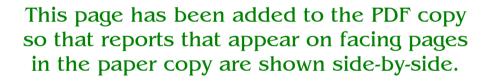
FOR WHOM THE DIE ROLLS

April 2006 Published by Keith Thomasson Issue 131









INSIDE STORY

This is FOR WHOM THE DIE ROLLS #131, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs $\pounds 2.00$ (including postage).

E-mail: *Keith@Thomasson.com* Subscription payments can be sent via PayPal to *Keith@Thomasson.com* Please specify the currency for international payments as GBP

Farewell to Neil Walters.



① means that number of players needed. \Rightarrow ③ means up to that number needed. \Rightarrow means there is no limit. \bigcirc means a list is full.

Games starting in this issue...

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

Games starting in the next issue ...

0000	1837	Tony Sait, Mark Stretch, Mike Head, Willem Moene, Don Smith Tony Robbins, Stephen Webb, Geoff Hardingham, Don Smith Mick Haytack, Colin Sharpe, Sharon Khan, Tim Franklin, Steve Ham,
0	Puerto Rico	Jim Reader, John Colledge, Michael Graystone Brian Tappenden, Allan Stagg, Paul Tappenden, Jim Reader Don Shailer, Tony Bromley, Jim Reader {Devon and Cornwall}

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

0	1825 Unit 3	Alan Harvey, Mike Hutton
\Rightarrow (1)	1829 North	Mike Hutton, John Hopkins, Peter Berlin, Lionel Robbins
⇔③	1850	Lyndon Gurr, Tim Franklin
2	1895	Steve Thomas
\Rightarrow (1)	1899	Alan Harvey, Lyndon Gurr, John Shelley, Don Smith
\Rightarrow 5	Outpost	Willem Moene, Jim Reader, David Smith, Sharon Khan, Kevin Lee
3	Puerto Rico	Tony Sait
0	Railroad Tycoon	Mark Stretch, Simon Robertson, Joakim Spångberg, Sharon Khan
		Martin Butcher, Michael Longdin
0	Saint Petersburg	Sharon Khan, Rob Thomasson, Mike Hutton, Geoff Hardingham
	I supply everything you	need for these

2/8	Battle!	Michael Graystone, Bruce Edwards, Allan Stagg, Steve Ham
\Rightarrow 9	Golden Strider	Steve Ham
0	Railway Rivals	Colin Sharpe, Kevin Lee, Jim Reader, Lionel Robbins, Steve Ham
\Rightarrow 5	Sceptre of Zavandor	Kevin Lee
(1)	Sopwith	Simon Brooks, Jim Reader, Michael Graystone, Don Shailer, Tim Franklin

 $\pounds 1$ fee for each game, unless otherwise stated, subsidising the cost of the zine



Welcome to issue #131. I'll start with a gripe, just to get it out of the way. There has been a huge increase in the number of e-mail orders coming in without names. I know who the messages are from, but the orders get

printed out and filed - and if you don't put your names on the orders themselves, they effectively become anonymous. Please remember that when you write e-mail orders, your identifying e-mail address does not end up on the orders I file. Heading orders with just a company name is not a good enough excuse, by the way, because sometimes I need to find a company's orders, sometimes I need to find a player's orders. Both your name and your company name are required.

This is a Board2Pieces special issue, as Ted Alspach has been producing new cartoons at the rate of one every few days. If I continue to print them once a month I'll fall way behind, so the next two pages go some way to catching up with his output. Knowing the game Caylus will help you appreciate this group. If you want to see the new cartoons as they come out, visit www.boardgamenews.com.

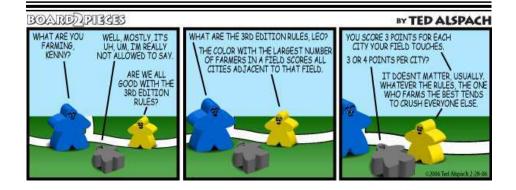
.....

Speaking of Ted Alspach, he produced an Age of Steam of San Francisco's Bay Area last year. He has now updated that map, now called Northern California, and produced another - 1830s Pennsylvania. These are produced to a very high standard, and although Ted was concerned that the packaging might not stand up to an intercontinental delivery, he had no need to worry.

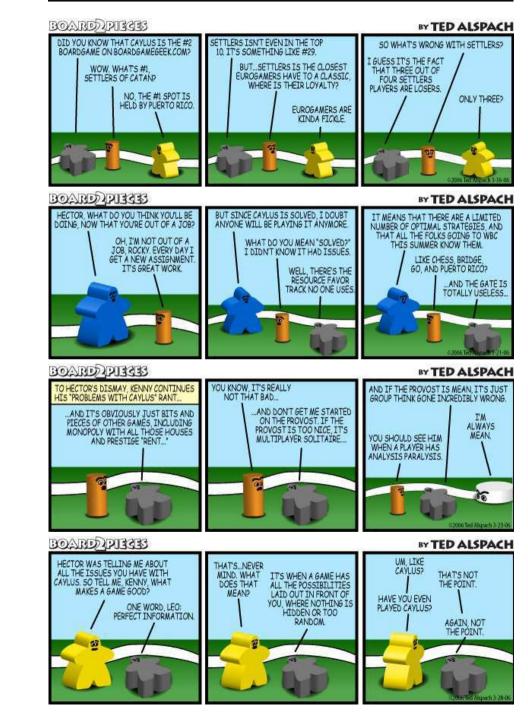
And speaking of Age of Steam, I intended to let people know of some more maps produced by the Steam Brothers - Pierre Paquet and Martin Sasseville. These cover China, South America, Northeastern USA and South Africa.

Age of Steam is shaping up to become the new Railway Rivals in terms of home grown maps. If you're interested in any of these, your best shop front is probably the BoardGameGeek web site, (<u>www.boardgamegeek.com</u>), which lists all of these and the contact details if you search for Age of Steam.

Neil Walters was running his games down, but his credit ran out faster and he's decided to call it a day at this point. 1825-E19 finishes this time, while 18EU-B19 will finish next time. You can be assured his companies will simply run and pay in the final operating rounds. That leaves 1800-I20, which Willem Moene has offered to take over. Many thanks, Willem. It will no longer be an 1800 'champions' game, but having the game rescued is more important.



FOR WHOM THE DIE ROLLS #131



FOR WHOM THE DIE ROLLS #131

T'M ALITTLE

BY TED ALSPACH

I'M LOOKING FOR THE GOLD MINE. EITHER OF

YOU SEEN IT ANYWHERE?

BY TED ALSPACH

WILL TOM RATE

CAYLUS 'REALLY

REALLY GOOD

OR "REALLY

REALLY REALLY

GOOD?" 000H

THE SUSPENSE

BY TED ALSPACH

SO, SKIPPY, WANT TO

PLAY SOME TICHU?

BY TED ALSPACH

EEEEEEKI

© 2006 Tech Alsow h 3-14-06

MEANWHILE IN THE RELATIVE COMFORT

OF THE INN, HECTOR SLEEPS RESTLESSLY

I'M GONNA GETCHA!

@#\$@II COME BACK HERE.

YOU LITTLE @#\$@!

NOT SURE I CAN TELL

THE DIFFERENCE

OH NO!

HERE HE COMES!

60

SO PLAYERS REALLY DO

FEAR THE PROVOST EHP

BUT SOON. THE SMART PLAYERS SEND

ME BACKWARDS ... TOWARDS THE BRIDGE.

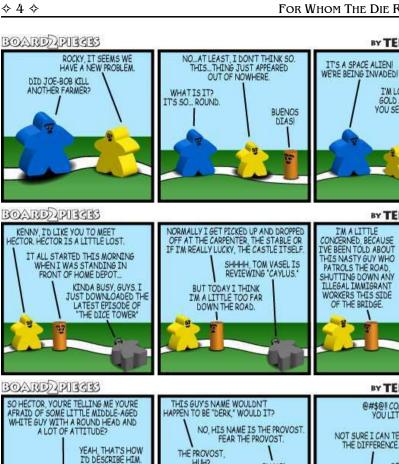
THAT'S NOT NEARLY AS FRIENDLY.

TAM THE STUFF

OF EUROGAMER

NIGHTMARES.

2



BOARDAPIESES

HOSE PLAYERS IGNORE THE

PROVOST SPACE AND TAKE

THE GOLD MINE ON TURN 2.

I'M NOT ALWAYS A BAD GUY, PLAYERS WILL

OFTEN SEND ME FAR DOWN THE ROAD

EVERY TURN ON THEIR FIRST FEW GAMES.

CAYLUS SEEMS LIKE

A FRIENDLY GAME.

1835-B21

\$6\$

Germany calls once more.

FOR WHOM THE DIE ROLLS #131

New Game

Your sequence for share dealing is as follows.

Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ
Tony Sait	6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP

Maps and tile sheets are enclosed for all. The numbers on the left of the tile sheet are the tile orientations. When you find the picture showing how you want to lay a tile, use the orientation number to match your intention with the way the adjudicator handles things.

You each begin with 390M and will be working to a certificate limit of 12. All 1835 games I've run use the Thompson variant, which affects the sequence in which items become available. This game will be no different. These are the changes for this variant:

• The items on the Start Packet do not become available in blocks but are all available from the start.

- To reduce the advantage this can give to the first player, the playing sequence for purchases from the Start Packet is 1-2-3-4-5-5-4-3-2-1-1-2-3-4-5 etc. until all Start Packet items are sold.
- Once the Sachsen (SxE) is sold out, all of the other companies are available rather than becoming available in the usual sequence.
- Once the first Director's certificate following the Sachsen is purchased, the Prussian is available.

We'll aim to cover all of Stock Round 1 in this first outing, as there is unlikely to be enough cash around to dent the public companies. Enjoy the game.

By the early deadline	
	by the carly deadmine



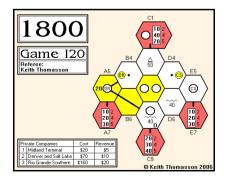
18	300-I2		em Moene om Neil W		aking over xt month.	OR2 - SR3			
OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains	
D&RGW	NW	58:B4:3	30	Yes	1	70C•	310	2	

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

Stock Round 3

SLOCK ROUND 5								
	Neil				Alan			
×			×					
Priority for SR4								
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs	
Alan Harvey	365	25	0	390	640	58.7	3	
Neil Walters	20	10	0	30	450	41.3•	3	
Portfolio	PCs		C&S		Dé	SKGW		
Alan Harvey	MT, RGS		-	1				
Neil Walters	D&SL		-			5P		
Bank (new)			10P			4		
· · · ·	-		101			-		
Price			-			70C		
Bank (pool)			-			-		
Company credit			-			310		
Tokens			3			2		
Trains			-			2		
	90 C	Certificate I				: 1 x '2',		

THES	The number/Availability					One Operating Round Detween Stock Rounds					Junus
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
OR3, SR4	

1825-E19

A quiet end to the game.

OR15

The LNWR runs last time were just $\pounds 310$. I suspect a typo in the adjudicator, as my notes had $\pounds 310$ rather the used and reported $\pounds 320$.

OR15 Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
LNWR NW	-	-	310	Yes	-	230•	80	53
Mid AH	-	-	270	Yes	1	230•	220	44
NER MB	-	-	130	Yes	-	160•	0	5
L&YR NW	-	-	140	Yes	-	205	10	3
GNR MB	-	-	130	Yes	-	205	60	3
GCR AH	-		170	Yes		180•	60	5

Notes: 1 The bank has run out of cash

Cash Flow	b/f	OR15	5	c/f	7	Value		%	Certs
Neil Walters	1,206	422		1.628		5,863	•••••	32.9	18/19
Alan Harvey	1,926	422	-	2,344		6,274		35.3	18
Martin Butcher	1,473	310		1.781		5,661		31.8	18
	1,775	510	·	1,701	•••••	5,001	•••••	51.0	10
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)		230	230	160	205	205	180		
Company credit		80	220	0	10	60	60	-	
Tokens		1	2	3	1	-	2	1	1
Trains		53	44	5	3	3	5	{5}	{ 3 T}
Bank cash: -£753		Certific	ate lim	it: 18				Trains	s: 2 x ′6′

A predictable run down gets us to the end of the game, which had settled down a little while ago. Alan was the only one trying to extend his network, but he was frustrated by the lack of curved yellow track tiles, most of which were outside his area of influence and therefore unattainable. In the end, he didn't need them.

	Alan Harvey		
2nd	Neil Walters	£5,863	32.9%
	Martin Butcher		

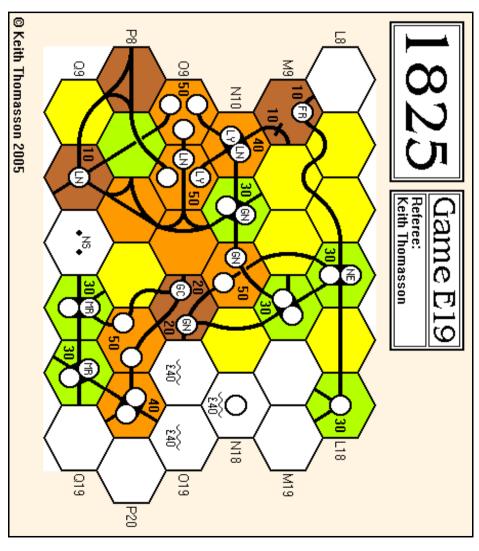
<u>Alan Harvey (1st)</u>: I suspect the turning point in this game was when Neil took over the LNWR from me. The '5' trains were due in the near future and the LNWR was short of cash. I fully expected to have to withhold and juggle trains between two companies to fund upgrades in the LNWR rolling stock. I was most surprised when Neil appeared to volunteer to do the job for me.

<u>Martin Butcher (3rd)</u>: While that was quite enjoyable, my level of enthusiasm was reduced when everyone snaffled the presidency shares early and from that point there was little share movement (this is probably key to all 18xx so I'm in trouble). I made some horrendous

mistakes such as: thinking I could run to the two stations on the same tile with a single train, forgetting that the #14 and #15 tiles cannot be promoted and forgetting that the 4 trains are permanent. I thought about launching the Furness during the last stock round at a sufficiently high enough level to second train in the NER or GNR but since it wouldn't have been able to run that train until OR14 it seemed fairly pointless.

At least I finished in the top three.

Congratulations to Alan, and thanks to Keith for running the game.



FOR WHOM THE DIE ROLLS #131

1825-S	IU	SECR sells o o minor con	-			OF	8 - SF	R6
OR8 Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
LNWR TR	14:S15:2	-	310	Yes	-	180.	10	53
GWR MH	22:W17:5	-	310	Yes	12	160.	150	443
GER AH	9:S23:1	-	250	Yes	3	160.	20	33
LSWR TR	24:W15:2	-	140	Yes	-	100.	110	4
SECR MH	-			-	-	71•	10	

Notes: (1) \pounds 100 to the bank for a token in X16

2 $\pounds 10$ to the SECR for a '4' train

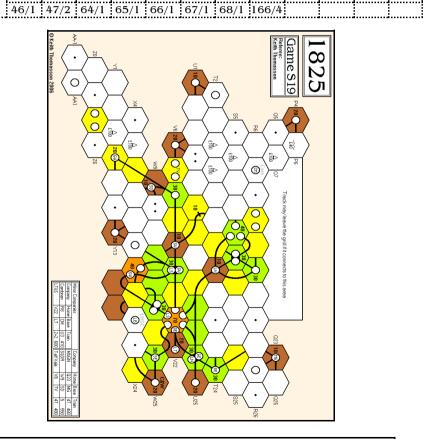
3 £100 to the bank for a token in T24

Stock Round 6

Alan	Tony	Mike	Mark
+ SECR new	×	+ GWR pool	+ LNWR pool
+ SECR new	×	×	×
+ SECR new - 3 SECR	+ LTS/Dir {61}	- 5 SECR {receiver} + LBSC/Directorship	×
+ MGN/Dir {100}	+ LTS new	+ LBSC new	×
+ MGN new floated}	- 1 LSWR + LTS new	+ LBSC new	X
+ MGN new	+ LTS new {floated}	+ LBSC new	×
+ MGN new	×	+ LBSC new {floated}	×
×	×	+ LNWR pool	×
×	×	+ LSWR pool	×
×	×	×	Priority for SR7
Portfolio Private	s LNWR GWR GER LS	WR SECR LBSC MGN	LTS Cam SDR Taff

	roniono	rivales		UWN	ULN	LOWN	SECK	LDSC	PIQIT	L13	Cam	SDR	Tan
	Tony Robbins	S&M	5D	~	-	5D	-	-	-	10D	-	~	-
	Mike Hutton	-	1	7D	-	1	1	6D	-	-	-	-	-
0	Mark Stretch	C&W	4	3	2	4	1	-	-	-	-	-	-
	Alan Harvey	-	~	~	8D	-	-	-	10D	-	-	-	~
	-												
	Bank (new)		~	~	-	-	-	4	-	-	10D	10D	10D
	Price (new)		100	90	76	76	71	67	100	61			
	Bank (pool)	C&HP	-	-	-	-	8D	-	-	-	-	-	-
		L&M											
	Price (pool)		180	160	160	100	71	67	100	61			
	Company cred	it	10	150	20	110	10	670	520	10			
	Tokens		3	2	1	2	3	2	1	1	1	1	1
	Trains		53	43	33	4	4	-	4T	2+2	{U3}	{5}	{4T}
	Bank cash: £9,	,323	Certifi	cate li	mit: 1	5				Trains	s: 2 x '	'5', 3 x	к ′6′

Cash Flov	A/		b/f	OR	3	SR6		c/f	Value		%	Certs
Tony Rob			21	275		-330		66	2,106			12/13
Mike Hut	on	3	550	186	5	-487		49	1,922	2	1.4•	14
Mark Stre	tch	2	207	312	2	-180	3	39	2,460	2	7.4▲	15
Alan Harv	/ey	1,0)23	200) -1	,000,	2	23	2,503	2	7.8•	11
Tiles	Tile n	umber	/Availa	ıbility		Two C	perati	ng Rou	nds be	tween	Stock	Rounds
Yellow	1/1	2/1	3/2	4/4	5/1	6/4	7/2	8/6	9/4	55/1	56/1	58/2
	69/1	115/1										
Green	10/2	11/2	12/-	13/1	14/2	15/-	16/1	17/1	18/1	19/1	20/1	21/1
	22/-	23/3	24/2	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



Orders required for the	he following rounds	By the early deadline	
OR9, OR10	Adjudication can paus	se between rounds if requested	

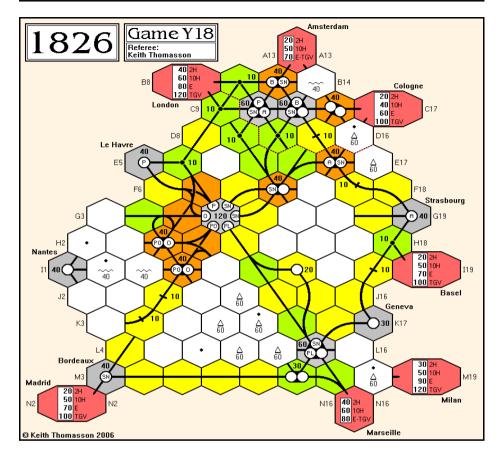
182	26-Y18	lt′s a c	lose run	thing with th	OR14			
OR14 Pres	s Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
P LG	-	1,000	Yes	-	270B▲	0	-	TGV E
PL SW	9:J12:1	840	Yes	-	200A•	17	-	TGV 10
PO DS	-	320	Yes	-	180C•	59	-	E
SNCF JS	-	1,100	Yes	-	180A•	108	-	TGV 10
A PB	-	400	Yes	-	165C•	90	-	E
B PB	-	380	Yes	-	135C•	146	-	E
O LG	-	560	Yes	1	60G▲	84	-	TGV
Notes: ①	The bank h	ias run oi	ut of cash	I				
Cash Flow	b/	/f	OR14	c/f	Va	lue	%	Certs
Peter Berlir	ı 92	2	608	1,530	3,5	690	15.3•	11/12
Stephen W	ebb 1,84	2	1,254	3,096	6,0)51	25.7	13/15
John Shelle	ey 1,55	8	846	2,404	4,2	264	18.1•	10/11
Lyndon Gu	rr 1,91	0	1,466	3,376	6,7	76	28.8	13/18
Don Smith	78	7	426	1.213	2.8	338	12.1	8

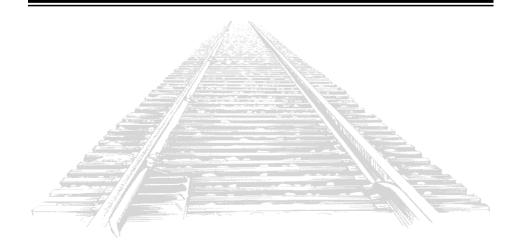
Don Smith	787		26	1,213	2,8	338	12.1•	8
Portfolio	<u>A</u>	В	0	Р	PL	PO	SNCF	Bonds
Peter Berlin	6P	6P	1	-	1	-	-	-
Stephen Webb	2	1	2	3	6P	-	2	-
John Shelley	-	2	1	1	-	2	5P	-
Lyndon Gurr	1	1	6P	6P	2	2	2	-
Don Smith	1	-	-	-	1	6P	1	-
Bank (new)	-	-	-	-	-	-	-	
Bank (pool)	-	-	-	-	-	-	-	-
Treasury shares	-	-	-	-	-	-	-	10
Price	165C	135C	60G	270B	200A	180C	180A	
Loans	-	-	-	-	-	-	-	
Company credit	90	146	84	0	17	59	108	
Tokens	-	2	-	-	2	-	1	
Trains	E	E	TGV	TGV E	TGV 10	E	TGV 10	
Bank cash: -F123		Certificat	e limit: 1	3			Trains	s: 'TGV's

The bank doesn't quite make it to the stock round, bringing us to a close now, rather than four rounds further on with almost certainly the same result.

1st	Lyndon Gurr	
2nd	Stephen Webb F6,051 25.7%	
3rd	John Shelley F4,264 18.1%	
4th	Peter Berlin	
5th	Don Smith F2,838 12.1%	

Congratulations to Lyndon, and thanks to everyone for playing. With no shares left to buy and no great desire to improve the track network, the bank proved to be an almost perfect size. Next month we'll round it all up, so let me have your comments on the game.





1829-	J19		&YR gets has yet to		ORI	OR10 - OR11			
OR10 Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains	
LNWR Rcvr	10:R12:3	►R8	190	No	-	126•	360	4	
NER LG	-	▶P18 !	170	Yes	-	112	30	4	
Mid AH	14:Q15:3	▶P20	190	No	-	67•	200	44	
NBR JS	12:F4:3	▶ F6	110	Yes	-	90•	280	3	
Cal JS	-	►H10	110	No	1	64•	150	3 3T	
L&YR Rcvr	5:N10:5	►N10	120	No	2 3	56•	120	-	
GNR AH	35:P16:3	▶Q19	310	No	-	64•	340	533	
GCR DS	27:P10:1	►L12	290	No	1	61•	60	5 3 3T	
GSWR Rcvr	28:H6:2	•K7	-	-	~	47•	40	-	

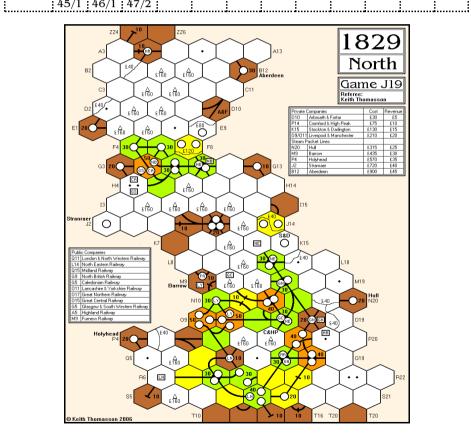
- Notes: (1) \pounds 370 to the bank for a '3T' train
 - 2 £40 to the bank for terrain costs
 - 3 £40 to the bank for a token in N10

OR11 Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR Rcvr	9:R8:3	►R6	190	No	1	112•	170	4 3T
NER LG	-	∙K13	170	Yes	-	126.	30	4
Mid AH	38:Q17:3	▶P18	220	No	-	64•	420	44
NBR JS	5:F6:6	►G5	110	Yes	2 3	100.	10	3 3T
Cal JS	12:F6:5	►H4	110	Yes	-	67•	380	3
L&YR Rcvr	12:N10:4	►M9	130	No	-	53•	240	-
GNR AH	-	▶Q15	370	Yes	4	67•	240	533
GCR DS	26:013:3	►M11	290	Yes	-	64•	60	5 3 3T
GSWR Rcvr		►H4 !			<i>.</i>	38▼	40	

- Notes: (1) \pounds 370 to the bank for a '3T' train
 - 2 £40 to the bank for a token in G5
 - 3 £230 to the Caledonian for a '3T' train
 - 4 $\pounds 100$ to the bank for a token in Q15

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YF	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&HI	P, S&D, L&M	100	90	82	76	71	67	64	61	58		
Bank (pool)		8D	-	-	1	-	10D	-	-	6D	-	-
Price (pool)		112	126	64	100	67	53	67	64	38		
Company credit		170	30	420	10	380	240	240	60	40		
Tokens		3	3	4	2	3	2	1	3	2	3	3
Trains		4	4	44	3	3	-	533	53	-		
		3T			3T				3T			
Bank cash: \$18,4	441	Certifi	cate l	imit:	17		Trair	ıs: 1 x	<i>'5'</i> , 2	x'2+2	2′, 2 x	· ′6′

Cash Flo	w		b/f	OR1	0	OR11		c/f	Value	2	%	Certs
Lyndon C	ìurr		76	13	0	283	4	89	1,794	4 2	27.0	12
Alan Harv	vey		75	2	0	251	3	546	1,152	2]	17.3•	10
David Sm	nith		21	7	1	286	3	578	1,340) 2	20.2	11
John She	elley		32	7	7	132	2	241	1,276	5 1	19.2	10
Lionel Ro	bbins		37		0	92	1	29	1,075	5]	16.2•	13
Tiles Yellow			/Availa 3/2				· * · · · · · · · · · · · · · · · · · ·	ng Rou 8/7			Stock	Rounds
Green	10/2	12/-	13/3	14/-	15/-	16/1	17/1	18/1	19/2	20/2	21/1	22/1
	23/3	24/4	25/2	26/1	27/1	28/-	29/1	30/1	31/1			
Russet	33/-	34/-	35/-	36/1	37/1	38/4	39/1	40/1	41/2	42/2	43/1	44/1
	45/1	46/1	47/2									



Orders required for the	ollowing rounds	By the early deadline				
OR12, SR10	Adjudication can pau	se between rounds if requested	۲			

FOR WHOM THE DIE ROLLS #131

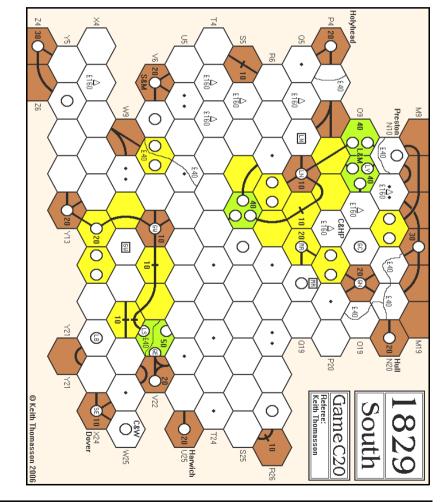
1829-0	C 20		SWR gets urtesy of		Oł	OR6 - SR7			
OR6 Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains	
LNWR DSh	8:S11:1	▶Q9	110	Yes	-	160•	260	222	
GWR MB	2:W19:6	►W11	50	Yes	-	112	540	22	
Mid PB	5:Q15:2	▶Q17	-	-	1	76•	640	2	

Notes: (1) \pounds 180 to the bank for a '2' train

Stock Round 7

David	1	Peter			•••••	Don		1	Ma	artin	
+ Midland new	×			+ I	Midlan	d new	, ,	×			•••••
- 1 LNWR	×	•••••	•••••	×	•••••		•••••	- 2 I	NWR		•••••
+ Midland new										irecto	rship
+ LSWR new	×	• • • • • • • • • • • • • • • • • • • •	•••••	×	•••••	•••••	•••••		WR n		·····
- 1 Midland	×	••••••	•••••	×	•••••		•••••		SWR n		•••••
+ LSWR new	^			r i					oated		
- 1 Midland	×	••••••	•••••	×	•••••				SWR n		•••••
+ LSWR new	^			^				+ 1.5		ew	
	×	• • • • • • • • • • • • • • • • • • • •	•••••	×				<u> </u>	a W and		•••••
- 1 LNWR + LSWR new	^			^					tW pri SWR no		
		••••••								C W	
- 1 LNWR	×			×				×			
+ GNR/Directorshi	· · · · · · · · · · · · · · · · · · ·										
+ GNR new	×			×				×			
+ GNR new	×			×				×			
- 1 LSWR	+ LSW	R pool		×				×			
+ GNR new											
- 1 LSWR	×			×				×			
+ GNR new											
{floated}											
×	Priority	v for Sl	7 <i>8</i>					<u>.</u>			
Portfolio	Privates	LNWR		Mid			LBSC	GER	GCR	L&YR	SECI
David Smith Peter Berlin	S&M L&M	-	4	- 6D	2 1	6D	-	-	-	-	-
Don Shailer	C&HP	- 5D	1	2	1	-	-	-	-	-	-
Martin Butcher	-	50	5D	-	6D	-	2	2	2	2	-
Flattin Butcher			00		00						
Bank (new)	Hull	-	-	-	-	4	10D	10D	10D	10D	10D
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&W	5	-	2	1	-	-	-	-	-	-
Price (pool)		160	112	76	76	71					
Company credit		160	540	640	760	710				-	-
Tokens Trains		5	5	5	5	5	4	4	4	3	3
Trains		222	44	-	-	-					

Cash Flow	b/f	OR6	SR7	c/f	Value	%	Certs
David Smith	62	58	-110	10	1,066	26.0	12
Peter Berlin	94	20	-76	38	780	19.0•	7
Don Shailer	56	70	-82	44	1,183	28.9	8
Martin Butcher	30	62	-36	56	1,072	26.1	9



Orders required for the fol	lowing rounds	By the early deadline	l
OR7, SR8	Adjudication can pau	se between rounds if requested	×

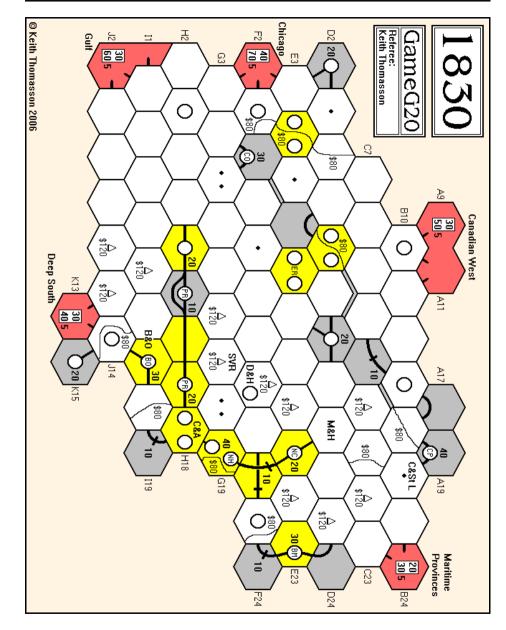
FOR WHOM THE DIE ROLLS #131

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1830-02	//)		tches froi olid C&C			(OR3	5 - SR	4
OR3 Pres	Lay	Run	Pay	l	Notes	Price	e (Credit	Trains
PRR MB	57:H10:3	60	Yes		~	82D		560	22
NYC SW	-	30	Yes		-	82C		820	2
NYNH DS	-	50	Yes		-	71F	`.	630	2
Stock Round 4	<u>.</u>								
Stephen	Martin		Willem		I	Don		Rog	jer
+ NYNH new	+ NYNH new	- 1 F	PRR {•7	'6E}	+ NYNH	l pool	+ F	RR po	ol
		- 2 Г	YYC {▼7	'1E}					
			YNH {▼6						
		+ C8	&O/Pres	[67]					
×	×	+ C8	&O new		×		×		
×	×	+ C8	&O new		×		×	•••••	
×	×		x0 new		×	•••••	×	•••••	
i	ä					••••••			
×	×		&O new		×		×		
			oated)						
X	<u>: X</u>	<u>×</u>			Priority	for SR5	<u></u>		
Cash Flow		DR3	SR4		c/f	Value		%	Certs
Stephen Webb	54	17	-71		0	426		14.2•	5
Martin Butcher	65	50	-71		44	585		19.4	7
Willem Moene	32	62	-85		9	681		22.6	7
Don Smith	44	38	-69		13	550		18.3	7
Roger Krueger	33	53	-76	•••••	10	769		25.5•	7
Portfolio	Privates	PRR	NYC	CPR	B&O	C&0	Frie	NYNH	B&M
Stephen Webb	-		4P	-		-	-	2	-
Martin Butcher	SVR, D&H	5P	-	_	2	2	2	1	_
Willem Moene	M&H, C&A		-	-	-	6P	-	-	_
Don Smith	C&StL	-	1	-	-	-	-	6P	-
Roger Krueger	B&O	4	-	-	2P	-	-	1	-
5 5									
Bank (new)		1	3	10P	6	4	10P	-	10P
Price (new)		76	90		100	67		71	
Bank (pool)		-	2	-	2	-	-	-	-
Price (pool)		76E	71E		82C	67F		71F	
Company credit		560	820			670	_	630	
Tokens		2	3	4	3	3	3	1	2
Trains		2.2	2					2	
Bank cash: \$9,24 Current operating			cate limit YNH, NYO		хO	Trai	ns: 2	x '2', !	5 x ′3′
Tilos Tilo num	ber/Availability		One		otina Pr	und bet	ween	Stock	Rounds

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 57/1 58/2 69/-

FOR WHOM THE DIE ROLLS #131



Orders required for	the following rounds	By the early deadline	
OR4, SR5	Adjudication can paus	se between rounds if requested	

PUBLICS

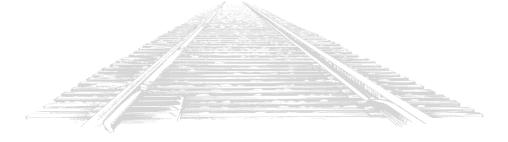
1830-R20

Two companies will start operations.

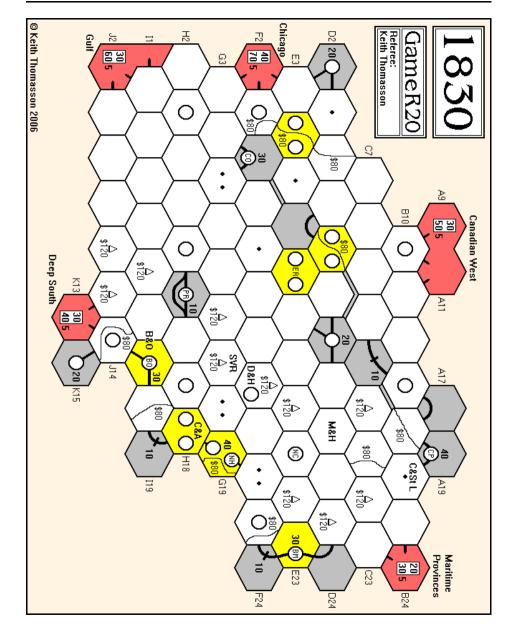
Stock Round 1, Public Companies

Mark	Willem		Don		Μ	like		Rich	ard
+ NYNH/Pres{76}	+ CPR/Pres {7]	} + N	YNH nev	N	×		×		
+ NYNH new	+ CPR new	+ C	PR new		×		×		
+ NYNH new	+ CPR new	+ N	YNH nev	N	+ NYNH	new	×		
		{f	loated}						
+ NYNH new	+ CPR new	×			+ NYNH	new	×		
	{floated}						<u>i</u>		
+ NYNH new	+ CPR new	×			×		×		
×	×	Prio	ority for	SR2					
Cash Flow		ublics		c/f	V	alue		%	Certs
Richard Lunn	260	0		260		680	-	26.4•	2
Mark Frueh Willem Moene	460 440	-456 -426		4 14		516 480		20.0▲ 18.7▼	6 6
Don Smith	250	-420		27		422		l6.4▲	4/5
Mike Hutton	285	-152		133		477	-	18.5•	4
			•••••						
Portfolio	Privates	PRR	NYC	CPR		C&O	Erie	NYNH	I B&M
Richard Lunn	B&O	-	-	-	2P	-	-	-	-
Mark Frueh	SVR	-	-	-	-	-	-	6P	-
Willem Moene	C&StL	-	-	6P	-	-	-	-	-
Don Smith	C&A	1	-	1	-	-	-	2	-
Mike Hutton	D&H, M&H	-	-	-	-	-	-	2	-
Bank (new)		9P	10P	3	8	10P	10P	-	10P
Price (new)				71	100			76	
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)				71E	100A			82C	
Company credit				710				820	
Tokens		4	4	4	3	3	3	2	2
Trains		0						-	
Bank cash: \$10,09				ut: 13	•••••	Tra	uns: 6	x '2', 5	5 x ′3′
Current operating	order:	NYNH	, CPK						

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



FOR WHOM THE DIE ROLLS #131



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

	1856	-R18			nes out af its destin	OR11 - OR12			
OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CPR	JS	23:M12:2	140	No	1	110E•	10	400	4
CV	GD	59:112:2	330	Yes	-	110E•	161	400	3
LPS	MH	126:F15:1	280	No	2	80F•	121	0	43
THB	GD	66:112:6	150	Yes	345	100E•	494	200	43
GT	TS	15:P9:2	280	No	6	80C•	314	300	43
BBG	JS	63:J15:1	170	Yes	$\overline{\mathcal{O}}$	100A•	519	0	53
WGB	RL	15:J11:5	180	Yes	-	100A•	224	100	5
GW	RL	8:F11:3	210	Yes	8	70F ▲	61	400	5

Notes: ① \$480 to the BBG for a '4' train

2 Redeems five loans

3 Destination reached - \$500 released from escrow

- ④ \$1 to the CV for a '4' train
- ⑤ Redeems two loans
- 6 \$100 to the bank for a token in N11
- O \$10 to the CPR for a '3' train
- 8 Government loan secured

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CPR	JS	28:L11:5	180	Yes	1	125E•	0	0	-
CV	GD	125:L13:2	160	Yes	2	125E•	0	0	-
THB	GD	65:L15:3	170	Yes	3 4	110E•	0	0	64
BBG	JS	63:J13:1	200	Yes	-	110A•	519	0	5
WGB	RL	-	200	Yes	-	110A•	124	0	5
LPS	MH	23:E16:5	170	Yes	-	90F▲	172	0	4
GΤ	TS	24:N7:3	180	Yes	-	90C▲	50	0	4

Notes: ① Run reduced to \$150 to pay loan interest

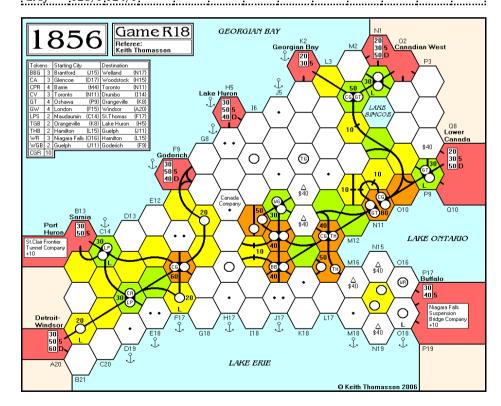
- ⁽²⁾ \$169 to the THB for a '3' train
- 3 \$700 to the bank for a '6' train '3' trains die
- ④ CGR forms CPR, CV and GW join the CGR Richard is the President

Portfolio	BBG	CA	GT	LPS	TGB	THB	WR	WGB	CGR
Tony Sait	-	-	3P	-	-	-	-	-	2
Gareth Davies	-	-	-	-	-	4P	-	-	2
John Shelley	6P	-	-	-	-	-	-	-	2
Richard Lunn	-	-	-	1	-	2	-	5P	3P
Mike Hutton	-	3P	-	6P	-	-	-	-	-
Bank (new)	4	7	5	-	10P	-	10P	5	7
Price (par)	100	75	100	65		100		100	125
Bank (pool)	-	-	2	3	-	4	-	-	4
Price (pool)	110A	75D	90C	90F		110E		110A	125A
Company credit	519	225	50	172		0		124	106
Tokens	2	3	2	-	2	-	3	1	6
Trains	5	-	4	4		64		5	54
Bank cash: \$8,660) (Certifica	ate limit:	15			Trains	: 1 x ′6′,	Diesels
					DO OT				

Current operating order: CGR, THB, BBG, WGB, LPS, GT

FOR WHOM THE DIE ROLLS #131

Cash Flo	w		b/f	OR1	1 (OR12		c/f	Value		%	Certs
Tony Sait]	149	84	4	54	2	87	807	1	2.9	3
Gareth Davies		2	239	192	2	-42	3	89	1,079	1	7.2•	4
John She	ohn Shelley 167		102	2	180	4	49	1,359	2	1.7	6	
Richard L	Junn	213 225		5	181	6	19	1,854	2	9.6	81/2	
Mike Hut	ton	2	298)	102	4	00	1,165	1	8.6•	7
Tiles	Tile n	umber	/Availa	ıbility	1	Three C	operati	ng Rou	nds be	tween	Stock	Rounds
Yellow	1/-	2/-	3/2	4/3	5/1	6/1	7/6	8/7	9/11	55/1	56/1	57/3
	58/2	69/1										
Green	14/2	15/1	16/1	17/1	18/1	19/1	20/1	23/1	24/3	25/1	26/1	27/1
	28/-	29/1	59/2	120/1	121/-							
Brown	39/1	40/1	41/3	42/2	43/2	44/1	45/2	46/2	47/2	63/2	64/1	65/-
	66/-	67/1	68/1	70/1	122/-	125/3	126/-	127/1				
Grey	123/1	124/1										

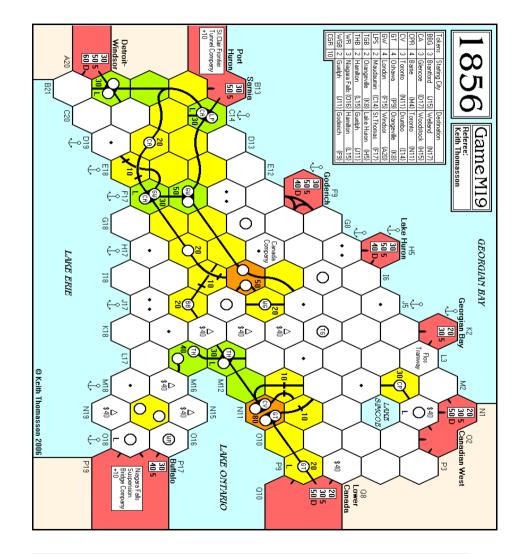


Orders required for the following round	By the early deadline
SR9	

1856	5-M19		Just one round, which sees two '5' trains sold.						OR9			
<u>OR9 Pres</u> BBG LG	Lay 6:J15:2		lun	Pay	Note		Price 90A•	Cred 51		ans 100	Trains	
WGB SC	57:J11:		-	-	(1) (2) (4)		90A•	47		0	5 5	
GW LG	69:114:		20	Yes	15		00E		-	600	33	
CA SC	64:112:		70	Yes	16		00E-			700	43	
THB WM	122:N11		70	Yes		-	80D4	10	-	0	43	
CV WM	14:L13:		70	No	-		65C•	21	-	200	3	
GT TS	58:N9:6		40	Yes	1) (7		70F▲	14		300	4	
LPS SW	8:110:4		70	Yes	-		65G•	14		600	4	
3 ④ ⑤ ⑦ <u>Cash Flow</u>		he banl he BBG e bank <u>b/f</u>	k for a for a for a	a '5' tra '3' trai token ii OR9	n n N11	<u>c/f</u>		alue		%	Certs	
Stephen Wel		30		131		261		846		5.5	7	
Willem Moen	ie	4		102		106		716		4.0▲	6	
Tony Sait		54		133		187		772		5.1•	7	
Lyndon Gurr		39		128		167		517		9.7•	12	
Simon Cutfo	rth	23		97		129	1,	260		4.7▼	10	
Portfolio Stephen Wel		CA	CP	<u>CV</u>	GT	<u>GW</u> 1	LPS 5P	TGB -	2	WR	WGB	
Willem Moen	ie -	-	-	2P	-	-	-	-	6P	-	-	
Tony Sait	-	-	-	-	6P	1	1	-	-	-	-	
Lyndon Gurr		4	-	-	-	5P	-	-	-	-	-	
Simon Cutfo	rth -	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)	90A	100E		65C	70F	100E	65G		80D		90A	
Company cre		0		216	148	0	146		104	_	472	
Tokens	2	-	4	2	2	2	1	2	-	3	1	
Trains	5	43	0	3	4	33	4		43	151 5	5	
Bank cash: \$				icate lin		THR C	T I D		ins: 1 x	· Ξ', ½	2 x ′6′	
Current oper	aung orde	.: (uw, C	CA, BBG	, wub,	IIID, C	11, LP3	5, UV				

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

It helps me if orders are presented I the sequence of the operating round. Ordering things completely out of sequence is more likely to lead to errors on my part. While not out of sequence, a warning about ordering loans late in the round. If they are ordered after the trains, you might have to reduce the dividend to pay loan interest, when taking a loan earlier would avoid that.



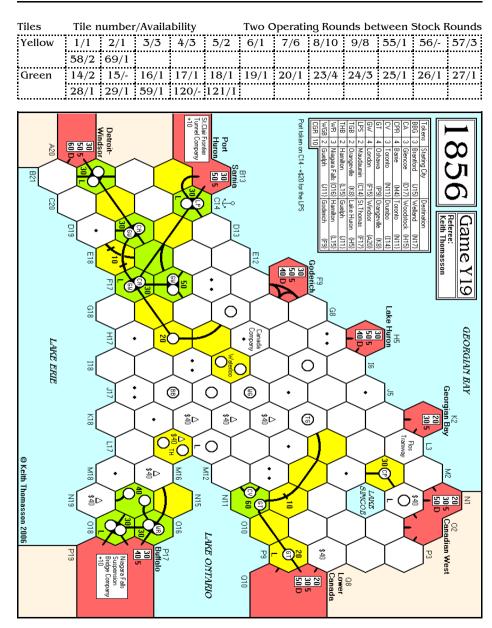
Orders required for the fol	lowing rounds	By the early deadline	1
OR10, SR7	Adjudication can pau	ise between rounds if requested	

Two rounds and	

185	56-Y19)	Two rounds and three new '4' trains.							OR5 - OR6			
The LPS de	The LPS destination was reached some time ago. \$225 credit now released from escrow.												
OR5 Pre	s La	ay	Run	Pay	<u>n</u>	otes	P	rice	Cre	dit	Loan	s 1	rains
CA SW	6:H1	5:5	200	Yes	. (23	ł	80F▲		25	40	0	43
GT RT	9:M		100	Yes		1	,	75F ▲	1	25	40	0	3
GW PB	121:		110	Yes		1) (4)		75F ▲		17	50		43
WR MB	15:0	18:6	100	Yes		1		75F ▲		20	50	0	3
LPS MH	7:B1	5:1	110	Yes		1	́	75F ▲	4	78	40	0	3
	_												
Notes: ①		nment lo											
2		ation rea							/				
3		to the ba				'2' tra	ains d	ie					
4	\$350	to the ba	nk for a	1 '4' t	rain								
OR6 Pre			Run	Pay		otes		rice	Cre		Loan		rains
CA SW	14:B		230	Yes		1		90F▲		85	50		43
GT RT	8:L		100	Yes		1		80F▲		05	50		3
GW PB	8:H1		230	Yes		1		80F▲		18	60		43
WR MB	8:N1		100	Yes		1) (2)		80F▲		50	60		3
LPS MH	24:E	16:6	110	Yes	(1) (3)		80F•	2	11	50	0	43
Notes: ① ② ③	\$40 to	nment lo o the ban to the ba	k for te	rrain									
Cash Flow		b/f	OR	5	OR	6	C,	/f	Valu	e	%	C	erts
Peter Berli	1	32	87	7	14	6	26	4	90	4	19.9	•	7
Mike Head		24	74	ł	7	7	17	5	66	5	14.7	•	5
Martin Bute	cher	15	10	l	11	6	23		96	2	21.2		8
Rob Thoma	asson	18	12	l	14	2	28	1	1,03	1	22.8		8
Stephen W	ebb	205	110)	12	5	44	0	97	0	21.4		5
Portfolio]	Privates	BBG	CA	CP	CV	GT	GW	LPS	TGB	THB	WR	WGB
Peter Berlin	1	-	-	-	-	-	1	5P	1	-	-	1	-
Mike Head		-	-	1	-	-	1	-	4P	-	-	-	-
Martin Bute		-	-	1	-	-	1	1	-	-	-	6P	-
Rob Thoma	asson	-	-	3	-	-	5P	1	-	-	-	-	-
Stephen W	ebb	-	-	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				90F			80F	80F	80F			80F	
Company o				85			205	118	199			250	
Tokens			3	1	4	3	2	1	1	2	2	1	3
Trains				43			3	43	43			3	
Bank cash:	\$9,739		Certif	icate	limit:	13			Tr	ains:	1 x '4		· ′5′

Bank cash: \$9,739Certificate limit: 13Trains: 1 x '4', 3 x '5'...Current operating order:CA, GT, GW, WR, LPS

FOR WHOM THE DIE ROLLS #131



Orders required for the following round	By the early deadline	
SR5		۸

1870-U19

Two new companies come out of this stock round.

SR5

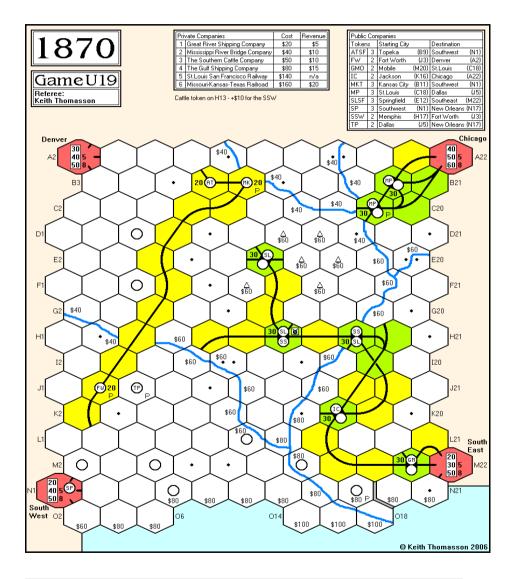
The GMO run was \$160 last time, an increase of \$20 over that reported.

Stock Round 5

Stock Round 5											
Lyndon	Step	ohen		Joh	n		Mik	e		Marti	n
- 2 SLSF {•100E}	⇒		⇒			Pric	e prote	ects IC	- 1 G	MO	{<>}
- 1 IC {•72F}			1				•	{ • 76E}	-1 M	IP {	•64G}
+ ATSF/P {100}									+ FW	l/ P	{72}
+ ATSF new	+ MKT no	ew	+ S	LSF ne	ew	×			+ FW	l new	
+ ATSF new	MKT red	eems	+ S	SW ne	w	+ M	P pool		+ FW	l new	
	from Ste	phen					•				
+ ATSF new	+ IC new	/	×			×			+ FW	l new	
+ ATSF new	×		×			×			+ FW	l new	
{floated}									{flc	pated}	
×	×		×			×			×		
Priority for SR6				•••••	•••••		• • • • • • • • • • • • • • • • • • • •			•••••	
•••••••											
Cash Flow	b/f		SR5		с	/f		ılue			Certs
Lyndon Gurr	304		-304			0	,	160	-	28.7•	10
Stephen Webb	124		-94		-	50		574		14.2•	4/8
John Shelley	186		-176		-	0		764		18.9	9
Mike Hutton	148		-140			8		658		16.2•	7/8
Martin Butcher	301		-292			9	3	391		22.0	9
Portfolio	Privates	ATSF	FW	GMO	IC	МКТ	MP	SLSF	SP	SSW	TP
Lyndon Gurr	-	6P		5P		-	~	2P	-		
Stephen Webb	-	-	-	-	1	5P	2		-	1	-
John Shelley	-	-	-	-	-	-	6P	1	-	3	-
Mike Hutton	GSC	-	-	-	6P	1	1	-	-	-	-
Martin Butcher	-	-	6P	-	-	-	-	-	-	5P	-
Bank (new)		4	4	4	3	2	1	3	10P	-	10P
Price (par)		100	72	68	76	2 68	76	100	101	76	101
Bank (pool)		100	12	1	70	-	70	4		70	
Price (pool)		100A	- 72E	72G	- 76E	- 50I	- 64G	100E	-	- 90D	-
Company credit		1,000		232	424	198	257	168		346	
Redeemed shares		1,000	120	-		2	-	-		1	
Tokens		3+D	2+D	1+D	1+D	2+D	1+D	D	3+D	D	2+D
Trains					333	4	44	3		33	
Bank cash: \$8,598	3	(Certifi	cate li	mit: 13	3		Train	s: 4 x		x '6'
Current operating	order:		SLSF,	ATSF,	SSW, I	IC, GM	O, FW	, MP, M	IKT		

Tiles	Tile n	umber	/Availa	bility		Two C	perati	ng Rou	nds be	tween	Stock F	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							

Can you please avoid creating new abbreviations for the companies. For example, the rules and these reports refer to the SLSF and SSW. If you refer to the SLSW in your orders it is not clear which of the two you mean. Ambiguous orders will be ignored.



Orders required for th	e following rounds	By the early deadline
OR7, OR8	Adjudication can paus	se between rounds if requested

	×××××××××××	
C-3C-3C-3C-3C-3C-3C-3C-3C-3		 1 C-3

	1870-	020	Tile short	ages bite	e alread	ly.	OR	1 - SR	2
OR1	Pres RK	Lay 6:E12:5	8:F11:2	Run	Pay	Notes	Price 90Av	Credit 800	Trains 2
MKT	DS	6:B11:4	57:B9:3	-	-	3 4	72D•	560	22
SP	SW	-	-			4	68E•	560	22

Notes: ① \$120 to the bank for terrain costs

⁽²⁾ \$80 to the bank for a '2' train

3 \$40 to the bank for terrain costs

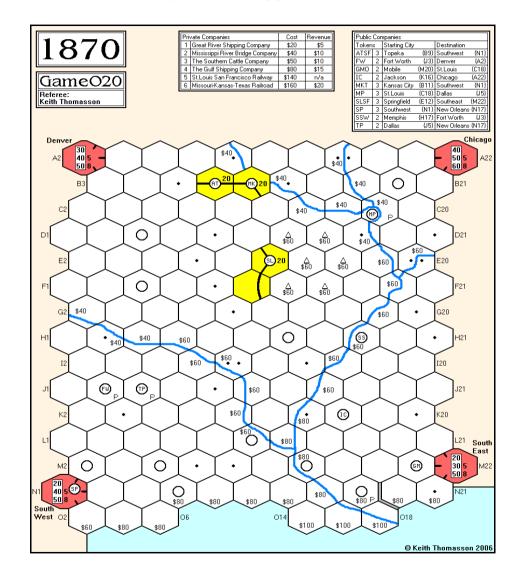
④ \$160 to the bank for two '2' trains

Stock Round 2

Image: Prestor Willem in the image: Priority for SR3 X + MKT new X X X X + MKT new X X X X X X Priority for SR3 X X Cash Flow b/f OR1 SR2 c/f Value % Q Simon Cutforth 10 10 0 20 410 20.2.4 Willem Moene 40 15 0 55 351 17.3* Roger Krueger 8 0 42 50 406 20.0* Simon Cutforth MRBC, MKT - - -	Willem	Roger			Simon			Don			Stephe	en
x + MKT new x	٢	{Pres to Wi					×			×		
x Priority for SR3 Cash Flow b/f OR1 SR2 c/f Value % 0 Simon Cutforth 10 30 0 40 456 22.5 \cdot Don Smith 20 5 0 25 405 20.0 \cdot Stephen Webb 10 10 0 20 410 20.2 \cdot Willem Moene 40 15 0 55 351 17.3 \cdot Roger Krueger 8 0 42 50 406 20.0 \cdot Portfolio PCs ATSF FW GMO IC MKT MKT \cdot	٢	+ MKT new		×			×			×		
Cash Flow b/f OR1 SR2 c/f Value % O Simon Cutforth 10 30 0 40 456 22.5 $+$ Don Smith 20 5 0 25 405 20.0 $+$ Stephen Webb 10 10 0 20 410 20.2 $+$ Willem Moene 40 15 0 55 351 17.3 $+$ Roger Krueger 8 0 42 50 406 20.0 $+$ Portfolio PCs ATSF FW GMO IC MKT MRT $ 1$ $ 2$ $ -$ Simon Cutforth MRBC, MKT $ 5P$ $ -$ <td>٢</td> <td>+ MKT new</td> <td></td> <td>×</td> <td></td> <td></td> <td>×</td> <td></td> <td></td> <td>×</td> <td></td> <td></td>	٢	+ MKT new		×			×			×		
Simon Cutforth 10 30 0 40 456 22.5 \bullet Don Smith 20 5 0 25 405 20.0 \bullet Stephen Webb 10 10 0 20 410 20.2 \bullet Willem Moene 40 15 0 55 351 17.3 \bullet Roger Krueger 8 0 42 50 406 20.0 \bullet Portfolio PCs ATSF FW GMO IC MKT MRST \cdot	٢	×		Priori	ty for .	SR3						
Simon Cutforth 10 30 0 40 456 22.5 \bullet Don Smith 20 5 0 25 405 20.0 \bullet Stephen Webb 10 10 0 20 410 20.2 \bullet Willem Moene 40 15 0 55 351 17.3 \bullet Roger Krueger 8 0 42 50 406 20.0 \bullet Portfolio PCs ATSF FW GMO IC MKT MRST \cdot	ash Flow	b/f	OR	1	SR2		c/f	,	Jalue		0/2	Cert
Don Smith20502540520.04Stephen Webb101002041020.24Willem Moene401505535117.3*Roger Krueger80425040620.0*PortfolioPCsATSFFWGMOICMKTMPSLSFSPSSWSimon CutforthMRBC, MKT1-2Don SmithGRSC5PStephen WebbSCC5PStephen WebbSCC5PRoger Krueger311-Bank (new)10P10P10P10P1410PPrice (par)3Price (pool)560800560-Company credit560800560Tokens3+D2+D2+D2+D2+D2+D2+D2+D2+D												5
Stephen Webb10101002041020.2Willem Moene401505535117.3Roger Krueger80425040620.0PortfolioPCsATSFFWGMOICMKTMPSLSFSPSSWSimon CutforthMRBC, MKT1-2Don SmithGRSC5PStephen WebbSCC5PStephen WebbSCC5PStephen WebbSCC3PRoger Krueger311-Bank (new)10P10P10P10P1410P1410PPrice (par)5Bank (pool)560800560Company credit560800560Tokens3+D2+D2+D2+D2+D2+D2+D2+D2+D2+D			-	-	-					_		5
Willem Moene401505535117.3Roger Krueger80425040620.0PortfolioPCsATSFFWGMOICMKTMPSLSFSPSSWSimon CutforthMRBC, MKT1-2Don SmithGRSC1-2Stephen WebbSCC5PWillem MoeneQSC5PRoger Krueger5PBank (new)10P10P10P10P110P1410PPrice (par)3Bank (pool)3Price (par)3Company credit560800560Rodeemed sharesTokens3+D2+D2+D2+D2+D2+D2+D2+D2+D2+D												5
Roger Krueger80425040620.0*PortfolioPCsATSFFWGMOICMKTMPSLSFSPSSWSimon CutforthMRBC, MKT1-2Don SmithGRSC5PStephen WebbSCC5PWillem MoeneGSC311-Roger Krueger311-Bank (new)10P10P10P10P110P1410PPrice (par)5Bank (pool)560800560Company credit560800560Tokens3+D2+D2+D2+D2+D2+D2+D	1		-	-	-							3
PortfolioPCsATSFFWGMOICMKTMPSLSFSPSSWSimon CutforthMRBC, MKT $ 1$ $ 2$ $ -$ Don SmithGRSC $ 5P$ $ -$ Stephen WebbSCC $ -$ Willem MoeneGSC $ -$ Roger Krueger $ 3P$ $ -$ Bank (new)10P10P10P10P110P1410PPrice (par) $ -$ Bank (pool) $ -$ Price (pool) $ -$ Company credit $ -$ Tokens $3+D$ $2+D$ $2+D$ $2+D$ $2+D$ $2+D$ $2+D$ $2+D$			-	0	42							5
Simon Cutforth MRBC, MKT - - - 1 - 2 - - Don Smith GRSC - - - 5P -							•••••					
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$			ATSF	FW	<u>GMO</u>	IC		MP		SP	SSW	T
Willem Moene Roger Krueger GSC - - - - 3P - - Bank (new) 10P 10P 10P 10P 10P 1 10P 1 1 - Bank (new) 10P 10P 10P 10P 1 10P 1 4 10P Price (par) - - - 76 100 72 Bank (pool) - - - - 3 - - Price (pool) - - - 72D 72D 68E - Company credit - - 560 800 560 - - Redeemed shares - - - - - - - - Tokens 3+D 2+D 2+D 2+D 3+D 2+D 2+D 2+D 2+D		-	-	-	-	-	5P	-	-	-	-	-
Roger Krueger - - - - 5 - 1 1 - Bank (new) 10P 10P 10P 10P 10P 10P 1 10P 1 4 10P Price (par) - - 76 100 72 - <td>tephen Webb</td> <td>SCC</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>5P</td> <td>-</td> <td>-</td>	tephen Webb	SCC	-	-	-	-	-	-	-	5P	-	-
Bank (new) 10P 10P 10P 10P 1 10P 1 4 10P Price (par) 76 100 72 76 100 72 Bank (pool) - - - - 3 - Price (pool) 72D 72D 68E 68E Company credit 560 800 560 Redeemed shares - - - - Tokens 3+D 2+D 2+D 2+D 2+D 2+D 2+D	lillem Moene	GSC	-	-	-	-	-	-	3P	-	-	-
Price (par) 76 100 72 Bank (pool) - - - 3 - Price (pool) 72D 72D 68E Company credit 560 800 560 Redeemed shares - - - - Tokens 3+D 2+D 2+D 2+D 3+D 2+D 2+D 2+D 2+D 2+D	oger Krueger	-	-	-	-	-	3	-	1	1	-	-
Bank (pool) - - - - 3 - - Price (pool) 72D 72D 68E 68E <t< td=""><td>ank (new)</td><td></td><td>10P</td><td>10P</td><td>10P</td><td>10P</td><td>1</td><td>10P</td><td>1</td><td>4</td><td>10P</td><td>10</td></t<>	ank (new)		10P	10P	10P	10P	1	10P	1	4	10P	10
Price (pool) 72D 72D 68E Company credit 560 800 560 Redeemed shares - - - Tokens 3+D 2+D 2+D 2+D 2+D 2+D 2+D 2+D	rice (par)						76		100	72		
Company credit 560 800 560 Redeemed shares 3+D 2+D 2+D <td>ank (pool)</td> <td></td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>3</td> <td>-</td> <td>-</td> <td>-</td>	ank (pool)		-	-	-	-	-	-	3	-	-	-
Redeemed shares 3+D 2+D 2+D 2+D 3+D 2+D	rice (pool)						72D		72D	68E		
Tokens 3+D 2+D 2+D 2+D 3+D 2+D 2+D 2+D							560		800	560		
							-		-	-		
			3+D	2+D	2+D	2+D		3+D			2+D	2+
Bank cash: $9,890$ Certificate limit: 13 Trains: 2 x '2', 6 y	rains						2.2		2	2.2		

Tiles	Tile r	number	/Availa	ıbility	 One	Operat	ing Ro	und be	tween	Stock F	Rounds	5
Yellow		2/1									57/4	
	58/4	69/1										

Both of the type '6' tiles were taken before the SP had its turn, and Stephen wanted one of those as well. Unfortunately he had no backup plan in his orders.



OR2, SR3	

|--|--|

	1895	-L20	First divid compan			OF	R2 - SR	.3
OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
STA	TF	9:D10:2	-	-	12	70D•	150	2H 2H
OME	MB	-	60	Yes	3	90C▲	606	3H 2H
SD	RK	7:E19:5	50	Yes	1 3	60F ▲	155	3H 2H

Notes: ① 120 RM to the bank for terrain costs

② 80 RM to the bank for two '2H' trains

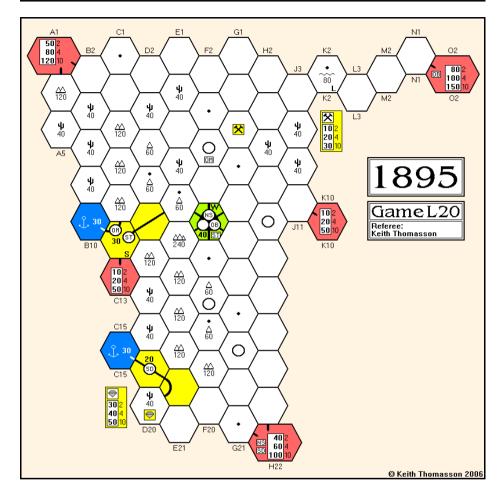
③ 70 RM to the bank for a '3H' train

S	5	t	(0)	C	K	Ĺ	ŀ	K	C)	ι	J	1	1	(d	l	į	Ć	5	
																							ĥ

Tin	1		Martin		F	loger	
×		+ SD pool		- 2	OME		{ v 80I
		-		- 3	5 SD		{ v 500
				+	OB/Preside	ency	{9
×		×		+	OB new		
×		×		+ 1	OB new		
×		×		+ '	OB new		
					{floated}		{ ▲ 100
×		×		×			
Priority for SR4		<u>.</u>					
							_
Cash Flow	b/f	OR2	SR3	c/f	Value	%	
Roger Krueger	60	37	-90	7	607	41.8	6
Tim Franklin	15	5	0	20	390	26.9•	
Martin Butcher	35	30	-60	5	455	31.3•	6
Portfolio	PC/Oblig	STA	OME	SD	OB		NS
Roger Krueger	OB	-	-	2P	5P		-
Tim Franklin	ML STA SD	5P	-	-	-		-
Martin Butcher	OME	-	5P	1	-		-
Bank (new)		4	1	3	4		10P
Bank (pool)		-	3	3	-		
Price		70D	80D	50G	100	3	
Company credit		150	606	155	450	1	
Tokens		3	2	2	2		2
Trains		2H 2H	3H 2H	3H 2H			
Bank cash: 6,48	5 RM C	ertificate li	mit. 13		Trains: 1	v '3H' ') v '4H

Tiles	Tile number/Availability						Two Operating Rounds between Stock Round					
Yellow												

Companies do not close in 1895. If the stock price should fall to the bottom left of the stock market, it stays there until a dividend is paid out or the company is fully subscribed at the end of a stock round.



Orders required for	the following rounds	By the early deadline	
OR3, OR4	Adjudication can paus	se between rounds if requested	



18EU-B19			lt's run an little bit of			OR	OR12 - SR6			
OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains		
GS	SW	145:06:3	590	Yes	-	300A•	291	85		
FN	PB	8:D21:2	240	Yes	1	165C•	55	6 P		
BN	MF	142:H7:6	440	Yes	-	165C•	224	5 P		
RB	PB	141:F11:5	340	Yes	2	150C•	1	8		
RA	NW	-	310	Yes	-	150C•	384	5		
DR	DS	8:A12:3	530	Yes	-	150C•	194	8 P		
IS	NW	-	250	Yes	-	135C•	297	6		
RP	PB	582:H19:4	420	Yes	-	122C•	100	8		

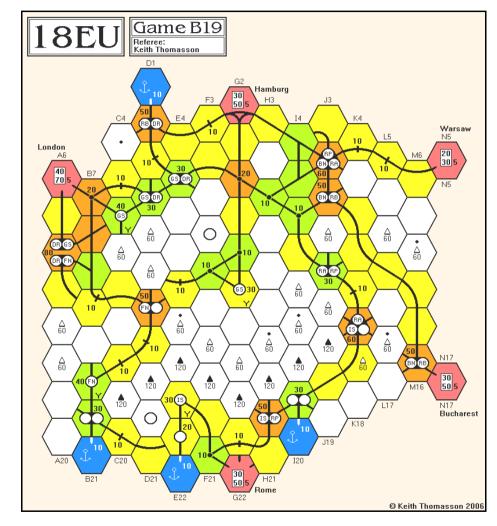
Notes: ① 100 to the bank for a Pullman

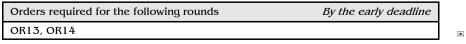
⁽²⁾ Places a token in M16

Mark	Don		Stephe	n	Ne	eil	Pet	er
+ IS treasury	+ RB pool		- 1 IS { v 122D} + RP pool		×		×	
- 2 IS {••} - 1 RA {••} + FN pool	+ IS pool	x	(,	¢		×	
+ FN pool	×	X	٢	>	٢		×	
+ RB pool	×	X	6	>	٢		×	
X	Priority for	SR7						
Cash Flow Neil Walters Peter Berlin Mark Frueh Don Smith Stephen Webb Portfolio Neil Walters Peter Berlin Mark Frueh Don Smith Stephen Webb	b/f 1,359 1,283 1,339 472 1,364 BN 1 - 6P - 3	OR12 463 542 538 474 723 DR - - 6P 4	SR6 0 -221 -272 +13 FN 1 5P 3 1 -	1,8 1,6 6 2,1 	825 856 874	Value 4,114 3,457 3,998 2,538 5,222 RA 6P - - 1 - 1	% 21.3▼ 17.9▲ 20.7▼ 13.1▲ 27.0▲	Cer 13 13 13 11 13 13 13 14 13 6 1 1 1 1
Treasury	-	-	-	-	-	-	-	-
Bank pool	1008	1658	-	-	3	3	2	1
Price	180B	165B	180B	300A	122D	150C	150C	122
Company credit Tokens	224 2	194	55 2	291	432 2	384	1	10
Tokens	2 5 P	- 8 P	2 6 P	- 85	2	2 5	2 8	2

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

Tiles	Tile n	umber	/Availa	bility		Two C	peratii	ng Rou	nds be	tween	Stock F	Rounds
Yellow	3/7	4/5	7/2	8/4	9/9	57/7	58/2	201/5	202/9			
Green	14/2	15/1	80/4	81/4	82/3	83/2	141/3	142/3	143/1	144/1	576/3	577/4
	578/3	579/2	580/1	581/2								
Brown	145/3	146/4	147/3	544/2	545/3	546/3	582/4	583/-	584/-	611/8	Grey	513/5





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1	8Kaa	SING	•	1 0	ne '4' trains to buy one.		OR8	
OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	25:17:2	250	Yes	-	111C•	650	33
Erie	AH	59:G17:3	-	-	12	90A•	1,018	-
B&M	WM	-	200	Yes	-	110D•	491	3
C&O	TS	27:N16:4	80	Yes	-	100B•	520	4
PRR	AH	-	-	-	3	75F•	50	3
CPR	LG	15:E15:2	130	Yes	-	80F•	270	4
NYC	LG	-	-	-	-	67E•	760	-
NYNH	WM	-	130	No	4	69G •	333	33
	_							

- Notes: ① \$80 to the bank for terrain costs
 - (2) \$919 to the PRR for a '3' train \$1,017 to the Erie for a '3' train 3

 - **(4)** \$71 to the B&M for a '3' train

	Cash Flow Willem Moene Martin Butcher Tony Sait Lyndon Gurr Alan Harvey	b/f 8 21 7 48 51	OR8 133 223 118 78 38		c/f 141 244 125 126 89	1]]]	Value ,172 ,590 ,160 ,175 ,045	2 1 1	% 9.1▲ 25.9▲ 8.9▲ 9.1▲ 7.0▼	Certs 10 12 10 12 9
0	Portfolio Willem Moene Martin Butcher Tony Sait Lyndon Gurr Alan Harvey	Privates - - - - - -	<u>B&M</u> 6P 1 2 -	B&O 6P 1 1 1	<u>C&O</u> 5 5P -	CPR 1 1 1 6P 1	Erie - - 1 6P	NYC - 5P	<u>NYNH</u> 4P - 1 1 -	PRR 1 1 1 3P
	Bank (new) Price (new) Bank (pool) Price (pool) Company credit Tokens Trains Bank cash: \$7,183 Current operating or	der:	90 1 100D 491 2 3 Certific B&O, E			- 76 - 80F 270 2 4 -	3 100 - 90A 1,018 2 - <u>-</u> Tra 2, PRR, N			71 4 75F 50 2 3 x '5'

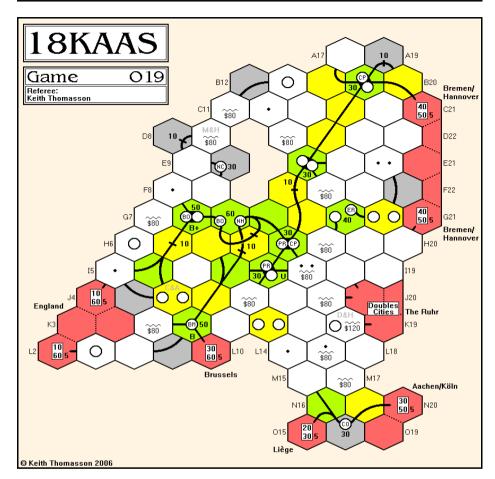
Tiles Tile number/Availability Two Operating Round between Stock Rounds 1/1 2/1 3/2 4/- 7/3 8/5 9/7 55/1 56/- 57/4 58/1 69/1 Yellow ā..... ā....ā...ā....ā. Green 14/- 15/1 16/1 18/1 19/1 20/1 23/3 24/2 25/- 26/1 27/- 28/-

29/1 53/- 53+/- 54/- 59/1

i....

Alan, you didn't say which station the Erie home base should go in. I've dropped it into the eastern one for now, but tell me if it needs to be south west instead.

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Orders required for th	e following rounds	By the early deadline	
OR9, SR7	Adjudication can paus	se between rounds if requested	



♦ 38 ♦

4

•

10-H

10-I

1 A I

11-F

11-H

30

12-E

12-H

ж

Chain Value

Powers used:

Playing sequence

9-E

Ac	QUIRE	43	То	Luxor swallow wer and Contin	-	<u>R</u> o	und 1	0	
Tony Bob Lionel Kevin John Tony	Bob7-C{Dead tiles: 8-C}Buys 1 Tower @ £400, 2 Continental @ £400.Lionel4-E{Dead tiles: 3-F 4-F}Buys 3 Continental @ £400.Kevin1-DBuys 3 Continental @ £400.John11-BBuys 3 Luxor @ £700.								
1-A	2-B 3-B 4-B A 6-B 7-B 9-B W W W								

A

6-E

6-F

6-H

6-I

7-D

7-E

8-D

8-F

8-H

8-I

A

Α

3-D

Α

2-D

2-E

2-F

1-E

1-F

1-H

Α

Lux Tow Ame Fes Wor Con Imp Cash Value Bob Coull 7 2 £8,800 £19,200 11 1 ---Lionel Robbins £28,700 4 2 6 10 1 £8,300 _ Kevin Lee 4 13 £7,100 £32,700 -1 ---John Colledge 6 £38,200 12 £14.200 -----13 Tony Wilcock 6 £600 £22,600 --Bank Stock 6 9 12 6 2 23 18 Chain Size 24 17 3 15 2 _ - 800 Chain Value 800 400 800 400 -

 Playing sequence

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

Acqu	JIRE 4	$4 \{SP\}$ Lots of tiles go down this time. <u>ROUND 7</u>
Michael		{Uses 'Place 4 Tiles' Power}
	5-A	9-B 8-E
	9-F	No purchases.
Colin	1 <i>-</i> E	Buys 3 Continental @ £400.
Mick	10-A	Forms Worldwide, one free share. No purchases.
John		{Uses 'Place 4 Tiles' Power}
	6-H	1-B 5-B
	4-A	American takes over Luxor, bonuses for John {£5,000} and Mick
		$\{\pounds 2,500\}$, John sells 9 for $\pounds 4,500$, retains 1, Michael swaps 2 for 1,
		retains 1, Mick retains 5. Buys 3 American @ £800.
Michael	1-G	No purchases.

	-		-	_							
Α.	<u>A</u>	, А,	A	A	6-A	A	8-A	9-A	W	W	12-A
A.	2-B	A	4-B	A	Α	A.	8-B		10-B	11-B	12-B
1-0	2-0	3-0	4-C	5-C	A	7-0	8-C	9-C	10-C	11-C	
1-D	2-D	3-D	4-D	5-D	6-D	7-D	8-D		10-D	Т	12-D
F	2·E	3-E	С	5-E	6-E	7-E		9-E	10-E	Т	12-E
F	F	3-F	С	5-F	I	7-F	8-F		10-F	Т	Т
F	F	F	4-6	I	Ĩ	Ι	I	9-6	10-6	11-G	12-6
F	F	F	4-H	5-H	Ι	7-H	I	9-H		11-H	12-H
1-I	F	F	F	5-I	6-I	I	I	9-I	10-I	11-I	
		Lu	ιχ Τον	v Ame	e Fes	s Wor	Con	Imp	C	ash	Value
Mick Hay	ytack		5 3	3		- 1	9	3	£3,0	000	£18,000
John Co			1	- 3			-	5	£10,5		£31,300
Michael		ne	1	- 7			5	4			£28,400
Colin Sh	arpe		- (5 3	5 12	2 4	5	-	£1,5	500	£37,100
Bank Sto		1	8 10				-	13			
Chain Si	ze		- 4	4 12	2 12	2 2	2	9			

400

Mick: 3F/B5/T5

Colin, Mick, John, Michael, Colin again

800

800

300

John: T5/P4

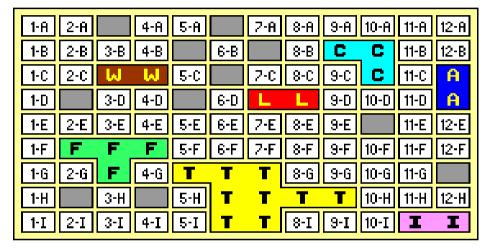
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Michael: 3F/T5/P4Colin: B5/T5/P4

Ace	QUIRE	45 If it adds to Tower, play it. <u>R</u> OUND 5
Colin	2-D	Buys 2 American @ £300, 1 Worldwide @ £300.
Michael		5
	6-G	Buys 3 Worldwide @ £300.
John	7-G	Buys 3 American @ £300.
Tony	7-I	Buys 1 American @ £300, 2 Worldwide @ £300.
Kevin	6-C	Buys 3 Luxor @ £200.
Colin	6-A	Buys 2 Tower @ £600, 1 Worldwide @ £300.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	-	-	7	6	-	3	-	£15,600
John Colledge	10	-	3	3	-	-	4	£900	£16,900
Tony Wilcock	-	-	1	2	3	4	-	£2,600	£14,300
Kevin Lee	9	7	4	-	-	-	-	£1,800	£16,000
Colin Sharpe	-	10	2	-	7	-	-	£100	£17,800
Bank Stock	3	8	15	13	9	21	18		
Chain Size	2	9	2	4	2	3	2		
Chain Value	200	600	300	500	300	500	400		

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



ACQUIRE 46

More old hands with another new game.

New GAME

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

Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 ORW
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Tony Wilcock	Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER

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

1- A	2-A	3-A	4-A	5-A	6-A	7-A	8-A	9-A	10-A	11-A	12-A
1-B	2-B	3-B	4-B	5-B		7-B	8-B	9-B	10-B	11-B	12-B
1-0	2-0	3-0	4-C	5-C	6-C	7-0	8-C	9-0		11- C	12-C
1- D	2-D	3-D	4-D	5-D	6-D	7-D	8-D	9-D	10-D	11-D	12-D
1-E	2-E	3-E	4-E	5-E	6-E	7-E	8-E	9-E	10-E	11-E	12-E
1-F	2-F	3-F		5-F	6-F	7-F	8-F	9-F	10-F	11-F	12-F
1 -G	2-6	3-G	4-G	5-G	6-G	7-6	8-G	9-6	10-G	11-6	12-6
1 -H	2-H	3-H	4-H	5-H	6-H	7-H	8-H	9-H	10-H	11-H	12-H
1-I	2·I		4-I		6-I	7-I	8-I	9-I	10-I	11-I	12-I

4-I would be a fun tile to own, unless your preference is for making cheap chains.

Playing sequence

Bob, Willem, John, Lyndon, Tony, Bob again



|--|--|

AUSTRALIAN RAILWAYS 1

A new government link is announced. ROUND 5

Goods Growth Timber to Wagga Wagga twice, Ore to Tumbaru	mba, Imports t	o Melb	ourne		
Auctions	Bids:	MB	MP	TW	BE
5a: Bordertown & Ararat (5)		1	2	-	-
Build roll: 8 {built}		*3*			
5b: Ararat & Ouyen (6)		-	1	2	-
		-	3	4	-
		-	5	6	-
Build roll: 4 {not built}		<i></i>	7	*8*	
5c: Adelaide & Ouyen (6)		-	*1*		
Build roll: 11 {built}					
		MD	MD		DE
Commodity Movement		MB	MP	TW	BE
	Income:	9	8	8	4
Bruce Imports Melbourne to Bairnsdale		-		<i></i>	1
Martin Goods Sydney to Bendigo		1	-	1	-
Marcus Timber Wagga Wagga to Geelong		1	2	-	-
Tony Food Mount Gambier to Ballarat		-	-	2	-
Bruce Imports Melbourne to Bairnsdale		-	-	-	1
Market loss number: 8	Income lost:	-1	-1	-1	-
	In a sure st	10		10	6

come lost: -1 Income: 10

-1 10

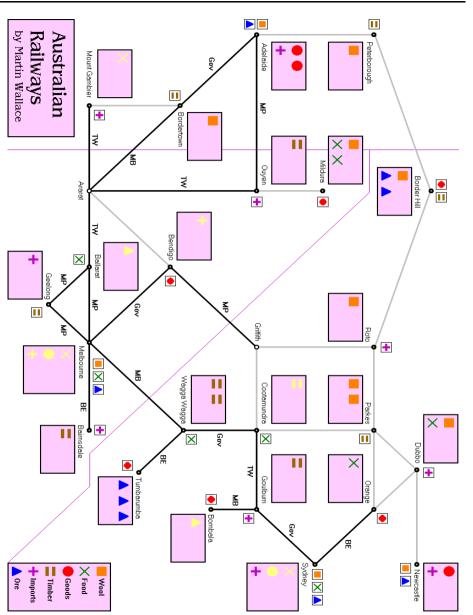
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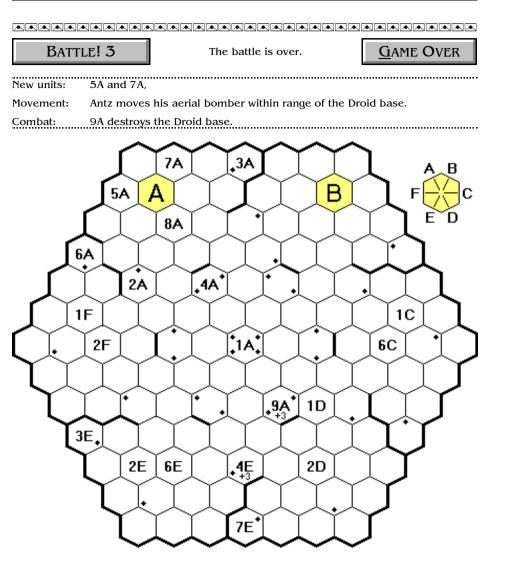
Martin remains the Train Player {income 10/cash 24}.

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Bank Loans Ac	quired	Т	otal	Intere	st	Retired		c/f
Martin Butcher	-		10	-2		-10		-
Marcus Pratt	-		20	-4		-		20
Tony Wilcock	-	:	30	-6		-		30
Bruce Edwards	-		10	-2		-		10
27	~ .				0. D 1	1 (2)		
	Goods	\$	Link 6a:		je & Dul	. ,		
	Goods	\$ ^	Link 6b:		s & Dub	. ,		
5	Goods		Link 6c:		ra & Ou		• • • • • •	
Bruce	Timber	•	Link 7a:		oorough		ide (6)	
Government link:		+	Link 7b:		je & Parl			
Bordertown & Adelaide	:	+	Link 7c:	Moun	t Gambie	er & Bor	dertown	(5)
			-					
Cash flow	Marcus	26	Tony	22	Bruce	20	Martin	13
Cash b/f		7		11		6		
Auction & Builds						0		17
Auction & Duilds	-1	6	-8	3	-	6	-3	17 14
Income	-1 +9	6 15	-8 +10	3 13	- +6	Ű	-3 +10	
	-				- +6 -	6		14
Income	-	15	+10	13		6 12		14 24
Income Acquired Loans	+9	15 15	+10	13 13	-	6 12 12	+10	14 24 24



Orders required	Martin leads the playing order
Place goods, railway link bids 6a, 6b and	d 6c, commodity movement, loans



The victory for Antz went as predicted, with the game going from five players down to one in just three rounds.

FOR WHOM THE DIE ROLLS #131

Joakim Spångberg (Droid, 2nd): In this game, being my first, I was quite clueless as what to do and expect. I was to hasty to involve myself in a battle with Cohen an add quite a large number of incorrect orders as well as overlooking the importance of not falling behind in research. I might give this game another attempt but I'll most definitely are waiting until the one forming has been played, allowing me to see a game where balance isn't messed up by me and a Civil Disorder. Thanks for playing and GMing. Congratulations Marcus and pardon the very confused phone call. You caught me off guard and switching into English-speaking mode instantly is beyond my ability :-).

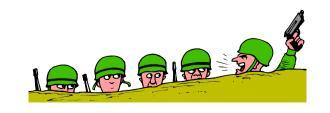
<u>Steve Ham (Cohen, 3rd)</u>: Congratulations to Marcus on a well-earned win. I'm pleased I remained vaguely competitive until the end, although getting tangled up with Joakim in the early rounds was extremely frustrating. This appeared to me to be a game ruled by paranoia. Mine was ably fed by Marcus for many rounds in the middle but ultimately he was my adversary who was most straight-forward in his dealings and we managed to steer clear of misunderstandings for most rounds. I would have hoped we could have made a better job of standing up to him once he got explosives - but there wasn't much trust exhibited between the three of us. Still it was impressive and disappointing how Marcus managed to wrap up the game taking minimal damage from our units. Thanks very much to Keith for running this game.

I know what Joakim means by being caught off guard with a phone call from Marcus. It's happened to me, and I don't have the excuse of the language. I don't find it easy to switch the brain into discussing one of the zine games at the drop of a hat, as between production times the zine is not high on the agenda.

This is a game that needs planning and understanding of what is possible, and watching another game is one way to gain some of that. The first game I joined was in Cut & Thrust, and I only did so after getting hold of the rules and watching the previous game unfold.

I keep meaning to redo the rules, but I find it hard to do this without making them much longer, which isn't always a good thing. There are some areas that definitely need tightening up, as experienced players have told me how some things are meant to work, but what they tell me is not really what the rules say, or may be a clarification on how some things work that isn't covered by the rules at all. Having said that, the rules that the designer, Richard Ashley, has put together make more sense than those for a lot of games.

It's still worth considering a rewrite, though, as my interpretation needs to be made clear for those who are used to how Richard Ashley used to run his games. Time is the usual enemy for this. $\hfill\blacksquare$



ROUND 10

BREAKING AWAY 15

One of our top game designers is being dropped.

Pos	Riders	New
88	Knizia	3
87	Acol Ace No Trump Moon	4
86	Kramer	7
85	One Spade Pershore {1 pt}	8
84	Bidford Jackson Yamashita	10
83	Eggspy Teal′c	13
82	O'Neill Vulnerable	15
81	-	
		_
80	Stratford	3
79	-	
78	Midspy	3
77	Smallspy	4
76	~	
75	-	
74	Evesham Hyaku Dan	3
73	-	
72	Bigspy Wallace	3

15	being aropped.		-	-	
Ma	rtin Butcher (10)	De	sign	ers I	our
А	Knizia (10)	3	3	3	3
В	Kramer		5	7	10
С	Moon		3	4	8
D	Wallace		3	3	3
Br	uce Edwards (4)		SI	y Ga	ame
A	Eggspy (4)	3	5	6	13
В	Bigspy		3	3	3
С	Midspy		3	3	4
D	Smallspy		3	3	4
Jir	n Reader (23)	Yoka	har	na Pa	arks
A	Sankeien (10)	10/10		Drop	
в	Negishi (8)			Drop	-
c	Hyaku Dan		3	3	5
D	Yamashita (5)		3	4	10
All	an Stagg (13)			Star	Tate
A	O'Neill (5)	3	3	3	15
в	Carter (6)]	Drop	ped
С	Teal'c		7	7	13
D	Jackson (2)		6	7	10
Ma	rk Stretch (10)		Avo	n Ric	ters
A	Evesham (3)	3	3	3	4
В	Pershore (3)	-	4	7	8
c	Stratford		3	3	4
D	Bidford (4)		3	3	10
		L			
<u>no</u> A	ger Trethewey (18) Acol Ace (7)	3	3 3	<u>te Ria</u> 4	<i>leis</i> 9
A B	One Spade (8)	5	3 3	4	8
D C	No Trump (3)		3	4	0 4
	Vulnerable		4		
D	vumerable			10	15



Wallace and Bigspy are at the back with only '3's to their name, so can do nothing but keep pace with each other, so they're next to go, and are dropped. Actually, everyone from Stratford back is in doubt, but we'll take them off in small batches rather than all at once.

orders required

BREAKING AWAY 16

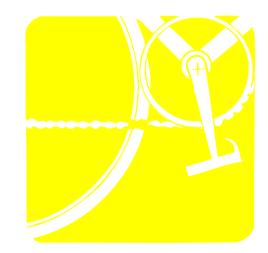
Some minor adjustments, but we're all set to ride.

<u>S</u>et Up

Simon Brooks D	itchling Be	eaco	n By	kers
A Rudolph	1	4	10	15
B Donner		2	9	14
C Blitzen		3	4	13
D Dixen		1	3	12
Tim Franklin		Gho	st Rie	ders
A Inky		5	10	15
B Pinky		8	8	9
C Blinky		5	7	8
D Clyde		1	1	14
Steve Ham	The	Тох	ophi	lites
A Robin Hood	1	3	11	15
B Odysseus		2	10	13
C Nimrod		2	6	12
D William Tell		1	5	10

Orders required

Cards for round one



BUS BOSS 290-SEA

It's the end of this ROUND 12 down under contest.

South East Australia

Rour	1d 12	Runs						ROLF	GRUB	SNAIL	COB	COLIN	
14	K♥	Bega			1	COBBER	30	-9					21
	9♦	Hay			×	ROLF					+9		9
45	3♥	Sydne	У		1	ROLF	30						30
		Orbos											
46		Cunna			(1)	SNAIL	15		+7				22
		Melbo	-		1	GRUBBY	15			-7			8
47			's Paradis	se	1	COBBER	20						20
	J♣	Horsh	iam		~	ROLF	10	_				-9	1
						COLIN		+9					9
48		Echuc			1	COBBER			-8		_	+6	14
	8♠	Nynga	n		2	GRUBBY	9				+8		17
	1.0.00				3	COLIN	5				-6		-1
49	49 10♥ Yass 9♦ Hay			1	SNAIL	30						30	
50		Bathu	unt		(I)	COLIN	16		-4				12
50		Albury			(1) (2)	SNAIL	16		-4 +4				12
	100	Albury				GRUBBY	7			-4		+4	7
51	.I♠	Warra	nul	_	1	SNAIL	13	-3				-3	7
51		Newca			\sim	COLIN	8	0		+3		J	11
					-	ROLF	5			+3			8
					4	COBBER	4						4
52	K♠	Moree			1	COLIN	16				-6		10
	8♥	West V	Nyalong		2	ROLF	9				+8/-10		7
					3	COBBER	5	+10/-8				+6	13
~													
Scor													
		Runs:	14	45			47	48	49	50	51	52 S	
COB		364	21		-	- 2	20	14	-	-	4	13	436
COL		292	-		-	-	9	-1	-	12	11	10	333
SNA	L	219	-		-	22	-	-	30	11	7	-	289
GRU	BBY	213	-		-	8	-	17	-	7	-	-	245
ROL	F	134	9	30)	-	1	-	-	-	8	7	189
We f	•	with no 1st 2nd 3rd 4th 5th	Jim Rea Colin Sł Mike Hu Michael	der narp ittor Gra	 e ı ysto	rder durin	CO CO SN/ GR	BBER . LIN AIL UBBY .	nd. Co	· · · · · · · ·		5 5 5 5 5 5	
Com	ment	ts are w	velcomed	for	nex	t time, for	the ro	und up					

BUS BOSS 292-FRA

RR moves to second to put pressure on GO.

ROUND 9

France

Rour	nd 9 Run	IS			•	GO	GRUB	DEAR	BUM	RR	BUS	
11	4♣ Le J♠ To		2	RR GRUBBY BUSBOSS	20 10		+2 +4			-2	-4	22 4 4
16		Etienne	2 2	GO DEAR BUM BUSBOSS	13 7 6 4	-3 -3 -3		+3	+3		+3	22 4 3 1
19	K ♣ Be 8♠ Ma		2	RR BUM GRUBBY	16 9 5		-3		+3			16 6 8
20	Q Lili K♥ Ge		2 2	DEAR GO GRUBBY RR	16 7 7	-1 +2	+6	+1 +6		-6 -2 -6		9 6 1 14
21	9♦ To 4♥ Pa		2	GRUBBY RR DEAR	16 9 5			-3		+3		16 6 8
22	8 ∲ An 9∳ Ma		2 2 4	BUM GO RR GRUBBY BUSBOSS	13 7 6 4	+7	+4		+4	-4 -4	-7	9 0 14 0 7
23	A♣ En Q♠ Nic	gland ce	1	DEAR BUSBOSS	15 15							15 15
24		rpignan	1	GO	30							30
25	2♦ Ba	yonne	~	DEAR BUM	20 10			+4/-5	+5/-4			21 9
26	7♥ Ne 3♣ Ca		1) 2)	(GO BUM) RR	10 10 10							10 10 10

Round 9 Routes

<u>Graystone Runs Ugly Brown Buses Yet-again (GRUBBY)</u> (Michael Graystone, Brown) Nantes - Lorient. Pau - Spain (12)

Robertson's Routemasters (RR) (Simon Robertson, Blue) Dijon - Mulhouse - Strasbourg (12)

Dijon Expressways Are Rampant (DEAR) (Kevin Lee, Red) Bordeaux - La Rochelle, Bayonne - Spain (11)

Brian's Unrestricted Society: Buses of South Somewhere (BUSBOSS) Nantes - La Rochelle, Lyon - Geneva (11) (Brian Tappenden, Orange)

♦ 49 ♦

Bloody Useless Management (BUM) (Jim Reader, Yellow) Caen - Rennes, Boulogne - Folkestone (11)

×

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

Lyon - Italy, Dunkerque - Belgium (11)

Scores													
	Runs:	11	16	19	20	21	22	23	24	25	26	Routes	Score
GO	105	-	22	-	6	-	0	-	30	-	10	-11	162
RR	78	22	-	16	14	6	14	-	-	-	10	-12	148
DEAR	79	-	4	-	9	8	-	15	-	21	-	-11	125
BUM	87	-	3	6	-	-	9	-	-	9	10	-11	113
BUSBOSS	81	4	1	-	-	-	7	15	-	-	-	-11	97
GRUBBY	69	4	-	8	1	16	0	-	-	-	-	-12	86

Round 10 Runs

 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 	15.	4♠ -	7♦	Clermont Ferrand to La Rochelle
21. 9♦ - 4♥ Tours to Paris 22. 8♣ - 9♠ Amiens to Marseille 23. A♣ - Q♠ England to Nice 24. 8♥ - 4♦ Dijon to Perpignan	19.	K 🕏 -	8♠	Belgium to Marseille
22. 8♣ - 9♠ Amiens to Marseille 23. A♣ - Q♠ England to Nice 24. 8♥ - 4♦ Dijon to Perpignan	20.	Q 🛧 -	K♥	Lille to Germany
23. A♣ - Q♠ England to Nice 24. 8♥ - 4♦ Dijon to Perpignan	21.	9♦ -	4♥	Tours to Paris
24. 8♥- 4♦ Dijon to Perpignan	22.	8 🛧 -	9♠	Amiens to Marseille
5 1 5	23.	А 🗭 -	Q♠	England to Nice
	24.	8♥ -	4♦	Dijon to Perpignan
25. $5 \checkmark - 2 \checkmark$ Relims to bayonne	25.	5♥ -	2♦	Reims to Bayonne
26. 7♥ - 3♣ Nevers to Caen	26.	7♥ -	3♣	Nevers to Caen

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

Bus Boss 293-NIT

Single routes all round. ROUND 5

France <u>Milano-Bologna Buses (MBB)</u> (Martin Butcher, Red) Treviso - Udine	
<u>Bloody Useless Management (BUM)</u> (Jim Reader, Yellow) Padova - Yugoslavia	. 41
Don's Italian Greyhound Bus Yard (DIGBY) (Don Shailer, Black) Brescia - Trento	. 49
Awful Routes Meandering Around Northern Italy (ARMANI) (Steve Ham, Purple) Modena - Pisa 53 - 11 53 - 11	. 42
<u>Creative Operations Launched In NIT (COLIN)</u> (Colin Sharpe, Blue) Alessandria - Aosta	. 45
Routes	
Buy in the order Jim, Don, Steve, Colin, Martin	-

Bus Boss 297-VSW

Sing for your buses.

New Game

Welcome to our fiftieth Bus Boss game, this one being set in the valleys of South Wales.

Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Simon Robertson	Melyn, Colyton Way, Purley-on-Thames, Reading, Berkshire, RG8 8BL
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 ORW
Simon Brooks	7 Birling Way, Uckfield, East Sussex, TN22 1LP

Maps enclosed for all. You should already have rules. Let me know if you need a set, or get them from the web site - www.fwtwr.com/postal games/bus boss.htm.

One clarification on the map for you. Abergavenny (in the north east corner) has a connection for England to the east, but also has a connection to Mid Wales to the north, which is only half visible.

Routes Buy in the order Jim, Simon R, Kevin, Bob Simon B Don't forget company names and colour preferences

6 NIMMT	All don here, and ready for the next one.
1 st	Colin Sharpe
2nd	Kevin Lee
3rd	Mick Haytack
4th	Michael Graystone
5th	Jim Reader
6th	John Colledge
7th	Roger Trethewey
8th	Steve Ham

Colin Sharpe (1st): The first thing Mick Graystone says to me after receiving this result was how lucky I was! Well, maybe so, but I took all my hits early on, whereas Mick's all came at the end, so maybe not!!

This is a nice simplistic game which, as I recall, I do reasonably well at, so onwards and upwards, and beat me in the next one, Mick!

Both Colin and Michael have signed up for the next game, so that challenge is valid. The next list is full and I may well start it sooner rather than later.

×

DISTORTION 1	Two more revelations, two more puzzles.							ROUND 6					
Players	1	2	3	4	5	6	7	8	9	10	11	12	Total
Simon Robertson	5	4	5	2	5	3	4	-	-	-	5	-	33
Tim Franklin	1	1	2	1	-	4	4	-	4	5	5	-	27
Steve Thomas	3	4	2	3	4	2	-	3	-	-	-	-	21
Allan Stagg	4	5	1	2	2	3	3	•	-	1	-	1	20
Mike Hutton	1	-	2	2	3	-	4	•	-	1	5	1	17
Richard Lunn	1	4	-	-	4	4	-	4	-	1	-	1	17
Bruce Edwards	-	4	4	4	-	4	-	•	-	1	-	1	16
Sharon Khan	1	-	3	3	4	4	3	•	-	1	-	1	18
Colin Sharpe	-	-	-	3	-	5	4	•	-	1	-	1	12
Mark Stretch	-	-	1	-	2	2	-	•	4	1	-	1	9
Roger Trethewey	-	-	-	1	3	5	-	•	-	1	-	1	9
Joakim Spångberg	-	-	1	-	2	-	-	3	-	1	-	1	6
Steve Ham	-	-	-	2	1	3	1	1	1	1	-	1	5
Don Shailer	-	4	-	-	ĩ	-	-	-	-	1	-	1	4
Richard Lunn	~	~	1	1	1	~	~	•	~	1	~	1	2

I CAN SEE THE HEADLINE IN THE CARCASSONNE LEDGER TOMORROW: 'LEO RRINGS HOME VICTORY FOR YELLOW WITH DOUBLE ROAD SCORE.'

#3

#2

Picture number 3 is a frame from the Baord2Pieces cartoon strip. I found some suggestions interesting, such as the train and something giving off smoke, because I could see where that had come from.



Picture number 4 was a leaf.

This one led me to realise that I need to take better note when setting these up. I think it is a maple leaf - or is it a sycamore? I've been a little flexible because of my failure to take proper records.



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.



Wrong guesses so far:

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

#7

(2)

#8

(2)

Wrong guesses so far:

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



Wrong guesses so far:

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



Wrong guesses so far:

Wrong guesses so far:

buildings, sea bed.

Wrong guesses so far:

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

Bonfire, car driving through avenue of trees,

church, cityscape, dog's face, Lloyd's Insurance building, road between high rise

FOR WHOM THE DIE ROLLS #131

Here are the two new pictures to get you squinting and guessing.

Orders

#13

(5)

Tell me what you think the pictures are

PREVIEW

Steve Ham asked me if there was a reason why I'd stopped running Golden Strider. The answer is simple - no. After the last game finished I

never got round to putting the game back onto the waiting lists, and nobody had asked for it. It's back on the list now. If anyone needs more information about the game and has access to the Internet, the rules are on my web site (www.fwtwr.com) in the postal games section.



*

♦ 55 ♦

Even with some new options on the horizon, such as Railroad Tycoon and Saint Petersburg, I'm looking at introducing some more

variety. Rob an I played a couple of games if Industrial Waste recently, and that looks promising. It takes four players who are trying to produce goods without getting caught out by the amount of waste that the production generates. It has been running in The Abyssinian Prince and possibly elsewhere, so has been proved as suitable for postal play.

I keep talking about the variety of Age of Steam maps, so it's about time this was seriously considered as a game to play here. This initially looked a little challenging for the players, with too many variables around, but then I realised that a five-player game only last seven rounds, with a four-player game lasting eight rounds. If each round is split into two, with the players selecting their actions one month and then operating the next, the level of uncertainty would go down and the game would still take about finish in the same timescale as many others.

If any of these interest you, then just sign up when you send your next set of orders. Let me know if you have any preferences for particular maps for Age of Steam.

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

- #132: 1830, 1837, 6 nimmt!, Puerto Rico, Railway Rivals {Devon and Cornwall}
- #133: 1825 Unit 3, Railroad Tycoon, Saint Petersburg
- 1829 North, Outpost, Railway Rivals #134:

(4)

♦ 54 ♦

Wrong guesses so far:

Ashtray.

Poster of a man's face.

Dungeonqui		Но	t stuff	f.	<u>R</u> ound 13			
	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	4 {19}	None	Potion	
Roger Trethewey Toby the Worm	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 Gold cup - 2000 GP Crown - 4000 GP	

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

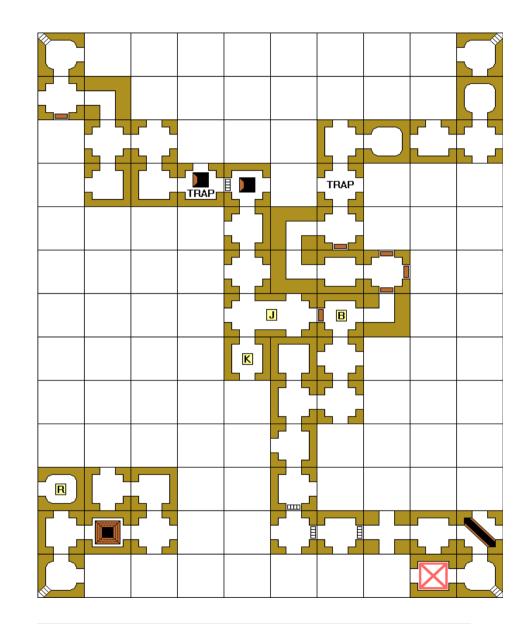
Crispin leaves the Treasure Chamber with his booty and moves south. He enters a room with an exit to the south. The room is empty.

Ratzinere tries that door again, and it opens this time. He creeps into the Treasure Chamber. He feels around in the dim light and picks up coins worth 300 GP and a gold chain worth 700 GP. He can tell what they're worth because it gets lighter, which is useful. Ah - but the light is coming from the Dragon, who has awoken and is breathing flame his way. Ratzinere drops all his treasure and runs away to face Mr C III Jr with his tale of woe.

Toby the Worm is trying to think of new ways to pass the time. There's definitely a draft coming from somewhere, but there's no sign of a way out.

Mr C III Jr looks at the singed Ratzinere and decides he's just telling tales to keep him from the treasure. He tries the door that snapped shut behind his companion, and opens it. In the afterglow of the Dragon's recent breath, he picks up a gold cup worth 2000 GP and and crown worth 4000 GP. Hey - valuable stuff, and the crown is particularly easy to carry. As for the Dragon, it seems that he tires quickly. He has gone back to sleep.





Orders required	13 rounds to go
Moves for round fourteen	

|--|

Lancashire Railways 10	Only one link arrives built.		<u>R</u> ound 3		
Auctions	Bids:	LG	RK	MB	TW
3a: Oldham & Rochdale (8)		3	-	4	-
Build roll: 5 {not built}		*5*			
3b: Preston & Lytham, Blackpool, etc.	(9)	-	3	4	5
Build roll: 4 {not built}		-	-	*6*	
3c: Lancaster & Morecambe, Heysham	(5)	-	3	-	*4*
Build roll: 6 {built}					
Commodity Movement		LG	RK	MB	TW
	Income:	4	3	4	-
Roger Cloth Manchester to Stockp	ort	-	1	-	-
Lyndon Cloth Rochdale to Manches	ter	1	-	-	~
Roger Cloth Warrington to Manche	ster	-	1	-	-
Martin 🗶					
Tony 🗶					
Market loss number: 12	Income lost:	~	-	-	-
	Income:	5	5	4	-

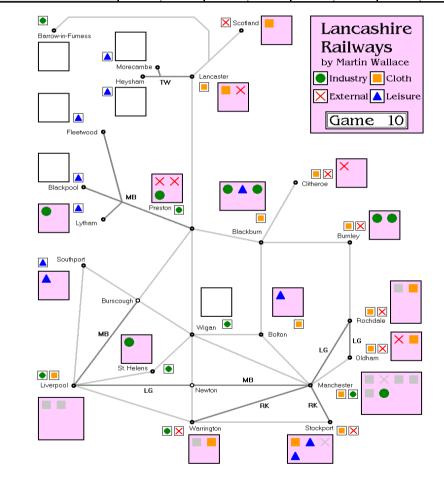
Lyndon remains the Train Player {income 5/cash 13}.

Bank Loans	Acquired	Тс	otal	Interest	Retired	c/f
Lyndon	-		20	-4	-	20
Roger	-		-	-	-	-
Martin	-		20	-4	-	20
Tony	-		10	-2	-	10
Manchester	Industry	\diamond	Link 4a:	Burscough	& Preston (7)	
Blackburn	Industry	\diamond	Link 4b:	Preston & V	Vigan (7)	
Oldham	Cloth	\$	Link 4c:	Newton & W	Vigan (5)	
Lytham	Industry	+	Link 5a:	Blackburn &	& Bolton (7)	
Southport	Leisure	+	Link 5b:	Wigan & Bo	lton (6)	
Burnley	Industry	+	Link 5c:	Burnley & F	Rochdale (8)	



FOR WHOM THE DIE ROLLS #131

Cash Flow	Lyndor	n 21	Roger	11	Martin	22	Tony	5
Initial cash		13		3		12		16
Auctions & Builds	-5	8	-	3	-6	6	-4	12
Income	+5	13	+5	8	+4	10	-	12
Acquired Loans	-	13	-	8	-	10	-	12
Interest	-4	9	-	8	-4	6	-2	10
Retired Loans	-	9	-	8	-	6	~	10
Cash c/f		9		8		6		10



Orders required	Lyndon leads the playing order				
Railway link bids 4a, 4b and 4c, commodity movement, loans					

.....

.....

Mystic Wood 2

It's the final few rounds.

ROUNDS 44-46

Roland looks around at the hedges, but does not move. ∻

- King Astolfo moves south to the Castle and spends the required full turn there to win. ∻
- Marfisa moves west and is challenged by the Dragon (s5). The result is 11:7 to the ∻ Dragon, sending Marfisa to the Tower. Marfisa spends the next two turns searching for the way out.

∻ Perceval takes a rest.

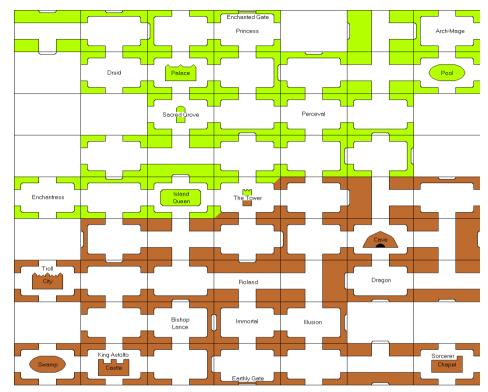
Player	Character	Pro	Str	<i>Quest</i> and companions/things
Howard Bishop	Roland	2	2	Leave with the Princess
		1		Giant-killer
				Griffin
Peter Berlin	King	4	4	Occupy the Castle for one full turn
	_	1	1	Friar
		1		Damsel-rescuer
		1	1	Holy Grail
		1		Maiden-rescuer
			1	Broth-drinker
			2	Horse
Don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

Don commented that his third intended move was on the last round, and with no other comments on whether to play on or round up, I think we'll do the latter.

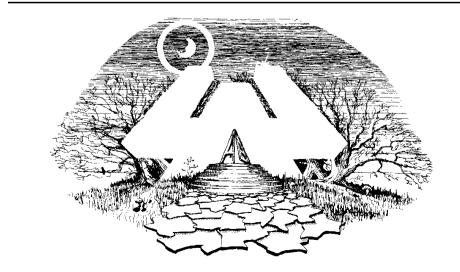
1st	Peter Berlin	King Astolfo 46 turns
	Howard Bishop	Roland
	Don Shailer	Marfisa
	Tony Wilcock	Perceval

Congratulations to Peter, and thanks to everyone for playing. With no guaranteed route to success for any of the others, they end on an equal footing. Comments next time, please.

FOR WHOM THE DIE ROLLS #131



Marfisa is in the Tower.



NEW ENGLAND RAILWAYS 8

The links are all at sixes and sevens. <u>R</u>OUND 2

I charged Martin one too much for building his link last time.

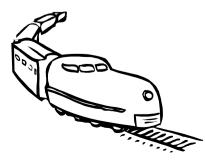
Auctions			Bids:	SK	MB	TW	MP
2a: Bo	oston & Lo	well (5)		1	2	3	6
	Build roll:	7 {built}		-	-	*7*	
2b: Gi	eenfield 8	s Springfield (7)		1	2	-	*6*
	Build roll:	3 {not built}					
2c: Pr	ovidence &	& Middleboro (6)		1	6	-	-
	Build roll:	7 {built}		*7*			
Commod	ity Movem	ent		SK	MB	TW	MP
			Income:	3	1	-	1
Martin	Cotton	Boston to Worcester		-	1	-	-
Sharon	Coal	Providence to Worcester		1	-	-	-
Martin	Cotton	Boston to Worcester		-	1	-	-
Tony	×			-	-	-	-
Marcus	Cotton	Worcester to Lowell		1		1	1
Market loss number: 7			Income lost:	-	-	-	-
			Income:	5	3	1	2

Sharon remains the Train Player {income 5/cash 9}.

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

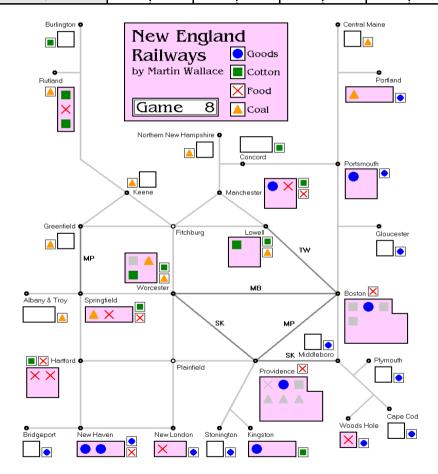
Commodity Growth and New Railway Links

Worcester	Coal 💠		Springfield & Albany & Troy (9)
Rutland			Hampshire, Concord & Manchester (8)
Worcester	Cotton 🔶	Link 3c:	Fitchburg & Greenfield (7)
New London	Food 🔶	Link 4a:	Portland, Maine & Portsmouth (10)
Portsmouth	Goods 🔶	Link 4b:	New Haven & London (8)
Springfield	Food 🔶	Link 4c:	Fitchburg & Manchester (7)



FOR WHOM THE DIE ROLLS #131

Cash Flow	Sharon	12	Martin	6	Tony	5	Marcus	12
Balance b/f		11		12		16		6
Auctions	-7	4	-	12	-7	9	-6	0
Income	+5	9	+3	15	+1	10	+2	2
Acquired Loans	-	9	+10	25	-	10	+10	12
Interest	-2	7	-4	21	-2	8	-4	8
Retired Loans	-	7	-	21	~	8	-	8
Balance c/f		7		21		8		8



Orders required	Sharon leads the playing order
Railway link bids 3a, 3b and 3c, comm	odity movement, loans

OUTPOST 22

Three people are tied on 47 points. ROUND 15

Commander Actions

David Bought four Research Factories (w:4,8,8 r:12 n:88)

- Bought four Robots (o:4 w:7,30)
- Marcus Auctioned an Ecoplants for 30. Martin joined at 44. Marcus dropped out at 44. Martin got it for 44 (t:44)
 - Auctioned an Outpost for 100. Lyndon joined at 101, Steve at 102. Lyndon dropped out at 106, Steve at 110. Marcus got it for 110 reduced to 70 after Heavy Equipment / Ecoplants discounts (t:13,13,44) plus a free Titanium Factory
 - Bought three Population Units (w:8 t:7)
- Martin Auctioned an Ecoplants for 30. Lyndon joined at 31, Steve at 32. Lyndon and Steve dropped out at 36. Martin got it for 36 (w:6,7,7,8 t:8)
 - Bought two Population Units (t:10)
- Willem Bought two Research Factories (w:30,30)
- Lyndon Bought two New Chemicals Factories (o:3 w:6,9 t:9,10,12 r:9,16 n:22,26)
 - Bought one Robot (t:10)
- Steve Auctioned an Orbital Lab for 50. Jim joined at 51 and dropped out at 80. Steve got it for 80 (0:3,5 w:4,8,10,30 n:20)
 - Auctioned an Orbital Lab for 50. Jim joined at 51 and dropped out at 80. Steve got it for 80 (w:9 n:24,24,26)

Jim Bought two Research Factories (0:2,4 w:30 r:11,13)

PO	Name	Factories	Popu	lation	Ro	bots	Production
			•				
1	Marcus	20,3w,9t	14	(20)	0	(0)	30,5w,2t,2T (152,30)
2	Martin	20,4w,6t	12	(18)	0	(0)	20,4w,2t,1T (98,25)
3	David	20,7w,5r,4n	8	(8)	8	(8)	5w,1W,8r,1N (257,15)
4	Steve	20,7w,3n	8	(8)	4	(8)	20,3w,1W,2r,5m,4n (248,15)
5	Lyndon	20,2w,5t,4n	5	(5)	5	(5)	2t,1T,2r,2m,1N (212,10)
6	Willem	20,8w,7r	7	(8)	7	(7)	20,3w,1W,14r (239,15)
7	Jim	20,4w,5r	8	(8)	0	(0)	3w,8r (125,10)
PO	Name	Colony Cards					Victory Points
1	Marcus	DL, WH, HE, HE	E, Eco,	OP, OP	, OP		
2	Martin	WH, HE, Nod, E	co, Ec	o, Eco,	OP, C	OP	
3	David	WH, Nod, Sci, F	Rob, La	b, Eco			
4	Steve						
5	Lyndon	HE, Sci, Sci, Ol	., Rob				
6	Willem	DL, WH, Nod, R	lob, La	ь			
7	Jim	DL, DL, DL, HE,	Nod, S	Sci, Lal	<u></u>		

Data Library	0	Sold out	Laboratory 2	(none left)
Warehouse	0	Sold out	Ecoplants0	Sold out
Heavy Equipment .	0	Sold out	Outpost 0	Sold out
Nodule	0	Sold out	Space Station1	(4 more)
Scientists	0	Sold out	Planetary Cruiser 2	(3 more)
Orbital Lab	1	(none left)	Moon Base0	(5 more)
Robots	1	(none left)		

Orders required

Round sixteen auctions, bids and purchases

OUTPOST 23 {AV} Mick is extending his lead.

ROUND 11

Commander Actions

- Mick Auctioned a Robots for 50. Marcus joined at 51. Mick dropped out at 55. Marcus got it for 55 (w:3,4,4 t:4,4,4,6,6,6 m:7,7) plus a free Robot
 - ▶ Auctioned a Robots for 50 and got it (0:1,1,1,2 w:30 r:5,5,5) plus a free Robot
 - Bought one Research Factory (r:8,8,8,8)
- Kevin Bought one Titanium Factory (w:4,4,4 t:6,6,6)
 - Bought two Population Units (t:4,6)
- Willem Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (o:2 t:4,4,4,6)
 - Bought one Titanium Factory (w:30)
 - ▶ Bought one Robot (t:4,6)

Marcus Bought one Titanium Factory (m:10,10,10)

David Bought one New Chemicals Factory (w:3,4,4,30 r:5,8 n:8)

Bought one Population Unit (w:3,3,4)

PO	Name	Factories	Рор	ulation	Ro	bots	Production
1	Mick	20,4w,3r	8	(8)	1	(8)	90
2	Kevin	20,3w,4t	8	(10)	0	(0)	92
3	Willem	20,4w,5t	8	(8)	2	(8)	100
4	Marcus	20,2w,4t	5	(5)	1	(5)	105
5	David	20,7w,2n	8	(8)	0	(0)	109
PO	Name	Colony Cards	{30 VPs re	quired fo	or the final	phase}	Victory Points
		-					·
1	Mick	DL, DL, DL, Nod, Sci	, Rob, Lab				
2	Kevin	WH, HE, Eco, OP					24 (185)
3	Willem	WH, HE, Nod, Rob .					22 (130)
4	Marcus	HE, OL, OL, Rob					
5	David	WH, Nod, Sci					

 $\diamond 66 \diamond$

FOR WHOM THE DIE ROLLS #131

PO Name Cards 30 44 88 1 2 3 4 6 5 8 7 10 8 12 18 17 23 22 2 1 Mick 6.5/10 1 - 2 3 - - 4 4 - 2 3 - - - - - - 2 3 - - - - - - 2 3 - - - - - - 2 3 - <td< th=""><th></th><th>Total</th><th>Μ</th><th>lega</th><th></th><th>Oı</th><th>re</th><th>W</th><th>at/T</th><th>ìt</th><th>Re</th><th>s</th><th>Mi</th><th>С</th><th>N</th><th>C/O</th><th>Μ</th><th>R</th><th>0</th><th>M</th><th>0</th></td<>		Total	Μ	lega		Oı	re	W	at/T	ìt	Re	s	Mi	С	N	C/O	Μ	R	0	M	0
2 Kevin 11.5/20 - 1 1 7 6 - <td< td=""><td>O Name</td><td>Cards</td><td>30</td><td>44</td><td>88</td><td>1</td><td>2</td><td>3</td><td>4</td><td>6</td><td>5</td><td>8</td><td>7</td><td>10</td><td>8</td><td>12</td><td>18</td><td>17</td><td>23</td><td>22</td><td>2</td></td<>	O Name	Cards	30	44	88	1	2	3	4	6	5	8	7	10	8	12	18	17	23	22	2
3 Willem 11.5/15 1 1 2 1 1 3 - <t< td=""><td>1 Mick</td><td></td><td>1</td><td>-</td><td>-</td><td></td><td></td><td>-</td><td>-</td><td>-</td><td>4</td><td>4</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></t<>	1 Mick		1	-	-			-	-	-	4	4	-	-	-	-	-	-	-	-	
4 Marcus 6.5/10 - 1 - - 3 2 - 2 3 - - - - - 2 3 - - - - - - 2 3 - - - - - - 2 3 - <td< td=""><td>2 Kevin</td><td>11.5/20</td><td>-</td><td>1</td><td>-</td><td>1</td><td>1</td><td>7</td><td>6</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></td<>	2 Kevin	11.5/20	-	1	-	1	1	7	6	-	-	-	-	-	-	-	-	-	-	-	
5 David 8.5/15 1 - - 2 2 1 1 - 2 3 - - - - - 2 3 - - - - - - 2 3 - - - - - - 2 3 - <t< td=""><td>3 Willem</td><td>11.5/15</td><td>1</td><td>1</td><td>-</td><td>2</td><td>1</td><td>-</td><td>1</td><td>3</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td><td></td></t<>	3 Willem	11.5/15	1	1	-	2	1	-	1	3	-	-	-	-	-	-	-	-	-	-	
Data Library 0 Sold out Orbital Lab 1 (none left) Warehouse 0 Sold out Robots 0 Sold out Heavy Equipment 0 Sold out Laboratory 2 (none left) Nodule 0 Sold out Ecoplants 1 (1 more) Scientists 1 (none left) Outpost 0 (2 more) Orders required	4 Marcus	6.5/10	-	1	-	-	-	3	2	-			2	3	-	-	-	-	-	-	
Warehouse 0 Sold out Robots 0 Sold out Heavy Equipment 0 Sold out Laboratory 2 (none left) Nodule 0 Sold out Ecoplants 1 (1 more) Scientists 1 (none left) Outpost 0 (2 more) Orders required	5 David	8.5/15	1	-	-	-	-	2	2	-	1	1	-	-	2	3	-	-	-	-	
ZINES RECEIVED A summary of zines that I've received recently.				·															-7		••••
			s, bi	ds a	and	pur	rcha	ases													

Date	Zine/issue
Apr 1st	Bloodstock 188, Minstrel 287
Apr 6th	Save Your xxs For Me 27
Apr 9th	The Abyssinian Prince 301
Apr 10th	Devolution 59
Apr 13th	Ode 274
Apr 20th	Hopscotch 225
Apr 22nd	The Tangerine Terror 33

RATINGS

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

-	David Smith 3.733
-	Lionel Robbins
-	Simon Robertson 3.053
	Lyndon Gurr
-	Mark Frueh
•	Marcus Pratt 2.868
	Steve Thomas 2.786
	Peter Hawkins 2.441
-	Gareth Lodge 2.400
	Stephen Webb 2.379
	Colin Sharpe 2.333
•	Michael Graystone 2.220
•	Rob Thomasson 2.141
•	Mike Hutton 2.133

OUTPOST 24

All the colony cards go in Jim's turn. He finally managed to get one.

ROUND 6

Commander Actions

- Auctioned a Nodule for 25. Mark joined at 26, Marcus at 35, Geoff at 36. Jim, Mark Jim and Marcus dropped out at 36. Geoff got it for 36 (w:7,30)
 - + Auctioned a Nodule for 25. Mark joined at 26, Marcus at 35. Jim and Mark dropped out at 35. Marcus got it for 35 reduced to 30 after Heavy Equipment discounts (w:30)
 - Auctioned a Warehouse for 25. Lyndon joined at 26. Jim dropped out at 26. Lyndon got it for 26 (0:3,5 w:9,9)
 - Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (0:3,3 w:6,8)

Martin Bought one Titanium Factory (w:6,7,8 t:10)

Lyndon Bought one Water Factory (w:4,7,9)

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

Willem Bought one Population Unit (w:5,5)

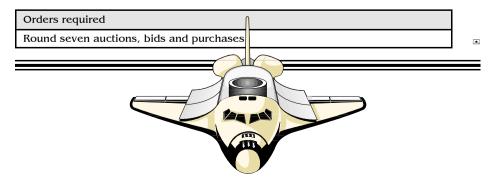
Marcus Passed

Michael Passed

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

PO	Name	Factories	Operators	Colony Cards	Prodi	uction	,	VPs
1	Jim	20,3w	5p (5,0)	DL, WH, HE	20,4w	(34,15)	8	(70)
2	Marcus	20,4w	5p (8,0)	HE, Nod	20,1w,1W	(43,10)	8	(55)
3	Lyndon	20,5w	5p (8,0)	WH, Nod	5w	(35,15)	8	(50)
4	Martin	20,3w,2t	5p (5,0)	HE	20,3w,2t	(47, 10)	8	(30)
5	Geoff	20,4w	6p (8,0)	Nod	30,6w	(51, 10)	8	(25)
6	Mark	20,4w	6p (8,0)	Nod	30,3w,1W	(60,10)	8	(25)
7	Willem	20,2w	4p (5,0)	DL, DL, DL	40,3w	(33,10)	7	(45)
8	Michael	20,3w	5p (5,0)	WH	50,7w	(64,15)	6	(25)
							~	

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



is

PUERTO RICO 3

The colonist supply	
is down to one man.	

ROUND 15

-	_				10	, down	to one	/ 1110				_	_	_		_	
Peter is th Mick is the		*****	builds a	a To	oba	cco Ste	orage.										
Allan build Jim is the			Plant.		•••••	•••••	•••••	•••••	•••••		•••••		•••••				
Mick trade																	
Allan is th	e Ma			•••••		•••••					•••••						
Roles		Builder			Ca	ptain		+2	Craft	sman				Maj	,or		
		+	1 Settler				Trader			+2	Pros	spec	ctor				
Quarries		Pla	ntations	/Fi	ماط			Тг	ading		150				 Ship	Su	ipply
None	٦		Sug Sug	<u> </u>	ob	Cof		of	Ind	Crn	1			Ē	11	T	1
none		Sug	Jug Jug	, 1	OD	COI	C	01	IIIG	CIII					11		1
Buildings											-						
1 VP	SIP	1	SSM	1	L	SMA	×	HA	IC .	2	CC			2	SW	A	×
2 VPs	LIP	×	LSM	3	5	HOS	1	OF	Ϋ́Γ	1	LM	A		×	LW	A	1
3 VPs	TO	3 X	COF	1	L	FAC	1	UN	II	2	HA	R		1	WH	A	2
4 VPs	GUI	×	RES	X	٢.	FOR	×	CU	JS	1	Cľ	Γ		x	I		
Cargo Shi	ps																
5:	Suga	r			6:	Tobac	со	7: Coffee									
V -	-		~	~	·		-	-		~	~	V		/	-	-	-
Jim		Indigo pla	ant		To	bacco s	storage	٠	Hosp	oice			•	Lar	ge m	arket	
Reader Dblns: 4	•	Large wa	arehouse	٠	Fo	rtress		i –					21	mei	n in S	San	Juan
Chips: 19	Fiel	ds: Qry		11/1	/ Ir	nd // /			f✔				(Goo	ods:	Ind	/
Allan	•	Small ind	igo plant	٠	Sn	nall suga	ar mill		India	o plai	nt		••	Col	ffee ro	paste	er 🛛
Stagg Dblns: 1	•	Office		•	La	rge marl	ket	•	Guilo				•	City	, hall		
Chips: 11	Fiel	ds: Qry	// Crn/	~				(X (0.0	·	Goo	ds: 🗶
Peter			igo plant			nall suga				o plai	nt		*	Tol	bacco		
Hawkins		Small ma			-	nall ware		-	Harb	· ·		⊣'					-go
Dblns: 0 Chips: 35	Fiel	ds: Crn v						-	Inat	oui						Goo	ds: 🗙
Mick									Tak		stores		00	Cel			
Haytack			igo plant	•	-	nall suga				3000 :	storag	je					
Dblns: 4	•	Small ma	rket	•	Sn	nall ware	ehouse	•	Fact	ory			•	He	siden	се	

Chips: 14 Fields: Qry VV Crnv Indv Sugv X Tobv Cofv V	Goods: 🗙
Orders required	

Round	sixteen	orders	in the	sequence	Mick.	Jim.	Allan.	Peter	
nound	onteeen	ordero	in the	bequence	i non,	onn,	i man,	I CLCI	

PUERTO RICO 4	Production, building,
FUERIO RICO 4	manning and planting.

ROUND 4

Kevin is the Craftsman [+1] and produces an extra Sugar.

Geoff is the Builder {+1} and builds a Coffee Roaster. Stephen builds a Sugar Mill.

Jim is the Mayor. Stephen is the Settler and digs a Quarry.

Kevin plants Sugar, Geoff plants Coffee, Jim plants Indigo with the Hacienda, then Coffee.

Roles		Builder			+1 C	aptain		Craf	tsman		Ma	yor	
			Se	ettler		+1	Trade	ſ	+2	Prospect	tor		
Quarries		Pla	ntat	ions	{Fiele	ds}		Tradin	g Hoi	lse		Ship Sı	upply
4		Ind I	nd	Tob	Tot	o Cof			~	~		4	60
Buildings													
1 VP	SIP	3	SS	M	3	SMA	×	HAC	1	CON	2	SWA	2
2 VPs	LIP	3	LS	М	2	HOS	2	OFF	2	LMA	2	LWA	2
3 VPs	тов	3	CC	DF	2	FAC	2	UNI	2	HAR	2	WHA	2
4 VPs	GUI	1	RE	s	1	FOR	1	CUS	1	CIT	1		
Cargo Shi	ps												
5:	Corn					6: Suga	ır			7:	: Emp	oty	
· -	~			~	~		~	-	-		~		~
								.					
Geoff		 Small 	indig	o plan	it 🚥	Coffee	roaster						
Hardingha Dblns: 1	i Fi	ields: Q	ry✔	Crn	Ind	✔ SugX	Cof X					Goods:	Ind
Chips: 0													
Jim Reader		 Small 			•	Hacien							
Dblns: 2	Fi	ields: Q	ry	Crn	Inc	IXXX Co	of X					Goods:	Crn
Chips: 0 Stephen		• C							•••••		•••••		
Webb		<mark>%</mark> Sugar ields: Qi		K Crn	_ X Su	av Tob	x					Goods:	Crn
Dblns: 3 Chips: 2			. y•••	• CIII	, Ou	ge rob						00005.	CIIIV
Kevin	[Small	suga	ır mill	•	Small m	harket		•••••	•••••	•••••	•••••	•••••
Lee Dblns: 4	Fi	ields: Cı	_								G	oods: Si	ug v v
Chips: 2													

Orders required

۸

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

∢

				All payme		
r	AIL D	aron 1	4	the bank at		<u>R</u> ound 1
Kevi	n Lee :	Green : P	ocatello E	xpressways Are I	Rampant (PEAR) : Ca	
1:	(5)	SP/CPI	PD to 1 NE	Cof Tucumcori (1 honk	(Home: El Paso
1: 2:	{5} {5}			E of Tucumcari {- 2 SW of Kansas		
2: 3:	{ 5 } { 9 }			NW of Cincinnat		
3: 4:	{9} {9}				&NW {-14} {-1 bank}	
4. 5:	{10}			to 2 W of Kansas		
5.	10,	CGO/h			City (*1 Dalik)	
lim	Reader	· Yellow ·	· Bloody Us	eless Manageme	ent (BUM) : Cash 20F	
JIII	neader	. ICHOW .	. Dioody 03	sciess manageme	201 (DOI I) : Cash 201	(Home: Detroit
1:	{5 }	NYC to	1 SW of Ir	ndianapolis {-1 ba	ank}	(nome, benon
1. 2:	{5}			N of St.Louis $\{-1\}$		
2. 3:	{ 9 }				iys SAL {-14} {-1 bank	ς}
3. 4:	{ 9 }			irmingham {-1 ba		•)
5:	{10}			9} Buys RF&P {-4}		
1: 2: 3:	{5} {5} {9}	SOU/SI SLSF/M	1P to <u>St.Lo</u>	nphis {-1 bank} <u>uis</u> {+6} Buys SO W of Oklahoma ((Home: Atlanta
3. 4:	{ 9 }			to 6 W of Tucur		
5:	{10}				s ACL {-12} {-1 bank	ļ
0.	(10)			<u>araioco</u> (122) baj	(1 2) (1 24111)	
Roge	er Krueg	jer : Blue	: PFFFT (P	ennies Flattened	for Feckless Teens	: Cash 20K (Home: San Francisco
1:	{5 }			Los Angeles {-1		
2:	{5 }			Tucumcari {-1 ba		
3:	{9}			Fort Worth {-1 ba		
4:	{9}	AT&SF	to <u>Fort Wo</u>	$\frac{5rth}{1}$ {+19 ¹ / ₂ } Buys	L&N {-18} {-1 bank}	
5:	{10}	SLSF/C	LRI&P/SLSI	r to I NW of Birn	ningham {-1 bank}	
	. 1		Cut 9 Th		1. 201	
Dere	sn Wliso	II : DIACK	: Cut & Th	nrust (C&T) : Cas	11 20N	(Homo, Los Angeles
1:	{5 }	AT & SF	to 5 NF of	Los Angeles {-1	bank	(Home: Los Angeles
1: 2:	{5} {5}			Tucumcari {-1 ba		
2: 3:	{ 5 } { 9 }					ank
з: 4:	{9} {9}			anapolis {-1 ban	of Kansas City {-1 ba	ann
4: 5:	{9} {10}			+25½ Buys PA		
5:	10,	1710	Jeveland 1	+2572 Duys IA	SUT Dalik	
Tur	n Basi	ic Throw	Bonus	Priority		
		+4=8	-	PEAR	There's a nice bor	nus waiting on turn 9 i
6					aurrana la lucitore à	to go fou an Eur
6 7		+4=0 +5=9	-	BUM		to go for an Express
	4		-			have another arriva

6+3=9

<u>C&T</u>

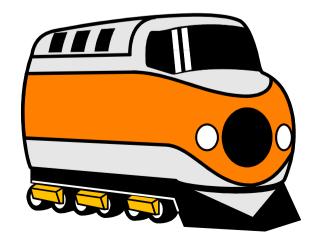
FOR WHOM THE DIE ROLLS #131

Player (Colou	r First Destination	Payout	Second Destination	Payout
PEAR	Green	Casper (NW)	12,500	Kansas City (PL)	7,000
BUM	Yellow	Rapid City (NW)	16,000	Washington (NE)	18,000
SLAPPERS	Red	St.Paul (PL)	21,000	Columbus (NC)	7,5000
PFFFT	Blue	Norfolk (SE)	14,000	Omaha (PL)	14,000
C&T	Black	Nashville (SC)	5,500	Los Angeles (SW)	22,000
Additional	destin	ation for <i>PEAR</i> : Kans	as City to:	San Antonio (SC)	8,000
Additional	destin	ation for C&T: Los A	Angeles to:	Minneapolis (PL)	21,500
Player 1	rain	Railroads			Cash
PEAR	Ν	C&NW			\$16,500
BUM	Ν	RF&P, SAL			\$16,500
SLAPPERS	Ν	ACL, SOU			\$11,000
PFFFT	Ν	L&N			\$16,500
C&T	Ν	PA			\$10,500

My preference for orders is in the format that the report is given. In particular, I like having individual turns mapped out, so that should I find I disagree with your finishing position, I can work out where it went astray. It's not necessary to list payments for the use of railroads in your orders, as this just adds information that I don't use. Conversational orders that explain why you've chosen to do this instead of that tend to slow everything down as I search for orders within the conversation - I really do prefer short and sweet where possible.

Having said that, no problems with orders this time. Now that the first batch of railroads has been bought you have your 'A' list of the lines you need to avoid. BUM and C&T will be the first companies caught having to pay out, as their next destinations are monopolised by railroads in enemy hands.

Orders required	
Turns 6 to 10	



RAILWAY RIVALS 2004-DK

A new leader going ROUND 11 into the last round.

Dakota

Rour	Round 11 Runs GREAT FEAR ODE YEE GOT									
29	53 Parker/Tripp	1	FEAR	16			+4			20
	11 Minot	2	YEEHAW	9			-1			8
		3	ODE	5		-4		+1		2
30	61 Pierre	1	YEEHAW	20					+1/-4	17
	46 Big Stone City/	2	GOTGT	10				+4/-1		13
	Brookings									
31	36 Fairmount/	1	GREAT	30			-1			29
	Wahpeton	×	ODE		+1					1
	65 Rapid City									
32	52 Sioux Falls	1	GREAT	16			+2			19
	O2 Montana/Wyoming	2	ODE	9	-2					7
		3	FEAR	5						5
33	43 Blunt/Mobridge	1	FEAR	13					-2	11
	31 Grand Forks	2	GOTGT	7		+2				9
		2	YEEHAW	6						6
		4	GREAT	4			-1			3
		×	ODE		+1					1
34	26 Carrington/Wilton	1	FEAR	16						16
	13 Bowbells/Goodall	2	ODE	9					-2	7
		3	BUM	5						5
		×	GOTGT				+2			2
35	23 Beach/Bowman	1	ODE	20						20
	O4 Minnesota/Iowa	2	GREAT	10						10

Round 11 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown) None.

Faulkton Expressways Are Rampant (FEAR) (Kevin Lee, Black) None.

Old Dakota Enterprise (ODE) (John Marsden, Green) None.

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

Get On The Gravy Train (GOTGT) (Joakim Spångberg, Red) None.

C - - - - - - -

Scores										
	Runs:	29	30	31	32	33	34	35	Builds	Score
GREAT	201	-	-	29	18	3	-	10	-	261
ODE	218	2	-	1	7	1	7	20	-	256
FEAR	195	20	-	-	5	11	16	-	-	247
YEEHAW	197	8	17	-	-	6	-	-	-	228
GOTGT	152	-	13	-	-	9	2	-	-	176
dordr	102						<i>-</i>			110

FOR WHOM THE DIE ROLLS #131

Round 12 Runs

- Bismarck to Aberdeen 36. 22 - 42 37. 55 - 32 Madison/Mitchell to Grand Forks
- 38. 66 - 56 Deadwood to Chamberlain/Fairfax
- 39. 16 - 🖸 1 Devils Lake/Grafton to Montana/Wyoming
- 40. 21-63 Bismarck to Murdo/Wood
- 41. 14 44 Crosby/Williston to Faulkton/Huron
- 42. 33 35 Jamestown/Oakes to Minnesota/Iowa

Runs

Enter up to 4

×

RAILWAY RIVALS 2016-CZ

A good start for TBD.

ROUND 7

Czech Republic Leapfrog rules

Rou	nd 7 Runs	MATE	TBD	PUP	TGV	COL			
1	55 Domazlice/Klatovy 36 Krnov	No entrants	5						
2	32 Ostrava	① TBD	16					+4	20
	42 Brno	② MATE	7						7
		② COLIN	7		-4				3
3	64 Karlovy Vary	① TBD	20				+3/-1		22
	44 Olomouc	② TGV	10	-2	+1/-3				6
		✗ MATE					+2		2
4	11 Praha	1 COLIN	11	+1/-4		-4			4
	2 Slovakia	 PUPPET 	10				+2	+4	16
		③ MATE	5				+1	+4/-1	9
		④ TGV	4	-1		-2			1
5	56 Kladno/Pribaram	① TBD	13					+1	14
	14 Melnik/	② COLIN	7	-2	-1				4
	Mlada Boleslav	② TGV	6	-2		-1			3
		④ PUPPET	4				+1		5
		✗ MATE					+2	+2	4
6	21 Nachod	1 COLIN	20			+1/-5			16
	62 Plzen	② PUPPET	10					+5/-1	14
7	22 Hradec Kralove	① TBD	20						20
	6 North Germany	② PUPPET	10						10

Round 7 builds

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

(Tabor) - J15 - Pisek; (G50) - H50; (N15) - N13.

-10 (builds) +1 (TBD) -1 (TGV) +1 (COLIN) = -9

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

(J53) - I53; (I74) - I75; (J57) - K58 - Trutnov - M60.

-6 (builds) +3 (towns) -1 (MATE) +4/-1 (TGV) = -1

Peter's Utopian Place-to-Place European Transport (PUPPET) (Peter Mearns, Red) None.

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue) (H49) - J48; (I53) - J53; Leapfrog J55 to J55; (J55) - M57. -10 (builds) +1 (MATE) +1/-4 (TBD) = -12

Czech Overland Line Is Nifty (COLIN) (Colin Sharpe, Black)	
(Pardubice) - E63 - D63 -Svitavy; (E74) - F74.	-10 (builds) -1 (MATE) = -11

Scores

7 Builds Score Runs: 2 -3 4 5 6 20 TBD 62 -22 14 20 -1 137 PUPPET 72 16 5 14 10 _ 117 MATE 66 7 2 9 4 -9 79 TGV 49 6 1 3 -12 47 4 4 COLIN 17 3 16 -11 33

Round 8 Runs

NOU	ind o nuns	
1.	55 - 36	Domazlice/Klatovy to Krnov
8.	63 - 34	Cheb to Vsetin
9.	65 - 53	Most to Pisek
10.	54 - 24	Ceske Budejovice to Kolin/Nyumburk
11.	33 - 🗘 3	Frydek Mistek to Austria
12.	43 - 12	Prerov/Prostejov to Praha
13.	13 - 23	Praha to Pardubice
14.	41 - 🛛 4	Brno to South Germany

Runs	Builds	
Enter up to 4	Up to 10 points excluding payments to rivals	۲



RAILWAY RIVALS 2026-DM

Another boat takes to the seas.



KIMBPU loses six points, as TRADE had already been granted the points for first into Haderslev in round 3.

 Image: Trans Denmark Express (TRADE)
 (Tony Bromley, Red)

 (Åbenrå)
 M52
 (Åbenrå) - M52 - M49 - N48 - Flensburg; (Q4) - O3 - N3 - L2 - Gedser; Buys ferry from Svendborg to A51.

118 +6 (towns) -6 (ferry) -2 (GREAT) = 116

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

(Nykøbing Falster) - Gedser: (S17) - Holbæk - O21 - Rørvig: (Town 46) - L17 - K17 - Roskilde - G19.

38 +18 (towns) +2 (TRADE) -1 (100%) = 57

100% Trains (100%) (Michael Longdin, Green)

(Lemvig) - T72 - T73 - U74 - U76 - Thybøran - Thisted; (O66) - S64 - Ringkøbing. 55 + 18 (towns) +1 (GREAT) +8 (BT) = 82

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow) (P57) - Tønder; (P54) - Q54 - Ribe. 17 + 12 (towns) = 29

Brian's Trains (BT) (Brian Tappenden, Orange) (Skive) - M75 - M76 - Nykøbing Mors - Q78 - Thybøran; (Q78) - Thisted; (A84) - A87 - Skagen; (E54) - Fåborg.

104 + 12 (towns) -8 (100%) = 108

Builds

Up to 14 points excluding payments to rivals



RAILWAY RIVALS 2028-DC

Looe gets two railways at the same time.

ROUND 4

Devon and Cornwall {16 points for these builds}

Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple) (M23) - Looe - N10 - N18 - Lostwithiel; (A85) - Z41 - Honiton - V39 - Sidmouth. 41 + 15 (towns) -2 (GREAT) = 54

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown) (O22) - Looe; (O19) - Lostwithiel; (O19) - Bodmin - O16 - N15 - N12 - M12. 29 + 15 (towns) + 2 (FERRET) = 46

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)

(T18) - Q17 - Q16 - Wadebridge; (T18) - V17 - Bude; (Y24) - Bideford. 32 + 18 (towns) = 50

Builds

Up to 14 points excluding payments to rivals

RAILWAY RIVALS 2029-DC

GITCO heads the ROUND 3 push into Cornwall.

Devon and Cornwall [16 points for these builds] Old Devon Enterprise (ODE) (John Marsden, Orange) (N33) - L32 - L29 - M29 - Plymouth; (U37) - Exmouth.

38 + 12 (towns) = 50

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

(X29) - X23 - Launceston - T19.

13 + 6 (towns) = 19

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

(X37) - Tiverton; (T24) - S24 - Tavistock; (S24) - Looe; (O22) - Liskeard - O20. 39 +24 (towns) = 63

Builds	
Up to 16 points excluding payments to rivals	×



l			
	Railway Rivals 2030-DC	All off and heading	ROUND 1

RAILWAY RIVALS 2030-DC

ng for the south west.

{15 points for these builds}

Travel Hotspot Under Development (THUD) (Bob Coull, Black) (Taunton) - A85 - A82 - Z37 - Z35 - W34 - W33; (Z35) - Tiverton. 20 + 6 (towns) = 26

Rail Efficiency and Luxury, All-the-way-to Lands End (REAL ALE) (Steve Ham, Brown) (Taunton) - C85 - Z39 - Z38 - Exeter - T35 - S36 - R35. 20 + 3 (towns) = 23

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue) (Taunton) - A85 - A83 - Exeter - U33.

20 +3 towns = 23

Devon and Cornwall

Builds

Up to 16 points excluding payments to rivals

2

4

 $5\bar{y}$

6

2

5

McMulti 9					The market explodes.			s. <u>R</u> ound 14						
<u>А</u> ш	В		D	Е	F yTu	1	A M	В	C		E I ≜⊿	A	<u>Actions</u> Tony	Rolls C-3. Market moves to
	₩.	<u>ann</u>	<u>ست</u> و			2 3 4	<u>a</u>						Mick	Recovery {RP > \$30}. Rolls F-6. Market moves to Rapid
alle a	<u>ulu</u>				<u>aln</u>	5 6					∎∎	A	Martin	Growth {RP > \$49}. Rolls D-4. Market moves to
Т А	ony B	C	D	ck E	F	1	M A	B	Hay C		k E I	7	Mark	Prosperity {RP > \$67}. Rolls C-3. Market moves to
<u>5</u>		A				2 3								Downturn {RP > \$73}.
<u>ulu</u>		-				4 5 6			<u>at</u> r				four time the Inter	set goes mad at the end, changing s. With most of the petrol sold to mational Market, nobody could
٢	Iark	St	reto	h		0	Ma	artir	1 Bu	tch	er		benefit fr	om it.

	Deal	ings	$\{\diamondsuit\}$ = indirect hits	Sto	cks	
Players	Crude	Petrol	Assets hit	Crude	Petrol	Cash
Tony Wilcock	-	-	PP { X } { X }	-	-	\$878
Mick Haytack	-2/I	-4/I	{ X } X { X }	-	-	\$871
Martin Butcher	-	-	{ X } X { X }	-	-	\$1,122
Mark Stretch	-2/I	-1/I	{ X } { X } X	,	-	\$1,336

Mark wins, as predicted by Martin, while Tony takes third from Mick. Mick couldn't have know how the market would grow, and even if he gambled on it, he could only have sold two of his four barrels.

	Mark Stretch \$1,336	
2nd	Martin Butcher \$1,122	
3rd	Tony Wilcock \$878	
5th	Mick Haytack \$871	

Comments, anyone? I have some from Martin, so if you have any, send them in and they'll appear next time.



New Game

SCEPTRE OF ZAVANDOR 1

It's a kind of magic.

Welcome to the first Sceptre of Zavandor game in these pages. This game was developed from the TimJim game Outpost by Jens Drögemüller and published by Lookout Games.

The theme has shifted from developing an outer space colony, to students of magic trying to obtain the sceptre of Zavandor. Copies of the rules are enclosed for all the players, together with an FAQ I got from the web. If you have any queries, please let me know as soon as possible so that clarifications can be sorted out before they become contentious.

One thing I can clear up - Table II on page 5 lists the victory points, but the right-hand column is out of position. The first four items should be one line higher, i.e. an active Opal or Sapphire gives 1 VP, an active Emerald or Diamond gives 2 while an active Ruby gives 3. Being at the top level in a knowledge field is worth 2 VPs.

The six players for this game are:

Martin Butcher	20a Market Hill, Woodbridge, Suffolk, IP12 4LU
Tim Franklin	9 Brook Walk, Witham, Essex, CM8 1DQ
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Geoff Hardingham	48 Caspian Way, Wheaton Aston, Stafford, Staffs, ST19 9PR
Sharon Khan	2 Rectory Road, Campton, Shefford, SG17 5PF
David Smith	7 Kings Court, Welsh Row, Nantwich, Cheshire, CW5 5DY

The following table shows the gems, magic dust, cards and levels of knowledge you start with, This table layout will vary as the game develops and I find out how much space is really needed for things, and will doubtless spread to two tables at some point. There is a detailed explanation of the columns below.

PO	Name	Character	Gems	Active	Dust	Energy	Knowledge	Hand	VPs
1	David	Witch	o:2 s:1	3/5	10	-	gems:1	3/4	3/3
2	Tim	Druid	o:2 s:1	3/5	20	-	fire:1	6/5	3/3
3	Lyndon	Elf	o:2 s:1	3/5	10	-	energy:1	3/4	3/3
4	Sharon	Kobold	o:2 s:1	3/5	20	-	accum:1	6/6	3/3
5	Geoff	Fairy	o:2 s:1	3/5	10	s:2	mages:1	5/5	3/3
6	Martin	Mage	o:2 s:1	3/5	15	-	artifacts:1	5/6	3/3
	•••••								

Artifacts on offer: 1 Spellbook, 2 Runestones, 3 Crystal Balls

Gems: How many of each type you own, e.g. o:2 for 2 Opals, s:1 for 1 Sapphire.

- Active: How many gems are active and what your limit is. Everyone starts with three active gems and a limit of five active at any one time.
- Dust: The total Magic Dust you have,
- Energy: Other energy you hold, which will be cards. Geoff, playing the Fairy, starts with two Sapphire cards. He will be advised separately what values they are.
- Knowledge: The level you have in the fields of knowledge. Each character starts at level one in one of the fields.

- Hand: How many cards you hold and how many you are allowed to keep after phase three. And yes, as the Druid Tim starts the game with six cards, even though his hand limit is five.
- VPs: Victory points, followed by the number of points from gems, which is used to resolve ties in the VP total when determining the playing order.

These notes may help to clarify some features of the game that may not be fully covered by the enclosed version of the English rules. This also explains how I will handle some aspects of postal play.

- Where the rules talk about enchanting and disenchanting gems, this is just magic talk for buying and selling. When you sell gems you get half the current purchase value of the gem. If that value is an odd number, you get half the value rounded down. If you sell two gems at such a price, you get half the value rounded down for each gem, not half the combined value of the gems.
- Unless I am told otherwise, any newly purchased gems will be activated if there is room for this. If you own more gems than can be activated, the more powerful gems will be activated by default.
- Magic Dust comes in chips valued at 2, 5 or 10. You may occasionally have to lose one energy point if you cannot make an exact payment. If you have no Magic Dust but only have cards in hand, then you will get Magic Dust as change. This will be automatic.
- Page 1 of the rules talks about the circles of the fields of knowledge, valued at 20, 25, 30, 35 and 40. Each time you start to learn a new field of knowledge, you have to spend the cost of one of these circles in order to get started. For example, the cost for the first level of Gem knowledge is 2 but to learn this you have to pay the starting cost as well, so it will be 22 at least, and can be as high as 42. Once you have paid 20 to start a new field of knowledge, the next field will cost you 25, 30, 35 or 40. You can use whichever cost suits you at the time. I will use the lowest cost if not instructed otherwise, but you might choose to pay a higher cost because you can afford to, and doing so will keep you under your hand limit.
- The cost of progression through the fields of knowledge is shown in Table VI as part of the overview of characters.
- The minimum costs for the Artifact cards are found in Table II in the centre of the rules booklet.
- Note that while you can choose to execute phases 3a, 3b and 3c in any order, you cannot do something in one of these phases, then do another, and go back to the first. One exception to this is selling gems, which you can do whenever you need funds to pay for something.

That should be enough to get us started. If you have any queries please feel free to e-mail me, but do so early, as I'm off to Spain for a week in May. Enjoy the game.

Orders required

Round one gem dealing, improving knowledge, auctions and bids

FOR WHOM THE DIE ROLLS #131

NEWS FROM THE ROCK

http://www.fwtwr.com/



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

- Here are the current web ratings for zine subscribers with a rating of 2.0 or more:
 - Roger Krueger 2.800
 - Neil Walters 2.667
 - Rob Thomasson 2.611
 - ▲ Martin Butcher 2.429
 - Gareth Lodge 2.167
 - Peter Hawkins 2.100
 - Ken Maher 2.094
 - Michael Longdin 2.048
 - Michael Graystone 2.032

 - DOD COUII 2.000
 - John Webley 2.000

• Completed games and winners:

Puerto Rico e576	Dave Burton
Princes of Florence e583	
Puerto Rico e587	Paul Ridout
Acquire e602 {Powers}	John Colledge
Euphrat & Tigris e603	Vlad Portnoy
Acquire e611	John Colledge
Durch die Wüste e612	Stuart Urquhart
Euphrat & Tigris e617	Sharon Khan
Samurai e619	Dave Burton
Princes of Florence e620	Martin Butcher
Railroad Dice e627 {60 dice}	Andrew Glynn

• New games and start dates:

Acquire e632 Mar	28th
Samurai e633	29th
Carcassonne e634 Mar	29th
Puerto Rico e635 Mar	30th
Durch die Wüste e636 Mar	30th
1830 e637 {1830-C21} Mar	31st
1825 e638 {Unit 3} {1825-D21} Apr	1st
Euphrat & Tigris e639 Apr	6th
1856 e640 {1856-E21} Apr	7th
Princes of Florence e641 Apr	10th
Ra e642 Apr	12th
Puerto Rico e643 Apr	12th
Acquire e644 Apr	18th
Euphrat & Tigris e645 Apr	19th

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:

The limit of five runs applies at all times.

Railway Rivals:

Bus Boss:

- 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	John Marsden … Acq46, RR-2004-DK, RR-2029-DC Peter Mearns … RR-2016-CZ
Howard Bishop MW2	
Tony Bromley RR-2026-DM	Willem Moene 1800-I20, 1830-G20, 1830-R20, 1835-B21, 1856-M19, 1870-O20, 18Kaas-O19,
Simon Brooks BA16, BB-297-VSW	Acq46.
Martin Butcher 1829-DC20, 1830-G20, 1856-Y19,	OP22, OP23, OP24
	Marcus Pratt AR1, NER8, OP22, OP23, OP24
1870-U19, 1895-L20, 18Kaas-O19, AR1,	
BA15, BB-293-NIT, LR10, McM9, NER8,	Jim Reader BA15, BA16, BB-290-SEA, BB-292-FRA,
OP22, OP24, Sceptre 1	BB-293-NIT, BB-297-VSW, DQ4, OP22,
John Colledge Acq43, Acq44, Acq45	OP24, PR3, PR4, RB14, RR-2004-DK,
Bob Coull Acq43, Acq46, BB-292-FRA, BB-297-VSW,	RR-2026-DM, RR-2029-DC
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, BB-297-VSW, RR-2016-CZ,
Tim Franklin 1895-L20, BA16, RR-2028-DC, Sceptre 1	RR-2030-DC
Mark Frueh 1830-R20, 18EU-B19	Tony Sait 1835-B21, 1856-R18, 1856-M19,
Michael Graystone Acq44, Acq45, BB-290-SEA, BB-292-FRA,	18Kaas-O19, RR-2029-DC
RR-2004-DK, RR-2026-DM, RR-2028-DC	Don Shailer 1829-C20, BB-293-NIT, MW2
Lyndon Gurr 1826-Y18, 1820-J19, 1856-M19,	Colin Sharpe Acq44, Acq45, BB-290-SEA, BB-293-NIT,
1870-U19, 18Kaas-O19, Acq46, LR10,	RR-2016-CZ
OP22, OP24, Sceptre 1	John Shelley 1826-Y18, 1829-J19, 1835-b21, 1856-R18,
Steve Ham BA16, BB-293-NIT, RR-2016-CZ,	1870-U19, RB14
RR-2030-DC	David Smith 1829-J19, 1829-C20, OP22, OP23,
Geoff Hardingham OP24, PR4, Sceptre 1	Sceptre 1
Alan Harvey 1800-I20, 1825-S19, 1829-J19,	Don Smith 1826-Y18, 1830-G20, 1830-R20,
18Kaas-O19	1835-B21, 1870-O20, 18EU-B19
Peter Hawkins PR3	Joakim Spångberg RR-2004-DK
Mick Haytack Acq44, McM9, OP23, PR3	Allan Stagg BA15, PR3
Mike Head 1856-Y19	Mark Stretch 1825-S19, 1835-B21, BA15, McM9, OP24
Mike Hutton 1825-S19, 1830-R20, 1856-R18,	Brian Tappenden . BB-292-FRA, RR-2026-DM
1870-U19, BB-290-SEA	Steve Thomas OP22
Sharon Khan BA16, NER8, Sceptre 1	Rob Thomasson 1856-Y19
Roger Krueger 1830-G20, 1870-O20, 1895-L20, LR10,	Roger Trethewey . BA15, DQ4
RB14	Stephen Webb 1826-Y18, 1830-G20, 1856-M19,
Kevin Lee Acq43, Acq45, BA16, BB-292-FRA,	1856-Y19, 1870-U19, 1870-O20,
BB-297-VSW, DQ4, OP23, PR4, RB14,	18EU-B19, PR4
RR-2004-DK	Tony Wilcock Acq43, Acq45, Acq46, AR1, LR10, McM9,
Michael Longdin OP24, RR-2026-DM	MW2, NER8
Richard Lunn 1830-R20, 1856-R18	Derek Wilson RB14
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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 May 17th 2006 18xx Games - Friday May 12th				
Future main deadlines:	June 21st	July 26th	August 23rd		

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.