

FOR WHOM THE DIE ROLLS

August 2005

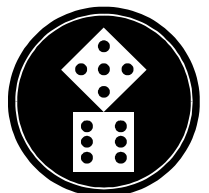
Published by Keith Thomasson

Issue 123

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 #123, 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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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...

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

Games starting in the next issue...

① 1829 South David Smith, Don Shailer, Martin Butcher, Peter Berlin
⇨① Acquire [Powers] John Colledge, Mick Haytack, Michael Graystone, Colin Sharpe

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

② 1800 Waiting
② 1825 Unit 3 Waiting
② 1829 North Mike Hutton, John Hopkins, Martin Butcher
★ 1830 Roger Krueger, Martin Butcher, Willem Moene, Stephen Webb, Don Smith
⑤ 1870 Waiting
② 1895 Martin Butcher
⇨① Acquire [Standard] Michael Graystone, Tony Wilcock, John Colledge, Colin Sharpe
★ Australian Railways Martin Butcher, Bruce Edwards, Tony Wilcock, Marcus Pratt
① Lancashire Railways Lyndon Gurr, Tony Wilcock, Martin Butcher
② New England Railways Marcus Pratt, Martin Butcher
★ Outpost Michael Longdin, Willem Moene, Martin Butcher, Lyndon Gurr, Mark Stretch, Geoff Hardingham, Marcus Pratt, Jim Reader
③ Puerto Rico Geoff Hardingham
⇨③ Rail Baron Roger Krueger, Jim Reader

I supply everything you need for these...

⑨ Battle! Michael Graystone, Bruce Edwards, Allan Staggs
★ Bus Boss (North Italy) Martin Butcher, Colin Sharpe, Steve Ham, Jim Reader, Don Shailer
★ Railway Rivals Jim Reader, Tony Bromley, Michael Graystone, Brian Tappenden, Michael Longdin (Denmark - DM)
② Sopwith Simon Brooks, Jim Reader, Michael Graystone, Don Shailer

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

START

Welcome to issue #123. Some orders were slow to arrive this month, with other never arriving at all. The last issue was a week later than usual, but the deadlines remained the same, closing down that gap. It is possible that the reduced gap caught some people on holiday. That isn't the only reason we have a number of games on hold this month, though.

Following the recent report that Gareth Davies' lady was unwell, the inevitable has happened and she has passed away. It was, unfortunately, that type of illness, where time was the issue, not whether she would recover. Gareth, we're thinking of you.

We're also thinking of Lionel Robbins, whose father is not well, and this also sounds like a question of time rather than anything else.

ON HOLD

As many people will know, I tend to be reluctant to hold games over too casually, but this month I'm making an exception and treating all games that do not have full sets of orders as on hold, making this the slimmest issue for a number of years. The following games are on hold.

1825-S19, 1826-I17, 1830-U16, 1830-L17, 1830-J18, 1853-M18, 1856-R18, 1856-M19, 1870-U19, 18EU-N17, Acquire 41, Acquire 43, Bus Boss 286-SPN, Bus Boss 290-SEA, Lancashire Railways 8, McMulti 9, Mystic Wood 2, Mystic Wood 3, New England Railways 7, Puerto Rico 2 and Rail Baron 13.

1829-J19 is also on hold, but for this game there is a request to redo stock round 6, so please check the report in this issue and order from that.

This month's cover comes from the card game Management Material. This was an Origins purchase, from a stand that was offering three t-shirts for \$20. I discovered that there were two versions of this game among the t-shirts, so took one shirt and two games.

During the game you collect projects, each worth a number of points. When you have collected thirty points of projects, you are considered worthy of being Management Material - and are out of the game! So the idea is obviously to avoid completing projects, and to do that you have to present excuses worth at least the point value of the current project. If you can do that, the project moves to the next player round the table, and if they avoid it, it keeps going round, until someone just cannot avoid completing the project.

There are a few extra twists, like recognition cards that you can play on someone to make it harder for them to avoid completing the project, and event cards that affect what you've got in hand.

Light is a good word to describe the game, but the best bit has to be the cartoons on the cards. They don't affect game play in any way, but increase the fun value.

(continued on page 52)

Change of address (with my apologies for the wrong house number last time...)

Stephen Webb 17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ



1800-Z16

Good game, it would seem.

GAME OVER

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

Alan Harvey (1st): Many thanks for running this game, which I enjoyed very much. I found it slightly easier to gauge my actions facing only one opponent, and with only two companies in the game, than I do when there are four or five opponents and six to eight companies to keep an eye on.

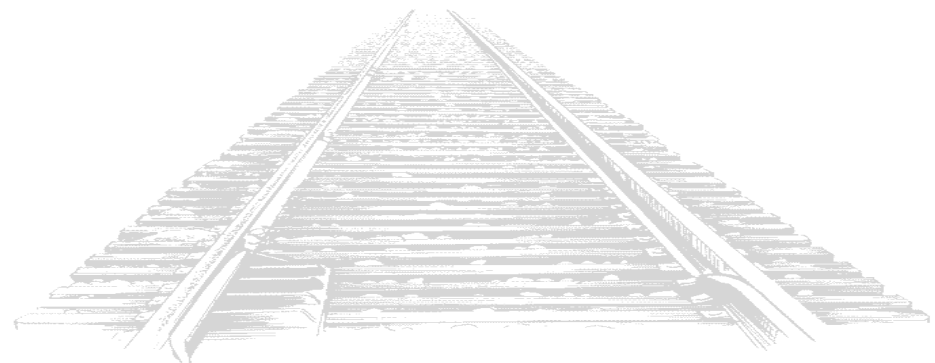
As 1800-E18 is also about to finish, maybe the two winners could play each other in a future game?

Martin Butcher (2nd): An interesting game. My first mistake was thinking that the bonds were funded with company money, not personal money. I made the pre-game decision to get \$490 in the company on the first OR, which was enough for a '2' train and the bond, and was relying on the extra income from the bond to counter the train shortage. I was also initially thinking "this is a good design", the shares cannot be fully held since we can only hold 7 certificates, forcing us to decide whether it's better to have 100% player ownership of your own company or your opponents. I felt a little deflated when you reported that the president's certificates were 4 shares, so once the shares were fully held they were less likely to change again.

I'm not sure whether the player with the large private will always get control of the central space since it's likely that the other player will be forced to get the '5' train. Not sure after one playing.

Anyway, congratulations to Alan, thanks to Keith, and I'm happy to play again with Alan - this time it will be different!

I think that's a thumbs up for 1800 as a two-player 18xx game. Alan offers to play the winner of 1800-E18, while Martin would be happy to repeat the experience with Alan. I think I'll just open another 1800 list and see how Neil and Peter feel about another, or if anyone else would care to try it out.



1800-E18

A no-frills final round.

GAME OVER

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	NW	-	390	Y	①	90E	132	2E 2E 4
C&S	PB	-	510	Y	②	80E	197	2+2E 3E 5

Notes: ① D&RGW bond pays \$50 to Neil
② C&S bond pays \$50 to Peter

Cash Flow	b/f	OR15	c/f	Value	%	Certs
Neil Walters	1,801	323	2,124	3,054	54.8	4
Peter Berlin	1,118	446	1,564	2,514	45.2	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	-	80E	90E
Company credit	-	197	132
Trains	-	2+2E 3E 5	2E 2E 4
Bank cash: -\$297	-	Certificate limit: 7	Trains: None left

That brings us to the end, with Neil keeping ahead of Peter. If there had been more time it might have ended differently, but the clock has run out.

1st	Neil Walters	\$3,054	54.8%
2nd	Peter Berlin	\$2,514	45.2%

1800

Game E18

Referee:
Keith Thomasson

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

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Peter Berlin (2nd): Well, I decided right from the start that I would try to ensure that I had a substantially higher share price at the end. Then I gave way to temptation, retained to buy the 3E and left my share price hanging over the precipice. Neil pounced, driving it down \$30. In operating the railways, Neil was always in control, so I cannot really complain.

I can't complain either. Alan Harvey has offered to play Neil in another game, so a new list is open if you're of the same mind.





1825-E19

The last major company is floated.

SR6

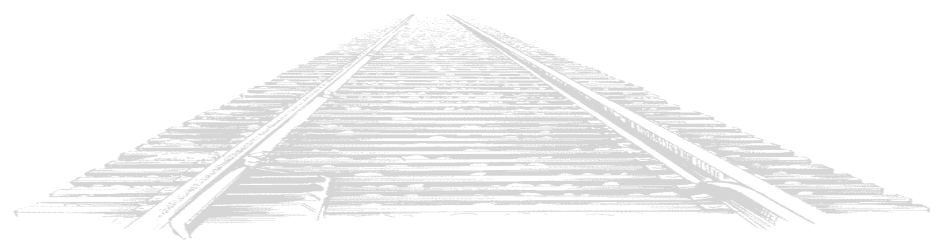
Stock Round 6

Alan	Martin	Neil
- 4 LNWR	+ GNR new	+ L&YR new
+ GCR/Director		
+ GCR new	x	+ NER pool
+ GCR new	x	
+ GCR new	x	
+ GCR new (floated)	x	
x	Priority for SR7	

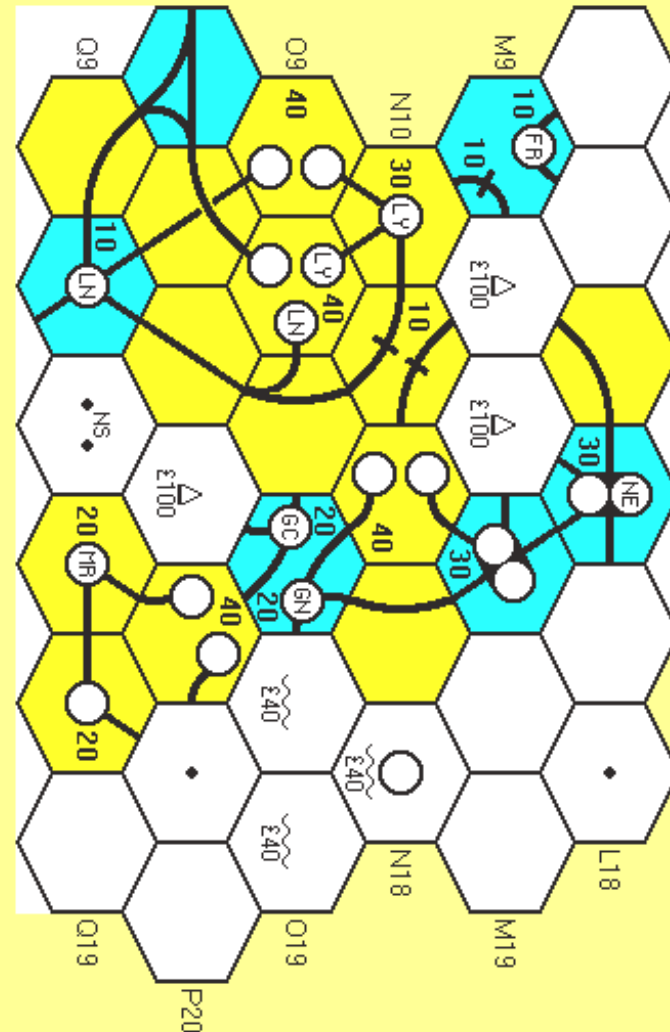
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Neil Walters	141	-138	3	1,056	34.2	10/11
Alan Harvey	91	-26	65	1,022	33.1	11
Martin Butcher	139	-71	68	1,011	32.7	11

Portfolio	Privates	LNWR	Mid	NER	L&YR	GNR	GCR	Fur	Staffs
Neil Walters	L&Mi	5D	-	1	6D	-	-	-	-
Alan Harvey	C&HP	-	6D	-	-	-	6D	-	-
☛ Martin Butcher	-	-	-	5D	-	8D	-	-	-
Bank (new)		-	4	-	1	2	4	10D	10D
Price (new)		100	82	82	71	71	71		
Bank (pool)	S&D, L&Mi	5	-	4	3	-	-	-	-
Price (pool)		100	76	67	76	76	71		
Company credit		370	10	0	10	400	710		
Trains		3	4.4	5	3	3	-	[5]	[3T]
Bank cash: £3,364		Certificate limit: 18				Trains: 2 x '5', 2 x '6'			

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds											
Yellow	1/-	2/1	3/1	4/1	5/1	6/2	7/3	8/1	9/3	55/1	56/1	69/2				
	114/1															
Green	12/2	14/2	15/-	16/1	18/1	19/1	20/1	23/2	24/2	25/1	26/1	27/1				
	28/1	29/-	52/-													
Brown	33/1	34/1	38/3	39/1	40/1	41/1	42/1	43/1	44/1	47/1	64/1	65/1				
	66/1	67/1	68/1													



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1825

Game E19
Referee:
Keith Thomasson

Martin, thanks for reminding me to add the brown tiles to the tiles table, following the purchase of the first '5' train last time.

Orders required for the following rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested



1826-Y18

The last major company comes out and hits the rails.

SR5

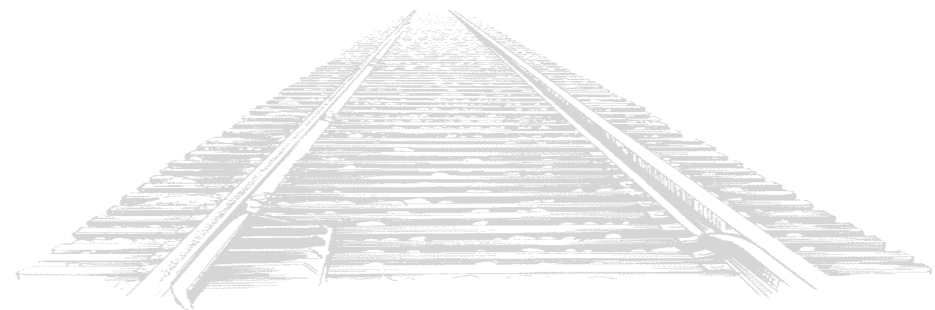
Stock Round 5

Don	Peter	Stephen	John	Lyndon
+ PO treasury	+ A treasury	- 1 E {+} - 1 GC {+110C} + PL/Pres {110}	+ P treasury	+ P pool
x	x	+ PL new	+ PO treasury	+ P pool
x	x	+ PL new	x	+ M pool
x	x	+ PL new {floated}	x	
x	x	x	Priority for SR6	

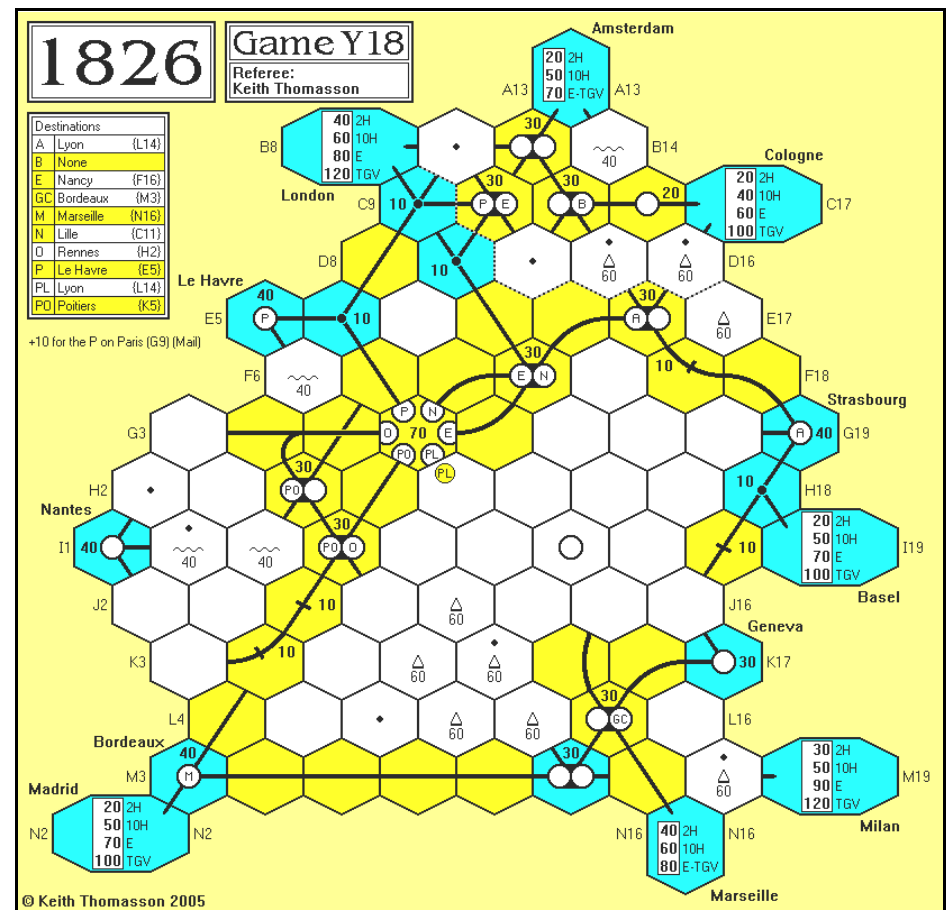
Cash Flow	b/f	SR5	c/f	Value	%	Certs
Peter Berlin	122	-100	22	772	17.2▲	6
Stephen Webb	367	-338	29	1,049	23.4▲	8
John Shelley	220	-212	8	750	16.7▼	5/7
Lyndon Gurr	315	-272	43	1,123	25.0▲	8/9
Don Smith	154	-90	64	794	17.7▲	6

Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
Peter Berlin	-	3P	5P	-	-	-	-	-	-	-	-
Stephen Webb	-	2	1	2P	-	-	-	-	-	5P	-
John Shelley	Bri	-	-	-	3P	3P	-	-	1	-	1
Lyndon Gurr	-	-	-	1	1	1	-	3P	5P	-	-
Don Smith	Alg	-	-	-	-	-	3P	-	-	-	4P

Company type	5	10	5	5	10	5	5	10	10	10
Bank (new)	(5)	-	(5)	(5)	-	(5)	(5)	-	-	-
Bank (pool)	-	-	1	1	4	-	-	3	-	2
Treasury shares	-	4	1	-	2	2	2	1	5	3
Price	100C	90C	90E	110C	60G	100A	70E	122D	110A	90E
Loans	1	-	-	-	-	-	1	-	-	-
Company credit	544	8	47	204	465	152	355	152	550	228
Trains	6	6.4	4	4	4	4	6	6.6	4	6.4
Bank cash: F9.129	Certificate limit: 13					Trains: '10H's, 4 x 'E'...				
Current operating order:	P, GC, PL, A, N, PO, E, B, O, M									



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/-
	87/2	88/2	141/-	142/-	143/1	203/-	204/1	514/-	619/1	28/1
										29/1

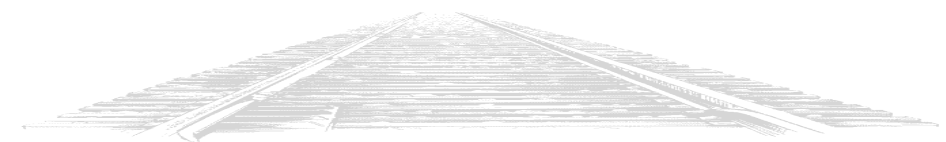


Orders required for the following rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested





1829-J19

We've seen this before...

WOUND BACK

Why wound back? Simple, really. In issue #121 I promised to pause if stock round 5 was anything other than 'all pass', and forget about the promise. I have therefore wound the position back to before stock round 6, for which new orders are requested. I suspect this will still concentrate on NER shares in the pool, but you never know.

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
x	+ NER old	x	x	x
x	+ NER old	x	x	x
x	x	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

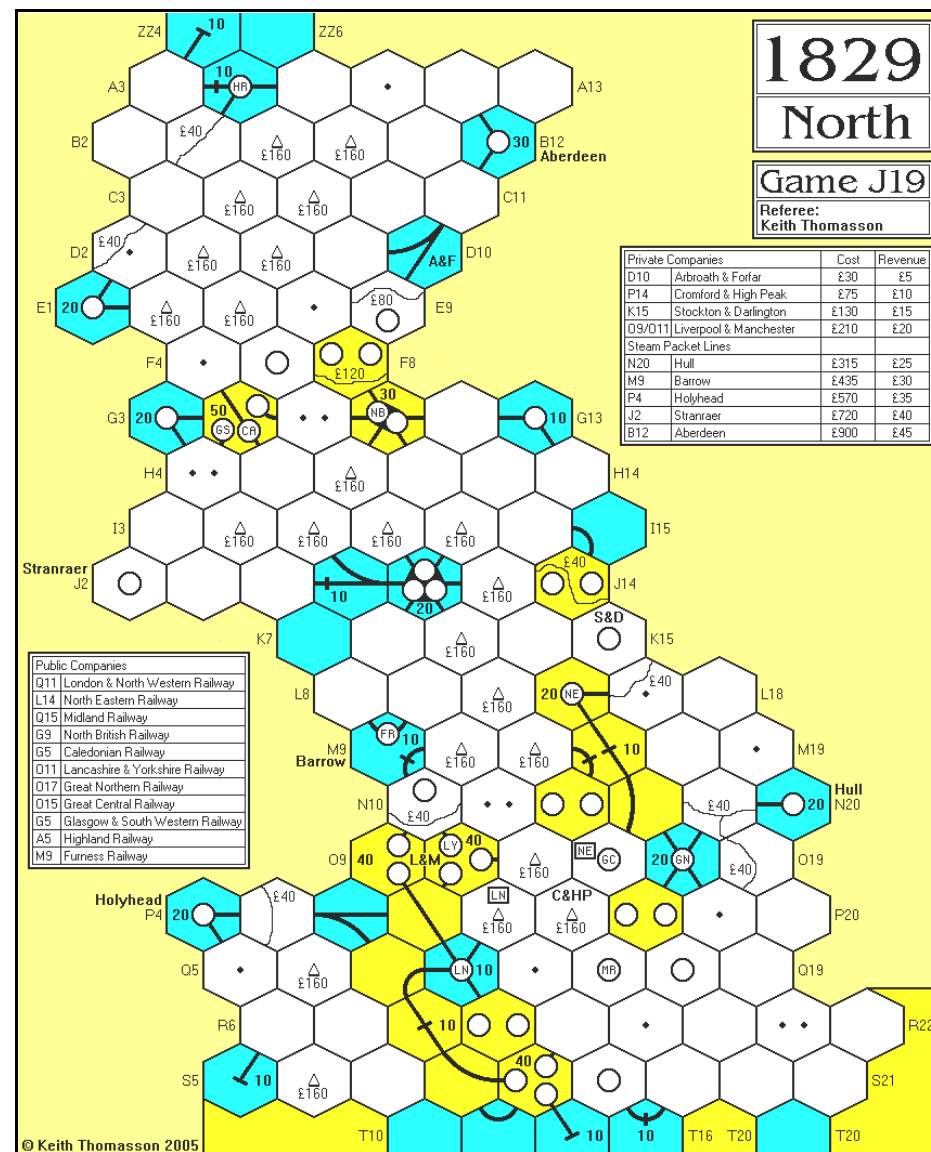
Notes: ① £40 to the bank for terrain costs
② £360 to the bank for two '2' trains

Cash Flow	b/f	OR4	SR5	OR5	c/f	Value	%	Certs
Lyndon Gurr	324	10	0	22	356	640	18.6	2
Alan Harvey	324	10	0	22	356	640	18.6	2
David Smith	309	15	0	27	351	665	19.3	3
John Shelley	219	35	0	41	295	722	21.0	3
Lionel Robbins	149	30	-152	48	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	-	-	-	-	-	-	-	-	-	-
David Smith	A&F	2	-	-	-	-	-	-	-	-	-	-
John Shelley	C&HP, L&M	1	-	-	-	-	-	-	-	-	-	-
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)	-	7D	-	-	-	-	-	-	-	-	-	-
Price (pool)	142	71										
Company credit	420	500										
Trains	2.2.2	2.2										
Bank cash: \$18,567	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			



Orders required for the following round

By the early deadline

SR6



1835-G18

The day of the
Prussian has arrived.

OR10

Operating round 10 starts with the formation of the Prussian, with everything that can join doing so. Rob is the director of the Prussian.

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
ByE	TS	205:M9:1	190	N	①	152C	292	4 (2+2 2+2)
PrE	RT	8:D12:1	200	Y	②	172D	975	4 3 3 (2+2)
SxE	MS	-	280	Y	-	126E	592	3+3 3 (2+2)
MsE	RT	8:C17:6	120	Y	-	108B	601	3
HeE	WM	9:J14:3	140	Y	③ ①	92C	90	4 3+3
WtE	TS	69:L8:5	-	-	④	78D	64	4+4
OIE	JW	214:G3:6	120	Y	⑤	86E	260	3+3

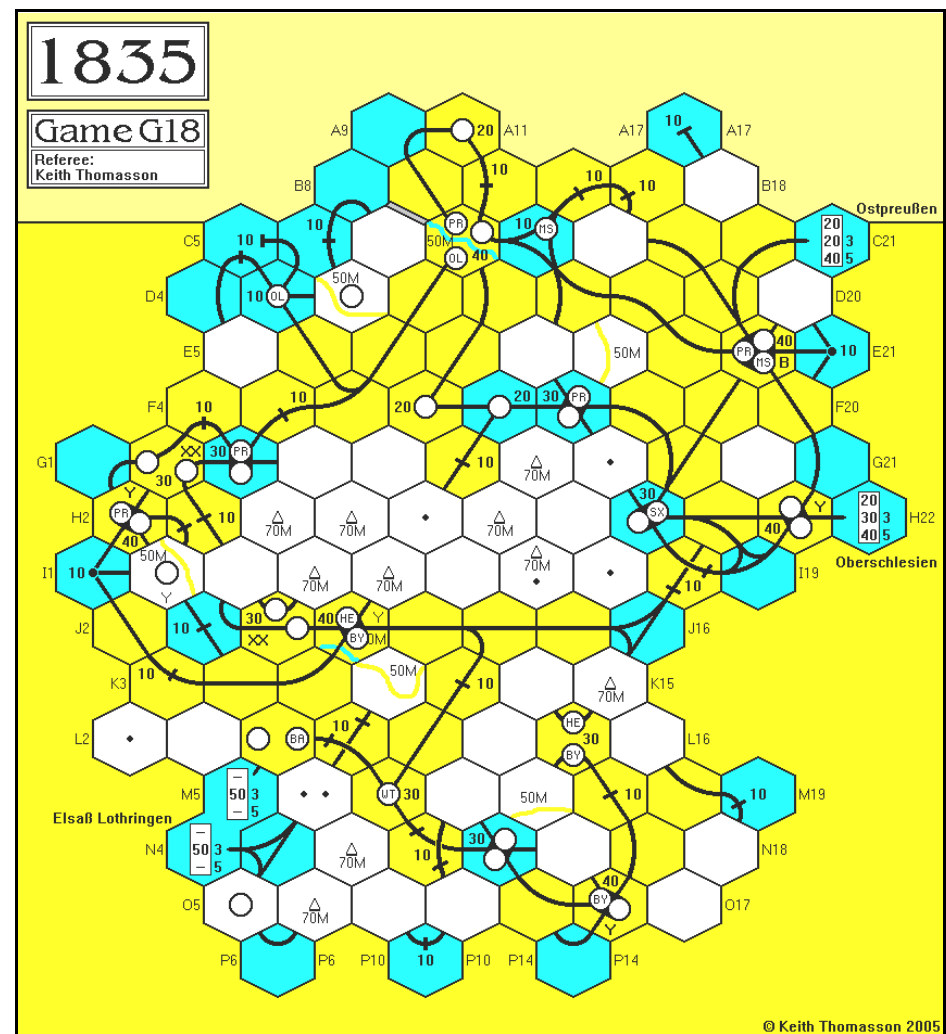
- Notes: ① 360M to the bank for a '4' train
 ② 271M to the MsE for a '3' train and a '4' train
 ③ 70M to the bank for terrain costs
 ④ 440M to the bank for a '4+4' train - '2+2' trains die
 ⑤ 50M to the bank for terrain costs

Cash Flow	b/f	OR10	c/f	Value	%	Certs	Limit
John Webley	9	225	234	1,924	21.0	11	13
Willem Moene	304	156	460	1,770	19.4	11	13
Mark Stretch	52	274	326	2,088	22.8	13	13
Tony Sait	46	51	97	1,721	18.8	11	12
Rob Thomasson	64	165	229	1,649	18.0	10	12

Portfolio	Privates	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
John Webley	-	35/4	-	-	-	-	20/1	20/1	80/5
Willem Moene	-	20/2	10/1	-	-	10/1	80/7	-	-
Mark Stretch	-	10/2	30/3	90/8	-	-	-	-	-
Tony Sait	Pfa	-	50/4	-	-	50/4	-	30/2	-
Rob Thomasson	-	35/4	10/1	10/1	-	-	-	50/4	-

Bank (new)	-	-	-	100/8	40/3	-	-	20/2
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	172D	152C	126E		78D	92C	108B	86E
Company credit	975	292	592		64	90	601	260
Trains	4 3 3	4	3+3 3		4+4	4 3+3	3	3+3
Bank cash: 7.780M	Certificate limit: 12				Trains: 2 x '5', 1 x '4+4'			
Current operating order:	PrE, ByE, SxE, MsE, HeE, OIE, WtE							

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds					
Yellow	1/1	2/-	3/-	4/-	5/2	6/2	7/8	8/6	9/-	55/1	56/-	57/2				
	58/-	69/1	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/-	206/1	207/-	208/1	209/-				
	210/-	211/1	212/1	213/1	214/-	215/1										



Orders required for the following rounds

By the early deadline

OR11, SR10

Adjudication can pause between rounds if requested



1856-Y19

Three purchases,
three solo auctions.

PRIVATES

Stock Round 1 - Private Companies

Peter	Buy the FT for \$20
Mike	Bids \$75 on the GLSC
Martin	Bids \$105 on the NFSBC
Rob	Bids \$105 on the SCFTC
Stephen	Buy the WSR for \$40
Peter	Buy the CC for \$50
	✱ Mike gets the GLSC for \$75
	✱ Martin gets the NFSBC for \$105
	✱ Rob gets the SCFTC for \$105
	Priority for the remainder if the round lies with Mike

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Peter Berlin	300	-70	230	300	20.2▲	2
Mike Head	300	-75	225	295	19.9▼	1
Martin Butcher	300	-105	195	295	19.9▼	1
Rob Thomasson	300	-105	195	295	19.9▼	1
Stephen Webb	300	-40	260	300	20.2▲	1

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Peter Berlin	FT, CC	-	-	-	-	-	-	-	-	-	-	-
✱ Mike Head	GLSC	-	-	-	-	-	-	-	-	-	-	-
Martin Butcher	NFSBC	-	-	-	-	-	-	-	-	-	-	-
Rob Thomasson	SCFTC	-	-	-	-	-	-	-	-	-	-	-
Stephen Webb	WSR	-	-	-	-	-	-	-	-	-	-	-

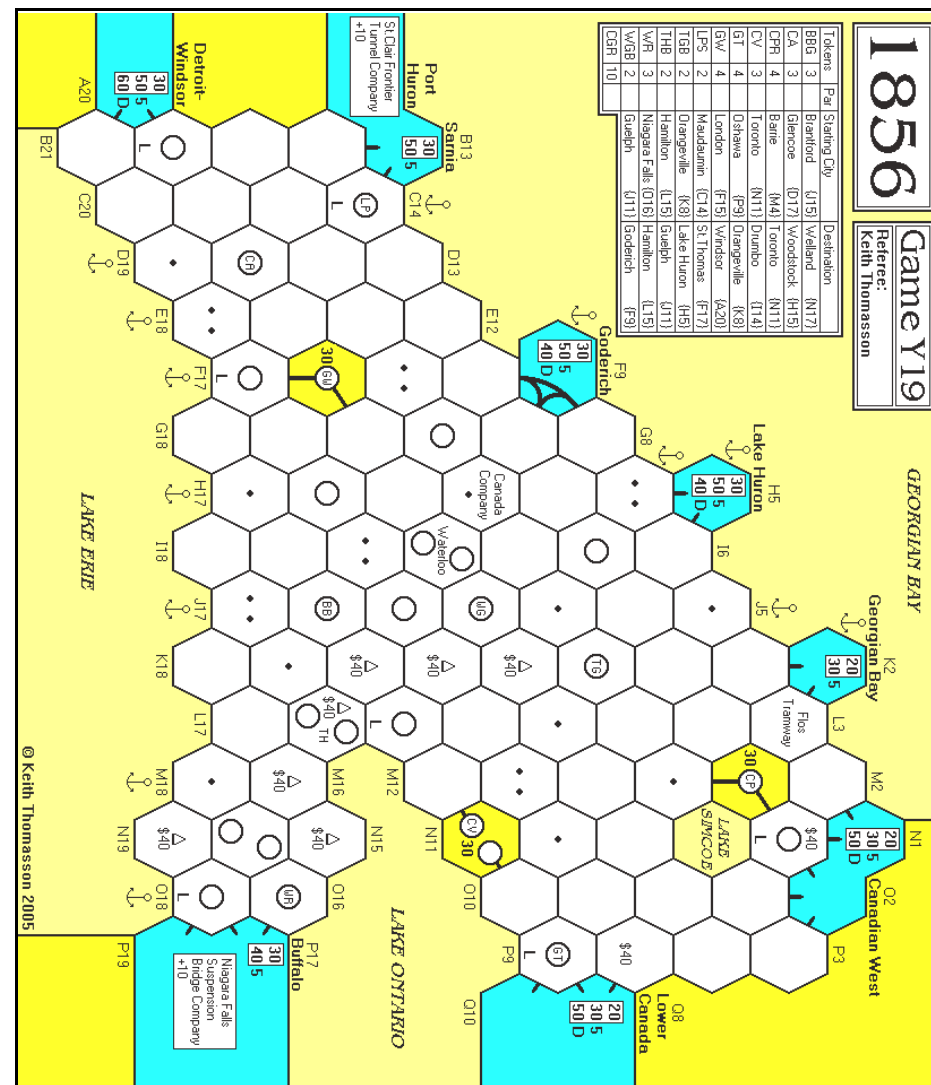
Bank (new)	10P	10P	10P	10P	10P	10P	10P	10P	10P	10P	10P
Price (par)											
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price (pool)											
Company credit											
Trains											
Bank cash: \$10,895	Certificate limit: 13				Trains: 6 x /2/ 5 x /3/						

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

I had a query on whether we were playing to the rule that you may sell stock in the same stock round turn it was bought, as long as you retain at least one share in the company. We certainly are, as that is a standard rule for 1856. The specific wording of the rule is:

- ◆ A certificate cannot be sold during the stock turn it was purchased. However, other certificates from the same company can be sold in the same stock turn.

You should always play 1856 in this way, as it is a standard rule of the game.



Orders required for the following round

By the early deadline

SR1 - public companies



1870-B17

Just one round to set us up for the final pair.

OR16

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GMO	MF	14:5:D9:2	-	350	Y	275B	2	6
MKT	SW	23:B17:6	-	470	Y	375B	227	12
MP	MF	8:J1:4	8:I2:5	580	Y	225B	137	10 6
IC	NW	-	-	320	Y	200B	33	8
ATSF	NW	-	-	330	Y	160C	60	8
SP	SW	-	-	340	Y	140D	434	8
TP	SW	-	-	370	Y	140B	111	10
SLSF	HB	-	-	290	Y	110D	809	6
SSW	MF	4:E8:2	8:J21:1	440	Y	60E	87	12
FW	SW	15:H13:3	-	380	Y	50F	35	12

Notes: ① \$40 to the bank for a garrison in B11

Cash Flow	b/f	OR16	c/f	Value	%	Certs
Neil Walters	1,183	386	1,569	3,679	14.9	10
Stephen Webb	1,025	932	1,957	6,582	26.6	16/20
Mark Frueh	1,966	1,193	3,159	8,414	34.0	16/25
Howard Bishop	2,125	764	2,889	6,059	24.5	16/19

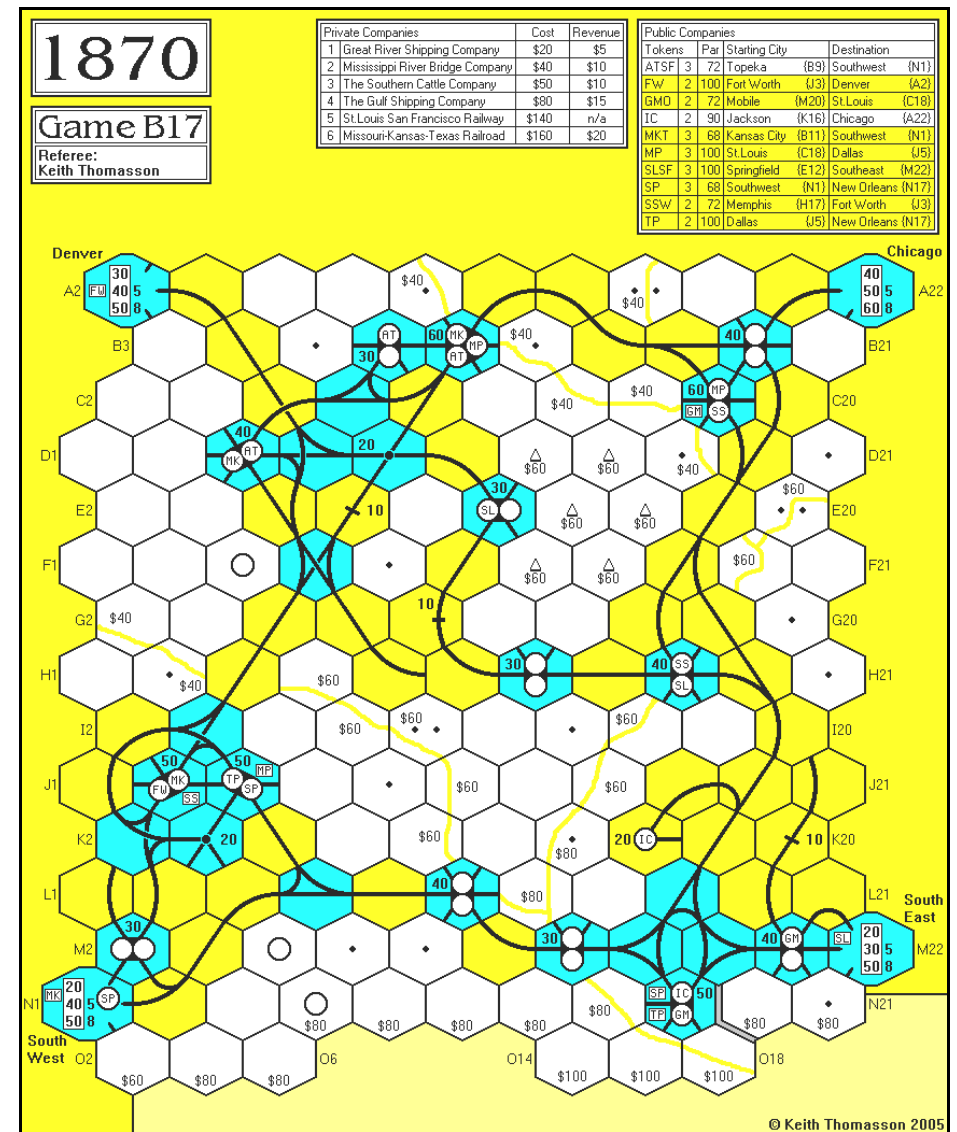
Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Neil Walters	5P	-	-	6P	-	-	1	-	-	-
Stephen Webb	-	4P	1	1	6P	-	-	6P	1	5P
Mark Frueh	2	3	6P	2	-	7P	-	-	7P	1
Howard Bishop	3	3	1	1	1	2	6P	2	1	1

Bank (new)	-	-	-	-	-	1	-	2	1	2
Price (par)	72	100	180	90	68	100	100	68	72	100
Bank (pool)	-	-	2	-	-	-	3	-	-	-
Price (pool)	160C	50F	375B	200B	375B	225B	110D	140D	60E	140B
Company credit	60	35	2	33	227	137	809	434	87	111
Trains	8	12	6	8	12	10 6	6	8	12	10

Redeemed shares - - - 3 - - - 1
 Bank cash: \$491 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	4/4	5/2	6/2	7/8	8/2	9/11	55/1	56/1	57/4		
	58/3	69/1												
Green	14/2	15/1	16/2	17/2	18/2	19/1	20/2	23/1	24/1	25/3	26/2	27/2		
	28/1	29/1	141/2	142/2	143/1	144/1								
Brown	39/1	40/-	41/2	42/1	43/2	44/1	45/-	46/2	47/1	63/-	70/1	145/1		
	146/2	147/1	170/1										Grey	171/- 172/-

The bank will survive the GMO's turn, but not the MKT's turn, so we're definitely finishing next time. The final two rounds will run together to bring us to the end.



Orders required for the following rounds

By the early deadline

OR17, OR18



1899-A18

It's run and pay for everyone,
with some way to go.

OR12 - SR9

OR12	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
Tt	MB	63:R8:1	210	Y	60	-	170C▲	754	5
Sjz	AH	992:S5:2	230	Y	70	① ②	130D▲	160	6
FsR	LG	7:J2:1	200	Y	70	-	120D▲	551	5
1st	JS	9:D8:1	300	Y	60	-	100E▲	295	D
XzS	LG	23:P8:3	210	Y	60	-	100E▲	389	5
NRC	JS	19:D8:1	320	Y	50	-	90C▲	162	6
CSb	SW	-	200	Y	70	③	67H▲	180	D
B&M	AH	7:A9:6	330	Y	65	-	60I▲	395	D

- Notes: ① \$120 to the bank for terrain costs
 ② \$40 to the bank for a garrison in S5
 ③ \$40 to the bank for a garrison in N2

Stock Round 9

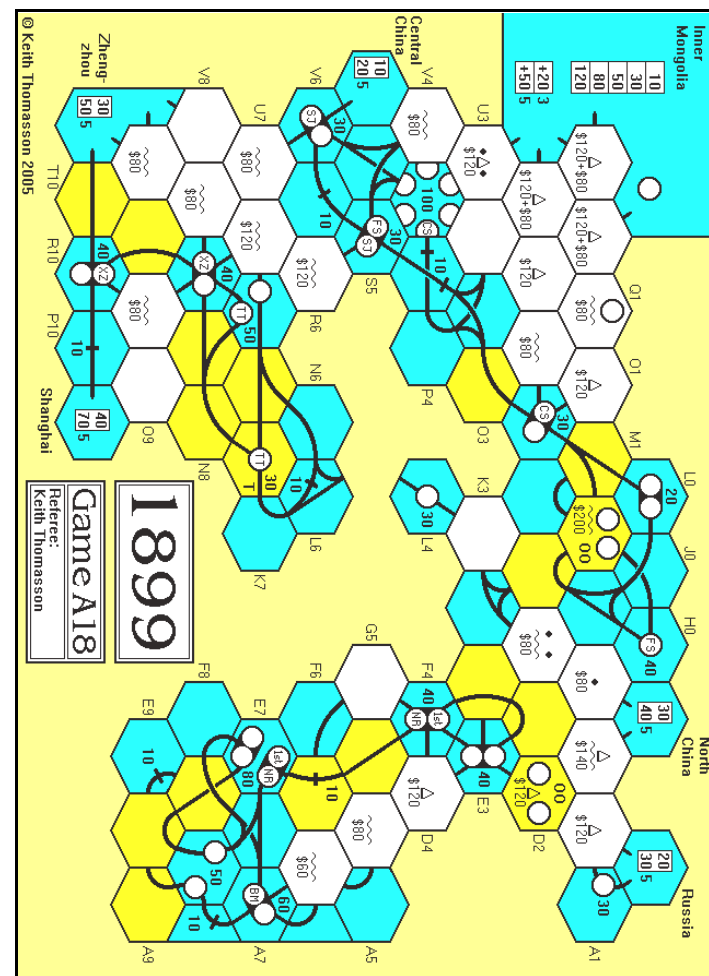
Lyndon	John	Alan	Martin	Stephen
+ B&M pool	+ B&M pool	+ B&M pool	+ CSb pool	+ B&M pool
+ B&M pool	+ NRC pool	+ 1st pool	+ CSb pool	+ 1st pool
+ Tt pool	+ Sjz pool	+ NRC new	✗	+ NRC new
✗	+ Sjz pool	✗	✗	+ FsR pool
✗	✗	✗	✗	+ FsR pool
✗	✗	✗	✗	✗
Priority for SR10				

Cash Flow	b/f	OR12	SR9	c/f	Value	%	Certs
Lyndon Gurr	684	320	-290	714	2,922	27.5▼	16
John Shelley	528	396	-410	514	2,298	21.6▲	15
Alan Harvey	158	181	-260	79	1,140	10.7▼	8
Martin Butcher	496	305	-134	667	2,715	25.5▼	14
Stephen Webb	331	223	-500	54	1,563	14.7▲	14

Portfolio	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Lyndon Gurr	-	3	1	6P	-	-	3	5P
John Shelley	6P	2	-	-	6P	3	-	-
Alan Harvey	1	3P	-	-	1	5P	-	-
Martin Butcher	1	1	3	1	1	1	6P	1
Stephen Webb	2	1	6P	3	2	-	1	-

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	67	67	76	71	100	100	71	100
Bank (pool)	-	-	-	-	-	1	-	4
Price (pool)	110D	67H	67G	140C	100B	130D	200B	100E
Company credit	295	395	180	551	162	160	754	389
Trains	D	D	D	5	6	6	5	5
Bank cash: \$12,086	Certificate limit: 13						Trains: Diesels	
Current operating order:	Tt, FsR, Sjz, 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	7/2	8/7	9/9	55/-	56/1	57/5	58/1	69/1
Green	14/1	15/2	16/1	18/1	19/-	20/1	23/1	24/2	25/1	26/1	27/1	28/1
	29/1	54/1	59/2	981/1	982/-	991/1	992/-	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/-	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

OR13, OR14

Adjudication can pause between rounds if requested



18EU-B19

Just one round, as the '4' trains come out and kill off the '2's

OR5

Apologies to Peter, I missed his query last time. You didn't order the lay you queried for minor 12, just mentioned the hex in a list of tile lays that may have been made by others.

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
5	NW	-	160	1/2	-		80	3 (2)
7	MF	-	80	1/2	①		0	3 (2)
8	MF	8:K10:3	60	1/2	②		1	(2 2)
9	DS	-	70	1/2	-		165	(2)
10	NW	-	80	1/2	③		0	(2 2)
11	SW	-	50	1/2	④		0	(2 2)
12	PB	9:H3:3	110	1/2	⑤		2	3 (2)
FN	PB	579:D13:2	-	-	⑥	90C▼	333	4
BN	MF	581:J5:1	-	-	⑦	90C▼	129	4 P
DR	DS	580:A10:4	-	-	⑧	90C▼	189	4
GS	SW	15:D7:5	110	Y	-	110C▲	406	3
RA	NW	581:K14:1	200	Y	-	90E▲	519	3 P

- Notes: ① 200 to the bank for a '3' train
 ② 149 to the BN for a '2' train
 ③ 180 to the RA for a '2' train
 ④ 51 to the GS for a '2' train
 ⑤ Discards a Pullman, 93 to the FN for a '3' train
 ⑥ 300 to the bank for a '4' train - '2' trains die
 ⑦ 400 to the bank for a '4' train and a Pullman
 ⑧ 300 to the bank for a '4' train

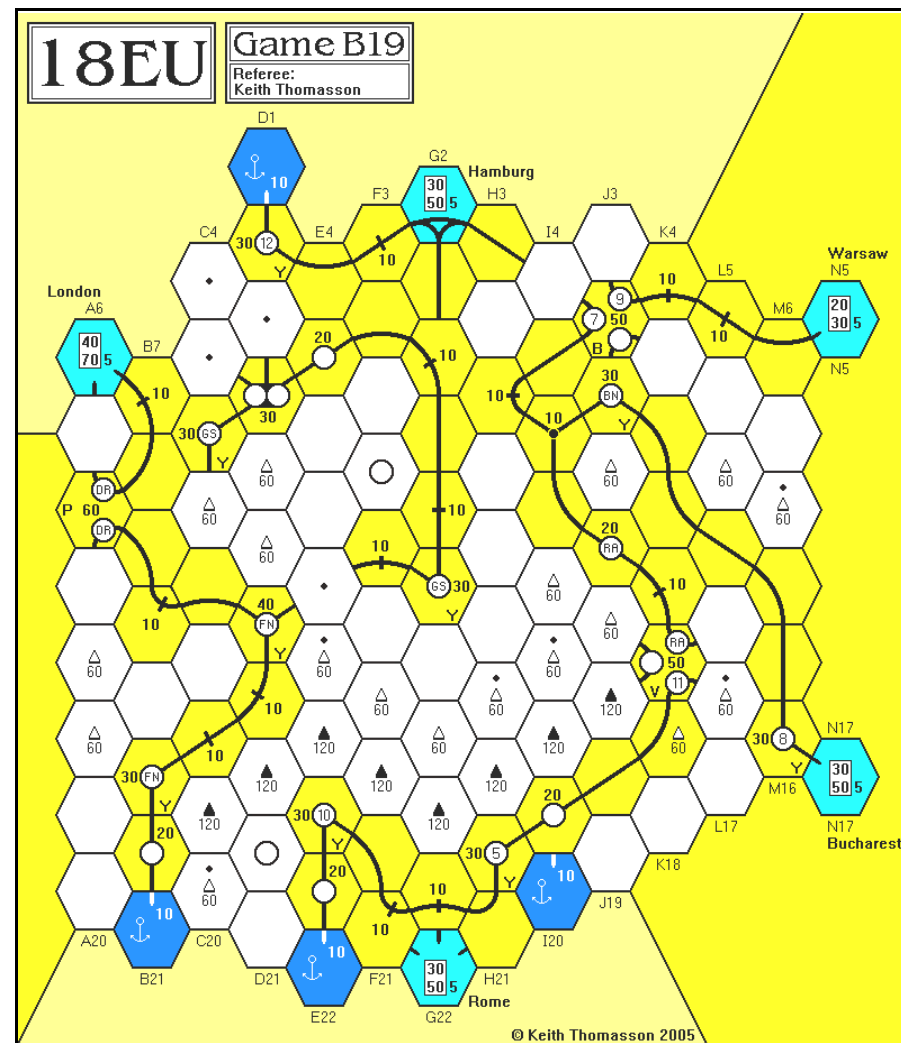
Cash Flow	b/f	OR5	c/f	Value	%	Certs
Neil Walters	85	240	325	955	26.6▲	8
Peter Berlin	44	75	119	749	20.9▼	7
Mark Frueh	45	70	115	565	15.7▼	6
Don Smith	80	46	126	596	16.6▼	5
Stephen Webb	18	89	107	727	20.2▲	6

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	90C	90C	90C	110C	90E	-	-	-
Company credit	129	189	333	406	519	-	-	-
Trains	4 P	4	4	3	3 P	-	-	-

Bank cash: 9,384 Certificate limit: 13 Trains: 1 x '4', 3 x '5'...
 (plus 3 x Pullman)
 Current operating order Minors, GS, RA, BN, DR, FN

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



Orders required for the following rounds	By the early deadline
OR6, SR3	Adjudication can pause between rounds if requested



18KAAS-O19

The NYNH joins the party.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	WM	8:B20:4	60	Y	-	76D▲	680	2
PRR	MB	57:H14:2	40	Y	-	76D▲	550	2

Stock Round 3

Willem	Martin	Tony	Lyndon	Alan
✕	+ CPR new	+ NYNH pool	+ CPR new	✕
✕	✕	+ NYNH new	✕	✕
✕	✕	- 1 PRR (▼71E) + NYNH new (floated)	✕	+ PRR pool
✕	✕	✕	✕	✕
Priority for SR4				

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Willem Moene	9	41	0	50	562	18.7▲	6
Martin Butcher	35	45	-76	4	576	19.1▲	7
Tony Sait	113	24	-125	12	512	17.4▼	6
Lyndon Gurr	143	40	-76	107	767	25.5▼	5
Alan Harvey	62	43	-71	34	580	19.3▲	6

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

Bank (new)		10P	8	10P	-	10P	10P	4	-
Price (new)			100		76			67	71
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)			100A		82C			67G	76D
Company credit					680			670	550
Trains					2			-	2

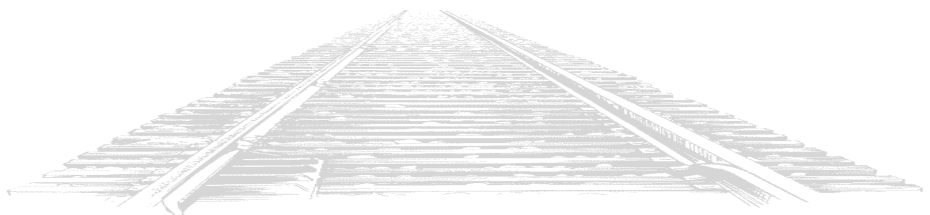
Bank cash: \$9,895

Certificate limit: 15

Trains: 4 x '2', 5 x '3'...

Current operating order: CPR, PRR, NYNH

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



18KAAS

Game O19

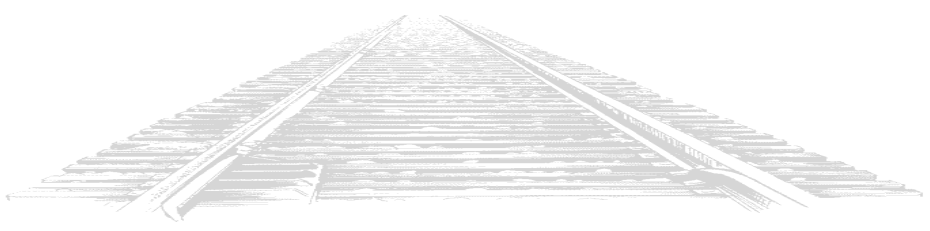
Referee: Keith Thomasson

Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested





6 NIMMT! 11

Penalties taken in all four hands.

ROUND 2

Hand 1 (1-104)

70		47	10
65		20	9
61		18	2
58	102	7	1
1/7	2/1	3/6	4/6

Colin (1) takes row 4 for 1 pt, Kevin (2), Mick (9), John (10), Steve (20), Jim (47), Roger (65), Michael (70).

Hand 2 (1-104)

			39
			36
		103	14
66	90	101	1
1/5	2/3	3/2	4/4

Colin (1) takes row 4 for 1 pt, John (14), Steve (36), Michael (39), Roger (47), Kevin (48), Mick (49), Jim (66) takes row 1 for 6 pts.

Hand 3 (1-84)

15		31	75
14	30	28	72
9	25	27	57
8	23	26	51
1/5	2/6	3/4	4/5

Kevin (15), Michael (30), Colin (37), Roger (38), John (51) takes row 4 for 6 pts, Steve (57), Jim (72), Mick (75).

Hand 4 (1-84)

	32		
20	27		11
19	25		5
18	24		3
12	22	84	2
1/6	2/10	3/1	4/9

Steve (3), Michael (5), Colin (11), Jim (19), Roger (20), Kevin (25), John (27), Mick (32).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Kevin Lee	0	0	0	0	0
Michael Graystone	0	0	0	1	1
Steve Ham	0	1	0	0	1
Colin Sharpe	1	1	0	0	2
John Colledge	0	0	6	0	6
Jim Reader	1	6	0	0	7
Mick Haytack	0	0	0	11	11
Roger Trethewey	7	12	0	0	19

Kevin has the only duck now, but it probably won't last too long.

Orders required

Round three cards for each hand



ACQUIRE 42

Tower takes two chains in one move.

ROUND 6

John C 9-F Tower takes over Festival, bonuses for John C (£5,000) and Colin (£2,500), John C sells 6 for £3,000, Willem retains 3, Colin retains 5. Tower takes over Worldwide, bonuses for Lyndon (£4,000) and John M (£2,000), John M swaps 2 for 1, retains 4, Lyndon retains 9, Colin retains 2. Buys 3 Continental @ £600.

Willem 11-H Forms Festival, one free share. Buys 3 Festival @ £300.

John M 10-E Buys 3 Imperial @ £400.

Lyndon 12-A Forms Worldwide, one free share. Buys 3 Worldwide @ £300.

Colin 5-I Buys 3 Festival @ £300.

John C 6-E Buys 3 American @ £400.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	6	-	-	6	-	£6,400	£20,400
Willem Moene	7	3	-	7	-	1	3	£3,800	£26,000
John Marsden	3	1	6	-	4	-	4	£2,600	£20,800
Lyndon Gurr	-	7	-	-	13	-	3	£7,200	£28,200
Colin Sharpe	-	-	6	8	2	4	-	£1,600	£17,400
Bank Stock	15	14	7	10	6	14	15		
Chain Size	8	13	3	2	2	4	2		
Chain Value	600	700	400	300	300	600	400		

Playing sequence

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



BATTLE! 3

Three teams now have the ability to Hover.

ROUND 13

Team	Research	PP	Units	M	C	A	S	E	D	P	R	B	H
<i>Antz</i> Marcus Pratt	+ Hover Level 10	17	1A	2	0	4	1/0	1	3	1	3	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	1/0	1	0	0	0	1	
			7A	2									
			8A										
			9A	1	0	0	1/0						
<i>Cohen</i> Allan Stagg	✗ Level 10	16	1C	3									
			2C	2									
			3C	1									
			4C	1	0	1	3/0	1	1	1	2	1	1
			5C	3	3	3	1/0	1	1	0	1	1	1
			6C	1	0	0	1/0						
			7C	1									
			8C	1	0	1	2/0	1	0	0	1	0	1
			9C										
<i>Droid</i> Joakim Spångberg	✗ Level 6	11	1D	2	2	1							
			3D	1									
			4D										
<i>Everjoice</i> Steve Ham	+ Hover Level 10	15	1E	3	2	1	1/2	1	0	2	1	1	
			2E	2	0	3	0/0	0	0	1			
			3E	1	0	1	0/0	0	0	1			
			4E	2	0	1	1/2						
			5E	2	0	1	1/0	1	0	1			
			6E	2	0	2	1/0	1					
<i>Team Fred</i> Peter Hawkins	✗ Level 8	16	1F	2	0	3	0/0	0	1				
			2F	3	1	3	1/0	1					
			3F	0	0	1							
			4F	3	2	0	0/0	0	0	0	1		
			5F	2	0	2	0/0	1	1	0	2		
			6F	2	0	2	0/0	0	0	2	1		
			7F										

New units: 6A.

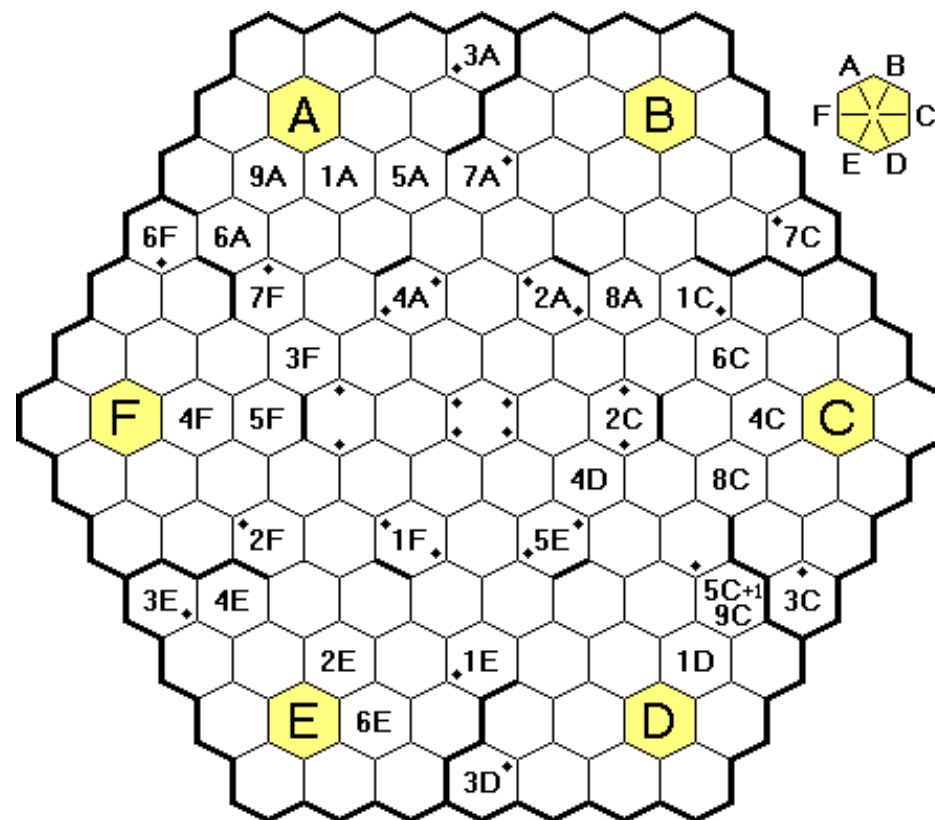
Movement: Some shuffling around, but no conflicts.

Combat: 6A→7F no hit, 5C→1D 6 hits, 5E→4D no hit, 2E→2F 4 hits, 2F→2E 6 hits.

Conversion: 5C converts 2D to 9C.

Build: 6A removes the wall in direction F.

A number of order are not specifying which unit is to carry out the order. Please make sure you specify the operating units in all cases.



I'm getting some orders to use elite(g) not to fire at a unit. This actually isn't legal - the rules specifically state under elite(g) that you cannot fire at empty hexes to avoid hitting a unit, so you have to be firing at something else, not empty space. However, the note also advises that you can aim at attributes at zero to achieve the same effect - but this is elite(c), and you need to specify the attribute to fire at. I've been making that adjustment, but it would be much better if you ordered it correctly. No more corrections - if you try and use elite(g) to 'avoid firing at a unit', it won't work if you don't give another legal target.

By the way - you should *always* give the elite reference rather than say 'use elite to do this', as the descriptions of what to do rarely match the wording of the rule, making it even harder to work out what you want! I thought I'd said this before, but I'll clarify it now. If you don't specify an elite letter from the rules, or use the wording from the rules for the feature you want to use, such orders are likely to be ignored.

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



BREAKING AWAY 14

The second sprint is all done.

ROUND 9

Pos	Riders	New
90	Mercury	3
89	-	
84	-	
83	Blitzen [2nd]	3
82	Rudolph [3rd] Spring [6th] Fall [5th]	4
81	Kamiyacho [4th] Summer [7th] Winter [8th]	7
80	May Stefanos Hibiya	10
79	Eddie Stobart Naka-Meguro Deacon Frans Maas	13
78	Dixen	15
77	Spenser	15
76	Scudder	15
75	-	
74	Donner	3
73	Turner of Soham	4
72	Christian Salvesen	5
71	Robicheaux Taylor	6
70	-	
69	-	
68	-	
67	Hiro-o	3

Simon Brooks (14) <i>Ditchling Beacon Bykers</i>					
A	Rudolph (6)	3	4	12	15
B	Donner	3	4	7	
C	Blitzen (8)	3	3	3	
D	Dixen	15	15	15	
Steve Ham (9) <i>AI Crawlers</i>					
A	Eddie Stobart (5)	5	6	13	15
B	Christian Salvesen (4)	4	5	7	
C	Frans Maas	3	12	13	
D	Turner of Soham	3	4	10	
Richard Lunn (16) <i>Queen of the Saddle</i>					
A	Mercury (10)	3	3	4	5
B	Deacon (6)	3	3	13	
C	May	6	10	10	
D	Taylor	1	3	6	
Jim Reader (5) <i>The Hibiya Line</i>					
A	Kamiyacho (5)	3	3	7	15
B	Naka-Meguro	8	10	13	
C	Hiro-o	3	3	3	
D	Hibiya	3	10	14	
Joakim Spångberg (16) <i>Le Quattro Stagioni</i>					
A	Spring (5)	4	4	10	
B	Summer (5)	7	10	15	
C	Winter (2)	4	7	10	
D	Fall (4)	3	4	14	
Rob Thomasson (18) <i>Hard Boiled</i>					
A	Robicheaux (10)	4	5	6	7
B	Scudder (8)	7	7	15	
C	Stefanos	10	10	14	
D	Spenser	4	4	15	



Hiro-o gains the dubious honour of being the first rider to be dropped, as his bank of value '3' cards cannot get him back into contention.

Mercury plods along at the front, waiting for the rest to catch him up and help him get some better replacement cards.

Orders required

Cards for round ten



BREAKING AWAY 15

No overcrowding any more, so most new cards are worth more.

ROUND 2

Pos	Riders	New
28	O'Neill	6
27	-	
26	-	
25	-	
24	-	
23	-	
22	Bigspy	3
21	-	
12	-	
11	Evesham	3
10	◇ Kramer ◇ Pershore	4
9	Knizia Stratford	6
8	Moon Bidford	8
7	Wallace Smallspy	10
6	Acol Ace One Spade ◆ Midspy ◆ Ueno ◆ No Trump ◇ Jackson ◇ Vulnerable	12
5	Eggspy Sankeien Negishi Teal'c	15
4	Carter Kamakura	15

Martin Butcher <i>Designers Four</i>					
A	Knizia	1	6	11	14
B	Kramer	3	4	15	
C	Moon	3	8	12	
D	Wallace	3	9	10	
Bruce Edwards <i>Spy Game</i>					
A	Eggspy	5	10	15	15
B	Bigspy	3	3	3	
C	Midspy	5	12	12	
D	Smallspy	4	9	10	
Jim Reader <i>Yokohama Parks</i>					
A	Sankeien	3	10	15	15
B	Negishi	9	14	15	
C	Ueno	4	12	15	
D	Kamakura	3	12	15	
Allan Stagg <i>Stargate</i>					
A	O'Neill	1	1	3	6
B	Carter	10	14	15	
C	Teal'c	3	15	15	
D	Jackson	4	9	12	
Mark Stretch <i>Avon Riders</i>					
A	Evesham	3	5	5	14
B	Pershore	3	4	15	
C	Stratford	3	6	11	
D	Bidford	3	8	8	
Roger Trethewey <i>Bridge Riders</i>					
A	Acol Ace	6	9	12	12
B	One Spade	6	12	16	
C	No Trump	5	12	12	
D	Vulnerable	5	8	12	



Jim rename his team from *Japanese Parks* to *Yokohama Parks*, giving a tighter focus to where the parks are. He did mention that he had changed some of the names, but the only change I found was in the team name.

Perhaps next time...

Orders required

Cards for round three





Bus Boss 284-SSV

One more shopping spree after this one.

ROUND 11

South Sweden

Round 11 Runs

			CHEF	GRUB	TURN	GEAR	GONE	
36	5♦ Säfte 5♠ Hälsingborg	① GEAR 20 ② TURNIPS 10 ✕ GONE ✕ CHEF	-3		+2	-2 +3 +3	-3	16 8 3 3
37	J♣ Ludvika A♥ Stockholm	① GRUBBY 16 ② CHEF 7 ② GONE 7 ✕ GEAR				-2 -2	+3	16 8 2 4
38	7♦ Vänersborg 3♣ Bollnäs	① GEAR 20 ② GRUBBY 10 ✕ GONE ✕ CHEF	-4			+4 +4	-4	12 10 4 4
39	5♣ Gävle 10♦ Borås	① GEAR 9 ① CHEF 9 ① GRUBBY 8 ④ GONE 4	+4/-5	+2		+5/-4 -2 -4	+4 +1	14 11 6 -1
40	9♦ Falköping K♥ Vastervik	① GEAR 20 ② TURNIPS 10			-3	+3		17 13
41	Q♦ Göteborg 5♥ Södertälje	① TURNIPS 13 ① GRUBBY 12 ③ CHEF 5 ✕ GEAR	+4	-4	+6	-6		7 16 1 6
42	6♣ Sandviken 2♠ Trelleborg	① GONE 20 ② GEAR 10 ✕ CHEF				+1 +4	-1	21 5 4
43	3♥ Stockholm 6♠ Varberg	① GRUBBY 13 ② CHEF 6 ② TURNIPS 6 ② GONE 5 ✕ GEAR				-7	+3 -2	13 9 -3 4 7
44	8♥ Motala A♣ Northern Sweden	① CHEF 16 ② GONE 9 ③ TURNIPS 5 ✕ GRUBBY		-2	+3		-3	11 15 2 2

Round 11 Routes

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

Göteborg Expressways Are Rampant (GEAR) (Kevin Lee, Green)
 None.

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

Terribly Ugly Routemasters Navigate Inside Pretty Sweden (TURNIPS) (Steve Ham, Red)
 Hässelholm - Malmö, Katrineholm - Koping (11)

Great Organisation and New Engines Know Operational Planning Inspires New Greatness
 None. (GONE KOPING) (Jim Reader, Yellow)

Scores

	Runs:	36	37	38	39	40	41	42	43	44	Routes	Score
GONE KOPING	272	3	2	4	-1	-	-	21	4	15	-	320
GEAR	185	16	4	12	14	17	6	5	7	-	-	266
GRUBBY	195	-	16	10	6	-	16	-	13	2	-	258
CHEF	183	3	8	4	11	-	1	4	9	11	-	234
TURNIPS	199	8	-	-	-	13	7	-	-3	2	-11	215

Round 12 Runs

- 45. 6♦ - 10♣ Uddevalla to Avesta
- 46. 7♥ - 4♦ Katrineholm to Karlstad
- 47. 9♥ - 9♣ Norrköping to Uppsala
- 48. 6♥ - 7♣ Örebro to Borlänge
- 49. K♦ - Q♣ Göteborg to Koping
- 50. J♥ - Q♠ Jönköping to Kalmar
- 51. 4♣ - 3♠ Söderhamn to Malmö
- 52. 8♦ - 2♥ Mariestad to Stockholm

Runs

Enter up to 5



BUS BOSS 292-FRA

Paris to Lyon was in great demand, but it went quickly.

ROUND 1

South East Australia

Bloody Useless Management (BUM) (Jim Reader, Yellow)
 Paris - Lyon 100 - 14 86

Brian's Unrestricted Society: Buses of South Somewhere (BUSBOSS)
 (Brian Tappenden, Orange)

Orleans - Le Mans - Nantes 100 - 12 88

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
 Orleans - Nancy 100 - 13 87

Robertson's Routemasters (RR) (Simon Robertson, Blue)
 Rennes - Le Mans - Caen 100 - 12 88

Dijon Expressways Are Rampant (DEAR) (Kevin Lee, Red)
 Paris - Le Mans - Tours 100 - 12 88

Garlic and Onions (GO) (Bob Coull, Black)
 Paris - Mulhouse 100 - 13 87

Routes

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





DUNGEONQUEST 3

Darkness and shadows.

ROUND 16

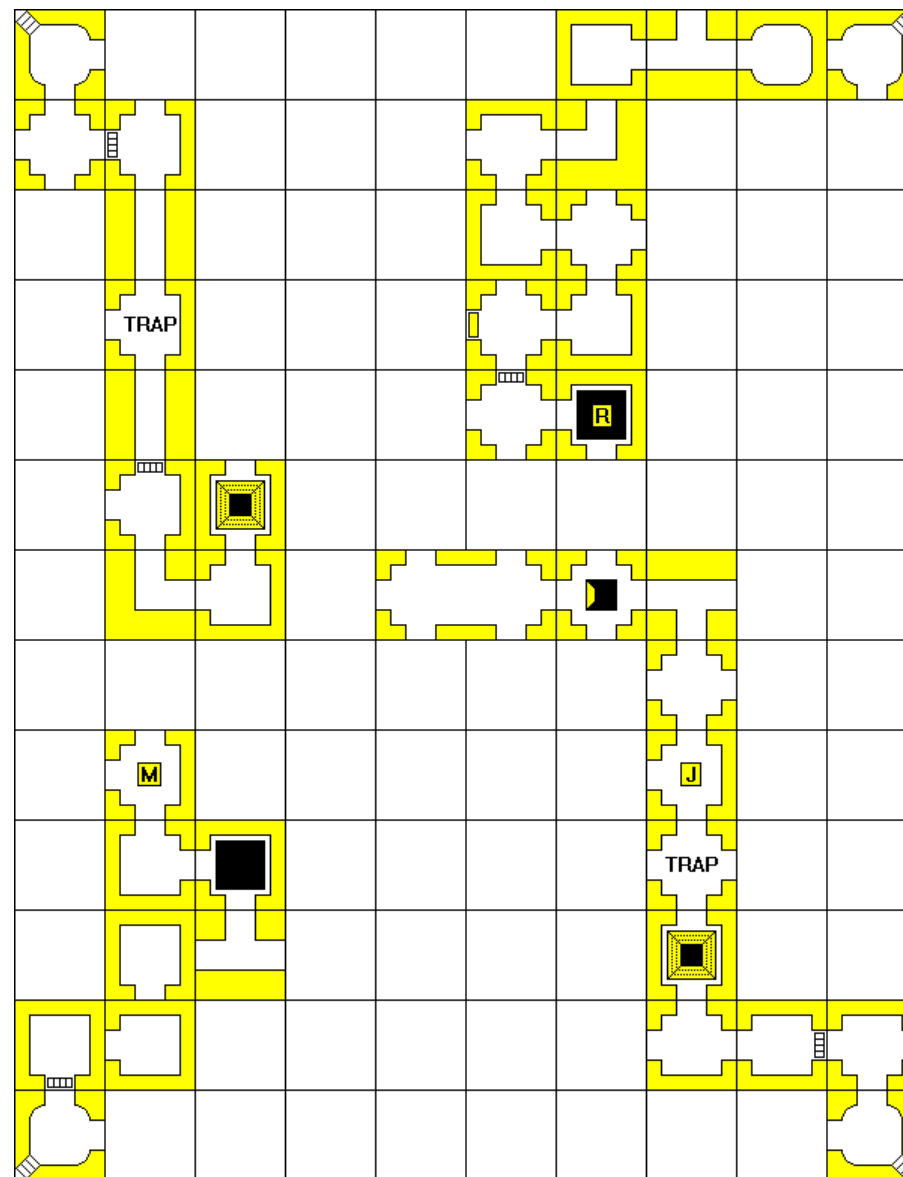
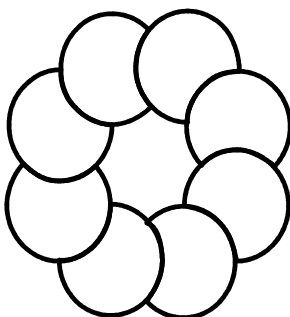
	St	Ag	Ar	Lk	LP	Ring	Treasure
Roger Trethewey <i>Sir Quentin</i>	3	8	5	7	5 {10}	Opening	Bow and 4 arrows Golden guineas - 10 GP Potion
Martin Butcher <i>Mordor</i>	4	7	4	8	14 {15}	Blinding	Golden guineas - 60 GP Golden guineas - 50 GP Jewellery - 200 GP Ring - 90 GP
Jim Reader <i>Mr C Fodder</i>	7	5	6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

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

Sir Quentin moves east and finds himself in darkness. I've done the random bit for which way you come out, and you'll be heading south next time.

Mordor attacks the Goblin, which turns round and legs it out of sight. Mordor heads north and finds an empty room with exits to the north and west.

Mr C Fodder moves further south, and gets that feeling that he is not alone. Perhaps it is the shadow of the Mountain Troll that causes this. Decide quickly - attack it, flee back the way you came, or wait to see what it does.



Orders required

10 rounds to go

Moves for round seventeen



DUNGEONQUEST 4

Three empty rooms and one crypt.

ROUND 5

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

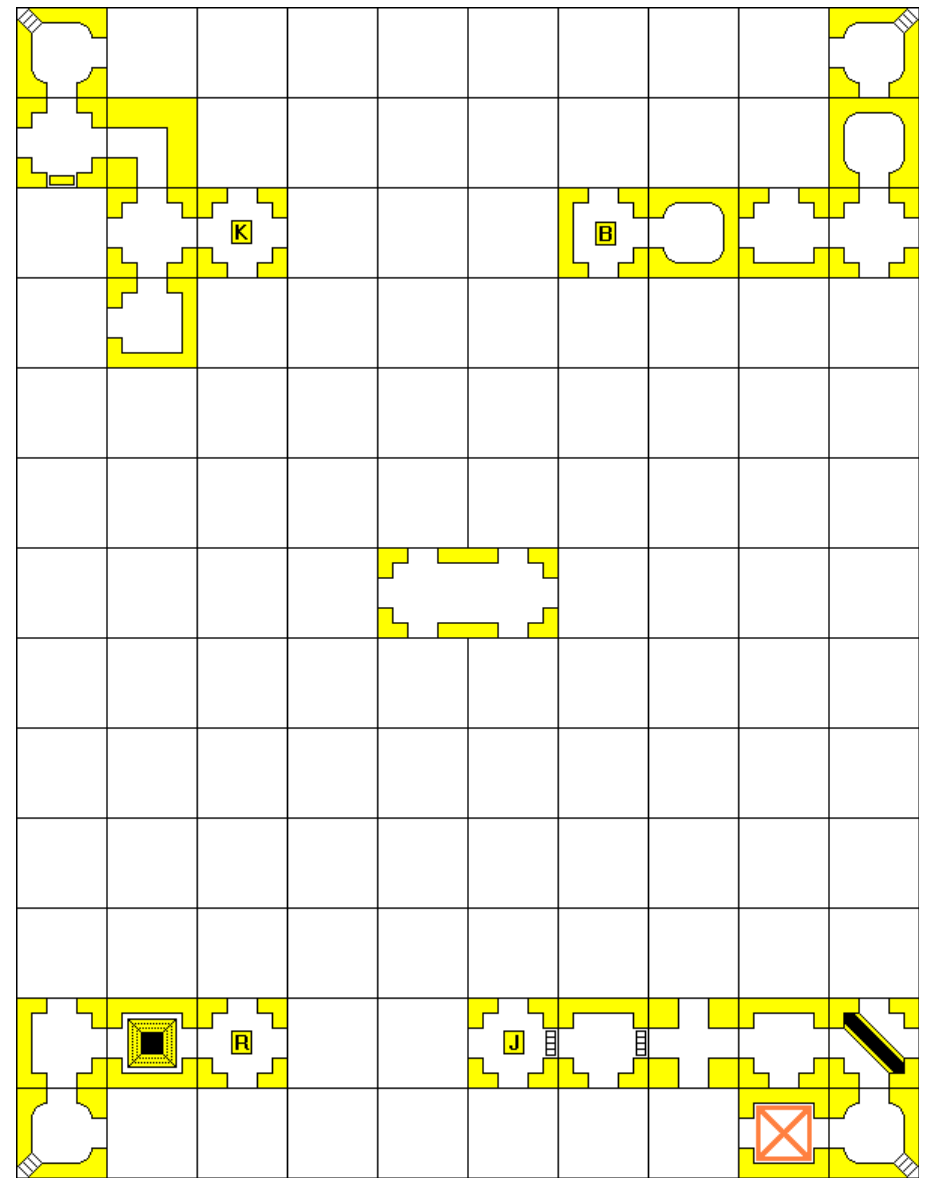
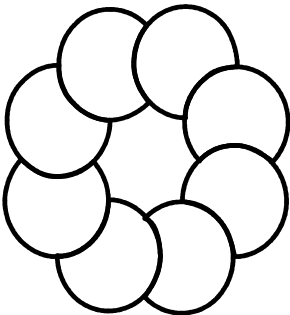
St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ {}=original Life Points

Crispin moves east and finds an empty room with exits in all directions. The spider didn't follow you - that was a bit of colour that was easy to misread.

Ratzinere moves west and finds an empty room with exits north and south.

Toby the Worm waits to see what the Goblin does, but doesn't have to wait long. He obviously doesn't like the look of you, and flees. Toby searches the room, but finds nothing.

Mr C III Jr searches the crypt and finds - a trap! Fortunately for him, he found it before it went off, so suffers no damage. He heads west and finds another room with a crypt. This also has a portcullis. The designers must have been short of ideas in this area. You can take another crypt card before you move.



Orders required21 rounds to go

Moves for round six



MYSTIC WOOD 1

George completes his quest.

ROUND 41

◇ Marfisa moves west.

◇ George leaves the wood through the Enchanted Gate and wins the game.

◇ Perceval moves south.

◇ Astolfo moves north and claims his third corner.

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
		1	2	Horse
Bruce Edwards	Perceval	1		Ox-Slayer
		1		Child-saver
Jim Reader	Astolfo	3	1	Leave with the Holy Grail
				Pilgrim (deliver to City for the Staff)
		2	3	Visit the four corners (NW ✓ SW ✓ SE ✓)
			1	Potion
				Crystal
		1		Troll-slayer
		1		Ring
		1		Child-saver

Congratulations to Roger on slaying the Dragon and leaving the wood first. Thanks also for taking over from Gery McLaughlin to keep the game more interesting. I had considered asking the others whether they wanted to continue for placings, but it would not be a quick exercise.

Astolfo has the best chance, needing 17 or 18 turns to get to the north east and then out of the wood - he's actually better off if his encounter in the north east sends him to the Tower! Perceval can get to the Holy Grail next time, but only has a 1 in 6 chance of picking it up. If he fails it transports across the wood. Marfisa has the hardest job, as she needs three more prowess, and the deck only has three such cards left. She might get some by jousting with the other knights, but she's got to catch them first!

So, on balance it seems best to thank everyone for the game and stop here. Just out of interest, I made some advance moves and came up with the following results.

Perceval made his 1 in 6 roll and picked up the Holy Grail, and left the wood in 9 turns.

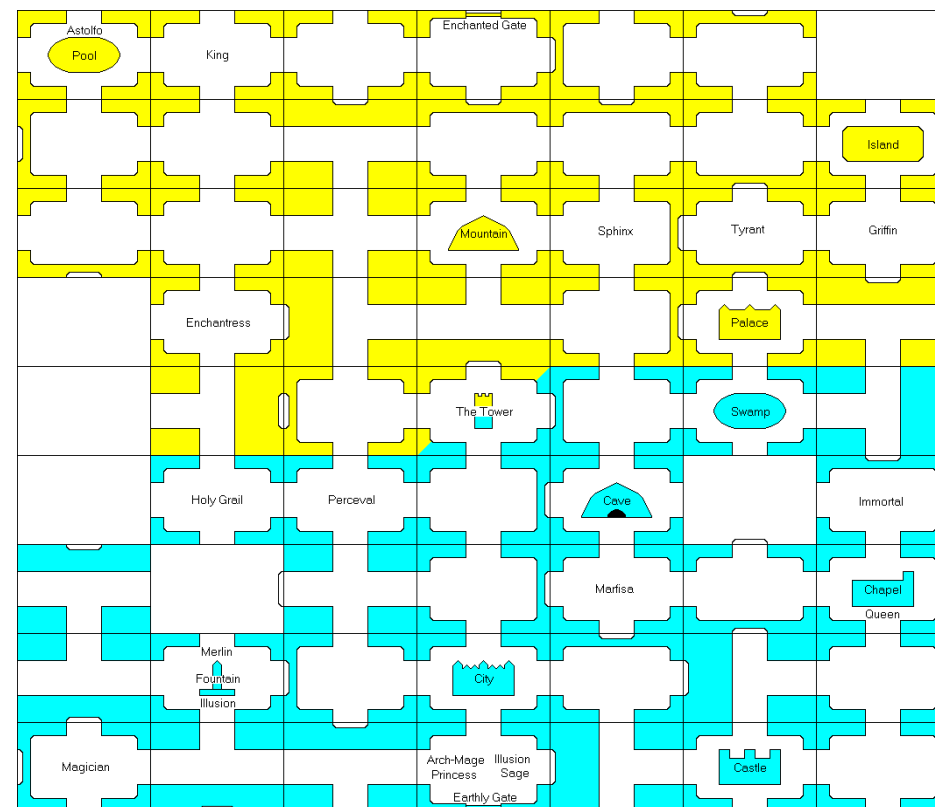
Astolfo got to the north east corner and was challenged by the Orc. He defeated the Orc, and left the wood in 18 turns.

Marfisa found the Crone to the east of the Cave, delivered her to the Palace as required, at which point she became the Maiden-rescuer for one extra prowess.

On that basis...

1st	Roger Trethewey	George	41 turns
2nd	Bruce Edwards	Perceval	50 turns
3rd	Jim Reader	Astolfo	59 turns
4th	Kevin Lee	Marfisa	Still looking
5th	Philip Honeybone	Britomart	Dropped out

This all assumes that people actually try and complete their quests of course, but it seems a reasonable assumption. We'll tie the whole thing up next month, so if you have any comments, pass them on.





OUTPOST 21

Please don't refer to a Laboratory as a Lab - gets confused with Orbital Lab

ROUND 11

Commander Actions

- Mark Auctioned a Laboratory for 80 and got it reduced to 70 after Data Library discounts (o:4,5 w:30 t:13 m:18) plus a free Research Factory
- Geoff Auctioned a Scientists for 40. Jim joined at 41, Marcus at 42, Willem at 43. Jim dropped out at 60, Geoff at 65, Marcus at 67. Willem got it for 67 reduced to 47 after Data Library discounts (w:6,7,8,8,9,10)
- Auctioned an Ecoplants for 30 and got it (w:30)
 - Bought one Titanium Factory (o:2 w:10 t:7,12)
- Bruce Auctioned an Outpost for 100. Jim joined at 101. Bruce dropped out at 103. Jim got it for 103 reduced to 93 after Ecoplants discounts (o:3,5 w:5,6,6,6,6,7,7,7,8,8,9,10) plus a free Titanium Factory
- Auctioned an Outpost for 100 and got it reduced to 75 after Heavy Equipment / Ecoplants discounts (w:5,7,7 t:8,11,12,12,13) plus a free Titanium Factory
- Jim Passed
- Marcus Bought one New Chemicals Factory (o:1 w:30 r:13 n:16)
- Willem Passed

PO	Name	Factories	Population	Robots	Production
1	Geoff	2o,5w,3t	8 (8)	2 (8)	2o,5w,3t (71,10)
2	Mark	2o,4w,2t,1r	8 (8)	0 (0)	1o,4w,3t,1r,1m (91,10)
3	Jim	2o,5w,1t	8 (13)	0 (0)	3o,5w,1t (54,20)
4	Bruce	2o,2w,3t	5 (10)	0 (0)	1o,2w,3t (47,20)
5	Marcus	2o,4w,2n	6 (8)	0 (0)	2o,1w,1r,2n (89,15)
6	Willem	2o,5w	5 (5)	0 (0)	2w,2W,4r (126,15)

PO	Name	Colony Cards	Victory Points
1	Geoff	HE, Nod, Rob, Eco	24 (135)
2	Mark	DL, HE, Nod, OL, Lab	23 (200)
3	Jim	WH, Nod, Eco, OP	22 (180)
4	Bruce	DL, WH, HE, Eco, OP	21 (200)
5	Marcus	WH, Nod, Sci	15 (90)
6	Willem	DL, DL, WH, HE, Sci, Sci	13 (165)

Data Library	0	Sold out	Orbital Lab	2	(1 more)
Warehouse	0	Sold out	Robots	0	(3 more)
Heavy Equipment	0	Sold out	Laboratory	2	(1 more)
Nodule	0	Sold out	Ecoplants	0	(1 more)
Scientists	1	(none left)	Outpost	1	(1 more)

Orders required

Round twelve auctions, bids and purchases



OUTPOST 22

No interaction in this round, just separate purchases.

ROUND 7

Commander Actions

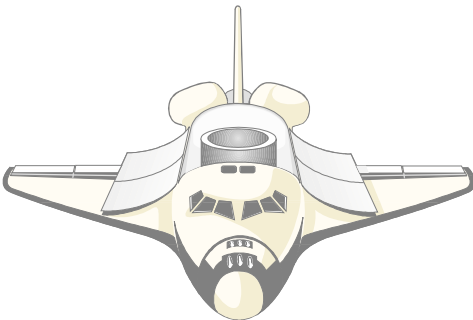
- Jim Bought one Population Unit (o:3,3 w:4)
- Willem Bought one Water Factory (o:1,4 w:7,8)
- David Bought two Water Factories (o:2 w:8,30)
- Marcus Bought one Titanium Factory (w:6,7,7 t:12)
- Lyndon Bought one Titanium Factory (o:2,2,4 t:10,12)
- Steve Auctioned a Warehouse for 25 and got it (w:8,8,9)
- Martin Auctioned a Nodule for 26 and got it (w:4,5,5,6,6)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,2w	5p (8,0)	DL, DL, DL, Nod	3o,3w (30,10)	9 (70)
2	Steve	2o,5w	6p (8,0)	WH, Nod	2o,4w,1W (64,15)	9 (50)
3	Marcus	2o,3w,2t	5p (5,0)	DL, HE	1o,4w,2t (51,10)	9 (45)
4	Willem	2o,5w	6p (8,0)	DL, Nod	2o,7w (55,10)	9 (40)
5	Lyndon	2o,2w,3t	5p (5,0)	HE	4w,3t (58,10)	9 (30)
6	David	2o,7w	7p (8,0)	Nod	2o,4w,1W (64,10)	9 (25)
7	Martin	2o,4w	5p (8,0)	WH, Nod	3o,5w,1W (74,15)	8 (50)

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

Orders required

Round eight auctions, bids and purchases





OUTPOST 23 {AV}

Willem, Mick and David follow exactly the same path.

ROUND 3

Commander Actions
Kevin Bought one Water Factory (o:1,1,2,2 w:3,3,4,4)
 ▶ Bought one Population Unit (o:1,2 w:3,4)
Marcus Auctioned a Heavy Equipment for 30 and got it (o:1,1,1,1,2,2,2 w:3,3,3,3,4,4)
Willem Bought two Population Units (o:1,2 w:3,3,3,4,4)
Mick Bought two Population Units (o:1,2 w:3,3,3,4,4)
David Bought two Population Units (o:1,2 w:3,3,3,4,4)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Marcus	2o,2w	4p (5,0)	HE	23	5 (30)
2	Mick	2o,3w	5p (5,0)	-	31	5 (0)
3	Willem	2o,3w	5p (5,0)	-	31	5 (0)
4	David	2o,3w	5p (5,0)	-	31	5 (0)
5	Kevin	2o,3w	5p (5,0)	-	30	5 (0)

PO	Name	Total Cards	Megas	Ore	Wat/Tit	Res	Mic	NC/OM	RO	MO
1	Marcus	5½/10	-	-	5	2	2	2	-	-
2	Mick	5½/10	-	-	2	2	3	4	-	-
3	Willem	5½/10	-	-	2	2	3	4	-	-
4	David	5½/10	-	-	2	2	3	4	-	-
5	Kevin	5½/10	-	-	2	2	4	3	-	-

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

Orders required
Round four auctions, bids and purchases



BREAKING AWAY 13

Wrapping up time.

ROUND 18

Pos	Riders	Team Results	Individual Mention
1st	Rodney Marsh	Soccer Saturday Supremos 1st	Croaker (TBC) 24 pts
2nd	Croaker	The Black Company 2nd	Jeff Stelling (SSS) 22 pts
3rd	Gamma	Team Active 3rd=	Gamma (GS) 16 pts
4th	Jeff Stelling	Greek Salad 3rd=	Proactive (TA) 14 pts
5th	One-Eye	NYPD 5th	Simone (NYPD) 13 pts
6th	Simone	The Superheroes 6th	One-Eye (TBC) 10 pts
7th	Proactive		Hyperactive (TA) 10 pts
8th	Frank McLintock		

1st	Kevin Lee	Soccer Saturday Supremos	58
2nd	Jim Reader	The Black Company	34
3rd=	Allan Stagg	Team Active	24
	John Webley	Greek Salad	24
5th	Roger Trethewey	NYPD	16
6th	Don Shailer	The Superheroes	0

Jim Reader (The Black Company, 2nd): Congratulations to Kev for a comfortable win. I struggled to keep my team together in this game and am surprised to have got any sort of podium finish after a poor race. Thanks to Keith for GMing and the other players for good competition.

Allan Stagg (Team Active, 3rd=): A convincing win for Kevin - Congrats to him for keeping all his cyclists together. Thanks to Keith for GMing this enjoyable race.

Congratulations indeed to Kevin, for a clear margin for his win.

I've included details of the individual riders' performances this time, listing those who picked up ten points or more.

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Aug 5th	The Abyssinian Prince 293, The Tangerine Terror 30
Aug 6th	Greatest Hits 269
Aug 9th	Save Your xxs For Me 19
Aug 20th	Bloodstock 182

Well, that's a short list. Mind you, the gap between the last issue and this one is shorter than usual, so that goes towards explaining the scarcity of new issues from elsewhere. Then there's the fact that we're in the holiday season, with some zines giving extended deadlines to help their editors get a proper break.



PUERTO RICO 1

No more colonists this time.

ROUND 14

Alan is the Captain (+1).

Peter is the Craftsman (+2) and produces an extra Sugar.

Derek is the Builder and builds a Coffee Roaster.

Jim builds a Tobacco Storage, Alan builds an Office, Peter builds a Tobacco Storage.

Jim is the Trader (+1) and trades Coffee.

Alan trades Sugar, Peter trades Corn, Derek trades Tobacco. The Trading House is emptied.

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

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

Buildings

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

Cargo Ships

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

Jim Reader	DbIns: 8	Chips: 6	Fields: Qry ✓ ✓ ✓ Crn ✓ Ind ✓ ✓ ✓ Cof ✓	Goods: Crn ✓ Ind ✓ ✓ Cof ✓
Alan Harvey	DbIns: 3	Chips: 8	Fields: Qry ✓ ✓ Crn ✓ ✓ Ind ✓ ✓ ✓ Sug ✓ Cof ✓	Goods: Crn ✓ ✓ Ind ✓ ✓ Sug ✓ ✓
Peter Hawkins	DbIns: 2	Chips: 26	Fields: Crn ✓ ✓ ✓ Ind ✓ Sug ✓ Tob ✓ ✓	Goods: Crn ✓ Ind ✓ Sug ✓ ✓
Derek Wilson	DbIns: 5	Chips: 11	Fields: Qry ✓ ✓ Crn ✓ Ind ✓ Sug ✓ Tob ✓	Goods: Crn ✓ Ind ✓ Tob ✓

Orders required

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



PUERTO RICO 3

A bit of shipping and building,
plus some new people.

ROUND 7

Peter is the Captain (+2).

Mick is the Builder (+1) and builds a Coffee Roaster.

Alan builds an Office, Peter builds a Harbour.

Jim is the Mayor (+1).

Alan is the Prospector.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
3	Crn	Ind	Ind	Sug	Tob	Ind	Sug	Crn	-	5	43

Buildings

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

Cargo Ships

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

Jim Reader	DbIns: 1	Chips: 5	Fields: Qry ✓ Crn ✓ Ind ✓ Tob ✓	Goods: Crn ✓
Allan Stagg	DbIns: 1	Chips: 4	Fields: Qry ✓ Ind ✓ Sug ✓ Tob ✓ Cof ✓	Goods: Sug ✓
Peter Hawkins	DbIns: 3	Chips: 9	Fields: Crn ✓ Ind ✓ Sug ✓	Goods: Sug ✓
Mick Haytack	DbIns: 1	Chips: 4	Fields: Qry ✓ Crn ✓ Sug ✓ Cof ✓	Goods: Sug ✓

Orders required

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



RAILWAY RIVALS 1980-B

This is how it came
out in the wash.

ROUND 12

London and Liverpool

Round 12 Runs		WOT	PUPPET	BUM	TGV	COLIN	
36	66 Oxford 44 Leicester	① TGV 20 ② COLIN 10 ✗ WOT ✗ PUPPET ✗ BUM	-3 -1	-1	+1 +3 +1	-1 +1	15 10 3 1 1
37	51 Birmingham 31 Preston	① BUM 11 ① COLIN 10 ③ WOT 5 ④ PUPPET 4 ✗ TGV		+1 +2 +1	-1 	-2 -1	8 13 4 4 1
38	56 Gloucester 12 Hull	① WOT 30 ✗ PUPPET	-2 +2				28 2
39	43 Lincoln ② East Anglia	① BUM 13 ① WOT 12 ③ PUPPET 5 ✗ TGV	+1 -2 +2	-1	-2		14 13 1 2
40	11 Grimsby 22 Bradford	① TGV 20 ② WOT 10 ✗ BUM		-3 -3	+3		17 7 6
41	34 Liverpool 63 London	① PUPPET 13 ② TGV 8 ③ BUM 5 ③ COLIN 4		+1	-1 -2	+2	13 11 4 2
42	25 Manchester ① Southern England	① COLIN 13 ② TGV 8 ③ BUM 5 ④ PUPPET 4		-1 -4		+4 +1	8 8 9 5

Scores

	Runs:	36	37	38	39	40	41	42	Score
TGV	299	15	1	-	2	17	11	8	353
WOT	220	3	4	28	13	7	-	-	275
COLIN	233	10	13	-	-	-	2	8	266
BUM	212	1	8	-	14	6	4	9	254
PUPPET	226	1	4	2	1	-	13	5	252

1st	Simon Robertson	TGV	353
2nd	Peter Hawkins	WOT	275
3rd	Colin Sharpe	COLIN	266
4th	Jim Reader	BUM	254
5th	Peter Mearns	PUPPET	252

Simon wins as expected, and congratulations are due. Comments for next time, please. ☹



RAILWAY RIVALS 1984-CN

A new leader shakes
the score board.

ROUND 11

California and Nevada

Round 11 Runs		ARNIE	EARTH	GITCO	WART	REBUS	
29	44 Long Beach 35 Bakersfield	① EARTH 20 ② ARNIE 10 ✗ REBUS	+1 -1 +1			-1	20 9 1
30	14 Marysville 32 Merced	① GITCO 13 ① REBUS 12 ③ WART 5 ✗ EARTH		+1 -2		-1 +2	12 13 3 2
31	55 Las Vegas 23 San Jose	① EARTH 20 ② ARNIE 10 ✗ GITCO	+1/-4 +3	+4/-1 -3			17 10 3
32	42 Los Angeles ③ Arizona/Utah	① ARNIE 20 ② EARTH 10					20 10
33	21 San Francisco 13 Chico/Westwood	① WART 16 ② GITCO 9 ③ REBUS 5 ✗ EARTH		-6 -3		+3 +6	10 6 5 9
34	66 Reno 52 Brawley	① EARTH 20 ② ARNIE 10 ✗ GITCO ✗ REBUS	+5 +1 +1	-8 -5 +8	-1	-1	17 3 9 1
35	63 Cobre/Shafter ② Mexico	① GITCO 30 ✗ ARNIE	-9	+9			21 9

Round 11 builds

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

None.

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

(EARTHQUAKE) (Jim Reader, Yellow)

None.

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.

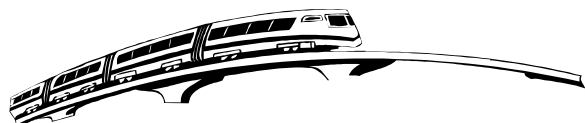
Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
EARTHQUAKE	249	20	2	17	10	9	17	-	-	324
ARNIE	251	9	-	10	20	-	3	9	-	302
REBUS	241	1	13	-	-	5	1	-	-	261
GITCO	174	-	12	3	-	6	9	21	-	225
WART	109	-	3	-	-	10	-	-	-	122

Round 12 Runs

36.	62 - 11	Austin/Eureka to Eureka/Weed
37.	61 - 46	Caliente/Ely to San Diego
38.	24 - 36	Oakland to San Luis Obispo
39.	25 - ❶1	Sacramento to Oregon/Idaho
40.	56 - 31	Laws/Tonopah to Monterey
41.	53 - 41	Barstow to Los Angeles
42.	16 - ❷6	Santa Rosa to any Coastal City (except Oakland)

Runs
Enter up to 4



RAILWAY RIVALS 1990-CK

A new leader
by one point.

ROUND 10

County Cork

Round 10 Runs

			BRK	GIB	PADDY	BOB	
22	11 Cork 42 Buttevant/Glanworth	① GIB 9 ① BROOKS 9 ① PADDY 8 ④ BOB 4			+4	-1	9 9 7 5
23	55 Drimoleague/Kealkill 12 Cork	① PADDY 16 ② BOB 9 ③ BROOKS 5					16 9 5
24	53 Ballygeary/Rathmore 24 Midleton/Rathcormack	① GIB 30					30
25	33 Coachford/Donoughmore ❷5 County Tipperary	① GIB 20 ② BOB 10		-3		+3	23 7
26	34 Bandon 46 Rath Loirc	① BROOKS 15 ① GIB 15	-1	+1			16 14
27	64 Castletown Bearhaven 26 Fermoy	① PADDY 20 ② BOB 10			+9/-2	+2/-9	13 17
28	62 Ballydehob/Glengarriff ❸4 County Limerick	① BROOKS 20 ② PADDY 10 ✕ BOB	+4	+1		-4 -1	16 9 5

Round 10 builds

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

Graystone's Irish Buses (GIB) (Michael Graystone, Brown)
None.

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

Ballybunnion Or Bust (BOB) (Peter Robbins, Black)
None.

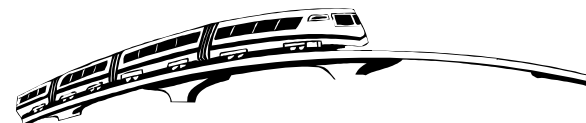
Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
GIB	198	9	-	30	23	14	-	-	-	274
BOB	230	5	9	-	7	-	17	5	-	273
PADDY	204	7	16	-	-	-	13	9	-	249
BROOKS	169	9	5	-	-	16	-	16	-	215

Round 11 Runs

29.	23 - 13	Ballycotton/Tallow to Cork
30.	43 - 65	Mallow to Kenmare
31.	25 - 44	Cobh to Kanturk/Millstreet
32.	15 - ❷2	Cork to County Kerry
33.	32 - 63	Ballinhassig/Crookstown to Adrigole/Skull
34.	51 - 35	Clonakilty to Kinsale
35.	54 - ❶1	Dunmanway/Timoleague to County Kerry

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



RAILWAY RIVALS 1994-CY

OLIVE is being
chased by PUPPET.

ROUND 7

Cyprus

Round 7 Runs

			CHITS	OLIVE	PUPPET	FETA	
1	31 Paleokhoro 21 Polis	① OLIVE 30 ✕ CHITS	-5	+5			25 5
2	61 Athna 55 Akanthou	① FETA 13 ① PUPPET 12 ③ CHITS 5	+3 -3		+3/-2 +3	+2/-3 -3	17 8 5
3	43 Nicosia 34 Zyi	① OLIVE 16 ② PUPPET 7 ② FETA 7 ✕ CHITS	-1	+4/-5 +1	+5/-4 -1	+1	16 7 6 1
4	11 Pophos 63 Famagusa	① PUPPET 30					30

5	14 Episkopi 51 Laphthos	① OLIVE 30	-1		-1		28
		✗ PUPPET		+1			1
		✗ CHITS		+1			1
6	26 Troodos 45 Nicosia	① FETA 11		-3			8
		① PUPPET 10		-3			7
		③ OLIVE 5	+3/-1		+3	+3	13
		④ CHITS 4		+1/-3			2

Round 7 builds

Cyprus Holidays In The Sun (CHITS) (Bob Coull, Black)

None. +1 (OLIVE) = +1

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

(L4) - J3 - Paphos; (F68) - E69 - E71. -9 (builds) -1 (CHITS) -1 (PUPPET) = -11

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

(A53) - N13 - N14 - Paleokhoro; (H5) - J4. -10 (builds) +1 (OLIVE) +2 (FETA) = -7

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

(Episkopi) - E9 - F8 - F7 - G7 - G6. -9 (builds) -2 (PUPPET) = -11

Scores

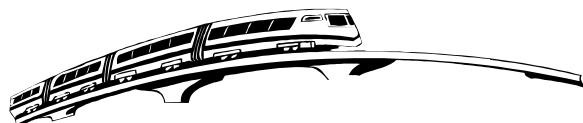
	Runs:	1	2	3	4	5	6	Builds	Score
OLIVE	76	25	-	16	-	28	13	-11	147
PUPPET	70	-	8	7	30	1	7	-7	116
FETA	36	-	17	6	-	-	8	-11	56
CHITS	30	5	5	1	-	1	2	+1	45

Round 8 Runs

7. 53 - 36 Kyrenia to Larnaca
8. 24 - 15 Pedhoulas to Limassol
9. 62 - 16 Famagusa to Limassol
10. 35 - 66 Larnaca to North East Cyprus
11. 56 - 44 Lefkoniko to Nicosia
12. 23 - 46 Evrykhou to Nicosia

When giving details of payments to others, please give the company name every time. The colour is optional and useful, but the company is the preferred information.

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



RAILWAY RIVALS 2004-DK

Some colour confusion.

ROUND 3

Dakota

[16 points for these builds]

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

(D51) - Beulah; (E51) - Dickinson - Beach; (W15) - R12.

37 +9 (towns) +1 (FEAR) +2 (ODE) +3 (YEEHAW) = 52

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

(Z18) - Y19 - X18 - V19 - U19 - T19 - Faulkton; (U19) - Pierre; (R17) - Blunt; (Faulkton) - R22.

42 +12 (towns) -1 (GREAT) = 53

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

(K60) - Devils Lake; (M47) - Williston; (Garrison) - I52 - Mott - A49.

38 +9 (towns) -2 (GREAT) = 45

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

(Fargo) - H67 - J68 - Grand Forks; (W25) - Aberdeen; (K30) - Canton; (P28) - Huron - P24.

30 +6 (towns) -3 (GREAT) = 33

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

(A64) - Oakes; (A64) - A56 - Bismarck.

28 +3 (towns) = 31

GOTGT's build are rather less than the sixteen point allowance, because they were actually builds off YEEHAW's track. I extracted the parts that could be attached to his existing track, but had to ignore anything that didn't fit.

Builds

Up to 13 points excluding payments to rivals



RAILWAY RIVALS 2016-CZ

Welcome to the Czech Republic.

NEW GAME

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

Steve Ham 103 College Road, Norwich, NR2 3JP

Peter Mearns 8 Cradlehall Farm Drive, Inverness, IV2 5GQ

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

Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN

Maps are enclosed for all. Your options for starting points are the towns of Praha (B52) or Brno (M28). Three start at Praha, two at Brno. The key numbers in the large towns are particularly unclear on these copies. Praha is 11, 12 and 13, Ostrava is 31 and 32, while Plzen is 61 and 62. Note that for the international runs, you have to connect to specific hexes, as listed on the map, rather than just cross the border at any point.

Set up

Company names and colour preferences

NEWS FROM THE ROCK

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



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

- ✱ Holidays and a shortened reporting period gives us much shorter lists than usual for completed games and new games. Almost three quarters of the games are currently on hold due to the number of people on holiday. While pauses are expected, I don't think I can recall it having quite this much effect before. I guess that a lot of people have just decided to take holidays at the same time.

- ✱ I still have hopes of adding more games to the site, but as always, it is the time to write the adjudication software that is hard to find. I've actually done an adjudicator for Einfach Genial, but wanted to launch that one alongside McMulti and Power Grid. I also want to add some functionality to the existing programs so that after an adjudication session I have a batch file that will automatically transfer the relevant files to the live site, removing me from the process and thereby reducing the risk of errors creeping in at that stage. Then there's the messages for new games to improve, and the 18xx adjudicator, and lots more. Early retirement might be a good idea...

- ✱ 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	2.262
- Gareth Lodge	2.167
▼ Peter Hawkins	2.071
- Michael Longdin	2.065
- Michael Graystone	2.043
▲ Mark Stretch	2.027
- Mick Haytack	2.009
- Bob Coull	2.000
- John Webley	2.000

- ✱ Completed games and winners:

Acquire e523	Kevin Wilson
Samurai e544	Bruce Edwards

- ✱ New games and start dates:

Puerto Rico e556	Aug 6th
Acquire e557 (Powers)	Aug 6th
Torres e558 (Master)	Aug 8th
Samurai e559	Aug 11th



PREVIEW

A few 18xx titles have appeared on the lists this time, notably 1800, 1825 Unit 3 and 1870.



I had a suggestion for another game of Jotto, so let me know if you're interested. The game is about identifying words by sending in your own words and finding out how many letters in your guess are in each of the secret words in the game - a bit like Mastermind for words. This is a no-fee game and there is no limit to the number of people that can join in.

The Australian Railways list is full, and I've put it down for a start in issue #126. That gives me time to get the map sorted out! If I get it done earlier, it may come forward.

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

#124:	1829 South, Acquire (Powers)
#125:	1830, Outpost, Railway Rivals (Denmark)
#126:	Australian Railways, Bus Boss (North Italy)

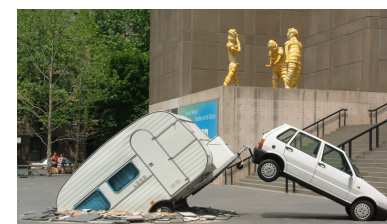


RATINGS

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	3.135
- Marcus Pratt	2.943
- Lyndon Gurr	2.848
- Steve Thomas	2.750
- Mark Frueh	2.714
▲ Peter Hawkins	2.621
- Gareth Lodge	2.400
▼ Colin Sharpe	2.314
- Stephen Webb	2.304
- Mike Hutton	2.296
- Michael Graystone	2.222
- Rob Thomasson	2.169
- John Colledge	2.043

Little change again, as few games have finished. All of the movement comes from the result of the Railways Rivals 1980-B game.



(continued from page 3)

My relatively new computer scared me a little recently by telling me that there were problems reading data off the hard drive, but the tests I ran all came up negative. To be on the safe side I called the support line and spent some interesting times trying to understand the people at the Indian call centre. I was advised to run a more detailed test, and after it started was told that this might run for an hour and a half. As I had to get to work I arranged for them to call me back to see how it went. When I got home from work the test was still running... When I went to bed it was still running... It finished some time during the night, but at least it also came up negative for faults, and the machine has behaved itself since then.

It did spur me into doing something I've intended to do for months, which is to buy an external hard drive so that I could back up the system onto something completely separate. If I do have another problem, at least there will be a copy or two to get me back to the current state of play.

Nobody made any suggestions about my comment last time on elevating the Pope in the company of Mayfair Games and Koplow Games. There is a restaurant in Columbus that has a number of themed rooms, and one of these has the Pope as its theme. There is one large round table in the room, with a bust of the Pope sitting on the lazy Susan in the middle. We got twenty two people round the table, even though the legal limit for the room was eighteen. Everyone put their hands flat on the edge of the table with their thumbs underneath, and on the count of three we all lifted at the same time. With almost no effort, the table floated up into the air, elevating the Pope. That's what teamwork does for you. None of the staff seemed to know that this was a party trick for the group, so we ended up doing it about six times!

We're coming to the end of a series of jobs in the garden. Our oil tank needed replacing, so I thought it would be a good idea to move it from the garden to dead space down the side of the house. I discovered this meant replacing the wooden fence with a fire proof alternative, due to new regulations - even though it is pretty difficult to set a tank of house oil on fire deliberately, let alone by accident. Probably a case of one requirement being forced on anything remotely similar. I happened to hear of a relatively new company that supply metal fencing, which was much cheaper than the alternative of a brick wall, so they came in and put the fence up. Then the tank people came in and put the new tank in. Then someone else came in and laid a base where the tank had been, so that we could move the shed there - but not until I had hacked away at a tree stump to reduce it below ground level. Then the fence people came back and replaced the section that would be behind the shed. Then the shed was moved, and the old area cleared up ready for a new shed, which is due to arrive tomorrow.

When that is in place, all I need do is fit it out with shelves and brackets, and so on. Then we no longer have the problem that opening the old shed presented us with - a full shed, which meant pulling lots of stuff out to get at what was needed.

It's good timing in a way, as we've just received planning approval for a first floor extension at the back of the house, which will extend two bedrooms and the bathroom beyond manageable to useful sizes. I'm sure there is a lot of joy to be had along with the pain while this gets done.

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	1826-Y18, 1830-U16, 1830-J18, 1856-Y19, 18EU-B19, MW2	Willem Moene . . .	1830-I17, 1835-G18, 1856-M19, 18Kaas-O19, Acq42, OP21, OP22, OP23
Howard Bishop . . .	1870-B17, MW2	Marcus Pratt	Battle! 3, OP21, OP22, OP23, PR2
Tony Bromley	1826-I17, RB13	Jim Reader	6n11, 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
Simon Brooks	Acq41, BA14, BB-286-SPN, RR-1990-CK		
Martin Butcher . . .	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, RR-2016-CZ	Tony Robbins	1825-S19
Simon Cutforth . . .	1826-I17, 1856-M19, 18EU-N17	Simon Robertson .	BB-286-SPN, BB-292-FRA, RR-1980-B, RR-2016-CZ
Gareth Davies	1830-U16, 1830-L17, 1830-J18, 1856-R18	Tony Sait	1830-U16, 1835-G18, 1856-R18, 1856M19, 18Kaas-O19, RR-1984-CN
Bruce Edwards . . .	BA15, BB-284-SSV, BB-290-SEA, DQ4, LR9, MW1, MW3, NER7, OP21, PR2, RR-1994-CY	Don Shailer	BB-286-SPN, MW2, RR-1984-CN
Mark Frueh	1870-B17, 18EU-B19	Colin Sharpe	6n11, Acq42, BB-290-SEA, RR-1980-B, RR-2016-CZ
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, RR-2016-CZ	Don Smith	1826-Y18, 18EU-B19, LR9, NER7
Geoff Hardingham .	OP21, RB13	Joachim Spångberg .	Battle! 3, BA14, RR-2004-DK
Alan Harvey	1825-E19, 1825-S19, 1929-J19, 1899-A18, 19Kaas-O19, PR1	Allan Stagg	Battle! 3, 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, BB-284-SSV, BB-292-FRA, DQ4, MW1, MW3, OP23, PR2, RB13, RR-2004-DK	Roger Trethewey .	6n11, BA15, DQ3, DQ4, MW1, MW3
Michael Longdin . .	MW3	Neil Walters	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
Peter Mearns	RR-1980-B, RR-1994-CY, RR-2016-CZ	Tony Wilcock	Acq41, Acq43, LR9, McM9, MW2, NER7
		Derek Wilson	PR1



OUTSIDE EDGE

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

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DEADLINES

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

Future main deadlines: September 14th October 26th 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.