

FOR WHOM THE DIE ROLLS

July 2005

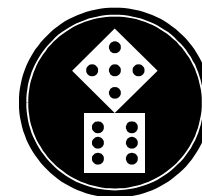
Published by Keith Thomasson

Issue 122

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 #122, 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...

1856 Peter Berlin, Martin Butcher, Mike Head, Rob Thomasson, Stephen Webb
Bus Boss Bob Coull, Michael Graystone, Kevin Lee, Jim Reader, Simon Robertson,
Brian Tappenden
(France)

Games starting in the next issue...

⚡ Railway Rivals Steve Ham, Simon Robertson, Bob Coull, Colin Sharpe, Peter Mearns
(Czech Republic - CZ)

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

① 1829 South David Smith, Don Shailer, Martin Butcher, Peter Berlin
② 1829 North Mike Hutton, John Hopkins, Martin Butcher
③ 1830 Roger Krueger, Martin Butcher
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
① Lancashire Railways Lyndon Gurr, Tony Wilcock, Martin Butcher
② New England Railways Marcus Pratt, Martin Butcher
⇨⑦ Outpost Michael Longdin, Willem Moene, Martin Butcher
⇨④ Rail Baron Roger Krueger

I supply everything you need for these...

⑨ Battle! Michael Graystone, Bruce Edwards, Allan Staggs
⇨④ Bus Boss Martin Butcher
⚡ Railway Rivals Jim Reader, Tony Bromley, Michael Graystone, Brian Tappenden,
Michael Longdin
(Denmark - DM)
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 #122. Slightly later than expected, perhaps, but here. The delay was less to do with the holiday and more to do with workplace madness, more of which later. Maybe.

So, how was the holiday? Over two weeks since we got back, I'm tempted to ask what holiday, but we definitely had one. It just feels like it was months ago.

The plan was to fly to Chicago for a few days, move on to Columbus, Ohio for the Origins game convention, and then spend the last week or the break in Boston. I'm pleased to say that the plan held up, and that's exactly what we did.

We flew with American Airlines, as that allowed us to book all the flights on one through ticket. I don't have a lot of flying experience, but I couldn't fault them for how they treated us. We were never cramped, and the food was good. There were a couple of delays, and we sat on the tarmac at Chicago waiting to leave for Columbus for longer than the flight itself lasted, but if your altimeter isn't working, the passengers would prefer you fixed it instead of flying without knowing how high you were.

We stayed at the Essex Inn in Chicago, which was south of the main centre, on Michigan Avenue. Michigan Avenue runs down the west side of Grant Park, which forms part of the city's buffer between the city itself and the shore of Lake Michigan. From our fourteenth floor room (it's a small hotel...) we could see the Sears Tower in one direction and Lake Michigan in the other.

We thoroughly enjoyed Chicago, although we didn't get the tour of Mayfair Games we had hoped for, because the hotel kept telling our friends that we didn't exist. We only discovered this when we got back from the Museum of Science and Industry on our final day. Disappointing, but not too much of a problem as we were seeing them all in Columbus.

In Columbus we stayed right across the street from convention centre, so getting to Origins each day was simplicity itself. It's smaller than Essen, and different in that of the three halls, one is for playing card games, one is for playing other games, and the third is the exhibitor's hall.

Highlight of the show for me was the prices for the games. An Advanced Squad Leader module that costs £68 in the UK only costs \$68 over there, almost half the price. OK, it's an American product, so we have to pay for the shipping and customs duty, but it's hard to see why the price doubles. It is impossible to see why Seven Ages, which is produced in Australia, would cost \$65 in America, but £60 in the UK. That was worth picking up, as the UK price had put me off.

Suffice to say that the show was an interesting comparison to what we see at Essen, and something that may be repeated, although perhaps GenCon would be the target next time, whenever next time happens to be. Highlight of our time in Columbus had to be elevating the Pope in the company of Mayfair Games and Koplow Games. Suggestions on a postcard, or anything else, are welcome. If I remember, I might explain next time.

(continued on page 87)

Change of address

Stephen Webb 20 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ



1856-Y19

It's 1856 time again.

NEW GAME

Your initial dealing order is as follows.

Peter Berlin	15 Andre Del Sarte, Paris, 75018, France
Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH
Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
Stephen Webb	23 Harrow Road, Hempstead, Gillingham, Kent, ME7 3QA

Your starting capital is \$300. Our first set of orders will just deal with bids and purchases for the Private Companies, which are:

Flos Tramway	FT	Cost	\$20	Revenue	\$5
Waterloo & Saugeen Railway Co.	WSRC	Cost	\$40	Revenue	\$10
The Canada Company	CC	Cost	\$50	Revenue	\$10
Great Lakes Shipping Company	GLSC	Cost	\$70	Revenue	\$15
Niagara Falls Suspension Bridge Co.	NFSBC	Cost	\$100	Revenue	\$20
St.Clair Frontier Tunnel Company	SCFTC	Cost	\$100	Revenue	\$20

The special features of these companies can be found in your rules. Which ones you are interested in may depend on what kind of game you plan to play, or you may simply be going for some regular income. On the other hand, it may be too early to be thinking of plans.

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. Do what suits you.

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. I've hit that particular problem before, and it an easy one to avoid once you know of it.

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. If you're using Rob's adjudicator to work through the game, I can supply you with a graphic file with the tiles in the orientation that matches the tile sheet. 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 Peter



1800-Z16

We cruise to a stop
in just one round.

OR17

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&S	AH	-	310	Y	①	225A	10	2E 4
D&RGW	MB	-	480	Y	② ③	140B	0	3E 2E 5

- Notes:
- ① C&S bond pays \$50 to Alan
 - ② D&RGW bond pays \$50 to Martin
 - ③ The bank has run out of cash

Cash Flow	b/f	OR17	c/f	Value	%	Certs
Alan Harvey	1,831	363	2,194	4,349	53.2	6
Martin Butcher	1,396	479	1,955	3,830	46.8	7

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

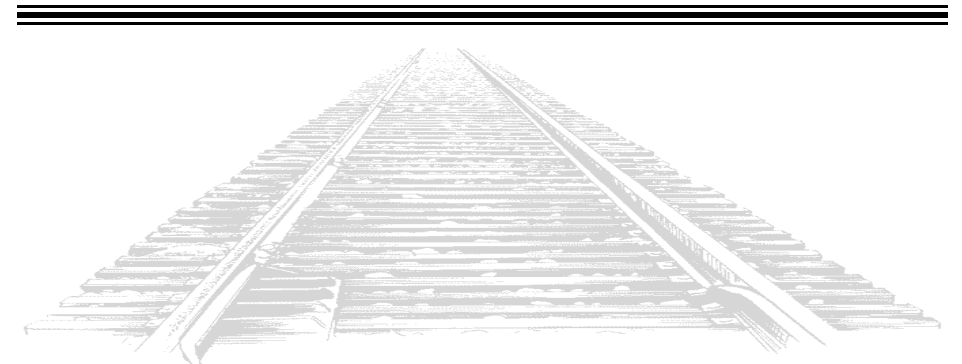
Treasury shares	-	-	-
Bank (pool)	-	-	1
Price	225A		140B
Company credit	10		0
Trains	2E 4		3E 2E 5
Bank cash: -\$359	Certificate limit: 7		Trains: 1 x '2x2E'
Current operating order:	C&S, D&RGW		

All the bank could stand was one operating round, which gives Alan the win.

1st	Alan Harvey	\$4,349	53.2%
2nd	Martin Butcher	\$3,830	46.8%

Congratulations, Alan, and well played to both of you. Just for interest, I ran another couple of rounds to see what would happen, considering that the C&S is at the top of the stock market. The gap closed faster, but Alan was still ahead by 0.8% - \$87.

We'll close with comments next time. I'd like to know if you'd care for another, or whether this was just seen as an interesting exercise.





1800-E18

I should have asked
for the full set of rounds.

OR13 - OR14

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	NW	-	390	Y	①	70F▲	54	2E 2E 4
C&S	PB	41:B6:6	500	Y	② ③	60G▲	12	2+2E 3E 5

- Notes: ① D&RGW bond pays \$50 to Neil
② C&S bond pays \$50 to Peter
③ \$120 to the bank for two pool shares

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	NW	-	390	Y	①	80E▲	93	2E 2E 4
C&S	PB	808:B4:4	510	Y	② ③	70F▲	44	2+2E 3E 5

- Notes: ① D&RGW bond pays \$50 to Neil
② C&S bond pays \$50 to Peter
③ \$70 to the bank for one pool share

Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Neil Walters	1,155	323	323	1,801	2,661	57.2▼	4
Peter Berlin	233	439	446	1,118	1,988	42.8▲	5

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

Treasury shares	-	3	1
Bank (pool)	-	-	1
Price	70F	80E	
Company credit	44	93	
Trains	2+2E 3E 5	2E 2E 4	
Bank cash: \$664	Certificate limit: 7	Trains: None left	
Current operating order:	D&RGW, C&S		

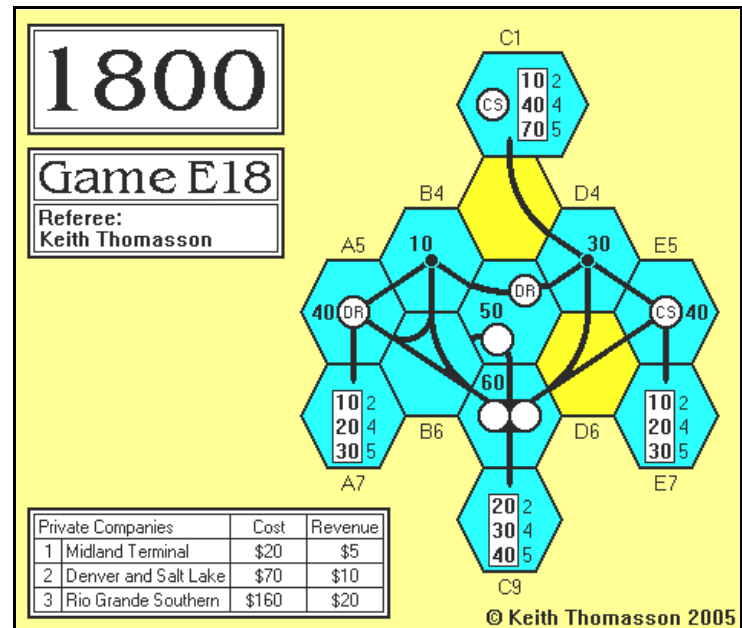
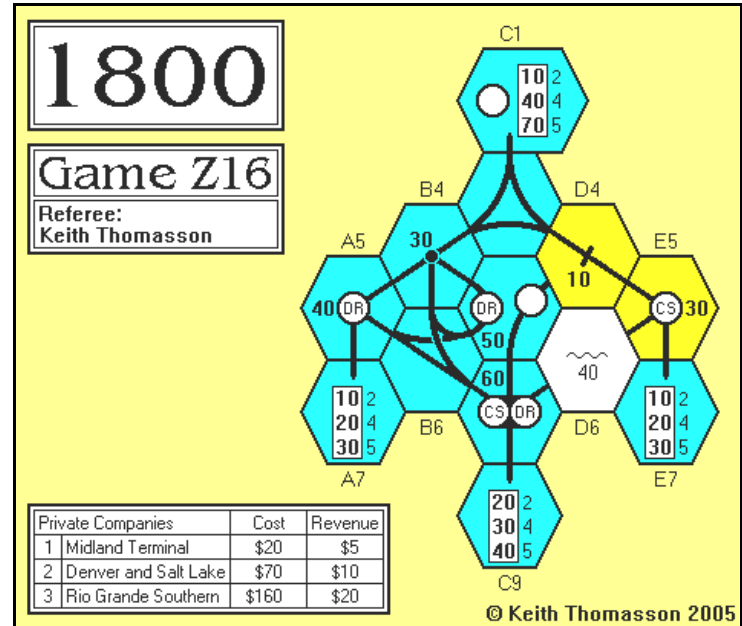
Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds							
Yellow	3/1	4/2	5/2	6/2	7/1	8/1	9/2	58/2								
Green	12/2	16/1	18/1	19/1	23/1	24/-	25/1	26/1	27/1	28/1	29/1	59/-				
	800/-	802/1														
Brown	39/1	40/1	41/1	42/1	43/1	45/1	46/1	64/1	65/-	67/1	68/1	70/1	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

The bank will break next time, as you cannot spend your money on anything, so paying or retaining dividends will not matter. Let's break with tradition and take end game comments with your last set of orders.

Orders required for the following round

By the early deadline

OR15





1825-E19

The LNWR and L&YR get friendly.

OR5 - OR6

The LNWR gained an extra £30 in the last operating round, courtesy of my spreadsheet, which inherited a line to pay the company for shares in the pool.

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains	
LNWR	NW	19:P10:1	-	150	N	①	112▼	220	3 2 2 (2)
Mid	AH	52:P16:3	-	60	N	②	71▼	10	4 4 2
NER	MB	2:M15:1	8:L12:5	-	-	③	71▼	550	(2)
L&YR	NW	12:N10:4	-	110	Y	④ ⑤	71▲	10	3 2
GNR	MB	52:N14:2	-	60	Y	⑥	71▲	400	3 2

Notes:

- ① £10 to the L&YR for a '3' train
- ② £860 to the bank for two '4' trains
- ③ £100 to the bank for terrain costs
- ④ £40 to the bank for a garrison in N10
- ⑤ £70 to the LNWR for a '2' train
- ⑥ £10 to the NER for a '2' train

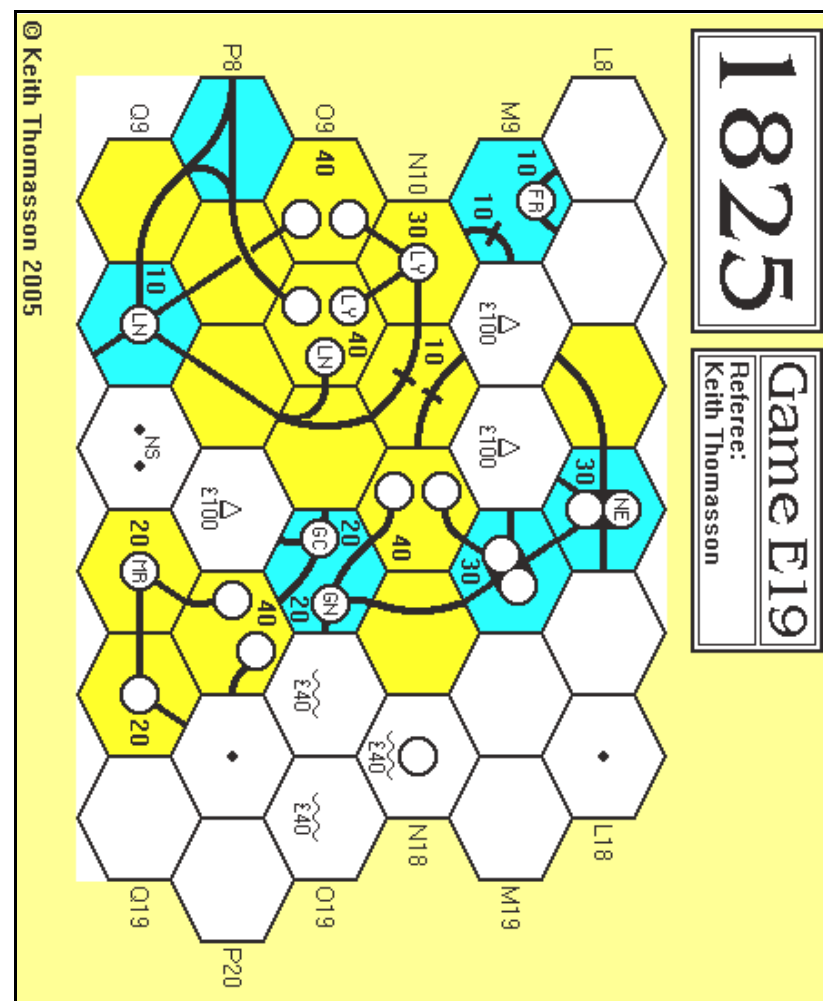
OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	NW	29:O15:5	-	150	N	-	100▼	370
Mid	AH	6:Q17:2	-	100	Y	-	76▲	10
NER	MB	15:M15:4	-	-	-	①	67▼	0
L&YR	NW	1:N12:5	-	110	Y	-	76▲	10
GNR	MB	15:L14:3	-	90	Y	-	76▲	400

Notes: ① £550 to the bank for a '5' train - '2' trains die

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Neil Walters	21	60	60	141	1,051	34.1▼	8/9
Alan Harvey	7	12	72	91	1,022	33.2▼	10
Martin Butcher	34	42	63	139	1,006	32.7▲	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)		100	76	67	76	76			
Company credit		370	10	0	10	400			
Trains		3	4 4	5	3	3		{5}	{3T}
Bank cash: £3,839		Certificate limit: 18					Trains: 2 x '5', 2 x '6'		

The NER wanted to buy a train in OR5, but only had £540 when the chance to buy the first '5' came up. The GNR added the crucial £10 by buying the '2' train, allowing the NER to get a new train in the next round.

[illegible]

Orders required for the following round

By the early deadline

SR6



1825-S19

Quiet, as the start usually is.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	8:T14:1	8:U17:1	-	①	90▼	640	2 2
GNR	MH	5:Y7:2	4:V16:3	-	②	82▼	360	2 2 2

Notes: ① £360 to the bank for two '2' trains
② £540 to the bank for three '2' trains

Stock Round 2

Mark	Alan	Tony	Mike
x	x	x	x
Priority for SR3			

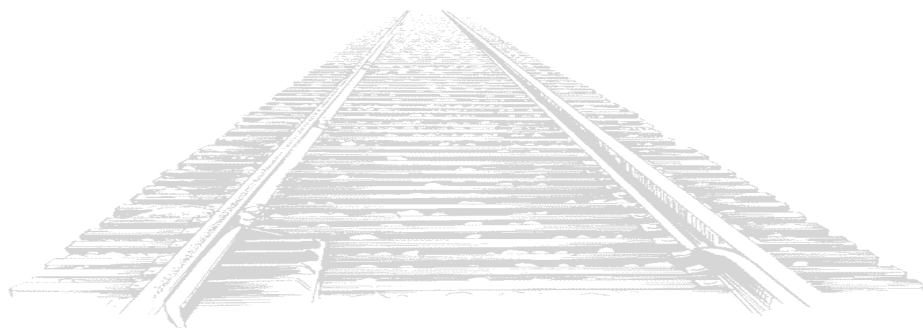
Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Tony Robbins	200	5	0	205	595	24.6▼	4
Mike Hutton	15	12	0	27	594	24.6▼	6
Mark Stretch	20	20	0	40	604	25.0▼	6
Alan Harvey	30	30	0	60	622	25.8▼	5

Portfolio	Privates	LNWR	GWR	GER	LSWR	SECR	LBSC	Cam	LTS	MGN	SDR	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)	90	82	-	-	-	-	-	-	-	-	-	-
Company credit	640	360	-	-	-	-	-	-	-	-	-	-

Trains: [U3] [2+2] [4T] [5] [4T]
Bank cash: £8,668 Certificate limit: 15 Trains: 1 x '2', 4 x '3'...

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

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

Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



1826-I17

Keeping it slow.

OR11

The upgrades on K13 and K15 shown last time should not have been there - they were laid as part of the original rounds. I thought I had cleared off all those builds. There were two ordered lays that depended on that track being there, but the first couldn't happen because the company couldn't trace the required route to lay the tile, and the absence of that one made the second irrelevant.

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
A	TB	-	370	Y	-	200B	65	-	10
P	SW	26:F10:2	420	1/2	①	165C	801	-	10
SNCF	SC	516:G9:1	360	Y	-	122A	44	-	E
O	SC	513:C13:1	420	1/2	②	122A	44	1	TGV 10
M	MS	-	330	Y	③	110D	138	1	E
B	SW	41:F8:4	400	Y	-	110C	206	2	E
PO	LR	23:K13:1	440	1/2	④	100D	129	1	TGV
PL	LR	8:L12:4	370	1/2	⑤	90E	329	-	10
E	TB	88:F16:5	270	N	-	60E	357	1	E

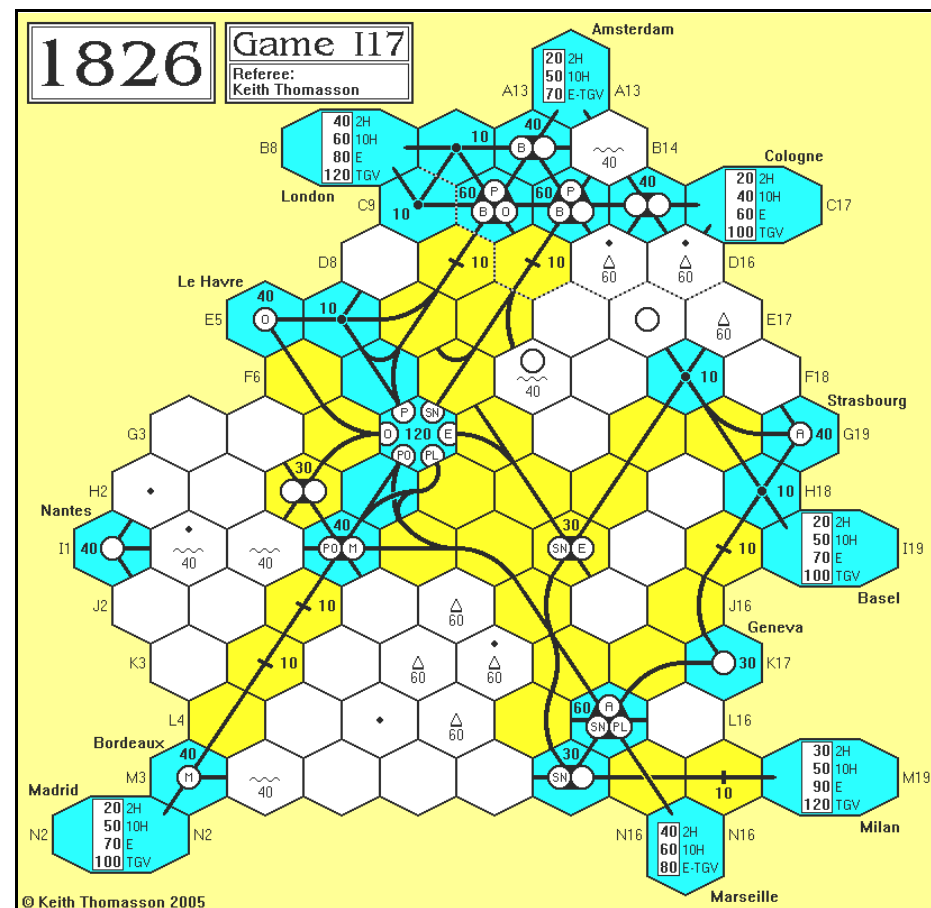
- Notes: ① F330 from the bank for the sale of two shares (↔)
 ② F1,000 to the bank for a 'TGV' train
 ③ Dividend reduced to F280 to pay loan interest
 ④ F200 to the bank for two pool shares
 ⑤ F60 to the bank for terrain costs

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Stephen Webb	238	443	681	2,834	23.2	13/15
Tony Bromley	182	319	501	2,255	18.5	8/12
Lionel Robbins	397	345	742	2,397	19.6	13
Simon Cutforth	335	388	723	2,401	19.7	11/12
Mark Stretch	280	372	652	2,327	19.0	11/12

Portfolio	A	B	E	M	O	P	PL	PO	SNCF	Bonds
Stephen Webb	2	5P	2	-	4	3P	-	1	-	-
♣ Tony Bromley	5P	1	5P	-	-	-	-	1	2	-
Lionel Robbins	-	2	-	-	-	3	6P	4P	-	-
Simon Cutforth	1	2	1	-	5P	-	-	1	4P	-
Mark Stretch	2	-	1	4P	1	1	-	-	4	-
Bank (pool)	-	-	1	2	-	3	-	1	-	-
Treasury shares	-	-	-	4	-	-	4	2	-	10
Price	200B	110C	60E	110D	122A	165C	90E	100D	122A	
Loans	-	2	1	1	1	-	-	1	-	
Company credit	65	206	357	138	44	801	329	129	44	
Trains	10	E	E	E	TGV	10	10	TGV	E	

Bank cash: F6,588 Certificate limit: 13 Trains: 'TGV'
 Current operating order: A, P, SNCF, O, M, B, PO, PL, E

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
Yellow	3/2	4/1	5/3	6/2	7/3	8/12	9/16	57/5	58/6				
Green	14/2	15/2	16/1	19/1	20/-	23/1	24/2	25/2	26/-	27/1	28/1	29/1	
	87/1	88/-	141/1	142/1	143/-	203/1	204/1	514/1	619/4				
Brown	39/1	40/1	41/1	42/2	43/1	44/1	45/2	46/2	47/3	63/4	70/1	515/1	
	611/-												
Grey	513/-	516/-											



Orders required for the following rounds

By the early deadline

OR12, SR8

Adjudication can pause between rounds if requested



1826-Y18

The M reaches its destination and converts to a 10-share company.

OR6

The price of the P dropped to 110D when it sold its shares last time.

OR6	Pres	Lay		Run	Pay	Notes	Price	Credit	Loans	Trains
P	LQ	204:C9:5	-	130	Y	①	122D▲	30	-	6 6 4
A	PB	4:117:2	-	-	-	②	100C▼	444	1	6
GC	JS	9:M9:6	-	100	Y	-	122B▲	204	-	4
N	DS	15:C11:4	-	150	½	-	100A▲	152	-	4
PO	DS	20:G7:2	-	130	½	③	90E▲	48	-	6 4
E	SW	-	-	130	Y	④	90E▲	47	-	4
B	PB	619:B12:2	-	120	Y	③	90C▲	8	-	6 4
M	JS	9:L4:2	-	60	Y	⑤ ⑥	60G▼	90	-	4
O	LQ	27:G5:3	-	150	Y	-	70E▲	355	1	6

Notes:

- ① F600 to the bank for two '6H' trains
- ② F300 to the bank for a '6H' train, requiring one loan {▼100C}
- ③ f300 to the bank for a '6H' train
- ④ F60 to the bank for a garrison in C11
- ⑤ Converts to a 10-share company
- ⑥ F375 from the bank for the sale of five shares {▼60G}

Cash Flow	b/f	OR6	c/f	Value	%	Certs
Peter Berlin	62	60	122	772	17.1▼	5
Stephen Webb	257	110	367	1,049	23.3▼	6
John Shelley	119	101	220	786	17.5▼	3/5
Lyndon Gurr	140	175	315	1,103	24.5▲	6
Don Smith	70	84	154	794	17.6▲	5

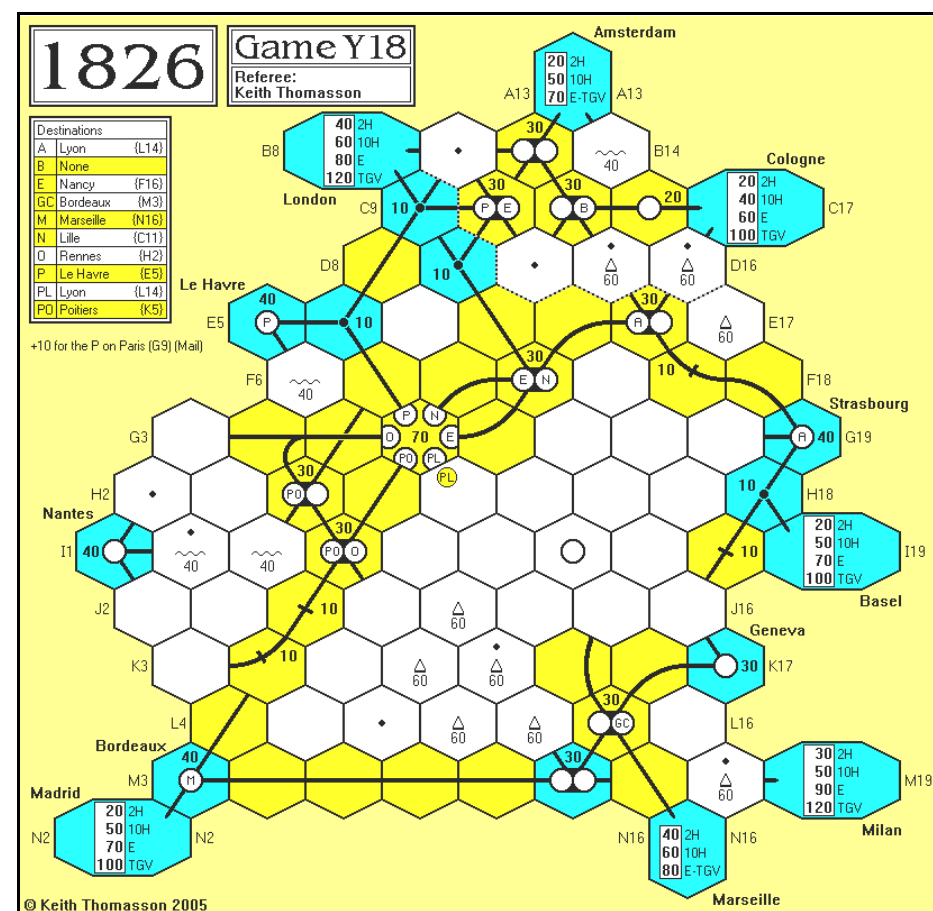
Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
Peter Berlin	-	2P	5P	-	-	-	-	-	-	-	-
Stephen Webb	-	2	1	3P	1	-	-	-	-	-	-
John Shelley	Bri	-	-	-	3P	3P	-	-	-	-	-
Lyndon Gurr	-	-	-	1	1	-	-	3P	3P	-	-
Don Smith	Alq	-	-	-	-	-	3P	-	-	-	3P

Company type	5	10	5	5	10	5	5	10	-	10
Bank (new)	{5}	-	{5}	{5}	-	{5}	{5}	-	10	-
Bank (pool)	-	-	-	-	5	-	-	5	-	2
Treasury shares	1	4	1	-	2	2	2	2	-	5
Price	100C	90C	90E	122B	60G	100A	70E	122D		90E
Loans	1	-	-	-	-	-	1	-		-
Company credit	444	8	47	204	465	152	355	30		48
Trains	6	6.4	4	4	4	4	6	6.6.4		6.4

Bank cash: F9,069	Certificate limit: 13	Trains: '10H's, 4 x 'E'...
Current operating order:	P, GC, A, N, PO, E, B, O, M	

John was expecting to get more for the sale of the M shares to the bank pool. You may have been caught out by the share movement rules, as I have in the past. The share price did not go up as the dividend was less than the share value of F75.

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



Orders required for the following round

By the early deadline

SR5



1829-J19

Lionel makes the first move on the NER, but doesn't get to keep it.

OR4 - SR6

OR4	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	8:S11:3	•R10	50	Y	①	126▲	420	2 2 2
NER	Rcvr	2:M15:1	•N16	-	-	-	76▼	900	-

Notes: ① £360 to the bank for two '2' trains

Stock Round 5

John	Lionel	Lyndon	Alan	David
✗	+ NER old	✗	✗	✗
✗	+ NER old	✗	✗	✗
✗	✗	Priority for SR6		

OR5	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	4:R10:1	•P12	110	Y	-	142▲	420	2 2 2
NER	Rcvr	8:N16:1	•O15	-	-	① ②	71▼	500	2 2

Notes: ① £40 to the bank for terrain costs
② £360 to the bank for two '2' trains

Stock Round 6

Lyndon	Alan	David	John	Lionel
✗	+ NER pool	+ NER pool	+ NER pool	✗
✗	+ NER pool (Dir to Lionel)	+ NER pool	+ NER pool	✗
✗	+ NER pool (gains Dir)	✗	✗	✗
✗	✗	Priority for SR7		

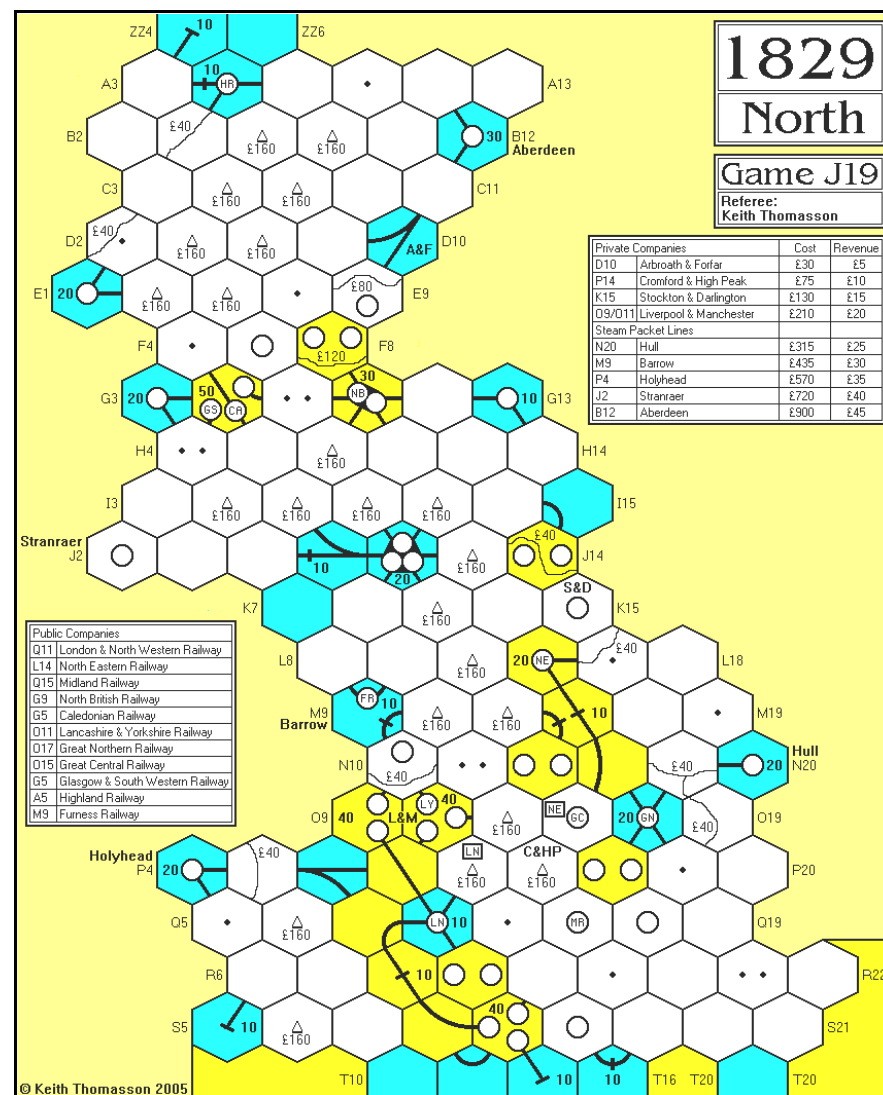
Cash Flow	b/f	OR4	SR5	OR5	SR6	c/f	Value	%	Certs
Lyndon Gurr	324	10	0	22	0	356	640	18.6	2
Alan Harvey	324	10	0	22	-213	143	640	18.6	4
David Smith	309	15	0	27	-142	209	665	19.3	5
John Shelley	219	35	0	41	-142	153	722	21.0	5
Lionel Robbins	149	30	-152	48	0	75	773	22.5	5

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

Bank (new)	-	1	10P	10P	10P	10P	10P	10P	10P	10P	10P	10P
Price (par)	100	90	82	76	71	67						
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	142	71										
Company credit	420	500										
Trains	2 2 2	2 2										
Bank cash: \$19,064	Certificate limit: 17				Trains: 2 x '2', 6 x '3'...							

Tiles Tile number/Availability One Operating Round between Stock Rounds

Yellow	1/2	2/1	3/2	4/5	5/3	6/4	7/3	8/6	9/9			
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Orders required for the following rounds By the early deadline
OR6, SR7 Adjudication can pause between rounds if requested

1830-U16

John gains a new company.

SR8

Stock Round 8

Peter	John	Neil	Tony	Gareth
- 1 B&M {▼82E} + NYNH pool	+ CPR new	✗	+ CPR new	+ B&M pool
✗	✗	✗	- 4 NYC {▼60I} {Pres to John}	+ Erie new
✗	+ NYC pool	✗	✗	✗
✗	+ NYC pool	✗	✗	✗
✗	+ NYC pool	✗	✗	✗
✗	+ NYC pool	✗	✗	✗
✗	✗	Priority for SR9		

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Neil Walters	564	0	564	2,461	24.1▼	13
Tony Sait	345	194	539	1,929	18.9▼	13/14
Gareth Davies	278	-149	129	1,251	12.3▲	9/15
Peter Berlin	319	-40	279	2,321	22.7▲	13/14
John Webley	588	-330	258	2,247	22.0▲	15/16

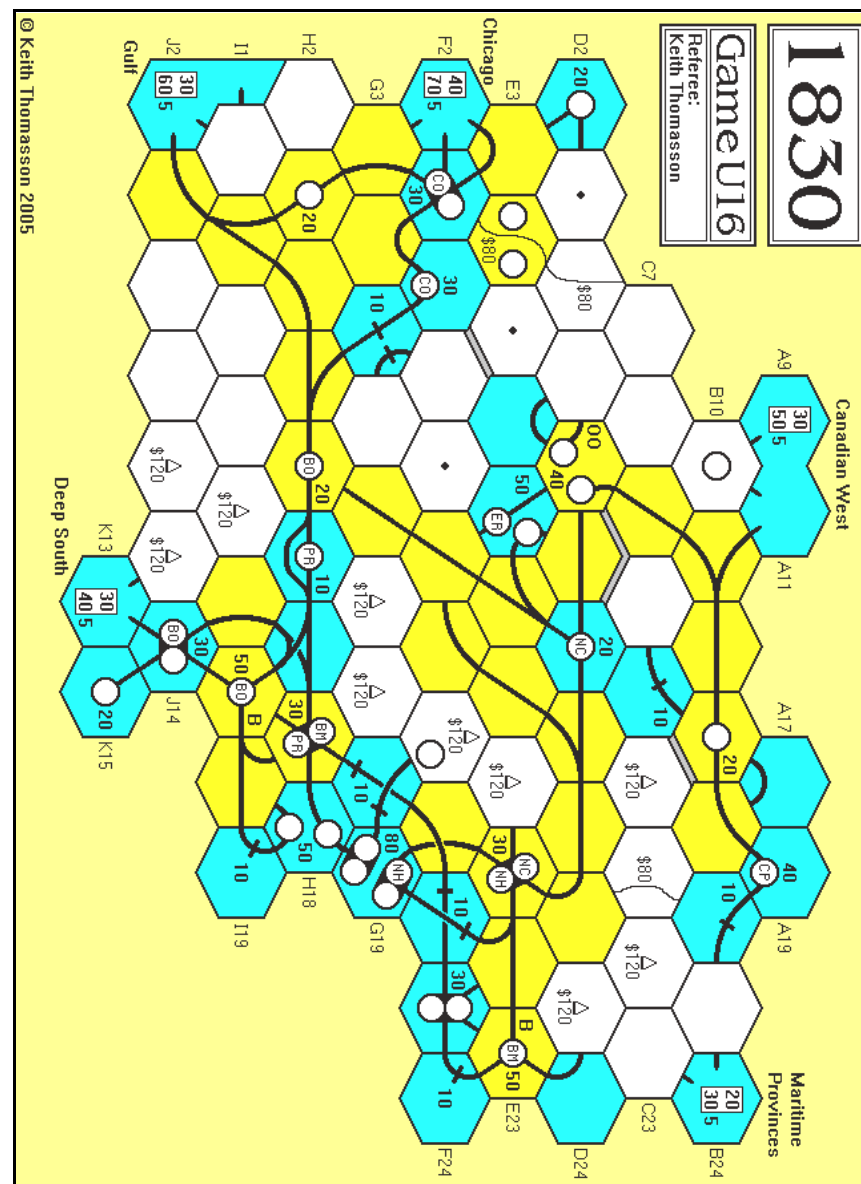
Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Neil Walters	1	1	-	-	1	-	6P	6P
Tony Sait	1	1	2	4	2	1	1	2
Gareth Davies	1	1	-	5P	1	7P	1	1
Peter Berlin	1	-	6P	-	6P	1	1	-
John Webley	6P	6P	2	1	-	1	1	1

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	71	67	90	67	67	67	76	67
Bank (pool)	-	-	-	-	-	-	1	-
Price (pool)	180B	67H	90B	62E	180B	201	155C	90D
Company credit	175	337	0	465	83	0	40	63
Trains	4	4	6	4	5	5	5	6

Bank cash: \$9,068	Certificate limit: 15	Trains: Diesels
Current operating order: C&O, PRR, NYNH, B&M, CPR, NYC, B&O, Erie		

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

Tony sold the NYC so that he could buy other shares, but ... there were no other shares to be bought, and he didn't make the sale conditional of the availability of other shares. He's removed any risk of being forced to buy a Diesel - but will they come out in this game?



Orders required for the following rounds

By the early deadline

OR13, OR14

Adjudication can pause between rounds if requested



1830-L17

The first '6' train comes out at the end of the round.

OR10

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	RT	61:E23:2	220	Y	-	180A	519	{5}
PRR	GD	61:I15:5	360	N	①	90E	631	4 {3}
C&O	PH	63:H10:1	380	Y	-	90E	14	5 {3}
NYNH	MH	24:E13:6	180	Y	-	90E	398	4
B&O	GD	-	140	N	-	70B	398	{3}
Erie	WM	9:D12:3	110	Y	②	67E	81	5 4
CPR	RT	57:B16:2	70	Y	③	30I	1	5
NYC	WM	-	180	Y	④	27G	167	6 4

- Notes: ① \$40 to the bank for a garrison in G19
 ② \$362 to the NYC for a '4' train
 ③ \$179 to the B&M for a '3' train
 ④ \$630 to the bank for a '6' train - '3' trains die

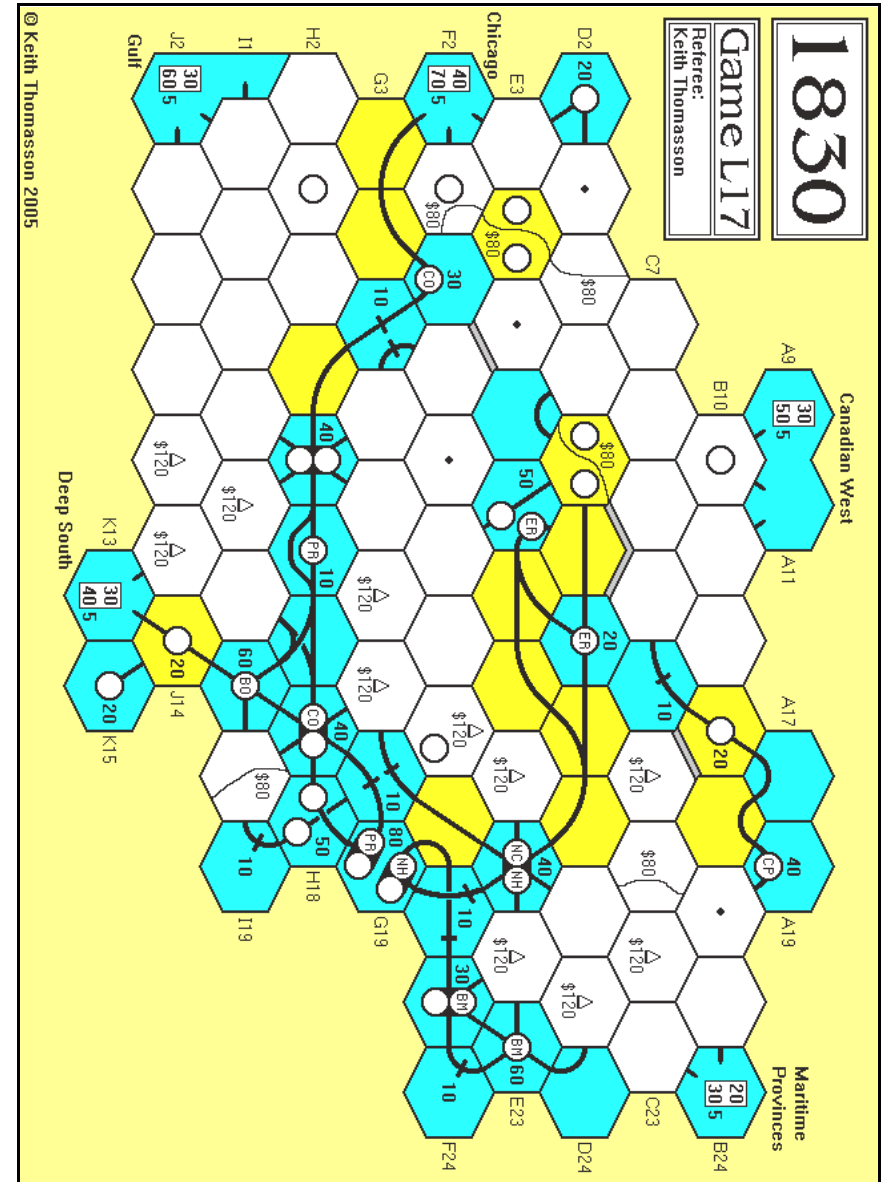
Cash Flow	b/f	OR10	c/f	Value	%	Certs
Mike Head	305	207	512	1,999	26.9	12
Rob Thomasson	30	366	396	2,330	31.4	13/18
Willem Moene	11	174	185	749	10.1	5/10
Gareth Davies	66	18	84	891	12.0	8/9
Peter Hawkins	222	289	511	1,455	19.6	9/12

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

Bank (new)	-	-	4	-	-	1	-	-
Price (new)	67	67	71	82	67	90	67	90
Bank (pool)	3	-	-	-	-	1	2	-
Price (pool)	90E	27G	30I	70B	90E	67E	90E	180A
Company credit	628	167	1	401	14	81	398	519
Trains	4	6 4	5	-	5	5 4	4	-

Bank cash: \$8,103 Certificate limit: 13 Trains: 1 x '6', Diesels
 Current operating order: B&M, PRR, C&O, NYNH, B&O, Erie, CPR, NYC

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds											
Yellow	1/-	2/-	3/2	4/2	7/3	8/3	9/6	55/1	56/1	57/2	58/2	69/-				
Green	14/3	15/1	16/1	18/-	19/1	20/1	23/3	24/1	25/1	26/1	27/1	28/1				
	29/1	53/2	54/1	59/2												
Brown	39/1	40/1	41/2	42/2	43/1	44/1	45/2	46/2	47/1	61/-	62/-	63/-				
	64/1	65/1	66/-	67/-	68/1	70/1										



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



1830-J18

Every company bar one
buys a new train or two.

OR5

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	PB	14:E19:4	-	-	①	82B▼	820	3
B&O	PH	9:I17:3	-	-	② ③	82B▼	560	3 3
B&M	GD	57:F22:3	-	-	② ④ ⑤	71D▼	160	4 3
C&O	NW	15:H10:6	-	-	⑥	69G▼	316	4
PRR	JS	15:H16:6	-	-	⑥	69G▼	234	4
NYNH	GD	8:F18:2	80	Y	-	69G▲	40	3

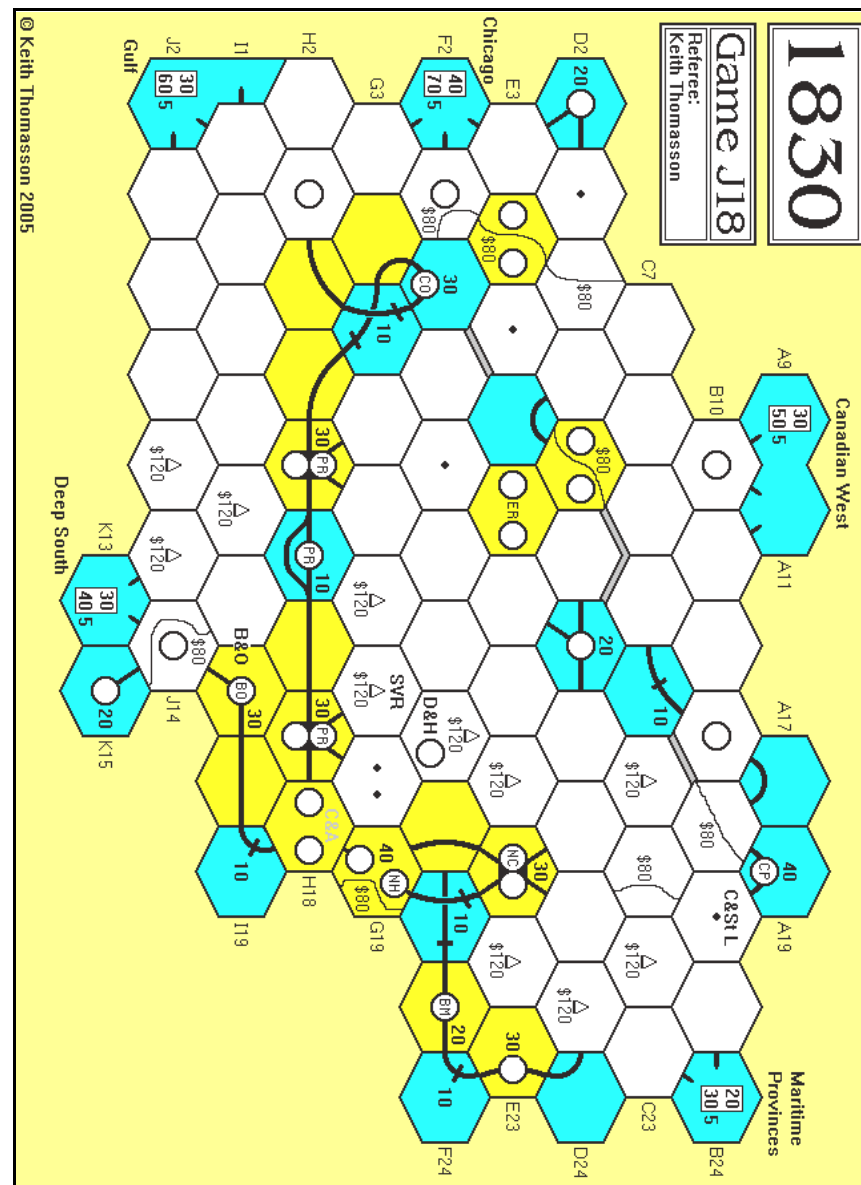
- Notes: ① \$180 to the bank for a '3' train
 ② \$80 to the bank for terrain costs
 ③ £360 to the bank for two '3' trains - the B&O private closes
 ④ \$40 to the bank for a garrison in F22
 ⑤ \$480 to the bank for a '3' train and a '4' train - '2' trains die
 ⑥ \$300 to the bank for a '4' train

Cash Flow	b/f	OR5	c/f	Value	%	Certs
Peter Hawkins	39	30	69	548	17.3▼	5
Gareth Davies	3	40	43	814	25.7▲	9
Neil Walters	5	5	10	582	18.4▲	8
Peter Berlin	31	31	62	680	21.4▲	7
John Shelley	12	10	22	545	17.2▲	7

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

Bank (new)	-	4	10P	4	-	10P	3	4
Price (new)	82	100		100	76		67	76
Bank (pool)	2	1	-	1	2	-	-	-
Price (pool)	69G	82B		82B	69G		69G	71D
Company credit	234	820		560	316		40	160
Trains	4	3		3 3	4		3	4 3
Bank cash: \$9,664	Certificate limit: 13				Trains: 1 x '4', 3 x '5'...			
Current operating order:	NYC, B&O, B&M, C&O, PRR, NYNH							

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds									
Yellow	1/1	2/1	3/2	4/2	7/3	8/5	9/5	55/1	56/-	57/3	58/2	69/-		
Green	14/2	15/-	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1		
	29/1	53/2	54/1	59/2										



Orders required for the following rounds

By the early deadline

OR6, SR6

Adjudication can pause between rounds if requested



1835-G18

The WtE comes out and splits
the ByE territory for the moment.

SR9

Stock Round 9

Mark	Tony	Rob	John	Willem
+ SxE pool	+ WtE/Director	+ PrE new	+ PrE new	- 3 SxE (▼106F) + HeE new
+ SxE pool	+ WtE new	+ PrE new	+ HeE new 20%	+ PrE new
+ SxE pool	+ WtE new	+ SxE pool	+ OIE new	+ ByE pool
+ SxE pool	+ WtE new {floated}	✗	✗	+ WtE new
✗	✗	✗	✗	✗
Priority for SR10				

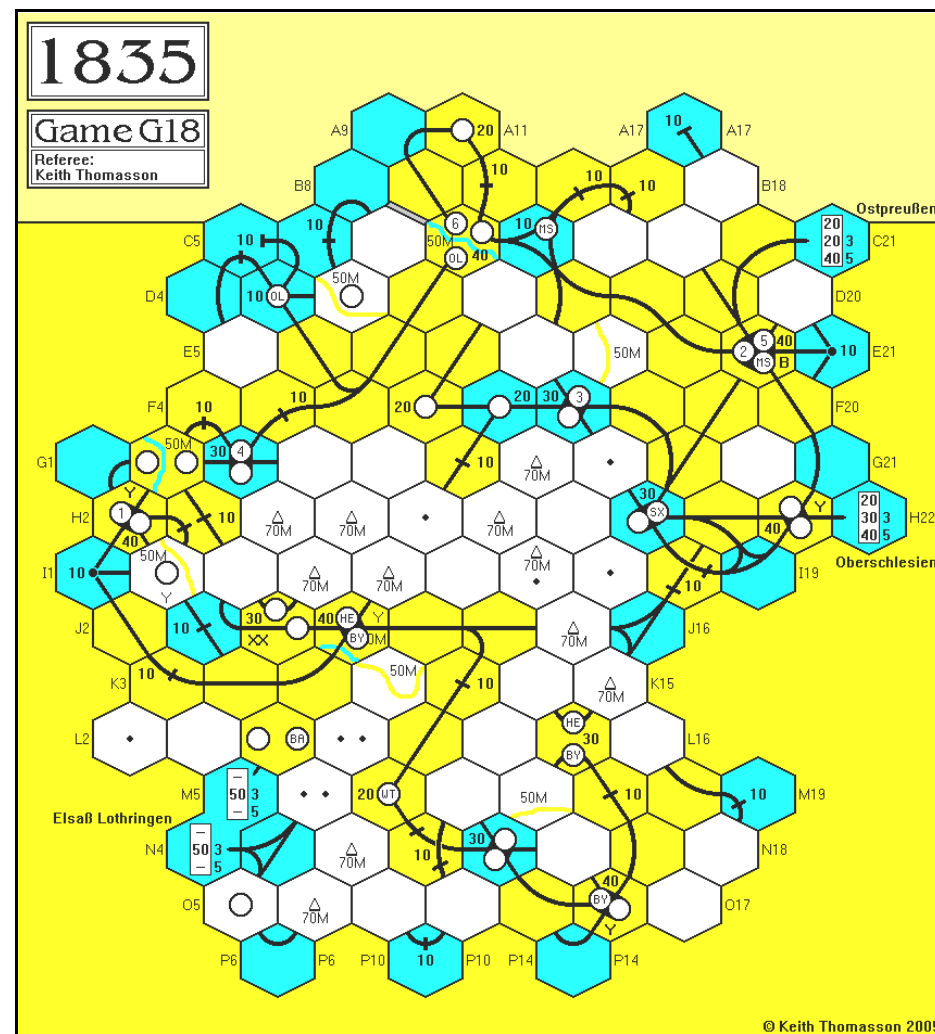
Cash Flow	b/f	SR9	c/f	Value	%	Certs	Limit
John Webley	411	-402	9	1,541	19.3▼	11	13
Willem Moene	438	-134	304	1,560	19.5▼	11	13
Mark Stretch	484	-432	52	1,748	21.8▲	13	13
Tony Sait	466	-420	46	1,760	22.0▲	11	12
Rob Thomasson	478	-414	64	1,396	17.4▲	10	12

Portfolio	Privates	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
John Webley	Bra / K-M, B-S	10/1	-	-	-	-	20/1	20/1	80/5
Willem Moene	Han	10/1	10/1	-	-	10/1	80/7	-	-
✶ Mark Stretch	Mag, A-K	-	30/3	90/8	-	-	-	-	-
Tony Sait	Pfa	-	50/4	-	-	50/4	-	30/2	-
Rob Thomasson	B-M, B-P	20/2	10/1	10/1	-	-	-	50/4	-

Bank (new)	-	-	-	100/8	40/3	-	-	-	20/2
Price (new)	154	92	88	84	84	84	80	80	80
Bank (pool)	-	-	-	-	-	-	-	-	-
Price (pool)	-	170C	114E	-	84D	86C	98B	80E	-
Company credit	-	462	592	-	504	520	330	310	-
Trains	-	2+2	3+3	3	-	3+3	4	3+3	-
	-	2+2	2+2	-	-	-	3.3	-	-

Bank cash: 8,177M Certificate limit: 12 Trains: 2 x 4, 1 x 4+4
Current operating order: Minors, ByE, SxE, MsE, HeE, WtE, OIE

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 rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1853-M18

Lots of refurbished stations.

OR9 - OR10

OR9	Pres	Lays	Run	Pay	Mail	Notes	Price	Credit	Trains
EIR	LR	103:H24:3	-	460	Y	90	200	90	4 3 3
GIP	MH	-	-	190	Y	80	140	160	4
NWR	SW	102:C11:1	-	110	Y	50	140	0	3M 2M 2M
BNR	JS	8:J21:5	4:J18:2	140	Y	90	115	370	3
BBCI	LG	104:F14:1	-	230	N	110	115	0	4 3 3M
MSM	MH	105:R18:5	-	60	Y	60	88	100	3

Notes: ① £430 to the bank for a '3M' train, partly funded by £120 from Stephen
 ② £140 to the bank for terrain costs
 ③ £620 to the bank for a '4' train, partly funded by £280 from Lyndon

OR10	Pres	Lays	Run	Pay	Mail	Notes	Price	Credit	Trains
EIR	LR	104:J28:1	-	530	Y	110	240	140	4 3 3
GIP	MH	9:J19:2	2:O13:3	220	Y	110	152	190	4
NWR	SW	79:F8:1	-	150	Y	50	152	50	3M 2M 2M
BNR	JS	3:J20:1	-	170	N	80	115	540	3
BBCI	LG	103:H10:6	-	280	Y	110	130	110	4 3 3M
MSM	MH	8:P16:3	-	60	Y	60	92	160	3

Notes: ① £60 to the bank for terrain costs
 ② £80 to the bank for terrain costs

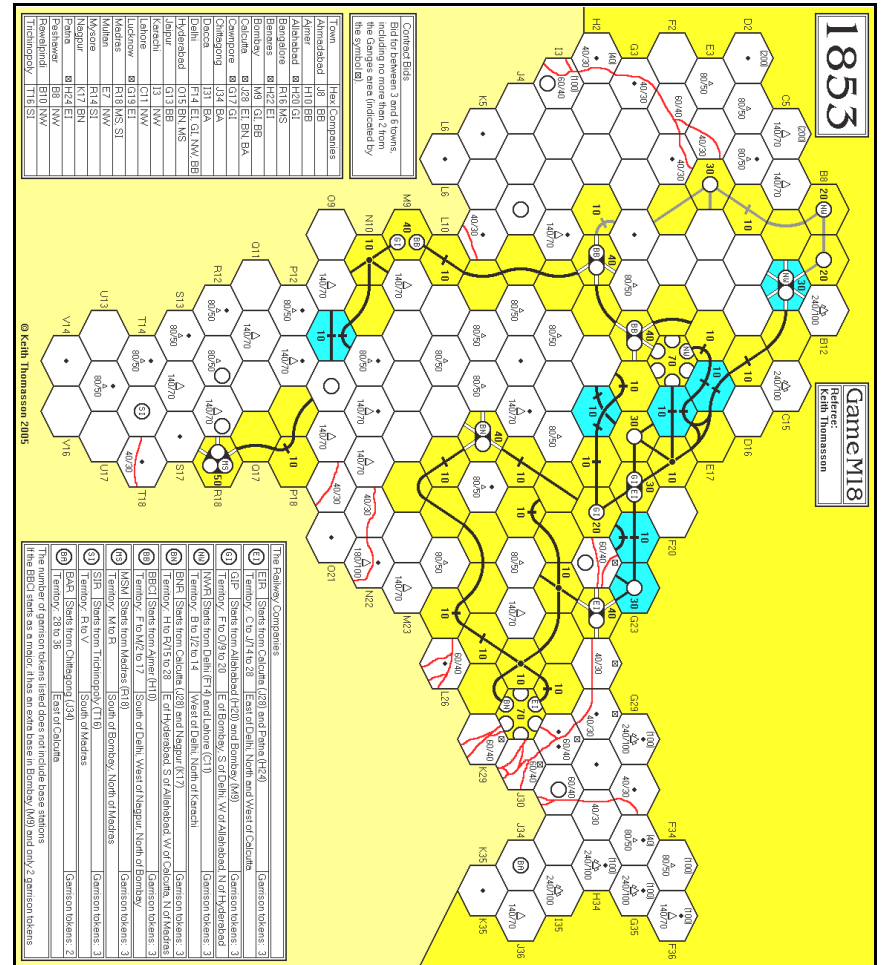
Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
Stephen Webb	272	-46	181	407	1,709	15.9	8
John Shelley	68	186	138	392	2,091	19.4	12
Lionel Robbins	95	316	343	754	2,825	26.3	11
Mike Hutton	91	125	168	384	1,734	16.1	9
Lyndon Gurr	79	-49	374	404	2,396	22.3	11

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)	240	152	152	115	130	92	-	-
Company credit	140	190	50	540	110	160	-	-
Trains	4 3 3	4	3M	3	4 3	3	-	-

Bank cash: £6,119 Certificate limit: 5/13 Trains: 1 x '4' 1 x '3M'

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds								
Yellow	Yellow tiles are available in unlimited numbers												
Green	12/-	13/2	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	99/2	
	100/1	101/2											
Brown	102/1	103/-	104/-	105/1	106/2	107/2	108/2						



Orders required for the following rounds By the early deadline
 OR11, SR6 Adjudication can pause between rounds if requested



1856-R18

Just the one round for this month.

OR5

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CPR	JS	8:010:1	50	Y	① ② ③	100D▲	35	300	3 2 2
CV	GD	120:N11:4	80	Y	④	100D▲	243	300	3 2
LPS	MH	15:C14:6	120	Y	④	90E▲	80	300	3 2 2
GW	TS	121:F15:2	70	Y	④	70F▲	85	200	3 2

- Notes: ① Destination reached - no escrow funds to release
 ② \$325 to the bank for a '2' train and a '3' train
 ③ \$80 to John for the WSR private
 ④ \$225 to the bank for a '3' train

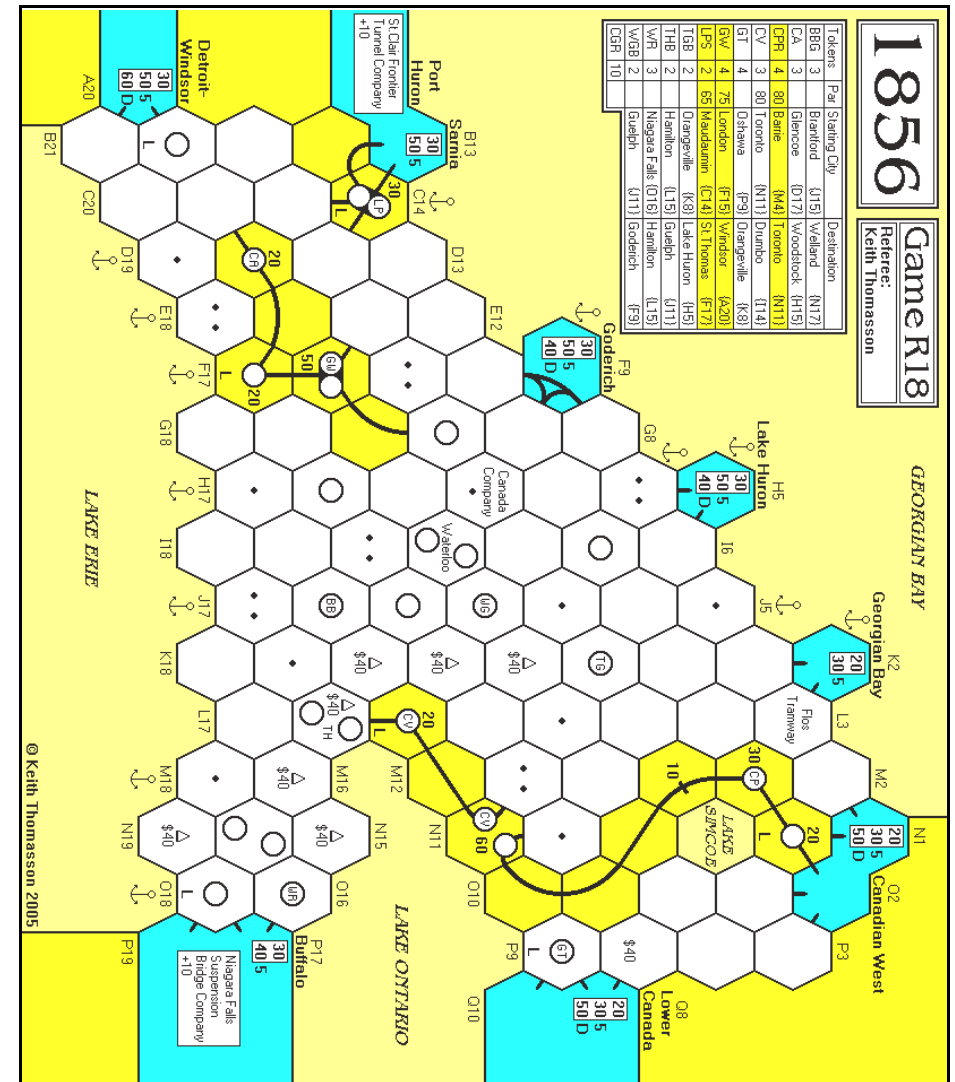
Cash Flow	b/f	OR5	c/f	Value	%	Certs
Tony Sait	50	53	103	493	17.0▼	5
Gareth Davies	0	47	47	517	17.8▼	4
John Shelley	30	110	140	540	18.6▲	3
Richard Lunn	45	76	121	671	23.2▼	6
Mike Hutton	65	72	137	677	23.4▲	5

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

Bank (new)	10P	10P	5	5	10P	7	-	10P	10P	10P	10P
Price (par)			80	80		75	65				
Bank (pool)	-	-	-	1	-	-	-	-	-	-	-
Price (pool)			100D	100D		70F	90E				
Company credit			35	243		85	80				
Trains			3.2	2.2		3.2	3.2	2			
Bank cash: \$11,009	Certificate limit: 13				Trains: 1 x '3', 4 x '4'...						
Current operating order:	CPR, CV, LPS, GW										

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds											
Yellow	1/1	2/1	3/3	4/3	5/1	6/1	7/6	8/9	9/11	55/1	56/1	57/2												
	58/2	69/1																						
Green	14/4	15/3	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1												
	28/1	29/1	120/-	121/1																				

The CPR wastes no time in connecting to its destination in Toronto. There are no escrow funds to release, but it does mean that when any new stock is sold, the company gets the cash right away.



Orders required for the following round

By the early deadline

SR6



1856-M19

Lyndon changes horses.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	WM	9:G14:2	50	Y	①	70E▲	280	200	2
LPS	LQ	8:B15:4	50	Y	① ②	65F▲	95	200	2 2 2 2
CA	SC	56:E18:2	30	Y	① ③ ④	65F▲	0	200	3 2

- Notes: ① Government loan secured
 ② \$200 to the bank for two '2' trains
 ③ \$225 to the bank for a '3' train
 ④ \$40 to Simon for the SCFTC private

Stock Round 3

Willem	Tony	Lyndon	Simon	Stephen
✗	+ GT/Pres (75)	- 4 LPS (45J) (Pres to Stephen) + GW new	+ CA new	✗
✗	✗	+ GW new	✗	✗
✗	✗	+ GW new	✗	✗
✗	✗	+ GW new (gains Pres)	✗	✗
✗	✗	✗	Priority for SR4	

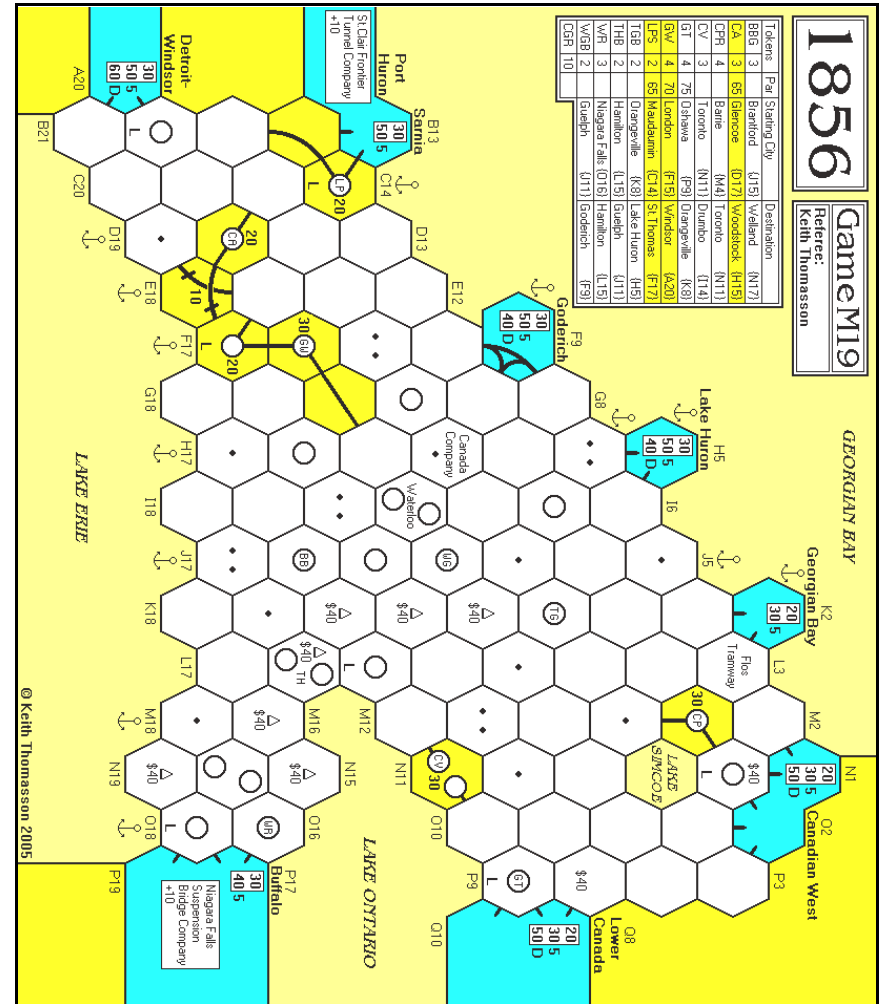
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Stephen Webb	40	20	0	60	240	15.3▼	0/3
Willem Moene	35	30	0	65	345	22.0▲	5
Tony Sait	155	35	-150	40	360	22.9▲	3
Lyndon Gurr	10	30	-20	20	340	21.7▲	4
Simon Cutforth	20	69	-65	24	284	18.1▼	3

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Stephen Webb	-	-	-	-	-	-	-	4P	-	-	-	-
Willem Moene	FT, CC	-	-	-	-	-	3	-	-	-	-	-
Tony Sait	GLSC, NSFBC	-	-	-	-	2P	-	-	-	-	-	-
Lyndon Gurr	WSRC	-	-	-	-	-	4P	-	-	-	-	-
✳ Simon Cutforth	-	-	4P	-	-	-	-	-	-	-	-	-

Bank (new)	10P	6	10P	10P	8	3	2	10P	10P	10P	10P
Price (par)		65			75	70	65				
Bank (pool)											
Price (pool)		65F			75D	70E	45J				
Company credit		65				420	95				
Trains		3 2				2	2222				

Bank cash: \$11,211 Certificate limit: 13 Trains: 4 x '3', 4 x '4'
 Current operating order: GW, CA, LPS

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/3	4/3	5/-	6/2	7/7	8/12	9/12	55/1	56/-	57/3
	58/3	69/1										
Green	14/4	15/4	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1
	28/1	29/1	59/2	120/1	121/2							



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



1870-B17

Probably the last
stock round of the game.

SR9

Stock Round 9

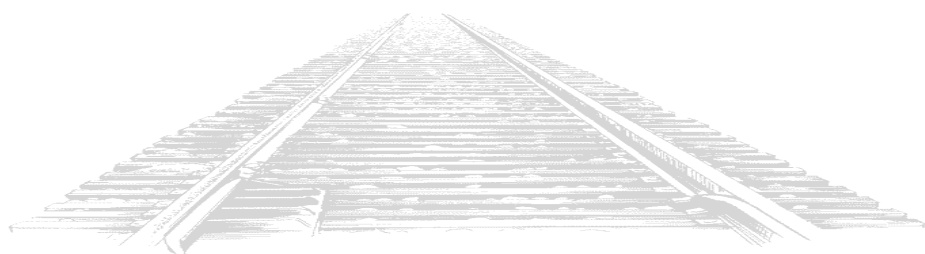
Howard	Neil	Stephen	Mark
- 1 GMO (◀•) X		TP redeems one from Stephen	- 1 SLSF (▶100E)
+ FW new		+ TP new	+ IC pool
+ ATSF pool	X	X	X
X	X	X	Priority for SR10

Cash Flow	b/f	SR9	c/f	Value	%	Certs
Neil Walters	1,183	0	1,183	3,063	15.4▲	10
Stephen Webb	1,005	20	1,025	5,190	26.0▼	16/20
Mark Frueh	2,016	-50	1,966	6,731	33.7▲	16/25
Howard Bishop	1,995	130	2,125	4,960	24.9▼	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	-	5P
Mark Frueh	2	3	6P	2	-	7P	-	-	7P	1
Howard Bishop	3	3	1	1	1	2	6P	2	1	1

Bank (new)	-	-	-	-	-	1	-	2	1	2
Price (par)	72	100	180	90	68	100	100	68	72	100
Bank (pool)	-	-	2	-	-	-	3	-	-	-
Price (pool)	140C	40F	350B	180B	350B	200B	100E	120D	55E	120B
Company credit	60	35	2	33	86	119	809	366	43	0
Trains	8	12	6	8	12	10	6	8	12	10
Redeemed shares	-	-	-	-	3	-	-	-	-	1
Bank cash: \$4,148	Certificate limit: 16								Trains: 12's	
Current operating order:	GMO, MKT, 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/-	



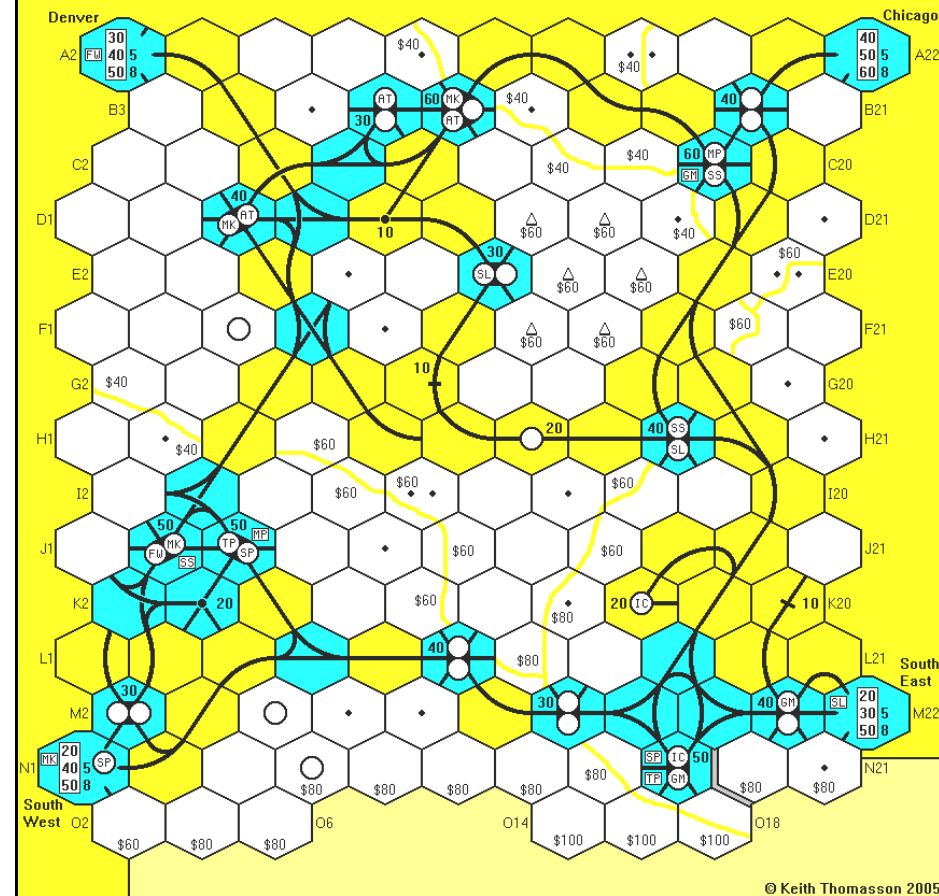
1870

Game B17

Referee:
Keith Thomasson

Private Companies	Cost	Revenue
1 Great River Shipping Company	\$20	\$5
2 Mississippi River Bridge Company	\$40	\$10
3 The Southern Cattle Company	\$50	\$10
4 The Gulf Shipping Company	\$80	\$15
5 St.Louis San Francisco Railway	\$140	n/a
6 Missouri-Kansas-Texas Railroad	\$160	\$20

Public Companies	Tokens	Par	Starting City	Destination
ATSF	3	72	Topeka (B9)	Southwest (N1)
FW	2	100	Fort Worth (J3)	Denver (A2)
GMO	2	72	Mobile (M20)	St.Louis (C18)
IC	2	90	Jackson (K16)	Chicago (A22)
MKT	3	68	Kansas City (B11)	Southwest (N1)
MP	3	100	St.Louis (C18)	Dallas (J5)
SLSF	3	100	Springfield (E12)	Southwest (M22)
SP	3	68	Southwest (N1)	New Orleans (N17)
SSW	2	72	Memphis (H17)	Fort Worth (J3)
TP	2	100	Dallas (J5)	New Orleans (N17)



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Orders required for the following rounds

By the early deadline

OR16, OR17

Adjudication can pause between rounds if requested



1870-U19

One private each, with
Lyndon getting all the extras.

PRIVATES

Stock Round 1, Private Companies

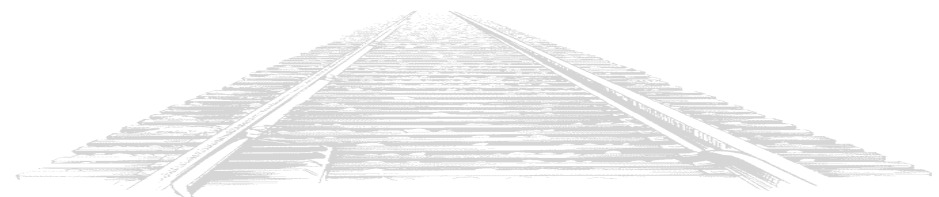
Lyndon	Bids \$165 on the MKT
Stephen	Buys the GRSC for \$20
John	Buys the MRBC for \$40
Mike	Bids \$85 on the GSC
Martin	Buys the SCC for \$50
	Mike gets the GSC for \$85
Lyndon	Buys the SLSF for \$145, setting par at \$100
	Lyndon gets the MKT for \$165, with one 10% share
Priority for the second part of this round lies with Stephen	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Lyndon Gurr	420	-305	115	475	22.1	2/3
Stephen Webb	420	-20	400	420	19.5	1
John Shelley	420	-40	380	420	19.5	1
Mike Hutton	420	-85	335	415	19.3	1
Martin Butcher	420	-50	370	420	19.5	1

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	MKT	-	-	-	-	1	-	2P	-	-	-
Stephen Webb	GRSC	-	-	-	-	-	-	-	-	-	-
John Shelley	MRBC	-	-	-	-	-	-	-	-	-	-
Mike Hutton	GSC	-	-	-	-	-	-	-	-	-	-
Martin Butcher	SCC	-	-	-	-	-	-	-	-	-	-

Bank (new)	10P	10P	10P	10P	9P	10P	8	10P	10P	10P
Price (par)							100			
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)							100A			
Company credit							1000			
Trains							-			
Redeemed shares							-			
Bank cash: \$9,400	Certificate limit: 13				Trains: 7 x '2', 6 x '3'...					
Current operating order:	SLSF									

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
Yellow	1/1	2/1	3/3	4/6	5/2	6/2	7/9	8/22	9/23	55/1	56/1	57/5
	58/4	69/1										



1870

GameU19

Referee:
Keith Thomasson

Private Companies	Cost	Revenue
1 Great River Shipping Company	\$20	\$5
2 Mississippi River Bridge Company	\$40	\$10
3 The Southern Cattle Company	\$50	\$10
4 The Gulf Shipping Company	\$80	\$15
5 St. Louis San Francisco Railway	\$140	n/a
6 Missouri-Kansas-Texas Railroad	\$160	\$20

Public Companies	Tokens	Par	Starting City	Destination
ATSF	3	Topeka	(B9)	Southwest (N1)
FW	2	Fort Worth	(J3)	Denver (A2)
GMO	2	Mobile	(M20)	St. Louis (C18)
IC	2	Jackson	(K16)	Chicago (A22)
MKT	3	Kansas City	(B11)	Southwest (N1)
MP	3	St. Louis	(C18)	Dallas (J5)
SLSF	3	Springfield	(E12)	Southwest (M22)
SP	3	Southwest	(N1)	New Orleans (N17)
SSW	2	Memphis	(H17)	Fort Worth (J3)
TP	2	Dallas	(J5)	New Orleans (N17)

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Orders required for the following round

By the early deadline

SR1, Public Companies



1899-A18

No more new Diesels, but they'll probably arrive at some point.

OR11

The CSb cannot upgrade S5 as it has no route to that hex.

OR11	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
Tt	MB	57:R8:2	190	Y	60	-	155C▲	673	5
Sjz	AH	-	170	Y	65	-	120D▲	181	6
FsR	LG	42:I1:2	200	Y	70	-	110D▲	441	5
1st	JS	23:C7:6	290	Y	45	-	90E▲	175	D
XzS	LG	14:R8:1	200	Y	60	①	90E▲	245	5
NRC	JS	7:C9:1	250	Y	45	②	82C▲	80	6
CSb	SW	-	200	Y	70	-	60I▲	110	D
B&M	AH	43:C7:3	200	Y	65	-	50J▲	165	D

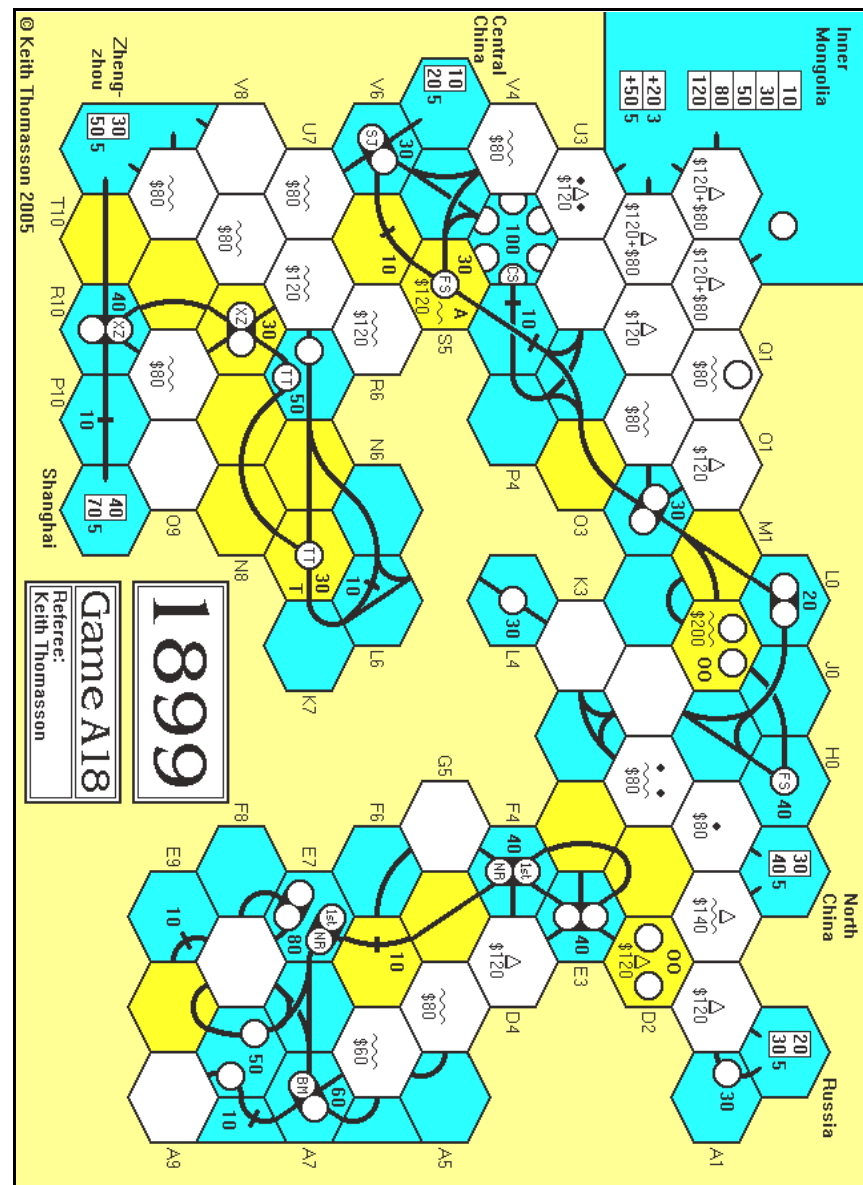
Notes: ① \$40 to the bank for a garrison in R8
② \$40 to the bank for a garrison in E7

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Lyndon Gurr	386	298	684	2,214	28.1▼	11/13
John Shelley	192	336	528	1,648	20.9▲	10/11
Alan Harvey	33	125	158	858	10.9▼	4/5
Martin Butcher	231	265	496	2,028	25.8▼	10/12
Stephen Webb	118	213	331	1,128	14.3▲	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)	90E	50J	60I	110D	82C	120D	155C	90E
Company credit	175	165	110	441	80	181	673	245
Trains	D	D	D	5	6	6	5	5
Bank cash:	\$12,735	Certificate limit: 13					Trains: Diesels	
Current operating order:	Tt, Sjz, FsR, 1st, XzS, NRC, CSb, B&M							

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/2	4/2	7/4	8/6	9/9	55/-	56/1	57/5	58/1	69/1	
Green	14/-	15/2	16/1	18/1	19/1	20/1	23/2	24/2	25/1	26/1	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	42/1	43/1	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
OR12, SR9	Adjudication can pause between rounds if requested



18EU-N17

Not one '8' train, but three.

OR9

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
IS	ST	143:C6:2	720	Y	①	200A	780	6 {4}
DR	SC	82:E4:2	320	1/2	② ③ ④	165B	156	8 {4} P
BN	LG	582:G12:3	370	Y	⑤ ⑥	135C	95	5
FN	LG	142:H7:6	390	Y	⑤ ⑦	135C	91	8 5
GS	MB	-	350	1/2	④	122D	170	6
RA	SC	141:D5:2	-	-	⑧	90C	0	8 P
RB	MB	143:D15:5	240	1/2	⑨ ④ ⑩	82E	185	5 P

- Notes: ① Places a garrison in A10
 ② Places a garrison in J5
 ③ Discard Pullman, 800 to the bank for an '8' train - '4' trains die
 ④ 100 to the bank for a Pullman
 ⑤ Places a garrison in K14
 ⑥ 135 to the bank for one share from the pool
 ⑦ 800 to the bank for an '8' train
 ⑧ 900 to the bank for an '8' train and a Pullman
 ⑨ Places a garrison in B17
 ⑩ 328 to the bank for four pool shares

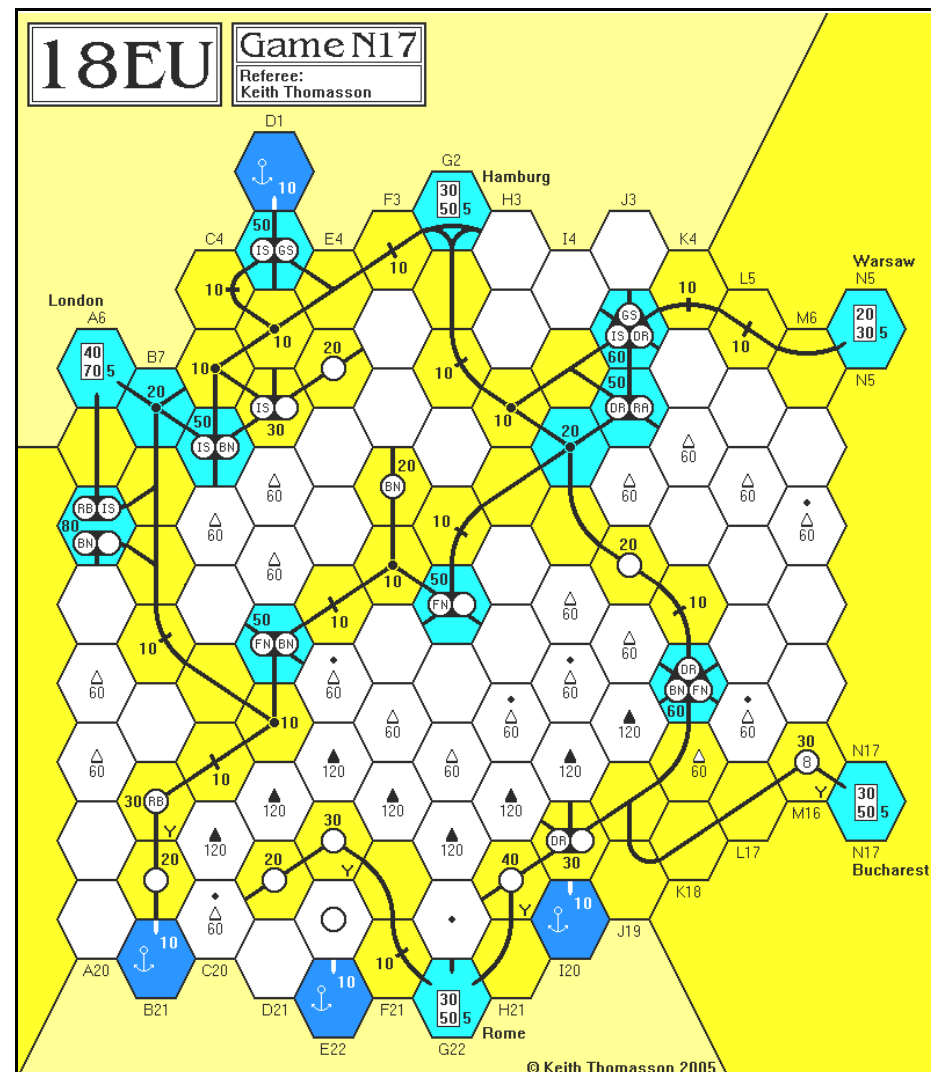
Cash Flow	b/f	OR9	c/f	Value	%	Certs
Steve Thomas	78	496	574	2,434	23.7	9
Lyndon Gurr	615	672	1,287	3,507	34.2	13
Martin Butcher	90	293	383	2,012	19.6	13
Simon Cutforth	15	262	277	2,309	22.5	13

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	1	-	2	-	-	-	4	10
Bank pool	-	-	-	3	-	5	-	
Price	135C	165B	135C	122D	200A	90C	82E	
Company credit	95	156	91	170	780	900	185	
Trains	5	8 P	8.5	6	6	8 P	5 P	
Bank cash: 6,881	Certificate limit: 13				Trains: 9 x '8'			

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

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds									
Yellow	3/6	4/5	7/4	8/11	9/9	57/2	58/7	201/5	202/6											
Green	14/4	15/2	80/4	81/4	82/1	83/2	141/2	142/2	143/-	144/1	576/4	577/3								
		578/4	579/2	580/1	581/2															
Brown	145/4	146/5	147/2	544/3	545/3	546/3	582/4	583/-	584/-											
Grey	513/5																			



Orders required for the following rounds

By the early deadline

OR10, SR5

Adjudication can pause between rounds if requested



18EU-B19

Seven minors merge
into four new companies.

SR2

Stock Round 2

Peter	Mark	Don	Stephen	Neil
- 1 RA (+82E)	Merges minor 4 into the BN(100)	Merges minor 3 into the DR(100)	Merges minor 13 into the GS(100)	+ RA pool
Merges minor 14 into the FN(100)				
Merges minor 15 into the FN	+ BN new	+ DR new	Merges minor 1 into the DR (floated)	+ FN new (floated)
+ FN treasury	+ BN new (floated)	Merges minor 2 into the GS	+ RA pool	✗
+ FN treasury	✗	✗	+ GS new (floated)	✗
✗	✗	✗	✗	Priority for SR3

Cash Flow	b/f	SR2	c/f	Value	%	Certs.
Neil Walters	267	-182	85	677	21.7▼	8
Peter Berlin	354	-310	44	726	23.2▲	7
Mark Frueh	445	-400	45	545	17.4▼	6
Don Smith	380	-300	80	580	18.5▲	5
Stephen Webb	400	-382	18	600	19.2▲	6

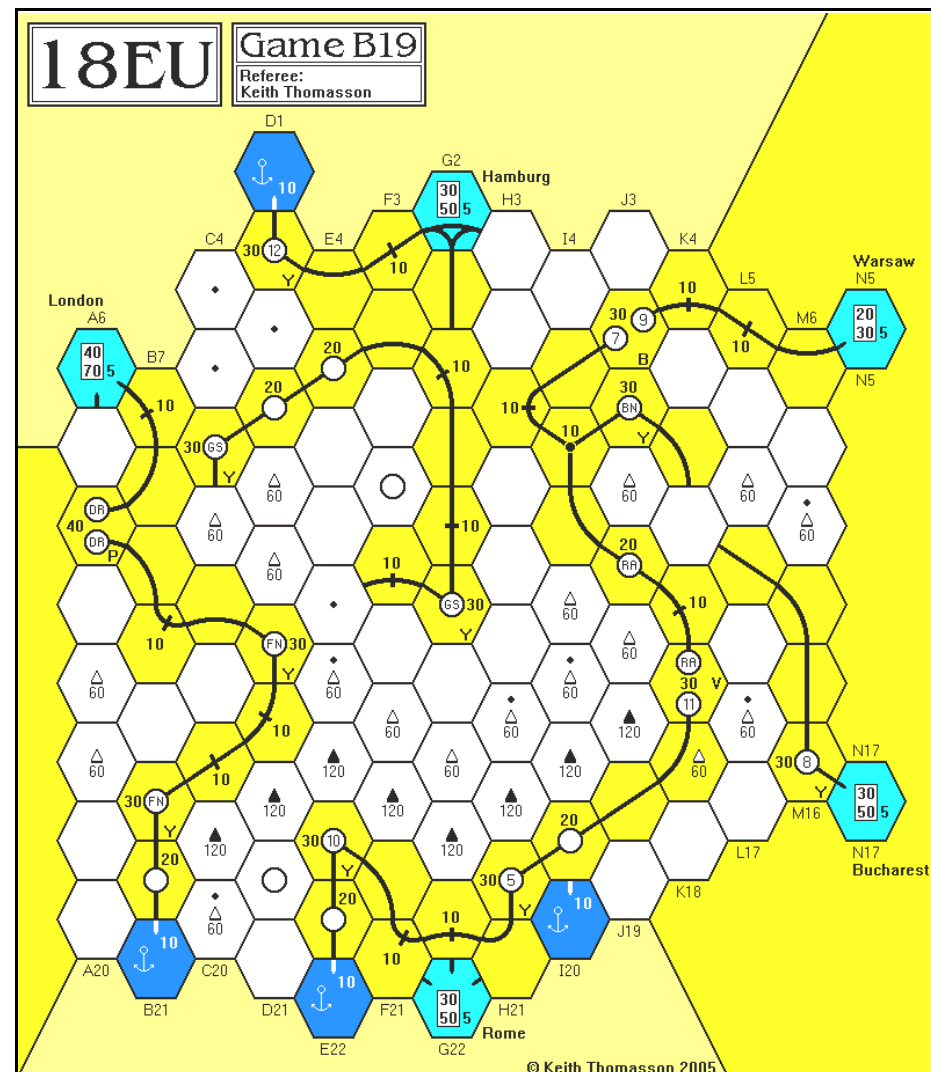
Portfolio	Minors	BN	DR	FN	GS	IS	RA	RB	RP
✗ Neil Walters	5 10	-	-	1	-	-	6P	-	-
Peter Berlin	12	-	-	6P	-	-	1	-	-
Mark Frueh	7 8	5P	-	-	-	-	-	-	-
Don Smith	9	-	4P	-	1	-	-	-	-
Stephen Webb	11	-	1	-	4P	-	1	-	-

Treasury	5	5	3	5	10	-	10	10
Bank pool						2		
Price	100C	100C	100C	100C		82E		
Company credit	380	489	540	300		339		
Trains	2	2.2	3.2.2	3.2.2		3.2 P		
Bank cash: 9,064	Certificate limit: 13				Trains: 1 x '3', 4 x '4'...			

Current operating order Minors, FN, BN, DR, GS, 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								

Mark asked for minor 8 to merge into the BN. I didn't know if that was meant to be minor 7, or whether he didn't realise that minor 8 could not merge as it has no route to the BN network. Either way, one of those reasons is why the merger did not occur.



Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested



18KAAS-O19

The PRR sells out.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	WM	57:B18:3	-	-	①	71D	680	2
PRR	MB	57:I13:2	-	-	② ①	67E	550	2

- Notes: ① \$80 to the bank for a '2' train
② \$80 to the bank for terrain costs

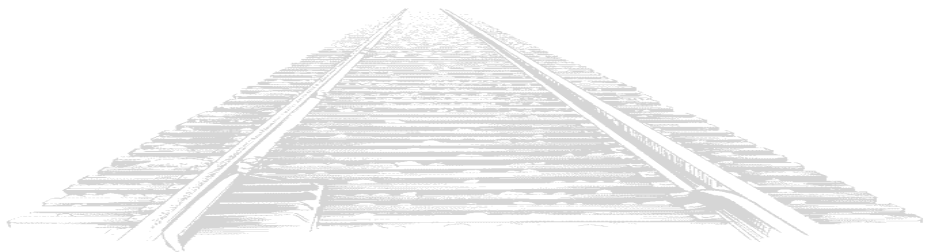
Stock Round 2				
Willem	Martin	Tony	Lyndon	Alan
x	x	1 NYNH (+67G)	x	+ PRR new
x	x	x	x	x
Priority for SR3				

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Willem Moene	4	5	0	9	455	17.1	6
Martin Butcher	10	25	0	35	500	18.8	6
Tony Sait	26	20	67	113	495	18.6	4
Lyndon Gurr	113	30	0	143	705	26.5	4
Alan Harvey	108	25	-71	62	506	19.0	5

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	-	-	-	-	-	-	3P	1
Lyndon Gurr	B&O	-	2P	-	1	-	-	-	1
Alan Harvey	C&A	-	-	-	1	-	-	-	3

Bank (new)	10P	8	10P	2	10P	10P	6	-
Price (new)		100		76			67	71
Bank (pool)	-	-	-	-	-	-	1	-
Price (pool)		100A		71D			67G	71D
Company credit				680				550
Trains				2				2
<hr/>								
Bank cash: \$10,408	Certificate limit: 13				Trains: 4 x '2', 5 x '3'...			
Current operating order:	CPR, PRR							

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

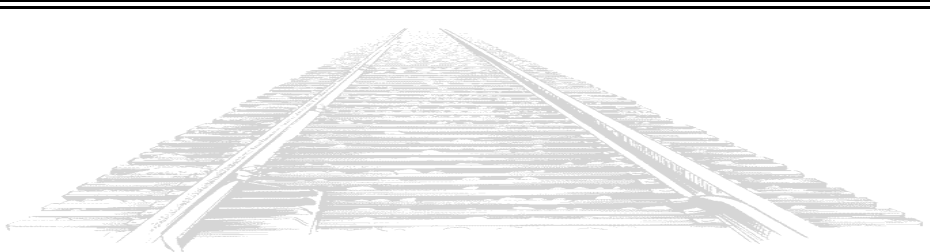


18KAAS

Game O19

Referee: Keith Thomasson

Orders required for the following rounds	By the early deadline
OR2, SR3	Adjudication can pause between rounds if requested





6 NIMMT! 11

Some hefty penalties
in the first round.

ROUND 1

Hand 1 (1-104)

61		18	
58	103	7	104
1/2	2/1	3/2	4/1

Jim (7) takes row 3 for 1 pt, Steve (18), Kevin (61), Colin (64), Michael (67), John (80), Mick (97), Roger (103) takes row 2 for 7 pts.

Hand 2 (1-104)

46		103	
45	90	101	34
1/3	2/3	3/2	4/1

Steve (34) takes row 4 for 1 pt, Jim (46), Kevin (93), John (95), Colin (99), Michael (100), Roger (101) takes row 3 for 12 pts, Mick (103).

Hand 3 (1-84)

14		31	
9	25	27	36
8	23	26	34
1/3	2/3	3/4	4/4

Michael (9), Steve (14), John (25), Roger (27), Kevin (28), Mick (31), Jim (35), Colin (36). No penalties.

Hand 4 (1-84)

18	24		
12	22	84	2
1/2	2/6	3/1	4/1

Michael (2) takes row 4 for 1 pt, Colin (18), Kevin (24), Steve (49), John (51), Jim (55), Roger (81), Mick (84) takes row 3 for 11 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
John Colledge	0	0	0	0	0
Kevin Lee	0	0	0	0	0
Colin Sharpe	0	0	0	0	0
Michael Graystone	0	0	0	1	1
Steve Ham	0	1	0	0	1
Jim Reader	1	0	0	0	1
Mick Haytack	0	0	0	11	11
Roger Trethewey	7	12	0	0	19

The first round saw some penalties being taken, and some of those were on the large side.

Roger got stung with a piles of points in the first hand, and then got stung for more points in the second. The third was penalty-free, but not the fourth. It was very nearly Roger again, but he had one space left to put his card into, and then Mick got the big score for that hand.

Orders required
Round two cards for each hand

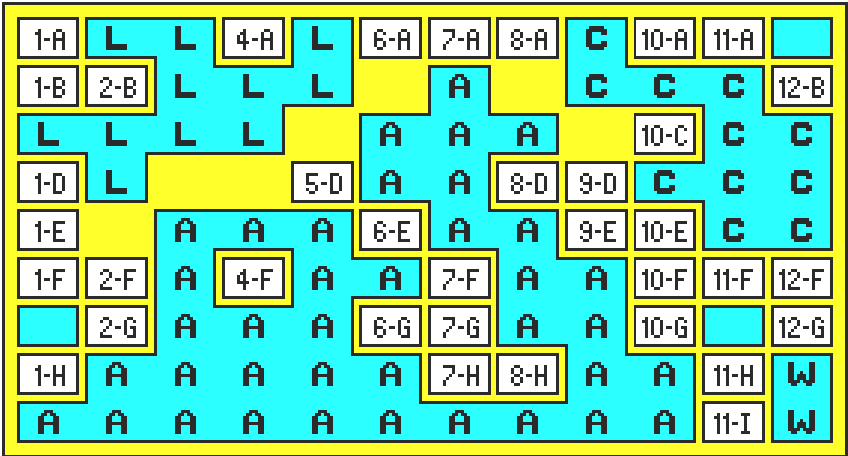


ACQUIRE 41

American is just short of the
size needed to end the game.

ROUND 10

Tony	2-C	Buys 1 Tower @ £200, 2 Worldwide @ £300.
Michael	5-E	Buys 3 Continental @ £900.
Steve	9-F	Buys 1 Tower @ £200.
Lyndon	8-E	American takes over Festival, bonuses for Simon (£7,000) and Michael (£3,500), Lyndon sells 6 for £4,200, Simon sells 9 for £6,300, Tony sells 3 for £2,100, Michael sells 7 for £4,900. {Dead tiles: 8-B 9-C} Buys 3 Worldwide @ £300.
Simon	4-B	Luxor takes over Tower, bonuses for Steve (£2,000) and Simon (£1,000), Simon swaps 4 for 2, sells 1 for £200, Tony sells 2 for £400, Steve swaps 6 for 3, sells 1 for £200. {Dead tiles: 2-E 3-D 4-D 5-C 6-B} Buys 3 Continental @ £900.
Tony	2-I	No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	-	-	8	13	-	£18,700	£44,800
Steve Ham	3	-	9	-	1	3	-	£2,300	£23,700
Lyndon Gurr	6	-	10	-	3	-	-	£3,400	£32,800
Simon Brooks	3	-	6	-	-	3	1	£17,000	£30,100
Tony Wilcock	13	-	-	-	3	-	-	£3,700	£21,500
Bank Stock	-	25	-	25	10	6	24		
Chain Size	11	-	38	-	2	11	-		
Chain Value	700	-	1000	-	300	900	-		

Playing sequence
Michael, Steve, Lyndon, Simon, Tony, Michael again



ACQUIRE 42

One merger to keep things ticking over.

ROUND 5

Colin	7-A	Buys 2 American @ £400, 1 Festival @ £500.
John C	11-E	Buys 3 Festival @ £500.
Willem	3-B	Luxor takes over Imperial, bonuses for Willem (£3,800) and Lyndon (£3,800), Willem retains 3, John M sells 1 for £500, Lyndon retains 3, John C sells 1 for £500. Buys 3 Festival @ £500.
John M	1-G	Forms Imperial, one free share. Buys 3 American @ £400.
Lyndon	9-E	Buys 3 Worldwide @ £400.
Colin	11-I	No purchases.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	3	6	-	3	-	£1,400	£15,400
Willem Moene	7	3	-	3	-	1	3	£4,700	£24,400
John Marsden	3	-	6	-	6	-	1	£1,800	£16,800
Lyndon Gurr	-	7	-	-	9	-	3	£4,100	£22,700
Colin Sharpe	-	-	6	5	2	4	-	-	£19,600
Bank Stock	15	15	10	11	8	17	18		
Chain Size	8	4	3	4	3	4	2		
Chain Value	600	400	400	500	400	600	400		

Playing sequence

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



ACQUIRE 43

Three new chains this time to increase your share options.

ROUND 2

Lionel	12-G	Buys 3 Worldwide @ £300.
Kevin	5-C	Buys 3 Worldwide @ £300.
John	1-I	Forms Luxor, one free share. Buys 3 Luxor @ £200.
Tony	2-G	Forms Tower, one free share. Buys 3 Tower @ £200.
Bob	12-B	Forms Continental, one free share. Buys 3 Continental @ £400.
Lionel	11-G	Forms Festival, one free share. Buys 3 Festival @ £300.

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	C
1-C	2-C		4-C		6-C	7-C	8-C	9-C		11-C	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
T	T	3-G	4-G	5-G	6-G	7-G	8-G	9-G	10-G	F	F
1-H	2-H	3-H	4-H	5-H	6-H	7-H	8-H	9-H	10-H	11-H	12-H
L	L	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	-	-	-	-	-	4	-	£4,800	£12,400
Lionel Robbins	-	-	-	4	7	-	-	£3,300	£14,100
Kevin Lee	-	-	-	-	6	-	-	£4,200	£7,500
John Colledge	4	-	-	-	-	-	-	£5,400	£9,200
Tony Wilcock	-	4	-	-	-	-	-	£5,400	£9,200
Bank Stock	21	21	25	21	12	21	25		
Chain Size	2	2	-	2	2	2	-		
Chain Value	200	200	-	300	300	400	-		

Playing sequence

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



BATTLE! 3

5C is the first unit to lift off.

ROUND 12

Apologies - 7F did not get converted to 10A last time, as 6A has no conversion ability.

Team	Research	PP	Units	M	C	A	S	E	D	P	R	B	H
Antz Marcus Pratt	✖ Level 9	13	1A	2	0	4	1/0	1	3	1	2	1	
			2A	3	1	1	1/0	0	0	0	1		
			3A	1									
			4A	3	0	3	1/0	1	2	0	1		
			5A	1	0	0	1/0	1					
			6A	2	0	1	1/1	1	0	0	0	1	
			7A	2									
			8A										
			9A	1	0	0	1/0						
Cohen Allan Stagg	✖ Level 10	15	1C	3									
			2C	2									
			3C	1									
			4C	1	0	1	3/0	1	0	0	2		
			5C	3	3	3	1/0	1	1	0	1	1	1
			7C	1									
			8C	1	0	0	2/0						
Droid Joakim Spångberg	✖ Level 6	11	1D	2	2	3							
			2D										
			3D	1									
			4D										
Everjoice Steve Ham	✖ Level 9	16	1E	3	2	1	1/0	1	0	1	1	1	
			2E	3	0	4	0/0	1	0	2	1		
			3E	1	0	1	0/0	0	0	1			
			4E	2	0	1	1/0						
			5E	2	0	1	1/0	1	0	1			
			6E	2	0	2	1/0	1					
Team Fred Peter Hawkins	✖ Level 8	19	1F	2	0	3	0/0	0	1				
			2F	3	0	2							
			3F	0	0	1							
			4F	3	2	0	0/0	0	0	0	1		
			5F	2									
			6F	2	0	2	0/0	0	0	2	1		
			7F										

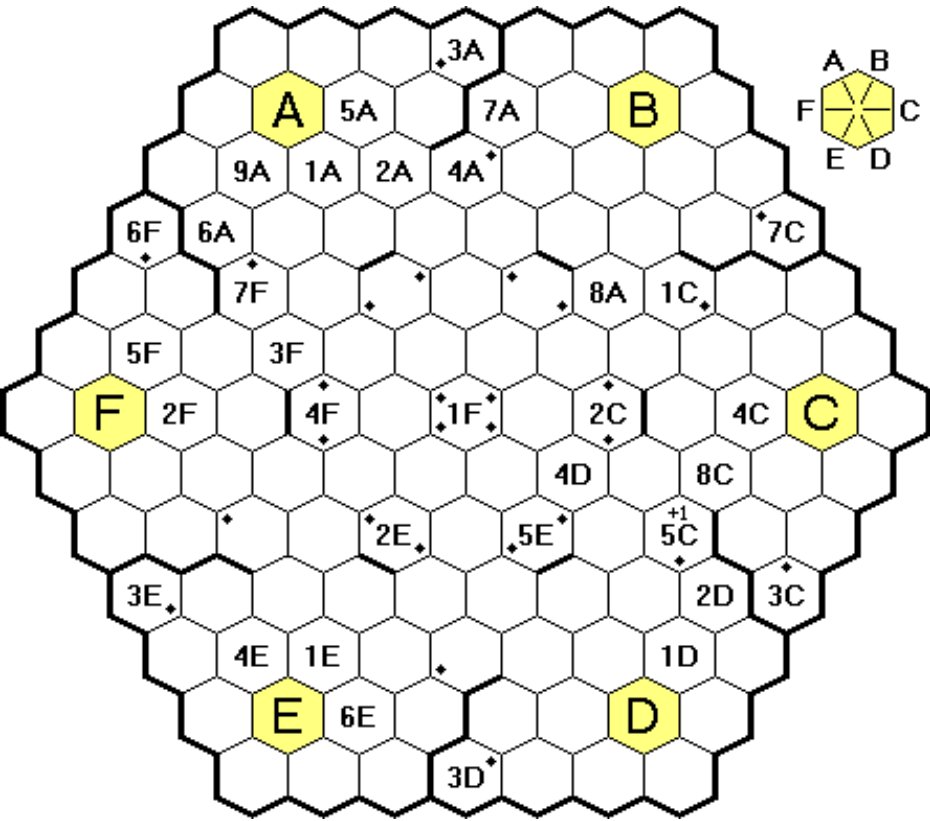
New units: 6F, 8C.

Movement: Shuffling, but no conflict between teams and no need to use Elite.

Combat: 1A→3F ⑧, 6A→7F no hit, 4C→4D ②, 5C→1D ②, 5C→2D ④, 2D→6C ②, 2E→4F ⑧, 5E→4D ②. 6C was destroyed.

Conversion: None.

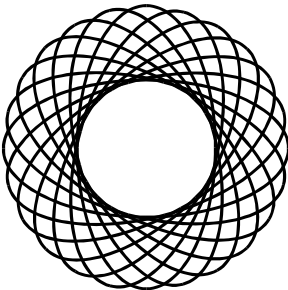
Build: None.



Orders required

Attribute order: MCASEDPRBHX

Production, moves, combat and conversion for round thirteen





BREAKING AWAY 13

Rodney Marsh takes the top podium spot.

ROUND 17

Pos	Riders	New
1st	Rodney Marsh	-
118	Croaker Gamma	3
117	Jeff Stelling One-Eye Simone Proactive Frank McLintock	5
116	Hyperactive Beta Matt Le Tissier	10
115	Alpha	13
114	Medavoy	14
113	Sipowicz Captain America	15
112	Delta	15

Kevin Lee (46) <i>Soccer Saturday Supremos</i>	
A Jeff Stelling (12)	3 3 5 7
B Rodney Marsh (29)	First
C Frank McLintock (5)	3 5 9
D Matt Le Tissier	6 7 10
Jim Reader (10) <i>The Black Company</i>	
A Croaker (8)	3 3 4 5
B One-Eye (2)	5 5 7
C Silent	Dropped
D Hagop	Dropped
Don Shailer <i>The Superheroes</i>	
A Spiderman	Dropped
B Thor	Dropped
C Hulk	Dropped
D Captain America	3 3 15
Allan Stagg (20) <i>Team Active</i>	
A Hyperactive (10)	5 6 7 10
B Proactive (10)	3 5 5
C Reactive	Dropped
D Inactive	Dropped
Roger Trethewey (10) <i>NYPD</i>	
A Sipowicz (3)	3 3 3 15
B Simone (7)	5 5 5
C Russell	Dropped
D Medavoy	3 5 14
John Webley (12) <i>Greek Salad</i>	
A Alpha	3 5 5 15
B Beta (8)	6 9 10
C Gamma (4)	3 3 3
D Delta	3 5 15



All the remaining places come from rows 118 and 117, with the rest swarming in behind for no points. The *Soccer Saturday Supremos* appear to be supreme on cycles as well, with *The Black Company* taking the second team spot. Third will be shared by *Team Active* and *Greek Salad*. Next month will see the final round, so let's have any comments with your cards.

Orders required

Cards for round eighteen



BREAKING AWAY 14

A few minor adjustments.

ROUND 8

Pos	Riders	New
83	Mercury {1st}	3
82	-	
81	-	
80	-	
79	Blitzen	3
78	-	
77	Rudolph	3
76	-	
75	Kamiyacho	3
68	Fall	3
67	Spring Robicheaux Donner Christian Salvesen Taylor Spenser	4
66	Summer Scudder May Winter Stefanos Turner of Soham	10
65	Hibiya	15
64	Eddie Stobart Naka Meguro Deacon Frans Maas	15
63	Dixen	15
62	-	
61	Hiro-o	3

Simon Brooks <i>Ditchling Beacon Bykers</i>	
A Rudolph	3 5 12 15
B Donner	4 7 7
C Blitzen	3 3 4
D Dixen	15 15 15
Steve Ham (9) <i>All Crawlers</i>	
A Eddie Stobart (5)	5 6 15 15
B Christian Salvesen (4)	4 5 7
C Frans Maas	3 12 15
D Turner of Soham	3 7 10
Richard Lunn (16) <i>Queen of the Saddle</i>	
A Mercury (10)	3 4 5 7
B Deacon (6)	3 3 15
C May	6 10 14
D Taylor	1 3 4
Jim Reader <i>The Hibiya Line</i>	
A Kamiyacho	3 3 6 15
B Naka-Meguro	8 10 15
C Hiro-o	3 3 6
D Hibiya	3 14 15
Joakim Spångberg (6) <i>Le Quattro Stagioni</i>	
A Spring (2)	4 10 15
B Summer (3)	10 15 15
C Winter (1)	4 10 15
D Fall	3 14 14
Rob Thomasson (18) <i>Hard Boiled</i>	
A Robicheaux (10)	4 4 5 7
B Scudder (8)	7 7 10
C Stefanos	10 14 14
D Spenser	4 4 10



A couple of corrections are due to the last round. Mercury should have got a '5' card for his fresh breakaway. The group on 53 should have been rewarded with '14's instead of '15's, because Eddie Stobart only got to 52, not 54. Eddie himself got a '15'. This affected some plays this time, so my apologies for that.

Orders required

Cards for round nine



BREAKING AWAY 15

They're off, mostly
at a slow crawl.

ROUND 1

Pos	Riders	New
15	Bigspy	3
14	-	
13	O'Neill	3
12	-	
11	-	
10	-	
9	-	
8	-	
7	-	
6	Wallace	3
5	Smallspy	4
4	◇ Knizia ◇ Eggspy ◇ Evesham	5
3	Acol Ace ◇ Kramer ◇ Pershore ◇ One Spade ◆ Midspy ◆ Ueno ◆ No Trump ◇ Jackson ◇ Vulnerable	3
2	Negishi ◇ Moon ◇ Teal'c ◇ Stratford	3
1	Sankeien Carter ◇ Kamakura ◇ Bidford	3

Martin Butcher		Designers Four			
A	Knizia	1	5	11	14
B	Kramer		3	7	15
C	Moon		3	6	12
D	Wallace	1	3	9	
Bruce Edwards		Spy Game			
A	Eggspy	1	5	10	15
B	Bigspy		3	3	7
C	Midspy		3	5	12
D	Smallspy	2	4	9	
Jim Reader		Japanese Parks			
A	Sankeien	3	4	10	15
B	Negishi		3	9	14
C	Ueno		3	4	13
D	Kamakura	3	3	12	
Allan Stagg		Stargate			
A	O'Neill	1	1	3	15
B	Carter		3	10	14
C	Teal'c		3	3	15
D	Jackson		3	4	9
Mark Stretch		Avon Riders			
A	Evesham	5	5	7	14
B	Pershore		3	7	15
C	Stratford		3	7	11
D	Bidford		3	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	



Overcrowding is definitely happening at the back, with seventeen riders crammed into three rows. That keeps the replacement cards down to threes. At least that won't happen again. Bigspy makes a break, but doesn't get any bonus for it as O'Neill is right behind him. The best cards are earned on rows four and five.

Orders required

Cards for round two



BUS BOSS 284-SSV

All very close if you
ignore the leader.

ROUND 10

South Sweden

Round 10 Runs

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

		CHEF	GRUB	TURN	GEAR	GONE	
①	CHEF 30		-2	-5			23
✕	TURNIPS	+5					5
✕	GRUBBY	+2					2
①	GONE 15	-3	+9/-3				18
①	GRUBBY 15					+3/-9	9
✕	CHEF					+3	3
①	GEAR 20	+3					23
②	CHEF 10				-3		7
①	GONE 20						20
②	GEAR 10						10
①	GRUBBY 20				-4	-6	10
②	GEAR 10		+4				14
✕	GONE		+6				6
①	TURNIPS 20					-6	14
②	GONE 10	-3		+6			13
✕	CHEF					+3	3
①	GRUBBY 30			-4			26
✕	TURNIPS		+4				4
①	GEAR 20					-9	11
②	TURNIPS 10	-2					8
✕	GONE				+9		9
✕	CHEF			+2			2
①	TURNIPS 16	+3				+5/-3	21
②	CHEF 9			-3		-3	3
③	GONE 5	+3		+3/-5			6
①	CHEF 13		+5				18
②	GRUBBY 8	-5					3
③	TURNIPS 5						5
④	GONE 4						4
①	TURNIPS 15	+5					20
①	CHEF 15			-5			10

Round 10 Routes

Crazy Hordes Encounter Fjords (CHEF) (Bruce Edwards, Purple)
None.

Terribly Ugly Routemasters Navigate Inside Pretty Sweden (TURNIPS) (Steve Ham, Red)
None.

Göteborg Expressways Are Rampant (GEAR) (Kevin Lee, Green)
Borås - Varberg (5)

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
None.

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

None.

Scores

	Runs:	20	24	27	28	29	30	31	32	33	34	35	Routes	Score
GONE KOPING	196	-	18	-	20	6	13	-	9	6	4	-	-	272
TURNIPS	122	5	-	-	-	-	14	4	8	21	5	20	-	199
GRUBBY	145	2	9	-	-	10	-	26	-	-	3	-	-	195
GEAR	132	-	-	23	10	14	-	-	11	-	-	-	-5	185
CHEF	114	23	3	7	-	-	3	-	2	3	18	10	-	183

Round 11 Runs

36.	5♦ - 5♠	Säffle to Hälsingborg
37.	J♣ - A♥	Ludvika to Stockholm
38.	7♦ - 3♣	Vänersborg to Bollnäs
39.	5♣ - 10♦	Gävle to Borås
40.	9♦ - K♥	Falköping to Västervik
41.	Q♦ - 5♥	Göteborg to Södertälje
42.	6♣ - 2♠	Sandviken to Trelleborg
43.	3♥ - 6♠	Stockholm to Varberg
44.	8♥ - A♣	Motala to Northern Sweden

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



BUS BOSS 286-SPN	No points scored for BUSSTOP.	<u>ROUND 7</u>
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Spain

Round 7 Runs

1	K♦ France Q♣ Murcia	① SPOCK 20 ② SNAIL 10 ✕ BROOKS ✕ RR	-8 -4						12 0 12 6
2	J♥ Valencia Q♠ Portugal	① TAPAS 15 ① SPOCK 15 ✕ BROOKS			-1		+1 +6		16 8 6
3	2♦ Bilbao 2♥ Madrid	① SPOCK 20 ② RR 10				+4/-4			20 10
4	7♠ Oviedo 4♣ Huelva	① SPOCK 30 ✕ TAPAS			-8		+8		22 8
5	Q♥ Albacete 3♦ San Sebastian	① SPOCK 15 ① SNAIL 15 ✕ RR ✕ BROOKS	-4	+3		-4 -4		-3 +4 +4	10 8 8 4

6	A♦ Santander	① RR	15			+7			22
	4♠ Valladolid	① SNAIL	15					-7	5
			✕ SPOCK			+3		-3	3
7	J♣ Cartagena	① TAPAS	30					-3	27
	7♦ Barcelona	✕ RR				+3			3
9	10♥ Teruel	① {RR	15						15
	J♦ Andorra	{TAPAS}	15						15

Round 7 Routes

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

Lugo - La Coruna, Orense - Vigo (9)

Transport Around Pamplona and Sevilla (TAPAS) (Jim Reader, Yellow)

Sevilla - Cadiz, Tarragona - Lerida (12)

Spain's Popular Overland Coach Kompany (SPOCK) (Don Shailer, Purple)

Leon - Orense (9)

Robertson's Routemasters (RR) (Simon Robertson, Blue)

Soria - Madrid (southern route) (8)

Some Noses Are Impossibly Large (SNAIL) (Mike Hutton, Red)

Albacete - Jaen (9)

Buses Uniting Spanish Sunshine Travel Only on the Plain (BUSSTOP) (Bob Coull, Black)

Zamora - Portugal, Algeciras - Cadiz (11)

Scores

[illegible]

Round 8 Runs

8.	9♦ -	5♣	Tarragona to Cadiz
10.	J♠ -	K♣	Orense to Alicante
11.	9♥ -	5♣	Cuenca to Sevilla
12.	A♠ -	9♣	Badajoz to Malaga
13.	8♣ -	8♠	Granada to Lugo
14.	10♦ -	K♠	Gerona to Portugal (not yet available)
15.	6♥ -	5♠	Soria to Zamora
16.	5♦ -	9♠	Huesca to La Coruna
17.	7♣ -	8♥	Jaen to Toledo
18.	A♣ -	6♦	Gibraltar to Lerida

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



Bus Boss 290-SEA

ROLF is being boxed in.

ROUND 4

South East Australia

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

Nyngan - Bourke, Goulburn - Yass 64 - 12 52

Canberra-Orbost Lines Into Newcastle (COLIN) (Colin Sharpe, Blue)

Goulburn - Yass - Canberra, Sydney - Wollongong 64 - 12 52

Crazy Old Buses Bouncing on Every Road (COBBER) (Jim Reader, Yellow)

Hay - Echuca - Bendigo 65 - 12 53

Shipping Narcotics In Australian Lands (SNAIL) (Mike Hutton, Red)

Goulburn - Sydney, Mildura - Ouyen 65 - 11 54

Routes Of Legend Faraway (ROLF) (Bruce Edwards, Purple)

Grafton - Moree 67 - 10 57

Routes

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



Bus Boss 292-FRA

Well, well, France.
What a surprise.

NEW GAME

This is your order for route buying in this game.

Jim Reader 55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan

Brian Tappenden 11 Dayworth Mews, Lundy Lane, Reading, RG30 2RR

Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF

Simon Robertson Melyn, Colyton Way, Purley-on-Thames, Reading, Berkshire, RG8 8BL

Kevin Lee 149 Ludlow Road, Woolston, Southampton, SO19 2ER

Bob Coull 1 Lingfield House, Lancaster Street, London, SE1 0RW

Maps and rules are enclosed for everyone. Brian is new to the game in these pages, but that doesn't mean he's unfamiliar with the game.

Routes

Buy in the order Jim, Brian, Michael Simon, Kevin Bob

Don't forget company names and colour preferences



McMULTI 9

No petrol sales this month.

ROUND 6

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

Tony Wilcock

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

Mark Stretch

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

Mick Haytack

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

Martin Butcher

Actions

Tony Buys one refinery.
Roll C-6.

Mick Buys one petrol pump.
Roll F-5.

Martin Buys one refinery.
Roll E-6.

Mark Buys one refinery.
Roll F-5.

No market changes.

Tony, you wanted to remove your pump at B-2 to make way for a second refinery, but as it was not hit last time it could not be liquidated.

	Dealings		{◇} = indirect hits	Stocks		
Players	Crude	Petrol	Assets hit	Crude	Petrol	Cash
Tony Wilcock	-	-	✕ {X} {OR}	2	1	\$89
Mick Haytack	+4/D	-	{X} OR OW {OR}	6	5	\$26
Martin Butcher	+2/D	+2/D	{OR} OR ² {OR}	9	8	\$7
Mark Stretch	-	-	{OR} {OR} OR OW ²	16	3	\$164

Sell/Buy	Domestic	International		
Crude	\$13/\$14	\$7/\$8	Next retail petrol sale	\$50
Petrol	\$34/\$36	\$34/\$36	Next Oil Well conversion	\$50

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

Orders required

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

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jun 20th	Minstrel 278, Ode 266
Jun 21st	The Abyssinian Prince 292
Jun 22nd	...mais n'est-ce pas la gare? 51
Jul 12th	Save Your xxs For me 18
Jul 16th	Bloodstock 181
Jul 21st	Variable Pig 98
Jul 27th	...mais n'est-ce pas la gare? 52, Minstrel 279
Jul 28th	Hopscotch 220
Jul 29th	Ode 267

My break, plus the extra week in production, allows three zines to slip two issues between the start and end of the period. ☆



DUNGEONQUEST 3

Time for some
new encounters

ROUND 15

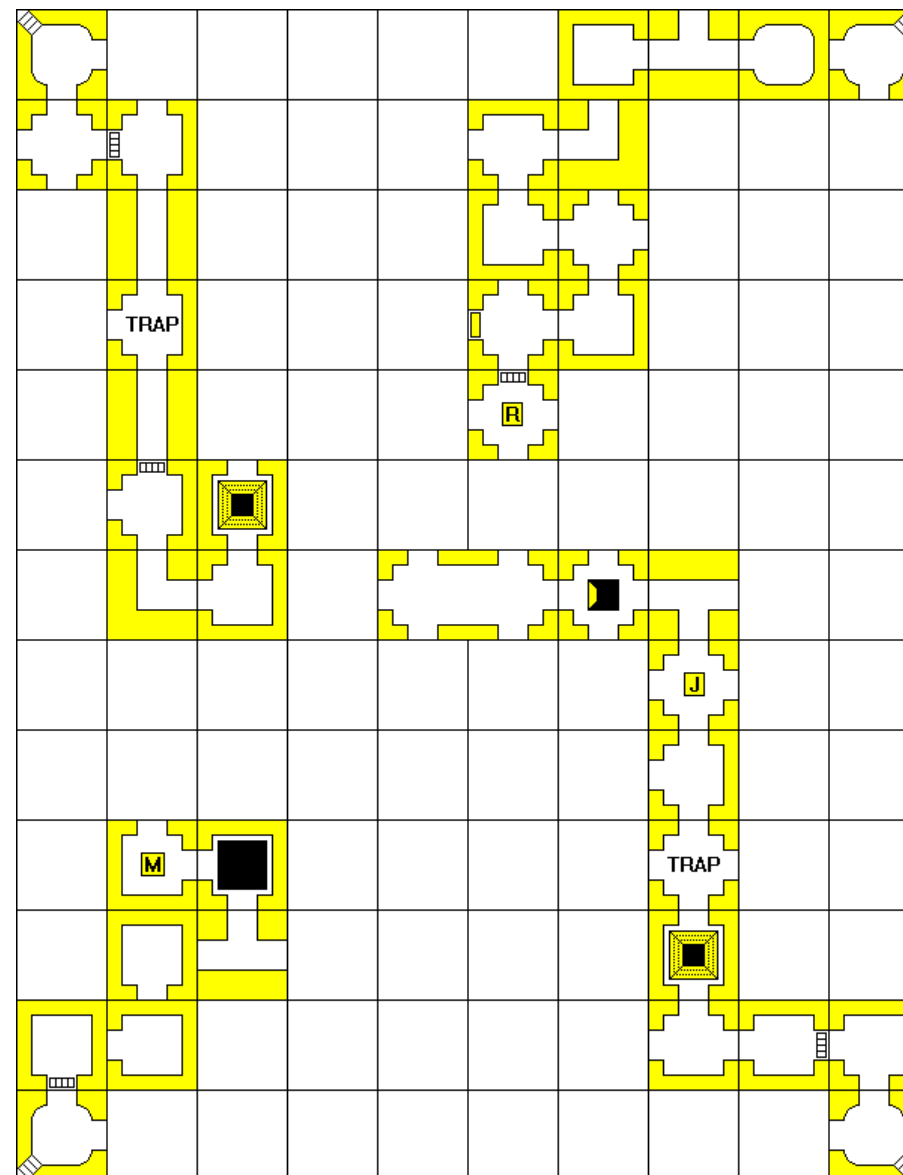
	St	Ag	Ar	Lk	LP	Ring	Treasure
Roger Trethewey <i>Sir Quentin</i>	3	8	5	7	5 {10}	Opening	Bow and 4 arrows Golden guineas - 10 GP Potion
Martin Butcher <i>Mordor</i>	4	7	4	8	14 {15}	Blinding	Golden guineas - 60 GP Golden guineas - 50 GP Jewellery - 200 GP Ring - 90 GP
Jim Reader <i>Mr C Fodder</i>	7	5	6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

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

Sir Quentin searches his room and finds a indication of a secret door. Oh, hang on, that's just the portcullis he came through. Nothing new, then.

Mordor stumbles around and exits the dark room to the west, finding himself in a room with an exit to the north. He also finds a goblin. Wait and see, attack it, or escape back into the gloom?

Mr C Fodder slips down the corridor and re-enters the room that was empty the last time he saw it. It's still pretty empty. The trap he sprung left a few crossbow quills on the floor, but none of them hit him.



Orders required

11 rounds to go

Moves for round sixteen



DUNGEONQUEST 4

A bit of excitement for everyone.

ROUND 4

	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

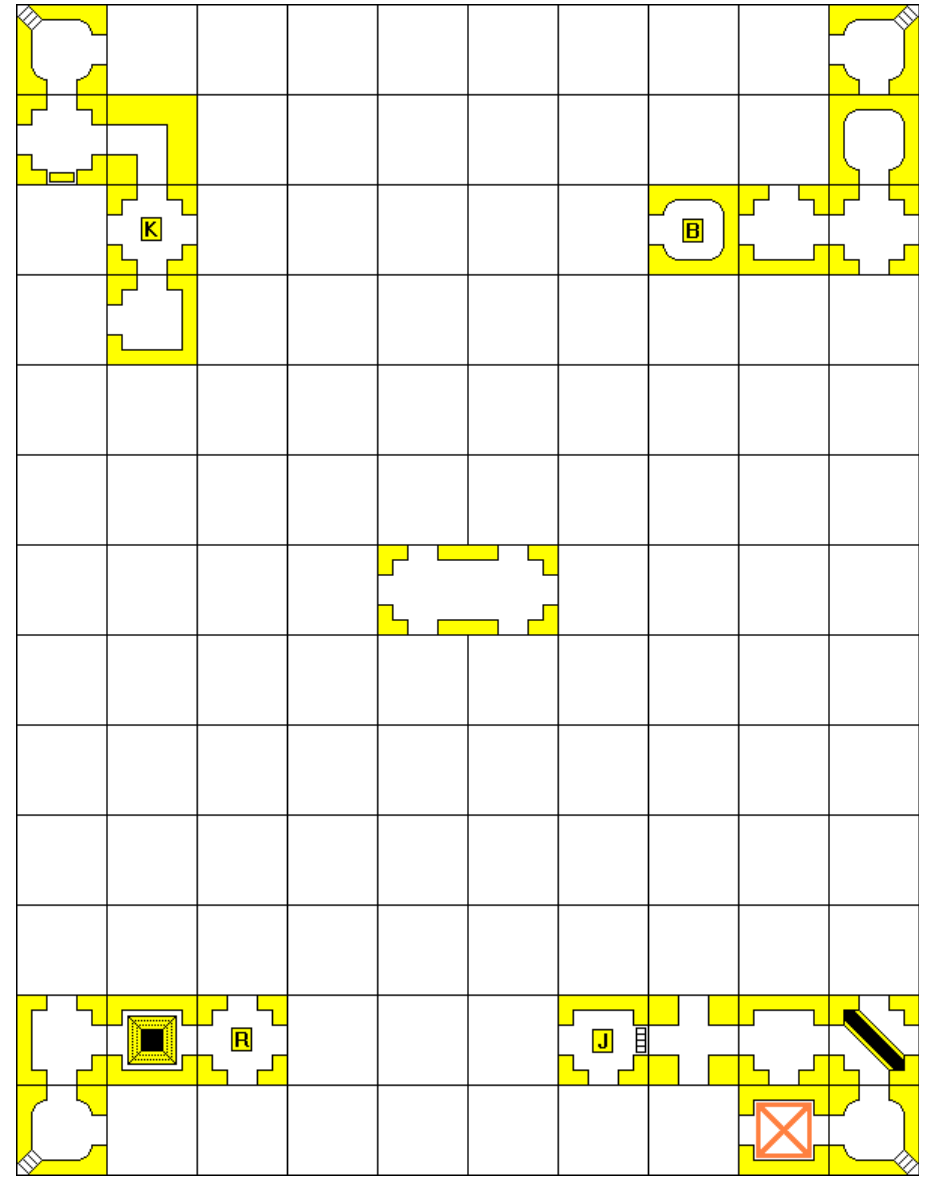
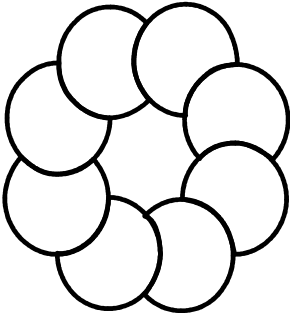
St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ { }=original Life Points

Crispin flees the giant spider. In his haste he creates his own breeze, and his torch goes out. He manages to relight it before the spider decides to follow him.

Ratzinere gets that spinning feeling couple with a little bit of déjà vu, as the room rotates around him.

Toby the Worm heads east and enters a room with exits on all sides. Before you can choose which one to use, you have to decide what to do about the goblin in the middle of the room. Wait and see what it does, attack it, or escape. Well, perhaps you don't want to go back to the pit...

Mr C III Jr heads west and rushes down a corridor, through to a room with a crypt. It also has a portcullis, which thuds to the ground behind him. A crypt card can be drawn before moving next time.



Orders required	22 rounds to go
Moves for round five	



LANCASHIRE RAILWAYS 9

Heavy market loss.

ROUND 8

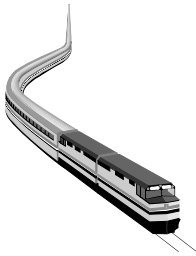
Auctions		Bids: TW BE SW DS			
8a:	Manchester & Warrington (6)	1	2	3	-
	Build roll: 9 (built)	*4*			
8b:	Burscough & Southport (6)	-	1	3	-
	Build roll: 7 (built)	-	*4*		
8c:	Liverpool & Burscough (7)	-	-	*1*	
	Build roll: 4 (Stephen pays 3 to build)				

Commodity Movement		TW BE SW DS			
Income:		16	15	16	7
Don	Industry Bolton to Manchester		1		3
Tony	External Warrington to Scotland	4	1		
Bruce	Industry Manchester to Warrington		2		
Stephen	External Blackburn to Warrington			4	
Don	Industry Burnley to Manchester		1		1
Market loss number: 4		Income lost: -5 -5 -5 -2			
		Income: 15 15 15 9			

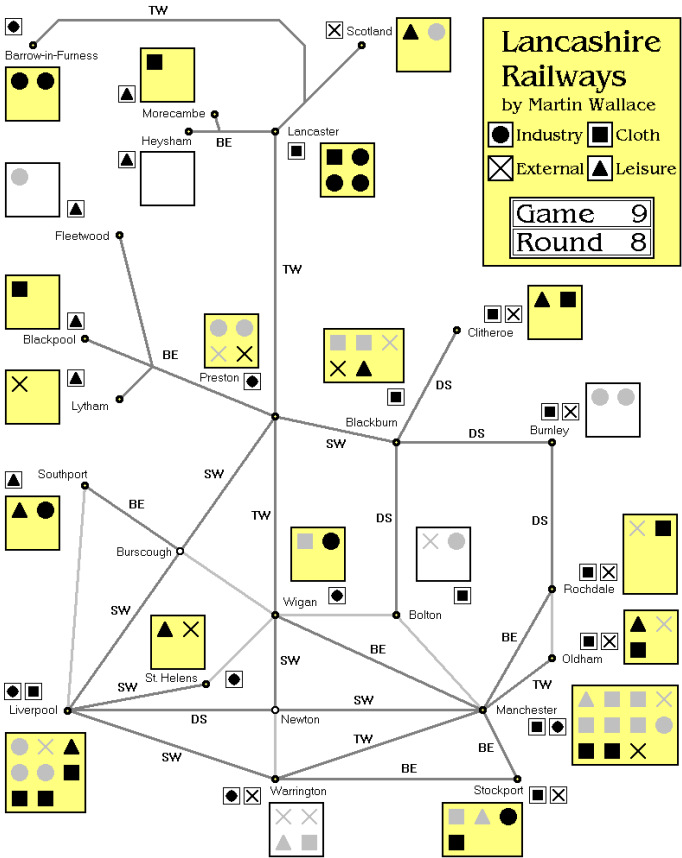
Tony remains the Train Player (income 15/cash 32).

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

Commodity Growth and New Railway Links					
Manchester	External	◇	Link 9a:	Burscough & Wigan (6)	
Blackpool	Cloth	◇	Link 9b:	Warrington & Newton (5)	
Southport	Industry	◇	Link 9c:	Manchester & Bolton (6)	
Wigan	Industry	◆	Link 10a:	Oldham & Rochdale (8)	
Oldham	Cloth	◆	Link 10b:	Wigan & Bolton (6)	
Lytham	External	◆	Link 10c:	St.Helens & Wigan (5)	



Cash flow	Stephen	43	Don	29	Tony	38	Bruce	45
Cash b/f		17		11		21		18
Auctions & Builds	-4	13	-	11	-4	17	-4	14
Income	+15	28	+9	20	+15	32	+15	29
Acquired Loans	-	28	-	20	-	32	-	29
Interest	-4	24	-4	16	-4	28	-4	25
Retired Loans	-10	14	-	16	-	28	-10	15
Cash c/f		14		16		28		15



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

Orders required	Tony leads the playing order
Railway link bids 9a, 9b and 9c, commodity movement, loans	



MYSTIC WOOD 1

George gets his moment of glory.

ROUNDS 39-40

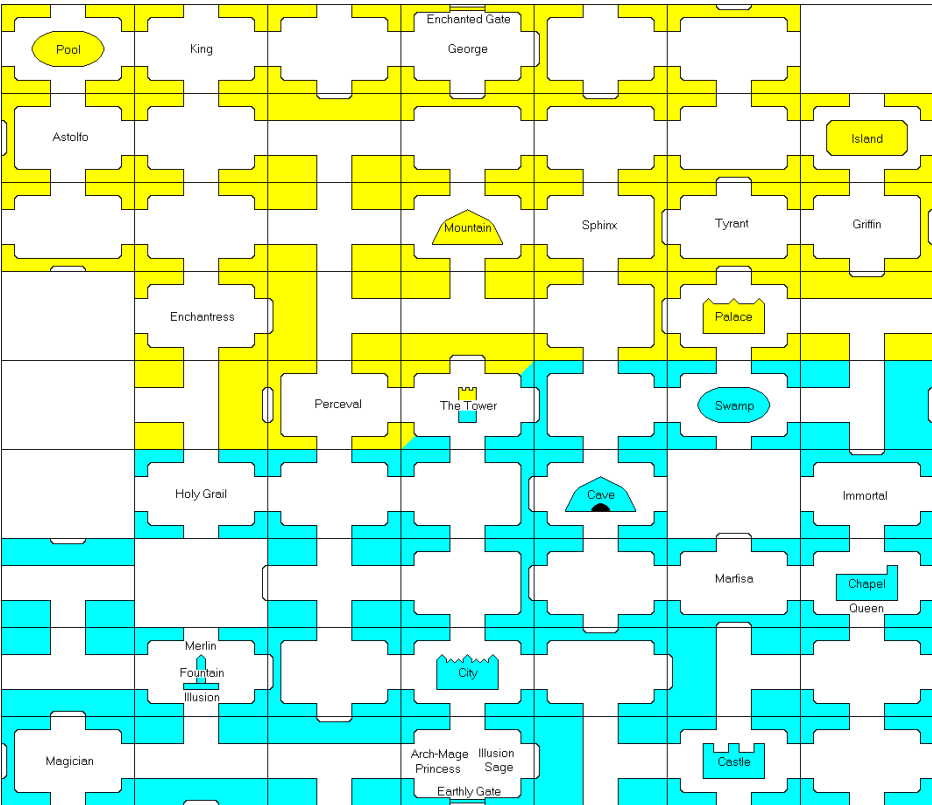
Round 39

- ◇ Marfisa moves west.
- ◇ George moves south.
- ◇ Perceval moves west.
- ◇ Astolfo moves west.

Round 40

- ◇ Marfisa moves north and finds the way blocked.
- ◇ George moves south, to the busy Earthly Gate. The first challenge is from the Dragon, which comes out 10:7 in George's favour. He has completed his quest... Next up is a challenge from the Illusion, which comes out 10:8 to George. George can send the Illusion to any area not occupied by a knight. George then encounters the Arch-Mage, who transports him to the Enchanted Gate. The Child is safely delivered.
- ◇ Perceval moves south.
- ◇ Astolfo moves west.

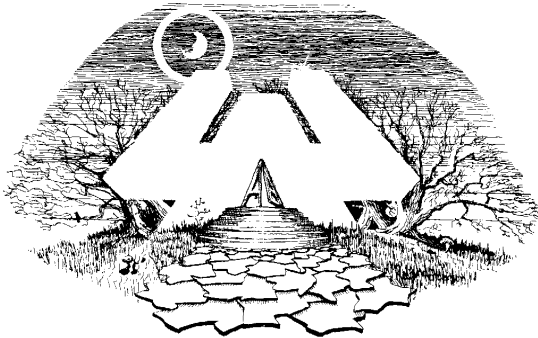
Player	Character	Pro	Str	Quest and companions/things
Kevin Lee	Marfisa	1	3	Leave with a Prowess of 6 or more
			2	Armour
		1	1	Friar
		1		Damsel-rescuer
Roger Trethewey	George		1	Sword
		1	3	Slay the Dragon (quest complete)
		1		Blessing
		1		Giant-Killer
Bruce Edwards	Perceval		2	Horse
		1		Ox-Slayer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



Nobody is in the Tower.

Orders required

Moves for round forty one





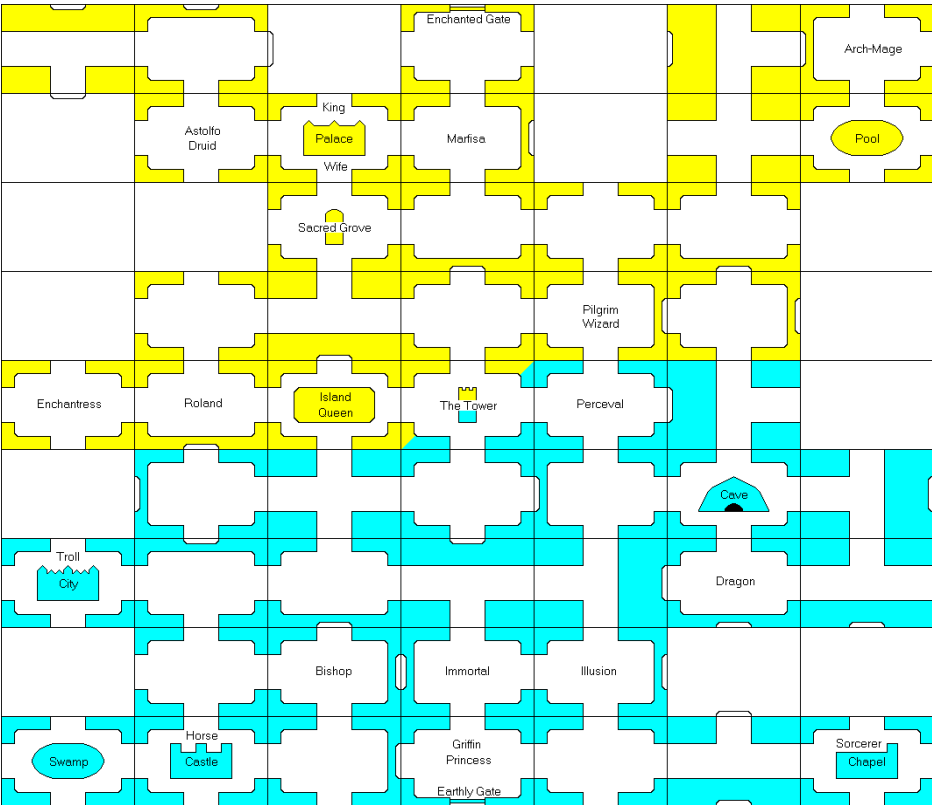
MYSTIC WOOD 2

The Tower is empty.
For the moment.

ROUND 34

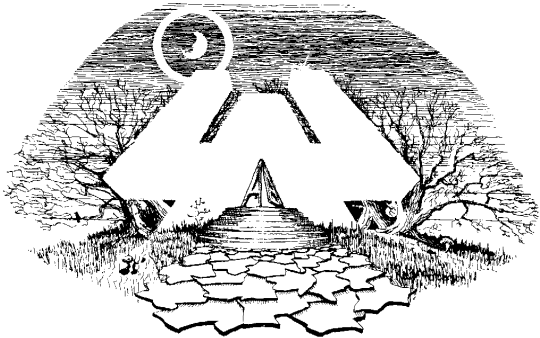
- ✧ Roland goes south and encounters the Sphinx. There's a 1 in 6 chance of guessing the number the Sphinx will roll - and it matches. The Sphinx gives the Helmet, which adds one strength.
- ✧ Astolfo moves south and enters a new glade, where he encounters the Druid. The Druid just smiles. If you hit it off with him, he will give you the Golden Bough, which will grant access to the Cave. There's 1 in 3 chance of getting that response.
- ✧ Marfisa heads south and is challenged by the Bear (s1). The result is 8:7 to Marfisa, who gains one prowess as the Bear-killer.
- ✧ Perceval leaves the Tower with no regret, and moves east.

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



Nobody is in the Tower.

Orders required
Moves for round thirty five





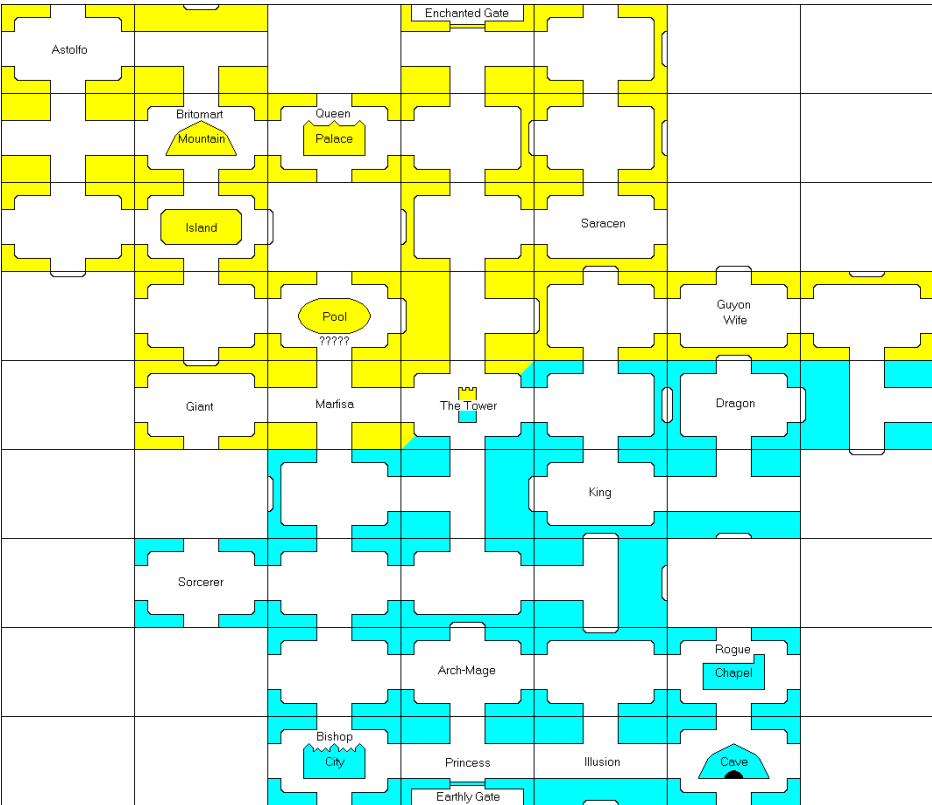
MYSTIC WOOD 3

Marfisa leaves the Tower, but a replacement is soon on their way.

ROUND 19

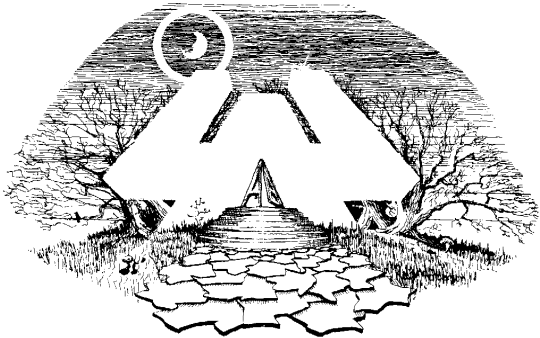
- ◇ Britomart moves north. You need to spend two full turns with no encounter at the mountain before you can draw a card. You can just move on instead.
- ◇ Marfisa escapes from the Tower and moves west.
- ◇ George continues his battle with the King, which comes out 13:6 to the King. The Tower welcomes you back.
- ◇ Guyon heads north and finds the way blocked.
- ◇ Astolfo moves north and claims the north west corner for his quest.

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



George is in the Tower.

Orders required
Moves for round twenty





NEW ENGLAND RAILWAYS 7

Times for a new
Train Player.

ROUND 5

Auctions	Bids:	MB	TW	BE	DS
5a: Fitchburg & Greenfield (7)		1	-	2	-
		3	-	4	-
Build roll: 6 (not built)		*5*			
5b: Providence & Plainfield (6)		-	1	2	-
Build roll: 7 (built)		-	3	*4*	
5c: Providence & Middleboro (6)		-	1	-	2
		-	3	-	4
Build roll: 7 (built)		-	5	-	*6*

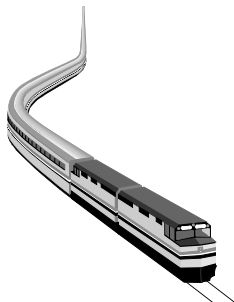
Commodity Movement		MB	TW	BE	DS
Tony Goods Worcester to Middleboro			1		1
Martin Cotton Worcester to Lowell		2			
Tony X					
Bruce Goods Portsmouth to Middleboro				1	1
Don Food Gloucester to Boston					1
Market loss number: 8					
Income lost:		-1	-	-	-1
Income:		7	6	4	8

Don becomes the Train Player (income 8/cash 11).

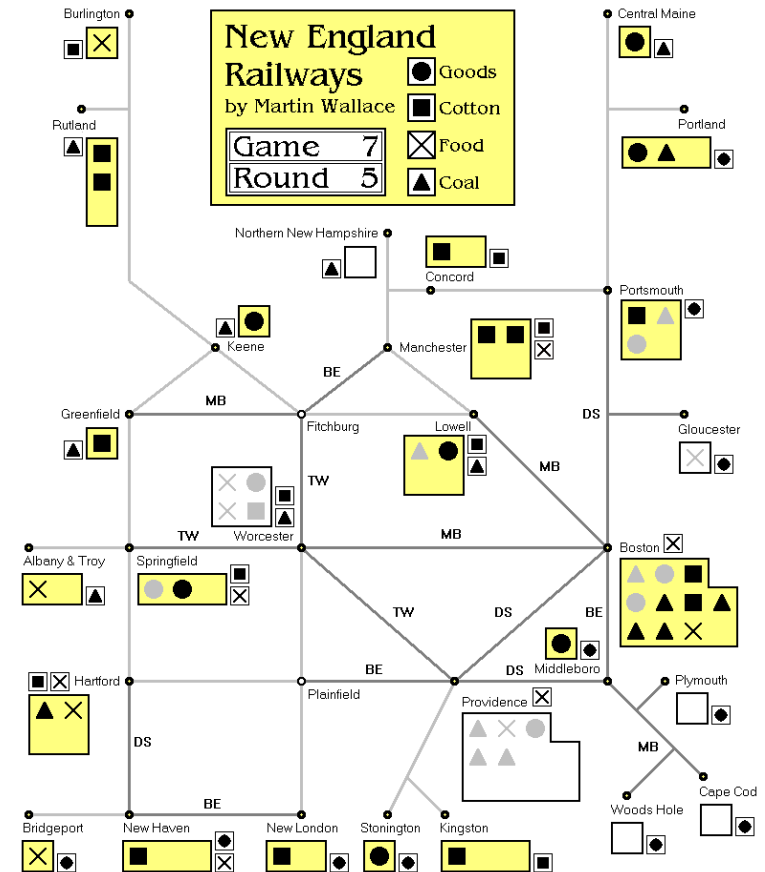
Bank Loans	Acquired	Total	Interest	Retired	c/f
Don Smith	+10	40	-8	-	40
Martin Butcher	-	30	-6	-	30
Tony Wilcock	+10	30	-6	-	30
Bruce Edwards	+10	30	-6	-	30

Commodity Growth and New Railway Links

Boston	Coal	◇	Link 6a:	Hartford & Plainfield (7)
Springfield	Goods	◇	Link 6b:	Greenfield & Springfield (7)
Boston	Coal	◇	Link 6c:	Greenfield & Keene (8)
Keene	Goods	◆	Link 7a:	Fitchburg & Keene (7)
Boston	Food	◆	Link 7b:	Worcester & Plainfield (7)
Greenfield	Cotton	◆	Link 7c:	Portland, Maine & Portsmouth (10)



Cash flow	Bruce	27	Don	24	Martin	25	Tony	19
Cash b/f		9		9		14		7
Auctions & Builds	-4	5	-6	3	-5	9	-	7
Income	+4	9	+8	11	+7	16	+6	13
Acquired Loans	+10	19	+10	21	-	16	+10	23
Interest	-6	13	-8	13	-6	10	-6	17
Retired Loans	-	13	-	13	-	10	-	17
Cash c/f		13		13		10		17



Orders required

Don leads the playing order

Railway link bids 6a, 6b and 6c, commodity movement, loans



OUTPOST 21

The Orbital Lab generated the most excitement.

ROUND 10

Commander Actions

Jim Auctioned an Orbital Lab for 50. Mark joined at 51, Willem at 52, Marcus at 53, Bruce at 54. Jim dropped out at 54, Willem at 59, Marcus at 68, Bruce at 70. Mark got it for 70 (o:3,4 w:30 t:8,8,9,10)

▶ Bought one Population Unit (o:5)

Geoff Auctioned an Ecoplants for 30. Bruce joined at 31. Geoff dropped out at 41. Bruce got it for 41 (o:1,2,3 w:4,7,9 t:7,8)

▶ Bought one Titanium Factory (w:30)

▶ Bought one Water Factory (o:1,3 w:6 t:10)

Mark Passed

Willem Passed

Marcus Bought one New Chemicals Factory (o:2,4 w:8,8,30 r:9)

Bruce Passed

PO	Name	Factories	Population	Robots	Production
1	Mark	2o,4w,2t	8 (8)	0 (0)	2o,1W,2t,1m (73,10)
2	Geoff	2o,5w,2t	8 (8)	2 (8)	2o,1w,1W,2t (63,10)
3	Bruce	2o,2w,2t	5 (5)	0 (0)	1o,3w,5t (74,15)
4	Jim	2o,5w	8 (8)	0 (0)	3o,12w (93,15)
5	Marcus	2o,4w,1n	6 (8)	0 (0)	3o,1W,1r,1n (72,15)
6	Willem	2o,5w	5 (5)	0 (0)	7w,1W,2r (105,15)

PO	Name	Colony Cards	Victory Points
1	Mark	DL, HE, Nod, OL	17 (120)
2	Geoff	HE, Nod, Rob	17 (105)
3	Bruce	DL, WH, HE, Eco	15 (100)
4	Jim	WH, Nod, Eco	15 (80)
5	Marcus	WH, Nod, Sci	13 (90)
6	Willem	DL, DL, WH, HE, Sci	11 (125)

Data Library	0	Sold out	Orbital Lab	0	(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	(1 more)
Scientists	1	(1 more)	Outpost	3	(1 more)

Orders required

Round eleven auctions, bids and purchases



OUTPOST 22

It mostly factories and men this time.

ROUND 6

Commander Actions

Willem Bought one Water Factory (o:3,5 w:4,8)

▶ Bought one Population Unit (w:10)

David Bought one Water Factory (o:2 w:9,9)

▶ Bought one Population Unit (w:10)

Jim Auctioned a Nodule for 25 and got it (o:2,4 w:4,6,9)

Marcus Bought one Titanium Factory (o:3,3,4 w:6,6,9)

Lyndon Bought one Titanium Factory (o:1,2,4 w:7,7 t:9)

Steve Bought one Water Factory (o:3,5 w:5,7)

▶ Bought one Population Unit (w:10)

Martin Passed

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,2w	4p (8,0)	DL, DL, DL, Nod	3o,2w (23,10)	9 (70)
2	Willem	2o,4w	6p (8,0)	DL, Nod	3o,4w (37,10)	9 (40)
3	David	2o,5w	7p (8,0)	Nod	3o,2w,1W (53,10)	9 (25)
4	Marcus	2o,3w,1t	5p (5,0)	DL, HE	1o,4w,1t (41,10)	8 (45)
5	Lyndon	2o,2w,2t	5p (5,0)	HE	3o,2w,2t (43,10)	8 (30)
6	Steve	2o,5w	6p (8,0)	Nod	1o,6w (45,10)	8 (25)
7	Martin	2o,4w	5p (5,0)	WH	2o,10w (76,15)	6 (25)

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

Orders required

Round seven auctions, bids and purchases





OUTPOST 23 {AV}

Nobody is tempted to look at the colony cards.

ROUNDS 1-2

Commander Actions - Round One
Mick Bought one Water Factory (o:1,1,2,2 w:3,3,4,4)
Willem Bought one Water Factory (o:1,1,1,1,2,2,2 w:4,4)
Kevin Bought one Water Factory (o:1,1,1,2,2,2 w:3,4,4)
Marcus Bought one Water Factory (o:2,2,2 w:3,3,4,4)
David Bought one Water Factory (o:1,1,1,2,2,2 w:3,4,4)

Commander Actions - Round Two
David Bought one Water Factory (o:1,2 w:3,3,3,4,4)
Kevin Bought one Population Unit (o:1,2 w:3,4)
Marcus Bought one Population Unit (o:2 w:4,4)
Mick Bought one Water Factory (o:1,1,2,2 w:3,3,4,4)
Willem Bought one Water Factory (w:3,3,3,3,4,4)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Kevin	2o,2w	4p (5,0)	-	33 4 (0)	
2	Marcus	2o,2w	4p (5,0)	-	33 4 (0)	
3	Willem	2o,3w	3p (5,0)	-	24 3 (0)	
4	Mick	2o,3w	3p (5,0)	-	24 3 (0)	
5	David	2o,3w	3p (5,0)	-	24 3 (0)	

PO	Name	Total Cards	Megas	Ore	Wat/Tit	Res	Mic	NC/OM	RO	MO
1	Kevin	6.5/10	-	-	3 3	4 3	-	-	-	-
2	Marcus	8/10	-	-	7 3	4 2	-	-	-	-
3	Willem	4/10	-	-	1 1	3 3	-	-	-	-
4	Mick	4/10	-	-	1 1	3 3	-	-	-	-
5	David	4/10	-	-	1 1	3 3	-	-	-	-

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

Orders required
Round three auctions, bids and purchases



PUERTO RICO 1

The colonist supply is down to single figures.

ROUND 13

Jim is the Builder and builds the Residence.
Alan builds a Large Market, Peter a Small Indigo Plant, Derek an Indigo Plant.
Alan is the Prospector (+2).
Peter is the Settler (+1) and plants Corn. Derek plants sugar, Jim plants Indigo (manned), Alan gets Corn from the Hacienda and plants Indigo (manned).
Derek is the Mayor.

Roles

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
-	Ind Ind Tob Tob Cof	- - - -	7	9

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

Cargo Ships

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

Jim
Reader
DbIns: 2
Chips: 5
Fields: Qry✓✓✓ Crn✓ Ind✓✓✓ Cof✓✓ Goods: Ind✓

Alan
Harvey
DbIns: 3
Chips: 5
Fields: Qry✓✓ Crn✓✓✓ Ind✓✓✓ Sug✓ Cof✓ Goods: Ind✓ Sug✓✓

Peter
Hawkins
DbIns: 4
Chips: 26
Fields: Crn✓✓✓ Ind× Sug✓ Tob✓✓✓ Goods: Sug✓

Derek
Wilson
DbIns: 1
Chips: 11
Fields: Qry✓✓✓ Crn✓ Ind✓ Sug×× Tob✓✓ Goods: ×

Orders required
Round fourteen orders in the sequence Alan, Peter, Derek, Jim



PUERTO RICO 2

All the large buildings are sold.

ROUND 12

Bruce is the Builder (+1) and builds a Wharf.

Kevin builds City Hall, Marcus the Guild Hall, Lionel the Customs House.

Kevin is the Mayor (+1).

Marcus is the Trader and trades Coffee.

Lionel trades Tobacco.

Lionel is the Captain. Indigo and Coffee is shipped. Bruce uses his Wharf.

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
-	Sug Tob Cof Cof Cof	Cof Tob - -	7	22

Buildings	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	×	
4 VPs	GUI	×	RES	×	FOR	×	CUS	×	CIT	×			

Cargo Ships	5: Indigo	6: Corn	7: Sugar
	✓ ✓ - - -	✓ ✓ ✓ ✓ ✓ -	✓ ✓ ✓ - - - -

Kevin Lee	DbIns: 1	Chips: 0	Fields: Qry✓ Ind✓XXX Sug✓X TobX	Goods: X
Marcus Pratt	DbIns: 9	Chips: 3	Fields: Qry✓✓✓X Crn✓ Ind✓✓ Sug✓ Cof✓	Goods: X
Lionel Robbins	DbIns: 9	Chips: 16	Fields: Qry✓ Crn✓XXX Ind✓ Tob✓✓✓	Goods: X
Bruce Edwards	DbIns: 0	Chips: 14	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓X Cof✓✓	Goods: X

Orders required

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



PUERTO RICO 3

The Captain stays away for a second round.

ROUND 6

Allan is the Trader (+2) and trades Indigo.

Peter trades Sugar, Mick trades Corn.

Peter is the Prospector (+1).

Mick is the Settler and digs a Quarry.

Jim plants Corn (manned), Allan plants Tobacco, Peter plants Indigo.

Jim is the Craftsman and produces an extra Tobacco.

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
3	Crn Ind Ind Sug Tob	Ind Sug Crn -	6	49

Buildings	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	DbIns: 0	Chips: 1	Fields: Qry✓ Crn✓ Ind✓ Tob✓X	Goods: Crn✓✓✓ Ind✓✓ Tob✓✓
Allan Stagg	DbIns: 4	Chips: 3	Fields: Qry✓ Ind✓ Sug✓ TobXX CofX	Goods: Ind✓ Sug✓
Peter Hawkins	DbIns: 9	Chips: 4	Fields: Crn✓✓X IndXX Sug✓	Goods: Crn✓✓✓✓ Sug✓✓
Mick Haytack	DbIns: 3	Chips: 3	Fields: Qry✓✓X Crn✓ Sug✓ CofX	Goods: Crn✓ Sug✓

Orders required

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



RAIL BARON 13

Someone goes into debt this time.

ROUND 9

All payments to rivals are \$10,000. The fact that some railroads were sold back to the bank does not cause the payments to drop back to \$5,000.

Tony Bromley : Black : Trans America Express (TAXES) : Cash 92½K

(Home: Houston)

- 41: {12} PA to Philadelphia [+19] Buys GN [-17] {-1 bank +10 BUM}
 42: {7} PA to 1 N of Cincinnati [-1 bank +10 BUM]
 43: {5/11} NYC to Detroit [+6½] Bonus: NYC to 1 S of Detroit [-10 COC +10 BUM]
 44: {6/5} NYC to Albany [+5½] Bonus: NYC/PA to 1 W of Philadelphia
 {-1 bank -10 COC +10 DEAR}
 45: {14} PA/SLSF to 1 SW of St.Louis [-1 bank +10 BUM]

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

(USELESS) : Cash 48½K

(Home: Kansas City)

- 41: {12} SOU/SP to Houston [+17] Buys SOU [-20]
 {-1 bank +10 COC +10 DEAR +10 BUM}
 42: {7} SP to 2 SE of El Paso [-1 bank]
 43: {5} SP to 2 SE of Phoenix [-1 bank]
 44: {6} SP to 1 E of Los Angeles [-1 bank]
 45: {11} SP to 4 S of Portland [-1 bank]

Geoff Hardingham : Blue : Carry On Columbus (COC) : Cash 9½K

(Home: Columbus)

- 41: {12} D&RGW/CB&Q to 5 NW of Fort Worth [-10 USELESS]
 42: {7} CRI&P to 1 W of Little Rock [-10 BUM]
 43: {5} CRI&P to Little Rock [+16] [+10 TAXES -10 BUM]
 44: {6} MP/NYC to 1 NE of St.Louis [-1 bank +10 TAXES +10 DEAR -10 BUM]
 45: {11} NYC to Albany [-1 bank +10 BUM]

Kevin Lee : Green : Detroit Expressways Are Rampant (DEAR) : Cash 104K

(Home: Detroit)

- 41: {8/4} IC to Memphis [+5½] Bonus: L&N to 1 N of Nashville [-1 bank -10 USELESS]
 42: {7} L&N/B&O to 4 E of Cincinnati [-1 bank]
 43: {6} B&O to Philadelphia [-1 bank]
 44: {6/5} PA/NYNH&H to Boston [+14] Bonus: NYNH&H/PA to Philadelphia
 [-10 TAXES -10 COC]
 45: {14} B&O/CMStP&P to Milwaukee [-1 bank]

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 22½K

(Home: Tucumcari)

- 41: {12} CRI&P/CB&Q/UP to Pocatello [+13½] {-1 bank -10 TAXES -10 USELESS}
 42: {7} UP to 5 W of Omaha [-10 TAXES +10 COC]
 43: {5} UP/CRI&P to 3 W of Kansas City [-1 bank -10 TAXES +10 COC]
 44: {6} CRI&P/MP to 3 S of Kansas City [-1 bank +10 COC]
 45: {11} MP/SLSF/GM&O to Mobile [+22½] {-1 bank -10 TAXES -10 COC}

Turn	Basic Throw	Bonus	Priority	
46	3+6=9	3 (S)	TAXES	Above average rolls for the next period, until the last turn, that is. Then it slows down considerably.
47	5+4=9	2 (S)	USELESS	
48	1+5=6	5 (S)	COC	
49	5+3=8	6 (S)	DEAR	
50	1+3=4	2 (S)	BUM	

Player	Colour	First Destination	Payout	Second Destination	Payout
TAXES	Black	Oakland (SW)	31,000	Cincinnati . . . (NC)	25,500
USELESS	Red	Seattle (NW)	26,500	Los Angeles . . (SW)	13,500
COC	Blue	Portland (NE)	18,000	Los Angeles . . (SW)	33,500
DEAR	Green	Butte (NW)	25,500	Pittsburgh (NE)	20,000
BUM	Yellow	Phoenix (SE)	17,500	Pittsburgh (NE)	23,500

Extra destination for <i>USELESS</i> :	Third:	Denver (PL)	13,500
	Fourth:	Phoenix (SW)	10,500
Extra destination for <i>DEAR</i> :	Third:	Chicago (NC)	4,500

Player	Train	Railroads	Cash
TAXES	S	C&NW, GN, N&W, PA, SLSF, UP	\$132,500
USELESS	E	ACL, CB&Q, D&RGW, IC, NP, RF&P, SOU, SP, WP	\$70,500
COC	E	GM&O, NYC, NYNH&H	\$23,500
DEAR	S	AT&SF, B&M, B&O, CMStP&P, L&N, T&P	\$89,500
BUM	E	C&O, CRI&P, MP	\$24,500

Railroads available for repurchase from the bank

SAL 14,000

BUM was all ready to dispose of some railroads, but he didn't go into debt this time and has no need just yet.

COC, on the other hand, was \$10,500 in debt at the end of turn 42, so although he is now in credit, he needs to raise at least \$10,500 to pay off that debt.

The GM&O is up for auction, which is to be resolved at the beginning of the next period. This is a sealed bid auction, so simply state what you will pay for the GM&O, and the best bid will win - if it equals or exceeds any reserve that might have been placed on the railroad.

Orders required

Orders for turns 46 to 50





RAILWAY RIVALS 1975-CL

Not a very leaping game.

GAME OVER

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

Bob Coull (HENRY, 1st): Somehow this map seemed to go to my plans all the way through. It may be that in a five player game things would have been more difficult, but when I achieved good connections without requiring any leapfrogs, I knew things were going well.

Simon Brooks (BROOKS, 3rd): I don't know, you wait for a decent run and then half a dozen come along at once. I should have had a better starting strategy, and I missed the race through most the valleys, but not a disaster in the end. Congrats and thanks.

Colin Sharpe (ABC, 4th): I think that I took over ABC halfway through the building round and, as Keith said, hoped there was enough time left to put my 'stamp' on the game. The game also appealed because of the leapfrog element, which I have not used for years.

It's debatable as to whether there was enough time to put my own stamp on the game or not, but I tried, obviously unsuccessfully as I ended last!! And whilst I did leapfrog a couple of times, it too was not too successful! Oh well,, there's always the Czech Republic! Thanks to all involved, I still had fun trying to make it work.

Very few leapfrogs were done in total, compared to previous maps I've run that recommended the leapfrog rules. In those, almost every player took their full complement throughout the game. In this game ABC took the most, but this was still only half of his entitlement. Perhaps, as Bob says, an extra player would have increased the need.



RAILWAY RIVALS 1980-B

Still very close for second.

ROUND 11

London and Liverpool

Round 11 Runs		WOT PUPPET BUM TGV COLIN						
29	33 Shrewsbury	① COLIN	20			-4		16
	26 Manchester	② TGV	10					10
		✕ BUM					+4	4
30	16 Sheffield	① WOT	16		+4	+3		23
	42 Nottingham	② BUM	7	-3				4
		② PUPPET	7	-4				3
31	61 London	① PUPPET	13				-2	11
	24 Bolton	② BUM	7	+3				10
		② TGV	6				-2	4
		④ WOT	4			-3	-2	-1
		✕ COLIN		+2	+2		+2	6

32	32 Stoke	① COLIN	16		+1		-4		13
	④ Northern England	② TGV	9					+4	13
		③ PUPPET	5					-1	4
33	46 Peterborough	① WOT	16	-1				+1	16
	52 Birmingham	② COLIN	9	-1	-5				3
		③ PUPPET	5		+1			+5	11
34	15 Doncaster	① BUM	20						20
	65 Cambridge	② WOT	10						10
35	53 Wolverhampton	① COLIN	13						13
	⑤ Northern England	① TGV	12						12
		③ BUM	5						5

Round 11 builds

Western Overland Trains (WOT) (Peter Hawkins, Green)
None.

Peter's Utopian Place-to-Place Enterprising Transport (PUPPET) (Peter Mearns, Red)
None.

Bloody Useless Management (BUM) (Jim Reader, Yellow)
None.

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
None.

Coventry, Oxford & London Integrated Network (COLIN) (Colin Sharpe, Black)
None.

Scores									
	Runs:	29	30	31	32	33	34	35	Builds Score
TGV	260	10	-	4	13	-	-	12	- 299
COLIN	182	16	-	6	13	3	-	13	- 233
PUPPET	197	-	3	11	4	11	-	-	- 226
WOT	172	-	23	-1	-	16	10	-	- 220
BUM	169	4	4	10	-	-	20	5	- 212

Round 12 Runs

- 36. 66 - 44 Oxford to Leicester
- 37. 51 - 31 Birmingham to Preston
- 38. 56 - 12 Gloucester to Hull
- 39. 43 - ② Lincoln to East Anglia
- 40. 11 - 22 Grimsby to Bradford
- 41. 34 - 63 Liverpool to London
- 42. 25 - ① Manchester to Southern England

Runs

Enter up to 4



RAILWAY RIVALS 1984-CN

EARTHQUAKE
shakes up the table.

ROUND 10

California and Nevada

Round 10 Runs

			ARNIE	EARTH	GITCO	WART	REBUS	
22	15 Fort Bragg/Red Bluff 43 Santa Barbara	① EARTH 16 ② GITCO 9 ③ WART 5 ✕ ARNIE ✕ REBUS	-2			+5	-2	17 9 -2 4 2
23	65 Carson City 33 Fresno	① WART 16 ② GITCO 9 ③ REBUS 5					+1	16 10 4
24	26 Stockton 45 San Bernadino	① EARTH 20 ② ARNIE 10 ✕ WART	-3	+3		-5		17 8 5
25	54 Ryan/Trona ♣3 Arizona	① EARTH 15 ① ARNIE 15 ✕ WART				-1		15 14 1
26	64 Gerlach/Loveluck 22 San Francisco	① GITCO 20 ② REBUS 10 ✕ EARTH		-2		+2		18 10 2
27	51 Needles 12 Alturas/Bieber	① EARTH 15 ① {REBUS} 8 ① {ARNIE} 7 ✕ GITCO	+4	+2/-4 -4	-8 -1		+4/-2	13 6 2 9
28	54 Hanford ♣4 Utah	① ARNIE 16 ② REBUS 9 ③ GITCO 5	+1				-1	15 10 5

Round 10 builds

Another Republican Nutter Irritates Electorate (ARNIE) (Steve Ham, Green)
(X12) - X10 - Z9. -4 (builds) -2 (EARTHQUAKE) = -6

Entirely Antiquated Railway That Has a Quite Unlikely Association with Kings and Empires
(EARTHQUAKE) (Jim Reader, Yellow)
None. +2 (ARNIE) = +2

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

Western American Rail Tycoon (WART) (Don Shailer, Blue)
None.

Railway Exceeds Beyond Usual Standard (REBUS) (Rob Thomasson, Red)
None.

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
ARNIE	214	4	-	8	14	-	2	15	-6	251
EARTHQUAKE	183	17	-	17	15	2	13	-	+2	249
REBUS	209	2	4	-	-	10	6	10	-	241
GITCO	123	9	10	-	-	18	9	5	-	174
WART	89	-2	16	5	1	-	-	-	-	109

Round 11 Runs

29.	44 - 35	Long Beach to Bakersfield
30.	14 - 32	Marysville to Merced
31.	55 - 23	Las Vegas to San Jose
32.	42 - ♣5	Los Angeles to Arizona/Utah
33.	21 - 13	San Francisco to Chico/Westwood
34.	66 - 52	Reno to Brawley
35.	63 - ♣2	Cobre/Shafter to Mexico

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



RAILWAY RIVALS 1990-CK

PADDY gets ahead
of the Irish Buses.

ROUND 9

County Cork

Round 9 Runs

Round 9 Runs			BRK	GIB	PADDY	BOB	
15	46 Rath Loirc 64 Castletown Bearhaven	① GIB 20 ② BOB 10 ✕ BROOKS ✕ PADDY	-3	+9/-4 +1	-1	+4/-9 +3	14 12 3 1
16	33 Coachford/Donoughmore 25 Cobh	① BOB 20 ② GIB 10 ✕ PADDY		+3	-3		20 7 3
17	23 Ballycotton/Tallow 45 Boherboy/Newmarket	① BROOKS 13 ① GIB 12 ③ PADDY 5	+3	+3	-3 -3		10 9 11
18	12 Cork ♣1 County Kerry	① PADDY 15 ① BROOKS 15					15 15
19	32 Ballinhassig/Crookstown 53 Ballygeary/Rathmore	① GIB 15 ① PADDY 15 ✕ BROOKS	-2	+1	-1 +2		14 14 2
20	16 Cork 51 Clonakilty	① BOB 20 ② BROOKS 10	-3			+3	17 13
21	62 Ballydehob/Glengarriff ♣6 County Waterford	① PADDY 16 ② BOB 7 ② BROOKS 7	+4		+1	-1 -4	15 12 3

Round 9 builds

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
(D11) - G10 - Bantry; (N28) - K30. -7 (builds) +2/-1 (GIB) = -6

Graystone's Irish Buses (GIB) (Michael Graystone, Brown)
(P22) - N23 - M23 - L23. -4 (builds) +1/-2 (BROOKS) = -5

Powerful Aggressive Drivers in Daring Yellow (PADDY) (Jim Reader, Yellow)
None.

Ballybunnion Or Bust (BOB) (Peter Robbins, Black)
(Z24) - Buttevant. -2 (builds) = -2

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
BOB	171	12	20	-	-	-	17	12	-2	230
PADDY	145	1	3	11	15	14	-	15	-	204
GIB	159	14	7	9	-	14	-	-	-5	198
BROOKS	129	3	-	10	15	2	13	3	-6	169

Round 10 Runs

22. 11 - 42 Cork to Buttevant/Glanworth
23. 55 - 12 Drimoleague/Kealkill to Cork
24. 53 - 24 Ballygeary/Rathmore to Midleton/Rathcormack
25. 33 - 5 Coachford/Donoughmore to County Tipperary
26. 34 - 46 Bandon to Rath Loirc
27. 64 - 26 Castletown Bearhaven to Fermoy
28. 62 - 4 Ballydehob/Glenariff to County Limerick

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



RAILWAY RIVALS 1994-CY

Every destination is now connected.

ROUND 6

Cyprus (15 points for these builds)
Cyprus Holidays In The Sun (CHITS) (Bob Coull, Black)
(A58) - F55; (Famagusa) - D70 - C70 - C69 - B68 - Athna - N28 - N27; (Kilana) - G11 - F11.
34 +1/-4 (OLIVE) +1/-3 (PUPPET) +5/-4 (FETA) = 30

One Lone Islander Visits Engines (OLIVE) (Bruce Edwards, Purple)
(L23) - J22 - Lefkara; (F66) - F68; (K23) - J23; (Polis) - N5 - L4.
60 +4/-1 (CHITS) +15/-3 (PUPPET) +2/-1 (FETA) = 76

Petopolos' Urban Place-to-Place European Transport (PUPPET) (Peter Mearns, Blue)
(C53) - Evrykhou - B51 - Lefka; (I23) - J22 - Lefkara; (H12) - I12 - K13; (E54) - Morphou;
(Evrykhou) - A53; (D64) - Kythrea.
76 +6 (towns) +3/-1 (CHITS) +3/-15 (OLIVE) +2/-4 (FETA) = 70

Fire Engines Travel Around (FETA) (Jim Reader, Yellow)
(D13) - D12 - Episkopi; (Theodoros) - M75; (C54) - A53; (B53) - Evrykhou; (C54) - C52;
(D70) - C70.
36 +4/-5 (CHITS) +1/-2 (OLIVE) +4/-2 (PUPPET) = 36

Round 7 Runs

1. 31 - 21 Paleokhoro to Polis
2. 61 - 55 Athna to Akanthou
3. 43 - 34 Nicosia to Zygi
4. 11 - 63 Pophos to Famagusa
5. 14 - 51 Episkopi to Lapithos
6. 26 - 45 Troodos to Nicosia

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



RAILWAY RIVALS 2004-DK

Some similar thought processes.

ROUND 2

Dakota (12 points for these builds)
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
(W18) - Mobridge - W15 - McLaughlin - D51.
31 +6 (towns) = 37

Faulkton Expressways Are Rampant (FEAR) (Kevin Lee, Black)
(E56) - Wilton; (E56) - D55 - Bismarck; (Fargo) - Wahpeton; (E56) - Z18.
29 +12 (towns) +1 (GOTGT) = 42

Old Dakota Enterprise (ODE) (John Marsden, Green)
(K55) - K51 - Garrison; (K51) - L50 - Minot; (L50) - Goodall - M47.
26 +12 (towns) = 38

Yellow Engines Everywhere Hollering Advance Warning (YEEHAW) (Jim Reader, Yellow)
(V25) - W25 - Fargo; (L30) - Parker.
28 +3 (towns) -1 (GOTGT) = 30

Get On The Gravy Train (GOTGT) (Joakim Spångberg, Red)
(B63) - Grand Forks; (Z24) - Aberdeen.
28 -1 (FEAR) +1 (YEEHAW) = 28

There is some confusion over the build allowance. The figure at the top of the report confirms how many points the published builds are for. The allowance for the next round is in the banner at the bottom of the report. Those who tried to build sixteen points this time will find their last four points have been omitted.

Builds
Up to 16 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.

- ✱ The extra week in production makes it look like a busy month.

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

▲ Neil Walters	2.692
- Rob Thomasson	2.611
▲ Ken Maher	2.286
▼ Martin Butcher	2.250
▼ Peter Hawkins	2.231
- Gareth Lodge	2.167
▲ Michael Longdin	2.065
▲ Michael Graystone	2.043
▼ Mark Stretch	2.014
- Mick Haytack	2.009
- Bob Coull	2.000
- John Webley	2.000

- ✱ Completed games and winners:

1830 e426	Neil Walters
Princes of Florence e487	Lew Stansby
Princes of Florence e496	Lew Stansby
Puerto Rico e499	Michael Longdin
Princes of Florence e509	Steven Mitori
Carcassonne e511 {River}	Clayton Colwell
Euphrat & Tigris e513	Paul Ridout
Carcassonne e525	Roger Krueger
Euphrat & Tigris e527	Peter Beck
Acquire e529	Steven Ng
Torres e531	Sharon Khan
Torres e533 {Action Card}	Mick Haytack
Euphrat & Tigris e537	Steven Mitori

- ✱ New games and start dates:

Carcassonne e547	Jul 13th
Princes of Florence e548	Jul 17th
Ra e549	Jul 17th
Euphrat & Tigris e550	Jul 18th
Puerto Rico e551	Jul 19th
Acquire e552	Jul 21st
Sopwith e553 {T325FR}	Jul 22nd
Carcassonne e554	Jul 24th
Euphrat & Tigris e555	Jul 28th



(continued from page 3)

We spent July 4th in Columbus, which was a strange day. The city was virtually deserted in the morning, and the local parade was a do-it-yourself affair, with anyone turning up to take part and make their points, of which more than a few were about being stuck between Iraq and a hard place.

Then it was Boston, which features on the cover. Trinity Church is one of the oldest buildings in Boston, and the John Hancock Tower is right behind it. Not at all dangerous while we were there, as they figured out why the windows kept falling out some time ago. Perhaps I should clarify - falling out of the John Hancock Tower.

There's a lot more to say and no room to do so, because I'm not going on for another four pages or this issue will never get out. Perhaps there'll be more next time.

A couple of months ago I commented on the difficulty in getting holds of issue 20 of Games International magazine. Issue 21 finally arrived with me almost three months later, so the new printing arrangements in China don't seem to be working too well. One aspect that suffers is the inclusion of items such as news on a competition with a closing date of June 1st. Only two months late, then.

I notice that they dropped the dateline from the last two issues, which leaves people uncertain of the intended frequency. There is one other way to check availability, though, as they have made an arrangement with the Board Game Geek web site (www.boardgamegeek.com) to distribute an electronic version of the magazine. If the electronic version is available, the paper version should be available.

And now, a message from Bob Coull.

"I was wondering whether you would be willing to give me a plug in FWTDR for the fantasy football game I run. I have been running it for 11 years now, and I have 21 players, but I could ideally do with an additional 3-5 new players.

The nature of the game means that I can only add new players once per year in late July, so a mention in your July publication with my e-mail address would be ideal. The game is free, and anyone who contacts me can receive more detailed information before committing themselves."

Well, it's still July (just) as I type this, so if you're interested, contact Bob via e-mail on bobcoull@yahoo.com.

I must apologise to Bob for not promoting this last year when he asked me to. I tend to do the editorial last, and I'm afraid I don't always remember a request like this when I'm rounding everything off.

I received three new 18xx games from John Tamplin a week ago - 1846 (Tom Lehmann), 18GL (Gary Mroczka) and 18VA (David Hecht). I haven't had the time to study these closely, but if anyone else has a copy of 18GL, note one item of errata. The card for the Great Lakes Port Authority private company shows a revenue of \$15, while the rules list it as \$20. John has confirmed that it should be \$20, so at least any reprints only involve a card rather than the rule book. The features of these games will be added to the 18xx Difference List as soon as I can find the time.

Meanwhile, John is already producing another game - 18MEX (Mark Derrick). This brings the number of games he is producing to seven, I believe which exceeds Chris Lawson's output by one. The other three he produces are 1826, 1854 and 18EU.

If you are interested in finding out more about his portfolio, you can find him on the web at www.deepthoughtgames.com.

And that's it. It's time to get this out before queries about possible losses in the post start to arrive. ☆

PREVIEW

Instead of the usual three or four games an issue that get planned out, I only have four games scheduled for the next three issues. Is this a sign of the downturn in postal play that people have been talking about, or is it a temporary slow down? Whichever it is hardly matters, as the games only start when enough people want to play.

The 1829 South and Acquire {Powers} game can take an extra player each, but will start whether or not anyone else signs up.



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

#123: Railway Rivals {Czech Republic}
#124: 1829 South, Acquire {Powers}
#125: Railway Rivals {Denmark} ☆

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	2.340
-	Stephen Webb	2.304
-	Mike Hutton	2.296
-	Michael Graystone	2.222
-	Rob Thomasson	2.169
-	John Colledge	2.043

With only one game completed this month, and that a two player game, the only change is a correction to Colin Sharpe's rating. ☆

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, 1856-Y19, 18EU-B19, MW2	Peter Mearns	RR-1980-B, RR-1994-CY
Howard Bishop	1870-B17, MW2	Willem Moene	1830-I17, 1835-G18, 1856-M19, 18Kaas-O19, Acq42, OP21, OP22, OP23
Tony Bromley	1826-I17, RB13	Marcus Pratt	Battle! 3, OP21, OP22, OP23, PR2
Simon Brooks	Acq41, BA14, BB-286-SPN, RR-1990-CK	Jim Reader	6n11, BA13, BA14, BA15, BB-284-SSV, BB-286-SPN, BB-290-SEA, BB-292-FRA, DQ3, DQ4, MW1, MW3, OP21, OP22, PR1, PR3, RB13, RR-1980-B, RR-1984-CN, RR-1990-CK, RR-1994-CY, RR-2004-DK
Martin Butcher	1800-Z16, 1825-E19, 1856-Y19, 1870-U19, 1899-A18, 18EU-N17, 18Kaas-O19, BA15, DQ3, McM9, NER7, OP22	Lionel Robbins	1826-I17, 1829-J19, 1853-M18, Acq43, PR2, RB13
John Colledge	6n11, Acq42, Acq43	Peter Robbins	RR-1990-CK
Bob Coull	Acq43, BB-286-SPN, BB-292-FRA, RR-1994-CY	Tony Robbins	1825-S19
Simon Cutforth	1826-I17, 1856-M19, 18EU-N17	Simon Robertson	BB-286-SPN, BB-292-FRA, RR-1980-B
Gareth Davies	1830-U16, 1830-L17, 1830-J18, 1856-R18	Tony Sait	1830-U16, 1835-G18, 1856-R18, 18560M19, 18Kaas-O19, RR-1984-CN
Bruce Edwards	BA15, BB-284-SSV, BB-290-SEA, DQ4, LR9, MW1, MW3, NER7, OP21, PR2, RR-1994-CY	Don Shailer	BA13, BB-286-SPN, MW2, RR-1984-CN
Mark Frueh	1870-B17, 18EU-B19	Colin Sharpe	6n11, Acq42, BB-290-SEA, RR-1980-B
Michael Graystone	6n11, Acq41, BB-284-SSV, BB-290-SEA, BB-292-FRA, RR-1990-CK, RR-2004-DK	John Shelley	1826-Y18, 1829-J19, 1830-J18, 1853-M18, 1856-R18, 1870-U19, 1899-A18
Lyndon Gurr	1826-Y18, 1820-J19, 1853-M18, 1856-M19, 1870-U19, 1899-A18, 18EU-N17, 18Kaas-O19, Acq41, Acq42, OP22	David Smith	1829-J19, OP22, OP23
Steve Ham	6n11, Acq41, Battle! 3, BA14, BB-284-SSV, RR-1984-CN	Don Smith	1826-Y18, 18EU-B19, LR9, NER7
Geoff Hardingham	OP21, RB13	Joakim Spångberg	Battle! 3, BA14, RR-2004-DK
Alan Harvey	1800-Z16, 1825-E19, 1825-S19, 1929-J19, 1899-A18, 19Kaas-O19, PR1	Allan Stagg	Battle! 3, BA13, BA15, PR3
Peter Hawkins	1830-L17, 1830-J18, Battle! 3, PR1, PR3, RR-1980-B	Mark Stretch	1825-S19, 1826-I17, 1835-G18, BA15, McM9, OP21
Mick Haytack	6n11, McM9, OP23, PR3	Brian Tappenden	BB-292-FRA
Mike Head	1830-L17, 1856-Y19	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, 1856-Y19, BA14, RR-1984-CN
Kevin Lee	6n11, Acq43, BA13, BB-284-SSV, BB-292-FRA, DQ4, MW1, MW3, OP23, PR2, RB13, 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, 1856-Y19, 1870-B17, 1870-U19, 1899-A18, 18EU-B19, LR9
John Marsden	Acq42, RR-2004-DK	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:
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DEADLINES

Wednesday August 17th 2005
18xx Games - Friday August 12th

Future main deadlines: September 14th October 21st November 23rd

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.