

FOR WHOM THE DIE ROLLS

January 2006

Published by Keith Thomasson

Issue 128

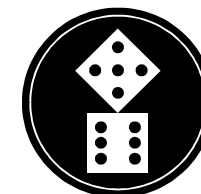
This page has been added to the PDF copy so that reports that appear on facing pages in the paper copy are shown side-by-side.



Inside
Blue Moon promo cards



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #128, 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 Paul Tappenden.

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...

1870 Simon Cutforth, Roger Krueger, Willem Moene, Don Smith, Stephen Webb
Lancashire Railways .. Martin Butcher, Lyndon Gurr, Roger Krueger, Tony Wilcock
Railway Rivals John Marsden, Jim Reader, Tony Sait
(Devon and Cornwall)

Games starting in the next issue...

* 1830 Don Smith, Richard Lunn, Mark Frueh, Willem Moene, Mike Hutton
* New England Railways .. Marcus Pratt, Martin Butcher, Tony Wilcock, Sharon Khan

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

① 1825 Unit 3 Alan Harvey
⇨③ 1829 North Mike Hutton, John Hopkins
⇨④ 1830 Tony Sait
⇨④ 1835 Tony Sait
⇨② 1837 Tony Robbins, Stephen Webb, Geoff Hardingham
(This will probably be a four-player game)
② 1895 Steve Thomas
⇨② 1899 Alan Harvey, Lyndon Gurr, John Shelley
⇨① Acquire [Standard] ... Bob Coull, Lyndon Gurr, Willem Moene, Tony Wilcock
⇨⑦ Outpost Willem Moene, Jim Reader, David Smith
① Puerto Rico Brian Tappenden, Allan Stagg, Paul Tappenden
* Rail Baron Roger Krueger, Jim Reader, Kevin Lee, Derek Wilson, John Shelley
⇨⑤ Railroad Tycoon Waiting

I supply everything you need for these...

⑧ Battle! Michael Graystone, Bruce Edwards, Allan Stagg, Steve Ham
* Breaking Away Steve Ham, Sharon Khan, Simon Brooks, Tim Franklin, Kevin Lee, Jim Reader
* Bus Boss Bob Coull, Simon Brooks, Simon Robertson, Kevin Lee, Jim Reader
* Railway Rivals Simon Robertson, Bob Coull, Steve Ham, Don Shailer, Tony Bromley, Jim Reader
(Devon and Cornwall - three players each game...)
* Sceptre of Zavador .. Martin Butcher, David Smith, Sharon Khan, Lyndon Gurr, Geoff Hardingham, Tim Franklin, Kevin Lee
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 #128. The price has finally risen, and we'll have to see if it can stay put for six and a half years, which is how long it has been since the last increase.

When I was at the Essen show I had a conversation with Kosmos Games, who were handing out promotional cards for their Blue Moon duelling card game. I asked if they could give me a bundle so that I could send them out with the zine. I'd given up on these, but then they turned up in the new year. So, courtesy of Kosmos, you'll find these cards inside this issue. They are German versions, so to help you use them, this is what the text means:

Card 901 - Leadership - Water Spirit "Now I may discard up to 3 cards from my hand. Afterwards, I may draw up to the same number of cards."

Card 903 - Leadership - Fire Spirit "Now I may draw 1 card from your hand and discard it."

If you were wondering what the chances were of getting promotional card 902, that was included in the "Emissaries & Inquisitors - Allies" deck for the game.

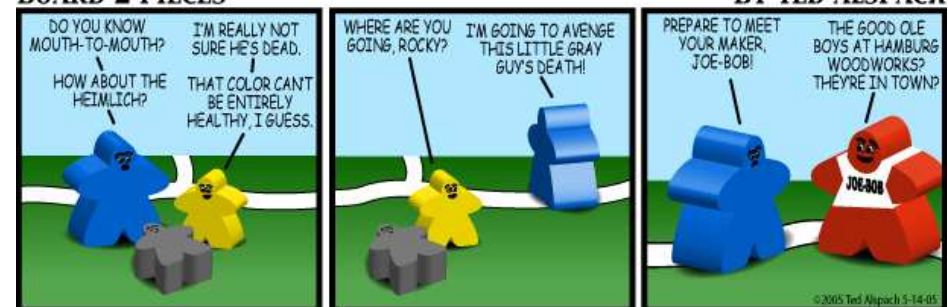
If you have the game, I hope you find them useful. If you don't have the game you might want to investigate it.

I finally opened up the copy of Railroad Tycoon I bought last year. My experiences with Railroad Tycoon suggest that it would be suited to postal play. I find that I decide against some games because they need conditional orders, forgetting how much of that people already cope with for the existing games. See over for more information on this game.

There is occasional confusion over tile lays for the 18xx games, as people pick up a tile sheet for one game and use it for another game that used different orientations. That's nothing new, people used to do that before I started moving to my coordinated system. Just remember that you should always use the tile sheet that you got with the specific game you are ordering for. If in doubt, ask me for a replacement tile sheet. The current split between older tile sheets and my coordinated system is eight old games to nine new ones.

I wish you all the best for 2006 - have a good year. *

BOARD 2 PIECES



RATINGS

This is the list of subscribers with a rating of 2.000 or greater. People are only included if they have completed five games.

-	David Smith	3.733
▼	Lionel Robbins	3.091
▼	Simon Robertson	3.053
-	Mark Frueh	3.000
▲	Lyndon Gurr	2.973
-	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	2.172
▼	Rob Thomasson	2.159
-	John Colledge	2.043

RAILROAD TYCOON

As mentioned back in the October issue, Railroad Tycoon is a variation on Age of Steam, which is itself a development from the Early Railways games (Lancashire and New England). There are those that dispute the link to Age of Steam, but as the designer, Martin Wallace, has claimed the connection, who are we to argue?

It is different, of course, and the differences make it easier to contemplate for postal play than Age of Steam.

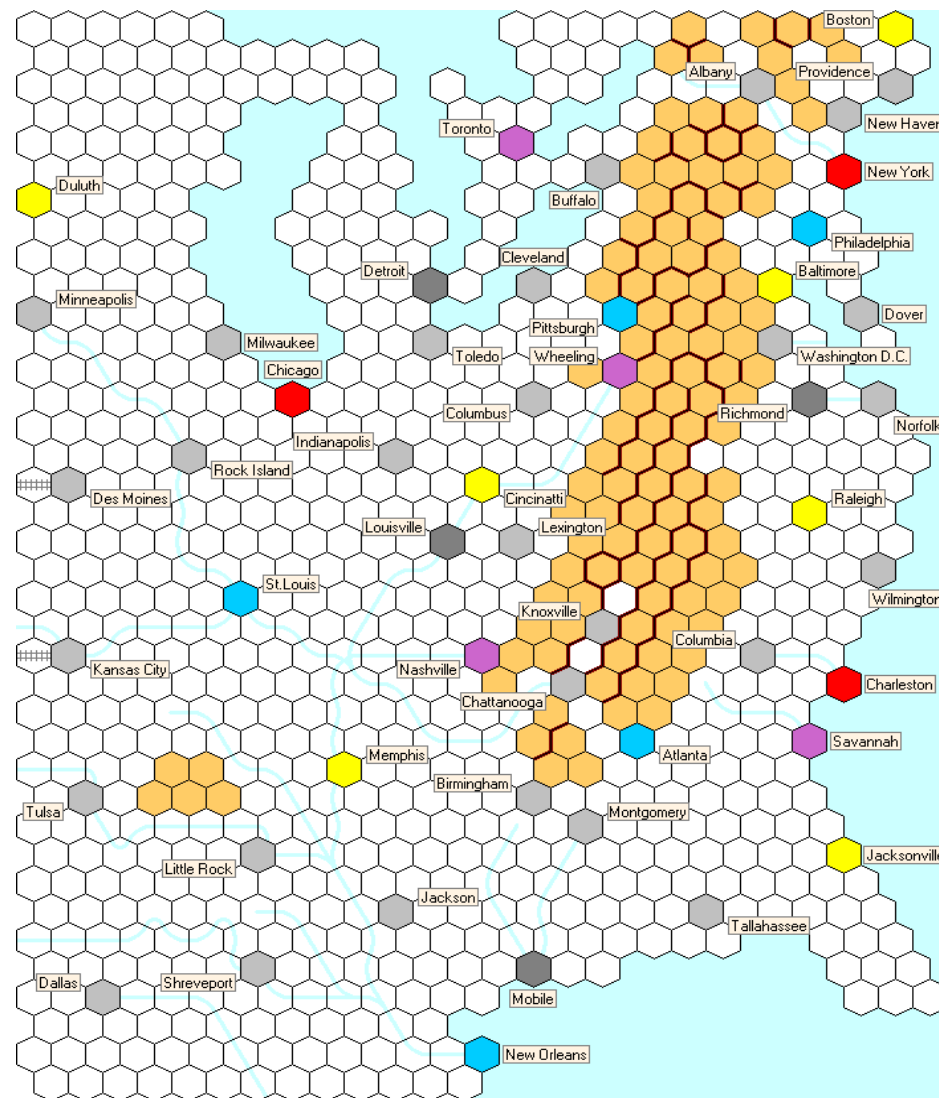
A turn begins with an auction to determine who is the starting player for that turn. Once that is sorted out, each player takes three rounds, in which they can build track, improve a city, improve their engine, deliver a goods cube, pick up an operations card or build one of the two Western Links. You start with no money, but can take out loans at any time during your turn. The auction needs to be at the beginning of the turn rather than the end of the last one, as you need to know which operations cards are available.

For postal play, the approach to this is relatively simple. Assume the player to your left is the starting player, and provide enough options to make sure you get to do something in your turn. In my games, people commented that having had their first choices taken by another player, they were going to go to plan B, or plan C, so in face-to-face play people were already working this way.

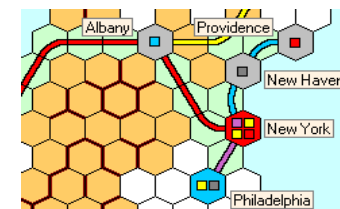
To win the game you need more points than anyone else. Points are gained by delivering goods cubes along your railway lines, and also from some of the operations cards and the tycoon cards. Your income increases as your score increases, although after a while your income starts to come down again.

The map I've drawn up for the game is opposite. This is a blank one, with no goods cubes and no track. The inset graphic shows how these would appear.

I know this game isn't everyone's cup of tea, but then which one is? If this works, perhaps I should take a closer look at Age of Steam...



This section demonstrates how track and goods will appear on the map. This is all rather small, so if players need them, I'll be happy to provide a larger copy of the map to work from. Hex references would be a problem at this scale, but won't be needed, as track building is always done from a city or a partially built link, and must be finished in a single set of three rounds.





1870-O20

The thirteenth 1870 - unlucky for anyone? We'll have to see.

NEW GAME

Welcome to the latest 1870 game. The stock round playing order for this game is as follows.

Simon Cutforth	Ty-Gwyn, Town Lane, Woodbury, Exeter, Devon, EX5 1NH
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Roger Krueger	10587 Caminito Glenellen, San Diego, CA 92126, USA

You start with \$420 and a choice of six Private Companies.

Great River Shipping Company	GRSC	Cost	\$20	Revenue	\$5
Mississippi River Bridge Company	MRBC	Cost	\$40	Revenue	\$10
Southern Cattle Company	SCC	Cost	\$50	Revenue	\$10
Gulf Shipping Company	GSC	Cost	\$80	Revenue	\$15
St.Louis San Francisco Railway	SLSF	Cost	\$140	Revenue	n/a
Missouri-Kansas-Texas Railroad	MKT	Cost	\$160	Revenue	\$20

Please refer to your rule books for the full detail on these private companies,

If you might end up buying the SLSF, you should be telling me what you want to set as the par for the public company. The default par will be \$100.

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

If anyone fancies orders like 'buy any', please let me know if you mean any one (and only one), or any (and all) that are offered to you. It's an easy one to avoid once you know the problems it can cause.

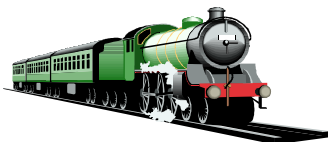
Maps and tile sheets are enclosed for everyone, using the coordinated orientation scheme I'm adopting for new games. All this means is you need to be sure to use the included reference for this game. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies.

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

Orders required for the following round

By the early deadline

SR1, Private Companies only, starting with Simon



1800-I20

One certificate is bought, one company is floated.

PUBLICS

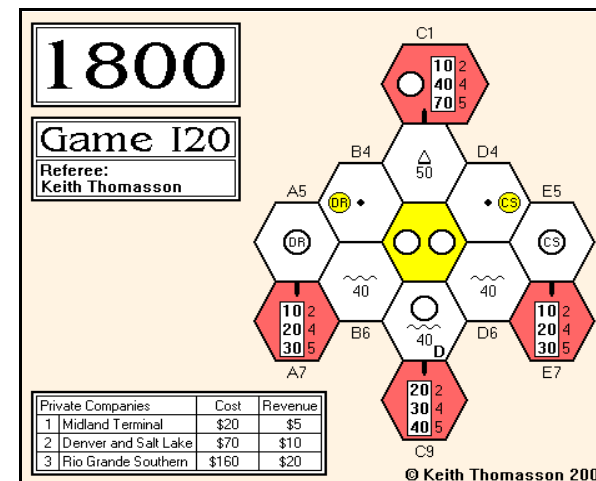
Stock Round 1

Neil	Alan
Buys D&RGW/Pres (90)	x
x	Priority for SR2

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Alan Harvey	340	0	340	610	54.0▲	3
Neil Walters	450	-360	90	520	46.0▼	2

Portfolio	PCs	C&S	D&RGW
Alan Harvey	MT, RGS	-	1
Neil Walters	D&SL	-	4P
Bank (new)	-	10P	5
Price		-	90C
Bank (pool)		-	-
Company credit		-	450
Trains		-	-
Bank cash: \$2,840	Certificate limit: 7		Trains: 2 x '2', 1 x '3'...

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



Orders required for the following rounds

By the early deadline

OR1, SR2



1825-E19

No sign of the minor companies coming out.

OR12 - SR8

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	NW	-	-	310	Yes	-	142*	80
Mid	AH	-	-	270	Yes	-	160*	220
NER	MB	-	-	140	Yes	-	112*	0
L&YR	NW	-	-	140	Yes	-	142*	10
GNR	MB	-	-	130	Yes	-	142*	60
GCR	AH	-	-	170	Yes	-	126*	60

Stock Round 8

Martin	Neil	Alan
x	+ L&YR pool	x
x	+ L&YR pool	x
x	+ L&YR pool	x
x	+ NER pool	x
x	x	Priority for SR9

Cash Flow	b/f	OR12	SR8	c/f	Value	%	Certs
Neil Walters	533	367	-538	362	3,188	30.3*	18/19
Alan Harvey	654	424	0	1,078	3,805	36.2*	18
Martin Butcher	535	316	0	851	3,531	33.5*	18

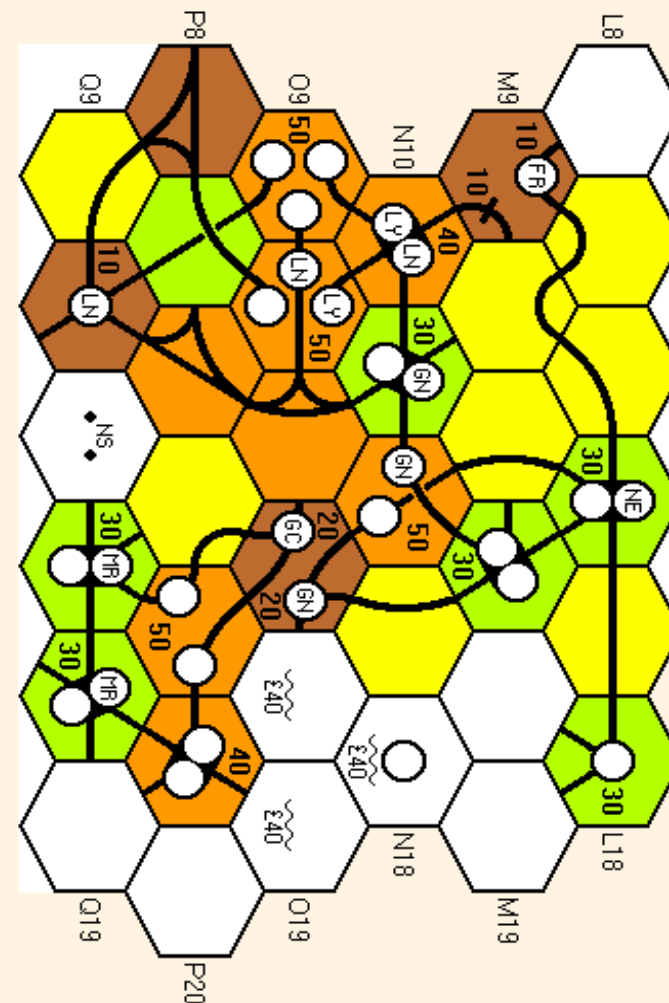
Portfolio	Privates	LNWR	Mid	NER	L&YR	GNR	GCR	Fur	Staffs
Neil Walters	L&Mi	7D	1	1	9D	-	2	-	-
Alan Harvey	C&HP	2	7D	2	1	-	7D	-	-
Martin Butcher	-	1	2	6D	-	10D	1	-	-

Bank (new)	-	-	-	-	-	-	-	10D	10D
Price (new)	100	82	82	71	71	71	-	-	-
Bank (pool)	-	-	1	-	-	-	-	-	-
Price (pool)	142	160	112	142	142	126	-	-	-
Company credit	80	220	0	10	60	60	-	-	-
Trains	5.3	4.4	5	3	3	5	-	[5]	[3T]
Bank cash: £2,279	Certificate limit: 18						Trains: 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/-	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/-	38/1	39/-	40/1	41/-	42/1	43/1	44/1	47/1	64/1	65/-		
	66/1	67/-	68/1											

With no track laid, and everyone running and paying out, the companies are generating income but not looking like buying any new trains. With no interest being shown in the minor companies, we could be ending before the first '6' train is sold.

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1825

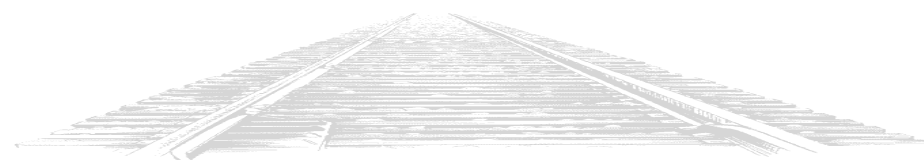
Game E19
Referee:
Keith Thomasson

Orders required for the following rounds

By the early deadline

OR13, OR14

Adjudication can pause between rounds if requested





1825-S19

We're not ready for the minor companies yet.

OR6 - SR5

The SECR should have paid £40 for its tile in W23 - which should also have appeared on the map! This meant it only paid the GWR £240 for the '2' train.

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	24:U21:3	-	310	Yes ①	180▲	300	3 2 2
GWR	MH	3:U11:2	8:W17:5	210	No ②	142▼	40	4 3 2 2
GER	AH	12:X24:5	-	210	Yes -	112▲	120	3 3
LSWR	TR	9:X18:2	-	90	Yes ③	76▲	150	4 2
SECR	MH	7:W21:1	8:X24:6	110	Yes -	71▲	0	4 2

- Notes: ① £40 to the bank for a token in U23
② £430 to the bank for a '4' train
③ £180 to the LNWR for a '3' train

Stock Round 5			
Mark	Alan	Tony	Mike
+ GER pool	- 2 LNWR	+ LNWR pool	✗
+ LSWR new	✗	+ LSWR new	✗
+ LSWR new	✗	+ LSWR new	✗
+ SECR new	✗	✗	✗
✗	Priority for SR6		

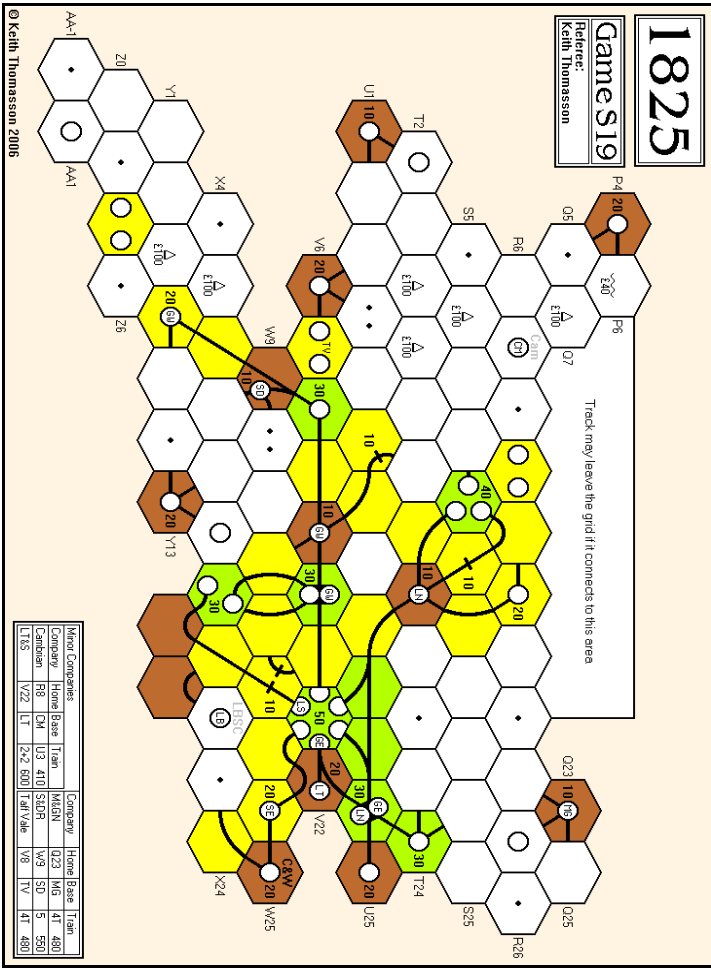
Cash Flow	b/f	OR6	SR5	c/f	Value	%	Certs
Tony Robbins	150	196	-332	14	1,580	23.9▲	10/11
Mike Hutton	212	66	0	278	1,556	23.6▼	10
Mark Stretch	240	152	-335	57	1,752	26.5▼	14
Alan Harvey	233	230	360	823	1,719	26.0▲	7

Portfolio	Privates	LNWR	GWR	GER	LSWR	SECR	LBSC	Cam	LTS	MGN	SDR	Taff
Tony Robbins	S&M	6D	-	-	6D	-	-	-	-	-	-	-
Mike Hutton	-	6D	-	-	6D	-	-	-	-	-	-	-
Mark Stretch	C&W	3	3	2	4	1	-	-	-	-	-	-
✗ Alan Harvey	-	-	-	8D	-	-	-	-	-	-	-	-
Bank (new)	-	-	-	-	-	3	10D	10D	10D	10D	10D	10D
Price (new)	-	100	90	76	76	71	67	-	-	-	-	-
Bank (pool)	C&HP L&M	1	1	-	-	-	-	-	-	-	-	-
Price (pool)	-	180	142	112	76	71	-	-	-	-	-	-
Company credit	-	300	40	120	150	0	-	-	-	-	-	-
Trains	-	322	4322	3.3	4.2	4.2	[U3]	[2+2]	[4T]	[5]	[4T]	[4T]
Bank cash: £8,218 Certificate limit: 15 Trains: 3 x '5', 3 x '6'												

The LNWR's promotion and token lay gives it three routes into London. Impressive.

The LBSC and the minor companies are not available for purchase until all of the new SECR shares have been sold.

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
Yellow	1/1	2/-	3/2	4/3	5/1	6/2	7/2	8/4	9/5	55/1	56/1	58/2	
	69/1	115/1											
Green	10/1	11/2	12/1	13/2	14/3	15/1	16/1	17/1	18/1	19/1	20/1	21/1	
	22/1	23/3	24/3	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
OR7, OR8	Adjudication can pause between rounds if requested



1826-Y18

Two loans cleared,
two TGVs bought.

OR10 - OR11

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
P	LQ	513:C13:1	350	Half	①	165C	55	-	E
PL	SW	63:L14:1	300	Half	②	122A	11	1	TGV 10
SNCF	JS	516:G9:1	470	Half	-	122A	878	-	10
A	PB	-	330	Yes	-	110D	98	1	E
PO	DS	513:C11:1	330	Half	③ ④	100D	211	1	E
B	PB	-	340	Yes	⑤	90D	70	1	E
O	LQ	44:G7:2	560	No	⑥	50G	149	1	TGV

- Notes: ① F165 to the bank for one pool share
 ② F1,000 to the bank for a 'TGV' train
 ③ F120 to the bank for a token in C11
 ④ Dividend reduced from F380 to pay loan interest
 ⑤ F20 to the bank for a token in B12
 ⑥ One loan redeemed (450G)

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
P	LQ	8:F6:3	400	Half	①	180C	235	-	E
PL	SW	24:I11:1	610	Yes	②	135A	72	1	TGV 10
SNCF	JS	63:E15:1	500	Half	③	135A	28	-	TGV 10
A	PB	-	340	Yes	-	122D	116	1	E
PO	DS	45:H8:2	380	Half	-	110D	389	1	E
B	PB	-	340	Yes	-	100D	88	1	E
O	LQ	-	560	No	④	50G	159	-	TGV

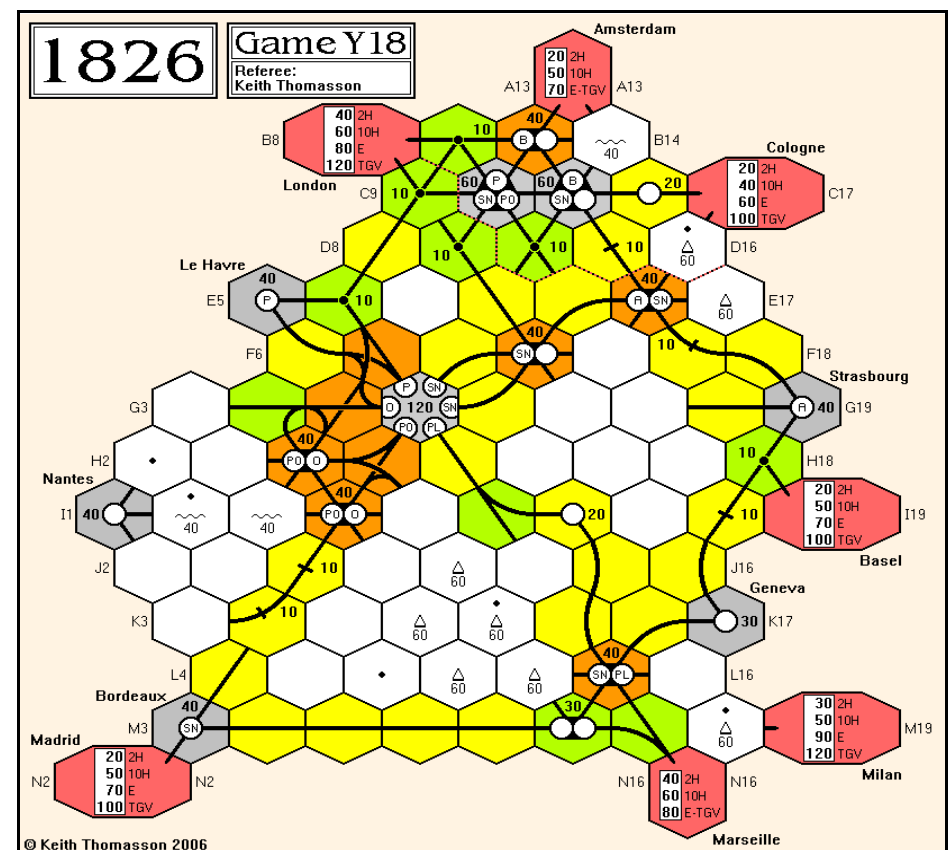
- Notes: ① F40 to the bank for terrain costs
 ② Dividend reduced from F660 to pay loan interest
 ③ F1,000 to the bank for a 'TGV' train
 ④ One loan redeemed (450G)

Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
Peter Berlin	20	335	340	695	1,855	20.2	9
Stephen Webb	172	204	484	860	2,264	24.9	11
John Shelley	239	138	145	522	1,427	15.5	7
Lyndon Gurr	234	185	291	710	2,560	27.9	14
Don Smith	139	109	120	368	1,053	11.5	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)	1	3	-	4	1	2	-	-
Treasury shares	2	2	-	-	1	2	-	10
Price	122D	100D	50G	180C	135A	110D	135A	
Loans	1	1	-	-	1	1	-	
Company credit	116	88	159	235	72	389	128	
Trains	E	E	TGV	E	TGV 10	E	TGV 10	
Bank cash: F7,658	Certificate limit: 13				Trains: 'TGV's			
Current operating order:	P, PL, SNCF, A, PO, B, O							

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds								
Yellow	3/2	4/4	5/2	6/1	7/4	8/7	9/11	57/3	58/4				
Green	14/3	15/2	16/1	19/1	20/1	23/5	24/3	25/3	26/1	27/-	28/1	29/1	
	87/1	88/1	141/-	142/-	143/1	203/-	204/1	514/1	619/3				
Brown	39/1	40/1	41/2	42/2	43/1	44/-	45/1	46/2	47/3	63/-	70/1	515/1	
	611/1												
Grey	513/1	516/-											



Orders required for the following round

By the early deadline

SR7



1829-J19

Two busy rounds.

OR8 - OR9

OR8	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	Rcvr	14:R10:1	►S15	160	No	① ②	160▼	30	4
NER	LQ	10:N14:1	►O15	120	Yes	③ ②	90▲	30	4
Mid	AH	4:R16:2	►S15	60	No	④	67▼	10	4 4
NBR	JS	2:G7:6	►H6 !	90	Yes	-	76▲	280	3
Cal	JS	15:G7:3	►F4	-	-	-	64▼	410	3
L&YR	Rcvr	-	►N12	-	-	-	61▼	90	-
GNR	AH	12:Q17:6	►P16	100	Yes	⑤	64▲	30	5 3 3
GCR	DS	9:O13:3	►N12 !	100	Yes	⑥	61▲	150	3
GSWR	DS	34:O11:3	►N12 !	-	-	⑦ ⑧	56▼	30	5

- Notes: ① £40 to the bank for a token in S15
 ② £430 to the bank for a '4' train
 ③ £40 to the bank for a token in O15
 ④ £860 to the bank for two '4' trains
 ⑤ £550 to the bank for a '5' train - '2' trains die
 ⑥ £160 to the bank for terrain costs
 ⑦ Tile lay closes the L&M private
 ⑧ £550 to the bank for a '5' train

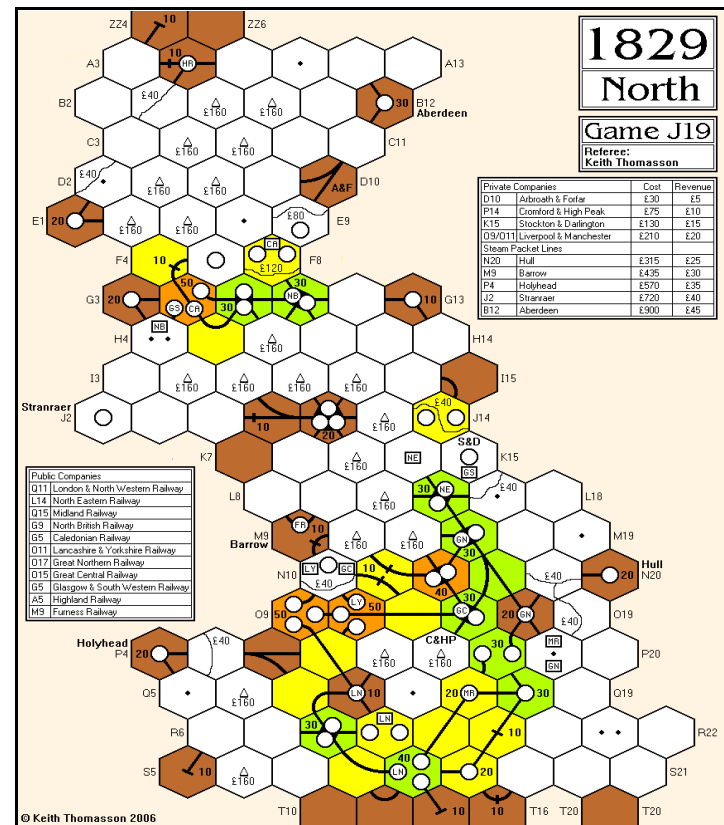
OR9	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	Rcvr	33:O9:2	►R12	160	No	-	142▼	180	4
NER	LQ	38:N14:4	►K13	170	Yes	-	100▲	30	4
Mid	AH	6:S15:2	►P18	140	Yes	-	71▲	10	4 4
NBR	JS	7:H6:2	►H4	110	Yes	-	82▲	280	3
Cal	JS	3:F4:3	►F8	110	Yes	-	67▲	410	3
L&YR	Rcvr	-	►N10	-	-	-	58▼	90	-
GNR	AH	10:P16:2	►P18 !	200	Yes	-	67▲	30	5 3 3
GCR	DS	14:L14:4	►N10 !	130	Yes	①	64▲	140	5 3
GSWR	DS	1:N12:2	►K15	-	-	②	53▼	40	-

- Notes: ① £10 to the GSWR for a '5' train
 ② Survey party cannot move to I15 as it is not on the same line as N12, so headed that way and ended up in K15 instead

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Lyndon Gurr	17	114	158	289	1,181	23.6▲	9
Alan Harvey	6	50	170	226	916	18.3▲	8
David Smith	54	65	90	209	891	17.8▼	9
John Shelley	41	45	110	196	941	18.8▼	8
Lionel Robbins	31	0	125	156	1,078	21.5▼	14

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds	
Yellow	1/1	2/2	3/1	4/5	5/4	6/2	7/2	8/7	9/7			
Green	10/2	12/2	13/3	14/1	15/-	16/1	17/1	18/1	19/2	20/2	21/1	22/1
	23/3	24/4	25/2	26/2	27/2	28/1	29/1	30/1	31/1			
Russet	33/-	34/-	35/1	37/1	38/5	39/1	40/1	41/2	42/2	43/1	44/1	45/1
	46/1	47/2										

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
★ Lyndon Gurr	-	-	7D	-	-	-	-	-	3	-	-	-
Alan Harvey	-	-	-	5D	-	-	-	5D	-	-	-	-
David Smith	A&F	-	-	-	-	-	-	1	5D	5D	-	-
John Shelley	-	-	-	-	5D	5D	-	-	-	-	-	-
Lionel Robbins	-	-	-	5	-	5	4	-	-	-	-	-
Bank (new)	Hull...	-	-	-	-	-	-	-	-	4	10P	10P
Price (par)	C&HP, S&D, L&M	100	90	82	76	71	67	64	61	58	-	-
Bank (pool)		10D	3	-	5	-	6D	4	2	1	-	-
Price (pool)		142	100	71	82	67	58	67	64	53	-	-
Company credit		180	30	10	280	410	90	30	140	40	-	-
Trains		4	4	4	4	3	3	5	3	5	3	5
Bank cash: \$18,924		Certificate limit: 17						Trains: 5 x 31 / 1 x 5				



Orders required for the following round

By the early deadline

SR9



1829-C20

The Midland is launched
but not quite floated.

OR3 - SR4

OR3	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	7:P12:4	•R14	50	Yes	①	112▲	620	2
NER	DSm	6:X14:5	•V16	50	Yes	-	82▲	540	2.2

Notes: ① £160 to the bank for terrain costs

Stock Round 4

Peter	Don	Martin	David
- 2 LNWR	+ LNWR pool	✗	✗
+ Midland/Director			
+ Midland new	✗	✗	✗
+ Midland new	✗	✗	✗
- 1 GWR	✗	+ GWR pool	✗
+ Midland new			
✗	✗	✗	Priority for SR5

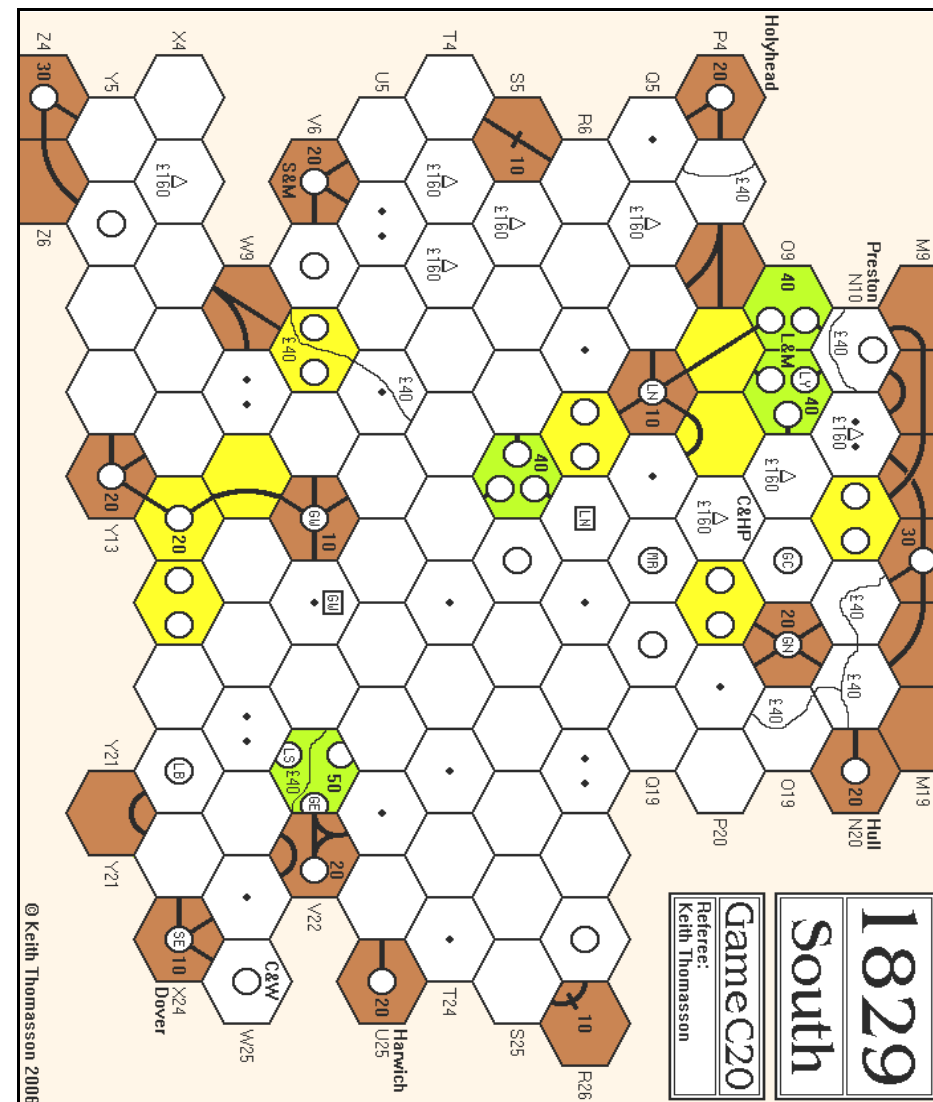
Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
David Smith	60	35	0	95	677	23.7▲	6
Peter Berlin	90	40	-104	26	728	25.5▼	6
Don Shailer	105	35	-112	28	745	26.0▲	6
Martin Butcher	70	40	-82	28	710	24.8▲	7

Portfolio	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
David Smith	S&M	2	4D	-	-	-	-	-	-	-	-
Peter Berlin	L&M	-	1	5D	-	-	-	-	-	-	-
Don Shailer	C&HP	5D	1	-	-	-	-	-	-	-	-
Martin Butcher	C&W	2	4	-	-	-	-	-	-	-	-

Bank (new)	Hull...	-	-	5	10D	10D	10D	10D	10D	10D	10D
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)		1	-	-	-	-	-	-	-	-	-
Price (pool)		112	82	-	-	-	-	-	-	-	-
Company credit		620	540	-	-	-	-	-	-	-	-
Trains		2	2.2	-	-	-	-	-	-	-	-

Bank cash: £19,823 Certificate limit: 18 Trains: 4 x '2', 6 x '3'...

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



Orders required for the following rounds

By the early deadline

OR4, SR5

Adjudication can pause between rounds if requested



1830-U16

We're ready to run to the finish.

OR18 - SR10

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	NW	-	240	Yes	-	300B	40	5
C&O	PB	-	200	Yes	-	300B	83	5
PRR	JW	-	270	Yes	-	260B	0	D
B&M	NW	-	270	Yes	-	185C	63	6
CPR	PB	-	210	Yes	-	180B	0	6
NYC	JW	-	260	Yes	-	80F	0	D
B&O	GD	41:E13:5	290	Yes	-	67H	5	D
Erie	GD	26:D12:3	250	Yes	-	67H	110	5

Stock Round 10

Tony	Gareth	Peter	John	Neil
✗	- 1 Erie (+60I)	+ Erie pool	- 1 B&O (+60I)	✗
+ B&O pool	✗	✗	✗	✗
✗	Priority for SR11			

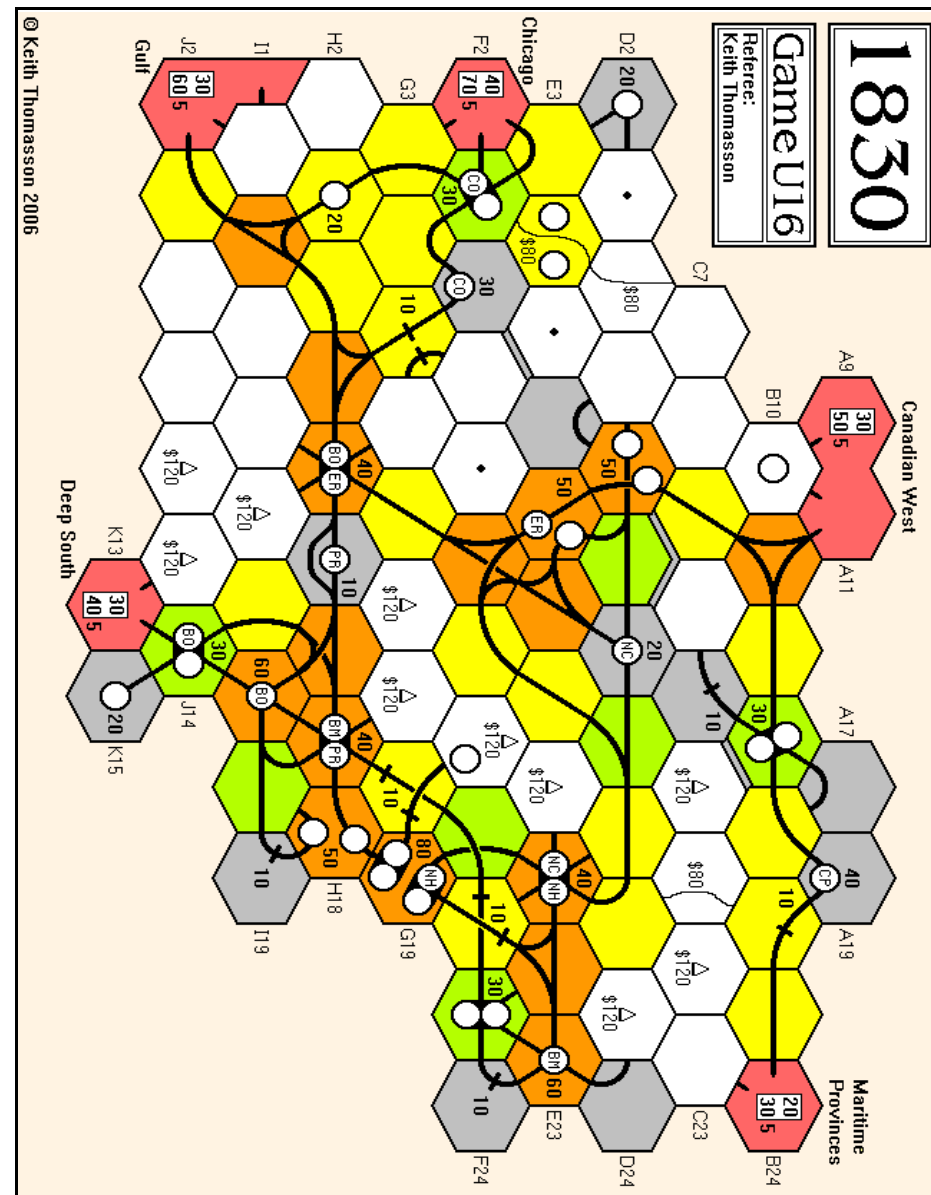
Cash Flow	b/f	OR18	SR10	c/f	Value	%	Certs
Neil Walters	2,542	440	0	2,982	6,893	25.8	15
Tony Salt	1,756	285	-60	1,981	5,045	18.9	13
Gareth Davies	1,605	473	67	2,145	4,259	15.9	15
Peter Berlin	2,167	348	-60	2,455	6,629	24.8	15
John Webley	224	444	67	735	3,912	14.6	14

Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Neil Walters	-	1	1	5	-	-	6P	6P
Tony Salt	2	1	2	1	3	1	1	2
✗ Gareth Davies	1	1	-	6P	1	6P	1	1
Peter Berlin	1	1	6P	-	6P	2	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)	300A	90E	200A	67H	350A	67H	350A	220B
Company credit	0	0	0	5	83	110	40	63
Trains	D	D	6	D	5	5	5	6
Bank cash: \$1,401		Certificate limit: 13			Trains: Diesels			
Current operating order: NYNH, C&O, PRR, B&M, CPR, NYC, Erie, B&O								

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

We'll finish off with the last three operating rounds. Mostly run and pay, I suspect.



Orders required for the following rounds

By the early deadline

OR19, OR20, OR21



1830-J18

The B&O changes hands while the CPR comes out.

SR7

Stock Round 7

Gareth	Neil	Peter B	John	Peter H
- 3 B&O (▼50H) (Pres to Peter H) + CPR/Pres (67)	+ NYNH new	+ NYC new	+ NYC new	- 1 B&M (▼75F) + NYNH new
+ CPR new	+ B&M new	+ C&O pool	+ B&M new	✗
+ CPR new	✗	+ B&M new	✗	✗
+ CPR new	✗	+ Erie pool	✗	✗
+ CPR new	✗	+ CPR new	✗	✗
✗	✗	✗	Priority for SR8	

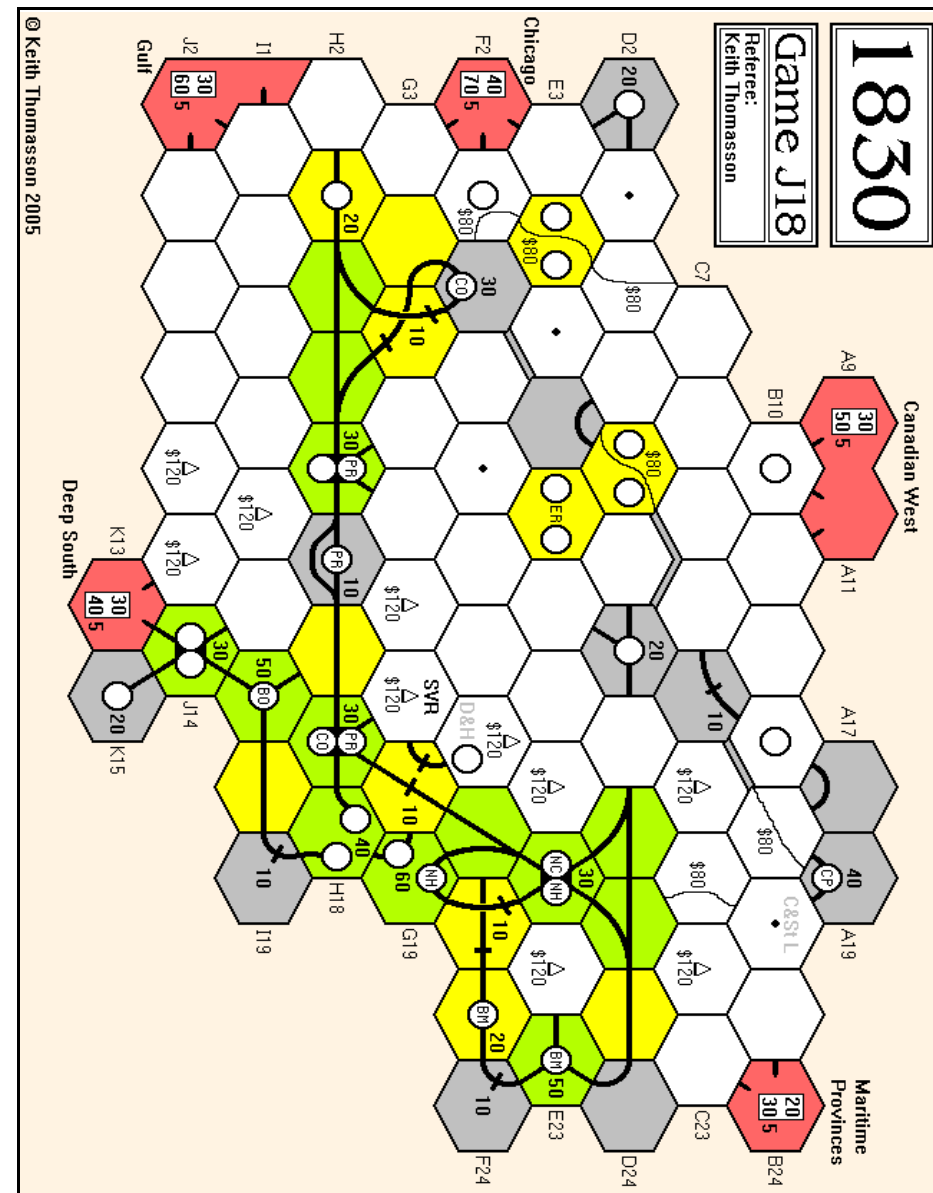
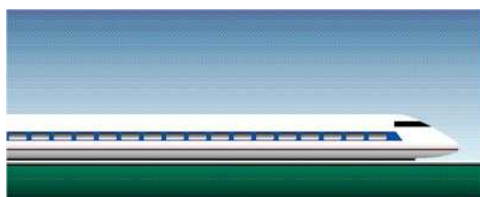
Cash Flow	b/f	SR7	c/f	Value	%	Certs
Peter Hawkins	40	15	55	535	12.2▼	5/6
Gareth Davies	230	-216	14	1,071	24.5▼	12
Neil Walters	143	-143	0	697	15.9▼	9/10
Peter Berlin	384	-372	12	1,155	26.4▲	11/12
John Shelley	197	-176	21	917	21.0▲	9/10

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

Bank (new)	-	2	3	2	-	4	-	1
Price (new)	82	100	67	100	76	76	67	76
Bank (pool)	2	-	-	3	2	-	3	1
Price (pool)	80F	112B	67F	50H	67H	62E	70G	75F
Company credit	244	623	670	0	522	760	729	500
Trains	4	3	-	3,3,3	4	-	3	4

Bank cash: \$7,850 Certificate limit: 13 Trains: 1 x 4, 3 x 5
Current operating order: NYC, PRR, B&M, NYNH, CPR, C&O, Erie, B&O

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



Orders required for the following rounds

By the early deadline

OR9, OR10

Adjudication can pause between rounds if requested



1830-G20

The NYC gets itself floated.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	MB	9:H14:3	-	-	①	71D	680	2
NYNH	DS	69:F20:5	-	-	①	67E	630	2

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

Stock Round 2

Don	Roger	Stephen	Martin	Willem
+ PRR new	- 1 NYC (▼82C) + NYNH new	✗	+ B&O new	- 1 NYNH (▼65F) + NYC pool
+ NYNH pool	✗	✗	+ B&O new - 2 B&O (▼82C)	✗
+ PRR new	✗	✗	+ NYNH new	✗
✗	✗	✗	+ NYC new	✗
✗	✗	✗	✗	Priority for SR3

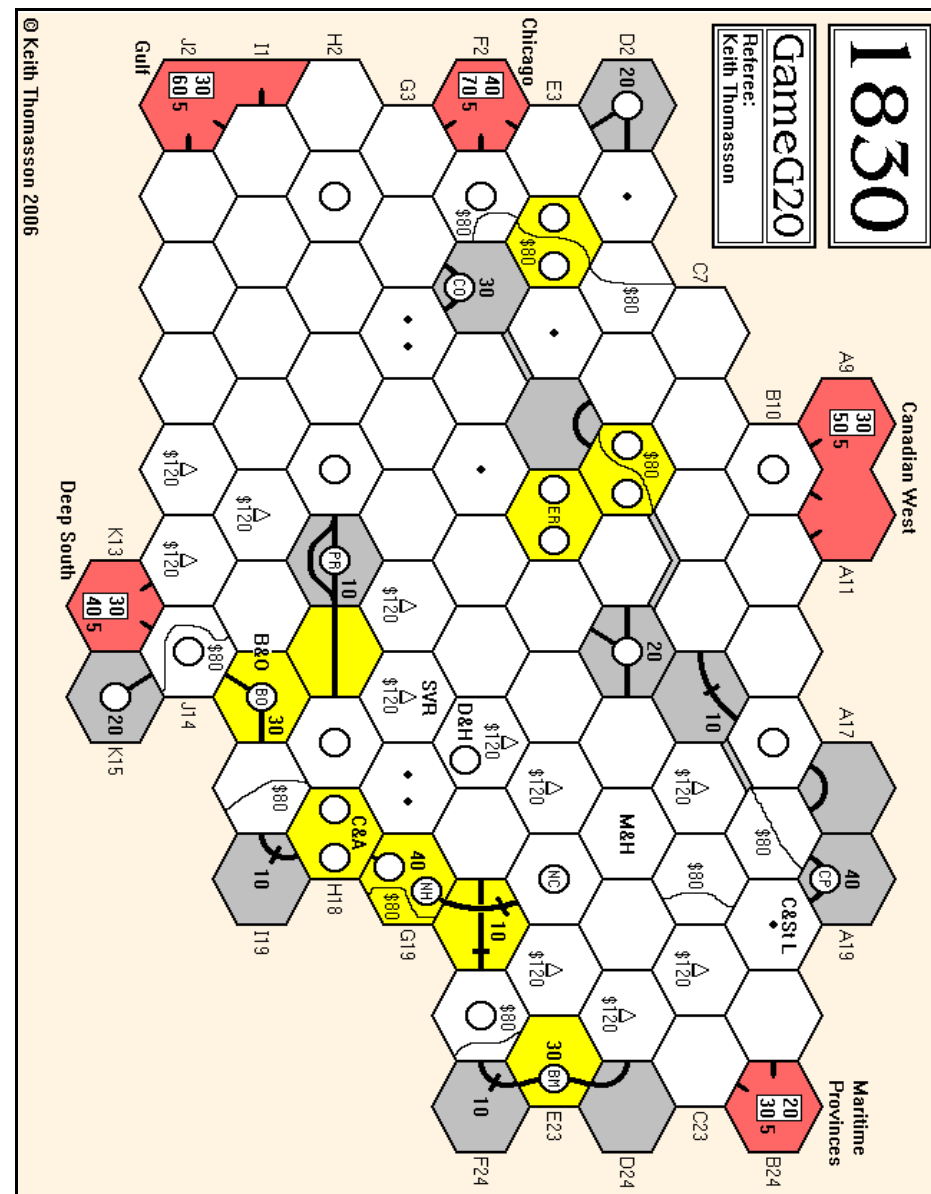
Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Stephen Webb	30	0	19	49	442	17.1▼	4
Martin Butcher	10	20	0	30	475	18.3▲	6
Willem Moene	185	45	-161	69	557	21.5▲	5
Don Smith	14	10	-15	9	456	17.6▼	6
Roger Krueger	255	30	-217	68	659	25.5▲	2

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Stephen Webb	-	-	4P	-	-	-	-	1	-
Martin Butcher	SVR, D&H	5P	-	-	-	-	-	-	-
Willem Moene	M&H, C&A	1	1	-	-	-	-	1	-
Don Smith	C&StL	-	1	-	-	-	-	5P	-
Roger Krueger	B&O	2	-	-	2P	-	-	1	-

Bank (new)	2	4	10P	6	10P	10P	2	10P
Price (new)	76	90	-	100	-	-	71	-
Bank (pool)	-	-	-	2	-	-	-	-
Price (pool)	71D	82C	-	82C	-	-	65F	-
Company credit	680	900	-	-	-	-	630	-
Trains	2	-	-	-	-	-	2	-

Bank cash: \$9,565 Certificate limit: 15 Trains: 4 x '2', 5 x '3'
Current operating order: NYC, PRR, NYNH

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



Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



1835-G18

A close result, but not close enough for changes.

OR15

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PrE	RT	9:G7:3	560	Yes	-	520C▲	643	5 4 3
ByE	TS	216:J8:5	370	Yes	①	288B▲	22	4+4 4
SxE	MS	-	340	Yes	-	262C▲	532	3+3 3
MsE	RT	23:D12:1	390	Yes	-	208A▲	101	5 3
HeE	WM	-	320	Yes	-	186A▲	90	4 3+3
OIE	JW	-	180	Yes	-	152C▲	370	3+3
WtE	TS	23:F20:4	280	Yes	-	108B▲	20	5+5
BaE	WM	-	-	-	②	82C▼	660	3

Notes: ① The bank has run out
② 180M to the bank for a '3' train

Cash Flow	b/f	OR15	c/f	Value	%	Certs	Limit
John Webley	1,925	510	2,435	5,707	21.8▲	13	13
Willem Moene	2,227	320	2,547	4,899	18.8▼	13	13
Mark Stretch	1,783	451	2,234	5,800	22.2▼	13	13
Tony Sait	1,069	487	1,556	4,358	16.7▲	13	13
Rob Thomasson	1,739	504	2,243	5,351	20.5▲	12	12

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

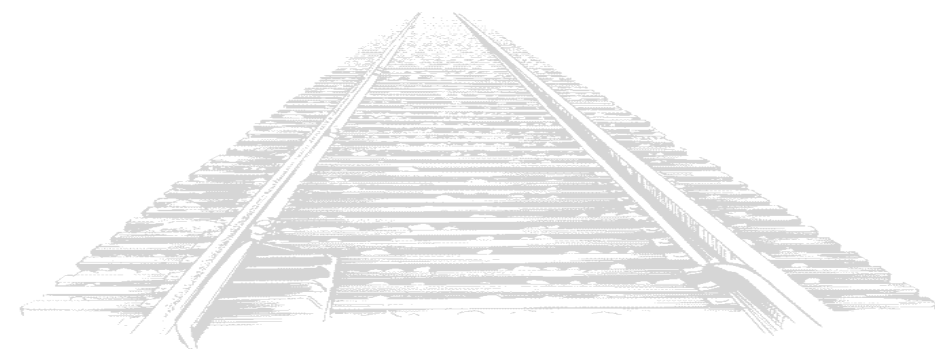
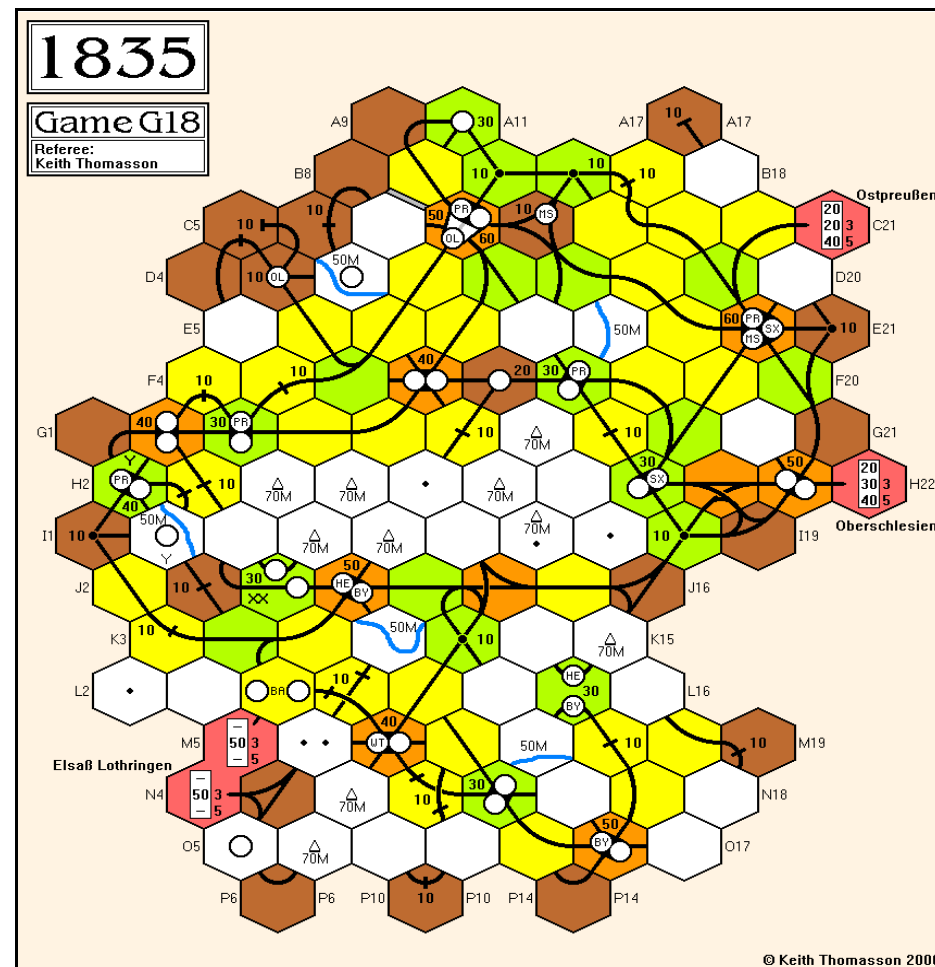
Bank (new)	-	-	-	-	-	-	-	-
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	30/4	-	-	-	-	-	-	-
Price (pool)	320C	288B	262C	82C	108B	186A	208A	152C
Company credit	643	22	532	660	20	90	101	370
Trains	5 4 3	4+4 4	3+3 3	3	5+5	4 3+3	5 3	3+3
Bank cash: -1,453M	Certificate limit: 12				Trains: 2 x '6', 4 x '6+6'			

In most 18xx games, someone is well adrift of the field, but not in this case. The difference between first and last is only just over 5 per cent of the total amount of money in the game. As Mark said, going to be close, but not close enough to give him any real worries.

1st	Mark Stretch	5,800M	22.2%
2nd	John Webley	5,707M	21.8%
3rd	Rob Thomasson	5,351M	20.5%
4th	Willem Moene	4,899M	18.8%
5th	Tony Sait	4,358M	16.7%

John gained on Mark by 48M in the last round, which wasn't fast enough to get close for more than a few rounds yet. Congratulations, Mark, and thanks to everyone for taking part.

Next month we'll put this to bed, so comments are more than welcome. Tony has started a new 1835 list, so you have the chance to give it another go.





1853-M18

This is about as close as they come.

OR14

ORI4 Pres		Lays		Run	Pay	Mail	Notes	Price	Credit	Trains
EIR	LR	-	-	700	Yes	170	-	340▲	520	5 4
GIP	MH	-	-	650	Yes	170	-	300▲	410	4 4
NWR	SW	102:E7:1	-	280	Yes	80	-	220▲	220	4M 3M
BNR	JS	83:I25:4	-	400	Yes	140	①	220▲	400	5
BBCI	LG	113:R16:3	-	520	Yes	140	② ③	280▲	250	4 3M
MSM	JS	111:R18:5	-	130	Yes	50	-	100▲	130	3M
SIR	SW	92:R16:2	-	130	Yes	50	-	84▲	150	4M

Notes: ① The bank has run out
② £70 to the bank for terrain costs
③ £100 to the bank for a token in K17

Cash Flow	b/f	OR14	c/f	Value	%	Certs
Stephen Webb	559	400	959	3,451	14.7*	10
John Shelley	660	484	1,144	4,044	17.3*	13
Lionel Robbins	1,796	693	2,489	6,049	25.9*	12
Mike Hutton	940	457	1,397	3,797	16.2*	10
Lyndon Gurr	1,677	711	2,388	6,056	25.9*	13

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

Bank (new)	-	-	-	-	-	-	5	10
Price (new)	100	96	92	88	84	80	75	70
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	340	300	220	220	280	100	84	
Company credit	520	410	220	400	250	130	150	
Trains	5 4	4 4	4 M 3 M	5	4 3 M	3 M	4 M	

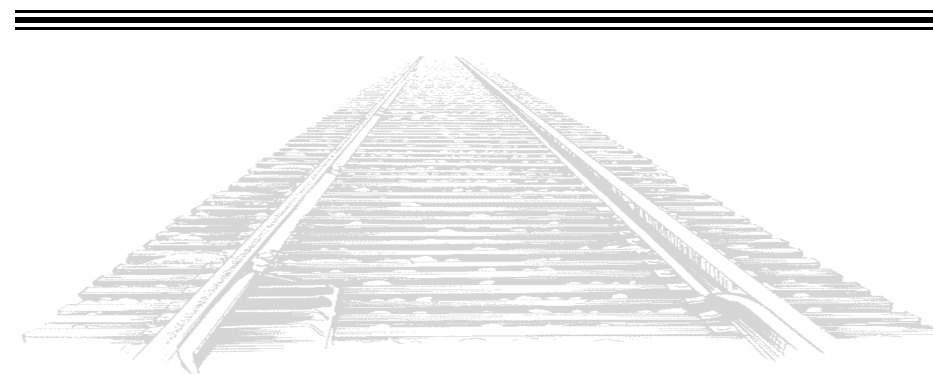
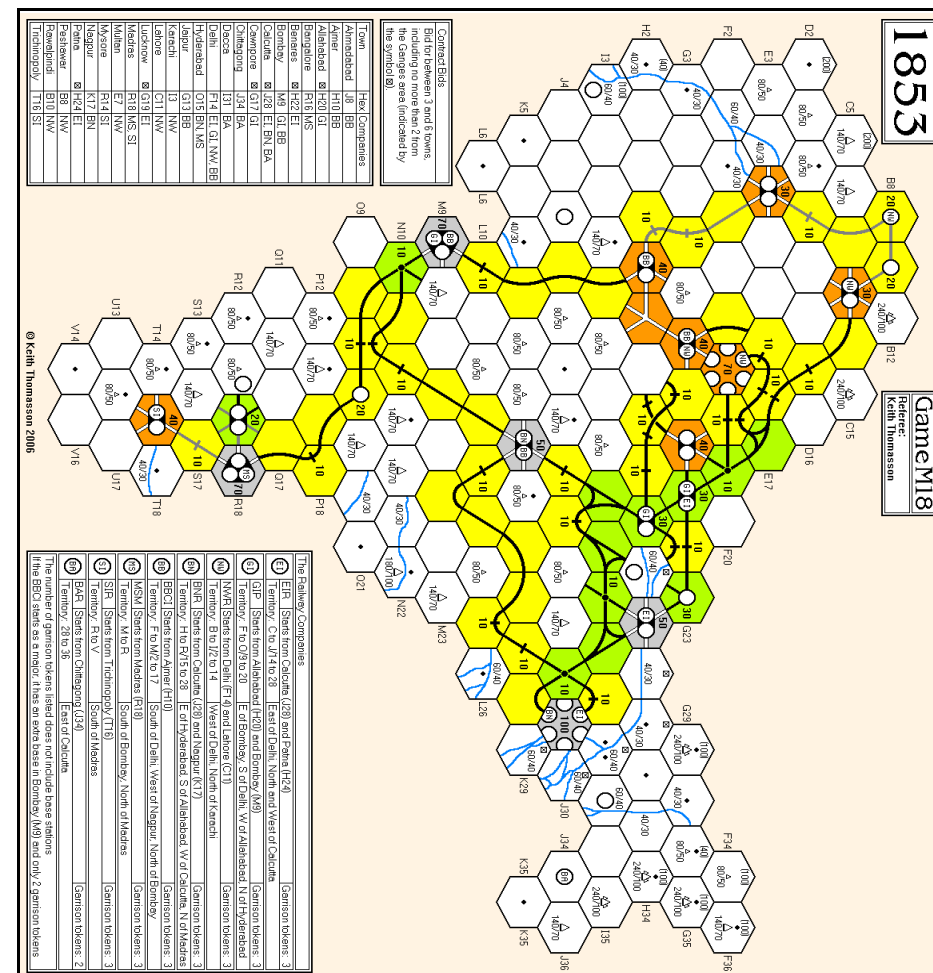
Bank cash: -£807 Certificate limit: 5/13 Trains: 1 x '5', 2 x '6'

The end of this one caught me by surprise. I hadn't realised how close Lyndon was, and at the last he ends up £7 ahead of Lionel. It made me go back and check the runs to see if I could find any more for anyone, to no avail.

1st	Lyndon Gurr	£6,056	25.9%
2nd	Lionel Robbins	£6,049	25.9%
3rd	John Shelley	£4,044	17.3%
4th	Mike Hutton	£3,797	16.2%
5th	Stephen Webb	£3,451	14.7%

Congratulations, Lyndon, and commiserations to Lionel. You both played a good game, far better than I managed to do as referee on this one. My thanks to you all for patiently correcting me and keeping things on track.

You can let me know what you really think with the end-game comments!





1856-R18

Two more destinations reached.

OR8 - OR9

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
THB	RL	25:K14:2	150	Yes	① ②	110A	55	300	3
GT	TS	57:P9:2	-	-	① ③	90A	240	100	4
CPR	JS	14:N3:2	240	Yes	-	100E	261	400	4 3
CV	GD	6:J13:5	180	Yes	-	90F	29	400	4 3
GW	TS	9:C18:2	110	Yes	-	75F	198	300	3
LPS	MH	-	190	Yes	-	75F	361	500	4 3

- Notes: ① Government loan secured
 ② \$200 to Richard for the SCFTC private
 ③ \$350 to the bank for a '4' train

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
THB	RL	57:J15:2	130	Yes	①	125A	155	400	3
CPR	JS	3:N9:6	240	Yes	-	110E	255	400	4 3
CV	GD	1:I14:5	190	Yes	② ③	100E	28	400	4 3
GT	TS	24:O10:5	100	Yes	① ④	100A	80	200	4 3
GW	TS	57:B19:2	-	-	⑤ ⑥	70F	-	300	5
LPS	MH	-	230	Yes	-	80F	403	500	4 3

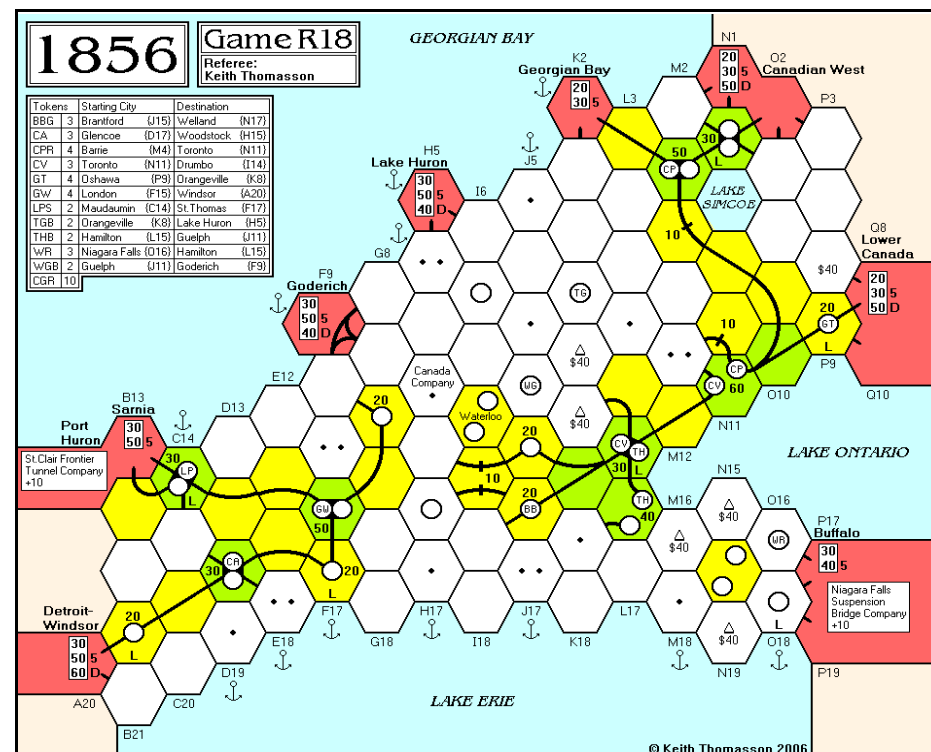
- Notes: ① Government loan secured
 ② Destination reached - \$160 released from escrow
 ③ \$140 to Gareth for the GLSC private
 ④ \$240 to the GW for a '3' train
 ⑤ Destination reached - \$75 released from escrow
 ⑥ \$550 to the bank for a '5' train, partly funded by \$52 from Tony - private companies close

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Tony Sait	18	22	-2	38	678	13.4	5
Gareth Davies	61	111	255	427	937	18.9	4
John Shelley	10	162	163	335	1,095	21.7	6
Richard Lunn	13	357	131	501	1,486	29.5	8
Mike Hutton	12	95	115	222	847	16.8	6

Portfolio	BGG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Tony Sait	-	-	-	-	5P	2P	-	-	-	-	-
Gareth Davies	-	-	1	4P	-	-	-	-	-	-	-
John Shelley	-	-	6P	1	-	-	-	-	-	-	-
Richard Lunn	-	-	1	1	-	1	1	-	5P	-	-
Mike Hutton	-	3P	-	-	-	-	5P	-	-	-	-

Bank (new)	10P	7	1	3	5	4	-	10P	5	10P	10P
Price (par)		75	80	80	100	75	65		100		
Bank (pool)	-	-	1	1	-	3	4	-	-	-	-
Price (pool)		75D	110E	100E	100A	70F	80F		125A		
Company credit		225	255	28	80	0	403		155		
Trains		-	4.3	4.3	4.3	5	4.3		3		
Bank cash: \$9,331	Certificate limit: 13				Trains: 2 x '5', 2 x '6'...						
Current operating order: THB, CPR, CV, GT, LPS, GW											

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds			
Yellow	1/-	2/1	3/2	4/3	5/1	6/-	7/5	8/8	9/9	55/1	56/1	57/1
	58/2	69/1										
Green	14/1	15/3	16/1	17/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1
	28/1	29/1	59/1	120/-	121/-							
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/4	64/1	65/1
	66/1	67/1	68/1	70/1	122/1	125/4	126/1	127/1				



Tony's plan for getting a '5' train into the GW without forking out any of his own money had one flaw. Only three GW shares are in player hands, which prevents any more loans from being taken out.

Orders required for the following round

By the early deadline

SR8



1856-M19

This game is very much alive.

OR6 - SR5

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CV	WM	2:M10:4	70	Yes	① ② ③	100A	0	200	3 3
GW	LQ	59:I12:4	180	Yes	④	80F	86	500	3 3
CA	SC	15:C14:6	240	Yes	① ⑤	75F	10	500	4 3
LPS	SW	-	120	Yes	①	55H	275	600	4

- Notes: ① Government loan secured
 ② \$130 to Willem for the FT and CC privates
 ③ Run reduced by \$10 to pay loan interest
 ④ Lay in I12 closes the WSR private
 ⑤ \$100 to the bank for a token in C14

Stock Round 5

Simon	Stephen	Willem	Tony	Lyndon
+ LPS pool	+ GW new	- 2 CV (80C) + THB/Pres (75)	+ GT new	+ CA new
+ CA new	✗	+ THB new	- 2 GT (65F) + LPS pool	+ CA new
+ LPS pool	✗	+ THB new	+ GW new	+ GW pool
✗	✗	+ THB new	✗	✗
✗	✗	✗	Priority for SR6	

Cash Flow	b/f	OR6	SR5	c/f	Value	%	Certs
Stephen Webb	4	72	-70	6	416	14.2	6
Willem Moene	25	169	-175	19	554	18.9	5
Tony Salt	70	35	-50	55	490	16.7	5
Lyndon Gurr	75	138	-210	3	803	27.3	9
Simon Cutforth	38	138	-175	1	671	22.9	8

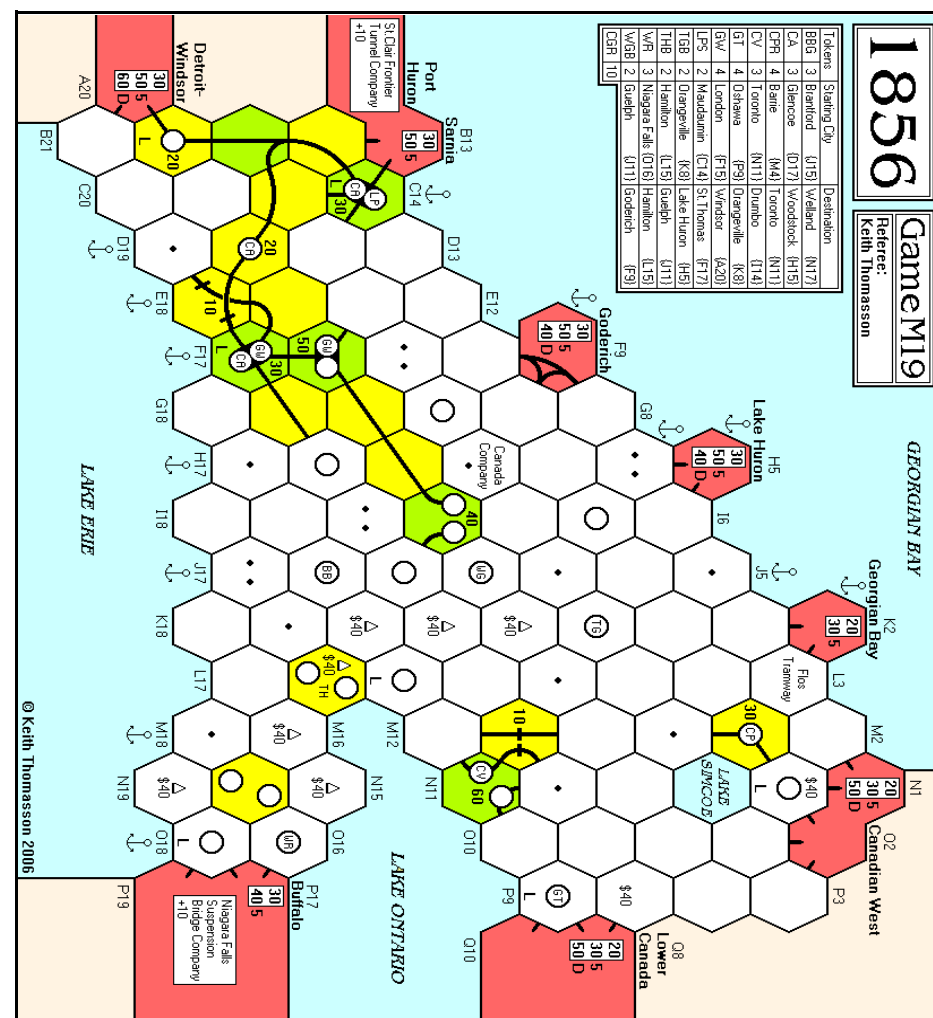
Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Stephen Webb	-	-	-	-	-	-	1	6P	-	-	-	-
Willem Moene	-	-	-	-	2P	-	-	-	-	5P	-	-
✗ Tony Salt	GLSC, NSFBC	-	-	-	-	2P	1	1	-	-	-	-
Lyndon Gurr	-	-	4	-	-	-	6P	-	-	-	-	-
Simon Cutforth	-	-	6P	-	-	-	1	2	-	-	-	-

Bank (new)	10P	-	10P	6	6	-	1	10P	5	10P	10P
Price (par)	-	65	-	100	75	70	65	-	75	-	-
Bank (pool)	-	-	-	2	2	1	-	-	-	-	-
Price (pool)	-	80E	-	80C	65F	80F	55H	-	75D	-	-
Company credit	-	10	-	0	300	86	275	-	375	-	-
Trains	-	4.3	-	3.3	-	3.3	4	-	-	-	-

Bank cash: \$10,870 Certificate limit: 13 Trains: 2 x '4', 3 x '5'...
 Current operating order: GW, CA, CV, THB, GT, LPS

Stephen, the LPS bought the tunnel rights in an earlier round. It's just as well C14 was upgraded before the LPS had its turn, as I was debating how to treat the tile order of 4-C14-. Logically, 14-C14-2, but that degree of brevity should be avoided :-)

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/-	3/3	4/3	5/2	6/1	7/6	8/11	9/10	55/1	56/-	57/3
	58/3	69/1										
Green	14/4	15/2	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/-
	28/1	29/1	59/1	120/-	121/1							



Orders required for the following rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested



1856-Y19

The LPS connects to the outside world. Briefly.

OR3

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
LPS	MH	9:E16:3	70	Yes	① ② ③ ④	80D▲	40	300	5 2
CA	SW	15:F17:5	180	Yes	① ⑤	70F▲	100	300	3 2 2
GW	PB	9:C18:2	130	Yes	① ⑥	70F▲	100	300	3 2
WR	MB	15:O16:3	70	Yes	① ④	70F▲	60	300	3 2
GT	RT	120:N11:1	80	Yes	① ④	65G▲	68	300	3 2

- Notes: ① Government loan secured
 ② \$100 to Mike for the GLSC private
 ③ Port token placed in C14 - GLSC private closes
 ④ \$225 to the bank for a '3' train
 ⑤ \$40 to the bank for a garrison in F17
 ⑥ \$100 to the bank for a garrison in F17

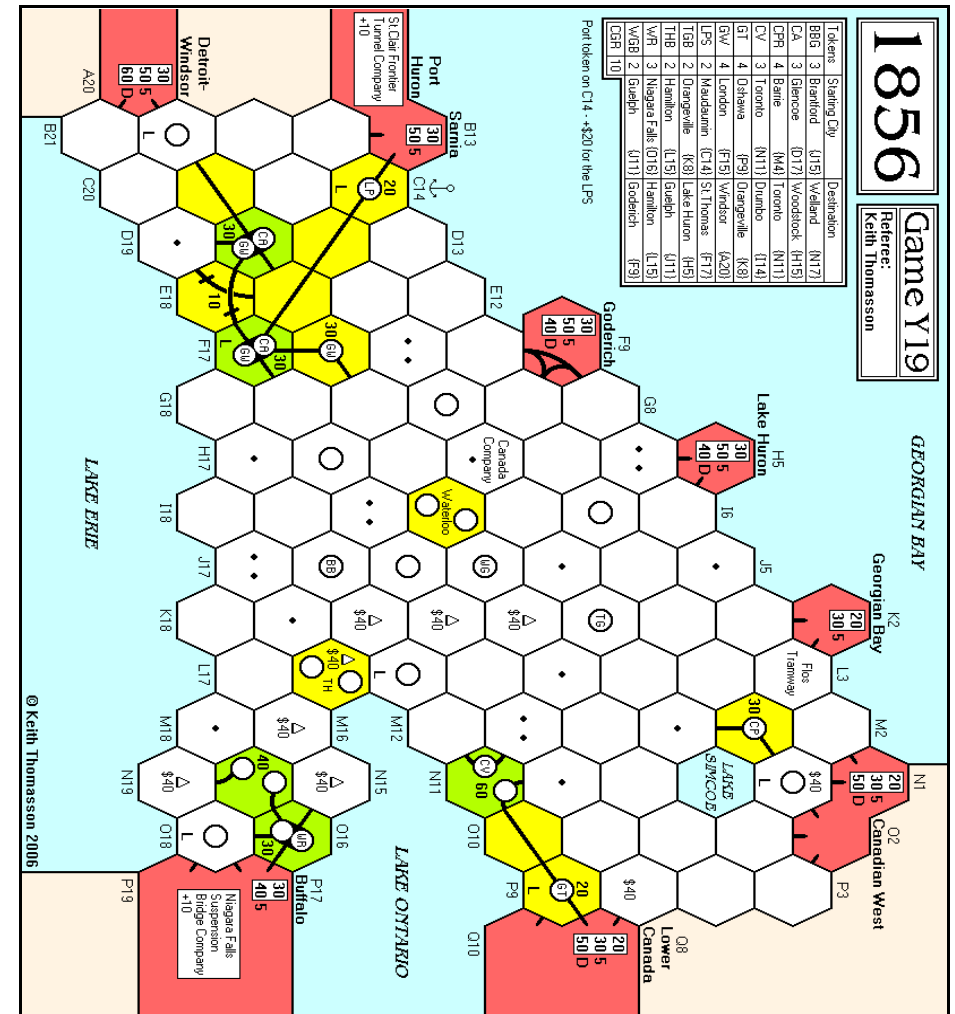
Cash Flow	b/f	OR3	c/f	Value	%	Certs
Peter Berlin	15	67	82	432	18.5▲	5
Mike Head	45	136	181	421	18.1▲	2
Martin Butcher	63	53	116	536	23.0▼	5
Rob Thomasson	60	53	113	508	21.8▼	5
Stephen Webb	32	82	114	434	18.6▲	4

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Peter Berlin	FT, CC	-	-	-	-	-	4P	-	-	-	-	-
Mike Head	-	-	-	-	-	-	-	3P	-	-	-	-
Martin Butcher	-	-	1	-	-	-	-	-	-	-	5P	-
Rob Thomasson	-	-	-	-	-	5P	1	-	-	-	-	-
Stephen Webb	WSR	-	4P	-	-	-	-	-	-	-	-	-

Bank (new)	10P	5	10P	10P	4	5	7	10P	10P	5	10P
Price (par)		65			65	65	75			65	
Bank (pool)	-	-	-	-	1	-	-	-	-	-	-
Price (pool)		70F			65G	70F	80D			70F	
Company credit		100			68	100	40			60	
Trains		3 2 2			3 2	3 2	3 2			3 2	

Bank cash: \$11,026 Certificate limit: 13 Trains: 4 x '4', 3 x '5'...
 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	6/2	7/7	8/13	9/9	55/1	56/-	57/2		
	58/3	69/1												
Green	14/4	15/1	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1		
	28/1	29/1	59/1	120/-	121/2									



Orders required for the following rounds

By the early deadline

OR4, SR4

Adjudication can pause between rounds if requested



1870-U19

Most stations are occupied
by company tokens.

OR4

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SLSF	LG	15:H17:3	-	70	Yes	① 90D	56	3
MP	JS	14:C18:3	-	100	Yes	② 68F	20	4 4
IC	MH	-	-	50	Yes	-	72E	240 3 3 3
SSW	MB	15:H13:6	-	150	Yes	③ ④ ⑤ 72E	320	3 3
GMO	LG	8:M16:1	8:L15:2	80	Yes	-	64G	112 4 4
MKT	SW	8:F7:5	9:G6:2	40	Yes	⑥ 55H	258	4

- Notes: ① \$100 to the bank for a token in H17
 ② \$300 to the bank for a '4' train
 ③ \$40 to the bank for a token in H13
 ④ \$100 to Martin for the SCC private
 ⑤ Cattle token placed in H13
 ⑥ \$40 to Stephen for the GRSC private

Cash Flow	b/f	OR4	c/f	Value	%	Certs
Lyndon Gurr	65	68	133	813	27.5	7
Stephen Webb	64	49	113	511	17.3	1/6
John Shelley	162	0	162	570	19.3	5
Mike Hutton	18	40	58	498	16.8	5
Martin Butcher	20	185	205	565	19.1	4

Portfolio	Privates	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	-	-	-	5P	-	-	-	4P	-	-	-
Stephen Webb	-	-	-	-	-	6P	1	-	-	-	-
John Shelley	-	-	-	-	-	-	6P	-	-	-	-
Mike Hutton	GSC	-	-	-	5P	-	-	-	-	-	-
Martin Butcher	-	-	-	-	-	-	-	-	-	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	90D	-	72E	-
Company credit	-	-	112	240	258	20	56	-	320	-
Trains	-	-	4 4	3 3 3	4	4 4	3	-	3 3	-
Redeemed shares	-	-	-	-	-	-	-	-	-	-
Bank cash: \$10,323	-	-	-	-	-	-	-	-	-	-
Current operating order:	-	-	-	-	-	-	-	-	-	-

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds											
Yellow	1/1	2/1	3/3	4/6	5/1	6/1	7/8	8/12	9/16	55/1	56/1	57/2	58/4	69/1										
Green	14/3	15/1	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						

1870

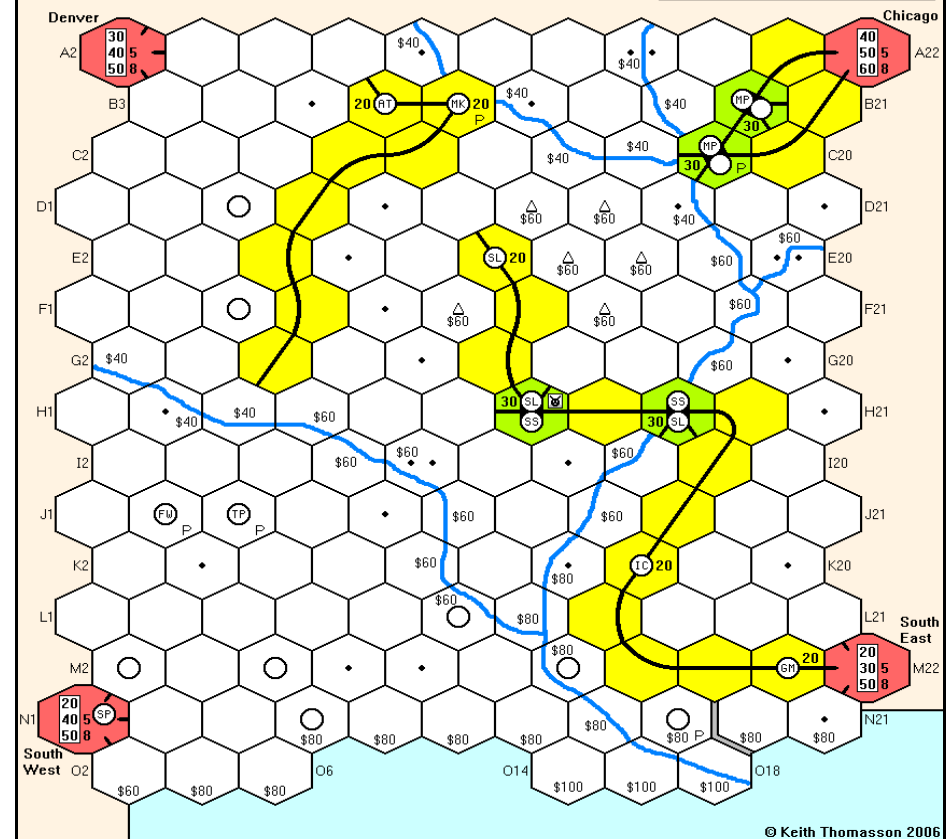
GameU19

Referee:
Keith Thomasson

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

Cattle token on H13 - +\$10 for the SSW

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



Orders required for the following round

By the early deadline

SR4



1895-L20

We just do the private company and obligations.

SR1-1

Neil has decided not to play, so his place is taken by Roger Krueger. My thanks to Roger for picking this up at very short notice.

Stock Round 1 - Private Company and Obligations

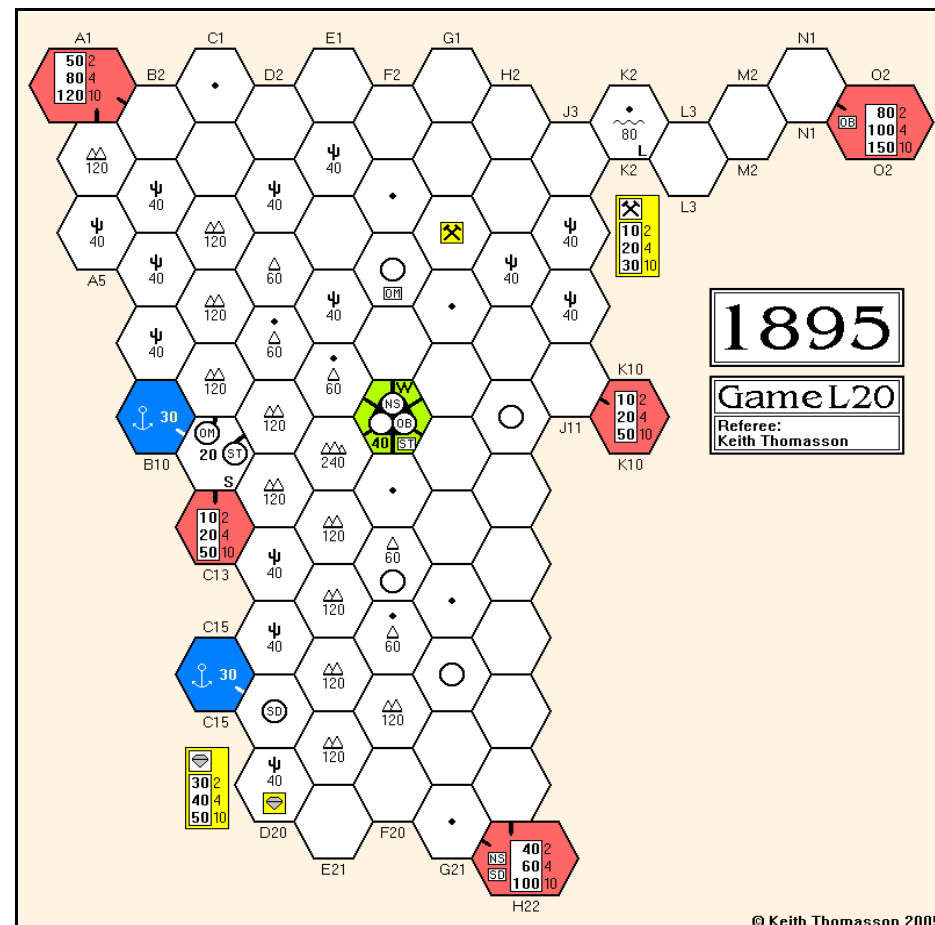
Roger	✗
Tim	Bids \$20 on the Martin Luther
Martin	✗
	☛ Tim gets the private company
Roger	✗
Tim	Bids 40 RM on the SD obligation Martin and Roger join the auction - Tim gets the obligation for 85 RM
Martin	Bids 60 RM on the STA obligation Tim joins the auction - Tim gets the obligation for 85 RM
Roger	Bids 50 RM for the OME obligation Martin joins the auction - Martin gets the obligation for 65 RM
Tim	✗
Martin	✗
Roger	Bids 30 RM on the OB obligation. Martin joins the auction - Roger gets the obligations for 40 RM.
Tim	✗
Martin	✗
Roger	✗
	Priority for the remainder if the round lies with Tim

Cash Flow	b/f	SR1-1	c/f	Value	%	Certs
Roger Krueger	560	-40	520	520	37.0▲	1
Tim Franklin	560	-190	370	390	27.8▼	3
Martin Butcher	560	-65	495	495	35.2▲	1

Portfolio	PCS/Oblig	STA	OME	SD	OB	NS
Roger Krueger	OB	-	-	-	-	-
☛ Tim Franklin	ML STA SD	-	-	-	-	-
Martin Butcher	OME	-	-	-	-	-

Bank (new)	-	9P	9P	9P	9P	10P
Bank (pool)	-	-	-	-	-	-
Price	-	-	-	-	-	-
Company credit	-	-	-	-	-	-
Trains	-	-	-	-	-	-
Bank cash: 5,129 RM		Certificate limit: 13		Trains: 4 x '2', 3 x '3'...		

Tiles	Tile number/Availability								One Operating Round between Stock Rounds			
Yellow	3/2	4/2	7/5	8/12	9/12	57/3	58/3	814/1	815/1			



If there is one failing I have, it is the hope that things can go quicker than other people are comfortable with. Martin brought me back to reality, in that the sale of obligations is similar to the private company auctions in other games, which are always done in a separate round.

The NS obligation was not sold, and is removed from the game. The obligations that were sold sit in your hands with a 10% share of the appropriate company. These shares are inactive until the connection for the associated obligation has been made.

Next month we'll move on to the major companies. Don't forget to tell me if you will exercise your right to interrupt the round and buy the President's certificate associated with your obligations.

Orders required for the following round

By the early deadline

SR1 - Public companies



18EU-B19

No stock round this month.

OR10

The FN share price was correct. It moved up in the operating round, the down again when Don sold one of its shares.

To answer two identical questions in one, if Hamburg is one end of a red-to-red run, it qualifies for the appropriate bonus.

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GS	SW	147:B7:6	580	Yes	-	200B▲	291	8 5
RA	NW	-	270	Yes	-	135C▲	384	5
FN	PB	83:B11:4	240	Yes	-	135C▲	155	6
RB	PB	82:I4:6	220	Yes	①	122D▲	1	8
BN	MF	576:M16:3	260	Yes	②	122D▲	224	5 P
DR	DS	83:B9:5	370	Yes	-	110D▲	74	8
IS	NW	-	240	Yes	-	110D▲	248	6
RP	PB	141:G10:1	300	Yes	-	100C▲	100	8

Notes: ① Places as token in J7
② 100 to the bank for a Pullman

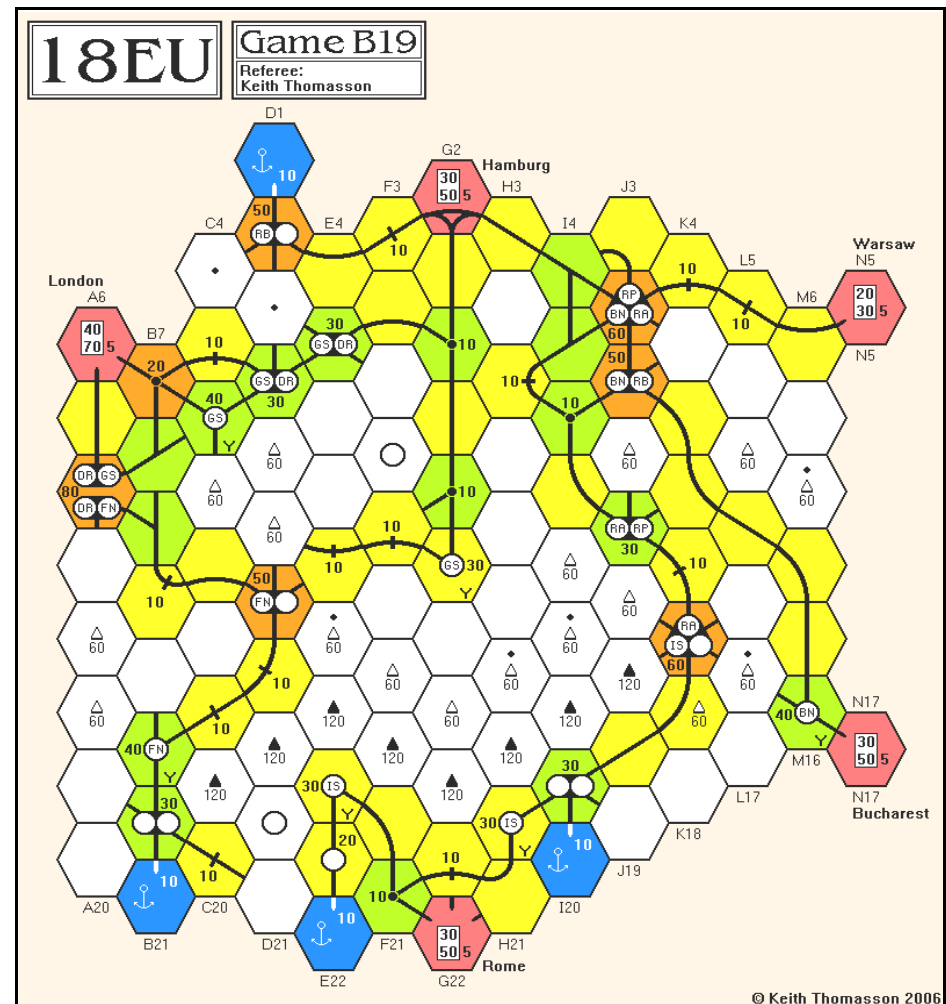
Cash Flow	b/f	OR10	c/f	Value	%	Certs
Neil Walters	475	424	899	2,826	24.9▼	13
Peter Berlin	358	407	765	2,075	18.3▲	13
Mark Frueh	338	459	797	2,409	21.3▲	12
Don Smith	108	280	412	1,272	11.2▲	8
Stephen Webb	289	544	833	2,754	24.3▲	11

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

Treasury	-	2	-	-	1	-	-	4
Bank pool	-	1	2	-	-	1	4	4
Price	122D	110D	135C	200B	110D	135C	122D	100C
Company credit	224	74	155	291	248	384	1	100
Trains	5 P	8	6	8.5	6	5	8	8

Bank cash: 6,817 Certificate limit: 13 Trains: 8 x '8' (plus 4 x Pullman)
Current operating order GS, RA, FN, RB, BN, DR, IS, RP

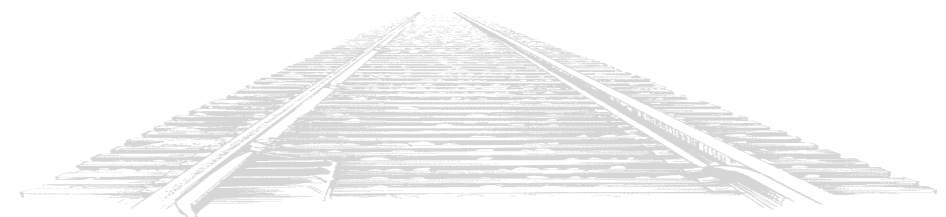
Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds	
Yellow	3/6	4/5	7/2	8/6	9/9	57/7	58/8	201/5	202/8			
Green	14/2	15/1	80/4	81/4	82/3	83/1	141/4	142/3	143/1	144/1	576/2	577/4
			578/3	579/2	580/1	581/2						
Brown	145/4	146/4	147/3	544/3	545/3	546/3	582/6	583/-	584/-	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



Orders required for the following round

By the early deadline

SR5





18KAAS-O19

The last private company
leaves private ownership.

OR6 - OR7

Lyndon's cash has dropped by \$30, as he was paid income for the B&O private - which closed in OR4.

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	7:H10:2	250	Yes	-	112A	600	3 3
B&M	WM	53:K9:2	120	Yes	①	100B	390	3 3
C&O	TS	7:N16:4	-	-	② ③	82B	520	4
CPR	LG	57:E15:2	-	-	④ ⑤	69G	210	4
PRR	AH	28:G13:6	110	Yes	⑥	75F	229	3
NYNH	LG	-	130	Yes	-	69G	182	3

- Notes: ① \$180 to the bank for a '3' train
 ② \$80 to the bank for terrain costs
 ③ \$300 to the bank for a '4' train - '2' trains die
 ④ \$40 to the bank for a token in H14
 ⑤ \$300 to the bank for a '4' train
 ⑥ \$229 to Alan for the C&A private

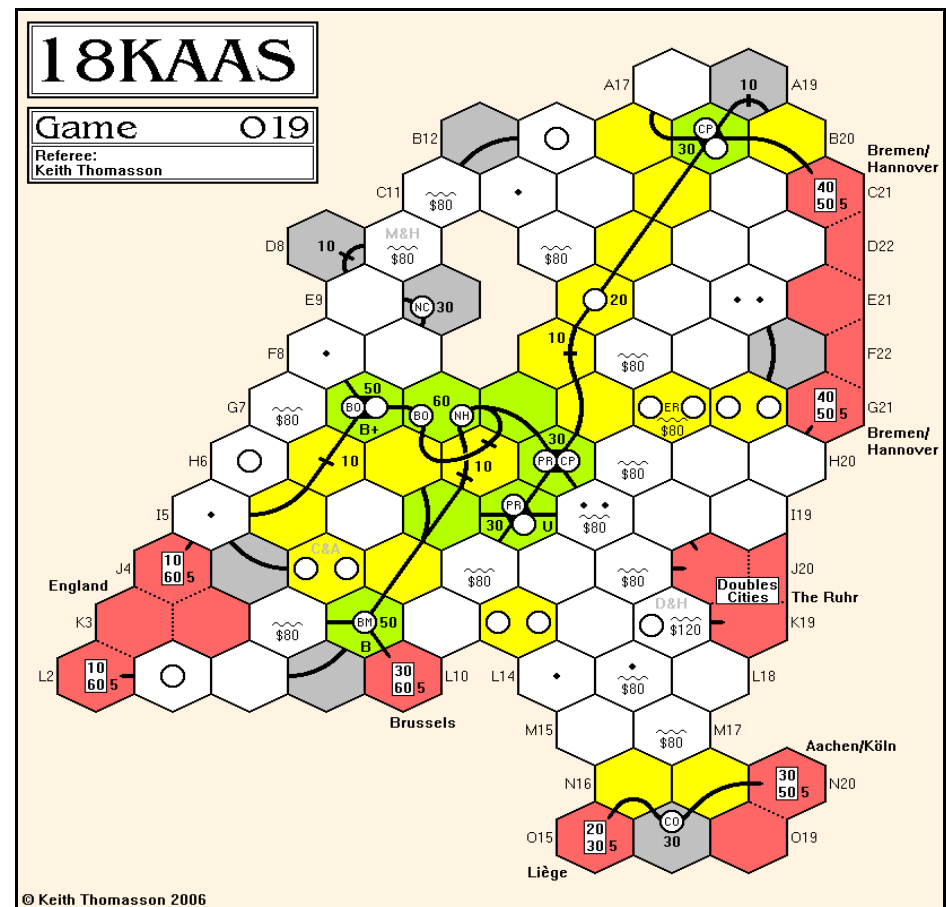
OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	8:I7:6	250	Yes	-	126A	600	3 3
B&M	WM	24:I11:5	120	Yes	-	112B	395	3 3
C&O	TS	8:N18:3	80	Yes	-	90B	520	4
PRR	AH	14:I13:3	120	Yes	-	80F	98	3
CPR	LG	-	120	Yes	-	70G	270	4
NYNH	LG	-	130	Yes	-	70G	254	3

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Willem Moene	58	83	96	237	1,059	18.9	7
Martin Butcher	119	162	174	455	1,393	24.9	7
Tony Sait	20	49	98	167	983	17.5	8
Lyndon Gurr	6	113	137	256	1,082	19.3	7
Alan Harvey	67	336	98	501	1,087	19.4	6

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

Bank (new)	1	-	4	-	10P	10P	1	-
Price (new)	90	100	90	76			67	71
Bank (pool)	-	-	-	5	-	-	4	4
Price (pool)	112B	126A	90B	70G			70G	80F
Company credit	395	600	520	270			254	98
Trains	3.3	3.3	4	4			3	3
Bank cash: \$8,247	Certificate limit: 13				Trains: 2 x '4' 3 x '5'			
Current operating order:	B&O, B&M, C&O, PRR, CPR, NYNH							

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

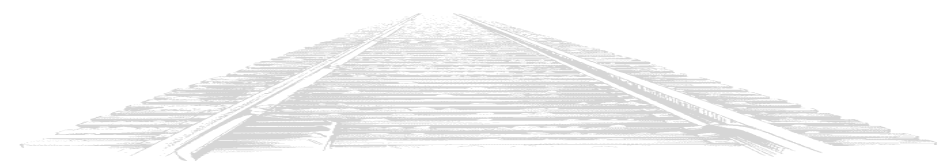


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Orders required for the following round

By the early deadline

SR6



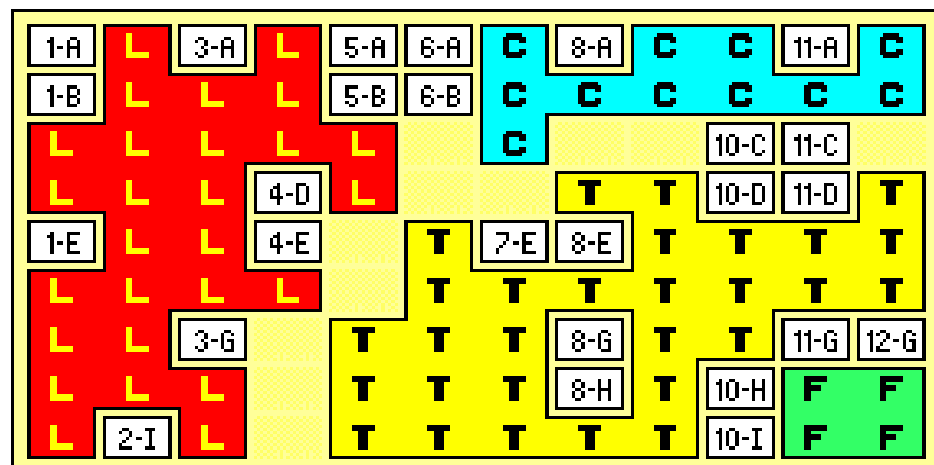


ACQUIRE 42

All the active chains are sold out, but we can't finish yet.

ROUND 11

John C	8-B	Continental takes over Imperial, bonuses for Willem (£4,000) and Lyndon (£2,000), Willem sells 10 for £4,000, Lyndon sells 9 for £3,600. Buys 1 Luxor @ £800, 2 Festival @ £500.
Willem	3-D	No purchases.
John M	5-C	[Dead tiles: 5-E 6-D] Buys 1 Luxor @ £800, 2 Festival @ £500.
Lyndon	7-C	[Dead tiles: 6-C 7-D 8-C 9-C 12-C] Buys 1 Festival @ £500.
Colin	3-H	[Dead tiles: 4-H 4-I] No purchases.
John C	9-I	No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	4	-	-	2	-	10	-	£7,300	£29,500
Willem Moene	7	10	-	7	-	1	-	£9,500	£40,000
John Marsden	9	4	-	2	-	-	-	£12,700	£32,100
Lyndon Gurr	-	10	-	1	-	9	-	£11,400	£38,500
Colin Sharpe	5	1	-	13	-	5	-	£200	£21,000
Bank Stock	-	-	25	-	25	-	25		
Chain Size	27	29	-	4	-	11	-		
Chain Value	800	800	-	500	-	900	-		

Playing sequence

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

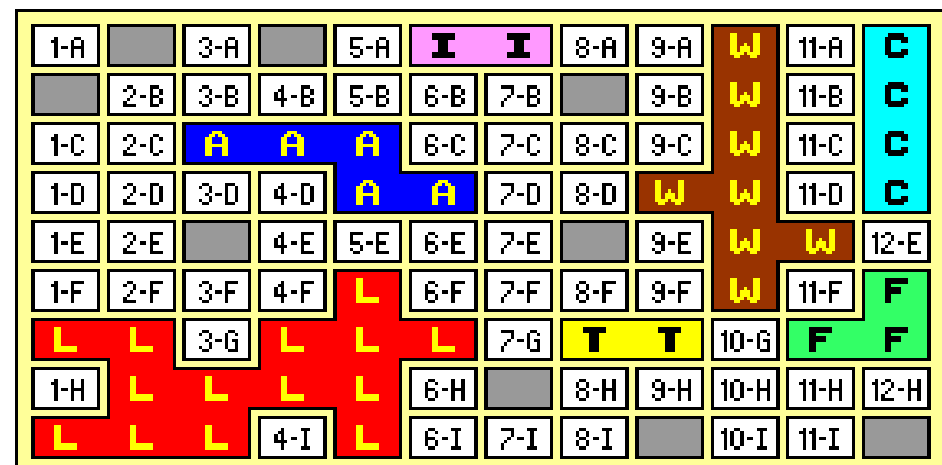


ACQUIRE 43

Imperial takes a short break.

ROUND 7

Lionel	9-G	Forms Tower, one free share. Buys 1 Tower @ £200.
Kevin	6-D	No purchases.
John	4-H	Luxor takes over Imperial, bonuses for John (£7,000) and Lionel (£3,500), John sells 7 for £4,900, Lionel retains 4, Kevin sells 3 for £2,100. Buys 3 Luxor @ £700.
Tony	6-G	Buys 3 American @ £600.
Bob	7-A	Forms Imperial, one free share. Buys 2 Imperial @ £400.
Lionel	7-H	No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	7	6	1	-	-	5	3	£200	£26,400
Lionel Robbins	-	2	-	6	10	-	4	£3,500	£28,900
Kevin Lee	-	-	4	-	9	3	-	£2,100	£25,100
John Colledge	7	-	-	-	-	-	-	£11,900	£22,100
Tony Wilcock	-	-	3	10	-	-	-	£3,300	£16,100
Bank Stock	11	17	17	9	6	17	18		
Chain Size	14	2	5	3	8	4	2		
Chain Value	700	200	600	400	700	600	400		

Playing sequence

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



ACQUIRE 44 {SP}

Worldwide wastes
no time in showing up.

ROUND 4

Colin 4-I Forms Worldwide, one free share. Buys 3 Festival @ £300.
Mick 5-G {Uses 'Buy 5' Power} Buys 5 Continental @ £400.
John 11-A Buys 3 Luxor @ £200.
Michael 7-A Buys 3 American @ £400.
Colin {Uses 'Place 4 Tiles' Power}
8-G Imperial takes over Festival, bonuses for John (£4,000) and Colin (£2,000), Colin retains 3, John swaps 4 for 2.
1-H
2-H Forms Festival, one free share.
3-G Buys 3 Worldwide @ £300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	3	3	-	-	-	5	3	£1,300	£16,400
John Colledge	7	-	-	-	-	-	2	£7,900	£12,900
Michael Graystone	3	-	6	-	-	4	4	£600	£22,900
Colin Sharpe	-	6	3	4	4	2	-	£3,800	£22,400
Bank Stock	12	16	16	21	21	14	16		
Chain Size	2	2	3	2	2	2	7		
Chain Value	200	200	400	300	300	400	800		
Powers used:	Mick: B5/T5		John: T5		Michael: T5		Colin: T5/P4		

Playing sequence

Mick, John, Michael, Colin, Mick again



ACQUIRE 45

Two new chains,
both formed by John.

ROUND 2

John 11-I Forms Imperial, one free share. Buys 3 Imperial @ £400.
Tony 8-H No purchases.
Kevin 7-B Buys 3 Tower @ £300.
Colin 4-C Buys 3 Tower @ £300.
Michael 8-D Buys 3 Imperial @ £400.
John 7-D Forms Luxor, one free share. Buys 3 Luxor @ £200.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	-	7	-	-	3	£2,400	£12,400
John Colledge	4	-	-	3	-	-	4	£3,000	£15,600
Tony Wilcock	-	-	-	-	-	-	-	£6,000	£6,000
Kevin Lee	-	7	-	-	-	-	-	£4,500	£9,600
Colin Sharpe	-	6	-	-	-	-	-	£4,500	£7,800
Bank Stock	21	12	25	15	25	25	18		
Chain Size	2	3	-	3	-	-	2		
Chain Value	200	300	-	400	-	-	400		

Playing sequence

Tony, Kevin, Colin, Michael, John, Tony again





AUSTRALIAN RAILWAYS 1

Marcus earns on most commodity movements.

ROUND 2

Goods Growth

Goods to Adelaide, Food to Sydney, Goods to Melbourne, Food to Mildura

Auctions

2a: Geelong & Ballarat (4) Bids: MP TW BE MB *8*

Build roll: 11 (built)

2b: Cootamundra & Goulburn (6) - 1 2 3 - 4 5 6 - 7 - 8

Build roll: 6 (built)

2c: Goulburn & Bombala (8) - - 1 2 - - 3 4 - - 5 *6*

Build roll: 7 (not built)

Commodity Movement

Income: MP TW BE MB 1 - - 2

Bruce Imports Geelong to Bairnsdale 1 - 1

Marcus Ore Ballarat to Melbourne 2

Tony Food Sydney to Cootamundra 1

Bruce Timber Bairnsdale to Geelong 1 1

Martin Timber Cootamundra to Geelong 1 1

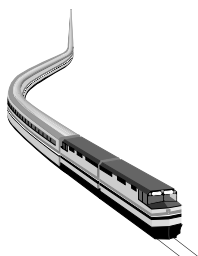
Market loss number: 11 Income lost: - - - -

Income: 6 1 2 3

Marcus remains the Train Player (income 6/cash 6).

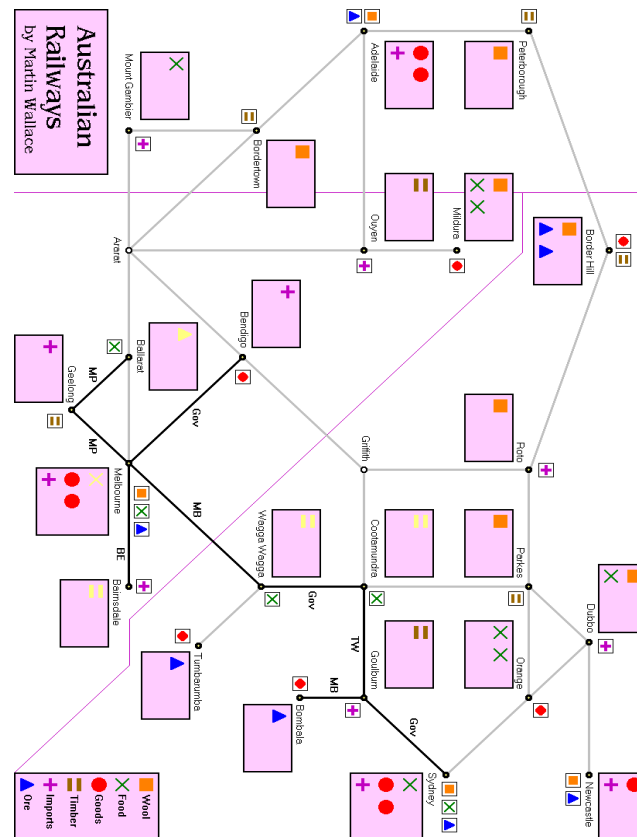
Bank Loans	Acquired	Total	Interest	Retired	c/f
Marcus Pratt	+10	20	-4	-	20
Tony Wilcock	-	20	-4	-	20
Bruce Edwards	-	10	-2	-	10
Martin Butcher	-	10	-2	-	10

Marcus	Timber	◇	Link 3a: Ballarat & Ararat (5)
Tony	Goods	◇	Link 3b: Melbourne & Ballarat (4)
Bruce	Timber	◇	Link 3c: Sydney & Orange (7)
Martin	Timber	◆	Link 4a: Bendigo & Griffith (8)
Government link:		◆	Link 4b: Mount Gambler & Ararat (5)
Melbourne & Bendigo		◆	Link 4c: Wagga Wagga & Tumbarumba (7)



Cash flow

	Marcus	8	Tony	6	Bruce	6	Martin	8
Cash b/f		8		24		13		10
Auction & Builds	-8	0	-9	15	-	13	-6	4
Income	+6	6	+1	16	+2	15	+3	7
Acquired Loans	+10	16	-	16	-	15	-	7
Interest	-4	12	-4	12	-2	13	-2	5
Retired Loans	-	12	-	12	-	13	-	5
Cash c/f		12		12		13		5



Orders required

Marcus leads the playing order

Place goods, railway link bids 3a, 3b and 3c, commodity movement, loans



BATTLE! 3

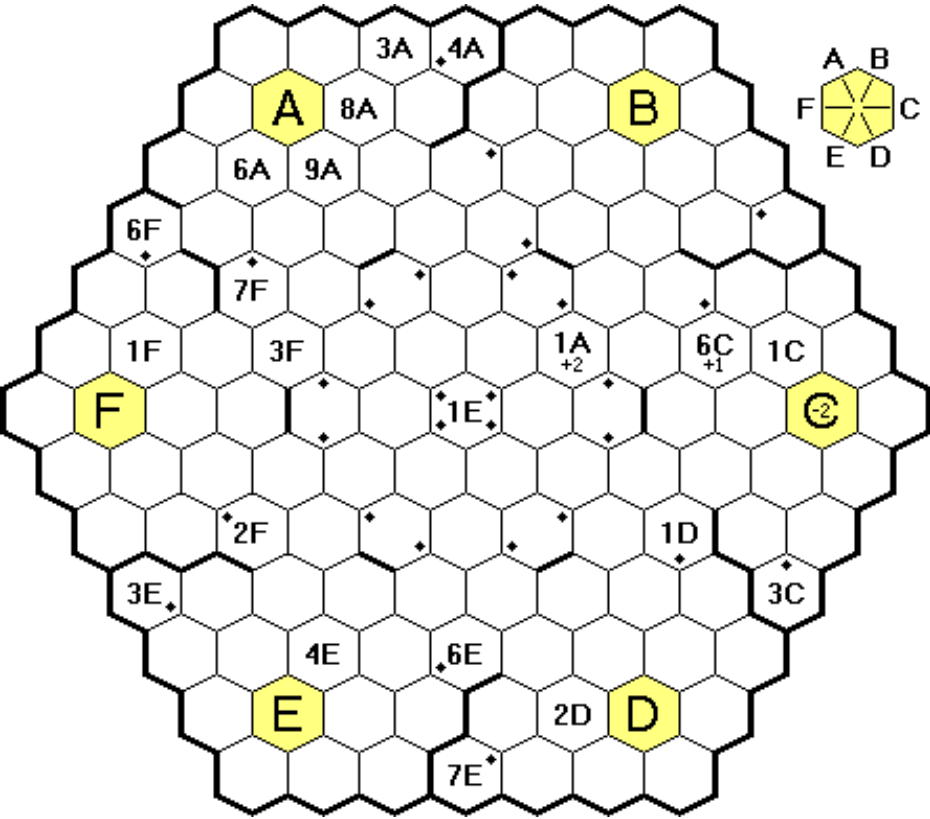
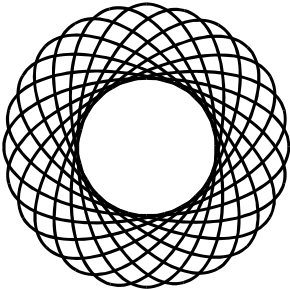
Everjoice joins Ants in deploying explosives.

ROUND 18

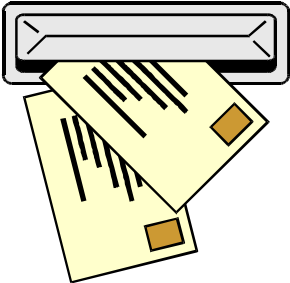
Team	Research	PP	Units	M	C	A	S	E	D	P	R	B	H
<i>Antz</i> Marcus Pratt	✖ Level 10	12	1A 3A 4A 6A 8A 9A	3 1 3 2 1 3	0 0 0 0 0	5 1 0 0 5	1/0 1/0 1/0 1/0	1 0 2 1 1	2 1 1 1	0 1 0 0	2 0 3	0 1 0	2 1 2
Explosives x 2													
<i>Cohen</i> Allan Stagg	✖ Level 10 Base at 8	9	1C 3C 6C	2 1 2	 0	 3	 2/0	 1	 6	 1	 3	 0	 1
<i>Droid</i> Joakim Spångberg	✖ Level 6	11	1D	1	4	4	1/2	2	2				
<i>Everjoice</i> Steve Ham	+ Explosives Level 10	19	1E 3E 4E 6E 7E	2 1 4 2 1	2 0 1 0 	1 0 1 2 	0/0 0/0 1/1 1/0 	0 0 1 1 	0 0 2 1 	1 2 2 2 	 1 	 0 	 1
Explosives x 2													
<i>Team Fred</i> Peter Hawkins	✖ Level 9	13	1F 2F 3F 6F 7F	1 3 0 0 	0 1 0 0 	1 3 0 0 	0/0 1/0 0/0 	1 1 0 	1 1 0 	0 0 1 	1 2 	 	

- New units: 2D, 1F.
- Movement: Everjoice moves north while some Ants glide south.
- Combat: 1A→2E ⑧x2, 1A→C base ①x2, 2A→4C ②x2, 9A→5F ⑩x2, 6C→1A ⑥, 2E→2A ⑧x2, 6E→2D ④x2, 5F→2A ⑧. 1A drops down to level 2.
- Conversion: None.
- Build: None.

You can only increase a unit's attributes when adjacent to your base at height 0, or when adjacent in any way to a unit with power in storage. You can not increase attributes when hovering over your base.



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





BREAKING AWAY 14

Time to award the trophies.

GAME OVER

Pos	Riders	Team Results	Individual Mention
1st	Dixen		
2nd	Kamiyacho	Ditchling Beacon Bykers 1st	Kamiyacho (THL) 21 pts
3rd	Naka-Meguro	The Hibiya Line 2nd	Dixen (DBB) 20 pts
4th	Stefanos	Hard Boiled 3rd	Eddie Stobart (A1C) 13 pts
5th	Eddie Stobart	Le Quattro Stagioni 4th	Rudolph (DBB) 12 pts
6th	Rudolph	A1 Crawlers 5th	Naka-Meguro (THL) 12 pts
7th	Summer	Queen of the Saddle 6th	Mercury (QoTS) 10 pts
8th	Hibiya		Robicheaux (HB) 10 pts
			Stefanos (HB) 10 pts

1st	Simon Brooks	Ditchling Beacon Bykers	40
2nd	Jim Reader	The Hibiya Line	35
3rd	Rob Thomasson	Hard Boiled	28
4th	Joakim Spångberg	Le Quattro Stagioni	20
5th	Steve Ham	A1 Crawlers	17
6th	Richard Lunn	Queen of the Saddle	16

Simon Brooks (Ditchling Beacon Bykers, 1st): Thanks for the game people, just pleased to win another FWTDR game - thought I'd forgotten how to do that. I've become somewhat of an expert at this game, and can assure you all that the secret of success in BA is to be lucky. Simple as that.

Jim Reader (The Hibiya Line, 2nd): I almost got there, despite badly messing up early on in this game. Congratulations to Simon and thanks for the game.

Rob Thomasson (Hard Boiled, 3rd): Just to say thanks to all players and to Keith for running the game. A typical mid-table finish for me - no doubt a result of middling performance that comes from insufficient (that is no) strategy. Always a good diversion this game and (as usual) I'm sure I can do better next time.

Steve Ham (A1 Crawlers, 5th): I haven't got this game figured. This game appeared loaded to the riders who hung around at the back of the back in the early rounds - but Jim managed to get two of his riders into the top three after a poor start and Dixen won by a mile. You printed the original rules before the game and I think there is something to be said for giving a greater award to riders "Breaking Away". I think limiting the replacement cards for riders at the back of the pack to 15 is fine. Thanks for the game - I'm looking forward to the next one.

Richard Lunn (Queen of the Saddle, 6th): Okay, I enjoyed the game, even though the finish was appalling. In the early part of the game I achieved the goals I set myself, withholding high value cards, but I misjudged the end-game.

I would be happy to run games to the original rules or to these, but don't want to introduce another variant, including the breaking away bonus but excluding the rule of no limit for the value of replacement cards. I don't think we need a hybrid version.



BREAKING AWAY 15

No sign of anyone being dropped.

ROUND 7

Pos	Riders	New
70	Knizia	3
69	-	
65	-	
62	Acol Ace	3
61	One Spade Wallace	4
60	-	
59	Eggspy Evesham No Trump Vulnerable	3
58	Kramer Stratford	7
57	O'Neill Pershore Bigspy Moon Bidford	9
56	Teal'c Jackson Smallspy	14
55	-	
54	-	
53	Yamashita	3
52	Carter Negishi	4
51	Sankeien Midspy	6
50	-	
49	Hyaku Dan	3

Martin Butcher	Designers Four:
A Knizia	1 3 3 14
B Kramer	6 7 15
C Moon	8 9 14
D Wallace	3 3 4
Bruce Edwards (4)	Spy Game:
A Eggspy (4)	3 4 5 15
B Bigspy	3 3 9
C Midspy	3 6 12
D Smallspy	3 3 14
Jim Reader (23)	Yokohama Parks:
A Sankeien (10)	3 3 4 6
B Negishi (8)	4 5 5
C Hyaku Dan	3 3 15
D Yamashita (5)	3 10 12
Allan Stagg (6)	Stargate:
A O'Neill	1 3 9 15
B Carter (6)	4 6 6
C Teal'c	3 10 14
D Jackson	6 11 14
Mark Stretch (5)	Avon Riders:
A Evesham (3)	3 4 5 5
B Pershore (2)	5 9 14
C Stratford	4 7 11
D Bidford	3 9 15
Roger Trethewey (1)	Bridge Riders:
A Acol Ace (1)	3 9 10 12
B One Spade	4 5 15
C No Trump	3 12 12
D Vulnerable	3 8 12



We could see the second sprint being reached next time, but only for Knizia, on his own at the front.

The remaining riders will be jockeying for the best positions and hoping to score some sprint points in the following round.

Orders required
Cards for round eight



6 NIMMT! 11

Kevin keeps the lead - just.

ROUND 7

Hand 1 (1-104)

100			
99			92
90		25	91
89	55	6	88
1/12	2/7	3/3	4/8

Hand 2 (1-104)

15		75	
12		74	
11		64	
9	98	57	
5	90	51	81
1/11	2/4	3/6	4/1

Steve (6) takes row 3 for 1 pt, Mick (25), Jim (52), Kevin (53), Colin (54), Roger (55), takes row 2 for 5 pts, Michael (91), John (92).

Kevin (51) takes row 3 for 6 pts, Steve (57), Mick (64), John (74), Roger (75), Jim (79), Colin (80), Michael (81) takes row 4 for 7 pts.

Hand 3 (1-84)

		17	84
		13	83
		12	79
82		11	78
81	2	5	77
1/2	2/1	3/10	4/9

Hand 4 (1-84)

47	82		
45	80		
28	78		
26	61		
23	60	66	77
1/6	2/9	3/5	4/5

Mick (2) takes row 2 for 3 pts, Roger (29) takes row 1 for 6 pts, Colin (42), Michael (52), John (54), Steve (58), Jim (81) takes row 1 for 5 pts, Kevin (82).

John (23) takes row 1 for 5 pts, Kevin (26), Michael (28), Jim (45), Steve (47), Mick (66) takes row 3 for 10 pts, Colin (70), Roger (77) takes row 4 for 7 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Kevin Lee	8	13	0	1	22
Colin Sharpe	10	1	6	7	24
Michael Graystone	0	7	8	11	26
Jim Reader	8	16	5	0	29
Mick Haytack	0	2	5	31	38
John Colledge	0	9	17	16	42
Roger Trethewey	26	12	6	8	52
Steve Ham	24	12	6	10	52

Orders required

Round eight cards for each hand



McMULTI 9

Nineteen barrels of petrol are sold at the pumps.

ROUND 11

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

Tony Wilcock

Mick Haytack

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

Mark Stretch

Martin Butcher

Actions.....

Tony Buys a refinery and two pumps. Rolls E-4.

Mick Buys two refineries and ten drilling rigs. Rolls C-1.

Martin Buys six refineries and four pumps. Rolls A-3.

Mark Buys two refineries. Rolls A-4.

No market changes.

	Dealings		{◇} = indirect hits	Stocks		
Players	Crude	Petrol	Assets hit	Crude	Petrol	Cash
Tony Wilcock	+4/I	-	PP ² OR ⁴ {PP ² OR} {PP ² }	-	5	\$564
Mick Haytack	+6/I	-	{PP OR} PP ² OR ² {PP OR}	8	4	\$455
Martin Butcher	+7/I	-	{PP ² OR ² } PP ² OR ⁴ {PP ² OR ² }	1	6	\$571
Mark Stretch	-	-3/I	{OR OW} {OR OW} PP ³ OR OW	17	1	\$700

Sell/Buy	Domestic	International		
Crude	\$11/\$12	\$23/\$24	Next retail petrol sale	\$40
Petrol	\$48/\$50	\$48/\$50	Next Oil Well conversion	\$60

Economic Climate	Purchase Price			Liquidation Value			
	Rig	Pump	Refinery	Rig	Pump	Refinery	Oil Well
Depression	4	32	50	2	18	24	20

Orders required

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



Bus Boss 286-SPN

I won't see Spain
again until May.

ROUND 12

Spain

Round 12 Runs

			BRK	BUS	SNL	TAP	RR	SPK	
45	A♥ Madrid 5♣ Sevilla	① TAPAS 13 ② BUSSTOP 6 ② BROOKS 6 ② SPOCK 5		+4				+4	13 14 2 1
46	3♦ San Sebastian 3♠ Salamanca	① SNAIL 20 ② RR 10			-3		+3		23 7
47	8♥ Toledo A♦ Santander	① SNAIL 16 ② RR 9 ③ SPOCK 5			+5 +1		-5 +2/-7	-1 +7/-2	10 19 1
48	4♣ Huelva 3♥ Madrid	① TAPAS 13 ② SPOCK 6 ② BROOKS 6 ② BUSSTOP 5	+3	+3 -4 -4		-3 -3		+3 +4	22 -1 -1 10
49	Q♠ Portugal 7♥ Zaragoza	① BUSSTOP 16 ② TAPAS 9 ③ SNAIL 5 ✕ BROOKS			-4 +4	+4			16 5 5 4
50	9♠ La Coruna 10♦ Gerona	① SNAIL 20 ② RR 10 ✕ BROOKS ✕ SPOCK	-3 -3		+7/-3 +3		+3/-7 +3 +4	-4	13 7 6 4
51	8♦ Barcelona 6♠ Leon	① RR 15 ① SNAIL 15 ✕ SPOCK			+4 +2		-4	-2	19 9 2
52	K♠ Portugal A♣ Gibraltar	① TAPAS 20 ② BUSSTOP 10	-4			+4			16 14

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
TAPAS	273	13	-	-	22	5	-	-	16	329
BUSSTOP	258	14	-	-	10	16	-	-	14	312
SNAIL	216	-	23	10	-	5	13	9	-	276
SPOCK	260	1	-	1	-1	-	4	2	-	267
RR	172	-	7	19	-	-	7	19	-	224
BROOKS	172	2	-	-	-1	4	6	-	-	183

1st	Jim Reader	TAPAS	329
2nd	Bob Coull	BUSSTOP	312
3rd	Mike Hutton	SNAIL	276
4th	Don Shaller	SPOCK	267
5th	Simon Robertson	RR	224
6th	Simon Brooks	BROOKS	183

Congratulations, Jim. Round-up time next month, so let's hear your views.



Bus Boss 290-SEA

A strange game of
delayed runs and solos.

ROUND 9

South East Australia

Round 9 Runs

			ROLF	GRUB	SNAIL	COB	COLIN	
2	9♠ Dubbo 2♣ Port Augusta	① GRUBBY 20 ② COBBER 10 ✕ COLIN				+4	-4	10 6 4
4	3♠ Toowoomba 8♦ Warrnambool	No entrants						
11	4♦ Geelong 4♣ Port Pirie	① COBBER 30						30
12	6♥ Bathurst 9♣ Murray Bridge	① COBBER 20 ② SNAIL 10 ✕ GRUBBY		-4	-2 +4	+2		18 8 4
13	3♥ Sydney Q♣ Mount Gambler	① COLIN 30						30
14	K♥ Bega 9♦ Hay	No entrants						
19	6♦ Bendigo 5♠ Adelaide	① COBBER 20 ② SNAIL 10		+8	-8			28 2
20	10♥ Yass 4♠ Surfer's Paradise	① ROLF 30 ✕ COLIN	+2				-2	28 2
21	7♦ Echuca J♠ Grafton	No entrants						
23	K♣ Ouyen 8♠ Nyngan	① SNAIL 30 ✕ GRUBBY		-6	+6			24 6
25	5♦ Ballarat 2♥ Sydney	① COLIN 16 ② SNAIL 9 ③ COBBER 5			+6 +2	-2	-6	22 1 7

Round 9 Routes

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

More - St.George (8)

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

Ballarat - Horsham, Bairnsdale - Orbost (11)

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

Albury - Melbourne (8)

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

Port Macquarie - Grafton, Bendigo - Horsham (12)

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

Broken Hill - Mildura (9)

Scores

	Runs:	2	4	11	12	13	14	19	20	21	23	25	Routes	Score
COBBER	71	6	-	30	18	-	-	28	-	-	-	7	-12	148
GRUBBY	90	20	-	-	4	-	-	-	-	-	6	-	-9	111
COLIN	59	4	-	-	-	30	-	-	2	-	-	22	-11	106
SNAIL	67	-	-	-	8	-	-	8	-	-	24	1	-8	100
ROLF	42	-	-	-	-	-	-	-	28	-	-	-	-8	62

Round 9 Runs

1.	5♠ - 10♦	St.George to Albury
4.	3♠ - 8♦	Toowoomba to Warrnambool
8.	6♠ - A♦	Cunnamulla to Melbourne (not yet available)
14.	K♥ - 9♦	Bega to Hay
16.	7♠ - J♣	Bourke to Horsham
21.	7♦ - J♠	Echuca to Grafton
22.	J♦ - A♠	Warragul to Brisbane (not yet available)
24.	K♦ - 9♥	Orbost to Goulburn
26.	2♠ - A♣	Brisbane to Port Augusta
27.	5♠ - 4♦	St.George to Geelong
28.	5♥ - 5♦	Wollongong to Ballarat
29.	9♠ - 7♣	Dubbo to Broken Hill
30.	Q♠ - 2♦	Port Macquarie to Melbourne
31.	A♠ - J♠	Port Augusta to Grafton
32.	K♣ - 9♥	Ouyen to Goulburn
33.	2♥ - 3♣	Sydney to Peterborough
34.	7♠ - 4♣	Bourke to Port Pirie
35.	6♦ - 2♣	Bendigo to Port Augusta

Run 26 should have been shown as available last time, but as joint runs don't seem to be in the air, nobody could have taken it on.

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



BUS BOSS 292-FRA

Six of the first nine runs will be available.

ROUND 6

France

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

 Narbonne - Perpignan, Nevers - Lyon 40 - 12 28

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

Lyon - Mulhouse 40 - 10 30

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

(Brian Tappenden, Orange)

Nice - Italy, Rennes - Brest 45 - 12 33

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

Nancy - Metz, Nancy - Strasbourg - Germany 44 - 12 32

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

Amiens - Reims, Lorient - Brest 42 - 12 30

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

Bordeaux - Bayonne, Rouen - Le Havre 43 - 11 32

Round 7 Runs

1.	7♠ - J♣	Nimes to Dunkerque
2.	J♥ - 6♣	Strasbourg to Le Havre
3.	A♥ - 7♣	Paris to Dieppe (not yet available)
4.	6♦ - 9♣	Bordeaux to Boulogne
5.	5♣ - Q♦	Rouen to Brest
6.	6♠ - A♦	Grenoble to Spain (not yet available)
7.	K♠ - 10♣	Italy to Calais
8.	Q♥ - 10♠	Nancy to Narbonne
9.	2♣ - 3♦	Cherbourg to Pau (not yet available)

Runs	Routes
Enter up to 5	Buy in the order Bob, Simon, Jim, Kevin, Michael, Brian



BUS BOSS 293-NIT

The central highway gets some more supporters.

ROUND 2

France

Don's Italian Greyhound Bus Yard (DIGBY) (Don Shailer, Black)

 Milano - Cremona - Parma 89 - 12 77

Awful Routes Meandering Around Northern Italy (ARMANI) (Steve Ham, Purple)

Mantova - Cremona, Mantova - Modena 88 - 12 76

Creative Operations Launched In NIT (COLIN) (Colin Sharpe, Blue)

Allessandria - Torino, Piacenza - Milano 88 - 11 77

Milano-Bologna Buses (MBB) (Martin Butcher, Red)

Novara - Torino, Brescia - Verona 88 - 12 76

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

Parma - Modena - Bologna, Piacenza - Cremona 88 - 12 76

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



DISTORTION 1

If it seems too easy, it probably is.
But then again...

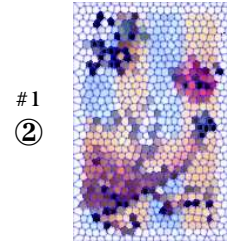
ROUND 3

Players	#1	#2	#3	#4	#5	#6	Total
Simon Robertson	5	4	5	-	5	-	19
Bruce Edwards	-	4	4	4	-	-	12
Allan Stagg	4	5	-	-	-	-	9
Richard Lunn	-	4	-	-	-	-	4
Steve Thomas	3	4	-	-	-	-	7
Colin Sharpe	-	-	-	-	-	5	5
Roger Trethewey	-	-	-	-	-	5	5
Don Shailer	-	4	-	-	-	-	4

Simon continues to get the first-time result, this time for picture #5.

Perhaps he's just good at squinting.

He missed #6 though, which two other people got.



#1
②

Wrong guesses so far

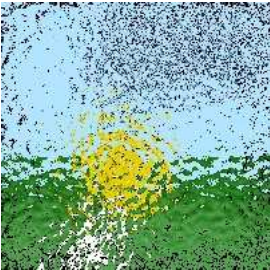
Andy Pandy, Looby Lou and Teddy, The Cat in the Hat, chicken, dinosaur, dog, Donald Duck, Father Christmas, fox, Goofy, Homer Simpson (2), Madonna and Child, map of Denmark, map of East Europe, meerkats, Mickey Mouse, owl, panda, Pinocchio, Road Runner, scorpion, Tigger.



#2
②

Wrong guesses so far:

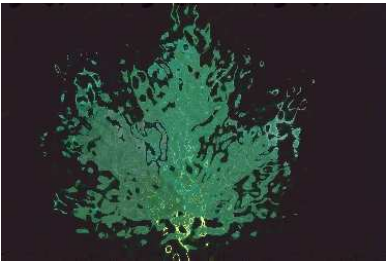
Big Ben, Church, Empire State Building, Gandalf, Köln Cathedral, mountain, Mount Everest (2), pyramid, rabbit, raven, Scooby Doo, Sphinx, tree, volcano, waterfall (2).



#3
③

Wrong guesses so far:

Bush of yellow flowers/bulbs, buttercup, camp fire, Houses of Parliament, laburnum, landscape, Linus (from Snoopy), Monet painting, plague of locusts (2), ship at sea, soccer player, sunrise, train (2), Vincent van Gogh.



#4
③

Wrong guesses so far:

Christmas tree star, clover, Concorde, fern, green traffic light (2), ivy leaf, James Bond, jellyfish, light bulb, shamrock (2), the Moon, submarine



#5
④

Wrong guesses so far:

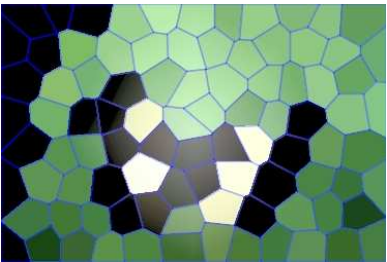
Fortune teller, me, someone holding a ball, someone holding a sparkler or torch (3), someone raising a toast, someone winning an award, tenpin bowler (2).



#6
④

Wrong guesses so far:

Ghost, meeple (2), police helmet or cap, star, Mr Therm.



#7
⑤



#8
⑤

Orders
Tell me what you think the pictures are





DUNGEONQUEST 4

Just one round, but there is plenty going on.

ROUND 10

	St	Ag	Ar	Lk	LP	Ring	Treasure
Kevin Lee <i>Crispin</i>	7	5	6	5	13 {16}	-	Bracelet - 120 GP
Bruce Edwards <i>Ratzinere</i>	6	6	6	5	16 {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

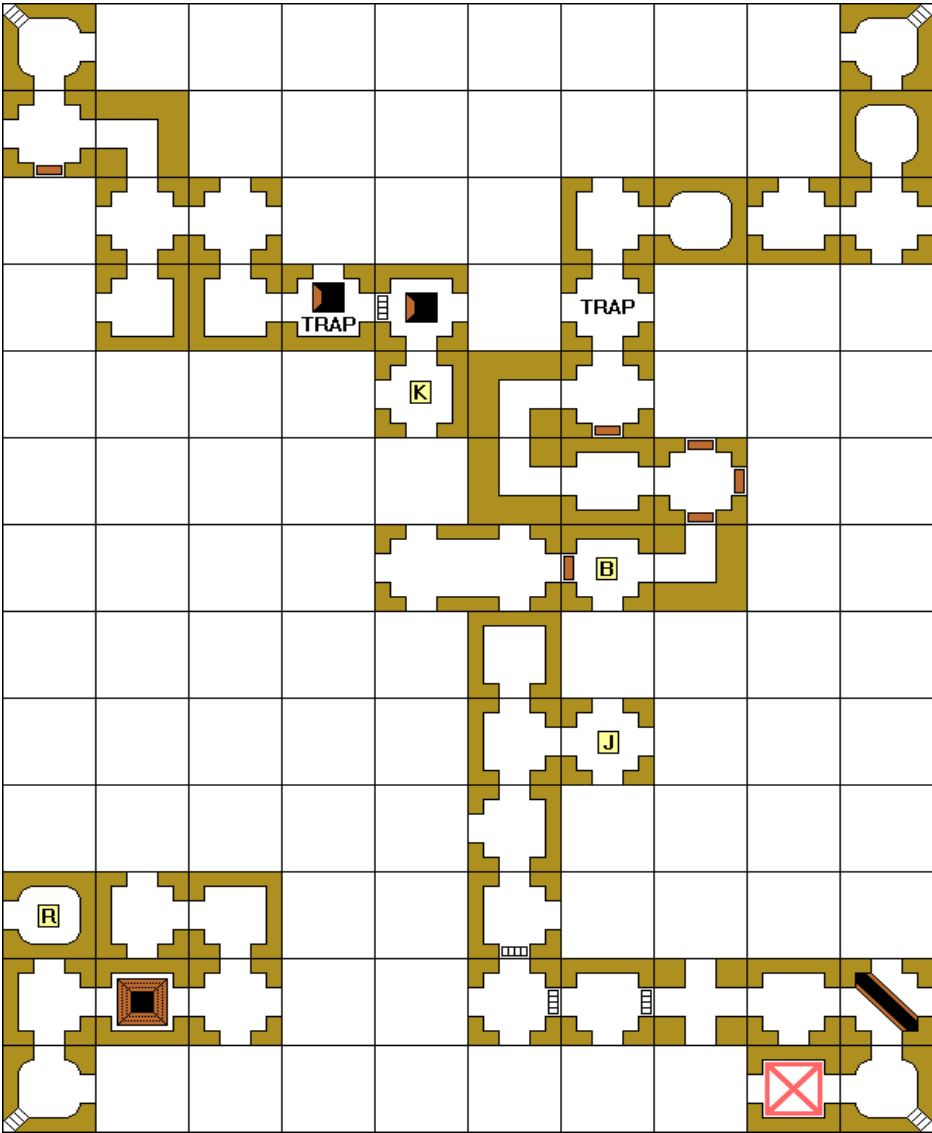
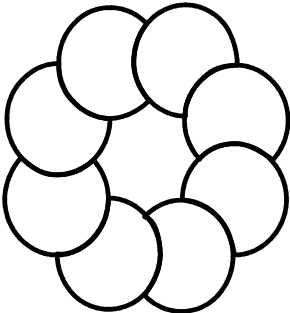
St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ { }=original Life Points

Crispin moves south and finds an empty room with exist to the south and west. The Room deck has just been shuffled...

Ratzinere attacks the Champion of Chaos, and after a hard fight, finds himself three life points down. But he won. He then tries the door to the south. It opens, and he follows a corridor round to the west, entering a room with an exit to the south and a warm door to the west. But first things first. There is a Goblin to deal with. Attack, wait and see, escape...

Toby the Worm takes the secret door to the west and finds himself in a rotating room - which does just that, moving the entrance round to the wall of the dungeon. So that's why it was secret... As you cannot search a rotating room - even when it has stopped turning - you are well and truly stuck. It is the end of the line, Toby.

Mr C III Jr retreats from the Champion of Chaos, who decides to let you go. He then heads east, finding a room with lots of options, including a dead adventurer. You can search the body before taking your next move.



Orders required16 rounds to go

Moves for round eleven, plus round twelve if you want to try for two together



LANCASHIRE RAILWAYS 10

Into double figures
for this game.

NEW GAME

The four players will be starting in this order:

Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Roger Krueger	10587 Caminito Glenellen, San Diego, CA 92126, USA
Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU
Tony Wilcock	Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER

The initial commodities have been dealt out and placed on the map. The next batch of commodities and the first sets of links on offer are:

Stockport	Leisure	◇	Link 1a: Manchester & Newton (6)
Scotland	Cloth	◇	Link 1b: Liverpool & Newton (6)
Manchester	Cloth	◇	Link 1c: Manchester & Stockport (5)
Clitheroe	External	◆	Link 2a: Manchester & Rochdale (7)
Stockport	External	◆	Link 2b: Manchester & Warrington (6)
Blackburn	Leisure	◆	Link 2c: Liverpool & Burscough (7)

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

For the first round, the first thing is whether to acquire any bank loans. Once any interest has been paid it's straight into the auctions for the first three links.

I will start each auction at £1 and go up in increments of £1, unless you choose to order differently. You are welcome to make things more complex by including conditional orders, as long as these are based on previous activities, such as who bought previously auctioned links in the round, whether the links were built, or what other players have bid on the link currently being auctioned.

For each railway link you bid for, you should also indicate whether you are willing to pay extra to build the link should the building die roll be too low. If this is omitted, a low die roll will leave the link unbuilt. For example:

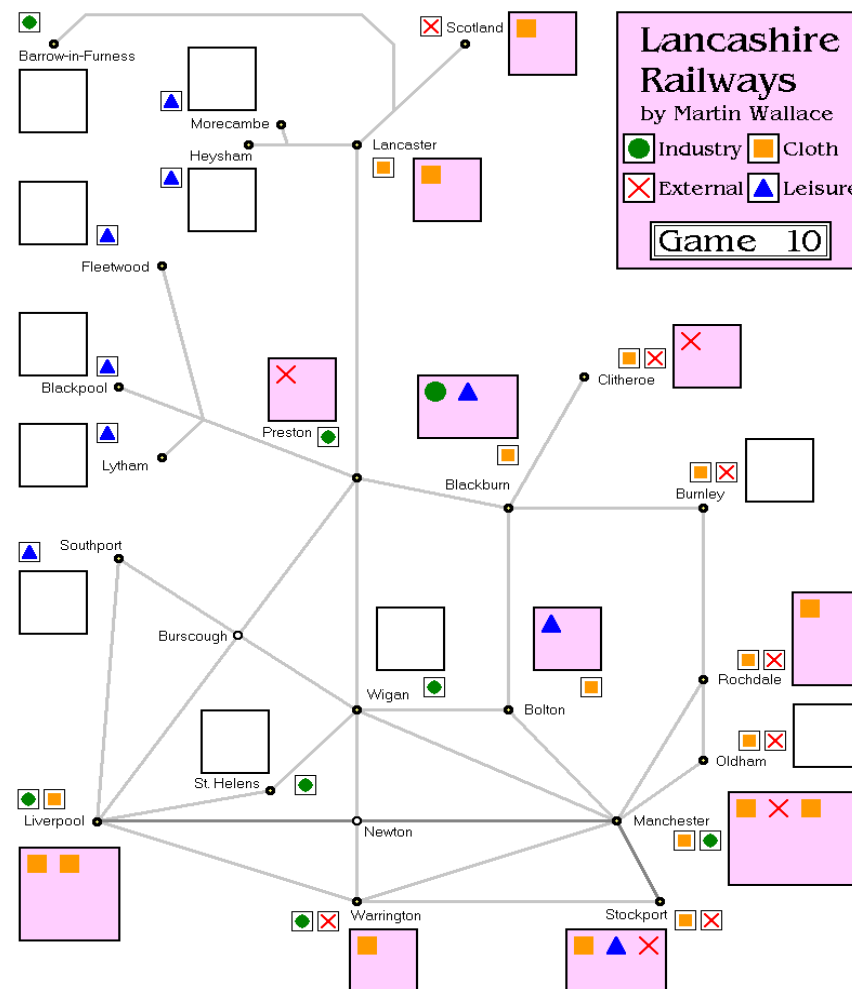
- ◇ Bid up to £6 for the Manchester & Newton, pay up to £2 to build it. *This will give you a bid £1 above the previous, as long as it doesn't put you above £6, and lets you build the link on a die roll of 4 or more.*
- ◇ Bid £10 for the Manchester & Newton. *This will be result in a bid of £10, wherever it currently stands (unless it's already reached or passed this). No money will be spent to build the link if the die roll is too low.*

When it comes to shipping commodities, you can't be certain which commodities remain, so a preference list of shippings is recommended. Conditional orders could also be used, as the commodities you want to ship may depend on which railway links were purchased, and by whom.

Once commodities have been shipped, you must decide whether to go for more bank loans (or your first). This can be made conditional on anything that's happened so far.

During the game, I'll shade commodities that have been delivered in grey, making it easier to see which commodities have turned up for each town. These grey commodities are not available for reshipping.

Everyone has £10 in their account at the start, so consider what you want to do with it. And enjoy the game!



Orders required	Lyndon leads the playing order
Loans, railway link bids 1a, 1b and 1c, commodity movement, loans	



MYSTIC WOOD 2

We do two rounds this month.

ROUNDS 39-40

◇ Roland goes south and confronts the Immortal (s2). He actually says he defeats him. Let's see - the challenge result is 6:4 to Roland, so his prediction was correct.

He then moves south again, and delivers the Child to the Earthly Gate. He tries to talk to the Princess. Actually, what he says is 'take the Princess out', but doesn't say whether this is with a sword or with a flourish. Anyway, she transports herself to the other Gate. He turns to the Griffin instead, who befriends him. This is all good stuff. If the Princess had befriended you, you couldn't just leave the Wood to win, because you need to leave by the Enchanted Gate. However, the Griffin will transport you to any area you like.

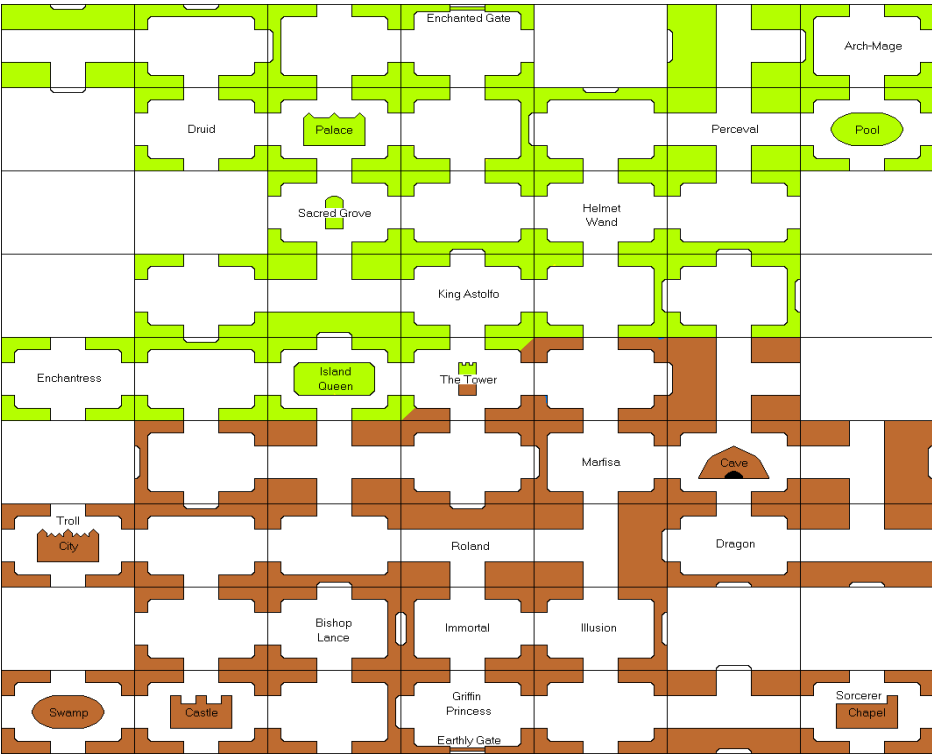
◇ King Astolfo moves south and west and delivers the Damsel to the Queen.

◇ Marfisa moves east to the Caves, then east again.

◇ Perceval moves north and then tries to go east - but the way is blocked.

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

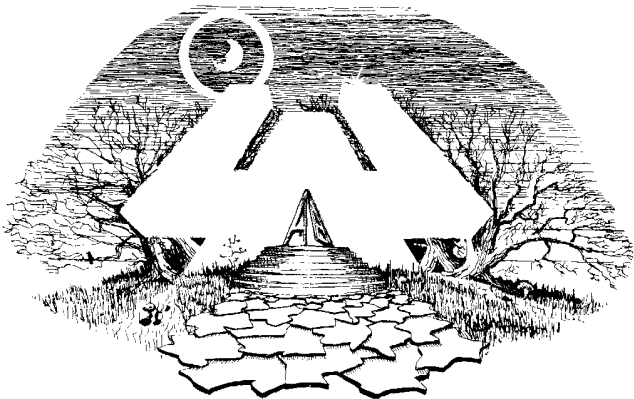
Let's make sure that Roland's options are clear. To take the Princess out, as he puts it, he needs her to befriend him. To do that, he has to get 9 or more on a die roll, bearing in mind that he adds his total prowess to the roll. That means he has to roll a six on a six-sided die (or I have to) in order for him to make friends and win. He might be better off trying to get some more prowess before he tries that. Your best option for a quick boost is to beat the Troll (s2).



Nobody is in the Tower.

Orders required

Moves for round forty one, and more would be welcome





NEW ENGLAND RAILWAYS 7

Low link prices and
low market loss.

ROUND 10

Auctions	Bids:	DS	MB	TW	BE
10a: Fitchburg & Lowell (5)	-	1	2	3	
Build roll: 6 (built)	-	4	*5*		
10b: New Haven & Bridgeport (7)	2	3	-	4	
Build roll: 5 (not built)	-	*5*			
10c: Hartford & Springfield (5)	-	-	-	*1*	
Build roll: 10 (built)	-				

Commodity Movement	DS	MB	TW	BE
Income:	16	12	12	13
Don Cotton Concord to Hartford	4			1
Don Cotton Concord to Hartford	4			1
Martin Goods Lowell to New London		3	1	
Tony Food Providence to Manchester			4	
Bruce Goods Springfield to Portsmouth	1	1	3	
Market loss number: 11	Income lost: 2	-1	-1	-1
	Income:	23	15	19
		14		

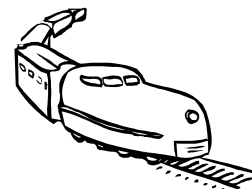
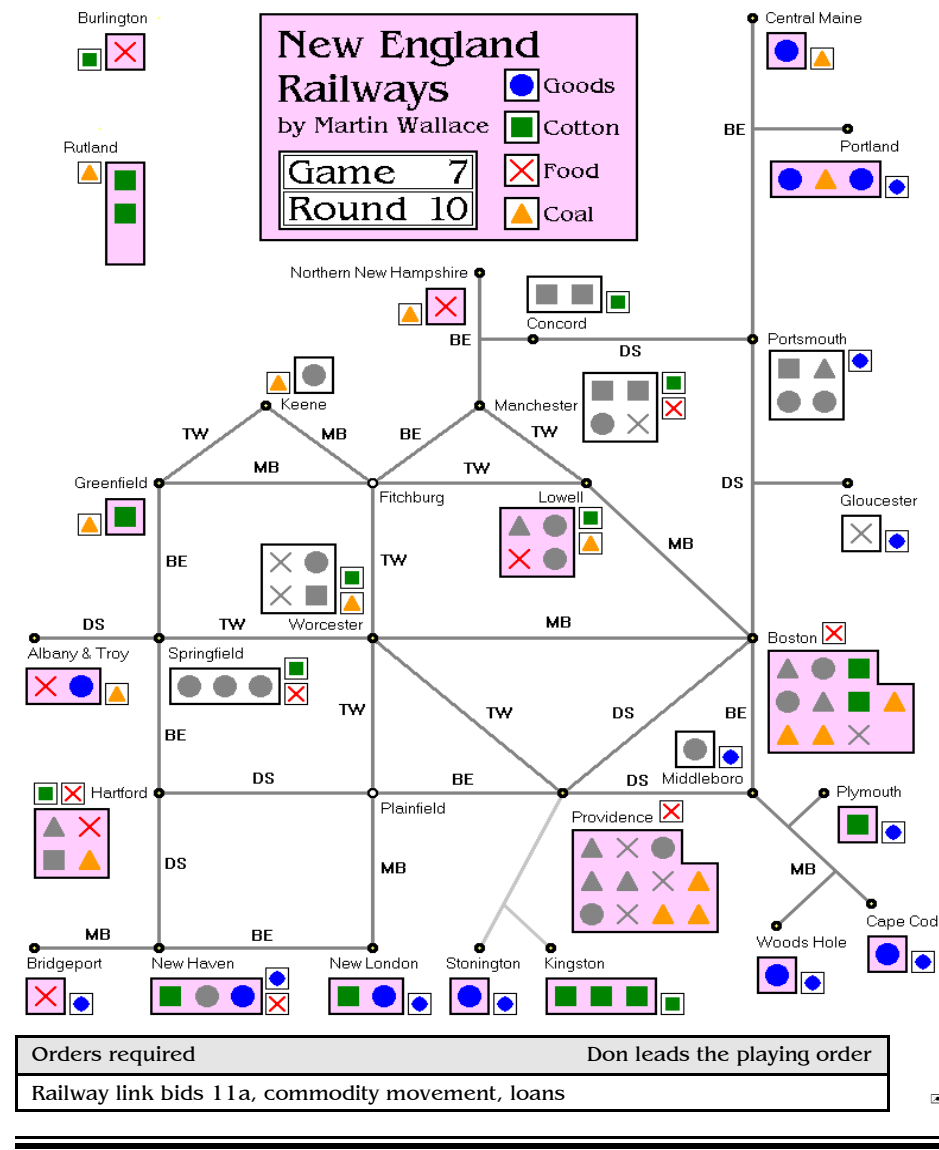
Don remains the Train Player (income 23/cash 37).

Bank Loans	Acquired	Total	Interest	Retired	c/f
Don Smith	-	30	-6	-10	20
Martin Butcher	-	10	-2	-10	-
Tony Wilcock	-	30	-6	-	30
Bruce Edwards	-	20	-4	-10	10

Commodity Growth and New Railway Links

Kingston	Cotton	◇	Link 11a: Kingston, Stonington & Providence (6)
Portland	Goods		

Cash flow	Bruce	57	Don	47	Martin	45	Tony	44
Cash b/f		9		14		16		18
Auctions & Builds	-1	8	-	14	-5	11	-5	13
Income	+14	22	+23	37	+15	26	+19	32
Acquired Loans	-	22	-	37	-	26	-	32
Interest	-4	18	-6	31	-2	24	-6	26
Retired Loans	-10	8	-10	21	-10	14	-	26
Cash c/f		8		21		14		26





OUTPOST 21

Moon Bases will be expensive next time.

ROUND 16

Commander Actions

- Geoff Auctioned a Space Station for 124. Mark joined at 125, Jim at 126, Bruce at 127. Geoff dropped out at 127, Jim at 170, Mark at 185. Bruce got it for 185 (w:30 t:44,44 m:15,17,18,20)
- ▶ Bought three Research Factories (w:7,30 t:44 r:9)
 - ▶ Bought three Population Units (r:15)
- Mark Bought two New Chemicals Factories (r:13,15 n:18 om:35,40)
- ▶ Bought two Population Units (n:20)
- Willem Bought two Research Factories (w:30 r:15 m:15)
- ▶ Bought two Robots (w:7 r:13)
- Marcus Auctioned a Moon Base for 201 and got it (w:30 r:10,16 n:22,88 ro:35)
- Jim Bought one Population Unit (w:5)
- ▶ Bought two Research Factories (o:3,3 w:6 t:8 r:10,13,17)

Bruce Passed

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,4w,4n	8 (10)	1 (8)	3w,1r,1n,1N,1ro,1mo (232,15)
2	Geoff	2o,5w,4t,6r	14 (14)	2 (14)	2w,1W,1T,7r,2om (239,15)
3	Mark	2o,4w,2t,3r,4n	10 (10)	0 (0)	2t,4r,2m,4n,2om (246,10)
4	Willem	2o,5w,7r	5 (5)	7 (10)	1w,1W,16r,1m (262,15)
5	Bruce	2o,4w,4t	10 (11)	0 (0)	3o,1W,1T,2m,1om (147,20)
6	Jim	2o,5w,1t,6r	13 (13)	0 (0)	1o,5w,2W,1t,10r (238,20)

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

1	Marcus	WH, Nod, Sci, Rob, PC, MB	58 (500)
2	Geoff	HE, Nod, Rob, Lab, Eco, OP, SS	56 (435)
3	Mark	DL, HE, Nod, OL, Lab, SS, SS	52 (440)
4	Willem	DL, DL, WH, HE, Sci, Sci, Sci, OL, Rob, Rob, Lab	43 (435)
5	Bruce	DL, WH, HE, OL, OL, Eco, OP, SS	42 (420)
6	Jim	WH, Nod, Lab, Eco, OP	38 (260)

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

Orders required

Round seventeen auctions, bids and purchases



OUTPOST 22

You can't bid 61 for an Outpost - it starts at 100.

ROUND 12

Commander Actions

- Marcus Auctioned a Scientists for 61. Steve joined at 62, Lyndon at 63, Jim joined at 64. Marcus dropped out at 64, Steve and Lyndon at 70. Jim got it for 70 reduced to 40 after Data Library discounts (o:1,1 w:8,30)
- ▶ Auctioned an Orbital Lab for 61. Steve joined at 62, Lyndon at 63. Marcus dropped out at 63, Steve at 71. Lyndon got it for 71 (t:7,44 r:12,14)
 - ▶ Auctioned an Outpost for 101 and got it, reduced to 61 after Heavy Equipment / Ecoplants discounts (o:2,5 w:5,9,10 t:9,10,11) plus a free Titanium Factory
- Martin Bought one Titanium Factory (w:30)
- ▶ Bought one Population Unit (t:10)
- David Bought one New Chemicals Factory (w:6,7,30 r:17)
- ▶ Bought two Robots (o:3 w:7,10)
- Willem Auctioned a Laboratory for 100 and got it, reduced to 90 after Data Library discounts (w:30,30,30) plus a free Research Factory
- Steve Auctioned a Robots for 50 and got it (o:2,2 w:30 m:16) plus a free Robot
- Lyndon Passed
- Jim Passed

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,3w,4t	8 (15)	0 (0)	1o,3w,1T (68,25)
2	Willem	2o,8w,1r	7 (8)	3 (7)	4o,2W,1r (85,15)
3	David	2o,7w,2n	7 (8)	4 (7)	2o,3w,1W,2r,3n (143,15)
4	Martin	2o,4w,4t	8 (13)	0 (0)	1o,4w,2t,1T (95,20)
5	Steve	2o,7w	8 (8)	1 (8)	2o,7w,1W,2r,2m (145,15)
6	Lyndon	2o,2w,5t	5 (5)	0 (0)	1t,1T,2r,1m (97,10)
7	Jim	2o,4w	8 (8)	0 (0)	2o,4w,1r (47,10)

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

1	Marcus	DL, WH, HE, HE, Eco, OP, OP	31 (330)
2	Willem	DL, WH, Nod, Rob, Lab	23 (195)
3	David	WH, Nod, Sci, Rob	23 (140)
4	Martin	WH, HE, Nod, OP	21 (180)
5	Steve	WH, Nod, Sci, OL, Rob	20 (190)
6	Lyndon	HE, Sci, Sci, OL	18 (160)
7	Jim	DL, DL, DL, HE, Nod, Sci	14 (140)

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

Orders required

Round thirteen auctions, bids and purchases



OUTPOST 23 {AV}

No surprise as Mick scoops up the Scientists.

ROUND 8

Commander Actions

Mick Auctioned a Scientists for 50. David joined at 59, Marcus at 60. David dropped out at 65, Marcus at 75. Mick got it for 75, reduced to 45 after Data Library discounts (o:1,2,2 w:3,3,3,3,4,4,4,4,4,4,4)

Willem Bought one Titanium Factory (w:30)

Kevin Passed

David Auctioned an Orbital Lab for 59. Marcus joined at 60. David dropped out at 60. Marcus got it for 60 (o:1,2,2 w:3,3,3,4,4,4,4 t:4,4,4,6,6,6)

Auctioned a Warehouse for 25 and got it (o:2,2 w:3,3,3,4,4,4)

Marcus Passed

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Mick	2o,4w	6p (8,0)	DL, DL, DL, Nod, Sci	51	13 (110)
2	Marcus	2o,2w,2t	5p (5,0)	HE, OL	69	11 (80)
3	Willem	2o,4w,2t	6p (8,0)	HE, Nod	69	11 (55)
4	David	2o,7w	7p (8,0)	WH, Nod	85	10 (50)
5	Kevin	2o,3w,2t	5p (5,0)	WH, HE	90	9 (55)

PO	Name	Total Cards	Megas	Ore	Wat/Tit	Res	Mic	NC/OM	RO	MO
1	Mick	7/10	1	-	-	4	2	-	-	-
2	Marcus	7/10	-	-	-	1	2	3	5	3
3	Willem	10/10	1	-	-	3	3	-	3	3
4	David	11.5/15	2	-	-	-	3	4	-	-
5	Kevin	11/15	-	-	-	1	6	10	5	-

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

Orders required

Round nine auctions, bids and purchases



OUTPOST 24

The Data Library hits the streets first, with a Nodule going out at the end.

ROUND 3

Commander Actions

Willem Auctioned a Data Library for 17. Martin joined at 18, Jim at 19. Willem dropped out at 19, Martin at 21. Jim got it for 21 (w:4,8,9)

Michael Bought one Population Unit (o:2 w:4,5)

Martin Bought one Water Factory (o:3 w:7,10)

Bought one Population Unit (o:2 w:9)

Geoff Bought one Water Factory (o:3,4 w:6,7)

Bought one Population Unit (o:2 w:8)

Lyndon Bought two Population Units (o:1 w:5,6,8)

Jim Passed

Mark Auctioned a Nodule for 25 and got it (o:1 w:7,8,9)

Marcus Bought one Water Factory (w:5,6,9)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,1w	3p (5,0)	DL, DL	4o,3w (33,10)	5 (30)
2	Michael	2o,2w	4p (5,0)	WH	2o,2w (20,15)	5 (25)
3	Mark	2o,3w	3p (8,0)	Nod	3w (21,10)	5 (25)
4	Martin	2o,3w	5p (5,0)	-	2o,4w (34,10)	5 (0)
5	Lyndon	2o,3w	5p (5,0)	-	2o,3w (27,10)	5 (0)
6	Geoff	2o,3w	5p (5,0)	-	3o,3w (30,10)	5 (0)
7	Jim	2o,3w	3p (5,0)	DL	4w (28,10)	4 (15)
8	Marcus	2o,4w	3p (5,0)	-	1o,3w (24,10)	3 (0)

Data Library	0	(2 more)	Heavy Equipment	4	(1 more)
Warehouse	3	(1 more)	Nodule	1	(3 more)

Orders required

Round four auctions, bids and purchases





PUERTO RICO 3

This turn sees the Trading House and two ships emptied out.

ROUND 12

Mick is the Mayor.

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

Allan is the Captain (+1).

The Corn and Tobacco ships are emptied.

Peter is the Trader (+2).

Jim trades Tobacco. The Trading House is emptied.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
None	Tob	Tob	Cof	Cof	Cof	-	-	-	-	4	25

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

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

Jim	Indigo plant	Tobacco storage	Hospice	Large market
Reader	Large warehouse			
DbIns: 7				
Chips: 11	Fields: Qry✓✓✓ Crn✓✓ Ind✓✓ Tob✓✓			Goods: Crn✓ Ind✓✓
Allan	Small indigo plant	Small sugar mill	Coffee roaster	Office
Stagg	Large market	City hall		
DbIns: 2				
Chips: 7	Fields: Qry✓✓ Crn×× Ind✓ Sug✓ Tob×× Cof✓			Goods: Cof✓
Peter	Small indigo plant	Small sugar mill	Small market	Small warehouse
Hawkins	Harbour			
DbIns: 3				
Chips: 26	Fields: Crn✓✓✓ Ind✓×× Sug✓ Tob×			Goods: Ind✓
Mick	Small indigo plant	Small sugar mill	Coffee roaster	Small market
Haytack	Small warehouse	Factory		
DbIns: 7				
Chips: 8	Fields: Qry✓✓✓ Crn✓ Ind✓ Sug✓× Cof✓×			Goods: Ind✓ Cof✓

Orders required

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



PUERTO RICO 4

We're off to a flying start.

ROUND 1

Geoff is the Settler and digs a Quarry.

Jim plants Corn, Stephen Tobacco, Kevin Sugar.

Jim is the Builder and builds a Small Market.

Kevin builds a Small Sugar Mill, Geoff a Small Indigo Plant.

Stephen is the Prospector.

Kevin is the Mayor.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
7	Ind	Ind	Sug	Sug	Cof	-	-	-	-	4	70

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

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

Geoff	Small indigo plant			
Hardingham				
DbIns: 2	Fields: Qry✓ Ind×			Goods: ×
Chips: 0				
Jim	Small market			
Reader				
DbIns: 3	Fields: Crn× Ind×			Goods: ×
Chips: 0				
Stephen				
Webb				
DbIns: 4	Fields: Crn✓ Tob×			Goods: ×
Chips: 0				
Kevin	Small sugar mill			
Lee				
DbIns: 1	Fields: Ind× Sug✓			Goods: ×
Chips: 0				

Orders required

Round two orders in the sequence Jim, Stephen, Kevin, Geoff



RAILWAY RIVALS 1994-CY

Does PUPPET make enough ground?

ROUND 12

Cyprus

Round 12 Runs		CHITS	OLIVE	PUPPET	FETA	
31	26 Troodos 35 Larnaca	① PUPPET 15 ① FETA 15 ✕ OLIVE	-1 -3	+1	+3	14 12 4
32	33 Lefkara 64 Trikomo	① PUPPET 15 ① OLIVE 15 ✕ CHITS	-3 +3			15 12 3
33	66 North East Cyprus 24 Pedhoulas	① FETA 20 ② OLIVE 10	+5/-3		+3/-5	22 8
34	43 Nicosia 55 Akanthou	① FETA 16 ② CHITS 9 ③ OLIVE 5	+1/-3 +3/-1			16 7 7
35	12 Paphos 45 Nicosia	① OLIVE 16 ② PUPPET 7 ② FETA 7 ✕ CHITS	-1 -2 +1	-1 +2	+1	15 6 6 3
36	54 Kythrea 13 Kilana	① CHITS 20 ② PUPPET 10	-2	+2		22 8

Scores

Runs:	31	32	33	34	35	36	Score
OLIVE	313	4	12	8	7	15	- 359
PUPPET	286	14	15	-	-	6	8 329
FETA	243	12	-	22	16	6	- 299
CHITS	201	-	3	-	-	3	22 229

PUPPET starts well, but doesn't make up any ground on OLIVE at all. In fact he slips back by three points, but he knew the last two races were going to be stocking fillers, and his expectations have not turned out wrong.

1st	Bruce Edwards	OLIVE	359
2nd	Peter Mearns	PUPPET	329
3rd	Jim Reader	FETA	299
4th	Bob Coull	CHITS	229

Congratulations to Bob, and the usual thanks to everyone for the game. I can't remember any problems with it, but that could be the selective memory kicking in. We will tie it up next month with the end-game statements - if you have any to send.



RAILWAY RIVALS 2004-DK

A couple of solo runs help the entrants.

ROUND 8

Dakota

Round 8 Runs		GREAT	FEAR	ODE	YEE	GOT	
8	11 Minot 63 Murdo/Wood	① GREAT 16 ② FEAR 7 ② ODE 7	-4	+4			16 11 3
9	22 Bismarck 41 Aberdeen	① YEEHAW 16 ② GOTGT 7 ② FEAR 7	+5		-5		21 7 2
10	62 Isabel/McLaughlin 25 Beulah/Garrison	① GREAT 20 ② ODE 10					20 10
11	32 Grand Forks ② Montana	① ODE 30					30
12	46 Big Stone City/ Brookings 51 Sioux Falls	① YEEHAW 20 ② GREAT 10 ✕ GOTGT			+4	-4	16 10 4
13	33 Jamestown/Oakes 16 Devils Lake/ Grafton	① GOTGT 30					30
14	54 Canton/Yankton ③ Canada	① FEAR 9 ① YEEHAW 9 ① GOTGT 8 ④ GREAT 4	+2 -3 -4		+3 -2	+4	16 8 4 2

Round 8 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
(Philip) - O6; (I51) - I50 - K49 - K48 - Goodall. -10 (builds) +1/-1 (ODE) +1 (YEEHAW) = -9

Faulkton Expressways Are Rampant (FEAR) (Kevin Lee, Black)
(W20) - E64; (Q44) - Q42. -10 (builds) -1 (YEEHAW) -2 (GOTGT) = -13

Old Dakota Enterprise (ODE) (John Marsden, Green)
(K16) - Wood - G17; (L25) - L29. -10 (builds) +1/-1 (GREAT) +1 (GOTGT) = -9

Yellow Engines Everywhere Hollering Advance Warning (YEEHAW) (Jim Reader, Yellow)
(P15) - Murdo - G11; (Y26) - Z25. -10 (builds) -1 (GREAT) +1 (FEAR) +1 (GOTGT) = -9

Get On The Gravy Train (GOTGT) (Joakim Spångberg, Red)
(Carrington) - P57 - Rolla; (Blunt) - P17. -9 (builds) +3 (towns) +2 (FEAR) -1 (ODE) -1 (YEEHAW) = -6

Scores

Runs:	8	9	10	11	12	13	14	Builds	Score
ODE	106	3	-	10	30	-	-	-9	140
GREAT	92	16	-	20	-	10	-	2	-9 131
GOTGT	80	-	7	-	-	4	30	4	-6 119
YEEHAW	78	-	21	-	-	16	-	8	-9 114
FEAR	82	11	2	-	-	-	16	-13	98

Round 9 Runs

15.	35 - 61	Fargo to Pierre
16.	34 - 43	Fargo to Blunt/Mobridge
17.	44 - 65	Faulton/Huron to Rapid City
18.	12 - 66	Minot to Nebraska
19.	13 - 52	Bowbells/Goodall to Sioux Falls
20.	55 - 21	Madison/Mitchell to Bismarck
21.	26 - 64	Carrington/Wilton to Minnesota/Iowa

Joakim, the build immediately after you arrived in Rolla did not get done. Clearly a typo, but there was no obvious correction.

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



RAILWAY RIVALS 2016-CZ

A couple of leapfrogs this time.

ROUND 4

Czech Republic Leapfrog rules {15 points for these builds}
Mountains And Trees Everywhere (MATE) (Bob Coull, Green)
(Jilava) - K21 - K20 - L17 - L16 - J17 - Tabor - I17; (Ostrava) - Krnov; (I27) - H28.
57 +6 (towns) +1 (TBD) +5 (PUPPET) +3 (TGV) = 72

To Be Determined (TBD) (Steve Ham, Orange)
(E52) - E50 - D49 - D48; Leapfrog D48 to C48; (C48) - C46; (E55) - Praha; (H73) - I74 - J73;
(E50) - Usti Nad.
41 -1 (MATE) +7/-3 (PUPPET) -2 (TGV) +1 (COLIN) = 43

Peter's Utopian Place-to-Place European Transport (PUPPET) (Peter Mearns, Red)
(Svitavy) - F66; Leapfrog F66 - E69; (E69) - H70 - H71 - J72 - Strava; (Kladno) - B49.
65 -5 (MATE) +3/-7 (TBD) +3 (COLIN) = 59

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
(L4) - M5 - Karlovy Vary; (H20) - H24 - I25 - Znojmo - I27.
52 +6 (towns) -3 (MATE) +2 (TBD) = 57

Czech Overland Line Is Nifty (COLIN) (Colin Sharpe, Black)
(A64) - A65 - Tisnov - N27 - Brno; (C56) - F54 - Mlada Boleslav.
21 +3 (towns) -1 (TBD) -3 (PUPPET) = 20

When you order a leapfrog, it helps me if you order it as a separate action rather than as part of a longer build. This makes it very clear what is being leapt and what is being built.

Builds
Up to 14 points excluding payments to rivals



RAILWAY RIVALS 2026-DM

TRADE connects three islands.

ROUND 2

BT should only have earned 3 points for Hobro, as he arrived there at the same time as KIMBPU. Thanks for pointing it out, Tony.

Denmark {13 points for these builds}
Trans Denmark Express (TRADE) (Tony Bromley, Red)
(S12) - Korsør - Nyborg - Odense - C58 - Middelfart - Fredericia - Kolding - I58 - Billund.
32 +36 (towns) +6 (KIMBPU) = 74

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
(J12) - Ringsted - Kalundborg; (J8) - H7.
26 +6 (towns) = 32

100% Trains (100%) (Michael Longdin, Green)
(C16) - F17 - Hillerød - G19 - J20 - Frederikssund - K21 - Fredericksværk; (F18) - E19.
38 +18 (towns) = 56

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow)
(F67) - F64 - G64 - Vejle - G60 - Fredericia - Middelfart - C58 - Odense.
23 -6 (TRADE) = 17

Brian's Trains (BT) (Brian Tappenden, Orange)
(J64) - Silkeborg - G63 - Vejle - G60 - Fredericia; (Viborg) - L71 - Skive.
29 +24 (towns) = 53

A couple of people wanted to spend points building between Fredericia and Middelfart. One of the notes on the map explains that the bridge here is considered track already built, and a player with a connection at one end may continue building from the other end. This also applies to some other locations - see the map notes for details.

Builds
Up to 17 points excluding payments to rivals

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jan 6th	Devolution 58
Jan 7th	Minstrel 284, Save Your xxs For Me 24
Jan 11th	The Abyssinian Prince 299
Jan 12th	Greatest Hits 270
Jan 21st	...mais n'est-ce pas la gare? 58
Jan 28th	Bloodstock 186, Ode 272

Jim Burgess is due to hit issue #300 of The Abyssinian Prince, but this achievement is neatly focused by the news that John Boardman has published the 770th issue of Graustark. ⚡



RAILWAY RIVALS 2028-DC

Three slightly different ideas.

ROUND 1

Devon and Cornwall {15 points for these builds}
Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)
(Taunton) - A85 - A83 - Exeter - T35 - S36 - R35.
20 +3 (towns) = 23

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
(Taunton) - A85 - A84 - Z39 - Z38 - Exeter - U33.
20 +3 (towns) = 23

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)
(Taunton) - C85 - Z39 - Z35 - Q34 - W33; (Z35) - Tiverton.
20 +6 (towns) = 26

When referring to towns, just use their names. There's no need to use the hex references as well.

Builds

Up to 13 points excluding payments to rivals



RAILWAY RIVALS 2029-DC

Our second batch of south west tourists.

NEW GAME

John Marsden 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Jim Reader 55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Tony Sait 6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH

Maps are enclosed for all. Everyone starts at Taunton, so no time needs to be spent on where you begin your track. You have to choose which direction to build out of Taunton. In the first round you may only leave Taunton through one hex, so you can't build a few hexes and then build another line out of the town. The Plymouth estuary can be bridged via the Tamar bridge, as noted on the map.

Set up and builds

Company names and colour preferences

Up to 15 points excluding payments to rivals



MYSTIC WOOD 3

The unstoppable Britomart has her say.

GAME OVER

1st	Bruce Edwards	Britomart	23 turns
	Kevin Lee	Marfisa	
	Michael Longdin	Guyon	
	Jim Reader	George	
	Roger Trethewey	Astolfo	

Bruce Edwards (Britomart, 1st): I probably got lucky in finding the Prince close to the Enchanted Gate. Maybe if Astolfo had moved to challenge me, I would have had to use the Prince in the battle which would have meant he would have to be found again. Not sure what to make of the game - it's a bit of a space filler and tends to move a little slowly at times. Maybe if a second move was given as provisional it might speed up the game in the later stages, once most of the regions have been explored? Anyway, thanks to all etc...

The idea of two moves in a month was mooted in the other games, but few people took up the option, so we tended to trundle on at one round a month. Until most the glades have been revealed it can be tricky to move too fast, unless everyone is travelling known paths to get to their current destination.

PREVIEW

I have a new addition to the waiting lists, in the form of Railroad Tycoon. This game will take up to six round the table, although that is unlikely to be feasible for postal play. Four or possibly five would do, though. If you're interested in signing up, let me know how many you would prefer to play with. More players means more things going on, and the need for more conditional orders.



Some of you are quite adept at conditional orders, so shouldn't be put off by the thought. Others seem to struggle with the idea of why conditional orders are necessary. Believe me, for this game it will be essential that you supply more than one set of options for the turn. If you are not first to play for the current turn, the things you want to do might have already been taken by another player, and if you have nothing else that can be done, you'll fall way behind. As you are not allowed to pass during your turn, I'll have to come up with some default actions in case they're needed.

The list for The Sceptre of Zavandor has filled, and is in fact one over, so it looks like last in will have to wait for a second game. The first game is scheduled for issue #131, which should give me time to complete the work I've been doing at making this easier to adjudicate.

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

- #129: 1850, New England Railways
- #130: Breaking Away, Rail Baron, Railways Rivals (Devon and Cornwall)
- #131: The Sceptre of Zavandor

NEWS FROM THE ROCK

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



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

- ✧ I'm not so sure that calling this a news section is right. It's more about information and stats than news, as the web site carries on with the same offerings from month to month. I have plans to expand the range - I always do - but time just isn't as plentiful as I would like it to be. So once more it is pretty much status quo as far as the site goes, with eight games finishing and nine starting.

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

-	Neil Walters	2.655
-	Rob Thomasson	2.611
▲	Roger Krueger	2.556
▲	Martin Butcher	2.305
-	Gareth Lodge	2.167
-	Ken Maher	2.161
▲	Michael Graystone	2.145
-	Michael Longdin	2.048
▲	Mick Haytack	2.034
-	Bob Coull	2.000
-	John Webley	2.000

- ✧ Completed games and winners:

Princes of Florence e569	Eric Freeman
Carcassonne e570	Roger Krueger
Acquire e578	Michael Graystone
Acquire e579	Martin Butcher
Torres e581 {Action Card}	Mick Haytack
Samurai e584	Lew Stansby / Mark Stretch
Carcassonne e585	Lew Stansby
Euphrat & Tigris e588 {Artists}	Peter Beck
Sopwith e597 {T330FR}	Mike Eddleston

- ✧ New games and start dates:

Ra e601	Dec 30th
Acquire e602 {Powers}	Jan 17th
Euphrat & Tigris e603	Jan 19th
Railroad Dice e604 {60 dice}	Jan 19th
Carcassonne e605	Jan 21st
Puerto Rico e606	Jan 22nd
Samurai e607	Jan 25th
Sopwith e608 {T332FR}	Jan 27th
Princes of Florence e609	Jan 28th



GAME ORDERS

Please observe these guidelines when sending your orders.

- ✧ The game name *and* game number must be given for each set of orders.
- ✧ Your own name and where relevant, your company name and game colour, must be given for all game orders, preferably at the top of the orders.
- ✧ When you need to refer to other players in a game, you should use their company name *and* colour if these are present in the game.
- ✧ Do not use both sides of the same sheet of paper for different games.
- ✧ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.
- ✧ E-mail orders should be sent to one address only. You may know of more than one address that can reach me, but they all converge on one mailbox. When orders are sent to more than one source, I have to check they are in fact identical.
- ✧ Leave a reasonable space between orders for different games so that they can be easily separated and filed. If you're typing your orders, put at least three blank lines between orders for different games. I expect a minimum of two inches of paper for each game. On the other hand, please do not submit orders using double-line spacing throughout, as this tends to push a simple set of orders onto two sheets of paper.
- ✧ Remember that the deadlines given are when the orders should reach me, *not* when orders should be sent. Please do not rely on speedy postal delivery, or on instant e-mail delivery.

Handling NMRs (No Move Received)

- ✧ If you normally post orders to me and I do not have an e-mail address for you, I cannot remind you but will give as much time as possible for late orders to arrive.
- ✧ If I have an e-mail address for you, I will usually send a reminder the day after the deadline, although this is not guaranteed.
- ✧ If you are unable to provide orders straight away, it is of immense help if you can reply to any reminder and let me know when you hope to provide orders.
- ✧ Games will not normally be held over due to a shortage of orders.
- ✧ My actions for a player with no orders depends on the game, but usually involves holding still unless the game has specific rules for NMRs. For Bus Boss and Railway Rivals runs, I will take a brief look at the game and enter the player runs that cost the least, to avoid skewing the results for the other players.
- ✧ If orders arrive once I have adjudicated a game, I may rerun it, but this is entirely at my discretion and depends on how much time I have.

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

A bid for a specific figure means just that - you will bid that figure and nothing else. If you want to bid above a previous bid and are willing to go to a maximum bid, then order your bid *up to* that maximum. You will then bid the minimum possible, and keep bidding until you win the auction or reach your maximum. If you are entitled to any discounts, do not deduct the discount before bidding. Any applicable discounts will be deducted after the auction is over.

Bus Boss and Railway Rivals

For Railway Rivals, the games I run use a single building allowance during the building rounds, rather than three separate die rolls.

During the operating rounds, Bus Boss scoring is used for both games. This shares 30 points between all entrants. If only one player enters a run, they get the full 30 points (less any payments they need to make to rivals). Players who complete a run in the same turn share placings. If shared placings mean that points cannot be shared evenly, the poorer player at the time of the run gains the odd point. If the players are tied before the run, the odd point is discarded.

When ordering for operating rounds, you should always list the runs in their proper sequence. You should not list runs you are not entering, as this often makes orders more confusing. If one or more runs is conditional on joint runs or other arrangements being accepted, the conditional order should appear against the run so that I can check the conditions before proceeding.

The maximum you may pay any single player in a run is ten points. If the length of the route you need to enter a run is more than twice the shortest route of any other entrant, your entry will be rejected, but that run will count towards the number that you are allowed to enter.

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

If 1 run is carried over, then you are still limited to 4 runs.
If 2 or 3 are carried over, then you can enter 5 runs.
If 4 or 5 are carried over, then you can enter 6 runs.
If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).
In all these cases, you can choose your runs from all those available.



WHO PLAYS WHAT

Peter Berlin	1826-Y18, 1829-C20, 1830-U16, 1830-J18, 1856-Y19, 18EU-B19, MW2	Willem Moene	1830-G20, 1835-G18, 1870-O20, 18Kaas-O19, Acq42, OP21, OP22, OP23, OP24
Howard Bishop	MW2	Marcus Pratt	AR1, Battle! 3, OP21, OP22, OP23, OP24
Tony Bromley	RR-2026-DM	Jim Reader	6n11, BA15, BB-286-SPN, BB-290-SEA, BB-292-FRA, BB-293-NIT, DQ4, OP21, OP22, OP24, PR3, PR4, RR-1994-CY, RR-2004-DK, RR-2026-DM, RR-2029-DC
Simon Brooks	BB-286-SPN	Lionel Robbins	1829-J19, 1853-M18, Acq43
Martin Butcher	1825-E19, 1829-DC20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, 18Kaas-O19, AR1, BA15, BB-293-NIT, LR10, McM9, NER7, OP22, OP24	Peter Robbins	RR-2028-DC
John Colledge	6n11, Acq42, Acq43, Acq44, Acq45	Tony Robbins	1825-S19
Bob Coull	Acq43, BB-286-SPN, BB-292-FRA, RR-1994-CY, RR-2016-CZ	Simon Robertson	BB-286-SPN, BB-292-FRA, RR-2016-CZ
Simon Cutforth	1870-O20	Tony Sait	1830-U16, 1835-G18, 1856-R18, 18Kaas-O19, RR-2029-DC
Gareth Davies	1830-U16, 1830-J18, 1856-R18	Don Shailer	1829-C20, BB-286-SPN, BB-293-NIT, MW2
Bruce Edwards	AR1, BA15, BB-290-SEA, DQ4, NER7, OP21, RR-1994-CY	Colin Sharpe	6n11, Acq42, Acq44, Acq45, BB-290-SEA, BB-293-NIT, RR-2016-CZ
Tim Franklin	1895-L20, RR-2028-DC	John Shelley	1826-Y18, 1829-J19, 1830-J18, 1853-M18, 1856-R18, 1870-U19
Mark Frueh	18EU-B19	David Smith	1829-J19, 1829-C20, OP22, OP23
Michael Graystone	6n11, Acq44, Acq45, BB-290-SEA, BB-292-FRA, RR-2004-DK, RR-2026-DM, RR-2028-DC	Don Smith	1826-Y18, 1830-G20, 1870-O20, 18EU-B19, NER7
Lyndon Gurr	1826-Y18, 1820-J19, 1853-M18, 1870-U19, 18Kaas-O19, Acq42, LR10, OP22, OP24	Joakim Spångberg	Battle! 3, RR-2004-DK
Steve Ham	6n11, Battle! 3, BB-293-NIT, RR-2016-CZ	Allan Stagg	Battle! 3, BA15, PR3
Geoff Hardingham	OP21, OP24, PR4	Mark Stretch	1825-S19, 1835-G18, BA15, McM9, OP21, OP24
Alan Harvey	1800-I20, 1825-E19, 1825-S19, 1929-J19, 18Kaas-O19	Brian Tappenden	BB-292-FRA, RR-2026-DM
Peter Hawkins	1830-J18, Battle! 3, PR3	Steve Thomas	OP22
Mick Haytack	6n11, Acq44, McM9, OP23, PR3	Rob Thomasson	1835-G18, 1856-Y19
Mike Head	1856-Y19	Roger Trethewey	6n11, BA15, DQ4
Mike Hutton	1825-S19, 1853-M18, 1856-R18, 1870-U19, BB-286-SPN, BB-290-SEA	Neil Walters	1800-I20, 1825-E19, 1830-U16, 1830-J18, 18EU-B19
Roger Krueger	1830-G20, 1870-O20, 1895-L20, LR10	Stephen Webb	1826-Y18, 1830-G20, 1853-M18, 1856-Y19, 1870-U19, 1870-O20, 18EU-B19, PR4
Kevin Lee	6n11, Acq43, Acq45, BB-292-FRA, DQ4, OP23, PR4, RR-2004-DK	John Webley	1830-U16, 1835-G18
Michael Longdin	OP24, RR-2026-DM	Tony Wilcock	Acq43, Acq45, AR1, LR10, McM9, MW2, NER7
Richard Lunn	1856-R18		
John Marsden	Acq42, RR-2004-DK, RR-2029-DC		
Peter Mearns	RR-1994-CY, RR-2016-CZ		



OUTSIDE EDGE

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Wednesday February 22nd 2006
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Future main deadlines: March 22nd April 19th May 17th

E-mail orders must be sent as plain text messages. Do not send as e-mail attachments.
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