

FOR WHOM THE DIE ROLLS

October 2005

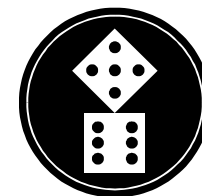
Published by Keith Thomasson

Issue 125

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 #125, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £1.50 (including postage)

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Welcome to Tim Franklin and Charlie Wilson.

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...

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

Games starting in the next issue...

✱ 1800 Alan Harvey, Neil Walters
✱ Acquire (Standard) ... Michael Graystone, Tony Wilcock, John Colledge, Colin Sharpe, Kevin Lee
✱ Australian Railways ... Martin Butcher, Bruce Edwards, Tony Wilcock, Marcus Pratt
✱ Bus Boss (North Italy) . Martin Butcher, Colin Sharpe, Steve Ham, Jim Reader, Don Shailer

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

① 1825 Unit 3 Alan Harvey
② 1829 North Mike Hutton, John Hopkins, Martin Butcher
✱ 1830 Don Smith, Richard Lunn, Mark Frueh, Willem Moene, Mike Hutton
✱ 1870 Stephen Webb, Willem Moene, Simon Cutforth, Roger Krueger, Don Smith
✱ 1895 Martin Butcher, Neil Walters, Tim Franklin
✱ 1895 Roger Krueger, Rob Thomasson, Steve Thomas
✱ Lancashire Railways .. Lyndon Gurr, Tony Wilcock, Martin Butcher, Roger Krueger
① New England Railways .. Marcus Pratt, Martin Butcher, Tony Wilcock
✱ Puerto Rico Geoff Hardingham, Jim Reader, Kevin Lee, Stephen Webb
⇨① Rail Baron Roger Krueger, Jim Reader, Kevin Lee, Derek Wilson

I supply everything you need for these...

⑧ Battle! Michael Graystone, Bruce Edwards, Allan Stagg, Steve Ham
✱ Railway Rivals Peter Robbins, Tim Franklin, Michael Graystone, John Marsden, Tony Sait, Jim Reader, Simon Robertson, Bob Coull, Michael Graystone, Steve Ham, Don Shailer
(Devon and Cornwall - one of Peter's maps - three players each games...)
① Sopwith Simon Brooks, Jim Reader, Michael Graystone, Don Shailer, Tim Franklin

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

START

Welcome to issue #125. For a change, the October issue comes after the Essen games fair, allowing me to include some information about what went on at the show before the memory fades.

Mike Hutton asked me if I had anything planned for the 125th issue. Well, not particularly because it is the 125th, to be honest, but a few things do seem to have come together at this time.

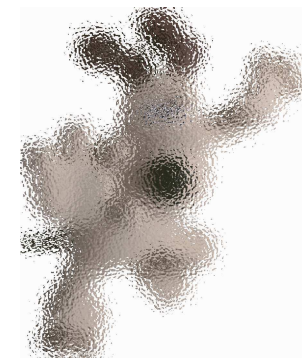
On the plus side, colour. Not just for the cover, but for the maps and reports and other things within the zine. I was looking at getting a colour printer for the new year, and ended up getting it earlier, so now that it is here, I might as well use it now rather than wait.

On the flip side, the last price increase for the zine was with issue #50 in June 1999. Six years on and it seems time to nudge it up a bit. The plan is to increase the price to £1.80 in January.

I went to pay a call at a pub earlier this month and came out with an idea for an all-reader game - seriously! The inspiration was the frosted glass window in the loo, which made me wonder about a game where I show you a distorted image, and you have to tell me what it is. Five points for anyone who gets it right away, with the points going down each month, and a less distorted image being shown.

As an easy example, a distorted copy of this month's cover picture is shown on the right. This one may be rather easy, particularly as you've already seen the original.

The game will probably run through ten or twelve issues, and as an all-reader game there is no game fee, so take a look at the first images on page 79 and join in.



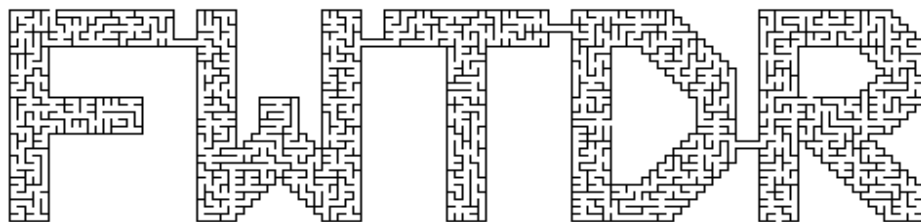
While checking out what would be available at Essen, I came across the web site of Ted Alspach. My reason for visiting the site was to pre-order an Age of Steam map he produced, and while there I came across a short series of cartoons he had done around the game of Carcassonne. When I met him I asked if I could use them in the zine, and as he said yes, they'll be gracing these pages for next few months. This is the first.

BOARD 2 PIECES

BY TED ALSPACH



I've always had a fascination for mazes, but to be honest, haven't always had the patience to finish them. If you're so inclined, here's one to keep you occupied for about, oh, two minutes...even if it is rather small to work on. Enter at the top on the left and exit at the bottom of the R, visiting the inside of the letters D and R along the way. Let me know if you'd like to see more.



The Essen Report

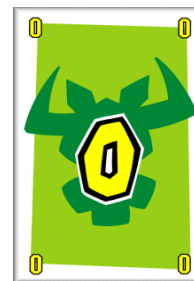
For those who don't know about Essen, this is a four day gaming show that takes place in a number of halls of the city's exhibition centre. The manufacturers are there to show off their wares, and in many cases sell them, while some rely on retailer stands to meet the demand. There are second-hand stalls stacked as high as they can get, and there are always gems hidden away that you don't hear about until after the show has ended.

This year, I had a number of games pre-ordered and even pre-paid, courtesy of advance reports on the Internet about what was going to be available. Not all of it was, of course, but the early warning left me with a number of tasks to perform rather than just roam the halls looking for interesting things.



One of the first games that caught my eye from the advance review was Caylus, from Ystari Games. The review also warned me that Ystari were giving away an extra tile for the game while stocks last. The tile - the Jeweller - is also available for download from their web site, but it was nice to get the tile already made up.

The aim of the game is to earn prestige points by helping the King build a new castle, and develop the city of Caylus at the same time. Players take turns placing their workers in the buildings positioned along the road from the castle. Each building has a special power, and once the works are all placed, the powers are activated in turn. Some buildings provide resources, one changes the turn order, some allow to erect new buildings - as long as you have the resources to do so - and so on. It's one of those games where the road to victory is not clear cut. You can start by building the castle, which can earn you royal favours, which in turn give you money, prestige, or even the ability to erect new buildings. Or you can ignore the castle and start building the city, gaining points in the process and establishing ownership of the new buildings, which can earn you more points during the game. Not all the buildings are going to be used in a game, and as the players choose what to build, games can vary quite a bit, keeping the replay value high. The Fairplay Magazine Scouting Report rated this as the top game of the show.



The 6 nimmt! Plus pack was available in exchange for a coupon from the Jubilee edition of 6 nimmt! You can apparently get it from the Amigo web site as well, but I have heard that they won't ship them outside Germany.

The pack contains seven cards with a value of zero. You add these cards to the standard pack and deal everyone fifteen cards. Instead of putting a single card down each time, you can put one or two cards down. The cards are added to the rows in the usual way, but you are trying to take the rows with the 'penalty' cards rather than avoid them.

If you play a normal card and a zero card together, the normal card gets placed out of sequence. For example, if the cards played were 5, 6, 27, 49 with zero and 53 with a zero, the cards are played in the sequence 49, 53, 5, 6 and 27. The zero cards are effectively discarded.

In the normal game, playing a card lower than any of the top cards would make you take a row of your choice. In this version, the low card is played above the highest value card, which may or may not require you to take the row.



It's been a while since there was a new game from Doris and Frank, as they've been busy bringing up their family.

The game is available from Rio Grande under the name Ark, but as Doris and Frank were handing out English rules with their copies, I decided to get a German copy. As with most of their games, the components do not rely on your language skills.



The aim is to score points by filling the Ark with the animals and their provisions, avoiding situations where one animal might be tempted to eat another, or eat the provisions needed for the voyage, and all without unbalancing the Ark so that it capsizes.

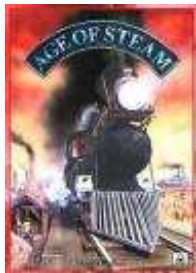
Some animals have special abilities. The hedgehog, for example, is not bothered by larger carnivores or omnivores, so can happily share a cabin with them, whereas other animals would be more than a little wary of the Tyrannosaurus Rex.



This game also featured well on the Fairplay list, coming sixteenth. If you think that doesn't sound too high, bear in mind that there were some 350 new games at the show.

An explanation of the Fairplay list would come in handy. During the show, people can vote for the games they have bought or seen, and hopefully played. Fairplay update their list on a regular basis, giving an indication of what is considered good or otherwise.

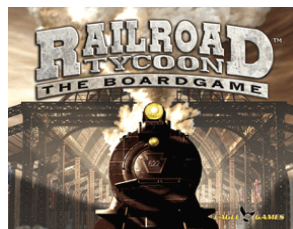
Even though this is my eighth show, this is the first time I became aware of this list, as I seem to keep missing the Fairplay booth, let alone their list. By the time I was truly aware of it this year it was Sunday, and felt I had already bought enough. Or too much. I shall try and pay more attention in future.



And then there was the Age of Steam. This game was a development of the Early Railways system by Martin Wallace, which includes Lancashire, New England and Australian Railways, with Voldampf somewhere along the way. A number of expansion maps have been produced, and this year saw six new ones at the show plus two from Warfrog that had formed part of Winsome Games show set last year. Each map comes with special rules, which change the costs, or even the basic actions in the game, to suit the map.

Your map options currently cover North Central USA (the original map), Ireland, Southern England, Western USA, Germany, Scandinavia, Korea, France, Italy, Austria, Switzerland, the Netherlands, San Francisco's Bay Area, Reunion Island and the Moon.

Indeed, the newly released Railroad Tycoon boardgame from Eagle Games (but still from Martin Wallace) is a variation on Age of Steam, with a map that is much larger than any other and a few extra bells and whistles.



For example, you get a Tycoon card, named after real Railroad Tycoons, each of which has a unique goal. These are mostly kept secret until the end of the game when extra points can be earned.

This game system looks like it will continue to grow and develop.

And then, of course, there was 18xx. I picked up five games, missed out on one, and also got a couple of variant kits.

1824 was the first, from Double-O Games, Helmut Ohley and Leonhard Orgler. This covers Austria and Hungary, and covers the same ground as Leonhard's 1837. This came with German rules only, so we await Stuart Dagger's translation to fully understand the game.

18EC came from Wolfram Janich, and covers the East Coast is the USA. This one was originally designed by Auke Stegink, then redesigned by Han Heidema. Somewhere along the way it got given the number 1831, which is rather too popular, hence the change to 18EC. This has six privates and nine major corporations. Companies can buy mail contracts to help boost their treasuries while still paying out dividends.

18NL was also released by Wolfram Janich, and is an update of 1830-NL, designed by Theo Jansma and Helmut Ohley. This also has six private companies and nine major corporations, and is basically an 1830 variant.

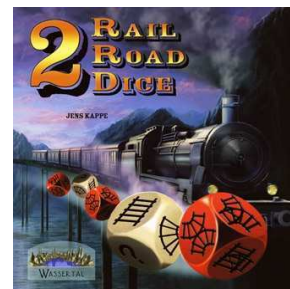
18Mex is one of John Tamplin's productions, designed by Mark Derrick. I was lucky enough to turn up at the right place at the right time to get this and 18Scan from Mark, who had brought just a few copies with him. This has four privates, three minor companies and eight major corporations. The phases are a little more complicated in this game, as phase 3½ kicks in the fifth (of six) '3' trains is purchased, and phase 6½ starts when both of the '6' trains have been bought.

18Scan, Scandinavia, also from John Tamplin, and designed by David G Hecht. This has three privates, three minor companies and five major corporations. Designed as an introductory game, it fails for me in this respect because David included a number of special features to show new players the sort of things they should expect to come across. These

include the minor companies, a merger railroad, destinations, and so on. The result is a game that seems rather more complex than an introductory game ought to be. The best introduction would be a game that does not require such features, but where they could be added in once players had become familiar with the basic play.

The two variant kits were from Wolfram Janich, and were the Nickel Plate variant for 1830, and the Schlesien variant for 1835. The Nickel Plate variant adds three corporations to 1830, plus a bit more board, some extra tiles and some trains. The Schlesien variant adds sixteen hexes to the north east of the board, removes the Köln-Mindener Bahn (private #4) from the game and replaces it with the Over-Schlesische Bahn, which starts a couple of hexes east of the existing Oberschlesien off-board location.

And the one I missed? Francis Tresham made a late decision to bring 1829 Mainline with him this year, and sold out on Thursday morning, and again on Friday morning. He managed to sell out twice because only some of his stock got to the stand on the first day. I did ask for a reservation, but it got sold, so I had to wait until we got back. I now have my copy, and have an order for stock to sell through my web site.



Wassertal Games released Railroad Dice 2, their third Railroad Dice game. Unlike last year's German expansion, this is a completely new game. There are only six terrain tiles in this one, which are all laid out at the start. The dice set includes a lot of the crossover dice as well as the basic dice. Your aim is still to transport passengers, but instead of owning companies, you own a single station and buy locomotives to transport your passengers. Because the board does not keep growing, the game is more self-contained than The First Rails, but looks just as interesting.

I have copies of this in stock if anyone is interested in buying.

Last year I made a decision to avoid games without English rules, and mostly achieved it. As a result I missed out on Das Scepter von Zavandor, designed by Jens Drögemüller and published by Lookout Games.

I was interested in getting a copy because the game uses mechanics from Outpost. I had heard there would be an international version published for this year, but what I got was a German version and a set of English rules. Perhaps the English rules were available last year, in which case I really did miss out.



The players represent young students of magic competing for the sceptre of Zavandor. The factories of Outpost are replaced by gems that produce magical energy. The gems need to be enchanted (manned) in order to produce energy. There are six books of knowledge that can be researched, each offering four levels of advancement. You can use these to increase your hand limit, make it easier to enchant gems, and so on.

There are auctions, of course, for artifacts and the more expensive sentinels. Artifacts help you in the game, while Sentinels give victory points for specific things at the end of the game.



The students, shown above, each start the game at the first level from a different book of knowledge, making it easier to take certain routes and harder to follow others. This looks like it will play as well by post as Outpost does, so expect to see this on a waiting list near you before too long.



The last featured game from Essen is one that sold out before the show started. Gordon and Fraser Lamont from Fragar Games had so many pre-orders for their new game Shear Panic that they had none left to sell to casual customers when the show opened. That didn't stop them turning up in kilts to promote the game and hand out the reserved copies.

By the end of the first day of the show, copies were on offer at the second-hand stalls for vastly inflated prices. I'm glad I reserved a copy, sad it was just one.

The star element of this game is the sheep themselves, which probably deserve an award. Each player gets two sheep that they try to control. Your sheep will hopefully score points for you as they travel through four fields - team tig, Roger's field, black sheep tig and the shear panic field. (Tig? Another word for tag. These guys are Scottish...if that explains anything.)



The sheep start the game by jumping from the truck into the field (this comes straight from the rules!). After a series of lamb slams, the sheep are ready to enter the first field.

Each player has a control pad with twelve actions, some duplicated. A turn consists of choosing and executing an action, bringing the flock together if it has separated, moving the timer forwards, scoring if appropriate, and possibly rolling the shear panic die. Each action can be done once in the entire game.

All in all a great game, full of fun and puns, and scoring well on the Fairplay list - considered the 12th best game of the show.

And there you go - all I have room and time for this month. The top of the Fairplay list can be found on page 92 if you want to see what might be worth watching out for. I suspect I may regret not getting Big Kini, Il Principe, Das Ende des Triumvirates, Antike and Kaivai at some point, but time and the buzz on the street will tell.

And now, the game of getting the new printer to perform as required...



1830-G20

Time for a classic.

NEW GAME

It's been far too long since the start of the last 1830. Strange how these gaps appear. You will start dealing in the following order.

Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Roger Krueger	10587 Caminito Glenellen, San Diego, CA 92126, USA

You each start with \$480 and are looking at six Private Companies, which is all your first orders need to be concerned with. The six companies have the following names and values:

Schuylkill Valley Railroad	SVR	Cost	\$20	Revenue	\$5
Champlain & St.Lawrence Railway	C&StL	Cost	\$40	Revenue	\$10
Delaware & Hudson Railroad	D&H	Cost	\$70	Revenue	\$15
Mohawk & Hudson Railroad	M&H	Cost	\$110	Revenue	\$20
Camden & Amboy Railroad	C&A	Cost	\$160	Revenue	\$25
Baltimore & Ohio Railroad	B&O	Cost	\$220	Revenue	\$30

Check your rule books for the benefits, if any, that these items bring. The locations of the Private Companies are shown on the map by the company abbreviation. When the B&O private is bought, the initial par price for the B&O public company will be set at \$100 unless you advise me otherwise.

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

If anyone fancies orders like 'buy any', please let me know if you mean any one (and only one), or any (and all) that are offered to you. I've hit that particular problem before, and it an easy one to avoid once you know of it.

Maps and tile sheets are enclosed for everyone, but put those in a safe place until you need them. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies. Please take note and let me know if you have any queries on this topic.

Also note that the tile sheets use my coordinated orientation system, so they may differ from other tile sheets from place to place. This is the tile reference for use with this game, so please file it appropriately.

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

Orders required for the following round	By the early deadline
Stock Round 1, Private Companies only, starting with Stephen	



1825-E19

A couple of corrections,
and just one round this time.

OR9

The Midland laid 15:Q15:6 in OR8 - my count was out and I thought they were all in use. This boosted the run to £220. The NER dividend in OR8 was 130, not 110. A little extra for Neil and Martin. The GCR credit dropped by £100 bin OR8 because it paid that to build in P145 - sorry for not including that in the notes.

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	NW	23:P12:2	-	140	Y	90*	490	3
Mid	AH	14:Q17:6	-	130	Y	112*	10	4 4
NER	MB	-	-	130	Y	82*	0	5
L&YR	NW	41:P12:2	-	140	Y	100*	10	3
GMR	MB	-	-	130	Y	100*	160	3
GCR	AH	12:P18:5	-	160	Y	90*	60	5

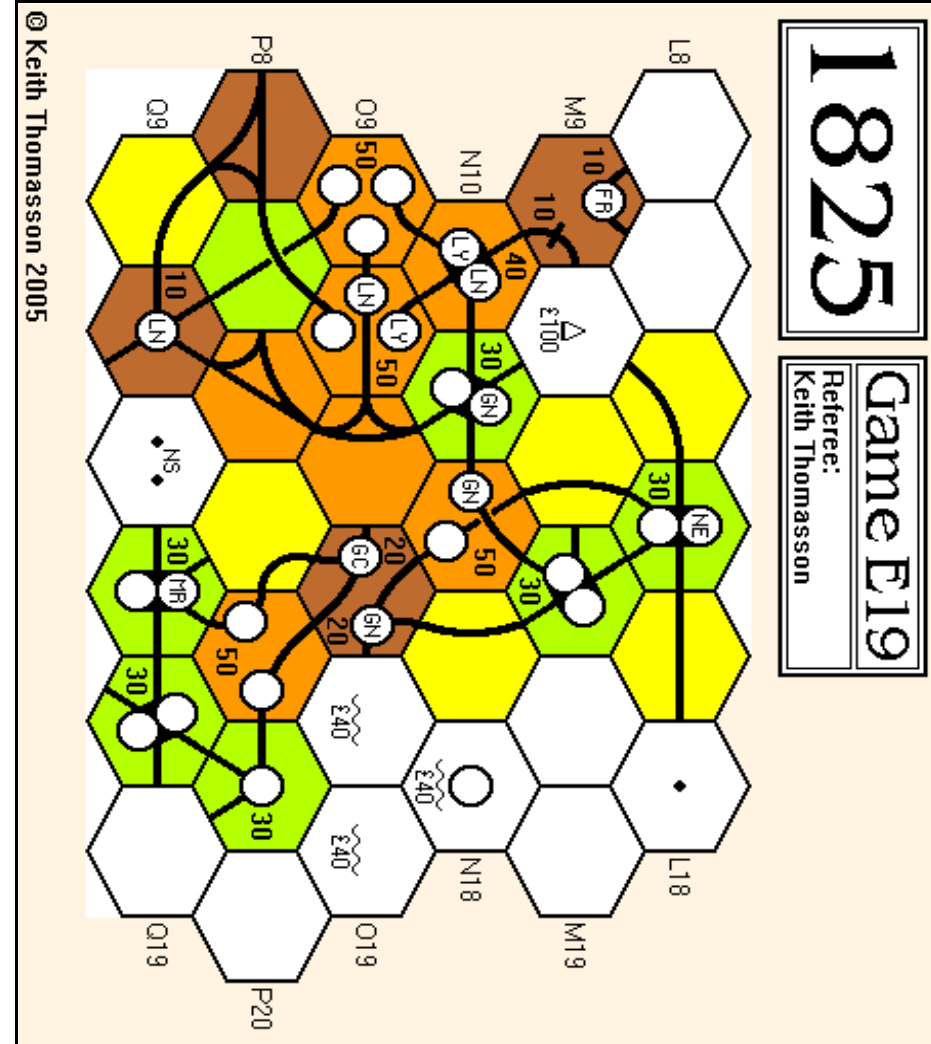
Cash Flow	b/f	OR9	c/f	Value	%	Certs
Neil Walters	193	172	365	1,527	29.6*	10/11
Alan Harvey	395	186	581	1,868	36.3*	11
Martin Butcher	380	169	549	1,759	34.1*	11

Portfolio	Privates	LNWR	Mid	NER	L&YR	GMR	GCR	Fur	Staffs
Neil Walters	L&MI	5D	-	1	6D	-	-	-	-
Alan Harvey	C&HP	-	6D	-	-	-	6D	-	-
✱ Martin Butcher	-	-	-	5D	-	8D	-	-	-
Bank (new)		-	4	-	1	2	4	10D	10D
Price (new)		100	82	82	71	71	71	-	-
Bank (pool)	S&D, L&MI	5	-	4	3	-	-	-	-
Price (pool)		90	112	82	100	100	90	-	-
Company credit		490	10	0	10	160	60	-	-
Trains		3	4 4	5	3	3	5	(5)	(3T)
Bank cash: £2,775		Certificate limit: 18					Trains: 1 x '5', 2 x '6'		

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds									
Yellow	1/1	2/1	3/1	4/1	5/2	6/2	7/2	8/-	9/3	55/1	56/1	69/2		
	114/1													
Green	12/2	14/-	15/-	16/1	18/1	19/1	20/1	23/2	24/2	25/1	26/1	27/1		
	28/1	29/1	52/2							Green/Russet		119/1		
Brown	53/-	34/-	38/2	59/-	40/1	41/-	42/1	43/1	44/1	47/1	64/1	65/-		
	66/1	67/-	68/1											

A full round of paid dividends see the Midland's reported tile lay from last time being placed by the GCR. My error on the type '15' tiles led me to check all the tile quantities, and a couple of others discrepancies have been corrected.

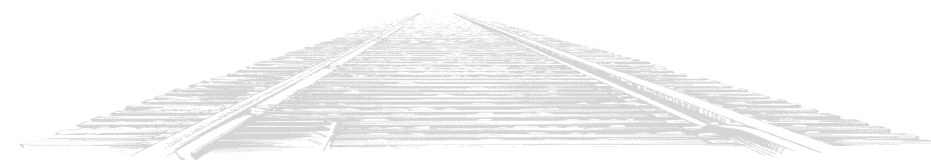
We have the next stock round to come. Those who have provided orders do not need to change them, but confirmation that they should be used would be useful.



Orders required for the following round

By the early deadline

SR7





1825-S19

The '3' trains sell out.

OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	7:R14:4	8:S17:5	170	Y	-	112▲	160 3 2 2 2
GNR	MH	15:V16:3	-	170	Y	① ②	100▲	20 3 2 2 2
GER	AH	4:U23:2	-	-	③	71▼	160	5.3

Notes: ① £40 to the bank for a token in V16
 ② £300 to the bank for a '3' train
 ③ £600 to the bank for two '3' trains

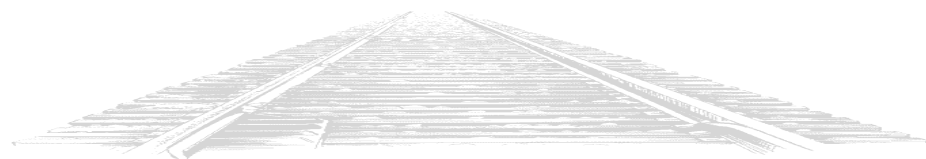
OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	6:R16:4	-	200	Y	-	126▲	160 3 2 2 2
GNR	MH	9:V12:3	8:W15:2	210	Y	-	126▲	20 3 2 2 2
GER	AH	14:U23:3	-	130	Y	①	76▲	120 3.3

Notes: ① £40 to the bank for a token in U23

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Tony Robbins	154	90	105	349	1,009	23.1▼	4/5
Mike Hutton	21	131	159	311	1,268	29.1▲	7
Mark Stretch	27	122	143	292	1,178	27.0▲	7
Alan Harvey	49	34	118	201	909	20.8▼	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	10D
Price (new)	-	100	90	76	76	71	67	-	-	-	-	-
Bank (pool)	L&M	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	-	126	126	76	-	-	-	-	-	-	-	-
Company credit	-	160	20	120	-	-	-	-	-	-	-	-
Trains	-	5222	5222	33	-	-	-	[U3]	[2+2]	[4T]	[5]	[4T]
Bank cash: £8,547	Certificate limit: 15				Trains: 3 x '4', 3 x '5'...							

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds			
Yellow	1/1	2/1	3/3	4/3	5/1	6/3	7/3	8/6	9/6	55/1	56/1	58/2				
	69/1	115/1														
Green	10/2	11/2	12/2	13/2	14/3	15/1	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															



Game S19

Referer:
Keith Thomasson

1825

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Track may leave the grid if it connects to this area

Minor Companies

Company	Home	Base	Train
Camrian	R8	CM	U3 410
LT&S	V22	LT	2+2 600

Company

Company	Home	Base	Train
LSWR	U3	LSWR	50 50
SECR	U3	SECR	50 50
LBSC	U3	LBSC	50 50
Cam	U3	Cam	50 50
LSWR	U3	LSWR	50 50
SECR	U3	SECR	50 50
LBSC	U3	LBSC	50 50
Cam	U3	Cam	50 50

Orders required for the following round

By the early deadline

SR4



1826-I17

Most companies benefit
from being sold out.

SR6

The PO didn't get it's TGV dividend doubled last time, and should have run for 540 instead of 270. Relevant adjustments have taken place. Furthermore, the B bought a 'TGV' from the P for 1. Everyone should have got messages notifying them of these corrections.

Stock Round 6

Tony	Lionel	Simon	Mark	Stephen
+ E pool	- 1 B {+110D} + P pool {gains Pres}	+ P pool	+ M treasury	- 2 A {+}
+ M pool	- 1 B {+}	- 1 PO {+}	+ M treasury	✗
+ M pool	✗	- 1 A {+}	✗	✗
+ M treasury	✗	✗	✗	✗
+ M treasury	✗	✗	✗	✗
+ PL treasury	✗	✗	✗	✗
✗	Priority for SR7			

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Stephen Webb	1,251	260	1,511	3,761	23.5▼	15
Tony Bromley	833	-648	185	2,817	17.6▼	18
Lionel Robbins	1,113	-58	1,055	3,127	19.6▲	13
Simon Cutforth	1,277	-60	1,217	3,238	20.2▼	14
Mark Stretch	1,095	-244	851	3,056	19.1▼	14

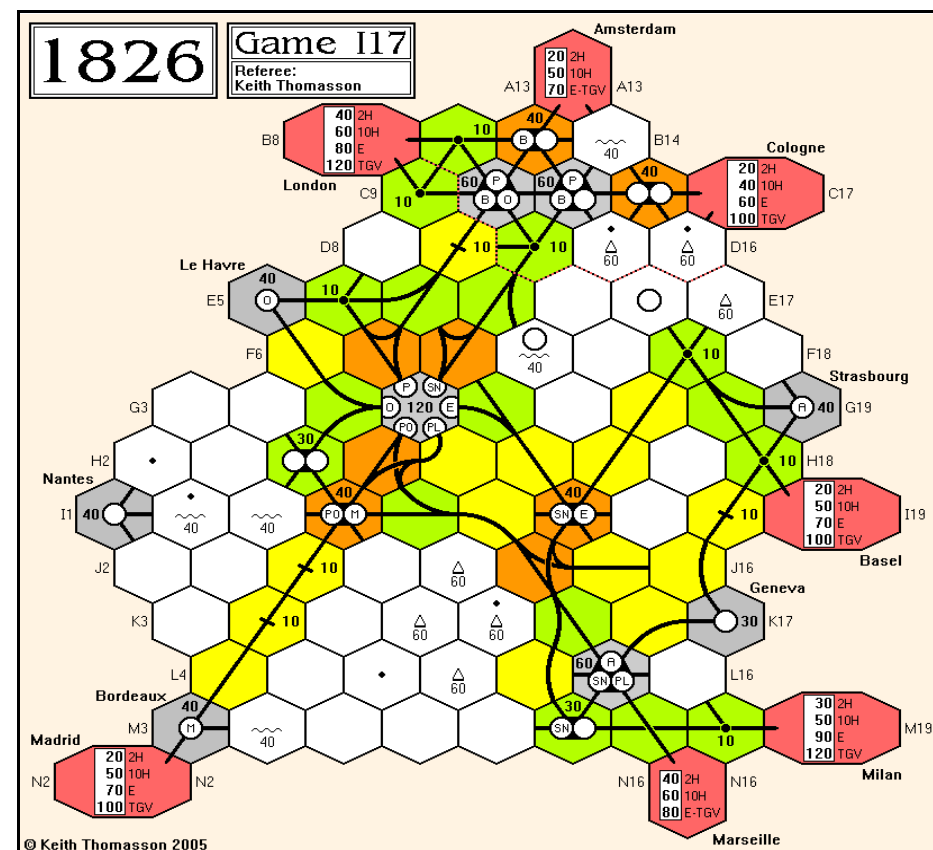
Portfolio	A	B	E	M	O	P	PL	PO	SNCF	Bonds
Stephen Webb	-	5P	2	-	4	4	-	1	-	-
Tony Bromley	5P	1	6P	4	-	-	1	1	2	-
⊕ Lionel Robbins	-	1	-	-	-	4P	6P	5P	-	-
Simon Cutforth	-	3	1	-	5P	1	1	-	4P	-
Mark Stretch	2	-	1	6P	1	1	-	-	4	-

Bank (pool)	3	-	-	-	-	-	-	1	-	-
Treasury shares	-	-	-	-	-	-	2	2	-	10
Price	220B	122C	65E	135C	150A	200B	100D	110D	135A	
Loans	-	2	-	1	-	-	-	1	-	
Company credit	65	105	117	712	44	22	785	403	44	
Trains	10	E	E	E	TGV	10	10	TGV	E	
		TGV			10					

Bank cash: F4,884 Certificate limit: 13 Trains: TGV
Current operating order: A, P, O, M, SNCF, B, PO, PL, E

The E raised itself out of the yellow zone at the end of the round, leaving most people over the certificate limit. As this doesn't have to be corrected until the next stock round - which probably won't take place - nobody needs to be too concerned about this.

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/-												



Even with a smattering of half dividends the bank looks unlikely to last for three rounds, so we'll take the last set of operating rounds in one go to bring us to the end.

Orders required for the following rounds

By the early deadline

OR13, OR14, OR15



1826-Y18

Fund raising time as the end
for the '6H' trains is in sight.

OR8

I keep missing - as in not spotting - illegal orders. The A could not sell shares to buy a train, because train buying takes place before share sales. So no new '10H' for the A - it's still in the bank. The share was still sold...

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
P	LQ	63:C11:1	420	Y	①	150C	740	-	6 [6]
SNCF	JS	63:C13:1	-	-	② ③	100A	688	-	10
A	PB	63:F12:1	170	Y	④	110D	1,132	1	6
PO	DS	63:I7:1	180	Y	-	110D	324	-	6
B	PB	4:D14:1	210	Y	⑤ ④	110C	536	-	6
PL	SW	6:I13:6	200	Y	⑥	100A	380	1	10
O	LQ	63:H6:1	190	N	⑦	60G	619	1	6.6

- Notes: ① 300 for the sale of two shares to the pool
 ② F20 to the bank for a token in C13
 ③ F600 to the bank for a '10H' train
 ④ F440 from the sale of four shares to the pool
 ⑤ F60 to the bank for terrain costs
 ⑥ F120 to the bank for a token in L14
 ⑦ F300 to the P for a '6H' train

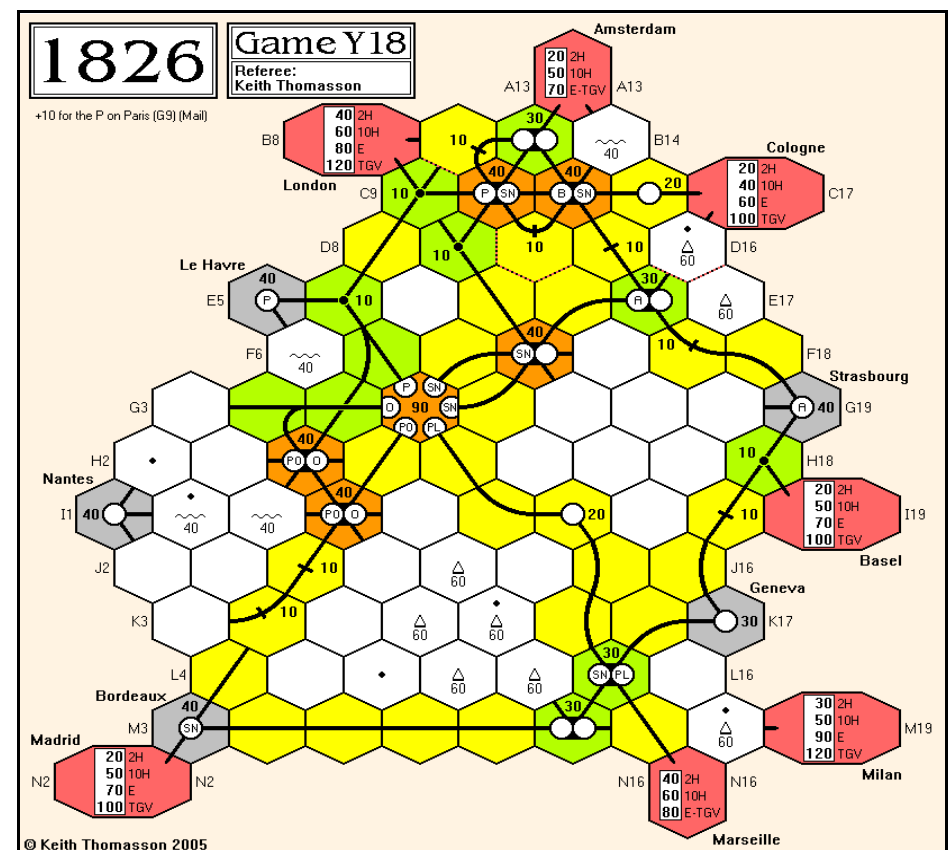
Cash Flow	b/f	OR8	c/f	Value	%	Certs
Peter Berlin	144	156	300	1,180	21.3	6
Stephen Webb	73	155	228	1,158	21.0	8
John Shelley	127	60	187	747	13.5	5
Lyndon Gurr	324	228	552	1,692	30.6	8
Don Smith	139	72	211	751	13.6	4

Portfolio	A	B	O	P	PL	PO	SNCF	Bonds
Peter Berlin	3P	5P	-	-	-	-	-	-
Stephen Webb	2	1	-	-	5P	-	1	-
John Shelley	-	-	-	1	-	1	3P	-
Lyndon Gurr	-	-	3P	5P	-	1	1	-
Don Smith	-	-	-	-	-	4P	1	-

Bank (new)	-	-	-	-	-	-	-	-
Bank (pool)	5	4	5	4	-	1	4	-
Treasury shares	-	-	2	-	5	3	-	10
Price	110D	110C	60G	150C	100A	110D	100A	
Loans	1	-	1	-	1	-	-	
Company credit	1,132	536	619	740	380	327	688	
Trains	6	6	6.6	6	10	6	10	

Bank cash: F6,100 Certificate limit: 13 Trains: 4 x 'E', 'TGV's
 Current operating order: P, A, PO, B, SNCF, PL, O

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



Orders required for the following round

By the early deadline

SR6



1829-J19

I should have asked for a stock round after the operating round.

OR6

OR6	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	-	•R14	110	Y	①	160▲	340	2 2 2
NER	LQ	6:O15:2	•R18	50	Y	-	76▲	500	2 2
Mid	LR	6:Q15:5	•Q17	-	-	②	76▼	720	2

Notes: ① £180 to the bank for a '2' train
② £100 to the LNWR for a '2' train

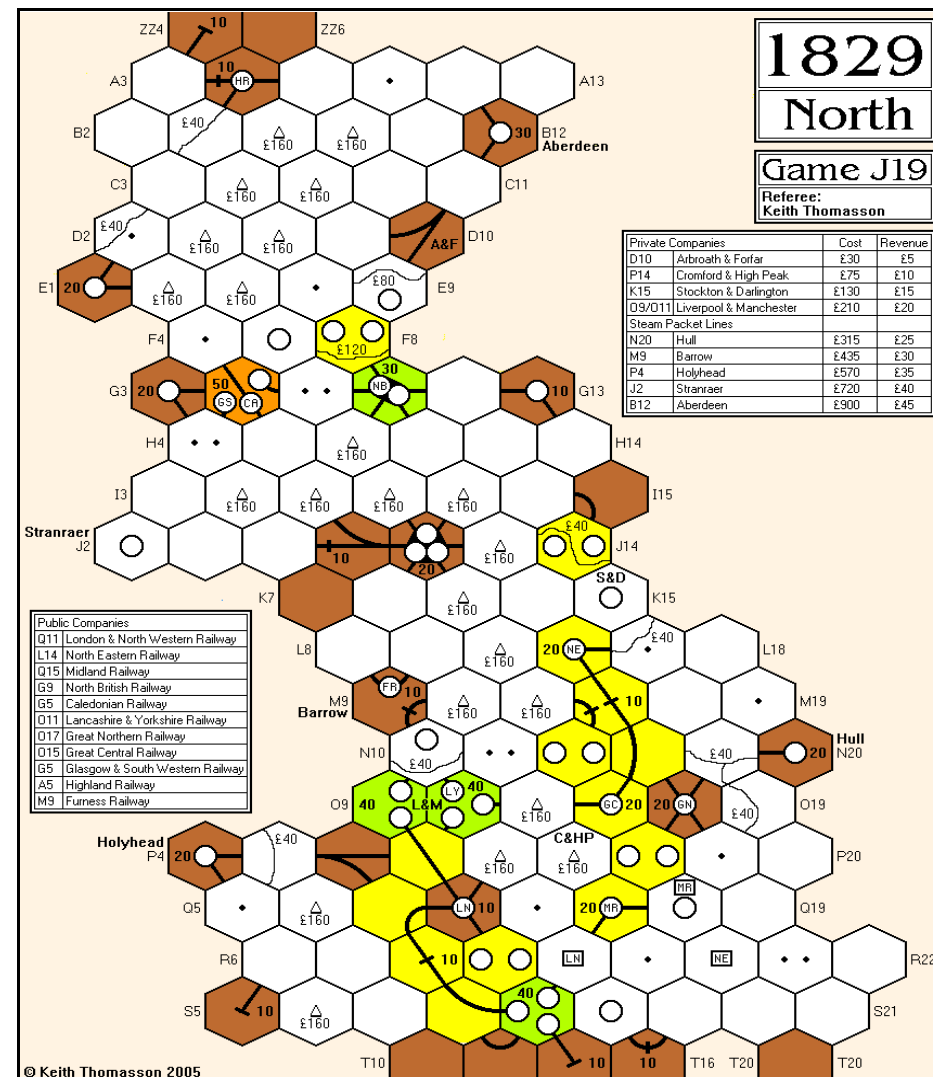
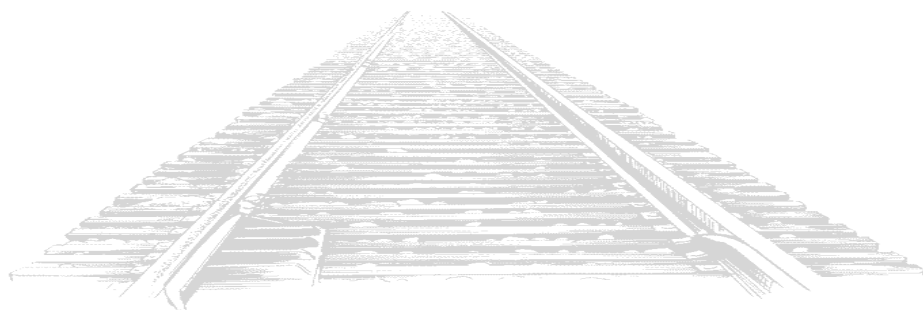
Cash Flow	b/f	OR6	c/f	Value	%	Certs
Lyndon Gurr	42	37	79	703	18.7▲	5
Alan Harvey	50	32	82	706	18.8▼	6
David Smith	45	37	82	736	19.6▲	7
John Shelley	224	46	270	791	21.0▼	4
Lionel Robbins	0	38	38	822	21.9▲	5

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)	-	160	76	76	-	-	-	-	-	-	-	-
Company credit	-	340	500	720	-	-	-	-	-	-	-	-
Trains	-	2	2	2	2	2	-	-	-	-	-	-
Bank cash: \$19,449	-	Certificate limit: 17						Trains: 1 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	6/2	7/3	8/6	9/9			

This game would go so much quicker if I asked for the right rounds. I guess I took it for granted that after six stock round we would be into the second phase, but that's just laziness on my part. There's still one '2' train to go, so we have just the one operating round and pause for the seventh stock round.



Orders required for the following round

By the early deadline

SR7



1829-C20

It's almost 'buy whatever comes next'.

SR1

Share Dealing Round 1

David	Peter	Don	Martin
+ S&M private	✗	+ C&HP private	+ C&W private
✗	+ L&M private	+ LNWR/Director	+ LNWR new
+ LNWR new	+ LNWR new	+ LNWR new (floated)	+ LNWR new
+ LNWR new	+ LNWR new	+ LNWR new	+ GWR/Director
+ GWR new	+ GWR new	+ GWR new	+ GWR new (floated)
+ GWR new	+ GWR new	✗	✗
+ GWR new	✗	✗	✗
+ GWR new (gains Director)	✗	✗	✗
✗	Priority for SR2		

Cash Flow	b/f	SR1	c/f	Value	%	Certs
David Smith	630	-590	40	630	25.0	6
Peter Berlin	630	-590	40	630	25.0	5
Don Shailer	630	-565	65	630	25.0	5
Martin Butcher	630	-600	30	630	25.0	6

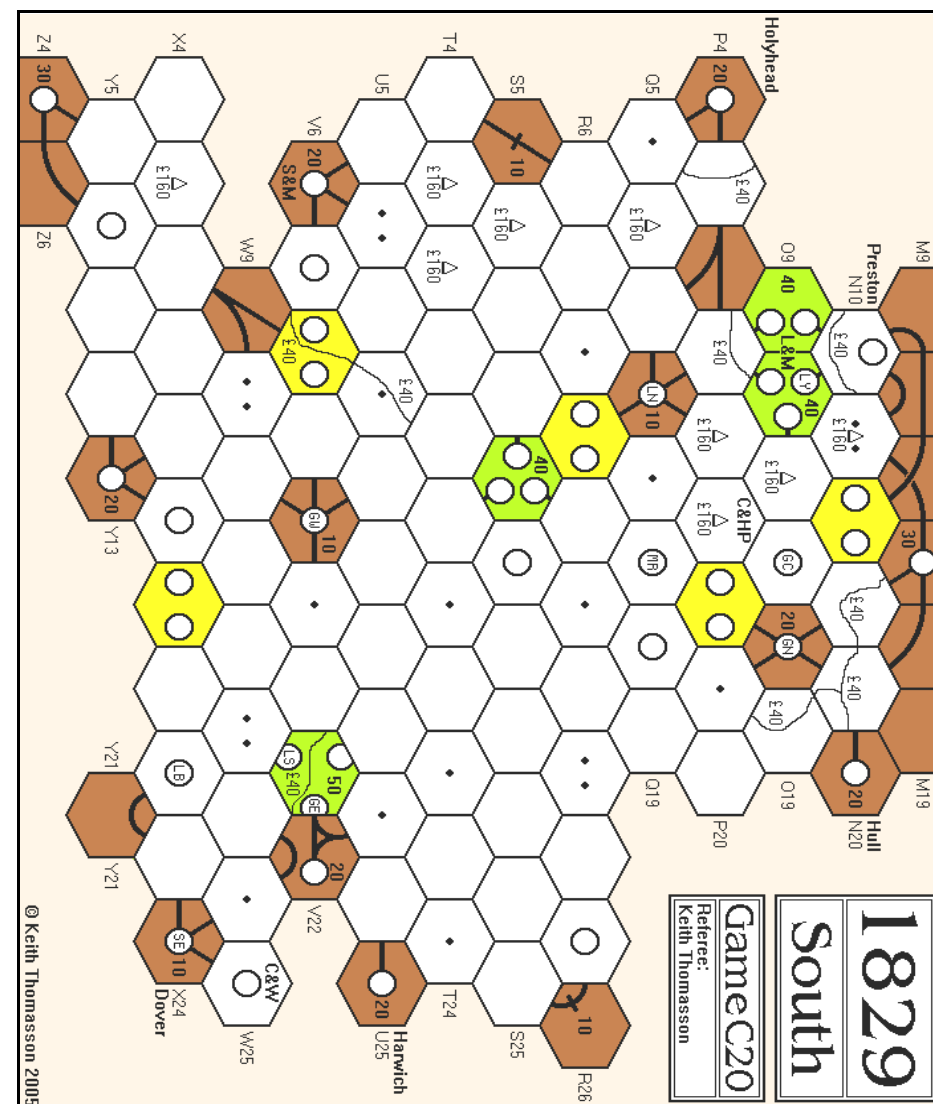
Portfolio	Privates	LNWR	GWR	Mid	LSWR	GWR	LBSC	GER	GCR	L&YR	SECR
David Smith	S&M	2	4D	-	-	-	-	-	-	-	-
✗ Peter Berlin	L&M	2	2	-	-	-	-	-	-	-	-
Don Shailer	C&HP	4D	1	-	-	-	-	-	-	-	-
Martin Butcher	C&W	2	3	-	-	-	-	-	-	-	-

Bank (new)	Hull...	-	-	10D	10D	10D	10D	10D	10D	10D	10D
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)		100	90	-	-	-	-	-	-	-	-
Company credit		1000	900	-	-	-	-	-	-	-	-

Trains	-	-	-	-	-	-	-	-	-	-	-
Bank cash: £19,825	Certificate limit: 17			Trains: 7 x '2', 6 x '3'...							

Tiles	One Operating Round between Share Dealing Rounds										
Yellow	1/2	2/2	3/2	4/6	5/4	6/4	7/4	8/8	9/10		

I had a naughty thought during the stock round, as the Hull Steam Packet was on offer once the privates had sold out. However, I don't think I would have had a good reaction to buying that for the orders 'buy whatever I am offered'. Everyone was offered it, it's just that there was something cheaper and rather more sensible on offer at the same time.



Orders required for the following rounds

By the early deadline

OR1, SR2



1830-U16

And we're off once more.

OR13 - OR14

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	PB	41:H8:6	340	Y	-	200B	83	5 4
PRR	JW	61:I15:5	220	Y	-	200B	175	4
NYNH	NW	-	170	Y	-	170C	40	5
B&M	NW	-	260	Y	-	100D	63	6
CPR	PB	67:D10:4	170	Y	-	100B	0	6
NYC	JW	-	220	Y	-	68H	337	4
B&O	GD	-	170	Y	-	67E	465	4
Erie	GD	19:F12:5	190	Y	-	30I	0	5

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	PB	-	340	Y	-	220B	83	5 4
PRR	JW	63:H16:1	230	Y	-	220B	175	4
NYNH	NW	-	170	Y	-	185C	40	5
B&M	NW	-	260	Y	-	110D	63	6
CPR	PB	14:B16:2	180	y	-	112B	0	6
NYC	JW	-	220	Y	-	69G	337	4
B&O	GD	-	180	Y	-	71E	465	4
Erie	GD	46:F12:5	200	Y	-	40I	0	5

Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Neil Walters	564	336	337	1,237	3,516	22.6	13
Tony Sait	539	302	310	1,151	2,833	18.2	13/14
Gareth Davies	129	339	352	820	2,259	14.5	9/15
Peter Berlin	279	386	394	1,059	3,565	22.9	13/14
John Webley	258	377	387	1,022	3,386	21.8	15/16

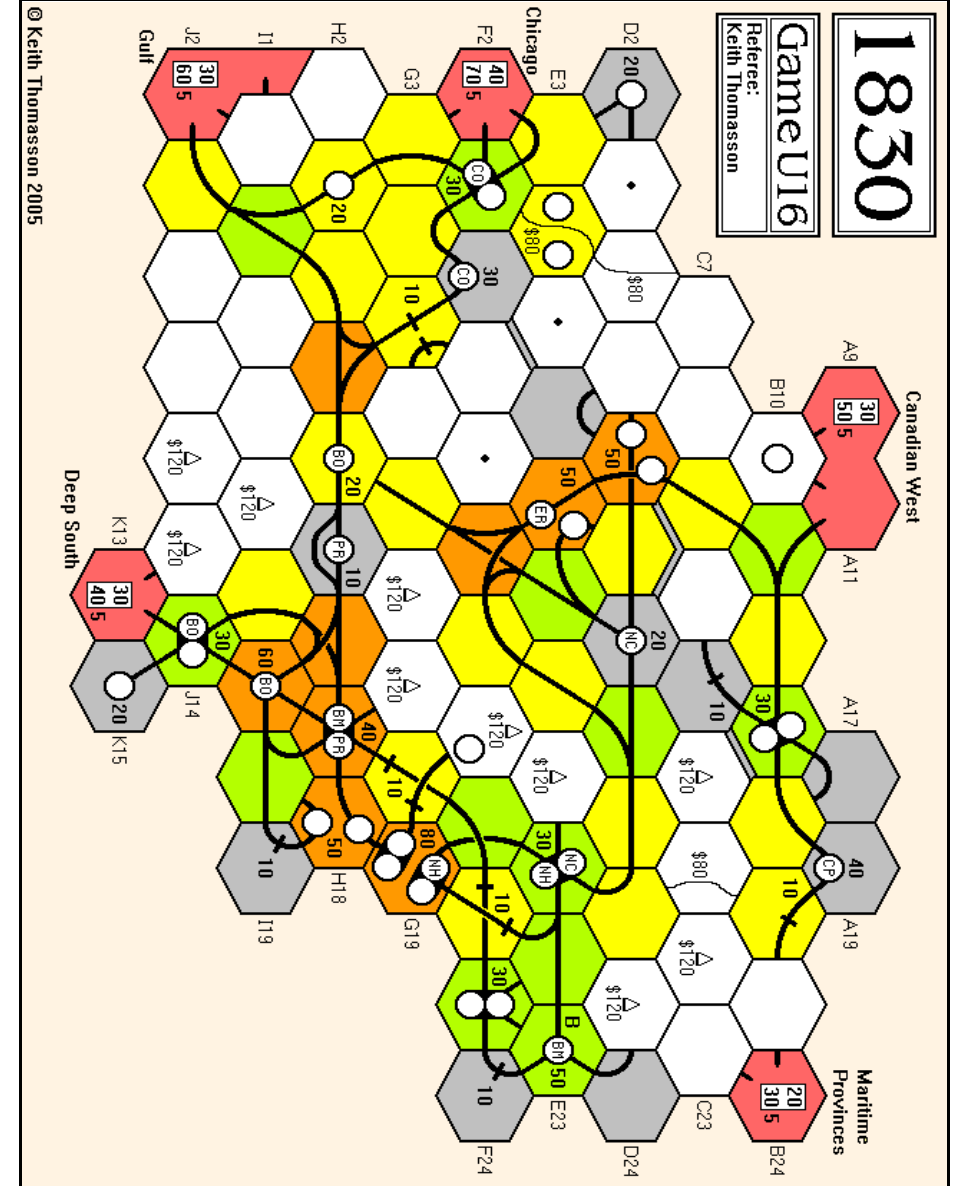
Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Neil Walters	1	1	-	-	1	-	6P	6P
Tony Sait	1	1	2	4	2	1	1	2
Gareth Davies	1	1	-	5P	1	7P	1	1
Peter Berlin	1	1	6P	-	6P	1	1	-
John Webley	6P	6P	2	1	-	1	1	1

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	71	67	90	67	67	67	76	67
Bank (pool)	-	-	-	-	-	-	1	-
Price (pool)	220B	69G	112B	71E	220B	40I	185C	110D
Company credit	175	337	0	465	83	0	40	63
Trains	4	4	6	4	5 4	5	5	6

Bank cash: \$5,548 Certificate limit: 13 Trains: Diesels

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

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



Orders required for the following rounds

By the early deadline

OR15, SR9

Adjudication can pause between rounds if requested



1830-L17

We don't get too far
before the bailiffs step in.

OR11

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	RT	-	-	-	①	160A	0	6
PRR	GD	-	230	Y	-	100E	697	4
C&O	PH	23:H8:6	240	Y	-	100E	14	5
NYNH	MH	23:E15:5	180	Y	-	100E	434	4
B&O	GD	-	-	-	②	42F	1,068	-

Notes: ① \$630 to the bank for a '6' train, partly funded by \$111 from Rob
 ② Gareth sells 2 PRR (←+), 1 NYC (←20H) and 4 B&O (←42F), gives the B&O \$667, which is not enough to let the B&O buy a Diesel - Gareth is bankrupt

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Mike Head	512	131	645	2,092	29.9	12
Rob Thomasson	396	26	422	2,226	31.8	13/18
Willem Moene	185	0	185	707	10.1	5/10
Gareth Davies	84	-84	0	284	4.1	8/9
Peter Hawkins	511	185	696	1,685	24.1	9/12

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

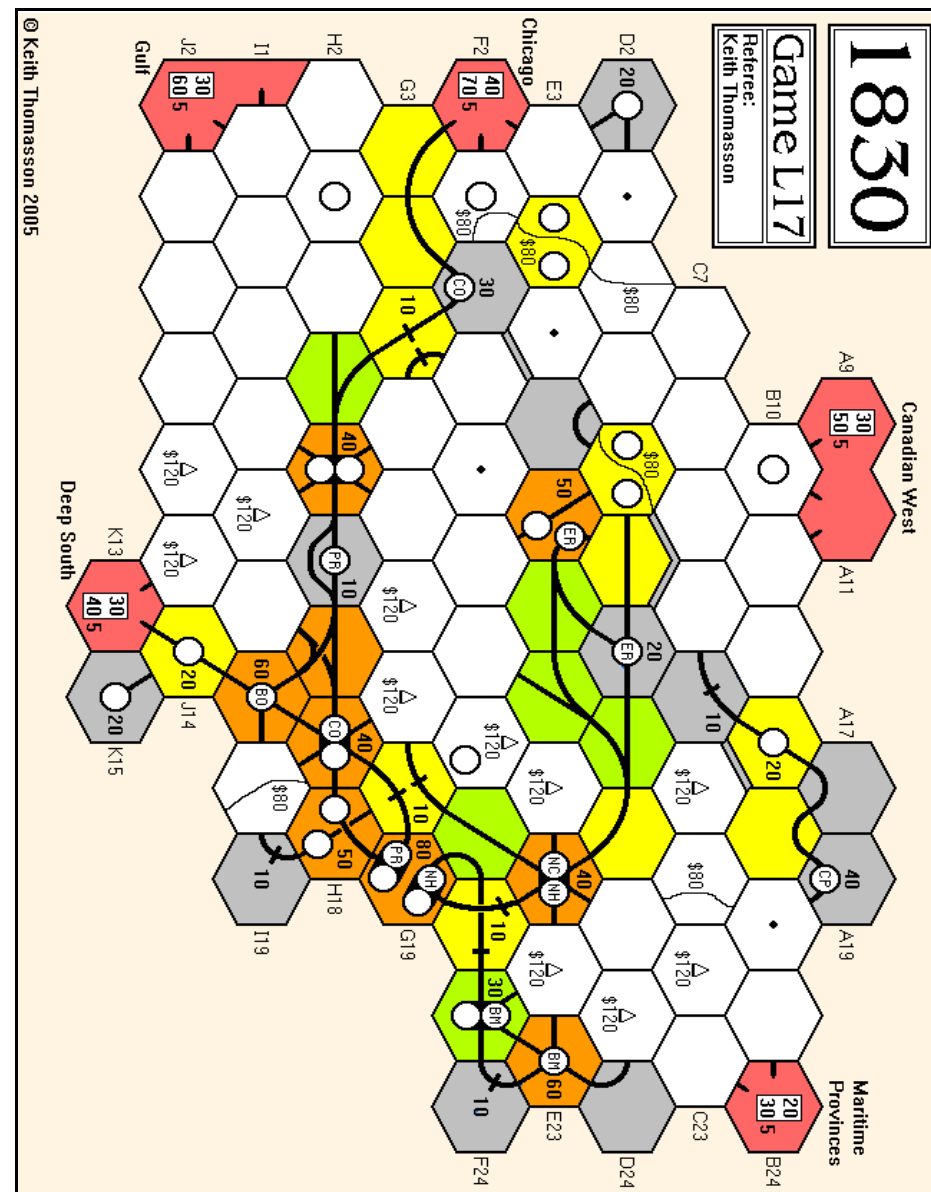
Bank (new)	-	-	4	-	-	1	-	-
Price (new)	67	67	71	82	67	90	67	90
Bank (pool)	5	1	-	4	-	1	2	-
Price (pool)	100E	20H	30I	42F	100E	67E	100E	160A
Company credit	697	167	1	1,068	14	81	434	0
Trains	4	6.4	5	-	5	5.4	4	6
Bank cash: \$7,592	Certificate limit: 13						Trains: Diesels	

Gareth could have had the B&O buy the '4' train from the PRR, but that would simply have moved the problem to the next round. In the meantime he would have next to no income, and he would once again be unable to meet the demands of buying a new Diesel.

The final order at this interrupted point is as follows.

1st	Rob Thomasson	\$2,226	31.8%
2nd	Mike Head	\$2,092	29.9%
3rd	Peter Hawkins	\$1,685	24.1%
4th	Willem Moene	\$707	10.1%
5th	Gareth Davies	\$284	4.1%

Mike commented that this was where the wheels fall off, and if I had seen how close that was to happening, I might not have made you wait two months for it. Next month we'll complete this one with comments, which you are all welcome to submit.





1830-J18

And another one
gets back into gear.

OR6

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	PB	24:F18:2	80	Y	-	90B▲	828	3
B&O	PH	57:J14:2	120	Y	①	90B▲	492	3 3
B&M	GD	53:E23:2	110	Y	-	76D▲	160	4 3
C&O	NW	2:G17:2	100	N	②	67G▼	376	4
PRR	JS	59:H18:6	120	Y	③	70G▲	178	4
NYNH	GD	8:D20:3	80	Y	④	70G▲	25	3

- Notes: ① \$80 to the bank for terrain costs
 ② \$40 to the bank for a token in H16
 ③ \$80 to John for the C&StL private
 ④ \$40 to the bank for a token in E19

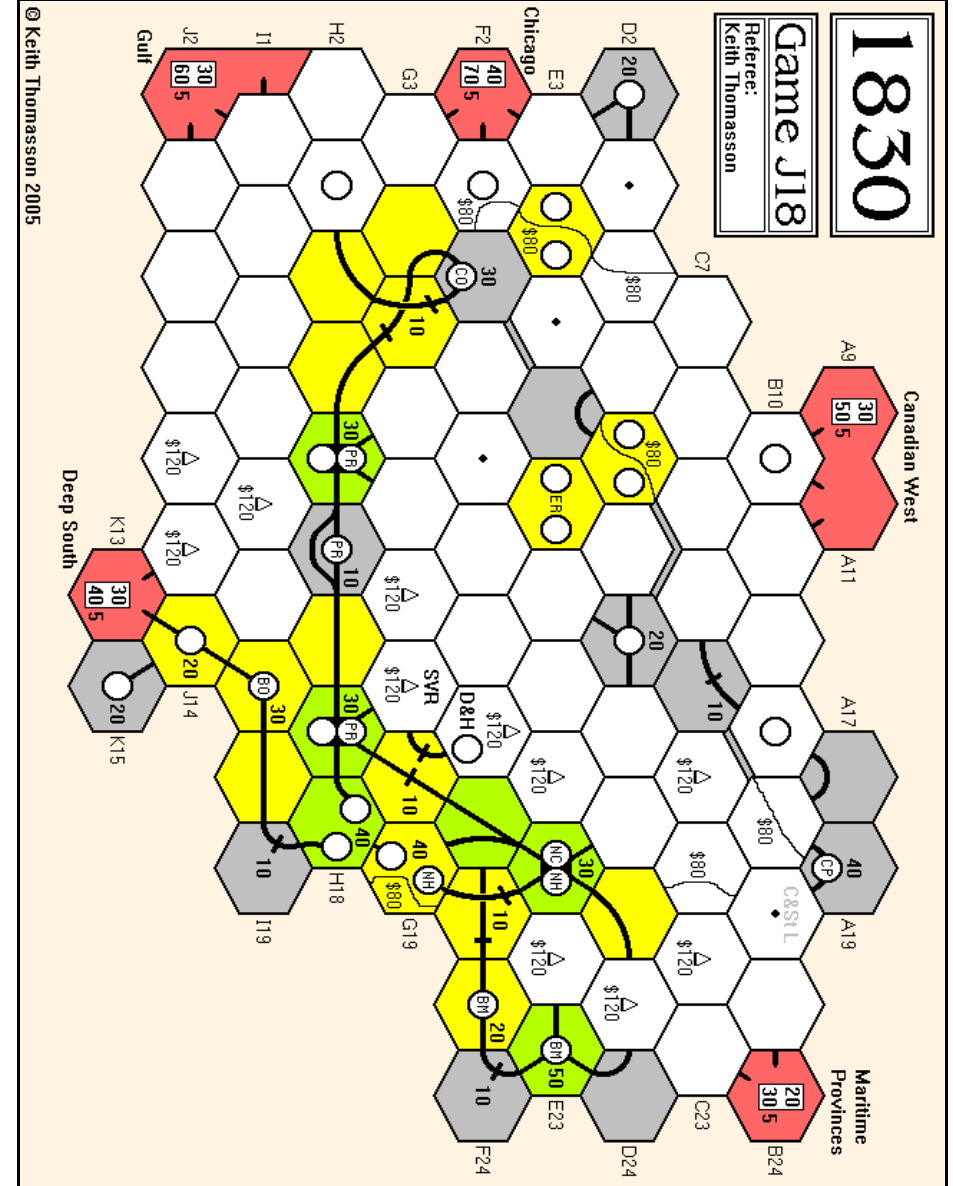
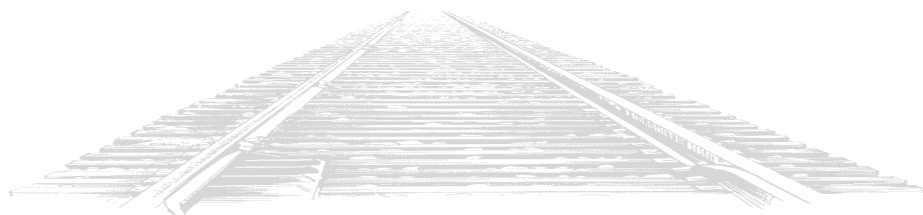
Cash Flow	b/f	OR6	c/f	Value	%	Certs
Peter Hawkins	69	60	129	646	17.6▲	5
Gareth Davies	43	106	149	955	26.1▲	9
Neil Walters	10	29	39	601	16.4▼	8
Peter Berlin	62	71	133	793	21.6▲	7
John Shelley	22	162	184	671	18.3▲	6

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

Bank (new)	-	4	10P	4	-	10P	3	4
Price (new)	82	100	100	76	67	76		
Bank (pool)	2	1	-	1	2	-	-	-
Price (pool)	70G	90B	90B	67G	70G	76D		
Company credit	178	828	492	376	25	160		
Trains	4	3	3 3	4	5	4 3		

Bank cash: \$9,307 Certificate limit: 13 Trains: 1 x '4', 3 x '5'
 Current operating order: NYC, B&O, B&M, C&O, PRR, NYNH

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



Orders required for the following round

By the early deadline

SR6



1835-G18

The map has been corrected
in hexes H18/H20.

OR12

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PrE	RT	216:H20:2	510	Y	-	236C▲	475	5 4 3
ByE	TS	204:I17:5	160	Y	①	210B▲	72	4+4 4
SxE	MS	-	320	Y	②	172D▲	532	3+3 3
MsE	RT	219:G3:3	390	Y	-	134B▲	101	5 3
HeE	WM	-	280	Y	-	120B▲	90	4 3+3
OIE	JW	203:B12:1	160	Y	-	102D▲	370	3+3
WtE	TS	45:J12:3	-	-	③	82C▼	20	5+5

Notes: ① 220M to the WtE for a '4+4' train
② Tiles 14 and 15 do not upgrade to 63 in 1835 ... they have no upgrade!
③ 600M to the bank for a '5+5' train

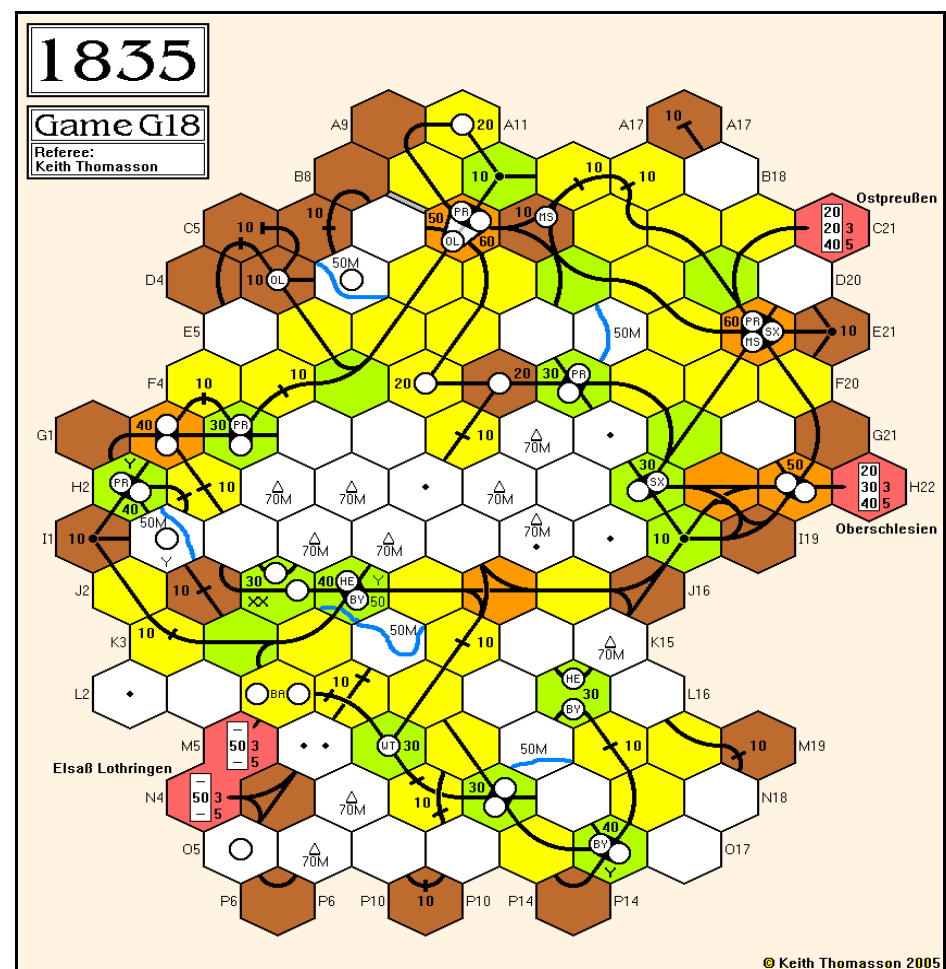
Cash Flow	b/f	OR12	c/f	Value	%	Certs	Limit
John Webley	536	417	953	3,231	22.1▼	13	13
Willem Moene	360	398	758	2,892	19.8▲	13	13
Mark Stretch	632	368	1,000	3,350	23.0▼	12	13
Tony Sait	78	158	236	2,210	15.1▲	12	13
Rob Thomasson	358	480	838	2,914	20.0▲	12	12

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	-

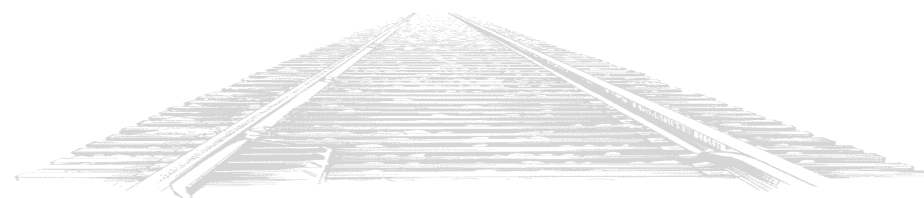
Bank (new)	-	-	-	70/6	-	-	-	-
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	236C	210B	172D	84D	82C	120B	134B	102
Company credit	475	7	532	-	20	90	101	370
Trains	5 4 3	4+4 4	3+3 3	-	5+5	4 3+3	5 3	3+3

Bank cash: 6,555M Certificate limit: 12 Trains: 1 x '3', 2 x '6', 4 x '6+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				
	58/1	69/2	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	26/2				
	27/1	28/1	29/2	87/2	88/2	203/1	204/1	205/-	206/1	207/-	208/2	209/1				
	210/-	211/1	212/1	213/1	214/1	215/1										
Brown	39/1	40/1	41/2	42/2	43/-	44/2	45/1	46/2	47/2	63/3	70/1	216/3				
	217/2	218/2	219/1	220/-	221/-											



Orders required for the following rounds *By the early deadline*
OR13, OR14 *Adjudication can pause between rounds if requested*



1853-M18

The SIR sees the light of day and is floated this time.

SR6

The EIR did not pay out last time, it retained. The BCCI ran for £360, with a reduced mail run of £80. Relevant adjustments have taken place.

Stock Round 6

Lionel	Mike	Lyndon	Stephen	John
+ NWR pool	- 1 MSM + NWR pool	+ MSM new	+ SIR/Director	+ MSM pool
✗	✗	- 1 MSM + SIR new	+ SIR new	+ MSM pool (gains Director)
✗	✗	+ SIR new	✗	✗
✗	✗	✗	Priority for SR7	

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Stephen Webb	620	-225	595	2,058	17.7▲	10
John Shelley	390	-184	206	2,206	19.0▲	13
Lionel Robbins	859	-166	693	2,997	25.7▼	12
Mike Hutton	240	-74	166	1,612	13.8▲	10
Lyndon Gurr	630	-138	492	2,774	23.8▼	13

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

Bank (new)	-	-	-	-	-	-	5	10
Price (new)	100	96	92	88	84	80	75	70
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	240	152	166	130	152	92	75	-
Company credit	840	0	110	0	190	160	750	-
Trains	4	4.4	3M	5	4.3M	-	-	-
Bank cash: £5,648		Certificate limit: 5/13			Trains: 2 x '5', 1 x '3M'...			

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
Yellow	Yellow tiles are available in unlimited numbers											
Green	12/-	13/2	14/1	15/1	80/1	81/2	82/4	83/3	84/2	85/2	86/2	87/-
	88/-	89/2	90/2	91/2	92/2	93/2	94/2	95/2	96/2	97/2	98/2	99/2
	100/1	101/2										
Brown	102/1	103/-	104/-	105/-	106/2	107/2	108/2					
Grey	109/2	110/1	111/2	112/2								

1853

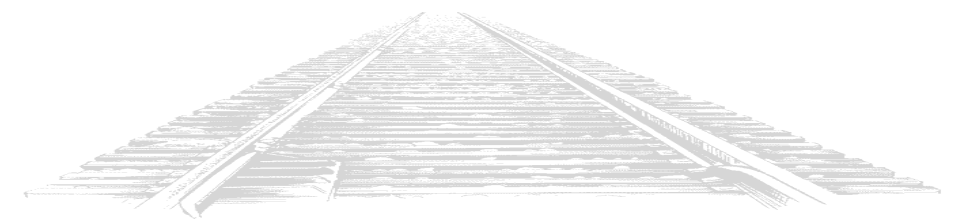
Game M18

Contact Bids
Bid for between 3 and 5 towns, including no more than 2 from the same company (indicated by the symbol).

The Railway Companies
 ① EIR: Starts from Carcass (28) and Paris (H24)
 ② GIP: Starts from Carcass (28) and Paris (H24)
 ③ BCCI: Starts from Carcass (28) and Paris (H24)
 ④ MSM: Starts from Carcass (28) and Paris (H24)
 ⑤ SIR: Starts from Carcass (28) and Paris (H24)
 ⑥ BAR: Starts from Carcass (28) and Paris (H24)
 ⑦ EIR: Starts from Carcass (28) and Paris (H24)
 ⑧ GIP: Starts from Carcass (28) and Paris (H24)
 ⑨ BCCI: Starts from Carcass (28) and Paris (H24)
 ⑩ MSM: Starts from Carcass (28) and Paris (H24)
 ⑪ SIR: Starts from Carcass (28) and Paris (H24)
 ⑫ BAR: Starts from Carcass (28) and Paris (H24)

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

OR12, OR13 *Adjudication can pause between rounds if requested*



1856-R18

The THB and CA arrive.

SR6

Stock Round 6

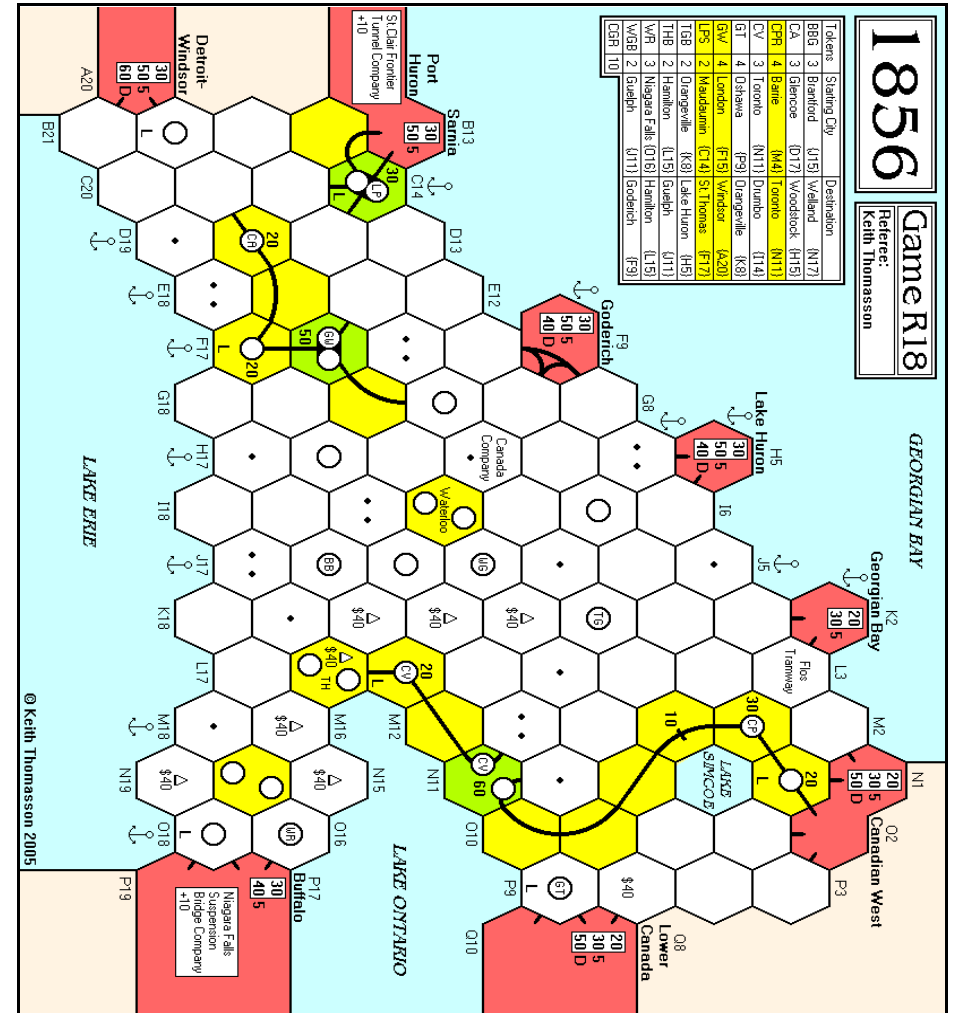
John	Richard	Mike	Tony	Gareth
+ CPR new	- 1 CPR {▼90E} - 1 GW {▼65G} - 2 LPS {▼80F} + THB/Pres(100)	- 1 LPS {▼} + CV new	+ GW new	✗
✗	+ CV new	- 1 CV {▼90E} + CA/Pres (75)	- 2 LPS {▼} + GW new	✗
✗	- 1 CV {▼80F} + THB new	+ CA new	+ GW new	✗
✗	+ THB new	✗	✗	✗
✗	✗	Priority for SR7		

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Tony Salt	103	-65	38	433	16.1▼	6
Gareth Davies	47	0	47	437	16.2▼	4
John Shelley	140	-80	60	510	18.9▲	4
Richard Lunn	121	-40	81	681	25.2▲	5
Mike Hutton	137	-125	12	637	23.6▲	6

Portfolio	Privates	BBQ	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Tony Salt	FT, CC	-	-	-	-	-	5P	-	-	-	-	-
Gareth Davies	GLSC	-	-	-	4P	-	-	-	-	-	-	-
John Shelley	-	-	-	5P	-	-	-	-	-	4P	-	-
Richard Lunn	NFSBC, SCFTC	-	-	-	-	-	-	-	-	-	-	-
✗ Mike Hutton	-	-	3P	-	-	-	-	1P	-	-	-	-

Bank (new)	10P	7	4	3	10P	4	-	10P	6	10P	10P
Price (par)		75	80	80		75	65		100		
Bank (pool)	-	-	1	3	-	1	5	-	-	-	-
Price (pool)		75D	90E	80F		65G	80F		100A		
Company credit		225	115	243		235	80		400		
Trains		-	3	2	3	2	3	2	2		
Bank cash: \$10,464	Certificate limit: 13				Trains: 1 x '3', 4 x '4'...						
Current operating order:	THB, CPR, LPS, CV, CA, GW										

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



Orders required for the following rounds

By the early deadline

OR6, OR7

Adjudication can pause between rounds if requested



1856-M19

Willem swaps his GW holding for a fresh start in the CV.

SR4

Stock Round 4

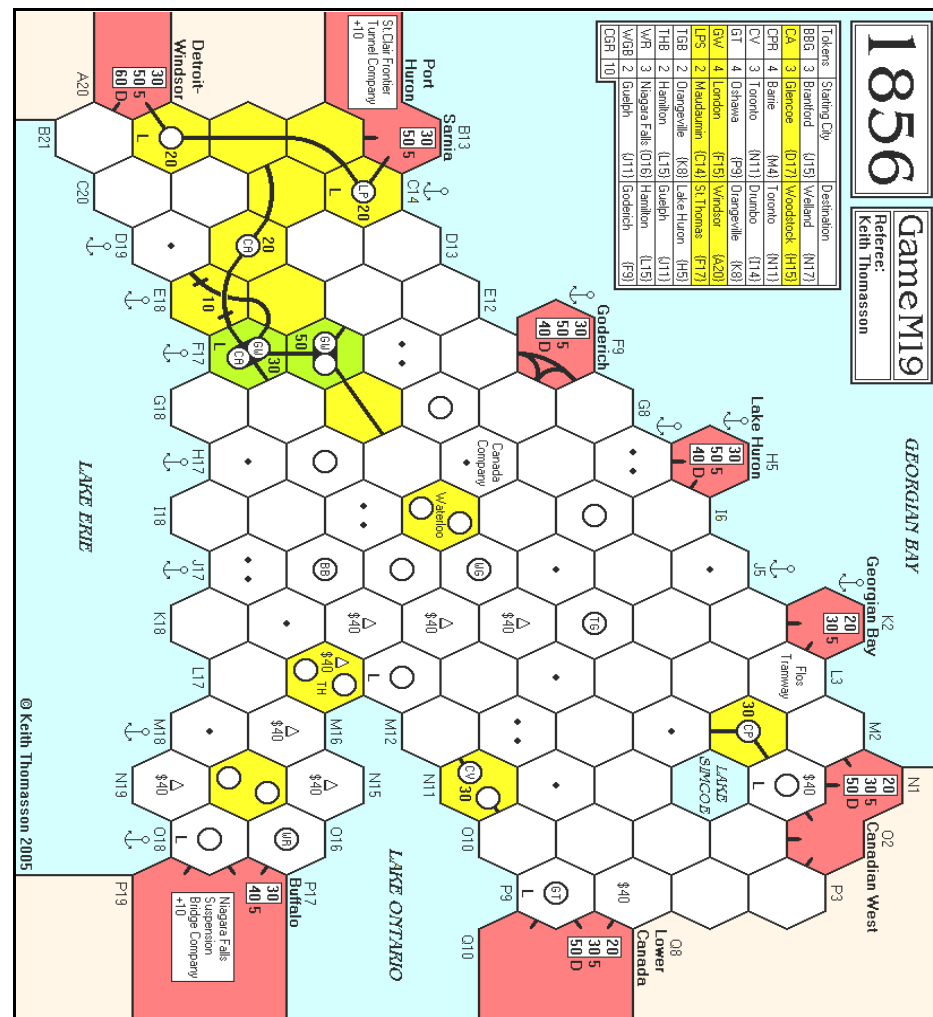
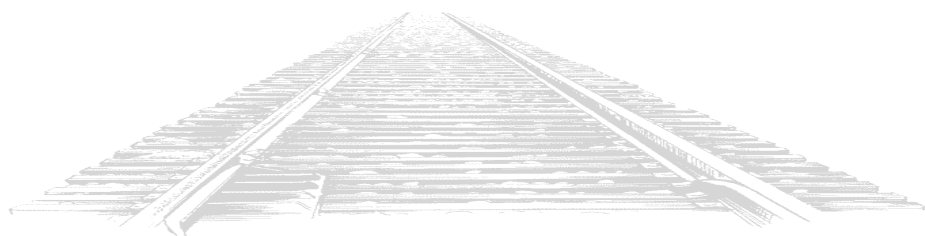
Simon	Stephen	Willem	Tony	Lyndon
+ CA new	+ LPS pool	- 3 GW (+70G) + CV/Pres (100)	+ GT new	+ GW new
+ GW pool	+ LPS new	+ CV new	✗	+ CA new
+ CA new	✗	+ CV new	✗	+ CA new
✗	✗	✗	✗	✗
Priority for SR5				

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Stephen Webb	124	-120	4	334	15.1	5
Willem Moene	170	-160	10	480	21.7	5
Tony Sait	110	-75	35	430	19.4	4
Lyndon Gurr	200	-200	0	500	22.6	3
Simon Cutforth	223	-200	23	468	21.2	5

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Stephen Webb		-	-	-	-	-	-	6P	-	-	-	-
Willem Moene	FT, CC	-	-	-	4P	-	-	-	-	-	-	-
Tony Sait	GLSC, NSFBC	-	-	-	-	3P	-	-	-	-	-	-
Lyndon Gurr	-	-	2	-	-	-	5P	-	-	-	-	-
Simon Cutforth	-	-	5P	-	-	-	-	1	-	-	-	-

Bank (new)	10P	3	10P	6	7	2	1	10P	10P	10P	10P
Price (par)		65		100	75	70	65				
Bank (pool)	-	-	-	-	-	2	3	-	-	-	-
Price (pool)		75F		100A	75D	70G	55H				
Company credit		17		400	225	0	239				
Trains		32		-	-	332	2222				
Bank cash: \$10,894	Certificate limit: 13				Trains: 2 x '3', 4 x '4'...						
Current operating order:	CV, CA, GT, GW, 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									



Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested



1856-Y19

All very similar so far.
Take a loan, lay a tile, buy a train.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
LPS	MH	57:C14:3	-	-	① ②	70D	215	100	2
CA	SW	5:D17:3	-	-	① ②	60F	250	100	2
GW	PB	6:F17:5	-	-	① ②	60F	185	100	2
WR	MB	6:O16:3	-	-	① ②	60F	185	100	2
GT	RT	57:P9:2	-	-	① ②	60F	185	100	2

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

Stock Round 2

	Peter	Mike	Martin	Rob	Stephen
X	X	X	X	X	X
Priority for SR3					

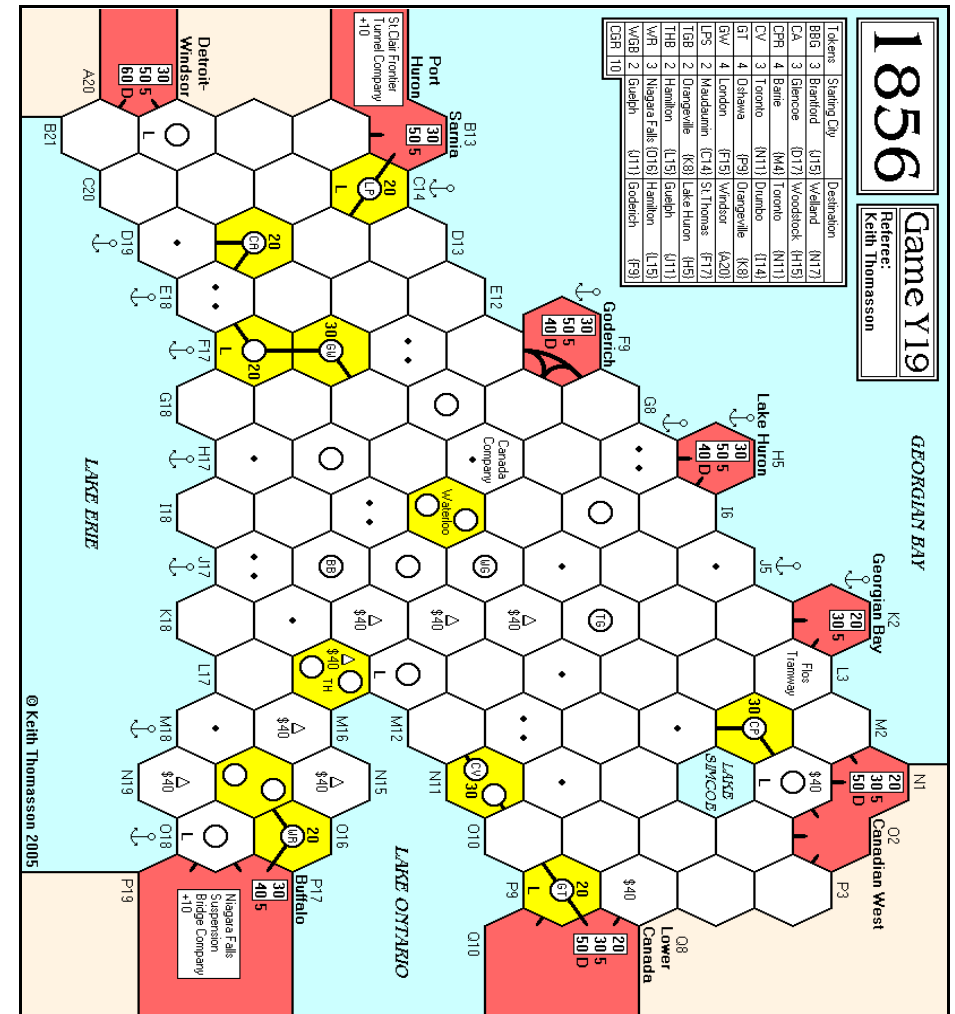
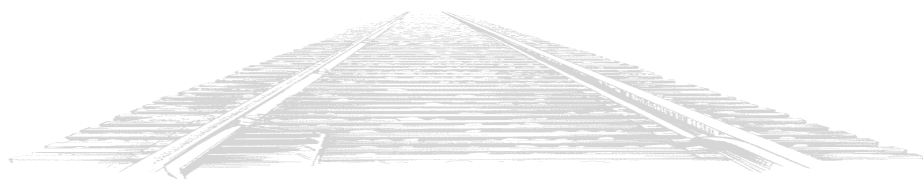
Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Peter Berlin	35	15	0	50	300	20.2	4
Mike Head	0	15	0	15	295	19.9	3
Martin Butcher	0	20	0	20	300	20.2	3
Rob Thomasson	0	20	0	20	300	20.2	3
Stephen Webb	0	10	0	10	290	19.5	4

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TOB	THB	WR	WGB
• Peter Berlin	FT, CC	-	-	-	-	-	3P	-	-	-	-	-
Mike Head	GLSC	-	-	-	-	-	-	3P	-	-	-	-
Martin Butcher	NFSBC	-	-	-	-	-	-	-	-	-	3P	-
Rob Thomasson	SCFTC	-	-	-	-	3P	-	-	-	-	-	-
Stephen Webb	WSR	-	4P	-	-	-	-	-	-	-	-	-

Bank (new)	10P	6	10P	10P	7	7	7	10P	10P	7	10P
Price (par)		65			65	65	75			65	
Bank (pool)											
Price (pool)		60F			60F	60F	70D			60F	
Company credit		250			185	185	215			185	
Trains		2			2	2	2			2	

Bank cash: \$10,865 Certificate limit: 13 Trains: 1 x '2', 5 x '3'...
Current operating order: LPS, CA, GW, WR, GT

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



Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



1870-U19

The MRBC only lasts one round in private hands.

OR1 - SR2

One round of private company payouts crept into the middle of the stock round, due to the inept operation of my own spreadsheet. The brought forward cash has been adjusted.

ORI	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains	
SLSF	LQ	57:E12:1	8:F13:5	-	-	① ②	90A▼	800	2
MP	JS	57:B19:2	8:A20:3	-	-	③ ④ ⑤	72D▼	440	2 2 2
MKT	SW	5:B11:5	8:C10:5	-	-	⑥ ②	64F▼	560	2

Notes:

①	\$120 to the bank for terrain costs
②	\$80 to the bank for a '2' train
③	\$40 to John for the MRBC private - lays 5:C18:2 using the MRBC's ability
④	\$40 to the bank for a token in B19
⑤	\$240 to the bank for three '2' trains
⑥	\$40 to the bank for terrain costs

Stock Round 2

Mike	Martin	Lyndon	Stephen	John
X	X	X	+ MP new	X
X	X	X	X	<i>Priority for SR3</i>

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Lyndon Gurr	15	20	0	35	529	24.5▼	4
Stephen Webb	128	5	-68	65	405	18.7▲	5
John Shelley	0	50	0	50	410	19.0▲	4
Mike Hutton	91	15	0	106	412	19.0▲	4
Martin Butcher	94	10	0	104	406	18.8▼	4

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

Bank (new)	10P	10P	10P	10P	3	3	4	10P	10P	10P
Price (par)					68	76	100			
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)					64F	72D	90A			
Company credit					560	440	800			
Trains					2	2	2	2		

Redeemed shares

Bank cash: \$9,840 Certificate limit: 13 Trains: 2 x '2', 6 x '3'...

Current operating order: SLSF, MP, MKT

[illegible]

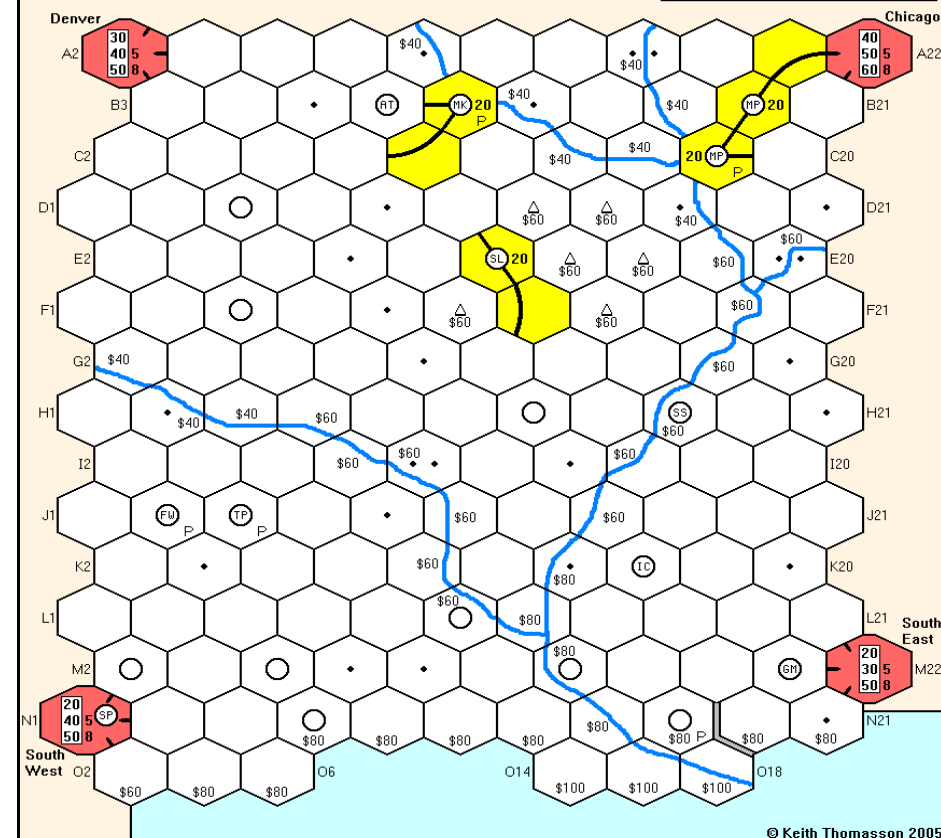
1870

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		Starting City		Destination
ATSF	3	Topeka (B9)		Southwest (N1)
Fw	2	Fort Worth (J3)		Denver (A2)
GMD	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)		Southeast (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

OR2, SR3

Adjudication can pause between rounds if requested



1899-A18

No companies are in the yellow zone, so share sales are required.

OR15 - SR10

The FsR run was \$240 in OR13, and should still have been \$240 in OR14, not \$210. I found more for Lyndon in OR13, and forgot about that route in the next round. As the FsR was meant to buy the '5' from the XzS for all it's credit, Lyndon didn't need to add any cash for the train purchase by the XzS, which has \$173 remaining credit.

OR15	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
Tt	MB	-	210	N	60	①	220B	29	D 5
FsR	LQ	-	440	Y	100	-	185C	100	5 5
Sjz	AH	2:H2:3	290	Y	100	②	185C	465	D
1st	JS	24:E5:1	480	Y	30	③	155C	180	D
NRC	JS	24:C5:4	360	Y	65	③	142B	257	6
XzS	LQ	7:S7:3	310	Y	60	④	110D	237	D
CSb	SW	-	210	Y	100	-	75F	480	D
B&M	AH	9:D4:4	330	Y	65	④	68H	265	6

- Notes: ① \$1,100 to the bank for a Diesel
 ② \$80 to the bank for terrain costs
 ③ \$100 to the bank for a token in E3
 ④ \$120 to the bank for terrain costs

Stock Round 10

Lyndon	John	Alan	Martin	Stephen
- 3 B&M {↔}	- 2 B&M {↔}	+ B&M pool	- 1 NRC {↔125C}	- 1 Tt {↔185C}
- 1 CSb {↔70G}				
+ Sjz pool				
- 1 Sjz {↔}	✗	+ B&M pool	✗	✗
+ Tt pool				
✗	✗	+ B&M pool	✗	✗
✗	✗	+ CSb pool	✗	✗
✗	✗	+ NRC pool	✗	✗
✗	✗	✗	Priority for SR11	

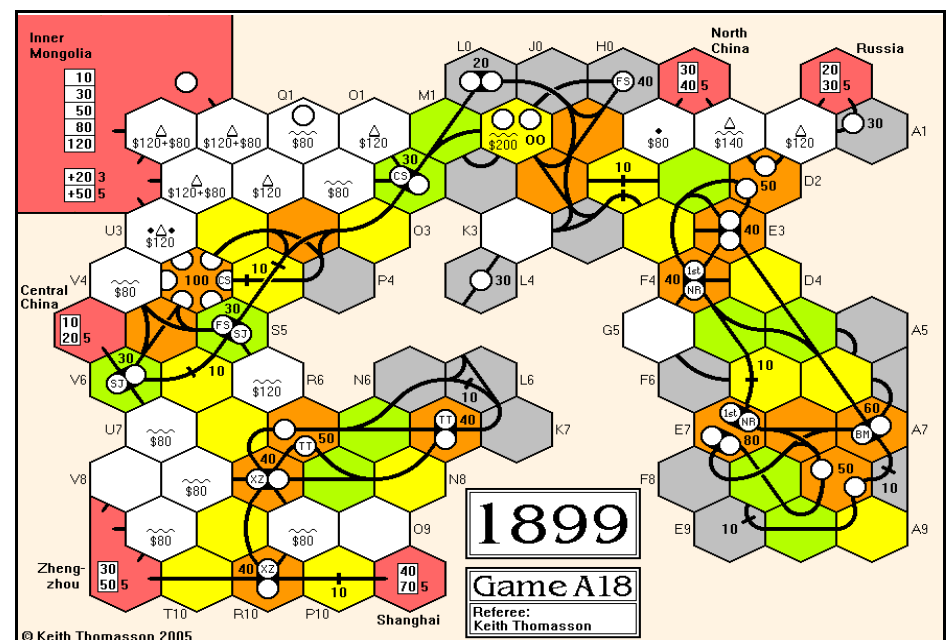
Cash Flow	b/f	OR15	SR10	c/f	Value	%	Certs
Lyndon Gurr	1,382	539	94	2,015	4,765	24.3	13
John Shelley	1,708	657	136	2,501	4,988	25.4	13
Alan Harvey	618	328	-399	547	2,419	12.3	13
Martin Butcher	1,367	284	142	1,796	4,104	20.9	13
Stephen Webb	837	459	220	1,525	3,347	17.1	13

Tiles	Tile number/Availability												Three Operating Rounds between Stock Rounds			
Yellow	1/1	2/-	3/2	4/2	7/4	8/6	9/8	55/-	56/1	57/5	58/1	69/1				
Green	14/1	15/2	16/1	18/-	19/-	20/1	23/1	24/-	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/-					

Portfolio	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Lyndon Gurr	-	-	-	6P	-	-	4	5P
John Shelley	6P	-	-	-	6P	3	-	-
Alan Harvey	1	6P	1	-	2	5P	-	-
Martin Butcher	1	1	3	1	-	1	6P	1
Stephen Webb	2	1	6P	3	2	-	-	-
Bank (new)	-	-	-	-	-	-	-	-
Price (new)	67	67	76	71	100	100	71	100
Bank (pool)	-	2	-	-	-	1	-	4
Price (pool)	180B	68H	75F	220B	142B	185C	220B	110D
Company credit	180	265	480	100	257	465	29	237
Trains	D	6	D	5.5	6	D	D.5	D
Bank cash: \$6,605	Certificate limit: 15						Trains: Diesels	
Current operating order:	FsR, Tt, Sjz, 1st, NRC, XzS, CSb, B&M							

With all companies out of the yellow zone, everyone bar Alan had to sell shares to get within the certificate limit. Stephen, you didn't specify which shares to sell, so I took the Tt as it was at the bottom of your buying list.

With the current level of dividends we should see the end of the game in the next group of operating rounds, so we'll take that bunch of three in one go.



Orders required for the following rounds

By the early deadline

OR16, OR17, OR18



18EU-N17

A lot of cross checking
due to a close result.

OR11 - OR12

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
IS	ST	611:D7:5	810	Y	-	245A*	240	8 6
DR	SC	9:K10:1	610	Y	-	220A*	96	8 P
FN	LG	14:F9:3	790	Y	-	180B*	543	8 5
BN	LG	144:G10:2	480	Y	①	165C*	196	5 P
GS	MB	-	580	Y	-	150C*	170	6 P
RA	SC	8:F7:6	450	Y	②	110C*	140	8 P
RB	MB	-	480	Y	-	100D*	569	5 P

Notes: ① 100 to the bank for a Pullman
② Places a token in F9

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
IS	ST	513:D7:1	830	Y	-	270A*	240	8 6
DR	SC	142:K12:4	610	Y	-	245A*	96	8 P
FN	LG	611:F9:6	850	Y	①	200B*	543	8 5
BN	LG	147:G10:4	580	Y	-	180C*	196	5 P
GS	MB	-	600	Y	-	165C*	170	6 P
RA	SC	-	570	Y	-	122C*	248	8 P
RB	MB	-	480	Y	-	110D*	761	5 P

Notes: ① The bank has run out of cash

Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Steve Thomas	538	944	998	2,480	5,646	23.8*	13
Lyndon Gurr	2,130	1,006	1,107	4,242	7,332	30.8*	13
Martin Butcher	1,089	842	886	2,817	5,117	21.5*	13
Simon Cutforth	989	857	937	2,783	5,678	23.9*	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	-	-

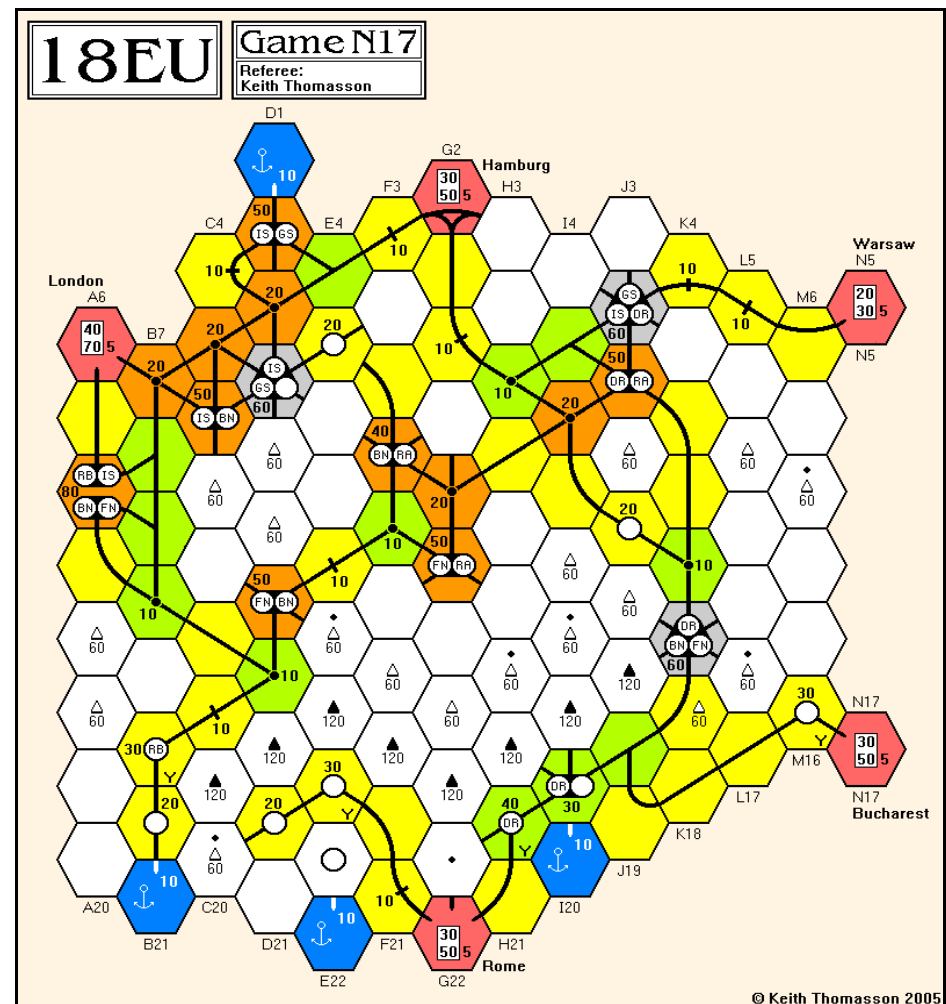
Treasury	-	-	-	-	-	2	4	10
Bank pool	1	-	-	3	-	-	1	-
Price	180C	245A	200B	165D	270A	122C	110D	-
Company credit	196	96	543	170	240	248	761	-
Trains	5 P	8 P	8.5	6 P	8.6	8 P	5 P	-
Bank cash: -2,576	Certificate limit: 13				Trains: 8 x '8'			

Steve may regret upgrading D7 in the final round, as it gave him a small increase in revenue while allowing the RA to add an extra station to its run. Simon kept second place by a margin of 30. As Steve also gained from an improved RA dividend, perhaps it made no difference.

No doubt as to the winner, though, as Lyndon finishes with over 30% - going down, but nowhere near fast enough to put his win in jeopardy.

1st	Lyndon Gurr	7,332	30.8%
2nd	Simon Cutforth	5,678	23.9%
3rd	Steve Thomas	5,648	23.8%
4th	Martin Butcher	5,117	21.5%
5th	Mark Stretch	Bankrupt	

Congratulations to Lyndon and many thanks to everyone for taking part, especially Steve, who took over from Paul Heald in the early stages of the game. We'll have our usual round up to complete the game next month, so let me have your thoughts. If they're printable, I'll print them.





18EU-B19

Neil helps the IS fund a train and still leads the game.

OR7 - OR8

Minor '7' only ran for 140 - which is what Mark asked for, in fact. I seem to keep giving 50 for runs to and through G2, which should only happen once the '5' trains are out.

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
7	MF	-	140	1/2	-		140	3
8	MF	-	-	-	-		1	-
9	DS	-	-	-	-		165	-
11	SW	-	-	-	-		0	-
FN	PB	576:B17:4	210	Y	① ②	122D	815	4
GS	SW	58:E12:2	150	Y	③ ④	135C	163	5 3
RA	NW	15:J11:6	210	1/2	⑤ ④	110D	119	5 3
DR	DS	9:A8:1	210	Y	⑥ ⑦	110C	407	4 P
IS	NW	15:I18:2	130	Y	-	110C	492	3
RB	PB	577:D3:1	160	Y	⑧ ⑨	90E	801	4 3
BN	MF	-	190	Y	⑩ ⑤ ④	82E	56	5 4

- Notes:
- ① F300 to the bank for a '4' train
 - ② F405 from the bank for the sale of three shares (▼122D)
 - ③ Places a token in E6
 - ④ F500 to the bank for a '5' train
 - ⑤ Discard a Pullman
 - ⑥ Places a token in D7
 - ⑦ F100 to the bank for a Pullman
 - ⑧ F206 to the FN for a '4' train
 - ⑨ F550 from the bank for the sale of five shares (▼90E)
 - ⑩ F168 to the bank for two pool shares

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
7	MF	-	170	1/2	-		225	{3}
8	MF	-	-	-	-		-	-
9	DS	-	-	-	-		-	-
11	SW	-	-	-	-		-	-
GS	SW	583:A10:4	380	Y	① ②	150C	915	5 {3}
FN	PB	582:D13:4	240	Y	① ③	135C	215	6 {4}
RA	NW	582:J7:5	200	1/2	④	110D	219	5
DR	DS	579:C8:2	240	Y	-	122C	479	{4 P}
IS	NW	143:F21:1	-	-	⑤	100C	0	6
RB	PB	584:J5:1	170	Y	⑥	100D	1	8 {4}
BN	MF	-	210	Y	-	90E	98	5

- Notes:
- ① Places a token in A10
 - ② F600 from the bank for the sale of four shares
 - ③ F600 to the bank for a '6' train - '3' train are removed
 - ④ Places a token in J5
 - ⑤ F600 to the bank for a '6' train, partly funded by F108 from Neil
 - ⑥ F800 to the bank for an '8' train - '4' trains are removed, the DR also has to discard its Pullman

Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Neil Walters	66	184	-3	247	1,732	24.9▼	12
Peter Berlin	30	217	239	486	1,406	20.3▲	10
Mark Frueh	5	216	245	466	1,238	17.8▲	9
Don Smith	85	120	158	363	1,123	16.2▲	6
Stephen Webb	1	126	245	372	1,444	20.8▲	8

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

Treasury	2	3	-	-	4	-	-	-	10
Bank pool	-	-	3	4	-	1	-	5	
Price	90E	122C	135C	150C	100C	110D	100D		
Company credit	98	479	215	915	0	219	1		
Trains	5	-	6	5	6	5	8		
Bank cash: 7,748	Certificate limit: 13					Trains: 12 x '8'			

(plus 5 x Pullman)

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

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

With a lot of trains out, the Minor Company final exchange round will take place before the next stock round. There's not too much to do here.

Stephen is first, as he bought the first '5' train for the GS. He must exchange minor 11 for a share in the IS or RA.

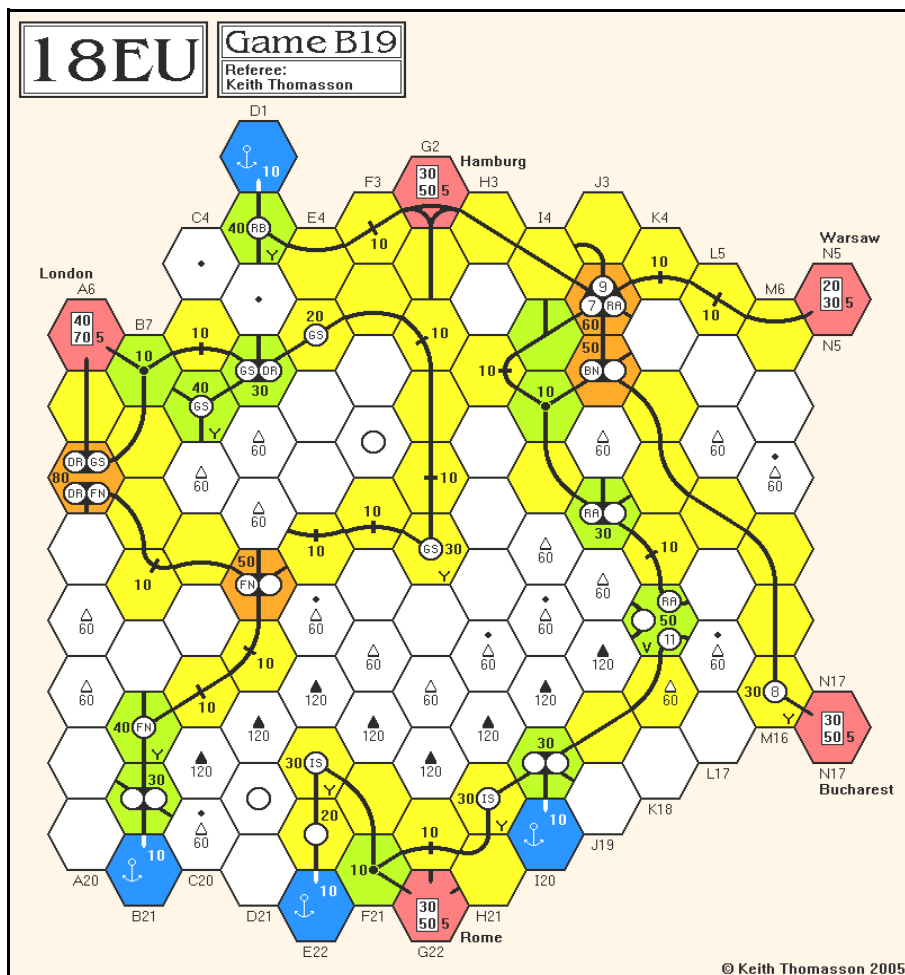
Mark must then exchange minor 7 or 8, followed by Don with minor 9, and then Mark with his other minor.

As I have a little space, I'll give you an example of an order that gave me some trouble this time - I only hope I have done as requested. The order was:

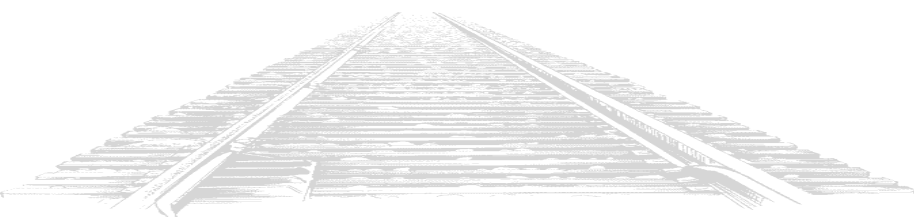
"Buy permanent train if available and a P if space/funds permit (not if I still have only a 3)."

Why the trouble? Well, do I read that you buy a permanent train if available, pause, and a P if space/funds permit, or is that all one condition, applying to the permanent and the P? Furthermore, what does the '3' train condition at the end refer to - the whole line, or just the Pullman purchase? It's the lack of any punctuation that makes it ambiguous in more than one way.

My interpretation was to take the 'if available' condition on its own, and buy a permanent train. At that point the company was at its train limit, so the question of the Pullman and the '3' train condition never needed to be resolved.



Orders required for the following rounds *By the early deadline*
 Minor company final exchange round, SR4



1870-B17

How many musketeers...?

GAME OVER

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%

Mark Frueh (1st): My sincere thanks to Keith for another excellent adjudicated game. I had all the fortunes and not any headaches. I like the idea of a 4-player game of 1870 - however this game may have had four players listed - but really only three played the game. I was sorry that Neil Walters decided to stop being an active player in the game. I am not sure why he did so, but I hope he will not repeat this experience. Course, I am learning the 18EU game - and have made numerous errors - but I will strive to do better in the future. Stephen Webb played a marvellous game and at one point was about to take the lead over me....I suppose my cruel stock nature prevented his chances to take the win. My best to Howard Bishop who was making great gains at the end.

Stephen Webb (2nd): Well, thanks for running it. I have just started my first 70 and will doubtless discover how difficult it is. Guess what, yet another second place - I wonder what my percentage of those is? Well done to Mark. I haven't kept all the mags so if my memory serves me right, this was looking like a good duel until I got the train buying wrong as the '5's did not run out when I thought they would! And then the manouevre to buy the '12'. I knew he could but gambled he wouldn't.

Mark makes a good point on the number of active players as opposed to the number listed. The connection runs for the ATSF and IC only happened because the track developed to allow them.

ACQUIRE 41

Short and bitter sweet.

GAME OVER

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

Simon Brooks (3rd): Oh, nuts.

Tony Wilcock (5th): So, victory for Michael Graystone after eleven rounds. My congratulations to him once again. I finish well behind in last position, which is not too unusual.

Simon's comment is probably what most people think when they miss a position or a win by a relatively small amount, but few are willing to reveal it.



18KAAS-O19

Two Presidencies change hands.

SR4

The NYNH should have bought a '3' train to go with its route.

Stock Round 4

Willem	Martin	Tony	Lyndon	Alan
- 5 CPR (▼68H) (Pres to Lyndon) + B&M/Pres (90)	- 5 PRR (▼68H) (Pres to Alan) + B&O new	- 1 NYNH (▼60H) + PRR pool	- 1 PRR (▼) + NYNH pool	+ NYNH new
+ B&M new	+ B&O new	✗	+ NYNH new	✗
+ B&M new	+ B&O new (gains Pres)	✗	+ NYNH new	✗
+ B&M new	+ B&O new (floated)	✗	✗	✗
+ B&M new (floated)	+ B&O new	✗	✗	✗
✗	+ B&O new	✗	✗	✗
✗	✗	Priority for SR5		

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Willem Moene	91	-90	1	629	19.4▲	7
Martin Butcher	275	-190	85	753	23.3▲	6
Tony Salt	32	-5	27	505	15.6▲	6
Lyndon Gurr	153	-112	41	777	24.0▼	7
Alan Harvey	81	-67	14	574	17.7▼	6

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Willem Moene	SVR	6P	-	-	1	-	-	-	-
Martin Butcher	-	-	6P	-	1	-	-	-	-
✗ Tony Salt	M&H	-	-	-	-	-	-	5P	1
Lyndon Gurr	B&O	-	2	-	2P	-	-	3	-
Alan Harvey	C&A	-	-	-	1	-	-	1	4

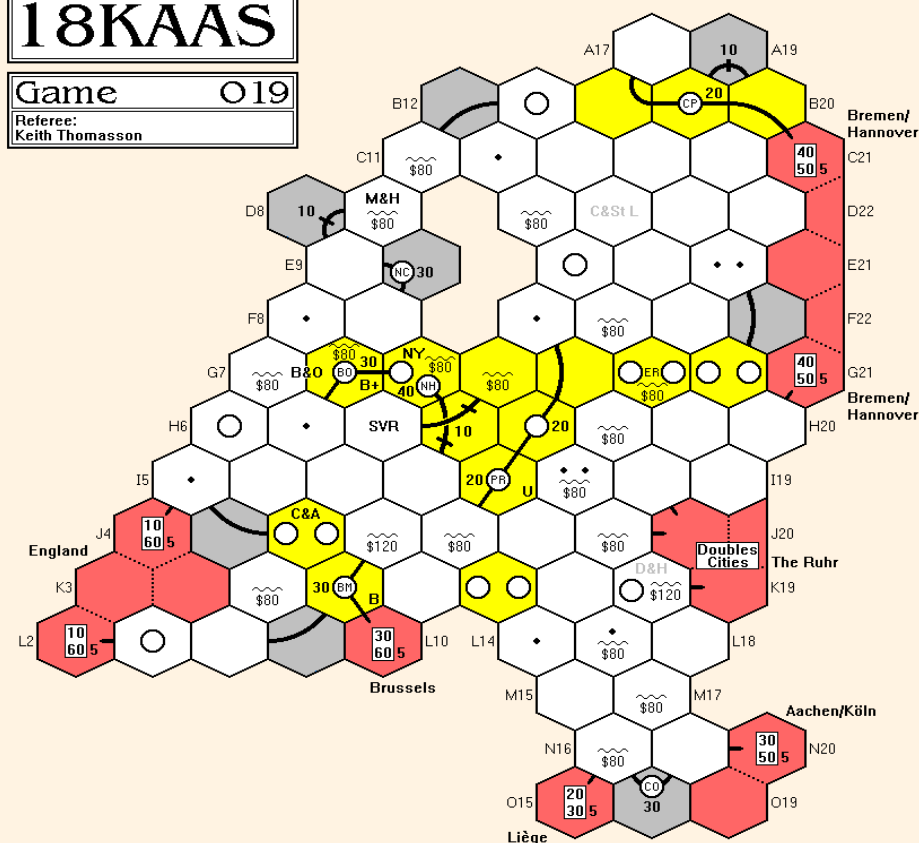
Bank (new)	4	2	10P	-	10P	10P	1	-
Price (new)	90	100		76			67	71
Bank (pool)	-	-	-	5	-	-		5
Price (pool)	90B	100A		68H			60H	68H
Company credit	900	1000		440			490	70
Trains	-	-		2222			3	322
Bank cash: \$8,932	Certificate limit: 15				Trains: 3 x '3', 4 x '4'			
Current operating order:	B&O, B&M, CPR, 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									

18KAAS

Game O19

Referee:
Keith Thomasson



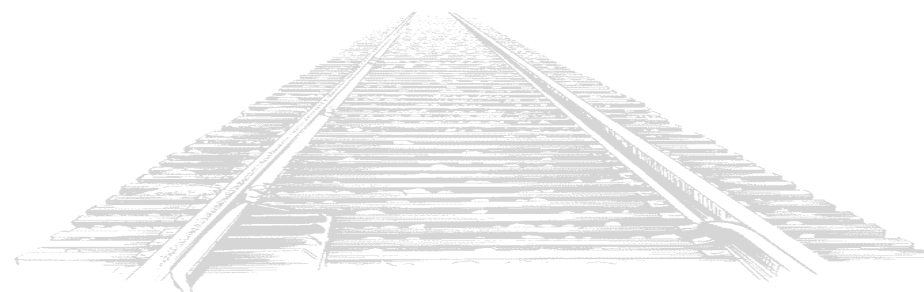
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Orders required for the following rounds

By the early deadline

OR4, OR5

Adjudication can pause between rounds if requested





6 NIMMT! 11

Penalties in every hand this month.

ROUND 4

Hand 1 (1-104)

		48	34
	11	47	12
99	8	20	10
90	5	18	9
89	4	7	1
1/9	2/9	3/7	4/7

Hand 2 (1-104)

			41
			39
88			36
84	98		14
72	90	24	1
1/7	2/4	3/1	4/5

Steve (75) takes row 1 for 1 pt, Michael (78), Kevin (79), Jim (81), Roger (82), Colin (89) takes row 1 for 6 pts, John (90), Mick (99).

Jim (2) takes row 3 for 1 pt, Mick (8), Colin (20), Kevin (21), John (22), Steve (24) takes row 3 for 11 pts, Michael (41), Roger (88).

Hand 3 (1-84)

			83
			79
24		7	78
22	44	1	77
1/6	2/5	3/2	4/8

Hand 4 (1-84)

	80		
	78		
	61	10	
1	60	9	40
1/1	2/8	3/4	4/5

Mick (1) takes row 3 for 2 pts, John (7), Roger (24), Kevin (32), Steve (41), Michael (44) takes row 2 for 8 pts, Jim (79), Colin (83).

Kevin (1) takes row 1 for 1 pt, Mick (14) takes row 4 for 10 pts, Roger (33), Steve (34), Colin (35), Jim (38), Michael (40) takes row 4 for 10 pts, John (80).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Kevin Lee	8	2	0	1	11
John Colledge	0	0	15	0	15
Jim Reader	1	16	0	0	17
Michael Graystone	0	0	8	11	19
Roger Trethewey	7	12	0	1	20
Colin Sharpe	8	1	6	7	22
Mick Haytack	0	0	2	21	23
Steve Ham	1	12	6	10	29

I have a feeling some people would prefer to play with 6 nimmt! Plus , an expansion containing a number of zero value cards. The main difference is that in this game, you are trying to gain as many points as possible rather than avoid them. There's more about this in the Essen report.

Orders required

Round five cards for each hand



ACQUIRE 42

Imperial is taken over and stays away.

ROUND 8

John M 2-F American takes over Imperial, bonuses for Willem (£5,000) and John M (£2,500), John M swaps 6 for 3, sells 1 for £500, Lyndon retains 3, Willem retains 9. Buys 3 Tower @ £700.

Lyndon 5-H Forms Worldwide, one free share. Buys 3 Continental @ £800.

Colin 12-F Buys 1 Festival @ £400.

John C 3-C Buys 3 Continental @ £800.

Willem 2-A Buys 3 Worldwide @ £300.

John M 9-H Buys 2 Luxor @ £700, 1 Worldwide @ £300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	8	-	-	10	-	£2,400	£27,500
Willem Moene	7	3	-	7	3	1	9	£5,200	£27,200
John Marsden	5	4	9	-	1	-	-	£3,300	£30,200
Lyndon Gurr	-	7	-	-	8	9	3	£5,400	£33,900
Colin Sharpe	-	-	6	12	-	5	-	-	£17,000
Bank Stock	13	11	2	6	13	-	13		
Chain Size	11	18	7	3	2	7	-		
Chain Value	700	700	700	400	300	800	-		

Playing sequence

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





ACQUIRE 43

Imperial is formed right away.

ROUND 4

John 5-G Forms Imperial, one free share. Buys 3 Imperial @ £400.
 Tony 3-I Buys 3 Festival @ £300.
 Bob 10-A Buys 3 Luxor @ £300.
 Lionel 3-H Buys 1 Festival @ £300, 1 Worldwide @ £300, 1 Imperial @ £400.
 Kevin 12-A Buys 3 Worldwide @ £300.
 John 4-A No purchases.

1-A	2-A	3-A		5-A		7-A	8-A	9-A		11-A	C	
	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	I	6-F	7-F	8-F	9-F	W	11-F	12-F	
T	T	3-G	4-G	I	6-G	7-G		9-G	10-G	F	F	
1-H	2-H	L		4-H	5-H	6-H	7-H	8-H	9-H	10-H	11-H	12-H
L	L	L		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	4	-	1	-	-	5	-	£3,000	£16,900
Lionel Robbins	-	-	-	6	10	-	1	£1,400	£13,900
Kevin Lee	-	-	4	-	9	3	-	£1,200	£13,600
John Colledge	4	3	-	-	-	-	4	£3,600	£15,400
Tony Wilcock	-	4	-	6	-	-	-	£3,600	£10,500
Bank Stock	17	18	20	13	6	17	20		
Chain Size	4	2	2	2	2	3	2		
Chain Value	400	200	300	300	300	500	400		

Tony, your tile lay was a random pick, as you only offered one option, and that was no longer possible. That tells everyone that you can form a new chain, but with all those loose tiles on the board, nobody will be surprised by that.

Playing sequence

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



ACQUIRE 44 {SP}

Just the one power is used.

ROUND 1

Mick [Uses 'Take 5 Tiles' Power]
 3-A No purchases.
 John 2-A Forms Luxor, one free share. Buys 3 Luxor @ £200.
 Michael 4-F Forms Continental, one free share. Buys 3 Continental @ £400.
 Colin 11-E Forms Tower, one free share. Buys 3 Tower @ £200.
 Mick 12-C Buys 3 Tower @ £200.

1-A	L	L	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	
1-D	2-D	3-D	4-D	5-D	6-D	7-D	8-D	9-D	10-D	T	12-D
1-E	2-E	3-E	C	5-E	6-E	7-E	8-E	9-E	10-E	T	12-E
1-F	2-F	3-F	C	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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	-	3	-	-	-	-	-	£5,400	£7,000
John Colledge	4	-	-	-	-	-	-	£5,400	£9,200
Michael Graystone	-	-	-	-	-	4	-	£4,800	£12,400
Colin Sharpe	-	4	-	-	-	-	-	£5,400	£8,200
Bank Stock	21	18	25	25	25	21	25		
Chain Size	2	2	-	-	-	2	-		
Chain Value	200	200	-	-	-	400	-		
Powers used:	John: None		Michael: None		Mick: T5		Colin: None		

Playing sequence

John, Michael, Colin, Mick, John again





BATTLE! 3

It's starting to get serious.

ROUND 15

The damage to 1F was not deducted last time - it lost all of its attributes.

[illegible]

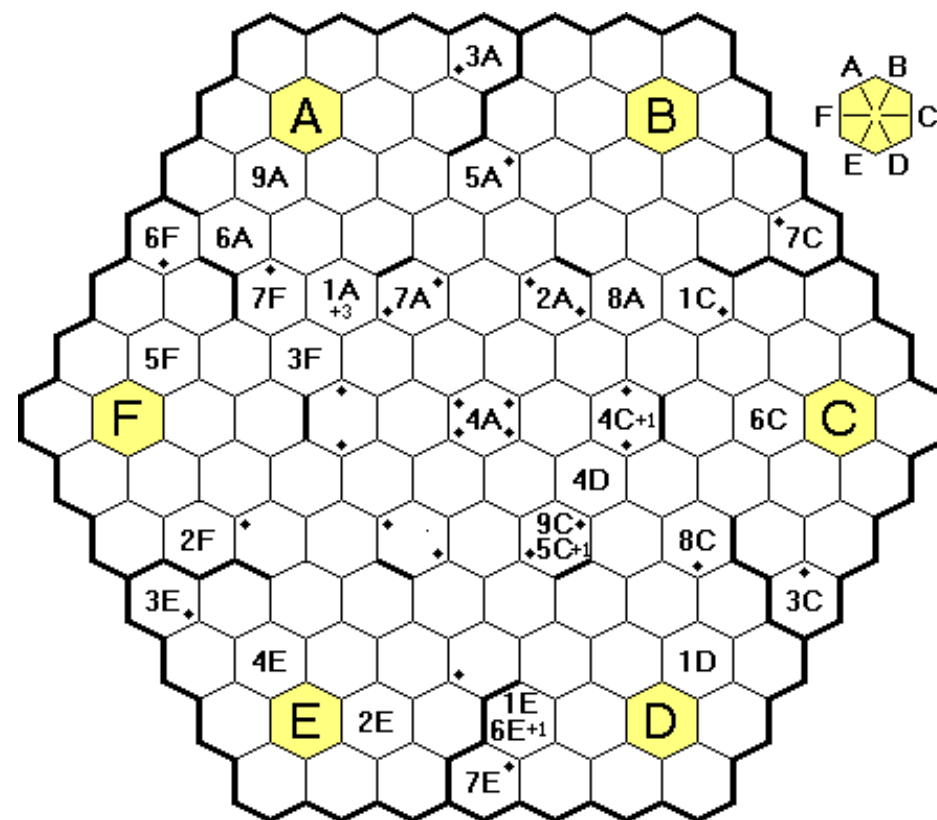
New units: None.

Movement: 6F wanted to use Elite(q) to move away from 6A - but it doesn't have Elite...

Combat: 1A→4F ②, 1A→5F ⑧, 2A→2C ②, 4A→2C ⑥, 6A→6F ②, 4C→4A ②, 5C→4A ④, 8C→1D ②, 2E→1F ⑧, 3F→1A ②.

Conversion: 5C converts 5E to 9C.

Build: None.



Allan - Marcus: Sorry, but on reflection, if you research Explosives, it is game over for the rest of us.

Allan - Peter/Steve: I declare my intentions! Please feel free to help - together we can defeat the Antz.

Antz has twenty points at his disposal next time, so will he research Explosives and make Cohen's fears come true, or find something else to do with those production points?

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



BREAKING AWAY 14

Dixen makes a break,
but so does Eddie Stobart.

ROUND 11

Pos	Riders	New
108	Dixen	3
107	Eddie Stobart	4
106	-	
105	-	
104	Hibiya	3
103	Kamiyacho	4
102	Naka-Meguro	5
101	-	
100	May Stefanos	3
99	-	
98	Rudolph Deacon Scudder	3
97	Mercury	6
96	Spenser	7
95	Summer Frans Maas	8
94	-	
93	-	
92	-	
91	-	
90	Spring	3
89	Blitzen Winter	4
88	Fall	6
87	-	
86	Donner Turner of Soham	3
85	-	
84	-	
83	Robicheaux	3
82	-	
81	Christian Salvesen	3
80	Taylor	4

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

Replacement cards at this late stage are low,
showing how tired everyone is. Keep going,
everyone, the end is nigh.

Orders required

Cards for round twelve



BREAKING AWAY 15

They break for the spring line.
Almost all of them.

ROUND 4

Pos	Riders	New
35	Sankeien Teal'c	3
34	Negishi	5
33	O'Neill Carter	6
31	Hyaku Dan Yamashita	8
30	Midspy	10
29	Eggspy Evesham Kramer	11
28	Bigspy Persshore Moon	14
27	Acol Ace One Spade Stratford Jackson Wallace Smallspy	15
26	Knizia No Trump Bidford Vulnerable	15

Martin Butcher <i>Designers Four</i>	
A Knizia	1 14 14 15
B Kramer	3 11 15
C Moon	3 11 14
D Wallace	3 9 15
Bruce Edwards <i>Spy Game</i>	
A Eggspy	5 11 15 15
B Bigspy	3 3 14
C Midspy	5 6 10
D Smallspy	4 10 15
Jim Reader <i>Yokohama Parks</i>	
A Sankeien	3 3 3 10
B Negishi	5 5 9
C Hyaku Dan	4 6 8
D Yamashita	3 8 11
Allan Stagg <i>Stargate</i>	
A O'Neill	1 3 6 6
B Carter	6 6 10
C Teal'c	3 3 3
D Jackson	4 6 15
Mark Stretch <i>Avon Riders</i>	
A Evesham	5 5 11 14
B Persshore	4 14 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



With nearly all the riders making their breaks at the same time, those that
were further back still find themselves further back than the rest.

If my assumptions about what happens next are correct, all of the first
spring line points will be awarded after the next move.

Orders required

Cards for round five



Bus Boss 284-SSV

It's all about networking.

GAME OVER

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

Jim Reader (GONE KOPING, 1st): The first time I played this map, someone almost managed to block off the whole south west (Malmo area corner) and almost won the game with his monopoly, but unfortunately his other connections were too weak. I was really impressed, and while it wasn't my early strategy (I think you have to have a reasonable north east-south west route), I did do some obstructive bidding in the late build phases, when I found I was almost alone in the area. I picked up a lot of points from this in the first one or two race rounds, which allowed me to establish a good lead, after I was able to match points with most of the other players with my diagonal line. Unusually for BB, I always felt confident in this game. My thanks to Keith for the game and to everyone else for good competition.

Kevin Lee (GEAR, 3rd): Well done to Jim on a comfortable win. I was pleased to come third as I was blocked out from reaching Stockholm at quite an early stage. I think this map is just a bit too crowded for five players and would be better suited with four.

Bruce Edwards (CHEF, 4th): Congratulations to Jim. He was the only one to get a north-south route, which gave him options on most runs, despite not having access to much of the west side. I started out by trying to control the north, but suddenly realised I was being cut off from the south by Steve and Kevin, which was very costly. Guess I'll just have to try again! Thanks all.

Steve Ham (TURNIPS, 5th): Congratulations to Jim for a win that was on the cards from early on. A deserving last for me - I didn't really develop any satisfactory strategy and too many times my attempted builds were blocked off by either Michael or Kevin. All a bit of a mess really. Thanks to Keith for GMing.

I've seen the south west corner as a potential monopoly area, but as often happens, a monopoly is made at the expense of the overall network. Jim obviously got the balance right for this one.



Bus Boss 286-SPN

TAPAS finds slim pickings this time.

ROUND 9

Spain

Round 9 Runs		BRK	BUS	SNL	TAP	RR	SPK	
14	10♦ Geron K♠ Portugal	① BUSSTOP 20 ② RR 10 ✗ SNAIL	+6/-5	-1		+5/-6		19 10 1
19	2♣ Algeciras 8♦ Barcelona	① BUSSTOP 20 ② TAPAS 10 ✗ RR	-3 +3		+3 +3	-3 -3		20 4 6
20	10♠ Vigo 7♥ Zaragoza	① SNAIL 30 ✗ SPOCK ✗ BROOKS	-2	+3 +2			-3	25 3 2
21	10♣ Almeria 4♥ Madrid	① BROOKS 16 ② BUSSTOP 7 ② SNAIL 7		+5				16 12 2
22	4♦ Logrono K♥ Ciudad Real	① SPOCK 20 ② RR 10				+5		25 5
23	3♠ Salamanca Q♦ France	① SPOCK 20 ② RR 10 ✗ SNAIL		-7 -3		+3	+7	13 7 10
24	6♣ Cordoba A♥ Madrid	① BROOKS 11 ① SPOCK 10 ③ BUSSTOP 5 ④ SNAIL 4		+3				11 10 8 1
25	2♠ Caceres 5♥ Burgos	① SPOCK 16 ② TAPAS 9 ③ SNAIL 5		-7 -6	+6		+7	9 3 18
26	3♥ Madrid 6♠ Leon	① BROOKS 8 ① RR 8 ① SNAIL 7 ① SPOCK 7	-2	+2 -5		+5		10 3 10 7

Round 9 Routes

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Murcia - Cartagena, Murcia - Alicante (8)

Buses Uniting Spanish Sunshine Travel Only on the Plain (BUSSTOP) (Bob Coull, Black)
Soria - Teruel (9)

Robertson's Routemasters (RR) (Simon Robertson, Blue)
San Sebastian - France (3)

Spain's Popular Overland Coach Kompany (SPOCK) (Don Shailer, Purple)
None.

Some Noses Are Impossibly Large (SNAIL) (Mike Hutton, Red)
Burgos - San Sebastian (8)

Transport Around Pamplona and Sevilla (TAPAS) (Jim Reader, Yellow)
Cartagena - Granada (9)

Scores

	Runs:	14	19	20	21	22	23	24	25	26	Routes	Score
SPOCK	94	-	-	3	-	25	13	10	9	7	-	161
SNAIL	97	1	-	25	2	-	10	1	18	10	-8	156
TAPAS	153	-	4	-	-	-	-	-	3	-	-9	151
BUSSTOP	81	19	20	-	12	-	-	8	-	-	-9	131
RR	87	10	6	-	-	5	7	-	-	3	-3	115
BROOKS	81	-	-	2	16	-	-	11	-	10	-8	112

Round 10 Runs

27.	6♥ - 7♣	Soria to Jaen
28.	10♥ - 4♠	Teruel to Valladolid
29.	K♣ - 5♦	Alicante to Huesca
30.	J♥ - 6♦	Valencia to Lerida
31.	J♣ - 7♦	Cartagena to Barcelona
32.	J♦ - 8♠	Andorra to Lugo
33.	9♥ - 5♠	Cuenca to Zamora
34.	6♣ - A♠	Cordoba to Badajoz
35.	K♦ - 2♥	France to Madrid

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



BUS BOSS 290-SEA	ROLF is confined even more.	ROUND 6
-------------------------	-----------------------------	----------------

South East Australia

<u>Crazy Old Buses Bouncing on Every Road (COBBER)</u> (Jim Reader, Yellow)
Bendigo - Melbourne - Geelong, Melbourne - Ballarat 42 - 12 30

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

Wilcannia - Bourke 43 - 11 32

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

Grafton - Surfer's Paradise - Brisbane 44 - 11 33

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

Wilcannia - Broken Hill, Bathurst - Cowra 41 - 12 29
--

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

Albury - Melbourne - Ballarat 41 - 12 29
--

Round 7 Runs

1.	5♠ - 10♦	St.George to Albury (not yet available)
2.	9♠ - 2♣	Dubbo to Port Augusta (not yet available)
3.	3♦ - 3♣	Melbourne to Peterborough (not yet available)
4.	3♠ - 8♦	Toowoomba to Warrnambool (not yet available)
5.	Q♠ - 8♥	Port Macquarie to West Wyalong
6.	2♦ - 5♥	Melbourne to Wollongong
7.	7♥ - Q♦	Cowra to Bairnsdale (not yet available)
8.	6♠ - A♦	Cunnamulla to Melbourne (not yet available)
9.	K♠ - 10♣	Moree to Mildura

With a large number of routes concentrated around Sydney, it's not surprising that a large number of the first set of runs are inaccessible.

Runs	Routes
Enter up to 5	Buy in the order Colin, Michael, Jim, Mike, Bruce



BUS BOSS 292-FRA	Nearly down to the south coast.	ROUND 3
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South East Australia

<u>Graystone Runs Ugly Brown Buses Yet-again (GRUBBY)</u> (Michael Graystone, Brown)
Limoges - Toulouse (10) 78 - 10 68

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

Paris - Lille - Dunkerque 76 - 12 64
--

Dijon Expressways Are Rampant (DEAR) (Kevin Lee, Red)

Tours - Clermont Ferrand 77 - 11 66

Garlic and Onions (GO) (Bob Coull, Black)

Paris - Nevers, Mulhouse - Switzerland 75 - 12 63

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

Lyon - Clermont Ferrand, Rouen - Boulogne 74 - 12 62
--

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

(Brian Tappenden, Orange)

Nantes - Rennes, Limoges - Clermont Ferrand 78 - 12 66
--

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



DUNGEONQUEST 3

Ever heard the phrase
'thin on the ground'?

ROUND 18

	St	Ag	Ar	Lk	LP	Ring	Treasure
Roger Trethewey <i>Sir Quentin</i>	3	8	5	7	0 {10}	Opening	Bow and 4 arrows Golden guineas - 10 GP Potion
Martin Butcher <i>Mordor</i>	4	7	4	8	12 {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	0 {16}	Healing	Rope Ruby - 4500 GP Gold chain - 700 GP

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

Sir Quentin searches the room and finds something long and wriggly. Ah - a giant centipede, which can do up to 12 points of damage. It only half hits, but six points of damage from a total of five is - it's growing dark - not enough - to survive...

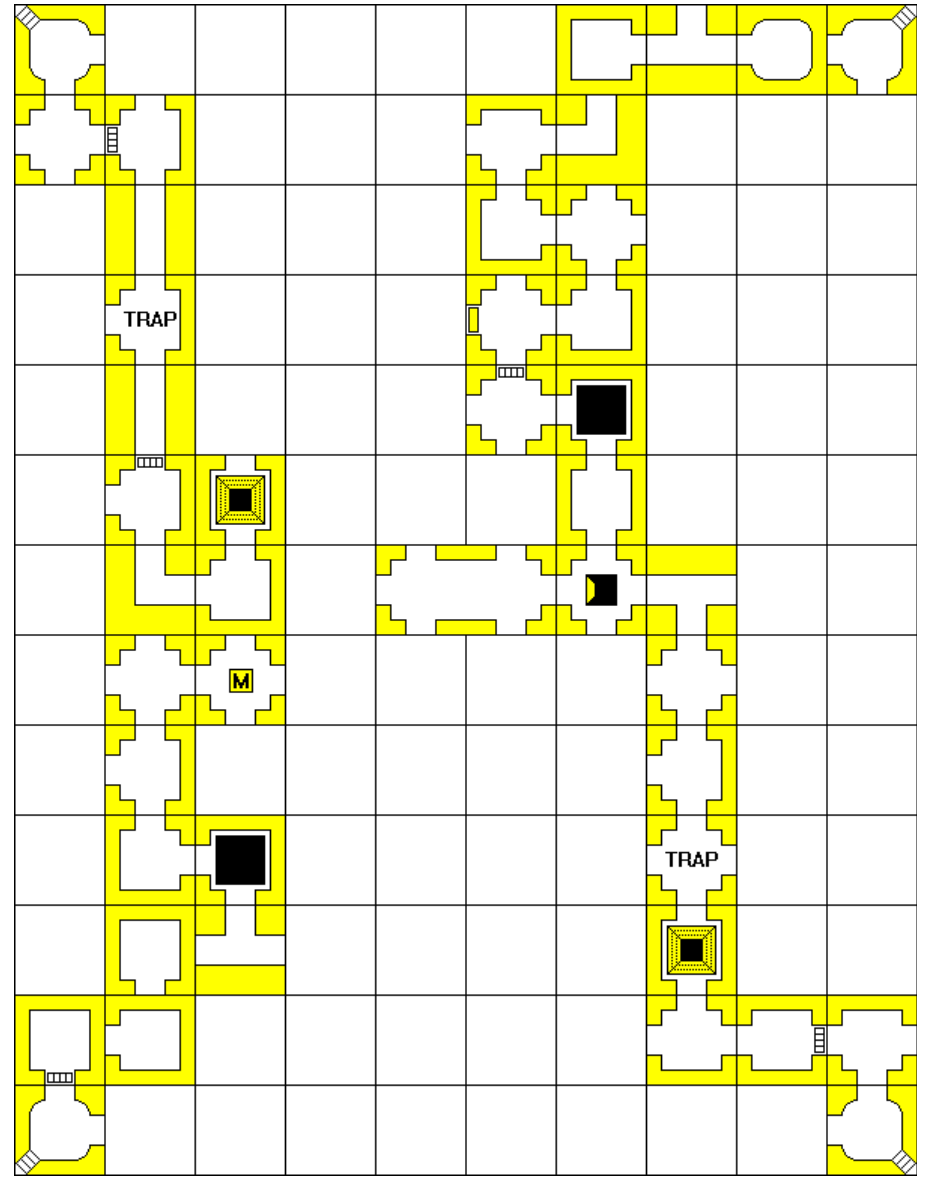
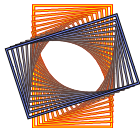
Mordor fights the Death Warrior. He has the early advantage before the Death Warrior recovers to cause some damage, but a concerted effort puts his opponent where he needs to be - down.

Mordor then heads east and enters a room with exits east and south. An Orc is trying to guard them both, unaware that he faces the man who just slew a Death Warrior. Attack, wait and see, run away? I think I know the answer.

Mr C Fodder heads south carefully, well aware of the danger lurking there. Care is everything, and so is the state of the ground, which gives way beneath you, dropping you into the pit.

Well, that was unexpected, on more than one count. Mordor may not be officially aware that he is the last man standing, but he can think about getting out while he's ahead. That may not prove to be quite so easy, however.

Martin, feel free to give me general orders for a number of turns if you're going to go for the exit. Actually, give me a number of turns whatever you're going to do. You have second place guaranteed, it's just a question of whether the dungeon will win in the end.



Orders required	8 rounds to go
Moves for round nineteen	



DUNGEONQUEST 4

Not so deadly as
the other game.

ROUND 7

	St	Ag	Ar	Lk	LP	Ring	Treasure
Kevin Lee <i>Crispin</i>	7	5	6	5	9 {16}	Healing	Bracelet - 120 GP
Bruce Edwards <i>Ratzinere</i>	6	6	6	5	19	None	Bracelet - 40 GP Potion
Roger Trethewey <i>Toby the Worm</i>	4	7	4	8	15	Blinding	Jewellery - 200 GP Potion
Jim Reader <i>Mr C III Jr</i>	6	4	9	4	15 {17}	Warning	Jewelled dagger - 250 GP

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

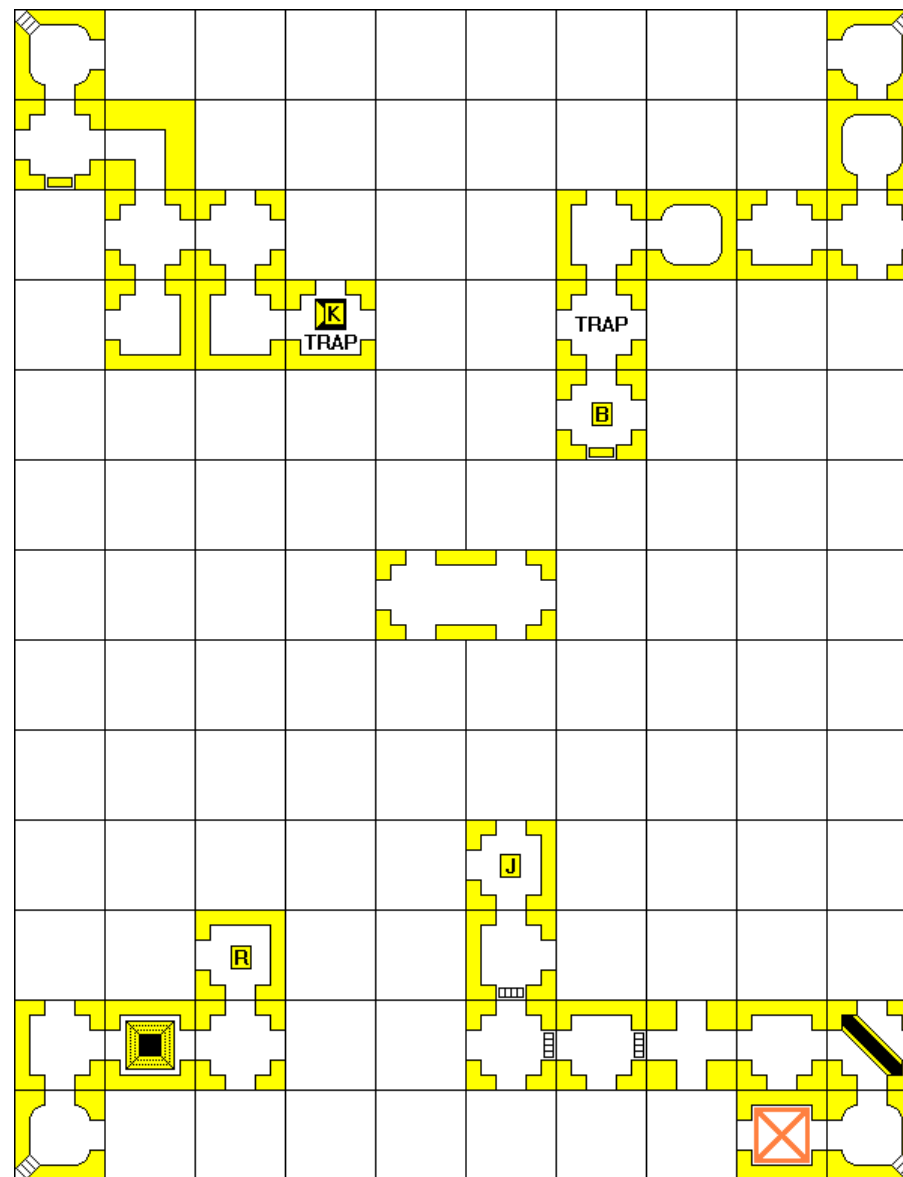
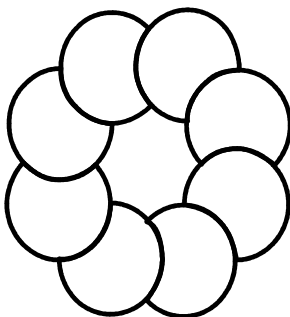
Crispin attacks the Death Warrior and despatches it fairly easily, with just one point of damage to himself.

Crispin then moves east, and, perhaps because he was still thinking of his recent victory, stumbles through a trapdoor, taking three points of damage. You'll need to roll your agility or less on a D12 next time to get out. I'll do the actual rolling - you tell me where you'll go if you get out.

Ratzinere heads south and finds a room with exits east and west, and a door to the south. He picks up a potion lying in one corner.

Toby the Worm searches the room and finds a potion.

Mr C III Jr dispose of the Mountain Troll, taking a couple of hits in the process. He then heads north, turning round to catch the portcullis and prevent it making enough noise to attract more trouble. No need - no portcullis! And nothing in the room either, other than exits to the west and north.



Orders required

19 rounds to go

Moves for round eight



LANCASHIRE RAILWAYS 9

Stephen breaks away with his income.

ROUND 10

Auctions		Bids:	SW	DS	TW	BE
10a:	Oldham & Rochdale (8)	-	-	1	-	2
	Build roll: 5 (not built)	-	-	*5*	-	4
10b:	Wigan & Bolton (6)	-	-	-	-	*1*
	Build roll: 2 (not built)	-	-	-	-	-
10c:	St.Helens & Wigan (5)	1	-	-	*2*	-
	Build roll: 6 (built)	-	-	-	-	-

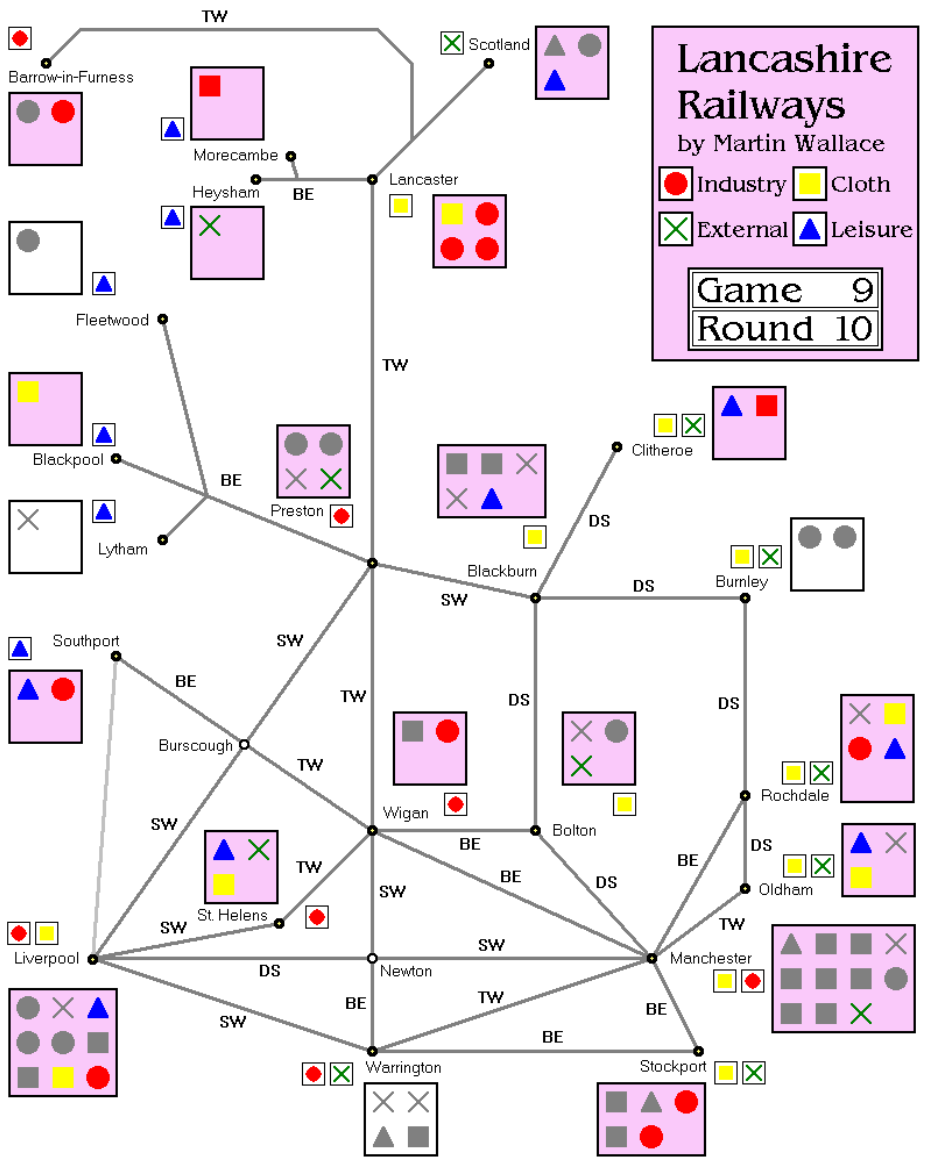
Commodity Movement		SW	DS	TW	BE
Income:		21	10	19	17
Stephen	Cloth Liverpool to Manchester	4	-	1	-
Stephen	Cloth Liverpool to Manchester	4	-	1	-
Don	X	-	-	-	-
Tony	Leisure Scotland to Southport	-	-	4	1
Bruce	Cloth Stockport to Manchester	1	-	-	3
Market loss number: 7		Income lost:		-4	-1
		Income:		26	9
				22	18

Stephen remains the Train Player (income 26/cash 49).

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

Commodity Growth and New Railway Links	
Rochdale	Leisure ◇ Link 11a: Liverpool & Southport (8)
St.Helens	Cloth

Cash flow	Stephen	43	Don	43	Tony	49	Bruce	56
Cash b/f		23		21		26		19
Auctions & Builds	-	23	-5	16	-2	24	-1	18
Income	+26	49	+9	25	+22	46	+18	36
Acquired Loans	-	49	-	25	-	46	-	36
Interest	-	49	-4	21	-2	44	-	36
Retired Loans	-	49	-	21	-10	34	-	36
Cash c/f		49		21		34		36



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

Orders required	Stephen leads the playing order
Railway link bids 11a, commodity movement, loans	



MYSTIC WOOD 2

Only the one round.

ROUND 36

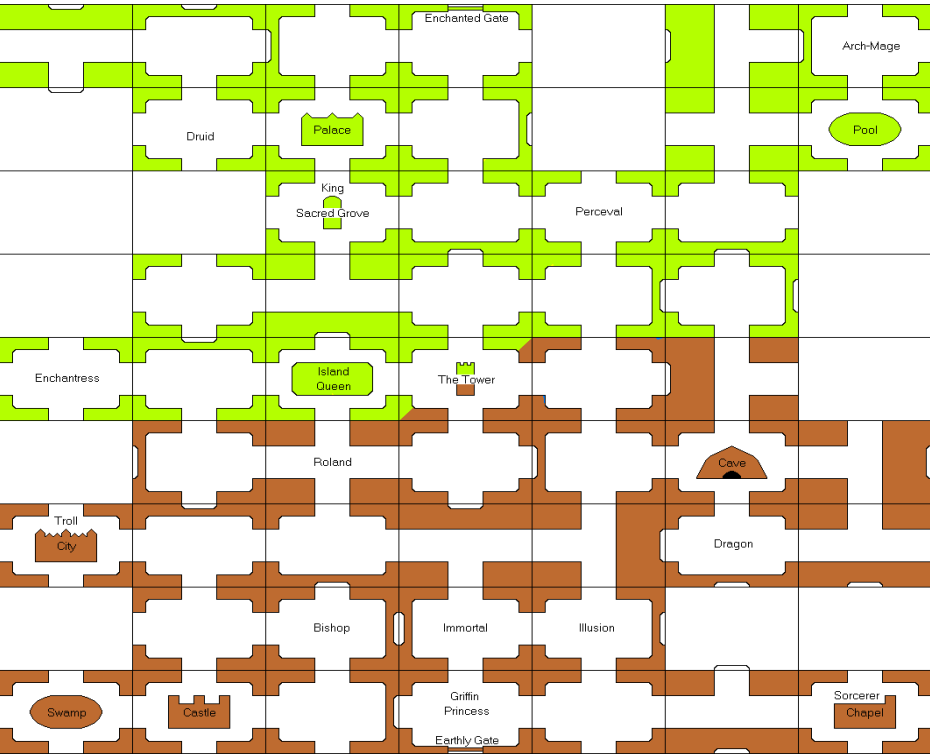
- ✧ Roland moves east.
- ✧ King Astolfo challenged Marfisa to a joust, and beat her 19:12. The King takes Marfisa's Horse as his bounty and headed south.
- ✧ Marfisa moves north and encounters the Rogue, who betrays you and sends you to the Tower. Definitely not your day.
- ✧ Perceval moves north.

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

You cannot hand a thing to another player unless they state in their orders they will take it, i.e. you have co-ordinated your moves. The other option is to simply drop a thing in an area and leave. Another knight can then try and pick it up.

The Lance simply adds one to strength, it has no other powers.

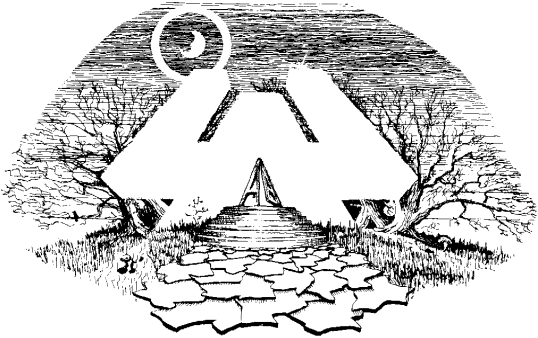
I have difficulty with orders like 'move in this direction if that's the winning line', as I do not know what you consider the winning line to be. I will tend to ignore such comments - but maybe that was all it was - a comment.



Marfisa is in the Tower.

Orders required

Moves for round thirty eight - include round thirty nine orders if possible





MYSTIC WOOD 3

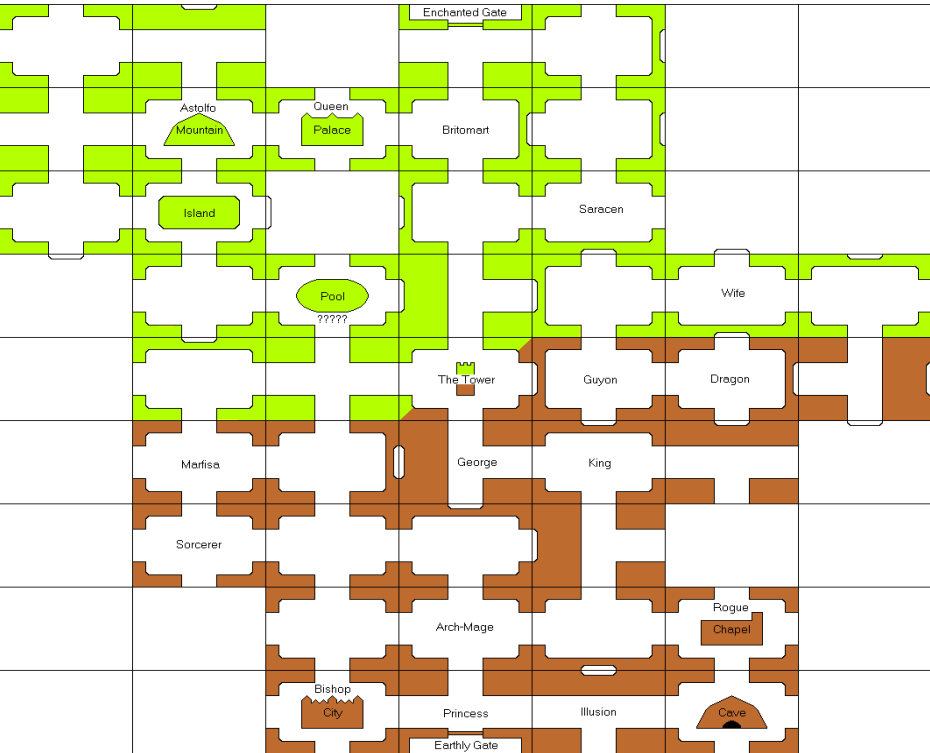
We get a sudden dose of foggy weather.

ROUND 21

- Britomart moves east.
- Marfisa moves south and finds a misty glade. She's actually encountered the Mystic Fog, which causes some paths in this half of the wood to change.

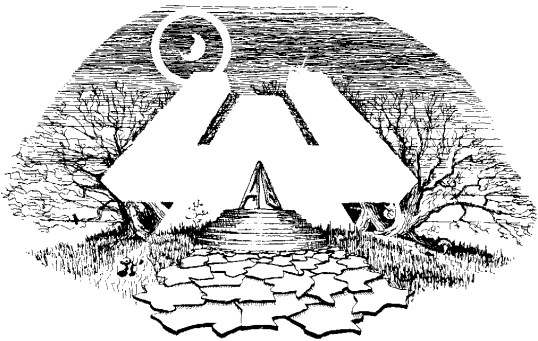
This rather upsets plans to do two moves together, but thanks to everyone for making the attempt.
- George tries to head south but finds the previously open way blocked.
- Guyon moves south. He is now temporarily confined to this part of the wood following the reorganisation of the paths. The best option will be to attack the Dragon and get sent to the Tower!
- Astolfo moves east.

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



Nobody is in the Tower.

Orders required
Moves for round twenty two





NEW ENGLAND RAILWAYS 7

A cheap month
for new links.

ROUND 7

Auctions	Bids:	DS	MB	TW	BE
7a: Fitchburg & Keene (7)		2	*3*		
Build roll: 6 (not built)					
7b: Worcester & Plainfield (7)		2	-	*3*	
Build roll: 7 (built)					
7c: Portland, Maine & Portsmouth (10)		2	-	-	*3*
Build roll: 4 (not built)					

Commodity Movement	DS	MB	TW	BE
Income:	13	11	10	6
Don Goods New Haven to Middleboro	3			1
Don Goods Portsmouth to Middleboro	3			
Martin Food Boston to Springfield		2	1	1
Tony Food Providence to Springfield			2	
Bruce Cotton Manchester to Springfield		1		2
Market loss number: 9	Income lost: 2	-1	-1	-1
	Income: 17	13	12	9

Don remains the Train Player (income 17/cash 19).

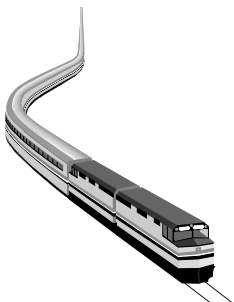
Bank Loans	Acquired	Total	Interest	Retired	c/f
Don Smith	+10	40	-8	-	40
Martin Butcher	-	20	-4	-	20
Tony Wilcock	-	40	-8	-	40
Bruce Edwards	-	30	-6	-	30

Commodity Growth and New Railway Links

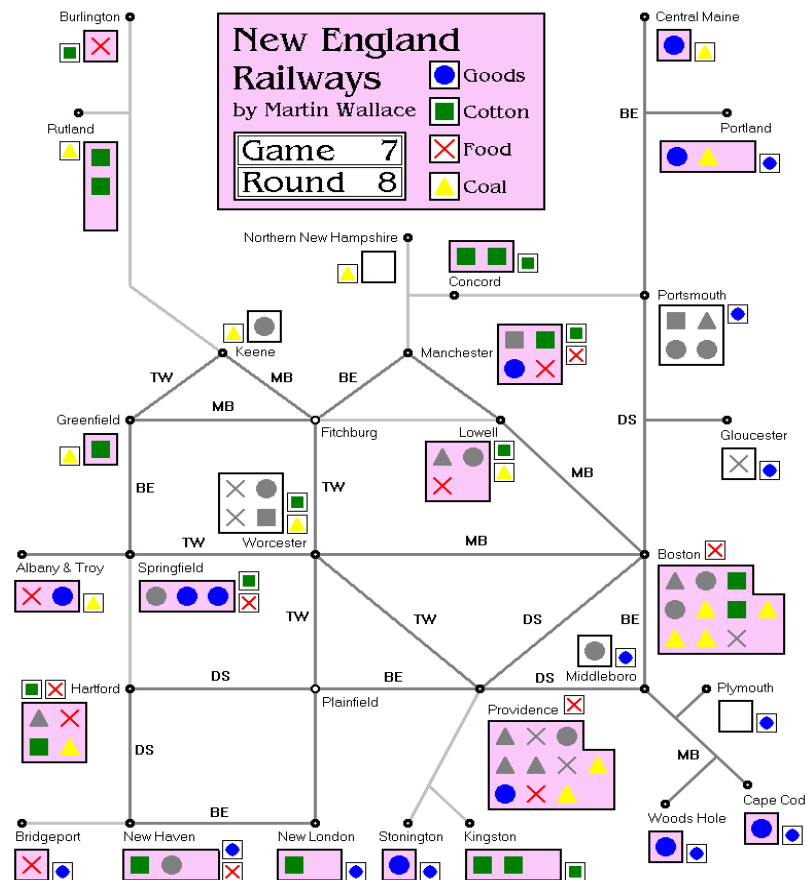
Providence	Goods	◇	Link 8a: Manchester & Lowell (5)
Cape Cod	Goods	◇	Link 8b: Plainfield & New London (6)
Providence	Food	◇	Link 8c: Springfield & Albany & Troy (9)
Woods Hole	Goods	◆	Link 9a: Rutland, Burlington & Keene (8)
Providence	Coal	◆	Link 9b: Concord & Portsmouth (7)
Manchester	Goods	◆	Link 9c: New Hampshire, Concord, etc (8)

To answer the question 'can I start a commodity movement on another player's line', the short answer is yes.

The full answer is that there is no requirement to use any of your own lines when moving commodities, although you're unlikely to do that and just give the other players income without gaining any for yourself.



Cash flow	Bruce	44	Don	31	Martin	32	Tony	34
Cash b/f		9		2		5		22
Auctions & Builds	-3	6	-	2	-3	2	-3	19
Income	+9	15	+17	19	+13	15	+12	31
Acquired Loans	-	15	+10	29	-	15	-	31
Interest	-6	9	-8	21	-4	11	-8	23
Retired Loans	-	9	-	21	-	11	-	23
Cash c/f		9		21		11		23



Orders required

Don leads the playing order

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



McMULTI 9

Martin's petrol strategy is working well with the inflated petrol prices.

ROUND 8

	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						

Mark Stretch

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

Martin Butcher

Actions

- Tony Buys a petrol pump.
Rolls F-3.
- Mick Buys a petrol pump.
Rolls E-6.
- Martin Buys a petrol pump.
Rolls D-1.
- Mark Buys a petrol pump.
Rolls B-2. Market moves to Downturn (RP > \$70).
Can convert drilling rig in B-2 to an oil well next time for \$50m.

	Dealings		{◇} = indirect hits	Stocks		
Players	Crude	Petrol	Assets hit	Crude	Petrol	Cash
Tony Wilcock	+4/D	+2/D	PP ² OR ² {PP OR} {PP}	1	1	\$280
Mick Haytack	+3/D	+3/D	{PP OR} PP OR {X}	4	6	\$174
Martin Butcher	-	-	{OR} PP ² {PP ² }	7	3	\$461
Mark Stretch	-	-3/I	{OR OW} {OW} OR DR	18	4	\$157

Sell/Buy	Domestic	International	
Crude	\$16/\$17	\$7/\$8	
Petrol	\$38/\$40	\$28/\$30	
			Next retail petrol sale \$67
			Next Oil Well conversion \$50

Economic Climate	Purchase Price			Liquidation Value			
	Rig	Pump	Refinery	Rig	Pump	Refinery	Oil Well
Downturn	12	75	120	8	45	65	60

Orders required

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



OUTPOST 21

Geoff brings us into the final phase.

ROUND 13

Commander Actions

- Geoff Auctioned a Laboratory for 80. Jim joined at 81. Geoff dropped out at 83. Jim got it for 83 (o:2,3,4 w:5,6,6,7,7,7,9,10,10) plus a free Research Factory
- ▶ Auctioned a Laboratory for 80. Marcus joined at 81 and dropped out at 82. Geoff got it for 82 (o:2,4 w:5,6,7,7,8 t:44) plus a free Research Factory
- Mark Bought one New Chemicals Factory (t:9 r:15 m:16 n:22)
- ▶ Bought two Research Factories (w:30 t:9,10,12)
- Bruce Auctioned an Orbital Lab for 50 and got it (w:7 t:44)
- Jim Bought four Population Units (t:8,13)
- Marcus Passed
- Willem Auctioned a Laboratory for 80 and got it for 80, reduced to 60 after Data Library discounts (w:30 r:14 m:16) plus a free Research Factory

PO	Name	Factories	Population	Robots	Production
1	Geoff	2o,5w,4t,1r	8 (13)	2 (8)	5w,1T,1r (92,15)
2	Jim	2o,5w,1t,1r	12 (13)	0 (0)	4o,5w,1t,1r (70,20)
3	Mark	2o,4w,2t,3r,2n	8 (8)	0 (0)	1w,2t,3r,1m,2n (123,10)
4	Bruce	2o,2w,4t	8 (10)	0 (0)	4o,3w,1T,1m (94,20)
5	Willem	2o,5w,1r	5 (5)	0 (0)	1w,1W,6r,1m (132,15)
6	Marcus	2o,4w,3n	8 (8)	0 (0)	1o,2W,2r,6n (209,15)

PO	Name	Colony Cards	Victory Points
1	Geoff	HE, Nod, Rob, Lab, Eco, OP	36 (315)
2	Jim	WH, Nod, Lab, Eco, OP	29 (260)
3	Mark	DL, HE, Nod, OL, Lab	29 (200)
4	Bruce	DL, WH, HE, OL, Eco, OP	28 (250)
5	Willem	DL, DL, WH, HE, Sci, Sci, Sci, OL, Lab	24 (335)
6	Marcus	WH, Nod, Sci	19 (90)

Data Library	0	Sold out	Laboratory	0	Sold out
Warehouse	0	Sold out	Ecoplants	1	(none left)
Heavy Equipment	0	Sold out	Outpost	0	(1 more)
Nodule	0	Sold out	Space Station	1	(3 more)
Scientists	0	Sold out	Planetary Cruiser	1	(3 more)
Orbital Lab	1	(none left)	Moon Base	0	(4 more)
Robots	2	(1 more)			

The final phase maybe, but no Moon Bases, and just one each of the others.

Orders required

Round fourteen auctions, bids and purchases



OUTPOST 22

Scientist fever, of course,
going to a no-discount home.

ROUND 9

Commander Actions

Jim Auctioned a Scientists for 40. David joined at 41, Steve at 42, Willem at 74, Lyndon at 75, Martin at 76. Marcus and Jim dropped out at 77, Willem at 79, Lyndon at 84, Marcus at 85, Steve and Martin at 89. David got it for 89 (o:5 w:7,8,9,30,30)

- Bought one Water Factory (o:1,3 w:4,4,8)

David Passed

Steve Bought two Water Factories (o:3 w:7,30)

- Bought one Population Unit (o:4 w:6)

Willem Auctioned a Robots for 50. Marcus joined at 51 and dropped out at 52. Willem got it for 52 (o:3,4 w:5,10,30) plus a free Robot

Lyndon Bought one Titanium Factory (w:6,7,7,10)

Martin Auctioned a Heavy Equipment for 30 and got it (w:30)

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

Marcus Auctioned a Heavy Equipment for 30 and got it (w:5,7,8,10)

- Auctioned a Warehouse for 25 and got it, reduced to 15 after Heavy Equipment discounts (t:7,8)

PO	Name	Factories	Population	Robots	Production
1	Willem	2o,6w	7 (8)	1 (7)	2o,4w,1W (64,10)
2	David	2o,7w	7 (8)	0 (0)	4w,1W,1r (71,15)
3	Marcus	2o,3w,2t	5 (5)	0 (0)	5w,4t (75,15)
4	Steve	2o,7w	8 (8)	0 (0)	2o,5w,2W (101,15)
5	Lyndon	2o,2w,5t	5 (5)	0 (0)	2t,2T (108,10)
6	Martin	2o,4w	7 (8)	0 (0)	3o,4w,2W (97,15)
7	Jim	2o,4w	5 (8)	0 (0)	1o,1w,1W (40,10)

PO Name Colony Cards {40 VPs required for the final phase} Victory Points

1	Willem	DL, Nod, Rob	14 (90)
2	David	WH, Nod, Sci	12 (90)
3	Marcus	DL, WH, HE, HE	11 (100)
4	Steve	WH, Nod	11 (50)
5	Lyndon	HE	11 (30)
6	Martin	WH, HE, Nod	10 (80)
7	Jim	DL, DL, DL, Nod	10 (70)

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

Orders required

Round ten auctions, bids and purchases



OUTPOST 23 {AV}

The last Nodule is the only
colony card to be bought.

ROUND 5

Commander Actions

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

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

Kevin Auctioned a Nodule for 26. David joined at 27. Kevin dropped out at 33. David got it for 33 (w:3,30)

Marcus Bought one Titanium Factory (o:1,1,1,1,1,1,2,2,2 w:3,3,3,4,4)

- Bought one Population Unit (o:2 w:4,4)

David Bought one Population Unit (o:2 w:4,4)

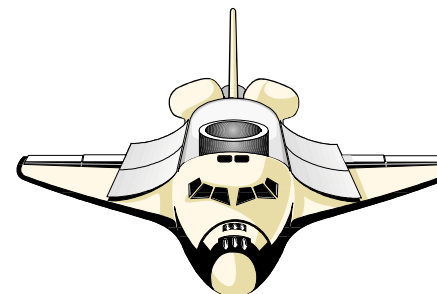
PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	David	2o,4w	6p (8,0)	Nod	35	8 (25)
2	Marcus	2o,2w,1t	5p (5,0)	HE	33	7 (30)
3	Willem	2o,4w	5p (8,0)	Nod	40	7 (25)
4	Mick	2o,4w	5p (8,0)	Nod	38	7 (25)
5	Kevin	2o,3w	5p (5,0)	HE	54	6 (30)

PO	Name	Total Cards	Megas	Ore	Wat/Tit	Res	Mic	NC/OM	RO	MO
1	David	6.5/10	-	-	3	2	4	4	-	-
2	Marcus	5.5/10	-	-	2	2	3	3	1	-
3	Willem	6.5/10	1	-	2	2	1	-	-	-
4	Mick	6/10	-	-	1	1	5	5	-	-
5	Kevin	10/10	-	-	4	4	6	6	-	-

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

Orders required

Round six auctions, bids and purchases





OUTPOST 24

Another chance to prove yourself as a competent colony commander.

NEW GAME

We have the following eight players for this game.

Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Geoff Hardingham	48 Caspian Way, Wheaton Aston, Stafford, Staffs, ST19 9PR
Michael Longdin	29 Woolborough Road, Crawley, West Sussex, RH10 8HE
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Marcus Pratt	7 York Villas, Brighton, BN1 3TS
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ

Everything is even at the start, and you have your own sheets showing the production cards you start with. The initial Purchase Order and colony card deal came out like this:

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Martin	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
2	Willem	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
3	Geoff	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
4	Lyndon	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
5	Jim	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
6	Marcus	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
7	Mark	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
8	Michael	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
		Data Library	1 (4 more)	Heavy Equipment . .	4 (1 more)	
		Warehouse	2 (3 more)	Nodule	1 (4 more)	

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

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

Orders required

Round one and round two auctions, bids and purchases



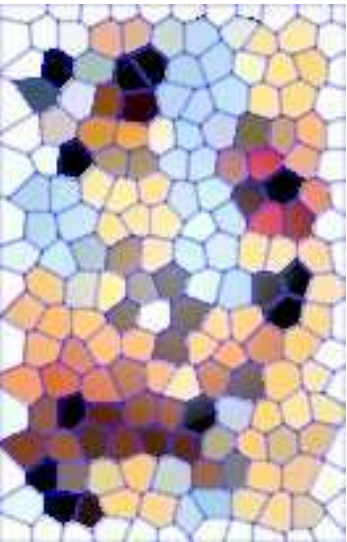
DISTORTION 1

Sponsored by Johnny Nash - 'I Can See Clearly Now'.

NEW GAME

This is an all-reader game about trying to see through the distortion and figure out what is really there. I will distort a picture and you tell me what it is. The answer might be as simple as a racing car, a jug of flowers, or I may be looking for something more specific.

You get five points for guessing it from the first picture. If nobody gets it, a less distorted picture will be shown next month, worth four points, and so on. Actually, even if somebody does guess it right away I'll probably go for the 'slow reveal' and give other players the chance to score a few points. I just hope I don't run out of things to distort, as there has been little preparation for the rest of the game!



These are the first two images, currently worth five points each. I've chosen to used the stained glass effect for one, and rippled glass for the other. Other effects may be used during the game.



In anticipation of how come people's minds work (mine included), I can tell you now that neither of the above has an answer of 'a view through a window'.

Orders

Tell me what you think the pictures are





PUERTO RICO 2

News of vacancies makes the colonist ship rather full.

ROUND 14

Marcus is the Builder and builds Tobacco Storage.

Lionel builds a Coffee Roaster, Bruce a Sugar Mill, Kevin a Hospice.

Lionel is the Captain (+1).

The Corn and Indigo ships are emptied.

Bruce is the Settler (+2) and plants Tobacco (manned).

Kevin plants Sugar, Marcus and Lionel Coffee.

Kevin is the Mayor (+1).

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
-	Crn Ind Sug Sug Sug	- - - -	15	5

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

Kevin Lee	● Small sugar mill	● Indigo plant	● Small market	● Hospice
Dblns: 4	● Office	● Large market	● Wharf	● Residence
Chips: 1	● City hall			

Fields: Qry✓✓ Ind✓✓XX Sug✓XX TobX Goods: X

Marcus Pratt	● Small sugar mill	● Indigo plant	● Tobacco storage	● Coffee roaster
Dblns: 10	● Construction hut	● Large market	● Factory	● Guild hall
Chips: 4	● Fortress			

Fields: Qry✓✓XX Crn✓ Ind✓✓ Sug✓ CofX Goods: Cof✓

Lionel Robbins	● Small indigo plant	● Tobacco storage	● Coffee roaster	● Small market
Dblns: 1	● Large warehouse	● Factory	● Harbour	● Customs house
Chips: 20				

Fields: Qry✓ Crn✓✓XX Ind✓ Tob✓✓✓ CofX Goods: Tob✓✓✓

Bruce Edwards	● Small indigo plant	● Small sugar mill	● Sugar mill	● Coffee roaster
Dblns: 2	● Small warehouse	● Hospice	● Wharf	
Chips: 17				

Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓XX Cof✓✓ Goods: Crn✓

One more call on the Mayor will trip the end of the game, with the Builder just as likely to fill up Marcus or Kevin's cities. In other words, it looks as though the next round will be the last, but you control whether that will happen or not.

Orders required

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



PUERTO RICO 3

Two ships take to the seas and the Trading House is filling up.

ROUND 9

Jim is the Craftsman (+2) and produces an extra Tobacco.

Allan is the Builder and builds City Hall (you asked for a Citadel - which does not exist!).

Peter builds a Small Warehouse, Mick a Small Indigo Plant, Jim a Large Warehouse.

Peter is the Captain. The Indigo and Sugar ships are emptied.

Mick is the Trader and trades Coffee.

Jim and Allan trade Indigo.

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
2	Crn Ind Sug Sug Tob	Cof Ind Ind -	4	37

Buildings	1 VP	SIP	1	SSM	1	SMA	X	HAC	2	CON	2	SWA	1
	2 VPs	LIP	2	LSM	3	HOS	1	OFF	1	LMA	1	LWA	1
	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	X		

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

Jim Reader	● Indigo plant	● Tobacco storage	● Hospice	● Large warehouse
Dblns: 1				
Chips: 8				

Fields: Qry✓✓ Crn✓ Ind✓ Tob✓✓ Goods: X

Allan Stagg	● Small indigo plant	● Small sugar mill	● Office	● Large market
Dblns: 3	● City hall			
Chips: 5				

Fields: Qry✓ CrnX Ind✓ Sug✓ Tob✓X CofX Goods: X

Peter Hawkins	● Small indigo plant	● Small sugar mill	● Small market	● Small warehouse
Dblns: 0	● Harbour			
Chips: 17				

Fields: Crn✓✓X IndX Sug✓ Goods: Crn✓

Mick Haytack	● Small indigo plant	● Small sugar mill	● Coffee roaster	● Small market
Dblns: 7				
Chips: 6				

Fields: Qry✓✓ Crn✓ IndX Sug✓ Cof✓ Goods: X

Orders required

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



RAIL BARON 13

The two leaders stay close.

ROUND 10

Tony Bromley : Black : Trans America Express (TAXES) : Cash 164½K

(Home: Houston)

51: {12} UP/SLSF/PA to Indianapolis {-1 bank +10 BUM}
 52: {3/2} PA to Cincinnati {+25½} Bonus: PA to Columbus {-1 bank}
 53: {8/5} PA/NYC to Albany {+7} Bonus: NYC/PA to 1 NW of Pittsburgh {-1 bank -10 COC}
 54: {10} PA/SLSF to 3 SW of St.Louis {-1 bank +10 DEAR}
 55: {8/2} SLSF to Oklahoma City {+15½}
 Has over \$200,000 and declares his intention of heading home.
 Bonus: AT&SF to 1 N of Fort Worth
 {-1 bank -10 COC +10 DEAR}

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

(USELESS) : Cash 99K

(Home: Kansas City)

51: {12} D&RGW/CB&Q/CRI&P/SP to 1 W of El Paso {-1 bank +10 BUM}
 52: {5} SP to Phoenix {+10½} Buys C&O {-20} {-1 bank}
 53: {13} SP to 1 W of Houston {-1 bank}
 54: {10} SP/SOU/IC to 2 S of Memphis {-1 bank}
 55: {10} IC to Chicago {-1 bank}

Geoff Hardingham : Blue : Carry On Columbus (COC) : Cash 11½K

(Home: Columbus)

51: {7} AT&SF to 4 W of Tucumcari {+10/-10 DEAR}
 52: {3} ATSF to 2 N of Phoenix {+10/-10 DEAR}
 53: {8} AT&SF to Los Angeles {+33½} {+10 TAXES +10/-10 DEAR}
 54: {7} AT&SF to 6 W of Tucumcari {-10 DEAR}
 55: {8} AT&SF to 1 E of Pueblo {+10 TAXES -10 DEAR}

Kevin Lee : Green : Detroit Expressways Are Rampant (DEAR) : Cash 174½K

(Home: Detroit)

51: {12} NYC/B&M to Portland {+11½} {-1 bank +10/-10 COC}
 52: {5} B&M/NYC to 2 W of Albany {-1 bank +10/-10 COC}
 53: {8/5} NYC to Detroit {+8½} Bonus: NYC/L&N to Louisville {-1 bank +10/-10 COC}
 54: {10} L&N/SAL to 2 W of Jacksonville {-1 bank -10 TAXES +10 COC}
 55: {8/2} SAL to Miami {+14½} Bonus: SAL to 2 NW of Miami {-10 TAXES +10 COC}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 6½K

(Home: Tucumcari)

51: {7} UP/SP to 2 W of Phoenix {-10 TAXES -10 USELESS}
 No railroads and no cash - the end of the line for BUM

TAXES is pretty close to home, with nobody between him and his target. The question at this stage is whether the next movement roll will be big enough to let him reach his home city. If it is, he cannot be intercepted and will win the game.

Turn Basic Throw Bonus Priority

56 2+3=5 4 (S) TAXES

There you have it. TAXES needed a move of six to get home, and the move of nine is more than good enough.

DEAR would have declared when he got to Detroit, but he was \$8,500 short of the amount needed.

The result below shows the cash figures after TAXES shot down the AT&SF to Houston.

1st	Tony Bromley	TAXES	\$207,500
2nd	Kevin Lee	DEAR	\$205,000
3rd	Lionel Robbins	USELESS	\$94,500
4th	Geoff Hardingham	COC	\$55,000
5th	Jim Reader	BUM	Bankrupt

Congratulations to Tony, commiserations to Kevin for being so close, and thanks to everyone for taking part. Next month we'll wrap it up with comments, so please let me know what you thought of the game.



PUERTO RICO 1

The first of a new series comes to a close.

GAME OVER

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

Jim Reader (1st): This was a great game for me - I finally worked out how to play the money strategy in this game properly. I'm still really surprised I won, as I had a very slow start and didn't have a clear strategy at the beginning. I noticed some way in that no-one had coffee, so decided to plump for this and try and get the big buildings. This seemed to work quite well, particularly when complemented by the Large Market. Even so, it took a very long time to get going and I really didn't think I was able to catch up with Peter's excellent corn strategy.

I was also very lucky that Alan and Peter were either unable or unwilling to try and build some of the large buildings that would have kept Derek and I out. I'm really happy to have won this, so thanks very much for the game and learning experience and to Peter, Alan and Derek for being tough opponents.

Alan Harvey (4th): I am pleased that Puerto Rico seems to have worked well as a postal game, since I was one of those who asked you to run it postally. The other players ran rings round me as I failed to anticipate their actions. Indeed, I didn't even anticipate either the end of the game, or the eventual winner. Nevertheless I enjoyed the game. Many thanks for running it.

I was quite surprised how well this worked, but then I was basing my expectations on the difficulty some of the web players have in providing conditional orders. The experience that postal players have in this area makes a lot of difference.



RAILWAY RIVALS 1984-CN

Speak and you shall be printed.

GAME OVER

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

Steve Ham (ARNIE, 1st): I think I must count this as a fortunate win as the points I received from Don for the parallel build towards Carson City made all the difference. I thought that more than one of my opponents would make inroads to the south, but as the towns in the south are some distance apart it meant that I didn't think I could compete in the area around San Francisco. It was an interesting map, I'm not certain I would necessarily choose Los Angeles as a start position again. Thanks to Keith for running it.

Jim Reader (EARTHQUAKE, 2nd): Rats. It seems really churlish to complain after two other victories, but I really thought I'd built the best line in this game. I had a rocket fast route through the central California valley that effectively linked all the main population centres, and good links to most other places bar the north east corner. Unfortunately, the BB scoring means monopolies pay better (I'm still not sure if this works with David's original game intent). REBUS did well from this early on in the north west, and ARNIE continued to make gains in the south east. More frustrating still was that Rob (REBUS) offered me two joint runs in the second round of races, but I preferred a third, and with communication delays on my part, Rob took them both with ARNIE. If I'd had one of these, as was Rob's original intent, I'd have probably won.

Whinge over. This was a great game on a good map with a number of interesting strategies, and I really enjoyed it. Congratulations to Steve for an excellent win and particular thanks to Rob for the joint runs. Thanks for the game.

Rob Thomasson (REBUS, 3rd): A good victory for Steve. Sort of crept up on the rest of us. Steve and Jim were paired in the building and I was building in competition with Tony. And both those pairs finished close. It's not obvious from a glance at the map that Don would be left stranded - but I guess he had no "unique selling point" and lost out to one or other of the rest of us in turn. Thanks to Steve and Jim for the joint runs, without which I would not have scraped third place.

Tony Sait (GITCO, 4th): Thanks for running the game in exemplary manner, although I have to say I thought the dice weren't loaded enough when it came to my runs!

I liked the map... after thinking at first that I wouldn't. The mountains certainly restrict you a lot, and the LA starter does have an advantage of half a dozen large cities without competition. I think it could have been all over by half-time if Arnie hadn't gone paranoid about stopping anyone getting south of the L line. It was an interesting battle up north - beaten to the punch by Rebus in the building stakes and just failing to catch up at the end.

Congratulations to Steve and Jim, close run things show that it was a pretty good map.

I think there's enough comment there, so I'll just thank you again for playing.



RAILWAY RIVALS 1990-CK

A close final round.

ROUND 12

County Cork

Round 12 Runs		BRK	GIB	PADDY	BOB	
36	31 Blarney/Carrigaline 21 Lismore	① PADDY 13 ② GIB 6 ② BROOKS 6 ② BOB 5			+2/-1	14 6 6 4
37	14 Cork 36 Macroom	① PADDY 20 ② GIB 10				20 10
38	61 Bantry 56 Skibbreen	① BOB 15 ① BROOKS 15				15 15
39	45 Boherboy/Newmarket 36 County Waterford	① GIB 20 ② BROOKS 10				20 10
40	16 Cork 66 Killarney	① BROOKS 30				30
41	52 Ballymakeery/Enniskean 41 Mitchelstown	① GIB 13 ① BOB 12 ③ PADDY 5		+2 -2		15 12 3
42	22 Youghal 33 County Limerick	① PADDY 20 ② BOB 10			+1/-5 +5/-1	16 14

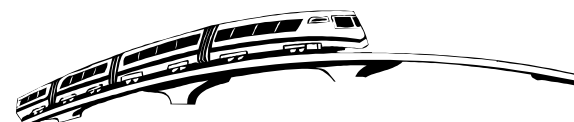
Scores

	Runs:	36	37	38	39	40	41	42	Score
BOB	333	4	-	15	-	-	12	14	378
GIB	319	6	10	-	20	-	15	-	370
PADDY	299	14	20	-	-	-	3	16	352
BROOKS	280	6	-	15	10	30	-	-	341

A close round indeed. GIB had the lead at one point, and after BROOKS was paid for his solo run he was up into third place. In the end, the position shook out to the same as the start of the round.

1st	Peter Robbins	BOB	378
2nd	Michael Graystone	GIB	370
3rd	Jim Reader	PADDY	352
4th	Simon Brooks	BROOKS	342

Congratulations to Peter for the win, and thanks as usual to everyone else. Round-up time next month, so let's have your thoughts on the game.





RAILWAY RIVALS 1994-CY

OLIVE stays
out in front.

ROUND 9

Cyprus

Round 9 Runs		CHITS	OLIVE	PUPPET	FETA	
13	33 Lefkara 13 Kilana	① FETA 13 ① PUPPET 12 ③ OLIVE 5 ✕ CHITS	-2 -2	-5	+5	6 15 5 4
14	65 Theodoros 42 Morphou	① FETA 20 ② CHITS 10 ✕ OLIVE	+3 -2 +2		-3	23 5 2
15	41 Morphou 12 Paphos	① OLIVE 20 ② PUPPET 10		+4 -4		24 6
16	25 Platres 64 Trikomo	① CHITS 10 ① OLIVE 10 ① PUPPET 10 ✕ FETA	-6 +3	+6	-3	16 7 4 3
17	32 Dhali 54 Kythrea	① CHITS 20 ② PUPPET 10				20 10
18	52 Kyrenia 22 Lefka	① OLIVE 20 ② FETA 10 ✕ CHITS	-2 -1 +2		+1 +1	19 8 3

Round 9 builds

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

None.

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

(K69) - K71 - J71. -7 (builds) +1 (PUPPET) -1 (FETA) = -7

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

(I62) - J61; (J4) - K4. -4 (builds) -1 (OLIVE) = -5

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

None. +1 (OLIVE) = +1

Scores

	Runs:	13	14	15	16	17	18	Builds	Score
OLIVE	168	5	2	24	7	-	19	-7	218
PUPPET	159	15	-	6	4	10	-	-5	189
FETA	107	6	23	-	3	-	8	+1	148
CHITS	82	4	5	-	16	20	3	-	130

Round 10 Runs

19.	11 - 32	Paphos to Dhali	22.	62 - 15	Famagusa to Limassol
20.	23 - 44	Evrykhou to Nicosia	23.	51 - 36	Lapithos to Larnaca
21.	41 - 65	Nicosia to Theodoros	23.	51 - 36	Lapithos to Larnaca

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



RAILWAY RIVALS 2004-DK

The towns at the edge
are betting connected.

ROUND 5

Dakota

{15 points for these builds}

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

(L53) - Towner; (V24) - K30 - Sioux Falls.

50 +3 (towns) +1 (ODE) +1/-2 (YEEHAW) = 53

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

(N24) - Mitchell - I27 - Tripp; (I27) - Yankton; (Wood) - G14; (Wilton) - J53.

59 +9 (towns) +1 (ODE) +3 (YEEHAW) 72

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

(X10) - X11 - Isabel; (U9) - Faith; (P6) - Deadwood; (Isabel) - N16.

52 +9 (towns) -1 (GREAT) -1 (FEAR) +1 (YEEHAW) = 60

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

(Y19) - Y18 - D55 - Bismarck; (D55) - K52; (F54) - Wilton.

34 +2/-1 (GREAT) -3 (FEAR) -1 (ODE) -1 (GOTGT) = 30

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

(Grand Forks) - Grafton; (B63) - Jamestown - H60 - Carrington; (Chamberlain) - J22.

34 +6 (towns) +1 (YEEHAW) = 41

YEEHAW's builds were one over the 15 point limit, while GOTGT only offered 13 points.

Builds
Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2016-CZ

Two sets of
similar thoughts.

ROUND 1

Czech Republic

{14 points for these builds}

Mountains And Trees Everywhere (MATE) (Bob Coull, Green)

(Brno) - M29 - Prerov - F72; (B70) - Prostejov; (Brno) - L27.

20 +9 (towns) = 29

To Be Determined (TBD) (Steve Ham, Orange)

(Brno) - M29 - Prerov - H73.

20 +3 (towns) = 23

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

(Praha) - C54 - Kolin - C59 - D59 - D60 - Pardubice - F61 - Hradec Kralove - H60 - Nachod.

20 +18 (towns) = 38

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

(Praha) - N12 - N11 - M11 - M10 - L9 - L8 - Plzen - J7 - J5 - K5.

20 +3 (towns) = 23

Czech Overland Line Is Nifty (COLIN) (Colin Sharpe, Black)
(Praha) - N12 - N11 - M11 - M10 - L9 - L8 - Plzen - J7 - J5 - K5.
..... 20 +3 (towns) = 23

Peter commented that duplication could be horrible at the start, then turns out to be the one going out on his own. For those that have duplicated, horrible probably isn't the right word, as truly duplicate builds do not generate any payments to anyone.

The small cities that have key numbers the same as other cities are worth three points when you first reach them, as noted on the map key. When the runs take place, a run to one of these key numbers allows you to choose which to run to. For your networks, connecting to one of a pair gives you the connection you need for the runs, but the other is still worth points if nobody else gets there first.

Builds
Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2026-DM	And now for something a little different.	NEW GAME
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These five players are planning to build effective transport networks in and around Denmark.

Tony Bromley	14 Fairlawnes, Manor Road, Wallington, Surrey, SM6 8BG
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Michael Longdin	29 Woolborough Road, Crawley, West Sussex, RH10 8HE
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Brian Tappenden	11 Dayworth Mews, Lundy Lane, Reading, RG30 2RR

Maps are enclosed for all. With five players we have two starters at Aalborg (D77) and three at København (C16/B15/B16).

Although København consist of three separate hexes with separate key numbers, there is no 6-point bonus for being the first to build to any of these, even if all three players started building from the same hex. You will, however, need to be able to trace a route to each specific key number in order to use them when running your trains.

All of the ferries - and I count thirteen of them - cost the standard six points to buy and five points to the owner to use in a race. Unlike most ferries, you may continue building from the other end of a ferry. The three bridges do not require any payment to use, and more than one player can connect one end of a bridge and continue building from the other end.

There will be 36 runs, with no special runs. Each key number appears twice on the map. You will be able to choose which of these to use for each run. If you have any queries, let me know with your starting preference, company names and colour preferences.

Set up
Starting preference, company names and colour preferences

NEWS FROM THE ROCK

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



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

✱ The web site rumbles on, with no new work on extending the range of games. That isn't what I intended, though, and I've built a list of games I would like to add - Caylus (see page 4) being at or near the top of that list. It would be nice to get a game on the site before it ages too much! Perhaps I just need to tell myself that this is the more important thing to work on, and just get on with it.

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

- Roger Krueger	2.833
▼ Neil Walters	2.630
- Rob Thomasson	2.611
▲ Martin Butcher	2.304
- Ken Maher	2.286
- Gareth Lodge	2.167
▲ Michael Graystone	2.064
- Peter Hawkins	2.071
▼ Mark Stretch	2.026
▼ Michael Longdin	2.013
- Bob Coull	2.000
- John Webley	2.000

✱ Completed games and winners:

Puerto Rico e518	Kath Collman
Puerto Rico e530	Andy Cripps
Acquire e535 (Powers)	Michael Graystone
Puerto Rico e541	Lew Stansby
Carcassonne e554	Martin Butcher
Samurai e559	Bill Dove
Railroad Dice e562	Martin Butcher

✱ New games and start dates:

Princes of Florence e569	Sep 26th
Carcassonne e570	Sep 29th
Railroad Dice e571 (60 dice)	Sep 30th
Sopwith e572 (T328FR)	Oct 19th
Acquire e573	Oct 20th
Euphrat & Tigris e574	Oct 22nd
Ra e575	Oct 23rd
Puerto Rico e576	Oct 25th
Sopwith e577 (T329FR)	Oct 28th

SUBSCRIBERS

Although I publish player addresses when games start, people don't always keep the relevant issue. This list shows those who currently receive the zine.

Iain Adams	1 Jordan Close, Caversham, Reading, RG4 6PN
Stephen Agar	4 Cedars Gardens, Brighton, BN1 6YD
Peter Berlin	15 Andre Del Sarte, Paris, 75018, France
Pete Birks	Top Flat, 4 Lewisham Hill, London, SE13 7EJ
Howard Bishop	43 Guinions Road, High Wycombe, Bucks, HP13 7NT
Tony Bromley	14 Fairlawnes, Manor Road, Wallington, Surrey, SM6 8BG
Simon Brooks	7 Birling Way, Uckfield, East Sussex, TN22 1LP
Colin Bruce	22 Alliance Court, Hills Avenue, Cambridge, CB1 7XE
Jim Burgess	664 Smith Street, Providence, RI. 02908-4327, USA
Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU
John Colledge	Dunoroch, 24 Brunstane Bank, Edinburgh, EH15 2NR
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Simon Cutforth	Ty-Gwyn, Town Lane, Woodbury, Exeter, Devon, EX5 1NH
Gareth Davies	7 Cobbins Grove, Burnham-on-Crouch, Essex, CM0 8JP
Bruce Edwards	47 Churchfields, Barry, South Glamorgan, CF63 1FQ
Gus Ferguson	37 Inch Crescent, Bathgate, West Lothian, EH48 1EU
Tim Franklin	9 Brook Walk, Witham, Essex, CM8 1DQ
Mark Frueh	1128 Olympus Drive, Naperville, IL 60540, USA
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Steve Ham	103 College Road, Norwich, NR2 3JP
Geoff Hardingham	48 Caspian Way, Wheaton Aston, Stafford, Staffs, ST19 9PR
Alan Harvey	6 Serina Avenue, Littleover, Derby, DE23 6JT
Peter Hawkins	Flat 9, 14 Marlborough Road, Westbourne, Dorset, BH4 8DQ
Mick Haytack	43 Swanmore Road, Littleover, Derby, DE23 3SD
Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH
John Hopkins	Drumallan Grange, Durris, By Banchory, AB31 5AY
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Roger Krueger	10587 Caminito Glenellen, San Diego, CA 92126, USA
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Gareth Lodge	35 Hillpark Grove, Edinburgh, EH4 7AP
Michael Longdin	29 Woolborough Road, Crawley, West Sussex, RH10 8HE
Richard Lunn	56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP
Ken Maher	Paleisstraat 107, Antwerpen 2018, Belgium
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Peter Mearns	8 Cradlehall Farm Drive, Inverness, IV2 5GQ
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Alan Parr	6 Longfield Gardens, Tring, Herts, HP23 4DN
Marcus Pratt	7 York Villas, Brighton, BN1 3TS
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Lionel Robbins	24 Regency Court, Sittingbourne, Kent, ME10 1BZ
Tony Robbins	Lincoln House, Creaton Road, Hollowell, Northants, NN6 8RP
Simon Robertson	Melyn, Colyton Way, Purley-on-Thames, Reading, Berkshire, RG8 8BL
Tony Sait	6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH
Don Shailer	8 Clifton Green, Aylesbury, Bucks, HP19 3JW
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN
John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP
David Smith	7 Kings Court, Welsh Row, Nantwich, Cheshire, CW5 5DY
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Joakim Spangberg	Riddaregatan 28, SE-352 36 VÄXJÖ, Sweden

Allan Stagg	32 Chepstow Drive, Bletchley, Milton Keynes, Bucks, MK3 5NB
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ
Brian Tappenden	11 Dayworth Mews, Lundy Lane, Reading, RG30 2RR
Mike Taylor	53a West Road, Sawbridgeworth, Herts, CM21 0BL
Steve Thomas	168 Orchard Way, Addlestone, Surrey, KT15 1LW
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
Roger Trethewey	11 Provender Walk, Belveder Road, Faversham, Kent, ME13 7NF
Neil Walters	26 Jersey Drive, Petts Wood, Orpington, Kent, BR5 1ER
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
John Webley	Töpferreihe 4, 38259 Salzgitter- Bad, Germany
Tony Wilcock	Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER
Charlie Wilson	16 The Orchards, Staindrop, Darlington, DL2 3XA
Derek Wilson	1 Juniper Road, Horndean, Waterlooville, Hants, PO8 0DY

PREVIEW

I had two responses to the query on which 18xx title to add to the range on offer, and both went for 1837 as a first choice. Thanks for that.

1837 was on my list of options, so I think a list will be opening up.

Expect another new arrival on the list soon - The Sceptre of Zavandor. This game is based on the mechanics from Outpost. You can read more about it on page 7.



There was a lot of interest for the Devon and Cornwall Railway Rivals map, which is one of Peter Robbins' designs. The map is just for three players, so it looks as though there will be at least three games. I have a feeling I missed someone's interest, so it might be four.

Last but not least - a new all-reader game this time - Distraction. This starts on page 79.

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

#126:	1800, Acquire, Australian Railways, Bus Boss (North Italy)
#127:	1895, Puerto Rico, Railway Rivals (Devon and Cornwall)
#128:	1870, Lancashire Railways, Railway Rivals (Devon and Cornwall)

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Oct 1st	Bloodstock 183
Oct 3rd	The Abyssinian Prince 295
Oct 8th	Ode 269, Save Your xxs For Me 21
Oct 18th	Minstrel 281
Oct 22nd	...mais n'est-ce pas la gare? 55
Oct 24th	Hopscotch 222
Oct 25th	Devolution 57
Oct 27th	The Abyssinian Prince 296

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	3.250
-	Simon Robertson	3.135
-	Mark Frueh	3.000
-	Marcus Pratt	2.943
▲	Lyndon Gurr	2.914
▼	Steve Thomas	2.615
▼	Peter Hawkins	2.516
-	Gareth Lodge	2.400
-	Stephen Webb	2.333
-	Colin Sharpe	2.314
-	Mike Hutton	2.296
-	Michael Graystone	2.286
▲	Rob Thomasson	2.197
-	John Colledge	2.043
-	Steve Ham	2.000

THE FAIRPLAY LIST

These are the top entries on the Fairplay list from Essen 2005. The rating are based on players rating the games from 1 to 6, with 1 being the best and 6 the worst. Special mention has to go to Tempus, which made number 2 on the list, even though it was only available as a demonstration game, the production copies having failed to arrive at the show. Struggle of Empires is Eagle Games re-release of the Warfrog edition.

Pos	Title	Publisher	Total Votes	Average Rating
1	Caylus	Ystari	143	1.68
2	Tempus	Pro Ludo	24	1.71
3	Power Grid - France/Italy	2F-Spiele	49	1.80
4	Big Kini	Edition Play Me	159	1.91
5	Püinct	Don & Co	71	1.94
6	Struggle of Empires	Eagle Games	20	1.95
7	Shadows Over Camelot	Days of Wonder	176	1.96
8	Ostia	Pro Ludo	32	1.97
9	Il Principe	Mind the Move	105	1.98
10	Das Ende des Triumvirates	Lookout Games	74	2.05
11	Antike	Eggert-Spiele	125	2.06
12	Shear Panic	Fragor Games	86	2.09
13	Oltre Mare	Amigo	206	2.14
14	Mesopotamia	Phalanx	77	2.21
15	Marquis	Ludo Art	24	2.21
16	Ark	Doris & Frank	147	2.22
17	Kaivai	Pfifficus Spiele	74	2.23
18	Zatre	Amigo	61	2.23

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	Willem Moene	1830-I17, 1830-G20, 1835-G18, 1856-M19, 18Kaas-O19, Acq42, OP21, OP22, OP23, OP24
Howard Bishop	MW2	Marcus Pratt	Battle! 3, OP21, OP22, OP23, OP24, PR2
Tony Bromley	1826-I17, RB13, RR-2026-DM	Jim Reader	6n11, BA14, BA15, BB-286-SPN, BB-290-SEA, BB-292-FRA, DQ3, DQ4, MW3, OP21, OP22, OP24, PR3, RB13, RR-1990-CK, RR-1994-CY, RR-2004-DK, RR-2026-DM
Simon Brooks	BA14, BB-286-SPN, RR-1990-CK	Lionel Robbins	1826-I17, 1829-J19, 1853-M18, Acq43, PR2, RB13
Martin Butcher	1825-E19, 1829-DC20, 1830-G20, 1856-Y19, 1870-U19, 1899-A18, 18EU-N17, 18Kaas-O19, BA15, DQ3, McM9, NER7, OP22, OP24	Peter Robbins	RR-1990-CK
John Colledge	6n11, Acq42, Acq43, Acq44	Tony Robbins	1825-S19
Bob Coull	Acq43, BB-286-SPN, BB-292-FRA, RR-1994-CY, RR-2016-CZ	Simon Robertson	BB-286-SPN, BB-292-FRA, RR-2016-CZ
Simon Cutforth	1826-I17, 1856-M19, 18EU-N17	Tony Sait	1830-U16, 1835-G18, 1856-R18, 1856M19, 18Kaas-O19
Gareth Davies	1830-U16, 1830-L17, 1830-J18, 1856-R18	Don Shailer	1829-C20, BB-286-SPN, MW2
Bruce Edwards	BA15, BB-290-SEA, DQ4, LR9, MW3, NER7, OP21, PR2, RR-1994-CY	Colin Sharpe	6n11, Acq42, Acq44, BB-290-SEA, RR-2016-CZ
Mark Frueh	18EU-B19	John Shelley	1826-Y18, 1829-J19, 1830-J18, 1853-M18, 1856-R18, 1870-U19, 1899-A18
Michael Graystone	6n11, Acq44, BB-290-SEA, BB-292-FRA, RR-1990-CK, RR-2004-DK, RR-2026-DM	David Smith	1829-J19, 1829-C20, OP22, OP23
Lyndon Gurr	1826-Y18, 1820-J19, 1853-M18, 1856-M19, 1870-U19, 1899-A18, 18EU-N17, 18Kaas-O19, Acq42, OP22, OP24	Don Smith	1826-Y18, 1830-G20, 18EU-B19, LR9, NER7
Steve Ham	6n11, Battle! 3, BA14, RR-2016-CZ	Joakim Spångberg	Battle! 3, BA14, RR-2004-DK
Geoff Hardingham	OP21, OP24, RB13	Allan Stagg	Battle! 3, BA15, PR3
Alan Harvey	1825-E19, 1825-S19, 1929-J19, 1899-A18, 19Kaas-O19	Mark Stretch	1825-S19, 1826-I17, 1835-G18, BA15, McM9, OP21, OP24
Peter Hawkins	1830-L17, 1830-J18, Battle! 3, PR3	Brian Tappenden	BB-292-FRA, RR-2026-DM
Mick Haytack	6n11, Acq44, McM9, OP23, PR3	Steve Thomas	18EU-N17, OP22
Mike Head	1830-L17, 1856-Y19	Rob Thomasson	1830-L17, 1835-G18, 1856-Y19, BA14
Mike Hutton	1825-S19, 1853-M18, 1856-R18, 1870-U19, BB-286-SPN, BB-290-SEA	Roger Trethewey	6n11, BA15, DQ3, DQ4, MW3
Roger Krueger	1830-G20	Neil Walters	1825-E19, 1830-U16, 1830-J18, 18EU-B19
Kevin Lee	6n11, Acq43, BB-292-FRA, DQ4, MW3, OP23, PR2, RB13, RR-2004-DK	Stephen Webb	1826-I17, 1826-Y18, 1830-G20, 1853-M18, 1856-M19, 1856-Y19, 1870-U19, 1899-A18, 18EU-B19, LR9
Michael Longdin	MW3, OP24, RR-2026-DM	John Webley	1830-U16, 1835-G18
Richard Lunn	1856-R18, BA14	Tony Wilcock	Acq43, LR9, McM9, MW2, NER7
John Marsden	Acq42, RR-2004-DK		
Peter Mearns	RR-1994-CY, RR-2016-CZ		



OUTSIDE EDGE

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Wednesday November 23rd 2005
18xx Games - Friday November 18th

Future main deadlines: December 21st January 25th February 22nd

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.