

FOR WHOM THE DIE ROLLS

February 2006

Published by Keith Thomasson

Issue 129

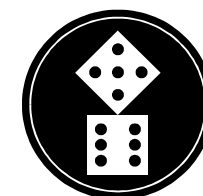
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Saint Petersburg - The Banquet



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #129, 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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Farewell to Mike Taylor.

WAIT

① means that number of players needed. ⇨③ means up to that number needed. ⇨ means there is no limit. ★ means a list is full.

Games starting in this issue...

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

Games starting in the next issue...

- ★ Breaking Away Steve Ham, Sharon Khan, Simon Brooks, Tim Franklin, Kevin Lee, Jim Reader
- ★ Rail Baron Roger Krueger, Jim Reader, Kevin Lee, Derek Wilson, John Shelley
- ★ Railway Rivals Simon Robertson, Bob Coull, Steve Ham (Devon and Cornwall)

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

- ① 1825 Unit 3 Alan Harvey
- ⇨③ 1829 North Mike Hutton, John Hopkins
- ★ 1830 Tony Sait, Mark Stretch, Mike Head, Willem Moene, Don Smith
- ★ 1835 Tony Sait, Mark Stretch, John Shelley, Willem Moene, Don Smith
- ★ 1837 Tony Robbins, Stephen Webb, Geoff Hardingham, Don Smith
- ⇨⑤ 1850 Waiting
- ② 1895 Steve Thomas
- ⇨① 1899 Alan Harvey, Lyndon Gurr, John Shelley, Don Smith
- ★ Acquire (Standard) ... Bob Coull, Lyndon Gurr, Willem Moene, Tony Wilcock, John Marsden
- ⇨⑥ Outpost Willem Moene, Jim Reader, David Smith, Sharon Khan
- ★ Puerto Rico Brian Tappenden, Allan Stagg, Paul Tappenden, Jim Reader
- ⇨① Railroad Tycoon Mark Stretch, Simon Robertson, Joakim Spångberg, Sharon Khan

I supply everything you need for these...

- ⑧ Battle! Michael Graystone, Bruce Edwards, Allan Stagg, Steve Ham
- ★ Bus Boss Bob Coull, Simon Brooks, Simon Robertson, Kevin Lee, Jim Reader (The Valleys of South Wales)
- ★ Railway Rivals Don Shailer, Tony Bromley, Jim Reader (Devon and Cornwall)
- ⇨④ Railway Rivals Colin Sharpe
- ★ Sceptre of Zavandor .. 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 #129. This issue is pushing the back end of February, but may even arrive with some of you before March creeps in. Most of this year's deadlines are in the later part of the month, which is kind of necessary, as I'll be off to America again this year. This time it's Indianapolis in August, to see how GenCon compares with Origins. Unlike last year, when we wrapped a holiday around Origins, I'm going on my own this time, and just for the week.

This month's cover shows the cards that come with The Banquet, an expansion for Saint Petersburg. If you want this, you can get it with the 06/2005 issue of Spielbox magazine (www.spielbox.de). There's more information on page 70.

I've heard that Alan Harvey is in hospital, or at least he was, he might be out by now. Suffice to say that he is recovering after an emergency operation. Even though he might have wanted to occupy his mind while in hospital, it clearly wasn't practical to do his orders this month, so his games are held over. Alan, I wish you all the best, and I'm sure that sentiment is echoed by everyone else.

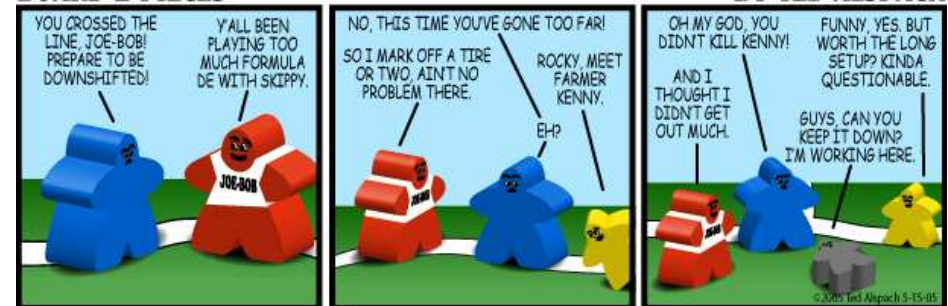
We had a new boiler installed in December 2004. I mentioned this at the time, and said it was a case of spending now to avoid problems later. Little did I know.

We've been getting banging and thumping sounds when the water is being heated, and wanted to find out what it was, so it was on the phone to the people who did the work. Could they phone back? No. Could they make an appointment and keep it? No. Were they actually interested? No, and actually told me to get another plumber in. We're currently talking to two professional bodies they belong to, discussing the fact that their attitude doesn't match the code of conduct for either organisation.

Three weeks after trying to get help on this I had a visit from a heating engineer who examined the system and worked out the problem. The original installation had been done incorrectly. The boiler and the water tank were connected up the wrong way round. He not only explained it well, he produced layouts of how it should be done and proved it was wrong. The mistakes in what connected to what also meant that when the boiler cooled down it drew air in from the overflow pipe, instead of water in from the header tank, which helps to explain why we've had so much air to bleed out of the radiators.

(continued overleaf)

BOARD 2 PIECES



Much more seriously, when the boiler was turned up high, the overflow pipe was pumping boiling water into the plastic header tank in the loft. There have been cases where this problem has caused the tank to melt, and you can imagine the risk that poses. I don't think we were actually at risk, as we'd been running the boiler on low settings, and the tank is not above a sleeping area, but the very thought is enough.

To make matters worse, they should have advised us to improve a number of things. Our water heating system was an old-fashioned gravity-feed system, where the hot water tends to go up and the cold water tends to come down, thus making it circulate. Well, if it's plumbed in properly, anyway. The hot water in our system was having to push the heavier cold water ahead of it. The latest guidelines for efficiency and safety require more intelligence about the temperature of the water in the main tank to avoid the boiler wasting its time trying to reheat the hot water, and using the central heating pump to actively move the water between the boiler and the tank as well.

We're now on track to have the pipes switched round and to upgrade the system as recommended. Whether we'll see any compensation from the original company remains to be seen.

Everyone knows that to get the best price you have to shop around. I decided to put some more memory in my new printer, and checked out the cost on the company web site. Well, that was nice - 256MB of memory for £379 plus VAT - and I wanted twice that much. Better think again, or better look around. I found another source - £414 plus VAT - so decided that wasn't worth pursuing. Then I came across a cheaper price - £26.01 plus VAT.

Surprised isn't quite the word. I had hoped to find a cheaper option, but not one that would let me buy 512MB for less than the VAT on 256MB from the manufacturer. I checked out the technical stuff and couldn't fault it, so placed the order and have now got as much memory in the printer as it will take.

The question is, what am I going to do with the money I've saved?

If you're a Power Grid fan, you might be interested to know of a free variant for the game that you can download from the Internet. Atolla Modulus consists of a set of tiles that you lay out for each game, making the board different each time. You should be able to find this through www.boardgamenews.com, a web site set up by Greg Schloesser to take over from his old GameWire contributions, and well worth a look in its own right. His Variants link should give you links to the French site for the components, and an English translation of the rules.

Some editors list the music they've listened to while producing the zine. I don't, usually, because I don't keep track, but this time it was mostly Mike Oldfield, and the rather more unusual choice of a soundtrack album. This one was the soundtrack from the computer game Age of Empires III. I found it quite relaxing and could stick it on repeat and leave it running for quite some time without feeling the need to change to something else. I'm not sure when I'll get to play the game, but the soundtrack was worth it on its own.

And the man in the rain picked up his bag of secrets and journeyed up the mountainside far above the clouds, and nothing was ever heard from him again, except for the sound of ... tubular bells.

Tubular Bells III



1830-R20

Welcome to our
25th game of 1830.

NEW GAME

We have players from three countries, including two from Essex, which is not actually a country, as I'm sure you realise. You will start dealing in the following order.

Richard Lunn	56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP
Mark Frueh	1128 Olympus Drive, Naperville, IL 60540, USA
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT

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

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

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

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

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

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

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

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

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





1835-G18

Not as close as some,
but still tense.

GAME OVER

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%

Mark Stretch (1st): I did manage to hang on, then. That looked a little too close for comfort. I guess I was a little fortunate in that the larger trains didn't come out to make mine obsolete and I managed to hang on in there up front. Thanks for running the game, Keith, and to the others for putting up a good fight.

Rob Thomasson (3rd): It used to be that I had a feel for 1835, but this is my second recent game that demonstrates the loss of that feeling. I didn't have enough income on the early stages to be a defining entity in the game, but I was helped out later by getting the Prussian against my expectation, which meant I could pull back some position. I needed the game to go on for longer but the bank went before any '6' trains were bought, and there was a lot of credit that could not be spent. Timing is everything and congratulations to Mark and John.

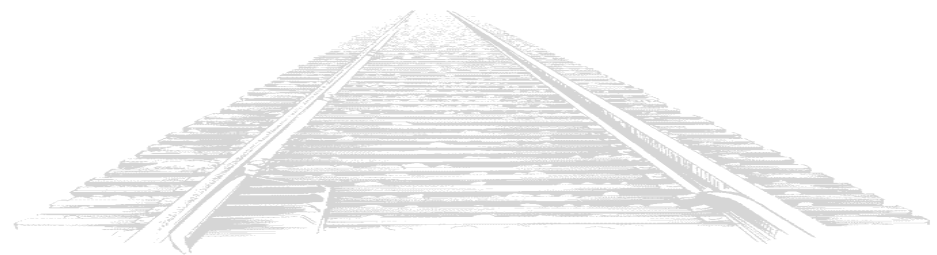
Tony Sait (5th): Thanks for steering us through another game. That's about my third 1835 and I think I am at last getting the hang of playing it postally ... not getting it right, mind you, just getting the hang of it!

I thought I was doing well in getting the ByE so early on and building it up - but soon got stuck on the fact that I did not have a minor company to bring in ready funds and a stream of cheap trains for me ... plus I could never get above 50% ownership. Consequently my income grew too slowly.

I have learned that little lesson - get a minor company !!#

Well done to the other contestants, and just a warning - in another two turns I could have made fourth place!

Mark did indeed hang on, with everyone except Willem generating better income in the final round. That's only an indication, though, with the share values often playing as much or more in the swings of fortune. If it wasn't for the fact that it would probably make the tables look confusing, it would be nice to show the variance in share value from one round to another.



1853-M18

A farewell to the
Indian sub-continent.

GAME OVER

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%

Lyndon Gurr (1st): This was a highly enjoyable game. One fewer operating round, or one more operating round, and I may not have won (BBCI share price would not have double-jumped). If Mike had put a GIP token in Nagpur in the last round that would also have stopped me from winning. At the start, BBCI was clearly the poorest company, so I felt justified in selling down to 20% and buying into EIR. After all, the adage that the EIR always wins has, to a certain extent, been borne out in this game. If anyone had taken the BBCI off me then I would eventually have taken over their company and we both could have had trouble getting our contract bids returned.

Having bought the EIR shares, it was then just a case of sitting on my hands and letting Lionel pay me dividends. Nobody was interested in the BBCI until I had enough money to protect it, so that worked out perfectly, then it was simply a question of whether I could catch up with Lionel. One thing that completely mystified me at the start, and still does, is exactly what the deal was between Lionel and John. John didn't seem to gain anything from it. The increased amount of track development around Calcutta didn't compensate for the delay in getting his contract bid back.

Many thanks to all the other players and especially to Keith for running a game that seemed to go very smoothly.

Lionel Robbins (2nd): Drat and double drat! I left one base uncovered in failing to order the purchase of a share in the SIR should it float in the last SR. That omission left me with one fewer share than Lyndon. This is not something you do and then expect to go on to win. I thought it would be close. Well done Lyndon (say I, with a rueful smile).

John Shelley (3rd): Once again the EIR shareholders win by a mile. 1853 both frustrates and intrigues me, it is nearly there as an interesting game, but is still rather predictable. However, my early planning failures didn't help the cause of the BNR and I still can't explain why I ordered the purchase of MSM shares later in the game. Congrats to Lyndon and Lionel on a well played game and, of course, thanks to Keith for running it.

Stephen Webb (5th): What a total disaster from beginning to end, mainly down to a lack of familiarity with the way that the game evolves. Also, I had not appreciated the difference in using the one general bank. Commiserations to Lionel and congratulations to Lyndon - I only hope my ill-advised personal purchase of a train so near the eventual end of the game did not affect the result. Thanks for your sterling efforts, Keith.

Smoothly? Did I read that right? Perhaps you didn't see it from my side of the fence. I was not pleased with the way I handled the game, and have to thank the players for their patience and reminders of how things should actually work! I wouldn't be averse to another, though, which should benefit from the refresher that this game gave me.



1826-Y18

All shares end up in player hands.

SR7

The PO couldn't place a token in C11 last time, as all its tokens were in play. This gave the B an extra F20 in each round.

Stock Round 7

Don	Peter	Stephen	John	Lyndon
+ PLM pool	+ PLM treasury	+ P pool	+ PO pool	+ P treasury
+ PO treasury	+ A treasury	+ P pool	+ PO pool	+ PO treasury
+ A pool	+ B treasury	+ P pool	+ B pool	+ B pool
✗	✗	+ B pool	+ B treasury	+ A treasury
✗	✗	✗	✗	✗
Priority for SR8				

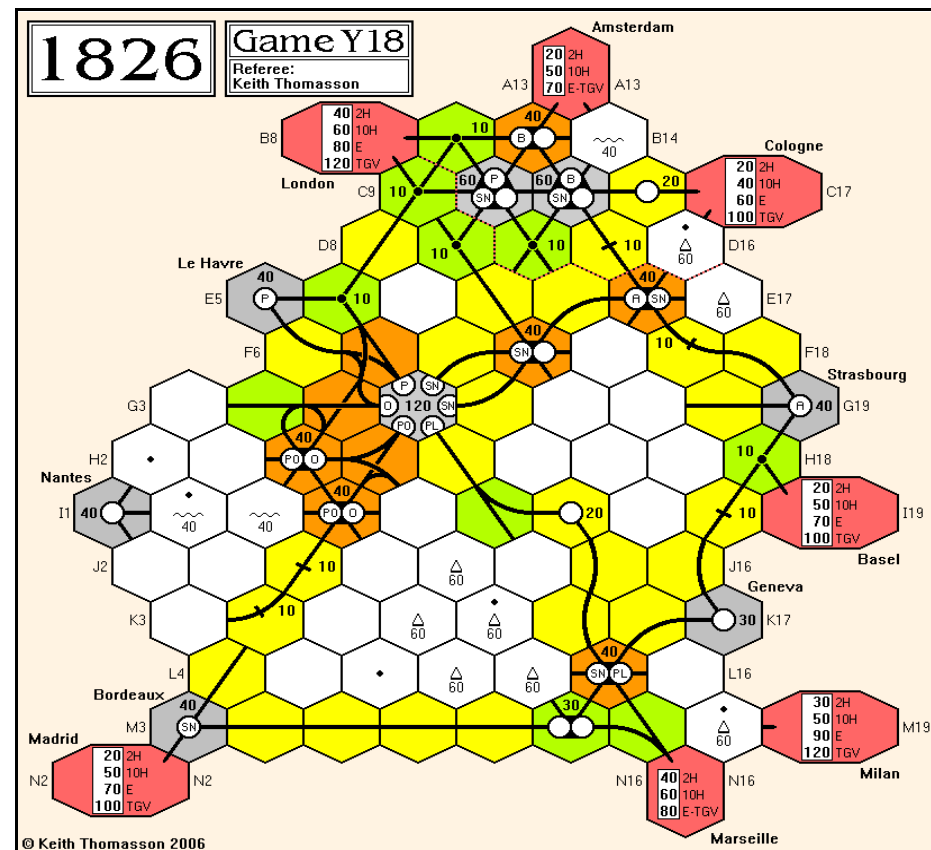
Cash Flow	b/f	SR7	c/f	Value	%	Certs
Peter Berlin	715	-357	358	2,025	20.5▲	11/12
Stephen Webb	860	-640	220	2,400	24.4▼	13/15
John Shelley	522	-420	102	1,501	15.2▼	10/11
Lyndon Gurr	710	-512	198	2,787	28.3▲	13/18
Don Smith	368	-367	1	1,138	11.6▲	8

Portfolio	A	B	O	P	PL	PO	SNCF	Bonds
Peter Berlin	6P	6P	1	-	1	-	-	-
Stephen Webb	2	1	2	3	6P	-	2	-
John Shelley	-	2	1	1	-	2	5P	-
Lyndon Gurr	1	1	6P	6P	2	2	2	-
Don Smith	1	-	-	-	1	6P	1	-

Bank (new)	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-
Treasury shares	-	-	-	-	-	-	-	10
Price	135C	110C	60F	200B	135A	122C	135A	
Loans	1	1	-	-	1	1	-	
Company credit	360	296	159	415	207	609	128	
Trains	E	E	TGV	E	TGV 10	E	TGV 10	

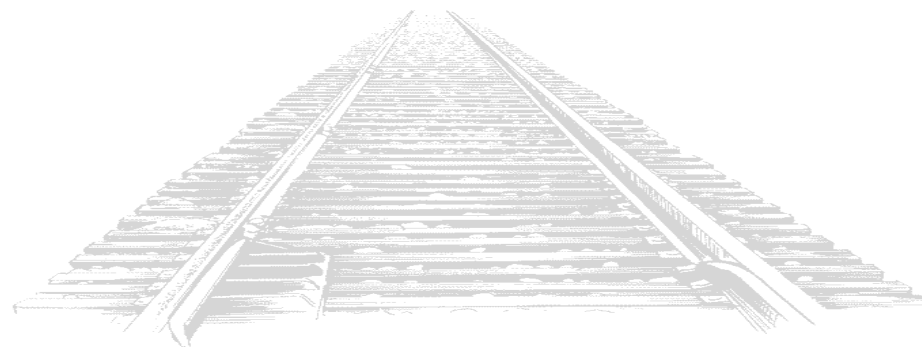
Bank cash: F8,947 Certificate limit: 15 Trains: TGV's
Current operating order: P, A, PL, SNCF, PO, B, O

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 rounds *By the early deadline*

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





1829-C20

We continue to move forward in phase one.

OR4 - SR5

OR4	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	8:R14:1	Q13	50	Yes	①	126▲	260	2 2 2
NER	DSm	4:V16:3	V18	50	Yes	-	90▲	540	2 2

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

Stock Round 5

David	Peter	Don	Martin
+ LNWR pool	x	x	x
x	Priority for SR6		

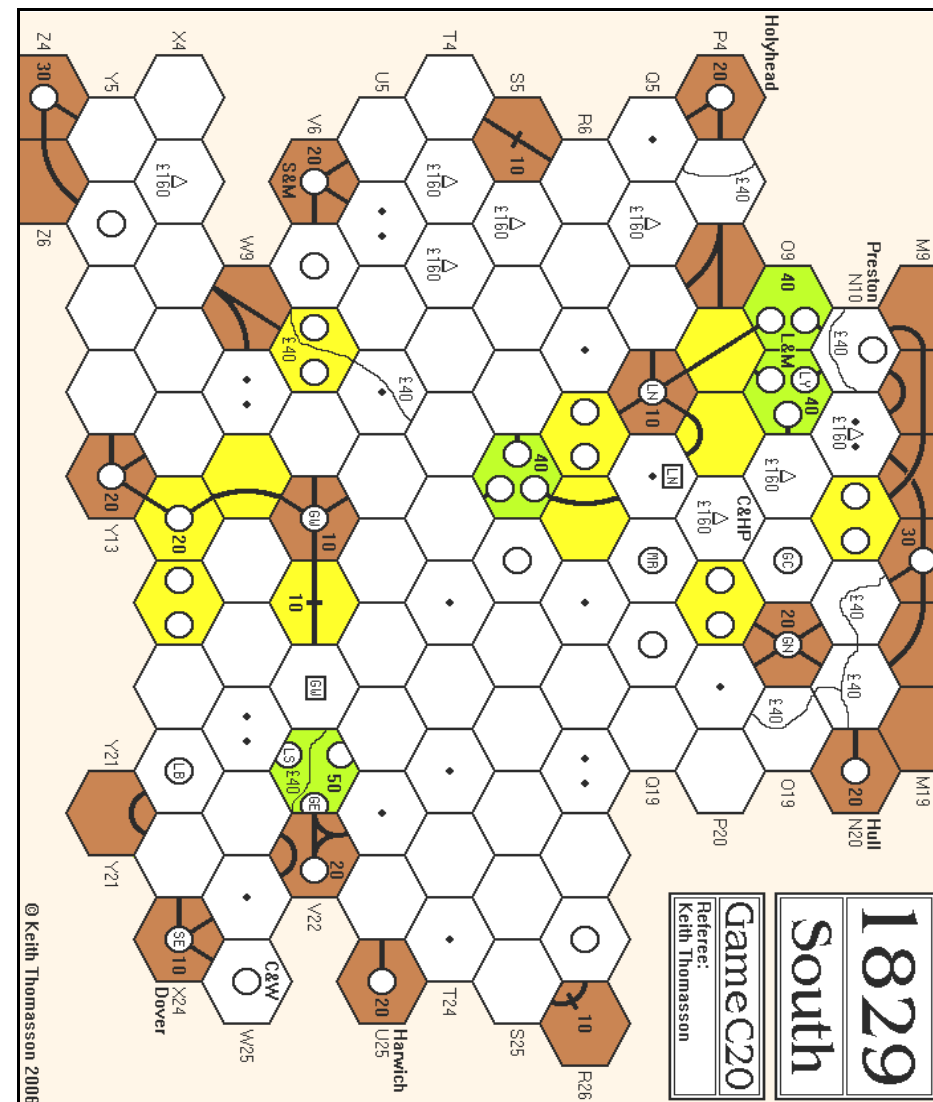
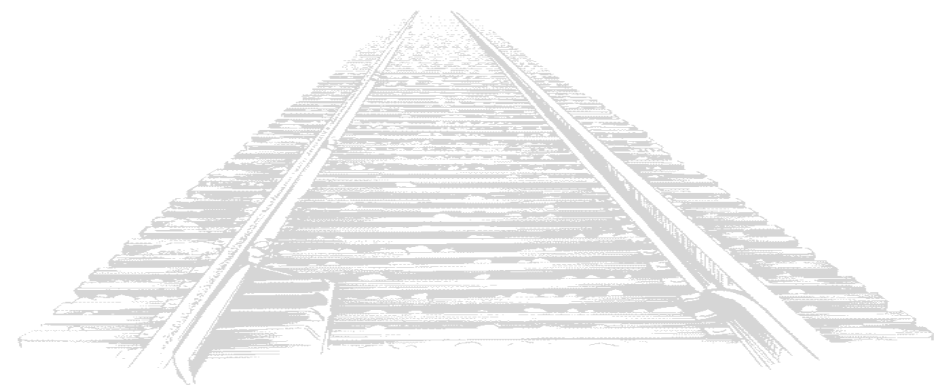
Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
David Smith	95	35	-126	4	772	24.0▲	7
Peter Berlin	26	25	0	51	761	23.7▼	6
Don Shailer	28	40	0	68	863	26.9▲	6
Martin Butcher	28	45	0	73	815	25.4▲	7

Portfolio	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
David Smith	S&M	3	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)		-	-	-	-	-	-	-	-	-	-
Price (pool)		126	90								
Company credit		260	540								
Trains		2 2 2	2 2								
Bank cash: £19,804		Certificate limit: 18				Trains: 2 x '2', 6 x '3'...					

One Operating Round between Share Dealing Rounds

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



Orders required for the following rounds

By the early deadline

OR5, SR6

Adjudication can pause between rounds if requested



1830-U16

It's run and pay, with one tile upgraded to boost income.

OR19 - OR21

OR19	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	NW	-	240	Yes	-	350A*	40	5
C&O	PB	-	200	Yes	-	350A*	83	5
PRR	JW	-	270	Yes	-	325A*	0	D
B&M	NW	-	270	Yes	-	240B*	63	6
CPR	PB	-	210	Yes	-	225A*	0	6
NYC	JW	-	310	Yes	①	100E*	0	D
Erie	GD	-	250	Yes	-	68H*	110	5
B&O	GD	14-H4:1	300	Yes	-	68H*	5	D

Notes: ① The bank has run out

OR20	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	NW	-	240	Yes	-	350A*	40	5
C&O	PB	-	200	Yes	-	350A*	83	5
PRR	JW	-	270	Yes	-	350A*	0	D
B&M	NW	-	270	Yes	-	260B*	63	6
CPR	PB	-	210	Yes	-	250A*	0	6
NYC	JW	-	310	Yes	-	110D*	0	D
Erie	GD	-	250	Yes	-	69G*	110	5
B&O	GD	-	300	Yes	-	69G*	5	D

OR21	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	NW	-	240	Yes	-	350A*	40	5
C&O	PB	-	200	Yes	-	350A*	83	5
PRR	JW	-	270	Yes	-	350A*	0	D
B&M	NW	-	270	Yes	-	280B*	63	6
CPR	PB	-	210	Yes	-	275A*	0	6
NYC	JW	-	310	Yes	-	120D*	0	D
Erie	GD	-	250	Yes	-	70G*	110	5
B&O	GD	-	300	Yes	-	70G*	5	D

Cash Flow	b/f	OR19	OR20	OR21	c/f	Value	%	Certs
Neil Walters	2,982	448	448	448	4,326	8,711	24.8*	15
Tony Sait	1,981	320	320	320	2,941	6,411	18.3*	13
Gareth Davies	2,145	459	459	459	3,522	5,812	16.6*	15
Peter Berlin	2,455	378	378	378	3,589	8,299	23.6*	15
John Webley	735	445	445	445	2,070	5,865	16.7*	14

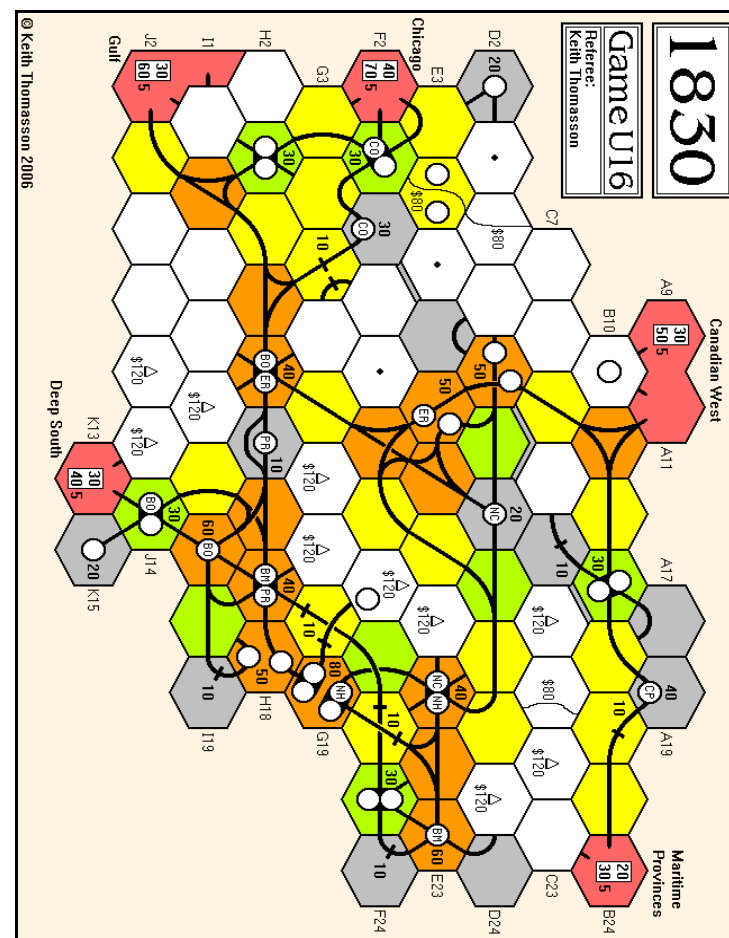
The gap was narrowing, but Neil didn't have to worry about losing control of the game. John's share prices brought him above Gareth, even though his dividends were lower.

1st	Neil Walters	\$8,711	24.8%
2nd	Peter Berlin	\$8,299	23.6%
3rd	Tony Sait	\$6,411	18.3%
4th	John Webley	\$5,865	16.7%
5th	Gareth Davies	\$5,812	16.6%

Congratulations, Neil, and thanks to everyone for the game. Next month will be the final call for this one, so have your say if you have anything to say.

Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Neil Walters	-	1	1	3	-	-	6P	6P
Tony Sait	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)	350A	120D	275A	70G	350A	70G	350A	280B
Company credit	0	0	0	5	83	110	40	63
Trains	D	D	6	D	5	5	5	6
Bank cash:	-\$4,749				Certificate limit: 13			Trains: Diesels





1830-J18

Peter calls for a pause,
but it is not needed.

OR9

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	PB	9:D16:3	140	Yes	-	126B▲	638	-
PRR	JS	14:H14:3	130	Yes	-	90E▲	280	4
B&M	GD	9:E13:2	110	Yes	-	80F▲	511	4
NYNH	GD	9:F12:2	140	Yes	①	70G▲	46	5 4
CPR	GD	7:B18:1	-	-	② ③	65F▼	140	5
C&O	NW	65:H18:6	170	Yes	③	68H▲	106	5 4
Erie	PH	59:E11:5	-	-	④	40H▼	130	6
B&O	PH	23:H14:3	-	-	⑤	40H▼	309	-

Notes: ① \$750 to the bank for a '4' train and a '5' train - B&O and NYNH return '3' trains to the bank due to the reduced train limit - privates close
 ② \$80 to the bank for terrain costs
 ③ \$450 to the bank for a '5' train
 ④ \$630 to the bank for a '6' train - '3' trains disappear
 ⑤ Unable to buy the '6' train from the Erie due to no cash, Peter must raise funds for the B&O to buy a new '6' train. He sells 3 Erie (▼40H) and 1 NYNH (▼70G) but can only raise \$309, which he gives to the B&O before going bankrupt.

Cash Flow	b/f	OR9	c/f	Value	%	Certs
Peter Hawkins	55	-55	0	160	3.4▼	0/2
Gareth Davies	14	111	125	1,195	25.5▲	12
Neil Walters	0	145	145	833	17.8▲	9/10
Peter Berlin	12	139	151	1,360	29.1▲	10/12
John Shelley	21	134	155	1,135	24.2▲	9/10

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Peter Hawkins	-	-	-	6P	2P	-	2P	-	-
Gareth Davies	-	-	-	-	-	-	-	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

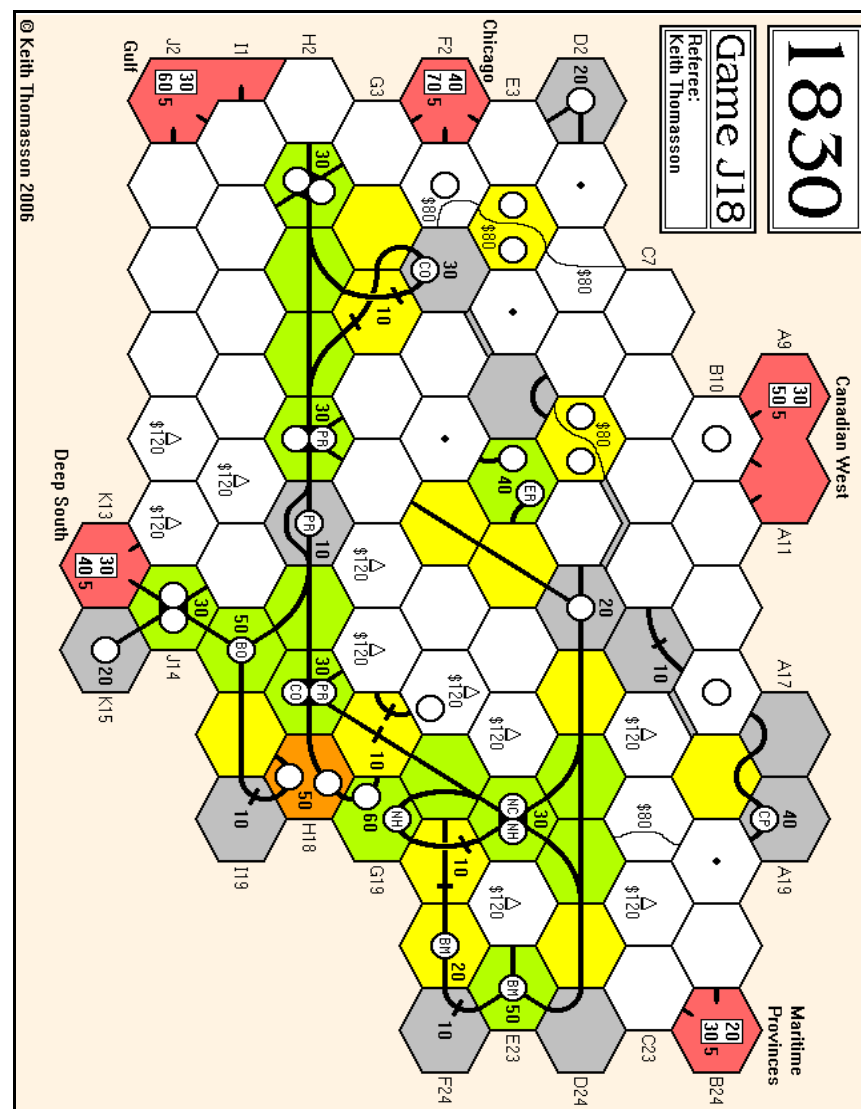
Bank (new)	-	2	3	2	-	4	-	1
Price (new)	82	100	67	100	76	76	67	76
Bank (pool)	2	-	-	3	2	-	3	1
Price (pool)	90E	126B	65F	40H	68H	40H	70G	80F
Company credit	280	638	140	309	106	130	46	511
Trains	4	-	5	-	5 4	6	5 4	4
Bank cash: \$9,264	Certificate limit: 13			Trains: 1 x '6', Diesels				

A desire to get hands on the permanent trains stretched the envelope a little too far, and Peter found the B&O unable to meet the demands of the bank. If he had been left with just \$1 in the B&O he would have bought the '6' train from the Erie, but with no funds you get into a forced train purchase, where your only choice is a train from the bank.

The result is a win for Peter Berlin - well done for keeping afloat long enough to claim the game. If the B&O had been able to get the second '6' train, you would have had to buy a Diesel for the NYC - which would have cost you the lead.

1st	Peter Berlin	\$1,360	29.1%
2nd	Gareth Davies	\$1,195	25.5%
3rd	John Shelley	\$1,135	24.2%
4th	Neil Walters	\$833	17.8%
5th	Peter Hawkins	\$160	3.4%

You are most welcome to make your comments for next month's final round-up.





1830-G20

This is a brief one.

OR2

The share dealing table had the headings shifted to the left by one column, so Don actually holds the priority for the next stock round, not Willem.

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	SW	57:E19:1	-	-	①	76C	820	2
PRR	MB	57:H16:3	30	Yes	② ①	76D	560	2 2
NYNH	DS	-	50	Yes	-	67F	630	2

Notes: ① \$80 to the bank for a '2' train
② \$40 to the bank for a token in H16

Cash Flow	b/f	OR2	c/f	Value	%	Certs
Stephen Webb	49	5	54	425	15.3	4
Martin Butcher	30	35	65	535	19.3	6
Willem Moene	69	53	122	611	22.0	5
Don Smith	9	35	44	495	17.8	6
Roger Krueger	68	41	109	712	25.6	5

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	-

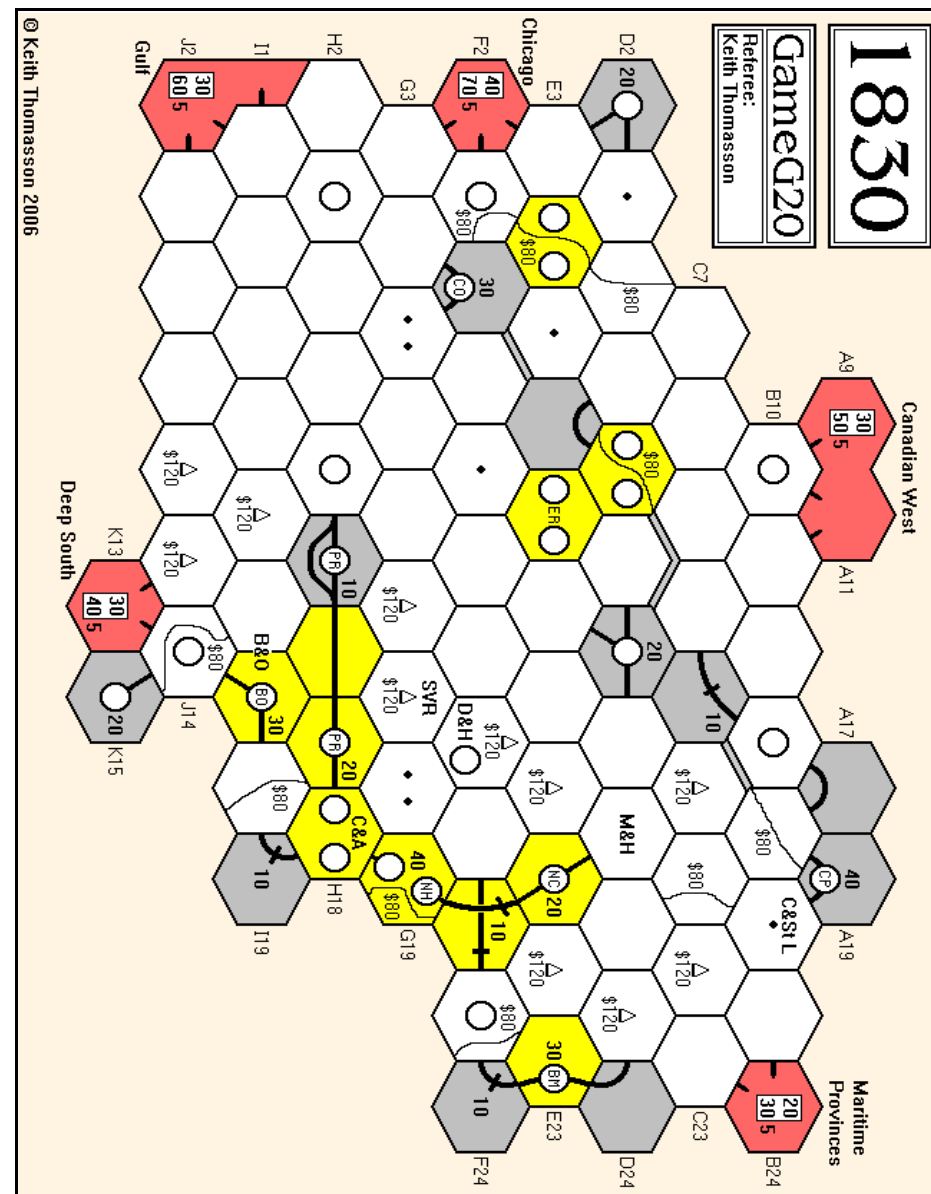
Bank (new)	2	4	10P	6	10P	10P	2	10P
Price (new)	76	90		100			71	
Bank (pool)	-	-	-	2	-	-	-	-
Price (pool)	76D	76C		82C			67F	
Company credit	560	820					630	
Trains	2.2	2					2	
Bank cash: \$9,596	Certificate limit: 13			Trains: 2 x '2', 5 x '3'				
Current operating order:	PRR, NYC, NYNH							

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	57/2	58/2	69/-			

I would like to remind people that the idea is to submit orders for both rounds unless there is a major problem with looking ahead. When there are only three companies operating, and we are only using the yellow tiles, the number of options is not that high. If the concern is about the state of the operating companies, it should be easy enough to submit orders along the lines of "If all companies have trains and routes, then do these orders, otherwise please hold over so that I can see what the position is".

There is a growing tendency to call for halts when there's not that much going on. If this becomes more common, the time required to complete these games is going to get severely extended, and those people that do take the trouble to look ahead will start to question the value of doing so, making it even more likely that the games will slow down.

So please, just a little extra thought before you call for a halt.



Orders required for the following round

By the early deadline

SR3

1856-R18

A couple of riders change horses.

SR8

Stock Round 8

Mike	Tony	Gareth	John	Richard
+ LPS pool	- 1 GT + THB new	+ THB new	+ BBG/P {100}	- 3 THB {+90D} + CPR new
✕	- 1 THB {+80E} + GW new	+ THB new	- 2 CPR {+}	+ GW pool
✕	✕	+ THB new {gains Pres}	+ BBG new	+ GW pool
✕	✕	+ THB new	+ BBG new	+ GW pool {gains Pres}
✕	- 1 GT {+80C} + GW new	✕	+ BBG new	+ GW new
✕	✕	✕	✕	+ WGB/P {100}
✕	✕	✕	✕	+ WGB new
✕	✕	✕	✕	+ WGB new
✕	✕	✕	✕	- 1 CV {+}
✕	✕	✕	✕	+ WGB new
Priority for SR9				

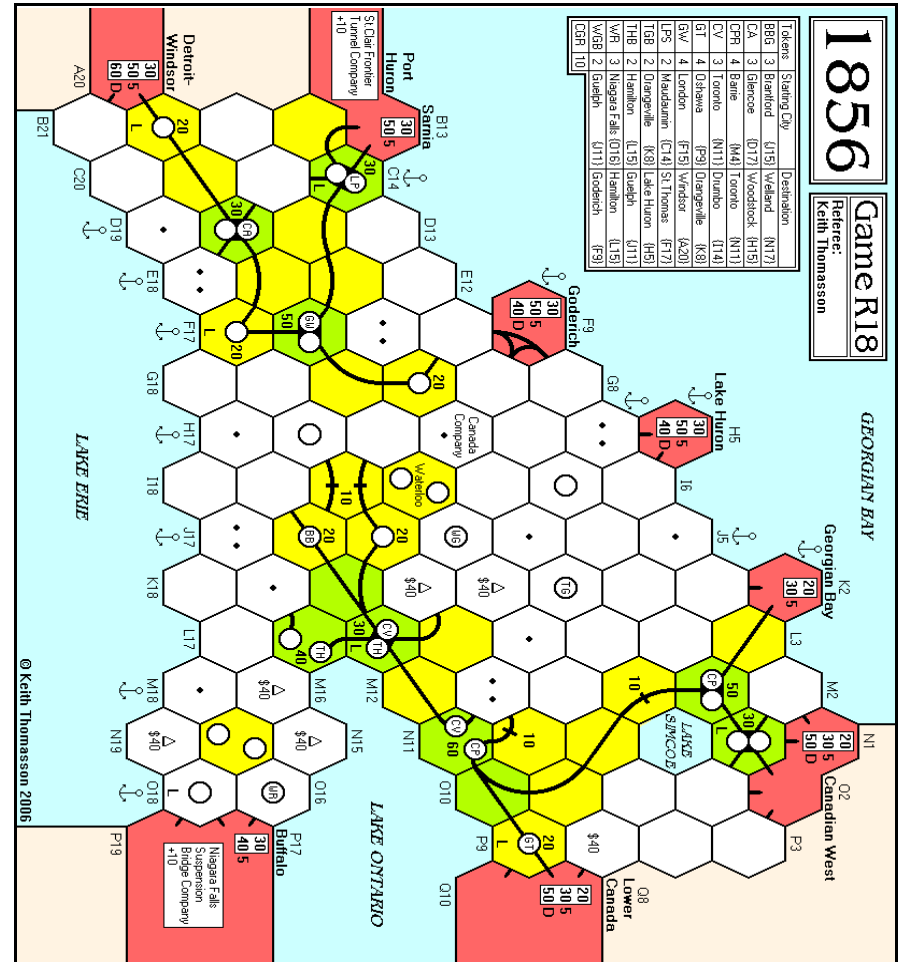
Cash Flow	b/f	SR8	c/f	Value	%	Certs
Tony Sait	38	30	68	588	12.4	6
Gareth Davies	427	-400	27	817	17.2	7
John Shelley	335	-280	55	1,095	23.0	8
Richard Lunn	501	-400	101	1,411	29.6	13
Mike Hutton	222	-80	142	847	17.8	7

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

Bank (new)	4	7	-	3	5	1	-	10P	-	10P	5
Price (par)	100	75	80	80	100	75	65	100	100	100	100
Bank (pool)	-	-	3	3	2	-	3	-	4	-	-
Price (pool)	100A	75D	110E	90F	80C	70F	80F	80E	100A	100A	100A
Company credit	600	225	335	28	80	225	403	155	500	500	500
Trains	-	-	4.3	4.3	4.3	5	4.3	3	-	-	-

Bank cash: \$9,056 Certificate limit: 13 Trains: 2 x 5, 2 x 6
 Current operating order: CPR, BBG, WGB, CV, LPS, THB, GT, 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				



Orders required for the following rounds By the early deadline
 OR10, OR11 Adjudication can pause between rounds if requested



1856-M19

The WSR comes back from the dead pool.

OR7 - OR8

The WSR didn't close last time, because the GW laid the tile in I12 as it normal tile lay, not as the special property of the WSR.

I see that my recent note suggesting that you point out when you connect to your destinations has had no effect. I had to rerun this completely because I missed destinations that you, as presidents, would know were intended to be reached. Please do me a favour and remind me to check this in your orders.

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	LG	8:E14:5	180	Yes	-	90F▲	64	500	3 3
CA	SC	57:H15:2	240	Yes	① ②	90E▲	395	600	4 3
CV	WM	7:M12:2	140	No	③	75C▼	325	200	3
THB	WM	59:L15:2	-	-	④ ⑤	70D▼	145	0	3
GT	TS	57:P9:2	-	-	① ⑥	60F▼	40	100	4
LPS	SW	14:B19:1	130	Yes	-	60H▲	215	600	4

- Notes: ① Government loan secured
② Destination reached - \$325 released from escrow
③ Run reduced to \$130 to pay loan interest
④ \$40 to the bank for terrain costs
⑤ \$190 to the CV for a '3' train
⑥ \$350 to the bank for a '4' train

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	LG	8:D15:2	220	Yes	①	100E▲	396	500	3 3
CA	SC	-	250	Yes	-	100E▲	355	600	4 3
CV	WM	26:M12:2	80	No	②	70C▲	51	200	3
THB	WM	6:L13:4	120	Yes	③	75D▲	104	0	4 3
LPS	SW	-	160	Yes	-	65G▲	155	600	4
GT	TS	9:O10:2	100	Yes	⑤ ⑥	65F▲	0	200	4

- Notes: ① Destination reached - \$350 released from escrow
② \$350 to the bank for a '4' train
③ \$40 to the bank for a token in L13
④ \$1 to the CV for a '4' train
⑤ Government loan secured
⑥ \$140 to Tony for the GLSC private

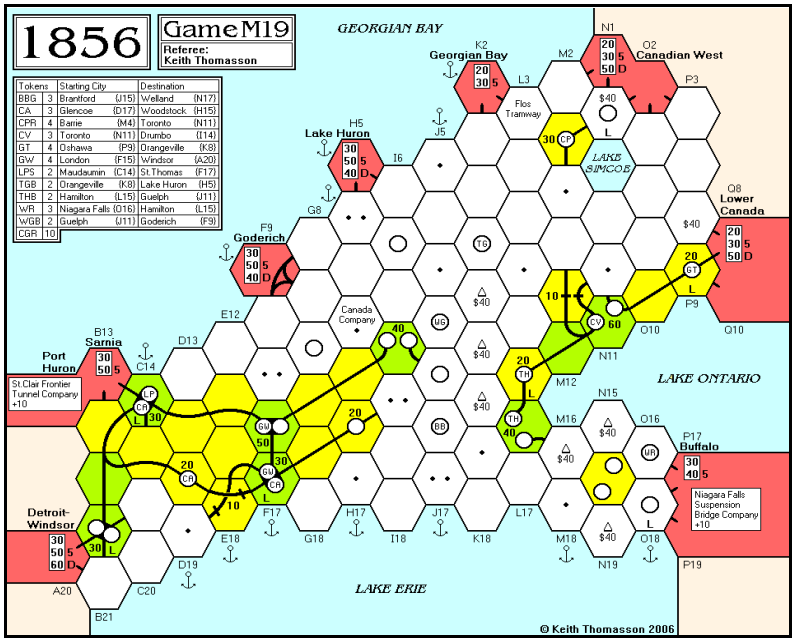
Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Stephen Webb	6	96	118	220	710	15.1▲	6
Willem Moene	19	0	60	79	594	12.6▼	5
Tony Sait	55	66	233	354	749	15.9▲	4
Lyndon Gurr	3	204	232	439	1,439	30.5▲	9
Simon Cutforth	1	188	204	393	1,223	25.9▲	8

Willem, only one of your tile lays made sense until I realised that you were using the new tiles sheets for this game, rather than the tile sheet I sent out at the start. This game uses the old orientations and you should use that sheet. To tell the difference, tile 2 orientation 1 has the tight curve on left for the old sheet, on the right for the new sheet. If you've lost the old sheet, you can use the new sheet, but please tell me you are doing so.

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Stephen Webb	-	-	-	-	-	-	1	6P	-	-	-	-
Willem Moene	-	-	-	-	2P	-	-	-	-	5P	-	-
✪ Tony Sait	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)		100E		70C	65F	100E	65G		75D		
Company credit		355		51	0	396	155		104		
Trains		4.3		3	4	3.3	4		4.3		
Bank cash: \$9,454	Certificate limit: 13						Trains: 3 x '5', 2 x '6'...				
Current operating order:	GW, CA, THB, CV, LPS, GT										

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



Orders required for the following round	By the early deadline
SR6	

1856-Y19

No stock round just yet.

OR4

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
LPS	MH	14:C14:3	160	Yes	-	90D▲	10	300	5 2
CA	SW	9:G16:2	190	Yes	① ②	75F▲	80	400	3 2 2
GW	PB	57:B19:2	150	Yes	① ③ ④	75F▲	20	400	3 2
WR	MB	5:O18:1	150	Yes	①	75F▲	140	400	3 2
GT	RT	58:N9:4	170	Yes	⑤	70G▲	35	300	3 2

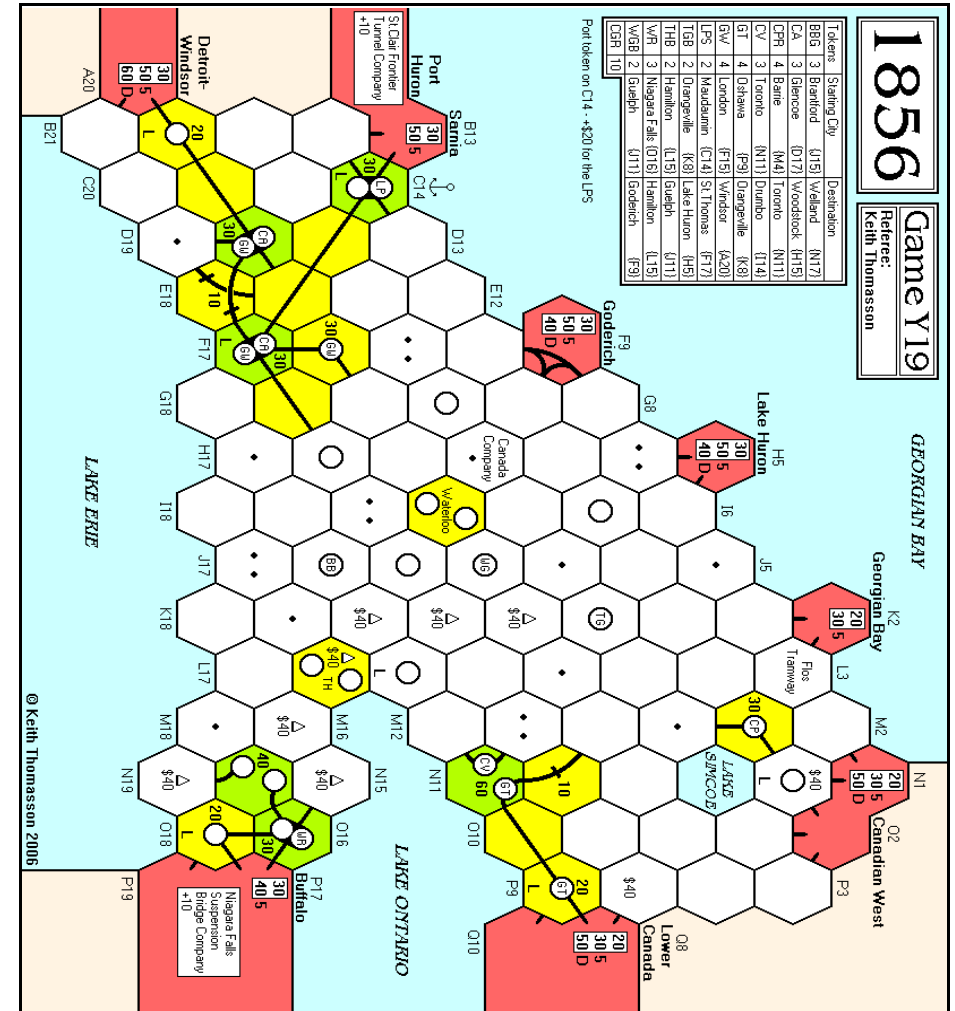
- Notes: ① Government loan secured
 ② \$80 to Stephen for the WSR private
 ③ Destination reached for the GW - no escrow funds to release
 ④ \$140 to Peter for the FT and CC privates
 ⑤ \$40 to the bank for a token in N11

Cash Flow	b/f	OR4	c/f	Value	%	Certs
Peter Berlin	82	215	297	597	20.1▲	3
Mike Head	181	48	229	499	16.8▲	2
Martin Butcher	116	94	210	660	22.2▼	5
Rob Thomasson	113	100	213	638	21.4▼	5
Stephen Webb	114	166	280	580	19.5▲	3

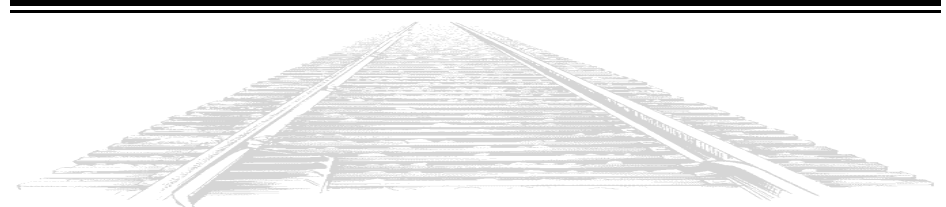
Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Peter Berlin	-	-	-	-	-	-	4P	-	-	-	-	-
Mike Head	-	-	-	-	-	-	-	3P	-	-	-	-
Martin Butcher	-	-	1	-	-	-	-	-	-	-	5P	-
Rob Thomasson	-	-	-	-	-	5P	1	-	-	-	-	-
★ Stephen Webb	-	-	4P	-	-	-	-	-	-	-	-	-

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)		75F			70G	75F	90D			75F	
Company credit		80			35	20	10			140	
Trains		3.2.2			3.2	3.2	3.2			3.2	
Bank cash: \$10,486	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	5/1	6/2	7/7	8/13	9/8	55/1	56/-	57/2
	58/2	69/1										
Green	14/3	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 round	By the early deadline
SR4	





1870-U19

The MKT and the SSW
seek redemption, and get it.

SR4

Stock Round 4

Stephen	John	Mike	Martin	Lyndon
- 1 MKT {+501}	+ SSW new	+ MKT pool	+ SSW new	+ IC pool
+ SSW pool				
MKT redeems from the pool	+ SSW new	✗	SSW redeems from Martin	✗
+ MP pool	✗	✗	+ GMO pool	✗
✗	✗	✗	+ MP pool	✗
✗	✗	✗	✗	Priority for SR5

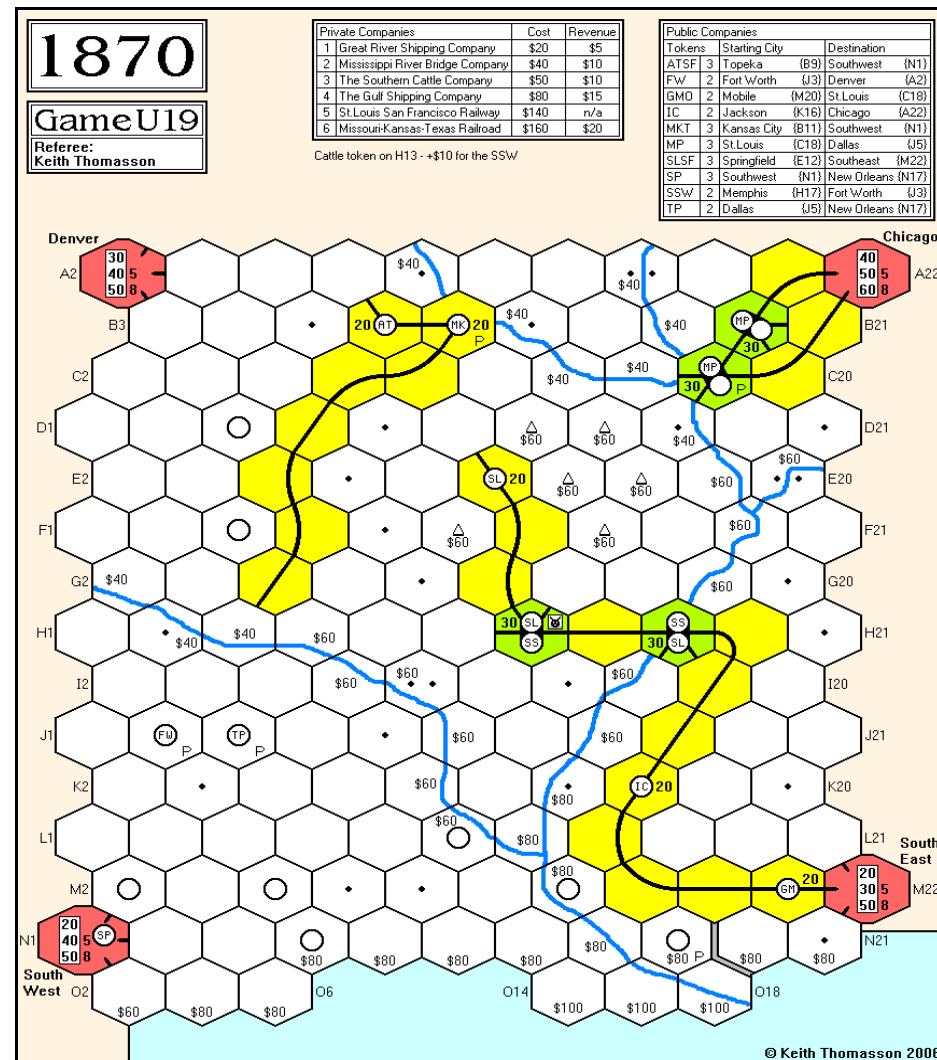
Cash Flow	b/f	SR4	c/f	Value	%	Certs
Lyndon Gurr	133	-72	61	813	28.5	8
Stephen Webb	113	-85	28	486	17.1	3/7
John Shelley	162	-152	10	490	17.2	6
Mike Hutton	58	-50	8	498	17.5	5/6
Martin Butcher	205	-136	69	561	19.7	6

Portfolio	Privates	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	-	-	-	5P	1	-	-	4P	-	-	-
Stephen Webb	-	-	-	-	-	5P	2	-	-	1	-
John Shelley	-	-	-	-	-	-	6P	-	-	2	-
Mike Hutton	GSC	-	-	-	5P	1	-	-	-	-	-
Martin Butcher	-	-	-	1	-	-	1	-	-	5P	-

Bank (new)	10P	10P	4	4	3	1	4	10P	1	10P
Price (par)			68	76	68	76	100		76	
Bank (pool)	-	-	-	-	-	-	2	-	-	-
Price (pool)			64G	72E	50I	68F	90D		72E	
Company credit			112	240	208	20	56		252	
Trains			4 4	3 3 3	4	4 4	3		3 3	
Redeemed shares			-	-	1	-	-		1	

Bank cash: \$10,936 Certificate limit: 13 Trains: 4 x '5', 3 x '6'...
Current operating order: SLSF, IC, SSW, MP, GMO, MKT

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								



Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested



1870-O20

One bid on the MRBC,
all others go at cost price.

PRIVATES

Stock Round 1, Private Companies

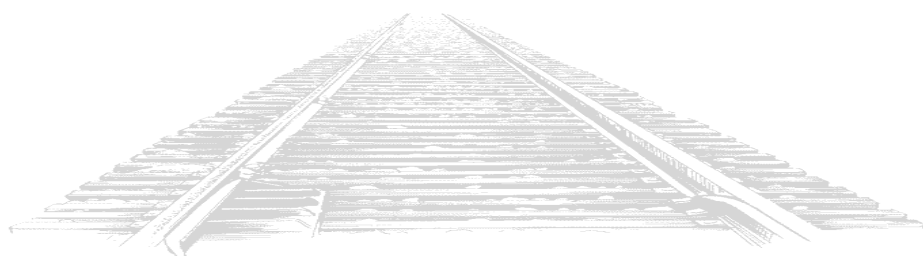
Simon	Bids \$50 to the MRBC
Don	Buys the GRSC for \$20
	☛ Simon gets the MRBC for \$50
Stephen	Buys the SCC for \$50
Willem	Buys the GSC for \$80
Roger	Buys the SLSF for \$140, setting par at \$100
Simon	Buys the MKT for \$160, gains a free MKT share
Priority for the second part of this round lies with Don	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Simon Cutforth	420	-210	210	410	19.1▼	2/3
Don Smith	420	-20	400	420	19.5▼	1
Stephen Webb	420	-50	370	420	19.5▼	1
Willem Moene	420	-80	340	420	19.5▼	1
Roger Krueger	420	-140	280	480	22.4▲	1

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Simon Cutforth	MRBC, MKT	-	-	-	-	1	-	-	-	-	-
☛ Don Smith	GRSC	-	-	-	-	-	-	-	-	-	-
Stephen Webb	SCC	-	-	-	-	-	-	-	-	-	-
Willem Moene	GSC	-	-	-	-	-	-	-	-	-	-
Roger Krueger	-	-	-	-	-	-	-	2P	-	-	-

Bank (new)	10P	10P	10P	10P	9P	10P	8	10P	10P	10P
Price (par)							100			
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)							100A			
Company credit							1000			
Trains							-			
Redeemed shares							-			
Bank cash: \$9,400	Certificate limit: 13					Trains: 7 x '2', 6 x '3'...				

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
Yellow	1/1	2/1	3/3	4/6	5/2	6/2	7/9	8/22	9/23	55/1	56/1	57/5
	58/4	69/1										



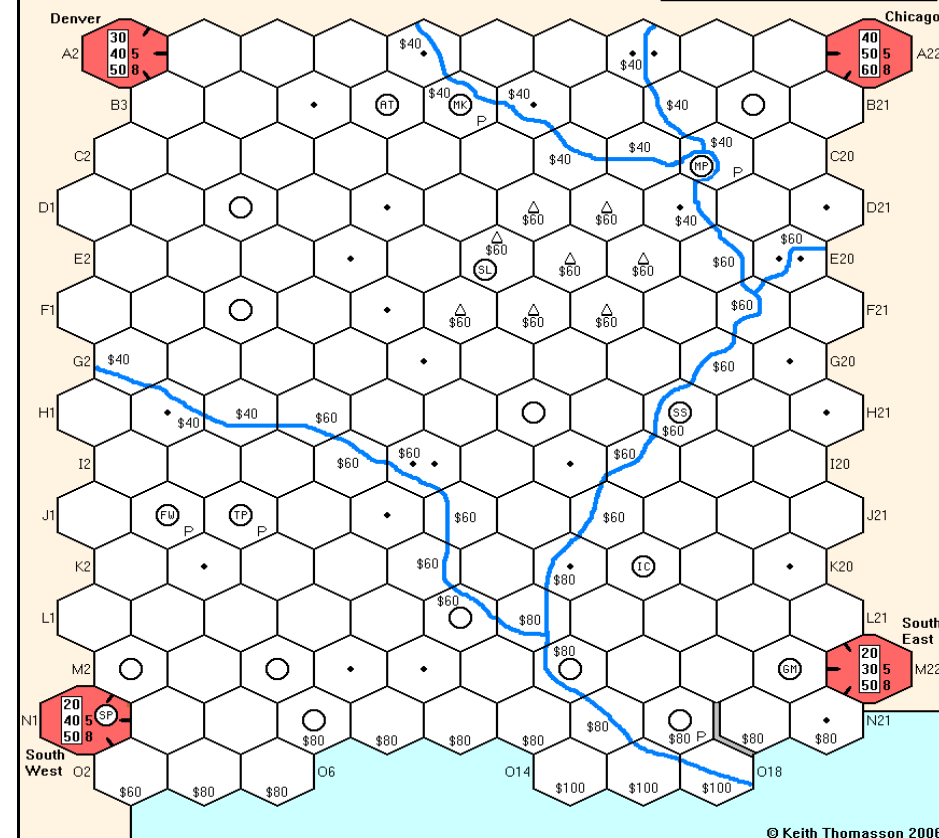
1870

GameO20

Referee:
Keith Thomasson

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

Public Companies	Tokens	Starting City	Destination
ATSF	3	Topeka (B9)	Southwest (N1)
FW	2	Fort Worth (J3)	Denver (A2)
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 (N17)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)



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Orders required for the following round

By the early deadline

SR1, Public Companies



1895-L20

Two companies are ready to roll.

PUBLICS

Stock Round 1 - Public companies					
Tim		Martin		Roger	
+ STA/Pres	{70}	+ OME/Pres	{90}	+ SD/Pres	{60}
+ STA new		+ OME new		+ SD new	
x		+ OME new		+ SD new	
+ OME new		+ OME new		+ SD new	
{floated - price +100B}				{floated - price +70E}	
+ SD new		x		x	
x		Priority for SR2			

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Roger Krueger	520	-300	220	570	37.9▲	5
Tim Franklin	370	-370	0	400	26.6▼	7
Martin Butcher	495	-460	35	535	35.5▲	5

Portfolio	PCS/Oblig	STA	OME	SD	OB	NS
Roger Krueger	OB	-	-	5P	-	-
Tim Franklin	ML STA SD	3P	1	1	-	-
Martin Butcher	OME	-	5P	-	-	-

Bank (new)	-	6	3	3	9P	10P
Bank (pool)	-	-	-	-	-	-
Price	-	70E	100B	70E	-	-
Company credit	-	-	550	370	-	-

Trains		Trains	
Bank cash: 6,259 RM	Certificate limit: 13	Trains: 4 x '2', 3 x '3'...	
Current operating order:		OME, SD	

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			

Unless I've missed something, I think Tim got himself confused. He had enough money to buy five STA shares, which would have got it operating, as the share with the obligation counts towards the 60% total required to float a company. I suspect he thought he needed 60% excluding the obligation share to get it going. If that is so, he may be kicking himself.

As it is, he has laid claim to the STA and invested in the other companies, using all his cash in the process. Time will tell, of course, so feel free to ignore my ramblings.



1895

Game L20

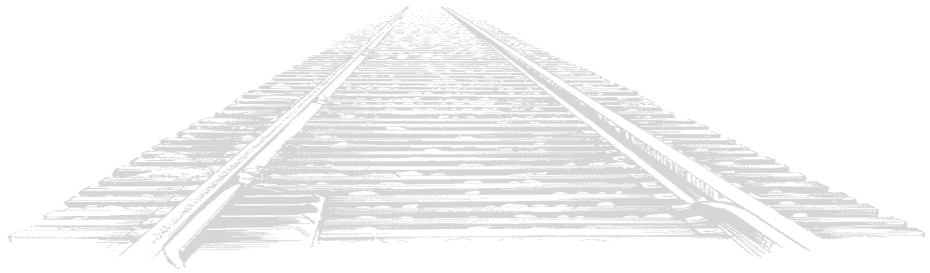
Referee: Keith Thomasson

© Keith Thomasson 2005

Orders required for the following rounds

By the early deadline

OR1, SR2





18EU-B19

A little bit of share shuffling, and we're ready to operate once more.

SR5

The BN ran for 360 last time. The reported figure of 260 was a typo - payouts were correct. Any variances in the portfolio will be due to a failure to make the correct updates before. The number of '8' trains remaining has dropped because I had been working on the draft version's total of twelve '8' trains, rather than the released version's total of eight.

Stock Round 5

Don	Stephen	Neil	Peter	Mark
+ RP pool	- 1 RA {▼122D} ✗		- 1 RA {◀▶} ✗	
+ FN pool	+ DR treasury ✗		+ RP pool ✗	
+ RA pool	+ DR pool ✗			
✗	✗			Priority for SR6

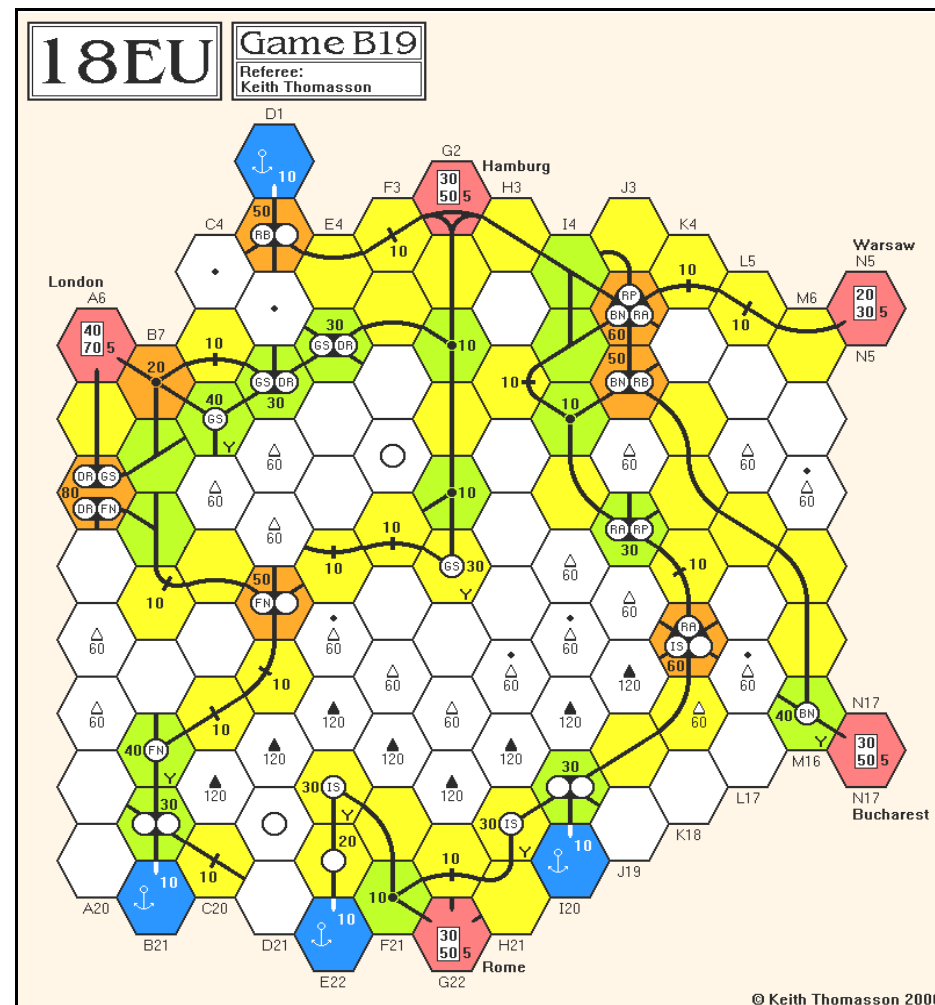
Cash Flow	b/f	SR5	c/f	Value	%	Certs
Neil Walters	899	0	899	2,806	23.5▼	13
Peter Berlin	765	22	787	2,062	17.3▼	13
Mark Frueh	797	0	797	2,564	21.5▲	12
Don Smith	412	-357	55	1,389	11.7▲	9
Stephen Webb	833	-208	625	3,098	26.0▲	13

Portfolio	BN	DR	FN	GS	IS	RA	RB	RP
Neil Walters	1	-	1	1	6P	6P	-	-
Peter Berlin	-	-	5P	-	-	-	5P	6P
Mark Frueh	6P	-	1	2	1	1	1	1
Don Smith	-	6P	1	1	-	1	-	1
Stephen Webb	3	4	-	6P	1	-	-	-

Treasury	-	-	-	-	1	-	-	-
Bank pool	-	-	2	-	1	2	4	2
Price	135C	122C	135C	245A	110D	122D	122D	100C
Company credit	224	294	155	291	248	384	1	100
Trains	5P	8	6	8.5	6	5	8	8

Bank cash: 7,140 Certificate limit: 13 Trains: 4 x '8' (plus 4 x Pullman)
Current operating order GS, FN, BN, RB, RA, 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

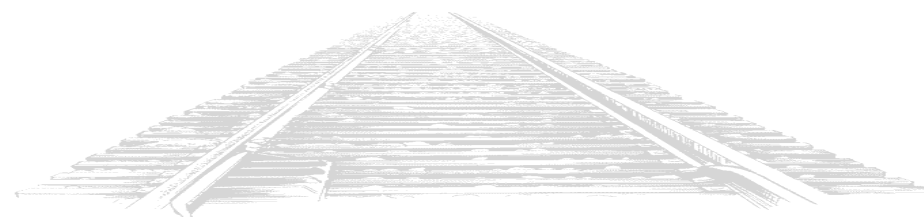


Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



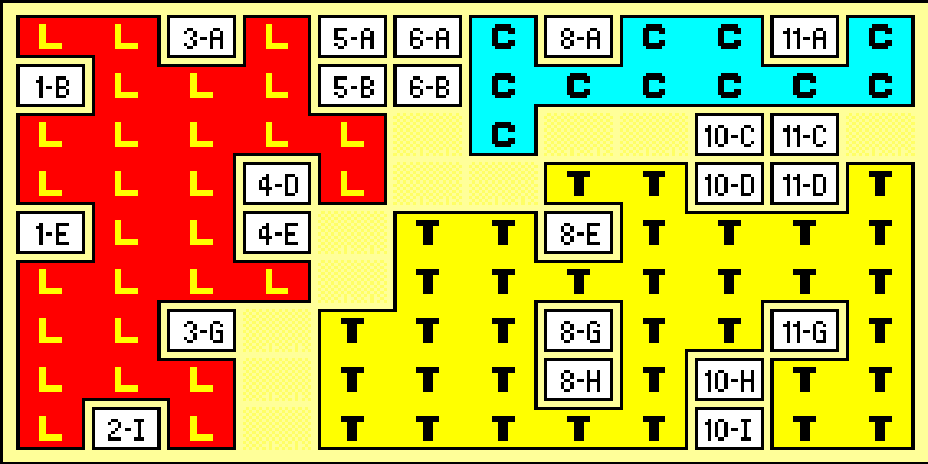


ACQUIRE 42

Only three turns in this round.

ROUND 12

Willem 7-E No purchases.
John M 1-A No purchases.
Lyndon 12-G Tower takes over Festival, bonuses for Colin {£5,000} and Willem {£2,500}, Lyndon sells 1 for £500, Colin sells 13 for £6,500, John C sells 2 for £1,000, Willem sells 7 for £3,500, John M sells 2 for £1,000.
Declares the game over as all chains are safe.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	4	-	-	-	-	10	-	£8,300	£29,500
Willem Moene	7	10	-	-	-	1	-	£15,500	£41,800
John Marsden	9	4	-	-	-	-	-	£13,700	£32,500
Lyndon Gurr	-	10	-	-	-	9	-	£11,900	£40,300
Colin Sharpe	5	1	-	-	-	5	-	£11,700	£21,100
Bank Stock	-	-	25	25	25	-	25		
Chain Size	28	35	-	-	-	11	-		
Chain Value	800	900	-	-	-	900	-		

Congratulations to Willem, not too far ahead of Lyndon but both clear of the rest.

1st	Willem Moene	£41,800
2nd	Lyndon Gurr	£40,300
3rd	John Marsden	£32,500
4th	John Colledge	£29,500
5th	Colin Sharpe	£21,100

Next month it's the final report for this game, where you get to have your say.

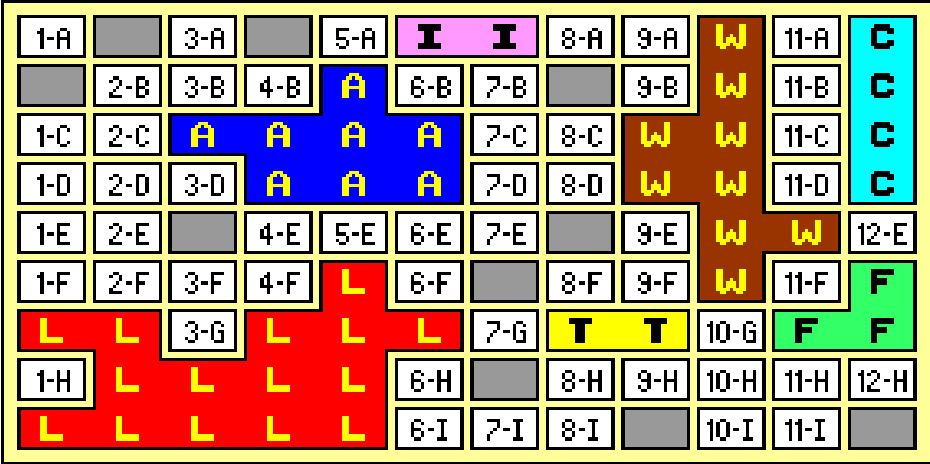


ACQUIRE 43

No merges, so no chance of forming a new chain.

ROUND 8

Kevin 4-D Buys 3 Continental @ £600.
John 7-F Buys 3 Imperial @ £400.
Tony 5-B Buys 3 Tower @ £200.
Bob 4-I Buys 1 Tower @ £200.
Lionel 6-C Buys 3 Tower @ £200.
Kevin 9-C Buys 1 Tower @ £200.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	7	7	1	-	-	5	3	-	£22,500
Lionel Robbins	-	5	-	6	10	-	4	£2,900	£28,900
Kevin Lee	-	1	4	-	9	6	-	£100	£29,500
John Colledge	7	-	-	-	-	-	3	£10,700	£23,100
Tony Wilcock	-	3	3	10	-	-	-	£2,700	£16,900
Bank Stock	11	9	17	9	6	14	15		
Chain Size	15	2	8	3	9	4	2		
Chain Value	700	200	700	400	700	600	400		

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



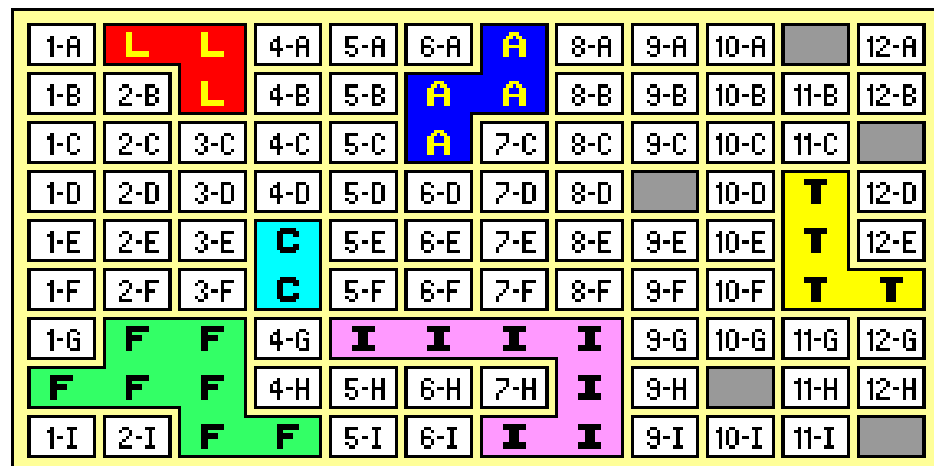


ACQUIRE 44 {SP}

Worldwide is back on the market and looking for a new boss.

ROUND 5

Mick 6-C Buys 2 Luxor @ £200, 1 Continental @ £400.
 John 3-B Buys 3 Festival @ £300.
 Michael 2-G {Uses '3 Free' Power} Takes 3 Festival.
 Colin 3-H Festival takes over Worldwide, bonus for Colin (£4,500), Colin retains 4.
 Buys 3 Festival @ £700.
 Mick 11-F {Uses '3 Free' Power} Takes 3 Continental.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	5	3	-	-	-	9	3	£500	£20,700
John Colledge	7	-	-	3	-	-	2	£7,000	£17,600
Michael Graystone	3	-	6	3	-	4	4	£600	£28,200
Colin Sharpe	-	6	3	7	4	2	-	£6,200	£29,300
Bank Stock	10	16	16	12	21	10	16		
Chain Size	3	4	4	7	-	2	7		
Chain Value	300	400	500	700	-	400	800		
Powers used:	Mick: 3F/B5/T5			John: T5		Michael: 3F/T5		Colin: T5/P4	

Playing sequence

John, Michael, Colin, Mick, John again

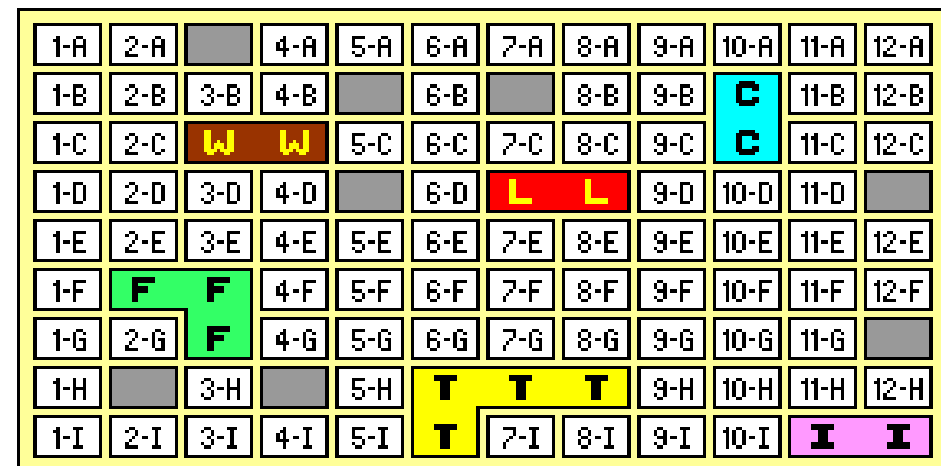


ACQUIRE 45

Two new chains brings us closer to a full house.

ROUND 3

Tony 10-B Forms Continental, one free share. Buys 3 Continental @ £400.
 Kevin 5-B Buys 3 Luxor @ £200.
 Colin 3-C Forms Worldwide, one free share. Buys 3 Worldwide @ £300.
 Michael 12-D Buys 3 Luxor @ £200.
 John 5-D Buys 3 Luxor @ £200.
 Tony 6-I No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	-	-	7	-	-	3	£1,800	£12,900
John Colledge	7	-	-	3	-	-	4	£2,400	£14,600
Tony Wilcock	-	-	-	-	-	4	-	£4,800	£12,400
Kevin Lee	3	7	-	-	-	-	-	£3,900	£11,800
Colin Sharpe	-	6	-	-	4	-	-	£3,600	£13,700
Bank Stock	12	12	25	15	21	21	18		
Chain Size	2	4	-	3	2	2	2		
Chain Value	200	400	-	400	300	400	400		

Playing sequence

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





AUSTRALIAN RAILWAYS 1

Marcus and Martin
are tied on income.

ROUND 3

Goods Growth

Timber to Wagga Wagga, Goods to Sydney, Timber to Bairnsdale, Timber to Wagga Wagga

Auctions

	Bids:	MP	TW	BE	MB
3a: Ballarat & Ararat (5)		1	2	3	4
Build roll: 11 (built)		5	*6*		
3b: Melbourne & Ballarat (4)		1	-	-	2
Build roll: 7 (built)		3	-	-	4
3c: Sydney & Orange (7)		-	-	1	2
Build roll: 3 (not built)		-	-	3	4
		-	-	*5*	

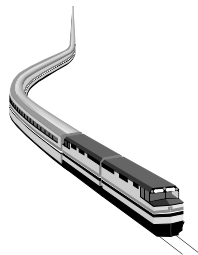
Commodity Movement

		MP	TW	BE	MB
Martin	Goods	Melbourne to Bombala	1		2
Marcus	Timber	Wagga Wagga to Geelong	2		1
Tony	Food	Sydney to Cootamundra		1	
Bruce	Imports	Bendigo to Bairnsdale		1	
Martin	Goods	Melbourne to Bombala		1	2
Market loss number:	8	Income lost:	-1	-	-1
		Income:	7	4	3

Marcus remains the Train Player (income 7/cash 14).

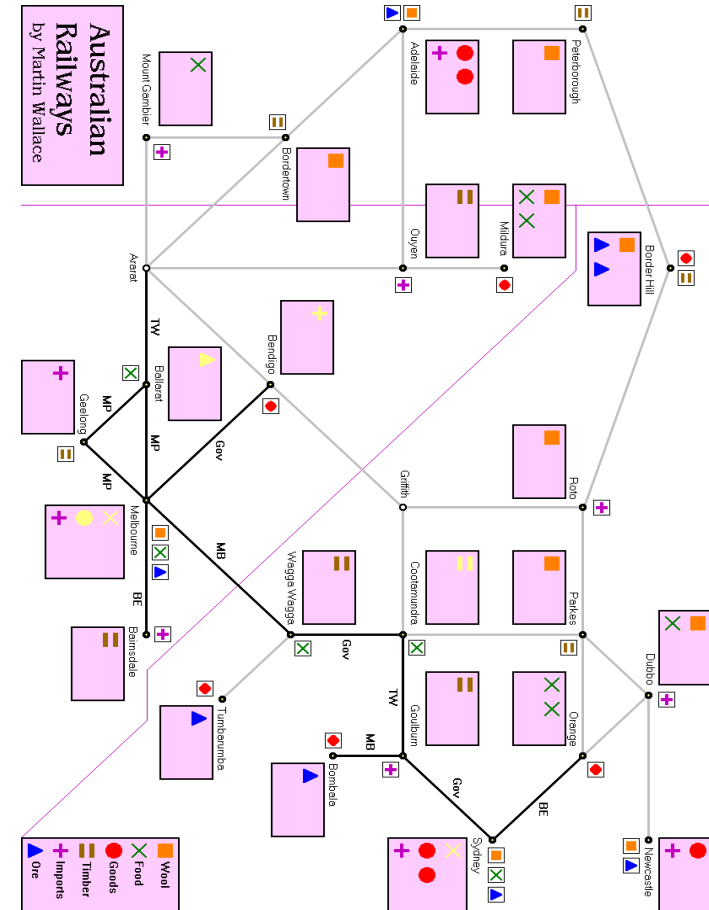
Bank Loans	Acquired	Total	Interest	Retired	c/f
Marcus Pratt	-	20	-4	-	20
Tony Wilcock	+10	30	-6	-	30
Bruce Edwards	-	10	-2	-	10
Martin Butcher	-	10	-2	-	10

Marcus	Ore	◇	Link 4a: Bendigo & Griffith (8)
Tony	Food	◇	Link 4b: Mount Gambier & Ararat (5)
Bruce	Ore	◇	Link 4c: Wagga Wagga & Tumbarumba (7)
Martin	Wool	◆	Link 5a: Bordertown & Ararat (5)
Government link:		◆	Link 5b: Ararat & Ouyen (6)
None		◆	Link 5c: Adelaide & Ouyen (6)



Cash flow

	Marcus	12	Tony	11	Bruce	13	Martin	8
Cash b/f		12		12		13		5
Auction & Builds	-5	7	-7	5	-5	8	-	5
Income	+7	14	+4	9	+3	11	+7	12
Acquired Loans	-	14	+10	19	-	11	-	12
Interest	-4	10	-6	13	-2	9	-2	10
Retired Loans	-	10	-	13	-	9	-	10
Cash c/f		10		13		9		10



Orders required

Marcus leads the playing order

Place goods, railway link bids 4a, 4b and 4c, commodity movement, loans



BATTLE! 3

Time for decisive action.

ROUND 19

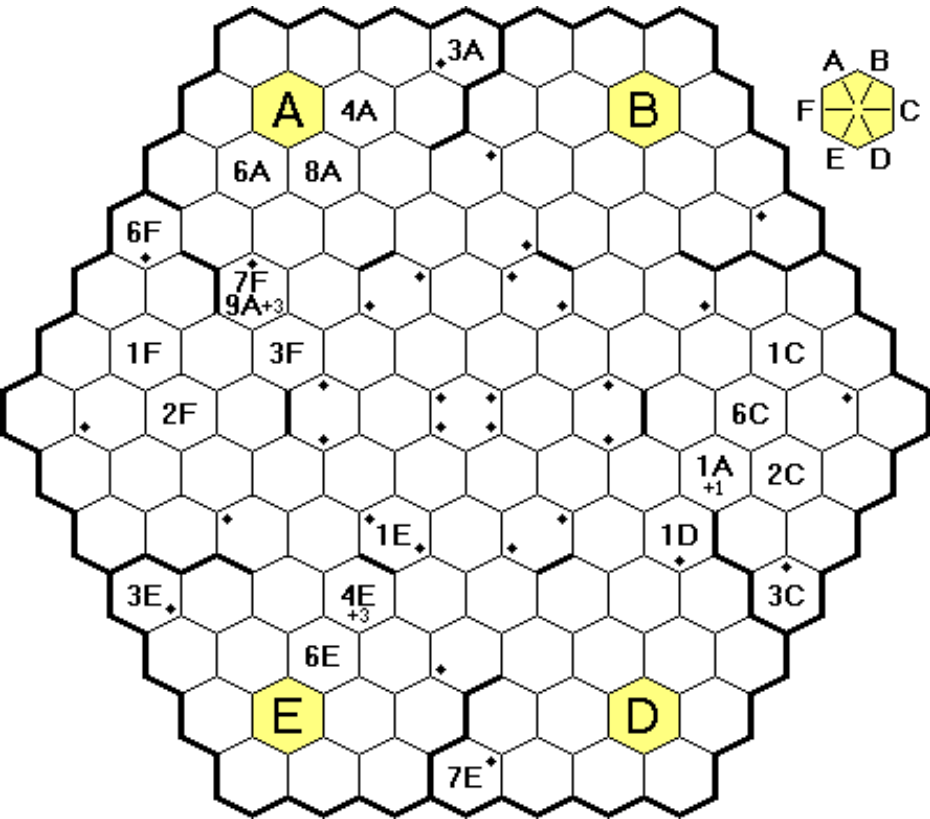
I forgot to list the destroyed units, which included 2D, even though it was left on the map.

Team	Research	PP	Units	M	C	A	S	E	D	P	R	B	H
Antz Marcus Pratt Explosives x 2	x Level 10	11	1A	3	0	5	1/0	0	1	0	1	0	1
			3A	1									
			4A	3	0	1	1/0	0	1				
			6A	2	0	1	1/0	2					
			8A	1	0	0	1/0	1	1	0	0	1	1
			9A	5	0	5	1/0	1	1	0	3	0	3
Cohen {Allan Stagg}	Base destroyed	-	1C	2									
			2C										
			3C	1									
			6C	2	0	3	2/0	1	6	1	3	0	2
Droid Joakim Spångberg	x Level 6	11	1D	1	4	4	1/2	2	2				
Everjoice Steve Ham Explosives x 2	x Level 10	15	1E	2	2	1	0/0	0	0	1			
			3E	1	0	1	0/0	0	0	2			
			4E	4	1	4	1/0	2	2	2	3	0	3
			6E	2	0	2	1/0	1	1	2	1	0	1
			7E	1									
Team Fred {Peter Hawkins}	Base destroyed	-	1F	2	0	3	0/0	1	1	1	3		
			2F	3	1	3	1/0	1	1	0	2		
			3F	0	0	1							
			6F	0	0	0	0/0	0	0	1			
			7F										

- New units: 2C, 2D.
- Production: C repairs one point on its base.
- Movement: 1A and 9A gets aloft and in position to attack bases. 1C tries to defend its base by hovering over the base - but doesn't have any Hover ability.
- Combat: 1A→C base ⑤x②, 9A→F base ⑤x②, 6C→1A ④, 4E→2D ⑤x②.
1A drops to hover at level 1, 2D is destroyed again, C base and F base are destroyed and become single-point power hexes.
- Conversion: None.
- Build: None.

So, it's a big thank you to Allan and Peter, who are now spectators now that their bases have been destroyed. Their units will lose one point off each attribute after the Conversion phase of the coming rounds, until they are either converted to another force, or lose all attributes and disappear.

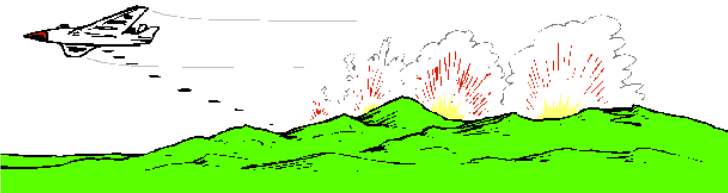
Please feel free to shout now, because I fear it is all over bar that shouting.



Orders required

Attribute order: MCASEDPRBHX

Production, moves, combat and conversion for round twenty





BREAKING AWAY 15

Ten points for Knizia.

ROUND 8

Pos	Riders	New
84	Knizia (10 pts)	3
76	One Spade	3
75	-	
74	Acol Ace	3
73	-	
72	O'Neill, Bidford	3
71	Pershore No Trump Vulnerable	4
70	Teal'c, Jackson	7
69	-	
68	-	
67	-	
66	Moon	3
65	Stratford, Wallace	4
64	Eggspy Evesham Kramer Hyaku Dan	5
63	Midspy, Yamashita	9
62	-	
61	-	
60	Bigspy	3
59	Smallspy	4
58	Carter	5
57	Sankeien	6
56	Negishi	7

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



With the field spread out over nearly thirty spaces, I've doubled up the entries on some rows to make it fit onto the page.

Knizia takes his first place in the second sprint, but will have to wait for the pack to catch him before he can get some useful replacement cards.

Orders required

Cards for round nine



BUS BOSS 286-SPN

Tough, nice, tempting?

GAME OVER

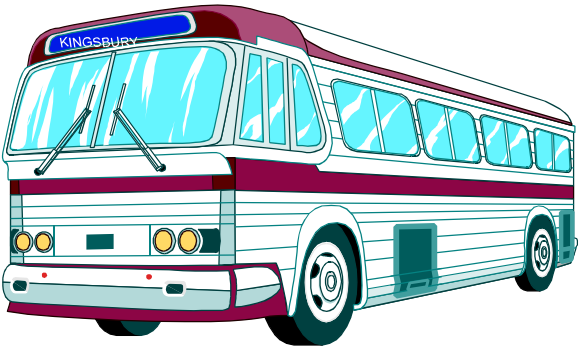
1st	Jim Reader	TAPAS	329
2nd	Bob Coull	BUSSTOP	312
3rd	Mike Hutton	SNAIL	276
4th	Don Shailer	SPOCK	267
5th	Simon Robertson	RR	224
6th	Simon Brooks	BROOKS	183

Jim Reader (TAPAS, 1st): I think Spain is one of the toughest maps for both Bus Boss and Railway Rivals as there is always much too much ground to cover. The best approach I've found is to try and cover two territories well, plus Madrid, and get "tendrils" into other areas if possible. I succeeded in the south west and south east, and got very lucky with big pay-offs for my Valencia - Tarragona "tendrils" into the north east. I was happy with my network, but don't think it was significantly better than Bob's or Mike's. A good set of races in the first round gave me the edge and I was very happy to hold on. Thanks very much to the other players for an exciting, close game.

Bob Coull (BUSSTOP, 2nd): Nice map and an enjoyable contest. Well done to Jim.

Simon Robertson (RR, 5th): I think my poor finish was virtually assured by the first round. I tried, successfully, to ensure that either I got a monopoly to Barcelona, or I prevented anyone else from doing so. However, I was also too boxed in and subsequently struggled to get any decent routes. Congratulations to Jim and thanks to Keith for running the game.

So, Jim thinks it's a tough map, Bob thinks it's a nice map. As for Simon's predicament, I must admit to getting tempted to go for monopolies on some maps, and usually find that the penalties for doing so are too great in the end. But the temptation is always there.





BUS BOSS 290-SEA

COBBER increases his lead.

ROUND 10

South East Australia

Round 10 Runs		ROLF	GRUB	SNAIL	COB	COLIN	
1	5♠ St.George 10♦ Albury	① ROLF 15 ① COLIN 15 ✕ SNAIL	+4/-6 +2	-2		+6/-4	15 13 2
4	3♣ Toowoomba 8♦ Warrnambool	① No entrants ②					
14	K♥ Bega 9♦ Hay	① No entrants ②					
16	7♠ Bourke J♣ Horsham	① COLIN 15 ① SNAIL 15 ✕ GRUBBY	-6	+6		-6 +6	15 9 6
21	7♦ Echuca J♠ Grafton	① COBBER 30					30
24	K♦ Orbost 9♥ Goulburn	① COLIN 30					30
26	2♠ Brisbane A♣ Port Augusta	① COBBER 30 ✕ ROLF	-7		+7		23 7
27	5♠ St.George 4♥ Geelong	① COLIN 30 ✕ ROLF	-6			+6	24 6
28	5♥ Wollongong 5♦ Ballarat	① COLIN ② SNAIL ✕ ROLF	20 10	-4	+4	-4 +4	20 6 4
29	9♠ Dubbo 7♣ Broken Hill	① GRUBBY 30					30
30	Q♠ Port Macquarie 2♦ Melbourne	① SNAIL 20 ② COBBER 10 ✕ ROLF	-3	+4 +3	-4		13 14 3
31	A♣ Port Augusta J♠ Grafton	① COBBER 15 ① GRUBBY 15 ✕ ROLF	-9	+9			15 6 9
32	K♣ Ouyen 9♥ Goulburn	① SNAIL 20 ② GRUBBY 10		+3 -3			23 7
33	2♥ Sydney 3♣ Peterborough	① GRUBBY 30					30
34	7♠ Bourke 4♣ Port Pirie	① GRUBBY 20 ② SNAIL 10 ✕ COBBER		+3 +4	-3 -4		17 6 7
35	6♦ Bendigo 2♣ Port Augusta	① COBBER 30					30

Round 10 Routes

Routes Of Legend Faraway (ROLF) (Bruce Edwards, Purple)
 Bega - Orbost - Bairnsdale (11)

Shipping Narcotics In Australian Lands (SNAIL) (Mike Hutton, Red)
 Bourke - Cunnamulla (8)

Canberra-Orbost Lines Into Newcastle (COLIN) (Colin Sharpe, Blue)
 Horsham - Murray Bridge - Adelaide (11)

Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY) (Michael Graystone, Brown)
 Albury - Melbourne, Port Augusta - Port Pirie (12)

Crazy Old Buses Bouncing on Every Road (COBBER) (Jim Reader, Yellow)
 Grafton - Surfer's Paradise, Melbourne - Warragul (12)

Scores

Runs:	1	16	21	24	26	27	28	29	30	31	32	33	34	35	Routes	Score
COBBER	148	-	-	30	-	23	-	-	-	14	15	-	-	7	30	-12 255
COLIN	106	13	15	-	30	-	24	20	-	-	-	-	-	-	-	-11 197
GRUBBY	111	-	6	-	-	-	-	-	30	-	6	7	30	17	-	-12 195
SNAIL	100	2	9	-	-	-	6	-	13	-	23	-	6	-	-	-8 151
ROLF	62	15	-	-	-	7	6	4	-	3	9	-	-	-	-	-11 95

Round 11 Runs

4. 3♠ - 8♦ Toowoomba to Warrnambool
 8. 6♠ - A♦ Cunnamulla to Melbourne
 14. K♥ - 9♦ Bega to Hay
 22. J♦ - A♠ Warragul to Brisbane
 36. K♥ - A♠ Bega to Brisbane
 37. 5♠ - 3♠ Adelaide to Toowoomba
 38. 8♦ - 10♠ Warrnambool to Tamworth
 39. Q♥ - Q♣ Wagga Wagga to Mount Gambier
 40. 3♦ - 9♣ Melbourne to Murray Bridge
 41. Q♦ - 6♣ Bairnsdale to Adelaide
 42. J♥ - 10♠ Canberra to Mildura
 43. 7♥ - 8♣ Cowra to Wilcannia
 44. A♥ - 2♠ Sydney to Brisbane

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





BUS BOSS 292-FRA

RR doesn't fare too well - good job he decided against TGV...

ROUND 7

France

Round 7 Runs			GO	GRUB	DEAR	BUM	RR	BUS	
1	7♠ Nimes J♣ Dunkerque	① GO	20			+2		-4	18
		② BUM	10	-2				-3	5
		✕ BUSBOSS		+4		+3			7
2	J♥ Strasbourg 6♣ Le Havre	① GRUBBY	15			+3/-2	-4		12
		① DEAR	15		+2/-3		-4		10
		✕ BUM			+4	+4			8
4	6♦ Bordeaux 9♣ Boulogne	① DEAR	20			-3			17
		② BUM	10		+3				13
5	5♣ Rouen Q♦ Brest	① RR	16		+4/-5			+5/-6	14
		② DEAR	7				+5/-4		8
		② BUSBOSS	7		+6/-5				8
7	K♠ Italy 10♣ Calais	① BUM	20	-1				-6	13
		② {BUSBOSS GO}	5			+6			11
			5			+1			6
8	Q♥ Nancy 10♠ Narbonne	① GRUBBY	15	+6					21
		① GO	15		-6				9

Round 7 Routes

Garlic and Onions (GO) (Bob Coull, Black)
Amiens - Dieppe, Perpignan - Spain (9)

Robertson's Routemasters (RR) (Simon Robertson, Blue)
Grenoble - Marseilles, Lille - Belgium (12)

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Reims - Metz, Rouen - Caen (12)

Dijon Expressways Are Rampant (DEAR) (Kevin Lee, Red)
Rouen - Dieppe, Bordeaux - Pau (12)

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Narbonne - Nimes, Narbonne - Marseilles (12)

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

Rennes - Cherbourg, Orleans - Paris (12)

Scores									
Runs:	1	2	4	5	7	8	Routes	Score	
BUM	30	5	8	13	-	13	-	-12	57
DEAR	32	-	10	17	8	-	-	-12	55
GRUBBY	32	-	12	-	-	-	21	-12	53
GO	28	18	-	-	-	6	9	-9	52
BUSBOSS	33	7	-	-	8	11	-	-12	47
RR	30	-	-	-	14	-	-	-12	32

Round 8 Runs

3.	A♥ - 7♣	Paris to Dieppe
6.	6♠ - A♦	Grenoble to Spain
9.	2♣ - 3♦	Cherbourg to Pau
10.	3♠ - 8♦	Lyon to Limoges
11.	4♣ - J♠	Le Mans to Toulon (not yet available)
12.	9♥ - K♦	Metz to Lorient
13.	10♥ - 5♦	Mulhouse to Toulouse
14.	2♠ - 2♥	Lyon to Paris
15.	4♠ - 7♦	Clermont Ferrand to La Rochelle (not yet available)
16.	3♥ - 5♠	Paris to St.Etienne (not yet available)
17.	10♦ - 6♥	Nantes to Orleans
18.	J♦ - A♠	Rennes to Switzerland

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



BUS BOSS 293-NIT

The central highway is fully booked.

ROUND 3

France
Awful Routes Meandering Around Northern Italy (ARMANI) (Steve Ham, Purple)
Cremona - Piacenza - Genova 76 - 12 64

Creative Operations Launched In NIT (COLIN) (Colin Sharpe, Blue)
Parma - Modena - Bologna 77 - 9 68

Milano-Bologna Buses (MBB) (Martin Butcher, Red)
Verona - Treviso - Venezia 76 - 12 64

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Bologna - Firenze - Siena 76 - 12 64

Don's Italian Greyhound Bus Yard (DIGBY) (Don Shailer, Black)
Parma - Modena - Bologna 77 - 9 68

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





6 NIMMT! 11

Our leader scores
no more penalties.

ROUND 8

In hand 3 last time, Roger didn't pick up the penalty. John got that later for 9 points.

Hand 1 (1-104)

			94
100			93
99	60		92
90	56		91
89	55	38	88
1/12	2/11	3/1	4/10

Hand 2 (1-104)

60			
55		87	
43	98	83	
23	90	82	3
1/12	2/4	3/3	4/1

Mick (26), John (27), Steve (30), Roger (38) takes row 3 for 8 pts, Jim (56), Michael (60), Colin (93), Kevin(94).

Mick (3) takes row 4 for 1 pt, Roger (23) takes row 1 for 11 pts, John (43), Kevin (55), Jim (60), Steve (82) takes row 3 for 6 pts, Michael (83), Colin (87).

Hand 3 (1-84)

	10		84
82	6	74	83
81	4	62	79
58	3	60	78
54	2	59	77
1/4	2/7	3/6	4/9

Hand 4 (1-84)

	82	73	
	80	72	
	78	68	
62	61	67	42
53	60	66	29
1/2	2/9	3/9	4/2

Michael (3), John (4), Jim (6), Mick (10), Colin (59) takes row 3 for 10 pts, Steve (60), Roger (62), Kevin (74).

John (29) takes row 4 for 5 pts, Mick (42), Roger (53) takes row 1 for 6 pts, Jim (62), Kevin (67), Michael (68), Colin (72), Steve (73).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Kevin Lee	8	13	0	1	22
Michael Graystone	0	7	8	11	26
Jim Reader	8	16	5	0	29
Colin Sharpe	10	1	16	7	34
Mick Haytack	0	3	5	31	39
John Colledge	0	9	26	21	56
Steve Ham	24	18	6	10	58
Roger Trethewey	34	23	0	14	71

Roger may not have picked up the penalty last time, but he made up for it this month. His cards were random this time because I didn't hear from him, and they weren't playing in his favour, with a total of 25 points across three hands.

Orders required
Round nine cards for each hand - I'll do the tenth



DISTORTION 1

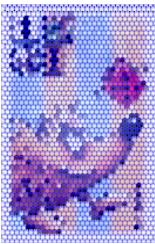
There will probably be sixteen
pictures in total for this game.

ROUND 4

Players	#1	#2	#3	#4	#5	#6	#7	#8	Total
Simon Robertson	5	4	5	-	5	-	-	-	19
Bruce Edwards	-	4	4	4	-	4	-	-	16
Sharon Khan	-	-	3	3	4	4	-	-	14
Richard Lunn	-	4	-	-	4	4	-	-	12
Allan Stagg	4	5	-	-	-	-	-	-	9
Colin Sharpe	-	-	-	3	-	5	-	-	8
Steve Thomas	3	4	-	-	-	-	-	-	7
Roger Trethewey	-	-	-	-	-	5	-	-	5
Tim Franklin	-	-	-	-	-	4	-	-	4
Don Shailer	-	4	-	-	-	-	-	-	4

Nobody got the new ones, not even Simon. The most popular guess for number 7 was a dog. I've decided to do sixteen pictures, after which the ones left over will become clearer and should see us through in about a year overall. The truth about the first two will be revealed next time.

#1
①



Wrong guesses so far

Andy Pandy, Looby Lou and Teddy, cartoon hedgehog, The Cat in the Hat, chicken, dinosaur, dog, Donald Duck, Father Christmas, fox, Goofy, hanging baskets in a flower garden, Homer Simpson (2), Madonna and Child, map of Denmark, map of East Europe, meerkats, Mickey Mouse, owl, panda, Pinocchio, planes hitting the WTC towers, Road Runner, scorpion, Tigger, woman with wine glass.

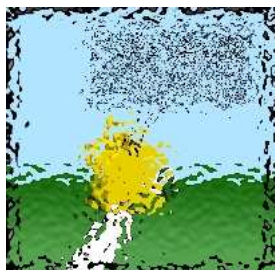
#2
①



Wrong guesses so far:

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

#3
②



Wrong guesses so far:

Buncefield blaze, 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), Turner painting, Vincent van Gogh.

#4
②



Wrong guesses so far:

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

#5
③



Wrong guesses so far:

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

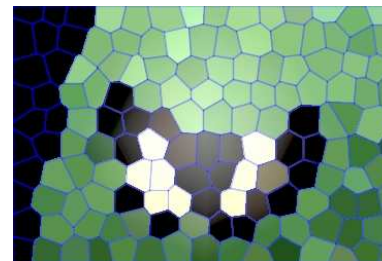
#6
③



Wrong guesses so far:

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

#7
④



Wrong guesses so far:

Black dog, Christmas tree bauble, dog (2), Lassie.

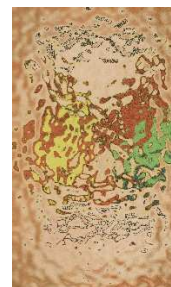
#8
④



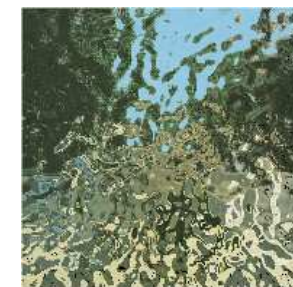
Wrong guesses so far:

Brooch, Christmas card, map of village high street, people/person behind a barrier.

#9
⑤



#10
⑤



I was rather amused when I found that the size of the file for the magazine had shot up tremendously, and of the 25MB it now takes up, some 15MB comes from this game report.

No wonder the printer thinks for a moment before printing each of these pages, while the rest just churn out with no delays.

I think the two newest ones are easier than most of the others, but that view is biased because I know what they are. In truth, they may be just as confusing, and saying that they're easy could just make things harder.

Orders

Tell me what you think the pictures are



DUNGEONQUEST 4

They're closing in on the Treasure Room.

ROUND 11

	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	6 {17}	Warning	Jewelled dagger - 250 GP

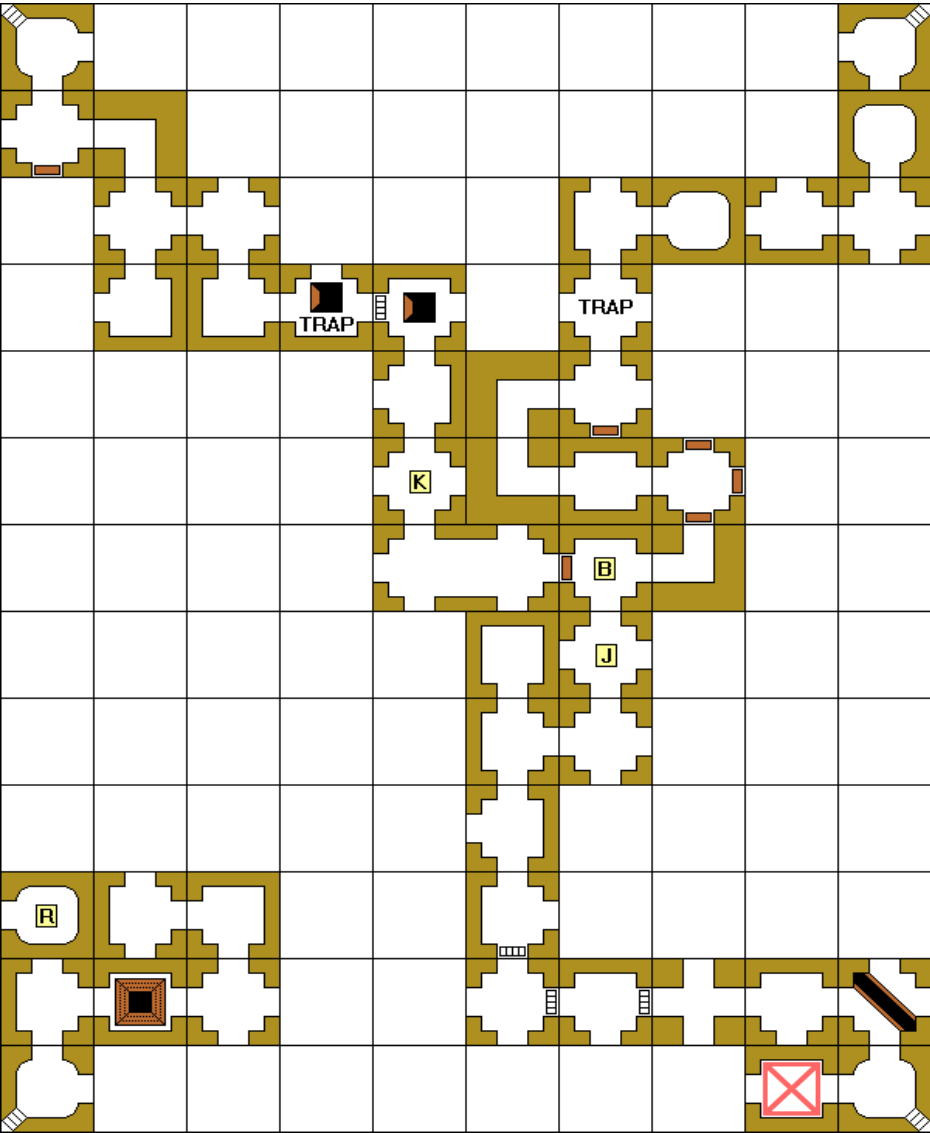
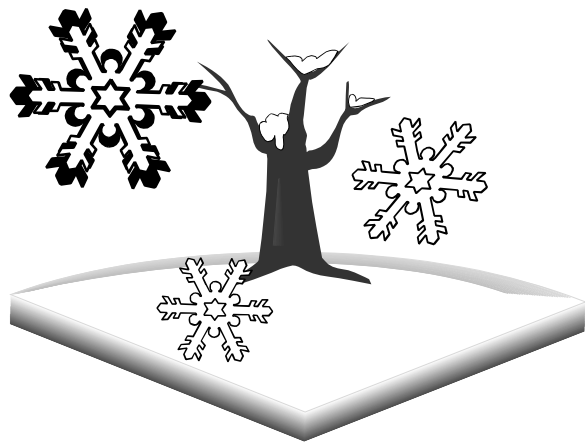
St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ { }=original Life Points

Crispin moves south and enters a room with exits on all sides. There is an adventurer's corpse here. You can search this before moving next time. Be warned, he is a little crispy.

Ratzinere holds his ground and the goblin flees. He tries the warm door to the west, but it is jammed shut.

Toby the Worm sings along to himself, "You spin me round like a record, right round..."

Mr C III Jr searches the body, only to find a giant centipede hiding in the clothing. He takes seven points of damage from it as it scurries away. He heads north to find one of those open plan rooms, currently occupied by a giant spider. Fight or flee, those are your choices.



Orders required15 rounds to go

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



LANCASHIRE RAILWAYS 10

Expensive links.

ROUND 1

Bank Loans	Acquired	Total	Interest	Retired	c/f
Lyndon	+10	10	-2	-	10
Roger	-	-	-	-	-
Martin	+10	10	-2	-	10
Tony	-	-	-	-	-

Auctions	Bids:	LG	RK	MB	TW
Ia: Manchester & Newton (6)		1	2	3	4
		5	-	6	7
		-	-	8	9
Build roll: 10 (built)		-	-	*10*	
Ib: Liverpool & Newton (6)		1	2	-	3
		4	-	-	5
Build roll: 7 (built)		*6*	-	-	
Ic: Manchester & Stockport (5)		-	1	-	2
		-	3	-	4
Build roll: 8 (built)		-	*5*	-	

Commodity Movement	LG	RK	MB	TW
Income:	-	-	-	-
Tony Cloth Manchester to Liverpool	1	-	1	-
Lyndon Cloth Manchester to Liverpool	1	-	1	-
Roger External Manchester to Stockport	-	1	-	-
Martin Cloth Liverpool to Manchester	1	-	1	-
Tony X	-	-	-	-
Market loss number: 9	Income lost:	-	-	-
	Income:	3	1	3

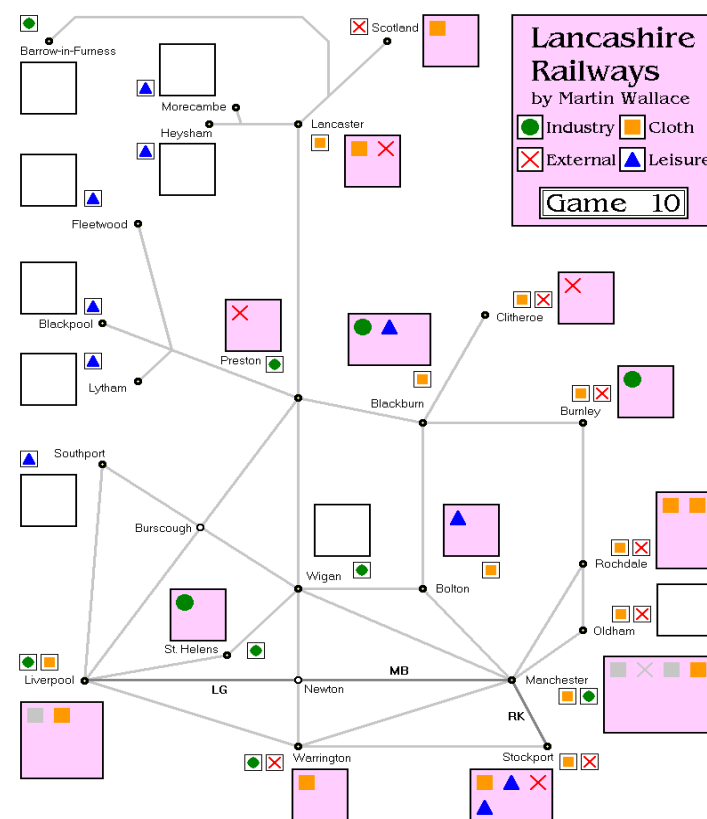
Lyndon remains the Train Player (income 3/cash 15).

Bank Loans	Acquired	Total	Interest	Retired	c/f
Lyndon	+10	20	-4	-	20
Roger	-	-	-	-	-
Martin	+10	20	-4	-	20
Tony	+10	10	-2	-	10

Stockport	Leisure	◇	Link 2a: Manchester & Rochdale (7)
Burnley	Industry	◇	Link 2b: Manchester & Warrington (6)
Manchester	Cloth	◇	Link 2c: Liverpool & Burscough (7)
St.Helens	Industry	◆	Link 3a: Oldham & Rochdale (8)
Rochdale	Cloth	◆	Link 3b: Preston & Lytham, Blackpool, etc. (9)
Lancaster	External	◆	Link 3c: Lancaster & Morecambe, Heysham (5)

Tony's commodity movement looks unusual, as he gains nothing from it. There is no rule that says commodity movement must include one of your own links, so if someone orders movement of this nature, it will happen. To avoid it you only have to make the order conditional on using at least one of your own links.

Cash Flow	Lyndon	6	Roger	5	Martin	6	Tony	
Initial cash		10		10		10		10
Acquired Loans	+10	20	-5	5	+10	20	-	10
Interest	-2	18	-	5	-2	18	-	10
Auctions & Builds	-6	12	-	5	-10	8	-	10
Income	+3	15	+1	6	+3	11	-	10
Acquired Loans	+10	25	-	6	+10	21	+10	20
Interest	-4	21	-	6	-4	17	-2	18
Retired Loans	-	21	-	6	-	17	-	18
Cash c/f		21		6		17		18



Orders required	Lyndon leads the playing order
Railway link bids 2a, 2b and 2c, commodity movement, loans	



MYSTIC WOOD 2

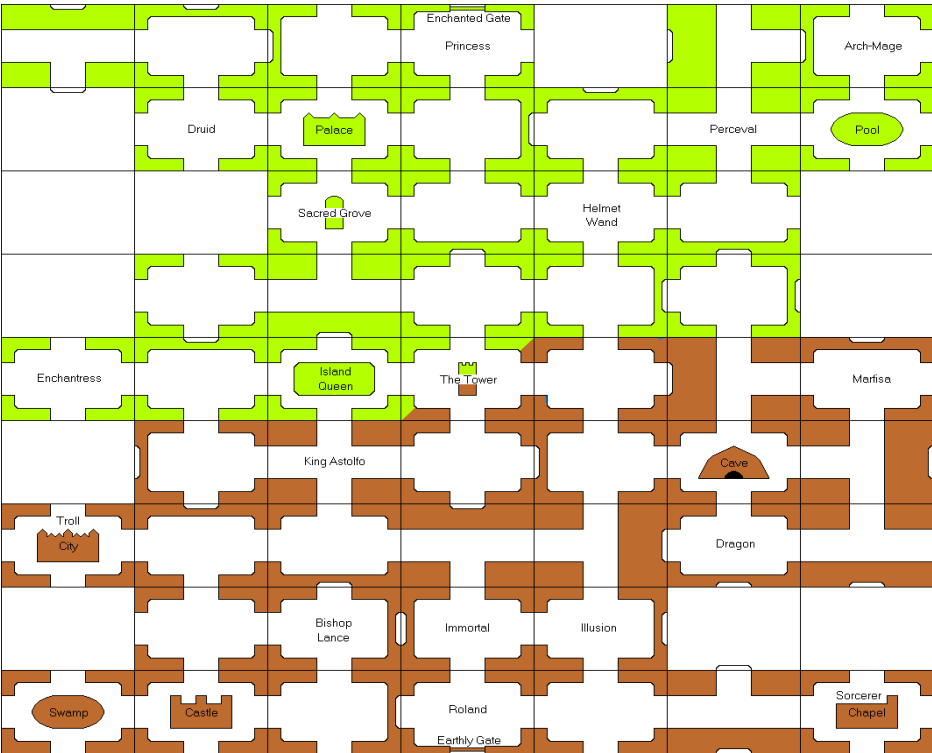
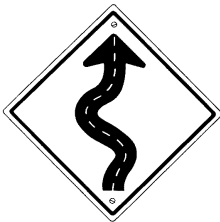
Just one round, with two NMRs and an outdated map...

ROUND 41

Sorry for the map last time - it wasn't updated to reflect the moves that happened last time. The orders I got were reinterpreted for the revised position, but I didn't feel able to make multiple moves, particularly with only half the players taking part.

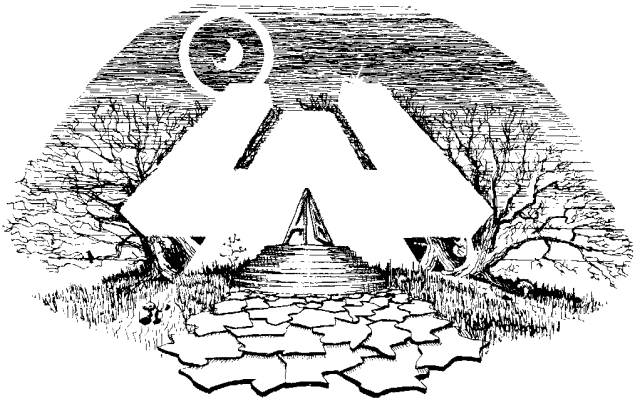
- ◆ Roland stays at the Earthly Gate.
- ◆ King Astolfo moves south.
- ◆ Marfisa moves north and is challenged by the Wild Ox (s1). The result is 11:6 to Marfisa, who becomes the Ox-slayer (p1).
- ◆ Perceval moves south.

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



Nobody is in the Tower.

Orders required
Moves for round forty two, and more would be welcome





McMULTI 9

You don't need a double rolled to sell your assets.

ROUND 12

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

Tony Wilcock

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

Mark Stretch

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

Mick Haytack

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

Martin Butcher

Actions

Tony Buys two petrol pumps.
Rolls B-3.

Mick Buys four drilling rigs.
Rolls D-2.

Martin Sells four petrol pumps and three refineries.
Rolls D-3.

Mark Rolls B-1.

No market changes. Any assets hit this time can now be sold.

	Dealings		{◇} = indirect hits	Stocks		
Players	Crude	Petrol	Assets hit	Crude	Petrol	Cash
Tony Wilcock	+8/D	-	PP ⁴ OR ³ {PP ² OR} {PP ² OR}	3	2	\$654
Mick Haytack	-	-	{PP OR} PP ² OR ² {PP OR}	4	4	\$575
Martin Butcher	-1/I	-6/I	{X} X {X}	-	-	\$996
Mark Stretch	-7/I	-1/I	{OR OW} {OR OW} OR ² OW ²	14	4	\$888

Sell/Buy	Domestic	International	
Crude	\$19/\$20	\$15/\$16	
Petrol	\$48/\$50	\$34/\$36	

Next retail petrol sale	\$28
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



NEW ENGLAND RAILWAYS 7

First, an important correction to last time.

ROUND 11

Three points move from Tony to Bruce, a some of Bruce's income was in Tony's column.

Auctions	Bids:	DS	MB	TW	BE
11a: Kingston, Stonington & Providence (6)	*5*				
Build roll: 6 (built)					

Commodity Movement			DS	MB	TW	BE
Income:			23	15	16	17
Martin	Cotton	Plymouth to Lowell		2		1
Tony	Food	Lowell to Springfield			3	
Bruce	Coal	Providence to Greenfield	1			3
Don	Goods	Stonington to Gloucester	3			
Martin	Goods	Woods Hole to Middleboro		1		
Tony	X					
Bruce	Coal	Providence to Greenfield	1			3
Market loss number: 9			Income lost: -3 -2 -2 -2			
			Income: 25 16 17 22			

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

Cash flow	Bruce	57	Don	53	Martin	45	Tony	44
Cash b/f		11		21		14		23
Auctions & Builds	-	11	-6	15	-	14	-	23
Income	+22	33	+25	40	+16	30	+17	40
Acquired Loans	-	33	-	40	-	30	-	40
Interest	-2	31	-4	36	-	30	-6	34
Retired Loans	-10	21	-20	16	-	30	-30	4
Railway Links	+57	78	+53	69	+45	75	+44	48
Cash c/f		78		69		75		48

Don takes the game, even with two loans to pay off. Bruce is not far behind. Pretty close all round, unlike some of these games.

1st	Bruce Edwards	78
2nd	Bruce Martin Butcher	75
3rd	Don Smith	69
4th	Tony Wilcock	48

You might have something to say given how close it was, and next month is the time.



NEW ENGLAND RAILWAYS 8

Welcome back
to New England.

NEW GAME

Welcome to the latest game of New England Railways. The players will start in this order:

Sharon Khan	2 Rectory Road, Campton, Shefford, SG17 5PF
Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU
Tony Wilcock	Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER
Marcus Pratt	7 York Villas, Brighton, BN1 3TS

The first round commodity placement and the first links on offer are:

Boston	Cotton	◇	Link 1a: Boston & Providence (5)
Rutland	Food	◇	Link 1b: Boston & Worcester (6)
Providence	Cotton	◇	Link 1c: Providence & Worcester (6)
Woods Hole	Food	◆	Link 2a: Boston & Lowell (5)
Providence	Coal	◆	Link 2b: Greenfield & Springfield (7)
New Haven	Goods	◆	Link 2c: Providence & Middleboro (6)

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

For the first round, the first 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.

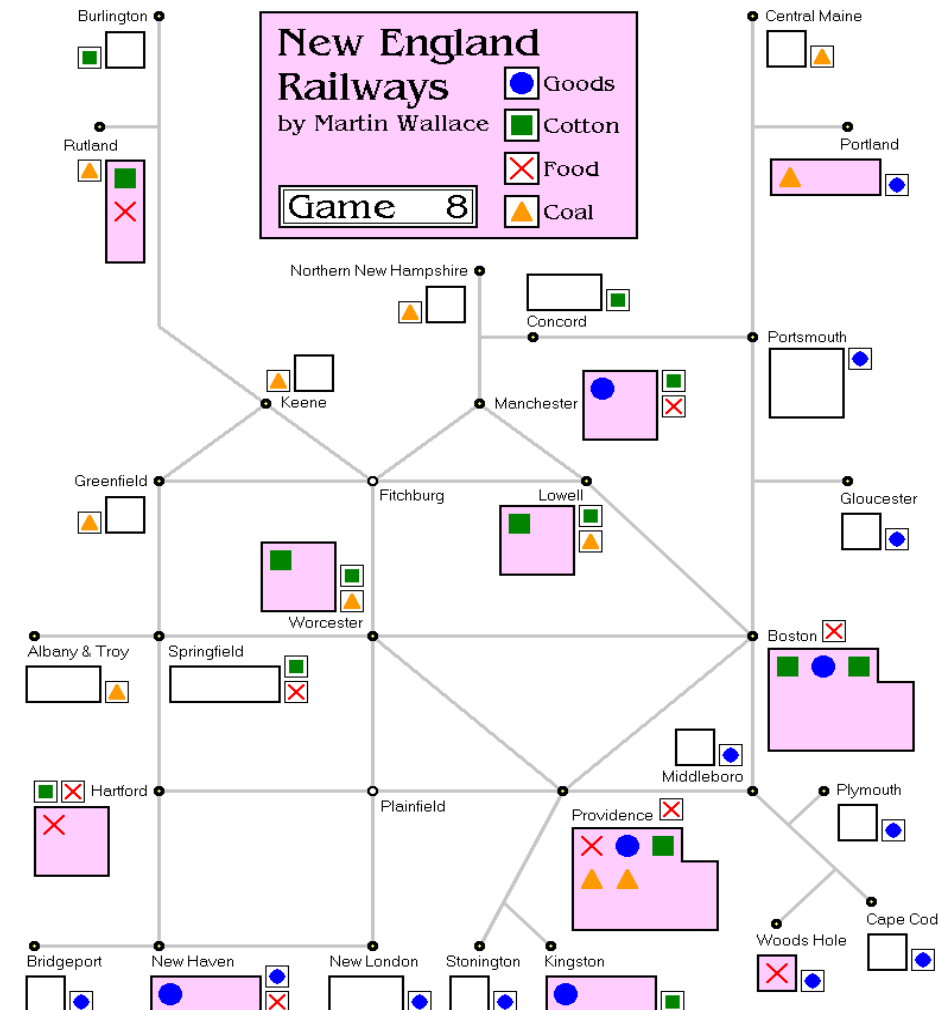
For each railway link you bid for, you should also indicate whether you are willing to pay extra to build the link should the building die roll be too low. If this is omitted, a low die roll will leave the link unbuilt. For example:

- ◇ Bid up to \$6 for the Boston & Providence, 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 3 or more.*
- ◇ Bid \$10 for the Boston & Providence. *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 probably won'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, by whom, and whether they were successfully built.

Once commodities have been shipped, you must decide whether to borrow money from the bank. This can be made conditional on anything that has happened so far.

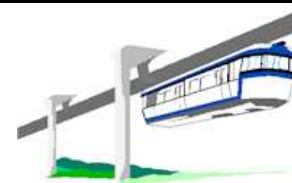
Everyone has \$10 in their account at the start, so consider what you want to do with it. And enjoy the game.



Orders required

Sharon leads the playing order

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





OUTPOST 21

Pipped at the post.

ROUND 17

Commander Actions

Marcus Auctioned a Planetary Cruiser for 160. Geoff joined at 161, Jim at 162. Geoff dropped out at 214, Jim at 216. Marcus got it for 216 (w:4,7,9 r:11 n:18,88 ro:35 mo:45)

Geoff Auctioned a Moon Base for 237. Mark joined at 238, Willem at 239. Geoff dropped out at 239, Willem at 240. Mark got it for 240 (t:10 r:12,14,16 m:17,18 n:20,20,24,24 om:25,40)

- Auctioned a Moon Base for 237. Willem joined at 238. Geoff dropped out at 238. Willem got it for 238 (w:30 r:11,11,12,12,13,13,13,14,14,15,15,15,16,17,17)
- Auctioned a Moon Base for 237 and got it (w:4,5,30 t:44 r:10,12,13,14,14,15,16 om:30,30)

Mark Bought one Population Unit (t:10)

Willem Passed

Bruce Auctioned an Ecoplants for 30 and got it (w:30)

- Bought one Titanium Factory (om:30)
- Bought one Population Unit (o:1,1,3)

Jim Auctioned an Outpost for 100 and got it reduced to 90 after Ecoplants discounts (o:4 w:4,5,5,6,9,30,30 t:7) plus a free Titanium Factory

PO	Name	Factories	Population	Robots	Production
1	Geoff	2o,5w,4t,6r	14 (15)	2 (14)	1W,1T,6r,1om,1mo (232,15)
2	Marcus	2o,4w,4n	8 (11)	1 (8)	2w,1r,1N,2ro,1mo (245,15)
3	Mark	2o,4w,2t,3r,4n	11 (11)	0 (0)	1t,4r,1m,1N,2om,1mo (277,10)
4	Willem	2o,5w,7r	5 (6)	7 (10)	1w,1W,11r,2m,1mo (264,15)
5	Bruce	2o,4w,5t	11 (11)	0 (0)	1o,1W,1t,2T,4m,1om (229,20)
6	Jim	2o,5w,2t,6r	13 (18)	0 (0)	1w,1W,2t,16r (265,25)

PO	Name	Colony Cards	{40 VPs required for the final phase}	Victory Points
1	Geoff	HE, Nod, Rob, Lab, Eco, OP, SS, MB		75 (635)
2	Marcus	WH, Nod, Sci, Rob, PC, PC, MB		72 (660)
3	Mark	DL, HE, Nod, OL, Lab, SS, SS, MB		72 (640)
4	Willem	DL, DL, WH, HE, Sci, Sci, Sci, OL, Rob, Rob, Lab, MB		62 (635)
5	Bruce	DL, WH, HE, OL, OL, Eco, Eco, OP, SS		49 (450)
6	Jim	WH, Nod, Lab, Eco, OP, OP		44 (360)

Geoff pulls in front of Marcus at the crucial time, and gets just enough to claim the game.

1st	Geoff Hardingham	75 (635)
2nd	Marcus Pratt	72 (660)
3rd	Mark Stretch	72 (640)
4th	Willem Moene	62 (635)
5th	Bruce Edwards	49 (450)
6th	Jim Reader	44 (360)

Congratulations to Geoff. Round-up time next month, so complain about rotten luck. ☹



OUTPOST 22

All three colony card auctions went unopposed.

ROUND 13

Commander Actions

Marcus Bought two Titanium Factories (w:4,5,8 t:44)

Willem Bought two Research Factories (w:30,30)

- Bought two Robots (o:3,4 r:13)

David Bought two New Chemicals Factories (w:4,5,6,30 r:10,11 n:14,20,20)

Martin Auctioned an Outpost for 100 and got it reduced to 85 after Heavy Equipment discounts (w:5,8,8,9 t:11,44) plus a free Titanium Factory

Steve Bought two New Chemicals Factories (o:4 w:5,6,7,8,30 r:10,14 m:18,18)

- Bought two Robots (w:6,7,7)

Lyndon Auctioned a Robots for 50 and got it (t:11,44) plus a free Robot

- Bought three Robots (r:15 m:16)

Jim Auctioned a Laboratory for 80 and got it reduced to 50 after Data Library discounts (o:3 w:6,8,9,9 r:15) plus a free Research Factory

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,3w,6t	8 (15)	0 (0)	1o,2w,2t,1T (81,25)
2	Martin	2o,4w,5t	8 (18)	0 (0)	1o,3w,2t,1T (88,25)
3	Willem	2o,8w,3r	7 (8)	5 (7)	3o,2W,3r (108,15)
4	David	2o,7w,4n	7 (8)	4 (7)	2o,3w,1W,1r,1N (158,15)
5	Steve	2o,7w,2n	8 (8)	3 (8)	3o,3w,1W,1r,1m,2n (130,15)
6	Lyndon	2o,2w,5t	5 (5)	4 (5)	2o,2w,1t,1T,3r,1m (130,10)
7	Jim	2o,4w,1r	8 (8)	0 (0)	3o,4w,2r (63,10)

PO	Name	Colony Cards	{40 VPs required for the final phase}	Victory Points
1	Marcus	DL, WH, HE, HE, Eco, OP, OP		33 (330)
2	Martin	WH, HE, Nod, OP, OP		27 (280)
3	Willem	DL, WH, Nod, Rob, Lab		27 (195)
4	David	WH, Nod, Sci, Rob		27 (140)
5	Steve	WH, Nod, Sci, OL, Rob		26 (190)
6	Lyndon	HE, Sci, Sci, OL, Rob		25 (210)
7	Jim	DL, DL, DL, HE, Nod, Sci, Lab		21 (220)

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

Orders required

Round fourteen auctions, bids and purchases



OUTPOST 23 {AV}

Mick misses the Scientists,
but gets a cheap Laboratory.

ROUND 9

Commander Actions

Mick Auctioned a Scientists for 50. Marcus joined at 69, David at 70. Marcus dropped out at 71, Mick at 82. David got it for 82 (w:3,3,4,4,4,4,30,30)

- ▶ Auctioned a Laboratory for 81 and got it reduced to 51 after Data Library discounts (o:1,1,1,1,2,2 w:30 r:5,8) plus a free Research Factory

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

Willem Bought two Population Units (o:1,1,2,2,2 t:4,4,4)

- ▶ Bought one Titanium Factory (w:30)

David Passed

Kevin Auctioned an Outpost for 100 and got it reduced to 85 after Heavy Equipment discounts (w:3,3,3,3,3,4,4,4,4,4,4 t:4,4,4,4,6,6,6,6) plus a free Titanium Factory

PO	Name	Factories	Population	Robots	Production
1	Mick	2o,4w,1r	6 (8)	0 (0)	59
2	Kevin	2o,3w,3t	5 (10)	0 (0)	49
3	Willem	2o,4w,3t	8 (8)	0 (0)	80
4	David	2o,7w	7 (8)	0 (0)	67
5	Marcus	2o,2w,3t	5 (5)	0 (0)	100

PO	Name	Colony Cards	{30 VPs required for the final phase}	Victory Points
1	Mick	DL, DL, DL, Nod, Sci, Lab	19 (190)
2	Kevin	WH, HE, OP	15 (155)
3	Willem	HE, Nod	14 (55)
4	David	WH, Nod, Sci	12 (90)
5	Marcus	HE, OL	12 (80)

PO	Name	Total	Megas			Ore		Wat/Tit			Res		Mic		NC/OM			RO		MO	
		Cards	30	44	88	1	2	3	4	6	5	8	7	10	8	12	18	17	23	22	28
1	Mick	5/10	1	-	-	1	1	-	-	-	2	2	-	-	-	-	-	-	-	-	
2	Kevin	6/20	-	-	-	-	1	3	5	3	-	-	-	-	-	-	-	-	-	-	
3	Willem	10/10	-	-	-	2	1	4	7	6	-	-	-	-	-	-	-	-	-	-	
4	David	7½/15	1	-	-	-	-	4	3	-	1	1	-	-	-	-	-	-	-	-	
5	Marcus	7/10	-	-	-	-	-	2	6	6	-	-	2	2	-	-	-	-	-	-	

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

Orders required

Round ten auctions, bids and purchases



OUTPOST 24

The minimum price
for a Nodule is 25.

ROUND 4

Commander Actions

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

Michael Passed

Mark Bought two Population Units (w:7,8,8)

Martin Auctioned a Heavy Equipment for 30 and got it (o:2,5 w:6,7,10)

Lyndon Auctioned a Nodule for 25. Jim joined at 26 and dropped out at 31. Lyndon got it for 31 (o:3,5 w:5,9,10)

Geoff Passed

Jim Auctioned a Heavy Equipment for 30 and got it (w:6,7,8,9)

Marcus Bought two Population Units (w:4,8,9)

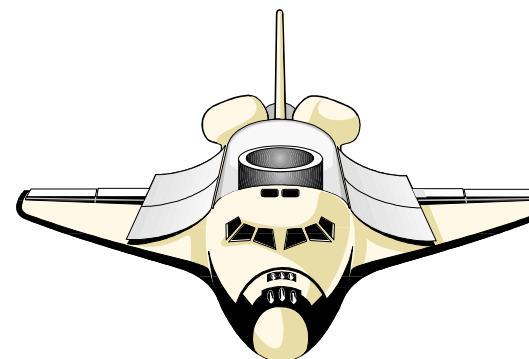
PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Mark	2o,3w	5p (8,0)	Nod	2o,3w (27,10)	7 (25)
2	Lyndon	2o,3w	5p (8,0)	Nod	2o,3w (27,10)	7 (25)
3	Martin	2o,3w	5p (5,0)	HE	2o,4w (34,10)	6 (30)
4	Jim	2o,3w	3p (5,0)	DL, HE	3w (21,10)	5 (45)
5	Willem	2o,2w	3p (5,0)	DL, DL	4o,2w (26,10)	5 (30)
6	Michael	2o,2w	4p (5,0)	WH	4o,4w (40,15)	5 (25)
7	Geoff	2o,3w	5p (5,0)	-	4o,6w (54,10)	5 (0)
8	Marcus	2o,4w	5p (5,0)	-	2o,4w (34,10)	5 (0)

Data Library	1	(1 more)	Heavy Equipment . .	3	(none left)
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Warehouse	4	(none left)	Nodule	0	(3 more)
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Orders required

Round five auctions, bids and purchases





PUERTO RICO 3

The second large violet building is erected.

ROUND 13

Jim is the Builder (+1) and builds a Fortress.

Peter builds a Large Indigo Plant.

Allan is the Trader and trades Coffee.

Peter trades Indigo.

Peter is the Prospector (+1).

Mick is the Craftsman and produces an extra Coffee.

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

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

Buildings	VP	SIP	1	SSM	1	SMA	×	HAC	2	CON	2	SWA	×
1 VP	SIP	1	SSM	1	SMA	×	HAC	2	CON	2	SWA	×	
2 VPs	LIP	1	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	×	CUS	1	CIT	×			

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

Jim	Indigo plant	Tobacco storage	Hospice	Large market
Reader	Large warehouse	Fortress		
DbIns: 2				
Chips: 11	Fields: Qry✓✓✓ Crn✓✓ Ind✓✓ Tob✓✓	Goods: Crn✓✓✓ Ind✓✓✓ Tob✓✓		
Allan	Small indigo plant	Small sugar mill	Coffee roaster	Office
Stagg	Large market	City hall		
DbIns: 9				
Chips: 7	Fields: Qry✓✓ Crn×× Ind✓ Sug✓ Tob×× Cof✓	Goods: Ind✓ Sug✓ Cof✓		
Peter	Small indigo plant	Small sugar mill	Indigo plant	Small market
Hawkins	Small warehouse	Harbour		
DbIns: 3				
Chips: 26	Fields: Crn✓✓✓ Ind✓×× Sug✓ Tob×	Goods: Crn✓✓✓ Ind✓ Sug✓		
Mick	Small indigo plant	Small sugar mill	Coffee roaster	Small market
Haytack	Small warehouse	Factory		
DbIns: 10				
Chips: 8	Fields: Qry✓✓✓ Crn✓ Ind✓ Sug✓× Cof✓×	Goods: Crn✓ Ind✓ Sug✓ Cof✓✓✓		

Orders required

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



PUERTO RICO 4

Two +1 roles survive to become +2 roles.

ROUND 2

Jim is the Builder and builds a Hacienda.

Kevin builds a Small Market.

Stephen is the Settler and digs a Quarry.

Kevin plants Coffee, Geoff Sugar, Jim Indigo.

Kevin is the Craftsman (+1) and produces an extra Sugar.

Geoff is the Prospector.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
6	Crn	Sug	Sug	Tob	Cof	-	-	-	-	4	70

Buildings	VP	SIP	3	SSM	3	SMA	×	HAC	1	CON	2	SWA	2
1 VP	SIP	3	SSM	3	SMA	×	HAC	1	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: 3	Fields: Qry✓ Ind× Sug×	Goods: ×	
Chips: 0			
Jim	Small market	Hacienda	
Reader			
DbIns: 2	Fields: Crn× Ind××	Goods: ×	
Chips: 0			
Stephen			
Webb	Fields: Qry× Crn✓ Tob×	Goods: Crn✓	
DbIns: 4			
Chips: 0			
Kevin	Small sugar mill	Small market	
Lee			
DbIns: 1	Fields: Ind× Sug✓ Cof×	Goods: Sug✓✓	
Chips: 0			

Orders required

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



RAILWAY RIVALS 1994-CY

Me, confused?
Quite possibly.

GAME OVER

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

Bruce Edwards (OLIVE, 1st): See what happens when I win a game? Keith gets confused and mixes me up with Bob! Maybe if the loser gets congratulated, I'll get mentioned more often in these pages?? But back to the game - from the start, I decided to ensure I was first to the west coast, and also took the route down to Troodos quickly to force the others to parallel build, or to take the highly expensive mountain builds. I was also able to get past Dhali first, and then I only had to carefully pick a route across the north to access most of the likely routes. A very pleasing (and rare for me) result - weird how all the scores ended with a 9 though.....??? Thanks for the game, everyone!!

Peter Mearns (PUPPET, 2nd): Thanks to all for a good game and to Keith for running it. I was disappointed not to have caught Bruce, particularly as I seemed to get away to a really good start. However, I lost my way towards the end of the building rounds, and some of my in-fill builds were simply shocking. I think I had the best east-west network but Bruce had it sewn up with the north-south cuttings through the hills. My response, which was too late, was to try to build as near as I could to the hills then run on OLIVE's tracks, but that just meant donating points to the leader on runs that I couldn't win outright anyway, so it was a strategy doomed to failure. Congratulations to Bruce on a well deserved victory.

Bob Coull (CHITS, 5th): Oh dear! When things start to go badly they just keep getting worse. Well done, Bruce.

So it's congratulations once again to Bob, and apologies to Bruce for getting the two of you confused :-)



RAILWAY RIVALS 2004-DK

YEEHAW and FEAR get
the best of these runs.

ROUND 9

Dakota

Round 9 Runs

			GREAT	FEAR	ODE	YEE	GOT	
15	35 Fargo 61 Pierre	① FEAR 16 ② YEEHAW 7 ② GOTGT 7					+4 +1	20 8 2
16	34 Fargo 43 Blunt/Mobridge	① FEAR 13 ① GREAT 12 ③ GOTGT 5	+1	-1 -4			+4	18 11 1
17	44 Faulkton/Huron 65 Rapid City	① YEEHAW 20 ② GREAT 10 ✕ ODE ✕ GOTGT			-2 -1	+2	-3	18 6 3 3
			+1 +3					

18	12 Minot ⑥ Nebraska	① ODE 16 ② FEAR 7 ② GREAT 7 ✕ YEEHAW						16 7 2 5
19	13 Bowbells/Goodall 52 Sioux Falls	① YEEHAW 16 ② GREAT 9 ③ ODE 5	+5		+2			16 11 3
20	55 Madison/Mitchell 21 Bismarck	① YEEHAW 16 ② GOTGT 7 ② ODE 7 ✕ FEAR		-1		+1		16 7 6 1
21	26 Carrington/Wilton ④ Minnesota/Iowa	① ODE 20 ② FEAR 10 ✕ GOTGT				+2	-2	18 10 2

Round 9 builds

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

(Beach) - E42 - F41; (V28) - Fairmount; (K67) - N65 - Grafton.

-10 (builds) +3 (towns) +1 (FEAR) +1 (YEEHAW) = -5

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

(E64) - I66 - I67; (Q42) - P41.

-6 (builds) -1 (GREAT) +2 (YEEHAW) -1 (GOTGT) = -6

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

(A49) - Bowman; (Minot) - S54.

-10 (builds) +3 (towns) = -7

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

(P21) - W25; (Bowbells) - R49.

-10 (builds) -1 (GREAT) -2 (FEAR) = -13

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

(Rolla) - S59; (Fairfax) - J20 - Wood.

-9 (builds) +1 (FEAR) = -8

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
ODE	140	-	-	3	16	3	6	18	-7	179
YEEHAW	114	8	-	18	5	16	16	-	-13	164
GREAT	131	-	11	6	2	11	-	-	-5	156
FEAR	98	20	18	-	7	-	1	10	-6	148
GOTGT	119	2	1	3	-	-	7	2	-8	126

Round 10 Runs

22.	51 - 25	Sioux Falls to Beulah/Garrison
23.	41 - 54	Aberdeen to Canton/Yankton
24.	35 - 24	Fargo to Dickinson/Mott
25.	45 - ⑥	Watertown to Nebraska
26.	12 - 34	Minot to Fargo
27.	15 - 62	Rolla/Towner to Isabel/McLaughlin
28.	64 - ③	Faith/Philip to Canada

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



RAILWAY RIVALS 2016-CZ

Four frogs
a-leaping..

ROUND 5

MATE's build last time from Tabor was indeed to I17, and has been extended this time. His later build, however, was from J27 to H28, not from I27.

Czech Republic Leapfrog rules {14 points for these builds}
Mountains And Trees Everywhere (MATE) (Bob Coull, Green)
(Breclav) - I31 - I32; (Tabor) - L15 - M16 - N15; (I17) - H17 - G17 - Ceske Budejovice;
(Ostrava) - K75 - L74; (Vsetin) - C76 - C77.
72 -8 (TBD) +2 (TGV) +2 (COLIN) = 68

To Be Determined (TBD) (Steve Ham, Orange)
Leapfrog F72 to Vsetin; (Vsetin) - C76 - C77; (F67) - Sumperk; (C46) - Karlovy Vary - N3;
(G59) - J57 - Liberec.
43 +6 (towns) +8 (MATE) +2/-1 (PUPPET) +1 (TGV) +2 (COLIN) = 61

Peter's Utopian Place-to-Place European Transport (PUPPET) (Peter Mearns, Red)
Leapfrog F66 to F67; (H53) - Ceska Lipa; (B49) - B47 - D46 - Most; (B49) - M8 - L8;
(E69) - D68 - C69 - Prostějov.
59 +3 (towns) +1/-2 (TBD) -2 (TGV) -1 (COLIN) = 58

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
(J7) - H6 - Domazlice; Leapfrog I27 - J27; (J27) - Breclav - N32 - A72 - B72.
57 +3 (towns) -2 (MATE) -1 (TBD) +2 (PUPPET) -10 (COLIN) = 49

Czech Overland Line Is Nifty (COLIN) (Colin Sharpe, Black)
Leapfrog Brno to N29; (N29) - N30 - M31 - M32 - N32 - A72 - E74 - Vsetin.
20 -2 (MATE) -2 (TBD) +1 (PUPPET) +10 (TGV) = 27

Builds

Up to 13 points excluding payments to rivals



RAILWAY RIVALS 2026-DM

The first four
ferries are bought.

ROUND 3

KIMBPU paid BT eight points last time for following his route to Fredericia.

Denmark {17 points for these builds}
Trans Denmark Express (TRADE) (Tony Bromley, Red)
(Nyborg) - A57 - Svendborg; (Y7) - X7; Buys ferry from Langeland to S5; (S5) - Nakskov;
(P12) - P13 - Slagelse; (I58) - I54 - Åbenrå; (I56) - Haderslev.
74 +30 (towns) -6 (ferry) = 98

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Buys ferry from Kalundborg to Samsø; Buys ferry from Samsø to C65;
(C65) - Århus - D66 - Randers - E71 - E79.
32 +12 (towns) -12 (ferries) +4 (100%) -2 (KIMBPU) = 34

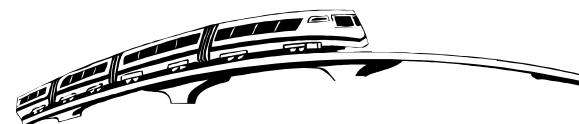
100% Trains (100%) (Michael Longdin, Green)
Buys ferry from Frederiksværk to Grenå; (Grenå) - C67 - Århus; (A68) - D69 - Randers;
(Århus) - D66 - Silkeborg - J63.
56 +6 (towns) -6 (ferry) -4 (GREAT) -3 (KIMBPU) = 49

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow)
(F67) - Århus; (F71) - Skive; (G64) - Grinsted; (Aalborg) - D79.
9 +6 (towns) +2 (GREAT) +3 (100%) -7 (BT) = 13

Brian's Trains (BT) (Brian Tappenden, Orange)
(Aalborg) - D82 - Frederikshavn; (D82) - Bronønderlev - Hjørring - Hjirtshals.
61 +24 (towns) +7 (KIMBPU) = 92

Builds

Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2028-DC

FERRET goes for town,
the others for routes.

ROUND 2

The 'Q34' in the middle if WCRC's last builds was a red herring - it was actually W34.

Devon and Cornwall {13 points for these builds}
Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)
(R35) - L32 - L31 - Kingsbridge; (P34) - Newton Abbot.
23 +12 (towns) = 35

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
(U33) - W32 - W26 - T24.
23

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)
(W33) - Y32 - Y25; (W34) - V34; (Y28) - Z28.
26

Builds

Up to 14 points excluding payments to rivals



RAILWAY RIVALS 2029-DC

Different strokes.

ROUND 1

Devon and Cornwall {15 points for these builds}

Old Devon Enterprise (ODE) (John Marsden, Orange)

(Taunton) - Z43 - W42 - Seaton; (W42) - W40 - Honiton; (W40) - U39 - U38.

20 +12 (towns) = 32

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)

(Taunton) - B85 - B83 - W37 - W33; (W37) - W38.

20

Goram Is Tony's Cornish Origin (GITCO) (Tony Sait, Green)

(Taunton) - A85 - A83 - Exeter - U33.

20 +6 (towns) = 26

Builds

Up to 14 points excluding payments to rivals

THE BANQUET

The Banquet is an expansion for Saint Petersburg, published with the last issue of Spielbox magazine for 2005. You can order copies of the magazine through their web site, www.spielbox.de.

The Czar-Superstar card can only be upgraded from the existing Czar and Carpenter card, and gives a discount on both buildings and aristocrats for the rest of the game.

There are two variations on Potjomkin's Village, a cheaper and more expensive version.

The remaining cards cost nothing to buy, but you have to draw them into your hand, so you must have space in your hand to take them. This makes the Warehouse rather more attractive than at present. Once these cards are in your hand you can play them, but not in the turn you drew them.

Two cards let you discard one card from your hand. Two others let you buy a card from the discard pile. The Golden Ass, or Cash Cow, gives you five Rubles when played. The Double Turn card is just that - it lets you take two more actions when played. The Pickpocket can be played when a new set of cards has been dealt to the display. Play this and you become the first player, regardless of where the role marker is for the current deck. The Jester is played on a card you already have on the table that has money and points values. These values are reversed when the card is next scored. The Banquet is also played on such a card, but doubles the values when they are next scored.

If Saint Petersburg comes to these pages, as it may well do, the Banquet could be a standard part of those games. Stephen Webb has started a game in Save Your xxs For Me, and brother Rob is planning to do the same in Minstrel.

NEWS FROM THE ROCK

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



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

✧ News remains - no new games, although plans continue to be laid and delayed.

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

▲ Neil Walters	2.667
- Rob Thomasson	2.611
- Roger Krueger	2.556
▼ Martin Butcher	2.294
- Gareth Lodge	2.167
▲ Michael Graystone	2.158
▲ Peter Hawkins	2.111
▼ Ken Maher	2.094
- Michael Longdin	2.048
- Mick Haytack	2.034
- Bob Coull	2.000
- John Webley	2.000

✧ Completed games and winners:

Puerto Rico e546	Dave Burton
Ra e549	Peter Hawkins
Puerto Rico e566	Sharon Khan
Euphrat & Tigris e586	Paul Ridout
Euphrat & Tigris e589	Sharon Khan
Acquire e590	John Todd Jensen
Acquire e594 {Powers}	Lew Stansby
Acquire e595	Michael Graystone
Samurai e596	Kevin Wilson
Carcassonne e598	Joakim Spångberg

✧ New games and start dates:

Euphrat & Tigris e610	Jan 29th
Acquire e611	Feb 3rd
Durch die Wüste e612	Feb 4th
Torres e613	Feb 6th
Puerto Rico e614	Feb 8th
Sopwith e615 {T333FR}	Feb 9th
Carcassonne e616	Feb 12th
Euphrat & Tigris e617	Feb 12th
Sopwith e618 {T334FR}	Feb 13th
Samurai e619	Feb 13th
Princes of Florence e620	Feb 14th
Acquire e621	Feb 18th

PREVIEW

There are four names down for Railroad Tycoon, and it might be best to start with four rather than push the limits by squeezing another player in. The list includes Sharon Khan, who asked whether she should know the rules better than she does. Well, postal games can be a good way to learn a game, as you get more time to think about your options, so don't be concerned.



I've added a new 18xx game to the list - 1850. My copy arrived a few days ago, and it is very much like 1870. I know not many people have copies yet, but I thought I'd get the list open as it looks most suitable.

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

- #130: Breaking Away, Rail Baron, Railways Rivals (Devon and Cornwall)
 #131: 1835, Acquire, Bus Boss (The Valleys of South Wales), The Sceptre of Zavandor
 #132: 1830, 1837, Puerto Rico, Railway Rivals (Devon and Cornwall) ✱

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jan 30th	Variable Pig 101
Feb 5th	Minstrel 285
Feb 10th	Save Your xxs For Me 25
Feb 22nd	...mais n'est-ce pas la gare? 59
Feb 24th	Greatest Hits 271

Wow, is that the shortest list ever? Jim Burgess is clearly taking time with issue #300 of The Abyssinian Prince, as he normally turns issues round very quickly. ✱

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	2.974
▲	Marcus Pratt	2.946
-	Steve Thomas	2.615
▼	Peter Hawkins	2.438
-	Gareth Lodge	2.400
-	Stephen Webb	2.357
-	Michael Graystone	2.298
▼	Colin Sharpe	2.269
-	Mike Hutton	2.172
-	Rob Thomasson	2.159

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, 1830-R20, 1856-M19, 1870-O20, 18Kaas-O19, Acq42, OP21, OP22, OP23, OP24
Howard Bishop	MW2	Marcus Pratt	AR1, Battle! 3, NER8, OP21, OP22, OP23, OP24
Tony Bromley	RR-2026-DM	Jim Reader	6n11, BA15, BB-290-SEA, BB-292-FRA, BB-293-NIT, DQ4, OP21, OP22, OP24, PR3, PR4, RR-2004-DK, RR-2026-DM, RR-2029-DC
Martin Butcher	1825-E19, 1829-DC20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, 18Kaas-O19, AR1, BA15, BB-293-NIT, LR10, McM9, NER7, NER8, OP22, OP24	Lionel Robbins	1829-J19, Acq43
John Colledge	6n11, Acq42, Acq43, Acq44, Acq45	Peter Robbins	RR-2028-DC
Bob Coull	Acq43, BB-292-FRA, RR-2016-CZ	Tony Robbins	1825-S19
Simon Cutforth	1856-M19, 1870-O20	Simon Robertson	BB-292-FRA, RR-2016-CZ
Gareth Davies	1830-U16, 1830-J18, 1856-R18	Tony Sait	1830-U16, 1856-R18, 1856-M19, 18Kaas-O19, RR-2029-DC
Bruce Edwards	AR1, BA15, BB-290-SEA, DQ4, NER7, OP21	Don Shailer	1829-C20, BB-293-NIT, MW2
Tim Franklin	1895-L20, RR-2028-DC	Colin Sharpe	6n11, Acq42, Acq44, Acq45, BB-290-SEA, BB-293-NIT, RR-2016-CZ
Mark Frueh	1830-R20, 18EU-B19	John Shelley	1826-Y18, 1829-J19, 1830-J18, 1856-R18, 1870-U19
Michael Graystone	6n11, Acq44, Acq45, BB-290-SEA, BB-292-FRA, RR-2004-DK, RR-2026-DM, RR-2028-DC	David Smith	1829-J19, 1829-C20, OP22, OP23
Lyndon Gurr	1826-Y18, 1820-J19, 1856-M19, 1870-U19, 18Kaas-O19, Acq42, LR10, OP22, OP24	Don Smith	1826-Y18, 1830-G20, 1830-R20, 1870-O20, 18EU-B19, NER7
Steve Ham	6n11, Battle! 3, BB-293-NIT, RR-2016-CZ	Joakim Spångberg	Battle! 3, RR-2004-DK
Geoff Hardingham	OP21, OP24, PR4	Allan Stagg	Battle! 3, BA15, PR3
Alan Harvey	1800-I20, 1825-E19, 1825-S19, 1829-J19, 18Kaas-O19	Mark Stretch	1825-S19, BA15, McM9, OP21, OP24
Peter Hawkins	1830-J18, Battle! 3, PR3	Brian Tappenden	BB-292-FRA, RR-2026-DM
Mick Haytack	6n11, Acq44, McM9, OP23, PR3	Steve Thomas	OP22
Mike Head	1856-Y19	Rob Thomasson	1856-Y19
Mike Hutton	1825-S19, 1830-R20, 1856-R18, 1870-U19, BB-290-SEA	Roger Trethewey	6n11, BA15, DQ4
Sharon Khan	NER8	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, 1856-M19, 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
Michael Longdin	OP24, RR-2026-DM	Tony Wilcock	Acq43, Acq45, AR1, LR10, McM9, MW2, NER7, NER8
Richard Lunn	1830-R20, 1856-R18		
John Marsden	Acq42, RR-2004-DK, RR-2029-DC		
Peter Mearns	RR-2016-CZ		



OUTSIDE EDGE

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

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DEADLINES

Wednesday March 22nd 2006
18xx Games - Friday March 17th

Future main deadlines: April 19th May 17th June 21st

E-mail orders must be sent as plain text messages. Do not send as e-mail attachments.
Unreadable submissions will be treated as No Move Received.