

FOR WHOM THE DIE ROLLS

June 2005

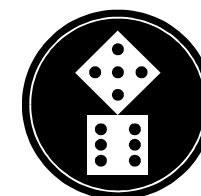
Published by Keith Thomasson

Issue 121

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 #121, 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

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...

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

Games starting in the next issue...

⚡ 1856 Rob Thomasson, Stephen Webb, Peter Berlin, Mike Head, Martin Butcher
⚡ Bus Boss Bob Coull, Kevin Lee, Jim Reader, Simon Robertson, Michael Graystone,
Brian Tappenden
(I really should have chosen the map, but I've decided to choose next month
and make it a surprise for you!)

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
② 1895 Martin Butcher
⇨③ Acquire (Standard) Michael Graystone, Tony Wilcock
⇨① Acquire (Powers) John Colledge, Mick Haytack, Michael Graystone, Colin Sharpe
① Australian Railways ... Martin Butcher, Bruce Edwards, Tony Wilcock
② Lancashire Railways .. Lyndon Gurr, Tony Wilcock
③ New England Railways Marcus Pratt, Howard Bishop
⇨⑧ Outpost Michael Longdin, Willem Moene

I supply everything you need for these...

⑨ Battle! Michael Graystone, Bruce Edwards, Allan Stagg
⚡ Railway Rivals Steve Ham (CZ), Simon Robertson (CZ), Bob Coull (CZ), Jim Reader (DM),
Tony Bromley (DM), Michael Graystone (DK), Brian Tappenden (DM),
Peter Mearns, Michael Longdin, Colin Sharpe (CZ)
(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 #121. The cover could be one of those 'do you know what it is yet' pictures. It's one of the pictures I took on a recent short break we went on. All very last minute, which is sometimes the best way. The point of the break was to celebrate our twentieth wedding anniversary, and although it wasn't a last minute realisation that this was due, it was a late decision about how and where to celebrate. The same day was also the sixth anniversary of the start of the first game on the web site, but that's best left as a lower priority!

If history had worked out differently, the picture could have been taken in Wembley, but it was in fact in Paris. That's the Eiffel Tower seen from the second level, with neck ache thrown in for free.

We had three days in Paris, and to be different we had this in the middle of the week rather than over a weekend. The anniversary falling on a Wednesday helped to decide on this. Things worked out very well, as after we booked I found that a meeting I was due to attend in London had been finalised for the Monday afternoon, so I took the luggage to Waterloo station before the meeting, and met Valerie after she took the tube into London after work.

As you might have guessed from Waterloo, we travelled Eurostar, on the last train of the day, arriving in Paris shortly before midnight. We were greeted outside the station by a taxi driver who tried to convince us that 90 Euros was a good price for a trip to the centre, and that we would have to wait an hour in the normal taxi queue, and still pay up to 70 Euros. We declined his offer, waited ten minutes at most, and the ride cost us 12.50. I don't think he got a fare before we left the station, and hope he didn't get one at all.

We stayed at Hotel Des Tuilleries, a couple of streets from the gardens that run along the river by the Louvre. A small room, but the hotel was very pleasant and one we would go back to.

We never used the Metro in the three days we were there, preferring to walk. Some people gave me funny looks when I mentioned this at work, but what we gained was a view of Paris that wasn't just confined to the monuments, museums and places of interest. Tuesday saw us visit the Eiffel Tower, the Arc de Triomphe and walk the length of the Champs-Élysées.

This route took us past the Musée d'Orsay, which was much more interesting to me as an old railway station.

The facade still bears the markings for the Paris Orleans railway.

This is the sort of thing you miss if you just go from one place to another by Metro, as I wouldn't have picked it as a place to visit, but was more than pleased to stumble across it in this way.



On Wednesday we went east to Notre-Dame and Saint-Chapelle, which is a much more interesting church than Notre-Dame. Notre-Dame is larger but pretty plain, really, while Saint-Chapelle is stunning. The church is within the grounds of the Palais de Justice, so you need to go through a full security check with airport-style scanners to get to it.

Security was very obvious while we were there. I contrast this to a seminar I attended at the Tower of London last week, where I got into the grounds, attended the seminar and then went round the Tower, including viewing the Crown Jewels, with nobody ever asking me what was in the bulging bag I was carrying. It was actually a collection of games I'd picked up earlier in the day, but it could have been anything.

We tried to book Wednesday's dinner at the Louvre, which turned out to be frustrating. We didn't know whether the restaurant was inside, and whether we would have to pay to enter at the pyramid. When we did go in, which is free until you go further into the building, it was still unclear where it was, with one sign suggesting it was up one level, but no sign of it there. Asking at information I was directed to the cloakroom. Asking again, I was directed to the right place, only to find they were booked. In the end we found an Italian restaurant tucked away in an alley close to the hotel, which was excellent.

On Thursday we took a taxi back to the station and stored our bags, then walked up to Sacré-Coeur. Our route took us along Rue Andre del Sarte, which is where Peter Berlin lives, not that I realised it at the time. I had commented on how little graffiti I'd seen. That changed when I went up to the dome of Sacré-Coeur, which was a shame, but the views were excellent.

The major downer for the break was the new digital camcorder I had bought, primarily for our main holiday to America, which kicks off on the 23rd. It simply died at the end of the Tuesday, with no way to eject the tape, rewind it or record on it. As soon as we were back it went to the shop for urgent repair, with less than two weeks before we left for America. The news came back that the main board had blown, which was a major problem, as the camera was so new that Panasonic had not released any spares yet. It is apparently their policy not to release the spares until their products have been out for some 8-10 weeks. Sounds daft, and obviously is. The dealer said I would just have to wait, but I pointed out that if it wasn't ready for our holiday, it was effectively a wasted purchase. They then decided to investigate further, and found that Panasonic would credit them for the camcorder. I imagine Panasonic would be keen to have it back to find out why it had broken down. The shop gave me a new camcorder and, after a bit of pushing, a new tape to replace the one that the camcorder had creased.

I have to hope that the problem was not a general one with the model, but having made my choice on what to buy I didn't want to settle for anything else. No doubt you will hear whether this was a success or not next month.

Our stateside holiday starts in Chicago, moves to Columbus to take in the four-day Origins games convention, and finishes with six days in Boston. That means I don't get back until shortly before the next 18xx deadline, so if you have any issues with the reports in this issue, you won't get any responses to queries because I won't be here to respond. Include any queries with your orders, and when you write your orders bear in mind that if there a query, your orders may need to cover the reported position or an amended position.

(continued on page 50)

1870-L16

A fitting dedication
for a fine victory.

GAME OVER

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%

Martin Butcher (1st): Everything seemed to fall into place in this game. Once I was able to snap up the TP to give me three companies, my confidence grew dramatically and tried to pay out with one, pay half dividends with a second, and retain with a third. The only downside on having three companies is that it was sometimes difficult writing orders when we were in the middle of the important train purchases, so hopefully I did not frustrate any of my fellow players by requesting extra pauses. I would like to thank Keith for his excellent running of the game, and I have to apologise for not putting the effort into calculating any of my routes, especially in the last set of ORs. Having stepped into this game as a volunteer to take over Keith Loveys' position I have to dedicate this victory to him.

Stephen Webb (2nd): Congratulations to Martin on a very comfortable victory.

It's always nice when things work out right, but the credit is still due, as it's so easy to take that good fortune and turn it upside down.

1830-U16

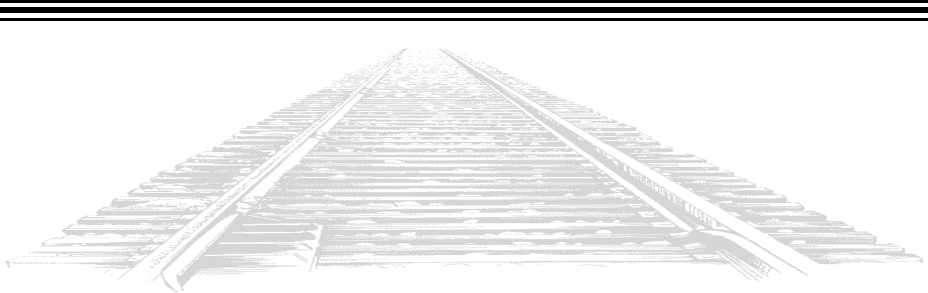
1830-L17

1830-J18

1856-R18

This little group of games has one thing in common - Gareth Davies. Gareth has asked for a hold on his games, so we're taking a break while he concentrates on the important things in life, namely his family. His lady is unwell - seriously unwell.

This isn't a new situation, but it has reached a stage where he needs to put aside distractions and focus on what matters. My thoughts are with you, Gareth.





1870-U19

Our twelfth 1870 game.

NEW GAME

Welcome to the latest 1870 game. The stock round playing order for this game is as follows.

Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Stephen Webb	23 Harrow Road, Hempstead, Gillingham, Kent, ME7 3QA
John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU

You start with \$420 and a choice of six Private Companies.

Great River Shipping Company	GRSC	Cost	\$20	Revenue	\$5
Mississippi River Bridge Company	MRBC	Cost	\$40	Revenue	\$10
Southern Cattle Company	SCC	Cost	\$50	Revenue	\$10
Gulf Shipping Company	GSC	Cost	\$80	Revenue	\$15
St.Louis San Francisco Railway	SLSF	Cost	\$140	Revenue	n/a
Missouri-Kansas-Texas Railroad	MKT	Cost	\$160	Revenue	\$20

Please refer to your rule books for the full detail on these private companies,

If you might end up buying the SLSF, you should be telling me what you want to set as the par for the public company. The default par will be \$100.

The common approach to the bidding process is to indicate what you want to go for (or what you want to avoid) and the maximum you'll pay. Bids will be \$5 above the initial price or the last bid, unless you advise otherwise. Some players just say 'buy whatever I'm offered', some also give a total limit on expenditure.

If anyone fancies orders like 'buy any', please let me know if you mean any one (and only one), or any (and all) that are offered to you. It's an easy one to avoid once you know the problems it can cause.

Maps and tile sheets are enclosed for everyone, using the coordinated orientation scheme I'm adopting for new games. All this means is you need to be sure to use the included reference for this game. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies.

After the sale of the Private Companies we'll have the tail end of the first stock round before we hit the first operating round. Enjoy the game.

Orders required for the following round

By the early deadline

SR1, Private Companies only, starting with Lyndon



1800-Z16

We're getting close to the end.

OR16 - SR10

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&S	AH	-	310	Y	①	200A	10	2E 4
D&RGW	MB	-	480	Y	②	140B	0	3E 2E 5

- Notes: ① C&S bond pays \$50 to Alan
② D&RGW bond pays \$50 to Martin

Stock Round 10

Martin	Alan
x	- 1 D&RGW (120C)
x	x
Priority for SR11	

Cash Flow	b/f	OR16	SR10	c/f	Value	%	Certs
Alan Harvey	1,280	411	140	1,831	3,771	54.6	6
Martin Butcher	917	479	0	1,396	3,136	45.4	7

Portfolio	Bonds	C&S	D&RGW
Alan Harvey	C&S bond	7P	2
Martin Butcher	D&RGW bond	3	7P

Treasury shares	-	-	-
Bank (pool)	-	-	1
Price	200A	120C	
Company credit	10	0	
Trains	2E 4	3E 2E 5	
Bank cash: \$483	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				

The bank is unlikely to survive the next group of operating rounds, and as the game ends at the close of the specific round when the bank runs out, probably won't get to the end of the group.

You could retain throughout, of course, but I suspect that option is too risky to contemplate.

Orders required for the following rounds (map on page 9) By the early deadline

OR17, OR18, OR19



1800-E18

The last train is bought.

OR12 - SR8

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&S	PB	24:D6:5	450	N	① ③ ④	80D▼	132	2+2E 3E 5
D&RGW	NW	27:B6:6	390	Y	② ⑤	70F▲	15	2E 2E 4

- Notes:
- ① C&S bond pays \$50 to the C&S
 - ② D&RGW bond pays \$50 to Neil
 - ③ \$40 to the bank for a garrison in C1
 - ④ \$350 to the bank for a '3E' train
 - ⑤ \$70 to the bank for one pool share

Stock Round 8

Neil	Peter
- 1 C&S (▼70E)	+ D&RGW pool
- 1 CS& (▼60F) ✗	- 1 D&RGW (▼60G)
- 1 C&S (▼50G) ✗	
✗	Priority for SR9

Cash Flow	b/f	OR12	SR8	c/f	Value	%	Certs
Neil Walters	622	323	210	1,155	1,875	66.5▲	4
Peter Berlin	194	39	0	233	943	33.5▼	5

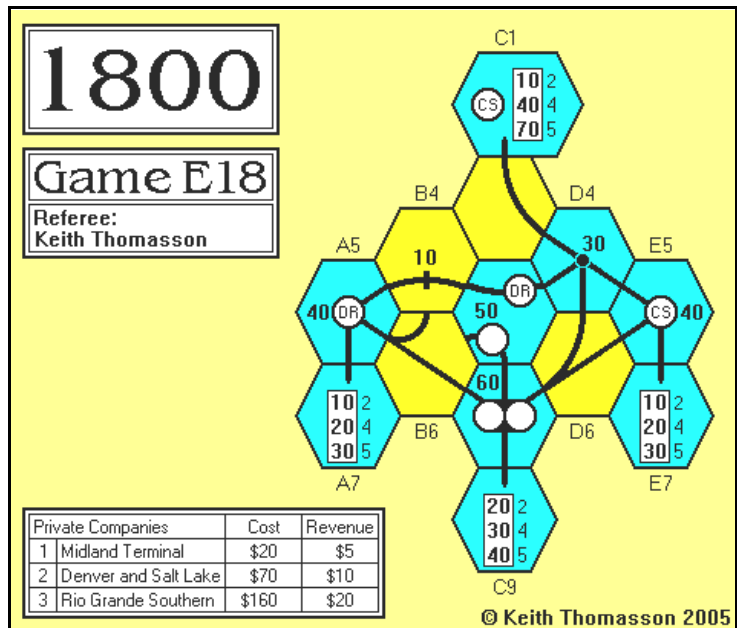
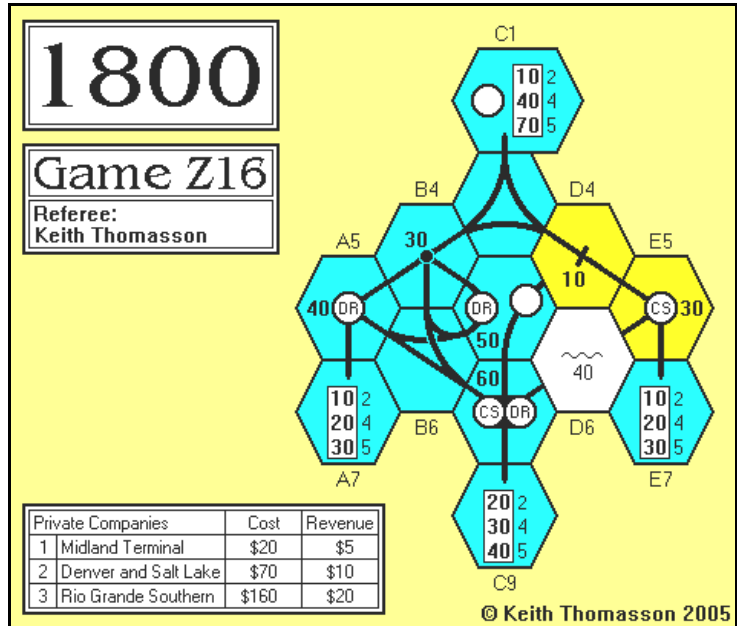
Portfolio	Bonds	C&S	D&RGW
Neil Walters	D&RGW bond	-	7P
✗ Peter Berlin	C&S bond	7P	1

Treasury shares	-	-	1
Bank (pool)		3	1
Price		50G	60G
Company credit		132	15
Trains		2+2E 3E 5	2E 2E 4
Bank cash: \$2,185	Certificate limit: 7		Trains: None left
Current operating order:	D&RGW, C&S		

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
Yellow	3/1	4/2	5/2	6/2	7/1	8/1	9/2	58/1				
Green	12/2	16/1	18/1	19/1	23/1	24/-	25/1	26/1	27/-	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	

Orders required for the following rounds *By the early deadline*

OR13, OR14 *Adjudication can pause between rounds if requested*





1825-E19

Six new trains.

OR4 - SR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains	
LNWR	AH	-	-	100	Y	①	126▲	40	2 2 2 (2)
Mid	AH	5:Q15:3	-	-	-	②	76▼	810	2
NER	MB	6:L14:6	-	-	-	③	76▼	640	2
L&YR	NW	5:N10:5	-	-	-	④	67▼	110	3 3
GNR	MB	8:N16:1	-	-	-	⑤	67▼	410	3

Notes:

- ① £360 to the bank for two '2' trains
- ② £10 to the LNWR for a '2' train
- ③ £180 to the bank for a '2' train
- ④ £600 to the bank for two '3' trains
- ⑤ £300 to the bank for a '3' train

Stock Round 5

Alan	Martin	Neil
+ Midland pool	✗	- 1 L&YR + LNWR pool
✗	✗	- 2 L&YR + LNWR pool (gains Dir)
✗	✗	✗
Priority for SR6		

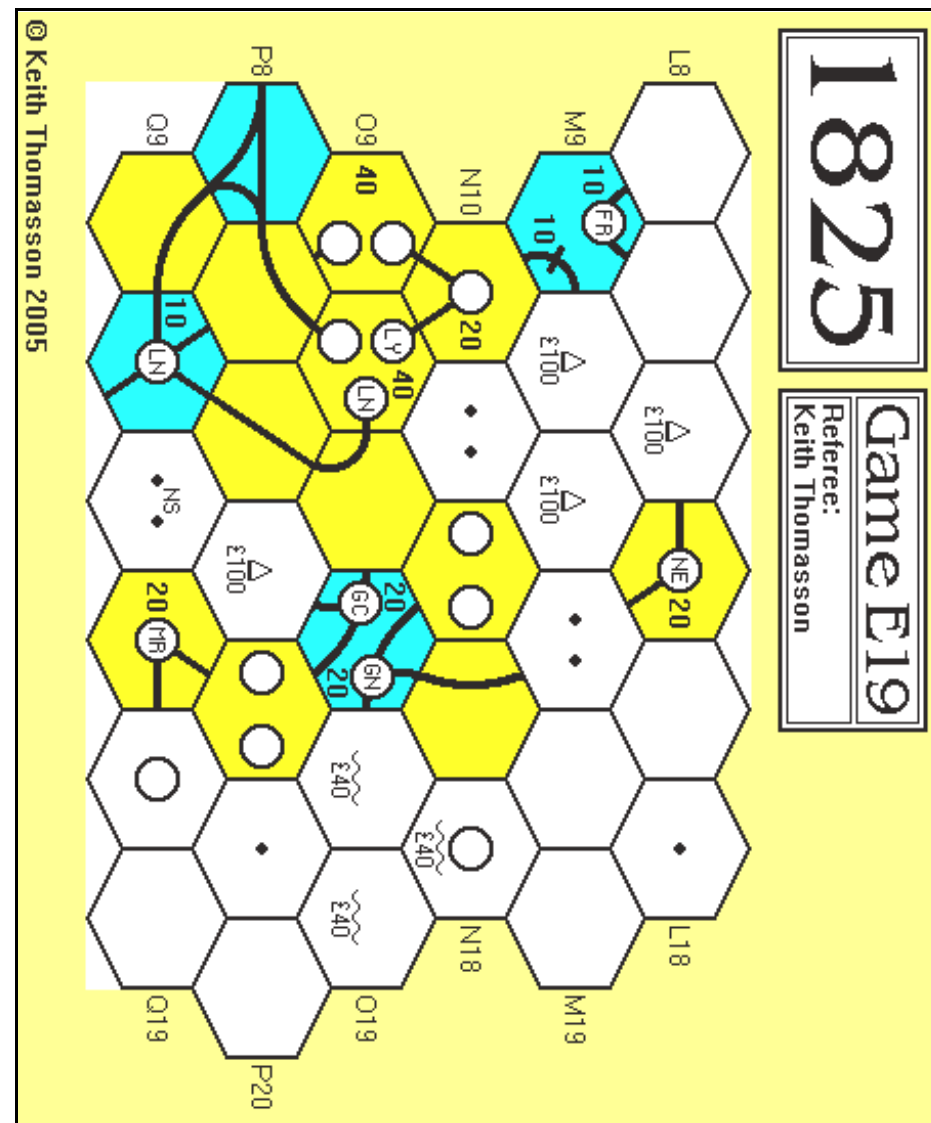
Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
Neil Walters	37	35	-51	21	1,016	34.6▲	8/9
Alan Harvey	31	52	-76	7	1,042	35.4▲	10
Martin Butcher	34	0	0	34	883	30.0▼	10

Portfolio	Privates	LNWR	Mid	NER	L&YR	GNR	GCR	Fur	Staffs
Neil Walters	L&Mi	5D	-	-	5D	-	-	-	-
★ Alan Harvey	C&HP	4	6D	-	-	-	-	-	-
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	1	-	5	3	-	-	-
Price (pool)		126	76	76	67	67		
Company credit		40	810	640	110	410		
Trains		2 2 2	2	2	3 3	3	{5}	{3T}

Bank cash: £2,928	Certificate limit: 18	Trains: 2 x '4', 3 x '5'..
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Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
Yellow	1/1 114/1	2/1	3/1	4/1	5/-	6/1	7/2	8/1	9/3	55/1	56/1	69/2	
Green	12/3 28/1	14/2 29/1	15/2 52/2	16/1	18/1	19/2	20/1	23/2	24/2	25/1	26/1	27/1	



Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested



1825-S19

Tony gets the LNWR while Mike has the GWR.

SR1

Stock Round 1

Tony	Mike	Mark	Alan
+ LNWR/Director	✗	+ LNWR new	+ LNWR new
+ LNWR new	✗	+ LNWR new (floated)	+ LNWR new
+ LNWR new	✗	+ LNWR new	+ LNWR new [sold out]
✗	+ GWR/Director	+ GWR new	+ GWR new
✗	+ GWR new	+ GWR new (floated)	✗
✗	+ GWR new	✗	✗
✗	+ GWR new	✗	✗
✗	✗	Priority for SR2	

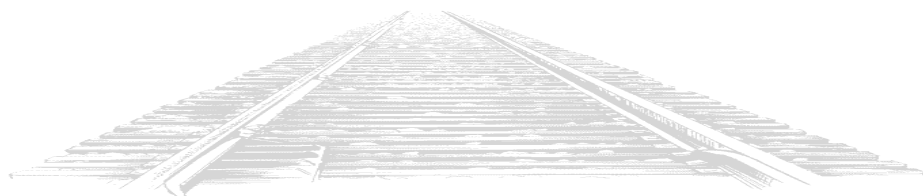
Cash Flow	b/f	SR1	c/f	Value	%	Certs
Tony Robbins	600	-400	200	630	25.0	4
Mike Hutton	555	-540	15	630	25.0	6
Mark Stretch	500	-480	20	630	25.0	6
Alan Harvey	420	-390	30	630	25.0	5

Portfolio	Privates	LNWR	GWR	GER	LSWR	SECR	LBSC	Cam	LT&S	M&GNS	S&DR	Taff
Tony Robbins	S&M	4D	-	-	-	-	-	-	-	-	-	-
Mike Hutton	C&HP	-	6D	-	-	-	-	-	-	-	-	-
Mark Stretch	C&W	3	2	-	-	-	-	-	-	-	-	-
Alan Harvey	L&M	3	1	-	-	-	-	-	-	-	-	-

Bank (new)	-	1	10D	10D	10D	10D	10D	10D	10D	10D	10D	10D
Price (new)	100	90	76	76	71	67	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	100	90	-	-	-	-	-	-	-	-	-	-
Company credit	1000	900	-	-	-	-	-	-	-	-	-	-

Trains: [U3] [2+2] [4T] [5] [4T]
 Bank cash: £7,835 Certificate limit: 15 Trains: 6 x '2', 4 x '3'

Tiles	Tile number/Availability												One Operating Round between Stock Rounds		
Yellow	1/1	2/1	3/3	4/4	5/2	6/4	7/4	8/11	9/9	55/1	56/1	58/2			
	69/1	115/1													



1825

Game S19
 Referee:
 Keith Thomasson

Track may leave the grid if it connects to this area

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Minor Companies				Company			
Company	Home Base	Train	Train	Company	Home Base	Train	Train
Campan	R8	CM	U3	M&G	Q23	MG	4T
LT&S	V22	LT	2+2	SECR	W9	SD	5
				Tail Vale	V8	TV	4T
							480

Orders required for the following round

By the early deadline

OR1, SR2



1826-I17

It doesn't look that different from first time around.

OR10

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
A	TB	88:H18:2	250	Y	-	180B	65	-	10
B	SW	63:C11:1	-	-	①	100C	306	2	E
P	SW	63:C13:1	340	1/2	②	150C	202	-	10
M	MS	23:J12:4	-	-	③	100D	26	1	E
PO	LR	63:L14:1	-	-	④	90D	159	1	TGV
SNCF	SC	4:M17:3	320	Y	⑤	110A	44	-	E
O	SC	513:C11:1	380	1/2	⑥	110A	903	1	10
PL	LR	513:L14:1	370	1/2	⑦ ⑧	82E	173	-	10
E	TB	24:G17:1	210	N	⑨	65E	137	2	E

- Notes:
- ① F800 to the bank for an 'E' train, requiring two loans {▼100C}
 - ② F150 to the bank for one pool share
 - ③ F800 to the bank for an 'E' train, requiring two loans {▼100D}
 - ④ F1,000 to the bank for a 'TGV' train, requiring two loans {▼90D}
 - ⑤ F60 to the bank for terrain costs
 - ⑥ F80 to the bank for a garrison in C11
 - ⑦ F100 to the bank for a garrison in L14
 - ⑧ F164 to the bank for two pool shares
 - ⑨ Repays one loan {▲65E}

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Stephen Webb	58	173	238	2,208	23.0▼	15
Tony Bromley	43	179	182	1,817	19.0▲	12
Lionel Robbins	292	165	397	1,899	19.8▼	13
Simon Cutforth	39	246	335	1,860	19.4▲	12
Mark Stretch	70	210	280	1,805	18.8▼	12

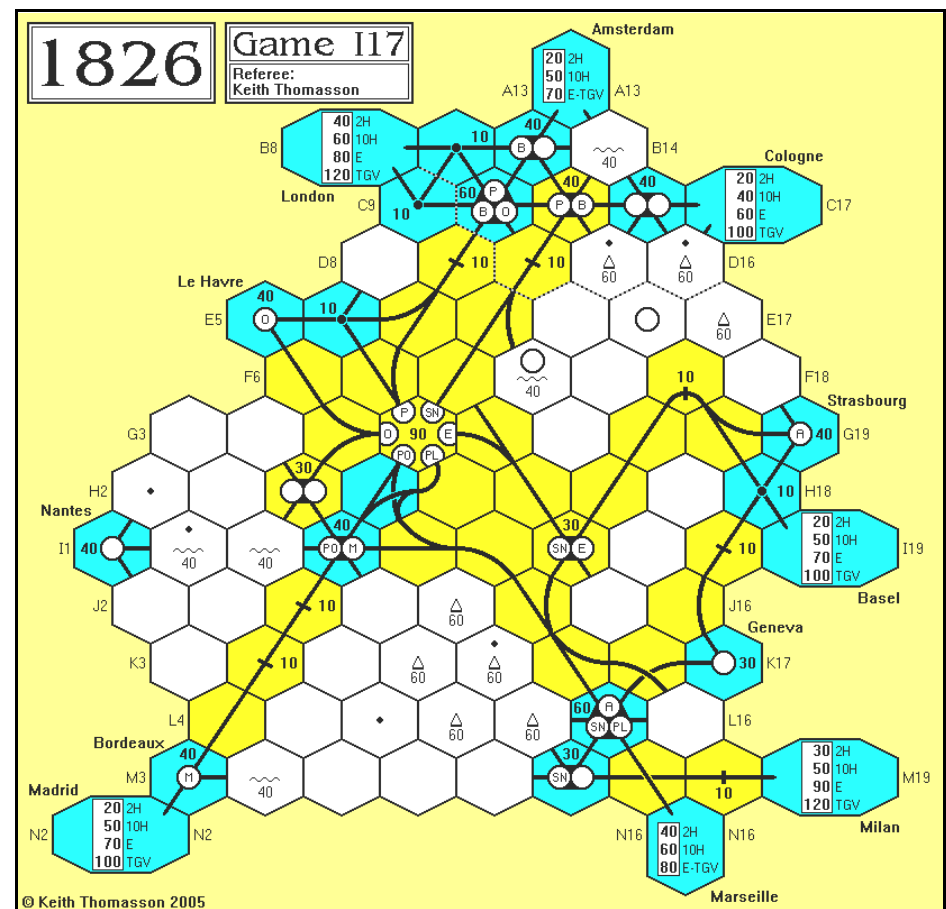
Portfolio	A	B	E	M	O	P	PL	PO	SNCF	Bonds
Stephen Webb	2	5P	2	-	4	3P	-	1	-	-
⚙ Tony Bromley	5P	1	5P	-	-	-	-	1	2	-
Lionel Robbins	-	2	-	-	-	3	6P	4P	-	-
Simon Cutforth	1	2	1	-	5P	-	-	1	4P	-
Mark Stretch	2	-	1	4P	1	1	-	-	4	-

Bank (pool)	-	-	1	2	-	1	-	3	-	-
Treasury shares	-	-	-	4	-	2	4	-	-	10
Price	180B	100C	65E	100D	110A	150C	82E	90D	110A	
Loans	-	2	1	-	1	-	-	1	-	
Company credit	65	306	137	26	884	219	173	159	44	
Trains	10	E	E	E	10	10	10	TGV	E	

Bank cash: F8,555 Certificate limit: 13 Trains: TGV/
Current operating order: A, P, SNCF, O, M, B, PO, PL, E

It may not look much different, but it should be back on track. I'm offering the usual two rounds for next time, but it would not surprise me if most of you chose to do just the one.

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds			
Yellow	3/1	4/1	5/3	6/2	7/3	8/13	9/14	57/5	58/6					
Green	14/2	15/2	16/1	19/1	20/-	23/1	24/2	25/2	26/1	27/1	28/1	29/1		
	87/1	88/1	141/1	142/1	143/-	203/1	204/1	514/1	619/4					
Brown	39/1	40/1	41/2	42/2	43/1	44/1	45/2	46/2	47/3	63/3	70/1	515/-		
	611/-													
Grey	513/1	516/1												



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



1826-Y18

Just the one round, which is more than busy enough.

OR5

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
P	LQ	58:C9:5	-	140	Y ① ② ③ ④	135B▲	604	-	4 {2 2}
A	PB	142:H18:2	-	130	Y ⑤	122C▲	244	-	{2 2}
GC	JS	9:M11:6	-	160	Y	122B▲	204	-	4 {2}
N	DS	8:F20:5	58:D10:2	-	- ⑥ ⑦ ③	100A▼	50	-	4
B	PB	6:B12:4	57:C15:3	-	- ⑧ ③	82C▼	260	-	4
PO	DS	14:H6:4	-	170	½ ⑨ ③	90E▲	253	-	4 {2 2}
M	JS	9:M5:6	9:M7:6	-	- ⑥ ③	75D▼	6	-	4
E	SW	141:D10:4	-	230	Y	82E▲	81	-	4 {2}
O	LQ	9:Q7:3	7:Q5:4	-	- ⑩ ① ②	65E▼	345	1	6

- Notes: ① Converts to a 10-share company
 ② F80 for a garrison in C11
 ③ F200 to the bank for a '4H' train
 ④ F540 from the bank for the sale of four shares to the pool
 ⑤ F122 to the bank for one pool share
 ⑥ F40 to the bank for terrain costs
 ⑦ F40 to the bank for a garrison in F12
 ⑧ F80 to the bank for terrain costs
 ⑨ F20 to the bank for a garrison in H6
 ⑩ F80 to the bank for a garrison in I7
 ① Takes one loan (▼65E)
 ② F300 to the bank for a '6H' train - '2H' trains die - the Etat does not form

Cash Flow	b/f	OR5	c/f	Value	%	Certs
Peter Berlin	10	52	62	716	17.7▼	5
Stephen Webb	15	242	257	951	23.5▲	6
John Shelley	18	101	119	730	18.0▲	5
Lyndon Gurr	20	120	140	944	23.3▲	6
Don Smith	28	42	70	710	17.5▼	5

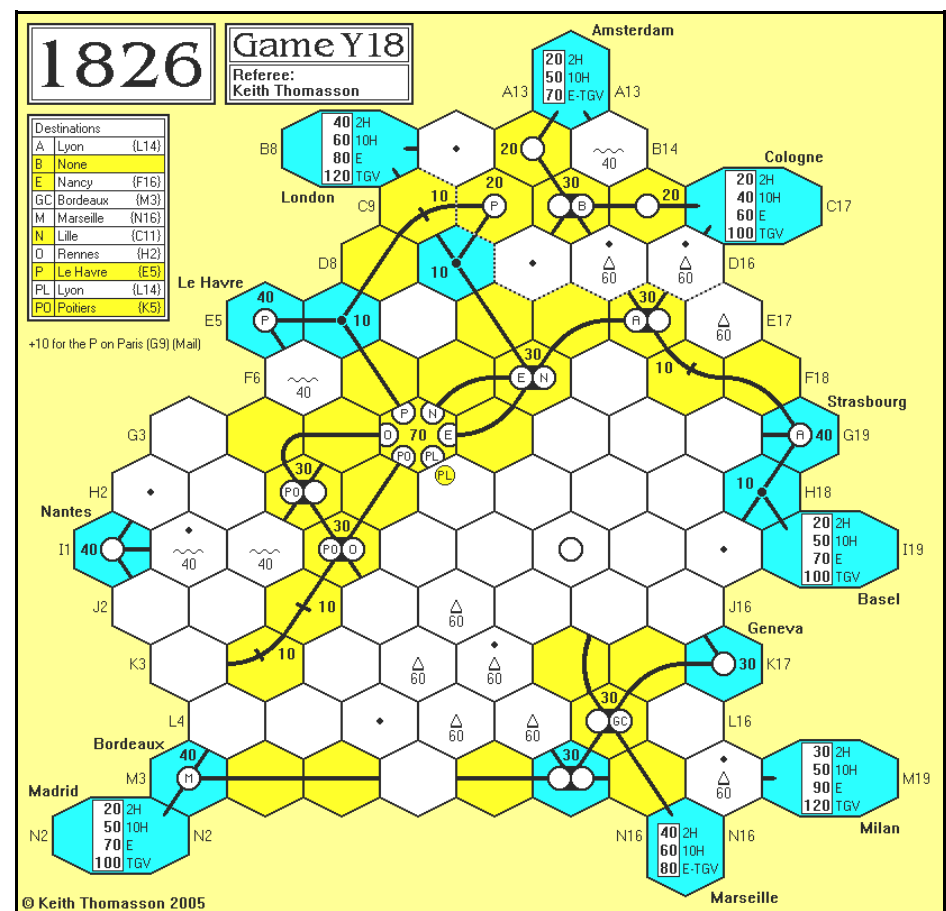
Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
Peter Berlin	-	2P	5P	-	-	-	-	-	-	-	-
Stephen Webb	-	2	1	3P	1	-	-	-	-	-	-
John Shelley	Bri	-	-	-	3P	3P	-	-	-	-	-
Lyndon Gurr	-	-	-	1	1	-	-	3P	3P	-	-
Don Smith	Alg	-	-	-	-	-	3P	-	-	-	3P

Company type	5	10	5	5	5	5	5	10	-	10
Bank (new)	{5}	-	{5}	{5}	{5}	{5}	{5}	-	10	-
Bank (pool)	-	-	-	-	-	-	-	5	-	2
Treasury shares	1	4	1	-	2	2	2	2	-	5
Price	122C	82C	82E	122B	75D	100A	65E	135B		90E
Loans	-	-	-	-	-	-	1	-		-
Company credit	244	260	81	204	6	50	345	604		253
Trains	-	4	4	4	4	4	6	4		4
Bank cash: F9,305	Certificate limit: 13					Trains: 5 x '6H', '10H's...				
Current operating order:	P, A, GC, N, PO, E, B, M, O									

The N may now convert to a 10-share company.

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds				
Yellow	3/2	4/5	5/2	6/2	7/3	8/9	9/12	57/2	58/3	
Green	14/1	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/-	142/-	143/1	203/-	204/2	514/-	619/2	

Peter may have had a narrow escape here. He only gave orders for OR5, but did not request a pause. If Don had not requested a pause we would have continued. Pauses must be specifically requested, or the lack of orders will be taken as an NMR.



Orders required for the following rounds

By the early deadline

OR6, SR5

Adjudication can pause between rounds if requested



1829-J19

Easy does it, we might
just get into second gear.

OR3 - SR4

OR5	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	7:Q9:4	•S11	50	Y	-	112	780	2
NER	Rcvr	5:L14:4	•M15	-	-	-	82	900	2

Stock Round 4

	John	Lionel	Lyndon	Alan	David
✕	✕	✕	✕	✕	✕
Priority for SR5					

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Lyndon Gurr	314	10	0	324	548	19.0	2
Alan Harvey	314	10	0	324	548	19.0	2
David Smith	294	15	0	309	563	19.6	3
John Shelley	184	35	0	219	616	21.3	3
Lionel Robbins	119	30	0	149	615	21.3	3

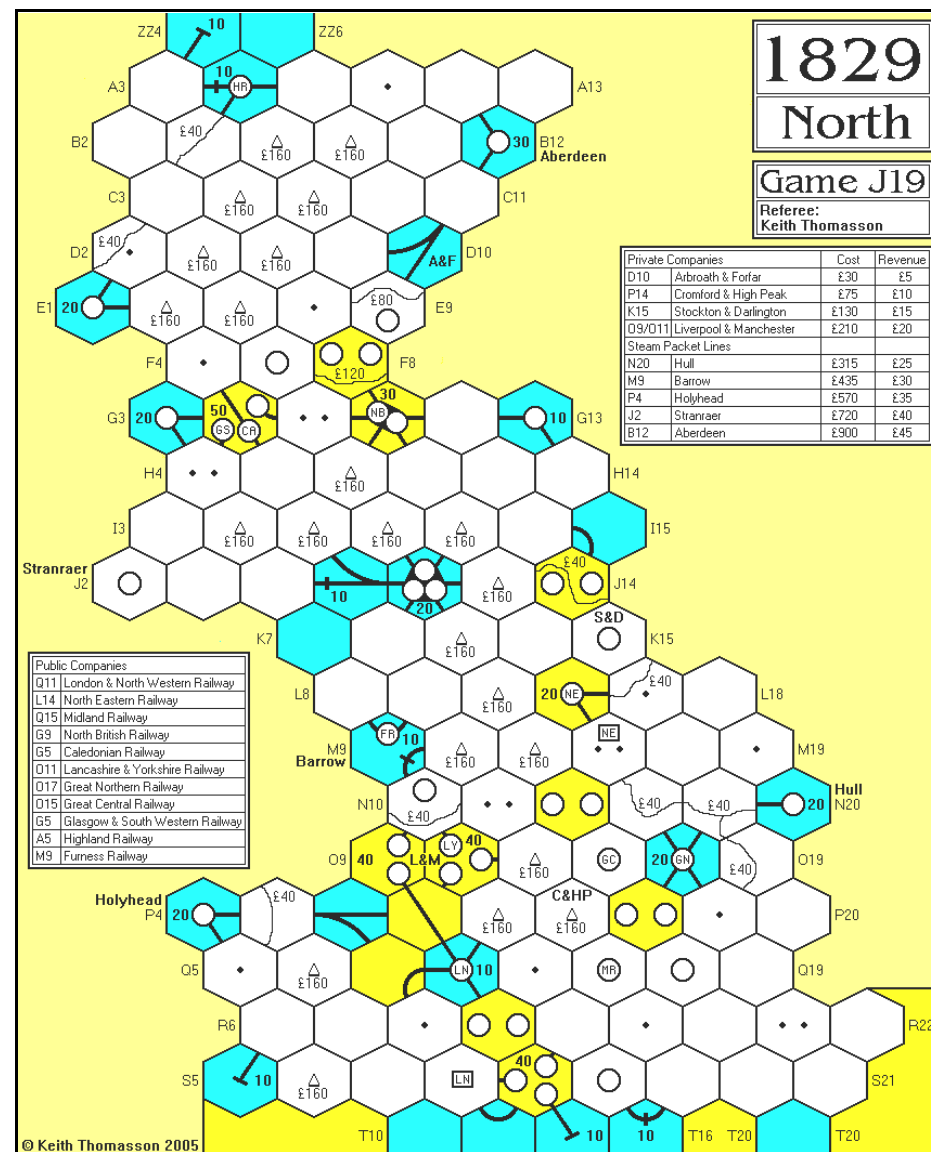
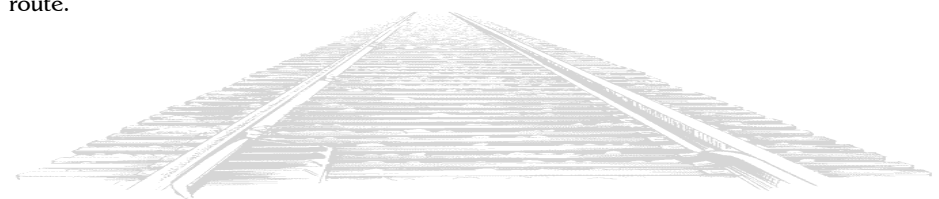
Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Lyndon Gurr	-	2	-	-	-	-	-	-	-	-	-	-
Alan Harvey	-	2	-	-	-	-	-	-	-	-	-	-
David Smith	A&F	2	-	-	-	-	-	-	-	-	-	-
✕ John Shelley	C&HP, L&M	1	-	-	-	-	-	-	-	-	-	-
Lionel Robbins	S&D	3D	-	-	-	-	-	-	-	-	-	-

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)	112	82										
Company credit	780	900										
Trains	2	-										
Bank cash: \$18,675	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	5/3	6/4	7/3	8/8	9/9			

I hope you're comfortable, because this looks like taking a while to get started. I'm offering four rounds for next time, with the second pair only taking place if we have another all-pass stock round. With nobody willing to take the last new NER share and thereby gift the Midland directorship to the next player, that looks quite likely.

Lionel needs to cover both operating rounds with the LNWR, while I can handle the NER as required. If we have a double round, the NER should get to the point where it will have a route.



Orders required for the following rounds

By the early deadline

OR4, SR5, OR5, SR6

Adjudication can pause between rounds if requested



1835-G18

The '2' trains have finally had their day.

OR9

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B-M	RT	-	-	-	①	-	0	-
B-P	RT	24:G17:5	120	Y	②	-	0	3
Mag	MS	-	110	Y	-	55	55	(2 2)
K-M	JW	-	40	Y	-	380	380	(2)
B-S	JW	-	160	Y	-	160	160	(2 2)
A-K	MS	-	70	Y	-	35	35	2+2
ByE	TS	14:N12:3	300	Y	-	154D	462	2+2 2+2 (2 2)
SxE	MS	23:H18:6	280	Y	-	114E	592	3+3 3 2+2
MsE	RT	9:F18:2	210	Y	③	92C	330	4 3 3
HeE	WM	26:J12:6	140	Y	④ ⑤	84D	268	3+3
OIE	JW	28:F8:2	90	Y	⑥	80E	230	3+3

- Notes: ① 146M to the MsE for a '2' train
 ② 186M to the MsE for a '2' train
 ③ 360M to the bank for a '4' train - '2' trains die
 ④ Free garrison in L14 courtesy of the Nürnberg-Fürth, which is closed
 ⑤ Free tile lay (8:M17:3) courtesy of the Ostbayerische, which is closed
 ⑥ 60M to the bank for a garrison in C11

Cash Flow	b/f	OR9	c/f	Value	%	Certs	Limit
John Webley	181	230	411	1,525	19.7▲	8	12
Willem Moene	211	227	438	1,528	19.8▼	10	12
Mark Stretch	164	320	484	1,676	21.7▲	9	12
Tony Sait	238	228	466	1,662	21.5▲	7	12
Rob Thomasson	283	195	478	1,342	17.3▲	7	12

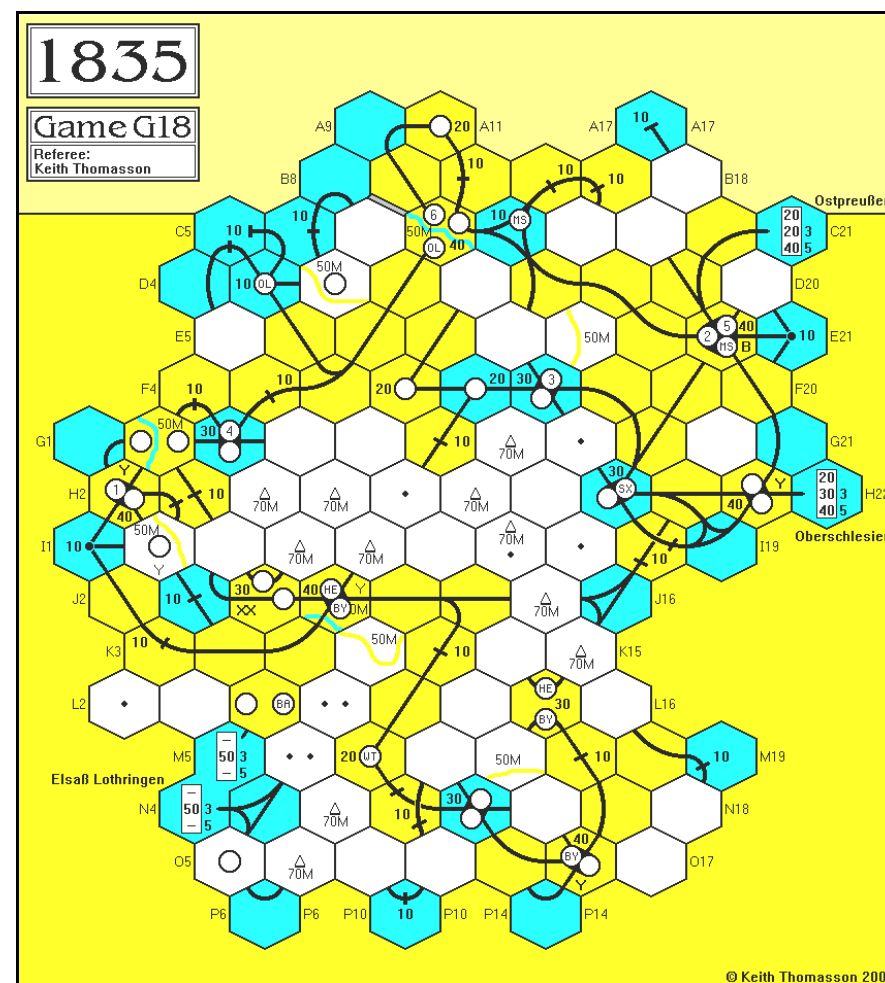
Portfolio	Privates	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
John Webley	Bra / K-M, B-S	-	-	-	-	-	-	20/1	70/4
Willem Moene	Han	-	-	30/3	-	-	70/6	-	-
Mark Stretch	Mag, A-K	-	30/3	50/4	-	-	-	-	-
Tony Sait	Pfa	-	50/4	-	-	-	-	30/2	-
Rob Thomasson	B-M, B-P	-	10/1	-	-	-	-	50/4	-

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)	-	154D	114E	-	-	84D	92C	80E
Company credit	-	462	592	-	-	268	330	230
Trains	-	2+2	3+3 3	-	-	3+3	4	3+3
	-	2+2	2+2	-	-	-	3 3	-

Bank cash: 7,211M Certificate limit: 12 Trains: 2 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

Some tile lays didn't happen, due to a lack of tiles, the company being unable to trace a route over the new track, or the fact that garrisons are placed after tiles are laid, so can't be used to trace routes for laying new tiles in the round they are placed.

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds				
Yellow	1/1	2/-	3/-	4/-	5/2	6/1	7/8	8/6	9/1	55/1	56/-	57/2			
	58/-	69/2	201/2	202/2											
Green	12/2	13/2	14/-	15/-	16/2	18/1	19/2	20/2	23/1	24/2	25/2	26/1			
	27/2	28/1	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 round

By the early deadline

SR9



1853-M18

The MSM sells,
but doesn't sell out.

SR5

The EIR price rose to £166 last time, as it's dividend allowed it to rise three places on the stock market.

Stock Round 5

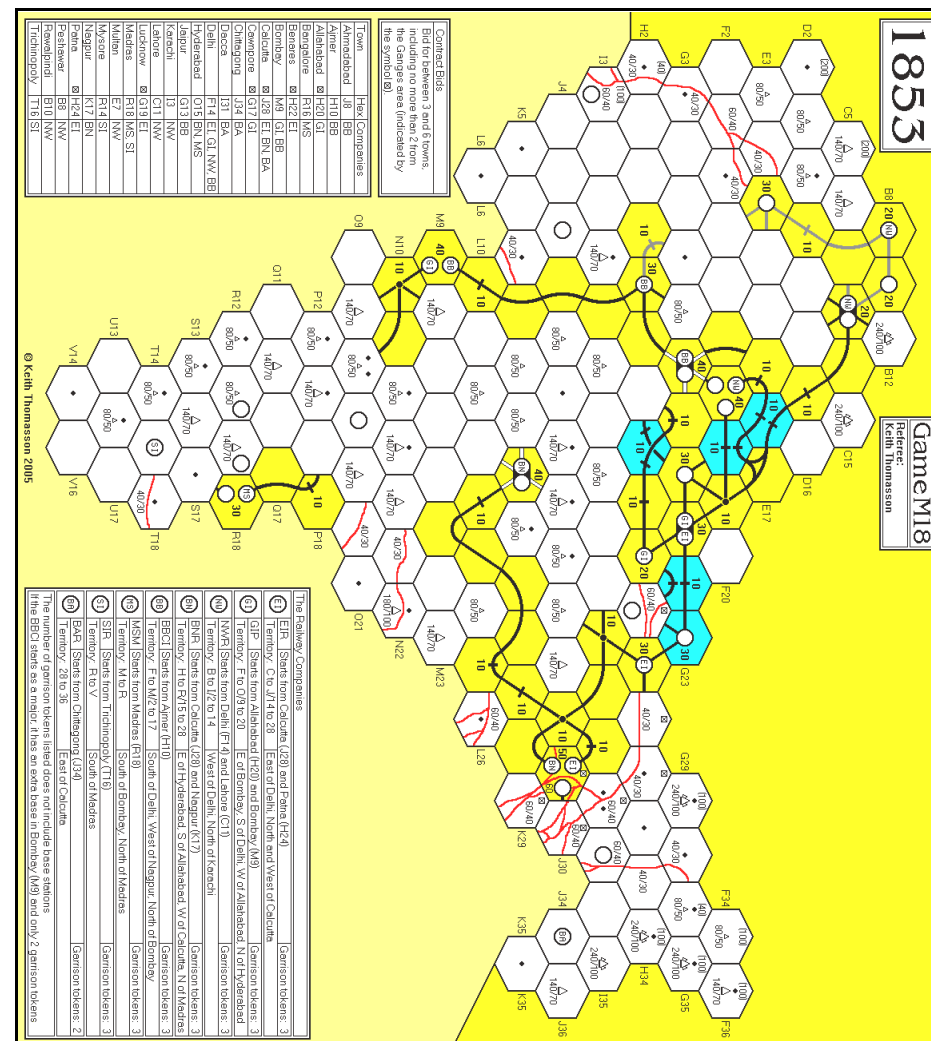
Lyndon	Stephen	John	Lionel	Mike
+ BBCI pool	+ BBCI pool	+ MSM new	+ BBCI pool	+ BBCI pool
+ BBCI pool	✗	+ MSM new	+ MSM new	✗
✗	✗	+ MSM new	✗	✗
✗	✗	✗	Priority for SR6	

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Stephen Webb	387	-115	272	1,397	18.4▼	8
John Shelley	308	-240	68	1,551	20.4▼	12
Lionel Robbins	290	-195	95	1,711	22.5▲	11
Mike Hutton	206	-115	91	1,276	16.8▼	9
Lyndon Gurr	309	-230	79	1,666	21.9▲	11

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

Bank (new)	-	-	-	-	-	1	10	10
Price (new)	100	96	92	88	84	80	75	70
Bank (pool)	-	-	2	-	-	-	-	-
Price (pool)	166	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: £8,245	Certificate limit: 5/13				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					

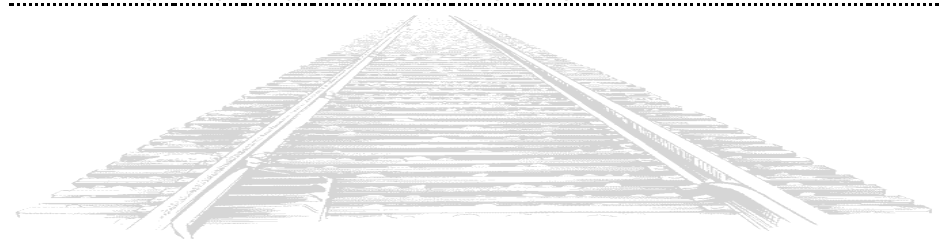


Orders required for the following rounds

By the early deadline

OR9, OR10

Adjudication can pause between rounds if requested





1856-M19

Nothing unusual in the way
these companies start off.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	WM	5:F17:1	-	-	① ②	65E	200	100	2
LPS	LQ	5:C14:6	-	-	① ③	60F	215	100	2 2
CA	SC	57:D17:3	-	-	① ②	60F	185	100	2

Notes: ① Government loan secured
② \$100 to the bank for a '2' train
③ \$200 to the bank for two '2' trains

Stock Round 2

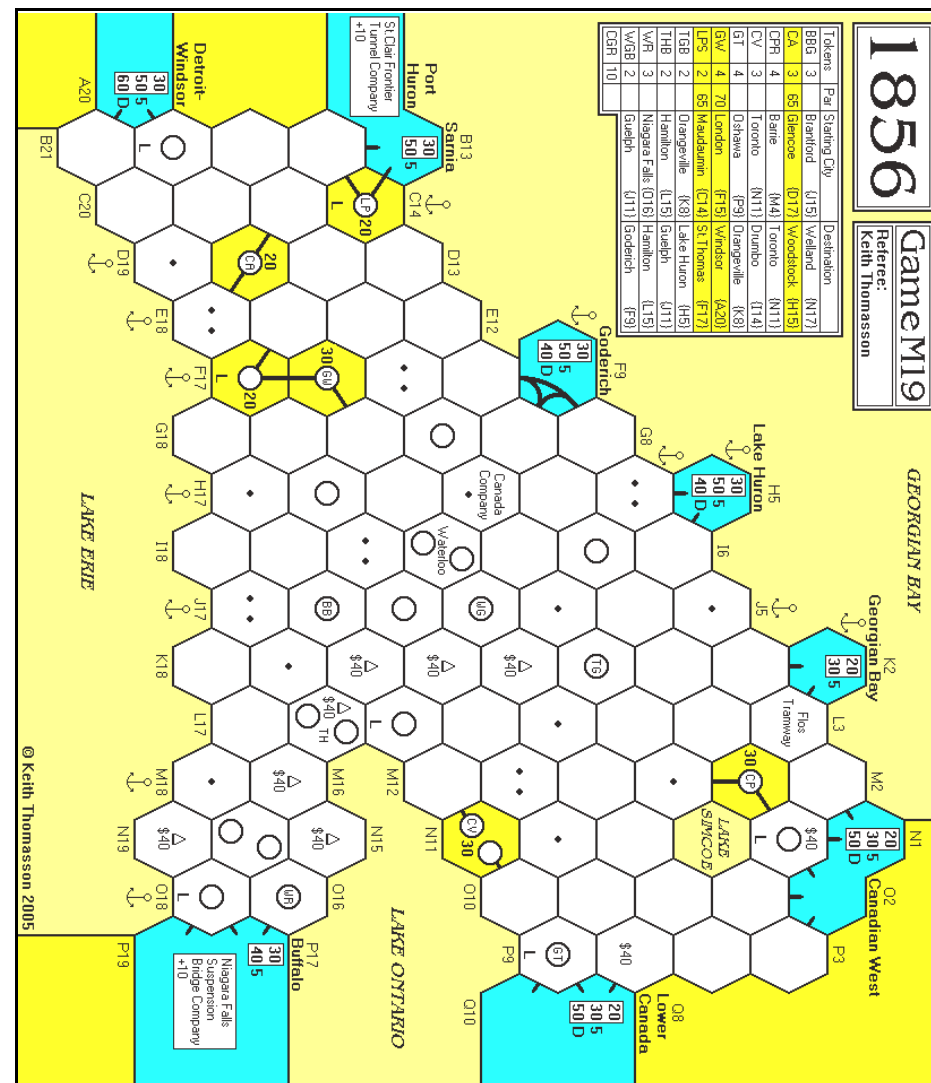
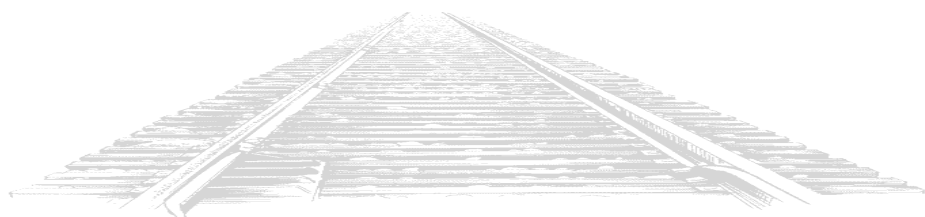
Willem	Tony	Lyndon	Simon	Stephen
x	x	x	x	x
Priority for SR3				

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Stephen Webb	40	0	0	40	280	18.7	4
Willem Moene	20	15	0	35	300	20.1	4
Tony Sait	120	35	0	155	325	21.7	2
Lyndon Gurr	0	10	0	10	290	19.4	4
Simon Cutforth	0	20	0	20	300	20.1	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)		60F				65E	60F				
Company credit		185				200	215				
Trains		2				2	2.2				
Bank cash: \$11,140	Certificate limit: 13					Trains: 2 x '2', 5 x '3'...					
Current operating order:	GW, LPS, CA										

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



Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested

1870-B17

The SLSF has one token left.

OR15

Stephen asked why the SP didn't lay 45:14:2 as ordered. The answer is - I don't know. It's been put down now in place of the 144 that was laid instead.

OR15	Pres	Lat		Run	Pay	Notes	Price	Credit	Trains
MKT	SW	42:C8:6	-	410	N	①	400A▲	86	12 {10}
GMO	MF	171:B11:1	-	600	Y	-	350B▲	2	{10} 6
MP	MF	70:K2:4	-	310	Y	②	200B▲	119	10 6
IC	NW	-	-	290	Y	-	160C▲	33	8
TP	SW	63:L11:1	-	-	-	③	120B▼	120	10
SLSF	HB	42:L17:2	-	280	Y	-	110D▼	809	6
ATSF	NW	-	-	260	Y	-	120D▲	60	8
SP	SW	144:K4:2	-	300	Y	-	120D▲	366	8
SSW	MF	15:M14:3	-	430	Y	-	55E▲	43	12
FW	SW	147:K4:2	-	350	Y	-	30Q▲	35	12

Notes: ① \$1,100 to the bank for a '12' train
② \$1 to the GMO for a '10' train
③ \$80 to the MKT for a '10' train

Cash Flow	b/f	OR15	c/f	Value	%	Certs.
Neil Walters	879	304	1,183	2,853	14.3▲	10
Stephen Webb	553	452	1,005	5,410	27.2▼	16/20
Mark Frueh	952	1,064	2,016	6,621	33.2▲	16/25
Howard Bishop	1,559	436	1,995	5,030	25.3▼	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

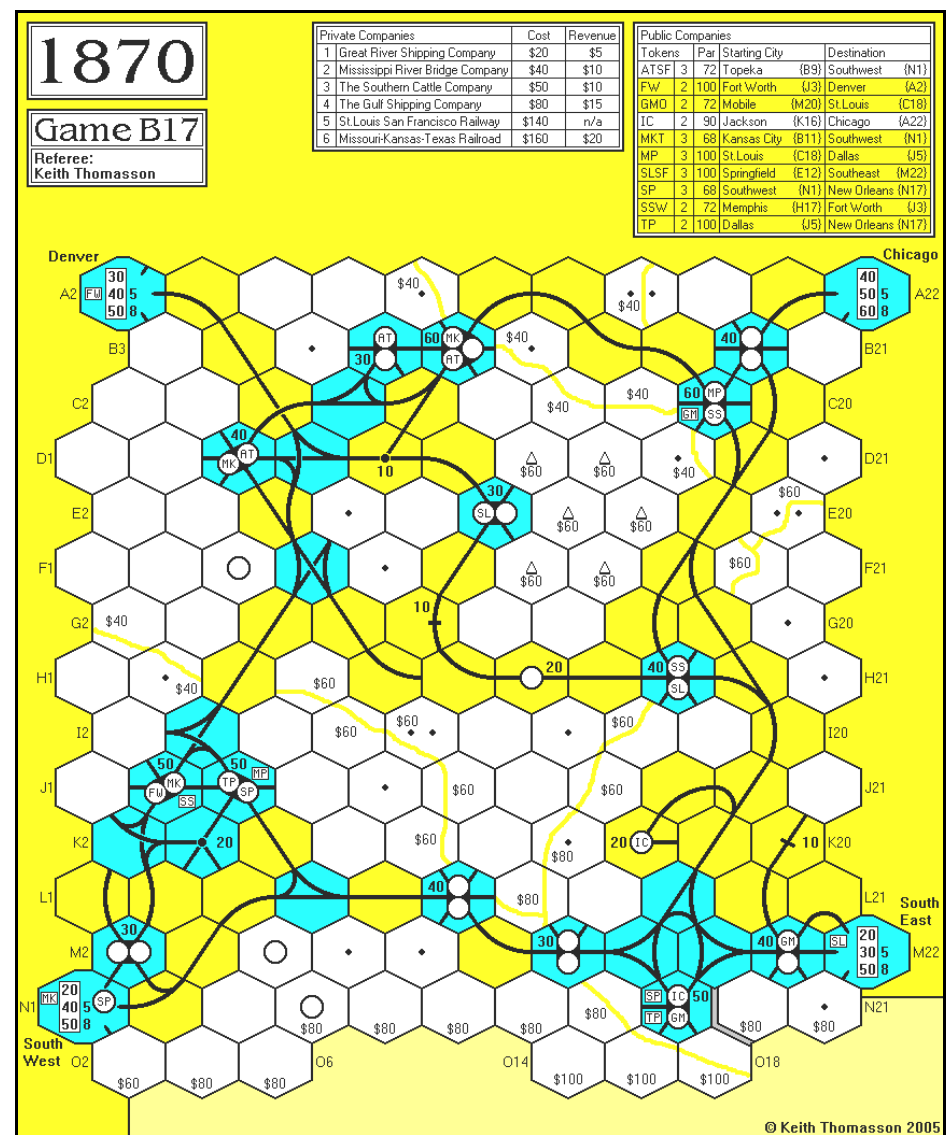
Bank (new)	-	1	-	-	-	1	-	2	1	3
Price (par)	72	100	180	90	68	100	100	68	72	100
Bank (pool)	1	-	1	1	-	-	2	-	-	-
Price (pool)	110D	20G	325B	140C	375A	180B	120D	110D	50E	140B
Company credit	60	0	1	33	696	89	529	306	0	200
Trains	8	12	10	6	8	10	6	8	12	-

Redeemed shares

Bank cash: \$4,128 Certificate limit: 16 Trains: '12's

Current operating order: MKT, GMO, MP, IC, ATSF, SP, TP, SLSF, 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	57/3	
	58/3	69/1											
Green	14/2	15/2	16/2	17/2	18/2	19/1	20/2	23/2	24/1	25/3	26/2	27/2	
	28/1	29/1	141/2	142/1	143/1	144/1							
Brown	39/1	40/-	41/2	42/1	43/2	44/1	45/-	46/2	47/1	63/-	70/1	145/2	
	146/2	147/1	170/1							Grey	171/-	172/-	



Orders required for the following round

By the early deadline

SR9



1899-A18

It's Diesel time, or perhaps I should say crunch time.

OR10

OR10	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
Sjz	AH	-	170	Y	65	-	160A▲	65	6
Tt	MB	8:P8:1	140	Y	50	① ②	155C▲	594	5
FsR	LG	26:I1:2	370	Y	70	-	110D▲	331	5 {4}
1st	JS	62:E7:2	170	N	60	③	90D▼	72	D {4}
XzS	LG	8:S9:2	170	Y	60	④	100D▲	145	5
NRC	JS	65:B8:2	210	Y	40	-	82B▲	50	6
CSb	SW	23:M1:5	-	-	-	⑤	63G▼	0	D
B&M	AH	997:A7:4	-	-	-	⑥	40J▼	0	D

- Notes: ① \$40 to the bank for terrain costs
② \$40 to the bank for a garrison in Q7
③ \$800 and a '4' train to the bank for a Diesel - '4' trains die
④ \$80 to the bank for terrain costs
⑤ \$1,100 to the bank for a Diesel, partly funded by \$365 from Stephen, requiring the sale of 2 Sjz (▼125C)
⑥ \$1,100 to the bank for a Diesel, wholly funded by Alan, requiring the sale of 1 Tt (▼130D), 2 XzS (▼80F), 1 FsR (▼100E), 1 Sjz (▼110D), 2 CSb (▼50I), 1 NRC (▼76C) and 1 1st (▼82E)

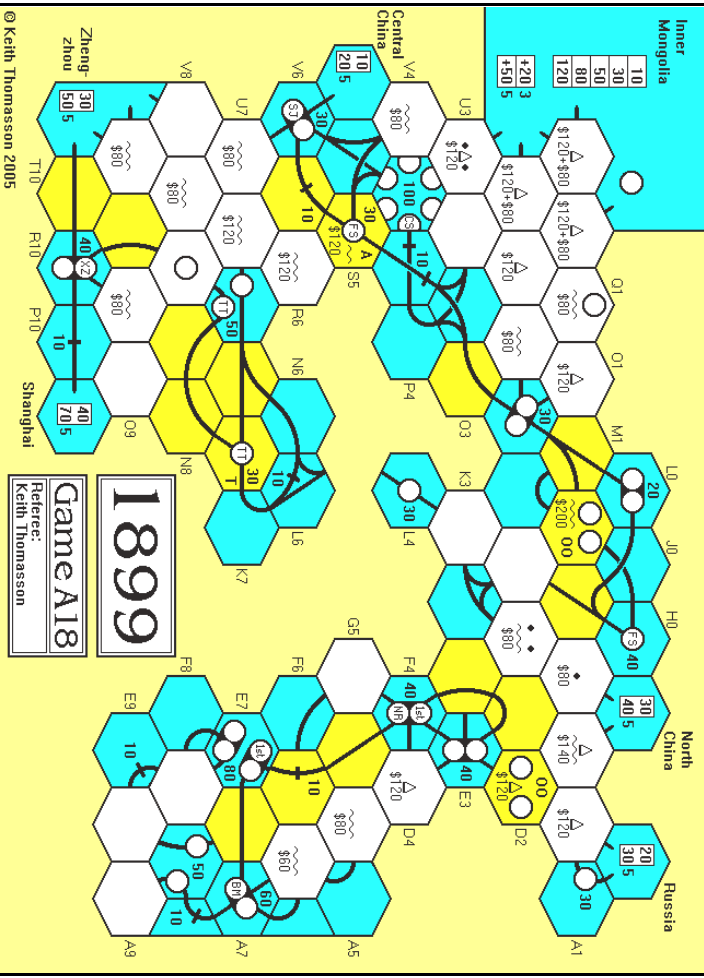
Cash Flow	b/f	OR10	c/f	Value	%	Certs
Lyndon Gurr	51	335	386	1,736	29.1▲	11/13
John Shelley	70	122	192	1,214	20.3▲	10/11
Alan Harvey	37	-4	33	663	11.1▼	4/5
Martin Butcher	55	176	231	1,549	26.0▲	10/12
Stephen Webb	57	61	118	806	13.5▼	4/9

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	-	2P	-	-	-	5P	-	-
Martin Butcher	1	1	1	1	1	1	6P	1
Stephen Webb	1	-	6P	1	1	-	1	-

Bank (new)	-	-	-	-	2	-	-	-
Price (new)	67	67	76	71	100	100	71	100
Bank (pool)	2	5	2	2	1	3	1	4
Price (pool)	82E	40J	50I	100E	76C	110D	130D	80F
Company credit	72	0	0	331	50	65	594	145
Trains	D	D	D	5	6	6	5	5
Bank cash: \$14,783	Certificate limit: 13				Trains: Diesels			
Current operating order:	Tt, Sjz, fSR, 1st, XzS, NRC, CSb, B&M							

The Diesel crunch came for Stephen and Alan, and although Alan sold shares in every company except the B&M to buy his Diesel, both survived the experience. This therefore becomes our second 1899 to avoid bankruptcy. A question was asked on the 18xx forum recently, about whether 1899 ever ended without a bankruptcy, and this just goes to prove that it is possible. We could still have someone go bankrupt, of course, but only by design or extremely bad planning.

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/2	4/2	7/5	8/6	9/8	55/-	56/1	57/5	58/1	69/1
Green	14/1	15/2	16/1	18/1	19/1	20/1	23/2	24/2	25/1	26/-	27/1	28/1
	29/1	54/1	59/2	981/1	982/-	991/1	992/1	993/1	994/-	995/1		
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/1	47/1	62/-	63/1	64/1
	65/-	66/-	67/1	68/1	70/-	983/1	984/1	996/-	997/-	998/-	999/-	



Orders required for the following rounds	By the early deadline
OR11, OR12	Adjudication can pause between rounds if requested



18EU-N17

The RA is launched
just south of Berlin.

SR4

Stock Round 4

Simon	Steve	Lyndon	Martin
+ RA/Pres (100) [base on J7]	+ DR pool	- 1 GS {+}	+ BN treasury
+ RA new	+ DR pool	✗	+ BN pool
+ RA new	- 1 BN {+122D}	✗	✗
+ RA new [floated]	+ DR treasury	✗	✗
✗	✗	✗	✗
Priority for SR5			

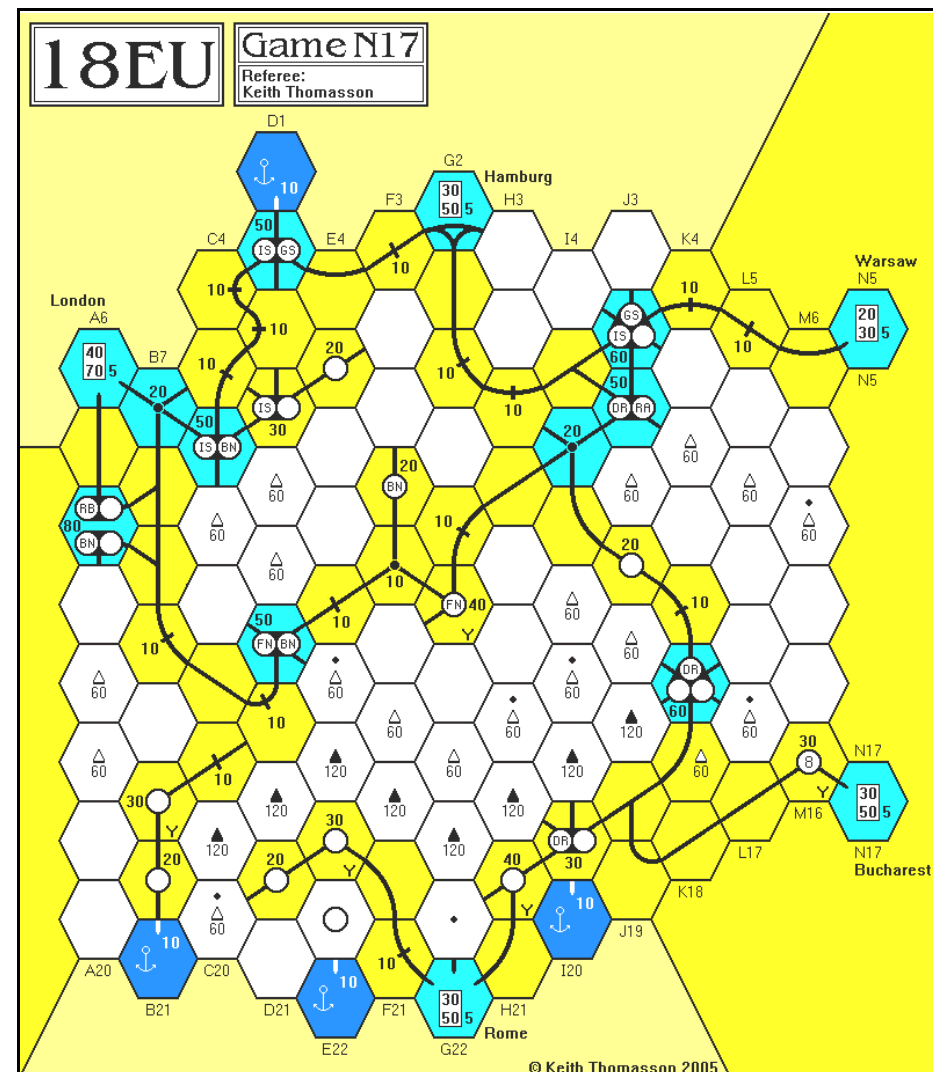
Cash Flow	b/f	SR4	c/f	Value	%	Certs
Steve Thomas	348	-270	78	1,758	22.3▲	9
Lyndon Gurr	627	-12	615	2,619	33.2▼	13
Martin Butcher	360	-270	90	1,566	19.8▼	13
Simon Cutforth	515	-500	15	1,949	24.7▲	13

Portfolio	BN	DR	FN	GS	IS	RA	RB	RP
Steve Thomas	-	4	-	-	6P	-	-	-
Lyndon Gurr	6P	-	6P	-	3	-	-	-
Martin Butcher	2	-	1	6P	-	-	6P	-
Simon Cutforth	1	6P	1	1	1	5P	-	-

Treasury	-	-	2	-	-	-	-	10
Bank pool	1	-	-	3	-	5	4	
Price	122D	150B	122C	110D	180A	100C	75F	
Company credit	230	896	813	0	780	900	493	
Trains	5.4	4 P	5	6	6.4	-	5	
Bank cash: 6,869		Certificate limit: 13		Trains: 1 x '4', 12 x '8'				
				[plus 4 x Pullman]				

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

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	576/4	577/3								
			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/-											



Orders required for the following rounds

By the early deadline

OR9, OR10

Adjudication can pause between rounds if requested



18EU-B19

Some people want to do more with minor companies than is allowed.

OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
1	SW	-	90	1/2	①	184		2
2	DS	8:F5:5	50	1/2	-	75		2
3	DS	-	80	1/2	-	105		2
4	MF	8:K8:6	80	1/2	②	40		2
5	NW	58:G20:5	60	1/2	-	80		2
7	MF	-	80	1/2	-	120		2
8	MF	9:L11:6	60	1/2	-	90		2
9	DS	-	70	1/2	-	95		2
10	NW	3:F21:2	80	1/2	-	100		2
11	SW	-	-	-	③	1		2
12	PB	9:G4:1	80	1/2	-	100		2
13	SW	58:G6:6	70	1/2	-	75		2
14	PB	-	100	1/2	④	5	2 2	
15	PB	-	-	-	⑤	0		3
RA	NW	8:110:3	60	Y	② ⑥	82D+	10	3 3 2

- Notes:
- ① 1 to minor 11 for a '2' train
 - ② 60 to the bank for terrain costs
 - ③ 50 to minor 1 for a '2' train
 - ④ 130 to minor 15 for a '2' train
 - ⑤ 200 to the bank for a '3' train
 - ⑥ 400 to the bank for two '3' trains

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
1	SW	-	90	1/2	①	144		2
2	DS	-	50	1/2	-	100		2
3	DS	-	80	1/2	-	145		2
4	MF	-	80	1/2	②	80		2
5	NW	-	80	1/2	③	0	3 2	
7	MF	-	80	1/2	②	160		2
8	MF	-	60	1/2	②	120		2
9	DS	-	70	1/2	-	130		2
10	NW	-	80	1/2	-	140		2
11	SW	-	50	1/2	-	26		2
12	PB	-	80	1/2	② ④	40	2 P	
13	SW	58:F11:5	80	1/2	⑤	0	3 2	
14	PB	-	160	1/2	② ⑥	85	2 2	
15	PB	-	110	1/2	②	55	3	
RA	NW	144:18:4	130	Y	⑦ ④ ⑧	90D+	339	3 2 P

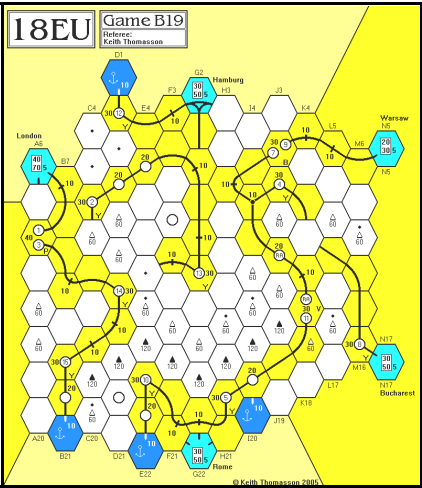
- Notes:
- ① 200 to the bank for a '3' train
 - ② Minor companies may never upgrade tiles
 - ③ 120 to the RA for a '3' train
 - ④ 100 to the bank for a Pullman
 - ⑤ 115 to minor 1 for a '3' train
 - ⑥ Train limit for minor companies is currently two
 - ⑦ Places garrison in J11
 - ⑧ 270 from the bank for the sale of three shares to the pool

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Neil Walters	22	100	145	267	717	29.0▼	6
Peter Berlin	51	102	201	354	534	21.6▲	5
Mark Frueh	225	110	110	445	445	18.0▲	3
Don Smith	180	100	100	380	380	15.3▲	3
Stephen Webb	210	80	110	400	400	16.2▼	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	-	10	10
Bank pool						3		
Price						90D		
Company credit						339		
Trains						3 2 P		
Bank cash: 8,590	Certificate limit: 13				Trains: 1 x '3', 4 x '4'...			
					(plus 3 x Pullman)			
Current operating order	Minors, RA							

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	3/5	4/6	7/3	8/6	9/9	57/2	58/7	201/5	202/2			
Green	14/4	15/4	80/4	81/4	82/4	83/4	141/5	142/4	143/2	144/1	576/4	577/4
	578/3	579/3	580/1	581/2								



Orders required for the following round	By the early deadline
SR2	



18KAAS-O19

Two companies floated,
one more started.

PUBLICS

Stock Round 1, Public Companies

Alan	Willem	Martin	Tony	Lyndon
✗	+ CPR/Pres {76}	+ PRR/Pres {71}	+ NYNH/Pres{67}	+ CPR new
✗	+ CPR new	+ PRR new	+ NYNH new	✗
✗	+ CPR new	+ PRR new	+ NYNH new	✗
✗	+ CPR new {floated}	+ PRR new {floated}	+ PRR new	+ PRR new
+ CPR new	+ CPR new	✗	✗	✗
+ PRR new	✗	✗	✗	✗
✗	Priority for SR2			

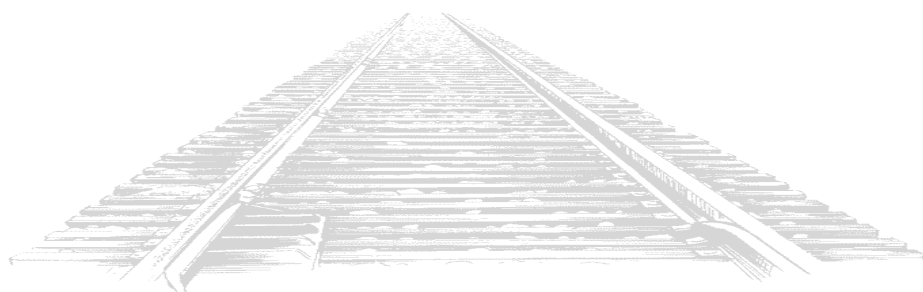
Cash Flow	b/f	Publics	c/f	Value	%	Certs
Willem Moene	460	-456	4	480	18.5▼	6
Martin Butcher	365	-355	10	475	18.3▼	6
Tony Sait	365	-339	26	475	18.3▼	5
Lyndon Gurr	260	-147	113	680	26.2▼	4
Alan Harvey	255	-147	108	486	18.7▲	4

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Willem Moene	SVR	-	-	-	6P	-	-	-	-
Martin Butcher	C&StL, D&H	-	-	-	-	-	-	-	5P
Tony Sait	M&H	-	-	-	-	-	-	4P	1
Lyndon Gurr	B&O	-	2P	-	1	-	-	-	1
Alan Harvey	C&A	-	-	-	1	-	-	-	2

Bank (new)	10P	8	10P	2	10P	10P	6	1
Price (new)		100		76			67	71
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		100A		76D			67F	71E
Company credit				760				710

Trains
Bank cash: \$10,269 Certificate limit: 13 Trains: 6 x '2', 5 x '3'...

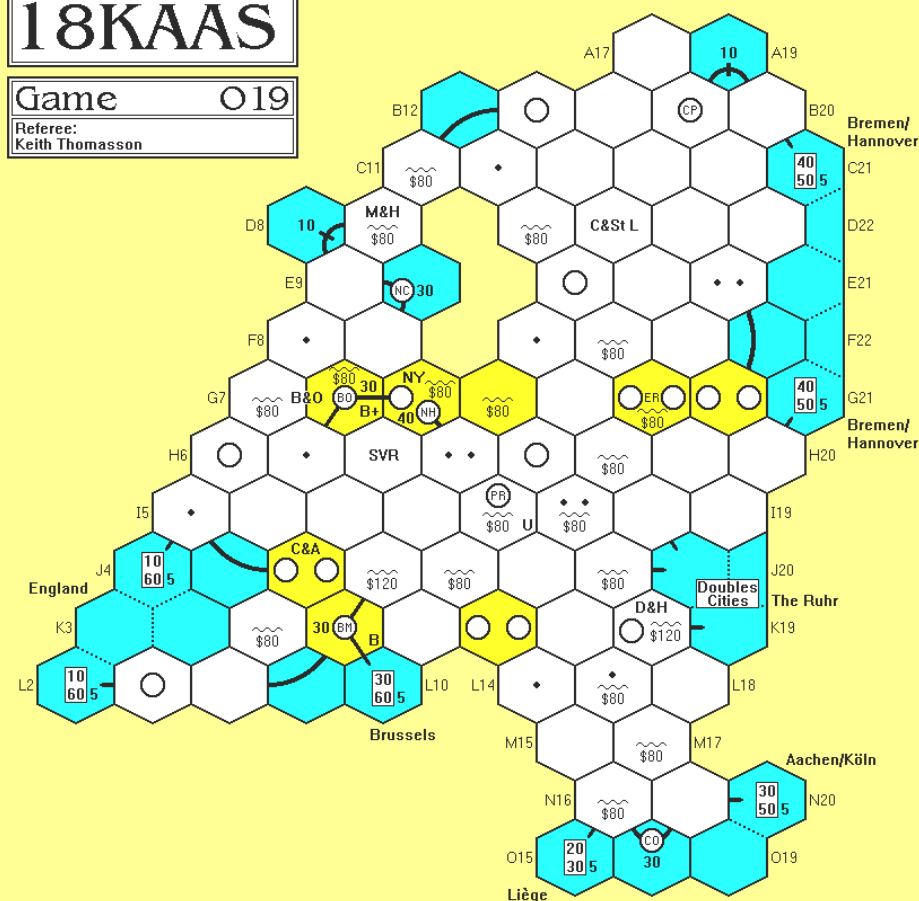
Tiles	Tile number/Availability				One Operating Round between Stock Rounds							
Yellow	1/1	2/1	3/2	4/2	7/4	8/8	9/7	53/1	56/1	57/4	58/2	69/1



18KAAS

Game O19

Referee:
Keith Thomasson



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Orders required for the following rounds

By the early deadline

OR1, SR2





6 NIMMT! 11

We reach a game number worth five points.

NEW GAME

Eight players for another foray into the skill/luck debate.

John Colledge	Dunroch, 24 Brunstane Bank, Edinburgh, EH15 2NR
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Steve Ham	103 College Road, Norwich, NR2 3JP
Mick Haytack	43 Swanmore Road, Littleover, Derby, DE23 3SD
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN
Roger Trethewey	11 Provender Walk, Belveder Road, Faversham, Kent, ME13 7NF

The starting positions for the four hands are shown below. You have your own sheets listing the cards that you have in each hand. Keep track of which cards you have played, because if you try to play a card that you no longer have, I'll pick one at random and, if I remember, give you a free penalty point.

Hand 1 (1-104)	Hand 2 (1-104)
<div>581/1</div> <div>622/1</div> <div>963/1</div> <div>1044/1</div>	<div>451/2</div> <div>902/3</div> <div>923/1</div> <div>1024/1</div>
Hand 3 (1-84)	Hand 4 (1-84)
<div>81/1</div> <div>232/1</div> <div>263/1</div> <div>344/1</div>	<div>121/1</div> <div>222/5</div> <div>483/1</div> <div>794/1</div>

Hands one and two are using the full deck of 104 cards, so some cards will never be seen. The other two hands use every card from 1 to 84. Play couldn't be simpler. Select one card from each hand and tell me what it is. I'll play them in numerical order and usually in the right places. Avoiding penalty points is never so simple, but by the time we get to those all you can do is cross your fingers and see whether you got through the round unscathed.

Orders required

Round one cards for each hand



ACQUIRE 41

We now have two safe chains.

ROUND 9

Simon	6-I	American takes over Imperial, bonuses for Michael (£8,000) and Simon (£4,000), Simon sells 3 for £2,400, retains 1, Tony sells 2 for £1,600, Michael sells 7 for £5,600. Buys 2 Tower @ £200, 1 Festival @ £700.
Tony	3-A	Buys 1 Luxor @ £500, 1 Tower @ £200.
Michael	12-C	Buys 1 Festival @ £700, 2 Worldwide @ £300.
Steve	6-H	Buys 3 Continental @ £800.
Lyndon	7-E	No purchases.
Simon	11-E	Buys 3 Tower @ £200.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	-	7	8	10	-	£13,000	£44,800
Steve Ham	-	6	9	-	1	3	-	£300	£24,400
Lyndon Gurr	6	-	10	6	-	-	-	£100	£27,800
Simon Brooks	1	5	6	9	-	-	1	£5,200	£26,400
Tony Wilcock	13	1	-	3	1	-	-	£2,000	£16,900
Bank Stock	5	13	-	-	15	12	24		
Chain Size	5	2	26	7	2	11	-		
Chain Value	500	200	900	700	300	900	-		

If the giant American swallows up a couple of chains we could be ready to close the game.

Playing sequence

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



ACQUIRE 42

No mergers, just growth.

ROUND 4

Lyndon 11-F Buys 3 Worldwide @ £300.
 Colin 10-A Buys 1 Festival @ £400, 2 Worldwide @ £300.
 John C 8-F No purchases.
 Willem 3-I Buys 3 Imperial @ £500.
 John M 3-E Buys 2 Worldwide @ £300, 1 Imperial @ £500.
 Lyndon 5-D Buys 3 Worldwide @ £300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	3	3	-	3	1	£2,400	£13,900
Willem Moene	7	3	-	-	-	1	3	£2,400	£17,500
John Marsden	3	-	3	-	6	-	1	£2,500	£12,500
Lyndon Gurr	-	7	-	-	6	-	3	£1,500	£16,000
Colin Sharpe	-	-	4	4	2	4	-	£1,300	£22,900
Bank Stock	15	15	15	18	11	17	17		
Chain Size	4	3	3	4	2	4	3		
Chain Value	400	300	400	500	300	600	500		

There are seven tiles that would cause a merger, and although that doesn't sound much, there's a good chance that some of those tiles are in your hands. They might not be the ones you want, but that's the game.

Playing sequence

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



ACQUIRE 43

Only one chain arrives in the first round.

ROUND 1

Bob 3-C No purchases.
 Lionel 10-E Forms Worldwide, one free share. Buys 3 Worldwide @ £300.
 Kevin 8-B Buys 3 Worldwide @ £300.
 John 2-I No purchases.
 Tony 3-E No purchases.
 Bob 1-G No purchases.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	-	-	-	-	-	-	-	£6,000	£6,000
Lionel Robbins	-	-	-	-	4	-	-	£5,100	£9,300
Kevin Lee	-	-	-	-	3	-	-	£5,100	£7,500
John Colledge	-	-	-	-	-	-	-	£6,000	£6,000
Tony Wilcock	-	-	-	-	-	-	-	£6,000	£6,000
Bank Stock	25	25	25	25	18	25	25		
Chain Size	-	-	-	-	2	-	-		
Chain Value	-	-	-	-	300	-	-		

A slow start for this one, with Worldwide opening up and everyone else waiting in the wings. Kevin invested in Worldwide, but everyone else decided to hold on for now.

Playing sequence

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



BATTLE! 3

There is a line of Antz in the north.

ROUND 11

Team	Research	PP	Units	M	C	A	S	E	D	P	R	B	H
Antz Marcus Pratt	+ Build Level 9	16	1A	2	0	2	1/0	1	2	1	2		
			2A	3	1	1	1/0	0	0	0	1		
			3A	1									
			4A	3	0	3	1/0	1	2	0	1		
			5A	1									
			6A	2	0	1	1/0	1					
			7A	2									
			8A										
			9A	1	0	0	1/0						
			10A										
Cohen Allan Stagg	+ Hover Level 10	16	1C	3									
			2C	2									
			3C	1									
			4C	1	0	1	2/0	1	0	0	2		
			5C	3	3	2	1/0	1	1	0	1	1	
			6C										
			7C	1									
Droid Joakim Spångberg	x Level 6	11	1D	2	2								
			2D	1	1	1	1/0						
			3D	1									
			4D	2	1								
Everjoice Steve Ham	x Level 9	16	1E	3	2	1	1/1	1	0	1	0	1	
			2E	2	0	1	0/0	1					
			3E	1									
			4E	2	0	1	1/2						
			5E	2	0	1	1/0	1	0	1			
			6E	2	0	2	1/0	1					
Team Fred Peter Hawkins	x Level 8	16	1F	2	0	3	0/0	0	1				
			2F	3	0	2							
			3F	3	1	3	1/0	0	0	1	1		
			4F	3	2	3	1/0	1	1	2	2		
			5F	2									

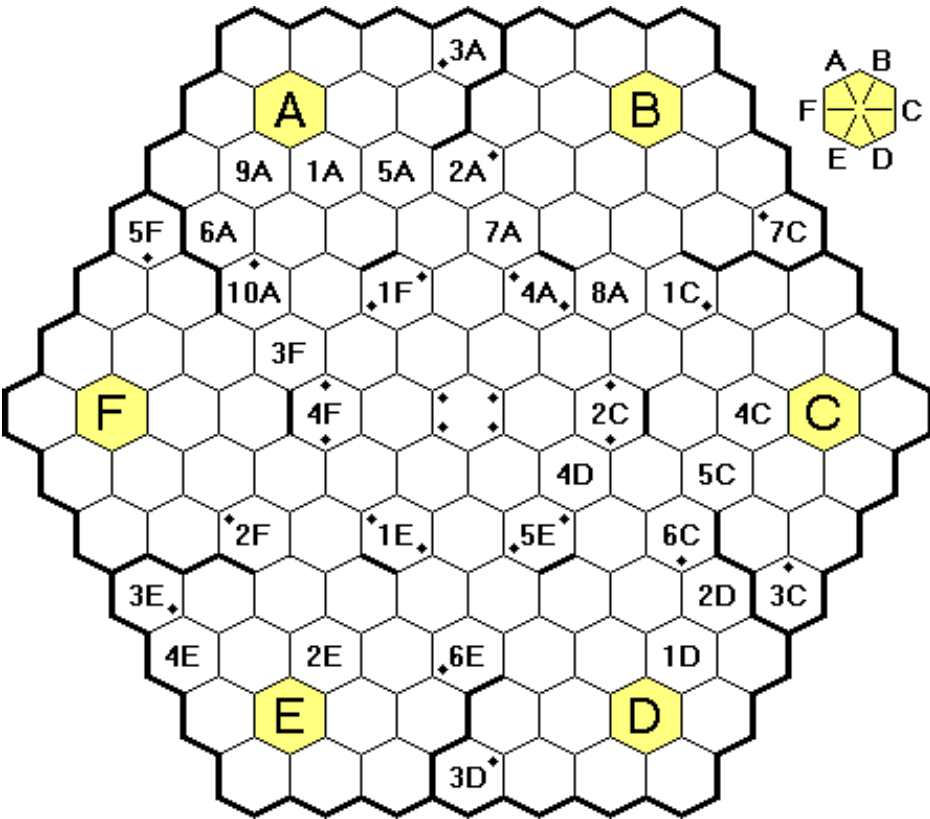
New units: 1D, 4E

Movement: No conflicts on movement.

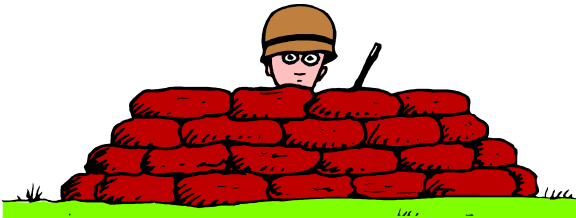
Combat: 1A→3F [ranged] ④, 2A→3F [ranged] ②, 4A→1f [ranged] ⑥, 6A→7F [⇒M] ②, 4C→4D [ranged] ②, 5C→5D [ranged] ④, 2D→6C ②, 5E→5D ②, 1F→4A [ranged] no hit, 3F→5A [ranged] [⇒A] ⑥. 5D was destroyed.

Build: None - it costs 2 points to build a wall.

Conversion: 6A converts 7F to 10A.



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





BREAKING AWAY 13

Rodney makes his break.

ROUND 16

Pos	Riders	New
117	Rodney Marsh	3
116	-	
115	-	
114	-	
113	-	
112	-	
110	Captain America	3
109	Gamma	4
108	Alpha Sipowicz Delta Medavoy	5
107	Matt Le Tissier	9
106	Hyperactive Beta	10
105	One-Eye	12
104	Simone Frank McLintock	13
103	Croaker	15
102	Jeff Stelling Proactive	15

Kevin Lee (26) <i>Soccer Saturday Supremos</i>	
A Jeff Stelling (12)	3 3 7 15
B Rodney Marsh (9)	3 3 8
C Frank McLintock (5)	3 9 13
D Matt Le Tissier	6 7 9
Jim Reader (10) <i>The Black Company</i>	
A Croaker (8)	3 4 5 15
B One-Eye (2)	5 7 12
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 3
Allan Stagg (20) <i>Team Active</i>	
A Hyperactive (10)	5 6 7 10
B Proactive (10)	3 5 15
C Reactive	Dropped
D Inactive	Dropped
Roger Trethewey (10) <i>NYPD</i>	
A Sipowicz (3)	3 3 3 5
B Simone (7)	5 5 13
C Russell	Dropped
D Medavoy	3 5 6
John Webley (12) <i>Greek Salad</i>	
A Alpha	3 5 5 7
B Beta (8)	6 9 10
C Gamma (4)	3 3 4
D Delta	3 5 9



Rodney Marsh strikes out, and will be the first rider to cross the finish line. He could drag it out by moving to just short of the tape, but he can't avoid winning. Not that he'll see that as a problem.

It's where the others come in that will make the difference.

Orders required

Cards for round seventeen



BREAKING AWAY 14

The second sprint is taking shape.

ROUND 7

Pos	Riders	New
69	Mercury	3
68	-	
67	-	
66	-	
65	-	
64	Blitzen	3
63	Donner	4
62	Rudolph	5
61	-	
60	Kamiyacho Dixen	3
59	Naka Meguro	5
58	Deacon Hiro-o Frans Maas	6
57	May	9
56	Spring	10
55	Summer Winter	11
54	Robicheaux Eddie Stobart	13
53	Christian Salvesen Stefanos Taylor Fall Hibiya	15
52	Spenser	15
51	Scudder Turner of Soham	15

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



Some of those value '15' cards come out to play. Mercury rises to the top, and could take the first of the second sprint points next time if it suited him.

The *Ditchling Beacon Bykers* look well placed to break their points duck with the second sprint.

Orders required

Cards for round eight



BREAKING AWAY 15

As previously announced...

SET UP

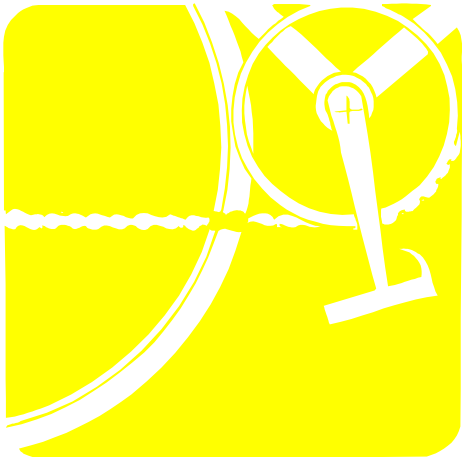
Martin Butcher		Designers Four:			
A	Knizia	1	4	11	14
B	Kramer		3	7	15
C	Moon		2	6	12
D	Wallace		1	6	9
Bruce Edwards		Spy Game:			
A	Eggspy	1	4	10	15
B	Bigspy		3	7	15
C	Midspy		3	5	12
D	Smallspy		2	5	9
Jim Reader		Japanese Parks:			
A	Sankeien	1	4	10	15
B	Negishi		2	9	14
C	Ueno		3	4	13
D	Kamakura		1	3	12

Allan Stagg		Stargate:			
A	O'Neill	1	1	13	15
B	Carter		1	10	14
C	Teal'c		2	3	15
D	Jackson		3	4	9
Mark Stretch		Avon Riders:			
A	Evesham	4	5	7	14
B	Pershore		3	7	15
C	Stratford		2	7	11
D	Bidford		1	7	8
Roger Trethewey		Bridge Riders:			
A	Acol Ace	3	6	9	12
B	One Spade		3	6	16
C	No Trump		3	5	12
D	Vulnerable		3	5	8

So much for the idea of getting the cards out to you by e-mail. Best laid plans, etc., but we're just starting a little later than planned.

Orders required

Cards for round one



BUS BOSS 283-ENG

It's farewell to England for a while.

GAME OVER

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

Colin Sharpe (COLIN, 1st): Whilst I seem to get better BB results than RR, I'm not always sure why!!

I start off with a game plan and always try and get into three of the suits and ignore the fourth. I then look at my network on the fourth or fifth build and think it's naff! In this game, Martin has a good north/south network, covering three suits, and yet he came last. Yet he covers fewer direct town connections than I do, so maybe there is method to my madness, and it is not all down to luck!!

Thanks to all, and especially Keith for all the hard work, as without it, where would we all be?

Mike Hutton (SNAIL, 3rd): An interesting game; it felt a little too congested for my liking, particularly with Jim resorting to his customary ploy of locking out a corner and hoping for the best. In the end I was cut out of the south way too much to do well, and was slightly fortunate to make third. It's also telling that the London-Northampton run won the game again, although Colin's network does seem remarkably thin on the ground, considering how effective it was. Congratulations to him, and thanks to Keith for another flawlessly run game.

Jim Reader (BUM, 5th): I think that was the worst game of Bus Boss I've played for many years. Last time I played this map, I won starting from Newcastle and building south, although I think I was a bit spoggy, so I thought I'd try something else and started in the south. It was a complete disaster. I got blocked heading north almost everywhere I tried, and my final line was a complete pigs ear. My score was flattered by some lucky solo runs to Exeter in turn eleven, but all in all, it was a dreadful game for me. Congratulations to Martin, and my apologies to anyone who thought I might have known what I was doing in the south and planned accordingly. Thanks for the game.

Martin Butcher (EB, 6th): Why am I so bad at this game? I always manage to trail behind everyone else. Some of this I can see was down to some stupid route building. I think I just need more experience. Congratulations to Colin on his victory and the usual thanks to Keith.



Only the usual thanks? Hey, that'll do! It's nice to see Colin spelling out his strategy, even if he's not sure that it actually meets the need. If you try it and it fails for you, perhaps his longer term strategy is working.





Bus Boss 284-SSV

GRUBBY does well, so who needs to wash the bus?

ROUND 9

TURNIPS gets a refund of 2, as his route only cost 10 last time.

South Sweden

Round 9 Runs		CHEF	GRUB	TURN	GEAR	GONE	
14	J♠ Kristianstad 8♣ Östhammar	① {GONE} 10 ① {GEAR} 10 ② GRUBBY 10	+6/-3 +4/-2				13 12 5
19	4♥ Stockholm 3♣ Bollnäs	① GONE 16 ② GRUBBY 9 ③ CHEF 5	+4				20 9 1
21	4♣ Söderhamn 7♥ Katrineholm	① GRUBBY 20 ② GONE 10				+2	22 8
22	10♦ Borås 6♥ Örebro	① TURNIPS 13 ① GRUBBY 12 ③ CHEF 5 ✕ GEAR	-1 +1 +2	+4	-3 -2 -4		6 13 2 9
23	J♦ Göteborg 9♥ Norrköping	① TURNIPS 9 ① GONE 9 ③ GEAR 5 ③ GRUBBY 4 ⑤ CHEF 3	+2 +4		+5/-6 +3/-6 +6/-5		10 6 9 8 -3
25	2♣ Mora 4♦ Karlstad	① TURNIPS 15 ① GONE 15		+3/-8		+8/-3	20 10
26	K♣ Kristinehamn 4♣ Malmö	① TURNIPS 16 ② CHEF 9 ③ GEAR 5 ✕ GONE	+5 +3		+2 -5 -2 +3	-3 -3	20 1 3 6

Round 9 Routes

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

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
 Örebro - Kristinehamn, Ludvika - Borlänge (9)

Göteborg Expressways Are Rampant (GEAR) (Kevin Lee, Green)
 Ludvika - Borlänge, Karlstad - Kristinehamn (8)

Crazy Hordes Encounter Fjords (CHEF) (Bruce Edwards, Purple)
 Sandviken - Gävle, Malung - Norway (10)

Great Organisation and New Engines Know Operational Planning Inspires New Greatness
 (GONE KOPING) (Jim Reader, Yellow)

Motala - Eskjö, Malmö - Denmark (12)

Scores

	Runs:	14	19	21	22	23	25	26	Routes	Score
GONE KOPING	145	13	20	8	-	6	10	6	-12	196
GRUBBY	97	5	9	22	13	8	-	-	-9	145
GEAR	107	12	-	-	9	9	-	3	-8	132
TURNIPS	78	-	-	-	6	10	20	20	-12	122
CHEF	123	-	1	-	2	-3	-	1	-10	114

Round 10 Runs

20.	3♦ - 8♥	Arvika to Motala
24.	A♠ - K♦	Denmark to Göteborg
27.	Q♥ - A♦	Eskjö to Norway
28.	4♠ - 10♥	Malmö to Linköping
29.	J♦ - J♠	Göteborg to Kristianstad
30.	K♣ - A♠	Kristinehamn to Denmark
31.	8♣ - 10♠	Östhammar to Hässelholm
32.	4♥ - K♠	Stockholm to Karlskrona
33.	9♠ - 2♣	Växjö to Mora
34.	2♦ - 7♠	Malung to Halmstad
35.	3♦ - 8♠	Arvika to Ljungby

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



Bus Boss 286-SPN

Cadiz is the only round seven destination out of reach.

ROUND 6

Spain

Transport Around Pamplona and Sevilla (TAPAS) (Jim Reader, Yellow)
 Valencia - Alicante - Cartagena 42 - 11 31

Some Noses Are Impossibly Large (SNAIL) (Mike Hutton, Red)
 Valladolid - Lugo 46 - 13 33

Buses Uniting Spanish Sunshine Travel Only on the Plain (BUSSTOP) (Bob Coull, Black)
 Madrid - Zamora 44 - 9 35

Robertson's Routemasters (RR) (Simon Robertson, Blue)
 Santander - Bilbao, Logrono - San Sebastian 43 - 11 32

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Orense - Lugo, Murcia - Almeria 42 - 12 30

Spain's Popular Overland Coach Kompany (SPOCK) (Don Shailer, Purple)
Ciudad Real - Cordoba 40 - 8 32

Round 7 Runs

1. K♦ - Q♣ France to Murcia
2. J♥ - Q♣ Valencia to Portugal
3. 2♦ - 2♥ Bilbao to Madrid
4. 7♠ - 4♣ Oviedo to Huelva
5. Q♥ - 3♦ Albacete to San Sebastian
6. A♦ - 4♠ Santander to Valladolid
7. J♣ - 7♦ Cartagena to Barcelona
8. 9♦ - 3♣ Tarragona to Cadiz (not yet available)
9. 10♥ - J♦ Teruel to Andorra

Runs	Routes
Enter up to 5	Buy in the order Simon B, Jim, Don, Simon R, Mike, Bob



BUS BOSS 290-SEA	Everyone but COBBER links to Goulburn	ROUND 3
-------------------------	--	----------------

South East Australia
Routes Of Legend Faraway (ROLF) (Bruce Edwards, Purple)
Newcastle - Sydney - Goulburn 78 - 11 67

Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY) (Michael Graystone, Brown)
Dubbo - Tamworth, Goulburn - Canberra 76 - 12 64

Canberra-Orbost Lines Into Newcastle (COLIN) (Colin Sharpe, Blue)
Sydney - Goulburn, Dubbo - Nyngan 76 - 12 64

Crazy Old Buses Bouncing on Every Road (COBBER) (Jim Reader, Yellow)
Hay - Mildura, Sydney - Wollongong 77 - 12 65

Shipping Narcotics In Australian Lands (SNAIL) (Mike Hutton, Red)
Mildura - Hay, Yass - Goulburn 77 - 12 65

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



McMULTI 9	The market slips back to Expansion.	ROUND 5
------------------	-------------------------------------	----------------

	A	B	C	D	E	F
1	1					
2		1				
3			1			
4				1		
5					1	
6						1

	A	B	C	D	E	F
1	1					
2		1				
3			1			
4				1		
5					1	
6						1

Mark Stretch

Martin Butcher

Actions.....

Tony Roll E-1.

Mick Buys a refinery.
Roll E-6.

Martin Roll C-1.

Mark Roll A-1. Market moves back to
Expansion (RP > \$51).

	Dealings		{◇} = indirect hits	Stocks		
Players	Crude	Petrol	Assets hit	Crude	Petrol	Cash
Tony Wilcock	-	+3/I	PP ² {PP} {X}	3	-	\$153
Mick Haytack	-2/D	-	{PP} OR {X}	2	3	\$115
Martin Butcher	+2/I	+1/I	{X} PP ² {PP}	11	2	\$186
Mark Stretch	-2/D	-3/D	{OW} {OW} OW ²	15	-	\$164

Sell/Buy	Domestic	International		
Crude	\$7/\$8	\$7/\$8	Next retail petrol sale	\$50
Petrol	\$30/\$32	\$34/\$36	Next Oil Well conversion	\$50

Economic Climate	Purchase Price			Liquidation Value			
	Rig	Pump	Refinery	Rig	Pump	Refinery	Oil Well
Expansion	9	66	96	5	32	60	50

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



(continued from page 50)

I have yet to see the third Star Wars film, Revenge of the Sith, but as I didn't see the first two in the cinema, I guess I'll be waiting for the DVD to come out. I did find a Star Wars item in the loft when searching for something else recently. I have a thirteen-episode radio version of the original film, which was broadcast in April and May 1981 on Radio One. With six and a half hours to fill, it's hardly surprising that the first two episodes take place before the film even starts. What was surprising was to find Mark Hamill playing Luke Skywalker and Anthony Daniels as C3PO, reprising their roles from the film. While none of the other actors were the same, they did try to capture the personalities and it all worked very well.

It looks like this issue has reached the end, so I'll be printing, posting, then forgetting about it until we're back from America.



DUNGEONQUEST 4

Four new rooms.

ROUND 3

	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

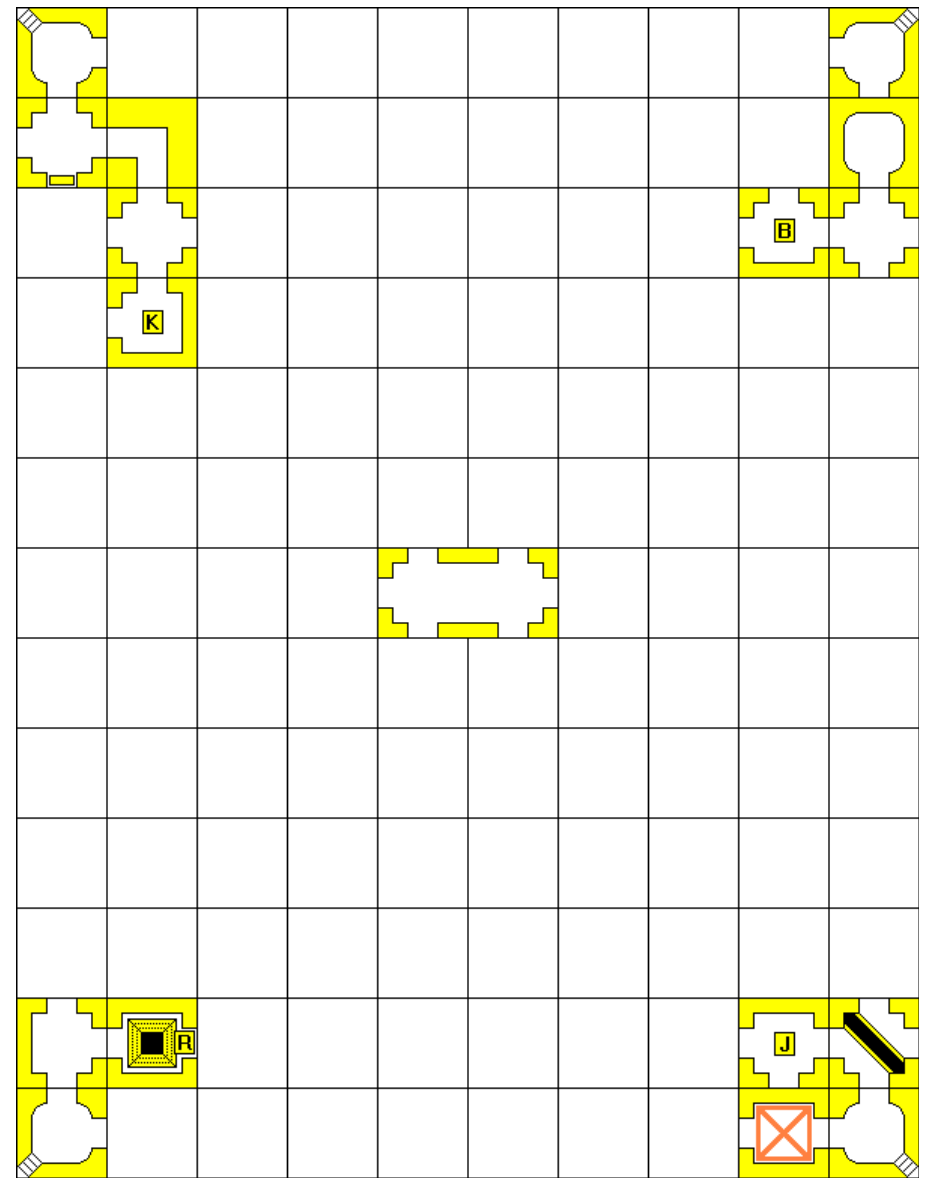
St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ {}=original Life Points

Crispin moves south and enters a room with one other exit - to the west. This is blocked by a giant spider. Fight it or flee the way you came. If you fight you have a 50-50 chance of killing it. If you try and flee you have a 2 in 3 chance of doing so, with a 1 in 3 chance of being forced to stay and fight anyway.

Ratzinere moves west and finds a room with exits to the west and north. It is empty.

Toby the Worm moves east and finds himself teetering on the brink of a pit, which he then jumps across successfully. A pebble dropped into the pit does not seem to find the bottom.

Mr C III Jr moves east and enters a room with another exit to the west. A breeze from the chasm blows his torch out, but he is able to relight it.



Orders required23 rounds to go

Moves for round four



LANCASHIRE RAILWAYS 9

Time to change
the train player.

ROUND 7

Auctions	Bids:	SW	DS	TW	BE
7a: Blackburn & Clitheroe (8)		5	*4*		
Build roll: 6 (Don pays 2 to build)					
7b: Manchester & Oldham (7)		6	-	*7*	
Build roll: 11 (built)					
7c: Liverpool & Warrington (6)		*4*			
Build roll: 6 (built)					

Commodity Movement	SW	DS	TW	BE
Income:	15	5	10	8
Bruce Leisure Warrington to Blackpool			1	4
Stephen Cloth Manchester to Blackburn	3		1	
Don External Bolton to Burnley		2		
Tony External Oldham to Scotland			4	1
Bruce Leisure Stockport to Fleetwood			1	3
Market loss number: 9			-1	-1
Income lost:	2			
Income:	16	7	16	15

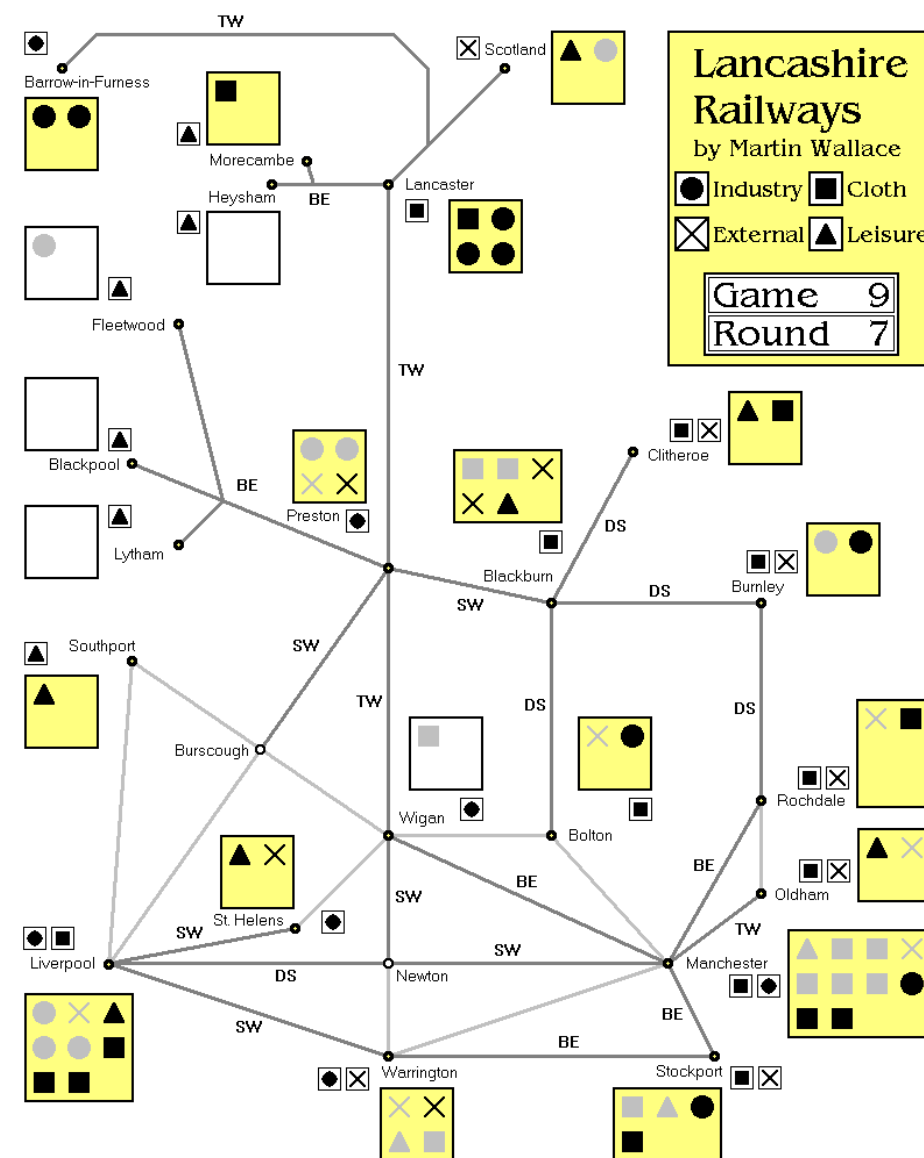
Tony becomes the Train Player (income 16/cash 25).

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

Commodity Growth and New Railway Links

Rochdale	Cloth	◇	Link 8a: Manchester & Warrington (6)
Lancaster	Industry	◇	Link 8b: Burscough & Southport (6)
Manchester	Cloth	◇	Link 8c: Liverpool & Burscough (7)
St. Helens	External	◆	Link 9a: Burscough & Wigan (6)
Manchester	Cloth	◆	Link 9b: Warrington & Newton (5)
Barrow-in-Furness	Industry	◆	Link 9c: Manchester & Bolton (6)

Cash flow	Stephen	36	Don	29	Tony	32	Bruce	39
Cash b/f		9		14		16		7
Auctions & Builds	-4	5	-6	8	-7	9	-	7
Income	+16	21	+7	15	+16	25	+15	22
Acquired Loans	-	21	-	15	-	25	-	22
Interest	-4	17	-4	11	-4	21	-4	18
Retired Loans	-	17	-	11	-	21	-	18
Cash c/f		17		11		21		18



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

Orders required

Tony leads the playing order

Railway link bids 8a, 8b and 8c, commodity movement, loans



MYSTIC WOOD 1

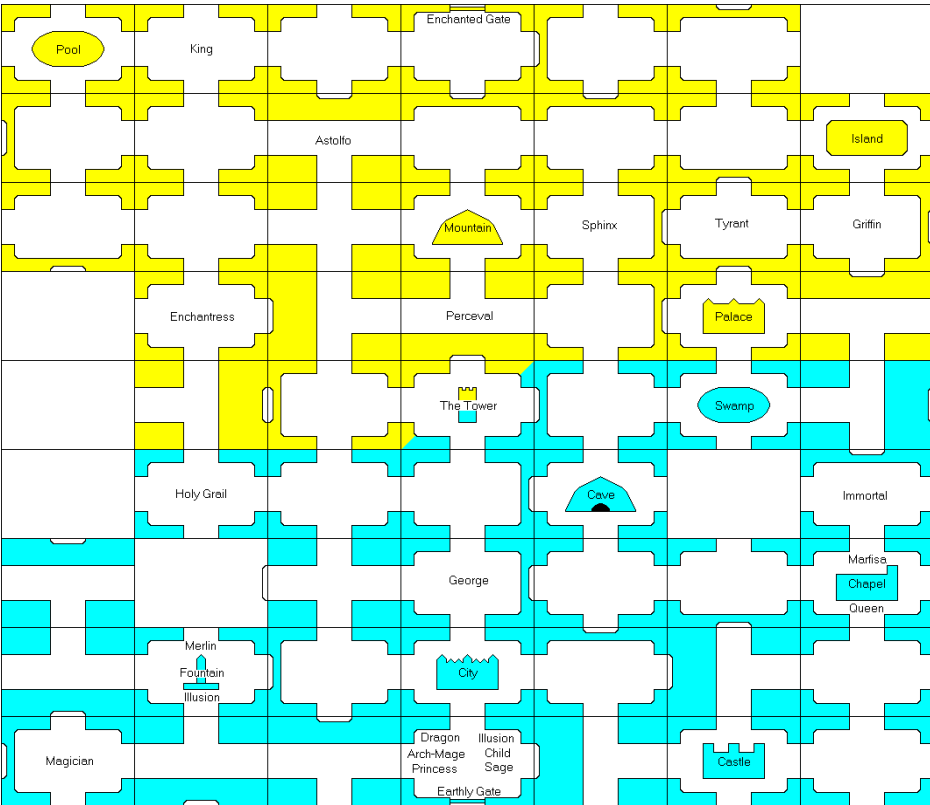
A pretty uneventful turn.

ROUND 38

- Marfisa moves south and chats to the Queen.
- George moves south.
- Perceval moves west.
- 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
				Pilgrim (deliver to City for the Staff)
Jim Reader	Astolfo	2	3	Visit the four corners (SW ✓ SE ✓)
			1	Potion
				Crystal
		1		Troll-slayer
		1		Ring
				Child must be delivered to the Earthly Gate

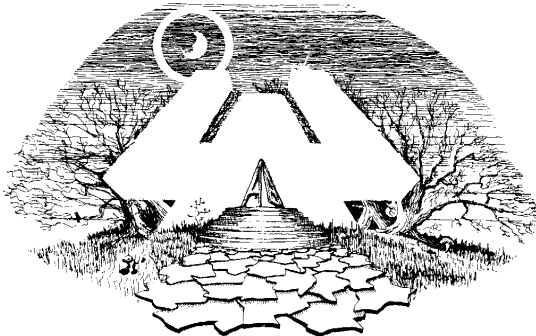
I feel I've been somewhat remiss, as there was little chance of anything interesting happening this time. The same is true next time. Unless Marfisa fancies meeting the Immortal again, one round will just see people moving one space, so we'll do at least two rounds. So, don't forget to send two moves in, and if you really want to push it, send three!



Nobody is in the Tower.

Orders required

Moves for rounds thirty nine and forty ... and forty one?





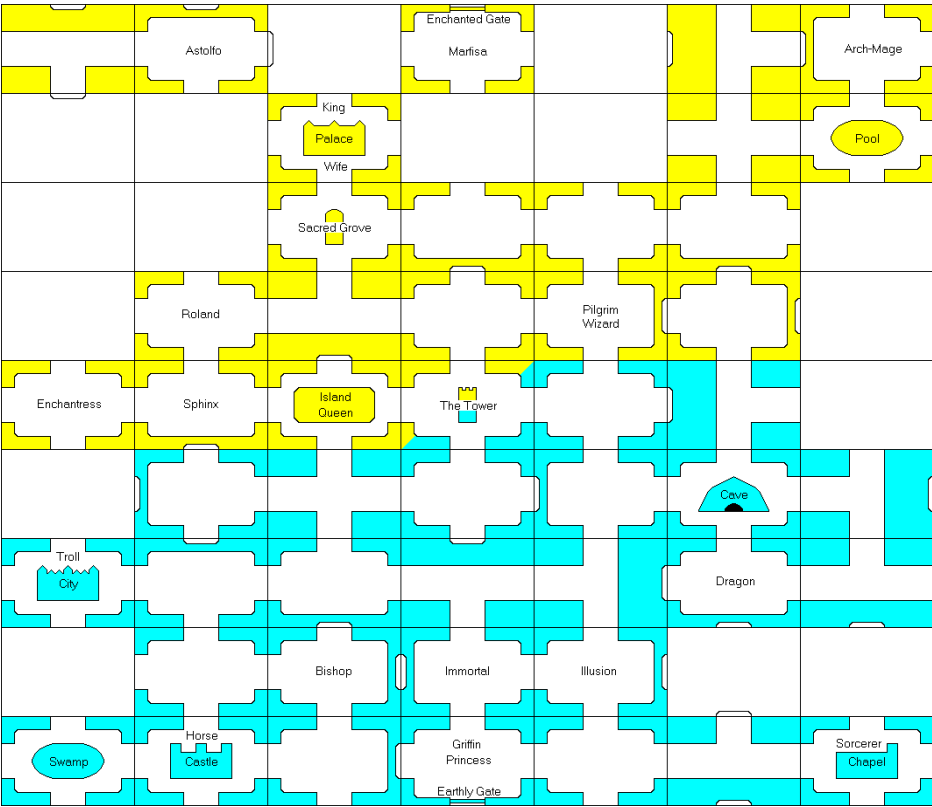
MYSTIC WOOD 2

The situation remains somewhat similar to last time.

ROUND 33

- ◇ Roland stays put.
- ◇ Astolfo goes east and finds that way blocked.
- ◇ Marfisa stays put.
- ◇ Perceval does not escape from the Tower.

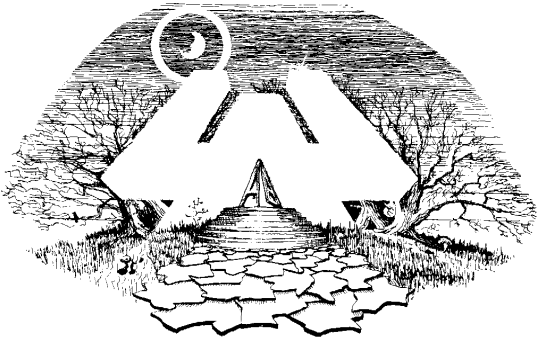
Player	Character	Pro	Str	Quest and companions/things
Howard Bishop	Roland	2	2	<i>Leave with the Princess</i>
		1		Wand (rotate your area by 180°) Child (deliver to Earthly Gate) Giant-killer
Peter Berlin	Astolfo	2	2	<i>Visit all corners</i> (NW✓ NE✓ SW✓ SE✓)
		1	1	Shield
		2	2	Armour
		1	1	Friar
			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



Perceval is in the Tower.

Orders required

Moves for round thirty four





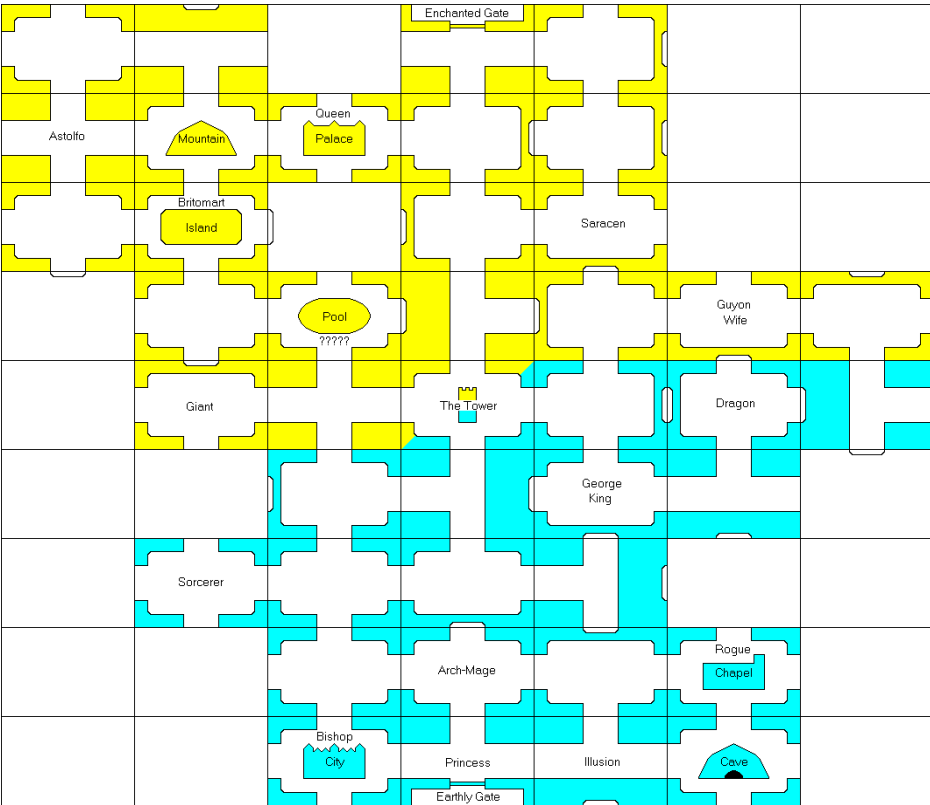
MYSTIC WOOD 3

No new denizens appear on the scene.

ROUND 18

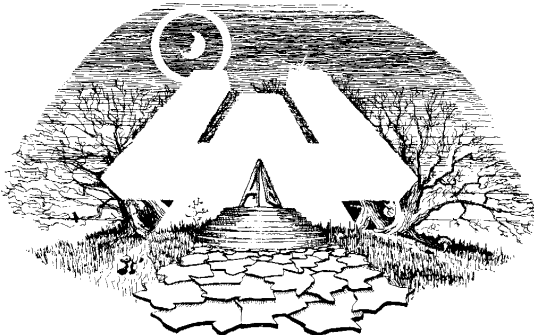
- ◇ Britomart moves east but finds the way blocked.
- ◇ Marfisa does not escape from the Tower.
- ◇ George moves south with no intention of challenging the King (p4 s4). The only problem with this is that the King will always challenge you, unless you are Britomart or Marfisa, and does so. The result is 9:9, so the challenge continues next time.
- ◇ Guyon moves west and passes the time with the Wife, who basically ignores him.
- ◇ Astolfo moves west.

Player	Character	Pro	Str	Quest and companions
Bruce Edwards	Britomart	3	1	<i>Leave with the Prince</i>
		3	3	Sword 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



Marfisa is in the Tower.

Orders required
Moves for round nineteen





NEW ENGLAND RAILWAYS 7

Don gets one point of delayed income.

ROUND 4

Auctions		Bids:	MB	TW	BE	DS
4a:	New Haven & Hartford (5)		1	-	2	3
	Build roll: 4 (not built)		-	-	4	5
4b:	Fitchburg & Manchester (7)		1	-	2	-
	Build roll: 3 (not built)		3	-	4	-
	Build roll: 5 (not built)		5	-	*6*	-
4c:	Fitchburg & Worcester (6)		1	2	-	-
	Build roll: 8 (built)		3	*4*	-	-

Commodity Movement		MB	TW	BE	DS
Income:		5	2	2	4
Martin	Food Worcester to Boston	1			
Martin	Food Worcester to Boston	1			
Tony	Goods Springfield to Middleboro		2	1	1
Bruce	✗				
Don	Coal Portsmouth to Worcester		1		2
Market loss number: 7		Income lost: -1		-1	
		Income: 6		3	
				6	

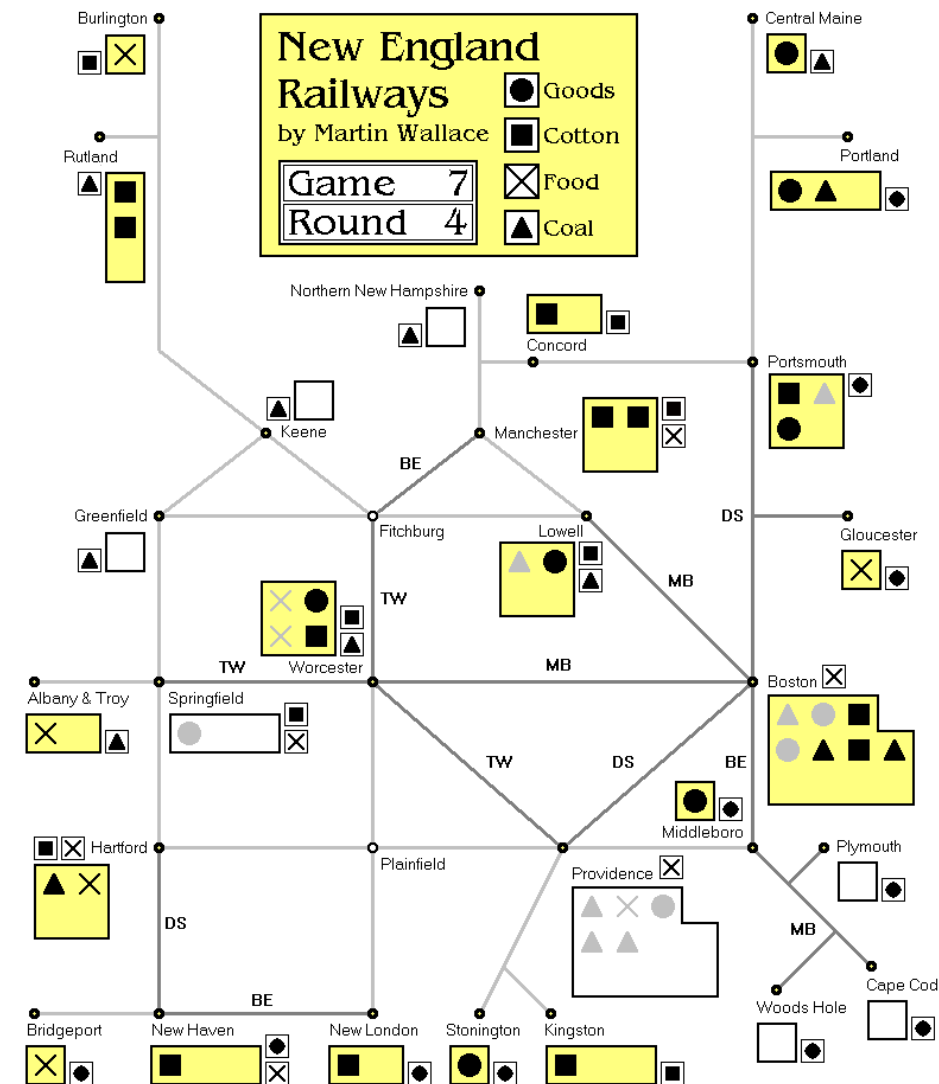
Martin remains the Train Player {income 6/cash 20}.

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

Commodity Growth and New Railway Links

Worcester	Cotton	◇	Link 5a:	Fitchburg & Greenfield (7)
Portland	Coal	◇	Link 5b:	Providence & Plainfield (6)
Portsmouth	Goods	◇	Link 5c:	Providence & Middleboro (6)
Middleboro	Goods	◆	Link 6a:	Hartford & Plainfield (7)
Boston	Coal	◆	Link 6b:	Greenfield & Springfield (7)
Concord	Cotton	◆	Link 6c:	Greenfield & Keene (8)

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



Orders required

Martin leads the playing order

Railway link bids 5a, 5b and 5c, commodity movement, loans



OUTPOST 21

The Scientists are, as usual, first up.

ROUND 9

Commander Actions

Mark Auctioned a Scientists for 40. Geoff joined at 67, Willem at 68, Marcus at 69. Mark and Geoff dropped out at 69, Willem at 75. Marcus got it for 75 (o:2 w:6,7,30,30)

- ▶ Auctioned a Scientists for 40. Geoff joined at 67, Willem at 68. Mark and Geoff dropped out at 68. Willem got it for 68 reduced to 48 after Data Library discounts (w:6,7,8,9,10)
- ▶ Bought one Titanium Factory (w:30)

Geoff Auctioned a Robots for 50 and got it (o:3,5 w:30 t:12) plus a free Robot

- ▶ Bought one Robot (t:11)

Bruce Auctioned an Ecoplants for 30. Jim joined at 31. Bruce dropped out at 43. Jim got it for 43 (o:2,5 w:5,6,7,9,9)

Jim Passed

Willem Passed

Marcus Passed

PO	Name	Factories	Population	Robots	Production
1	Jim	2o,5w	7 (8)	0 (0)	2o,7w (55,15)
2	Geoff	2o,4w,1t	8 (8)	2 (8)	2o,1w,1W,1t (53,10)
3	Mark	2o,4w,2t	8 (8)	0 (0)	2o,1W,4t (76,10)
4	Willem	2o,5w	5 (5)	0 (0)	6w,1r (55,15)
5	Marcus	2o,4w	6 (8)	0 (0)	4o,2w,1W,1r (69,15)
6	Bruce	2o,2w,2t	5 (5)	0 (0)	3o,4w,5t (87,15)

PO	Name	Colony Cards	Victory Points
1	Jim	WH, Nod, Eco	15 (80)
2	Geoff	HE, Nod, Rob	14 (105)
3	Mark	DL, HE, Nod	14 (70)
4	Willem	DL, DL, WH, HE, Sci	11 (125)
5	Marcus	WH, Nod, Sci	11 (90)
6	Bruce	DL, WH, HE	10 (70)

Data Library	0	Sold out	Orbital Lab	1	(3 more)
Warehouse	0	Sold out	Robots	0	(3 more)
Heavy Equipment	0	Sold out	Laboratory	1	(3 more)
Nodule	0	Sold out	Ecoplants	1	(2 more)
Scientists	0	(2 more)	Outpost	3	(1 more)

Orders required

Round ten auctions, bids and purchases



OUTPOST 22

No Nodules were on offer last time.
One has turned up now, though.

ROUND 5

Commander Actions

Steve Bought one Water Factory (o:2 w:5,6,7)

David Bought one Water Factory (o:2,4 w:7,8)

- ▶ Bought one Population Unit (o:5 w:5)

Jim Auctioned a Data Library for 15. Willem joined at 16, Marcus at 17. Marcus dropped out at 19, Willem at 20. Jim got it for 20 (o:4,4 w:5,7)

Willem Auctioned a Data Library for 15. Marcus joined at 16 and dropped out at 19. Willem got it for 19 (o:1 w:8,10)

- ▶ Bought one Population Unit (w:6,7)

Martin Bought one Water Factory (o:3,4 w:4,9)

Marcus Auctioned a Heavy Equipment for 30 and got it (o:3,4 w:7,8,8)

Lyndon Bought one Titanium Factory (o:4 w:5,6,7,8)

- ▶ Bought one Population Unit (o:5,5)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,3w	5p (8,0)	DL, Nod	3o,3w (30,10)	8 (40)
2	David	2o,4w	6p (8,0)	Nod	2o,4w (34,10)	8 (25)
3	Jim	2o,2w	4p (5,0)	DL, DL, DL	3o,3w (30,10)	7 (45)
4	Marcus	2o,3w	5p (5,0)	DL, HE	3o,4w (37,10)	7 (45)
5	Lyndon	2o,2w,1t	5p (5,0)	HE	5o,2w,1t (39,10)	7 (30)
6	Steve	2o,4w	5p (8,0)	Nod	2o,4w (34,10)	7 (25)
7	Martin	2o,4w	5p (5,0)	WH	1o,6w (45,15)	6 (25)

Data Library	0	Sold out	Heavy Equipment	3	(none left)
Warehouse	3	(1 more)	Nodule	1	(1 more)

Orders required

Round six auctions, bids and purchases





OUTPOST 23 {AV}

This is only the second
Average game in these pages.

NEW GAME

Mick Haytack	43 Swanmore Road, Littleover, Derby, DE23 3SD
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Marcus Pratt	7 York Villas, Brighton, BN1 3TS
David Smith	7 Kings Court, Welsh Row, Nantwich, Cheshire, CW5 5DY

The Average Card game gives you fixed income. An Ore factory gives the average of three, supplied as a '1' and a '2', while a Water factory gives you a '3' and '4' to make the average production of seven. These cards each count as half a card towards your hand limit.

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Mick	2o,1w	3p (5,0)	-	26 3 (0)	
2	Willem	2o,1w	3p (5,0)	-	26 3 (0)	
3	Kevin	2o,1w	3p (5,0)	-	26 3 (0)	
4	Marcus	2o,1w	3p (5,0)	-	26 3 (0)	
5	David	2o,1w	3p (5,0)	-	26 3 (0)	

PO	Name	Total Cards	Megas	Ore	Wat/Tit	Res	Mic	NC/OM	RO	MO
1	Mick	6/10	-	-	4 4	2 2	-	-	-	-
2	Willem	6/10	-	-	4 4	2 2	-	-	-	-
3	Kevin	6/10	-	-	4 4	2 2	-	-	-	-
4	Marcus	6/10	-	-	4 4	2 2	-	-	-	-
5	David	6/10	-	-	4 4	2 2	-	-	-	-

Anyone confused by the fact that you appear to have twelve cards, but the total says 6/10, must remember that you have twelve *half* cards, making a total of six full cards out of your hand capacity of ten.

Data Library	0 (3 more)	Heavy Equipment . .	1 (2 more)
Warehouse	2 (1 more)	Nodule	2 (1 more)

If you are not intending to go for one of the colony cards in the first round, please submit orders for two complete rounds. You may make your second round orders dependent on the production you get from round one, or indeed anything that happened in round one.

If anyone should go for a colony card in the first round, we'll stop before the second round to give everyone a good look at the situation. If we move into round two and it hasn't been covered in someone's orders, I'll spend their money on a Water Factory if they can afford it, a population unit if they can't, or both if possible. A five player expert game hits the final phase when someone gets 30 VPs.

Orders required

Round one and round two auctions, bids and purchases



PUERTO RICO 1

Derek gets a
second big building.

ROUND 12

Derek is the Builder (+1) and builds the Customs House.
Jim builds a Large Indigo Plant, Alan and Peter pass.
Jim is the Trader (+1) and trades Coffee.
Alan trades Indigo. The Trading House is emptied.
Alan is the Mayor.
Peter is the Captain.
Corn, Coffee and Tobacco is shipped. The '5' ship (Corn) is emptied.

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
-	Crn Ind Ind Ind Sug	- - - -	5	19

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

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

Jim Reader Doubloons: 8 VP chips: 5	<div>Small indigo plant Indigo plant Coffee roaster</div> <div>Hospice Large market Fortress</div> <div>Fields: Qry✓✓✓ Crn✓ Ind✓✓ Cof✓✓ Goods: Ind✓</div>
Alan Harvey Doubloons: 3 VP chips: 5	<div>Small sugar mill Indigo plant Hacienda</div> <div>Small warehouse Hospice Harbour</div> <div>Fields: Qry✓✓ Crn✓✓ Ind✓✓✓ Sug✓ Cof✓ Goods: Ind✓ Sug✓✓</div>
Peter Hawkins Doubloons: 4 VP chips: 26	<div>Small sugar mill Small market Harbour</div> <div>Fields: Crn✓✓✓ Ind× Sug✓ Tob✓✓✓ Goods: Sug✓</div>
Derek Wilson Doubloons: 2 VP chips: 11	<div>Tobacco storage Small market Construction hut</div> <div>Factory Guild hall Customs house</div> <div>Fields: Qry✓✓✓ Crn✓✓ Ind× Sug× Tob✓✓ Goods: ×</div>

Orders required

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



PUERTO RICO 2

No Builder, but plenty of doubloons to spend.

ROUND 11

Lionel is the Craftsman (+2) and produces an extra Indigo.

Bruce is the Trader and trades Coffee.

Kevin trades Indigo, Marcus trades Sugar, Lionel trades Tobacco. The House is emptied. Kevin is the Captain (+1).

Corn, Tobacco and Sugar is shipped. The '5' ship (Tobacco) is emptied.

Marcus is the Settler (+1) and digs the last Quarry.

Lionel plants Corn, Bruce plants Tobacco (manned), Kevin plants Sugar.

Roles	+1 Builder	Captain	Craftsman	+1 Mayor
	Settler	Trader	+1 Prospector	
Quarries	-			
Plantations (Fields)	Sug	Tob	Cof	Cof
Trading House	-	-	-	-
Ship	4			
Supply	30			

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: Empty	6: Corn	7: Sugar
	- - - - -	✓ ✓ ✓ ✓ ✓ -	✓ ✓ ✓ - - - -

Kevin Lee Doubloons: 8 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 Doubloons: 9 VP chips: 3	<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 Doubloons: 14 VP chips: 13	<div>Small indigo plant</div> <div>Tobacco storage</div> <div>Small market</div> <div>Large warehouse</div> <div>Factory</div>
Bruce Edwards Doubloons: 6 VP chips: 13	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Coffee roaster</div> <div>Small warehouse</div> <div>Hospice</div>

Goods: ×

Goods: Cof✓

Goods: Ind✓ Tob✓✓

Goods: Cof✓

Orders required

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



PUERTO RICO 3

Settle, Build, Craft and sort out the job market.

ROUND 5

Jim is the Settler (+1) and digs a Quarry (manned).

Allan plants Coffee, Peter plants Indigo, Mick plants Coffee.

Allan is the Builder and builds a Large Market.

Peter and pass, Jim builds a Tobacco Storage.

Peter is the Craftsman (+1) and produces an extra Sugar.

Mick is the Mayor.

Roles	Builder	+1 Captain	Craftsman	Mayor
	Settler	+2 Trader	+1 Prospector	
Quarries	4			
Plantations (Fields)	Crn	Ind	Tob	Tob
Trading House	-	-	-	-
Ship	6			
Supply	50			

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	1	LWA	2
	3 VPs	TOB	2	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: 0 VP chips: 1	<div>Indigo plant</div> <div>Tobacco storage</div> <div>Hospice</div>
Allan Stagg Doubloons: 0 VP chips: 3	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Large market</div>
Peter Hawkins Doubloons: 4 VP chips: 4	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Small market</div>
Mick Haytack Doubloons: 2 VP chips: 3	<div>Small sugar mill</div> <div>Small market</div>

Fields: Qry✓ Crn✓ Ind✓ Tob✓×

Goods: Crn✓ Ind✓

Fields: Qry✓ Ind✓ Sug✓ Tob× Cof×

Goods: Ind✓

Fields: Crn✓× Ind× Sug✓

Goods: Crn✓✓ Sug✓✓

Fields: Qry✓ Crn✓ Sug✓ Cof×

Goods: Crn✓

Orders required

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





RAIL BARON 13

Two players resolve
their debt problems.

ROUND 8

You do not need to offer auction bids unless an auction has been announced at the end of the previous period. Railroads are only auctioned between sets of turns, not between individual turns in a game report. Doing it this way means that you know in advance what is available for auction, or for purchase from the bank if railroads have been sold off rather than auctioned.

.....
Tony Bromley : Black : Trans America Express (TAXES) : Cash 41 ½K

(Home: Houston)

- 36: {14} PA/SLSF/UP to 4 W of Omaha {-1 bank +10 USELESS +10 BUM}
37: {6/3} UP to Denver {+19½} Bonus: UP to 4 W of Omaha {-1 bank +10 USELESS}
38: {11} UP/CRI&P to 1 NE of Tucumcari {-1 bank +10 USELESS -10 BUM}
39: {7/4} CRI&P to Tucumcari {+4½} Bonus: CRI&P to 4 NE of Tucumcari
{-10 BUM +10 COC}
40: {8} CRI&P/MP to St.Louis {+10 COC -10 BUM}

.....
Lionel Robbins : Red : United Services Eastern Lines Easily Straddling States
(USELESS) : Cash 21 ½K (Home: Kansas City)

- 36: {11} C&NW/PA to 1 W of Philadelphia {-10 TAXES}
37: {6} PA to New York {+10} {-10 TAXES}
38: {7} PA/RF&P to Richmond {-1 bank +10 TAXES +10 BUM}
39: {7} ACL to Charleston {-1 bank +10 COC +10 BUM}
40: {6} ACL to Birmingham {-1 bank}

.....
Geoff Hardingham : Blue : Carry On Columbus (COC) : Cash ½K
(Home: Columbus)

- 36: {11} GM&O/AT&SF to 1 SE of Pueblo {-1 bank -10 DEAR}
37: {6} AT&SF to 4 W of Tucumcari {+10/-10 DEAR}
38: {7} AT&SF to Phoenix {+19½} {+10/-10 DEAR}
39: {7} SP/UP to Las Vegas {-10 TAXES -10 USELESS}
40: {6} UP to Salt Lake City {+12} {-10 TAXES}

.....
Kevin Lee : Green : Detroit Expressways Are Rampant (DEAR) : Cash 95K
(Home: Detroit)

- 36: {11} CMStP&P to 1 E of Spokane {-1 bank +10 COC}
37: {6} CMStP&P/GN to Portland {+22} Buys Superchief {-40} {-1 bank +10/-10 COC}
38: {11} GN/CMStP&P to 3 E of Butte {-1 bank +10/-10 COC}
39: {11} CMStP&P to 1SE of Minneapolis {-1 bank}
40: {6/2} CMStP&P to Chicago {+22} Bonus: 2 points to move next time {-1 bank}

.....
Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 8K
(Home: Tucumcari)

- 36: {11} SLSF/CRI&P to 2 W of Kansas City {-1 bank -10 TAXES}
37: {6} CRI&P to Des Moines {-1 bank}
38: {7} CRI&P/NP to Fargo {+12½} {-1 bank +10 TAXES -10 USELESS}
39: {7} NP/CRI&P to Des Moines {-1 bank +10 TAXES -10 USELESS}
40: {6} CRI&P to 4 W of Kansas City {-1 bank +10 TAXES}

Turn	Basic Throw	Bonus	Priority	
41	4+4=8	4 (S/E)	TAXES	Most of the bonuses are good next time, if you can turn a blind eye to the solitaire bonus on turn 43.
42	1+1=2	5 (S/E)	USELESS	
43	2+3=5	1 (S)	COC	
44	2+4=6	5 (S)	DEAR	
45	5+6=11	3 (S)	BUM	

Player	Colour	First Destination	Payout	Second Destination	Payout
TAXES	Black	Philadelphia . . (NE)	19,000	Detroit (NC)	6,500
USELESS	Red	Houston (SC)	17,000	Seattle (NW)	26,500
COC	Blue	Little Rock . . . (SC)	16,000	Portland (NE)	18,000
DEAR	Green	Memphis (SC)	5,500	Boston (NE)	14,000
BUM	Yellow	Pocatello (NW)	13,500	Mobile (SE)	22,500

Extra destination for <i>TAXES</i> :	Third:	Albany (NE)	5,500
	Fourth:	Oakland (SW)	31,000
Extra destination for <i>DEAR</i> :	Third:	Butte (NW)	25,500

Player	Train	Railroads	Cash
TAXES	S	C&NW, N&W, PA, SLSF, UP	\$92,500
USELESS	E	ACL, CB&Q, D&RGW, IC, NP, RF&P, SP, WP	\$48,500
COC	E	GM&O, NYC, NYNH&H	-\$9,000
DEAR	S	AT&SF, B&M, B&O, CMStP&P, L&N, T&P	\$104,000
BUM	E	C&O, CRI&P, MP	\$15,500

BUM finishes the period in profit, but was 4K in debt at one point. To relieve his debt he sells the SAL to the bank for \$7,000, boosting his cash total to \$22,500.

COC finishes \$9,000 in debt, but was \$11,000 in debt during the round, so must raise at least that much. The orders are a little confusing, as the instructions are to sell, but reserve prices are also quoted. Sales are always at half price to the bank, reserve prices only apply to auctions. I'm going for the easy option, and selling the SOU and GN to the bank to raise \$18,50, which gives COC a cash total for the start of the next period of \$9,500.

The end result is that everyone is in credit - for now - and the bank has three railroads available for purchase next time.

Railroads available for repurchase from the bank			
GN	17,000	SAL	14,000
SOU	20,000		

Orders required

Orders for turns 41 to 45





RAILWAY RIVALS 1975-CL

A couple of late surges.

ROUND 12

Colorado

Round 12 Runs

			BRK	HENRY	BEAR	ABC	
36	42 Baldwin 23 Fort Morgan	① BROOKS 13 ① HENRY 12 ③ BEAR 5			+6		19 12 -1
37	26 Sheridan Lake 55 Lake City	① HENRY 30					30
38	31 Lamar/Springfield 53 Dolores	① HENRY 20 ② ABC 10 ✕ BEAR		-4 +2	-2	+4	22 6 2
39	62 Glenwood Springs ②2 Wyoming	① BROOKS 20 ② BEAR 10	+4/-7		+7/-4		23 7
40	66 Coalmont/ Steamboat Springs 14 Breckenridge/Georgetown	① BEAR 20 ② ABC 10 ✕ BROOKS	-6 -1		+6	+1	14 9 7
41	43 Gunnison 12 Denver	① BROOKS 16 ② HENRY 9 ③ ABC 5					16 9 5
42	32 La Junta ②3 Nebraska	① ABC 20 ② BROOKS 10					20 10

Scores

	Runs:	36	37	38	39	40	41	42	Score
HENRY	353	12	30	22	-	-	9	-	426
BEAR	357	-1	-	2	7	14	-	-	379
BROOKS	284	19	-	-	23	7	16	10	359
ABC	239	-	-	6	-	9	5	20	279

HENRY has a fine round, and before too long it is obvious that neither BEAR nor anyone else is going to catch him. BROOKS also has a good round, but not good enough to catch BEAR and steal second place.

1st	Bob Coull	HENRY	426
2nd	Kevin Lee	BEAR	379
3rd	Simon Brooks	BROOKS	359
4th	Colin Sharpe	ABC	279

Congratulations to Bob, and special thanks to Colin, who took over from David Charlton a little too late to put his stamp on the game.



RAILWAY RIVALS 1980-B

Still close if you ignore
TGV out front.

ROUND 10

London and Liverpool

Round 10 Runs

			WOT	PUPPET	BUM	TGV	COLIN	
22	41 Derby 23 Burnley	① WOT 15 ① BUM 15 ✕ COLIN			+2		-2	15 13 2
23	35 Liverpool 45 Coventry	① BUM 16 ② TGV 7 ② PUPPET 7		-2 -1 +2	+6 +2	-6 +1		8 12 10
24	36 Birkenhead 13 Leeds	① TGV 30 ✕ PUPPET		-2		+2		28 2
25	62 London ②6 Any other Seaport	① COLIN 9 ① PUPPET 9 ③ BUM 4 ③ TGV 4 ③ WOT 4	+3		-3			9 9 7 4 1
26	55 Bristol 21 Huddersfield	① PUPPET 20 ② COLIN 10 ✕ TGV		-1 +2		-2	+1	19 9 2
27	54 Newport 64 London	① COLIN 15 ① PUPPET 15		+2			-2	17 13
28	14 York ②5 Wales	① TGV 20 ② COLIN 10 ✕ WOT ✕ PUPPET	-4 -2	-2 -1		-3 +4 +2	+3 +2 +1	17 4 6 3

Round 10 builds

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

None.

+1 (COLIN) = +1

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

(L22) - M22.

-1 (builds) -1 (TGV) +1 (COLIN) = -1

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

None.

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

None.

+1 (PUPPET) = +1

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

(F59) - N63 - Cambridge.

-9 (builds) -1 (WOT) -1 (PUPPET) = -11

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
TGV	196	-	12	28	4	2	-	17	+1	260
PUPPET	142	-	10	2	9	19	13	3	-1	197
COLIN	152	2	-	-	9	9	17	4	-11	182
WOT	149	15	-	-	1	-	-	6	+1	172
BUM	141	13	8	-	7	-	-	-	-	169

Round 11 Runs

29.	33 - 26	Shrewsbury to Manchester
30.	16 - 42	Sheffield to Nottingham
31.	61 - 24	London to Bolton
32.	32 - 04	Stoke to Northern England
33.	46 - 52	Peterborough to Birmingham
34.	15 - 65	Doncaster to Cambridge
35.	53 - 03	Wolverhampton to Northern England

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

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RAILWAY RIVALS 1984-CN	REBUS predicts the new leader.	ROUND 9
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California and Nevada

Round 9 Runs

			ARNIE	EARTH	GITCO	WART	REBUS	
14.	32 Merced 02 Mexico	① EARTH 20 ② ARNIE 10 ✕ GITCO ✕ REBUS	-6 +2 +1	+6	-2		-1	14 13 2 1
15.	35 Bakersfield 16 Santa Rosa	① WART 10 ① EARTH 10 ① REBUS 10		+1		-1 -3	+3	14 9 7
16.	36 San Luis Obispo 53 Barstow	① ARNIE 30						30
17.	25 Sacramento 15 Fort Bragg/Red Bluff	① GITCO 11 ① REBUS 10 ③ WART 5 ③ EARTH 4		+2 -2		+2	-2	11 12 3 4
18.	54 Ryan/Trona 06 Any Coastal City	① EARTH 16 ② ARNIE 9 ③ WART 5 ✕ GITCO	-1 +1 +1	+1	-1	-1		14 9 6 1
19.	65 Carson City 23 San Jose	① GITCO 16 ② REBUS 9 ③ WART 5			-3	-1	+3 +1	19 5 6
20.	64 Loveluck 42 Los Angeles	① GITCO 15 ① ARNIE 15	+3/-1		+1/-3			17 13
21.	43 Santa Barbara 01 Oregon/Idaho	① GITCO 20 ② REBUS 10 ✕ EARTH ✕ ARNIE	-2	-3			+3 +2	20 5 3 2

Round 9 builds

Another Republican Nutter Irritates Electorate (ARNIE) (Steve Ham, Green)
(X13) - X12; (V15) - Fresno; (V30) - W30 - X30 - Y30 - Caliente - A72 - B72; (T16) - T15.
-10 (builds) +3 (towns) -1 (WART) -1 (REBUS) = -9

Entirely Antiquated Railway That Has a Quite Unlikely Association with Kings and Empires
(EARTHQUAKE) (Jim Reader, Yellow)

Gringos Interested in Transporting Californian Oranges (GITCO) (Tony Sait, Purple)
None.

Western American Rail Tycoon (WART) (Don Shailer, Blue)
None. +1 (ARNIE) = +1

Railway Exceeds Beyond Usual Standard (REBUS) (Rob Thomasson, Red)
None. +1 (ARNIE) = +1

Scores

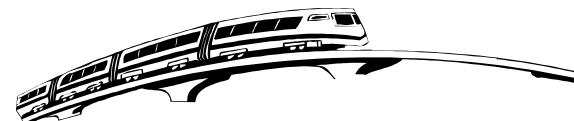
	Runs:	14	15	16	17	18	19	20	21	Builds	Score
ARNIE	156	13	-	30	-	9	-	13	2	-9	214
REBUS	178	1	7	-	12	-	5	-	5	+1	209
EARTHQUAKE	139	14	9	-	4	14	-	-	3	-	183
GITCO	53	2	-	-	11	1	19	17	20	-	123
WART	59	-	14	-	3	6	6	-	-	+1	89

Round 10 Runs

22.	15 - 43	Fort Bragg/Red Bluff to Santa Barbara
23.	65 - 33	Carson City to Fresno
24.	26 - 45	Stockton to San Bernadino
25.	54 - 03	Ryan/Trona to Arizona
26.	64 - 22	Gerlach/Loveluck to San Francisco
27.	51 - 12	Needles to Alturas/Bieber
28.	34 - 04	Hanford to Utah

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

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RAILWAY RIVALS 1990-CK	No solo runs this time.	ROUND 8
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County Cork

Round 8 Runs

			BRK	GIB	PADDY	BOB	
8.	54 Dunmanway 65 Kenmare	① PADDY 20 ② BOB 10 ✕ BROOKS	-2		+2		18 10 2
9.	52 Ballymakeery/Enniskean 44 Kanturk/Millstreet	① PADDY 15 ① GIB 15		+5/-2	+2/-5		18 12

10	24 Midleton/Rathcormack 61 Bantry	① BOB 20				20
		② PADDY 10				10
11	43 Mallow ④ County Limerick	① GIB 20				20
		② BROOKS 10				10
12	34 Bandon 15 Cork	① BOB 15				15
		① BROOKS 15				15
13	14 Cork 26 Fermoy	① PADDY 16			+2/-1	17
		② BOB 9		+1/-2		8
		③ GIB 5				5
14	35 Kinsale ③ County Limerick	① GIB 15				15
		① BROOKS 15			-5	10
		✕ BOB	+5			5

BROOKS also entered run 9, but was excluded as his route was too long.

Round 8 builds

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
(Z30) - X31; (Z35) - Y36 - Y38 - Lismore. -6 (builds) -1 (GIB) +1 (BOB) = -6

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

(Ballygeary) - L13 - L12 - Kealkill - K11 - J10. -10 (builds) +1 (BROOKS) -2 (PADDY) = -11

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

(Dunmanway) - H18 - H19 - G20 - Clonakilty. -9 (builds) +2 (GIB) = -7

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

(Z19) - Z18 - Boherboy; (Blarney) - Q26 - R25 - R24 - Donoughmore; (Blarney) - R28.
-8 (builds) -1 (BROOKS) = -9

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
BOB	122	10	-	20	-	15	8	5	-9	171
GIB	118	-	12	-	20	-	5	15	-11	159
PADDY	89	18	18	10	-	17	-	-	-7	145
BROOKS	98	2	-	-	10	15	-	10	-6	129

Round 9 Runs

15.	46 - 64	Rath Loirc to Castletown Bearhaven
16.	33 - 25	Coachford/Donoughmore to Cobh
17.	23 - 45	Ballycotton/Tallow to Boherboy/Newmarket
18.	12 - ①	Cork to County Kerry
19.	32 - 53	Ballinhassig/Crookstown to Ballygeary/Rathmore
20.	16 - 51	Cork to Clonakilty
21.	62 - ⑥	Ballydehob/Glengariff to County Waterford

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



RAILWAY RIVALS 1994-CY

More costly payments.

ROUND 5

Cyprus [14 points for these builds]

Cyprus Holidays In The Sun (CHITS) (Bob Coull, Black)
(J58) - J57; (F69) - F70 - Famagusa; (F69) - G70 - Trikomo - I70 - I71; (F14) - E14;
(Limassol) - E19.

45 +4/-3 (PUPPET) -12 (FETA) = 34

One Lone Islander Visits Engines (OLIVE) (Bruce Edwards, Purple)

(Dhali) - L23; (C61) - C64 - F65 - F66.

63 -1 (PUPPET) -2 (FETA) = 60

Petopolos' Urban Place-to-Place European Transport (PUPPET) (Peter Mearns, Blue)

(Famagusa) - G70; (G7) - H6 - Paphos; (G70) - Trikomo; (E13) - F12 - G13 - H12.

57 +6 (Episkopi) +6 (towns) +3/-4 (CHITS) +1 (OLIVE) +7 (FETA) = 76

Fire Engines Travel Around (FETA) (Jim Reader, Yellow)

(G24) - G21 - F20 - F19 - E19 - Limassol - D14 - D13; (E55) - C54.

29 +12 (CHITS) +2 (OLIVE) -7 (PUPPET) = 36

Builds
Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2004-DK

Some similar ideas,
as so often happens.

ROUND 1

Dakota [16 points for these builds]

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)

(V33) - Stone City - V24 - W24 - Aberdeen - W18.

20 +9 (towns) +1 (YEEHAW) +1 (GOTGT) = 31

Faulkton Expressways Are Rampant (FEAR) (Kevin Lee, Black)

(E70) - Fargo - Jamestown - E56.

20 +9 (towns) = 29

Old Dakota Enterprise (ODE) (John Marsden, Green)

(K69) - Grand Forks - K55.

20 +6 (towns) = 26

Yellow Engines Everywhere Hollering Advance Warning (YEEHAW) (Jim Reader, Yellow)

(K34) - Sioux Falls - Madison - V25.

20 +9 (towns) -1 (GREAT) = 28

Get On The Gravy Train (GOTGT) (Joakim Spångberg, Red)

(P33) - Brookings - Watertown - S28 - B63.

20 +9 (towns) -1 (GREAT) = 28

Builds
Up to 12 points excluding payments to rivals

NEWS FROM THE ROCK

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



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

- ✧ It's been a slow month for completed and new games, but that's partly because the summer holidays are kicking in.

- ✧ Lew Stansby hits a winning streak, winning four of the five that have finished. His rating is now 3.647, with twenty wins out of thirty four games. Not bad going at all. He is third on the full ratings table for the web games. Those ahead of him have played far fewer games, so their results are not so impressive.

To put things in perspective, Rob's position at the top of the web ratings for subscribers is actually nineteenth on the full ratings table. He's still top of this list, however.

- ✧ Here are the current web ratings for zine subscribers with a rating of 2.0 or more:

- Rob Thomasson	2.611
- Neil Walters	2.600
- Peter Hawkins	2.545
▼ Martin Butcher	2.370
- Ken Maher	2.286
- Gareth Lodge	2.167
▲ Mark Stretch	2.028
▲ Michael Graystone	2.022
▼ Michael Longdin	2.013
- Bob Coull	2.000
- John Webley	2.000

- ✧ Completed games and winners:

Acquire e501 (Powers)	Lew Stansby
Carcassonne e503	Lew Stansby
Durch die Wüste e505	Lew Stansby
Puerto Rico e507	Lew Stansby
Acquire e512	John Colledge

- ✧ New games and start dates:

1856 e542	May 23rd
Durch die Wüste e543	May 31st
Samurai e544	Jun 2nd
Acquire e545	Jun 3rd
Puerto Rico e546	Jun 11th



PREVIEW

I've been asked how the 18xx waiting lists work. Basically, they work exactly like any other lists in the zine. I open a list and people sign up for it. If there is no list open for a game you want to play, you're welcome to ask for it to be opened, but if I don't open it at that time, your request does not get recorded.



The reason for this is simple. In the past I used to keep a note of what people were interested in playing, and I would end up with a set of behind-the-scenes waiting lists that were full, so when they did become public, people who hadn't made advance requests found they had no chance of signing up.

My preference is to see what the response is when the list is opened, and if there's enough interest for more than one game, then there will probably be a couple rather than just the one.

I shall probably open an 1830 list next time.

What I should have done by now is to choose the map for the next Bus Boss game, but as I'm running late with this issue, it's going to remain a surprise for you.

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

#122:	1856, Bus Boss
#123:	Railway Rivals (Czech Republic)



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
May 23rd	The Abyssinian Prince 291
May 26th	...mais n'est-ce pas la gare? 50
May 28th	Minstrel 277
Jun 2nd	Save Your xxs For Me 17
Jun 3rd	Hopscotch 219
Jun 9th	Bloodstock 180, Variable Pig 97

Minstrel, *...mais n'est-ce pas la gare?* and *Save Your xxs For Me* are offering themselves in electronic form these days, options that I have declined. The main reason is that I am highly unlikely to look at them if they come in this form. When the paper copies drop through the letter box I can open the envelopes and look through them at my leisure. With an electronic download, there's always something else to do while I'm at the computer. Past experience has shown that electronic zines just leave me cold, anyway. I don't find it comfortable to read anything of any size on screen, and if I subscribe I want it in a readable form, not in a form that I have to work at in order to get in a readable form. Yes, I'm running games via the web, but I see this as something different. You're not opening up a magazine, you're playing a specific game, so the reasons to look at the web page are different.

Having said that, I wish them all the best with this format.

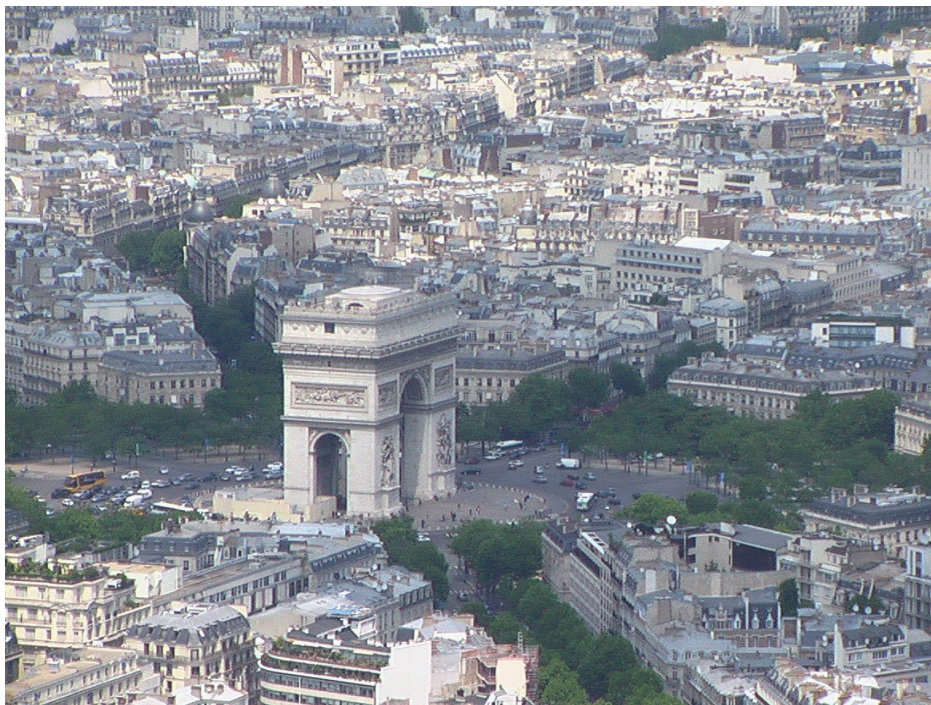


RATINGS

This is the list of subscribers 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

This list remains static. Hardly surprising, really, with one game finishing this time. ★



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	John Marsden	Acq42, RR-2004-DK
Howard Bishop	1870-B17, MW2	Peter Mearns	RR-1980-B, RR-1994-CY
Tony Bromley	1826-I17, RB13	Willem Moene	1830-I17, 1835-G18, 1856-M19, 18Kaas-O19, Acq42, OP21, OP22, OP23
Simon Brooks	Acq41, BA14, BB-286-SPN, RR-1975-CL, RR-1990-CK	Marcus Pratt	Battle! 3, OP21, OP22, OP23, PR2
Martin Butcher	1800-Z16, 1825-E19, 1870-U19, 1899-A18, 18EU-N17, 18Kaas-O19, BA15, DQ3, McM9, NER7, OP22	Jim Reader	6n11, BA13, BA14, BA15, 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
John Colledge	6n11, Acq42, Acq43	Lionel Robbins	1826-I17, 1829-J19, 1853-M18, Acq43, PR2, RB13
Bob Coull	Acq43, BB-286-SPN, RR-1975-CL, RR-1994-CY	Peter Robbins	RR-1990-CK
Simon Cutforth	1826-I17, 1856-M19, 18EU-N17	Tony Robbins	1825-S19
Gareth Davies	1830-U16, 1830-L17, 1830-J18, 1856-R18	Simon Robertson	BB-286-SPN, RR-1980-B
Bruce Edwards	BA15, BB-284-SSV, BB-290-SEA, DQ4, LR9, MW1, MW3, NER7, OP21, PR2, RR-1975-CL, RR-1994-CY	Tony Sait	1830-U16, 1835-G18, 1856-R18, 1856M19, 18Kaas-O19, RR-1984-CN
Mark Frueh	1870-B17, 18EU-B19	Don Shailer	BA13, BB-286-SPN, MW2, RR-1984-CN
Michael Graystone	6n11, Acq41, BB-284-SSV, BB-290-SEA, RR-1990-CK, RR-2004-DK	Colin Sharpe	6n11, Acq42, BB-290-SEA, RR-1975-CL, RR-1980-B
Lyndon Gurr	1826-Y18, 1820-J19, 1853-M18, 1856-M19, 1870-U19, 1899-A18, 18EU-N17, 18Kaas-O19, Acq41, Acq42, OP22	John Shelley	1826-Y18, 1829-J19, 1830-J18, 1853-M18, 1856-R18, 1870-U19, 1899-A18
Steve Ham	6n11, Acq41, Battle! 3, BA14, BB-284-SSV, RR-1984-CN	David Smith	1829-J19, OP22, OP23
Geoff Hardingham	OP21, RB13	Don Smith	1826-Y18, 18EU-B19, LR9, NER7
Alan Harvey	1800-Z16, 1825-E19, 1825-S19, 1929-J19, 1899-A18, 19Kaas-O19, PR1	Joakim Spångberg	Battle! 3, BA14, RR-2004-DK
Peter Hawkins	1830-L17, 1830-J18, Battle! 3, PR1, PR3, RR-1980-B	Allan Stagg	Battle! 3, BA13, BA15, PR3
Mick Haytack	6n11, McM9, OP23, PR3	Mark Stretch	1825-S19, 1826-I17, 1835-G18, BA15, McM9, OP21
Mike Head	1830-L17	Steve Thomas	18EU-N17, OP22
Mike Hutton	1825-S19, 1853-M18, 1856-R18, 1870-U19, BB-286-SPN, BB-290-SEA	Rob Thomasson	1830-L17, 1835-G18, BA14, RR-1984-CN
Kevin Lee	6n11, Acq43, BA13, BB-284-SSV, DQ4, MW1, MW3, OP23, PR2, RB13, RR-1975-CL, RR-2004-DK	Roger Trethewey	6n11, BA13, BA15, DQ3, DQ4, MW1, MW3
Michael Longdin	MW3	Neil Walters	1800-E18, 1825-E19, 1830-U16, 1830-J18, 1870-B17, 18EU-B19
Richard Lunn	1856-R18, BA14	Stephen Webb	1826-I17, 1826-Y18, 1853-M18, 1856-M19, 1870-B17, 1870-U19, 1899-A18, 18EU-B19, LR9
		John Webley	1830-U16, 1835-G18, BA13
		Tony Wilcock	Acq41, Acq43, LR9, McM9, MW2, NER7
		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 July 20th 2005

18xx Games - Friday July 15th

Future main deadlines: August 17th September 14th October 21st

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.