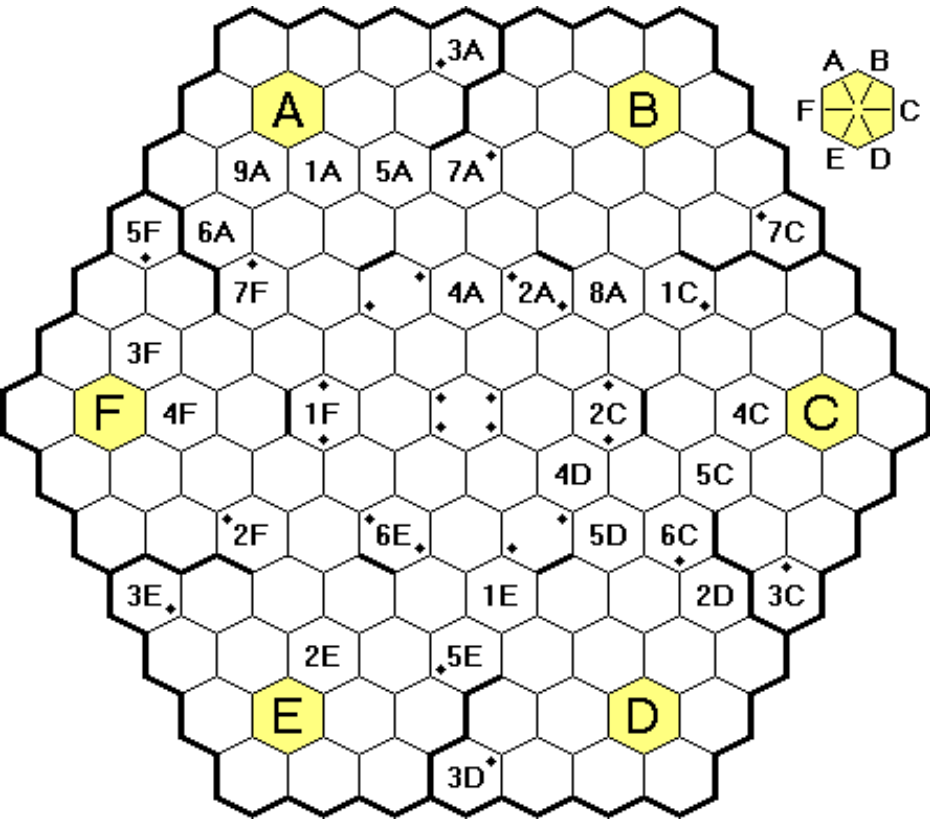
Team	Research	PP	Units	M	C	A	S	E	D	P	R	B	H
Antz Marcus Pratt	✖ Level 8	15	1A	2	0	2	1/0	1	1	0	2		
			2A	3	1	1	1/0	0	0	0	1		
			3A	1									
			4A	3	0	3	1/0	1	2	0	1		
			5A	2	2	2	1/0						
			6A	2	0	1	1/0						
			7A	1									
			8A										
			9A	1	0	0	1/0						
Cohen Allan Stagg	✖ Level 9	16	1C	3									
			2C	2									
			3C	1									
			4C	1	0	1	2/0	1	0	0	1		
			5C	3	3	2	0/0	1					
			6C	1	1								
			7C	1									
Droid Joakim Spångberg	+ Defence Level 6	11	2D	1	1	1	1/0						
			3D	1									
			4D	3	2								
			5D	2	2								
Everjoice Steve Ham	+ Build Level 9	14	1E	3	2	1	1/2	1	0	1			
			2E	1	0	1	0/0	1					
			3E	1									
			5E	2	0	1	1/2						
Team Fred Peter Hawkins	✖ Level 8	15	1F	3	1	4	1/0	1	2	1	1		
			2F	3	0	2							
			3F	2	1	3	1/0	1	1				
			4F	3	2	2	1/0	1					
			5F	2									
			7F	1									

New units: 9A.

Movement: All movement was uncontested.

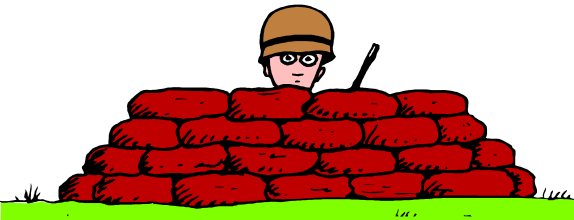
Combat: 2A→6F [ranged] ②, 4A→6F [ranged] ⑥, 6A→7F [attack], 4C→1D [ranged] ②, 5C→8D ④, 8D→5C ④, 1E→7D ②, 7F→6A ②. 1D, 7D and 6F were destroyed.

Conversion: 5C converts 8D to 6C



You can only research one new attribute type each turn. There's no way to research three new attributes in one go. Even if that were possible, the cost increases for each new one.

Orders required	Attribute order: MCASEDPRBHX
Production, moves, combat and conversion for round eleven	





BREAKING AWAY 13

Another new leader.

ROUND 15

Pos	Riders	New
106	Gamma	3
105	-	
104	Rodney Marsh Captain America	3
103	Delta	5
102	Beta	6
101	Alpha Sipowicz One-Eye Matt Le Tissier Medavoy	7
100	-	
99	Croaker Jeff Stelling	3
98	Simone Proactive	5
97	Hyperactive	7
96	-	
95	Frank McLintock	3

Kevin Lee (26) <i>Soccer Saturday Supremos</i>	
A Jeff Stelling (12)	3 3 3 7
B Rodney Marsh (9)	3 8 13
C Frank McLintock (5)	3 9 9
D Matt Le Tissier	6 6 7
Jim Reader (10) <i>The Black Company</i>	
A Croaker (8)	3 4 4 5
B One-Eye (2)	4 5 7
C Silent	Dropped
D Hagop	Dropped
Don Shailer <i>The Superheroes</i>	
A Spiderman	Dropped
B Thor	Dropped
C Hulk	Dropped
D Captain America	3 3 6
Allan Stagg (20) <i>Team Active</i>	
A Hyperactive (10)	5 6 7 9
B Proactive (10)	3 4 5
C Reactive	Dropped
D Inactive	Dropped
Roger Trethewey (10) <i>NYPD</i>	
A Sipowicz (3)	3 3 3 7
B Simone (7)	5 5 6
C Russell	Dropped
D Medavoy	3 6 7
John Webley (12) <i>Greek Salad</i>	
A Alpha	3 5 7 7
B Beta (8)	4 6 9
C Gamma (4)	3 3 3
D Delta	3 5 9



The driftaways close up to the field, and we get a new leader.

Betting has closed on the overall winner, as only one rider has enough power to cross the finish line in two rounds. The other places are still open to speculation.

Orders required

Cards for round sixteen



BREAKING AWAY 14

Time to line yourselves up for the second sprint line.

ROUND 6

Pos	Riders	New
55	Deacon	3
54	Mercury	4
53	-	
52	-	
51	-	
50	Taylor	3
49	Stefanos Blitzen Spenser	4
48	Robicheaux Scudder Christian Salvesen Donner Turner of Soham	7
47	Eddie Stobart Rudolph	12
46	May Fall	14
45	Kamiyacho Summer Dixen	15
44	Naka-Meguro	15
43	Spring (7th) Winter (8th) Hiro-o Frans Maas	15
42	-	
41	-	
40	-	
39	Hibiya	3

Simon Brooks <i>Ditchling Beacon Bykers</i>	
A Rudolph	12 15 15 15
B Donner	7 7 15
C Blitzen	4 15 15
D Dixen	15 15 15
Steve Ham (9) <i>All Crawlers</i>	
A Eddie Stobart (5)	5 5 6 12
B Christian Salvesen (4)	5 5 7
C Frans Maas	3 12 15
D Turner of Soham	3 3 7
Richard Lunn (6) <i>Queen of the Saddle</i>	
A Mercury	4 7 14 15
B Deacon (6)	3 3 3
C May	6 11 14
D Taylor	1 3 3
Jim Reader <i>The Hibiya Line</i>	
A Kamiyacho	6 15 15 15
B Naka-Meguro	8 10 15
C Hiro-o	3 3 15
D Hibiya	3 12 14
Joakim Spångberg (6) <i>Le Quattro Stagioni</i>	
A Spring (2)	11 13 15
B Summer (3)	10 15 15
C Winter (1)	4 12 15
D Fall	7 14 15
Rob Thomasson (18) <i>Hard Boiled</i>	
A Robicheaux (10)	4 5 6 7
B Scudder (8)	3 7 7
C Stefanos	4 13 14
D Spenser	3 4 10



Le Quattro Stagioni pick up the remaining points for the first sprint, matching *Queen of the Saddle* for team points.

Plenty of riders draw attention, holding two or three '15' cards, some of which will surely be used next time.

Orders required

Cards for round seven



BUS BOSS 283-ENG

Some shuffling around.

ROUND 12

England

Round 12 Runs

			EB	CRA	SNL	BUM	RM	COL	
45	J♣ Northampton 10♠ Scarborough	① COLIN 20 ② RM 10					-5	+5	25 5
46	9♠ York J♥ Ipswich	① SNAIL 16 ② COLIN 9 ③ CRAMP 5 X RM		-8 -8	+8 +2		-2	+8	6 1 21 2
47	5♦ Manchester 5♥ Heathrow	① RM 11 ② SNAIL 6 ② CRAMP 6 ④ EB 4 ⑤ BUM 3		+6	+2	+4 +4	-2 -6		19 8 0 8 -5
48	A♥ London 7♣ Bournemouth	① BUM 16 ② RM 9 ③ EB 5	-5 +3			+3 +5	-3 -3		8 15 7
49	10♥ Margate 3♣ Gloucester	① COLIN 16 ② BUM 9 ③ CRAMP 5		+2 +5/-5	+2			-2 -2	20 7 3
50	6♠ Blackpool 8♦ Stoke	① SNAIL 11 ① CRAMP 10 ③ RM 5 ③ COLIN 4		-2 +5/-5	+2 +4/-4	+4/-4 +2		+6	9 20 3 -2
51	7♠ Preston Q♦ Birmingham	① CRAMP 13 ① COLIN 12 ③ SNAIL 5		-4				+4	17 8 5
52	6♦ Manchester 4♠ Middlesborough	① EB 13 ① RM 12 ③ SNAIL 5			-2				11 12 7

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
COLIN	249	25	1	-	-	20	-2	8	-	301
CRAMP	223	-	21	0	-	3	20	17	-	284
SNAIL	214	-	6	8	-	-	9	5	7	249
ROUTEMASTER	190	5	2	19	15	-	3	-	12	246
BUM	228	-	-	-5	8	7	-	-	-	238
EB	197	-	-	8	7	-	-	-	11	223

Lionel commented that this was the first time - too late - that he was able to enter five runs, and it didn't just lift him off the bottom, it got him up to fourth, and almost third. Bob had a good round and was able to get within sight of Colin. Within sight isn't enough to rattle the leader, though, and Colin had a good enough round to stay clear and just top 300 points.

Other fortunes were not so welcome, but for every gain there has to be a loss.

1st	Colin Sharpe	COLIN	301
2nd	Bob Coull	CRAMP	284
3rd	Mike Hutton	SNAIL	249
4th	Lionel Robbins	ROUTEMASTER	246
5th	Jim Reader	BUM	238
6th	Martin Butcher	EB	223

Congratulations, Colin, and commiserations to everyone who felt they were going backwards near the end. You can analyse to your heart's content next month with the round up.



BUS BOSS 284-SSV

GONE KOPING's retail index is holding up well.

ROUND 8

South Sweden

Round 8 Runs

			CHEF	GRUB	TURN	GEAR	GONE	
4	A♦ Norway K♠ Karlskrona	① TURNIPS 20 ② GEAR 10			+10	-10		10 20
10	6♠ Varberg 6♦ Uddevalla	① GRUBBY 20 ② GEAR 10		+1/-6		+6/-1		25 5
11	5♠ Hälsingborg 6♣ Sandviken	① CHEF 16 ② GONE 7 ② GRUBBY 7	+6	+3			-6 -3	10 16 4
12	2♠ Trelleborg Q♥ Eskjö	① GONE 20 ② TURNIPS 10 X GEAR			+4 +3	-3 -3	-4 +3	21 3 6
13	7♠ Halmstad Q♦ Göteborg	① GRUBBY 15 ① CHEF 15						15 15
14	J♠ Kristianstad 8♠ Östhammar	No entrants						
15	2♦ Malung A♥ Stockholm	① GONE 15 ① CHEF 15						15 15
16	A♣ North Sweden Q♠ Kalmar	① { GONE } 15 { CHEF } 15						15 15
17	Q♣ Koping 9♠ Falköping	① CHEF 30 X TURNIPS	+3		-3			27 3
18	7♣ Borlänge 10♥ Linköping	① CHEF 15 ① GONE 15 X GEAR X GRUBBY	-3 +2 +2	-2		-2	+3	14 12 2 2

To say 'no entrants' for run 14 is slightly inaccurate, as GEAR was willing to share a joint run with GONE KOPING, but didn't get the required response.

Round 8 Routes

Crazy Hordes Encounter Fjords (CHEF) (Bruce Edwards, Purple)

Borlänge - Sandviken, Göteborg - Vänersborg (11)

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)

Katrineholm - Örebro - Ludvika (12)

Göteborg Expressways Are Rampant (GEAR) (Kevin Lee, Green)
Kristianstad - Malmö, Borås - Göteborg (10)

Terribly Ugly Routemasters Navigate Inside Pretty Sweden (TURNIPS) (Steve Ham, Red)
Karlstad - Malung (12)

Great Organisation and New Engines Know Operational Planning Inspires New Greatness
(GONE KOPING) (Jim Reader, Yellow)
Södertälje - Katrineholm - Örebro (11)

Scores	Runs:	4	10	11	12	13	14	15	16	17	18	Routes	Score
GONE KOPING	77	-	-	16	21	-	-	15	15	-	12	-11	145
CHEF	53	-	-	10	-	15	-	15	-	27	14	-11	123
GEAR	69	20	5	-	6	-	-	-	15	-	2	-10	107
GRUBBY	63	-	25	4	-	15	-	-	-	-	2	-12	97
TURNIPS	72	10	-	-	3	-	-	-	-	3	-	-12	76

Round 9 Runs			
14.	J♠ - 8♣	Kristianstad to Östhammar	
19.	4♥ - 3♣	Stockholm to Bollnäs	
20.	3♦ - 8♥	Arvika to Motala	(not yet available)
21.	4♣ - 7♥	Söderhamn to Katrineholm	
22.	10♦ - 6♥	Borås to Örebro	
23.	J♦ - 9♥	Göteborg to Norrköping	
24.	A♠ - K♦	Denmark to Göteborg	(not yet available)
25.	2♣ - 4♦	Mora to Karlstad	
26.	K♣ - 4♠	Kristinehamn to Malmö	

Runs	Routes
Enter up to 5	Buy in the order Steve, Michael, Kevin, Bruce, Jim



BUS BOSS 286-SPN

A selection of costly routes.

ROUND 5

Spain
Spain's Popular Overland Coach Kompany (SPOCK) (Don Shailer, Purple)
Ciudad Real - Badajoz 52 - 12 40

Transport Around Pamplona and Sevilla (TAPAS) (Jim Reader, Yellow)
Valencia - Tarragona 52 - 10 42

Some Noses Are Impossibly Large (SNAIL) (Mike Hutton, Red)
Madrid - Albacete 55 - 9 46

Buses Unitng Spanish Sunshine Travel Only on the Plain (BUSSTOP) (Bob Coull, Black)
Zaragoza - Tarragona, Algeciras - Gibraltar 56 - 12 44

Robertson's Routemasters (RR) (Simon Robertson, Blue)
Soria - Valladolid, Andorra - France 54 - 11 43

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Zamora - Orense 52 - 10 42

Routes
Buy in the order Jim, Mike, Bob, Simon R, Simon B, Don



BUS BOSS 290-SEA

All new routes are in the east.

ROUND 2

South East Australia
Shipping Narcotics In Australian Lands (SNAIL) (Mike Hutton, Red)
Wagga Wagga - West Wyalong, Wagga Wagga - Yass 88 - 11 77

Routes Of Legend Faraway (ROLF) (Bruce Edwards, Purple)
Tamworth - Newcastle 86 - 8 78

Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY) (Michael Graystone, Brown)
Bathurst - Sydney, Bathurst - Goulburn 88 - 12 76

Canberra-Orbost Lines Into Newcastle (COLIN) (Colin Sharpe, Blue)
Dubbo - Moree 88 - 12 76

Crazy Old Buses Bouncing on Every Road (COBBER) (Jim Reader, Yellow)
Cowra - Bathurst - Sydney 88 - 11 77

Bruce, your full order would have cost you thirteen points, so the second bit did not get done. Perhaps you forgot to add the two points per route.

Routes
Buy in the order Bruce, Michael, Colin, Jim, Mike



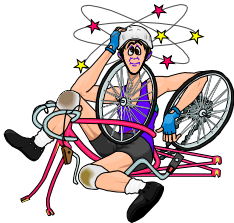


BREAKING AWAY 15

Sorry, we've lost the starting pistol.

HELD OVER

Everything was on track for this one, but Allan Stagg must have missed the fact that the game had started. As I can't reveal everyone else's cards without Allan's, we have an early hold. Allan can probably get me his cards quickly, and as everyone is on e-mail, I should be able to send them out, so round one may well be able to happen next time.



DUNGEONQUEST 3

Mr C Fodder tempts fate with the Dragon.

ROUND 13

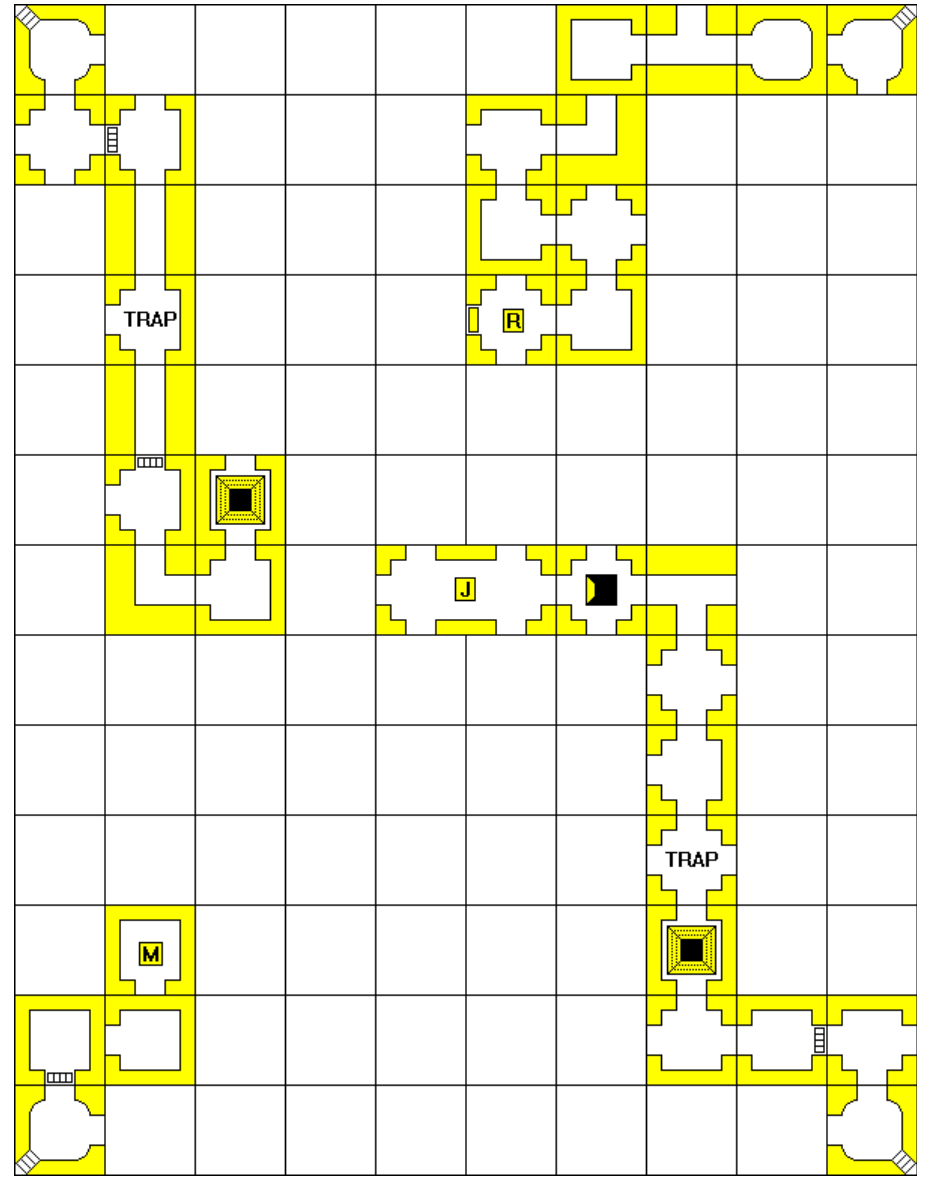
	St	Ag	Ar	Lk	LP	Ring	Treasure
Roger Trethewey <i>Sir Quentin</i>	3	8	5	7	5 {10}	Opening	Bow and 4 arrows Golden guineas - 10 GP Potion
Martin Butcher <i>Mordor</i>	4	7	4	8	14 {15}	Blinding	Golden guineas - 60 GP Golden guineas - 50 GP Jewellery - 200 GP Ring - 90 GP
Jim Reader <i>Mr C Fodder</i>	7	5	6	5	12 {16}	Healing	Rope Ruby - 4500 GP Gold chain - 700 GP

St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ { }=original Life Points

Sir Quentin searches the room he is in and finds a secret door, which must be to the north.

Mordor searches his room and this times finds a secret door. Choose the direction and move through it, hoping that you don't find another dead end...

Mr C Fodder decides to enter the Treasure Chamber. Will it be toast or cake? He picks up two treasures - a ruby and a gold chain. Even the clinking of the chain doesn't seem to disturb the Dragon, who sleeps on.



Orders required	13 rounds to go
Moves for round fourteen	



DUNGEONQUEST 4

Early treasure.

ROUND 2

	St	Ag	Ar	Lk	LP	Ring	Treasure
Kevin Lee <i>Crispin</i>	7	5	6	5	16	Healing	Bracelet - 120 GP
Bruce Edwards <i>Ratzinere</i>	6	6	6	5	19	None	Bracelet - 40 GP
Roger Trethewey <i>Toby the Worm</i>	4	7	4	8	15	Blinding	Jewellery - 200 GP
Jim Reader <i>Mr C III Jr</i>	6	4	9	4	17	Warning	None

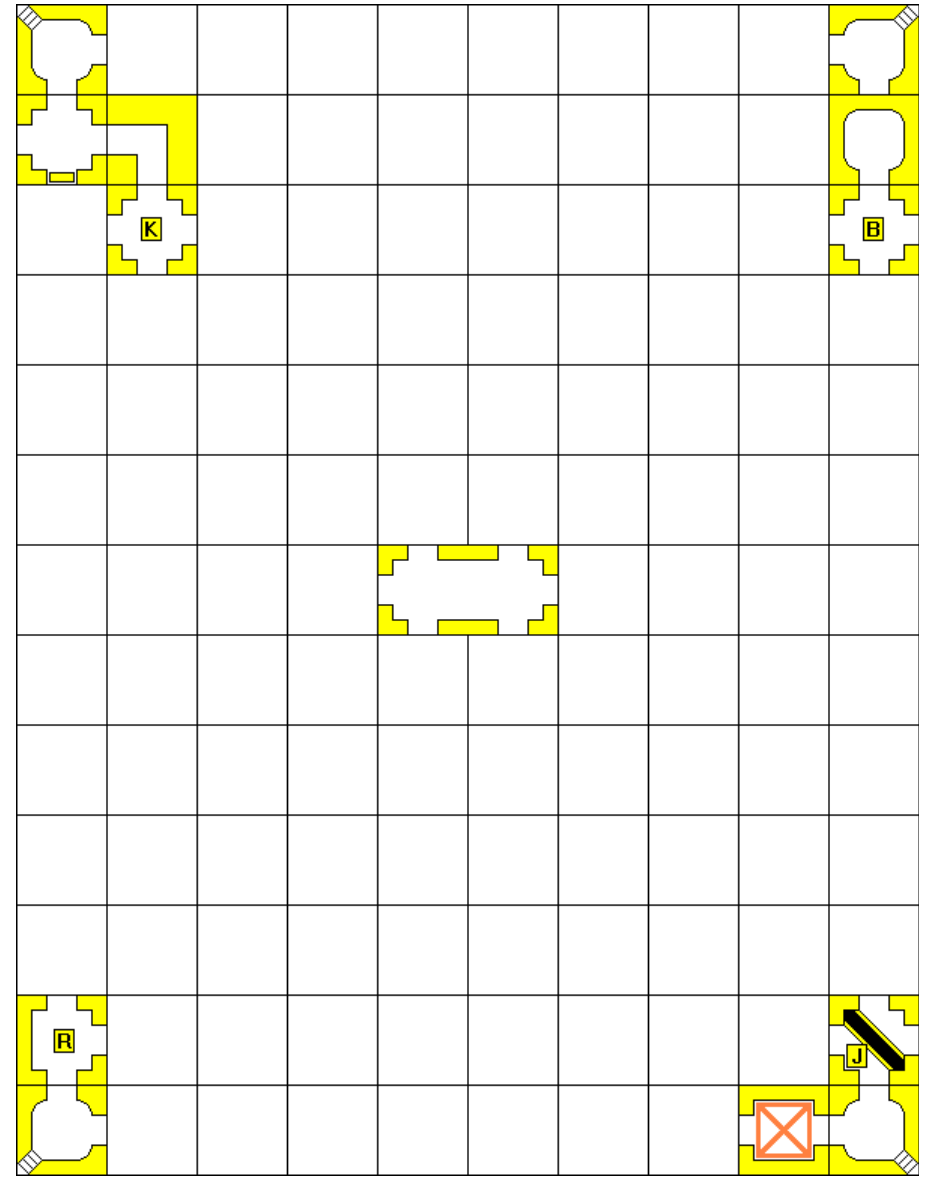
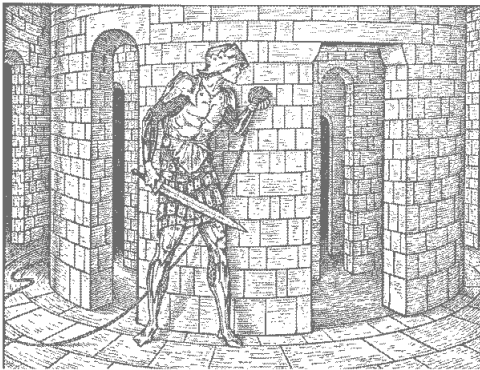
St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ { }=original Life Points

Crispin examines the crypt and finds a bracelet. He moves east to find a corridor. Turning south, he finds a room with exits on all sides, which is empty.

Ratzinere moves south and enters a room with exits on all sides - although the eastern exit is blocked. He too finds a bracelet, but is unaware that Crispin has found a nicer one.

Toby the Worm searches his room and finds some jewellery.

Mr C III Jr moves back through the starting chamber and heads north, to find the room split by a chasm. The room is otherwise empty.



Orders required24 rounds to go

Moves for round three





LANCASHIRE RAILWAYS 9

Spirited bidding for 6b.
And it still isn't built.

ROUND 6

Auctions	Bids:	SW	DS	TW	BE
6a: Burscough & Preston (7)		*5*			
Build roll: 6 (built)					
6b: Manchester & Wigan (6)		-	-	1	2
		-	-	3	4
		-	-	5	6
		-	-	7	8
Build roll: 2 (not built)		-	-	9	*10*
6c: Blackburn & Bolton (7)		-	1	2	-
		-	3	4	-
Build roll: 3 (not built)		-	*5*		

Commodity Movement	SW	DS	TW	BE
Income:	11	6	6	8
Tony External Manchester to Scotland	2		3	
Stephen Cloth Blackburn to Manchester	3		1	
Don X				
Tony Cloth Manchester to Lancaster	2		2	
Bruce External Warrington to Stockport				1
Market loss number: 5	Income lost: -5	-1	-2	-1
	Income: 15	5	10	8

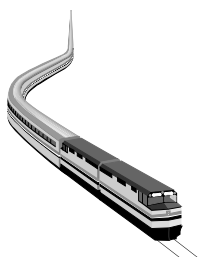
Stephen remains the Train Player (income 15/cash 25).

Bank Loans	Acquired	Total	Interest	Retired	c/f
Stephen Webb	-	30	-6	-10	20
Don Smith	-	20	-4	-	20
Tony Wilcock	-	20	-4	-	20
Bruce Edwards	-	20	-4	-	20

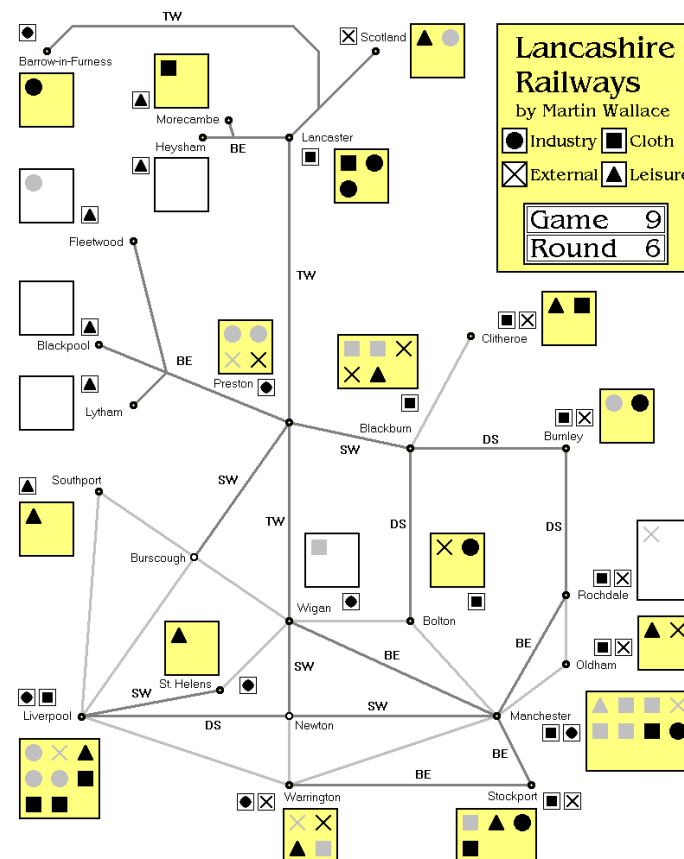
Commodity Growth and New Railway Links

Manchester	Industry	◇	Link 7a: Blackburn & Clitheroe (8)
Preston	External	◇	Link 7b: Manchester & Oldham (7)
Stockport	Cloth	◇	Link 7c: Liverpool & Warrington (6)
Blackburn	Leisure	◆	Link 8a: Manchester & Warrington (6)
Liverpool	Cloth	◆	Link 8b: Burscough & Southport (6)
Lancaster	Industry	◆	Link 8c: Liverpool & Burscough (7)

I excuse myself for just listing the commodity movement by start and end points on the basis of space, plus the fact that I say who got paid for the movement, from which you can usually track the journey it made. I would like more than a start and end point when you order commodity movement, or I may end up paying someone you don't want me to.



Cash flow	Stephen	30	Don	21	Tony	25	Bruce	39
Cash b/f		15		18		10		13
Auctions & Builds	-5	10	-5	13	-	10	-10	3
Income	+15	25	+5	18	+10	20	+8	11
Acquired Loans	-	25	-	18	-	20	-	11
Interest	-6	19	-4	14	-4	16	-4	7
Retired Loans	-10	9	-	14	-	16	-	7
Cash c/f		9		14		16		7



Commodities shaded grey have been shipped and are not available for reshipping.

Orders required	Stephen leads the playing order
Railway link bids 7a, 7b and 7c, commodity movement, loans	



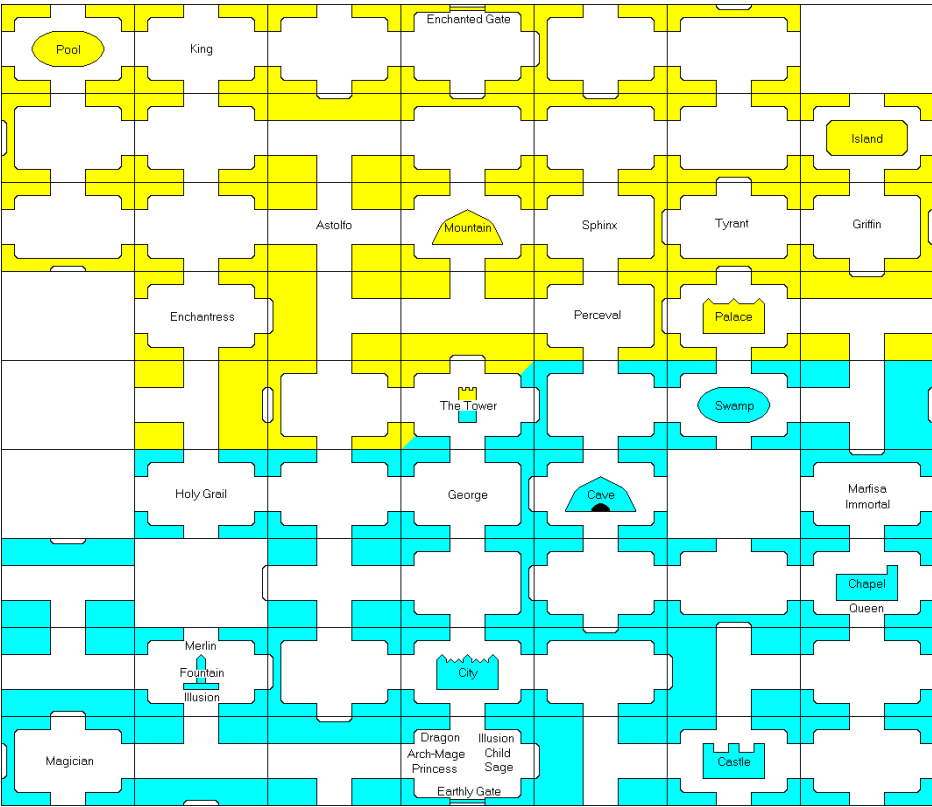
MYSTIC WOOD 1

Marfisa meets the Immortal

ROUND 37

- ◇ Marfisa moves north and is challenged by the Immortal (s2). The result is 13:6 to Marfisa. However, the Immortal revives at the end of the turn, so you must fight again or leave next time. There is nothing to gain here except avoiding the Tower by not being defeated.
- ◇ George escapes from the Tower and moves south.
- ◇ Perceval moves north.
- ◇ Astolfo moves north.

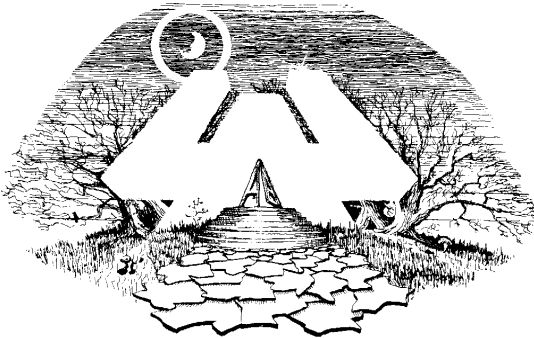
Player	Character	Pro	Str	Quest and companions/things
Kevin Lee	Marfisa	1	3	Leave with a Prowess of 6 or more
			2	Armour
		1	1	Friar
		1		Damsel-rescuer
Roger Trethewey	George		1	Sword
		1	3	Slay the Dragon
		1		Blessing
		1		Giant-Killer
Bruce Edwards	Perceval		2	Horse
		1		Ox-Slayer
		3	1	Leave with the Holy Grail
Jim Reader	Astolfo			Pilgrim (deliver to City for the Staff)
			2	Visit the four corners (SW ✓ SE ✓)
			3	Potion
		1	1	Crystal
		1		Troll-slayer
			1	Ring
				Child must be delivered to the Earthly Gate



Nobody is in the Tower.

Orders required

Moves for round thirty eight





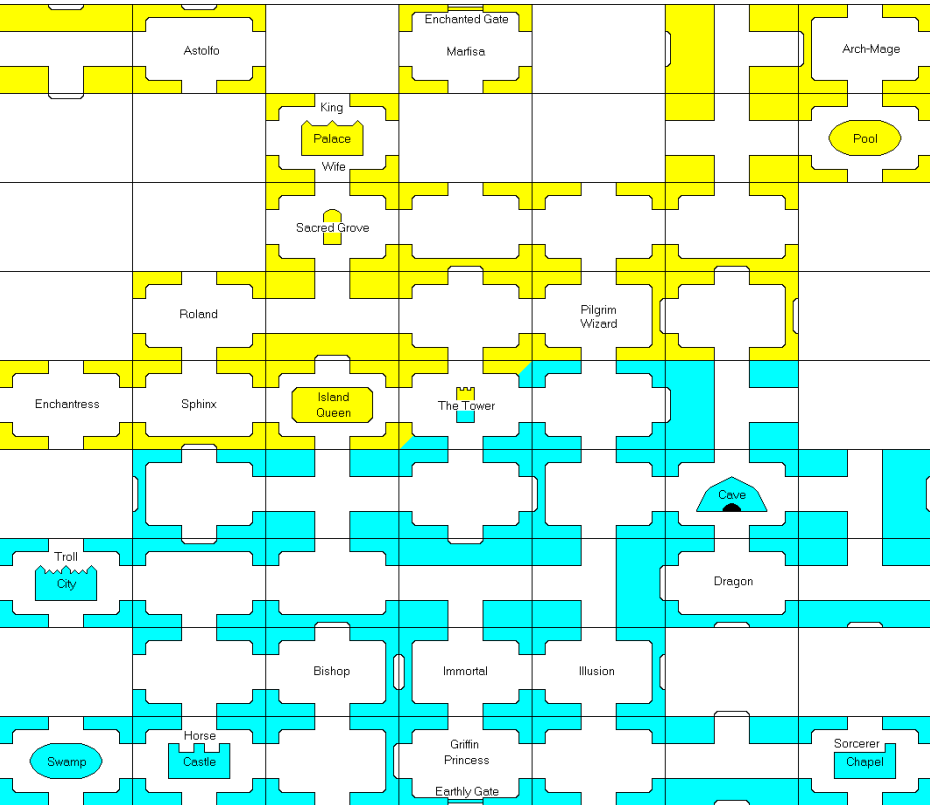
MYSTIC WOOD 2

Perceval was wrongly noted as being in the Tower. Two ways to fix...

ROUND 32

- ✧ Roland moves west and is challenged by the Giant (s3). The result is 7:5 to Roland, who becomes the Giant-killer.
- ✧ Astolfo moves east and encounters the Crone. Astolfo must deliver the Crone to the Palace, after which he may become the Maiden-rescuer and gain one Prowess. On the other hand, he might go to the Tower - but it is 2:1 in favour of becoming her rescuer.
- As with the Child or the Damsel, you have to leave the Crone safely at the Palace, which means dealing with the King (p4 s4) first.
- ✧ Marfisa asks the Griffin to take her to the Enchanted Gate, where she tries to make friends with the Princess. Adding her prowess to the die roll doesn't help, as the Princess goes to the gate in the other wood on a result of 8 or less. If you can get her as your friend, she will add one prowess to your total, but not against the King.
- ✧ Perceval moves north and is challenged by the Wizard (p4). The result is 10:7 to the Wizard, so Perceval is off to the Tower. If vanquished, the Wizard will give you the Lance (s1). You would then find the Pilgrim befriends you, and will give you the Staff if you deliver him to the City.

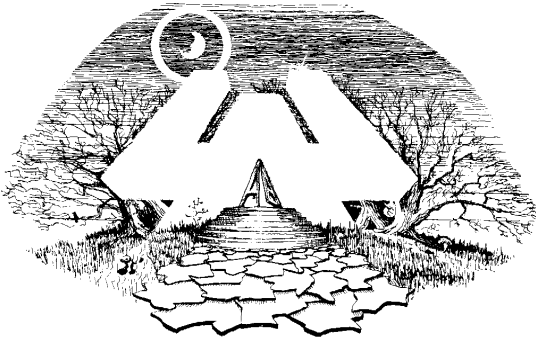
Player	Character	Pro	Str	Quest and companions/things
Howard Bishop	Roland	2	2	Leave with the Princess
				Wand (rotate your area by 180°)
				Child (deliver to Earthly Gate)
		1		Giant-killer
Peter Berlin	Astolfo	2	2	Visit all corners (NW✓ NE✓ SW✓ SE✓)
			1	Shield
			2	Armour
		1	1	Friar
				Wand
		1		Blessing
		1		Orc-slayer
		1		Ogre-slayer
				Damsel (must be delivered to the Queen)
		1	1	Holy Grail
Don Shaller	Marfisa	3	3	Prince (aids once then leaves you)
				Crone (must be delivered to the Palace)
		1	3	Leave with a Prowess of 6 or more
			2	Horse
Tony Wilcock	Perceval			Griffin
		3	1	Leave with the Holy Grail



Perceval is in the Tower.

Orders required

Moves for round thirty three





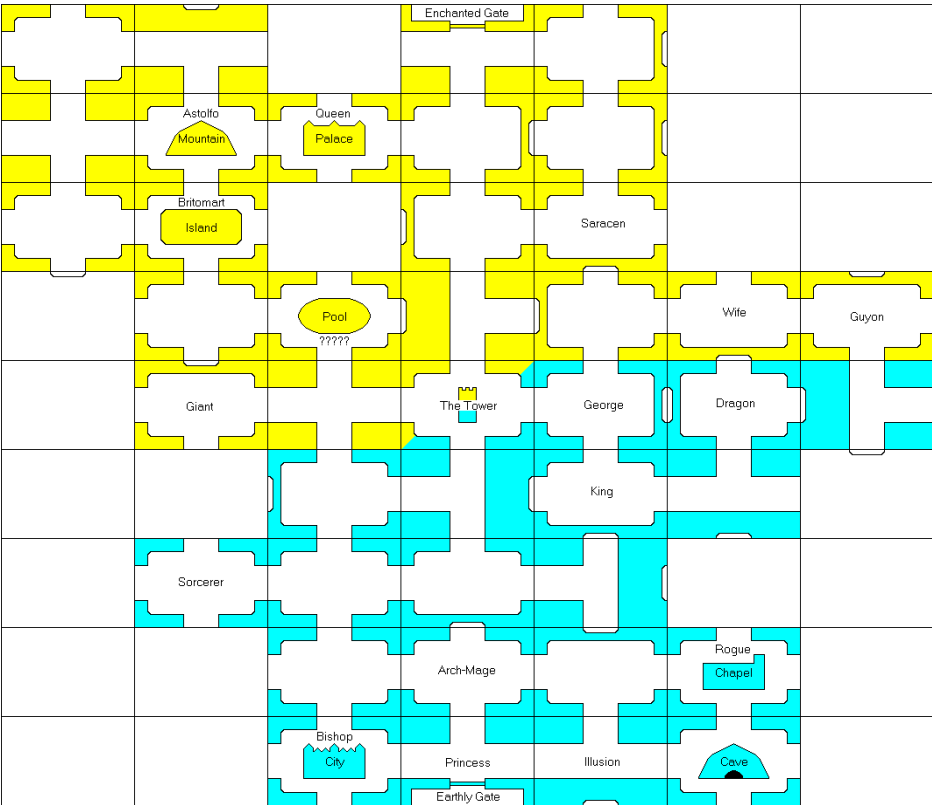
MYSTIC WOOD 3

The Tower changes hands, so to speak.

ROUND 17

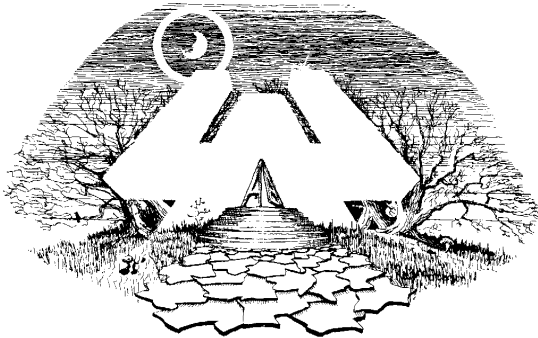
- ◇ Britomart moves north.
- ◇ Marfisa moves west and is challenged by the Giant (s3). The result is 8:5 to the Giant, so it's time to join George in the Tower.
- ◇ George only needed one roll to find his way out of the Tower. He says goodbye to Marfisa as he goes, and moves east.
- ◇ Guyon moves north.
- ◇ Astolfo moves west.

Player	Character	Pro	Str	Quest and companions
Bruce Edwards	Britomart	3	1	<i>Leave with the Prince</i>
			1	Sword
		3	3	Prince
Kevin Lee	Marfisa	1	3	<i>Leave with a Prowess of 6 or more</i>
		1		Bear-killer
		1		Ox-slayer
Jim Reader	George	1	3	<i>Slay the Dragon</i>
				Magician
				Pilgrim (deliver to City for the Staff) The Golden Bough
Michael Longdin	Guyon	2	1	<i>Spend three full turns in the cave</i>
		1	1	Friar
		1		Troll-slayer
Roger Trethewey	Astolfo	2	2	<i>Visit the four corners</i>
		1		Boar-slayer Crystal



George and Marfisa are in the Tower.

Orders required
Moves for round eighteen





NEW ENGLAND RAILWAYS 7

Only one link in three
is built on delivery.

ROUND 3

Auctions	Bids:	MB	TW	BE	DS
3a: Boston, Gloucester, Portsmouth (8)		4	-	5	6
Build roll: 6 (not built)		-	-	7	*8*
3b: Boston & Middleboro (6)		2	-	*3*	
Build roll: 10 (built)					
3c: Cape Cod Region & Middleboro (7)		*2*			
Build roll: 4 (not built)					

Commodity Movement	MB	TW	BE	DS
Income:	4	-	-	3
Tony Coal Providence to Worcester		1		
Martin Coal Boston to Worcester	1			
Tony Coal Providence to Worcester		1		
Bruce Goods Boston to Middleboro			1	
Don Goods Providence to Middleboro			1	
Market loss number: 9				
Income lost:				
Income:	5	2	2	3

Martin remains the Train Player (income 5/cash 20).

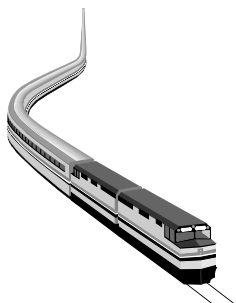
Bank Loans	Acquired	Total	Interest	Retired	c/f
Martin Butcher	-	30	-6	-	30
Tony Wilcock	+10	20	-4	-	20
Bruce Edwards	+10	20	-4	-	20
Don Smith	+10	30	-6	-	30

Commodity Growth and New Railway Links

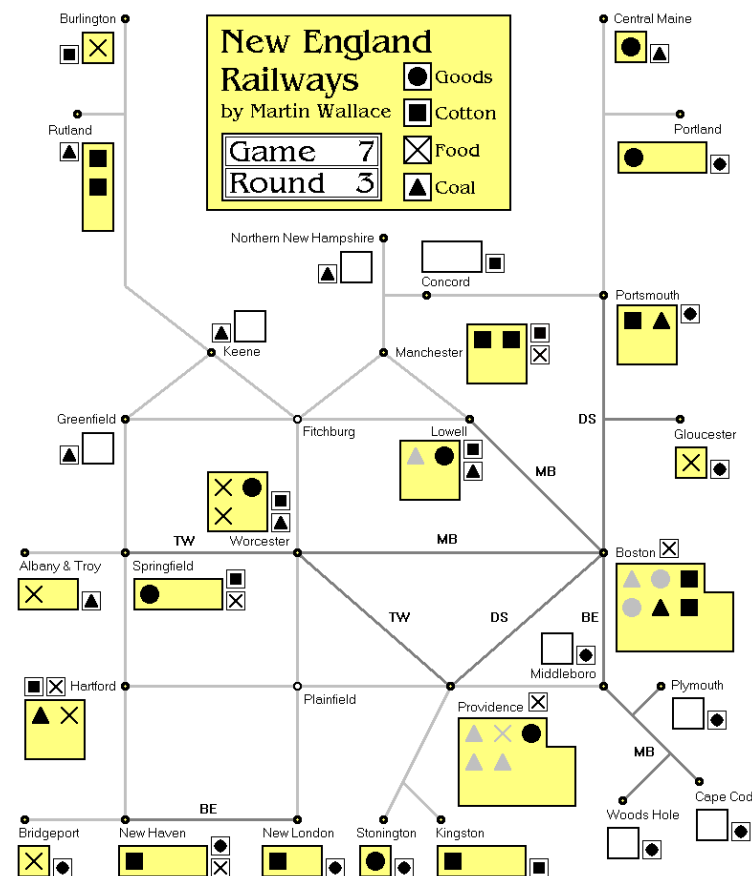
Portsmouth	Coal	◇	Link 4a:	New Haven & Hartford (5)
Springfield	Goods	◇	Link 4b:	Fitchburg & Manchester (7)
Boston	Cotton	◇	Link 4c:	Fitchburg & Worcester (6)
New Haven	Cotton	◆	Link 5a:	Fitchburg & Greenfield (7)
Worcester	Food	◆	Link 5b:	Providence & Plainfield (6)
Rutland	Cotton	◆	Link 5c:	Providence & Middleboro (6)

Tony wondered if he could order a new loan at the start of the round, but this is not possible, as the loan step is at the end of the round. He didn't order one at the end of the round, however, so I moved his order to the correct place in the round.

Others have tried to boost their cash by ordering loans at the start of the round. A little bit of prediction is required to decide whether to take a loan at the end of the current round, but conditional orders can do wonders to give you what you want.



Cash flow	Bruce	14	Don	15	Martin	18	Tony	13
Cash b/f		11		17		17		2
Auctions & Builds	-3	8	-8	9	-2	15	-	2
Income	+2	10	+3	12	+5	20	+2	4
Acquired Loans	+10	20	+10	22	-	20	+10	14
Interest	-4	16	-6	16	-6	14	-4	10
Retired Loans	-	16	-	16	-	14	-	10
Cash c/f		16		16		14		10



Orders required

Martin leads the playing order

Railway link bids 4a, 4b and 4c, commodity movement, loans



McMULTI 9

No sign of any refineries.

ROUND 4

A B C D E F

1 2 3 4 5 6

A B C D E F

1 2 3 4 5 6

Tony Wilcock

A B C D E F

1 2 3 4 5 6

A B C D E F

1 2 3 4 5 6

Mick Haytack

Mark Stretch

Martin Butcher

Actions

Tony Roll E-1.

Mick Converts rig at A-5 for \$30m. Roll E-1.

Martin Roll A-2.

Mark Converts rig at E-5 for \$40m. Roll E-6.

Tony, please say whether you are dealing on the domestic or international markets. You couldn't afford the total you ordered in either market, so you got what you could pay for on the cheapest market. Mick, you were also trying to buy more on the market than your cash would allow.

Dealings			{◊} = indirect hits	Stocks		
Players	Crude	Petrol	Assets hit	Crude	Petrol	Cash
Tony Wilcock	-	+3/D	PP ² {X} {X}	3	-	\$115
Mick Haytack	+1/D	+3/D	{PP} PP {PP OW}	5	3	\$157
Martin Butcher	+6/D	+4/D	{X} PP ² {X}	9	4	\$97
Mark Stretch	-	-	{OW} {X} OW	9	3	\$5

Sell/Buy	Domestic	International		
Crude	\$11/\$12	\$5/\$6	Next retail petrol sale	\$44
Petrol	\$36/\$38	\$26/\$28	Next Oil Well conversion	\$50

Economic Climate	Purchase Price			Liquidation Value			
	Rig	Pump	Refinery	Rig	Pump	Refinery	Oil Well
Rapid Growth	14	88	132	9	50	80	65

Orders required
Liquidate/purchase assets, then open market trading and asset rolls



OUTPOST 20

A classic strategy for a clear win.

GAME OVER

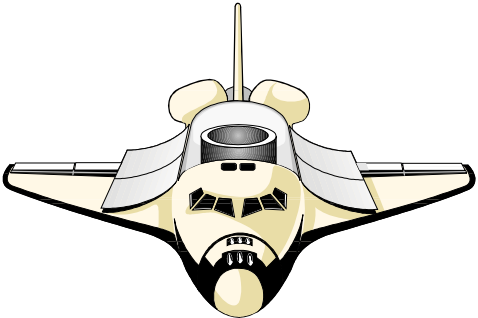
1st	Marcus Pratt	81 (940)
2nd	David Smith	50 (420)
3rd	Mick Haytack	49 (430)
4th	Derek Wilson	45 (365)
5th	Kevin Lee	45 (285)
6th	Lyndon Gurr	44 (385)
7th	Martin Butcher	42 (360)
8th	John Webley	41 (235)
9th	Willem Moene	38 (285)
10th	Michael Longdin	28 (270)

David Smith (2nd): Not much to say. The theory, according to those that know, is that three data libraries is good, four is strong, any more is likely to be overwhelming. Nobody could get near Marcus with six of the things. Unfortunately, Michael threw us a dummy by buying one early and then not bidding on the rest.

Mick Haytack (3rd): I've never ever seen the Data Library strategy work as well as in this game. If I could have bought one more Man/Robot I'd have been a poor second. Congrats to Marcus.

Derek Wilson (4th): Well played, Marcus. Your fine collection of Data Libraries proved far too strong. This is a problem in postal Outpost that have a large number of players (i.e. more than 6). It's also a problem in f-t-f games, but with those it seems to be easier for the other players to react to the possibility (if they choose to). With postal games it seems to be less easy to counter the threat, though I'm not sure why that is. Perhaps being the second player into Data Libraries isn't particularly good, but in postal play if you're the second of three it's worse. So players (myself included) don't risk it, instead leaving it to someone else to sacrifice themselves, and if no-one does: well, we can still have a good scrap for second place. Well done to David for getting his nose ahead of the pack in this game.

The 'problem' with postal games and the Data Library strategy is pretty simple. A lot of people leave it up to someone else to challenge the Data Library collector, and when everyone leaves it to someone else, the collector gets a mighty fine collection.





OUTPOST 21

We hit the second phase.

ROUND 8

Commander Actions

Willem Bought one Water Factory (o:1 w:4,5,10)

Bruce Bought one Titanium Factory (o:1,4 w:7,9,9)

Marcus Passed

Jim Auctioned a Warehouse for 25 and got it (o:4,4,4 w:4,4,5)

Mark Auctioned a Nodule for 25. Geoff joined at 26. Mark dropped out at 32. Geoff got it for 32 reduced to 27 after Heavy Equipment discounts (o:3 w:7,7,10)

- Auctioned a Nodule for 25 and got it reduced to 20 after Heavy Equipment discounts (o:2,5,5 w:8)
- Bought three Population Units (w:30)

Geoff Bought three Population Units (w:30)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Mark	2o,4w,1t	8p (8,0)	DL, HE, Nod	3o,1W,2t (59,10)	12 (70)
2	Geoff	2o,4w,1t	8p (8,0)	HE, Nod	2o,1w,1W,2t (63,10)	11 (55)
3	Bruce	2o,2w,2t	5p (5,0)	DL, WH, HE	2o,2w,3t (50,15)	10 (70)
4	Jim	2o,5w	7p (8,0)	WH, Nod	2o,7w (55,15)	10 (50)
5	Willem	2o,5w	5p (5,0)	DL, DL, WH, HE	7w (49,15)	9 (85)
6	Marcus	2o,4w	6p (8,0)	WH, Nod	3o,4w,2W (97,15)	9 (50)
	Data Library 0	Sold out	Orbital Lab 0 (4 more)	
	Warehouse 0	Sold out	Robots 1 (3 more)	
	Heavy Equipment	.. 0	Sold out	Laboratory 0 (4 more)	
	Nodule 0	Sold out	Ecoplants 1 (3 more)	
	Scientists 2	(2 more)	Outpost 2 (2 more)	

Orders required
Round nine auctions, bids and purchases



OUTPOST 22

Jim gets his second Data Library.

ROUND 4

Commander Actions

Lyndon Passed

Marcus Auctioned a Data Library for 15. Jim joined at 16. Marcus dropped out at 20. Jim got it for 20 (o:2 w:8,10)

- Bought one Water Factory (o:2,3,3 w:5,7)
- Bought one Population Unit (o:1 w:9)

Jim Passed

Steve Auctioned a Nodule for 27. David joined at 28, Willem at 29. Steve and David dropped out at 29. Willem got it for 29 (w:7,8,8,8)

- Auctioned a Nodule for 27. David joined at 28. Steve dropped out at 28. David got it for 28 (o:3 w:4,5,7,9)
- Auctioned a Nodule for 27 and got it (o:4,5 w:5,6,7)

David Passed

Martin Auctioned a Warehouse for 25 and got it (o:1,1,3,5 w:6,9)

Willem Passed

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Steve	2o,3w	5p (8,0)	Nod	2o,3w (27,10)	7 (25)
2	David	2o,3w	5p (8,0)	Nod	3o,3w (30,10)	7 (25)
3	Jim	2o,2w	4p (5,0)	DL, DL	3o,3w (30,10)	6 (30)
4	Willem	2o,3w	4p (8,0)	Nod	2o,4w (34,10)	6 (25)
5	Martin	2o,3w	5p (5,0)	WH	2o,4w (34,15)	6 (25)
6	Marcus	2o,3w	5p (5,0)	DL	3o,4w (37,10)	6 (15)
7	Lyndon	2o,2w	4p (5,0)	HE	6o,4w (46,10)	5 (30)
	Data Library 2	(none left)	Heavy Equipment	.. 3 (1 more)	
	Warehouse 2	(2 more)	Nodule 0 (2 more)	

Data Library 2 (none left)	Heavy Equipment	.. 3 (1 more)
Warehouse 2 (2 more)	Nodule 0 (2 more)

Orders required
Round five auctions, bids and purchases





PUERTO RICO 1

Peter has three times as many VP chips as anyone else.

ROUND 11

It can be tricky to follow a round after the event. Thankfully I have a log that the adjudicator produces to help me. Derek's cash movements last time included one extra doubloon for trading with the Small Market, and one for crafting with the Factory.

Peter is the Captain (+2).

Corn, Tobacco and Coffee is shipped. The "5 ship (Corn) is emptied.

Derek is the Mayor (+2).

Jim is the Craftsman and produces an extra Coffee.

Alan is the Settler (+1) and plants Coffee (manned).

Peter plants Indigo, Derek plants Sugar, Jim plants Indigo (manned).

Roles	+1 Builder	Captain	Craftsman	Mayor
	Settler	+1 Trader	+1 Prospector	

Quarries	Plantations (Fields)	Trading House	Ship	Supply
-	Crn Ind Ind Ind Sug	Sug Crn - -	6	25

Cargo Ships

5: Empty	6: Coffee	7: Tobacco
- - - - -	✓ ✓ ✓ - - -	✓ ✓ - - - - -

Jim Reader Dobloons: 1 VP chips: 3	<div>Small indigo plant</div> <div>Coffee roaster</div> <div>Hospice</div> <div>Large market</div> <div>Fortress</div>
Alan Harvey Dobloons: 2 VP chips: 5	<div>Small sugar mill</div> <div>Indigo plant</div> <div>Hacienda</div> <div>Small warehouse</div> <div>Hospice</div> <div>Harbour</div>
Peter Hawkins Dobloons: 4 VP chips: 21	<div>Small sugar mill</div> <div>Small market</div> <div>Harbour</div>
Derek Wilson Dobloons: 7 VP chips: 7	<div>Tobacco storage</div> <div>Small market</div> <div>Construction hut</div> <div>Factory</div> <div>Guild hall</div>

A tightness of space causes us to lose the Buildings table, which takes up a fair bit of room to tell you something that can be worked out from the buildings that people have bought.

Orders required

Round twelve orders in the sequence Derek, Jim, Alan, Peter



PUERTO RICO 2

No sight of the Captain this time.

ROUND 10

Marcus put a man in his coffee field, but I didn't change the cross to a tick.

Marcus is the Trader and trades Corn.

Lionel is the Mayor.

Bruce is the Prospector (+1).

Kevin is the Builder (+1) and builds a Residence.

Marcus builds a Fortress, Bruce builds a Small Warehouse.

Roles	Builder	+1 Captain	+2 Craftsman	Mayor
	+1 Settler	Trader	Prospector	

Quarries	Plantations (Fields)	Trading House	Ship	Supply
1	Crn Sug Tob Tob Tob	- - - -	4	31

Buildings

1 VP	SIP	2	SSM	1	SMA	×	HAC	2	CON	1	SWA	1
2 VPs	LIP	2	LSM	3	HOS	1	OFF	2	LMA	×	LWA	1
3 VPs	TOB	2	COF	1	FAC	×	UNI	2	HAR	2	WHA	1
4 VPs	GUI	1	RES	×	FOR	×	CUS	1	CIT	1		

Cargo Ships

5: Tobacco	6: Empty	7: Sugar
✓ ✓ ✓ ✓ -	- - - - -	✓ ✓ - - - -

Kevin Lee Dobloons: 3 VP chips: 0	<div>Small sugar mill</div> <div>Indigo plant</div> <div>Small market</div> <div>Large market</div> <div>Wharf</div> <div>Residence</div>
Marcus Pratt Dobloons: 2 VP chips: 2	<div>Small sugar mill</div> <div>Coffee roaster</div> <div>Construction hut</div> <div>Large market</div> <div>Factory</div> <div>Fortress</div>
Lionel Robbins Dobloons: 6 VP chips: 10	<div>Small indigo plant</div> <div>Tobacco storage</div> <div>Small market</div> <div>Large warehouse</div> <div>Factory</div>
Bruce Edwards Dobloons: 1 VP chips: 10	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Coffee roaster</div> <div>Small warehouse</div> <div>Hospice</div>

Orders required

Round eleven orders in the sequence Lionel, Bruce, Kevin, Marcus



PUERTO RICO 3

The doubloon-loaded roles are picked off first.

ROUND 4

Mick is the Mayor (+1).

Jim is the Prospector (+1).

Allan is the Captain (+1).

Corn and Indigo is shipped. The '7' ship (Corn) is emptied.

Peter is the Builder and builds a Small Indigo Plant.

Mick builds a Small Sugar Mill.

Roles

Builder	Captain	+1 Craftsman	Mayor
+1 Settler	+1 Trader	Prospector	

Quarries

5

Plantations (Fields)

Ind	Ind	Sug	Cof	Cof
-----	-----	-----	-----	-----

Trading House

-	-	-	-
---	---	---	---

Ship Supply

4	58
---	----

Buildings

1 VP	SIP	2	SSM	1	SMA	×	HAC	2	CON	2	SWA	2
2 VPs	LIP	2	LSM	3	HOS	1	OFF	2	LMA	2	LWA	2
3 VPs	TOB	3	COF	3	FAC	2	UNI	2	HAR	2	WHA	2
4 VPs	GUI	1	RES	1	FOR	1	CUS	1	CIT	1		

Cargo Ships

5: Empty	6: Indigo	7: Empty
- - - - -	✓ ✓ - - - -	- - - - -

Jim Reader

Doubloons: 3

VP chips: 1

Indigo plant	Hospice
--------------	---------

Fields: Crn✓ Ind✓ Tob✓×

Goods: None

Allan Stagg

Doubloons: 3

VP chips: 3

Small indigo plant	Small sugar mill
--------------------	------------------

Fields: Qry✓ Ind✓ Sug✓ Tob×

Goods: None

Peter Hawkins

Doubloons: 3

VP chips: 4

Small indigo plant	Small sugar mill	Small market
--------------------	------------------	--------------

Fields: Crn✓✓ Sug✓

Goods: None

Mick Haytack

Doubloons: 2

VP chips: 3

Small sugar mill	Small market
------------------	--------------

Fields: Qry✓✓ Crn✓ Sug×

Goods: None

If you just say you want to man 'Sugar', I may have to guess whether that is a plantation or a mill. That can be avoided by making it clear where you want your colonist to go.

Orders required

Round five orders in the sequence Jim, Allan, Peter, Mick

NEWS FROM THE ROCK

<http://www.fwtwr.com/>



This is the section that provides news of the Internet sibling of this zine.

- ✱ The Euphrat & Tigris game that started this month is the one hundredth E&T game on the site. Acquire had already hit that target and is currently up to 108 games.

The 18xx experiment on the web continues with a game of 1856 starting up.

- ✱ Here are the current web ratings for active zine players with a rating of 2.0 or more:

-	Rob Thomasson	2.611
▼	Neil Walters	2.600
▼	Peter Hawkins	2.545
▲	Martin Butcher	2.451
▲	Ken Maher	2.286
-	Gareth Lodge	2.167
▼	Michael Longdin	2.041
▼	Mark Stretch	2.014
-	Bob Coull	2.000
▼	Michael Graystone	2.000
-	John Webley	2.000

- ✱ Completed games and winners:

Princes of Florence e480	Roger Krueger
Puerto Rico e484	Lew Stansby
Puerto Rico e492	Martin Butcher
Acquire e500	Mark Stretch
Samurai e508	Sharon Khan
Euphrat & Tigris e519	Martin Butcher
Acquire e520	John Todd Jensen
Carcassonne e521	Sharon Khan

- ✱ New games and start dates:

Puerto Rico e532	Apr 30th
Torres e533 (Action Card)	May 8th
Carcassonne e534 (River)	May 8th
Acquire e535 (Powers)	May 9th
Princes of Florence e536	May 11th
Euphrat & Tigris e537	May 12th
Acquire e538	May 13th
Puerto Rico e539	May 14th
Carcassonne e540	May 20th
Puerto Rico e541	May 20th



RAIL BARON 13

TAXES buys the first Superchief.

ROUND 7

Tony Bromley : Black : Trans America Express (TAXES) : Cash 34½K

(Home: Houston)

- 31: {4} SLSF to 2 SW of St.Louis {-1 bank +10 COC}
- 32: {4} SLSF/PA to 1 SW of Indianapolis {-1 bank +10 COC}
- 33: {8} PA to 1 W of Philadelphia {-1 bank}
- 34: {4} PA to New York {+31} Buys a Superchief {-40} {-1 bank}
- 35: {11} PA to 1 SW of Indianapolis {-1 bank}

Lionel Robbins : Red : United Services Eastern Lines Easily Straddling States

(USELESS) : Cash 22K

(Home: Kansas City)

- 31: {4} SP to 1 E of Houston {-1 bank}
- 32: {4} SP/IC to 1 N of New Orleans {-1 bank}
- 33: {8} IC to 1 SE of St.Louis {-1 bank}
- 34: {4} IC to 1 S of Chicago {-1 bank}
- 35: {7} IC/CMStP&P to Milwaukee {+14½} {-1 bank -10 DEAR}

Geoff Hardingham : Blue : Carry On Columbus (COC) : Cash 13K

(Home: Columbus)

- 31: {4} PA to 2 E of Pittsburgh {-10 TAXES}
- 32: {4} PA to Baltimore {+30½} {-10 TAXES}
- 33: {8} B&O to 2 E of Chicago {-10 DEAR}
- 34: {4} B&O/CMStP&P to Milwaukee {+8} {-10 DEAR}
- 35: {7} CMStP&P/GM&O to 2 SW of Chicago {-1 bank -10 DEAR}

Kevin Lee : Green : Detroit Expressways Are Rampant (DEAR) : Cash 37½K

(Home: Detroit)

- 31: {4} CMStP&P to 1 SE of Minneapolis {-1 bank}
- 32: {4} CMStP&P to Minneapolis {+8½} {-1 bank}
- 33: {8} CMStP&P to Chicago {+4} {-1 bank +10 COC}
- 34: {4} CMStP&P to 2 E of Minneapolis {-1 bank +10 COC}
- 35: {7} CMStP&P to 5 W of Minneapolis {-1 bank +10 USELESS +10 COC +10 BUM}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 6K

(Home: Tucumcari)

- 31: {4} C&O to Cincinnati {-1 bank}
- 32: {4} C&O/CRI&P to 1 W of Chicago {-1 bank}
- 33: {8} CRI&P to Kansas City {+12} {-1 bank}
- 34: {4} CRI&P to 5 N of Fort Worth {-1 bank}
- 35: {7} CRI&P/T&P to Dallas {+5} {-1 bank -10 DEAR}

It is useful to me if you can write your orders so that you state where you end each turn. That way, if things seem at odds between the orders and the moves I make, I know which turn it went odd in. In particular, when you arrive at a destination I would like you to confirm it, rather than just say you're moving so many spaces on a railroad.

Turn	Basic Throw	Bonus	Priority	
36	5+6=11	3 (S)	TAXES	Bonus rolls are a regular feature of all moves now that TAXES has bought itself a shiny Superchief.
37	1+5=6	3 (S)	USELESS	
38	5+2=7	4 (S)	COC	
39	4+3=7	4 (S)	DEAR	
40	1+5=6	2 (S)	BUM	

Player	Colour	First Destination	Payout	Second Destination	Payout
TAXES	Black	Denver (PL)	19,500	Tucumcari . . . (SW)	4,500
USELESS	Red	New York (NE)	10,000	Houston (SC)	17,000
COC	Blue	Phoenix (SW)	19,500	Salt Lake City (NW)	12,000
DEAR	Green	Portland (NW)	22,000	Chicago (NC)	22,000
BUM	Yellow	Fargo (PL)	12,500	Pocatello (NW)	13,500

Extra destination for *TAXES*: Third: Philadelphia . . . (NE) 19,000

Player	Train	Railroads	Cash
TAXES	S	C&NW, N&W, PA, SLSF, UP	\$41,500
USELESS	E	ACL, CB&Q, D&RGW, IC, NP, RF&P, SP, WP	\$21,500
COC	E	GM&O, GN, NYC, NYNH&H, SOU	\$500
DEAR	E	AT&SF, B&M, B&O, CMStP&P, L&N, T&P	\$95,000
BUM	E	C&O, CRI&P, MP, SAL	\$8,000

Two players look likely to go into debt next time, unless someone kindly uses their lines to help them out. When this happens, they must nominate one or more railroads to be sold or auctioned off at the beginning of the next period, before the players move with the next set of turns.

They can simply sell the railroads to the bank, who will pay half their face value, or may put them up for auction to the other players. Reserve prices may be set for auctions, and if the reserve is not met the railroad will be sold to the bank instead.

All auctions are done as 'sealed bid' auctions. The highest bid that matches or exceeds the reserve price will obtain the railroad. Tied bids are resolved at random unless the seller has indicated a preference to sell to one player rather than another.

If no railroads are nominated for any reason, railroads will be auctioned from the cheapest upwards until the debt has been cleared. Note that the debt to be cleared is the amount of debt the player got into during the round. If a player gets out of debt by the end of the round, the amount of debt still has to be cleared by sale or auction of railroads.

You should have a note of this in the rules supplied when the game started. If these were missed for some reason, you can find a copy on the web, at this location:

www.fwtwr.com/postal_games/postal_rules

Orders required

Orders for turns 36 to 40



RAILWAY RIVALS 1969-AR

Say goodnight to Arkansas.

GAME OVER

1st	Steve Ham	CIGAR	340
2nd	Michael Graystone	GREAT	284
3rd	John Marsden	MARS	278
4th	Peter Robbins	IRT	276
5th	John Webley	GRITS	266

Steve Ham (CIGAR, 1st): This was an enjoyable map which provided plenty of options - I'd be disappointed to find out if the round one builds were contrived. I was fortunate to be given the opportunity to build an efficient route on the east side of the map. I had a wobbly round eleven, but had enough destinations left to win comfortably enough, which doesn't happen very often. Thanks for running the game.

John Marsden (MARS, 3rd): Thanks very much for running the game. I thought I was destined to do very badly when, first, my attempt to monopolise the northwest was invaded, second when I misjudged and made parallel payments, and thirdly when I couldn't complete my planned network. So to be within a whisker of second place was pleasing. Congratulations to Steve.

Peter Robbins (IRT, 4th): I think I spent so much time in this game worrying about not having good enough connections to the hill towns in the west that I failed to notice it was possible to do well without going near them... Congratulations to Steve for his win; thanks to everyone else for a close game and to Keith for GMing.

CIGAR certainly went nowhere near the west, and didn't do too badly.



RAILWAY RIVALS 1975-CL

The BEAR is on a rampage.

ROUND 11

Colorado

Round 11 Runs

		BRK	HENRY	BEAR	ABC	
29	63 Marble/Somerset	① ABC 15	+4			19
	52 Creede/Pagosa Springs	① HENRY 15			-4	11
30	44 Buena Vista/Salida	① BEAR 20	-1			19
	61 Grand Junction	② ABC 10	-3			7
		✕ HENRY		+3		3
		✕ BROOKS		+1		1
31	15 Colorado Springs	① BEAR 30				30
	33 Trinidad					

32	56 Montrose	① HENRY 20				20
	② New Mexico	② ABC 10				10
33	35 Pueblo	① BEAR 30	-3			27
	25 Julesburg/Wray	✕ BROOKS		+3		3
34	24 Sterling	① HENRY 13	-1		-2	10
	13 Boulder	① BEAR 12	-1		-2	9
		③ BROOKS 5		+1	+1	7
		✕ ABC		+2	+2	4
35	46 Antonita	① ABC 15		+6	-3	18
	① Utah	① HENRY 15			-6	9
		✕ BEAR			+3	3

Round 11 builds

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
None.

Hills Everywhere, No Railways Yet (HENRY) (Bob Coull, Black)
None.

Baldwin Expressways Are Rampant (BEAR) (Kevin Lee, Green)
None.

ABC (ABC) (Colin Sharpe, Red)
None.

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
BEAR	269	-	19	30	-	27	9	3	-	357
HENRY	300	11	3	-	20	-	10	9	-	353
BROOKS	273	-	1	-	-	3	7	-	-	284
ABC	181	19	7	-	10	-	4	18	-	239

Round 12 Runs

36.	42 - 23	Baldwin/Quartz to Flagler/Fort Morgan
37.	26 - 55	Cheyenne Wells/Sheridan Lake to Lake City/Ouray
38.	31 - 53	Lamar/Springfield to Dolores
39.	62 - ②	Delta/Glenwood Springs to Wyoming
40.	66 - 14	Coalmont/Steamboat Springs to Breckenridge/Georgetown
41.	43 - 12	Gunnison to Denver
42.	32 - ③	La Junta to Nebraska

Runs

Enter up to 4





RAILWAY RIVALS 1980-B

No change in position,
but it's much closer.

ROUND 9

Preston was excluded from run 18 because I apply the minimum distance rule for runs. No runs are offered that are under six hexes in length, except when mistakes occur!

London and Liverpool

Round 9 Runs

				WOT	PUPPET	BUM	TGV	COLIN	
15	43 Lincoln 13 Leeds	① TGV 20 ② WOT 10 ✕ BUM				-1			20 9 1
16	41 Derby 34 Liverpool	① BUM 13 ① TGV 12 ③ PUPPET 5			-5	+1/-2	+2/-1		14 6 10
17	25 Manchester 52 Birmingham	① TGV 20 ② COLIN 10 ✕ BUM				-4		+4	20 6 4
18	23 Burnley ⚡6 Any Seaport	① COLIN 15 ① PUPPET 15			+3			-3	18 12
19	15 Doncaster 56 Gloucester	① BUM 11 ① PUPPET 10 ③ WOT 5 ④ COLIN 4	-2 +2/-3	-2 +3/-2		+2 +2 +1/-1		+1/-1	7 11 8 4
20	33 Shrewsbury 65 Cambridge	① BUM 20 ② WOT 10 ✕ COLIN						-5 -3	15 7 8
21	62 London ⚡4 Northern England	① BUM 9 ① WOT 7 ① PUPPET 7 ④ TGV 4 ⑤ COLIN 3							9 7 7 4 3

Round 9 builds

Western Overland Trains (WOT) (Peter Hawkins, Green)

None. +1 (PUPPET) = +1

Peter's Utopian Place-to-Place Enterprising Transport (PUPPET) (Peter Mearns, Red)

(K63) - K61; (M16) - N15; (F66) - B68. -7 (builds) -1 (WOT) +1 (BUM) +2/-1 (TGV) = -6

Bloody Useless Management (BUM) (Jim Reader, Yellow)

(H26) - H27. -3 (builds) -1 (PUPPET) +1 (TGV) +1 (COLIN) = -2

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)

(I8) - F9. -3 (builds) +1/-2 (PUPPET) -1 (BUM) +1 (COLIN) = -4

Coventry, Oxford & London Integrated Network (COLIN) (Colin Sharpe, Black)

(K25) - A63 - Coventry - F59. -10 (builds) -1 (BUM) -1 (TGV) = -12

Colin asked me to clarify one of his builds for last month, but as he was asking for a clarification that was a different build, and not actually what was ordered, it can't happen. If I misunderstood the request, then let me know.

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
TGV	150	20	6	20	-	-	-	4	-4	196
COLIN	125	-	-	6	18	4	8	3	-12	152
WOT	117	9	-	-	-	8	7	7	+1	149
PUPPET	108	-	10	-	12	11	-	7	-6	142
BUM	93	1	14	4	-	7	15	9	-2	141

Round 10 Runs

22. 41 - 23 Derby to Burnley
 23. 35 - 45 Liverpool to Coventry
 24. 36 - 13 Birkenhead to Leeds
 25. 62 - ⚡6 London to any Seaport (except London)
 26. 55 - 21 Bristol to Huddersfield
 27. 54 - 64 Newport to London
 28. 14 - ⚡5 York to Wales

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals



RAILWAY RIVALS 1984-CN

Three joint runs,
with others offered.

ROUND 8

California and Nevada

Round 8 Runs

				ARNIE	EARTH	GITCO	WART	REBUS	
3	51 Needles 13 Chico	① EARTH 15 ① {ARNIE} 8 REBUS 7	+4		-4 -4			+4	23 4 3
4	61 Ely ⚡3 Arizona	① {ARNIE} 15 REBUS 15							15 15
8	62 Austin/Eureka 52 Brawley	① {ARNIE} 15 REBUS 15 ✕ EARTH		-2 -3				+3	13 12 5
9	34 Hanford 22 San Francisco	① EARTH 16 ② WART 7 ② GITCO 7			-2 -2	+2	+2		20 5 5
10	46 San Diego 55 Las Vegas	① ARNIE 30							30
11	14 Marysville ⚡4 Utah	① REBUS 30							30
12	21 San Francisco 44 Long Beach	① EARTH 20 ② GITCO 10 ✕ ARNIE		-3	-2	+2 +3			22 5 3
13	11 Eureka/Weed 66 Reno	① GITCO 30							30

Round 8 builds

Another Republican Nutter Irritates Electorate (ARNIE) (Steve Ham, Green)

(Q17) - R17 - X14 - X13; (San Diego) - A23.

-10 (builds) +3 (EARTHQUAKE) -1 (GITCO) -1 (WART) -1 (REBUS) = -10

Entirely Antiquated Railway That Has a Quite Unlikely Association with Kings and Empires

(EARTHQUAKE) (Jim Reader, Yellow)

(Brawley) - A29; (Long Beach) - G20; (V12) - V13; (N24) - N27 - O28; (T9) - R10.

-10 (builds) -3 (ARNIE) -1 (WART) = -14

Gringos Interested in Transporting Californian Oranges (GITCO) (Tony Sait, Purple)

(O64) - O66 - Q67 - Q69 - R69 - Cobre - R72. -10 (builds) +1 (ARNIE) -11 (REBUS) = -20

Western American Rail Tycoon (WART) (Don Shailer, Blue)

None. +1 (ARNIE) +1 (EARTHQUAKE) = +2

Railway Exceeds Beyond Usual Standard (REBUS) (Rob Thomasson, Red)

(L50) - Westwood; (Q69) - R69 - Cobre.

-3 (builds) +6 (towns) +1 (ARNIE) +11 (GITCO) = +15

Scores

	Runs:	3	4	8	9	10	11	12	13	Builds	Score
REBUS	103	3	15	12	-	-	30	-	-	+15	178
ARNIE	101	4	15	13	-	30	-	3	-	-10	156
EARTHQUAKE	83	23	-	5	20	-	-	22	-	-14	139
WART	52	-	-	-	5	-	-	-	-	+2	59
GITCO	33	-	-	-	5	-	-	5	30	-20	53

Round 9 Runs

14. 32 - 02 Merced to Mexico
15. 35 - 16 Bakersfield to Santa Rosa
16. 36 - 53 San Luis Obispo to Barstow
17. 25 - 15 Sacramento to Fort Bragg/Red Bluff
18. 54 - 06 Ryan/Trona to any Coastal City
19. 65 - 23 Carson City to San Jose
20. 64 - 42 Gerlach/Loveluck to Los Angeles
21. 43 - 01 Santa Barbara to Oregon/Idaho

This is turning into the REBUS/ARNIE show with main support from EARTHQUAKE, but there's time for the emphasis to change.

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals



RAILWAY RIVALS 1990-CK

Three out of four get solo runs.

ROUND 7

County Cork

Round 7 Runs

			BRK	GIB	PADDY	BOB	
1	22 Youghal 56 Skibbereen	① BOB 30					30
2	42 Buttevant/Glanworth 13 Cork	① BROOKS 8 ① PADDY 8 ① GIB 7 ① BOB 7	-1	-2	+1	+1 -1 +2	9 7 9 5
3	66 Killarney 11 Cork	① BROOKS 20 ② GIB 10	-6	+6			26 4
4	55 Drimoleague/Kealkill 05 County Tipperary	① PADDY 16 ② BROOKS 9 ③ BOB 5 ✕ GIB		-2 -3		+2 +3	14 9 2 5
5	41 Mitchelstown 31 Blarney/Carrigaline	① PADDY 16 ② GIB 9 ③ BOB 5			+1	-1	15 9 6
6	36 Macroom 63 Adrigole/Skull	① PADDY 30 ✕ BOB			+5	-5	25 5
7	21 Lismore 02 County Kerry	① GIB 30					30

Round 7 builds

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)

(C75) - H72; (F73) - Rath Loirc; (O25) - Crookstown. -10 (builds) +1 (PADDY) +1 (BOB) = -8

Graystone's Irish Buses (GIB) (Michael Graystone, Brown)

(Q16) - Ballygeary; (Z19) - Newmarket; (E76) - F76; (Macroom) - O19.

-10 (builds) +6 (towns) -1 (PADDY) +1 (BOB) = -4

Powerful Aggressive Drivers in Daring Yellow (PADDY) (Jim Reader, Yellow)

(K13) - O11. -8 (builds) -1 (BROOKS) +1 (GIB) +2 (BOB) = -6

Ballybunnion Or Bust (BOB) (Peter Robbins, Black)

(Y25) - Z24 - Z19; (Z21) - Kanturk; (K22) - J21; (V30) - V31; (T29) - S30.

-10 (builds) -1 (BROOKS) -1 (GIB) -2 (PADDY) = -14

Scores

	Runs:	1	2	3	4	5	6	7	Builds	Score
BOB	88	30	5	-	2	6	5	0	-14	122
GIB	65	-	9	4	5	9	-	30	-4	118
BROOKS	62	-	9	26	9	-	-	-	-8	98
PADDY	34	-	7	-	14	15	25	-	-6	89

Round 8 Runs

8.	54 - 65	Dunmanway/Timoleague to Kenmare
9.	52 - 44	Ballymakeery/Enniscean to Kanturk/Millstreet
10.	24 - 61	Midleton/Rathcormack to Bantry
11.	43 - 64	Mallow to County Limerick
12.	34 - 15	Bandon to Cork
13.	14 - 26	Cork to Fermoy
14.	35 - 63	Kinsale to County Limerick

Simon, please orders your builds after your runs. If you order them first, you run the risk of using those builds to justify the runs.

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals



RAILWAY RIVALS 1994-CY

Economy of builds.

ROUND 4

Cyprus {16 points for these builds}
Cyprus Holidays In The Sun (CHITS) (Bob Coull, Black)
(I14) - I12 - Kilana - H10 - I10 - Platres; (H14) - G15 - F14 - Limassol; (Lefkoniko) - F68 - F69.
56 -11 (OLIVE) = 45

One Lone Islander Visits Engines (OLIVE) (Bruce Edwards, Purple)
(K13) - Kilana - H10 - I10 - Platres; (Kilana) - F10; (E48) - E47 - Polis.
35 +18 (towns) +11 (CHITS) -1 (PUPPET) = 63

Petopolos' Urban Place-to-Place European Transport (PUPPET) (Peter Mearns, Blue)
(E13) - Episkopi - F11 - F8 - G8 - G7; (Athna) - C70 - C71 - Famagusa.
56 +1 (OLIVE) = 57

Fire Engines Travel Around (FETA) (Jim Reader, Yellow)
(Lefkoniko) - I67 - Akanthou; (Larnaca) - G24; (J72) - Theodoros.
17 +12 (towns) = 29

Only Bob ordered the full 16 point allowance this time, so nothing is missing from the other players' reports.

Builds
Up to 14 points excluding payments to rivals



RAILWAY RIVALS 2004-DK

On your marks...

SET UP

Denmark		
Player/Colour	Start	Railroad
Michael Graystone	V33	Graystone Railways Entertain Another Territory
Brown		(GREAT)
Kevin Lee	E70	Faulkton Expressways Are Rampant
Black		(FEAR)
John Marsden	K69	Old Dakota Enterprise
Green		(ODE)
Jim Reader	K34	Yellow Engines Everywhere Hollering Advance Warning
Yellow		(YEEHAW)
Joakim Spångberg	P33	Get On The Gravy Train
Red		(GOTGT)

Some of the offered starting hexes had to be adjusted, as half-hexes on the border were not allowed, and it was east of the Dakota border, not east of the Sioux River.

This was one of the trickier ones to sort out for fairness, but I think it's worked out reasonably well.

Builds
Up to 16 points excluding payments to rivals

RATINGS

This is the list of active players in the zine with a rating of 2.000 or greater. People are only included if they have completed five games.

-	David Smith	3.733
▼	Lionel Robbins	3.571
-	Simon Robertson	3.083
-	Marcus Pratt	2.943
-	Lyndon Gurr	2.848
-	Steve Thomas	2.750
-	Mark Frueh	2.714
-	Peter Hawkins	2.607
-	Gareth Lodge	2.400
▲	Colin Sharpe	2.388
▼	Stephen Webb	2.304
▲	Mike Hutton	2.296
-	Michael Graystone	2.222
-	Rob Thomasson	2.169
▲	John Colledge	2.043

John Colledge joins the list, but as he isn't in any of the games to finish this time, that must be due to unfair exclusion in the past.

PREVIEW

The Australian Railways list has almost filled up, and will probably start at soon as the last place is taken. I still need to prepare the map for the game, but that is - theoretically - a fairly straightforward task.



The 1895 list, on the other hand, did not generate any more interest, but nothing is gained by a premature removal. Interest may well show later on, and some lists lurk for ages before suddenly filling up.

You'll note the lack of any other new 18xx lists. This isn't because I'm dropping the games from the zine, it's more to do with sorting out which one I want to run next. There is always enough interest in what I see as the three core games - 1830, 1856 and 1870. What I want to avoid is too many list filling up and sitting around for too long, so I'm likely to open a list closer to the point when I can start it.

Here's the plan for new games due to start in the next three issues.

#121: 1870, 6 nimmt!, Outpost (Average)
 #122: 1856, Bus Boss
 #123: Railway Rivals (Czech Republic)

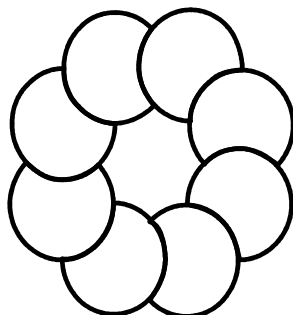


ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Apr 25th	Minstrel 276, Save Your xxs For Me 16
Apr 27th	Greatest Hits 268
Apr 28th	Hopscotch 218, ...mais n'est-ce pas la gare? 49
May 3rd	Bloodstock 179
May 7th	The Abyssinian Prince 290
May 9th	Ode 265
May 17th	The Tangerine Terror 29

Alan Parr has announced that Hopscotch will be running down to a fold over the next year or so, which will reduce the list a little more.



GAME ORDERS

Please observe these guidelines when sending your orders.

- ✱ The game name *and game number* must be given for each set of orders.
- ✱ Your own name and where relevant, your company name and game colour, must be given for all game orders, preferably at the top of the orders.
- ✱ When you need to refer to other players in a game, you should use their company name *and* colour if these are present in the game.
- ✱ Do not use both sides of the same sheet of paper for different games.
- ✱ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.
- ✱ E-mail orders should be sent to one address only. You may know of more than one address that can reach me, but they all converge on one mailbox. When orders are sent to more than one source, I have to check they are in fact identical.
- ✱ Leave a reasonable space between orders for different games so that they can be easily separated and filed. If you're typing your orders, put at least three blank lines between orders for different games. I expect a minimum of two inches of paper for each game. On the other hand, please do not submit orders using double-line spacing throughout, as this tends to push a simple set of orders onto two sheets of paper.
- ✱ Remember that the deadlines given are when the orders should reach me, *not* when orders should be sent. Please do not rely on speedy postal delivery, or on instant e-mail delivery.

Handling NMRs (No Move Received)

- ✱ If you normally post orders to me and I do not have an e-mail address for you, I cannot remind you but will give as much time as possible for late orders to arrive.
- ✱ If I have an e-mail address for you, I will usually send a reminder the day after the deadline, although this is not guaranteed.
- ✱ If you are unable to provide orders straight away, it is of immense help if you can reply to any reminder and let me know when you hope to provide orders.
- ✱ Games will not normally be held over due to a shortage of orders.
- ✱ My actions for a player with no orders depends on the game, but usually involves holding still unless the game has specific rules for NMRs. For Bus Boss and Railway Rivals runs, I will take a brief look at the game and enter the player runs that cost the least, to avoid skewing the results for the other players.
- ✱ If orders arrive once I have adjudicated a game, I may rerun it, but this is entirely at my discretion and depends on how much time I have.

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

A bid for a specific figure means just that - you will bid that figure and nothing else. If you want to bid above a previous bid and are willing to go to a maximum bid, then order your bid *up to* that maximum. You will then bid the minimum possible, and keep bidding until you win the auction or reach your maximum. If you are entitled to any discounts, do not deduct the discount before bidding. Any applicable discounts will be deducted after the auction is over.

Bus Boss and Railway Rivals

For Railway Rivals, the games I run use a single building allowance during the building rounds, rather than three separate die rolls.

During the operating rounds, Bus Boss scoring is used for both games. This shares 30 points between all entrants. If only one player enters a run, they get the full 30 points (less any payments they need to make to rivals). Players who complete a run in the same turn share placings. If shared placings mean that points cannot be shared evenly, the poorer player at the time of the run gains the odd point. If the players are tied before the run, the odd point is discarded.

When ordering for operating rounds, you should always list the runs in their proper sequence. You should not list runs you are not entering, as this often makes orders more confusing. If one or more runs is conditional on joint runs or other arrangements being accepted, the conditional order should appear against the run so that I can check the conditions before proceeding.

The maximum you may pay any single player in a run is ten points. If the length of the route you need to enter a run is more than twice the shortest route of any other entrant, your entry will be rejected, but that run will count towards the number that you are allowed to enter.

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

If 1 run is carried over, then you are still limited to 4 runs.
If 2 or 3 are carried over, then you can enter 5 runs.
If 4 or 5 are carried over, then you can enter 6 runs.
If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).
In all these cases, you can choose your runs from all those available.



WHO PLAYS WHAT

Peter Berlin	1800-E18, 1826-Y18, 1830-U16, 1830-J18, 18EU-B19, MW2	Peter Mearns	RR-1980-B, RR-1994-CY
Howard Bishop	1870-B17, MW2	Willem Moene	1830-I17, 1835-G18, 1856-M19, 1870-L16, 18Kaas-O19, Acq42, OP21, OP22
Tony Bromley	1826-I17, RB13	Marcus Pratt	Battle! 3, OP21, OP22, PR2
Simon Brooks	Acq41, BA14, BB-286-SPN, RR-1975-CL, RR-1990-CK	Jim Reader	BA13, BA14, BA15, BB-283-ENG, BB-284-SSV, BB-286-SPN, BB-290-SEA, DQ3, DQ4, MW1, MW3, OP21, OP22, PR1, PR3, RB13, RR-1980-B, RR-1984-CN, RR-1990-CK, RR-1994-CY, RR-2004-DK
Martin Butcher	1800-Z16, 1825-E19, 1870-L16, 1899-A18, 18EU-N17, 18Kaas-O19, BA15, BB-283-ENG, DQ3, McM9, NER7, OP22	Lionel Robbins	1826-I17, 1829-J19, 1853-M18, Acq43, BB-283-ENG, PR2, RB13
John Colledge	Acq42, Acq43	Peter Robbins	RR-1990-CK
Bob Coull	Acq43, BB-283-ENG, BB-286-SPN, RR-1975-CL, RR-1994-CY	Tony Robbins	1825-S19
Simon Cutforth	1826-I17, 1856-M19, 18EU-N17	Simon Robertson	BB-286-SPN, RR-1980-B
Gareth Davies	1830-U16, 1830-L17, 1830-J18, 1856-R18	Tony Sait	1830-U16, 1835-G18, 1856-R18, 1856M19, 18Kaas-O19, RR-1984-CN
Bruce Edwards	BA15, BB-284-SSV, BB-290-SEA, DQ4, LR9, MW1, MW3, NER7, OP21, PR2, RR-1975-CL, RR-1994-CY	Don Shailer	BA13, BB-286-SPN, MW2, RR-1984-CN
Mark Frueh	1870-B17, 18EU-B19	Colin Sharpe	Acq42, BB-283-ENG, BB-290-SEA, RR-1975-CL, RR-1980-B
Michael Graystone	Acq41, BB-284-SSV, BB-290-SEA, RR-1990-CK, RR-2004-DK	John Shelley	1826-Y18, 1829-J19, 1830-J18, 1853-M18, 1856-R18, 1899-A18
Lyndon Gurr	1826-Y18, 1820-J19, 1853-M18, 1856-M19, 1899-A18, 18EU-N17, 18Kaas-O19, Acq41, Acq42, OP22	David Smith	1829-J19, OP22
Steve Ham	Acq41, Battle! 3, BA14, BB-284-SSV, RR-1984-CN	Don Smith	1826-Y18, 1870-L16, 18EU-B19, LR9, NER7
Geoff Hardingham	OP21, RB13	Joakim Spångberg	Battle! 3, BA14, RR-2004-DK
Alan Harvey	1800-Z16, 1825-E19, 1825-S19, 1929-J19, 1899-A18, 19Kaas-O19, PR1	Allan Stagg	Battle! 3, BA13, BA15, PR3
Peter Hawkins	1830-L17, 1830-J18, Battle! 3, PR1, PR3, RR-1980-B	Mark Stretch	1825-S19, 1826-I17, 1835-G18, BA15, McM9, OP21
Mick Haytack	McM9, PR3	Steve Thomas	18EU-N17, OP22
Mike Head	1830-L17	Rob Thomasson	1830-L17, 1835-G18, BA14, RR-1984-CN
Mike Hutton	1825-S19, 1853-M18, 1856-R18, BB-283-ENG, BB-286-SPN, BB-290-SEA	Roger Trethewey	BA13, BA15, DQ3, DQ4, MW1, MW3
Kevin Lee	Acq43, BA13, BB-284-SSV, DQ4, MW1, MW3, PR2, RB13, RR-1975-CL, RR-2004-DK	Neil Walters	1800-E18, 1825-E19, 1830-U16, 1830-J18, 1870-B17, 18EU-B19
Michael Longdin	MW3	Stephen Webb	1826-I17, 1826-Y18, 1853-M18, 1856-M19, 1870-L16, 1870-B17, 1899-A18, 18EU-B19, LR9
Richard Lunn	1856-R18, BA14	John Webley	1830-U16, 1835-G18, BA13
Ken Maher	1870-L16	Tony Wilcock	Acq41, Acq43, LR9, McM9, MW2, NER7
John Marsden	Acq42, RR-2004-DK	Derek Wilson	PR1



OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:
Keith Thomasson, 14 Stepnells, Marsworth, Nr Tring, Herts, HP23 4NQ

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DEADLINES

Wednesday June 15th 2005
18xx Games - Friday June 10th

Future main deadlines: July 20th August 17th September 14th

E-mail orders must be sent as plain text messages. Do not send as e-mail attachments.
Unreadable submissions will be treated as No Move Received.