

FOR WHOM THE DIE ROLLS

March 2006

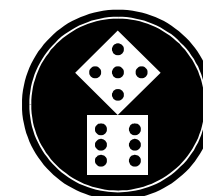
Published by Keith Thomasson

Issue 130

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



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #130, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £1.50 (including postage).

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WAIT

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

Games starting in this issue...

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

Games starting in the next issue...

✱ 1835 Tony Sait, Mark Stretch, John Shelley, Willem Moene, Don Smith
✱ Acquire (Standard) . . . Bob Coull, Lyndon Gurr, Willem Moene, Tony Wilcock, John Marsden
✱ Bus Boss Bob Coull, Simon Brooks, Simon Robertson, Kevin Lee, Jim Reader (The Valleys of South Wales)
✱ Sceptre of Zavandor . . Martin Butcher, David Smith, Sharon Khan, Lyndon Gurr, Geoff Hardingham, Tim Franklin

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

⇨⑥ 6 nimmt! Mick Haytack, Colin Sharpe
✱ 1825 Unit 3 Alan Harvey, Mike Hutton
⇨① 1829 North Mike Hutton, John Hopkins, Peter Berlin, Lionel Robbins
✱ 1830 Tony Sait, Mark Stretch, Mike Head, Willem Moene, Don Smith
✱ 1837 Tony Robbins, Stephen Webb, Geoff Hardingham, Don Smith
⇨④ 1850 Lyndon Gurr
② 1895 Steve Thomas
⇨① 1899 Alan Harvey, Lyndon Gurr, John Shelley, Don Smith
⇨⑤ Outpost Willem Moene, Jim Reader, David Smith, Sharon Khan, Kevin Lee
✱ Puerto Rico Brian Tappenden, Allan Stagg, Paul Tappenden, Jim Reader
✱ Railroad Tycoon Mark Stretch, Simon Robertson, Joakim Spångberg, Sharon Khan, Martin Butcher, Michael Longdin
④ Saint Petersburg Waiting

I supply everything you need for these...

⑧ Battle! Michael Graystone, Bruce Edwards, Allan Stagg, Steve Ham
✱ Railway Rivals Don Shailer, Tony Bromley, Jim Reader (Devon and Cornwall)
⇨① Railway Rivals Colin Sharpe, Kevin Lee, Jim Reader, Lionel Robbins
⇨⑤ Sceptre of Zavandor . . 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 #130. Our cover for this month comes from the Tsuro - The game of the path, published by WizKids. A simple, quick game that benefits from good quality production.

The play is straightforward. You pick a point on the outside of a square grid, and play a tile that links eight points around the square with four paths. You move your piece to the end of the path you have created. If your path takes you back to the edge or connects to another player's path, you're out. Last man alive wins. Elimination games have their problems, but as this one is over in about ten minutes, you just start another.

It's quick, it's fun, it can be frustrating at times, but it's a great filler game.

I heard from Alan Harvey on the 12th. He'd just come out of hospital after five weeks and was very tired. I didn't press him on any details, but the fact that he's out is the best news. He asked me to pass on his thanks to everyone who has expressed their best wishes for him. His games are back in action. Thanks for the orders, Alan. Take care.

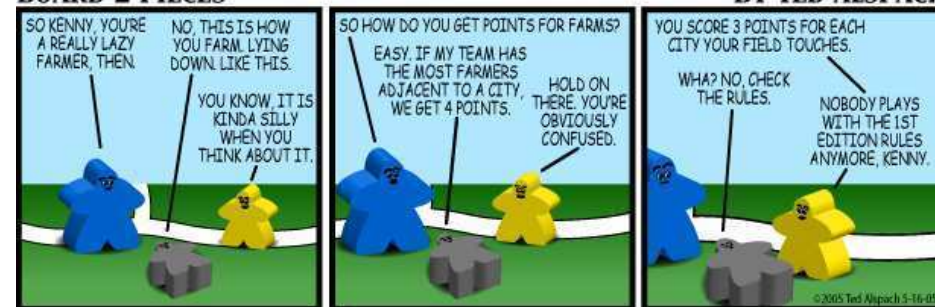
Peter Berlin commented that he couldn't find a map for 1850 anywhere. Not surprising, as it has only just been published. I may be too early for this one, but as copies are shipped out, more of you may be able to join the list.

There was a comment that the cards in the Saint Petersburg expansion were a bit rude, but the Doppelzug card is more like Churchill's victory sign than a V-sign. Saint Petersburg games have started in Save Your xxs For Me and Minstrel, and I'm now offering it here.

There's a pattern developing. Rob is playing in Stephen Webb's game, then started his own game. I'm playing in Rob's and am now offering it, so if you join the list, you might have to run one to keep the pattern going.

The cartoon below was going to be the last of the series, as there were only six when I found them on Ted Alspach's web site. I've discovered that he is doing more, so the series will continue. I have no idea which direction he's going to go in the future, but suffice to say that it is not limited to Carcassonne. ✱

BOARD 2 PIECES





1830-U16

And the lesson today is...

GAME OVER

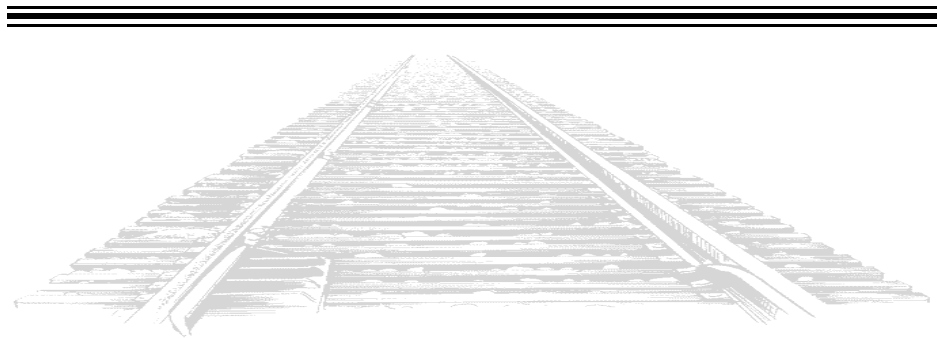
1st	Neil Walters	\$8,711	24.8%
2nd	Peter Berlin	\$8,299	23.6%
3rd	Tony Sait	\$6,411	18.3%
4th	John Webley	\$5,865	16.7%
5th	Gareth Davies	\$5,812	16.6%

Tony Sait (3rd): Another lesson learnt - never assume. I sold out my NYC shares before operating round 12 in order to not be caught having to buy a Diesel with my own cash as I was *very* short of funds. Ha ha - someone else would be lumbered. Oh no, the Diesels didn't come out until operating round 16 or 17, something I have never experienced before ... I could have made enough money with some to spare!!

Oh well, on to the next lesson...

Thanks for putting up with this railroad engineer, as opposed to a Railway Tycoon. I'll sort it one day!

I have no problem putting up with you, Tony. It did look as though the Diesels might not come out at all in this game, but they finally crept out of the sheds.



1830-J18

A short one.

GAME OVER

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%

None of the players has anything to say on this one. A quiet end to a game that only saw one brown tile get laid.



1800-I20

We're rolling once more.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	NW	5:A5:2	-	-	①	80C	270	2

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

Stock Round 2

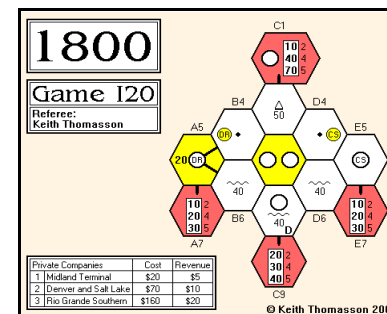
Alan	Neil
✕	+ D&RGW new
✕	✕
Priority for SR5	

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Alan Harvey	340	25	0	365	625	56.1	3
Neil Walters	90	10	-80	20	490	43.9	3

Portfolio	PCs	C&S	D&RGW
Alan Harvey	MT, RGS	-	1
✕ Neil Walters	D&SL	-	5P

Bank (new)	-	10P	4
Price	-		80C
Bank (pool)	-		-
Company credit	-		350
Tokens	3		2
Trains	-		2
Bank cash: \$2,985		Certificate limit: 7	Trains: 1 x '2', 1 x '3'...

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



Orders required for the following rounds

By the early deadline

OR2, SR3





1825-E19

No tiles laid, despite some desires.

OR13-OR14

OR13 Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR NW	-	320	Yes	-	180•	80	5 3
Mid AH	-	270	Yes	-	180•	220	4 4
NER MB	-	130	Yes	-	126•	0	5
L&YR NW	-	140	Yes	-	160•	10	3
GNR MB	-	130	Yes	-	160•	60	3
GCR AH	-	170	Yes	-	142•	60	5

OR14 Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR NW	-	320	Yes	-	205•	80	5 3
Mid AH	-	270	Yes	-	205•	220	4 4
NER MB	-	130	Yes	-	142•	0	5
L&YR NW	-	140	Yes	-	180•	10	3
GNR MB	-	130	Yes	-	180•	60	3
GCR AH	-	170	Yes	-	160•	60	5

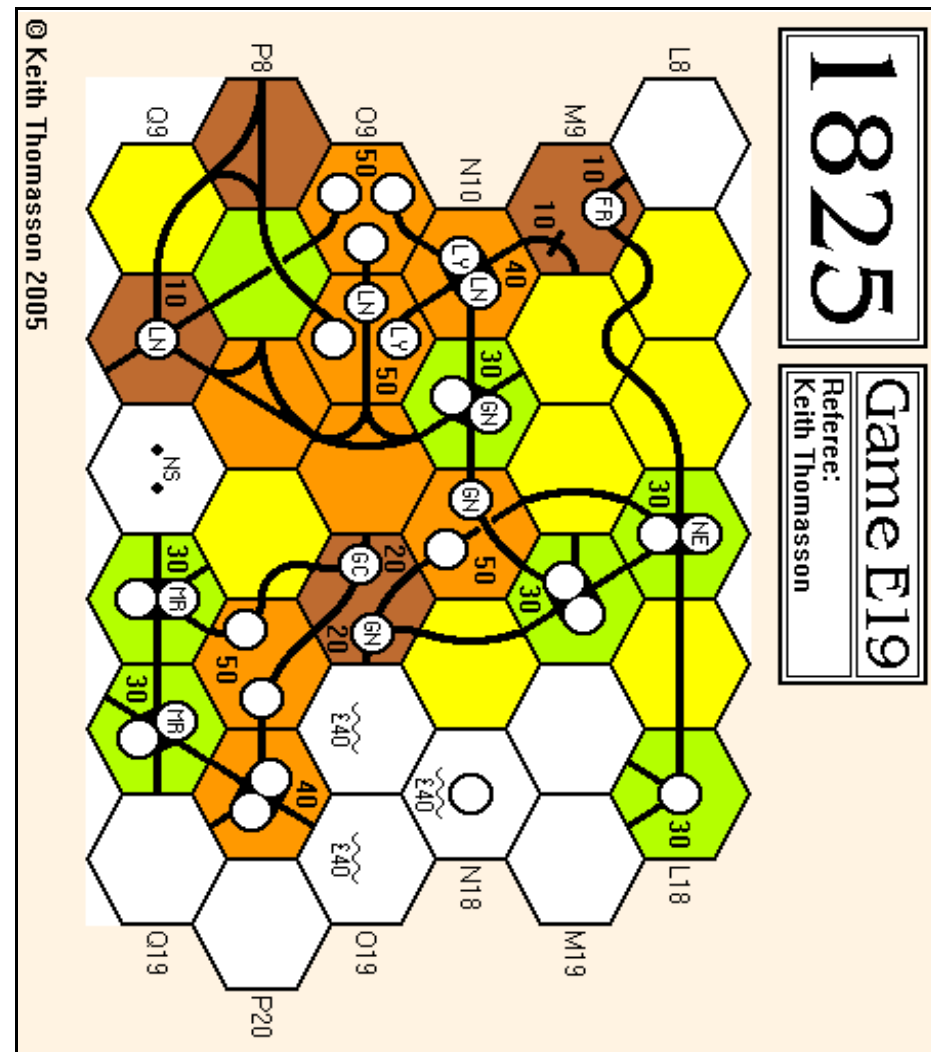
Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Neil Walters	362	429	429	1,220	4,972	32.5•	18/19
Alan Harvey	1,078	424	424	1,926	5,430	35.5•	18
Martin Butcher	851	311	311	1,473	4,900	32.0•	18

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

Bank (new)	-	-	-	-	-	-	10D	10D
Price (new)	100	82	82	71	71	71	-	-
Bank (pool)	S&D, L&Mi	-	1	-	-	-	-	-
Price (pool)	205	205	142	180	180	160	-	-
Company credit	80	220	0	10	60	60	-	-
Tokens	1	2	3	1	-	2	1	1
Trains	5.3	4.4	5	3	3	5	(5)	(3T)
Bank cash: £381	Certificate limit: 18						Trains: 2 x '6'	

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/1	4/1	5/2	6/2	7/-	8/-	9/3	55/1	56/1	69/2
	114/1											
Green	12/2	14/-	15/-	16/1	18/1	19/1	20/1	23/2	24/2	25/1	26/1	27/1
	28/1	29/1	52/2						Green/Russet		119/1	
Brown	33/-	34/-	38/1	39/-	40/1	41/-	42/1	43/1	44/1	47/1	64/1	65/-
	66/1	67/-	68/1									

The bank is not going to last past the Midland next time, unless dividends are retained. Even so, lasting through the round is extremely unlikely, so it looks like next month is the final round. Send any game end statements with your orders, which will probably give the same results we had this time.



Orders required for the following round

By the early deadline

OR15



1825-S19

Just one round this time, which sees the first '5' train hit the rails.

OR7

The train bought by the LSWR from the LNWR was a '2' train, not a '3'. The LNWR route has been confirmed at £310 - U23-V20 x 2 for £160, U23-U25 for £50, V20-T16-S13 for £100. The new token in U23 was very profitable, supporting three routes.

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	12:R16:4	-	260	No	① 160▼	10	5 3
GWR	MH	35:X16:1	-	220	No	126▼	260	4 3
GER	AH	32:V20:1	-	250	Yes	-	142▲	120 3 3
LSWR	TR	15:W19:5	-	170	Yes	② 90▲	110	4
SECR	MH	13:W23:1	-	110	Yes	-	76▲	0 4 2

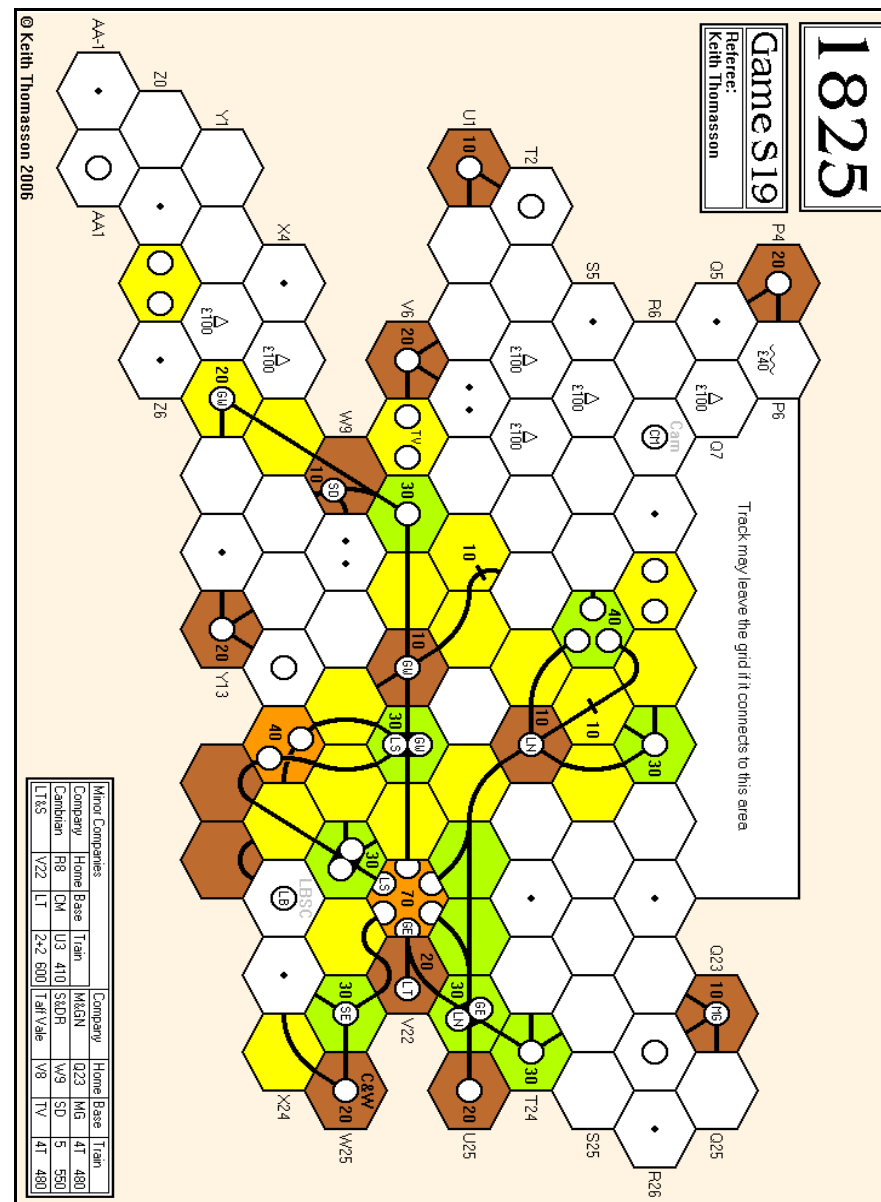
Notes: ① £550 to the bank for a '5' train - '2' trains disappear
② £40 to the bank for a token in V16

Cash Flow	b/f	OR7	c/f	Value	%	Certs
Tony Robbins	14	107	121	1,651	22.7▼	10/11
Mike Hutton	278	66	344	1,556	21.4▼	10
Mark Stretch	57	149	206	1,914	26.3▼	14
Alan Harvey	823	200	1,023	2,159	29.6▲	7

Portfolio	Privates	LNWR	GWR	GER	LSWR	SECR	LBSC	Cam	LTS	MGN	SDR	Taff
Tony Robbins	S&M	6D	-	-	6D	-	-	-	-	-	-	-
Mike Hutton	-	-	6D	-	-	6D	-	-	-	-	-	-
Mark Stretch	C&W	3	3	2	4	1	-	-	-	-	-	-
Alan Harvey	-	-	-	8D	-	-	-	-	-	-	-	-
Bank (new)		-	-	-	-	3	10D	10D	10D	10D	10D	10D
Price (new)		100	90	76	76	71	67					
Bank (pool)	C&HP L&M	1	1	-	-	-	-	-	-	-	-	-
Price (pool)		160	126	142	90	76						
Company credit		10	260	120	110	0						
Tokens		3	3	2	2	3	2	1	1	1	1	1
Trains		5.3	4.3	3.3	4	4		(U3)	(2+2)	(4T)	(5)	(4T)
Bank cash: £8,306		Certificate limit: 15						Trains: 2 x '5', 3 x '6'				

Tiles	Title number/Availability					Two Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/2	4/3	5/1	6/4	7/2	8/4	9/5	55/1	56/1	58/2	
	69/1	115/1											
Green	10/2	11/2	12/-	13/1	14/3	15/-	16/1	17/1	18/1	19/1	20/1	21/1	
	22/1	23/3	24/3	25/1	26/1	27/1	28/1	29/1	30/1	31/1	52/2	87/1	
	88/1												
Russet	32/-	34/1	35/1	37/2	38/3	39/1	40/1	41/2	42/2	43/1	44/1	45/1	
	46/1	47/2	64/1	65/1	66/1	67/1	68/1	166/4					

The tile sheets I originally issued with this game had an error - tile 35 was shown for tile 38. New sheets are enclosed - please throw the old ones away.



Orders required for the following rounds

By the early deadline

OR8, SR6

Adjudication can pause between rounds if requested



1826-Y18

Will the bank break? Not
with lots of loans being repaid.

OR12 - OR13

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
P	LQ	23:E11:4	400	Yes	①	220B▲	0	-	TGV E
A	PB	-	340	No	②	135C▲	150	-	E
PL	SW	513:L14:1	720	Half	③	165A▲	17	-	TGV 10
SNCF	JS	23:E13:5	1,100	Yes	④	150A▲	108	-	TGV 10
PO	DS	-	380	Yes	⑤	150C▲	59	-	E
B	PB	-	400	No	⑥	110C▲	146	-	E
O	LQ	619:C15:3	-	-	⑦	40G▼	74	1	TGV

- Notes: ① F415 to the O for a 'TGV'
 ② One loan repaid (▲135C)
 ③ One loan repaid (▲165A)
 ④ F20 to the bank for a token in B12
 ⑤ One loan repaid (▲150C)
 ⑥ One loan repaid (▲110C)
 ⑦ F1,000 to the bank for a 'TGV', requiring one loan (▼40G)

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
P	LQ	611:C15:3	1,000	Yes	-	245B▲	0	-	TGV E
PL	SW	23:K13:4	720	Yes	-	180A▲	17	-	TGV 10
PO	DS	-	320	Yes	-	165C▲	59	-	E
SNCF	JS	-	1,100	Yes	-	165A▲	108	-	TGV 10
A	PB	-	380	Yes	①	150C▲	90	-	E
B	PB	-	380	Yes	-	122C▲	146	-	E
O	LQ	-	560	No	②	50G▲	84	-	TGV

- Notes: ① F60 to the bank for a token in C11
 ② One loan repaid (▲50G)

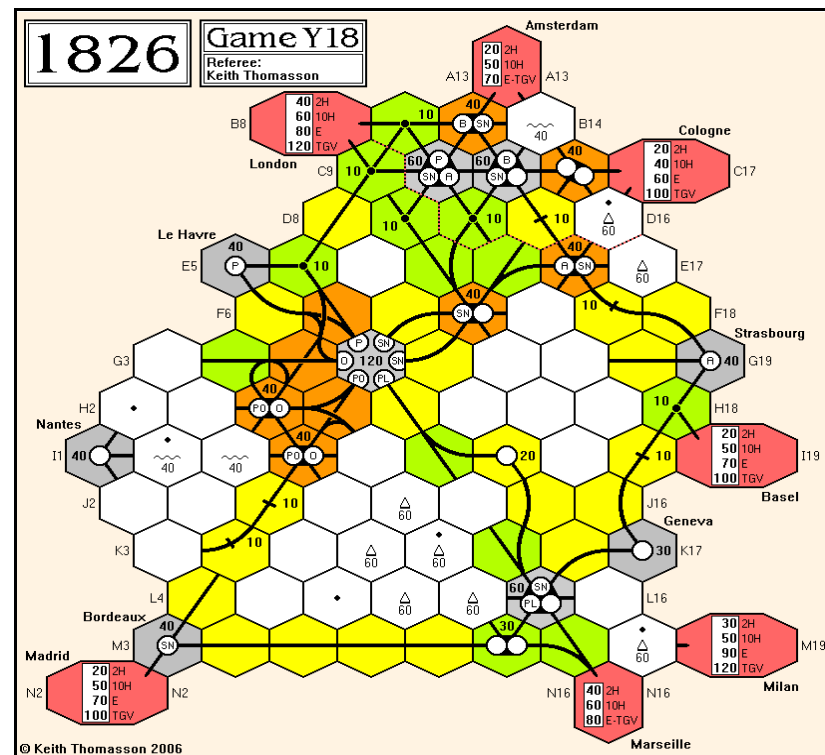
Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Peter Berlin	358	36	528	922	2,784	15.7▼	11/12
Stephen Webb	220	556	1,066	1,842	4,509	25.3▲	13/15
John Shelley	102	666	790	1,558	3,252	18.3▲	10/11
Lyndon Gurr	198	608	1,104	1,910	4,972	27.9▼	13/18
Don Smith	1	374	412	787	2,272	12.8▲	8

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
Yellow	3/2	4/4	5/2	6/1	7/4	8/9	9/12	57/4	58/4			
Green	14/3	15/2	16/1	19/1	20/1	23/2	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	63/1	70/1	515/1
	611/-											
Grey	513/-	516/-										

All loans have been repaid. If the dividends in the next operating round stay at their current levels, and all are paid out, the bank will still be solvent, so we may be seeing another stock round and another full set of operating rounds. Then again, there will be options to increase the drain from the bank, so we may be ending after the next round.

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	150C	122C	50G	245B	180A	165C	165A
Loans	-	-	-	-	-	-	-
Company credit	90	146	84	0	17	59	108
Tokens	1	3	1	1	3	-	1
Trains	E	E	TGV	TGV E	TGV 10	E	TGV 10
Bank cash: F4,477	Certificate limit: 13						Trains: TGV's
Current operating order:	P, PL, PO, SNCF, A, B, O						



Orders required for the following rounds	By the early deadline
OR14, SR8	Adjudication can pause between rounds if requested



1829-J19

A round of dumping and then stocking up with pool shares.

SR9

Due to a mental failing that let me run the GNR's trains to stations that were fully occupied by other tokens, the runs for the GNR in the last two rounds were actually £50 (M15-O17) and £170 (M15-N14, M15-O17, O17-P16) respectively. This costs Alan £40 and David £8. It was confused further because I hadn't shown the NER token in O15 on the map.

Another change is the location of the GCR survey party. I shouldn't have allowed it to follow the L&YR token to N10 as playing follow-my-leader is not allowed. It went to M11 instead.

Stock Round 9

Lyndon	Alan	David	John	Lionel
+ GCR pool	+ GCR pool	5 GSWR (Receivership) + GNR pool	+ NBR pool	- 4 L&YR + GNR pool
+ GNR pool	+ GNR pool	+ NER pool	+ NBR pool	+ LNWR pool
+ NBR pool	✗	+ NER pool	✗	+ LNWR pool
✗	✗	+ NER pool	✗	✗
✗	✗	+ NBR pool	✗	✗
✗	✗	✗	✗	✗
Priority for SR10				

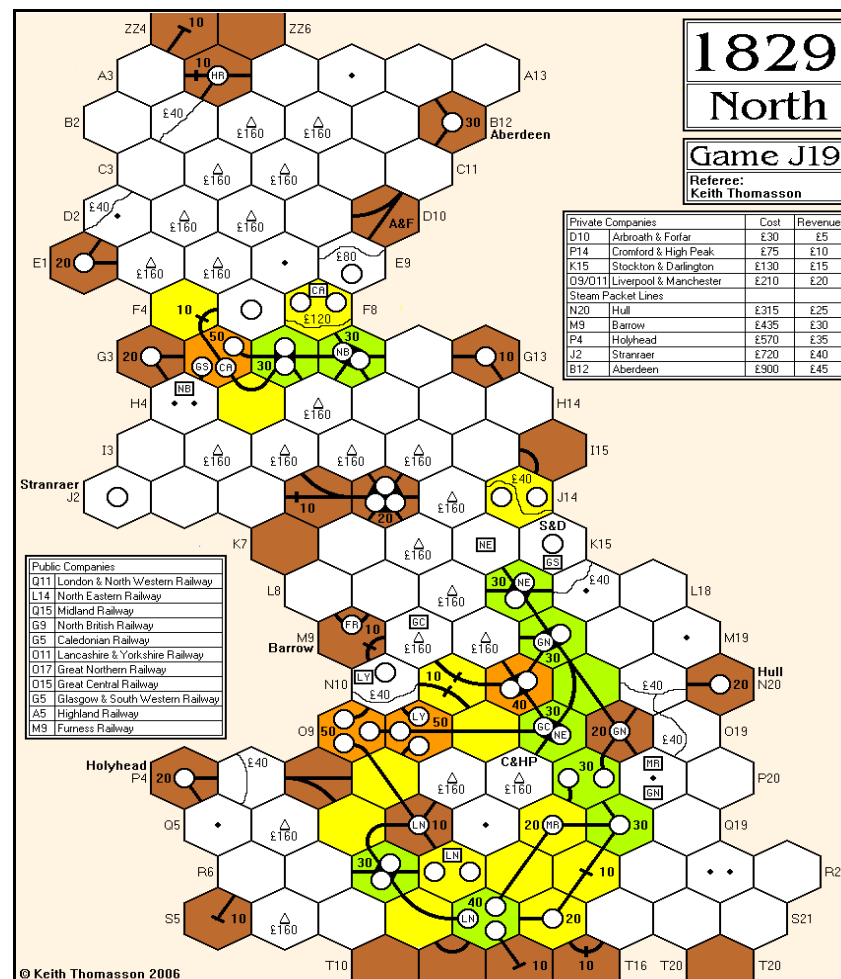
Cash Flow	b/f	SR9	c/f	Value	%	Certs
Lyndon Gurr	289	-213	76	1,181	23.8▲	12
Alan Harvey	186	-131	55	876	17.7▼	10
David Smith	201	-184	17	883	17.8▲	11
John Shelley	196	-164	32	941	19.0▲	10
Lionel Robbins	156	-119	37	1,078	21.7▲	13

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Lyndon Gurr	-	-	7D	-	1	-	-	1	4	-	-	-
Alan Harvey	-	-	-	5D	-	-	-	6D	1	-	-	-
David Smith	A&F	-	3	-	1	-	-	2	5D	-	-	-
✗ John Shelley	-	-	-	-	7D	5D	-	-	-	-	-	-
Lionel Robbins	-	2	-	5	-	5	-	1	-	-	-	-

Bank (new)	Hull...	-	-	-	-	-	-	-	4	10P	10P
Price (par)	C&HP, S&D, L&M	100	90	82	76	71	67	64	61	58	
Bank (pool)		8D	-	-	1	-	10D	-	-	6D	-
Price (pool)		142	100	71	82	67	58	67	64	53	
Company credit		180	30	10	280	410	90	30	140	40	
Tokens		3	3	4	3	3	3	2	3	2	3
Trains		4	4	4	4	3	3	-	5	3	5
Bank cash: \$19,783		Certificate limit: 17					Trains: 3 x '31' 1 x '5'				

The sequence of actions around survey parties and tiles is (a) move survey party, (b) lay tile or promote a tile, (c) convert the survey party to a garrison if it has been moved to a tile (or a board hex with a pre-printed station). I mention this because I was asked if the LNWR action in OR8 in garrisoning S13 was correct. I sometimes find it easier to think of it as (a) lift the survey party, (b) lay or promote a tile, then (c) place the survey party in its destination, which may include converting it to a garrison.

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



Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1829-C20

The Midland finds its feet.

OR5 - SR6

OR5	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	4:Q13:1	•S11	110	Yes	-	142▲	260	2 2 2
GWR	DSm	8:V18:4	•W19	50	Yes	-	100▲	540	2 2

Stock Round 6

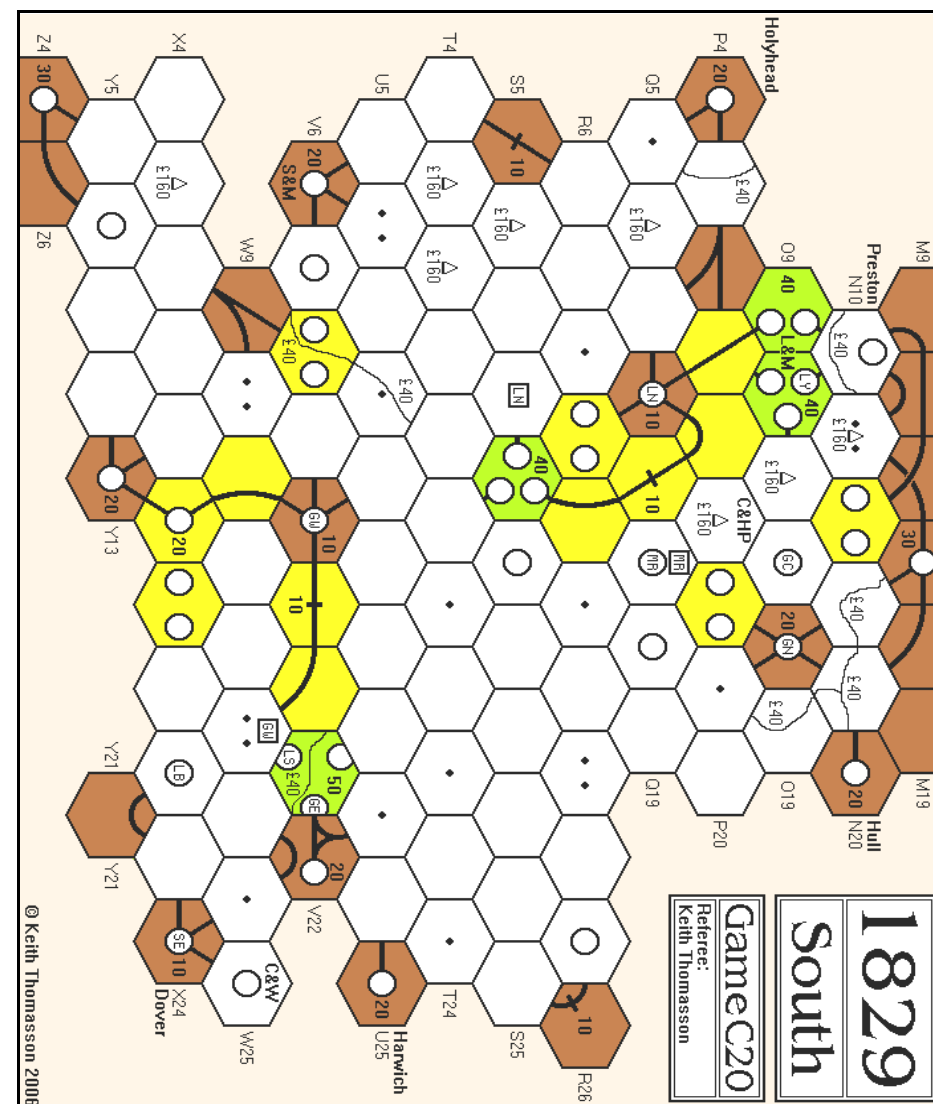
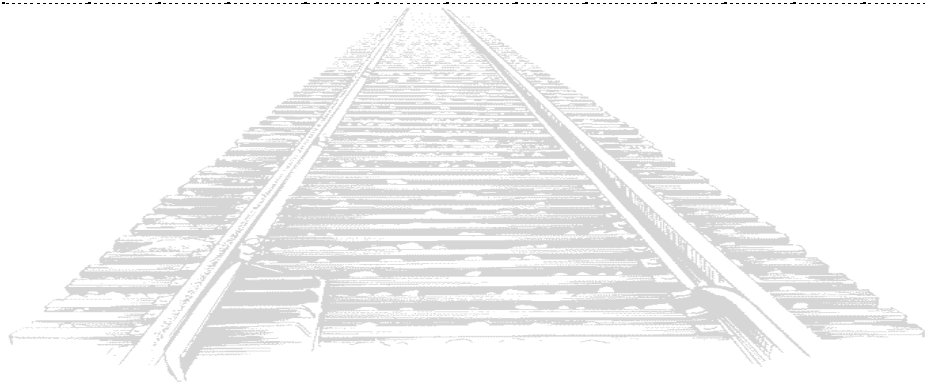
Peter	Don	Martin	David
- 1 GWR + Midland new (floated)	+ Midland new	+ GWR pool (gains Directorship)	✗
✗	✗	✗	Priority for SR7

Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
David Smith	4	58	0	62	918	24.9▲	8
Peter Berlin	51	25	18	94	796	21.6▼	6
Don Shailer	68	70	-82	56	1,025	27.8▲	7
Martin Butcher	73	57	-100	30	944	25.7▲	7

Portfolio	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
David Smith	S&M	3	4	-	-	-	-	-	-	-	-
Peter Berlin	L&M	-	-	6D	-	-	-	-	-	-	-
Don Shailer	C&HP	5D	1	1	-	-	-	-	-	-	-
Martin Butcher	C&W	2	5D	-	-	-	-	-	-	-	-

Bank (new)	Hull...	-	-	3	10D	10D	10D	10D	10D	10D	10D
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)		142	100	82							
Company credit		260	540	820							
Tokens		5	5	5	5	5	4	4	4	3	3
Trains		2 2 2	2 2	-							
Bank cash: £19,758		Certificate limit: 18				Trains: 2 x '2', 6 x '3'...					

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



Orders required for the following rounds

By the early deadline

OR6, SR7

Adjudication can pause between rounds if requested



1830-G20

Just a couple of
new shares bought.

SR3

Stock Round 3

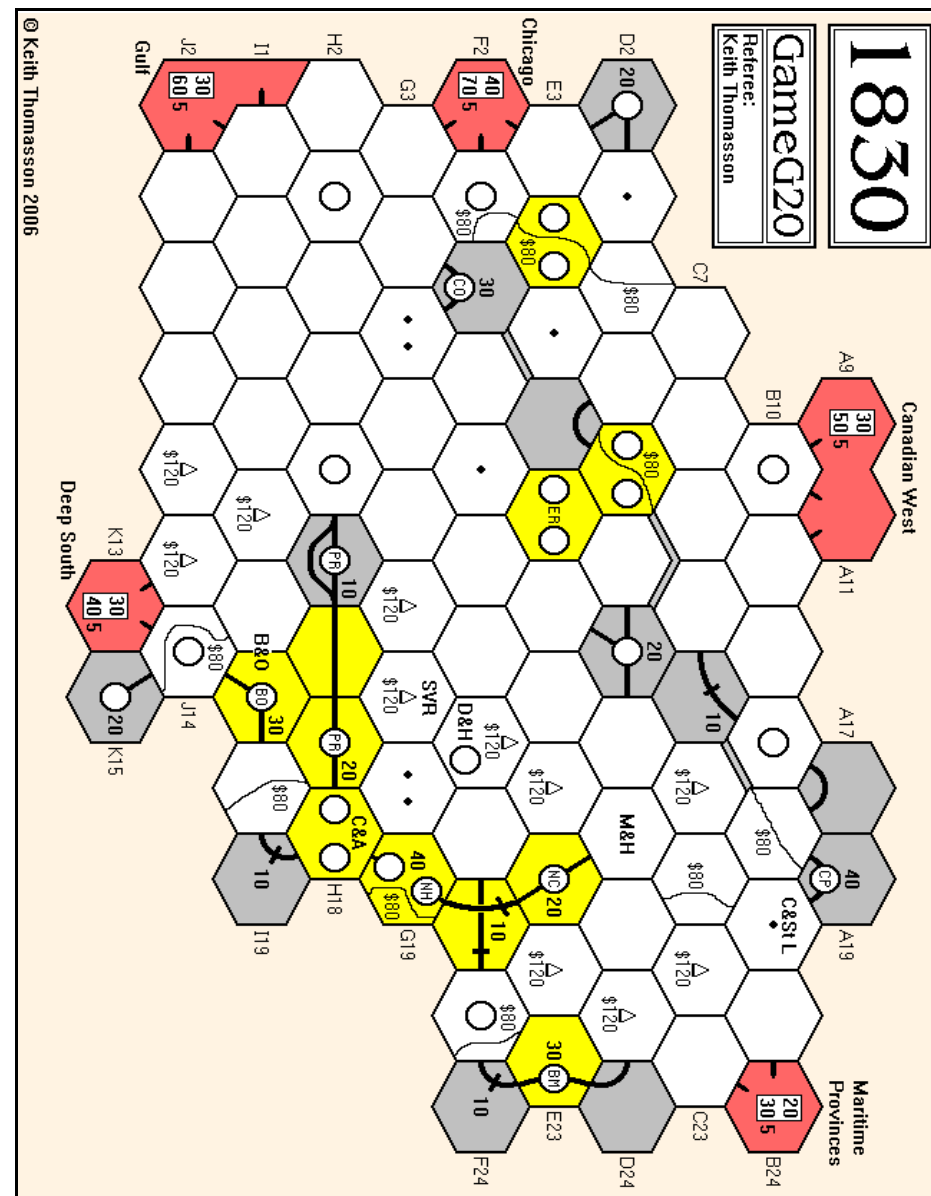
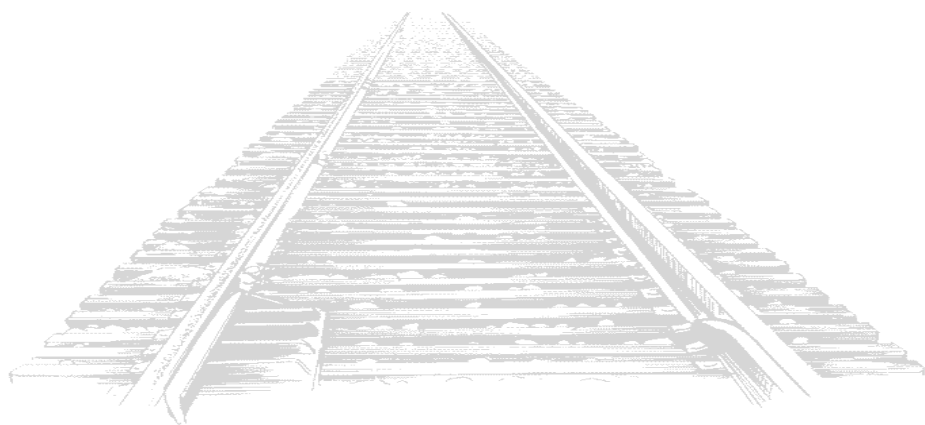
Don	Roger	Stephen	Martin	Willem
x	x	x	x	+ NYC new
x	+ PRR new	x	x	x
x	x	Priority for SR4		

Cash Flow	b/f	SR3	c/f	Value	%	Certs
Stephen Webb	54	0	54	425	15.4▲	4
Martin Butcher	65	0	65	535	19.3▲	6
Willem Moene	122	-90	32	597	21.6▼	6
Don Smith	44	0	44	495	17.9▲	6
Roger Krueger	109	-76	33	712	25.8▲	6

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	2	-	-	-	-	1	-
Don Smith	C&StL	-	1	-	-	-	-	5P	-
Roger Krueger	B&O	3	-	-	2P	-	-	1	-

Bank (new)	1	3	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: \$9,762	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/-



Orders required for the following rounds

By the early deadline

OR3, SR4



1830-R20

A spirited auction for the C&A.

PRIVATES

Stock Round 1, Private Companies

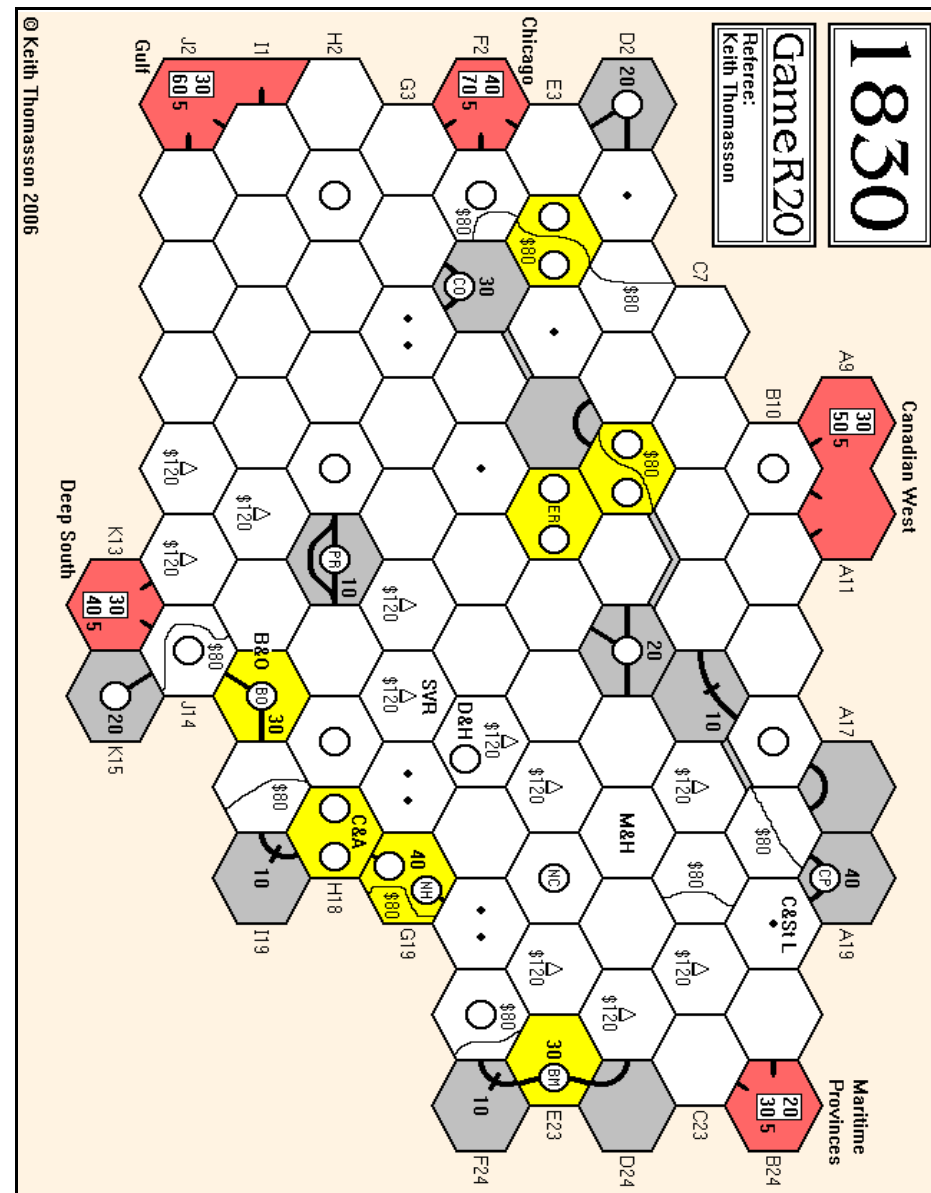
Richard	Bids \$165 on the C&A
Mark	Bids \$170 on the C&A
Willem	Bids \$175 on the C&A
Don	Bids \$180 on the C&A
Mike	Bids \$75 on the D&H
Richard	Bids \$80 on the D&H
Mark	Buys the SVR for \$20
Willem	Buys the C&StL for \$40
	☛ Mike got the D&H for \$85
Don	✗
Mike	Buys the M&H for \$110
	☛ Don gets the C&A for \$230, plus a 10% PRR share
Richard	Buys the B&O, setting par for the public company at \$100
	Priority for the second part of this round lies with Mark

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Richard Lunn	480	-220	260	680	27.0▲	2
Mark Frueh	480	-20	460	480	19.1▼	1
Willem Moene	480	-40	440	480	19.1▼	1
Don Smith	480	-230	250	410	16.3▼	1/2
Mike Hutton	480	-195	285	465	18.5▼	2

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Richard Lunn	B&O	-	-	-	2P	-	-	-	-
☛ Mark Frueh	SVR	-	-	-	-	-	-	-	-
Willem Moene	C&StL	-	-	-	-	-	-	-	-
Don Smith	C&A	1	-	-	-	-	-	-	-
Mike Hutton	D&H, M&H	-	-	-	-	-	-	-	-

Bank (new)	9P	10P	10P	8	10P	10P	10P	10P
Price (new)				100				
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)				100A				
Company credit								
Trains								
Bank cash: \$10,305	Certificate limit: 13			Trains: 6 x '2', 5 x '3'...				

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



Orders required for the following round

By the early deadline

Stock Round 1, Public Companies



1856-R18

Just one round, but
no sign of the CGR.

OR10

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CP	JS	122:N11:3	280	Yes	-	125E	380	400	3
BBG	JS	14:J15:2	-	-	① ②	90A	49	0	5 4
WGB	RL	57:J11:2	-	-	③ ② ④	90A	234	100	5
CV	GD	2:M10:4	330	Yes	⑤	100E	101	400	4 3
LPS	MH	8:C16:3	260	Yes	⑥	90F	391	500	4 3
THB	GD	15:J13:6	150	Yes	-	90E	175	400	3
GT	TS	42:O10:5	270	Yes	③ ⑦	90C	164	300	4 3
GW	TS	-	-	-	⑧	65F	1	300	5

- Notes: ① \$1 to the CPR for a '4' train
 ② \$550 to the bank for a '5' train
 ③ Government loan secured
 ④ \$1 to the GW for a '5' train
 ⑤ Run reduced to \$310 to pay loan interest
 ⑥ \$40 to the bank for a token in D17
 ⑦ \$40 to the bank for a token in M4
 ⑧ \$195 to the WGB for a '5' train

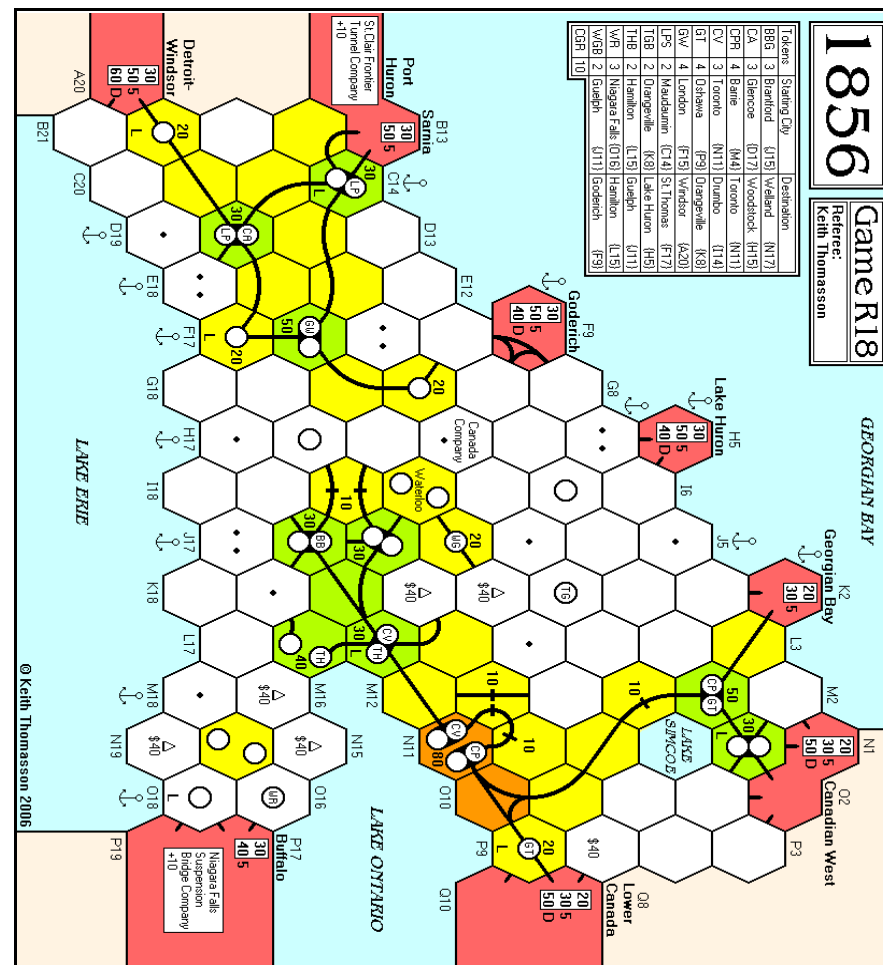
Cash Flow	b/f	OR10	c/f	Value	%	Certs
Tony Sait	68	81	149	679	12.2	6
Gareth Davies	27	212	239	1,124	20.1	7
John Shelley	55	112	167	1,207	21.6	8
Richard Lunn	101	112	213	1,508	27.0	13
Mike Hutton	142	156	298	1,063	19.1	7

Portfolio	BBG	CA	CP	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
Bank (pool)	-	-	3	3	2	-	3	-	4	-	-
Price (pool)	90A	75D	125E	100E	90C	65F	90F	-	90E	-	90A
Company credit	49	225	380	101	164	1	391	-	175	-	234
Tokens	2	3	2	1	2	3	-	2	-	3	1
Trains	5.4	-	3	4.3	4.3	5	4.3	-	3	-	5
Bank cash: \$9,214 Certificate limit: 13 Trains: 2 x '6', Diesels											
Current operating order: CP, CV, LPS, THB, GT, BBG, WGB, GW											

We had just one round this time with the prospect of the CGR formation taking over for a while. It hasn't happened yet, and may not happen in the next round, as it doesn't look as though any company can find the necessary funds for a '6' train that quickly. If the CGR does form we will definitely stop at the end of the round in which it happens, so you can order for two rounds safe in the knowledge that should the CGR form in the first, the second will never happen.

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



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



1856-M19

We gain two new companies.

SR6

Stock Round 6

Tony	Lyndon	Simon	Stephen	Willem
+ GT new	- 1 GW {▼90F} + BBG/Pres(100)	- 1 CA {▼90F} - 2 LPS {▼60H} + WGB/Pres(100)	- 1 LPS {▼} + THB new	+ THB new
+ GT new	+ BBG new	+ WGB new	+ THB new	✗
+ GT new	+ BBG new	+ WGB new	✗	✗
+ GT new	+ BBG new	+ WGB new	✗	✗
✗	✗	+ WGB new	✗	✗
✗	✗	✗	Priority for SR7	

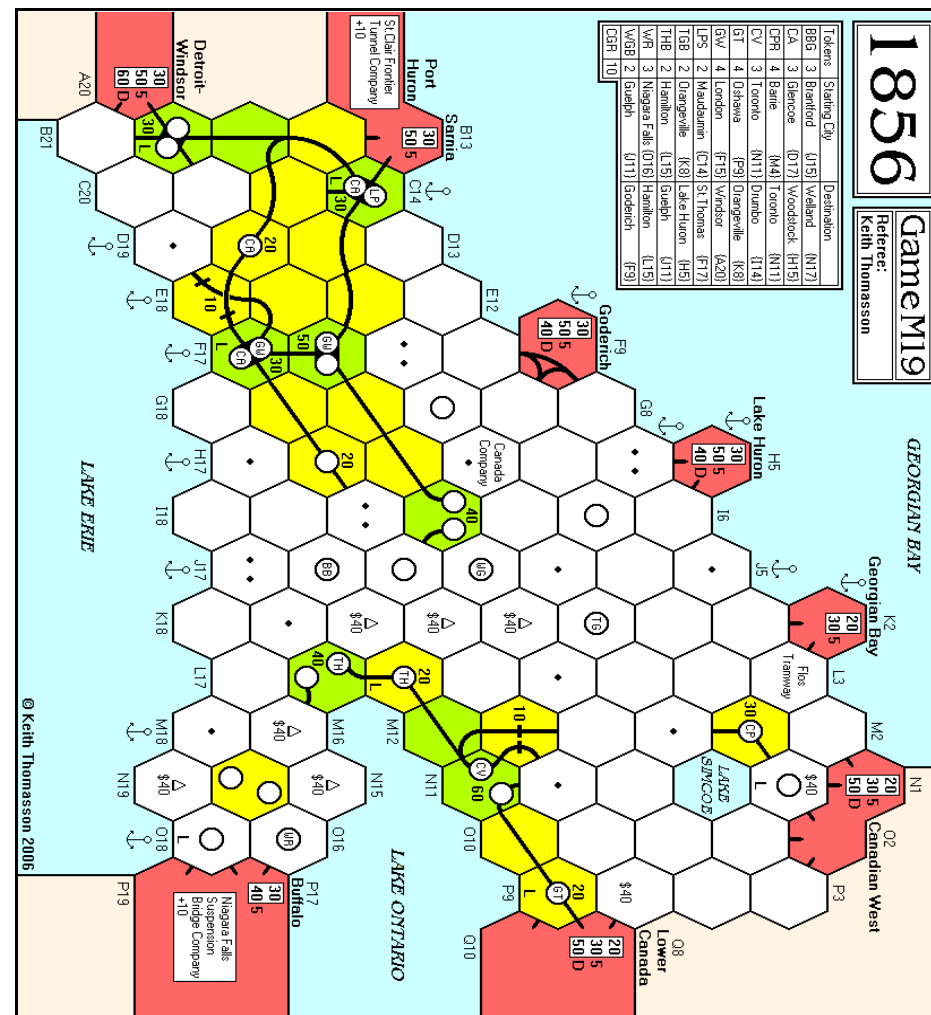
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Stephen Webb	220	-90	130	670	15.0▼	7
Willem Moene	79	-75	4	594	13.3▲	6
Tony Sait	354	-300	54	694	15.5▼	8
Lyndon Gurr	439	-400	39	1,349	30.2▼	12
Simon Cutforth	393	-370	23	1,163	26.0▲	10

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

Bank (new)	5	-	10P	6	2	-	1	10P	2	10P	4	
Price (par)	100	65		100	75	70	65		75		100	
Bank (pool)	-	1	-	2	2	2	3	-	-	-	-	
Price (pool)	100A	90F		70C	65F	90F	60H		75D		100A	
Company credit	500	355		51	75	396	155		104		600	
Tokens	3	-	4	2	3	2	1	2	-	3	2	
Trains	-	4	3	3	4	3	4		4	3	-	
Bank cash: \$9,514	Certificate limit: 13							Trains: 3 x '5', 2 x '6'...				
Current operating order:	BBG, WGB, GW, CA, THB, CV, GT, LPS											

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								

Willem, you mention that you're using the tile sheets from my web site, but don't say whether you have a downloaded copy or are looking at the live content. As they changed there at some point, it may make a difference. One way to check is tile 2. If the tight curve is on the left, you're using the old style, which is being used with this game. If the tight curve is to the right, you're using the new style. Just make sure you tell me which style you use.



Orders required for the following rounds

By the early deadline

OR9, OR10

Adjudication can pause between rounds if requested



1856-Y19

Stephen drives all the prices down to 70G.

SR4

Stock Round 4

Stephen	Peter	Mike	Martin	Rob
+ CA new	+ GW new	+ GT new	+ WR new	+ GT new
+ CA new	+ GW new	+ LPS new	+ GW new	+ CA new
- 1 CA (▼70G)	+ LPS new	+ CA new	+ GT new	+ CA pool
+ GW new				
- 1 GW (▼70G)	+ WR new	✗	✗	- 1 GT (↔)
+ WR new				+ CA new
- 1 WR (▼70G)	- 1 GW (↔)	✗	✗	✗
+ LPS new	+ GT new			
+ LPS new	✗	✗	✗	✗
+ LPS new	✗	✗	✗	✗
- 2 LPS (▼75F)				
- 1 LPS (▼70G)	✗	✗	✗	✗
+ GT pool				
✗	Priority for SR5			

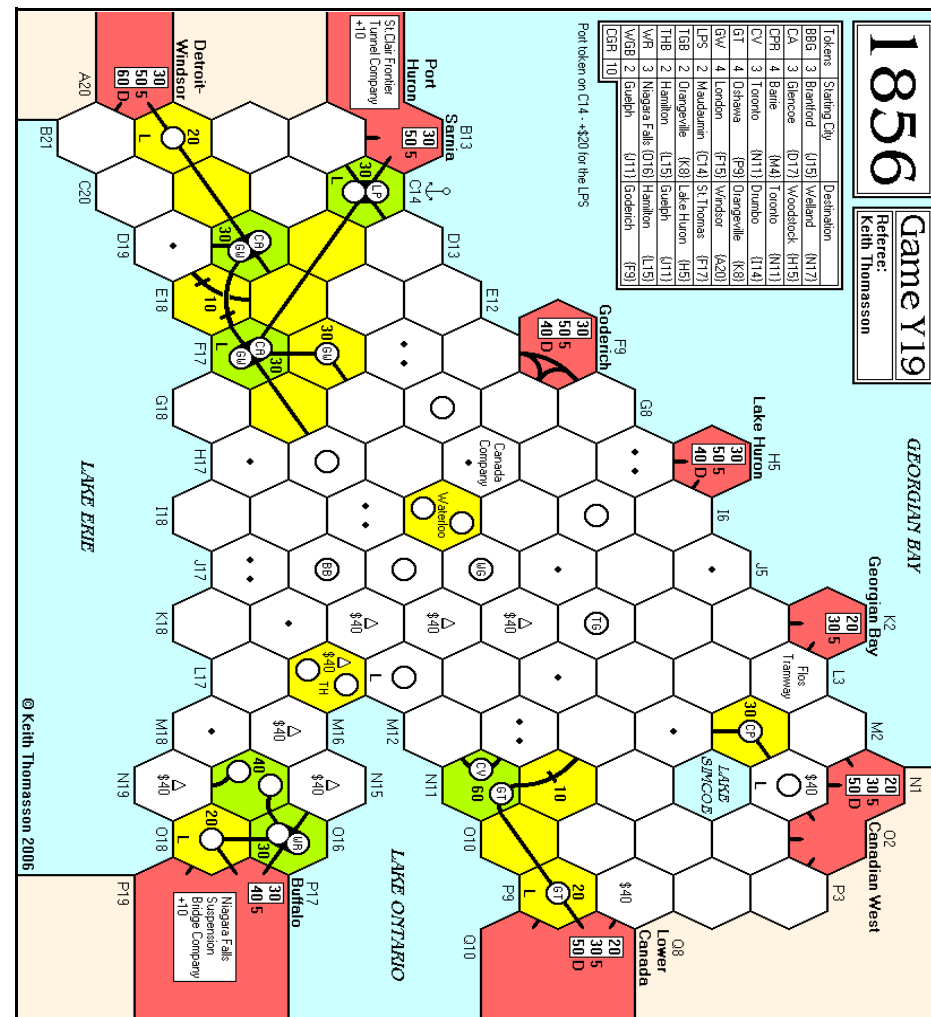
Cash Flow	b/f	SR4	c/f	Value	%	Certs
Peter Berlin	297	-265	32	592	19.7▼	7
Mike Head	229	-205	24	449	14.9▼	5
Martin Butcher	210	-195	15	650	21.6▼	8
Rob Thomasson	213	-195	18	663	22.1▲	8
Stephen Webb	280	-75	205	650	21.6▲	5

Portfolio	Privates	BBG	CA	CP	CV	GT	GW	LPS	TGB	THB	WR	WGB
✗ Peter Berlin	-	-	-	-	-	1	5P	1	-	-	1	-
Mike Head	-	-	1	-	-	1	-	4P	-	-	-	-
Martin Butcher	-	-	1	-	-	1	1	-	-	-	6P	-
Rob Thomasson	-	-	3	-	-	5P	1	-	-	-	-	-
Stephen Webb	-	-	5P	-	-	1	-	-	-	-	-	-

Bank (new)	10P	-	10P	10P	-	1	2	10P	10P	2	10P
Price (par)		65			65	65	75			65	
Bank (pool)	-	-	-	-	1	2	3	-	-	1	-
Price (pool)		75F			70G	70G	70G			70G	
Company credit		80			35	280	160			140	

Tokens	3	1	4	3	2	1	1	2	2	2	2	
Trains	3 2 2			3 2			3 2	3 2				
Bank cash: \$11,011	Certificate limit: 13							Trains: 4 x '4', 3 x '5'...				
Current operating order:	CA, GT, GW, WR, LPS											

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							



Please note that when you refer to shares as 'bank' shares, this is rather ambiguous. The bank holds new shares, and it holds pool shares. Just calling them 'bank' shares makes it difficult to be certain which ones you mean.

Orders required for the following rounds	By the early deadline
OR5, OR6	Adjudication can pause between rounds if requested



1870-U19

A pair of route-building rounds.

OR5 - OR6

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SLSF	LG	14:K16:3	-	90	Yes	-	100D	112 3
IC	MH	8:K18:6	8:U19:5	110	Yes	-	76E	284 3 3
SSW	MB	14:E12:1	-	180	Yes	-	76E	298 3 3
MP	JS	29:C20:6	-	170	Yes	-	72F	47 4 4
GMO	LG	15:M20:6	-	140	Yes	-	68G	168 4 4
MKT	SW	9:H5:2	9:I4:2	40	Half	①	50I	201 4

Notes: ① \$40 to the bank for terrain costs

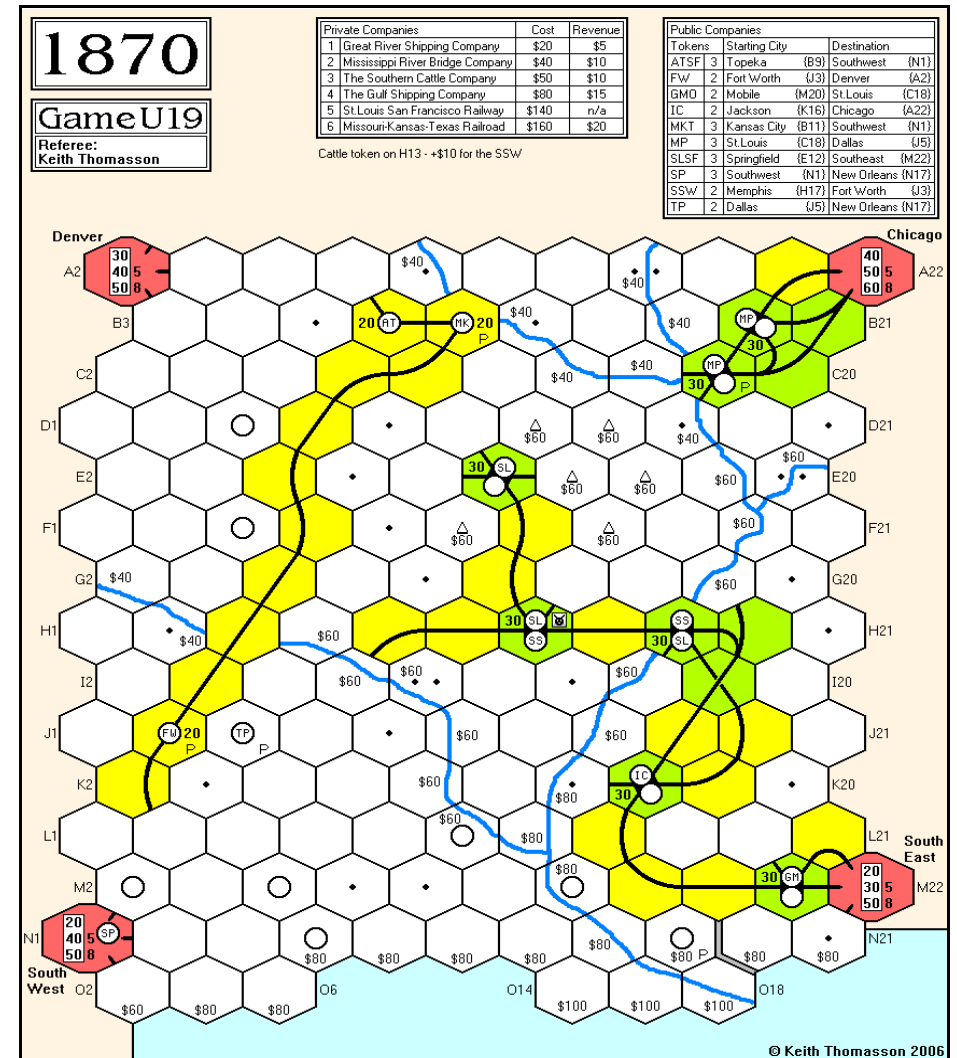
OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SLSF	LG	7:L21:4	-	90	Yes	-	110D	168 3
IC	MH	20:I18:2	-	200	Half	-	76E	424 3 3
SSW	MB	9:H11:3	8:H9:3	190	Yes	-	82E	346 3 3
MP	JS	23:B21:2	-	200	No	-	68F	257 4 4
GMO	LG	29:H19:5	-	140	Yes	-	72G	224 4 4
MKT	SW	57:J3:2	8:K2:2	60	Half	-	50I	248 4

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Lyndon Gurr	61	117	116	294	1,170	29.1	8
Stephen Webb	28	62	34	124	592	14.7	3/7
John Shelley	10	138	38	186	758	18.8	6
Mike Hutton	8	72	68	148	658	16.3	5/6
Martin Butcher	69	121	109	299	849	21.1	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)			72G	76E	50I	68F	110D		82E	
Company credit			224	424	248	257	168		346	
Redeemed shares			-	-	1	-	-		1	
Tokens	3+D	2+D	1+D	1+D	2+D	1+D	D	3+D	D	2+D
Trains			4 4	3 3	3	4 4	3		3 3	
Bank cash: \$9,282										
Certificate limit: 13										
Trains: 4 x '5', 3 x '6'...										
Current operating order:										

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds				
Yellow	1/1	2/1	3/3	4/6	5/1	6/1	7/7	8/10	9/14	55/1	56/1	57/4			
	58/4	69/1													
Green	14/1	15/-	16/2	17/2	18/2	19/2	20/1	23/3	24/4	25/3	26/2	27/2			
	28/2	29/1	141/2	142/2	143/1	144/1									



Orders required for the following round

By the early deadline

SR5



1870-O20

The SLSF is almost fully subscribed.

PUBLICS

Stock Round 1 - Public Companies

Don	Stephen	Willem	Roger	Simon
+ MKT/Pres {76}	+ SP/Pres {72}	+ SLSF new	+ SP new	+ SLSF new
+ MKT new	+ SP new	+ SLSF new	+ SLSF new	+ SLSF new
+ MKT new	+ SP new	+ SLSF new	+ SLSF new	✗
+ MKT new {floated}	+ SP new {floated}	✗	✗	✗
✗	✗	Priority for SR2		

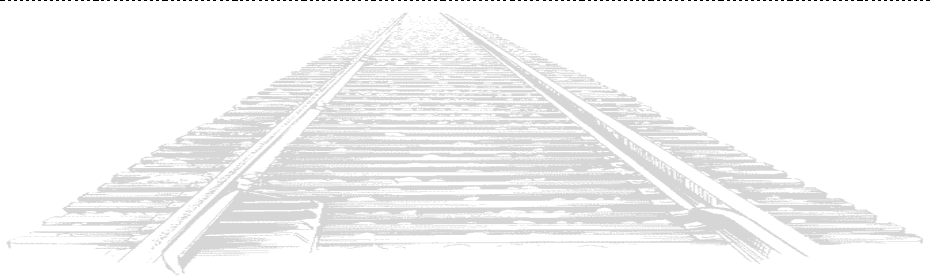
Cash Flow	b/f	Publics	c/f	Value	%	Certs
Simon Cutforth	210	-200	10	486	21.8	5
Don Smith	400	-380	20	420	18.9	5
Stephen Webb	370	-360	10	420	18.9	5
Willem Moene	340	-300	40	420	18.9	4
Roger Krueger	280	-272	8	480	21.5	4

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Simon Cutforth	MRBC, MKT	-	-	-	-	1	-	2	-	-	-
Don Smith	GRSC	-	-	-	-	5P	-	-	-	-	-
Stephen Webb	SCC	-	-	-	-	-	-	-	5P	-	-
Willem Moene	GSC	-	-	-	-	-	-	3	-	-	-
Roger Krueger	-	-	-	-	-	-	-	4P	1	-	-

Bank (new)	10P	10P	10P	10P	4	10P	1	4	10P	10P
Price (par)					76		100	72		
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)					76D		100A	72E		
Company credit					760		1000	720		
Redeemed shares					-		-	-		
Tokens	3+D	2+D	2+D	2+D	3+D	3+D	3+D	3+D	2+D	2+D

Trains		
Bank cash: \$9,432	Certificate limit: 13	Trains: 7 x '2', 6 x '3'...
Current operating order:	SLSF, MKT, SP	

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)	Southeast (M22)
SP	3	Southwest (N1)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)

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Orders required for the following rounds	By the early deadline
OR1, SR2	



1895-L20

The STA joins the party.

OR1 - SR2

ORI	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
OME	MB	815:C11:1	-	-	①	90B▼	510	2H
SD	RK	57:D18:3	-	-	①	60E▼	330	2H

Notes: ① 40 RM to the bank for a '2H' train

Stock Round 2

Martin	Roger	Tim
X	X	- 1 OME {+80C} - 1 SD {+50F} + STA new
X	+ OME new	+ STA new (floated - price +80D)
X	+ OME new	X
X	X	Priority for SR3

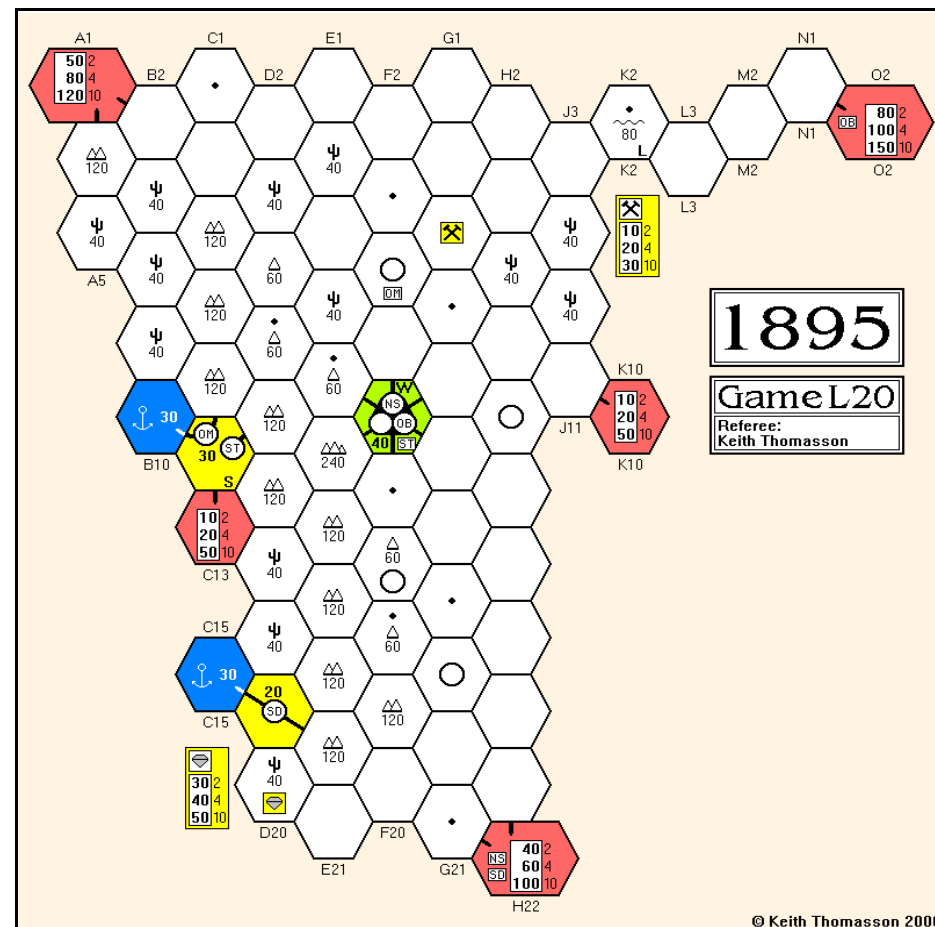
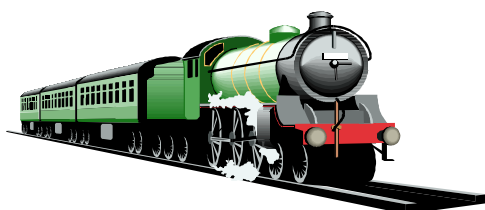
Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Roger Krueger	220	0	-160	60	470	35.2▼	7
Tim Franklin	0	5	10	15	435	32.4▲	7
Martin Butcher	35	0	0	35	435	32.4▼	5

Portfolio	PCS/Oblig	STA	OME	SD	OB	NS
Roger Krueger	OB	-	2	5P	-	-
★ Tim Franklin	ML STA SD	5P	-	-	-	-
Martin Butcher	OME	-	5P	-	-	-

Bank (new)	-	4	1	3	9P	10P
Bank (pool)		-	1	1		
Price		80D	80C	50F		
Company credit		350	670	330		
Tokens		4	2	2	2	2
Trains		-	2H	2H		

Bank cash: 6,404 RM	Certificate limit: 13	Trains: 2 x '2H', 3 x '3H'...
Current operating order:	STA, OME, SD	

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



Orders required for the following rounds

By the early deadline

OR2, SR3



18EU-B19

One rather quiet operating round.

OR11

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GS	SW	58:D5:3	690	Yes	-	270A	291	8 5
FN	PB	-	240	Yes	-	150C	155	6
BN	MF	582:M16:3	430	Yes	-	150C	224	5 P
RB	PB	-	320	Yes	-	135C	1	8
RA	NW	-	300	Yes	-	135C	384	5
DR	DS	544:B9:1	430	Yes	① ②	135C	194	8 P
IS	NW	-	240	Yes	-	122D	272	6
RP	PB	576:H19:4	360	Yes	-	110C	100	8

- Notes: ① Places a token in D3
② 100 to the bank for a Pullman

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Neil Walters	899	460	1,359	3,471	22.4	13
Peter Berlin	787	496	1,283	2,693	17.4	13
Mark Frueh	797	542	1,339	3,296	21.3	12
Don Smith	55	417	472	1,947	12.5	9
Stephen Webb	625	739	1,364	4,096	26.4	13

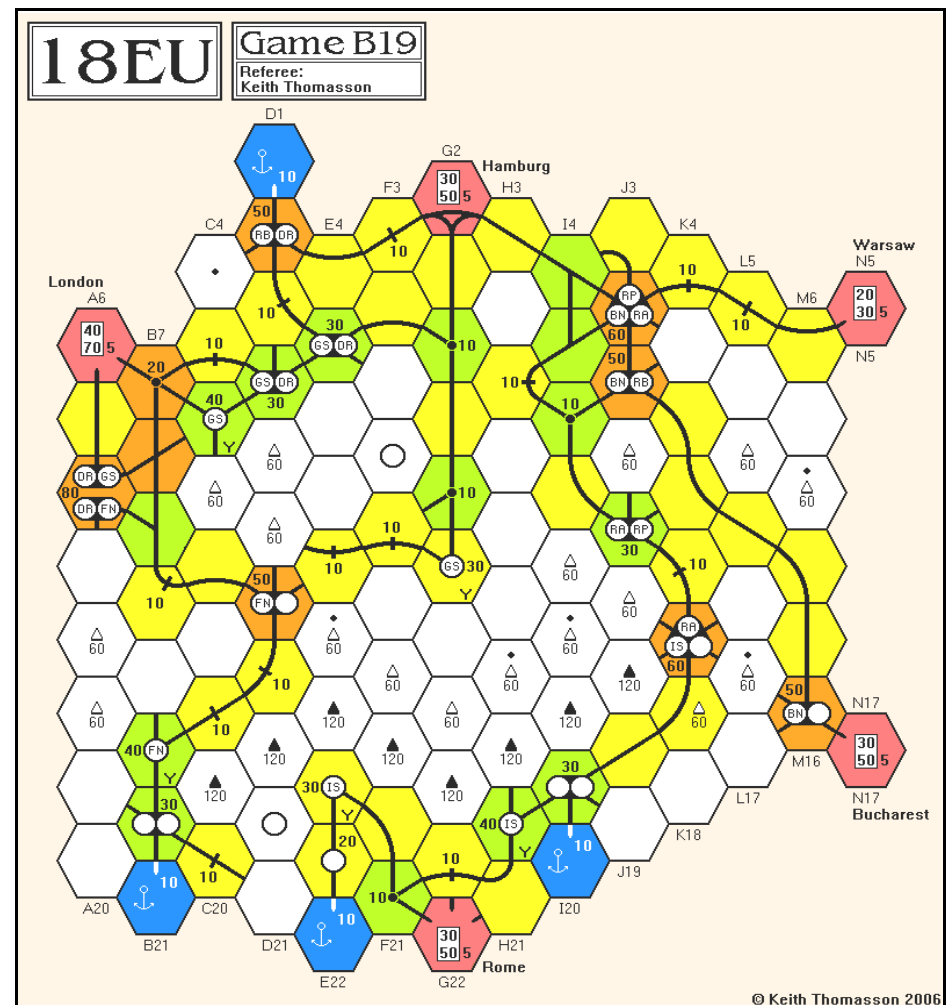
Portfolio	BN	DR	FN	GS	IS	RA	RB	RP
Neil Walters	1	-	1	1	6P	6P	-	-
Peter Berlin	-	-	5P	-	-	-	5P	6P
Mark Frueh	6P	-	1	2	1	1	1	1
Don Smith	-	6P	1	1	-	1	-	1
Stephen Webb	3	4	-	6P	1	-	-	-

Treasury	-	-	-	-	1	-	-	-
Bank pool	-	-	2	-	1	2	4	2
Price	150C	135C	150C	270A	122D	135C	135C	110C
Company credit	224	194	155	291	272	384	1	100
Tokens	2	-	2	-	2	2	3	3
Trains	5 P	8 P	6	8.5	6	5	8	8
Bank cash: 4,562	Certificate limit: 13				Trains: 4 x '8' (plus 3 x Pullman)			
Current operating order	GS, FN, BN, RB, RA, DR, IS, RP							

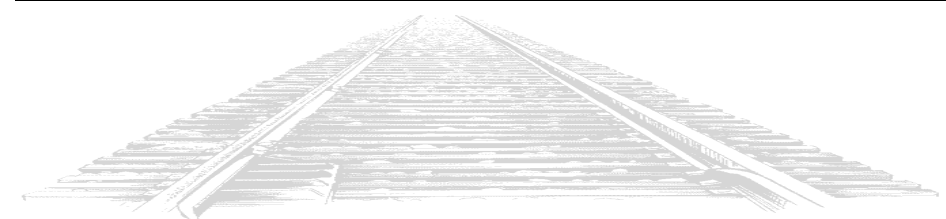
Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds									
Yellow	3/6	4/5	7/2	8/6	9/9	57/7	58/7	201/5	202/9											
Green	14/2	15/1	80/4	81/4	82/3	83/2	141/4	142/3	143/1	144/1	576/2	577/4								
			578/3	579/2	580/1	581/2														
Brown	145/4	146/4	147/3	544/2	545/3	546/3	582/5	583/-	584/-	611/8	Grey	513/5								

Peter, if you are wondering why you didn't do more with your companies, the most likely reason is that you sent me a copy of your orders for operating round 9. I only realised this for sure when you asked for the RP to buy the '8' train that it already had.

With no orders from Neil I was half tempted to run the second operating round of this pair, but realised no time will be lost as long as we get to do the stock round next month.



Orders required for the following rounds	By the early deadline
OR12, SR6	Adjudication can pause between rounds if requested





18KAAS-O19

The final companies are floated.

SR6

The B&M ran for 200 in OR7, as it had a route for its second '3' train.

Stock Round 6

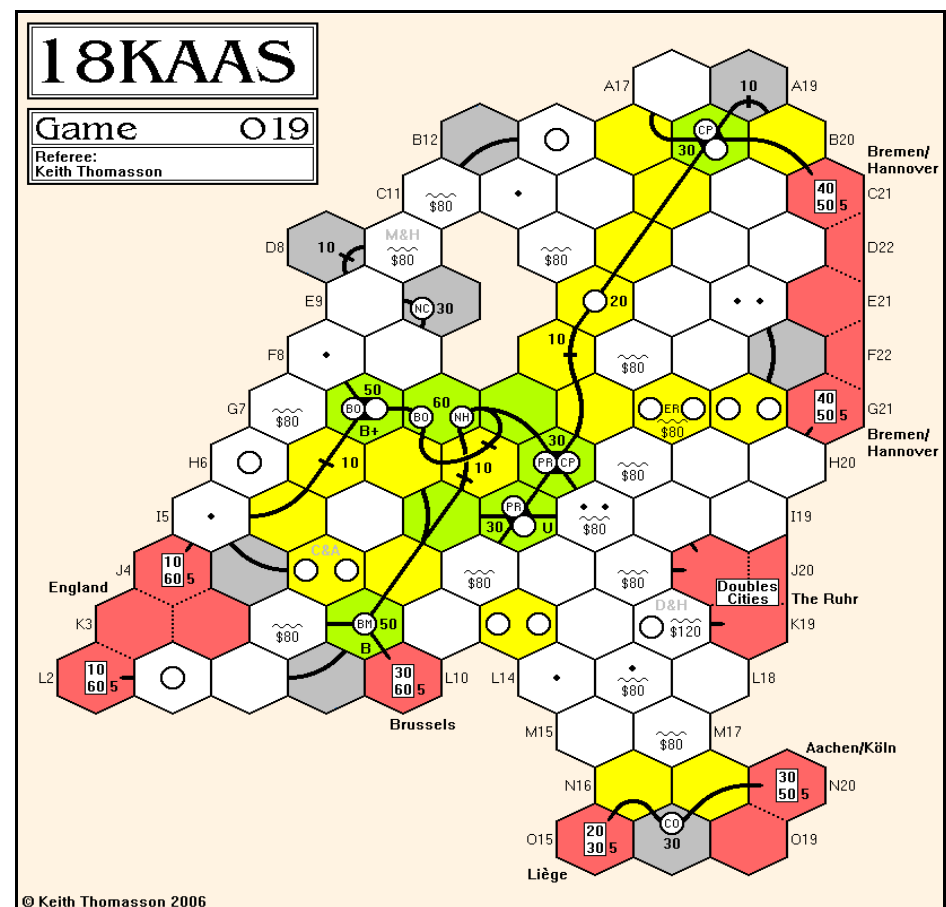
Lyndon	Alan	Willem	Martin	Tony
- 2 B&M {+90D}	- 1 PRR {+}	+ CPR pool	+ C&O new	+ B&M new
- 2 B&O {+100C}	- 1 NYNH {+}			
+ NYC/Pres {76}	+ Erie/Pres {100}			
+ CPR pool	+ Erie new	+ CPR pool	+ C&O new	+ CPR pool
+ CPR pool	+ Erie new	- 2 CPR {+}	+ C&O pool	- 1 C&O {+82C}
+ CPR pool	+ Erie new	+ NYNH new		+ B&M pool
+ NYC new	+ Erie new {floated}	+ NYNH pool	+ C&O new	✗
+ NYC new		+ NYNH pool	+ C&O new	✗
+ NYC new	✗	+ NYNH pool {gains Pres}	✗	✗
- 2 NYNH {+}	✗	✗	✗	✗
+ NYC new	✗	✗	✗	✗
+ NYC new {floated}	✗	✗	✗	✗
- 1 NYC {+71E}	✗	✗	✗	✗
+ CPR pool	✗	✗	✗	✗
+ PRR pool	✗	✗	✗	✗
+ Erie new	✗	✗	✗	✗
✗	Priority for SR7			

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

Bank (new)	-	-	-	-	3	4	-	-
Price (new)	90	100	90	76	100	76	67	71
Bank (pool)	1	2	-	-	-	1	4	4
Price (pool)	90D	100C	90B	75F	100A	71E	70G	80F
Company credit	395	600	520	270	1,000	760	254	98
Tokens	2	2	-	2	3	4	1	2
Trains	5.3	3.3	4	4	-	-	3	3
Bank cash: \$7,968	Certificate limit: 13				Trains: 2 x '4', 3 x '5'			
Current operating order:	B&O, Erie, B&M, C&O, PRR, CPR, NYC, NYNH							

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

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Willem Moene	285	-277	8	983	18.4▼	10
Martin Butcher	463	-442	21	1,236	23.1▼	12
Tony Sait	167	-160	7	962	18.0▲	10
Lyndon Gurr	272	-224	48	1,103	20.6▲	12
Alan Harvey	501	-450	51	1,066	19.9▲	9



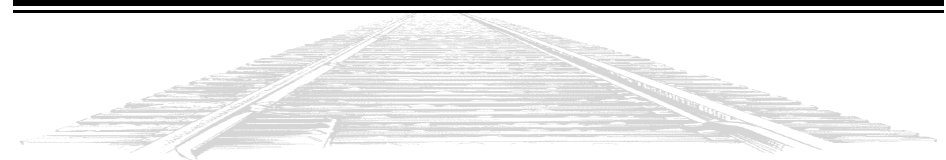
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Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested





6 NIMMT! 11

It's the final showdown.

ROUNDS 9-10

Hand 1 (1-104)

			94
100	66		93
99	60		92
90	56	57	91
89	55	46	88
1/12	2/16	3/2	4/10

Hand 2 (1-104)

		87	
	98	83	53
73	90	82	44
1/1	2/4	3/3	4/6

John (3) takes row 3 for 1 pt, Steve (17), Jim (40), Kevin (41), Roger (42), Michael (46) takes row 3 for 7 pts, Mick (57), Colin (66).

John (16), Roger (17), Colin (30), Kevin (31), Steve (44) takes row 4 for 7 pts, Mick (53), Michael (70), Jim (73) takes row 1 for 15 pts.

Hand 3 (1-84)

			84
82		74	83
81	65	62	79
58	63	60	78
54	56	59	77
1/4	2/4	3/6	4/9

Hand 4 (1-84)

	82		
	80		
39	78		
36	61		
17	60	75	71
1/3	2/9	3/2	4/1

Roger (39) takes row 2 for 7 pts, Jim (43), Steve (47), Mick (50), Michael (53), Kevin (56) takes row 2 for 7 pts, Colin (63), John (65).

Steve (17) takes row 1 for 2 pts, Colin (36), Mick (39), Jim (46), John (52), Michael (64), Kevin (71) takes row 4 for 5 pts, Roger (75) takes row 3 for 9 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	7	7	8	11	33
Kevin Lee	8	13	7	6	34
Colin Sharpe	10	1	16	7	34
Mick Haytack	0	3	5	31	39
Jim Reader	8	31	5	0	44
John Colledge	1	9	26	21	57
Steve Ham	24	25	6	12	67
Roger Trethewey	34	23	7	23	87

Kevin took seven points in hand three, but still hung on to the lead, as both Michael and Jim had increased their scores by then. Kevin then took five more points in hand four and slipped to joint second - but only by one point. It all hinges on the final round.



Hand 1 (1-104)

			94
100		44	93
99	85	39	92
90	84	29	91
89	83	16	88
1/12	2/1	3/8	4/10

Hand 2 (1-104)

42			77
40			65
33		87	63
32	98	83	53
29	90	82	44
1/11	2/4	3/3	4/6

Kevin (16) takes row 3 for 2 pts, Michael (29), John (39), Roger (44), Colin (68), Steve (83) takes row 2 for 17 pts, Mick (84), Jim (85).

John (29) takes row 1 for 1 pt, Roger (32), Colin (33), Mick (40), Kevin (42), Steve (63), Jim (65), Michael (77).

Hand 3 (1-84)

			84
		74	83
64	65	62	79
61	63	60	78
55	56	59	77
1/9	2/4	3/6	4/9

Hand 4 (1-84)

74		76	37
65	83	75	30
1/2	2/1	3/2	4/4

Steve (18) takes row 1 for 4 pts, Mick (19), Roger (20), Jim (21), John (40), Michael (55) takes row 1 for 9 pts, Kevin (61), Colin (64).

Mick (30) takes row 4 for 1 pt, Roger (37), Steve (54), John (57), Michael (65) takes row 1 for 5 pts, Colin (74), Kevin (76), Jim (83) takes row 2 for 9 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Colin Sharpe	10	1	16	7	34
Kevin Lee	10	13	7	6	36
Mick Haytack	0	3	5	32	40
Michael Graystone	7	7	17	11	42
Jim Reader	8	31	5	1	45
John Colledge	1	10	26	21	58
Roger Trethewey	34	23	7	23	87
Steve Ham	45	25	6	12	88

Kevin start this round by slipping to third place. He stays there until Michael collects nine points in hand three, putting him off the lead and out of contention. None of the front runners took any penalties in the rest of the game, so Kevin loses out to Colin by two points.

1st	Colin Sharpe	34
2nd	Kevin Lee	36
3rd	Mick Haytack	40
4th	Michael Graystone	42
5th	Jim Reader	45
6th	John Colledge	58
7th	Roger Trethewey	87
8th	Steve Ham	88

Congratulations, Colin. Time to talk about luck next month as this one goes to bed.



ACQUIRE 42

Lady Luck is sometimes blind.

GAME OVER

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

Lyndon Gurr (2nd): Somehow I managed not to win this game from a position of strength. I allowed John to take the majority in Continental and, crucially, Willem to equal my holding in Tower. My long term planning was not as good as it should have been. Well done to Willem for taking advantage and coming through to pip me.

John Marsden (3rd): I don't think I did anything particularly wrong - the tiles didn't come right, and it just wasn't going to be my game.

Most games that can be broken by bad luck turn people away, but not Acquire. Perhaps it is because you always have the hope that the luck will turn your way, and the journey is enjoyable even if it doesn't happen.

PREVIEW

The next three issues see ten new games scheduled, and it could be more by the time all three have seen the post box. I am opening a Saint Petersburg list, so feel free to sign up for the first game.

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

- #131: 1835, Acquire, Bus Boss (The Valleys of South Wales), The Sceptre of Zavandor
- #132: 1830, 1837, Puerto Rico, Railway Rivals (Devon and Cornwall)
- #133: 1825 Unit 3, Railroad Tycoon



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Feb 27th	The Tangerine Terror 32
Feb 28th	Bloodstock 187
Mar 5th	Minstrel 286
Mar 8th	Hopscotch 224
Mar 7th	Counter 32, Ode 273
Mar 9th	The Abyssinian Prince 300
Mar 14th	Save Your xxs For Me 26
Mar 21st	...mais n'est-ce pas la gare? 60, Variable Piq 102

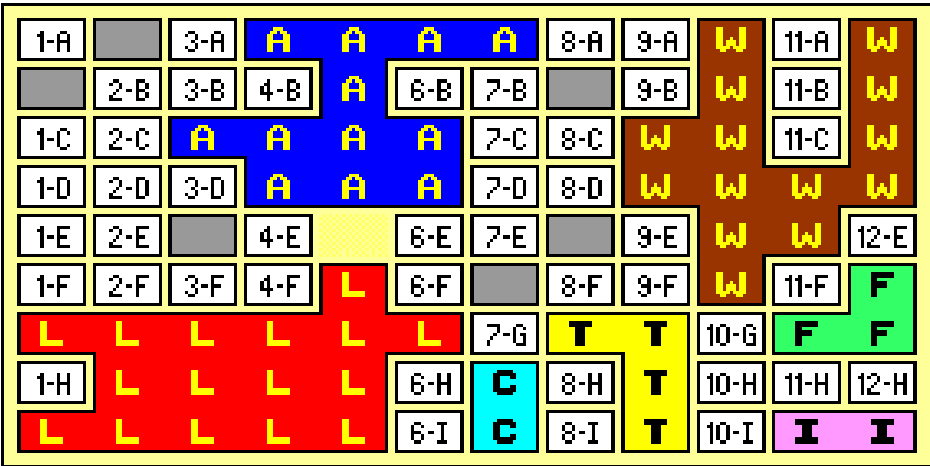


ACQUIRE 43

Two mergers, both chains being reformed right away.

ROUND 9

John	3-G	Buys 3 Imperial @ £400.
Tony	9-H	Buys 3 American @ £700.
Bob	5-A	American takes over Imperial, bonuses for John (£4,000) and Lionel (£2,000), Bob sells 3 for £1,200, Lionel swaps 4 for 2, John retains 6. [Dead tiles: 5-E] Buys 3 Tower @ £400.
Lionel	11-I	Forms Imperial, one free share. Buys 3 Tower @ £400.
Kevin	11-D	Worldwide takes over Continental, bonuses for Kevin (£6,000) and Bob (£2,000), Kevin swaps 2 for 1, sells 4 for £2,400, Bob sells 5 for £3,000. Buys 3 Worldwide @ £800.
John	7-I	Forms Continental, one free share. Buys 3 Continental @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	7	10	1	-	-	-	-	£6,000	£25,000
Lionel Robbins	-	8	2	6	10	-	1	£3,700	£29,300
Kevin Lee	-	1	4	-	13	-	-	£6,100	£32,100
John Colledge	7	-	-	-	-	4	6	£12,300	£36,500
Tony Wilcock	-	3	6	10	-	-	-	£600	£22,600
Bank Stock	11	3	12	9	2	21	18		
Chain Size	16	4	12	3	14	2	2		
Chain Value	700	400	800	400	800	400	400		

Your tile was a random pick, Tony, as the one you ordered could not be laid.

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

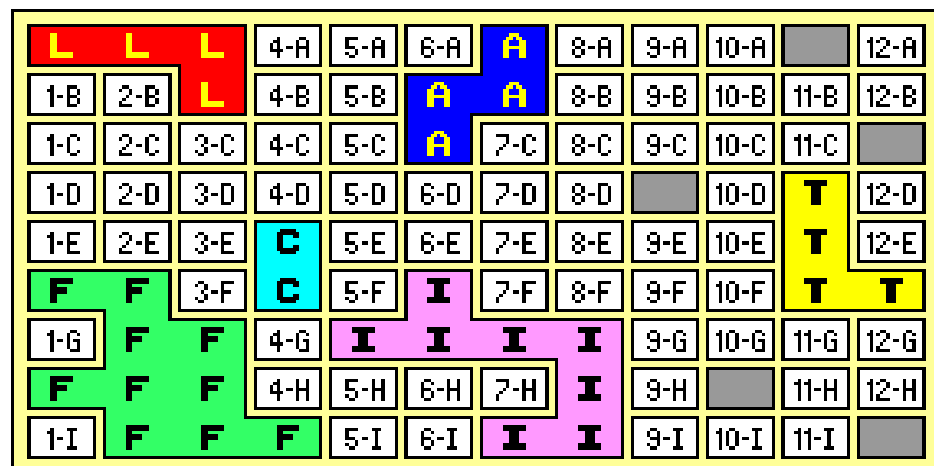


ACQUIRE 44 {SP}

No mergers, no new chains,
just one special power.

ROUND 6

John 2-F Buys 3 Imperial @ £800.
Michael 6-F Buys 1 Continental @ £400.
Colin 2-I {Uses 'Buy 5' Power} Buys 5 Festival @ £700.
Mick 1-A No purchases.
John 1-F Buys 3 Luxor @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	5	3	-	-	-	9	3	£500	£17,700
John Colledge	10	-	-	3	-	-	5	£3,400	£27,300
Michael Graystone	3	-	6	3	-	5	4	£200	£24,500
Colin Sharpe	-	6	3	12	4	2	-	£2,700	£29,300
Bank Stock	7	16	16	7	21	9	13		
Chain Size	4	4	4	10	-	2	8		
Chain Value	400	400	500	700	-	400	800		
Powers used:	Mick: 3F/B5/T5			John: T5		Michael: 3F/T5		Colin: B5/T5/P4	

Playing sequence

Michael, Colin, Mick, John, Michael again

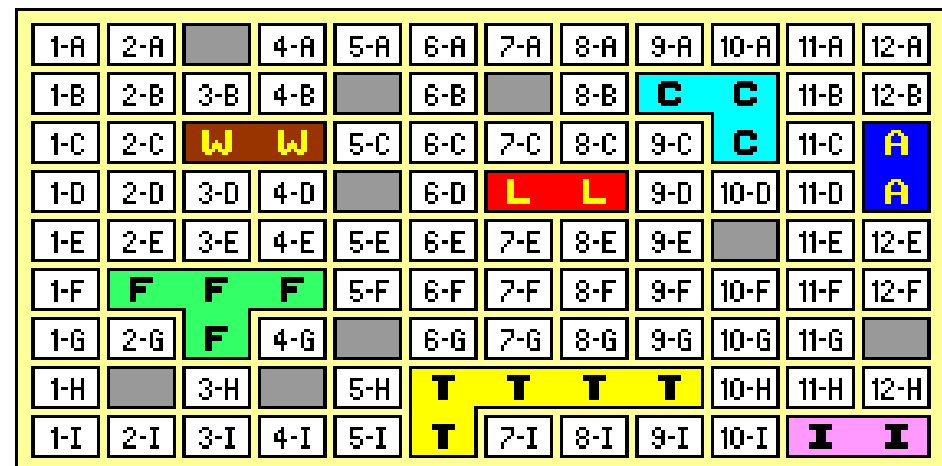


ACQUIRE 45

All seven chains are no in play.

ROUND 4

Kevin 12-C Forms American, one free share. Buys 3 American @ £300.
Colin 5-G Buys 2 Tower @ £400, 1 Worldwide @ £300.
Michael 4-F Buys 3 Worldwide @ £300.
John 9-B Buys 3 Luxor @ £200.
Tony 9-H Buys 2 Festival @ £500, 1 Worldwide @ £300.
Kevin 10-E Buys 3 Luxor @ £200.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	-	-	7	3	-	3	£900	£15,600
John Colledge	10	-	-	3	-	-	4	£1,800	£15,400
Tony Wilcock	-	-	-	2	1	4	-	£3,500	£14,300
Kevin Lee	6	7	4	-	-	-	-	£2,400	£16,300
Colin Sharpe	-	8	-	-	5	-	-	£2,500	£16,000
Bank Stock	6	10	21	13	16	21	18		
Chain Size	2	5	2	4	2	3	2		
Chain Value	200	500	300	500	300	500	400		

Playing sequence

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





AUSTRALIAN RAILWAYS 1

Things are evening out.

ROUND 4

Goods Growth

Ore to Ballarat, Food to Mount Gambier, Ore to Tumbarumba, Wool to Parkes

Auctions

	Bids:	MP	TW	BE	MB
4a: Bendigo & Griffith (8)		1	5	-	6
Build roll: 6 (not built)		*7*			
4b: Mount Gambier & Ararat (5)		-	1	2	3
Build roll: 12 (built)		-	*4*		
4c: Wagga Wagga & Tumbarumba (7)		-	-	1	2
		-	-	3	4
Build roll: 7 (built)		-	-	*5*	

Commodity Movement

			Income:	7	4	3	7
Martin	Ore	Bombala to Melbourne	-	1	-	-	2
Marcus	Ore	Ballarat to Melbourne	2	-	-	-	-
Tony	Food	Mount Gambier to Ballarat	-	2	-	-	-
Bruce	Food	Orange to Sydney	-	-	-	1	-
Martin	Goods	Sydney to Bendigo	-	1	-	-	1
Market loss number:		9	Income lost:	-1	-	-	-1
			Income:	8	8	4	9

Martin becomes the Train Player (income 9/cash 19).

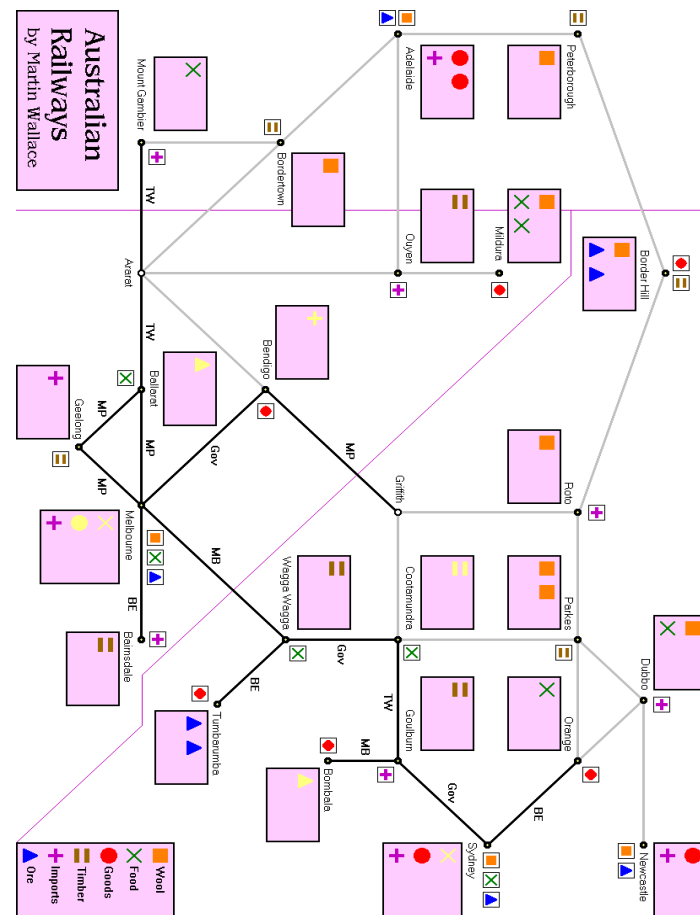
Bank Loans	Acquired	Total	Interest	Retired	c/f
Martin Butcher	-	10	-2	-	10
Marcus Pratt	-	20	-4	-	20
Tony Wilcock	-	30	-6	-	30
Bruce Edwards	-	10	-2	-	10

Martin	Timber	◇	Link 5a: Bordertown & Ararat (5)
Marcus	Timber	◇	Link 5b: Ararat & Ouyen (6)
Tony	Ore	◇	Link 5c: Adelaide & Ouyen (6)
Bruce	Imports	◆	Link 6a: Orange & Dubbo (6)
Government link:		◆	Link 6b: Parkes & Dubbo (5)
None		◆	Link 6c: Mildura & Ouyen (4)



Cash flow

	Marcus	20	Tony	16	Bruce	20	Martin	8
Cash b/f		10		13		9		10
Auction & Builds	-7	3	-4	9	-5	4	-	10
Income	+8	11	+8	17	+4	8	+9	19
Acquired Loans	-	11	-	17	-	8	-	19
Interest	-4	7	-6	11	-2	6	-2	17
Retired Loans	-	7	-	11	-	6	-	17
Cash c/f		7		11		6		17



Orders required

Martin leads the playing order

Place goods, railway link bids 5a, 5b and 5c, commodity movement, loans



BATTLE! 3

It's all over bar the crying.

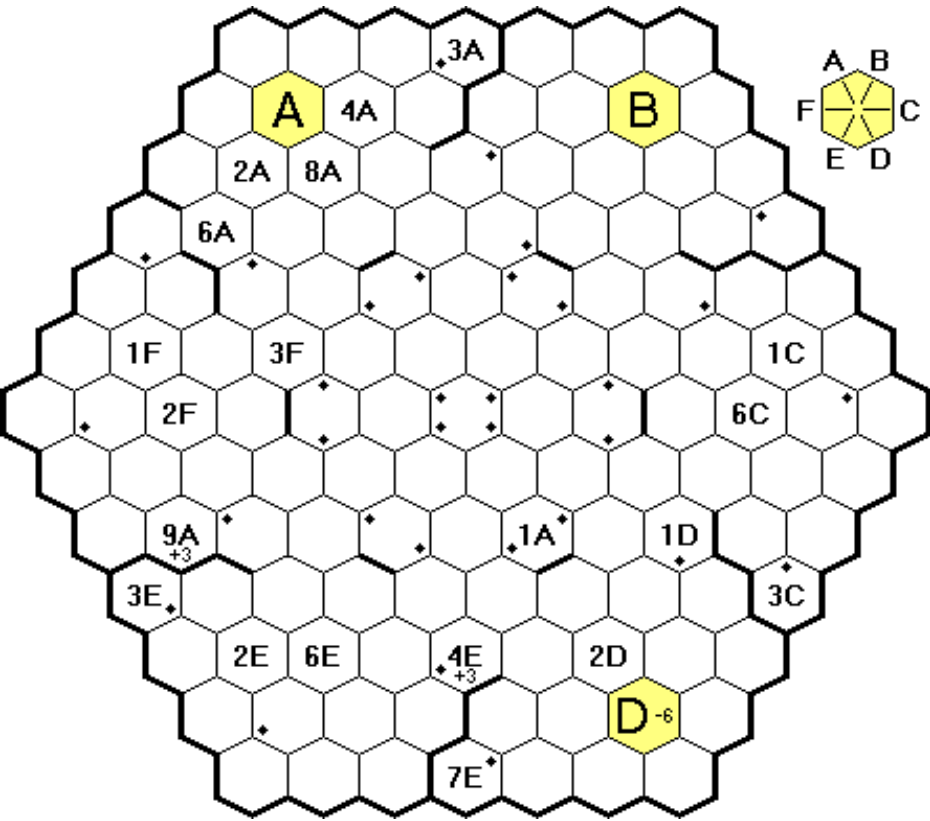
ROUND 20

Team	Research	PP	Units	M	C	A	S	E	D	P	R	B	H
Antz Marcus Pratt	✖ Level 10	14	1A	3	0	5							
			2A	1									
			3A	1									
			4A	3	0	1	1/0	0	1				
			6A	2	2	1	1/0	2					
			8A	1	0	1	1/0	1	1	0	1	1	1
			9A	5	0	5	1/0	1	1	0	3	0	3
Cohen {Allan Stagg}	Base destroyed	-	1C	1									
			3C										
			6C	1	0	2	1/0	0	5	0	2	0	1
Droid Joakim Spångberg	✖ Level 6 Base at 4	5	1D	1	4	4	1/2	2	2				
			2D	1	2	1							
Everjoice Steve Ham	Base destroyed	-	2E	0	0	0	0/0	0	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	4	2	1	0	1
			7E	1									
Team Fred {Peter Hawkins}	Base destroyed	-	1F	1	0	2	0/0	0	0	0	2		
			2F	2	0	2	0/0	0	0	0	1		
			3F										
			6F										

- New units: 2A, 2D and 2E.
- Movement: The Antz aerial units move south, while the Everjoice units move in on the Droid base.
- Combat: 1A→1E @x2, 6A→6F 2x2, 9A→E base 5x2, 4E→D base 3x2, 4E→1A, 2x2.
1A drops to the ground, units 1E and 6F are destroyed, as is the Everjoice base.
- Conversion: None.
- Build: None.
- Attrition: Units 2C and 7F disappear due to attrition.

Congratulations to Steve Ham for his third placing. He just didn't have an answer to the aerial attackers, with 9A able to fire over his defending units and take the base out from above. Joakim has played a very quiet game, but will claim second place by simply surviving long enough.

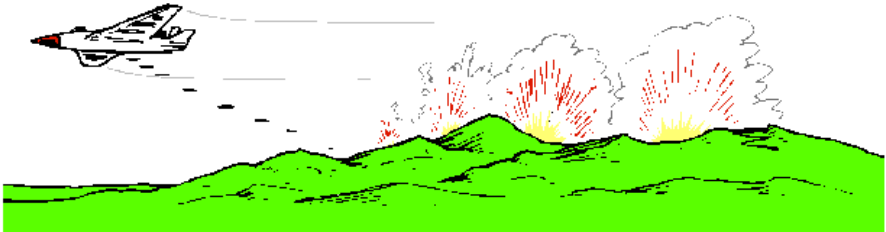
As the last round will be the last, game end comments are more than welcome from everyone who has been involved. Even if Antz decides not to finish off the Droid base - and there's nothing actually stopping him - we'll close the game next time.



Orders required

Attribute order: MCASEDPRBHx

Production, moves, combat and conversion for round twenty one





BREAKING AWAY 15

Six riders score points
while three riders are dropped.

ROUND 9

Pos	Riders	New
87	Knizia	3
86	-	
85	-	
84	Acol Ace {6 pts}	3
83	No Trump {3 pts}	4
82	-	
81	O'Neill {5 pts}	3
	One Spade {8 pts}	
	Bidford {4 pts}	
	Jackson {2 pts}	
80	Pershore	7
	Teal'c	
	Moon	
79	Kramer	10
	Vulnerable	
78	-	
77	-	
76	Stratford	3
75	Yamashita	4
74	-	
73	Smallspy	3
72	Midspy	4
71	-	
70	-	
69	Evesham	3
	Bigspy	
	Wallace	
68	Eggspy	6
67	Hyaku Dan	7



There are three more riders behind those you can see. Carter is on 62, Negishi is on 61, and Sankeien is on 60. Although they have some half-reasonable cards, they're too far adrift and cannot join up with the rest of the race, so I'm going to drop them. The thought of dropping Carter isn't exactly easy, I must say.

Orders required

Cards for round ten



BREAKING AWAY 16

Twenty four riders gather
for another paper chase.

NEW GAME

The team captains for the latest game are:

Simon Brooks	7 Birling Way, Uckfield, East Sussex, TN22 1LP
Tim Franklin	9 Brook Walk, Witham, Essex, CM8 1DQ
Steve Ham	103 College Road, Norwich, NR2 3JP
Sharon Khan	2 Rectory Road, Campton, Shefford, SG17 5PF
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan

The first question for this game is which rules set we're using. Everyone made their views known, and most were in favour of the original rules or not concerned either way. Jim thought the original rules made it almost impossible to catch a player who's out in front, but was willing to go with the majority, so original rules it is.

Of course, the whole point of breaking away and getting away is that it can be a good thing, and you don't want to let someone else do it. From my limited knowledge of bicycle racing, I think that is true of the real thing as well.

The revised rules (version 2.3) can be found on the web site at (www.fwtwr.com) in the postal gaming section. The differences between these and the original rules are straightforward. In the original game there is no cap of 15 for replacement cards (delete rule 6.7), and the rider out front always gets a replacement card equal to the number of spaces he leads by (modifies rule 6.9). Other than that, it's all the same.

So, the second thing to be done is to select the card values for your team of four riders. These are the options you get.

Rider	Number of cards	Card Values Allowed	To total
A	3 or 4	1 to 15	30
B	3	1 to 15	25
C	3	1 to 15	20
D	3	1 to 15	16

If any of the totals are out, I shall take the rider's highest card (or one of them if there are two or more the same) and increase or decrease its value until the right total is reached.

Names are required for teams and riders, but names deemed to be too long may be edited to suit the layout. Jim has already given me his starting details, and I can reveal that the team is called Latex Dipping. You'll have to wait to find out who the riders are.

As a side issue for the start, the other captains are invited to suggest the names that Jim has chosen for his riders. There won't be any points for this, but there might be some fun.

Set up

Team and riders names, and card values for each rider



Bus Boss 290-SEA

COBBER increases again,
with COLIN in pursuit.

ROUND 11

South East Australia

Round 11 Runs			ROLF	GRUB	SNAIL	COB	COLIN	
4	3♠ Toowoomba 8♦ Warrnambool	① COBBER 30 ✕ ROLF ✕ COLIN	-5			+5 +3	-3	22 5 3
8	6♠ Cunnamulla A♦ Melbourne	① SNAIL 15 ① GRUBBY 15		+7	-7			22 8
14	K♥ Bega 9♦ Hay	No entrants						
22	J♦ Warragul A♠ Brisbane	① COBBER 30 ✕ ROLF	-2			+2		28 2
36	K♥ Bega A♠ Brisbane	① ROLF 30						30
37	5♣ Adelaide 3♠ Toowoomba	① COBBER 30 ✕ ROLF	-5			+5		25 5
38	8♦ Warrnambool 10♠ Tamworth	① COLIN 15 ① GRUBBY 15		+4/-4			+4/-4	15 15
39	Q♥ Wagga Wagga Q♣ Mount Gambier	① COLIN 15 ① SNAIL 15			+7/-2		+2/-7	20 10
40	3♦ Melbourne 9♣ Murray Bridge	① COLIN 30						30
41	Q♦ Bairnsdale 6♣ Adelaide	① COLIN 30						30
42	J♥ Canberra 10♠ Mildura	① SNAIL 30 ✕ COLIN			+2		-2	28 2
43	7♥ Cowra 8♠ Wilcannia	① SNAIL 13 ① COBBER 12 ③ GRUBBY 5			+3/-9	+9/-3		19 6 5
44	A♥ Sydney 2♠ Brisbane	① COBBER 30 ✕ ROLF	-2			+2		28 2

SNAIL was excluded from run 40 due to length, while GRUBBY was kept out of run 42 for the same reason.

Round 11 Routes

Routes Of Legend Faraway (ROLF) (Bruce Edwards, Purple)
Bairnsdale - Warragul (5)

Shipping Narcotics In Australian Lands (SNAIL) (Mike Hutton, Red)
Melbourne - Port Pirie - Peterborough (11)

Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY) (Michael Graystone, Brown)
Mildura - Echuca (10)

Canberra-Orbost Lines Into Newcastle (COLIN) (Colin Sharpe, Blue)
Melbourne - Warragul (5)

Crazy Old Buses Bouncing on Every Road (COBBER) (Jim Reader, Yellow)
None.

The short route from Geelong to Melbourne has two owners - COBBER and COLIN - so there is not room for another.

Scores

Runs:	4	8	22	36	37	38	39	40	41	42	43	44	Routes	Score
COBBER	255	22	- 28	- 25	-	15	20	30	30	2	-	6 28	-	364
COLIN	197	3	-	-	-	15	20	30	30	2	-	-	-5	292
SNAIL	151	- 22	-	-	-	10	-	-	-	28	19	-	-11	219
GRUBBY	195	- 8	-	-	- 15	-	-	-	-	- 5	-	-10	213	
ROLF	95	5	- 2	30	5	-	-	-	-	-	- 2	-5	134	

Round 12 Runs

14.	K♥ - 9♦	Bega to Hay
45.	3♥ - K♦	Sydney to Orbost
46.	6♠ - A♦	Cunnamulla to Melbourne
47.	4♠ - J♣	Surfer's Paradise to Horsham
48.	7♦ - 8♠	Echuca to Nyngan
49.	10♥ - 9♦	Yass to Hay
50.	6♥ - 10♦	Bathurst to Albury
51.	J♦ - 4♥	Warragul to Newcastle
52.	K♠ - 8♥	Moree to West Wyalong

Runs

Enter up to 5



Bus Boss 292-FRA

It's not so much GO,
more like GO, GO, GO.

ROUND 8

In run 5, payments between DEAR and BUSBOSS appeared in RR's line. After moving it, DEAR got one less point, RR got one more.

France

Round 8 Runs			GO	GRUB	DEAR	BUM	RR	BUS	
3	A♥ Paris 7♣ Dieppe	① GO 11 ① DEAR 10 ③ RR 5 ③ BUM 4				+1 -4	+3		15 6 2 7
			-3 -1		+4				

6	6♠ Grenoble A♦ Spain	① RR 20 ② GO 10 ✗ GRUBBY	+3/-4 -5					+4/-3 +5		14 11 5
9	2♣ Cherbourg 3♦ Pau	① DEAR 30 ✗ BUSBOSS ✗ RR			+5 +4			-4 -5	-5	21 5 4
10	3♠ Lyon 8♦ Limoges	① BUSBOSS 15 ① BUM 15				+5/-4			+4/-5	16 14
12	9♥ Metz K♦ Lorient	① RR 15 ① DEAR 15 ✗ BUM ✗ GRUBBY		-2	+7 +2	-5 -7		-7 +5		17 6 5 2
13	10♥ Mulhouse 5♦ Toulouse	① GRUBBY 13 ① BUM 12 ③ GO 5	+4/-7 -6 +7/-4			+6				16 6 8
14	2♠ Lyon 2♥ Paris	① BUM 10 ① GO 10 ① RR 10								10 10 10
17	10♦ Nantes 6♥ Orleans	① BUSBOSS 16 ② DEAR 9 ③ GRUBBY 5		+3 +2/-4	+3 +4/-2			-3 -3		22 4 4
18	J♦ Rennes A♠ Switzerland	① GO 30 ✗ RR	+9					-9		21 9

Round 8 Routes

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

Marseille - Toulon, Dijon - Nevers (11)

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

Nimes - Lyon (9) (Brian Tappenden, Orange)

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

Dijon - Nancy, Clermont Ferrand - St.Etienne (12)

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

Tours - Nantes, Metz - Luxemburg (11)

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

Dieppe - Newhaven, Nancy - Mulhouse (12)

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

Dijon - Geneva - Italy (12)

Scores

	Runs:	3	6	9	10	12	13	14	17	18	Routes	Score
GO	52	15	11	-	-	-	8	10	-	21	-12	105
BUM	57	7	-	-	14	5	6	10	-	-	-12	87
BUSBOSS	47	-	-	5	16	-	-	-	22	-	-9	81
DEAR	54	6	-	21	-	6	-	-	4	-	-12	79
RR	33	2	14	4	-	17	-	10	-	9	-11	78
GRUBBY	53	-	5	-	-	2	16	-	4	-	-11	69

Round 9 Runs

11.	4♠ - J♠	Le Mans to Toulon
15.	4♠ - 7♦	Clermont Ferrand to La Rochelle (not yet available)
16.	3♥ - 5♠	Paris to St.Etienne
19.	K♠ - 8♠	Belgium to Marseille
20.	Q♣ - K♥	Lille to Germany
21.	9♦ - 4♥	Tours to Paris
22.	8♣ - 9♠	Amiens to Marseille
23.	A♠ - Q♠	England to Nice
24.	8♥ - 4♦	Dijon to Perpignan
25.	5♥ - 2♠	Reims to Bayonne
26.	7♥ - 3♠	Nevers to Caen

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



BUS BOSS 293-NIT

COLIN's highway is almost complete.

ROUND 4

France

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

Bologna - Rimini - Pesaro 68 - 12 56

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

Torino - France, Milano - Como 64 - 12 52

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

Bologna - Ferrara - Padova 64 - 11 53

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

Cremona - Brescia - Verona 68 - 10 58

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

Genova - Savona, Verona - Trento 64 - 11 53

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



McMULTI 9

Martin says congratulations to Mark.

ROUND 13

1

2

3

4

5

6

A

B

C

D

E

F

Tony Wilcock

1

2

3

4

5

6

A

B

C

D

E

F

Mark Stretch

1

2

3

4

5

6

A

B

C

D

E

F

Mick Haytack

1

2

3

4

5

6

A

B

C

D

E

F

Martin Butcher

Actions

Tony Rolls E-3.

Mick Rolls B-6.

Martin Sells one petrol station and two refineries. Rolls B-1.

Mark Sells two refineries and two oil wells. Rolls E-1.

No market changes.

The next round will be the last.

Players	Dealings		{◇} = indirect hits	Assets hit			Stocks		
	Crude	Petrol		Crude	Petrol	Cash	Crude	Petrol	Cash
Tony Wilcock	+3/I	-		PP ² OR ⁴ {PP ² OR ² } {PP}	-	1	\$722		
Mick Haytack	+2/I	-		{PP OR} PP ² OR ² {PP OR}	2	4	\$638		
Martin Butcher	-	-		{X} X {X}	-	-	\$1,062		
Mark Stretch	-12/D	-4/D		{OR} {X} PP OR OW	2	1	\$1,336		

Sell/Buy	Domestic	International		
Crude	\$7/\$8	\$20/\$21	Next retail petrol sale	\$18
Petrol	\$40/\$42	\$34/\$36	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



DISTORTION 1

The first two pictures are revealed.

ROUND 5

Players	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	Total
Simon Robertson	5	4	5	2	5	3	4	-	-	-	28
Tim Franklin	1	1	2	-	-	4	4	-	-	5	17
Richard Lunn	1	4	-	-	4	4	-	4	-	-	17
Bruce Edwards	-	4	4	4	-	4	-	-	-	-	16
Sharon Khan	1	-	3	3	4	4	-	-	-	-	15
Steve Thomas	3	4	2	3	4	-	-	-	-	-	16
Allan Stagg	4	5	-	2	-	3	-	-	-	-	14
Mike Hutton	1	-	2	2	3	-	4	-	-	-	12
Colin Sharpe	-	-	-	3	-	5	4	-	-	-	12
Roger Trethewey	-	-	-	-	3	5	-	-	-	-	8
Steve Ham	-	-	-	2	-	3	-	-	-	-	5
Don Shailer	-	4	-	-	-	-	-	-	-	-	4

I have one set of orders that starts "A few wild guesses", then goes on to give four answers that would have scored. The only problem is that there is no name on the orders. I know they came by email, but I'm not inclined to search through almost 100 messages for this issue to figure out who it was from. If the sender puts their name against it next time, they'll score some points.

#1

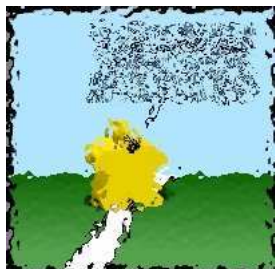
Picture number 1 is the Hedgehog card for the Ark game. This was in the same issue that this game started in, and I thought more people might have seen the similarity, but there you are.

#2

For picture number 2 we have the Eiffel Tower, as used on the cover of the June 2005 issue of the zine.

#3

①



Wrong guesses so far:

Buncefield blaze, bush of yellow flowers/bulbs, buttercup, camp fire, Houses of Parliament, JCB in action, laburnum, landscape, Linus (from Snoopy), Monet painting, Peanuts, plague of locusts (2), ship at sea, soccer player, something giving off smoke, sunflower, sunrise, train (2), Turner painting, Vincent van Gogh.

#4

①



Wrong guesses so far:

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

#5

②



Wrong guesses so far:

Boy Scout, Fortune teller, me, singer with a microphone, someone holding a ball, someone holding a chicken, 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), woman at karate class.

#6

②

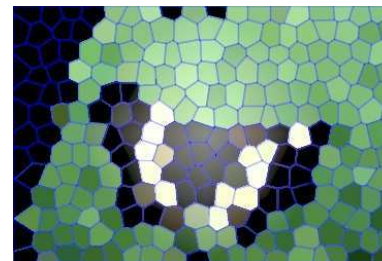


Wrong guesses so far:

Army beret, ghost, meeples (2), piece of fruit, police helmet or cap, star, Mr Therm, wheel.

#7

③



Wrong guesses so far:

Badger, black dog, Christmas tree bauble, cow, dog (2), Lassie, Othello board, Railroad Tycoon game board.

#8

③

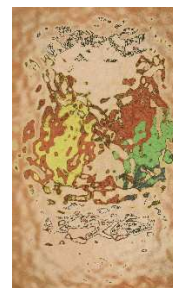


Wrong guesses so far:

Brooch, Christmas card, game board (3), go kart driver, map of Essen, map of village high street, people/person behind a barrier, sprinters at finish line.

#9

④



Wrong guesses so far:

Baby in cot, basket of flowers, card from St. Petersburg, Lion King poster, Porky Pig, Rupert Bear (3), Winnie the Pooh.

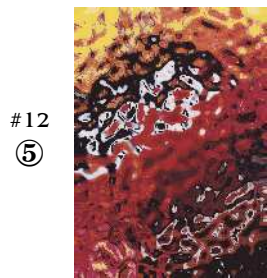
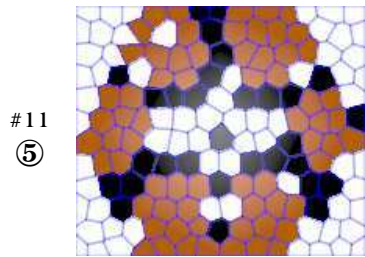
#10

④



Wrong guesses so far:

Bonfire, car driving through avenue of trees, church, dog's face, Lloyd's Insurance building, sea bed.



Orders
Tell me what you think the pictures are



DUNGEONQUEST 4

Crispin gets into the Treasure Chamber.

ROUND 12

	St	Ag	Ar	Lk	LP	Ring	Treasure
Kevin Lee <i>Crispin</i>	7	5	6	5	13 {16}	-	Bracelet - 120 GP Coins - 240 GP Coins - 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

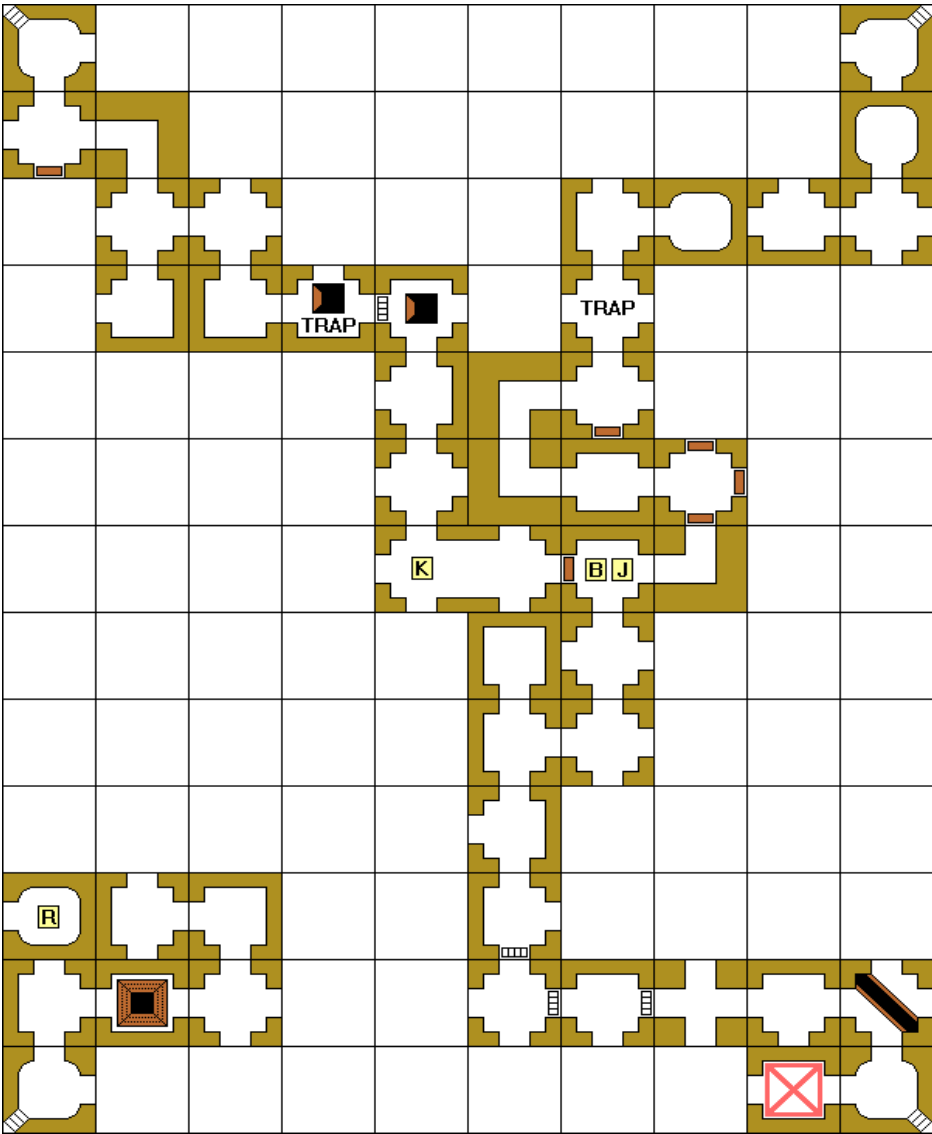
St=Strength ♦ Ag=Agility ♦ Ar=Armour ♦ Lk=Luck ♦ LP=Life Points ♦ { }=original Life Points

Crispin moves south to the Treasure Chamber. His first searches come up with two piles of coins, worth 360 GP in total. Nasty things, coins - they have a tendency to clink. Crispin looks over at the Dragon and sees that he is sleeping. For now.

Ratzinere tries the western door again, but it remains jammed.

Toby the Worm was thinking - there might be a good fairground game in locking someone in a room and asking them to guess the number of bricks they can see.

Mr C III Jr kills the giant spider with a flick of his wrist, and then heads north.



Orders required	14 rounds to go
Moves for round thirteen	



LANCASHIRE RAILWAYS 10

The bids get higher than some expect or hope.

ROUND 2

Auctions		Bids:	LG	RK	MB	TW
2a:	Manchester & Rochdale (7)		1	2	3	4
			5	6	7	-
	Build roll: 9 (built)		*8*			
2b:	Manchester & Warrington (6)		-	1	2	3
			-	4	5	-
	Build roll: 7 (built)		-	*6*		
2c:	Liverpool & Burscough (7)		-	-	1	2
			-	-	3	4
	Build roll: 9 (built)		-	-	*5*	
Commodity Movement			LG	RK	MB	TW
Income:			3	1	3	
Tony	✗		-	-	-	-
Lyndon	Cloth	Manchester to Rochdale	1	-	-	-
Roger	External	Stockport to Warrington	-	2	-	-
Martin	Cloth	Liverpool to Manchester	1	-	1	-
Tony	✗		-	-	-	-
Market loss number:		5	Income lost:		-1	-
			Income:		4	3
					4	-

Lyndon remains the Train Player (income 4/cash 17).

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

Oldham	External	◇	Link 3a:	Oldham & Rochdale (8)
St.Helens	Cloth	◇	Link 3b:	Preston & Lytham, Blackpool, etc. (9)
Manchester	Cloth	◇	Link 3c:	Lancaster & Morecambe, Heysham (5)
Preston	External	◆	Link 4a:	Burscough & Preston (7)
Warrington	Cloth	◆	Link 4b:	Preston & Wigan (7)
Preston	Industry	◆	Link 4c:	Newton & Wigan (5)

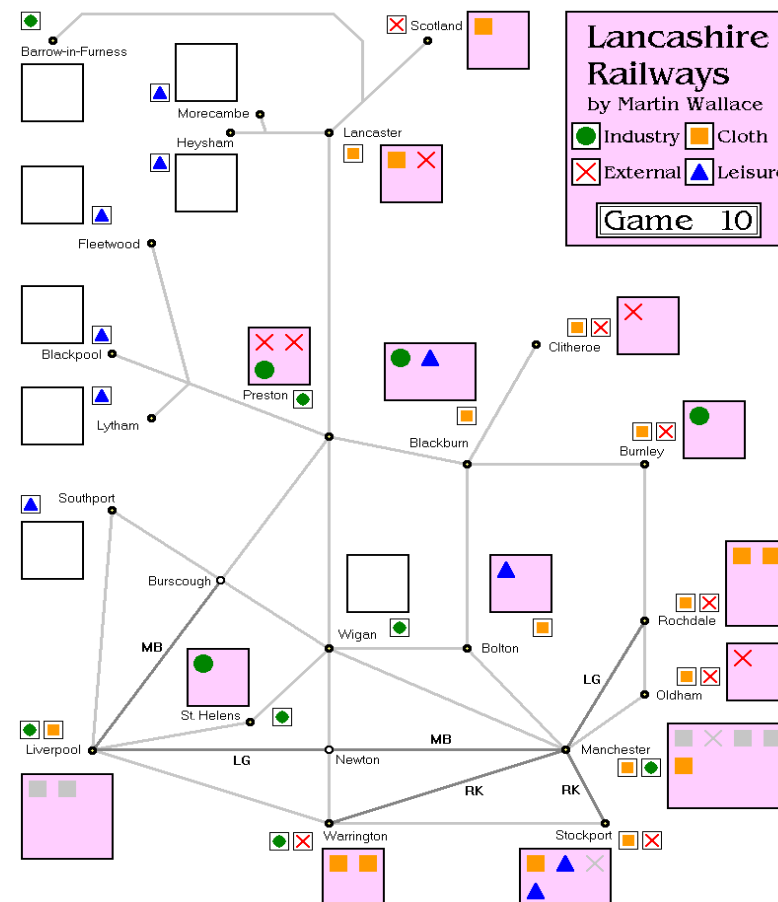
A few more words on commodity movement might be useful.

Plans to ship cloth from Warrington to Stockport via Manchester will not work out, because Manchester accepts cloth, so unloads the wagon before it can move on to Stockport.

Plans to ship cloth from Manchester to Warrington will not work out, because Warrington does not accept cloth. The small symbols outside the commodities box represent the goods that a town will accept. The goods inside the box are those that can be shipped - unless they're greyed out, which means they've already gone.

And although I said it last time, plans to ship goods over a link that is being purchased in this round really need some form of safety net to avoid giving points away to other people.

Cash Flow	Lyndon	13	Roger	11	Martin	13	Tony	
Initial cash		21		6		17		18
Auctions & Builds	-8	13	-6	0	-5	12	-	18
Income	+4	17	+3	3	+4	16	-	18
Acquired Loans	-	17	-	3	-	16	-	18
Interest	-4	13	-	3	-4	12	-2	16
Retired Loans	-	13	-	3	-	12	-	16
Cash c/f		13		3		12		16



Orders required

Lyndon leads the playing order

Railway link bids 3a, 3b and 3c, commodity movement, loans



MYSTIC WOOD 2

We get two rounds.

ROUNDS 42-43

- ◇ Roland moves north and is challenged by the Immortal (s2). The result is 8:4 to Roland. The Immortal will revive at the end if this turn, but if you move off you won't have to face him again. Roland moves north for his next turn.
- ◇ King Astolfo goes south and west.
- ◇ Marfisa moves south and south again.
- ◇ Perceval moves west and then south, picking up the Helmet and the Wand. The Wand lets you rotate the area you are in by 180° before moving.

I had multiple moves from everyone except Tony, who just moved into an empty glade. This is a guaranteed nothing-happens move. As his only options were to go back where he came from or go south, I moved him on.

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

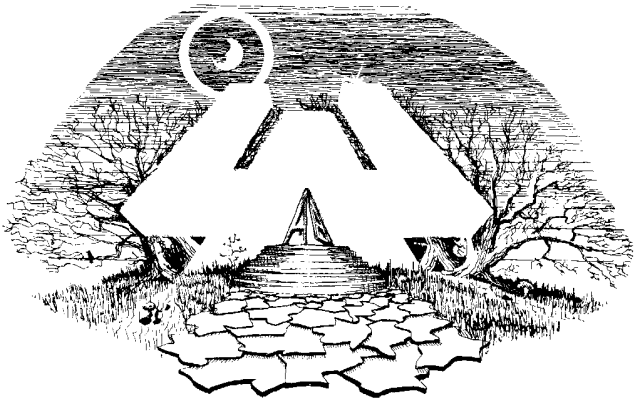
When deciding how many rounds to order for, bear in mind that King Astolfo is three moves away from winning. It would be useful if you could let me know if you want to play on for positions, or let me work out the likely sequence for the rest of you to complete your quests.



Nobody is in the Tower.

Orders required

Moves for round forty four, and more would be welcome





NEW ENGLAND RAILWAYS 8

Loans only come in \$10 blocks.

ROUND 1

Bank Loans	Acquired	Total	Interest	Retired	c/f
Sharon Khan	-	-	-	-	-
Martin Butcher	-	-	-	-	-
Tony Wilcock	+10	10	-2	-	10
Marcus Pratt	+10	10	-2	-	10

Auctions	Bids:	SK	MB	TW	MP
1a: Boston & Providence (5)		1	2	-	3
		4	5	-	6
		7	8	-	9
Build roll: 7 (built)		-	10	-	*11*
1b: Boston & Worcester (6)		1	2	-	-
		3	4	-	-
Build roll: 5 (Martin pays 2 to build)		5	*6*	-	-
1c: Providence & Worcester (6)		1	-	-	2
		3	-	-	4
		5	-	-	6
		7	-	-	8
Build roll: 5 (Sharon pays 1 to build)		*9*	-	-	-

Commodity Movement	SK	MB	TW	MP
Income:	-	-	-	-
Tony Coal Providence to Worcester	1	-	-	-
Sharon Cotton Providence to Worcester	1	-	-	-
Martin Cotton Boston to Worcester	-	1	-	-
Tony Coal Providence to Worcester	1	-	-	-
Marcus Food Providence to Boston	-	-	-	1
Market loss number: 9				
Income lost:	-	-	-	-
Income:	3	1	-	1

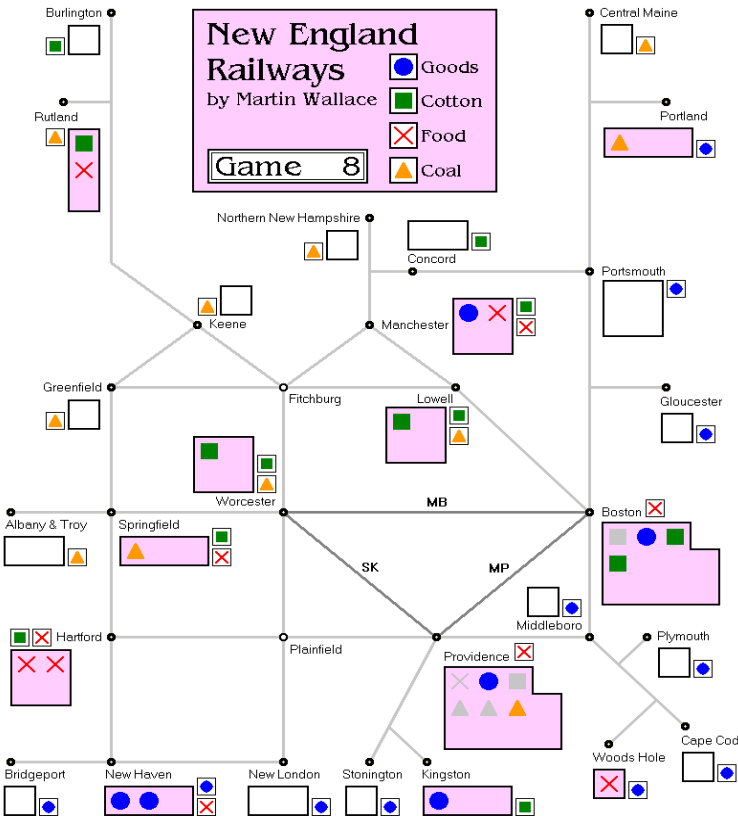
Sharon remains the Train Player (income 3/cash 3).

Bank Loans	Acquired	Total	Interest	Retired	c/f
Sharon Khan	+10	10	-2	-	10
Martin Butcher	+10	10	-2	-	10
Tony Wilcock	-	10	-2	-	10
Marcus Pratt	-	10	-2	-	10

Commodity Growth and New Railway Links					
Hartford	Food	◇	Link 2a:	Boston & Lowell (5)	
New Haven	Goods	◇	Link 2b:	Greenfield & Springfield (7)	
Boston	Cotton	◇	Link 2c:	Providence & Middleboro (6)	
Springfield	Coal	◆	Link 3a:	Springfield & Albany & Troy (9)	
Providence	Coal	◆	Link 3b:	Hampshire, Concord & Manchester (8)	
Manchester	Food	◆	Link 3c:	Fitchburg & Greenfield (7)	

Please don't move commodities by shape - move them by name. You should also give a start point as well as a destination. I ought to be carrying out your orders, not building your orders from incomplete information.

Cash Flow	Sharon	6	Martin	6	Tony		Marcus	5
Balance b/f		10		10		10		10
Acquired Loans	-	10	-	10	+10	20	+10	20
Interest	-	10	-	10	-2	18	-2	18
Auctions	-10	0	-8	2	-	18	-11	7
Income	+3	3	+1	3	-	18	+1	8
Acquired Loans	+10	13	+10	13	-	18	-	8
Interest	-2	11	-2	11	-2	16	-2	6
Retired Loans	-	11	-	11	-	16	-	6
Balance c/f		11		11		16		6



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



NEW ENGLAND RAILWAYS 7

A slight revision.

GAME OVER

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

Bruce Edwards (1st): I think I'll have to stop this newfound habit of winning games - it's getting Keith totally confused! I was very surprised to read the game report in the zine, as I thought I had just done enough to win, although I did think Martin would be close... then I started looking a little closer at the report, and spotted the maths was all wrong! A quick e-mail to Keith confirmed the error and the game was mine after all!

Some of you have a right to be confused between the last issue and this, as the final table didn't calculate properly. I then had a delay between printing the first batch of zines and getting the rest done - enough for Martin to tell me there was a problem. The later issues had the table right, but still had a reference to Don winning. I really must try and get corrections right!



OUTPOST 21

Thoughts of a faded superstar.

ROUND 18

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)

Bruce Edwards (5th): I haven't got this game totally figured out yet. I seem to do well in the early stages and the mid-game but then get left behind! Not getting any Scientists or Laboratories didn't help me either, but never mind. Well done Geoff - unlucky, Marcus and Mark - thanks to Jim for being worse than me!! <grin>

Doing well at the start of this game seems to doom you to later failure. Those that are not doing so well are probably building up towards their long-term plan while you're enjoying your moment of glory.



OUTPOST 22

The three auctions for this round went unopposed.

ROUND 14

Commander Actions

- Marcus Bought two Titanium Factories (w:7 t:9,44)
 ▶ Bought three Population Units (w:7 t:8)
- Martin Auctioned an Ecoplants for 44 and got it (t:44)
 ▶ Bought one Titanium Factory (o:3 w:6,7,9 t:7)
 ▶ Bought two Population Units (t:10)
- Willem Bought two Research Factories (w:30,30)
 ▶ Bought two Robots (o:4,4 r:12)
- David Auctioned a Laboratory for 88 and got it (n:88) plus a free Research Factory
 ▶ Auctioned an Ecoplants for 30 and got it (w:30)
 ▶ Bought one Population Unit (o:5)
- Steve Bought one New Chemicals Factory (o:1,2,5 w:6,30 r:16)
 ▶ Bought one Robot (w:10)
- Lyndon Bought two New Chemicals Factories (w:4,8 t:11,44 r:12,13,13 m:15)
- Jim Bought two Research Factories (o:1,5 w:5,5,9,10 r:10,15)

PO	Name	Factories	Population	Robots	Production
1	David	2o,7w,1r,4n	8 (8)	4 (8)	1o,6w,1W,3r,1N (202,15)
2	Marcus	2o,3w,8t	11 (15)	0 (0)	1o,3w,4t,1T (108,25)
3	Martin	2o,4w,6t	10 (18)	0 (0)	4w,2t,1T (92,25)
4	Willem	2o,8w,5r	7 (8)	7 (7)	2o,2W,7r (157,15)
5	Lyndon	2o,2w,5t,2n	5 (5)	4 (5)	1o,2w,5t,2r,1m,2n (150,10)
6	Steve	2o,7w,3n	8 (8)	4 (8)	2o,4w,1W,1r,2m,5n (211,15)
7	Jim	2o,4w,3r	8 (8)	0 (0)	2o,1W,4r (88,10)

PO	Name	Colony Cards	{40 VPs required for the final phase}	Victory Points
1	David	WH, Nod, Sci, Rob, Lab, Eco		39 (250)
2	Marcus	DL, WH, HE, HE, Eco, OP, OP		38 (330)
3	Martin	WH, HE, Nod, Eco, OP, OP		35 (310)
4	Willem	DL, WH, Nod, Rob, Lab		31 (195)
5	Lyndon	HE, Sci, Sci, OL, Rob		29 (210)
6	Steve	WH, Nod, Sci, OL, Rob		29 (190)
7	Jim	DL, DL, DL, HE, Nod, Sci, Lab		24 (220)

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

Orders required

Round fifteen auctions, bids and purchases



OUTPOST 23 {AV}

The Orbital Lab provides
the only cause for argument.

ROUND 10

Commander Actions

Mick Bought one Research Factory (w:30)
 ▶ Bought two Population Units (o:2 r:5,5,8)
 Kevin Auctioned an Ecoplants for 30 and got it (o:2 w:3,3,4 t:4,4,4,6)
 ▶ Bought one Population Unit (t:6)
 Willem Auctioned an Orbital Lab for 50. David joined at 67, Marcus at 68. David dropped
 out at 69, Willem at 80. Marcus got it for 80 (w:3,3,4,4 t:4,4,4,4,6,6,6,6,6 m:7,7)
 ▶ Auctioned a Robots for 50 and got it (o:1,1,2 w:3,3,3,3,4,4,4,4 t:4,4,4,6) plus a
 free Robot
 ▶ Bought one Titanium Factory (t:6,6,6,6,6)
 David Bought one New Chemicals Factory (w:3,3,3,4,4,30 r:5,8)
 Marcus Passed

PO	Name	Factories	Population	Robots	Production
1	Mick	2o,4w,2r	8 (8)	0 (0)	84
2	Kevin	2o,3w,3t	6 (10)	0 (0)	64
3	Willem	2o,4w,4t	8 (8)	1 (8)	73
4	Marcus	2o,2w,3t	5 (5)	0 (0)	98
5	David	2o,7w,1n	7 (8)	0 (0)	84

PO	Name	Colony Cards	{50 VPs required for the final phase}	Victory Points
1	Mick	DL, DL, DL, Nod, Sci, Lab		22 (190)
2	Kevin	WH, HE, Eco, OP		21 (185)
3	Willem	HE, Nod, Rob		19 (105)
4	Marcus	HE, OL, OL		15 (130)
5	David	WH, Nod, Sci		14 (90)

PO	Name	Total Cards	Megas 30 44 88	Ore 1 2 3 4 6	Wat/Tit 5 8	Res 7 10	Mic 8 12 18 17 23 22 28	NC/OM	RO	MO
1	Mick	6 1/2 / 10	1 - - 3 2	- - - 3 4	- - - 3 4	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
2	Kevin	7 1/2 / 20	- - - - 4	7 4 - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
3	Willem	9 / 10	1 - - 1 1	- 4 4 - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
4	Marcus	5 / 10	- - - - -	2 5 3 - - 2 4	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
5	David	8 / 15	1 - - - -	3 3 - 1 1	- - 1 1 - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -

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

Orders required
Round eleven auctions, bids and purchases



OUTPOST 24

Nobody seems concerned that
Willem is collecting Data Libraries.

ROUND 5

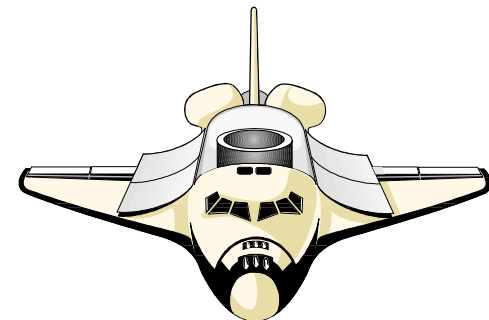
Commander Actions

Mark Bought one Water Factory (o:2 w:6,6,7)
 Lyndon Bought one Water Factory (o:4 w:8,8)
 Martin Bought one Titanium Factory (o:4 w:4,6,8,9)
 Jim Bought two Population Units (w:5,7,10)
 Willem Auctioned a Data Library for 15 and got it (o:2,4,4 w:5)
 Michael Bought one Water Factory (w:5,7,8)
 ▶ Bought one Population Unit (o:2,3,5)
 Geoff Bought one Water Factory (o:1,3,5 w:4,7)
 Marcus Auctioned a Heavy Equipment for 30 and got it (o:3,5 w:6,7,9)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,3w	5p (5,0)	DL, HE	2o,3w (27,10)	7 (45)
2	Martin	2o,3w,1t	5p (5,0)	HE	2o,3w,1t (37,10)	7 (30)
3	Lyndon	2o,4w	5p (8,0)	Nod	2o,5w (41,10)	7 (25)
4	Mark	2o,4w	5p (8,0)	Nod	2o,4w (34,10)	7 (25)
5	Willem	2o,2w	3p (5,0)	DL, DL, DL	2o,3w (27,10)	6 (45)
6	Marcus	2o,4w	5p (5,0)	HE	1o,1w,1W (40,10)	6 (30)
7	Michael	2o,3w	5p (5,0)	WH	3o,4w (37,15)	6 (25)
8	Geoff	2o,4w	5p (5,0)	-	2o,4w,1W (64,10)	5 (0)

Data Library 0	(1 more)	Heavy Equipment	.. 2	(none left)
Warehouse 4	(none left)	Nodule 2	(1 more)

Orders required
Round six auctions, bids and purchases



PUERTO RICO 3

Two more large
buildings are going up.

ROUND 14

Allan is the Captain (+1). All cargo ships are emptied.
 Peter is the Settler (+2) and plants a Tobacco field.
 Mick plants Tobacco, Jim plants Coffee (manned), Allan plants Coffee.
 Mick is the Builder and builds the Residence.
 Allan builds the Guild Hall, Peter builds Tobacco Storage.
 Jim is the Mayor (+1).

Roles

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
None	Sug	Sug	Sug	Tob	Cof	Cof	Ind	-	-	10	13

Buildings

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

Cargo Ships

5: Empty	6: Empty	7: Empty
- - - - -	- - - - -	- - - - -

Jim Reader DbIns: 3 Chips: 17	<div>Indigo plant</div> <div>Tobacco storage</div> <div>Hospice</div> <div>Large market</div> <div>Large warehouse</div> <div>Fortress</div>	Fields: Qry✓✓✓ Crn✓✓ Ind✓✓ Tob✓✓ Cof✓ Goods: Ind✓ Tob✓✓
Allan Stagg DbIns: 2 Chips: 10	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Coffee roaster</div> <div>Office</div> <div>Large market</div> <div>Guild hall</div> <div>City hall</div>	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓ Goods: Cof✓
Peter Hawkins DbIns: 0 Chips: 32	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Indigo plant</div> <div>Tobacco storage</div> <div>Small market</div> <div>Small warehouse</div> <div>Harbour</div>	Fields: Crn✓✓ Ind✓ Sug✓ Tob✓ Goods: Sug✓
Mick Haytack DbIns: 4 Chips: 11	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Coffee roaster</div> <div>Small market</div> <div>Small warehouse</div> <div>Factory</div> <div>Residence</div>	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓ Goods: Crn✓ Cof✓✓

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

PUERTO RICO 4

Stephen had one Corn,
Kevin had two Sugar.

ROUND 3

Stephen is the Captain (+2)
 Kevin is the Trader (+2).
 Geoff is the Mayor (+1).
 Jim is the Settler and digs a Quarry.
 Stephen plants Sugar, Kevin plants Coffee and Geoff plants Corn.

Roles

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
5	Sug	Sug	Cof	Cof	Cof	-	-	-	-	4	65

Buildings

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

Cargo Ships

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

Geoff Hardingham DbIns: 4 Chips: 0	<div>Small indigo plant</div>	Fields: Qry✓ Crn× Ind✓ Sug× Goods: ×
Jim Reader DbIns: 2 Chips: 0	<div>Small market</div> <div>Hacienda</div>	Fields: Qry× Crn✓ Ind×× Goods: ×
Stephen Webb DbIns: 6 Chips: 2		Fields: Qry✓ Crn✓ Sug× Tob× Goods: ×
Kevin Lee DbIns: 3 Chips: 2	<div>Small sugar mill</div> <div>Small market</div>	Fields: Crn× Sug✓ Cof×× Goods: ×

(Kevin was shown with Indigo before - it should have been Corn)

Orders required
 Round four orders in the sequence Kevin, Geoff, Jim, Stephen



RAIL BARON 14

Five more railroad engineers try to make the step up to Rail Baron.

NEW GAME

The five players for this game will play in this priority order:

Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP
Roger Krueger	10587 Caminito Glenellen, San Diego, CA 92126, USA
Derek Wilson	1 Juniper Road, Horndean, Waterlooville, Hants, PO8 0DY

Player	Colour	Home City	Region	Starting Cash
Kevin	Green	El Paso	(South West)	\$20,000
Jim	Yellow	Detroit	(North Central)	\$20,000
John	Red	Atlanta	(South East)	\$20,000
Roger	Blue	San Francisco	(South West)	\$20,000
Derek	Black	Los Angeles	(South West)	\$20,000

Turn	Basic Throw	Bonus	Priority	
1	3+2=5	-	Kevin	The priority is only used to resolve purchase conflicts should two players arrive at their destinations at exactly the same time. See postal rule 25 for full details.
2	3+2=5	-	Jim	
3	5+4=9	-	John	
4	4+5=9	-	Roger	
5	5+5=10	3 (E)	Derek	

Player	Colour	First Destination	Payout	Second Destination	Payout
Kevin	Green	Cincinnati . . . (NC)	15,500	Casper (NW)	12,500
Jim	Yellow	Oklahoma City . (PL)	10,500	Atlanta (SE)	9,000
John	Red	St.Louis (NC)	6,000	San Francisco . (SW)	22,000
Roger	Blue	Fort Worth . . . (SC)	19,500	Norfolk (SE)	14,000
Derek	Black	Cleveland . . . (NC)	25,500	Nashville (SC)	5,500

Additional destination for <i>Jim</i> :	Atlanta to:	Rapid City . . . (NW)	16,000
Additional destination for <i>John</i> :	San Francisco to:	St.Paul (PL)	21,000

A bonus is available for turn 5, but only for those who buy an Express train beforehand. Jim and John have third destinations listed as they might need these for bonus movement if they go for an early Express. Rules can be found on the web site (www.fwtwr.com) in the postal rules section.

Later versions of the game omitted a movement marker between New York and Philadelphia. If you have one of these copies, you'll see a gap in the PA line where the dot should be. I will expect you to treat this as a movement space. If movement orders arrive that don't match the board in this respect or any other, I'll do my best to keep it legal and preserve your intentions.

Orders required

Company names and orders for turns 1 to 5



RAILWAY RIVALS 2004-DK

This one is getting close.

ROUND 10

Dakota

Round 10 Runs		GREAT		FEAR		ODE		YEE		GOT	
22	51 Sioux Falls 25 Beulah/Garrison	① GREAT	11		+1	+2	+1				15
		① YEEHAW	10	-1							9
		③ FEAR	5	-1							4
		④ ODE	4	-2							2
23	41 Aberdeen 54 Canton/Yankton	① GOTGT	13		+3/-4						12
		① FEAR	12						+4/-3		13
		③ YEEHAW	5								5
24	35 Fargo 24 Dickinson/Mott	① FEAR	20	+1/-1		-8					12
		② GREAT	10		+1/-1						10
		✕ ODE			+8						8
25	45 Watertown 6 Nebraska	① GOTGT	20				+1				21
		② YEEHAW	10						-1		9
26	12 Minot 34 Fargo	① FEAR	20								20
		② ODEA	10				-6				4
		✕ YEEHAW				+6					6
27	15 Rolla/Towner 62 Isabel/McLaughlin	① ODE	16	-6					+3		13
		② GREAT	9			+6			+2		17
		③ GOTGT	5	-2		-3					0
28	64 Faith/Philip 5 Canada	① ODE	16								16
		② GREAT	9								9
		③ YEEHAW	5	-1							4
		✕ FEAR					+1				1

Round 10 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
(C52) - C54; (D6) - D4 - Deadwood. -5 (builds) -1 (ODE) = -6

Faulkton Expressways Are Rampant (FEAR) (Kevin Lee, Black)
(P23) - Chamberlain. -4 (builds) +1 (ODE) = -3

Old Dakota Enterprise (ODE) (John Marsden, Green)
(L23) - Huron. -4 (builds) +1 (GREAT) -1 (FEAR) = -4

Yellow Engines Everywhere Hollering Advance Warning (YEEHAW) (Jim Reader, Yellow)
None.

Get On The Gravy Train (GOTGT) (Joakim Spångberg, Red)
(P32) - O32 - N32 - Sioux Falls. -7 (builds) = -7

Scores											
	Runs:	22	23	24	25	26	27	28	Builds	Score	
ODE	179	2	-	8	-	4	13	16	-4	218	
GREAT	156	15	-	10	-	-	17	9	-6	201	
YEEHAW	164	9	5	-	9	6	-	4	-	197	
FEAR	148	4	13	12	-	20	-	1	-3	195	
GOTGT	126	-	12	-	21	-	0	-	-7	152	

Round 11 Runs

29.	53 - 11	Parker/Tripp to Minot
30.	61 - 46	Pierre to Big Stone City/Brookings
31.	36 - 65	Fairmount/Wahpeton to Rapid City
32.	52 - 02	Sioux Falls to Montana/Wyoming
33.	43 - 31	Blunt/Mobridge to Grand Forks
34.	26 - 13	Carrington/Wilton to Bowbells/Goodall
35.	23 - 04	Beach/Bowman to Minnesota/Iowa

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



RAILWAY RIVALS 2030-DC

Here is the third south east tour.

NEW GAME

Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Steve Ham	103 College Road, Norwich, NR2 3JP
Simon Robertson	Melyn, Colyton Way, Purley-on-Thames, Reading, Berkshire, RG8 8BL

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

Set up and builds
Company names and colour preferences
Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2016-CZ

MATE has yet to leap over anyone else.

ROUND 6

PUPPET build (F67) - Sumperk following his leapfrog over TBD. This meant that PUPPET got to Sumperk first, and TBD had to pay him a point to do his later build into the town.

Czech Republic Leapfrog rules (13 points for these builds)
Mountains And Trees Everywhere (MATE) (Bob Coull, Green)
(N15) - Melnik - F52 - F50 - G50.
68 -1 (TBD) -1 (PUPPET) +1/-1 (COLIN) = 66

To Be Determined (TBD) (Steve Ham, Orange)
(D49) - Kladno; (Liberec) - J53 - K53; (N3) - Cheb - J1; (I74) - Ostrava.
54 +1 (MATE) +6 (PUPPET) +3/-2 (COLIN) = 62

Peter's Utopian Place-to-Place European Transport (PUPPET) (Peter Mearns, Red)
Leapfrog L8 to Plzen; (Plzen) - H9 - Klatovy; (Breclav) - J31 - I32; (Breclav) - I30;
(Liberec) - J53 - K53; (Nachod) - K62; (D68) - E68.
65 +3 (towns) +1 (MATE) -6 (TBD) +9 (COLIN) = 72

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
(Usti Nad) - H49 - Ceska Lipa - I53; (Domazlice) - F7 - E7.
49

Czech Overland Line Is Nifty (COLIN) (Colin Sharpe, Black)
(B58) - E60 - F59 - H60; (E60) - Pardubice; (E74) - G73; Leapfrog G72 to I74;
(I74) - Ostrava; (Plzen) - J8.
27 +1/-1 (MATE) +2/-3 (TBD) -9 (PUPPET) = 17

Peter, the last point of your build was beyond the allowance, so didn't get done.

Round 7 Runs

1.	55 - 36	Domazlice/Klatovy to Krnov
2.	32 - 42	Ostrava to Brno
3.	64 - 44	Karlovy Vary to Olomouc
4.	11 - 02	Praha to Slovakia
5.	56 - 14	Kladno/Pribaram to Melnik/Mlada Boleslav
6.	21 - 62	Nachod to Plzen
7.	22 - 06	Hradec Kralove to North Germany (not yet available)

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





RAILWAY RIVALS 2026-DM

Some retrospective adjustments...

ROUND 4

A number of us have missed the fact that there is a river north or Aalborg, and south of Randers. GREAT, 100% and KIMBPU all built across these hex sides as if there wasn't a river, and I missed the need to pay when they did. BT, on the other hand, did pay the correct cost. Winding back creates too many problems, so I'm going to reduce the next build allowance for these three by two points to compensate.

Denmark [16 points for these builds]
Trans Denmark Express (TRADE) (Tony Bromley, Red)
 (København 55) - København 56 - Bornholm 66; (J13) - Roskilde - K18 - Frederikssund;
 (S5) - Q4 - Rødbyhavn; (A55) - Fåborg.
 98 +18 (towns) +2 (KIMBPU) = 118

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
 (E79) - Brønderslev; (C65) - L60; (P15) - town 46; (H13) - Køge.
 34 +6 (towns) -1 (KIMBPU) -1 (BT) = 38

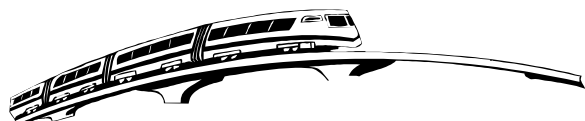
100% Trains (100%) (Michael Longdin, Green)
 (J63) - Herning - O66 - Holstebro - S71 - Lemvig.
 49 +6 (towns) = 55

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow)
 (Grindsted) - Varde - S57 - Esbjerg; Buys ferry from Esbjerg to Fanø;
 (G60) - G56 - Haderslev - I55.
 13 +18 (towns) -6 (ferry) -2 (TRADE) = 23

Brian's Trains (BT) (Brian Tappenden, Orange)
 (L71) - O70 - Lemvig; (O70) - Holstebro; (Middelfart) - E54 - F53; Buys ferry from F53 to I51;
 (I51) - Sønderborg.
 92 +18 (towns) -6 (ferry) = 104

To clarify where these invisible rivers are, all northern hex sides of Aalborg are rivers, all southern hex sides of Randers, the south west and south sides of Holstebro, and the south east side of Viborg. These aren't the only rivers that border towns, but the others are much clearer.

Builds
Up to 18 points excluding payments to rivals - 16 only for GREAT, 100%, KIMBPU



RAILWAY RIVALS 2028-DC

No territorial conflict in this round.

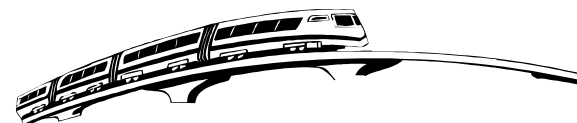
ROUND 3

Devon and Cornwall [14 points for these builds]
Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)
 (L31) - L30 - M30 - Plymouth - M23.
 35 +6 (towns) = 41

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
 (T24) - O22 - Liskeard - O19; (W37) - W38; (Exeter) - U37.
 23 +6 (towns) = 29

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)
 (Y25) - Y24 - Launceston - T18; (Launceston) - S22.
 26 +6 (towns) = 32

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2029-DC

Three players, three directions.

ROUND 2

Devon and Cornwall [14 points for these builds]
Old Devon Enterprise (ODE) (John Marsden, Orange)
 (U38) - Exeter; (U39) - Sidmouth; (Exeter) - T35 - S36 - N33.
 32 +6 (towns) = 38

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)
 (W33) - W30 - D70.
 20 -7 (GITCO) = 13

Goram Is Tony's Cornish Origin (GITCO) (Tony Salt, Green)
 (U33) - W32 - W28 - Okehampton; (W28) - W26 - T24.
 26 +6 (towns) +7 (YOKEL) = 39

Tony, can you note the number for this game - your orders have been marked 2028.

Builds
Up to 16 points excluding payments to rivals

NEWS FROM THE ROCK

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



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

- ✱ I've decided to run more 18xx games on the site, and have started an 1825 and an 1870 so far. The others options for now are 1800, 1830 and 1856.

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

▲ Roger Krueger	2.800
- Neil Walters	2.667
- Rob Thomasson	2.611
▲ Martin Butcher	2.393
- Gareth Lodge	2.167
▼ Michael Graystone	2.136
- Peter Hawkins	2.111
- Ken Maher	2.094
- Michael Longdin	2.048
▼ Mick Haytack	2.025
- Bob Coull	2.000
- John Webley	2.000

- ✱ Completed games and winners:

Princes of Florence e592	Roger Krueger
Puerto Rico e593	Steven Mitori
Euphrat & Tigris e599	Martin Butcher
Railroad Dice e604	Martin Butcher
Carcassonne e605	Lew Stansby
Samurai e607	Lew Stansby
Sopwith e608 (T332FR)	Mike Eddleston
Euphrat & Tigris e610	Steven Mitori
Sopwith e618 (T334FR)	Andy Woodward

- ✱ New games and start dates:

Puerto Rico e622	Mar 2nd
Carcassonne e623 (Riv er)	Mar 4th
Durch die Wüste e624	Mar 5th
Princes of Florence e625	Mar 6th
1825 e626 (Unit 1 with K1)	Mar 7th
Railroad Dice e627 (60 dice)	Mar 14th
Puerto Rico e628	Mar 17th
Sopwith e629 (T335FR)	Mar 20th
1870 e630	Mar 20th
Euphrat & Tigris e631	Mar 26th



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, 1856-Y19, 18EU-B19, MW2	Richard Lunn	1830-R20, 1856-R18
Howard Bishop	MW2	John Marsden	RR-2004-DK, RR-2029-DC
Tony Bromley	RR-2026-DM	Peter Mearns	RR-2016-CZ
Simon Brooks	BA16	Willem Moene	1830-G20, 1830-R20, 1856-M19, 1870-O20, 18Kaas-O19, OP22, OP23, OP24
Martin Butcher	1825-E19, 1829-DC20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, 18Kaas-O19, AR1, BA15, BB-293-NIT, LR10, McM9, NER8, OP22, OP24	Marcus Pratt	AR1, Battle! 3, NER8, OP22, OP23, OP24
John Colledge	6n11, Acq43, Acq44, Acq45	Jim Reader	6n11, BA15, BA16, BB-290-SEA, BB-292-FRA, BB-293-NIT, DQ4, OP22, OP24, PR3, PR4, RB14, RR-2004-DK, RR-2026-DM, RR-2029-DC
Bob Coull	Acq43, BB-292-FRA, RR-2016-CZ, RR-2030-DC	Lionel Robbins	1829-J19, Acq43
Simon Cutforth	1856-M19, 1870-O20	Peter Robbins	RR-2028-DC
Gareth Davies	1856-R18	Tony Robbins	1825-S19
Bruce Edwards	AR1, BA15, BB-290-SEA, DQ4	Simon Robertson	BB-292-FRA, RR-2016-CZ, RR-2030-DC
Tim Franklin	1895-L20, BA16, RR-2028-DC	Tony Sait	1856-R18, 1856-M19, 18Kaas-O19, RR-2029-DC
Mark Frueh	1830-R20, 18EU-B19	Don Shailer	1829-C20, BB-293-NIT, MW2
Michael Graystone	6n11, Acq44, Acq45, BB-290-SEA, BB-292-FRA, RR-2004-DK, RR-2026-DM, RR-2028-DC	Colin Sharpe	6n11, Acq44, Acq45, BB-290-SEA, BB-293-NIT, RR-2016-CZ
Lyndon Gurr	1826-Y18, 1820-J19, 1856-M19, 1870-U19, 18Kaas-O19, LR10, OP22, OP24	John Shelley	1826-Y18, 1829-J19, 1856-R18, 1870-U19, RB14
Steve Ham	6n11, Battle! 3, BA16, BB-293-NIT, RR-2016-CZ, RR-2030-DC	David Smith	1829-J19, 1829-C20, OP22, OP23
Geoff Hardingham	OP24, PR4	Don Smith	1826-Y18, 1830-G20, 1830-R20, 1870-O20, 18EU-B19
Alan Harvey	1800-I20, 1825-E19, 1825-S19, 1829-J19, 18Kaas-O19	Joakim Spångberg	Battle! 3, RR-2004-DK
Peter Hawkins	Battle! 3, PR3	Allan Stagg	Battle! 3, BA15, PR3
Mick Haytack	6n11, Acq44, McM9, OP23, PR3	Mark Stretch	1825-S19, BA15, McM9, OP24
Mike Head	1856-Y19	Brian Tappenden	BB-292-FRA, RR-2026-DM
Mike Hutton	1825-S19, 1830-R20, 1856-R18, 1870-U19, BB-290-SEA	Steve Thomas	OP22
Sharon Khan	BA16, NER8	Rob Thomasson	1856-Y19
Roger Krueger	1830-G20, 1870-O20, 1895-L20, LR10, RB14	Roger Trethewey	6n11, BA15, DQ4
Kevin Lee	6n11, Acq43, Acq45, BA16, BB-292-FRA, DQ4, OP23, PR4, RB14, RR-2004-DK	Neil Walters	1800-I20, 1825-E19, 18EU-B19
Michael Longdin	OP24, RR-2026-DM	Stephen Webb	1826-Y18, 1830-G20, 1856-M19, 1856-Y19, 1870-U19, 1870-O20, 18EU-B19, PR4
		Tony Wilcock	Acq43, Acq45, AR1, LR10, McM9, MW2, NER8
		Derek Wilson	RB14



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 April 19th 2006

18xx Games - Friday April 14th

Future main deadlines: May 17th June 21st July 26th

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.