

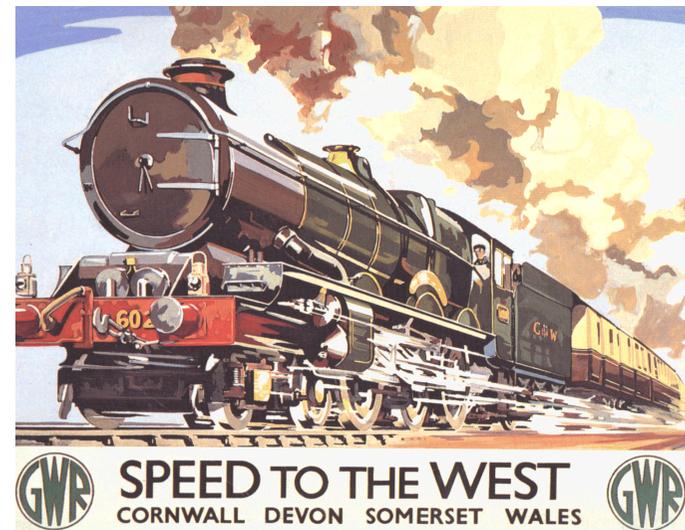
FOR WHOM THE DIE ROLLS

September 2005

Published by Keith Thomasson

Issue 124

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 #124, 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...

1829 South Peter Berlin, Martin Butcher, Don Shailer, David Smith
 Acquire (Powers) John Colledge, Michael Graystone, Mick Haytack, Colin Sharpe

Games starting in the next issue...

- ⚙ 1830 Roger Krueger, Martin Butcher, Willem Moene, Stephen Webb, Don Smith
- ⚙ Outpost Michael Longdin, Willem Moene, Martin Butcher, Lyndon Gurr, Mark Stretch, Geoff Hardingham, Marcus Pratt, Jim Reader
- ⚙ Railway Rivals Jim Reader, Tony Bromley, Michael Graystone, Brian Tappenden, Michael Longdin (Denmark)

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

- ⚙ 1800 Alan Harvey, Neil Walters
- ① 1825 Unit 3 Alan Harvey
- ② 1829 North Mike Hutton, John Hopkins, Martin Butcher
- ④ 1830 Don Smith
- ② 1870 Stephen Webb, Willem Moene, Simon Cutforth
- ① 1895 Martin Butcher, Neil Walters
- ⚙ Acquire (Standard) Michael Graystone, Tony Wilcock, John Colledge, Colin Sharpe, Kevin Lee
- ⚙ Australian Railways Martin Butcher, Bruce Edwards, Tony Wilcock, Marcus Pratt
- ① Lancashire Railways Lyndon Gurr, Tony Wilcock, Martin Butcher
- ⚙ New England Railways Marcus Pratt, Martin Butcher, Tony Wilcock
- ① Puerto Rico Geoff Hardingham, Jim Reader, Kevin Lee, Stephen Webb
- ⇨② Rail Baron Roger Krueger, Jim Reader, Kevin Lee

I supply everything you need for these...

- ⑨ Battle! Michael Graystone, Bruce Edwards, Allan Stagg
- ⚙ Bus Boss (North Italy) Martin Butcher, Colin Sharpe, Steve Ham, Jim Reader, Don Shailer
- ② Railway Rivals Peter Robbins (Devon and Cornwall - one of Peter's maps - three players)
- 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 #124. This month's cover is courtesy of Peter Berlin, from a postcard he sent me when he topped up his subs.

I need to start with an apology for not updating the deadlines last time - but as it had already passed by the time the zine arrived, I hoped that most people would realise the next deadline would be the first one in the future deadlines box. I sent out a general mail message to cover the situation, which most people seem to have seen.

A couple of people had problems doing the orders that were missed last time, as they no longer had the previous issue. I don't expect everyone to keep their copies for posterity, but would advise against throwing them away until the following issue has arrived, and you know that there is no need to refer back to it.

The 1830 games and one 1856 are held again this month, while Gareth Davies gets himself back on track. He assures me we will be in action next month.

Lionel Robbins' father passed away in August. Gareth, Lionel, it may help you to know that a number of people asked me to pass on their best wishes to you both.

More sad news came from Peter Mearns:

My good friend Richard Williams, who played in FWTDR for a short while before being sent to Iraq, died in a motorcycle accident. Richard was recently promoted to Lt.Colonel, which had been his life's ambition. He joined the army from school, first going to Welbeck College and then Sandhurst. He was only 47 and leaves behind his wife and son, David.

Richard was in school with me, one year ahead. We met through the wargames club in Inverness and he subscribed to Puppet Theatre News, playing Diplomacy and En Garde. He also played computer moderated games through KJC Games, most notably Warlord. He was due to have 3 days holiday in Inverness, and we were planning a games night with old school friends, not having had a chance to get together for several years.

Richard was taken from us far too soon and will be sorely missed.

I recently spent some time updating my 18xx tiles database, and on my web site you can list the tiles for specific games or kits, or list tiles with particular colours, types and station values. There are still some games to add, but I am aiming to have it as complete as possible by the end of the year. Essen should see me picking up a couple of new 18xx games (1824 from Helmut Ohley/Leonhard Orgler, and 18EC from Wolfram Janich). I'm waiting for 18Mex (Mexico) and 18Scan (Scandinavia) from John Tamplin. That will make seven new 18xx games this year. This market is not slowing down, it is booming.

I've already bought some items for next month's Essen show, either pre-ordering for collection at the show, or paying for them in advance. Things to pick up there include the Euphrat & Tigris card game, the Railroad Tycoon board game (reputedly a simplified Age of Steam), expansions for Age of Steam and Power Grid, Gloria Mundi (a brand new game from Rio Grande, rather than an English version of an existing game), more Carcassonne versions, Byzantium, Caylus, Tempus ... and whatever else draws the eye. ⚙



6 NIMMT! 11	The last duck has left the house.	ROUND 3
--------------------	-----------------------------------	----------------

Minor correction in hand one - Kevin played card 12 last time, not card 2.

Hand 1 (1-104)

		48	34
	11	47	12
	8	20	10
	5	18	9
76	4	7	1
1/1	2/9	3/7	4/7

Hand 2 (1-104)

			39
			36
			14
84	98	19	1
72	90		
1/2	2/4	3/1	4/4

Colin (4) takes row 2 for 1 pt, Michael (5), John (8), Jim (11), Steve (34), Mick (48), Roger (71), Kevin (76) takes row 1 for 8 pts.

Kevin (19) takes row 3 for 2 pts, Roger (67), Michael (68), Colin (69), John (71), Jim (72) takes row 1 for 9 pts, Mick (84), Steve (98).

Hand 3 (1-84)

	30		
	25	73	78
22	23	71	77
1/5	2/6	3/2	4/6

Hand 4 (1-84)

			13
	78		5
	61	10	3
31	60	9	2
1/1	2/5	3/4	4/10

Michael (16), Steve (22) takes row 1 for 6 pts, Kevin (33), John (71) takes row 3 for 9 pts, Mick (73), Jim (76), Colin (77) takes row 4 for 6 pts, Roger (78).

Roger (9) takes row 3 for 1 pt, John (10), Kevin (13), Jim (21), Colin (31) takes row 1 for 7 pts, Steve (60) takes row 2 for 10 pts, Michael (61), Mick (78).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	0	0	0	1	1
Kevin Lee	8	2	0	0	10
Mick Haytack	0	0	0	11	11
John Colledge	0	0	15	0	15
Colin Sharpe	2	1	6	7	16
Jim Reader	1	15	0	0	16
Steve Ham	0	1	6	10	17
Roger Trethewey	7	12	0	1	20

Colin becomes the first player to have the dubious pleasure of scoring penalties in all four hands, while Roger still has the most points to his name. Michael is the new leader with just one penalty to his name, and no extra points gained this time.

Orders required
Round four cards for each hand



1829-C20	Another 18xx game comes off the production line.	NEW GAME
-----------------	--	-----------------

Welcome to the next 1829 game, on the southern board once again. The five players will deal shares in this order:

David Smith	7 Kings Court, Welsh Row, Nantwich, Cheshire, CW5 5DY
Peter Berlin	15 Andre Del Sarte, Paris, 75018, France
Don Shailer	8 Clifton Green, Aylesbury, Bucks, HP19 3JW
Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU

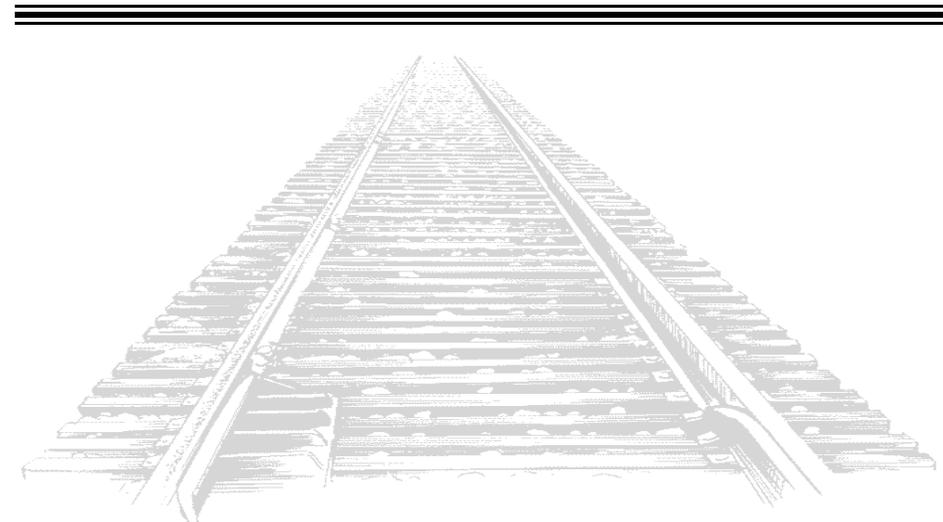
You have £630 in your kitties. I have taken the liberty of assuming that extension kit MSK1 and the PC rule be adopted. The former adds type '60' and '67' tiles for phase four, while the PC rule allows players to sell Private Companies back to the bank for £30 below the listed price. Private Companies also close under this rule when the first '7' train is bought.

Maps and tile sheets are enclosed, using the coordinated orientation scheme I'm adopting for new games. All this means is you need to be sure to use the included tile sheet for this game.

As there are no bids for private companies, we can cover the first share dealing round in one go. After the private companies have gone, the LNWR will be on offer at its fixed price of £100 a share, followed by the GWR at £90 and the Midland at £82 a share.

Remember - 1829 uses survey parties for track building, which requires a little more forward planning. If you need a reminder on the survey party rules and don't have the 1982 rules (marked as such on the bottom of the back page), let me know and I'll supply you.

Orders required for the following round	<i>By the early deadline</i>
SDR1	





1825-S19

We gain a new company.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	8:U19:4	4:S15:1	110	Y ①	100▲	160	3 2 2
GNR	MH	9:V18:3	9:X8:2	120	Y	90▲	360	2 2 2

Notes: ① £480 to the bank for a '2' train and a '3' train

Stock Round 3

Mark	Alan	Tony	Mike
+ GWR new	- L&M private + GER/Director	✗	✗
✗	- 1 LNWR - 1 GWR + GER new	+ LNWR pool	+ GWR pool
✗	+ GER new	✗	✗
✗	+ GER new	✗	✗
✗	+ GER new (floated)	✗	✗
✗	✗	Priority for SR4	

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Tony Robbins	205	49	-100	154	684	24.1▼	4/5
Mike Hutton	27	84	-90	21	726	25.5▲	7
Mark Stretch	40	77	-90	27	727	25.6▲	7
Alan Harvey	60	75	-86	49	705	24.8▼	7

Portfolio	Privates	LNWR	GWR	GER	LSWR	SECR	LBSC	Cam	LTS	MGN	SDR	Taff	
✗ Tony Robbins	S&M	5D	-	-	-	-	-	-	-	-	-	-	
Mike Hutton	C&HP	-	7D	-	-	-	-	-	-	-	-	-	
Mark Stretch	C&W	3	3	-	-	-	-	-	-	-	-	-	
Alan Harvey	-	2	-	6D	-	-	-	-	-	-	-	-	
Bank (new)	-	-	-	4	10D	10D	10D	10D	10D	10D	10D	10D	
Price (new)	-	100	90	76	76	71	67	-	-	-	-	-	
Bank (pool)	L&M	-	-	-	-	-	-	-	-	-	-	-	
Price (pool)	-	100	90	76	-	-	-	-	-	-	-	-	
Company credit	-	160	360	760	-	-	-	-	-	-	-	-	
Trains	-	5	2	2	2	2	2	2	(U3)	(2+2)	(4T)	(5)	
Bank cash: £8,469	-	Certificate limit: 15				Trains: 3 x '3', 3 x '4'...				-	-	-	-

Tiles	Tile number/Availability											
Yellow	1/1	2/1	3/3	4/2	5/1	6/4	7/4	8/8	9/7	55/1	56/1	58/2
	69/1	115/1										
Green	10/2	11/2	12/2	13/2	14/4	15/2	16/1	17/1	18/1	19/1	20/1	21/1
	22/1	23/4	24/4	25/1	26/1	27/1	28/1	29/1	30/1	31/1	52/2	87/1
	88/1											

1825

Game S19

Referer: Keith Thomasson

Minor Companies: Company Home Base Train

Cambran F8 CM U3 410 S&DR W9 S0 5 550

LTS V22 LT 2+2 5000 Tall Vale W8 TV 4T 480

Company Home Base Train

M&GN Q23 M6 4T 480

SDR W9 S0 5 550

TV 4T 480

Orders required for the following rounds By the early deadline

OR3, OR4 Adjudication can pause between rounds if requested



1826-117

Just the one round, with some stock round orders on file.

OR12

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
A	TB	141:M17:5	370	Y	-	220B*	65	-	10
P	SW	87:D12:5	450	1/2	①	180C*	21	-	TGV 10
SNCF	SC	42:F10:5	400	Y	-	135A*	44	-	E
O	SC	-	1,000	1/2	② ③	150A*	44	-	TGV 10
M	MS	-	340	Y	-	122D*	224	1	E
B	SW	-	400	Y	-	122C*	106	2	E
PO	LR	43:J12:1	270	1/2	-	110D*	237	1	TGV
PL	LR	9:J14:3	370	1/2	-	100D*	585	-	10
E	TB	63:I13:1	310	N	④	60F*	117	-	E

- Notes: ① F1,000 to the bank for a 'TGV' train
 ② Loan interest paid by removing F50 from run total of F1,050
 ③ Loan paid off (+150A)
 ④ Pays off one loan (+60F)

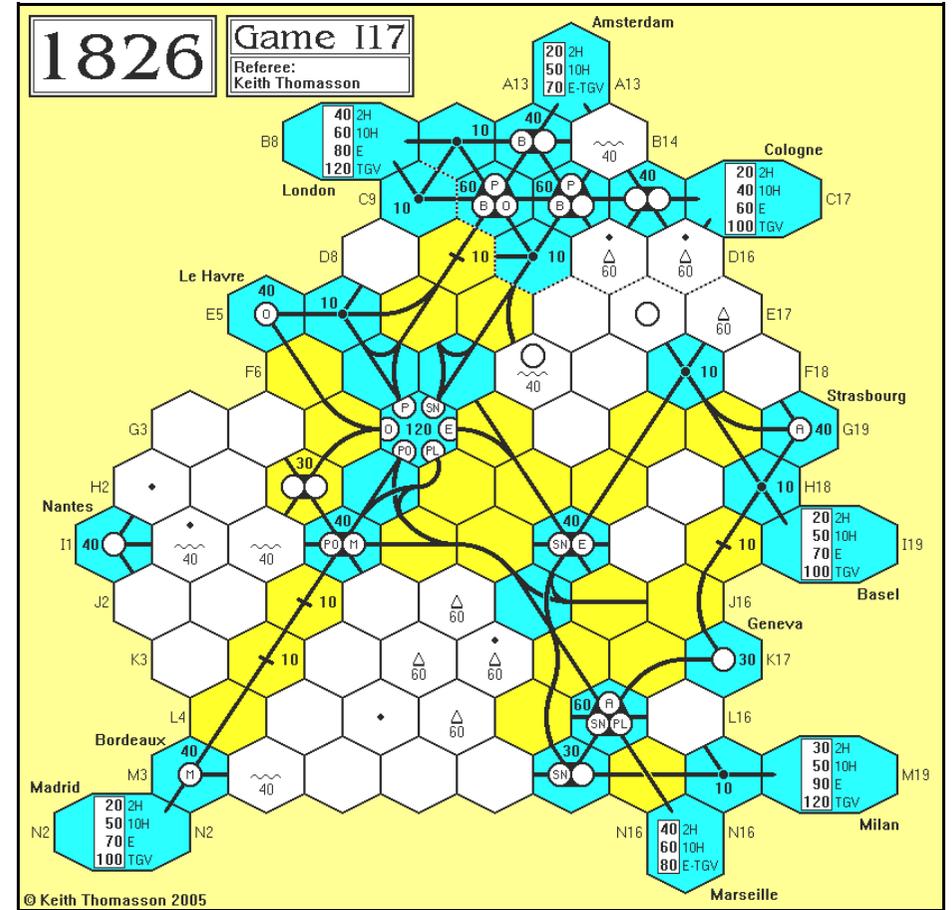
Cash Flow	b/f	OR12	c/f	Value	%	Certs
Stephen Webb	681	557	1,238	3,658	23.7▲	13/15
Tony Bromley	501	319	820	2,722	17.7▼	8/12
Lionel Robbins	742	319	1,061	2,885	18.7▼	13
Simon Cutforth	723	541	1,264	3,188	20.7▲	11/12
Mark Stretch	652	443	1,095	2,953	19.2▲	11/12

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	-

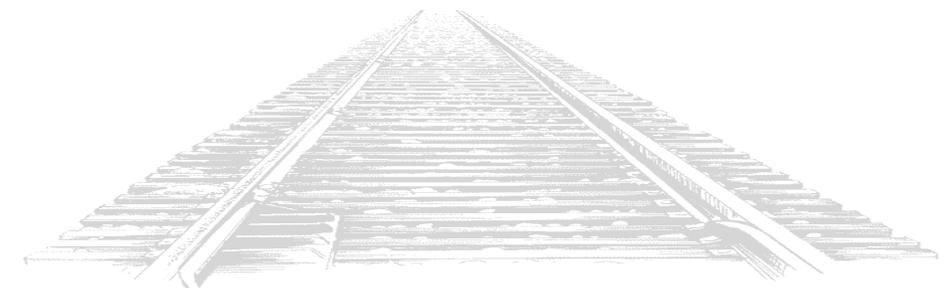
Bank (pool)	-	-	1	2	-	3	-	1	-	-
Treasury shares	-	-	-	4	-	-	4	2	-	10
Price	220B	122C	60F	122D	150A	180C	100D	110D	135A	
Loans	-	2	-	1	-	-	-	-	-	
Company credit	65	106	117	224	44	21	585	237	44	
Trains	10	E	E	E	TGV	TGV	10	TGV	E	
				10	10					

Bank cash: F5,079 Certificate limit: 13 Trains: 'TGV'
 Current operating order: A, P, O, SNCF, M, B, PO, PL, E

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



Orders required for the following round *By the early deadline*
 SR8





Been here before, but a different outcome this time.

1829-J19

SR6

Stock Round 6

Lyndon	Alan	David	John	Lionel
+ NER pool	+ NER pool {Dir to Lionel}	+ NER pool	+ NER pool	+ NER pool
+ NER pool	+ NER pool	✗	✗	✗
+ NER new	+ Midland/Dir	+ Midland new	✗	- S&D private + Midland new
+ Midland new	✗	+ Midland new	✗	- 1 NER + Midland new
✗	✗	+ NER pool	✗	- 1 NER + Midland new {gains Dir}
✗	✗	✗	✗	✗
<i>Priority for SR7</i>				

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Lyndon Gurr	356	-314	42	621	18.5▼	5
Alan Harvey	356	-306	50	640	18.9▲	6
David Smith	351	-306	45	665	19.6▲	7
John Shelley	295	-71	224	722	21.3▼	4
Lionel Robbins	75	-75	0	743	21.9▼	5

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

Bank (new)	Hull...	-	-	2	10P	10P	10P	10P	10P	10P	10P	10P
Price (par)	S&D	100	90	82	76	71	67	-	-	-	-	-
Bank (pool)	-	-	1	-	-	-	-	-	-	-	-	-
Price (pool)	-	142	71	82	-	-	-	-	-	-	-	-
Company credit	-	420	500	820	-	-	-	-	-	-	-	-
Trains	-	2	2	2	-	-	-	-	-	-	-	-
Bank cash: \$19,639	-	Certificate limit: 17				Trains: 2 x '2', 5 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			

I had some problems with orders this time, so I hope it worked out as you wanted. One was to do something, with other orders to be used if the first option was not achievable. Somewhat tricky, as one interpretation was that it could be achieved dependent on the actions of others, and as that cannot be foreseen, I took it as unachievable at that time.

The other was a buy order conditional on separate paragraphs above *and* below. I ended up buying, and hope I interpreted the two separate conditions correctly.

1829

North

Game J19

Referee:
Keith Thomasson

Private Companies		Cost	Revenue
D10	Arbroath & Forfar	£30	£5
P14	Cromford & High Peak	£75	£10
K15	Stockton & Darlington	£130	£15
O9/O11	Liverpool & Manchester	£210	£20
Steam Packet Lines			
N20	Hull	£315	£25
M9	Barrow	£435	£30
P4	Holyhead	£570	£35
J2	Stranraer	£720	£40
B12	Aberdeen	£900	£45

Public Companies	
Q11	London & North Western Railway
L14	North Eastern Railway
Q15	Midland Railway
G9	North British Railway
G5	Caledonian Railway
O11	Lancashire & Yorkshire Railway
O17	Great Northern Railway
O15	Great Central Railway
G5	Glasgow & South Western Railway
A5	Highland Railway
M3	Furness Railway

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Orders required for the following rounds	<i>By the early deadline</i>
OR6, OR7	<i>Adjudication can pause between rounds if requested</i>



1835-G18

Purchase of the BaE begins.

OR11 - SR10

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PrE	RT	7:C15:3	330	Y	①	192D▲	475	5 4 3
ByE	TS	27:K5:3	110	Y	-	170C▲	292	4
SxE	MS	-	240	Y	②	140E▲	532	3+3 3
MsE	RT	220:E19:1	140	Y	③	120B▲	101	5 3
HeE	WM	43:H18:3	290	Y	-	100C▲	90	4 3+3
OIE	JW	221:C11:2	160	Y	④	90E▲	210	3+3
WtE	TS	9:M11:1	170	Y	-	84D▲	64	4+4

- Notes: ① 500M to the bank for a '5' train - private close - PrE pools a '3' train
 ② 60M to the bank for a garrison
 ③ 500M to the bank for a '5' train
 ④ 50M to the bank for terrain costs

Stock Round 10

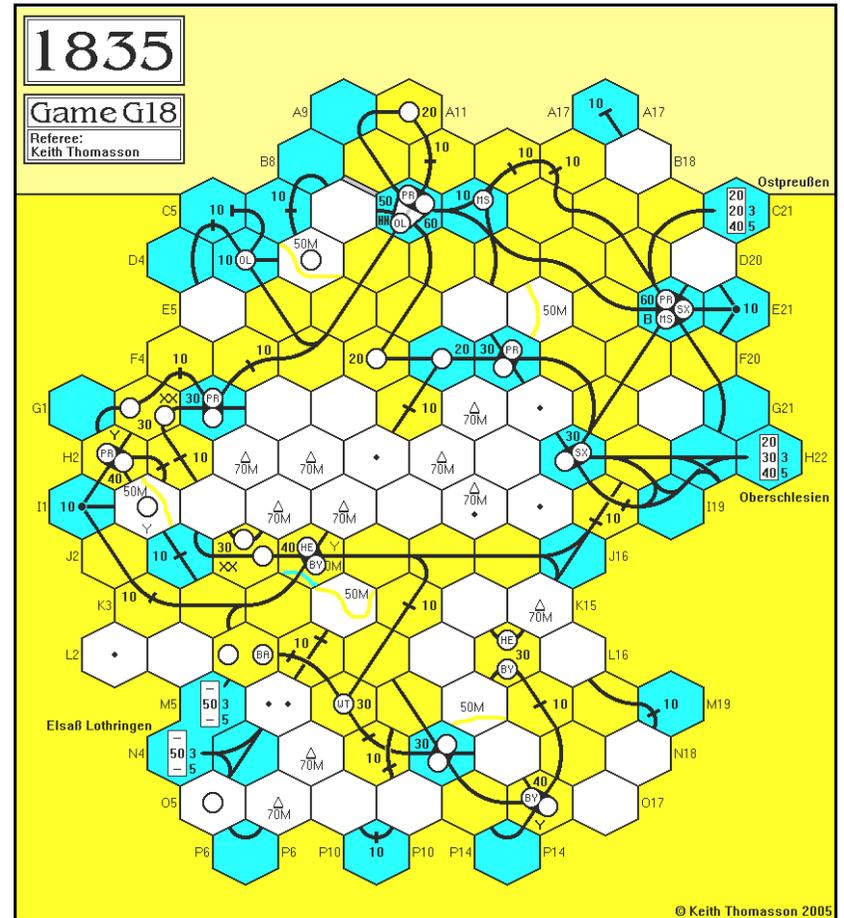
Mark	Tony	Rob	John	Willem
- 2 PrE 5% + WtE new	+ WtE new	+ PrE 5% pool	+ WtE new 20%	Nationalise HeE 20% from John
Nationalise SxE from Rob	Nationalise WtE from Willem	+ PrE 5% pool	+ OIE new	+ BaE/Director
x	- 1 MsE {▽1 10C} Nationalise WtE from Mark	+ MsE pool	+ OIE new	+ BaE new
x	x	x	x	x
<i>Priority for SR11</i>				

Cash Flow	b/f	OR11	SR10	c/f	Value	%	Certs	Limit
John Webley	234	330	-28	536	2,630	22.2▲	13	13
Willem Moene	460	326	-426	360	2,304	19.5▲	13	13
Mark Stretch	326	282	24	632	2,736	23.1▲	12	13
Tony Sait	97	197	-216	78	1,946	16.4▼	12	13
Rob Thomasson	229	221	-92	358	2,220	18.8▲	12	12

Portfolio	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
John Webley	35/4	-	-	-	20/1	-	20/1	100/7
Willem Moene	20/2	10/1	-	30/2	-	100/8	-	-
Mark Stretch	-	30/3	100/9	-	-	-	-	-
Tony Sait	-	50/4	-	-	80/7	-	20/1	-
Rob Thomasson	45/6	10/1	-	-	-	-	60/5	-

Bank (new)	-	-	-	70/6	-	-	-	-
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	212C	188B	154D	84D	86C	108B	120B	94D
Company credit	475	292	532	-	400	90	101	370
Trains	5 4 3	4	3+3 3	-	4+4	4 3+3	5 3	3+3
Bank cash: 7.776M	Certificate limit: 12		Trains: 1 x '3', 1 x '5+5', 2 x '6'...					
Current operating order:	PrE, ByE, SxE, MsE, HeE, OIE, WtE							

Tiles	Tile number/Availability												Three Operating Rounds between Stock Rounds		
Yellow	1/1	2/-	3/-	4/-	5/2	6/2	7/7	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	23/2	24/2	25/2	26/1			
	27/1	28/1	29/2	87/2	88/2	203/2	204/2	205/-	206/1	207/-	208/1	209/1			
	210/-	211/1	212/1	213/1	214/-	215/1									
Brown	39/1	40/1	41/2	42/2	43/-	44/2	45/2	46/2	47/2	63/3	70/1	216/4			
	217/2	218/2	219/2	220/-	221/-										



Orders required for the following rounds *By the early deadline*
 OR12, OR13 *Adjudication can pause between rounds if requested*



1856-M19

An unusual game with just the south west in play.

OR3 - OR4

Many thanks to Steve Thomas and others for pointing out that the CA couldn't buy the SCFTC private from Simon, because \$40 is below the minimum buy-in price.

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	LG	1221:F15:2	70	Y	① ② ③	75E*	0	300	3 3 2
CA	SC	15:F17:2	140	Y	① ② ④	70F*	50	300	3 2
LPS	SW	9:B17:1	60	Y	① ⑤	50I*	139	300	2 2 2 2

- Notes: ① Government loan secured
 ② \$40 to the bank for a garrison in F17
 ③ \$450 to the bank for two '3' trains
 ④ \$70 to Simon for the SCFTC private
 ⑤ \$50 to the CA for tunnel rights

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	LG	7:E16:4	180	Y	① ②	80E*	0	400	3 3 2
CA	SC	8:C16:5	140	Y	-	75F*	40	300	3 2
LPS	SW	6:B19:1	100	Y	①	55H*	239	400	2 2 2 2

- Notes: ① Government loan secured
 ② \$60 to Lyndon for the WSRC private

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Stephen Webb	60	24	40	124	344	15.5*	3
Willem Moene	65	36	69	170	480	21.6*	5
Tony Sait	40	35	35	110	430	19.3*	3
Lyndon Gurr	20	38	142	200	520	23.4*	3
Simon Cutforth	49	132	42	223	448	20.2*	2

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	-	-	-	-	-	-	4P	-	-	-	-	-
Simon Cutforth	-	-	3P	-	-	-	-	-	-	-	-	-

Bank (new)		10P	5	10P	10P	8	3	2	10P	10P	10P	10P
Price (par)			65			75	70	65				
Bank (pool)												
Price (pool)			75F			75D	80E	55H				
Company credit			40				0	239				
Trains			32				332	2222				
Bank cash: \$10,894			Certificate limit: 13						Trains: 2 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	5/1	6/1	7/6	8/11	9/11	55/1	56/-	57/3			
	58/3	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	59/2	120/1	121/2										

1856

Game M19

Player: Keith Thomsson

Token	Pair	Station City	Destination
BGG 1	3	Baraboo	G15
BGG 2	3	Baraboo	G15
BGG 3	3	Baraboo	G15
CA 1	4	Bane	H44
CA 2	4	Bane	H44
CA 3	4	Bane	H44
CV 1	3	Loraino	N11
CV 2	3	Loraino	N11
CV 3	3	Loraino	N11
GW 1	4	London	F15
GW 2	4	London	F15
GW 3	4	London	F15
LPS 1	2	Madison	G14
LPS 2	2	Madison	G14
THB 1	3	Hamilton	L15
THB 2	3	Hamilton	L15
THB 3	3	Hamilton	L15
WGB 1	2	Guelph	G11
WGB 2	2	Guelph	G11
WGB 3	2	Guelph	G11
WGB 4	2	Guelph	G11
WGB 5	2	Guelph	G11
WGB 6	2	Guelph	G11
WGB 7	2	Guelph	G11
WGB 8	2	Guelph	G11
WGB 9	2	Guelph	G11
WGB 10	2	Guelph	G11

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Orders required for the following round By the early deadline

SR4



1870-B17

Just a little more track for small increases to the dividends.

OR17 - OR18

The ATSF made its connection run last time, the long way round, which is probably why I missed it. It ran for \$360, laying its destination token in N1.

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GMO	MF	27:K18:5	-	330	Y	400A	2	6
MKT	SW	24:M12:1	-	470	Y	400A	368	12
MP	MF	14:K16:2	-	610	Y	250B	198	10 6
IC	NW	-	-	320	Y	225B	33	8
ATSF	NW	-	-	390	Y	200C	60	8
SP	SW	9:N15:3	8:N15:3	340	Y	160C	342	8
TP	SW	8:K10:4	8:J7:6	370	Y	160B	162	10
SLSF	HB	-	-	290	Y	120D	709	6
SSW	MF	41:J19:2	-	470	Y	64E	134	12
IC	Connection run		-	210	Y	250B	33	
FW	SW	23:L19:4	-	410	Y	55F	35	12

- Notes:
- ① The bank has run out of cash
 - ② \$160 to the bank for terrain costs
 - ③ \$60 to the bank for terrain costs
 - ④ \$100 to the bank for a garrison in B19
 - ⑤ Destination marker placed in A22

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GMO	MF	-	-	330	Y	400A	2	6
MKT	SW	-	-	470	Y	400A	509	12
MP	MF	141:E8:2	-	610	Y	275B	259	10 6
IC	NW	-	-	390	Y	275B	33	8
ATSF	NW	-	-	390	Y	225C	60	8
SP	SW	8:K8:3	-	340	Y	180C	410	8
TP	SW	-	-	370	Y	180B	273	10
SLSF	HB	25:G16:2	-	310	Y	140D	709	6
SSW	MF	145:E8:3	-	480	Y	68E	162	12
FW	SW	-	-	420	Y	60F	35	12

Cash Flow	b/f	OR17	OR18	c/f	Value	%	Certs
Neil Walters	1,569	542	460	2,751	5,666	16.0	10
Stephen Webb	1,957	968	959	3,884	9,247	26.1	17/20
Mark Frueh	3,159	1,298	1,280	5,809	11,970	33.7	22/25
Howard Bishop	2,889	821	825	4,641	8,569	24.2	16/19

After the final two rounds the positions remain unchanged. Congratulations to Mark on a decisive win, and thanks to everyone for playing.

1st	Mark Frueh	\$11,970	33.7%
2nd	Stephen Webb	\$9,247	26.1%
3rd	Howard Bishop	\$8,569	24.2%
4th	Neil Walters	\$5,666	16.0%

If you find extra value for any of your final runs, you don't need to tell me! I looked for extra but didn't spend too long on it. The results weren't close enough to make any difference.

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)	225C	60F	400A	275B	400A	275B	140D	180C	68E	180B
Company credit	60	35	2	33	509	259	709	410	182	273
Trains	8	12	6	8	12	10 6	6	8	12	10
Redeemed shares	-	-	-	-	3	-	-	-	-	1
Bank cash: -\$7,537	Certificate limit: 16								Trains: 12's	

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 (U3)	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 (U5)
SLSF	3	100 Springfield (E12)	Southeast (M22)
SP	3	68 Southwest (N1)	New Orleans (N17)
SSW	2	72 Memphis (H17)	Fort Worth (U3)
TP	2	100 Dallas (U5)	New Orleans (N17)

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1870-U19 Two companies come out to join the SLSF. **PUBLICS**

Stock Round 1, Public Companies

Stephen	John	Mike	Martin	Lyndon
+ MKT/Pres (68)	+ MP/Pres (76)	+ SLSF new	+ MP new	+ SLSF new
+ MKT new	+ MP new	+ MKT new	+ SLSF new	✗
+ MKT new (floated)	+ MP new	+ MP new (floated)	+ SLSF new	✗
✗	+ MP new	✗	✗	✗
✗	✗	Priority for SR2		

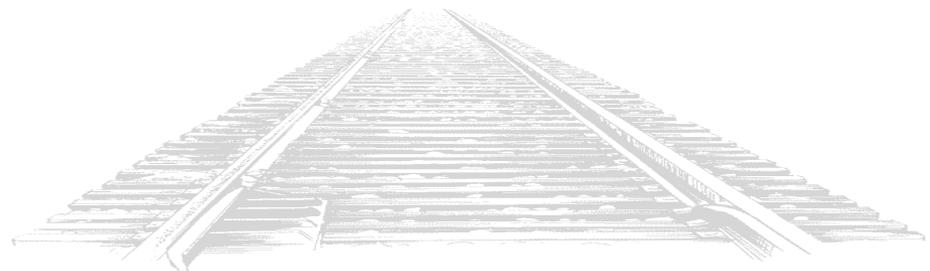
Cash Flow	b/f	Publics	c/f	Value	%	Certs
Lyndon Gurr	115	-100	35	563	24.7	4
Stephen Webb	400	-272	133	425	18.6	4
John Shelley	380	-380	10	430	18.9	5
Mike Hutton	335	-244	106	430	18.9	4
Martin Butcher	370	-276	104	430	18.9	4

Portfolio	PCS	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	MKT	-	-	-	-	1	-	3P	-	-	-
Stephen Webb	GRSC	-	-	-	-	4P	-	-	-	-	-
John Shelley	MRBC	-	-	-	-	-	5P	-	-	-	-
Mike Hutton	GSC	-	-	-	-	1	1	1	-	-	-
Martin Butcher	SCC	-	-	-	-	-	1	2	-	-	-

Bank (new)		10P	10P	10P	10P	4	3	4	10P	10P	10P
Price (par)						68	76	100			
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)						68F	76D	100A			
Company credit						680	760	1000			
Trains						-	-	-			
Redeemed shares						-	-	-			

Bank cash: \$9,172 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													



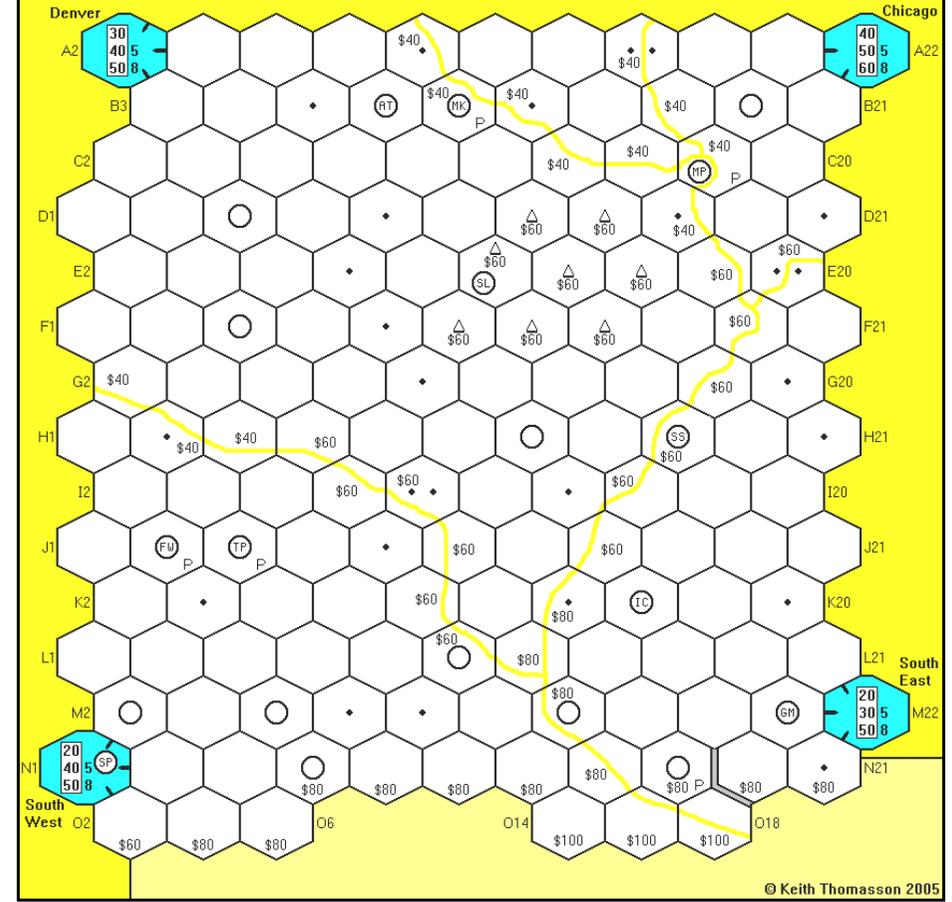
1870

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 rounds *By the early deadline*
 ORI, SR2



1899-A18

Some train swaps
and a shiny new Diesel.

OR13 - OR14

OR13	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
Tt	MB	-	210	Y	60	-	220B▲	814	5
FsR	LG	8:S3:3	240	Y	100	-	155C▲	651	5
Sjz	AH	27:J2:1	280	Y	100	①	155C▲	288	D {6}
1st	JS	59:D2:1	460	Y	45	②	120D▲	220	D
XzS	LG	983:M7:6	220	Y	45	-	110D▲	522	5
NRC	JS	984:D2:5	330	Y	65	-	112B▲	227	6
CSb	SW	-	210	Y	100	-	69G▲	280	D
B&M	AH	9:B6:4	-	-	-	③ ④	60H▼	335	6

- Notes: ① \$10 to the B&M for a Diesel
 ② \$120 to the bank for terrain costs
 ③ \$60 to the bank for terrain costs
 ④ \$10 to the Sjz for a '6' train

OR14	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
Tt	MB	-	220	Y	45	-	240B▲	859	5
FsR	LG	-	210	F	100	①	170C▲	0	5 5
Sjz	AH	41:J2:1	280	Y	100	-	170C▲	416	D
1st	JS	18:C9:6	480	Y	30	-	130D▲	250	D
NRC	JS	28:F2:5	330	Y	65	-	126B▲	292	6
XzS	LG	-	-	-	-	②	100D▼	0	D
CSb	SW	-	210	Y	100	-	70G▲	380	D
B&M	AH	9:C5:4	330	Y	65	③	67H▲	320	6

- Notes: ① \$327 to the XzS for a '5' train
 ② \$1,100 to the bank for a Diesel, partly funded by \$251 from Lyndon
 ③ \$80 to the bank for terrain costs

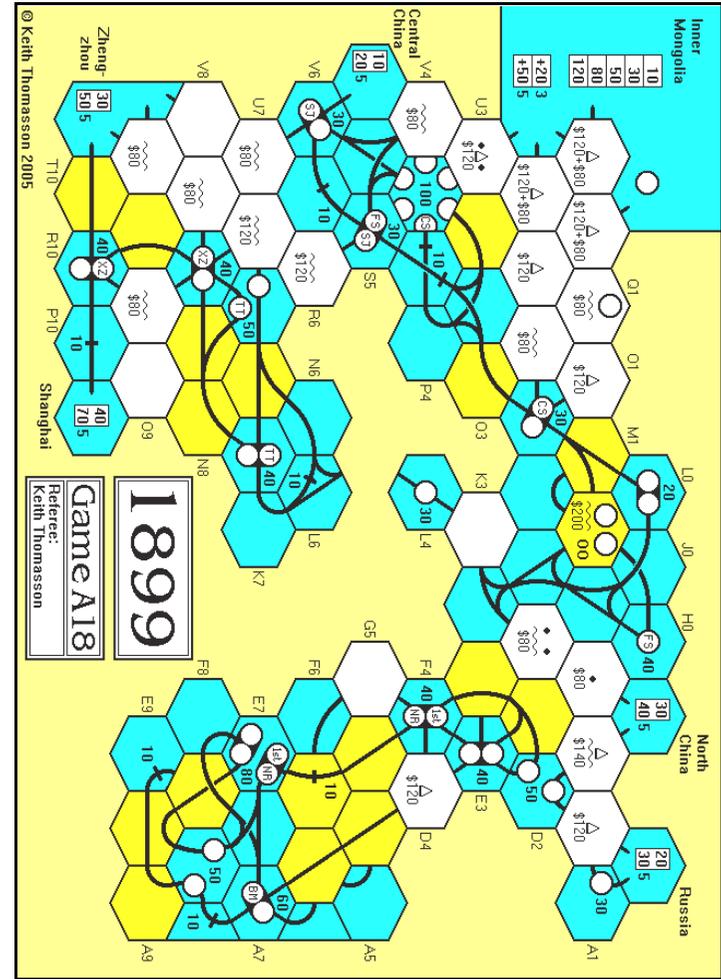
Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Lyndon Gurr	714	338	61	1,113	3,624	22.9▼	16
John Shelley	514	558	636	1,708	3,888	24.6▲	15
Alan Harvey	79	219	320	618	1,925	12.2▲	8
Martin Butcher	667	342	358	1,367	3,780	23.9▼	14
Stephen Webb	54	377	406	837	2,586	16.4▲	14

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)	130D	67H	70G	170C	126B	170C	240B	100D
Company credit	250	320	380	424	292	416	859	0
Trains	D	6	D	5.5	6	D	5	D

Bank cash: \$8,416 Certificate limit: 15 Trains: Diesels
 Current operating order: Tt, FsR, Sjz, 1st, NRC, XzS, CSb, B&M

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



Orders required for the following rounds *By the early deadline*
 OR15, SR10 *Adjudication can pause between rounds if requested*



18EU-N17

Three garrisons go down, and one new '8' train arrives.

OR10 - SR5

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
IS	ST	146:C6:2	530	1/2	①	220A	240	8 6
DR	SC	8:K8:6	630	Y	②	180B	96	8 P
BN	LG	141:B13:3	510	Y	③	150C	296	5
FN	LG	8:A12:3	760	Y	④	150C	243	8 5
GS	MB	-	500	Y	⑤	135C	170	6 P
RA	SC	147:D5:2	510	1/2	⑥ ⑦	100C	50	8 P
RB	MB	-	480	Y	-	90E	377	5 P

- Notes:
- ① 800 to the bank for an '8' train
 - ② 60 to the bank for terrain costs
 - ③ 150 from the bank for the sale of one share
 - ④ Places a garrison in A10
 - ⑤ Places a garrison in D7
 - ⑥ Places a garrison in G12
 - ⑦ 200 to the bank for two pool shares

Stock Round 5

	Steve	Lyndon	Martin	Simon
+ FN treasury	✗		- 1 RB + FN treasury	✗
+ RA pool	✗		✗	✗
+ RA pool	✗		✗	✗
+ RA pool	✗		✗	✗
✗	Priority for SR6			

Cash Flow	b/f	OR10	SR5	c/f	Value	%	Certs
Steve Thomas	574	414	-450	538	3,123	22.1	13
Lyndon Gurr	1,287	843	0	2,130	4,680	33.1	13
Martin Butcher	383	766	-60	1,089	2,979	21.1	13
Simon Cutforth	277	712	0	989	3,359	23.7	13

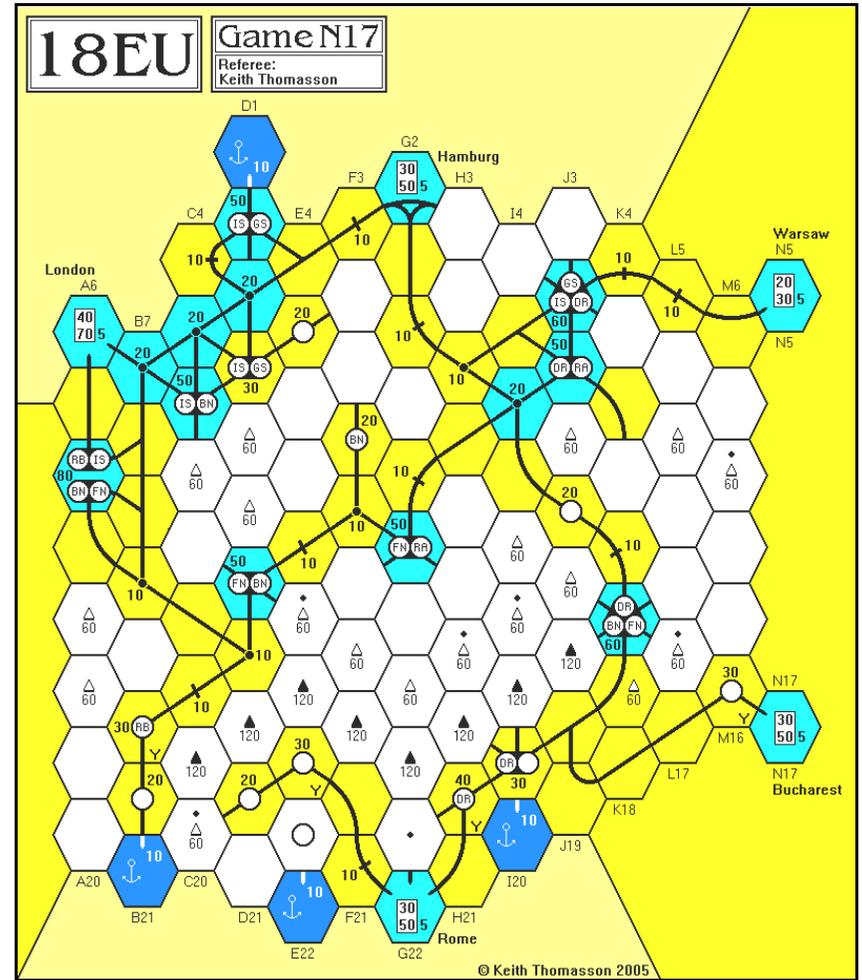
Portfolio	BN	DR	FN	GS	IS	RA	RB	RP
Steve Thomas	-	4	1	-	6P	3	-	-
Lyndon Gurr	6P	-	6P	-	3	-	-	-
Martin Butcher	2	-	2	6P	-	-	5P	-
Simon Cutforth	1	6P	1	1	1	5P	-	-

Treasury	-	-	-	-	-	2	4	10
Bank pool	1	-	-	3	-	-	1	-
Price	150C	200A	165B	135D	220A	100C	90E	-
Company credit	296	96	543	170	240	50	377	-
Trains	5	8 P	8.5	6 P	8.6	8 P	5 P	-

Bank cash: 5,472 Certificate limit: 13 Trains: 8 x '8' (plus 1 x Pullman)

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

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



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



18KAAS-O19	Lots of trains for some companies.	OR3
-------------------	------------------------------------	------------

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	WM	7:B16:2	60	Y	①	90C▲	440	2 2 2 2
PRR	MB	8:G15:5	40	Y	② ③	82D▲	70	3 2 2
NYNH	TS	56:H12:5	-	-	-	63G▼	670	-

- Notes: ① 240 to the bank for three '2' trains
 ② 260 to the bank for a '2' train and a '3' train
 ③ 220 to Martin for the C&StL and D&H privates

Cash Flow	b/f	OR3	c/f	Value	%	Certs
Willem Moene	50	41	91	651	18.9▲	6
Martin Butcher	4	271	275	775	22.5▲	5
Tony Sait	12	20	32	520	15.1▼	6
Lyndon Gurr	107	46	153	835	24.3▼	5
Alan Harvey	34	47	81	659	19.2▼	6

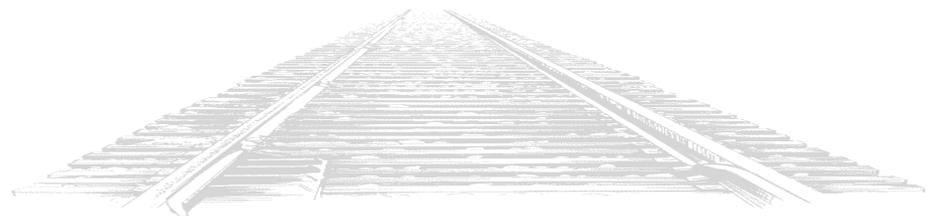
Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
• Willem Moene	SVR	-	-	-	6P	-	-	-	-
Martin Butcher	-	-	-	-	1	-	-	-	5P
Tony Sait	M&H	-	-	-	-	-	-	6P	-
Lyndon Gurr	B&O	-	2P	-	2	-	-	-	1
Alan Harvey	C&A	-	-	-	1	-	-	-	4

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: \$10,188 Certificate limit: 13 Trains: 4 x '3', 4 x '4'...
 Current operating order: CPR, PRR, NYNH

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

We have a rush of trains, bringing the green tiles out earlier than expected, and a request to pause before the stock round. Most people have provided orders. If you want to stay with those, just confirm that they're still valid.

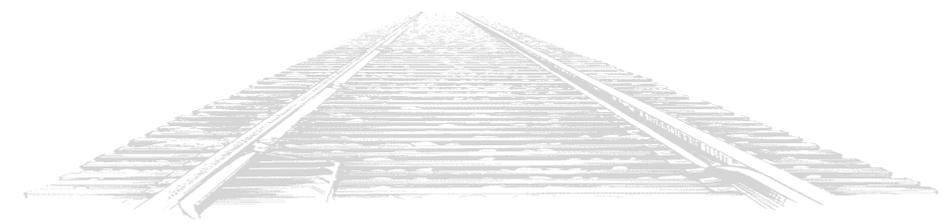


18KAAS

Game O19
 Referee: Keith Thomasson

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Orders required for the following round	<i>By the early deadline</i>
SR4	



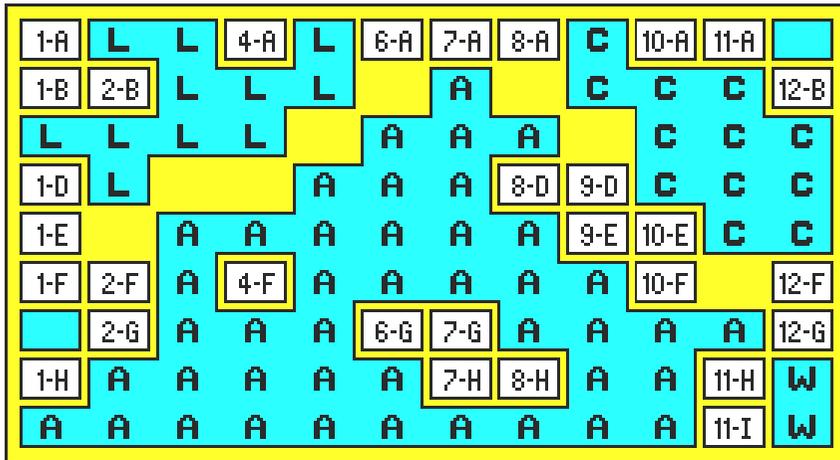


ACQUIRE 41

American grows big enough to be noticed.

ROUND 11

Michael 7-F Buys 3 Worldwide @ £300.
 Steve 10-C Buys 2 Continental @ £900.
 Lyndon 10-G (Dead tiles: 11-F) Buys 3 Worldwide @ £300.
 Simon 6-E Buys 3 Continental @ £900.
 Tony 5-D Declares the game over as American has over 40 tiles.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	-	-	11	13	-	£17,800	£44,800
Steve Ham	3	-	9	-	1	5	-	£500	£22,800
Lyndon Gurr	6	-	10	-	6	-	-	£2,500	£35,500
Simon Brooks	3	-	6	-	-	6	1	£14,300	£32,900
Tony Wilcock	13	-	-	-	3	-	-	£3,700	£20,700
Bank Stock	-	25	-	25	4	1	24		
Chain Size	11	-	43	-	2	12	-		
Chain Value	700	-	1100	-	300	900	-		

Michael was unlikely to lose his lead at this stage, and held on to win the game.

1st	Michael Graystone	£44,800
2nd	Lyndon Gurr	£35,500
3rd	Simon Brooks	£32,900
4th	Steve Ham	£22,800
5th	Tony Wilcock	£20,700

Congratulations to Michael, and thanks to everyone for taking part. Next month we'll round up, if you have anything to say about the game.

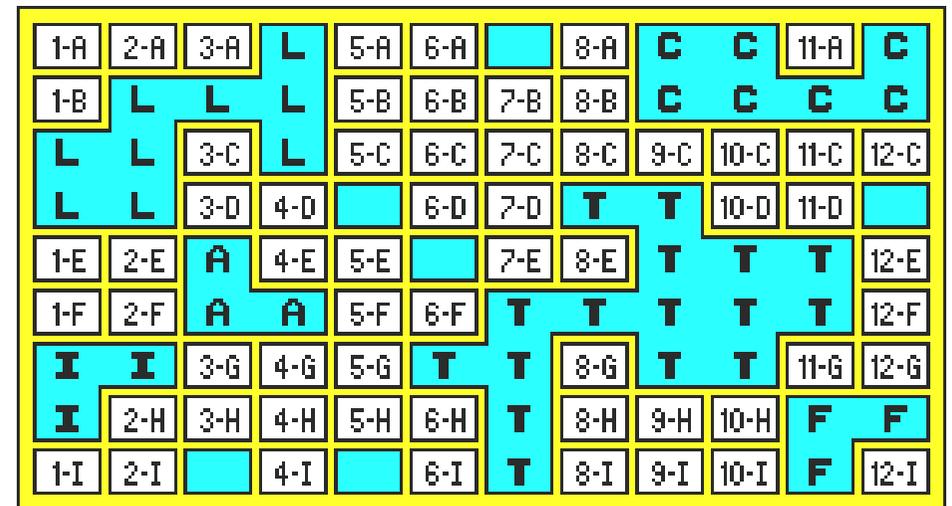


ACQUIRE 42

Worldwide disappears. No new chains replace it.

ROUND 7

Willem 7-H Buys 3 Imperial @ £400.
 John M 1-D Buys 3 Imperial @ £400.
 Lyndon 11-B Continental takes over Worldwide, bonuses for Lyndon (£3,000) and John M (£1,500), Lyndon swaps 6 for 3, retains 7, Colin swaps 2 for 1, John M sells 4 for £1,200. Buys 3 Continental @ £800.
 Colin 12-H Buys 3 Festival @ £400.
 John C 9-G Buys 2 American @ £400, 1 Continental @ £800.
 Willem 2-G Buys 3 Imperial @ £500.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	8	-	-	7	-	£4,800	£25,600
Willem Moene	7	3	-	7	-	1	9	£1,100	£32,000
John Marsden	3	1	6	-	-	-	7	£4,100	£19,000
Lyndon Gurr	-	7	-	-	7	6	3	£7,800	£30,000
Colin Sharpe	-	-	6	11	-	5	-	£400	£16,200
Bank Stock	15	14	5	7	18	6	6		
Chain Size	9	16	3	3	-	7	3		
Chain Value	600	700	400	400	-	800	500		

Money is around in some quarters, but not everywhere.

Playing sequence

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



ACQUIRE 43

One new chain and a number of loose tiles.

ROUND 3

Kevin 5-D Forms American, one free share. Buys 3 American @ £500.
 John 5-F Buys 3 Tower @ £200.
 Tony 9-I Buys 3 Festival @ £500.
 Bob 8-G Buys 1 Luxor @ £200, 1 American @ £500, 1 Continental @ £400.
 Lionel 8-E Buys 1 Festival @ £500, 2 Worldwide @ £500.
 Kevin 6-A Buys 3 Continental @ £400.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	1	-	1	-	-	5	-	£3,900	£12,900
Lionel Robbins	-	-	-	5	9	-	-	£2,400	£12,600
Kevin Lee	-	-	4	-	6	3	-	£2,100	£12,800
John Colledge	4	3	-	-	-	-	-	£4,800	£9,200
Tony Wilcock	-	4	-	3	-	-	-	£4,500	£9,700
Bank Stock	20	18	20	17	10	17	25		
Chain Size	2	2	2	2	2	2	-		
Chain Value	200	200	500	300	500	400	-		

After three rounds one of the chains has yet to make an appearance. Imperial will most likely deign to make its location known next time.

Playing sequence
John, Tony, Bob, Lionel, Kevin, John again



ACQUIRE 44 {SP}

Our eleventh Special Powers game.

NEW GAME

There are four players for the latest Special Powers game of Acquire, dealing in this order:

Mick Haytack 43 Swanmore Road, Littleover, Derby, DE23 3SD
 John Colledge Dunorroch, 24 Brunstane Bank, Edinburgh, EH15 2NR
 Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
 Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN

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

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

A potentially profitable plot is on offer in the south, but these are not always as desirable as they seem, as the stock costs more from the start. As usual, the ability to cash in on the opportunities lies in the tiles you hold. Whatever you've got in your hand (quiet...), enjoy the game.

Playing sequence
Mick, John, Michael, Colin, Mick again





BATTLE! 3 Some major damage reduces units to a shell of their former selves. **ROUND 14**

Team	Research	PP	Units	M	C	A	S	E	D	P	R	B	H		
<i>Antz</i> Marcus Pratt	✗ Level 10	19	1A	3	0	5	1/0	2	3	1	3	1	3		
			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							
			7A	2											
			8A												
			9A	1	0	0	1/0								
<i>Cohen</i> Allan Stagg	✗ Level 10	16	1C	3	0	0	0/0	1	0	1					
			2C	2											
			3C	1											
			4C	2	0	2	3/0	1	2	1	2	1	1		
			5C	3	3	3	1/0	1	1	0	1	1	1		
			6C	1	0	0	2/0	0	1	0	0	0	1		
			7C	1											
			8C	1	0	1	2/0	1	0	0	1	0	1		
<i>Droid</i> Joakim Spångberg	✗ Level 6	10	1D	2	2	4	1/0	0	1						
			4D												
<i>Everjoice</i> Steve Ham	✗ Level 10	15	1E	1	2	1	0/0	0	0	1					
			2E	2	0	3	0/0	2	1	1	2				
			3E	1	0	1	0/0	0	0	2					
			4E	2	0	1	1/0								
			5E												
			6E	2	0	2	1/2	1	1	2	1	0	1		
			7E	1											
<i>Team Fred</i> Peter Hawkins	+ Build Level 9	14	1F	2	0	3	0/0	0	1						
			2F	3	1	3	1/0	1							
			3F	0	0	1									
			4F	1											
			5F	2	0	2	0/0	1	1	0	2				
			6F	2	0	0	0/0	0	0	2	1				
			7F												

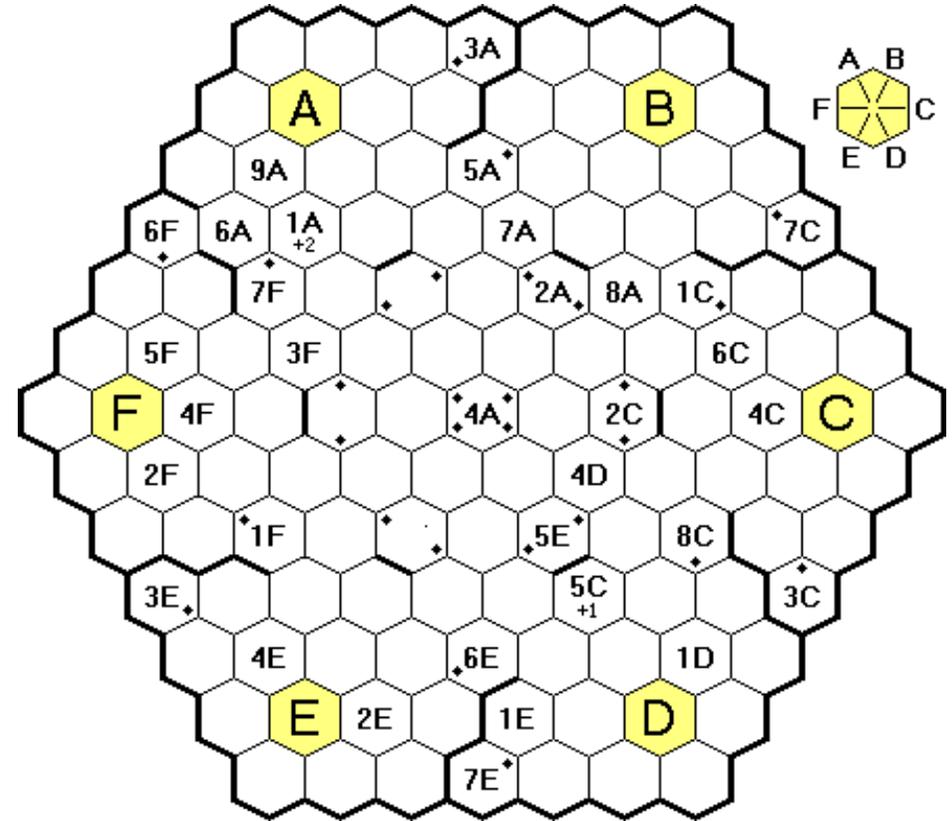
New units: None.

Movement: The usual adjustments to move units around. 2A tried to move through 8A's position - probably a direction error, but it ended up standing still.

Combat: 1A→4F @ hits, 6a→6F @ hits, 5C→1E @ hits, 5C→5E @ hits, 8C→5E @ hits, 1D→9C @ hits, 1E→3D no hits, 2E→1F @ hits, 5E→4D not hits, 6F→6A @ hits. 9C was destroyed.

Conversion: 1E converts 3D to 7E.

Build: None.



4C has a storage value of 3, which means it can pass 6 points of power to other units. That's six points in total, not six points in one direction and more in another...

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





BREAKING AWAY 14

It's time to get in position for the finish.

ROUND 10

Pos	Riders	New
94	Rudolph	3
93	Mercury Dixen	4
92	Eddie Stobart Deacon Spenser	6
91	Scudder	9
90	May Stefanos Hibiya	10
89	Naka-Meguro	13
88	Kamiyacho Summer	14
87	-	
86	Spring Blitzen	3
85	Winter Fall	4
84	-	
83	Turner of Soham	3
82	Frans Maas	4
81	Donner	5
80	-	
79	-	
78	-	
77	Taylor	3
76	Robicheaux Christian Salvesen	4

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



BREAKING AWAY 15

The promised renaming ceremony takes place.

ROUND 3

Pos	Riders	New
51	O'Neill	3
50	-	
26	-	
25	Bigspy	3
24	-	
23	-	
22	-	
21	-	
20	Sankeien Teal'c	3
19	Negishi	5
18	Carter ♦ Midspy ♦ Hyaku Dan (Ueno) Jackson	6
17	Wallace	10
16	Moon Smallspy Yamashita (Kamakura)	11
15	Knizia Eggspy	14
14	Evesham Kramer	15
13	Pershore	15
12	Acol Ace One Spade Stratford	15
11	No Trump Bidford Vulnerable	15

Martin Butcher <i>Designers Four</i>			
A	Knizia	1	11 14 14
B	Kramer	3	15 15
C	Moon	3	11 12
D	Wallace	3	9 10
Bruce Edwards <i>Spy Game</i>			
A	Eggspy	5	14 15 15
B	Bigspy	3	3 3
C	Midspy	5	6 12
D	Smallspy	4	10 11
Jim Reader <i>Yokohama Parks</i>			
A	Sankeien	3	3 10 15
B	Negishi	5	9 15
C	Hyaku Dan	4	6 13
D	Yamashita	3	11 15
Allan Stagg <i>Stargate</i>			
A	O'Neill	1	1 3 6
B	Carter	6	10 15
C	Teal'c	3	3 15
D	Jackson	4	6 9
Mark Stretch <i>Avon Riders</i>			
A	Evesham	5	5 14 15
B	Pershore	4	15 15
C	Stratford	6	11 15
D	Bidford	8	8 15
Roger Trethewey <i>Bridge Riders</i>			
A	Acol Ace	9	12 12 15
B	One Spade	12	15 16
C	No Trump	12	12 15
D	Vulnerable	8	12 15



Mercury has been caught, but he hasn't gained much in the way of replacement card value.

Rudolph has his red nose out in front now.

Orders required
Cards for round eleven



The *Yokohama Parks* team renames two of their riders. *Ueno* dons a shirt with *Hyaku Dan* on it, while *Kamakura* dumps his shirt for one that says *Yamashita*. Jim explains. *Hyaku Dan* means 100 steps, and is the park next to his house, while *Yamashita* is the harbour park close to the International School. Will *Hyaku Dan* be able to cope with this 120-step course?

Orders required
Cards for round four



BUS BOSS 284-SSV

One exchange of places.

ROUND 12

South Sweden

Round 12 Runs

		CHEF	GRUB	TURN	GEAR	GONE	
45	6♦ Uddevalla 10♣ Avesta	① GEAR 20 +1/-3					18
		② CHEF 10	-4		+3/-1		8
		✗ GRUBBY +4					4
46	7♥ Katrineholm 4♦ Karlstad	① TURNIPS 13 +2/-3				+2/-3	11
		② CHEF 6		+3/-2	+3	+3	13
		② GEAR 6 -3				-3	0
		② GONE 5 -3		+3/-2	+3		6
47	9♥ Norrköping 9♣ Uppsala	① TURNIPS 13				-5	8
		① GONE 12		+5			17
		③ GRUBBY 5					5
48	6♥ Örebro 7♣ Borlänge	① GRUBBY 13			+4		17
		① GEAR 12	-4				8
		③ CHEF 5					5
49	K♦ Göteborg Q♣ Koping	① TURNIPS 13	+3		-6		10
		① CHEF 12	-4				8
		③ GRUBBY 5 +4		-3			6
		✗ GEAR		+6			6
50	J♥ Jönköping Q♣ Kalmar	① TURNIPS 20					20
		② GEAR 10					10
51	4♣ Söderhamn 5♣ Malmo	① GRUBBY 20				+2/-6	16
		② GONE 10	+6/-2				14
52	8♦ Mariestad 2♥ Stockholm	① CHEF 13				+6	19
		① GRUBBY 12					12
		③ GONE 5 -6					-1

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
GONE KOPING	320	-	6	17	-	-	-	14	-1	356
GRUBBY	258	4	-	5	17	6	-	16	12	318
GEAR	266	18	0	-	8	6	10	-	-	308
CHEF	234	8	13	-	5	8	-	-	19	287
TURNIPS	215	-	11	8	-	10	20	-	-	264

Congratulations to Jim on keeping a firm hold on the game through to the end.

1st	Jim Reader	GONE KOPING	356
2nd	Michael Graystone	GRUBBY	318
3rd	Kevin Lee	GEAR	308
4th	Bruce Edwards	CHEF	287
5th	Steve Ham	TURNIPS	264
6th			

Round-up next month, so let's have your comments.



BUS BOSS 286-SPN

No runs for SPOCK,
just one for RR.

ROUND 8

Spain

Round 8 Runs

		BRK	BUS	SNL	TAP	RR	SPK	
8	9♦ Tarragona 5♣ Cadiz							15
								15
10	J♠ Orense K♣ Alicante				-4			26
			+4					4
11	9♥ Cuenca 5♣ Sevilla							30
12	A♠ Badajoz 9♣ Malaga		-7					23
					+7			7
13	8♣ Granada 8♠ Lugo		-4					11
			-3					12
			+4	+3				7
15	6♥ Soria 5♠ Zamora		-2			+1		15
			+3/-2	-1				9
				+2		+2/-3		6
16	5♦ Huesca 9♠ La Coruna		-3			-2		25
				+3				3
				+2				2
17	7♣ Jaen 8♥ Toledo		+1				-1	13
				-1			-1	10
							-1	4
								3
18	A♠ Gibraltar 6♦ Lerida			-4	+4			20
				-4				6
				+4				4

Round 8 Routes

Buses Uniting Spanish Sunshine Travel Only on the Plain (BUSSTOP) (Bob Coull, Black)
Jaen - Cordoba - Sevilla (11)

Some Noses Are Impossibly Large (SNAIL) (Mike Hutton, Red)
None.

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Zamora - Leon, Salamanca - Portugal (12)

Transport Around Pamplona and Sevilla (TAPAS) (Jim Reader, Yellow)
Toledo - Valladolid (10)

Robertson's Routemasters (RR) (Simon Robertson, Blue)
Leon - Valladolid, Barcelona - Girona (12)

Spain's Popular Overland Coach Kompany (SPOCK) (Don Shailer, Purple)
Cordoba - Malaga (7)

Scores

	Runs:	8	10	11	12	13	15	16	17	18	Routes	Score
TAPAS	85	15	4	30	23	-	-	-	-	6	-10	153
SNAIL	37	-	-	-	-	12	15	25	4	4	-	97
SPOCK	98	-	-	-	-	-	-	-	3	-	-7	94
RR	88	-	-	-	-	-	9	2	-	-	-12	87
BUSSTOP	24	15	-	-	7	7	6	-	15	20	-11	81
BROOKS	43	-	26	-	-	11	-	3	10	-	-12	81

Round 9 Runs

14.	10♦ - K♠	Gerona to Portugal
19.	2♣ - 8♦	Algeciras to Barcelona
20.	10♠ - 7♥	Vigo to Zaragoza
21.	10♣ - 4♥	Almeria to Madrid
22.	4♦ - K♥	Logrono to Ciudad Real
23.	3♠ - Q♦	Salamanca to France
24.	6♣ - A♥	Cordoba to Madrid
25.	2♠ - 5♥	Caceres to Burgos
26.	3♥ - 6♠	Madrid to Leon

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



BUS BOSS 290-SEA

Sydney to Newcastle is fully booked.

ROUND 5

South East Australia

Canberra-Orbost Lines Into Newcastle (COLIN) (Colin Sharpe, Blue)
 Sydney - Newcastle, Yass - Albury 52 - 11 41

Crazy Old Buses Bouncing on Every Road (COBBER) (Jim Reader, Yellow)
 Sydney - Newcastle - Port Macquarie 53 - 11 42

Shipping Narcotics In Australian Lands (SNAIL) (Mike Hutton, Red)
 Hay - Wilcannia 54 - 11 43

Routes Of Legend Faraway (ROLF) (Bruce Edwards, Purple)
 Moree - Bourke 57 - 13 44

Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY) (Michael Graystone, Brown)
 Nyngan - Wilcannia 52 - 11 41

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



BUS BOSS 292-FRA

No arguments over routes this time.

ROUND 2

South East Australia

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

Nantes - Limoges 88 - 10 78

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
 Orleans - Limoges 87 - 9 78

Robertson's Routemasters (RR) (Simon Robertson, Blue)
 Le Mans - Paris, Rennes - Lorient 88 - 12 76

Dijon Expressways Are Rampant (DEAR) (Kevin Lee, Red)
 Tours - Bordeaux 88 - 11 77

Garlic and Onions (GO) (Bob Coull, Black)
 Paris - Boulogne, Mulhouse - Germany 87 - 12 75

Bloody Useless Management (BUM) (Jim Reader, Yellow)
 Paris - Reims, Paris - Rouen 86 - 12 74

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



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Aug 22nd	Devolution 56, ...mais n'est-ce pas la gare? 53
Aug 24th	Counter 30
Aug 29th	Minstrel 280
Aug 30th	The Abyssinian Prince 294
Sep 1st	Ode 268
Sep 7th	Hopscotch 221
Sep 9th	Save Your xxs For Me 20
Sep 21st	Variable Pig 99
Sep 23rd	...mais n'est-ce pas la gare? 54

Another slightly extended deadline for this zine gives room for a couple of other zines to get extra issues onto the list. The most notable is probably Variable Pig 99 - which means there is a century coming up. ⚡



DUNGEONQUEST 3

Sir Quentin has a route to the Treasure Room.

ROUND 17

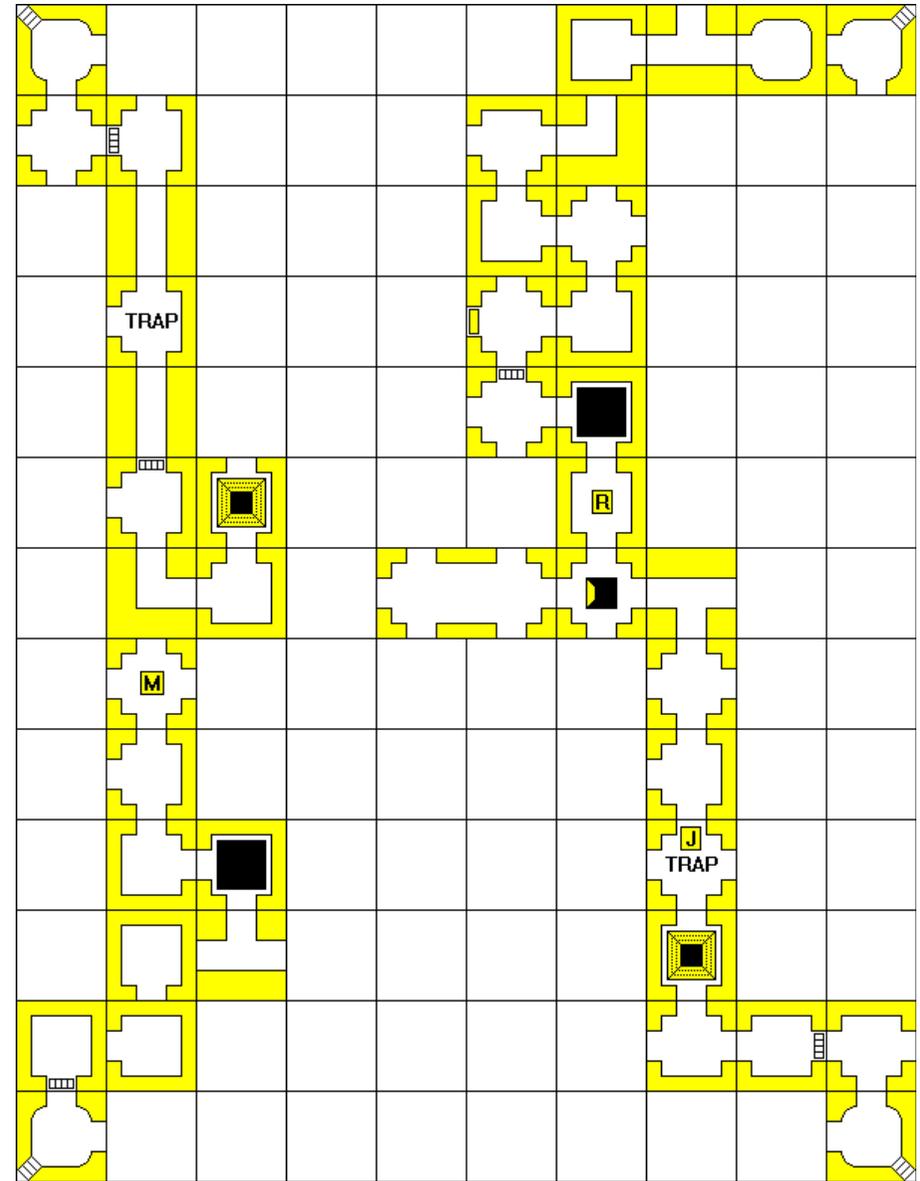
	St	Ag	Ar	Lk	LP	Ring	Treasure
Roger Trethewey <i>Sir Quentin</i>	3	8	5	7	5 {10}	Opening	Bow and 4 arrows Golden guineas - 10 GP Potion
Martin Butcher <i>Mordor</i>	4	7	4	8	14 {15}	Blinding	Golden guineas - 60 GP Golden guineas - 50 GP Jewellery - 200 GP Ring - 90 GP
Jim Reader <i>Mr C Fodder</i>	7	5	6	5	11 {16}	Healing	Rope Ruby - 4500 GP Gold chain - 700 GP

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

Sir Quentin moves south and enters an empty room. There is one other way out - south.

Mordor moves north and enters a room with exits to the east and west. There is a Death Warrior here, but who knows what will happen next? Choose between waiting to find out, attacking or trying to escape to the south.

Mr C Fodder fights the Mountain Troll and defeats it rather easily, although it does take a point of damage off on its way out. He then moves south and avoids a trapdoor in the trap room.



Orders required	9 rounds to go
Moves for round eighteen	



DUNGEONQUEST 4

Four new rooms, four different experiences.

ROUND 6

	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	Jewelled dagger - 250 GP

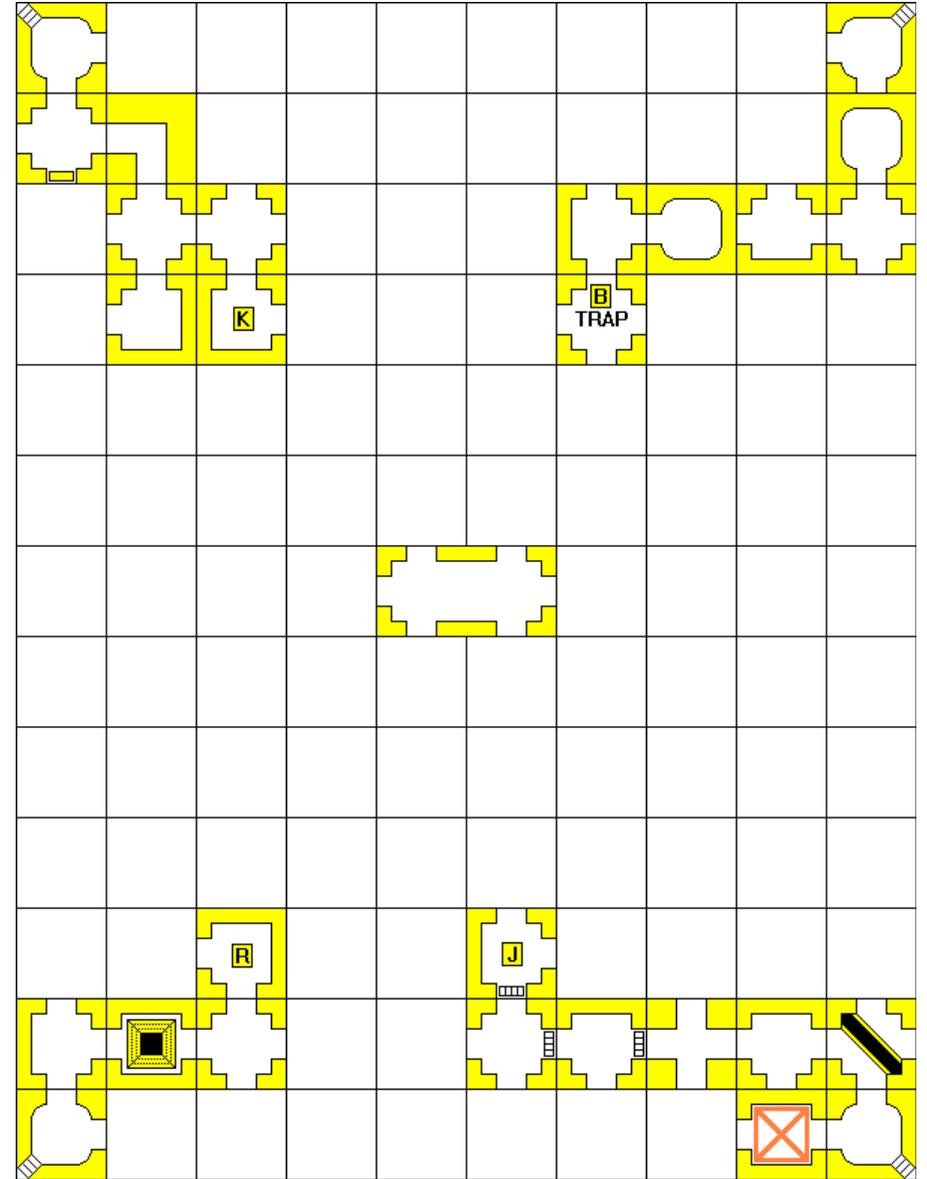
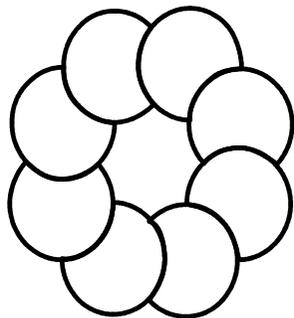
St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ {}=original Life Points

Crispin moves south and encounters a Death Warrior in the next room. Wait and see, attack, or try to escape...?

Ratzinere also moves south, and finds a room with exits on all sides. A few arrows shoot across the room - it's a trap room! Nothing hits, though.

Toby the Worm moves north and finds an empty room with another exit to the west.

Mr C III Jr curses his continuing ill-fortune, opens the crypt and finds a jewelled dagger, estimated at 250 GP. Bad luck. He moves north, finding a Mountain Troll in the next room. Wait and see, fight, or ... no escape! Someone got a job lot of portcullises for this part of the dungeon. Bad luck.



Orders required	20 rounds to go
Moves for round seven	



LANCASHIRE RAILWAYS 9

Two new links go at rock-bottom prices.

ROUND 9

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

Commodity Movement		TW	BE	SW	DS
Income:		15	15	15	9
Stephen	Cloth Manchester to Liverpool	1		4	
Tony	Industry Barrow-in-Furness to Preston	2			
Bruce	External Lytham to Rochdale	1	3		
Stephen	Cloth Manchester to Liverpool	1		4	
Don	External Blackburn to Burnley				1
Market loss number: 11		Income lost: -1 -1 -2 -			
		Income: 19 17 21 10			

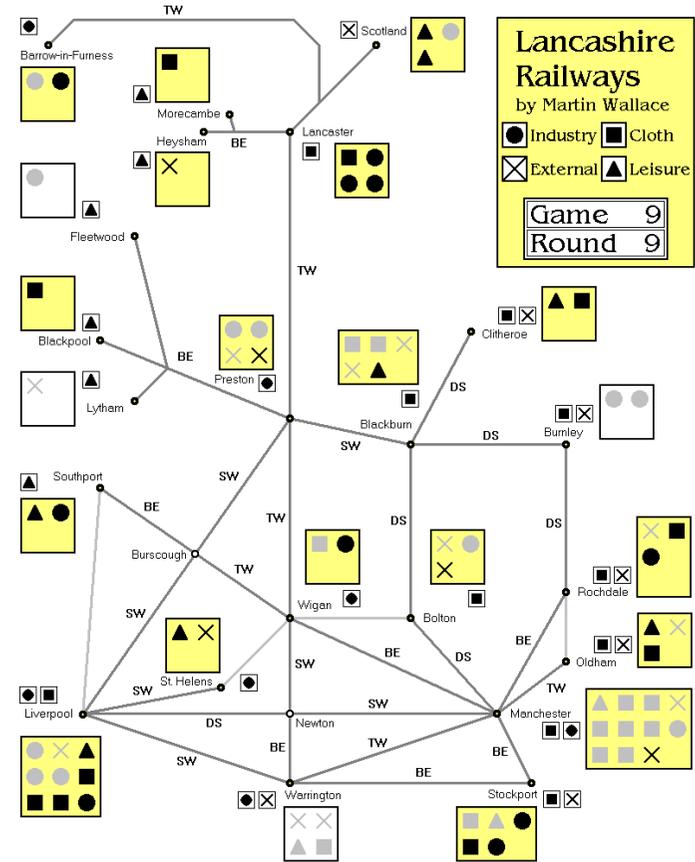
Stephen becomes the Train Player (income 21/cash 35).

Bank Loans	Acquired	Total	Interest	Retired	c/f
Stephen Webb	-	10	-2	-10	-
Don Smith	-	20	-4	-	20
Tony Wilcock	-	20	-4	-10	10
Bruce Edwards	-	10	-2	-10	-

Commodity Growth and New Railway Links			
Rochdale	Industry	◇	Link 10a: Oldham & Rochdale (8)
Heysham	External	◇	Link 10b: Wigan & Bolton (6)
Stockport	Industry	◇	Link 10c: St.Helens & Wigan (5)
Bolton	External	◆	Link 11a: Liverpool & Southport (8)
Liverpool	Industry		
Scotland	Leisure		



Cash flow	Stephen	43	Don	35	Tony	44	Bruce	50
Cash b/f		14		16		28		15
Auctions & Builds	-	14	-1	15	-7	21	-1	14
Income	+21	35	+10	25	+19	40	+17	31
Acquired Loans	-	35	-	25	-	40	-	31
Interest	-2	33	-4	21	-4	36	-2	29
Retired Loans	-10	23	-	21	-10	26	-10	19
Cash c/f		23		21		26		19



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

Orders required	Stephen leads the playing order
Railway link bids 10a, 10b and 10c, commodity movement, loans	



McMULTI 9

Petrol gets expensive.
What a surprise.

ROUND 7

	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						

Mick Haytack

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

Actions

Tony Buys one refinery.
Roll E-6.

Mick Roll C-3. Market moves to Rapid Growth (RP > \$66).

Martin Roll D-2.

Mark Buys one refinery.
Roll E-5. Market moves to Prosperity (RP > \$72).

Two changes in the economic climate push retail petrol to a high of \$72, slipping back to \$71 by the end of the round.

Mark Stretch

Martin Butcher

Players	Dealings		Assets hit	Stocks		
	Crude	Petrol		Crude	Petrol	Cash
Tony Wilcock	-	-	PP OR ² {PP} {PP}	-	-	\$210
Mick Haytack	-2/D	-1/D	{X} PP ² OR {X}	3	3	\$218
Martin Butcher	-	-	{PP} PP ² {OR}	8	6	\$193
Mark Stretch	-2/D	-2/D	{OR OW} {OR} OR ² OW ²	16	5	\$161

Sell/Buy	Domestic	International	
Crude	\$9/\$10	\$7/\$8	Next retail petrol sale \$71
Petrol	\$28/\$30	\$34/\$36	Next Oil Well conversion \$50

Economic Climate	Purchase Price			Liquidation Value			
	Rig	Pump	Refinery	Rig	Pump	Refinery	Oil Well
Prosperity	16	100	160	12	60	100	75

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



MYSTIC WOOD 1

Three and a half years of mystique comes to a close.

GAME OVER

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

Roger Trethewey (George, 1st): Sorry guys, I had a lot of luck on the last round. Good game - thanks to Keith for sound GMing.

Bruce Edwards (Perceval, 2nd): Hmm - second place isn't so bad. A pity about losing one player though, as I think the game needs five players so that knights are forced to challenge each other more often. Marfisa seems to have the most difficult task, relying on the luck of the cards more than the others, and at times, the game can be very slow moving.

Congrats to Roger on the win, and thanks to Keith for running the game.

George has to get strong to deal with the Dragon, but does have the consolation that the Dragon can get sent to the Enchanted Gate if someone else vanquishes it. This time it was at the Earthly Gate, and the subsequent encounter with the Arch-Mage allowed him to avoid a weary trek across the board.

The Dragon is just as likely to end up at the Enchanted Gate, letting George walk out in one turn if he manages to defeat the beast there, so perhaps this makes George one of the more attractive characters. Looks aren't everything...

PREVIEW

The stuff for Australian Railways is pretty well done, but I'm going to leave it on an issue #126 start to give me time to check it through properly. The players will no doubt do me the favour of checking it again when they get it. Even if they don't have an original copy to compare it to, it can be checked for sanity and silly errors.



There was no response to the query about Jotto, so that remains on the back burner. The number of new games coming up is on the increase after the recent slump.

Here's a poser for you. If I was going to add one more 18xx title to the range I offer, which one would it be?

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

- #125: 1850, Outpost, Railway Rivals {Denmark}
- #126: 1800, Acquire, Australian Railways, Bus Boss {North Italy}
- #127: Puerto Rico



MYSTIC WOOD 2

Astolfo changes direction.

ROUND 35

- ◇ Roland uses the Wand to rotate his area by 180° and then moves south.

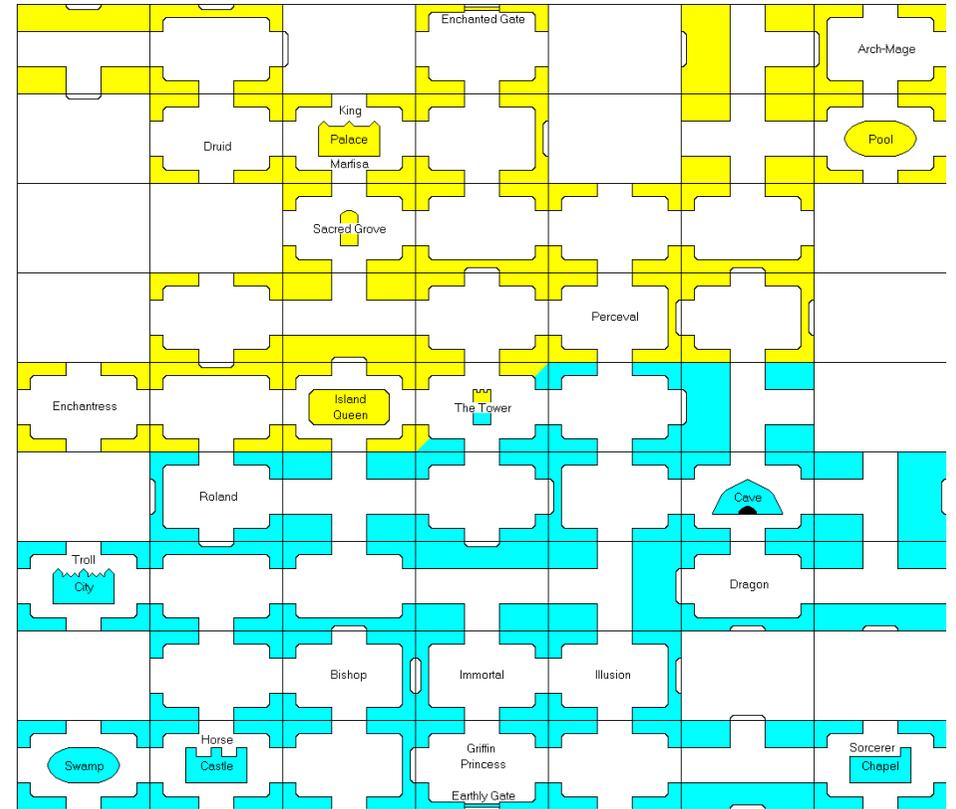
- ◇ Astolfo moves east to drop the Crone off at the Palace, but must resolve the encounters with the King and the Wife first. The King (p4 s4) challenges him, with a result of 24:14 to Astolfo. This is a life-changing event, as he ceases to be Astolfo and becomes the King. His original quest, though completed, is now discarded, along with some cards that grant additional prowess. His new quest is to occupy the Castle for one full turn. As King of the Wood, he no longer needs to leave it. A total catch-22 situation, as he could not leave the Wood with the Crone, and couldn't fulfil the Crone's requirement without defeating the King, and thereby making his quest redundant.

As the King he then approaches the Wife, who gives him her broth, increasing his strength by one. He is then able to deliver the Crone to the Palace - and finds that she is a Maiden under a curse. He becomes the Maiden-rescuer, for one additional prowess.

- ◇ Marfisa heads west and pays homage to the new King.

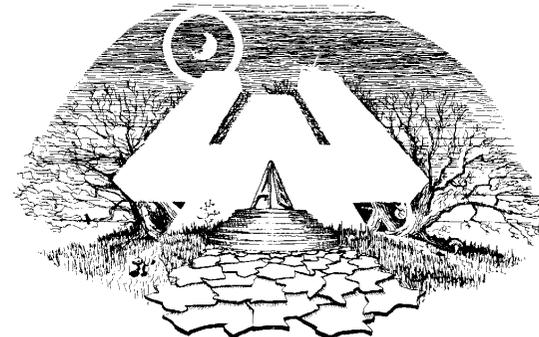
- ◇ Perceval moves north and is challenged by the Wizard (p4). The result is 7:5 to Perceval. The Wizard hands over his Lance, worth one strength. He is then befriended by the Pilgrim, who will hand over his Staff if he is delivered to the City. The Staff lets you joust with another player on equal terms if your prowess and strength are lower.

Player	Character	Pro	Str	Quest and companions/things
Howard Bishop	Roland	2	2	<i>Leave with the Princess</i>
		1		Wand (rotate your area by 180°)
		1	1	Child (deliver to Earthly Gate) Giant-killer Helmet
Peter Berlin	King	4	4	<i>Occupy the Castle for one full turn</i>
		1	1	Shield
		2	2	Armour
		1	1	Friar
		1	1	Damsel (must be delivered to the Queen)
		1	1	Holy Grail Maiden-rescuer Broth-drinker
Don Shailer	Marfisa	1	3	<i>Leave with a Prowess of 6 or more</i>
		2	2	Horse
		1	1	Griffin Bear-killer
Tony Wilcock	Perceval	3	1	<i>Leave with the Holy Grail</i>
		1	1	Lance
				Pilgrim (deliver to City for the Staff)



Nobody is in the Tower.

Orders required
 Moves for round thirty six, include round thirty seven orders if you can





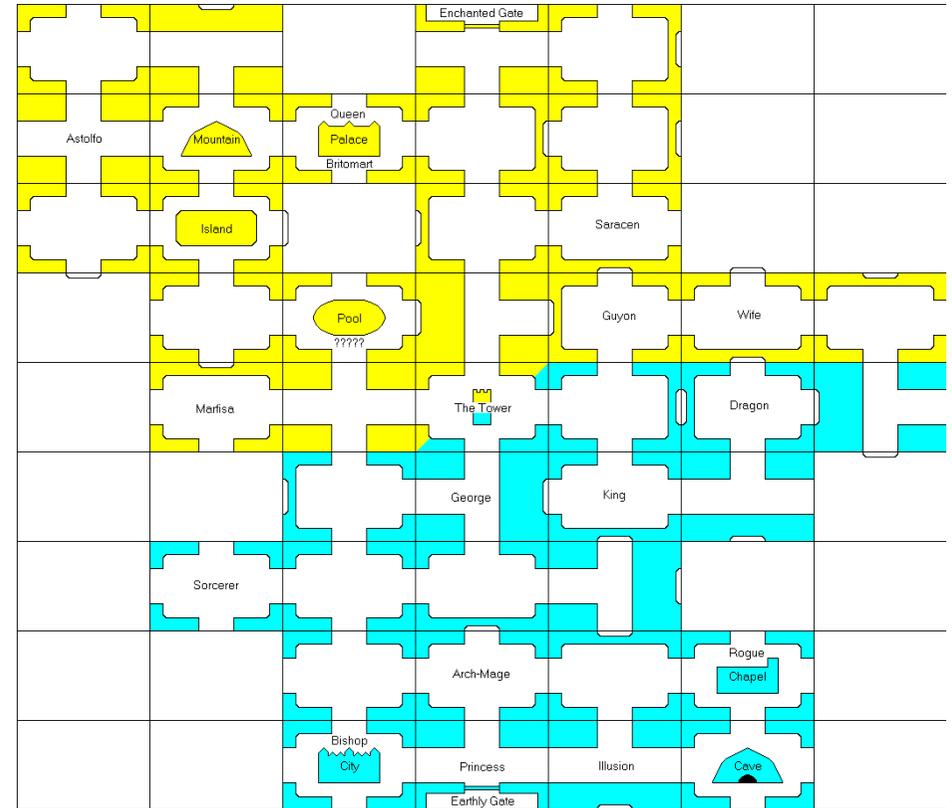
MYSTIC WOOD 3

Marfisa is one step closer to her goal.

ROUND 20

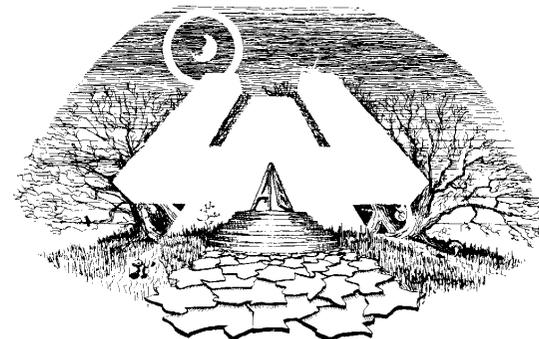
- ◇ Britomart heads east.
- ◇ Marfisa moves west and is challenged by the Giant (s3). The result is 9:4 to Marfisa, who becomes the Giant-killer for one prowess.
- ◇ George escapes from the Tower and heads south.
- ◇ Guyon moves west,
- ◇ Astolfo moves south.

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



Nobody is in the Tower.

Orders required
 Moves for round twenty one, include round twenty two orders if you can





OUTPOST 21

You need at least one Research card to buy a New Chemicals factory.

ROUND 12

Commander Actions

Geoff Auctioned a Scientists for 40. Jim joined at 41, Bruce at 42, Marcus at 43, Willem at 44. Bruce dropped out at 56, Marcus at 60, Jim at 65, Geoff at 76. Willem got it for 76 reduced to 56 after Data Library discounts (w:4,8 r:12,15,17)

- ▶ Auctioned an Outpost for 100 and got it reduced to 75 after Heavy Equipment / Ecoplants discounts (o:5 w:5,6,7,9,9 t:10,11,13) plus a free Titanium Factory

Mark Bought one New Chemicals Factory (o:2 w:4,5,5,8 t:9 r:13 m:14)

Jim Auctioned an Orbital Lab for 50. Marcus joined at 51, Willem at 52. Jim dropped out at 64, Marcus at 70. Willem got it for 70 (w:30,30 r:16)

Bruce Bought one Titanium Factory (o:2 w:9 t:9,10)

- ▶ Bought three Population Units (w:6 t:10)

Marcus Bought one New Chemicals Factory (w:30 r:11 n:20)

- ▶ Bought two Population Units (o:4 n:16)

Willem Passed

PO	Name	Factories	Population	Robots	Production
1	Geoff	2o,5w,4t	8 (13)	2 (8)	2o,5w,1T (85,15)
2	Mark	2o,4w,2t,1r,1n	8 (8)	0 (0)	1W,4t,1r,1m,1n (120,10)
3	Bruce	2o,2w,4t	8 (10)	0 (0)	2o,2w,1T (64,20)
4	Jim	2o,5w,1t	8 (13)	0 (0)	5o,10w,2t (105,20)
5	Marcus	2o,4w,3n	8 (8)	0 (0)	2o,1W,1r,3n (109,15)
6	Willem	2o,5w	5 (5)	0 (0)	1w,1W,3r,1m (93,15)

PO	Name	Colony Cards	Victory Points
1	Geoff	HE, Nod, Rob, Eco, OP	30 (235)
2	Mark	DL, HE, Nod, OL, Lab	25 (200)
3	Bruce	DL, WH, HE, Eco, OP	25 (200)
4	Jim	WH, Nod, Eco, OP	22 (180)
5	Marcus	WH, Nod, Sci	19 (90)
6	Willem	DL, DL, WH, HE, Sci, Sci, Sci, OL	18 (255)

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

Orders required
Round thirteen auctions, bids and purchases



OUTPOST 22

We reach the second phase.

ROUND 8

Commander Actions

Jim Bought one Water Factory (o:2,4,4 w:4,6)

Steve Bought one Population Unit (o:3 w:7)

Marcus Passed

Willem Bought one Population Unit (w:5,5)

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

Lyndon Bought one Titanium Factory (w:8 t:11,11)

David Auctioned a Warehouse for 25 and got it (o:1 w:8,8,8)

Martin Bought one Population Unit (w:10)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,3w	5p (8,0)	DL, DL, DL, Nod	2o,4w (34,10)	10 (70)
2	David	2o,7w	7p (8,0)	WH, Nod	1o,4w,2W (91,15)	10 (50)
3	Steve	2o,5w	7p (8,0)	WH, Nod	3o,4w,2W (97,15)	10 (50)
4	Willem	2o,6w	7p (8,0)	DL, Nod	2o,4w,1W (64,10)	10 (40)
5	Lyndon	2o,2w,4t	5p (5,0)	HE	4w,1t,1T (82,10)	10 (30)
6	Martin	2o,4w	6p (8,0)	WH, Nod	3o,4w,2W (97,15)	9 (50)
7	Marcus	2o,3w,2t	5p (5,0)	DL, HE	6w,4t (82,10)	9 (45)

Data Library	0	Sold out	Orbital Lab	0	(5 more)
Warehouse	2	(none left)	Robots	1	(4 more)
Heavy Equipment	3	(none left)	Laboratory	0	(5 more)
Nodule	0	Sold out	Ecoplants	0	(5 more)
Scientists	1	(4 more)	Outpost	0	(5 more)

Orders required
Round nine auctions, bids and purchases





OUTPOST 23 {AV}

All development paths have now diverged.

ROUND 4

Commander Actions

Marcus Passed

Mick Auctioned a Nodule for 31 and got it (o:1,1,2,2 w:3,3,3,4,4,4,4)

Willem Auctioned a Nodule for 25. David joined at 26, Kevin at 30. David and Kevin dropped out at 31. Willem got it for 31 (o:1,1,2,2 w:3,3,3,4,4,4,4)

David Bought one Water Factory (o:1,1,2,2 w:3,3,4,4)

Kevin Auctioned a Heavy Equipment for 30 and got it (o:1,1,2,2 w:3,3,3,4,4,4)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Mick	2o,3w	5p (8,0)	Nod	27	7 (25)
2	Willem	2o,3w	5p (8,0)	Nod	27	7 (25)
3	Kevin	2o,3w	5p (5,0)	HE	27	6 (30)
4	Marcus	2o,2w	4p (5,0)	HE	43	5 (30)
5	David	2o,4w	5p (5,0)	-	44	5 (0)

PO	Name	Total Cards	Megas	Ore	Wat/Tit	Res	Mic	NC/OM	RO	MO
1	Mick	5/10	-	-	2 2	3 3	-	-	-	-
2	Willem	5/10	-	-	2 2	3 3	-	-	-	-
3	Kevin	5/10	-	-	2 2	3 3	-	-	-	-
4	Marcus	9½/10	-	-	7 4	4 4	-	-	-	-
5	David	6½/10	1	-	1 1	1 2	-	-	-	-

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

Orders required
 Round five auctions, bids and purchases



PUERTO RICO 1

Things are getting tight in the closing stages.

ROUND 15

Peter's Indigo field manned itself last time because it was left unmanned in error.

Peter is the Captain.
 Derek is the Builder and builds a Sugar Mill.
 Jim builds City Hall, Peter builds a Hacienda.
 Jim is the Mayor (+1).
 Alan is the Trader and trades Sugar. Jim trades Indigo.

Quarries	Plantations (Fields)					Trading House				Ship	Supply
-	Ind	Ind	Tob	Tob	Cof	Sug	Ind	-	-	0	8

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

Jim
 Reader
 DbIns: 5
 Chips: 8
 Fields: Qry✓✓✓ Crn✓ Ind✓✓✓ Cof✓✓
 Goods: ✗

Alan
 Harvey
 DbIns: 8
 Chips: 8
 Fields: Qry✓✓ Crn✓✓✓ Ind✓✓✓ Sug✓ Cof✓
 Goods: Ind✓ Sug✓

Peter
 Hawkins
 DbIns: 0
 Chips: 29
 Fields: Crn✓✓✓ Ind✓ Sug✓ Tob✓✓
 Goods: Sug✓

Derek
 Wilson
 DbIns: 4
 Chips: 13
 Fields: Qry✓✓ Crn✓ Ind✓ Sug✓X Tob✓✓
 Goods: Crn✓

Jim's city is full and the colonist supply has run out, so we're done and dusted. Getting a third large building did wonders for Jim, pulling him up to challenge for the lead.

1st	Jim Reader	48
2nd	Derek Wilson	47
3rd	Peter Hawkins	39
4th	Alan Harvey	22

Peter had been leading the way with a steady flow of VP chips for shipping goods, but Jim clinches it at the very last. Congratulations, Jim, and thanks to everyone. Next month we'll round this one up, and being the first in the zine, surely some comments are due.



PUERTO RICO 2

The Settler is missed for the second time.

ROUND 13

Kevin is the Prospector (+2).
 Marcus is the Builder and builds a Indigo Plant.
 Lionel builds a Harbour. Kevin builds an Office.
 Lionel is the Craftsman (+1) and produces an extra Indigo.
 Bruce is the Trader and trades Sugar.
 Kevin trades Indigo.
 The Trading House is emptied.

Roles

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

Quarries

-

Plantations (Fields)

Sug	Tob	Cof	Cof	Cof
-----	-----	-----	-----	-----

Trading House

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

Ship Supply

7	22
---	----

Buildings

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

Cargo Ships

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

Kevin Lee	● Small sugar mill	● Indigo plant	● Small market	● Office
DbIns: 5	● Large market	● Wharf	● Residence	● City hall
Chips: 0	Fields: Qry✓✓ Ind✓XXX Sug✓X TobX			Goods: Sug✓
Marcus Pratt	● Small sugar mill	● Indigo plant	● Coffee roaster	● Construction hut
DbIns: 11	● Large market	● Factory	● Guild hall	● Fortress
Chips: 3	Fields: Qry✓✓✓ Crn✓ Ind✓✓ Sug✓ Cof✓			Goods: Crn✓ Sug✓ Cof✓
Lionel Robbins	● Small indigo plant	● Tobacco storage	● Small market	● Large warehouse
DbIns: 5	● Factory	● Harbour	● Customs house	
Chips: 16	Fields: Qry✓ Crn✓XXX Ind✓ Tob✓✓✓			Goods: Crn✓ Ind✓✓ Tob✓✓✓
Bruce Edwards	● Small indigo plant	● Small sugar mill	● Coffee roaster	● Small warehouse
DbIns: 3	● Hospice	● Wharf		
Chips: 14	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓X Cof✓✓			Goods: Crn✓ Ind✓ Cof✓✓

Orders required
 Round fourteen orders in the sequence Marcus, Lionel, Bruce, Kevin



PUERTO RICO 3

Some more loading at the dock, but no ships are sailing yet.

ROUND 8

Mick is the Mayor.
 Jim is the Settler (+1) and digs a Quarry (manned).
 Allan plants Corn. Peter and Mick plant Indigo.
 Allan is the Trader (+1) and Trades Sugar.
 The Trading House is emptied.
 Peter is the Captain.

Roles

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

Quarries

2

Plantations (Fields)

Crn	Ind	Sug	Sug	Tob
-----	-----	-----	-----	-----

Trading House

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

Ship Supply

4	37
---	----

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: Sugar	6: Indigo	7: Tobacco
✓ ✓ - - -	✓ ✓ ✓ ✓ ✓ -	✓ ✓ - - - - -

Jim Reader	● Indigo plant	● Tobacco storage	● Hospice
DbIns: 2	Fields: Qry✓✓ Crn✓✓ Ind✓ Tob✓✓		Goods: Crn✓
Chips: 5			
Allan Stagg	● Small indigo plant	● Small sugar mill	● Office
DbIns: 7	Fields: Qry✓ CrnX Ind✓ Sug✓ Tob✓X CofX		Goods: X
Chips: 4			
Peter Hawkins	● Small indigo plant	● Small sugar mill	● Small market
DbIns: 3	Fields: Crn✓✓X Ind✓X Sug✓		Goods: X
Chips: 12			
Mick Haytack	● Small sugar mill	● Coffee roaster	● Small market
DbIns: 1	Fields: Qry✓✓✓ Crn✓ IndX Sug✓ Cof✓		Goods: X
Chips: 5			

Orders required
 Round nine orders in the sequence Jim, Allan, Peter, Mick



RAIL BARON 13

One bid resolves the current auction.

ROUND 10

Auction for the GM&O: USELESS bids 13,000 for the GM&O and gets it. This covers COC's current debt. And no, the COC was not allowed to bid. Any auction where the seller is allowed to bid is more than a little suspect.

Tony Bromley : Black : Trans America Express (TAXES) : Cash 132½K
(Home: Houston)

- 45: Unreported bonus movement: SLSF to 2 S of Kansas City
- 46: {12} SLSF/UP to 4 SE of Pocatello {-1 bank +10 BUM}
- 47: {11} UP to 2 E of Portland {-1 bank}
- 48: {11} GN/WP to Oakland {+51} Purchase SAL {-14} {-1 bank -10 USELESS +10 BUM}
- 49: {14} SP/UP to 2 NW of Denver {-1 bank -10 USELESS +10 BUM}
- 50: {6} UP to 3 W of Kansas City {-1 bank +10 BUM}

Lionel Robbins : Red : United Services Eastern Lines Easily Straddling States (USELESS) : Cash 70½K
(Home: Kansas City)

- 46: {9} SP/NP to Seattle {+26½} Buys Superchief {-40} {-1 bank}
- 47: {11} NP/SP to 1 S of San Francisco {-1 bank}
- 48: {6/5} SP to Los Angeles {+13½} No purchase
Bonus: SP to 1 S of San Francisco {-1 bank +10 TAXES}
- 49: {14} SP/WP/D&RGW to 3 W of Denver {-1 bank +10 TAXES}
- 50: {4/2} D&RGW to Denver {+13½} No purchase
Bonus: D&RGW to 2 W of Denver {-1 bank}

Geoff Hardingham : Blue : Carry On Columbus (COC) : Cash 36½K
(Home: Columbus)

- 46: {9} B&M to Portland {+18} No purchase {-10 DEAR}
- 47: {9} B&M/NYNH/NYC to 1 E of Buffalo {-1 bank -10 DEAR}
- 48: {6} NYC to 1 E of Chicago {-1 bank}
- 49: {8} NYC/AT&SF to 2 SW of Kansas City {-1 bank -10 DEAR}
- 50: {4} AT&SF to 2 E of Pueblo {-10 DEAR}

Kevin Lee : Green : Detroit Expressways Are Rampant (DEAR) : Cash 89½K
(Home: Detroit)

- 46: {12} CMStP&P to 5 E of Butte {-1 bank +10 COC +10 BUM}
- 47: {9/2} CMStP&P to Butte {+25½} No purchase
Bonus: CMStP&P to 2 E of Butte {-1 bank +10 COC}
- 48: {11} CMStP&P to Minneapolis {-1 bank}
- 49: {14} CMStP&P/B&O to Pittsburgh {+20} No purchase {-1 bank +10 COC}
- 50: {6} B&O to Chicago {+4½} No purchase {-1 bank}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 24½K
(Home: Tucumcari)

- 46: {9} L&N/SLSF/CRI&P to Little Rock {-1 bank -10 TAXES -10 DEAR}
- 47: {9} CRI&P to 2 SW of Kansas City {-1 bank}
- 48: {6} CRI&P/UP to 4 W of Omaha {-1 bank -10 TAXES}
- 49: {8} UP to 1 N of Salt Lake City {-10 TAXES}
- 50: {4} UP to 2 NE of Las Vegas {-10 TAXES}

Turn	Basic Throw	Bonus	Priority	
51	2+5=7	5 (S)	TAXES	Low to average movement will not suit those struggling to reach destinations over expensive routes,
52	1+2=3	2 (S)	USELESS	
53	3+5=8	5 (S)	COC	
54	2+5=7	3 (S)	DEAR	
55	2+6=8	2 (S)	BUM	

Player	Colour	First Destination	Payout	Second Destination	Payout
TAXES	Black	Cincinnati (NC)	25,500	Albany (NE)	7,000
USELESS	Red	Phoenix (SW)	10,500	Detroit (NC)	22,000
COC	Blue	Los Angeles . . (SW)	33,500	Chicago (NC)	22,500
DEAR	Green	Portland (NE)	11,500	Detroit (NC)	8,500
BUM	Yellow	Phoenix (SE)	17,500	Pittsburgh (NE)	23,500

Extra destination for *TAXES*:
 Third: Oklahoma City . (PL) 15,500
 Fourth: Miami (SE) 15,500
 Extra destination for *DEAR*:
 Third: Miami (SE) 14,500

Player	Train	Railroads	Cash
TAXES	S	C&NW, GN, N&W, PA, SAL, SLSF, UP	\$164,500
USELESS	S	ACL, CB&Q, D&RGW, GM&O, IC, NP, RF&P, SOU, SP, WP	\$99,000
COC	E	NYC, NYNH&H	\$11,500
DEAR	S	AT&SF, B&M, B&O, CMStP&P, L&N, T&P	\$174,500
BUM	E	-	\$6,500

Railroads available for repurchase from the bank			
C&O	20,000	CRI&P	29,000
MP	21,000		

The bank has no shame in offering these fine second-hand railroads as if they were new. The opportunity arises because BUM sold them to the bank to cover his \$28,500 debt.

While all this depression is going on, both TAXES and DEAR generate rich-man warnings, having over \$150,000 in cash.

Logic suggests that one of these two will win the game. Logic is not always right.

Orders required
Orders for turns 51 to 55





RAILWAY RIVALS 1980-B This is what détente brings. **GAME OVER**

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 Robertson (TGV, 1st): I had never played this classic map before, so was not expecting to do particularly well. Real historical and current railway networks suggested that Liverpool/ Manchester - Birmingham - London might be a good bet, so I made it my first priority and it proved to provide lots of possible runs. PUPPET, COLIN and possibly BUM followed the same axis, although mine was possibly a simpler more direct route overall. The cross pennine route to Lincoln probably made my network a bit different and gave me a few runs without much competition. However, I am not really sure why I was such a clear winner compared to the other networks. Thanks all for the game and Keith for running it.

Peter Mearns (PUPPET, 5th): A great map. Definitely one to play again. I am disappointed to have come last - I didn't feel I had the worst network, although I did make a couple of mistakes particularly around Birmingham. I concentrated on getting good coverage and attempted to get the best London-NW line but this did not pay dividends for me. I lost out by not defending my base in the south west early enough, and once that was infiltrated I did not have the monopolies to bring in the 30 pointers.

Congratulations to Simon for winning so convincingly and thanks to Keith for running it.

The only concern I had about this game was letting those TGV trains run on British rails. See what happened - they beat us fair and square!



RAILWAY RIVALS 1990-CK This one's going to stay tight to the finish. **ROUND 11**

County Cork

Round 11 Runs

		BRK	GIB	PADDY	BOB	
29	23 Ballycotton/Tallow				+4	19
	13 Cork		-4			11
30	43 Mallow		+4			24
	65 Kenmare	-4				16

31	25 Cobh 44 Kanturk/Millstreet	① BROOKS 16			-4	12
		② GIB 9		-2	-2	5
		③ PADDY 5	+2			7
		✕ BOB	+4	+2		6
32	15 Cork ② County Kerry	① BROOKS 13				13
		① PADDY 12				12
		③ GIB 5				5
33	32 Ballinhassig/Crookstown 63 Adrigole/Skull	① PADDY 16			-5	11
		② BROOKS 7			+6	13
		② BOB 7	-6		+5	6
34	51 Clonakilty 35 Kinsale	① BOB 30	-3			27
		✕ BROOKS			+3	3
35	54 Dunmanway/Timoleague ① County Kerry	① PADDY 20				20
		② BOB 10				10

Round 11 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.

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

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
BOB	273	11	-	6	-	6	27	10	-	333
GIB	274	19	16	5	5	-	-	-	-	319
PADDY	249	-	-	7	12	11	-	20	-	299
BROOKS	215	-	24	12	13	13	3	-	-	280

Round 12 Runs

- 36. 31 - 21 Blarney/Carrigaline to Lismore
- 37. 14 - 36 Cork to Macroom
- 38. 61 - 56 Bantry to Skibbereen
- 39. 45 - ②6 Boherboy/Newmarket to County Waterford
- 40. 16 - 66 Cork to Killarney
- 41. 52 - 41 Ballymakeery/Enniscean to Mitchelstown
- 42. 22 - ②3 Youghal to County Limerick

Runs
Enter up to 4



RAILWAY RIVALS 1984-CN Final shake up. **ROUND 12**

California and Nevada

Round 12 Runs		ARNIE	EARTH	GITCO	WART	REBUS
36	62 Austin/Eureka 11 Eureka/Weed	① REBUS 20		-6		14
		② GITCO 10			+6	16
37	61 Caliente/Ely 46 San Diego	① ARNIE 30				30
38	24 Oakland 36 San Luis Obispo	① EARTH 13	+2/-3	-5		7
		② REBUS 8	-3	-6	-2	-3
		③ GITCO 5	+1/-3	+5	-1	+6
		④ ARNIE 4		+3/-2	+3/-1	+3
		✗ WART			+1	+2
39	25 Sacramento 1 Oregon/Idaho	① GITCO 20				20
		② REBUS 10				10
40	56 Laws/Tonopah 31 Monterey	① GITCO 11	+6		+3/-6	14
		① EARTH 10	+1/-4		-5	2
		③ ARNIE 5		+4/-1	-6	-3
		④ WART 4	+5	+5	+6/-3	17
41	53 Barstow 41 Los Angeles	① ARNIE 20				20
		② EARTH 10				10
42	16 Santa Rosa 6 Any Coastal City	① WART 10	+1			+1
		① EARTH 10			-1	+2
		① REBUS 10	-2		-1	7

Scores

	Runs:	36	37	38	39	40	41	42	Score
ARNIE	302	-	30	10	-	-3	20	-	359
EARTHQUAKE	324	-	-	7	-	2	10	11	354
REBUS	261	14	-	-3	10	-	-	7	289
GITCO	225	16	-	13	20	14	-	-	288
WART	122	-	-	3	-	17	-	12	154

EARTHQUAKE knew he was facing a bad round, but even so nearly kept ARNIE away from the top. But if the people like him, he's going to get those votes. REBUS also clings on, and manages to stay ahead of GITCO. Just.

1st	Steve Ham	ARNIE	359
2nd	Jim Reader	EARTHQUAKE	354
3rd	Rob Thomasson	REBUS	289
4th	Tony Sait	GITCO	288
5th	Don Shailer	WART	154

Congratulations to Steve, and thanks to everyone for playing. I thought it was an interesting map, but then I wasn't trying to build those networks. You may have a different view. If so, you can let me know for next month's final round up.



RAILWAY RIVALS 1994-CY OLIVE's lead is reduced. **ROUND 8**

Cyprus

Round 8 Runs		CHITS	OLIVE	PUPPET	FETA
7	53 Kyrenia 36 Larnaca	① FETA 20	-5		15
		② CHITS 10	+5	-2	13
		✗ PUPPET	+2		2
8	24 Pedhoulas 15 Limassol	① OLIVE 16	+2/-1	+6/-4	19
		② PUPPET 9	+6	+4/-6	13
		③ CHITS 5		+1/-2	-2
9	62 Famagusa 16 Limassol	① PUPPET 20			20
		② CHITS 10			10
10	35 Larnaca 66 North East Cyprus	① FETA 15		-2	19
		① PUPPET 15	-2		7
		✗ OLIVE			+2
		✗ CHITS		+2	2
11	56 Lefkoniko 44 Nicosia	① FETA 10		+1	11
		① CHITS 10		+1	11
		① OLIVE 10	-1		-1
12	23 Evrykhou 46 Nicosia	① FETA 16			16
		② PUPPET 7			7
		② OLIVE 7	-1		6
		✗ CHITS	+1		1

Round 8 builds

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

None.

+1 (OLIVE) +1 (FETA) = +2

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

(F65) - Akanthou - K68 - K69.

-10 (builds) -1 (CHITS) -3 (FETA) = -14

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

(Kythrea) - I62.

-8 (builds) +2 (FETA) = -6

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

(G6) - H5; (G60) - H59 - I60; (J25) - J24.

-10 (builds) -1 (CHITS) +3 (OLIVE) -2 (PUPPET) = -10

Scores

	Runs:	7	8	9	10	11	12	Builds	Score
OLIVE	147	-	19	-	2	8	6	-14	168
PUPPET	116	2	13	20	7	-	7	-6	159
FETA	56	15	-	-	19	11	16	-10	107
CHITS	45	13	-2	10	2	11	1	+2	82

Round 9 Runs

13.	33 - 13	Lefkara to Kilana
14.	65 - 42	Theodoros to Morphou
15.	41 - 12	Morphou to Paphos

- 16. 25 - 64 Platres to Trikomo
- 17. 52 - 54 Dhali to Kythrea
- 18. 52 - 22 Kyrenia to Lefka

It costs one point plus two points per half hex to build into the hills, so from clear to a hill is three points. From hill to hill is five points...

Peter, there is a standing request to include your name on your orders - on each set of orders, not just at the top of the mail message. Actually, your orders were also missing the company name and colour, so were more than a little anonymous. All of this should be present to cut down the amount of cross-checking and look up during the adjudication - please.

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



RAILWAY RIVALS 2004-DK

Just a couple of new towns on the network.

ROUND 4

Dakota [13 points for these builds]
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
 (Beulah) - Garrison - J52 - L53; (W24) - B66.
 52 -1 (ODE) -1 (GOTGT) = 50

Faulkton Expressways Are Rampant (FEAR) (Kevin Lee, Black)
 (Pierre) - L14 - Murdo; (L14) - Wood; (R22) - N24.
 53 +6 (towns) +1/-1 (YEEHAW) = 59

Old Dakota Enterprise (ODE) (John Marsden, Green)
 (A49) - X10 - Rapid City.
 45 +6 (towns) +1 (GREAT) = 52

Yellow Engines Everywhere Hollering Advance Warning (YEEHAW) (Jim Reader, Yellow)
 (P24) - Pierre; (Aberdeen) - Y22 - Y19.
 53 +1/-1 (FEAR) +1 (GOTGT) = 54

Get On The Gravy Train (GOTGT) (Joakim Spångberg, Red)
 (Aberdeen) - Q20 - O21 - N20 - Chamberlain; (Q20) - Blunt.
 31 +3 (towns) +1 (GREAT) -1 (YEEHAW) = 34

Builds
Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2016-CZ

Prepare to dig some tunnels.

SET UP

Czech Republic		
Player/Colour	Start	Railroad
Bob Coull	Brno	Mountains And Trees Everywhere
Green		(MATE)
Steve Ham	Brno	To Be Determined
Orange		(TBD)
Peter Mearns	Praha	Peter's Utopian Place-to-Place European Transport
Red		(PUPPET)
Simon Robertson	Praha	Theophilus' Goods Vehicles
Blue		(TGV)
Colin Sharpe	Praha	Czech Overland Line Is Nifty
Black		(COLIN)

The Leapfrog rules are indeed being included because of the rather hilly nature of the map.

The town preferences came out three for Brno, two for Praha, so someone had to lose their first choice. The die rolled for Simon - or perhaps for the others.

Builds
Up to 14 points excluding payments to rivals

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
▲ Mark Frueh	3.000
- Marcus Pratt	2.943
▲ Lyndon Gurr	2.853
- Steve Thomas	2.750
▼ Peter Hawkins	2.567
- Gareth Lodge	2.400
- Colin Sharpe	2.314
▲ Stephen Webb	2.333
- Mike Hutton	2.296
▼ Michael Graystone	2.286
▲ Rob Thomasson	2.150
- John Colledge	2.043
▲ Steve Ham	2.000

With five games finished this time, there is plenty of scope for movement in the ratings. For some that movement is in the direction they would prefer - upwards - while for others it is less interesting. Steve Ham completes his fifth game and joins the table with a rating of exactly two. ★

NEWS FROM THE ROCK

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



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

- ✧ Roger Krueger enters the ratings chart a number one, having completed the requisite five games. In truth, Lew Stansby leads the full table with a rating of 3.732.

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

▲ Roger Krueger	2.833
- Neil Walters	2.692
- Rob Thomasson	2.611
- Ken Maher	2.286
▼ Martin Butcher	2.231
- Gareth Lodge	2.167
▼ Peter Hawkins	2.071
▲ Michael Graystone	2.064
▲ Mark Stretch	2.039
▼ Michael Longdin	2.038
- Bob Coull	2.000
- John Webley	2.000

- ✧ Completed games and winners:

Puerto Rico e514	Sharon Khan
Puerto Rico e522	Dave Burton
Puerto Rico e528	Lew Stansby
Carcassonne e534 {The River}	Bob Menzel
Princes of Florence e536	Lew Stansby
Acquire e538	Victor Cronshaw
Carcassonne e540	Dave Burton
Durch die Wüste e543	Lew Stansby
Acquire e545	Mark Stretch
Sopwith e553 {T325FR}	Tony Dickinson

- ✧ New games and start dates:

Euphrat & Tigris e560	Aug 29th
Acquire e561	Sep 3rd
Railroad Dice e562	Sep 3rd
Carcassonne e563	Sep 10th
Euphrat & Tigris e564	Sep 15th
Torres e565	Sep 19th
Puerto Rico e566	Sep 21st
Carcassonne e567	Sep 21st
Acquire e568	Sep 23rd



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, 1829-C20, 1830-U16, 1830-J18, 1856-Y19, 18EU-B19, MW2	Peter Mearns	RR-1994-CY, RR-2016-CZ
Howard Bishop	1870-B17, MW2	Willem Moene	1830-I17, 1835-G18, 1856-M19, 18Kaas-O19, Acq42, OP21, OP22, OP23, PR2
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, BA14, BA15, BB-284-SSV, BB-286-SPN, BB-290-SEA, BB-292-FRA, DQ3, DQ4, MW3, OP21, OP22, PR1, PR3, RB13, RR-1984- CN, RR-1990-CK, RR-1994-CY, RR-2004-DK
Martin Butcher	1825-E19, 1829-DC20, 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, Acq44	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-2016-CZ
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, MW3, NER7, OP21, PR2, RR-1994-CY	Don Shailer	1829-C20, BB-286-SPN, MW2, RR-1984-CN
Mark Frueh	1870-B17, 18EU-B19	Colin Sharpe	6n11, Acq42, Acq44, BB-290-SEA, RR-2016-CZ
Michael Graystone	6n11, Acq41, Acq44, 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, 1829-C20, 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	Joakim 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	Mark Stretch	1825-S19, 1826-I17, 1835-G18, BA15, McM9, OP21
Mick Haytack	6n11, Acq44, 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, MW3, OP23, PR2, RB13, RR-2004-DK	Roger Trethewey	6n11, BA15, DQ3, DQ4, 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
		Tony Wilcock	Acq41, Acq43, LR9, McM9, MW2, NER7
		Derek Wilson	PR1



OUTSIDE EDGE

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*****	Acquire 43	38	RR-1980-B	70
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1826-I17	10	Breaking Away 15	43	RR-1994-CY
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1835-G18	16	Dungeonquest 4	50	Game Orders
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DEADLINES

Wednesday October 26th 2005

18xx Games - Friday October 21st

Future main deadlines: November 23rd December 21st January 25th

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.