

# FOR WHOM THE DIE ROLLS

November 2005

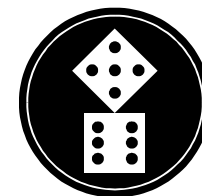
Published by Keith Thomasson

Issue 126

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 #126, 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 Sharon Khan.

### 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...*

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

*Games starting in the next issue...*

✱ 1895 . . . . . Martin Butcher, Neil Walters, Tim Franklin  
✱ Puerto Rico . . . . . Geoff Hardingham, Jim Reader, Kevin Lee, Stephen Webb  
✱ Railway Rivals . . . . . Peter Robbins, Tim Franklin, Michael Graystone  
(Devon and Cornwall)

*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  
⑤ 1837 . . . . . Waiting  
✱ 1870 . . . . . Stephen Webb, Willem Moene, Simon Cutforth, Roger Krueger, Don Smith  
① 1895 . . . . . Roger Krueger, Steve Thomas  
✱ Lancashire Railways . . Lyndon Gurr, Tony Wilcock, Martin Butcher, Roger Krueger  
✱ New England Railways . . Marcus Pratt, Martin Butcher, Tony Wilcock, Sharon Khan  
⇨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  
⑤ Breaking Away . . . . . Steve Ham  
✱ Railway Rivals . . . . . John Marsden, Tony Sait, Jim Reader, Simon Robertson, Bob Coull, Steve Ham, Don Shailer  
(Devon and Cornwall - three players each game...)  
⇨④ Sceptre of Zavandor . . Martin Butcher, David Smith  
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 #126. The colour inside the zine took everyone by surprise last month - almost including me - and was well received. Many thanks for the comments on it.

John Hopkins observed that I had been remarkably restrained, as it is very easy to go over the top and turn the intensity up too high. Martin Butcher gave me a breakdown on how the colour worked for him in the games he plays, with some useful suggestions.

In the 18xx games, I had considered standardising the maps, as some have brown fixed hexes, some have grey. In the end I decided to match them to the original games, hence the variety. In Dungeonquest, the player markers are still yellow, but the rest of the map is no longer yellow, which should make it easier to find the markers. For New England Railways and its cousins, I plan to use a lighter grey for shipped commodities so that they fade into the background more. Unfortunately I forgot before updating the graphics for this time, so that will have to wait. I have changed the yellow to orange, though, so that it is easier to see against white.

If anyone has any views, or more importantly difficulty with the colours, let me know.

There was not as much response to the price rise, but there were two suggestions. One was that the price is probably still too low, and should be £2. Another was to make it £2.50 and drop the game fees. I would like to hear your views on this one.

Please take note of the deadlines for the next issue, and remember that if you post your orders they are going to have to compete with the Christmas post - so do not give them just one day to arrive. I expect most of the next issue to be complete by the end of Christmas Eve, after which it will sit quietly waiting for the holiday to pass by before printing, so late orders will indeed be too late.

A comment was made that I always seem to go for five players in an 18xx game, other than those that can't cope with that many. I think this came from way back, and I mean the late seventies, when it was felt that six was too many for postal play, but five was something people could cope with. If anyone wants to play with a different number, just let me know.

Time to fire up the colour beast and get printing. One more left for 2005. ✱

### BOARD 2 PIECES





18EU-N17

Thus ends the first 18EU to start in these pages.

GAME OVER

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	

Simon Cutforth (2nd): No great insights - well done to Lyndon (again...) And thanks, as ever, to Keith. This was never going to be a sensible game because of Mark's opening bids. I've never seen a bankruptcy in EU before! Still, it was fun all the same.

Of course, it gives me immense pleasure in beating Steve T, even by such a negligible margin and even when he was a standby player. I certainly thought I was doing worse than I finally did.

Steve Thomas (3rd): I took over a position from Paul Heald that didn't look too bad. Lyndon was clearly winning, but I hoped I might manoeuvre Paul's position to run him close. Unfortunately, by the time one month had gone by, things were looking grimmer, though at least Martin and Mark had more difficulties than I had. I'll assume that my initial analysis was faulty, and not my play for that turn. There didn't seem to be much I could do to finagle a decent position.

Thanks to Keith for GMing. I know it's not as easy as it looks.

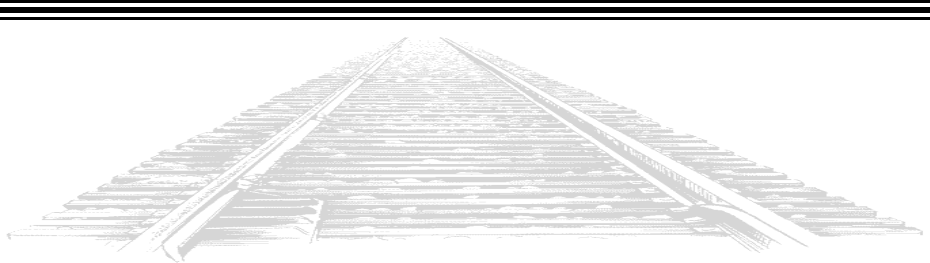
Martin Butcher (4th): As my first game of 18EU this was both a learning exercise and very enjoyable. Not sure whether the purchase of the second '3' train with the GS helped me or just encouraged everyone else to snap up my shares restricting income to my company.

Lyndon managed to acquire a very good set of minor companies which were soon raking in very large dividends.

After this game I feel I have a better idea of the value of the minors although my next game will probably prove me otherwise.

Thanks to Keith for running the game and congratulations to Lyndon on his victory.

Simon point about Mark's minor company purchases highlights one of the learning curves in this game. There are advantages in having minor companies that can be combined into the same major company, and getting them spread out over the map doesn't help.



1800-120

A game of champions.

NEW GAME

Time for the third postal game of 1800, a challenge between the winners of the first two games. They will be dealing in this order:

Alan Harvey	6 Serina Avenue, Littleover, Derby, DE23 6JT
Neil Walters	26 Jersey Drive, Petts Wood, Orpington, Kent, BR5 1ER

Maps, tile sheets and other reference information about the game is enclosed for you.

Your start with \$520 each. The private companies are:

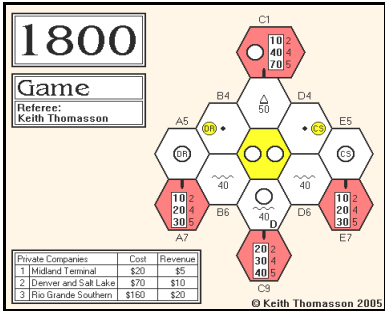
Midland Terminal	MT	Cost	\$20	Revenue	\$5
Denver and Salt Lake	D&SL	Cost	\$70	Revenue	\$10
Rio Grande Southern	RGS	Cost	\$160	Revenue	\$20

- ◇ The Midland Terminal has no special features.
- ◇ A public company that owns the D&SL can lay the D&SL green tile (#800) on its reserved small town hex to upgrade a yellow tile there. This is the company's single tile lay for the round and closes the private company. The reserved hexes are B4 for the D&RGW, and D4 for the C&S.
- ◇ The Rio Grande Southern comes with a 10% share in the D&RGW public company.

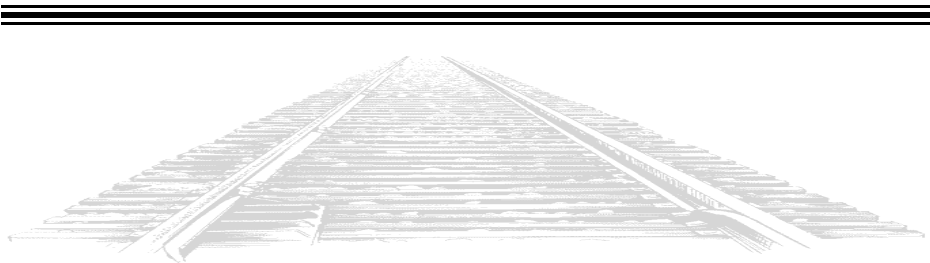
Once the three private companies are sold, the D&RGW and C&S public companies are on offer.

These can be started at \$60, \$70, \$80, \$90 or \$100. These companies float when 50% of their stock is sold, and receive three station tokens.

The first is the free token for the home base, and the others cost \$40 and \$100 respectively when placed as garrisons.



Orders required for the following round	By the early deadline
SR1, starting with Alan	





1825-E19

The only new shares on offer are with the minor companies.

SR7

The revised Midland dividend was £210, not £220 - I think I counted P18 as a £20 station instead of £10. Midland ran two trains last time, of course, but I only managed to count one. The company ran for £220, which gave it a double jump to a value of £126. The GCR also had a double jump, reflected in its price change from £76 through £82 to £90. Note that I am not marking double jumps with \*\* in this game.

#### Stock Round 7

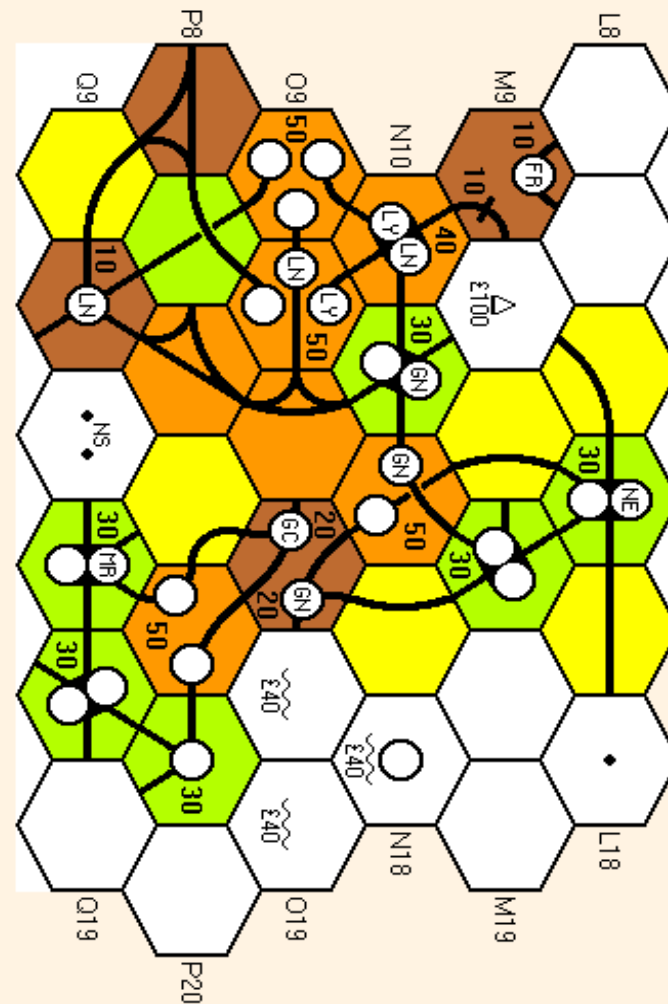
Martin	Neil	Alan
+ Midland new	+ Midland new	+ Midland new
+ Midland new	+ GCR new	+ GCR new
+ GCR new	+ GCR new	+ L&YR new
+ GNR new	+ LNWR pool	+ LNWR pool
+ GNR new	- 1 NER + LNWR pool	+ LNWR pool
+ LNWR pool	x	+ NER pool
x	x	+ NER pool
x	x	x
Priority for SR8		

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Neil Walters	365	-322	43	1,609	28.6▼	14/15
Alan Harvey	629	-568	61	2,010	35.7▼	17
Martin Butcher	549	-467	82	2,006	35.7▲	18

Portfolio	Privates	LNWR	Mid	NER	L&YR	GNR	GCR	Fur	Staffs
Neil Walters	L&MI	7D	1	-	6D	-	2	-	-
Alan Harvey	C&HP	2	7D	1	1	-	7D	-	-
♣ Martin Butcher	-	1	2	6D	-	10D	1	-	-
Bank (new)		-	-	-	-	-	-	10D	10D
Price (new)		100	82	82	71	71	71	-	-
Bank (pool)	S&D, L&MI	-	-	3	3	-	-	-	-
Price (pool)		90	126	82	100	100	90	-	-
Company credit		490	10	0	10	160	60	-	-
Trains		3	4.4	5	3	3	5	(5)	(3T)
Bank cash: £4,084		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	33/-	34/-	38/2	39/-	40/1	41/-	42/1	43/1	44/1	47/1	64/1	65/-		
	66/1	67/-	68/1											

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1825

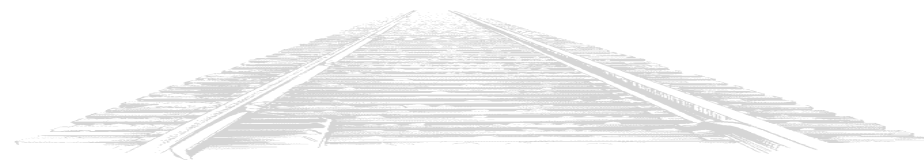
Game E19  
Referee:  
Keith Thomasson

Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested





1825-S19

Two new flotations.

SR4

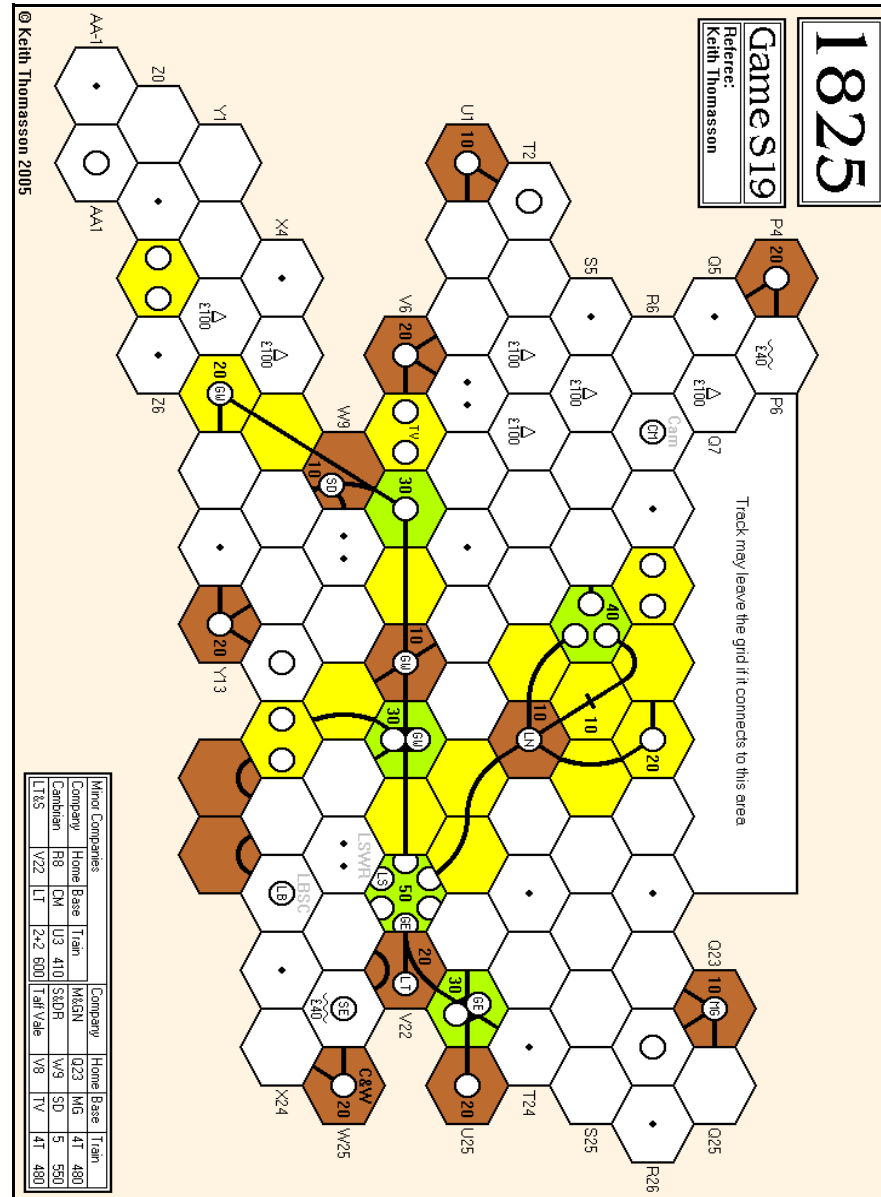
Stock Round 4

Tony	Mike	Mark	Alan
+ LSWR/Director	+ GER new	+ GER new	+ GER new
+ LSWR new	+ GER new	+ LSWR new	✗
+ LSWR new	+ SECR/Director	+ LSWR new (floated)	✗
✗	- C&HP private + SECR new	✗	✗
✗	- 1 GER + SECR new	✗	+ GER pool
✗	- 1 GER + SECR new	✗	✗
✗	- 1 GWR + SECR new (floated)	✗	✗
✗	✗	Priority for SR5	

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Tony Robbins	349	-304	45	1,009	23.2▲	7/8
Mike Hutton	311	-245	66	1,248	28.8▼	10
Mark Stretch	292	-228	64	1,178	27.1▲	10
Alan Harvey	201	-152	49	909	20.9▲	9

Portfolio	Privates	LNWR	GWR	GER	LSWR	SECR	LBSC	Cam	LTS	MGN	SDR	Taff
Tony Robbins	S&M	5D	-	-	4D	-	-	-	-	-	-	-
Mike Hutton	-	-	6D	-	-	6D	-	-	-	-	-	-
✗ Mark Stretch	C&W	3	3	1	2	-	-	-	-	-	-	-
Alan Harvey	-	2	-	8D	-	-	-	-	-	-	-	-
Bank (new)	-	-	-	-	4	4	10D	10D	10D	10D	10D	10D
Price (new)	-	100	90	76	76	71	67	-	-	-	-	-
Bank (pool)	C&HP L&M	-	1	1	-	-	-	-	-	-	-	-
Price (pool)	-	126	126	76	76	71	-	-	-	-	-	-
Company credit	-	160	20	120	760	710	-	-	-	-	-	-
Trains	-	5222	5222	33	-	-	-	[U3]	[2+2]	[4T]	[5]	[4T]
Bank cash: £8,006	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												



Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested





# 1826-I17

Some big dividends for the final set of rounds.

# OR13 - OR15

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
A	TB	57:E15:1	370	Y	-	245B	65	-	10
P	LR	204:D10:5	460	Yes	-	200B	22	-	10
O	SC	8:B14:6	840	Yes	①	165A	4	-	TGV 10
M	MS	-	340	Yes	②	165C	162	-	E
SNCF	SC	-	370	Yes	-	150A	44	-	E
B	SW	41:E9:2	1,000	Half	-	135C	505	2	TGV E
PO	LR	25:J16:2	540	Yes	-	122D	461	1	TGV
PL	LR	47:M15:1	370	Half	③	110D	3	-	TGV 10
E	TB	14:E15:3	310	Yes	-	70E	117	-	E

- Notes: ① F40 to the bank for terrain costs  
 ② F500 to the bank to repay one loan (★165C)  
 ③ F1,000 to the bank for a 'TGV'

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
A	TB	4:D14:1	370	Yes	-	270B	5	-	10
P	LR	-	460	Yes	-	220B	22	-	10
O	SC	-	840	Yes	-	180A	4	-	TGV 10
M	MS	-	340	Yes	-	180C	162	-	E
SNCF	SC	-	370	Yes	①	165A	44	-	E
B	SW	-	1,000	Half	②	165C	405	1	TGV E
PO	LR	23:J14:6	540	Yes	③	150C	19	-	TGV
PL	LR	19:K15:4	970	Yes	-	122D	197	-	TGV 10
E	TB	63:E15:1	360	Yes	④	75E	17	-	E

- Notes: ① The bank ran out of cash  
 ② F500 to the bank to repay one loan (★165C)  
 ③ F500 to the bank to repay one loan (★150C)  
 ④ F100 top the bank for a token in C13

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
A	TB	-	370	Yes	-	300A	5	-	10
P	LR	-	460	Yes	-	245B	22	-	10
M	MS	-	340	Yes	-	200B	162	-	E
O	SC	-	770	Yes	-	200A	4	-	TGV 10
B	SW	-	1,000	Half	①	200B	355	-	TGV E
SNCF	SC	-	370	Yes	-	180A	44	-	E
PO	LR	9:L16:1	560	Yes	-	165C	131	-	TGV
PL	LR	-	970	Yes	-	135C	391	-	TGV 10
E	TB	-	360	Yes	-	82E	17	-	E

- Notes: ① F500 to the bank to repay one loan (★200B)

Cash Flow	b/f	OR13	OR14	OR15	c/f	Value	%	Certs
Stephen Webb	1,581	890	900	874	3,571	6,435	23.1	15
Tony Bromley	185	704	812	814	1,701	5,353	19.2	18
Lionel Robbins	1,055	568	1,036	1,046	2,659	5,274	19.0	13
Simon Cutforth	1,217	814	897	862	2,928	5,710	20.5	14
Mark Stretch	851	587	592	585	2,030	5,077	18.2	14

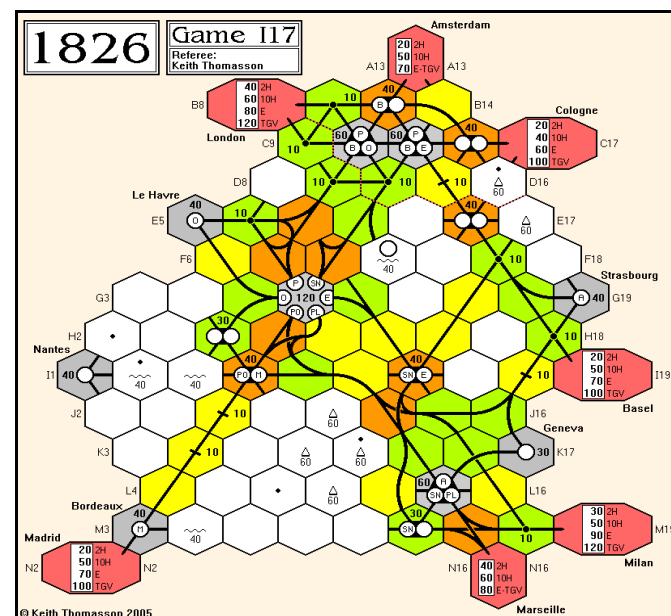
Lionel's second sale of a B share wasn't reflected in the portfolio, and Stephen bought a B rather than a P.

Portfolio	A	B	E	M	O	P	PL	PO	SNCF	Bonds
Stephen Webb	-	6P	2	-	4	5	-	1	-	-
Tony Bromley	5P	1	6P	4	-	-	1	1	2	-
Lionel Robbins	-	-	-	-	-	4P	6P	5P	-	-
Simon Cutforth	-	3	1	-	5P	1	1	-	4P	-
Mark Stretch	2	-	1	6P	1	1	-	-	4	-
Bank (pool)	3	-	-	-	-	1	-	1	-	-
Treasury shares	-	-	-	-	-	-	2	2	-	10
Price	300A	200B	82E	200B	200A	245B	135C	165C	180A	
Loans	-	-	-	-	-	-	-	-	-	
Company credit	5	355	17	162	4	22	391	131	44	
Trains	10	TGV	E	E	TGV	10	TGV	TGV	E	

Bank cash: -F1,820 Certificate limit: 13 Trains: TGV's

Stephen keeps his lead and wins the game by a 2.6% over Simon, with the others quite close together. Congratulations, Stephen. Next month we'll round it up, so have your say.

1st	Stephen Webb	F6,435	23.1%
2nd	Simon Cutforth	\$5,710	20.5%
3rd	Tony Bromley	\$5,353	19.2%
4th	Lionel Robbins	\$5,274	19.0%
5th	Mark Stretch	\$5,077	18.2%





1826-Y18

The O and SNCF  
are fully subscribed.

SR6

Stock Round 6

Don	Peter	Stephen	John	Lyndon
+ PO treasury	+ A pool	- 1 B {▼100D}	- 1 PO {↔}	+ SNCF pool
✗	+ A pool	+ O pool	+ SNCF pool	+ O treasury
✗	+ O pool	+ PL treasury	+ O pool	+ O treasury
✗	✗	+ SNCF pool	✗	+ O pool
✗	✗	✗	✗	+ PL treasury
✗	✗	✗	✗	+ PL treasury
Priority for SR7				

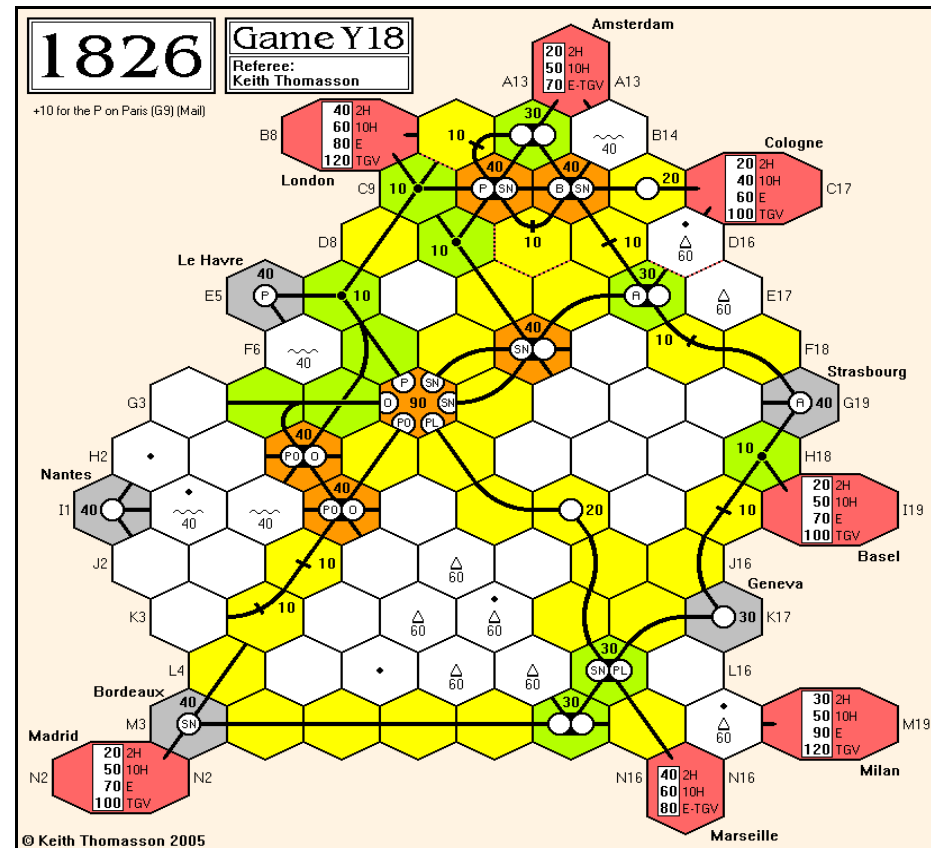
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Peter Berlin	300	-280	20	1,135	20.5▼	9
Stephen Webb	228	-210	18	1,168	21.1▲	11
John Shelley	187	-150	37	752	13.6▲	7
Lyndon Gurr	552	-480	72	1,722	31.2▲	14
Don Smith	211	-110	101	751	13.6▼	5

Portfolio	A	B	O	P	PL	PO	SNCF	Bonds
Peter Berlin	5P	5P	1	-	-	-	-	-
Stephen Webb	2	-	2	-	6P	-	2	-
John Shelley	-	-	1	1	-	-	5P	-
Lyndon Gurr	-	-	6P	5P	2	1	2	-
Don Smith	-	-	-	-	-	5P	1	-

Bank (new)	-	-	-	-	-	-	-	-
Bank (pool)	3	5	-	4	-	2	-	-
Treasury shares	-	-	-	-	2	2	-	10
Price	110D	100D	65F	150C	100A	110D	100A	-
Loans	1	-	1	-	1	-	-	-
Company credit	1,132	536	739	740	680	437	688	-
Trains	6	6	6.6	6	10	6	10	-

Bank cash: F6,800 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												

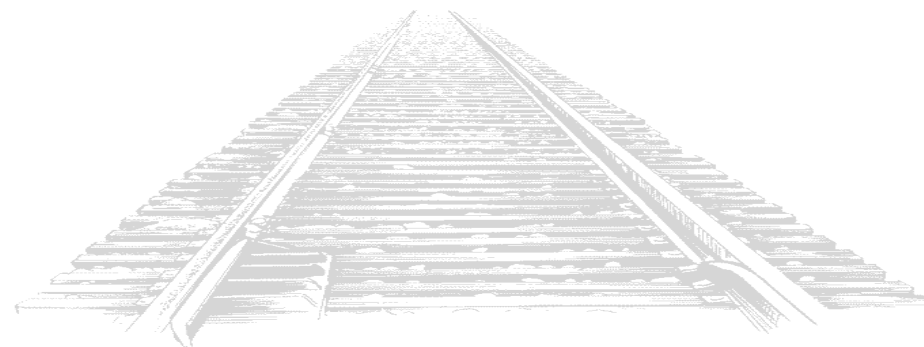


Orders required for the following rounds

By the early deadline

OR9, OR10

Adjudication can pause between rounds if requested





1829-J19

This must be the longest  
stock round the zine has seen.

SR7

I thought this one was going to be interesting when one set of orders started "These are quite long and possibly incoherent". I was certain when I found a note against one line that read "...subject to rules elsewhere in these orders". It was interesting, that's for sure.

#### Stock Round 7

Lyndon	Alan	David	John	Lionel
+ NER pool	+ Midland new	+ Midland new	+ NBR/Director	- 1 NER + NBR new
- 1 LNWR + NER pool	- 1 LNWR + NBR new	- 1 Midland + NBR new	+ NBR new {floated}	✗
+ Midland pool	+ NBR new	- 1 LNWR + NBR new	- 1 LNWR + NBR new	✗
✗	- 1 LNWR + NBR new	- 1 LNWR {Receiver} + Cal/Director	✗	- 1 NBR - 1 Midland {Dir to Alan} + LNWR pool {gain Dir}
- 1 LNWR {Receiver} + Midland pool	+ Cal new	+ Cal new	+ NBR pool	- 2 Midland + LNWR pool {gains Dir}
+ Midland pool {gains Dir}	- 1 NBR + Cal new	- 1 NBR + Cal new {floated}	- 1 NER + NBR pool	✗
- 1 Midland + NER pool	- 1 NBR + Cal new	- 1 NBR + Cal new	✗	✗
✗	- 1 NBR + Cal new	- 1 NER + Cal new	✗	✗
- 1 Midland {Dir to Alan} + NER pool	- 2 Cal + L&YR/Director	- 1 Cal + L&YR new	✗	✗
- 1 Midland + L&YR new	- 1 Cal {Receiver} + L&YR new	- 1 Cal + L&YR new {floated}	✗	✗
✗	- 1 NER + L&YR new	- 1 Cal + GNR/Director		✗
✗	- 1 L&YR + GNR new	- 1 L&YR + GNR new	✗	✗
✗	+ GNR new	- 1 L&YR + GNR new {floated}	✗	✗
✗	- 1 L&YR + GNR new	- 1 L&YR + GNR new	✗	✗

#### Stock Round 7 continued

Lyndon	Alan	David	John	Lionel
✗	- 1 NER + GNR new	✗	✗	✗
✗	- 1 Midland {Receiver} + GNR new	- 5 GNR {Dir to Alan} + GCR/Director	✗	✗
✗	✗	+ GCR new	✗	✗
✗	✗	+ GCR new	✗	✗
✗	✗	+ GCR new	✗	✗
✗	✗	- 1 Midland + GCR new {floated}	✗	✗
✗	✗	- 2 Cal	✗	✗
✗	✗	✗	Priority for SR8	

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Lyndon Gurr	79	-42	37	703	18.8▲	8
Alan Harvey	82	-55	27	700	18.7▼	8
David Smith	82	100	182	730	19.5▼	8
John Shelley	270	-220	50	791	21.1▲	7
Lionel Robbins	38	-16	22	822	21.9▲	4

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Lyndon Gurr	-	-	7D	-	-	-	2	-	-	-	-	-
Alan Harvey	-	-	-	2	-	-	3D	5D	-	-	-	-
David Smith	A&F	-	1	1	-	-	-	-	6D	-	-	-
✗ John Shelley	C&HP, L&M	-	-	-	6D	-	-	-	-	-	-	-
Lionel Robbins	-	5D	-	-	-	-	-	-	-	-	-	-

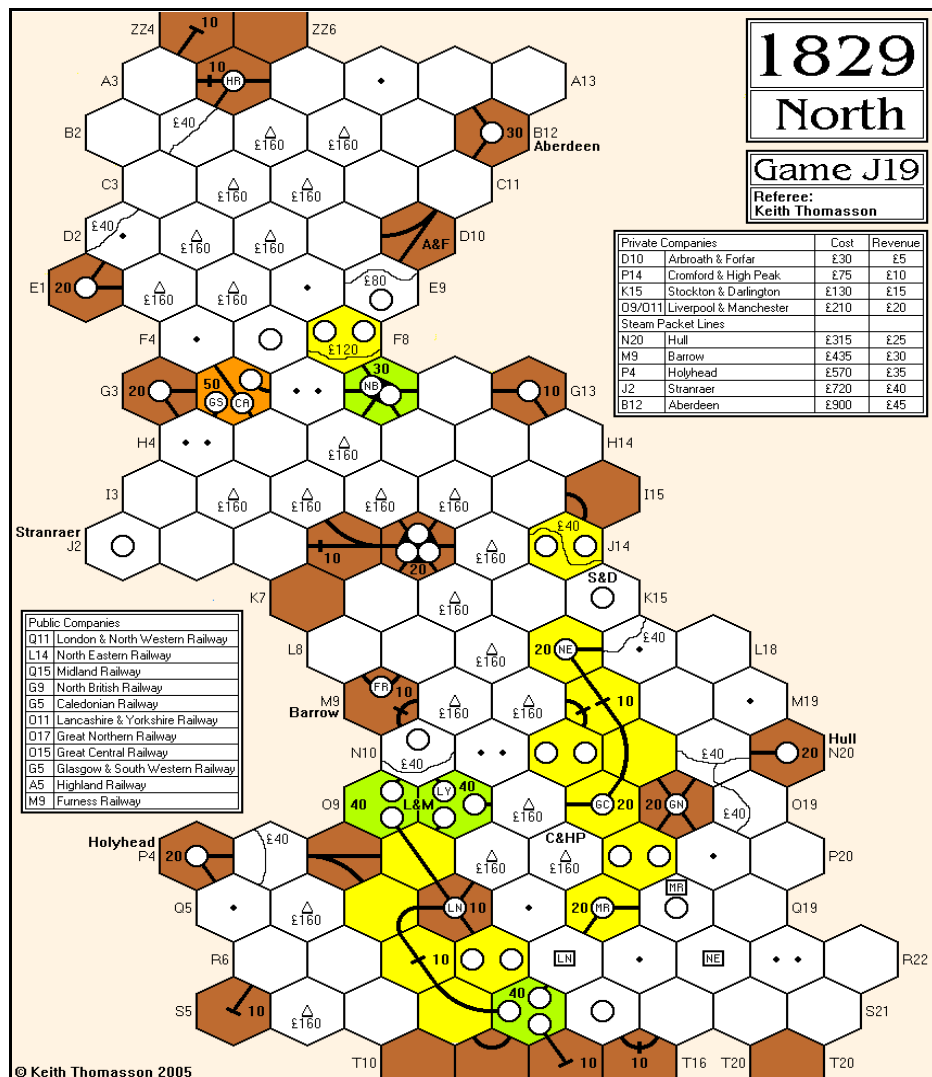
Bank (new)	Hull...	-	-	-	-	-	-	-	4	10P	10P	10P
Price (par)	S&D	100	90	82	76	71	67	64	61			
Bank (pool)		5	2	7D	4	10D	5	5	-	-	-	-
Price (pool)		160	76	76	76	71	67	64	61			
Company credit		340	500	720	760	710	670	640	610			
Trains		2.2	2.2	2	2	-	-	-	-	-	-	-
Bank cash: \$19,682		Certificate limit: 17							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 round went round the table twenty two times, but that's nothing compared to the 1870 stock round on the web site, which went round thirty times.

We have five new companies, and still with one '2' train to be sold. I will be running two companies as the receiver, and no, I don't know what I'm going to do with them yet. I'm rather busy trying to adjudicate all the games, but the aim will be to do something for the benefit of the companies without actively working against any others. As I will write the orders for these before the deadline, if I inadvertently work against another company, I can only apologise in advance.





Orders required for the following rounds

By the early deadline

OR7, SR8

Adjudication can pause between rounds if requested



1830-L17

Just clever enough, as it turns out.

GAME OVER

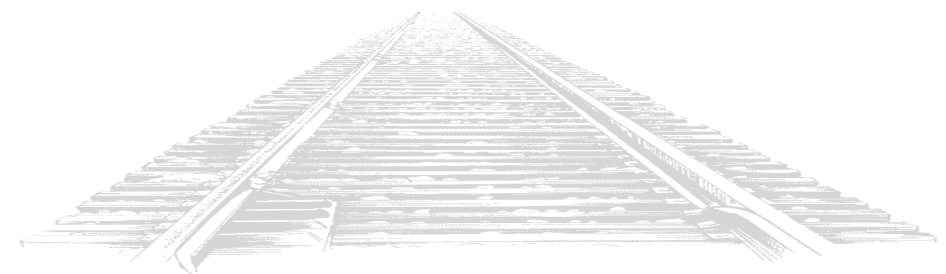
1st	Rob Thomasson	\$2,226	31.8%
2nd	Mike Head	\$2,092	29.9%
3rd	Peter Hawkins	\$1,685	24.1%
4th	Willem Moene	\$707	10.1%
5th	Gareth Davies	\$284	4.1%

**Rob Thomasson (1st):** I thought I'd been too clever by half when I went for an early second company and lost the PRR. The B&M was never going to pay big. From then on my options (building and dealing) were limited. It seemed I would end up in a middle position but then I got the chance to pick the CPR and the extra credit helped at the right time as the bankruptcy loomed. I guess most of game was about not losing as opposed to winning. Thanks to all for the game.

**Mike Head (2nd):** I must admit I'm feeling a bit chuffed with this result. I've only played perhaps half a dozen 18xx games, and probably none for 5-6 years at least, so thought that I'd better play very conservatively and just use the time spent gaining my inevitable fourth or fifth place result as a learning experience, so second place instead feels pretty good.

I decided to build a single secure company (NYNH) which, if it was the only one I could gain, would get through to the end without making me bankrupt, and watch what the others did. My problem was that, except for Rob, who at all times played with a clear and effective strategy, making him a worthy winner, I couldn't work out half of what the others were doing. Willem's wilful plunge down the market with the NYC and Peter's instant dump of CPR stock while remaining President left me puzzled, as did just about everything Gareth did. I presumed Willem and Peter were playing a long-term strategy which would eventually overhaul me and Rob, but it seemed clear to me that the game didn't have a long-term future to plan for. I had completely forgotten the rule that I could have taken advantage of to snap up the CPR, full credit again to Rob for remembering, but I haven't bothered to work out whether it could have allowed me to snatch first. Thank you Keith for your excellent GMing, and to my opponents for an interesting experience.

Being puzzled at the action of other players is part of gaming rich tapestry. There are many different ways to approach a game, and not all of them have any obvious meaning to someone else. In fact, a game that has just one obvious way to approach it is usually a bad game, because people just do the obvious thing all the time, and you could work out who will win once the seating order has been settled.





1829-C20

One of the easier ones for this month.

OR1 - SR2

OR1	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	-	P10	-	-	①	90	820	2
NER	DSm	-	W13	-	-	-	82	900	-

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

#### Stock Round 2

Peter	Don	Martin	David
x	x	x	x
Priority for SR3			

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
David Smith	40	5	0	45	583	24.4	6
Peter Berlin	40	20	0	60	614	25.7	5
Don Shailer	65	10	0	75	592	24.8	5
Martin Butcher	30	15	0	45	601	25.1	6

Portfolio	Privates	LNWR	GWR	Mid	LSWR	GNR	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)		90	82								
Company credit		820	900								
Trains		2	-								
Bank cash: £19,775				Certificate limit: 18				Trains: 6 x '2', 6 x '3'			

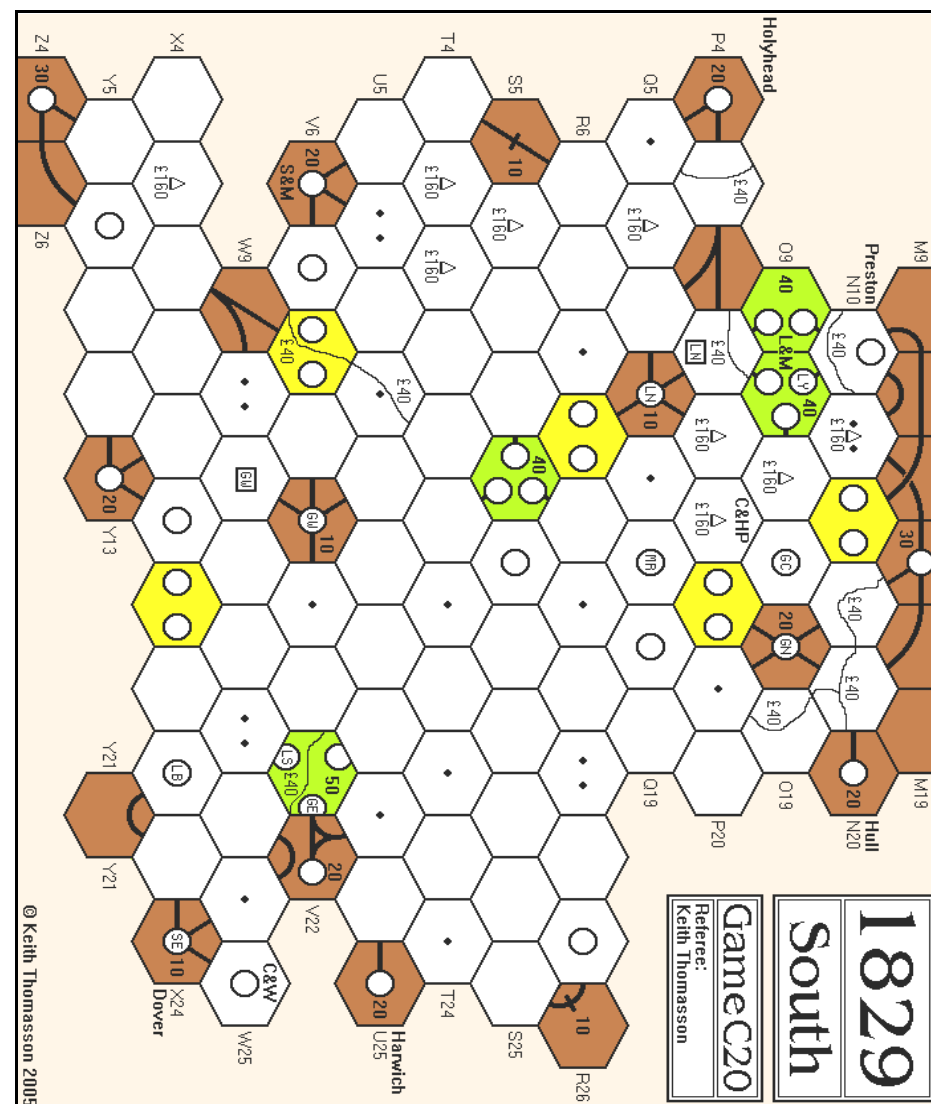
#### Tiles One Operating Round between Share Dealing Rounds

Yellow	1/2	2/2	3/2	4/6	5/4	6/4	7/4	8/8	9/10

Easy to adjudicate, maybe, but I had some fun adjusting the status file for Rob's adjudicator. The need for adjustment came from a suggestion that David Smith made, namely that we play this four player game with all ten companies, rather than limit it to eight as recommended in the rules. The appearance of all ten companies on the portfolio last time was purely due to cut and paste from a previous report.

I sent the suggestion out to the other players, and those who responded had no problem, so ten companies it is. With the extra companies, we logically reinstate a couple of trains that were trimmed for the reduced company set.

We are, however, keeping the share limit of 18 certificates each. Whether that is enough remains to be seen. After all, we've put eighteen shares back into the game, and allowed the players to hold a total of four more. It should make for some interesting decisions later on, over what to hold on to and what to drop into the pool.



Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



1830-U16

Still no sign of a Diesel.

OR15 - SR9

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	PB	-	340	Yes	-	240B	83	5 4
PRR	JW	-	230	Yes	-	240B	175	4
NYNH	NW	63:E19:1	180	Yes	-	200C	40	5
CPR	PB	9:B22:3	210	Yes	-	126B	0	6
B&M	NW	14:H10:5	270	Yes	-	120D	63	6
B&O	GD	63:H10:1	200	No	-	67E	865	(4)
NYC	JW	-	110	Yes	①	70G	337	4
Erie	GD	40:B12:1	250	No	② ③	30I	10	5 4

Notes: ① Actual dividend was \$190 - reduced to adjust for previous over-payment  
 ② \$40 to the bank for a token in H10  
 ③ \$200 to the B&O for a '4' train

#### Stock Round 9

Neil	Tony	Gareth	Peter	John
✗	- 4 B&O (+50I)	+ B&O pool	✗	- 1 CPR (+111C)
- 1 C&O (+200C) + CPR pool	+ C&O pool	✗	✗	✗
- 1 PRR (+200C) + B&O pool	+ PRR pool	✗	✗	✗
+ B&O pool	✗	✗	✗	✗
+ B&O pool	✗	✗	✗	✗
✗	Priority for SR10			

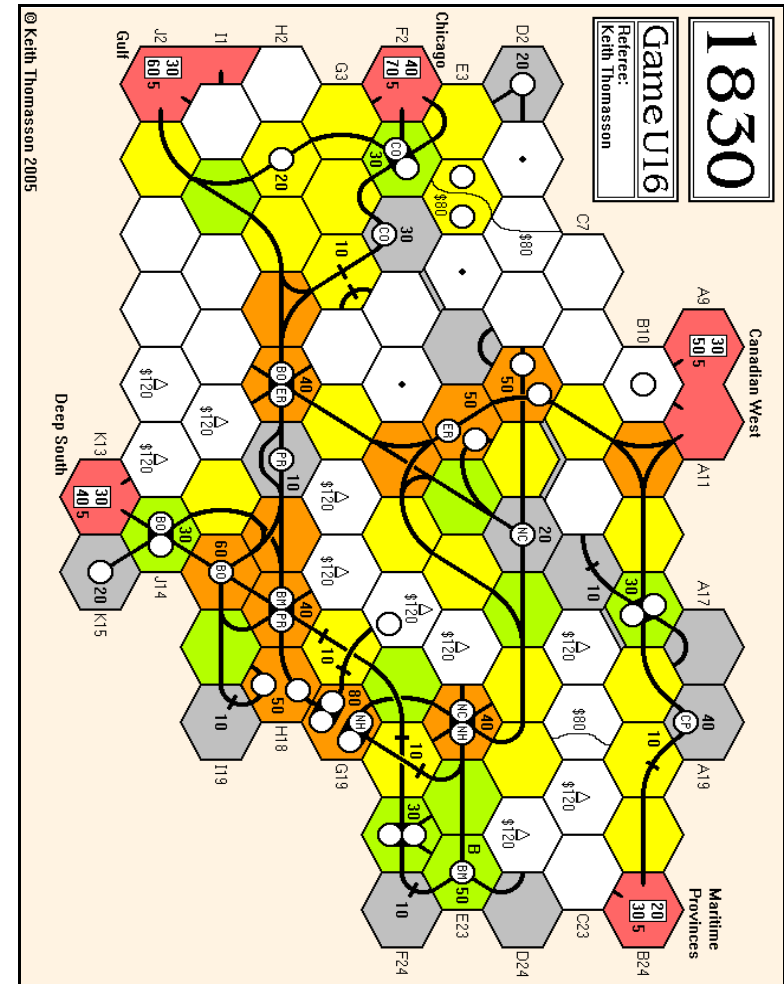
Cash Flow	b/f	OR15	SR9	c/f	Value	%	Certs
Neil Walters	1,237	338	219	1,794	4,455	24.2	12/15
Tony Sait	1,151	216	-132	1,235	3,322	18.0	11/12
Gareth Davies	820	113	-50	883	2,458	13.4	5/16
Peter Berlin	1,059	382	0	1,441	4,232	23.0	13/14
John Webley	1,022	291	126	1,439	3,935	21.4	13/15

Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Neil Walters	-	1	1	5	-	-	6P	6P
✗ Tony Sait	2	1	2	-	3	1	1	2
Gareth Davies	1	1	-	6P	1	7P	1	1
Peter Berlin	1	1	6P	-	6P	1	1	-
John Webley	6P	6P	1	1	-	1	1	1

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	71	67	90	67	67	67	76	67
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	240B	75F	126B	60H	240B	40H	240B	140C
Company credit	175	337	0	865	83	10	40	63
Trains	4	4	6	-	5.4	5.4	5	6

Bank cash: \$3,595 Certificate limit: 13 Trains: Diesels  
 Current operating order: NYNH, C&O, PRR, B&M, CPR, NYC, B&O, Erie

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



Orders required for the following rounds

By the early deadline

OR16, OR17

Adjudication can pause between rounds if requested



1830-J18

One new company and  
one change of President.

SR6

Stock Round 6

John	Peter H	Gareth	Neil	Peter B
+ NYC pool	- 3 B&O {▼71E} - 1 C&O {▼67H} + Erie/Pres {76}	+ B&O pool	- 1 PRR {↔} + B&O pool	- 1 NYNH {↔} + B&O pool
+ B&O pool	+ NYNH new 1 - NYNH {↔}	- 1 B&M {▼71E} + B&O new	✗	+ PRR pool
✗	+ Erie new	- 1 NYNH {↔} + B&O new (gain Pres)	✗	✗
✗	+ Erie new	✗	✗	✗
✗	+ Erie new (floated)	✗	✗	✗
✗	- 1 Erie {▼71E}	✗	✗	✗
✗	+ B&M pool	✗	✗	✗
		Priority for SR7		

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Peter Hawkins	129	-111	18	586	16.6▼	7
Gareth Davies	149	-125	24	872	24.8▼	9
Neil Walters	39	-1	38	601	17.1▲	8
Peter Berlin	133	-71	62	793	22.5▲	8
John Shelley	184	-161	23	671	19.0▲	8

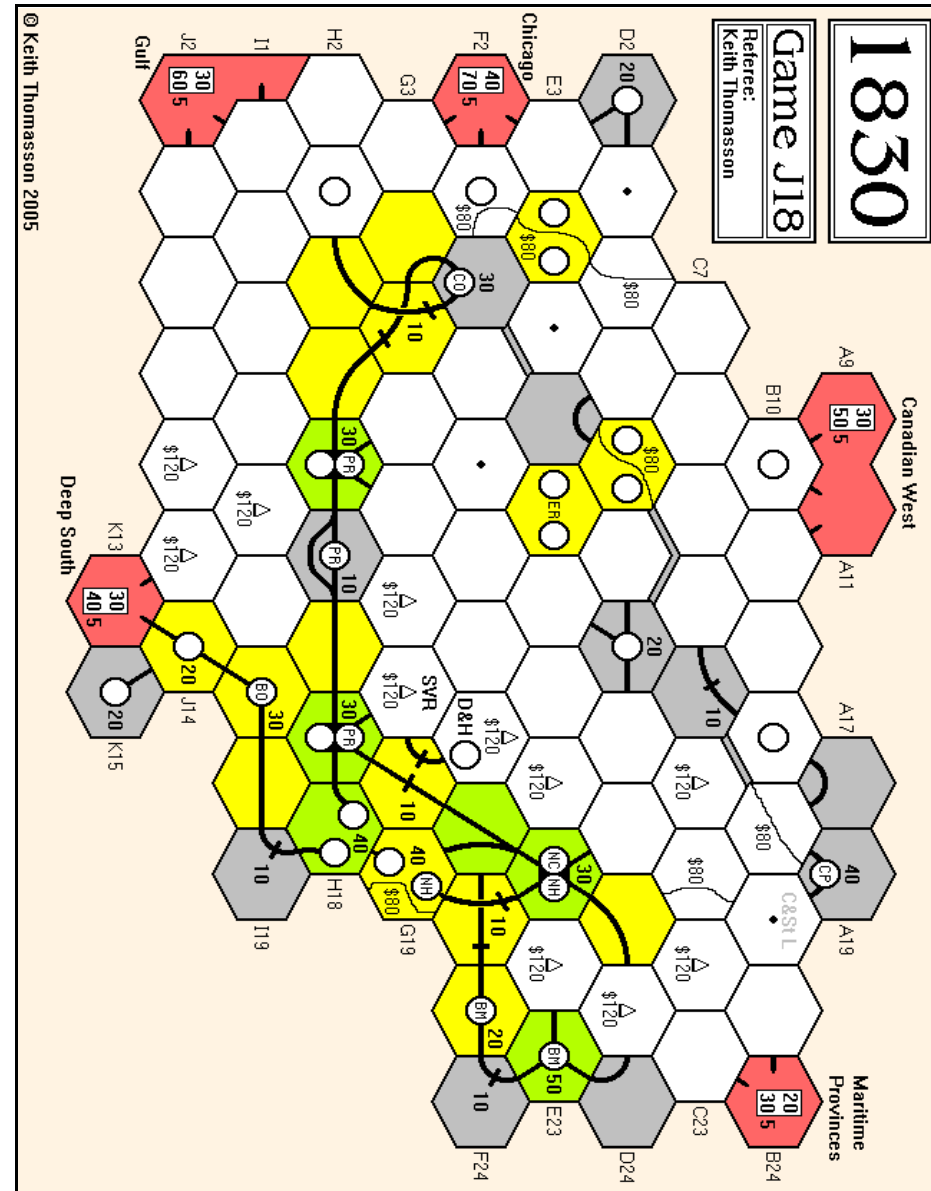
Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Peter Hawkins	-	-	-	-	2	-	5P	-	1
✱ Gareth Davies	-	-	-	-	3P	-	-	4P	5P
Neil Walters	SVR	1	-	-	1	6P	-	-	-
Peter Berlin	D&H	1	5P	-	1	-	-	1	-
John Shelley	-	6P	1	-	1	1	-	-	-

Bank (new)	-	4	10P	2	-	4	2	4
Price (new)	82	100		100	76	76	67	76
Bank (pool)	2	-	-	-	3	1	3	-
Price (pool)	70G	90B		71E	67H	71E	70G	71E
Company credit	178	828		492	376	760	25	160
Trains	4	3		3.5	4	-	3	4.5

Bank cash: \$9,016      Certificate limit: 15      Trains: 1 x '4', 3 x '5'

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

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 rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested



1830-G20

Privates are all done, time to move on to the officers.

PRIVATES

Stock Round 1, Private Companies

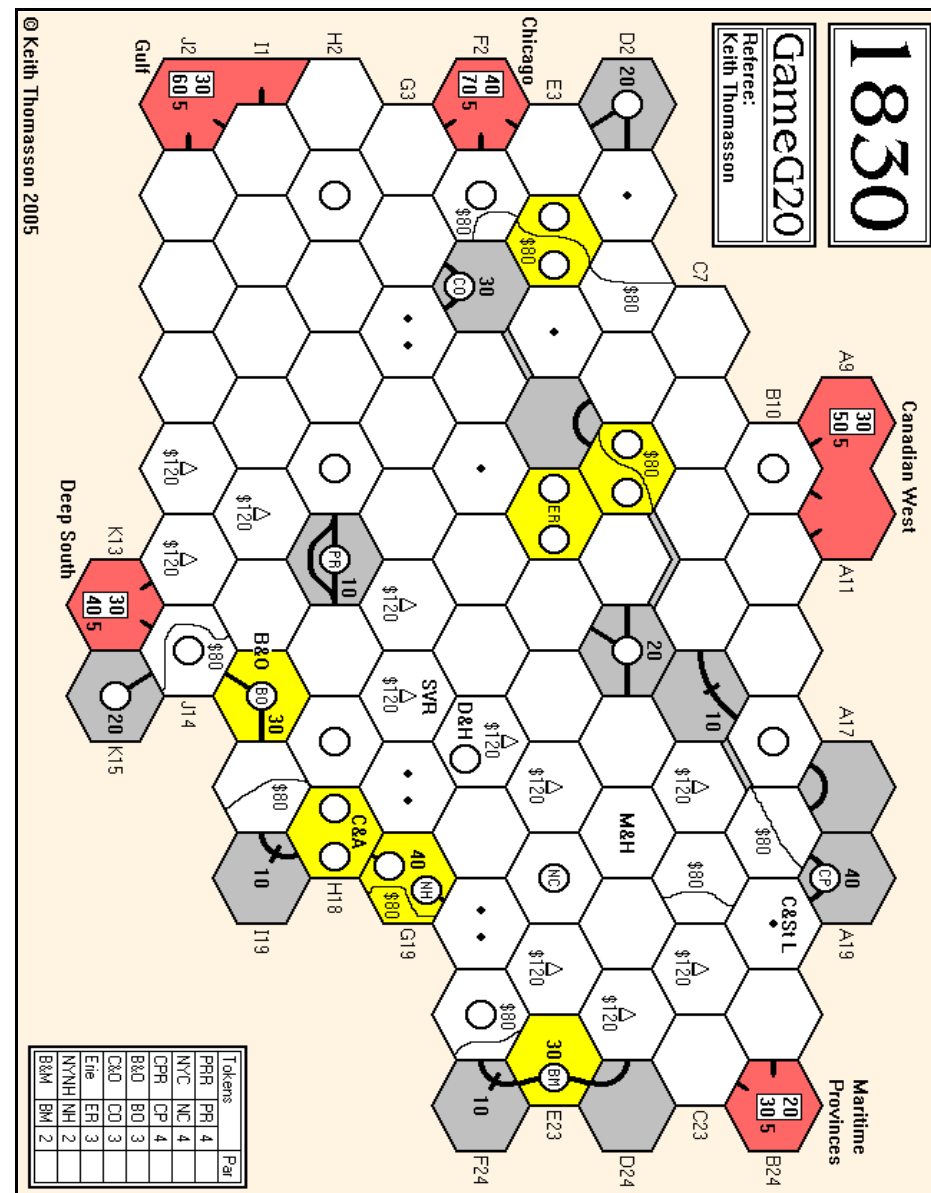
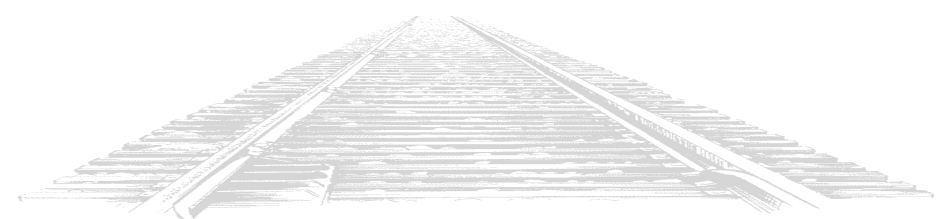
Stephen	Bids \$180 to the C&A private
Martin	Buys the SVR private for \$20
Willem	Bids \$185 on the C&A private
Don	Buys the C&StL private for \$40
Roger	Bids \$225 on the B&O private
Stephen	x
Martin	Buys the D&H private for \$70
Willem	Buys the M&H private for \$110
	☛ Willem gets the C&A for \$185 with a free PRR share
	☛ Roger gets the B&O for \$225, setting par for the public company at \$100
	Priority for the second part of this round lies with Don

Cash Flow	b/f	Privates	c/f	Value	%	Certs.
Stephen Webb	480	0	480	480	18.7▼	-
Martin Butcher	480	-90	390	480	18.7▼	2
Willem Moene	480	-295	185	455	17.7▼	2/3
Don Smith	480	-40	440	480	18.7▼	1
Roger Krueger	480	-225	255	675	26.2▲	2

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Stephen Webb	-	-	-	-	-	-	-	-	-
Martin Butcher	SVR, D&H	-	-	-	-	-	-	-	-
Willem Moene	M&H, C&A	1	-	-	-	-	-	-	-
☛ Don Smith	C&StL	-	-	-	-	-	-	-	-
Roger Krueger	B&O	-	-	-	2P	-	-	-	-

Bank (new)	9P	10P	10P	8	10P	10P	10P	10P
Price (new)				100				
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)				100A				
Company credit								
Trains								
Bank cash: \$10,250	Certificate limit: 15			Trains: 6 x '2', 5 x '3'...				

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



Orders required for the following round

By the early deadline

Stock Round 1, Public Companies





## 1835-G18

Everybody pays as we prepare  
for the last stock round.

## OR13-OR14

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PrE	RT	12:A11:5	530	Yes	-	262C▲	475	5 4 3
ByE	TS	27:J10:3	340	Yes	-	234B▲	72	4+4 4
SxE	MS	87:B14:3	330	Yes	-	192D▲	532	3+3 3
MsE	RT	206:F10:3	390	Yes	-	150B▲	101	5 3
HeE	WM	-	300	Yes	-	134B▲	90	4 3+3
OIE	JW	-	170	Yes	-	112D▲	370	3+3
WtE	TS	88:K11:2	250	Yes	-	86C▲	20	5+5

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PrE	RT	63:F10:1	530	Yes	-	290C▲	475	5 4 3
ByE	TS	216:O15:2	350	Yes	-	260B▲	72	4+4 4
SxE	MS	4:G15:1	330	Yes	-	214D▲	532	3+3 3
MsE	RT	8:G9:2	390	Yes	-	168B▲	101	5 3
HeE	WM	-	300	Yes	-	150B▲	90	4 3+3
OIE	JW	-	170	Yes	-	124D▲	370	3+3
WtE	TS	63:M9:1	270	Yes	-	92C▲	20	5+5

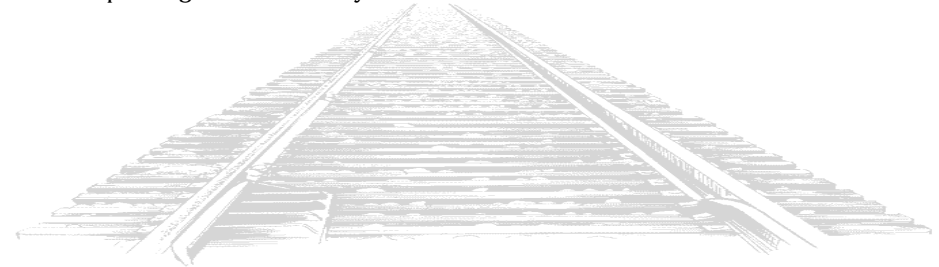
Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs	Limit
John Webley	953	484	488	1,925	4,700	21.7▼	13	13
Willem Moene	758	440	441	1,639	4,231	19.5▼	13	13
Mark Stretch	1,000	432	435	1,867	4,787	22.1▼	12	13
Tony Sait	236	448	469	1,153	3,525	16.3▲	12	13
Rob Thomasson	838	507	508	1,853	4,426	20.4▲	12	12

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	-

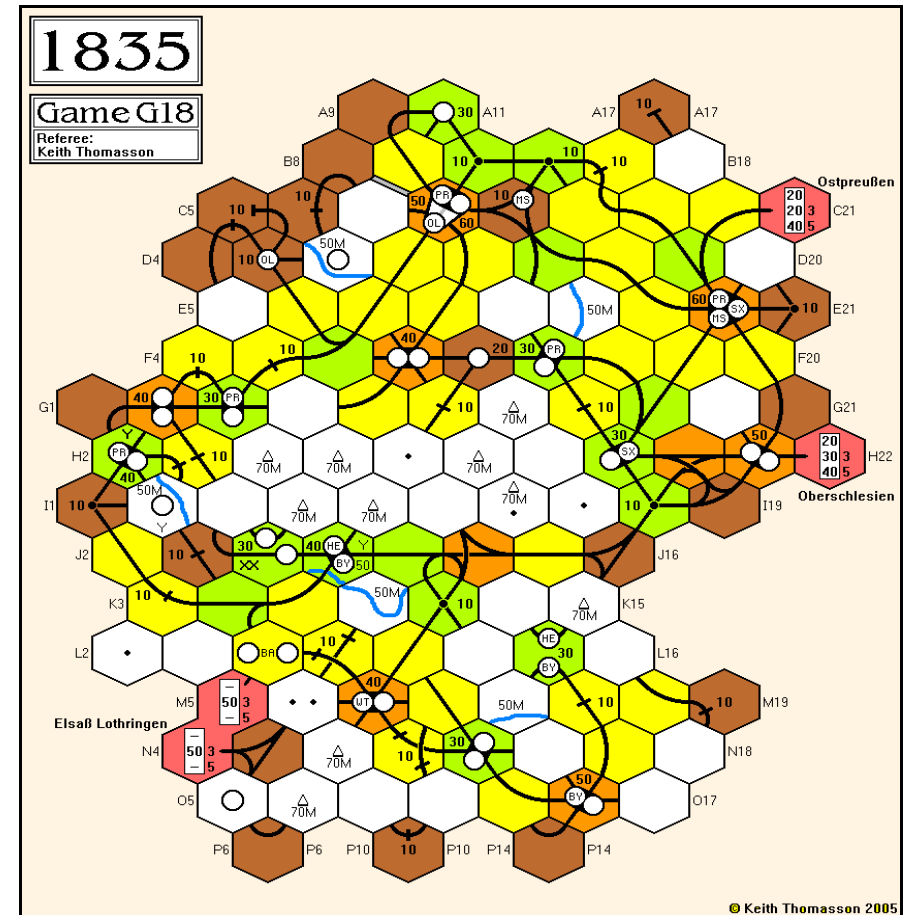
Bank (new)	-	-	-	70/6	-	-	-	-
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	290C	260B	214D	84D	92C	150B	168B	124D
Company credit	475	72	532	-	20	90	101	370
Trains	5 4 3	4+4 4	3+3 3	-	5+5	4 3+3	5 3	5+3

Bank cash: 1 903M 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/-	5/3	6/3	7/7	8/5	9/1	55/1	56/-	57/2			
	58/2	69/2	201/2	202/2											
Green	12/1	13/2	14/-	15/-	16/2	18/1	19/2	20/2	23/2	24/2	25/2	26/2			
	27/-	28/1	29/2	87/1	88/1	203/1	204/1	205/1	206/1	207/1	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	63/1	70/1	216/2			
	217/2	218/2	219/1	220/-	221/-										



Orders required for the following round

By the early deadline

SR11





1853-M18

The SIR fails to order a yellow tile for its home base.

OR12-OR13

OR12 Pres	Lays	Run	Pay	Mail	Notes	Price	Credit	Trains
EIR LR	110:H28:1	-	510	Yes	170 ①	260	180	5 4
GIP MH	111:M9:2	-	570	Yes	170 -	200	170	4 4
NWR SW	82:H12:2	-	120	Yes	60 ②	182	70	3M
BNR JS	109:K17:4	-	350	Yes	130 -	152	130	5
BBCI LG	8:O11:5	9:M15:2	470	Yes	140 ③	200	190	4 3M
MSM JS	74:S17:2	-	-	-	- ④	92	0	3M
SIR SW	-	-	-	-	- ⑤	75	0	4M 4M

- Notes: ① £830 to the bank for a '5' train  
 ② £100 to the bank for a token in G13 - yes, your last one  
 ③ £140 to the bank for terrain costs  
 ④ £430 to the bank for a '3M' train, assisted with £270 from John  
 ⑤ £1,180 to the bank for two '4M' trains, assisted with £430 from Stephen

OR13 Pres	Lays	Run	Pay	Mail	Notes	Price	Credit	Trains
EIR LR	109:H24:5	-	690	Yes	170 -	300	350	4
GIP MH	103:G17:5	-	650	Yes	170 -	260	240	4 4
NWR SW	106:H12:5	-	170	Yes	80 ①	200	140	4M 3M
BNR JS	82:I21:5	-	390	Yes	130 -	182	260	5
BBCI LG	-	-	390	Yes	90 -	220	280	4 3M
MSM MH	-	-	60	Yes	60 -	96	60	-
SIR SW	-	-	-	-	-	75	10	4M

- Notes: ① £10 to the SIR for a '4M' train

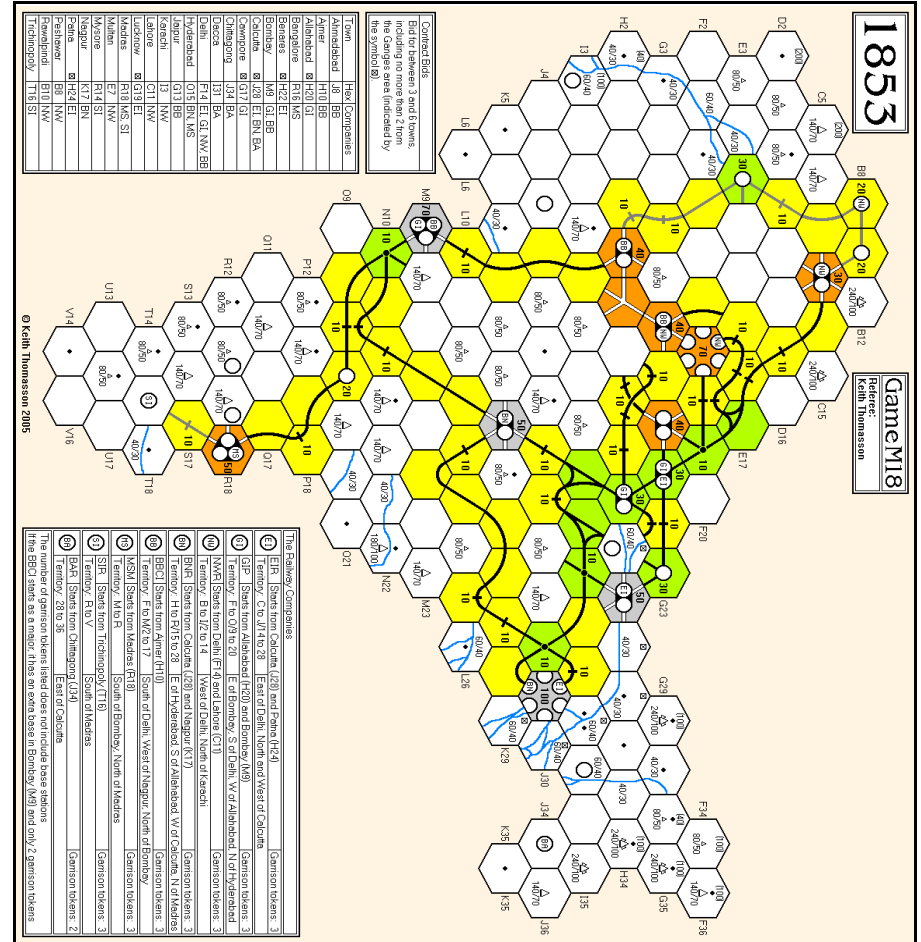
Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Stephen Webb	395	-172	267	490	2,635	14.3	10
John Shelley	206	29	410	645	3,195	17.4	13
Lionel Robbins	693	433	654	1,780	4,862	26.5	12
Mike Hutton	166	344	405	915	3,019	16.4	10
Lyndon Gurr	492	486	614	1,592	4,666	25.4	13

Portfolio	EIR	GIP	NWR	BNR	BBCI	MSM	SIR	BAR
Stephen Webb	-	1	5D	-	3	-	3D	-
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)	300	260	200	182	220	96	75	-
Company credit	350	240	140	260	280	60	10	-
Trains	5 4	4 4	4M 3M	5	4 3M	3M	4M	-
Bank cash: £2,888	Certificate limit: 5/13				Trains: 1 x '5', 2 x '6'			

If Stephen calls for an extra operating round we'll do two of those, otherwise it will be one operating round and the next stock round.

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds								
Yellow	Yellow tiles are available in unlimited numbers												
Green	12/1	13/2	14/1	15/1	80/1	81/2	82/3	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	103/1	104/1	105/1	106/1	107/2	108/2						
Grey	109/-	110/-	111/1	112/2									



Orders required for the following rounds *By the early deadline*  
 OR14, then OR15 or SR7 *Adjudication can pause between rounds if requested*



1856-R18

The CA does not get to operate.

OR6 - OR7

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
THB	RL	59:L15:6	-	-	① ② ③	90A	225	100	3
CPR	JS	121:M4:2	220	No	① ④ ⑤	80E	15	400	4 3 {2 2}
LPS	MH	8:D15:2	120	No	①	75F	260	400	3
CV	GD	14:L15:1	130	No	① ⑥	75F	83	400	4 3
GW	TS	6:G12:6	90	Yes	⑦	70G	84	200	3

- Notes: ① Government loan secured  
 ② \$40 to the bank for terrain costs  
 ③ \$225 to the bank for a '3' train  
 ④ \$40 to the bank for a token in N11  
 ⑤ \$350 to the bank for a '4' train - '2' trains die  
 ⑥ \$350 to the bank for a '4' train  
 ⑦ \$140 to Tony for the FT and CC privates

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
THB	RL	7:L11:5	130	Yes	① ② ③	100A	65	200	3
CPR	JS	9:L5:6	240	Yes	④	90E	27	400	4 3
LPS	MH	8:E14:5	110	No	① ⑤ ⑥	70F	395	500	4 3
CV	GD	8:K14:2	160	Yes	⑦	80F	51	400	4 3
GW	TS	14:D17:2	110	Yes	①	75F	180	300	3

- Notes: ① Government loan secured  
 ② \$40 to the bank for a token in L13  
 ③ \$200 to Richard for the NFSBC private  
 ④ Dividend reduced to \$220 to pay loan interest  
 ⑤ Destination reached - \$325 released from escrow  
 ⑥ \$350 to the bank for a '4' train  
 ⑦ \$40 to the bank for terrain costs

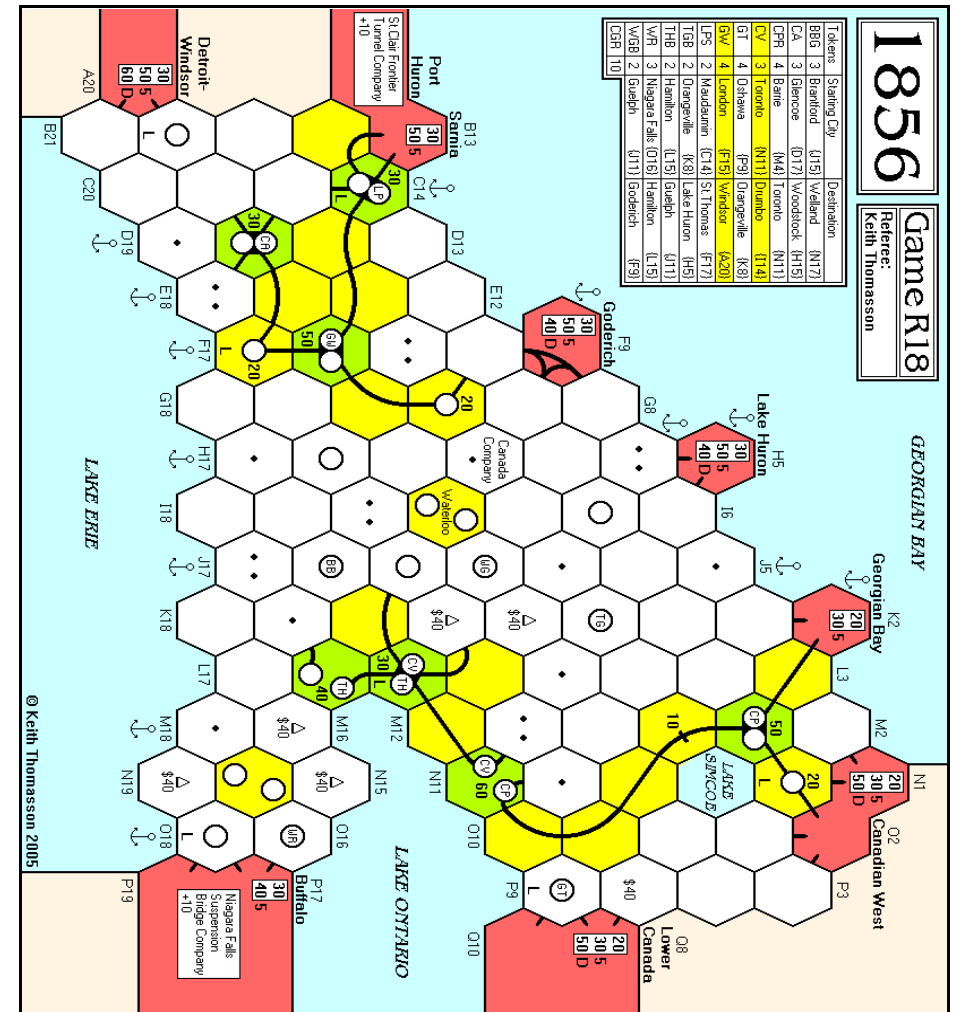
Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Tony Sait	38	200	55	293	668	20.1	4
Gareth Davies	47	15	79	141	531	16.0	4
John Shelley	60	0	110	170	620	18.7	4
Richard Lunn	81	40	292	413	913	27.5	4
Mike Hutton	12	0	0	12	587	17.7	6

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Tony Sait	-	-	-	-	-	-	5P	-	-	-	-	-
Gareth Davies	GLSC	-	-	-	4P	-	-	-	-	-	-	-
John Shelley	-	-	-	5P	-	-	-	-	-	-	-	-
Richard Lunn	SCFTC	-	-	-	-	-	-	-	-	4P	-	-
Mike Hutton	-	-	3P	-	-	-	-	5P	-	-	-	-

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		75F	70F		100A		
Company credit		225	27	51		180	395		65		
Trains		-	4.3	4.3		3	4.3		3		

Bank cash: \$10,028 Certificate limit: 13 Trains: 1 x 4/ 3 x 5/...  
 Current operating order: THB, CPR, CV, GW, CA, LPS

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/3	4/3	5/1	6/1	7/5	8/6	9/10	55/1	56/1	57/3
	58/2	69/1										
Green	14/2	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/-								



Orders required for the following round

By the early deadline

SR7



1856-M19

And then the unexpected...

OR5

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CV	WM	120:N11:4	-	-	① ②	90A	40	100	3 3
CA	SC	9:G16:2	140	No	① ③	70F	40	400	4 3 {2}
GW	LG	9:H13:2	150	Yes	①	75F	225	0	3 3
LPS	SW	27:B17:1	-	-	① ④ ⑤	40J	43	500	4

- Notes: ① Government loan secured  
 ② \$450 to the bank for two '3' trains  
 ③ \$350 to the bank for a '4' train - '2' trains die  
 ④ \$350 to the bank for a '4' train, partly funded with \$61 from Stephen, requiring the sale of 2 LPS (→40J)  
 ⑤ Forced redemption of one loan. The LPS has insufficient funds, Stephen adds \$43, which is not enough, cannot sell shares, and goes bankrupt!

As the game has ended before the CGR is formed, all companies with outstanding government loans have their share values reduced by \$10 per outstanding loan. This puts the LPS on zero.

Cash Flow	b/f	OR5	c/f	Value	%	Certs
Stephen Webb	4	-4	0	0	0.0	3
Willem Moene	10	15	25	415	25.1	5
Tony Sait	35	35	70	465	28.1	4
Lyndon Gurr	0	75	75	510	30.9	3
Simon Cutforth	23	15	38	263	15.9	5

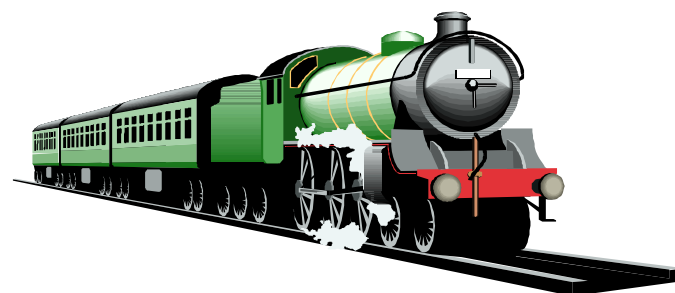
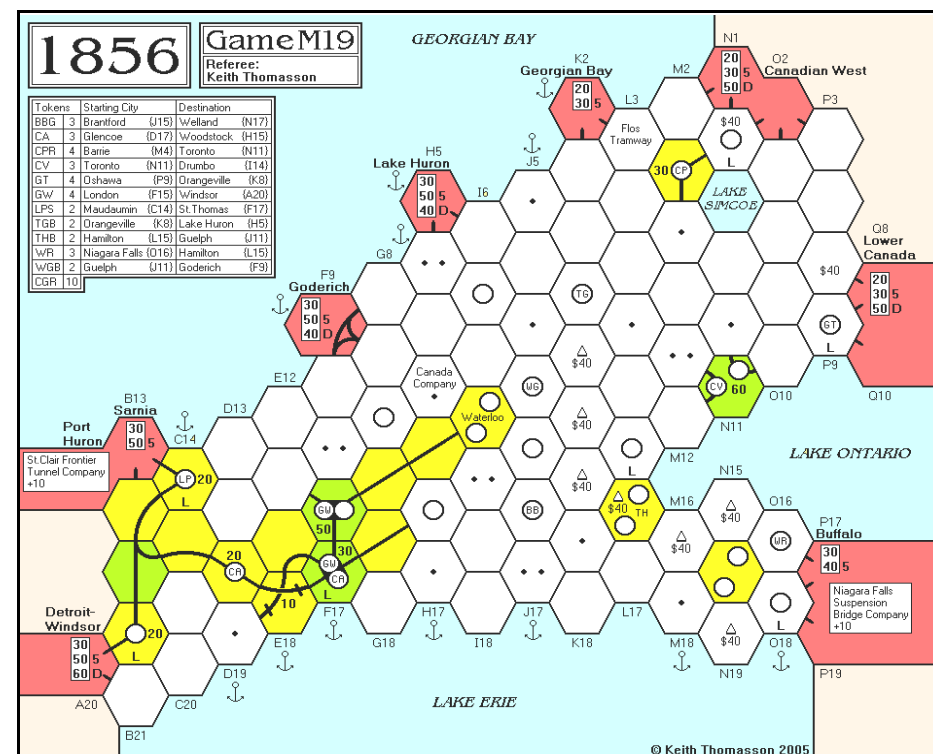
Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Stephen Webb	-	-	-	-	-	-	-	4P	-	-	-	-
Willem Moene	FT, CC	-	-	-	4P	-	-	-	-	-	-	-
Tony Sait	GLSC, NSFBC	-	-	-	3P	-	-	-	-	-	-	-
Lyndon Gurr	-	-	2	-	-	5P	-	-	-	-	-	-
Simon Cutforth	-	-	5P	-	-	1	-	-	-	-	-	-

Bank (new)	10P	3	10P	6	7	2	1	10P	10P	10P	10P
Price (par)		65		100	75	70	65				
Bank (pool)	-	-	-	-	-	2	5	-	-	-	-
Price (pool)		{30}		{80}	75D	75F	{0}				
Company credit		40		40	225	0	43				
Trains		4 3		3 3	-	3 3	4				
Bank cash: \$11,354				Certificate limit: 13							
										Trains: 2 x '4', 3 x '5'...	

Unexpected, but rather unavoidable. Stephen had to sell the shares to buy the '4' train, and then got caught short with the loan interest. With no more shares to sell, he could do nothing but go bankrupt.

1st	Lyndon Gurr	\$510	30.9%
2nd	Tony Sait	\$465	28.1%
3rd	Willem Moene	\$415	25.1%
4th	Simon Cutforth	\$263	15.9%
5th	Stephen Webb	\$0	0.0%

There may well be comments on this one, and as usual, the month after the game actually ends will see space for such comments.





1856-Y19

Just the operating round, as the first '3' trains come out.

OR2

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
LPS	MH	9:D15:3	50	Yes	①	75D	295	200	2
CA	SW	56:E18:5	30	Yes	① ②	65F	5	200	3 2 2
GW	PB	15:D17:2	50	Y	① ③ ④	65F	0	200	3 2
WR	MB	59:N17:2	60	Y	① ⑤	65F	65	200	2
GT	RT	9:O10:2	50	Y	① ⑥	65F	65	200	2

- Notes: ① Government loan secured  
② \$325 to the bank for a '2' train and a '3' train  
③ \$40 to the bank for a token in D17  
④ \$225 to the bank for a '3' train  
⑤ \$200 to Martin for the NFSBC private  
⑥ \$200 to Rob for the SCFTC private

Cash Flow	b/f	OR2	c/f	Value	%	Certs
Peter Berlin	50	30	80	345	18.0	4
Mike Head	15	30	45	340	17.7	3
Martin Butcher	20	238	258	453	23.6	2
Rob Thomasson	20	235	255	450	23.4	2
Stephen Webb	10	22	32	332	17.3	4

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

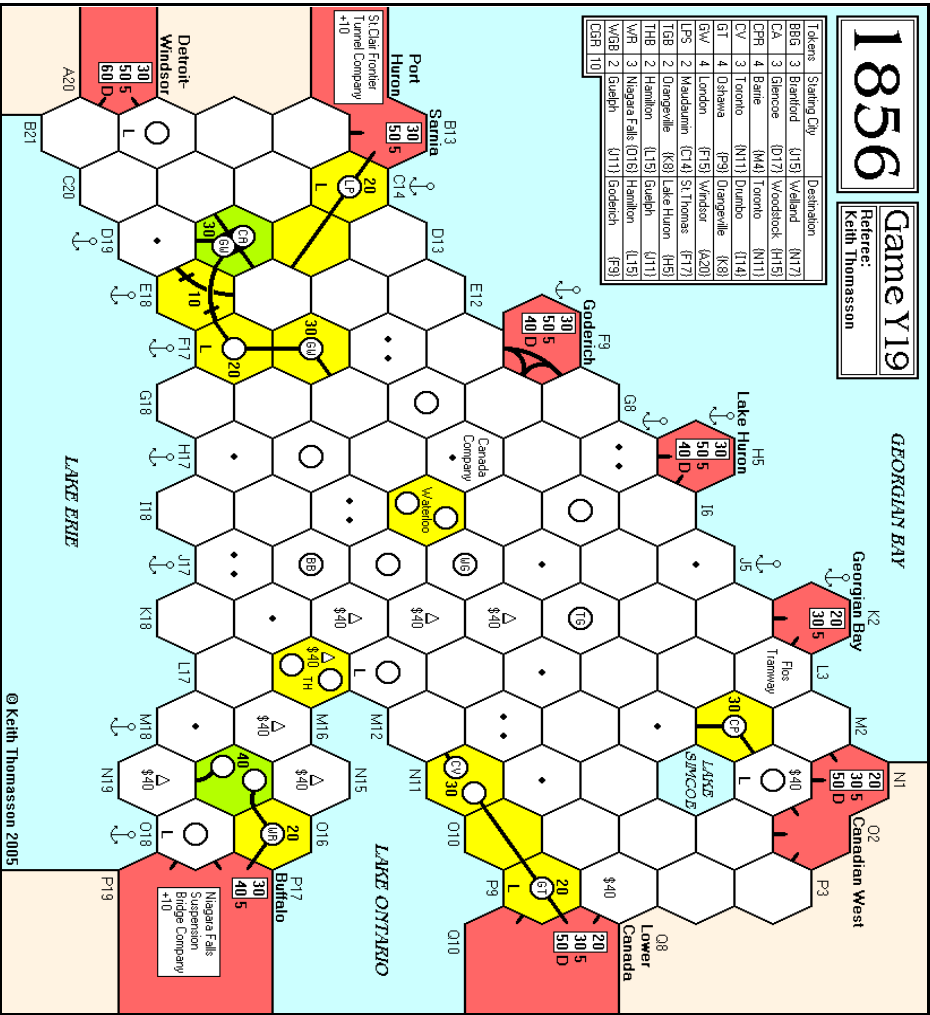
Bank (new)	10P	6	10P	10P	7	7	7	10P	10P	7	10P
Price (par)		65			65	65	75			65	
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)		65F			65F	65F	75D			65F	
Company credit		5			65	0	295			65	
Trains		3 2 2			2	3 2	2			2	

Bank cash: \$10,900      Certificate limit: 13      Trains: 3 x '3', 4 x '4'...  
Current operating order: LPS, CA, GW, WR, GT

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds	
Yellow	1/1	2/1	3/3	4/3	5/2	6/-	7/7	8/13	9/11	55/1	56/-	57/2		
	58/3	69/1												
Green	14/4	15/4	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1		
	28/1	29/1	59/2	120/1	121/2									

Stephen, you seem to be using a tile sheet from a different game. This 1856 uses the coloured tile sheet - some orientations differ from my older games.

A warning on when you order new government loans. If you put it late in the operating sequence, as most of you are doing, you could be forced to pay interest on existing loans from your dividend. Order it early and that possibility disappears.



Orders required for the following round	By the early deadline
SR3	



1870-U19

We're into phase two,  
with three new companies.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SLSF	LQ	8:G12:2	6:H13:1	40	Yes ① ②	100A	156	3 2 2 2
MP	JS	8:C20:6	9:B21:2	160	Yes	76D	482	2 2 2
MKT	SW	6:B9:1	8:C8:3	40	Half	64F	586	2

Notes: ① \$340 to the bank for two '2' trains and a '3' train  
② \$320 to Lyndon for the MKT private

#### Stock Round 3

John	Mike	Martin	Lyndon	Stephen
+ MP new	- 1 SLSF {▼90B} - 1 MKT {▼60G} - 1 MP {▼72E} + IC/Pres {76}	- 1 MP {▼68F} - 2 SLSF {▼76D} + SSW/Pres {76}	- 1 MKT {▼55H} + GMO/Pres {68}	+ MKT pool
✗	+ SSW new	+ IC new - 1 IC {▼72E}	+ GMO new	✗
✗	- 1 SSW {▼72E} + IC new	+ SSW new	+ GMO new	✗
✗	+ IC new	+ SSW new	+ GMO new	✗
✗	+ IC new {floated}	+ SSW new {floated}	+ GMO new {floated}	✗
✗	✗	✗	- 1 GMO {▼64G} + SLSF pool	✗
✗	✗	✗	✗	Priority for SR4

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Lyndon Gurr	35	354	-356	33	657	26.9	7
Stephen Webb	65	31	-55	41	459	18.8	2/7
John Shelley	50	80	-76	54	462	18.9	5
Mike Hutton	106	37	-140	3	443	18.2	5
Martin Butcher	104	34	-128	10	420	17.2	5

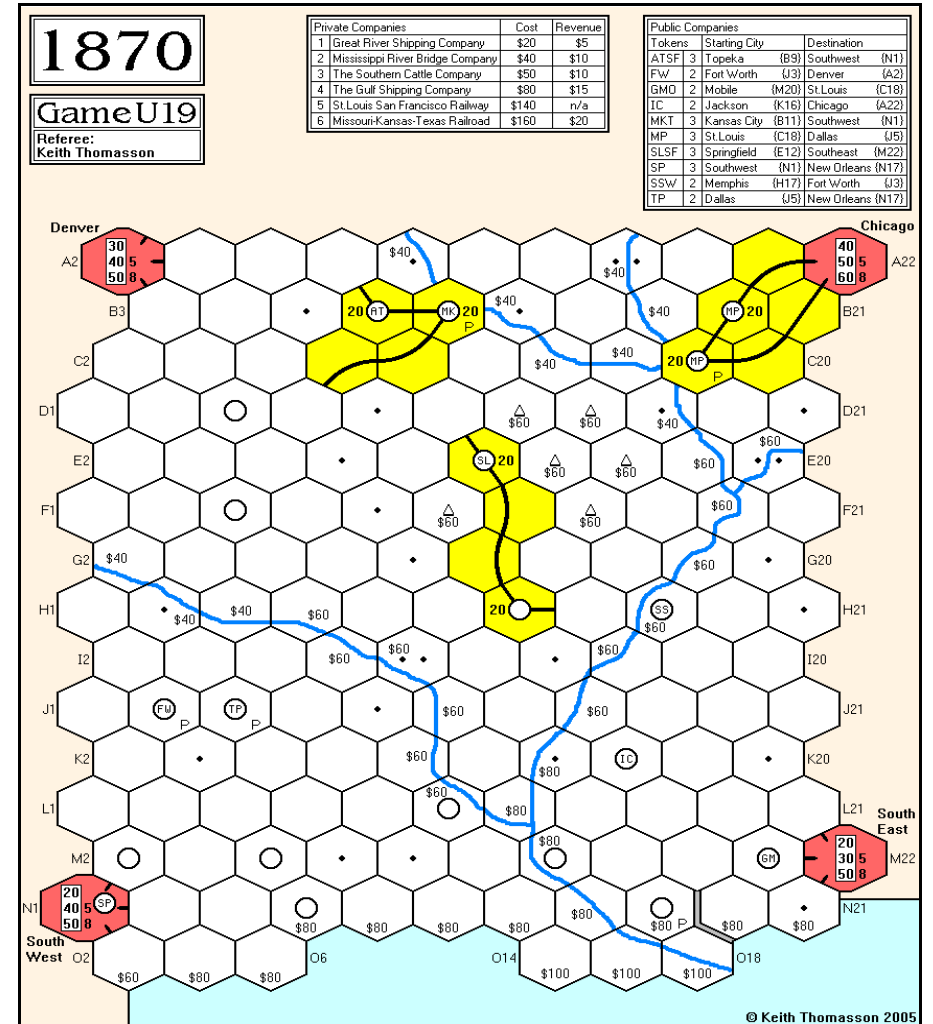
Portfolio	PCS	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	-	-	-	5P	-	-	-	4P	-	-	-
✗ Stephen Webb	GRSC	-	-	-	-	6P	1	-	-	-	-
John Shelley	-	-	-	-	-	-	6P	-	-	-	-
Mike Hutton	GSC	-	-	-	5P	-	-	-	-	-	-
Martin Butcher	SCC	-	-	-	-	-	-	-	-	5P	-

Bank (new)	10P	10P	4	4	3	1	4	10P	4	10P
Price (par)			68	76	68	76	100		76	
Bank (pool)	-	-	1	1	1	2	2	-	1	-
Price (pool)			64G	72E	55H	68F	76D		72E	
Company credit			680	760	586	482	156		760	
Trains			-	-	2	222	3222		-	

Redeemed shares

Bank cash: \$8,435 Certificate limit: 13 Trains: 5 x '3', 5 x '4'  
Current operating order: SLSF, IC, SSW, MP, GMO, MKT

Titles	Tile number/Availability							Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/3	4/6	5/-	6/-	7/9	8/16	9/22	55/1	56/1	57/3		
	58/4	69/1												
Green	14/4	15/4	16/2	17/2	18/2	19/2	20/2	23/4	24/4	25/3	26/2	27/2		
	28/2	29/2	141/2	142/2	143/1	144/1								



Orders required for the following rounds

By the early deadline

OR3, OR4

Adjudication can pause between rounds if requested





1899-A18

It's a pretty straightforward run and pay finish.

OR16 - OR18

My failure to add the new tokens for the 1st and NRC in E3 led some people to believe that they might be able to get through to the south east. It didn't create any problems with orders, I just had to ignore the hopeful bits.

OR16	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
FsR	LQ	-	450	Yes	100	-	240B▲	200	5 5
Tt	MB	8:Q9:5	490	Yes	60	①	240B▲	9	D 5
Sjz	AH	8:U7:1	280	Yes	100	-	200C▲	513	D
1st	JS	16:G3:1	650	Yes	55	-	200B▲	235	D
NRC	JS	43:G3:1	360	Yes	65	-	160B▲	322	6
XzS	LQ	-	310	Yes	60	-	120D▲	421	D
CSb	SW	-	210	Yes	100	-	80F▲	580	D
B&M	AH	-	360	Yes	65	-	69G▲	402	6

Notes: ① \$80 to the bank for terrain costs

OR17	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
FsR	LQ	-	450	Yes	100	-	260B▲	300	5 5
Tt	MB	-	490	Yes	60	-	260B▲	69	D 5
Sjz	AH	27:S7:3	390	Yes	85	-	240B▲	637	D
1st	JS	47:M1:6	650	Yes	55	-	220B▲	290	D
NRC	JS	-	360	Yes	65	-	180B▲	387	6
XzS	LQ	-	310	Yes	60	-	130D▲	605	D
CSb	SW	-	210	Yes	100	①	90E▲	680	D
B&M	AH	-	360	Yes	65	-	70G▲	539	6

Notes: ① The bank has run out of cash

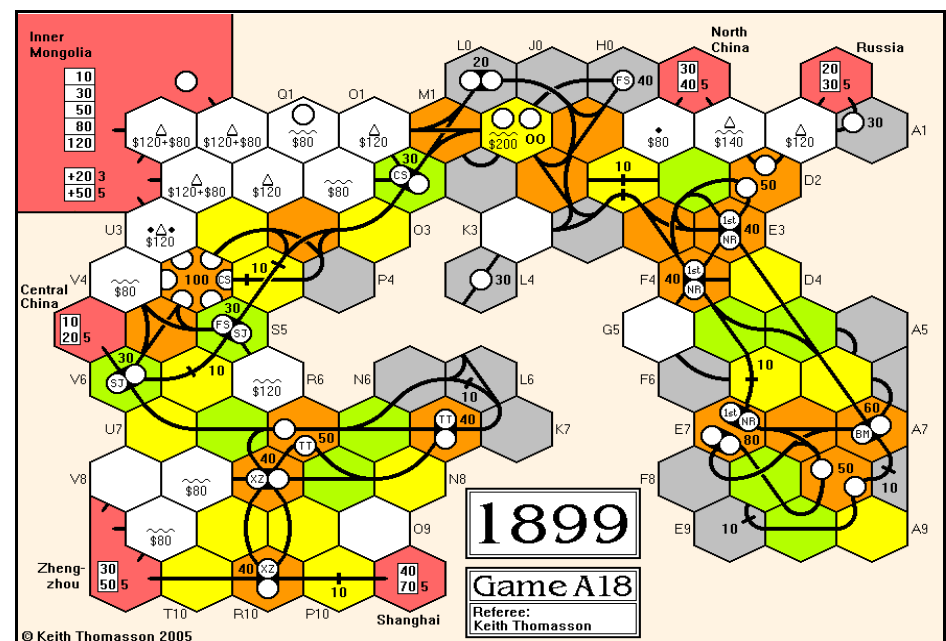
OR18	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
FsR	LQ	-	450	Yes	100	-	280B▲	355	5 5
Tt	MB	-	490	Yes	60	-	280B▲	129	D 5
Sjz	AH	-	390	Yes	85	-	260B▲	761	D
1st	JS	-	650	Yes	55	-	240B▲	345	D
NRC	JS	-	360	Yes	65	-	200B▲	452	6
XzS	LQ	-	310	Yes	60	-	155C▲	789	D
CSb	SW	-	210	Yes	100	-	100E▲	780	D
B&M	AH	-	360	Yes	65	-	75F▲	676	6

Cash Flow	b/f	OR16	OR17	OR18	c/f	Value	%	Certs
Lyndon Gurr	2,015	621	621	621	3,878	7,453	23.3▼	13
John Shelley	2,501	690	723	723	4,637	8,057	25.2▼	13
Alan Harvey	547	514	569	569	2,127	4,617	14.5▲	13
Martin Butcher	1,796	562	573	573	3,504	6,494	20.3▼	13
Stephen Webb	1,525	499	499	499	2,950	5,345	16.7▼	13

And that, as they say, is that. This is the second game of 1899 in these pages that has avoided a bankruptcy, just to prove that it is not inevitable in this game. That's one third of the games run so far. What is consistent is the lack of interest in Inner Mongolia. There's just too much work to do to get that top dividends from this area.

Portfolio	1st	B&M	CSb	FsR	NRC	Siz	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)	240B	75F	100E	280B	200B	260B	280B	155C
Company credit	345	676	780	355	452	761	129	789
Trains	D	6	D	5.5	6	D	D.5	D
Bank cash:	\$4,583		Certificate limit: 13				Trains: Diesels	



1st	John Shelley	\$8,057	25.2%
2nd	Lyndon Gurr	\$7,453	23.3%
3rd	Martin Butcher	\$6,494	20.3%
4th	Stephen Webb	\$5,345	16.7%
5th	Alan Harvey	\$4,617	14.5%

Congratulations to John on his victory, assisted by teamwork between the 1st and the NRC. If you have anything to say about the game, then next month you'll get the chance with the standard round-up.





18EU-B19

All the major companies  
are now operating.

MCFER - SR4

Minor Company final exchange round

Stephen	Mark	Don	Mark
#11 merges with IS	#7 merges with BN	#9 merges with RA	#8 merges with BN

Stock Round 4

Peter	Mark	Don	Stephen	Neil
+ RP/Pres {100} {Base in J5}	- 2 BN {••} - 1 DR {•110D} + GS pool	+ DR treasury	+ GS pool	+ GS pool
+ RP new	+ RB pool	+ FN pool	+ BN pool	✗
+ RP new	+ FN pool	+ IS treasury	+ BN pool	✗
- 1 FN + RP new {floated}	+ IS treasury	✗	✗	✗
✗	+ GS pool	✗	✗	✗
✗	+ RP pool	✗	✗	✗
✗	✗	Priority for SR5		

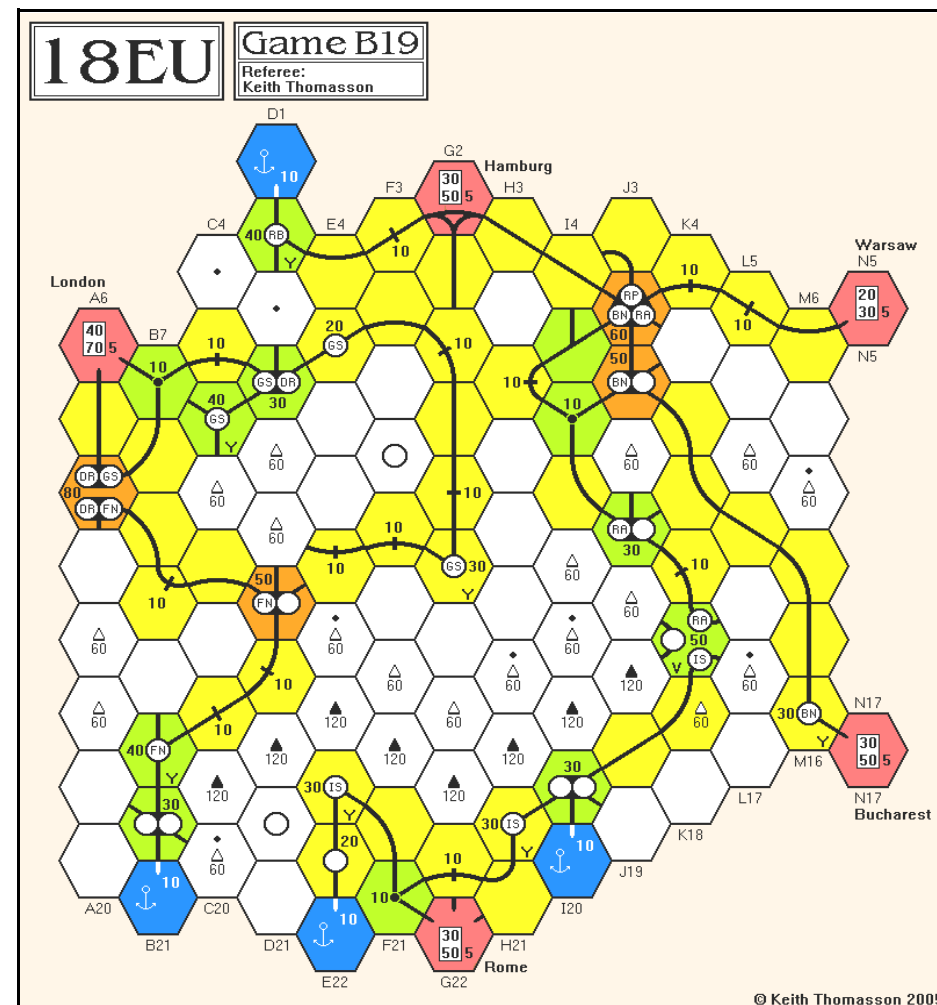
Cash Flow	b/f	SR4	c/f	Value	%	Certs
Neil Walters	247	-150	97	1,744	24.3▼	13
Peter Berlin	486	-365	121	1,341	18.6▼	13
Mark Frueh	466	-433	33	1,395	19.4▲	12
Don Smith	362	-345	17	1,064	14.8▼	8
Stephen Webb	367	-330	37	1,647	22.9▲	11

Portfolio	BN	DR	FN	GS	IS	RA	RB	RP
Neil Walters	1	-	1	1	6P	6P	-	-
Peter Berlin	-	-	5P	-	-	1	5P	5P
Mark Frueh	6	-	1	2	1	1	1	1
Don Smith	-	6	1	1	1	-	-	-
Stephen Webb	3	1	-	6P	1	1	-	-

Treasury	-	2	-	-	1	-	-	4
Bank pool	-	1	2	-	-	1	4	4
Price	100D	110D	122D	165B	100C	110D	100D	100C
Company credit	324	589	215	911	200	384	1	900

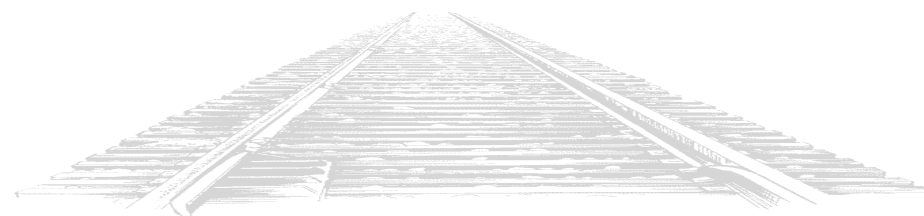
Trains: 5 6 5 6 8  
Bank cash: 8,171 Certificate limit: 13 Trains: 12 x 'B' (plus 5 x Pullman)  
Current operating order GS, FN, RA, DR, RB, BN, IS, RP

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/-	576/3	577/3
		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



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

OR9, OR10 *Adjudication can pause between rounds if requested*





18KAAS-O19

Just the one round this time.

OR4

Alan spotted that I had charged Lyndon the pool price for the two new NYNH shares he bought last time. Another \$14 comes off your bank balance, Lyndon.

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	4:H8:2	-	-	①	90A	640	3 3
B&M	WM	9:J10:2	-	-	② ③ ④	82B	560	3
CPR	LG	14:B18:3	110	Yes	-	69G	495	2 2 2
PRR	AH	58:F14:2	70	Yes	⑤	69G	90	3 2 2
NYNH	TS	54:G11:5	70	Yes	⑥	67H	410	3

- Notes: ① \$360 to the bank for two '3' trains - B&O private closes  
 ② \$120 to the bank for terrain costs  
 ③ \$40 to Willem for the SVR private  
 ④ \$180 to the bank for a '3' train  
 ⑤ \$40 to the bank for a token in H14  
 ⑥ \$80 to the bank for terrain costs

Cash Flow	b/f	OR4	c/f	Value	%	Certs
Willem Moene	1	56	57	598	17.6	6
Martin Butcher	85	11	96	705	20.7	6
Tony Sait	27	62	89	603	17.7	6
Lyndon Gurr	27	73	100	839	24.7	7
Alan Harvey	14	71	85	657	19.3	6

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Willem Moene	-	6P	-	-	1	-	-	-	-
Martin Butcher	-	-	6P	-	1	-	-	-	-
✱ Tony Sait	M&H	-	-	-	-	-	-	5P	1
Lyndon Gurr	-	-	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)	82B	90A		69G			67H	69G
Company credit	560	640		495			410	90
Trains	3	33		2222			3	322

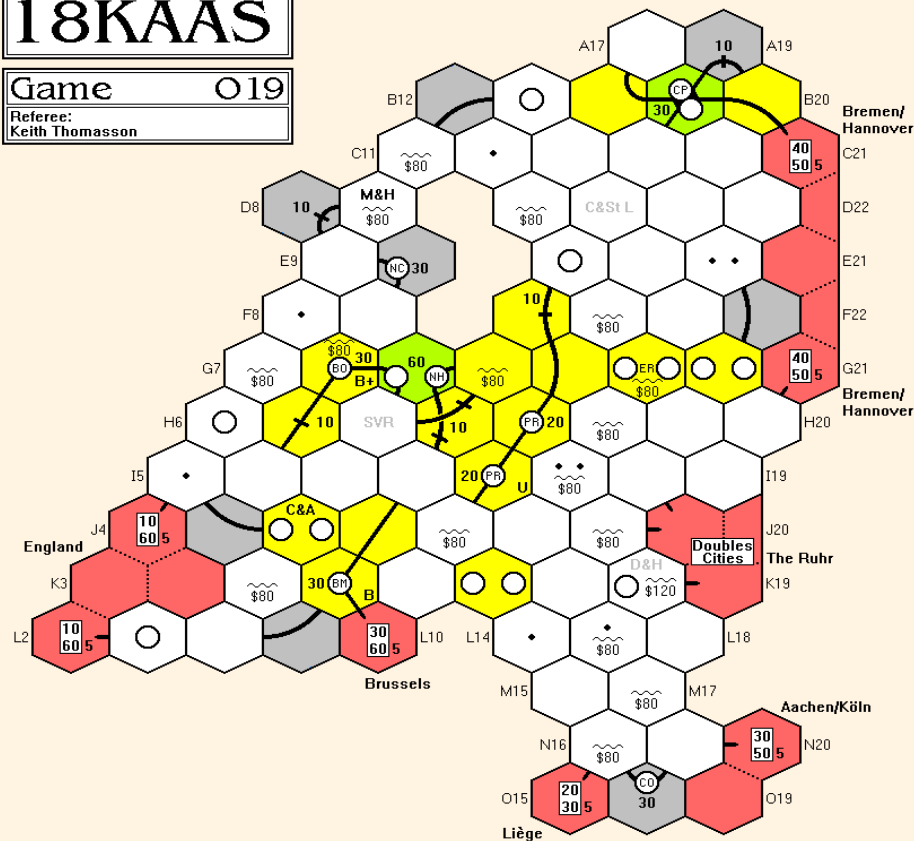
Bank cash: \$9,398 Certificate limit: 15 Trains: 1 x 3, 4 x 4  
 Current operating order: B&O, B&M, CPR, PRR, NYNH

Tiles	Tile number/Availability					Two Operating Round between Stock Rounds							
Yellow	1/1	2/1	3/2	4/-	7/3	8/6	9/8	55/1	56/-	57/2	58/1	69/1	
Green	14/2	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/-	59/2								

18KAAS

Game O19

Referee:  
Keith Thomasson



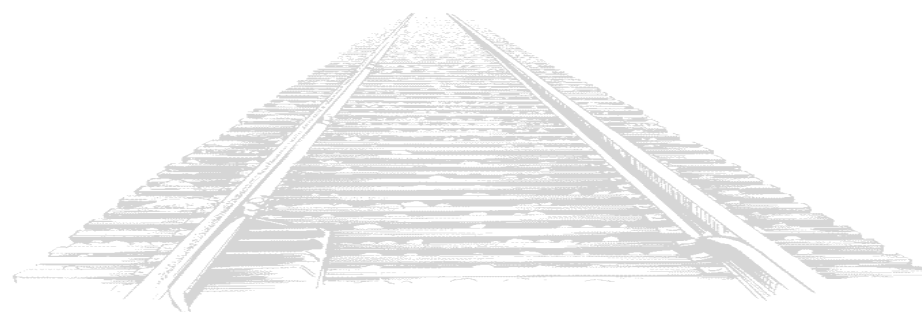
© Keith Thomasson 2005

Orders required for the following rounds

By the early deadline

OR5, SR5

Adjudication can pause between rounds if requested



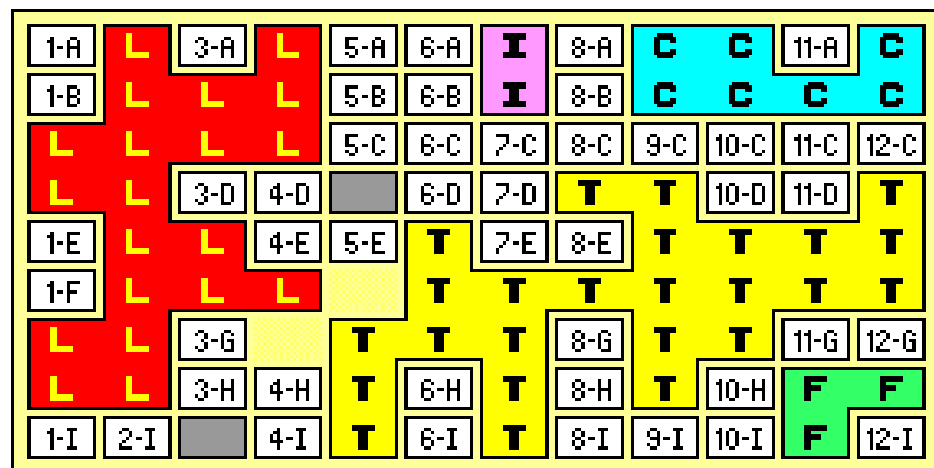


## ACQUIRE 42

Imperial is back, while American and Worldwide have disappeared.

## ROUND 9

Lyndon 12-E Buys 3 Tower @ £700.  
 Colin 2-E Luxor takes over American, bonuses for John M (£7,000) and John C (£3,500), Colin sells 6 for £4,200, John C sells 8 for £5,600, John M sells 9 for £6,300. Buys 3 Worldwide @ £300.  
 John C 5-G Tower takes over Worldwide, bonuses for Lyndon (£3,000), Willem (£800) and Colin (£800), Willem swaps 2 for 1, sells 1 for £300, John M sells 1 for £300, Lyndon sells 8 for £2,400, Colin swaps 2 for 1, sells 1 for £300. {Dead tiles: 4-G 5-F} No purchases.  
 Willem 7-B Forms Imperial, one free share. Buys 3 Tower @ £800.  
 John M 6-F No purchases.  
 Lyndon 2-H Buys 3 Imperial @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	-	-	-	10	-	£11,500	£27,500
Willem Moene	7	7	-	7	-	1	10	£3,900	£39,000
John Marsden	5	4	-	-	-	-	-	£16,900	£27,100
Lyndon Gurr	-	10	-	-	-	9	6	£7,500	£39,100
Colin Sharpe	-	1	-	12	-	5	-	£4,400	£18,000
Bank Stock	13	3	25	6	25	-	9		
Chain Size	20	25	-	3	-	7	2		
Chain Value	700	800	-	400	-	800	400		

### Playing sequence

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

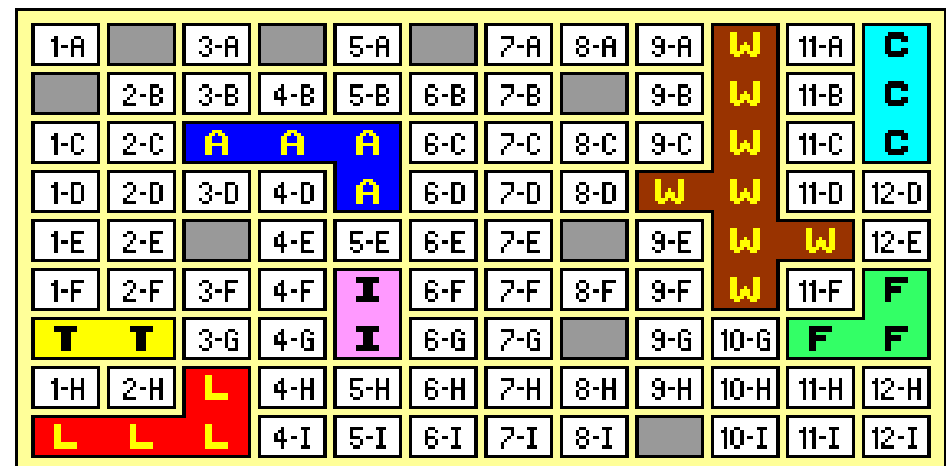


## ACQUIRE 43

Worldwide gets three helping hands.

## ROUND 5

Tony 11-E Buys 3 Festival @ £300.  
 Bob 12-F Buys 3 Tower @ £200.  
 Lionel 10-D Buys 2 Imperial @ £400.  
 Kevin 4-C Buys 3 Imperial @ £400.  
 John 10-B No purchases.  
 Tony 2-A Buys 2 Tower @ £200, 1 Festival @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	4	3	1	-	-	5	-	£2,400	£18,600
Lionel Robbins	-	-	-	6	10	-	3	£600	£21,200
Kevin Lee	-	-	4	-	9	3	3	-	£23,000
John Colledge	4	3	-	-	-	-	4	£3,600	£14,900
Tony Wilcock	-	6	-	10	-	-	-	£1,900	£13,100
Bank Stock	17	13	20	9	6	17	15		
Chain Size	4	2	4	3	8	3	2		
Chain Value	400	200	500	400	700	500	400		

### Playing sequence

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





ACQUIRE 44 {SP}

Five grey tiles, no new chains or expansion.

ROUND 2

John 12-F No purchases.  
Michael 12-I [Uses 'Take 5 Tiles' Power] Buys 3 Luxor @ £200.  
Colin 12-I [Uses 'Take 5 Tiles' Power]  
7-B Buys 1 Tower @ £200, 2 Continental @ £400.  
Mick 10-H Buys 3 Luxor @ £200.  
John 9-D No purchases.

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		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		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	
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		11-H	12-H
1-I	2-I	3-I	4-I	5-I	6-I	7-I		9-I	10-I	11-I	

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	3	3	-	-	-	-	-	£4,800	£7,500
John Colledge	4	-	-	-	-	-	-	£5,400	£8,200
Michael Graystone	3	-	-	-	-	4	-	£4,200	£10,900
Colin Sharpe	-	5	-	-	-	2	-	£4,400	£10,200
Bank Stock	15	17	25	25	25	19	25		
Chain Size	2	2	-	-	-	2	-		
Chain Value	200	200	-	-	-	400	-		
Powers used:	John: None		Michael: T5		Mick: T5		Colin: T5		

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



ACQUIRE 45

Old hands with a new game.

NEW GAME

The five players for the latest Acquire game will deal in this order:

Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF  
John Colledge Dunorroch, 24 Brunstane Bank, Edinburgh, EH15 2NR  
Tony Wilcock Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER  
Kevin Lee 149 Ludlow Road, Woolston, Southampton, SO19 2ER  
Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN

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

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

The first two tiles out were 3-G and 3-F, offering the chance of a three-tile chain for anyone lucky enough to have a tile next to them.

Playing sequence  
Michael, John, Tony, Kevin, Colin, Michael again





## AUSTRALIAN RAILWAYS 1

Going down under.

NEW GAME

Welcome to the first game of Australian Railways. This is similar to the Lancashire and New England varieties, but with a couple of extra twists.

Marcus Pratt 7 York Villas, Brighton, BN1 3TS  
 Tony Wilcock Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER  
 Bruce Edwards 47 Churchfields, Barry, South Glamorgan, CF63 1FQ  
 Martin Butcher 20a Market Hill, Woodbridge, Suffolk, IP12 4LU

You'll find rules and a map enclosed showing the placement of initial commodities. The goods growth and first links on offer are:

Marcus	Imports	◇	Link 1a: Wagga Wagga & Melbourne (8)
Tony	Goods	◇	Link 1b: Melbourne & Geelong (4)
Bruce	Food	◇	Link 1c: Melbourne & Bairnsdale (6)
Martin	Ore	◆	Link 2a: Geelong & Ballarat (4)
Government link:		◆	Link 2b: Cootamundra & Goulburn (6)
Sydney & Goulburn		◆	Link 2c: Goulburn & Bombala (8)

The hollow diamonds ◇ mark the railway links available in the first round, while the solid diamonds ◆ mark the links that will be available in the following round.

For the first round, the first choice is whether to acquire any bank loans. Once any interest has been paid it's goods growth and then the auctions for the first three links.

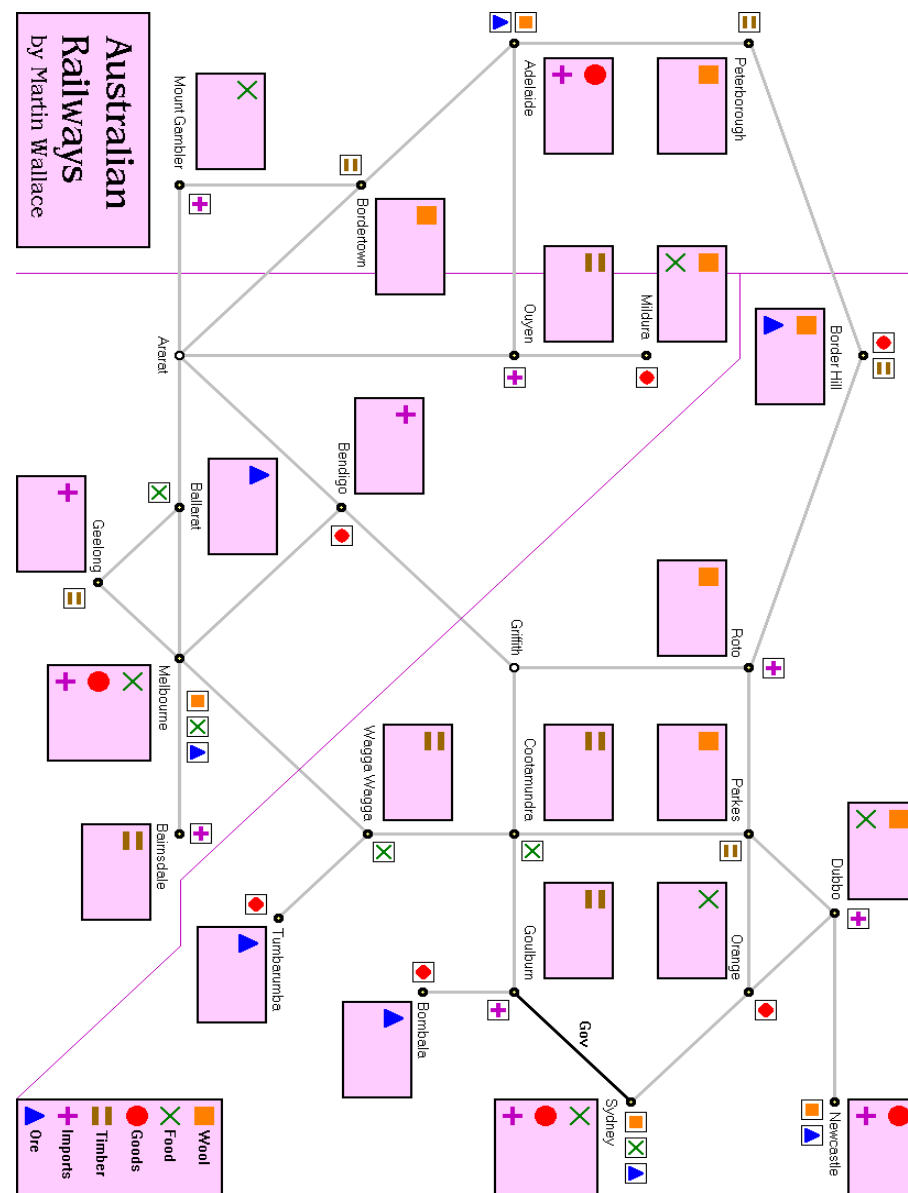
In the previous games in this series, goods growth is done by drawing a card that identifies two cities, and drawing two goods that are placed in those cities. In Australian Railways you have a little more control. One goods counter is drawn for each player, as listed above. You get to choose where they go and need to provide orders to cover this. You can place your goods in any city where that type of goods is already present. For example, Marcus has drawn Imports, which can be placed in Adelaide, Bendigo, Geelong, Melbourne, Newcastle or Sydney. Note that you need to check the shaded commodity boxes for matching goods. The small symbols in the white boxes determine which goods can be shipped to the cities, and are not relevant for placement of goods.

The links offered for auction must connect to Melbourne, Sydney, or a previously drawn link, so in this game the network will expand from those two cities, and isolated links will not be offered. Links may still be temporarily isolated if an earlier link is not built when bought.

After the current links are auctioned the Government may build a link. It does so if the drawn link connects to the existing network and is entirely within the borders of one of the states. The state borders are shown on the map by the thin purple lines. For the first round, the Government builds the link from Sydney to Goulburn, already marked on the map and noted as owned by **Gov**. It costs nothing to use this link, but you don't get income from it.

Please note that in preparing my map I straightened out some lines and adjusted the locations of the towns to keep it simple. For example, in the real world Tumbarumba is north west of Bombala, not south west.

Orders will start with your initial loans, then placement of your goods, auctions, commodity movement, and will end with new loans. Enjoy the game.



Orders required

Marcus leads the playing order

Loans, place goods, railway link bids 1a, 1b and 1c, commodity movement, loans



BATTLE! 3

Explosives in play,  
and four units down.

ROUND 16

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

New units: None.

Movement: Antz pulls his forces back, while 8C is pinned down by 1D.

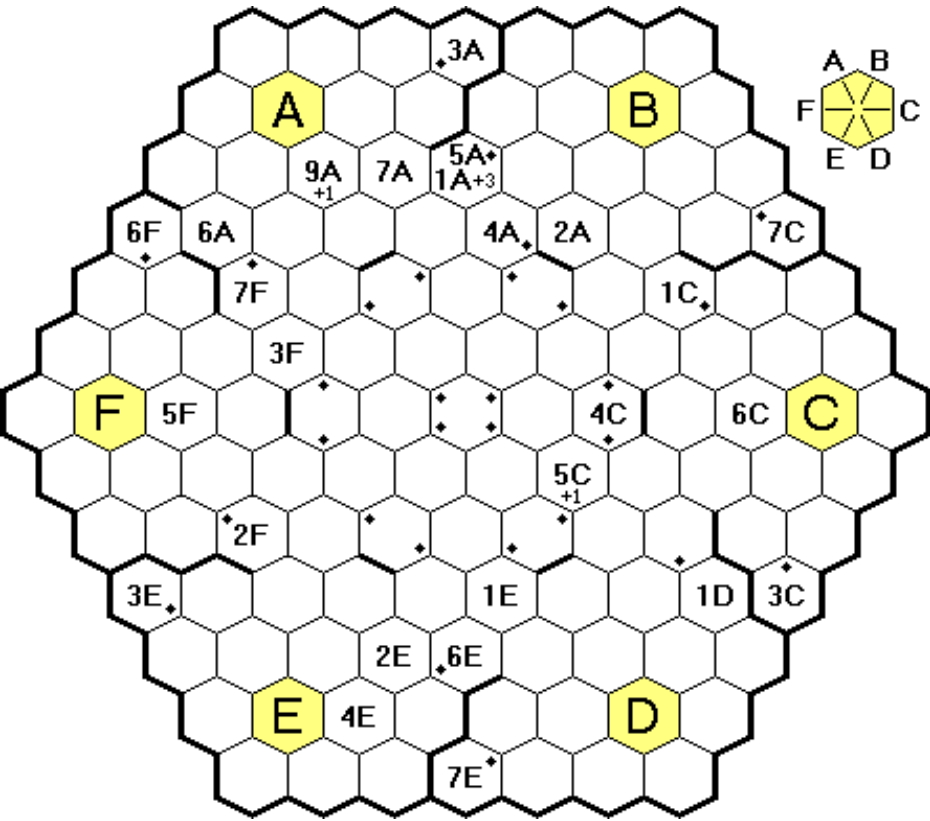
Combat: 1A→4C ⑧x②, 2A→1C ②x②, 6A→6F ②x②, 4C→8A ⑥, 5C→4D ⑥, 8C→1D ②, 1D→8C ⑧, 1E→9C ②, 2F→2E ⑥. Units 8A, 8C, 9C and 4D were destroyed.

Conversion: None.

Build: None.

Elite(c) allows you to target specific attributes during an attack. If you use it, don't forget to specify which attribute to target. If you don't do this, it will have no effect.

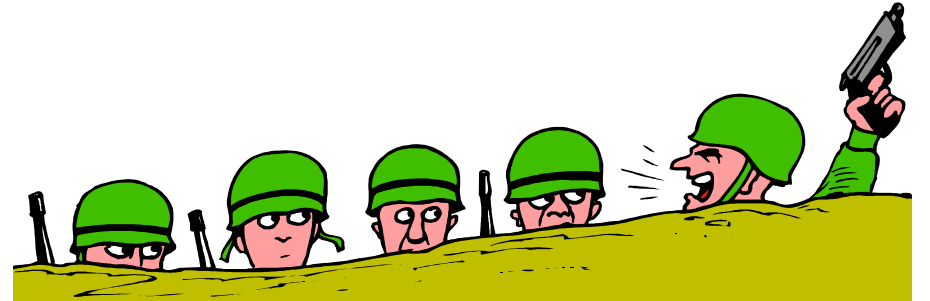
When Antz attacks, all damage will be doubled. Five shots will do ten damage to a base and destroy it, each ordinary shot will do four damage, taken off individual attributes in the usual way, while aimed shots will take four off the targeted attribute, and as usual, can be used to avoid destroying a unit.



Orders required

Attribute order: MCASEDPRBHX

Production, moves, combat and conversion for round seventeen







## BREAKING AWAY 14

Dixen grabs first place and twenty points for his team.

## ROUND 12

Pos	Riders	New
	Dixen {1st}	
117	Kamiyacho	3
116	-	
115	Naka-Meguro	3
114	Stefanos Hibiya	4
113	Eddie Stobart Rudolph	6
110	May	3
105	Summer	3
102	Mercury	3
101	Deacon Scudder	4
100	Spenser	6
99	Frans Maas	7
93	Spring Blitzen Winter	3
92	Fall	6
90	Donner	3
89	Turner of Soham	4
88	Christian Salvesen	5
87	Robicheaux	6
84	Taylor	3

Simon Brooks (34) <i>Ditchling Beacon Bykers</i>	
A Rudolph (6)	3 3 3 6
B Donner	3 3 3
C Blitzen (8)	3 3 3
D Dixen (20)	First
Steve Ham (9) <i>AI Crawlers</i>	
A Eddie Stobart (5)	4 5 6 6
B Christian Salvesen (4)	3 4 5
C Frans Maas	7 8 12
D Turner of Soham	3 4 4
Richard Lunn (16) <i>Queen of the Saddle</i>	
A Mercury (10)	3 3 4 6
B Deacon (6)	3 3 4
C May	3 3 6
D Taylor	1 3 3
Jim Reader (5) <i>The Hibiya Line</i>	
A Kamiyacho (5)	3 3 3 4
B Naka-Meguro	3 5 8
C Hiro-o	Dropped
D Hibiya	3 3 4
Joakim Spångberg (16) <i>Le Quattro Stagioni</i>	
A Spring (5)	3 3 4
B Summer (5)	3 8 14
C Winter (2)	3 4 7
D Fall (4)	4 6 6
Rob Thomasson (18) <i>Hard Boiled</i>	
A Robicheaux (10)	3 4 6 6
B Scudder (8)	4 7 9
C Stefanos	3 4 10
D Spenser	6 6 7



First place was assured last time, and another three places look like being fixed next month. That leaves another four to fight over.

Everyone from row 93 back is technically dropped, as they can race against each other, but won't affect the result. But what the heck, race on.

Orders required

Cards for round thirteen



## BREAKING AWAY 15

The first spring is over almost as soon as it starts.

## ROUND 5

Pos	Riders	New
45	Sankeien {1st}	3
44	Eggspy {5th}	4
43	Evesham Negishi	{6th} 5
	Carter	{2nd}
	Pershore	{3rd}
	One Spade	{7th}
42	Acol Ace Stratford	{8th} 10
	Yamashita	{4th}
	Wallace Jackson	
41	Knizia No Trump	15
	Vulnerable	
	Bidford	
40	Kramer	15
39	O'Neill Hyaku Dan	15
	Moon	
38	Teal'c	15
37	-	
36	-	
35	Midspy	3
34	-	
33	-	
32	-	
31	Bigspy Smallspy	3

Martin Butcher <i>Designers Four</i>	
A Knizia	1 14 14 15
B Kramer	3 15 15
C Moon	3 14 15
D Wallace	3 9 10
Bruce Edwards (4) <i>Spy Game</i>	
A Eggspy (4)	4 5 11 15
B Bigspy	3 3 14
C Midspy	3 6 10
D Smallspy	3 10 15
Jim Reader (23) <i>Yokohama Parks</i>	
A Sankeien (10)	3 3 3 3
B Negishi (8)	5 5 5
C Hyaku Dan	4 6 15
D Yamashita (5)	3 8 10
Allan Stagg (6) <i>Stargate</i>	
A O'Neill	1 3 6 15
B Carter (6)	5 6 6
C Teal'c	3 3 15
D Jackson	4 6 10
Mark Stretch (5) <i>Avon Riders</i>	
A Evesham (3)	5 5 5 11
B Pershore (2)	4 5 14
C Stratford	6 10 11
D Bidford	8 8 15
Roger Trethewey (1) <i>Bridge Riders</i>	
A Acol Ace (1)	9 10 12 12
B One Spade	5 12 15
C No Trump	12 12 15
D Vulnerable	8 12 15



A query was raised about whether *One Spade* should have had a value 16 card, which he used this time. The answer is no, the starting cards should have been limited to a maximum value of 15, but I concentrated on the total values rather than the individual ones, so missed it. I don't think it mattered too much, as his total was right for a B grade rider.

Orders required

Cards for round six



Bus Boss 286-SPN

A taste of TAPAS.

ROUND 10

Spain

Round 10 Runs		BRK	BUS	SNL	TAP	RR	SPK	
27	6♥ Soria 7♣ Jaen	① BUSSTOP 20 ② SNAIL 10						20 10
28	10♥ Teruel 4♠ Valladolid	① RR 13 ② TAPAS 7 ② SNAIL 6 ④ BUSSTOP 4	-7 -7	+7		+7		6 7 -1 18
29	K♣ Alicante 5♦ Huesca	① TAPAS 30 ✕ RR			+4	-4		26 4
30	J♥ Valencia 6♦ Lerida	① TAPAS 20 ② RR 10			-8	+8		28 2
31	J♣ Cartagena 7♦ Barcelona	① TAPAS 20 ② BUSSTOP 10 ✕ RR	+5 +3		-5 +3	-3 -3		22 2 6
32	J♦ Andorra 8♠ Lugo	① SNAIL 20 ② RR 10 ✕ SPOCK		+5/-4		+4/-5 +3	-3	19 8 3
33	9♥ Cuenca 5♠ Zamora	① BROOKS 13 ② BUSSTOP 7 ② SNAIL 6 ④ SPOCK 4 ✕ TAPAS	-2 -2 +2	+2	-5		+4 -2	19 5 -1 2 5
34	6♣ Cordoba A♠ Badajoz	① SPOCK 15 ① TAPAS 15 ✕ BUSSTOP	-4		+4			15 11 4
35	K♦ France 2♥ Madrid	① SPOCK 16 ② RR 7 ② SNAIL 7		+1		-1		16 8 6

Round 10 Routes  
Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
None.

Robertson's Routemasters (RR) (Simon Robertson, Blue)  
None.

Buses Unitinq Spanish Sunshine Travel Only on the Plain (BUSSTOP) (Bob Coull, Black)  
Ciudad Real - Albacete (7)

Transport Around Pamplona and Sevilla (TAPAS) (Jim Reader, Yellow)  
Madrid - Soria (8)

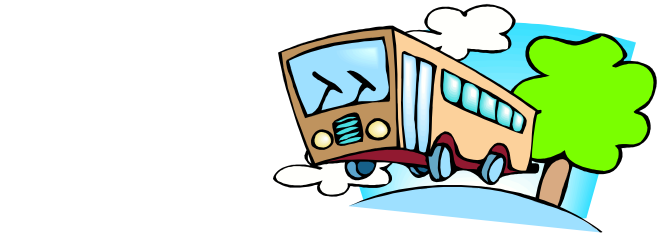
Some Noses Are Impossibly Large (SNAIL) (Mike Hutton, Red)  
None.

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

Scores												
	Runs:	27	28	29	30	31	32	33	34	35	Routes	Score
TAPAS	151	-	7	26	28	22	-	5	11	-	-8	242
SPOCK	161	-	-	-	-	-	3	2	15	16	-	197
SNAIL	156	10	-1	-	-	-	19	-1	-	6	-	189
BUSSTOP	131	20	18	-	-	2	-	5	4	-	-7	173
RR	115	-	6	4	2	6	8	-	-	8	-	149
BROOKS	112	-	-	-	-	-	-	19	-	-	-	131

Round 11 Runs		
36.	2♠ - Q♥	Caceres to Albacete
37.	10♠ - Q♣	Vigo to Murcia
38.	K♥ - 9♦	Ciudad Real to Tarragona
39.	7♠ - Q♦	Oviedo to France
40.	4♦ - 9♣	Logrono to Malaga
41.	4♥ - 8♣	Madrid to Granada
42.	J♠ - 2♣	Orense to Algeciras
43.	3♣ - 2♦	Cadiz to Bilbao
44.	5♥ - 10♠	Burqos to Almeria

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



Bus Boss 290-SEA

COBBER scores in three out of three.

ROUND 7

South East Australia

Round 7 Runs		ROLF	GRUB	SNAIL	COB	COLIN	
5	Port Macquarie West Wyalong	① COBBER 20 ② SNAIL 10 ✕		+4 +3	-4	-3	24 3 3
6	Melbourne Wollongong	① COLIN 13 ① SNAIL 12 ③ COBBER 5		+6 +2	-2	-6	19 4 7
9	Moree Mildura	① {COBBER ROLF} 15 15					15 15

Round 7 Routes

Canberra-Orbost Lines Into Newcastle (COLIN) (Colin Sharpe, Blue)  
Albury - Bairnsdale, Melbourne - Geelong (12)

Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY) (Michael Graystone, Brown)  
Broken Hill - Peterborough (8)

Crazy Old Buses Bouncing on Every Road (COBBER) (Jim Reader, Yellow)  
Mildura - Adelaide (9)

Shipping Narcotics In Australian Lands (SNAIL) (Mike Hutton, Red)  
None.

Routes Of Legend Faraway (ROLF) (Bruce Edwards, Purple)  
Goulburn - Wollongong, Brisbane - Toowoomba (11)

Scores

	Runs:	5	6	9	Routes	Score
COBBER	30	24	7	15	-9	67
COLIN	29	3	19	-	-12	39
SNAIL	32	3	4	-	-	39
ROLF	33	-	-	15	-11	37
GRUBBY	29	-	-	-	-8	21

Round 8 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	
4.	3♠ - 8♦	Toowoomba to Warrnambool	(not yet available)
7.	7♥ - Q♦	Cowra to Bairnsdale	
8.	6♠ - A♦	Cunnamulla to Melbourne	(not yet available)
10.	Q♥ - 10♠	Wagga Wagga to Tamworth	
11.	4♦ - 4♣	Geelong to Port Pirie	(not yet available)
12.	6♥ - 9♣	Bathurst to Murray Bridge	(not yet available)
13.	3♥ - Q♣	Sydney to Mount Gambler	(not yet available)
14.	K♥ - 9♦	Bega to Hay	(not yet available)
15.	4♥ - 8♣	Newcastle to Wilcannia	
16.	7♠ - J♣	Bourke to Horsham	(not yet available)
17.	J♥ - 6♣	Canberra to Adelaide	
18.	A♥ - 7♣	Sydney to Broken Hill	

It may not look that much better than last time, but you have twice as many races to enter.

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



BUS BOSS 292-FRA

No ferry routes yet.

ROUND 4

France

Robertson's Routemasters (RR) (Simon Robertson, Blue)  
Paris - Dijon ..... 64 - 10 ..... 54

Dijon Expressways Are Rampant (DEAR) (Kevin Lee, Red)  
Le Mans - Rouen - Amiens ..... 66 - 12 ..... 54

Garlic and Onions (GO) (Bob Coull, Black)  
Nevers - Clermont Ferrand, Boulogne - Calais - Dunkerque ..... 63 - 12 ..... 51

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Clermont Ferrand - Bordeaux ..... 62 - 12 ..... 50

Brian's Unrestricted Society: Buses of South Somewhere (BUSBOSS)  
(Brian Tappenden, Orange)  
Clermont Ferrand - Nimes ..... 66 - 10 ..... 56

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)  
Toulouse - Pau, Orleans - Paris ..... 68 - 12 ..... 56

Routes

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



BUS BOSS 293-NIT

Five go mad in North Italy.

NEW GAME

We're off to the top of the boot once more, with five players vying for bus passengers.

Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Don Shailer	8 Clifton Green, Aylesbury, Bucks, HP19 3JW
Steve Ham	103 College Road, Norwich, NR2 3JP
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN
Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU

Maps enclosed for all. You should already have rules. Let me know if you need a set, or get them from the web site - [www.fwtwr.com/postal\\_games/bus\\_boss.htm](http://www.fwtwr.com/postal_games/bus_boss.htm).

Routes

Buy in the order Jim, Don, Steve, Colin, Martin

Don't forget company names and colour preferences



6 NIMMT! 11

The halfway stage,

ROUND 5

Steve took six more points for hand one last time, as his 75 should have gone on the third column, not the first. The rest of the hand played out the same.

Hand 1 (1-104)

100			
99	33		72
90	22		45
89	21	75	43
1/12	2/11	3/2	4/4

Mick (13), Steve (21) takes row 2 for 10 pts, Colin (22), Michael (33), Jim (43) takes row 4 for 7 pts, John (45), Kevin (72), Roger (100).

Hand 3 (1-84)

			83
		12	79
24		11	78
22	66	5	77
1/6	2/5	3/8	4/8

John (5) takes row 3 for 2 pts, Roger (11), Kevin (12), Steve (45), Michael (46), Jim (48), Colin (49), Mick (66) takes row 2 for 10 pts.

Hand 2 (1-104)

		28	41
		25	39
		18	36
	98	13	14
97	90	6	1
1/1	2/4	3/6	4/5

Mick (6) takes row 3 for 1 pt, Kevin (13), Michael (18), Colin (25), Jim (28), Steve (89), Roger (94), John (97) takes row 1 for 9 pts.

Hand 4 (1-84)

	82		
	80		
6	78		
4	61	10	
1	60	9	58
1/3	2/9	3/4	4/1

Steve (4), Mick (6), Michael (41), Jim (43), Roger (44), Colin (56), John (58) takes row 4 for 11 pts, Kevin (82).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Kevin Lee	8	2	0	1	11
Michael Graystone	0	0	8	11	19
Roger Trethewey	7	12	0	1	20
Colin Sharpe	8	1	6	7	22
Mick Haytack	0	1	2	21	24
Jim Reader	8	16	0	0	24
John Colledge	0	9	17	11	37
Steve Ham	17	12	6	10	45

Nothing from John this month, so his cards are picked at random - not to his best advantage, as it turns out.

Orders required

Round six cards for each hand



DISTORTION 1

Old copies of the zine may help - in some cases...

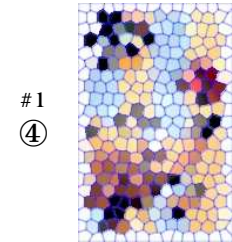
ROUND 1

There's nothing new under the sun, they say, and Colin Sharpe informed me he had been doing this sort of thing for picture quizzes in the past. So, he should be used to it, then.

I'm only going to reveal the participants as you score- which means two names right now.

Players	#1	#2	Total
Simon Robertson	5	-	5
Allan Stagg	-	5	5

It's nice to see each picture being guessed by at least one person first time round. The points each picture is worth for this turn are shown in the numbered circles below, e.g. ④, ⑤.



Wrong guesses so far

The Cat in the Hat, dog, fox, Homer Simpson (twice), Madonna and Child, panda, Pinocchio, Tigger.



Wrong guesses so far:

Church, Gandalf, Köln Cathedral, mountain, Mount Everest (twice), raven, Scooby Doo, tree.



Orders

Tell me what you think the pictures are



DUNGEONQUEST 3

This is the story of a man alone.

ROUND 19

	St	Ag	Ar	Lk	LP	Ring	Treasure
Martin Butcher <i>Mordor</i>	4	7	4	8	4 {15}	Blinding	Golden guineas - 60 GP Golden guineas - 50 GP Jewellery - 200 GP Ring - 90 GP

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

Mordor starts by despatching the Orc. No trouble. The then turns to head for home, goes west and finds the room empty.

In the next room, to the south, he encounters Vampire Bats and takes four damage.

Turning west, he finds a corridor that leads him south to a room containing the body of a dead adventurer. He searches the body and finds a Scorpion, with some more damage - another four points. Four left...

Continuing south he finds a room with lots of doors, but they're not enough to stop his torch going out in a draught. He manages to relight it.

He searches this room for another way out, and finds nothing.

He searches again and finds a secret door behind the southern door.

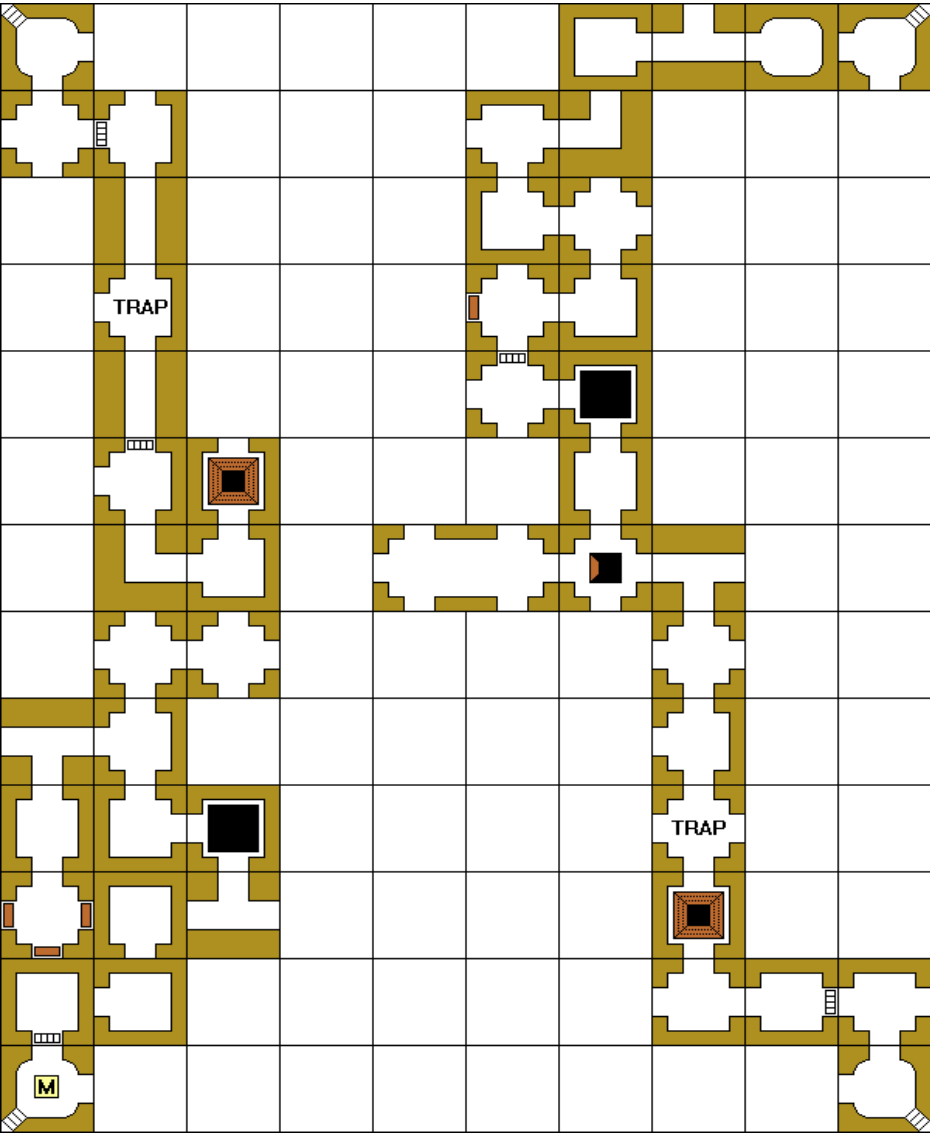
He is through the secret door like greased lightning, only to take a sneak attack from an Orc. I guess the Orc was surprised as well, because he did no damage.

On the final turn of the game, he steps out of the dungeon and onto the stairs that lead him out of this place.

1st	Martin Butcher	...	Mordor	.....	Survived with 400GP
2nd=	Jim Reader	.....	Mr C Fodder	.....	Round 18
	Roger Trethewey	..	Sir Quentin	.....	Round 18
4th	Kevin Lee	.....	Galahad	.....	Round 7

Congratulations, Martin, leaving it to the very last, but you got out before the sun went down. After the dark of the dungeon you would be pleased to see the sun, but you're going to have to wait until morning.

Your prize is survival, of course, although the 400 gold pieces worth of treasure won't go amiss. Next time we'll close this dungeon for good, so if you'd like to be at the cement pouring ceremony, just let me know what you would like to say.





DUNGEONQUEST 4

The GM giveth - and  
he taketh away.

ROUND 8

Crispin puts in a plea for three extra life points, which is heard, debated, and approved. Sorry, I'd forgotten that the spreadsheet I'm using to track this game deducts damage automatically, and took it off manually as well.

	St	Ag	Ar	Lk	LP	Ring	Treasure
Kevin Lee <i>Crispin</i>	7	5	6	5	8 {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	13 {17}	Warning	Jewelled dagger - 250 GP

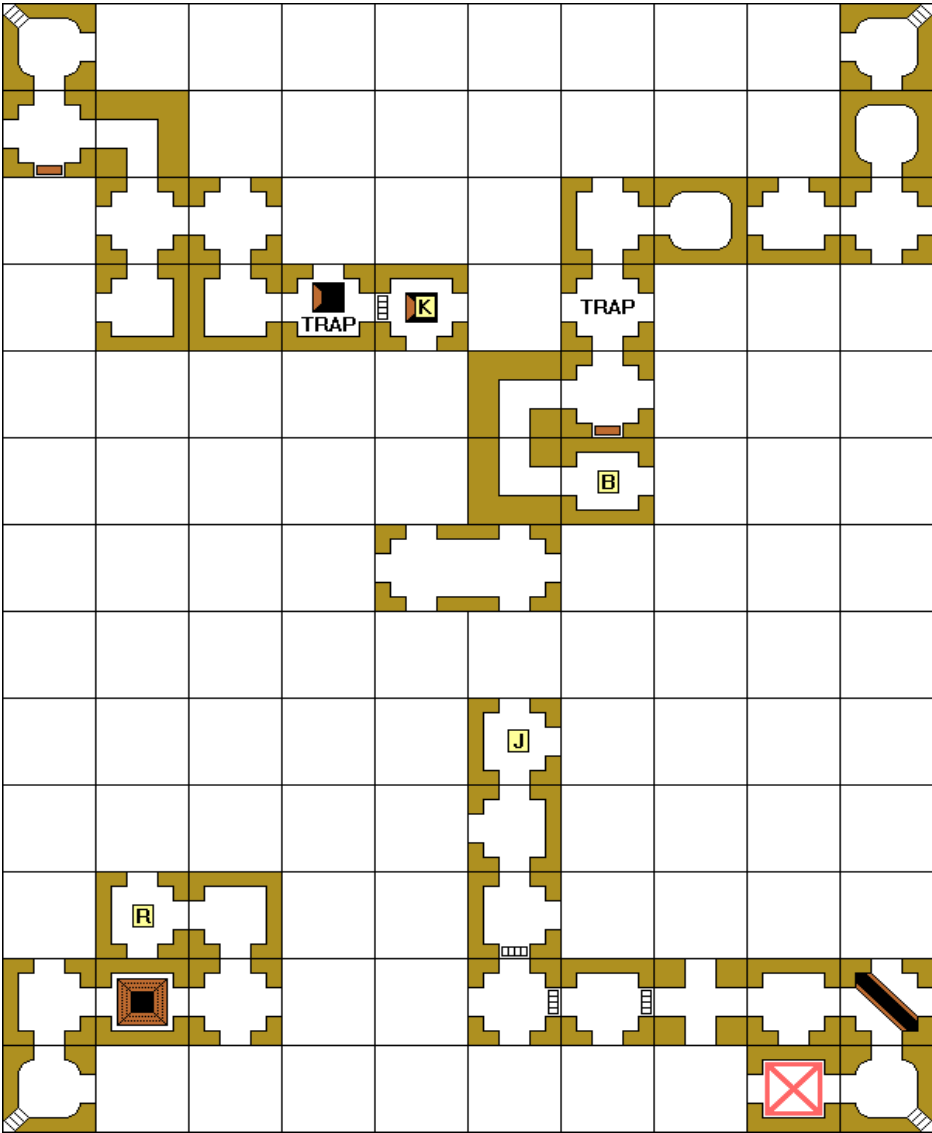
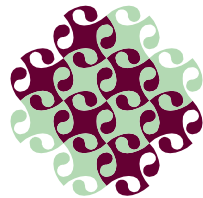
St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ { }=original Life Points

Crispin climbs out of the trapdoor and heads east, entering a room with exits to the east and south - and with a portcullis behind, which drops down. The room is not entirely empty - there is a trapdoor on the floor and it is open. You find it easily enough, taking four points of damage as you fall through. It's difficult to know which way to look when you enter a new room, isn't it?

Ratzinere moves west and finds a safe corridor. He follows it south, then it turns east, and he ends up in another room with an exit further to the east. There is a dead adventurer here. You can examine his corpse next time before moving on.

Toby the Worm moves west and enters a room with an exit to the north. There is a Mountain Troll in this exit, so you have to make that choice - fight, flee, or wait and see.

Mr C III Jr heads north, surprised that he didn't experience the crash of a portcullis last time. He braces himself for the noise this time, and is once more surprised by its absence. He has entered a room with exits to the north and east. A couple of Vampire Bats flit around his head for a moment, doing one point of damage each.



Orders required	18 rounds to go
Moves for round nine	





## LANCASHIRE RAILWAYS 9

A close run thing for second and third.

## ROUND 11

Auctions			Bids:	SW	DS	TW	BE
11a:	Liverpool & Southport (8)			1	2	3	4
	Build roll: 9 (built)			5	-	*6*	
Commodity Movement				SW	DS	TW	BE
			Income:	26	9	22	10
Stephen	External	Bolton to Warrington		4	1		
Don	External	Manchester to Clitheroe			3		
Bruce	Leisure	Rochdale to Fleetwood				1	3
Stephen	Cloth	Liverpool to Manchester		4		1	
Don	✗						
Tony	External	St.Helens to Scotland				4	
Bruce	Leisure	Oldham to Southport			1	1	3
Market loss number:		5	Income lost:	-6	-2	-5	-3
			Income:	28	12	24	13

Stephen remains the Train Player (income 28/cash 77).

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

Cash flow	Stephen	43	Don	43	Tony	57	Bruce	56
Cash b/f		49		21		34		36
Auctions & Builds	-	49	-	21	-6	28	-	36
Income	+28	77	+12	33	+24	52	+13	49
Acquired Loans	-	77	-	33	-	52	-	49
Interest	-	77	-4	29	-	52	-	49
Retired Loans	-	77	-20	9	-	52	-	49
Railway Links	+43	120	+43	52	+57	109	+56	105
Cash c/f		120		52		109		105

Stephen wins, as surely you all expected. Tony pulls ahead of Bruce for second.

1st	Stephen Webb	120
2nd	Tony Wilcock	109
3rd	Bruce Edwards	105
4th	Don Smith	52

Congratulations, Stephen, a clear enough margin to be called comfortable, I think. We'll round it up next month, so by all means send me your comments on the game.



## McMULTI 9

Nobody scores a duck for a die roll.

## ROUND 9

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

Tony Wilcock

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

Mark Stretch

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

Mick Haytack

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

Martin Butcher

Actions	
Tony	Buys two petrol pumps. Rolls A-1. Market moves to Prosperity (RP > \$77).
Mick	Buys one petrol pump. Rolls C-1.
Martin	Rolls A-4.
Mark	Buys a pump and upgrades a rig to an oil well. Rolls D-4. Market moves to Downturn (RP > \$69). Can convert drilling rig in D-4 to an oil well next time for \$60m.

Players	Dealings		{◇} = indirect hits	Stocks		
	Crude	Petrol	Assets hit	Crude	Petrol	Cash
Tony Wilcock	+3/I	+3/I	PP <sup>5</sup> {PP <sup>2</sup> } {PP OR}	3	1	\$441
Mick Haytack	+3/I	+2/I	{PP} PP <sup>2</sup> {PP OW}	9	4	\$290
Martin Butcher	-4/D	+4/D	{PP} PP <sup>3</sup> {PP}	3	2	\$683
Mark Stretch	-5/D	-2/D	{PP OW} {PP} {OR DR}	14	1	\$438

Sell/Buy	Domestic	International		
Crude	\$7/\$8	\$13/\$14	Next retail petrol sale	\$67
Petrol	\$42/\$44	\$38/\$40	Next Oil Well conversion	\$60

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



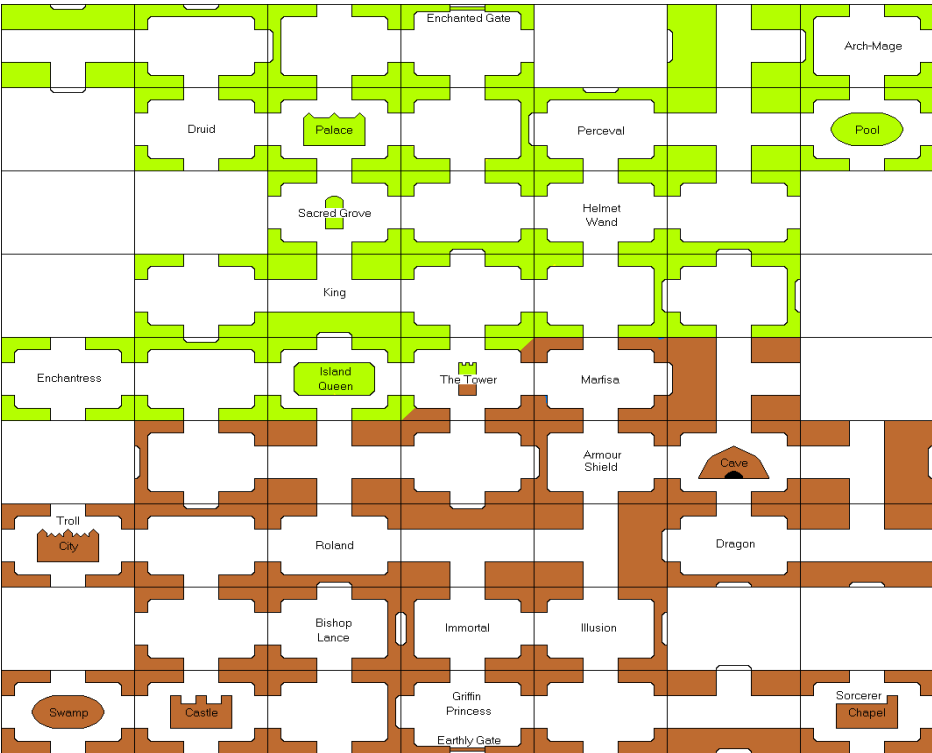
MYSTIC WOOD 2

The things you carry  
get whisked away.

ROUND 37

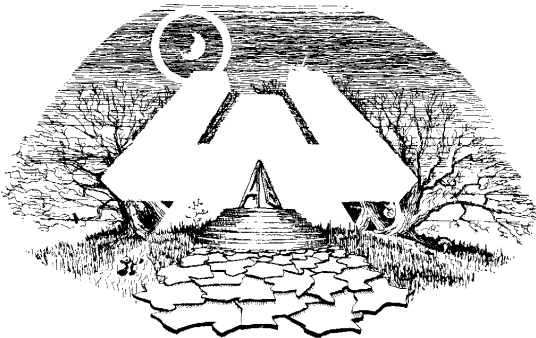
- ◇ Roland moves south.
- ◇ King Astolfo moves south.
- ◇ Marfisa escapes from the Tower and moves east.
- ◇ Perceval moves north and is disturbed by the Mystic Wind. In fact, everyone is disturbed by this, as all your things are transported to the other half of the Wood.  
  
Roland loses the Helmet (s1) and Wand (rotate area by 180°).  
  
King Astolfo loses the Shield (s1) and Armour (s2).  
  
Perceval loses the Lance (s1). The Pilgrim stays with you - he isn't shown on the map, no companions are shown separately.

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



Nobody is in the Tower.

Orders required
Moves for round thirty eight, and more if you like





MYSTIC WOOD 3

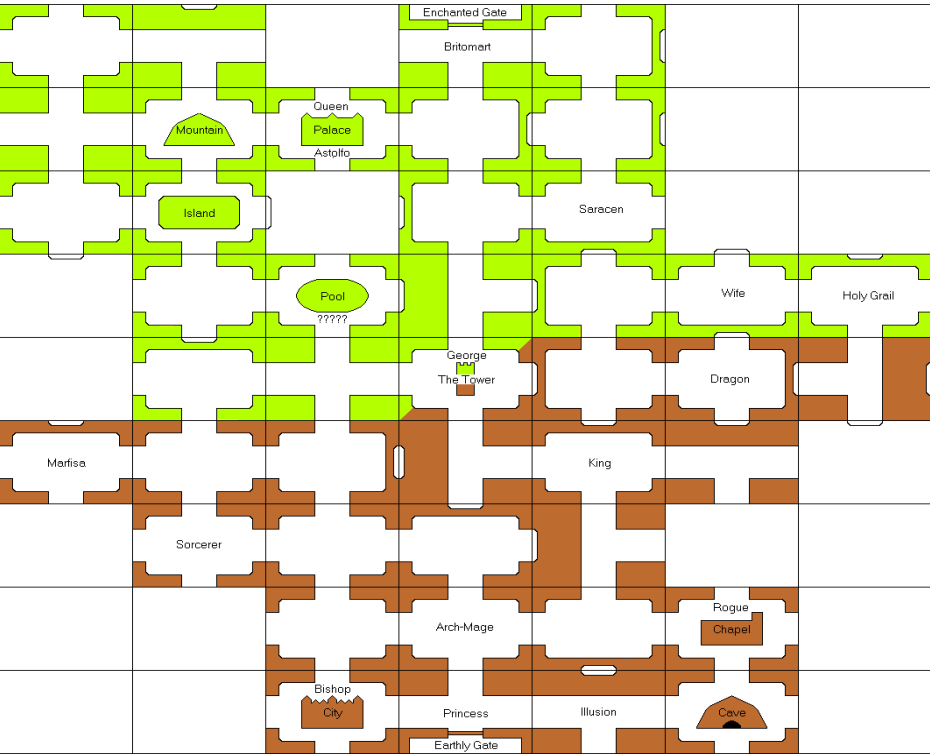
Britomart's path is clear.

ROUND 22

- Britomart moves north.
- Marfisa moves west and spies the Holy Grail in the glade. As he approaches it, however, it disappears! It has transported itself to the other half of the wood. The holder of the Holy Grail adds one to their prowess and strength. To get it you need to roll 9 or more on a 6-sided die. That sounds rather difficult, but bear in mind that you add your prowess total to the die roll.
- George moves north to see what the Tower looks like from the outside.
- Guyon moves east and attacks the Dragon (s5). The result is 8:3 to the Dragon, which is a good result for Guyon, as he leaves the isolated area and goes to the Tower. George wanted him to win - that would have sent the Dragon to the Enchanted Gate, giving Britomart some problems.
- Astolfo moves east and pays his respects to the Queen.

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

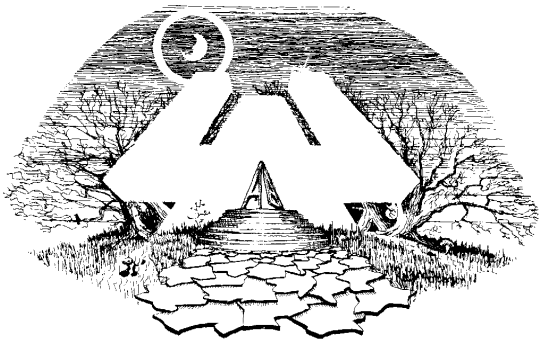
Next round will see Britomart leave the Wood with her Prince, unaware of how close she came to fighting the Dragon instead. Bruce wins at that point, but the rest of you are welcome to play on. Let me know your views with your orders. If half or more would prefer to call it a day, we'll do that.



Guyon is in the Tower.

Orders required

Moves for round twenty three, and more if you like





## NEW ENGLAND RAILWAYS 7

Three quick auctions.

## ROUND 8

Auctions	Bids:	DS	MB	TW	BE
8a: Manchester & Lowell (5)		4	5	*6*	
Build roll: 10 (built)					
8b: Plainfield & New London (6)		4	*5*		
Build roll: 12 (built)					
8c: Springfield & Albany & Troy (9)		*4*			
Build roll: 10 (built)					

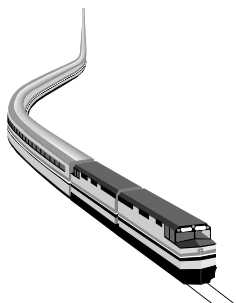
Commodity Movement	DS	MB	TW	BE
Income:	17	13	12	9
Bruce Cotton Manchester to Springfield		1		2
Don Goods Boston to New Haven	2			1
Martin Coal Boston to Worcester		1		
Tony Food Lowell to Providence			3	1
Bruce Food Manchester to Springfield		1		2
Market loss number: 6				
Income lost:	-5	-2	-2	-2
Income:	16	14	13	13

Don remains the Train Player (income 16/cash 32).

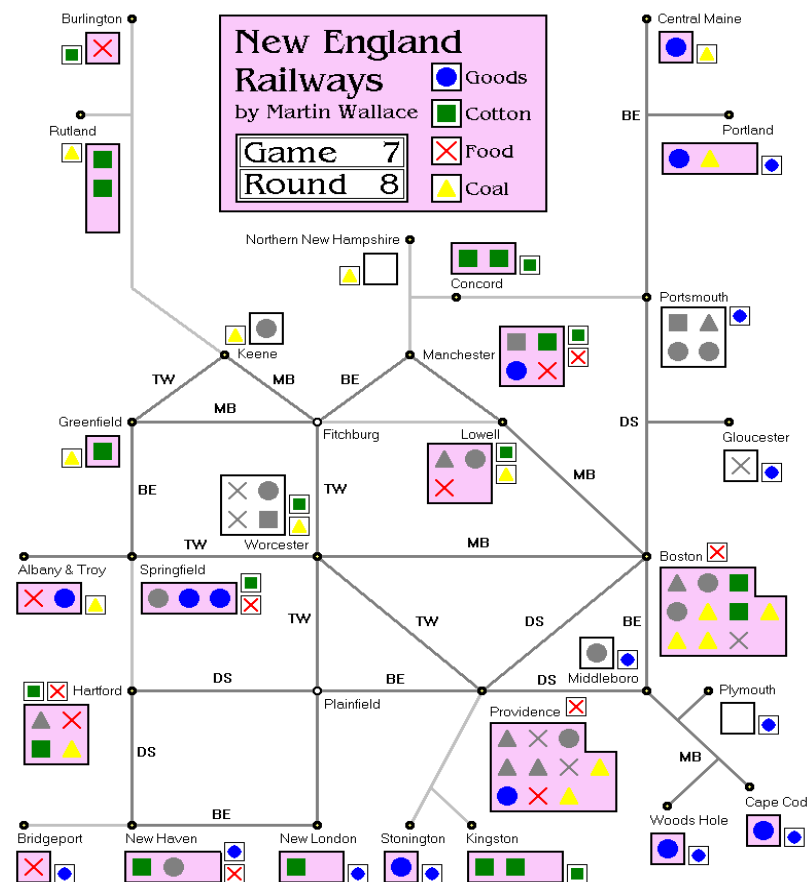
Bank Loans	Acquired	Total	Interest	Retired	c/f
Don Smith	-	40	-8	-	40
Martin Butcher	-	20	-4	-10	10
Tony Wilcock	-	40	-8	-10	30
Bruce Edwards	-	30	-6	-	30

### Commodity Growth and New Railway Links

Kingston	Cotton	◇	Link 9a: Rutland, Burlington & Keene (8)
Concord	Cotton	◇	Link 9b: Concord & Portsmouth (7)
Lowell	Food	◇	Link 9c: New Hampshire, Concord, etc (8)
Albany & Troy	Goods	◆	Link 10a: Fitchburg & Lowell (5)
Hartford	Coal	◆	Link 10b: New Haven & Bridgeport (7)
Manchester	Food	◆	Link 10c: Hartford & Springfield (5)



Cash flow	Bruce	44	Don	40	Martin	38	Tony	39
Cash b/f		9		21		11		23
Auctions & Builds	-	9	-5	16	-5	6	-6	17
Income	+13	22	+16	32	+14	20	+13	30
Acquired Loans	-	22	-	32	-	20	-	30
Interest	-6	16	-8	24	-4	16	-8	22
Retired Loans	-	16	-	24	-10	6	-10	12
Cash c/f		16		24		6		12



Orders required

Don leads the playing order

Railway link bids 9a, 9b and 9c, commodity movement, loans



**OUTPOST 21**

Jim, I bought Research factories for you as you can't buy Titanium.

**ROUND 14**

**Commander Actions**

Geoff Auctioned an Orbital Lab for 50. Jim joined at 51, Bruce at 52. Geoff dropped out at 67, Jim at 71. Bruce got it for 71 (o:4,5,5 w:6,7 t:44)

- ▶ Bought two Research Factories (w:8,8 t:44)
- ▶ Bought three Population Units (w:6 r:9)

Jim Bought two Research Factories (o:1,1,3,4 w:6,7,8,9,10 t:11)

Mark Auctioned a Space Station for 120. Willem joined at 130 and dropped out at 131. Mark got it for 131 (w:7 t:9,12 r:13,16,17 m:19 n:18,26)

Bruce Passed

Willem Auctioned a Robots for 50 and got it (w:8,30 r:12) plus a free Robot

- ▶ Auctioned a Robots for 50 and got it (r:10,11,14,15) plus a free Robot
- ▶ Bought one Research Factory (r:13 m:17)

Marcus Auctioned a Planetary Cruiser for 160 and got it (w:30,30 n:14,18,22,22,24)

PO	Name	Factories	Population	Robots	Production
1	Geoff	2o,5w,4t,3r	11 (13)	2 (11)	1o,3w,1W,1T,3r (137,15)
2	Mark	2o,4w,2t,3r,2n	8 (9)	0 (0)	2t,3r,1m,2n,1om (146,10)
3	Willem	2o,5w,2r	5 (5)	2 (10)	1w,1W,5r,1m (119,15)
4	Jim	2o,5w,1t,3r	12 (13)	0 (0)	2o,1w,1W,1t,4r (105,20)
5	Marcus	2o,4w,3n	8 (9)	0 (0)	1o,1W,3r,4n,1ro (192,15)
6	Bruce	2o,2w,4t	8 (10)	0 (0)	3o,3w,1T,3m (125,20)

PO Name Colony Cards [40 VPs required for the final phase] Victory Points

1	Geoff	HE, Nod, Rob, Lab, Eco, OP	41 (315)
2	Mark	DL, HE, Nod, OL, Lab, SS	38 (320)
3	Willem	DL, DL, WH, HE, Sci, Sci, Sci, OL, Rob, Rob, Lab	33 (435)
4	Jim	WH, Nod, Lab, Eco, OP	33 (260)
5	Marcus	WH, Nod, Sci, PC	33 (250)
6	Bruce	DL, WH, HE, OL, OL, Eco, OP	31 (300)

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	2	(1 more)
Scientists	0	Sold out	Planetary Cruiser	0	(3 more)
Orbital Lab	0	Sold out	Moon Base	2	(2 more)
Robots	1	(none left)			

Orders required

Round fifteen auctions, bids and purchases



**OUTPOST 22**

The good stuff goes first.

**ROUND 10**

**Commander Actions**

Willem Auctioned a Scientists for 73. Steve joined at 74, Lyndon at 75. Willem dropped out at 75, Steve at 87. Lyndon got it for 87 (t:44,44)

- ▶ Auctioned an Orbital Lab for 50. David joined at 63, Marcus at 64, Steve at 65. Willem dropped out at 65, David at 65, Marcus at 65. Steve got it for 65 (o:1,2 w:7,8,8,9,30)
- ▶ Bought two Water Factories (o:4 w:6,30)
- ▶ Bought two Robots (w:6,7,8)

David Bought one New Chemicals Factory (w:4,5,6,6,30 r:12)

Marcus Auctioned an Ecoplants for 30. Jim joined at 31 and dropped out at 38. Marcus got it for 38 (w:5,7,8,8 t:10)

Steve Passed

Lyndon Passed

Martin Bought two Titanium Factories (w:30,30)

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

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,3w,2t	5 (5)	0 (0)	4w,5t (78,15)
2	Willem	2o,8w	7 (8)	3 (7)	2o,2W (66,10)
3	Steve	2o,7w	8 (8)	0 (0)	1o,4w,2W,1m (108,15)
4	David	2o,7w,1n	7 (8)	0 (0)	2w,1W,1r,1n (77,15)
5	Martin	2o,4w,2t	7 (8)	0 (0)	4o,4w,1W,2t (90,15)
6	Lyndon	2o,2w,5t	5 (5)	0 (0)	3t,1T,1r (87,10)
7	Jim	2o,4w	5 (8)	0 (0)	2o,5w (41,10)

PO Name Colony Cards [40 VPs required for the final phase] Victory Points

1	Marcus	DL, WH, HE, HE, Eco	16 (130)
2	Willem	DL, Nod, Rob	16 (90)
3	Steve	WH, Nod, OL	14 (100)
4	David	WH, Nod, Sci	14 (90)
5	Martin	WH, HE, Nod	13 (80)
6	Lyndon	HE, Sci	13 (70)
7	Jim	DL, DL, DL, HE, Nod	11 (100)

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

Orders required

Round eleven auctions, bids and purchases



OUTPOST 23 {AV}

One Data Library and two  
Warehouses left from the first set.

ROUND 6

Commander Actions

David Auctioned a Data Library for 15. Mick joined at 16. David dropped out at 16. Mick got it for 16 (w:4,4,4,4)

- Bought one Water Factory (o:1,2 w:3,3,3,4,4)
- Bought one Population Unit (o:1,1 w:4,4)

Marcus Bought one Titanium Factory (o:1,2 w:3,3,3,4,4 t:4,6)

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

- Bought one Population Unit (o:1,1,2,2 w:4)

Mick Auctioned a Data Library for 15 and got it (o:2 w:3,3,3,4)

Kevin Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (o:1,1,2,2,2,2 w:3,3,4)

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

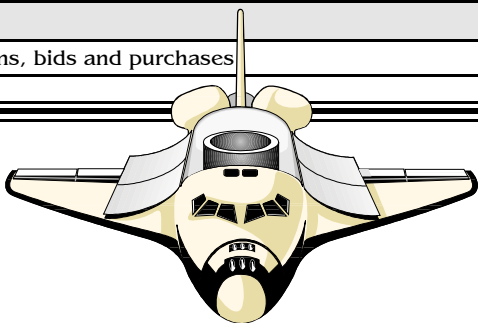
PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,4w	6p (8,0)	HE, Nod	36	9 (55)
2	Mick	2o,4w	5p (8,0)	DL, DL, Nod	38	9 (55)
3	David	2o,5w	7p (8,0)	Nod	48	9 (25)
4	Kevin	2o,3w,1t	5p (5,0)	WH, HE	38	8 (55)
5	Marcus	2o,2w,2t	5p (5,0)	HE	40	8 (30)

PO	Name	Total Cards	Megas	Ore	Wat/Tit	Res	Mic	NC/OM	RO	MO
1	Willem	6/10	1	-	2	2	-	-	-	-
2	Mick	6½/10	-	-	2	1	6	4	-	-
3	David	8/10	1	-	2	3	2	1	-	-
4	Kevin	5½/15	-	-	1	1	3	5	1	-
5	Marcus	6/10	-	-	2	2	2	4	2	-

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

Orders required

Round seven auctions, bids and purchases



OUTPOST 24

Two rounds? No chance.

ROUND 1

Commander Actions

Martin Bought one Water Factory (o:2,4 w:5,9)

Willem Auctioned a Data Library for 15 and got it (o:2,3 w:10)

Geoff Bought one Water Factory (o:2,4 w:6,8)

Lyndon Bought one Water Factory (o:2,4 w:6,8)

Jim Bought one Water Factory (o:2,3,3,4 w:8)

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

Mark Bought one Water Factory (o:{3},{3} w:5,9)

Michael Bought one Water Factory (o:{3},{3} w:7,7)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,1w	3p (5,0)	DL	4o,2w (26,10)	4 (15)
2	Jim	2o,2w	3p (5,0)	-	1o,3w (24,10)	3 (0)
3	Michael	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
4	Marcus	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
5	Lyndon	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
6	Mark	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
7	Geoff	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
8	Martin	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)

Data Library	.....	1	(3 more)	Heavy Equipment	..	4	(1 more)
Warehouse	.....	2	(3 more)	Nodule	.....	1	(4 more)

Willem took a Data Library while everyone else was looking towards their factories. He tops the table for now, but has to cope with a production base below the rest.

Orders required

Round two auctions, bids and purchases







**PUERTO RICO 2**

This is the final round.

**ROUND 15**

Lionel is the Captain.

Bruce is the Craftsman (+1) and produces an extra Coffee.

Kevin is the Builder and builds a Large Warehouse.

Marcus builds a Sugar Mill, Lionel an Indigo Plant.

Marcus is the Mayor.

Quarries	Plantations (Fields)					Trading House				Ship	Supply
-	Crn	Ind	Sug	Sug	Sug	-	-	-	-	4	0

Cargo Ships

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

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

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

Marcus Pratt	Small sugar mill	Indigo plant	Sugar mill	Tobacco storage
Dblns: 8	Coffee roaster	Construction hut	Large market	Factory
Chips: 4	Guild hall	Fortress		

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

Lionel Robbins	Small indigo plant	Indigo plant	Tobacco storage	Coffee roaster
Dblns: 1	Small market	Large warehouse	Factory	Harbour
Chips: 25	Customs house			

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

Bruce Edwards	Small indigo plant	Small sugar mill	Sugar mill	Coffee roaster
Dblns: 3	Small warehouse	Hospice	Wharf	
Chips: 18				

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

Juan: 1

Marcus and Kevin have filled their cities, and the colonist supply has also run out.

1st	Lionel Robbins	53
2nd	Marcus Pratt	44
3rd	Kevin Lee	37
4th	Bruce Edwards	31

Lionel's orders started *Hoping that I've timed this right*, and it looks as though he did. His city may not be full, but his victory chip pot has more in it than anyone else, accounting for almost half his winning total. Bruce seemed to have problems getting buildings onto his plot, which held him too far back. Comments next time, if you feel up to it.



**PUERTO RICO 3**

A somewhat sparse round.

**ROUND 10**

Allan is the Prospector (+2).

Peter is the Captain.

Mick is the Builder and builds a Factory.

Allan builds a Coffee Roaster.

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

Allan plants Corn, Peter Tobacco, Mick Sugar.

Roles

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
1	Ind	Ind	Sug	Sug	Cof	Cof	Ind	Ind	-	4	36

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	1	FAC	1	UNI	2	HAR	1	WHA	2
4 VPs	GUI	1	RES	1	FOR	1	CUS	1	CIT	X		

Cargo Ships

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

Jim Reader	Indigo plant	Tobacco storage	Hospice	Large warehouse
Dblns: 2				
Chips: 8				

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

Allan Stagg	Small indigo plant	Small sugar mill	Coffee roaster	Office
Dblns: 1	Large market	City hall		
Chips: 5				

Fields: Qry✓ CrnXX Ind✓ Sug✓ TobX CofX Goods: X

Peter Hawkins	Small indigo plant	Small sugar mill	Small market	Small warehouse
Dblns: 0	Harbour			
Chips: 20				

Fields: Crn✓✓ IndXX Sug✓ TobX Goods: X

Mick Haytack	Small indigo plant	Small sugar mill	Coffee roaster	Small market
Dblns: 4	Factory			
Chips: 6				

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

Orders required

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



RAIL BARON 13

Not a lot to say.

GAME OVER

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

Kevin Lee (DEAR, 2nd): So near and yet so far. Well done to Tony, I thought I had it in the bag. At least this is a big improvement on my previous Rail Baron performances. As is usually the case the top three players owned the big three - UP, SP and AT&SF.

This one did seem to run quickly, with people getting into difficulty early while others were just cruising along and making their targets.



RAILWAY RIVALS 2026-DM

All set to start building.

SET UP

Denmark		
Player/Colour	Start	Railroad
Tony Bromley	København	Trans Denmark Express
Red		(TRADE)
Michael Graystone	København	Graystone Railways Entertain Another Territory
Brown		(GREAT)
Michael Longdin	København	100% Trains
Green		(100%)
Jim Reader	Aalborg	Kolding Is the Most Boring Place in the Universe
Yellow		(KIMBPU)
Brian Tappenden	Aalborg	Brian's Trains
Orange		(BT)

This makes a change. Three opted for København, two for Aalborg, so everyone got their preferred start point, and everyone got their preferred colours as well. Well, nearly. Michael Longdin didn't give a preference, so I'm assuming that green will be fine.

Jim Reader advises me that Aalborg is a very friendly city with night life and an atmosphere, unlike Kolding.

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 1990-CK

Say goodbye to County Cork.

GAME OVER

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

Peter Robbins (BOB, 1st): From a quick examination of the skin of my teeth I can see just how I had to cling on in this game; there were a number of good networks out there that could have won it. A close game on a nice little map - thanks to everyone else for a good game and to Keith for GMing with customary efficiency.

Jim Reader (PADDY, 3rd): No complaints about the result at all - I thought BOB (Peter) had the best line and deserved to win. I realized this early on when he pipped me to one potential monopoly on the board at Castletown Bearhaven. I was surprised at how well my Cork-Fermoy line paid off and this kept me in contention. It was an enjoyable and close game and my thanks to you and everyone for the fun.

Simon Brooks (BROOKS, 4th): Thanks everyone, a good close game. Thought I had a decent network in this game, especially my branch line to Kerry. Or did that cost me flexibility elsewhere?!

A close result, with just 36 points between first and last - a rarity in these games. I'm not sure that this translates into 'anyone could have won' - Peter seemed to have the edge most of the time, but Michael and the others made him work for it.



RAILWAY RIVALS 1994-CY

FETA makes up some ground.

ROUND 10

Cyprus

Round 10 Runs				CHITS	OLIVE	PUPPET	FETA	
19	11 Paphos	① PUPPET	20		-5			15
	32 Dhali	② OLIVE	10			+5		15
20	23 Evrykhrou	① FETA	20					20
	44 Nicosia	② PUPPET	10					10
21	41 Morphou	① FETA	16	+3	+2			21
	65 Theodoros	② CHITS	9		-2		-3	4
		③ OLIVE	5	+2			-2	5
22	62 Famagusa	① FETA	16	-2		-4		10
	15 Limassol	② PUPPET	9				+4	13
		③ CHITS	5				+2	7

23	51 Lapithos 36 Larnaca	① FETA 20 ② OLIVE 10 ✕ PUPPET ✕ CHITS	20 10	-3 -1 +4 +3	-1 -4 +1	16 7 4 3
24	56 Lefkoniko 21 Polis	① OLIVE 20 ② PUPPET 10 ✕ FETA	20 10	-4 +1	+4 +2	23 4 3

Round 10 builds  
Cyprus Holidays In The Sun (CHITS) (Bob Coull, Black)  
None.

One Lone Islander Visits Engines (OLIVE) (Bruce Edwards, Purple)  
None.

Petopolos' Urban Place-to-Place European Transport (PUPPET) (Peter Mearns, Blue)  
(J61) - Kyrenia. -2 (builds) = -2

Fire Engines Travel Around (FETA) (Jim Reader, Yellow)  
None.

Scores	Runs:	19	20	21	22	23	24	Builds	Score
OLIVE	218	15	-	5	-	7	23	-	268
PUPPET	189	15	10	-	13	4	4	-2	233
FETA	148	-	20	21	10	16	3	-	218
CHITS	130	-	-	4	7	3	-	-	144

Round 11 Runs	
25. 22 - 16	Lefka to Limassol
26. 52 - 14	Kyrenia to Episkopi
27. 53 - 63	Kyrenia to Famagusa
28. 25 - 61	Platres to Athna
29. 42 - 31	Morphou to Paleokhoro
30. 34 - 46	Zyvi to Nicosia

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



RAILWAY RIVALS 2004-DK

Only two new towns connected this time.

ROUND 6

Dakota {15 points for these builds}  
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
(L53) - M53 - M52 - Minot; (R12) - Philip; (B66) - E68; (N28) - Madison; (Z25) - Oakes;  
(Towner) - S57.  
53 +3 (towns) +8/-1 (FEAR) +2 (YEEHAW) = 65

Faultkon Expressways Are Rampant (FEAR) (Kevin Lee, Black)  
(J53) - J52; (J53) - K54 - N52 - Minot - P50; (Mitchell) - Sioux Falls.  
72 +1/-8 (GREAT) +1/-1 (ODE) -2 (YEEHAW) = 63

Old Dakota Enterprise (ODE) (John Marsden, Green)  
(N16) - L17 - Chamberlain - L25; (Williston) - M43 - L42 - L41.  
60 +1/-1 (FEAR) +2 (YEEHAW) = 62

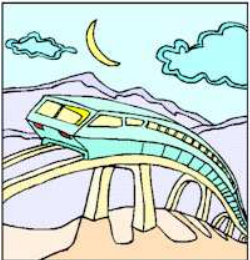
Yellow Engines Everywhere Hollering Advance Warning (YEEHAW) (Jim Reader, Yellow)  
(Pierre) - P6; (P11) - Philip; (P18) - Blunt; (S27) - S28.  
30 -2 (GREAT) +2 (FEAR) -2 (ODE) -1 (GOTGT) = 27

Get On The Gravy Train (GOTGT) (Joakim Spångberg, Red)  
(J22) - Fairfax - G21; (Grafton) - S64; (J22) - J25 - Tripp; (J25) - Mitchell.  
41 +3 (towns) +1 (GOTGT) = 45

Round 7 Runs	
1. 42 - 15	Aberdeen to Towner
2. 31 - 56	Grand Forks to Chamberlain/Fairfax
3. 36 - 24	Wahpeton to Dickinson/Mott
4. 45 - ❶1	Watertown to Montana/Wyoming
5. 53 - 64	Parker/Tripp to Faith/Philip
6. 14 - 23	Williston to Beach
7. 66 - ❷5	Deadwood to Minnesota/Iowa

There you go, a full set of runs for the first operating round. Take your pick and make your mark.

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





## RAILWAY RIVALS 2016-CZ

The builds aren't that expensive this time.

## ROUND 2

Czech Republic ..... {15 points for these builds}

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

(F22) - F74 - Frydek Mistek; (F74) - Vsetin; (Prostejov) - D70 - Olomouc;

(Frydek Mistek) - Ostrava; (L27) - L23 - M23 - Jilava.

29 +21 (towns) -2 (TBD) = 48

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

(Prerov) - D70 - Olomouc - E68 - F67 - F66 - E65 - G64 - Hradec Kralove - G60.

23 +6 (towns) +2 (MATE) -4 (PUPPET) = 27

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

(F61) - F64 - Svitavy - Brno; (C57) - Nyumburk - F55.

38 +6 (towns) +4 (TBD) = 48

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

(M11) - Pribram - J12 - J13 - Pisek - H15 - F16 - Ceske Budejovice - F18 - Jindrich Hradec;

(M10) - A49.

23 +8 (towns) = 31

Czech Overland Line Is Nifty (COLIN) (Colin Sharpe, Black)

(M11) - Pribram - J12 - J13 - Pisek - G15 - G16 - F16 - Ceske Budejovice - F21.

23 +5 (towns) = 28

There is some confusion that need to be sorted out.

Steve, the build allowance shown above the report is the allowance for the reported builds, to remind you (and me) what the allowance for the round was. The allowance for the next round is the one below, indicating what orders are required.

Peter, you mentioned that you knew your builds were short, but they were actually for more than the allowance. I guess you weren't counting the cost of crossing the river south east of Nyumburk.

As for the south east area of the map, Colin sensibly asks which are rivers and which are borders. Most are borders. The only river starts at the southern point of Brno, skirts the south west of Breclav and ends on the arrow pointing south into hex G31.

Colin, your build was truncated, as you were building one hex beyond the international junction in F21, indicated by the dot and the connected arrow. You can only build through foreign countries if the map specifically allows it.

In anticipation of other queries, one point each was awarded to Simon and Colin for building to Pribram and Pisek. They are three-point towns, and as you were level on scores, there was no poorer player to give the odd points to.

### Builds

Up to 14 points excluding payments to rivals



## NEWS FROM THE ROCK

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



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

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

-	Roger Krueger	2.833
▲	Neil Walters	2.655
-	Rob Thomasson	2.611
▲	Ken Maher	2.310
▼	Martin Butcher	2.257
-	Gareth Lodge	2.167
▲	Michael Graystone	2.143
▼	Peter Hawkins	2.063
▲	Mick Haytack	2.009
-	Bob Coull	2.000
▼	Michael Longdin	2.000
▼	Mark Stretch	2.000
-	John Webley	2.000

★ Completed games and winners:

Ra e493	Paul Ridout
Princes of Florence e517	Neil Walters
Princes of Florence e526	Mick Haytack
Puerto Rico e532	Alex Ferguson
Euphrat & Tigris e550	Steven Mitori
Acquire e552	Steven Ng
Euphrat & Tigris e555	Dave Burton
Euphrat & Tigris e560	Paul Ridout
Euphrat & Tigris e564	Dave Burton
Torres e565	Sharon Khan
Railroad Dice e571 {60 dice}	Martin Butcher

★ New games and start dates:

Acquire e578 {Powers}	Nov 1st
Acquire e579	Nov 5th
Puerto Rico e580	Nov 6th
Torres e581 {Action Card}	Nov 7th
Durch die Wüste e582	Nov 12th
Princes of Florence e583	Nov 13th
Samurai e584	Nov 16th
Carcassonne e585	Nov 18th
Euphrat & Tigris e586	Nov 19th
Puerto Rico e587	Nov 20th
Euphrat & Tigris e588 {Artists}	Nov 21st



## PREVIEW

I managed to get the name of the new all-reader game wrong in this column last time. It is not Distraction, it is Distortion, and it is well under way, with eleven people joining in so far, and probably more as the pictures become a little easier. Mind you, each of the first pictures has been guessed, so the pressure is on.



I've opened a list for The Sceptre of Zavandor. That's the best way to make myself do the preparation for the game. I've also opened an 1837 list to offer another 18xx flavour.

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

- #127: 1895, Puerto Rico, Railway Rivals (Devon and Cornwall)
- #128: 1870, Lancashire Railways, Railway Rivals (Devon and Cornwall)
- #129: 1830, New England Railways



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Oct 31st	Bloodstock 184
Nov 3rd	Save Your xxs for Me 22
Nov 9th	Minstrel 282
Nov 12th	Ode 270
Nov 19th	The Tangerine Terror 31
Nov 23rd	...mais n'est-ce pas la gare? 56
Nov 26th	Variable Pig 100
	Congratulations Jim and the Variable Pig team

## 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
-	Simon Robertson	3.135
▼	Lionel Robbins	3.100
-	Mark Frueh	3.000
▲	Lyndon Gurr	2.975
▲	Marcus Pratt	2.944
-	Steve Thomas	2.615
-	Peter Hawkins	2.516
-	Gareth Lodge	2.400
▲	Stephen Webb	2.357
-	Colin Sharpe	2.314
▲	Michael Graystone	2.298
-	Mike Hutton	2.296
-	Rob Thomasson	2.197
-	John Colledge	2.043
-	Steve Ham	2.000

## 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	Marcus Pratt . . . . .	AR1, Battle! 3, OP21, OP22, OP23, OP24, PR2
Howard Bishop . . . . .	MW2	Jim Reader . . . . .	6n11, BA14, BA15, BB-286-SPN, BB-290-SEA, BB-292-FRA, BB-293-NIT, DQ3, DQ4, MW3, OP21, OP22, OP24, PR3, RR-1994-CY, RR-2004-DK, RR-2026-DM
Tony Bromley . . . . .	1826-I17, RR-2026-DM	Lionel Robbins . . . . .	1826-I17, 1829-J19, 1853-M18, Acq43, PR2
Simon Brooks . . . . .	BA14, BB-286-SPN	Tony Robbins . . . . .	1825-S19
Martin Butcher . . . . .	1825-E19, 1829-DC20, 1830-G20, 1856-Y19, 1870-U19, 1899-A18, 18Kaas-O19, AR1, BA15, BB-293-NIT, DQ3, McM9, NER7, OP22, OP24	Simon Robertson . . . . .	BB-286-SPN, BB-292-FRA, RR-2016-CZ
John Colledge . . . . .	6n11, Acq42, Acq43, Acq44, Acq45	Tony Salt . . . . .	1830-U16, 1835-G18, 1856-R18, 1856OM19, 18Kaas-O19
Bob Coull . . . . .	Acq43, BB-286-SPN, BB-292-FRA, RR-1994-CY, RR-2016-CZ	Don Shailer . . . . .	1829-C20, BB-286-SPN, BB-293-NIT, MW2
Simon Cutforth . . . . .	1826-I17, 1856-M19	Colin Sharpe . . . . .	6n11, Acq42, Acq44, Acq45, BB-290-SEA, BB-293-NIT, RR-2016-CZ
Gareth Davies . . . . .	1830-U16, 1830-J18, 1856-R18	John Shelley . . . . .	1826-Y18, 1829-J19, 1830-J18, 1853-M18, 1856-R18, 1870-U19, 1899-A18
Bruce Edwards . . . . .	AR1, BA15, BB-290-SEA, DQ4, LR9, MW3, NER7, OP21, PR2, RR-1994-CY	David Smith . . . . .	1829-J19, 1829-C20, OP22, OP23
Mark Frueh . . . . .	18EU-B19	Don Smith . . . . .	1826-Y18, 1830-G20, 18EU-B19, LR9, NER7
Michael Graystone . . . . .	6n11, Acq44, Acq45, BB-290-SEA, BB-292-FRA, RR-2004-DK, RR-2026-DM	Joakim Spångberg . . . . .	Battle! 3, BA14, RR-2004-DK
Lyndon Gurr . . . . .	1826-Y18, 1820-J19, 1853-M18, 1856-M19, 1870-U19, 1899-A18, 18Kaas-O19, Acq42, OP22, OP24	Allan Stagg . . . . .	Battle! 3, BA15, PR3
Steve Ham . . . . .	6n11, Battle! 3, BA14, BB-293-NIT, RR-2016-CZ	Mark Stretch . . . . .	1825-S19, 1826-I17, 1835-G18, BA15, McM9, OP21, OP24
Geoff Hardingham . . . . .	OP21, OP24	Brian Tappenden . . . . .	BB-292-FRA, RR-2026-DM
Alan Harvey . . . . .	1800-I20, 1825-E19, 1825-S19, 1929-J19, 1899-A18, 18Kaas-O19	Steve Thomas . . . . .	OP22
Peter Hawkins . . . . .	1830-J18, Battle! 3, PR3	Rob Thomasson . . . . .	1835-G18, 1856-Y19, BA14
Mick Haytack . . . . .	6n11, Acq44, McM9, OP23, PR3	Roger Trethewey . . . . .	6n11, BA15, DQ3, DQ4, MW3
Mike Head . . . . .	1856-Y19	Neil Walters . . . . .	1800-I20, 1825-E19, 1830-U16, 1830-J18, 18EU-B19
Mike Hutton . . . . .	1825-S19, 1853-M18, 1856-R18, 1870-U19, BB-286-SPN, BB-290-SEA	Stephen Webb . . . . .	1826-I17, 1826-Y18, 1830-G20, 1853-M18, 1856-M19, 1856-Y19, 1870-U19, 1899-A18, 18EU-B19, LR9
Roger Krueger . . . . .	1830-G20	John Webley . . . . .	1830-U16, 1835-G18
Kevin Lee . . . . .	6n11, Acq43, Acq45, BB-292-FRA, DQ4, MW3, OP23, PR2, RR-2004-DK	Tony Wilcock . . . . .	Acq43, Acq45, AR1, LR9, McM9, MW2, NER7
Michael Longdin . . . . .	MW3, OP24, RR-2026-DM		
Richard Lunn . . . . .	1856-R18, BA14		
John Marsden . . . . .	Acq42, RR-2004-DK		
Peter Mearns . . . . .	RR-1994-CY, RR-2016-CZ		
Willem Moene . . . . .	1830-G20, 1835-G18, 1856-M19, 18Kaas-O19, Acq42, OP21, OP22, OP23, OP24		





## OUTSIDE EDGE

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

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## DEADLINES

Wednesday December 21st 2005  
18xx Games - Friday December 16th

Future main deadlines: January 25th February 22nd March 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.