

FOR WHOM THE DIE ROLLS

May 2006

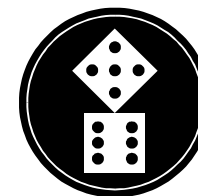
Published by Keith Thomasson

Issue 132

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



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #132, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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Welcome to

WAIT

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

Games starting in this issue...

1830 Mike Head, Willem Moene, Tony Sait, Don Smith, Mark Stretch
1837 Geoff Hardingham, Tony Robbins, Don Smith, Stephen Webb
6 nimmt! John Colledge, Tim Franklin, Michael Graystone, Steve Ham, Mick Haytack,
Sharon Khan, Jim Reader, Colin Sharpe
Puerto Rico Jim Reader, Allan Stagg, Brian Tappenden, Paul Tappenden
✱ Railway Rivals Tony Bromley, Jim Reader, Don Shailer (Devon and Cornwall)

Games starting in the next issue...

✱ 1825 Unit 3 Alan Harvey, Mike Hutton
✱ Railroad Tycoon Mark Stretch, Simon Robertson, Joakim Spångberg, Michael Longdin
✱ Saint Petersburg Sharon Khan, Rob Thomasson, Mike Hutton, Geoff Hardingham

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

⇨⑤ 1826 Waiting
✱ 1829 North Mike Hutton, John Hopkins, Peter Berlin, Lionel Robbins, Rob Thomasson
⇨③ 1850 Lyndon Gurr, Tim Franklin
② 1895 Steve Thomas
⇨① 1899 Alan Harvey, Lyndon Gurr, John Shelley, Don Smith
⇨⑤ 18EU Waiting
⇨⑤ Age of Steam Waiting
⇨④ Industrial Waste Waiting
⇨⑤ Outpost Willem Moene, Jim Reader, David Smith, Sharon Khan, Kevin Lee
✱ Puerto Rico Tony Sait, Rob Thomasson, Jim Reader, Lionel Robbins

I supply everything you need for these...

③/⑨ Battle! Michael Graystone, Allan Stagg, Steve Ham
⇨⑧ Golden Strider Steve Ham, Jim Reader
✱ Railway Rivals Colin Sharpe, Kevin Lee, Jim Reader, Lionel Robbins, Steve Ham
(South east USA - Dixieland)
⇨⑤ Sceptre of Zavador .. Michael Longdin
① Sopwith Simon Brooks, Jim Reader, Michael Graystone, Don Shailer, Tim Franklin

£1 fee for each game, unless otherwise stated, subsidising the cost of the zine

START

Welcome to issue #132. I've added a new feature this month, squeezed out of the net and dragged down to paper. The New Misadventures of Gaming is a series of articles by Dan Bosley, chronicling his adventures, or otherwise, in playing games - mostly with people who don't usually play games. They originally appeared on the boardgamenews web site, where Board2Pieces also appears. Dan has given his blessing to the reprint, so it's as official as it can get. Part one is on page 6, after another bumper crop of Board2Pieces. I hope you enjoy both of them.

We had some fun recently with the latest batch of computers at work. Someone got a new computer and was soon ringing the help desk, complaining that it kept switching itself off. After fruitless attempts to figure out why, the offending machine was brought back to our offices to be monitored. It ran perfectly for a week, and was returned to the customer. Within an hour, she'd called to say it had done it again. Baffling was a good word.

A call to the supplier came up with one possible cause, which was tested and proved to be correct. The machine seemed to have a dislike for certain mobile phones. Use the phone anywhere close to the computer and the machine would decide to shut down. Instantly.

The moral of this tale is to pay more attention to the signs in hospitals asking for mobile devices to be turned off. It's bad enough when the computer shuts down, you don't want to make the life support equipment act the same way.

John Tamplin has announced two more 18xx titles from Deep Thought Games, Bill Dixon's 1832 and 1889 from Japan. The publication of 1832 opens up the possibility of a kit to combine 1830, 1832, 1850 and 1870 into one huge game. If it happens, it probably won't be until next year, and would most likely to take the form of the necessary bits to combine the games, which would all be needed in order to play.

In addition to that, JKLM Games and Z-Man Games have announced that 1861 will be available later this year, probably around the end of July.

Steve Thomas is missing from this issue, and likely to be missing from his other endeavours for the immediate future. He is in hospital as I write, having gone for a long walk for no known reason, and suffers total amnesia for the period. The exercise has strained his already susceptible back, so all we can do is wish him the best and hope that he is back on his feet and able to get around sooner rather than later. Take care, Steve.

(continued on page 59)

BOARD2PIECES

BY TED ALSPACH



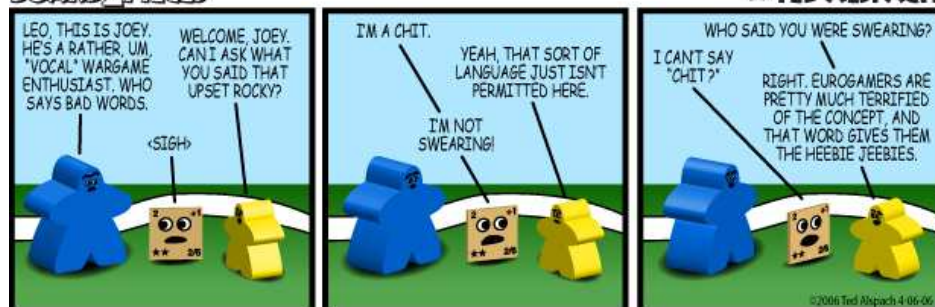
BOARDPIECES

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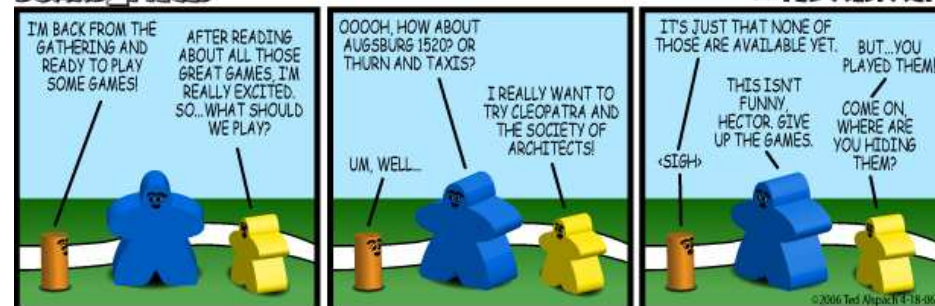
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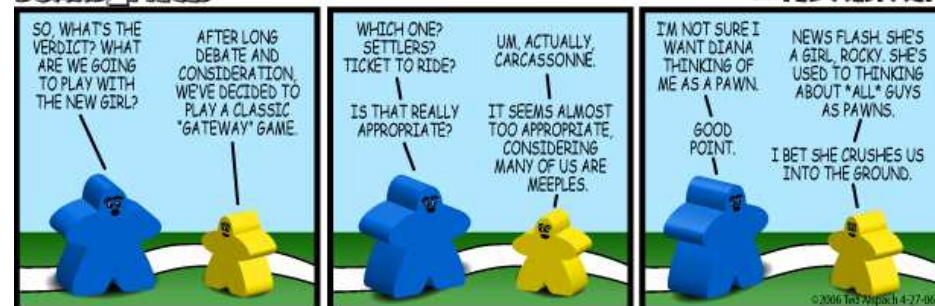
BOARDPIECES

BY TED ALSPACH



BOARDPIECES

BY TED ALSPACH



THE NEW MISADVENTURES OF GAMING #1

By Dan Bosley

Originally published on www.boardgamenews.com

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We walk around to the rear of the house and we see the backyard for the first time.

"Wow," I exclaim, "this must be a fun lawn to mow."

"It can be a little tricky, yes, indeed," Ken says.

The house is at the top of a rather steep slope that leads down to the water. The backyard is big - the fence at the far end of the property nearest the water is about 150 feet away, all downhill from where we stand.

It's not just a straight slope, however. It is obvious that over the years, there has been some yard work done here. The top half of the backyard has been terraced into a series of giant steps leading down towards the bottom of the yard. Each step basically runs the entire length of the yard, and each step is about 4 feet wide, followed by one four-foot grassy step after another downwards in the sequence.

After the bottom step, the yard just continues to slant down in one continuous slope to the fence. It is the perfect yard for laying onto the grass and rolling down the hill, over and over and over again, right down to the bottom of the lawn. Since I am supposedly grown up, I refrain from doing so.

We are on Mayne Island. Bob (Mr. Nostrils of Transamerica) and Carol (The Bucket Queen) and my wife, Diane, and I have been invited to spend the weekend on Mayne Island at Barbie and Ken's getaway house there. Barbie is Carol's sister. This is the first time Diane and I have met Barbie and Ken.

Bob and Carol have started to quite enjoy a lot of the games I've introduced them to over the last couple of years. Carol's

favourite by far is still The Bucket King though. They now even have their own copy! And even better than that, Carol has insisted that I bring along a bunch of games on this trip. And I have.

However Carol has also advised me that Ken and Barbie were a bit apprehensive when she told them that I was the game man and would be bringing a bunch of games with me on this trip for all of us to play in the evenings. Ken and Barbie's game-playing experience is apparently limited to playing Monopoly with their grandchildren. And that is about it. They don't even play "regular" card games!

Bob and Carol have brought along their Bocce Ball game set, and that is why we are all now out in the backyard. We're going to play Bocce on this hilly backyard.

"So how do you play?" asks Ken.

"Simple," says Bob. "You see this little white ball?" Bob holds up the small wooden ball.

"We call it the pea," says Bob, and tosses it down the hill. It lands on the 5th step, rolls down onto the 6th step, continues rolling, and ends up on the 7th step.

"The pea is the target," explains Bob. "We play in teams and we each take turns throwing our balls at the target," he says, indicating the larger coloured wooden balls still sitting on the grass at his feet. "After everyone has thrown all their balls, whosever colour balls are closest to the pea scores a point for each of their balls that is closer than anyone else's. And that's all there is to it."

"Sounds pretty simple," says Ken.

"Do we roll our balls, or throw them or what?" asks Barbie.

"Whatever works for you," responds Bob.

"Do you care if we lob the ball into the air and it comes pounding down and makes a big dent in the yard?" I ask Ken.

"No, I guess not," says Ken. "It might help flatten the yard out a bit."

"What are we playing to?" asks Diane.

"Let's play to 15," says Bob.

"What teams are we on?" Carol asks. "Can't be with our spouses," she advises.

Bob and Diane are on one team, Ken and Carol are on another, and Barbie and I are team number three.

Bob starts. He throws his first red ball. It lands on the 7th step perfectly. But then it keeps rolling. And rolling. And then it hits the main slope. And it keeps rolling some more. Finally it stops in a clump of grass.

"Hmmm," says Bob. "This might be a little trickier than it looks."

"Good thing I didn't get around to mowing the lawn yesterday like I originally planned," Ken comments, "or that ball might have rolled all the way to the back."

"What's all this stuff on the grass over here?" Carol asks. "Is this what I think it is?"

"Yup," says Ken. "The Canada geese leave their droppings everywhere."

"That's interesting," Carol says.

"Great," I comment. "Obstacles."

Carol bends down and is studying something in the grass more carefully.

"Now what are you looking at?" Bob asks.

"I'm just getting a closer look," Carol informs us.

"She's looking at goose poop," Ken says.

"I know what I'm looking at," Carol says. "I just wanted to get a closer look at it."

"Why? Is it moving?" asks Bob.

"No, of course not." Carol gets on her knees and her face is rather close to the grass.

"Now what are you doing?" asks Bob.

"I just want to get a really good look," Carol tells us.

I am afraid to ask why. Some things are better left unknown.

"Your turn, Ken," Bob informs him.

Ken weighs the blue ball in his hand, and then starts shifting the ball from one hand to the other, finally finishing with the ball in his right hand. He then puts his right leg forward and swings his right arm back and forth. And back and forth. And back and forth. He still has the ball in his hand. Then he stops and changes his stance. Now he has both feet together, and he is holding the ball in both hands up to his chest, as if he were at a bowling alley, preparing to roll the ball.

Ken stands motionless for about 15 seconds.

"What are you doing?" asks Bob. "Just throw the thing."

"I am becoming one with the ball," Ken says.

"That's what Ken does," Barbie advises. "Ken always does really well with things he becomes one with. It's a real skill," she informs us.

Ken suddenly raises his right arm into the air, his elbow back, as if he was a shot putter. Then he starts to crouch on his right leg alone with his left leg extended straight out. The ball is still in his hand.

"That can't be comfortable," I comment to no one in particular.

Ken puts his left foot on the ground and suddenly spins around. Now he is facing AWAY from the pea, standing straight up. The ball is still in his right hand. His eyes are closed. I hear a sound. I think Ken is humming. Or meditating. Or something.

"Do you hear humming?" I ask Diane.

"I think so," Diane says.

"Is that a tune, or is he just sort of omming?"

"I don't think it's a tune. I think it's just omming."

"Are you omming?" I ask Ken.

"Shhh, you'll break his concentration!" Barbie warns. "He is becoming one with the ball."

Bob looks at me and rolls his eyes. "I am thinking of becoming one with the beer. Do you want one?"

"Sure," I say.

"Ladies? Anything to drink?" Bob asks.

They place their orders.

"What about Ken?" Bob asks.

"He can get something later," Barbie says.

Bob goes into the house to get the refreshments.

Ken is still omming with his eyes closed, facing away from the pea.

"So," I ask Barbie, "how long does it take Ken to become one?"

"Sometimes it's really fast," she says.

"And other times?" I ask.

"Not so fast," she responds.

"I could take my turn while we're waiting," I suggest.

"That's not a good idea," Barbie advises.

"Why not? Will that interfere with Ken's oneness?"

"Why yes, of course. Right now, only Bob's ball is on the field. If you throw your ball, then there will be two balls in play, and that means all of Ken's concentration on the existing situation will be wasted!" Barbie explains.

"Does that mean Ken needs to become one with the ball every single turn? This isn't a one time thing? Once his turn is over, he is no longer one with the ball? He loses his one-ness? And he has to re-one himself all over again?" I ask.

"Oh yes," Barbie agrees.

I am thinking of the bag of games in the house that I have brought with me. This might be a rather painful weekend. Maybe there's a reason Ken and Barbie don't play games....

Ken suddenly spins around, facing the

pea again. He goes into a Karate Kid stance, both arms raised in the air to his sides, standing on one leg, with his other leg folded up, his knee near his chest. The ball is in his right hand. He stands motionless. He has stopped omming.

I ask Barbie, "Does it usually take this long for him to get oneness? We have to be back home by Sunday, you know."

Barbie chides me, "Don't be silly. It will probably be any time now."

Carol is standing up, apparently satisfied with her goose dropping studies. "Is it my turn yet?" she asks.

"Nope. Still Ken's turn," I tell her.

"What? Still? That's ridiculous." Carol walks over and pushes one-legged Ken over so that he falls onto the grass. The ball rolls out of his hand in the general direction of the pea. It ends up several feet away from the pea, but it is still closer than Bob's first throw is.

Ken is unhurt. He protests to Carol. "Hey, what do you think you are doing? I wasn't ready yet!"

"Yes, you were Ken, you just didn't know it. Look, you're ahead of Bob anyway," Carol explains to him.

As if on cue, Bob returns with the refreshments. Bob has brought a beer for Ken as well.

This I will soon learn, is only the first of many.

"Beer helps Ken become one," Barbie tells me.

"One what?" I ask.

"One with whatever he is doing, of course."

This may or may not be a good thing....

The game goes on. The five of us decide that Ken will no longer be allowed the luxury of becoming one with the ball. We institute the Ken-rule: he is allowed 15 seconds at most to throw his ball. If he hasn't thrown it by then, then we will all tackle him and confiscate the ball from him, and one of us will then throw the ball for him.

And we will throw it as far away as we possibly can from the pea.

This I think is a good rule, and it could easily be adapted and applied to many other games as well. Tired of waiting for a slow player in your group? Give them a time limit. They go over it, tackle them and take away 3 victory points. Might put an end to analysis paralysis.... Plus the tackling element would also add a bit of physical fitness to the boardgaming hobby.

Ken doesn't care for this rule, however. He thinks we are picking on him. "Do you change the rules of all the games you play when you play them, Dan?" he asks me.

"Sometimes," I say. "We call them variants."

"Variants. Ha. More like cheating. What are the rules for if you don't follow them?" Ken demands.

"There's no rules about how long your turn should be," Bob informs us.

"Well, then," says Ken, "there you go, you just can't make up a rule that picks on me. The rules don't say you have to throw your ball within 15 seconds. You can't just make that rule up."

I speak up. "The rules or the lack of them aren't engraved in stone. In my game group, occasionally a question will come up in a game that we're playing where the game rules don't seem to address the problem. If that happens, we make a house rule to cover the situation," I tell him. "We all thought you were taking too long to throw the ball, so we made a house rule."

"House rules, you're just making them up. If we're going to play this game, we should play it by the rules. If the rules don't say anything about how long you get to throw your ball, then you should get as long as you want," argues Ken.

"What if someone took an hour for their turn?" Carol asks.

"That's O.K.," says Ken. "It's allowed."

"Mind you, no one would ever play with them again," I comment.

"Well, that's fine. But if the rules don't say anything about it, then you can't complain, and you can't go making up your own rules. A game should only be played by its rules, and that's that."

I take a gamble. "You play Monopoly with your grandkids?" I ask.

Ken looks at me funny. "Yes. What's that got to do with anything?"

"What happens when you land on Free Parking?" I inquire.

"What do you mean?" Ken asks.

"When you're playing Monopoly, and you land on the Free Parking space, what happens?" I question him.

Ken looks at me warily. "Is this a trick question?"

"No. What happens when you land on Free Parking?"

Ken says, "You get the money under the space."

"What money?" I ask.

"The money under the space. The money from the fines and stuff. You know, when you have to pay money because of Chance and Community Chest and Income tax."

"Why are you putting money under the Free Parking space?" I ask.

"Because that's where you put it. I suppose you have a house rule that says you put the money under jail or something instead," Ken says, a bit sarcastically to my thinking.

"Actually, no. According to the rules of Monopoly, nothing goes under the Free Parking space. No money ever goes there. No one ever gets any money for landing on Free Parking," I explain.

Ken looks at me strangely. "Nah, that's just the way you play it. I've always played Monopoly the right way."

"Have you ever actually read the rules to Monopoly?" I ask.

Ken blinks. "No. Don't need to. I already know how to play."

"Well, a lot of people do play Monopoly

that way, but actually, that way is a variant. You're not supposed to get anything for landing on Free Parking. You've been playing a house rule for Monopoly all along and didn't even know it," I say.

"Sure, I believe you," says Ken. It is quite clear from Ken's tone of voice that he doesn't believe me in the least.

"There's nothing wrong with house rules," I say. "People make up house rules all the time for the games that they play. If changing or adding or subtracting a rule makes a game more fun or enjoyable for a group of people, then great, go for it."

"This is all very interesting, but can we just get on with the game?" Carol asks.

"In a minute. This is my house, right?" asks Ken. "So I should be the one making the house rules, not anyone else, right? So my house rule is that I get to take as long as I want to throw the ball."

Ken looks at us all smugly.

"Nothing to say, hey? That shows I'm right," remarks Ken.

"It's my house, too," states Barbie.

Ken looks at her.

"I get a say in the house rule, too," Barbie declares.

"I do too," says Carol, "because I'm your sister-in-law."

"I do too," says Bob, "because I'm your brother-in-law."

"I do too," I say, "because I'm a complete stranger to you."

Diane wisely stays quiet.

Ken looks at each of us, one at a time, and shakes his head. "Sad, very sad." He looks up at the house. "I'm going to get another beer. Anyone else want one?"

No one else has finished their first drink

yet. Ken heads for the house.

Bob motions to us, and the five of us huddle for a few moments. We all stand up and nod.

Ken returns with his beer.

"Ken," Bob says. "We want to apologize. You're right. We shouldn't have made up that house rule. It wasn't fair to you. Take as long as you want to throw the ball."

Ken looks at Bob rather suspiciously, and then glances at the rest of us. Then satisfied, he says, "Thanks, I appreciate that."

"It's your turn, Ken," I tell him.

Ken nods and picks up the ball and faces the pea.

(A note to the reader: Please go back to the start of this Misadventure and re-read the entire thing. By the time you get back to this point, enough time should have passed that Ken should be just about ready to throw the ball. Hopefully. Thank you.)

Ken now goes into the cactus-like position for the second time. The ball is now in his left hand. He is squinting at the pea.

(A note to the reader: Sorry. Ken is still not ready. Please try counting to 1000 slowly. He's got to be ready by then. Thank you.)

Ken has now placed the ball underneath his right armpit. None of the rest of us have any idea why. Ken is now breathing in and out slowly, in long deep breaths. He is deeply focused on the pea. Deeply, deeply focused. He closes his eyes.

(A note to the reader: Sorry. Ken is still becoming one. He's taking a bit longer than we all expected. I'll get back to you when he's done).

To be continued...

If you'd rather not wait, you can read the next instalment on the web site. Visit www.boardgameneeds.com and look in the Features section.



McMULTI 9

Oh no, not the skill/luck debate...

GAME OVER

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

Martin Butcher (2nd): Congratulations to Mark. Not sure how I threw this away so badly. I think one thing which is extremely important when playing PBM is that you can all buy/sell at the same price so if you buy when everyone does you can all make a big profit since you can all sell again at a much higher price. Mark held his Crude long enough to make the most of a price hike near the end. Perhaps I needed to reinvest my cash earlier to maximize my income, rather than waiting for the prices to crash. At a guess Mark had a misunderstanding of what he could sell as I assumed the game would have ended one round earlier. Thanks to Keith for running the game.

Tony Wilcock (3rd): Well done, Mark. There must be some skill in this game.

Martin pointed out an error in the postal rules, where it says that the game ends when someone has \$1,000m or more cash at the end of a turn. I neglected to include the fact that this triggers a final round, and the relevant score is at the end of that round.



MYSTIC WOOD 2

The marathon has finished.

GAME OVER

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

Tony Wilcock: We should all be congratulated for lasting so long.

Peter wondered last time why Roland didn't use the Griffin to fly to the Enchanted Gate and try to get the Princess to notice him. Perhaps it was because he only had a 1-in-6 chance of success, and wanted to gain more prowess before making the attempt. Out of curiosity, I made that die roll - and rolled a six. Roland could have fulfilled his quest in 45 turns and taken the game.

Tony is right about the length. This is a long game, but if it is a background game to others, then the overall length shouldn't be a problem.



1830-F21

It's familiar ground, with
no guarantee of success.

NEW GAME

If this was an Enid Blyton book it would probably be called 'Five Went to New York'. But it isn't, it's a game, and one you all know well. You will start dealing in the following order.

Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Tony Sait	6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH
Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH

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

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

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

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

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

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

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

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

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

Stock Round 1, Private Companies only, starting with Mark



1800-120

A poor showing
from me last time.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	NW	58:B4:3	30	Yes	-	90C	362	2

Stock Round 3

Neil	Alan
x	x
Priority for SR4	

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Alan Harvey	365	28	0	393	663	54.0	3
Neil Walters	20	25	0	45	565	46.0	3

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

Bank (new)	-	10P	4
Price	-	-	90C
Bank (pool)	-	-	-
Company credit	-	-	362
Tokens	3	-	2
Trains	-	-	2
Bank cash: \$2,920	Certificate limit: 7	-	Trains: 1 x '2', 1 x '3'

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

1800

Game 120
Referee:
Keith Thomasson

Private Companies	Cost	Revenue
1 Midland Terminal	\$20	\$5
2 Denver and Salt Lake	\$70	\$10
3 Rio Grande Southern	\$160	\$20

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I really did get myself confused last time, starting the D&RGW with one tile lay and action, then changing to another and only changing half of the related bits.

The tile laid was the 58 as reported, and not the 9 as shown on the map. This allowed the reported dividend to take place, which put the price up instead of down as shown.

I think I would find it hard to get so may but wrong at the same time again - please accept my apologies. Neil is still shown, as this was his round, but it will be Willem from next time.

Orders required for the following rounds

By the early deadline

OR3, SR4



1825-S19

The grey tiles come out with the first '6' train.

OR9 - OR10

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	54:S13:2	-	520	No	160	500	5
GWR	MH	19:X18:4	-	390	Yes	205	150	4 4 3
GER	AH	8:R22:2	-	250	Yes	180	20	3 3
LSWR	TR	23:V18:6	-	170	No	90	10	4 3
SECR	Rcvr	4:X22:3	-	110	No	67	120	-
LBSC	MH	6:X20:3	-	-	③	61	120	5
MGN	AH	6:R24:5	-	60	No	90	30	5 4T
LTS	TR	-	-	180	Yes	71	10	2+2

Notes: ① £100 to the bank for a token in W19
 ② £170 to the LNWR for a '3' train
 ③ £550 to the bank for a '5' train

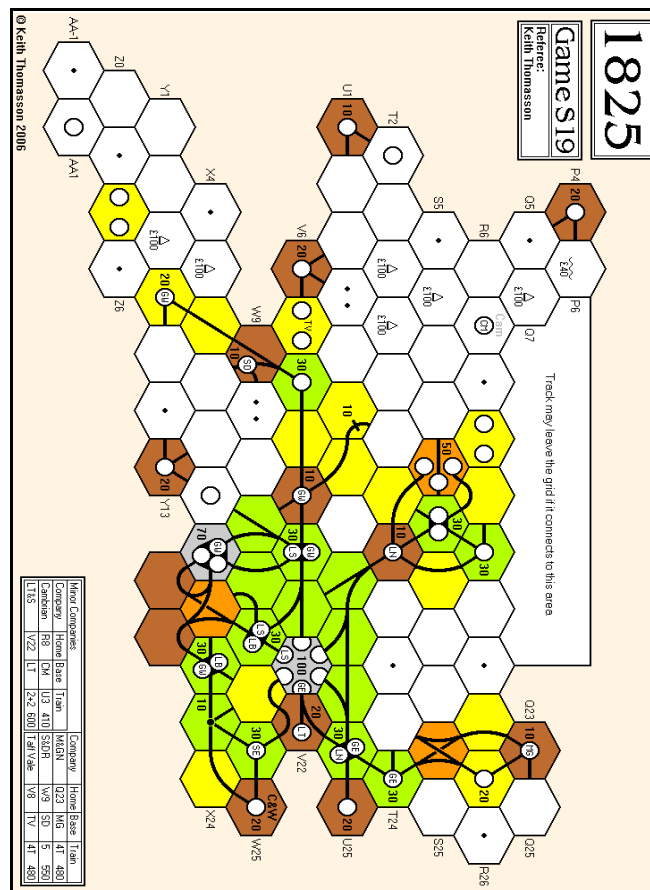
OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	24:U17:1	-	190	No	142	40	6 5
GWR	MH	14:X20:3	-	420	Yes	255	330	4 4
GER	AH	20:S23:2	-	250	Yes	205	10	5 3 3
LSWR	TR	168:X16:1	-	370	Yes	142	10	4 3
SECR	Rcvr	87:X22:6	-	140	No	61	260	-
LBSC	MH	46:X18:2	-	200	No	55	0	5 3
MGN	AH	47:S23:2	-	60	No	82	100	4T
LTS	TR	48:V20:1	-	240	Yes	90	10	2+2

Notes: ① £650 to the bank for a '6' train
 ② £100 to the bank for a token in X20
 ③ £10 to the MGN for a '5' train
 ④ £40 to the bank for a token in W19
 ⑤ £280 to the GWR for a '3' train

Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
Tony Robbins	66	185	430	681	3,031	24.0	12/13
Mike Hutton	49	273	331	653	3,113	24.7	14
Mark Stretch	339	187	344	870	3,372	26.8	15
Alan Harvey	223	200	200	623	3,083	24.5	11

Portfolio	Privates	LNWR	GWR	GER	LSWR	SECR	LBSC	MGN	LTS	Cam	SDR	Taff	
Tony Robbins	S&M	5D	-	-	5D	-	-	-	10D	-	-	-	
Mike Hutton	-	1	7D	-	1	1	6D	-	-	-	-	-	
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 L&M	-	-	-	-	8D	-	-	-	-	-	-	
Price (pool)		142	255	205	142	61	55	82	90				
Company credit		40	330	10	10	260	0	100	10				
Tokens		3	1	1	1	2	-	-	-	1	1	1	
Trains		6.5	4.4	5.3	3.3	4.3	-	5.3	4T	2+2	(U3)	(5)	(4T)
Bank cash: £7,173		Certificate limit: 15							Trains: 2 x '6', 2 x '7'				

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds			
Yellow	1/1	2/1	3/2	4/4	5/1	6/3	7/2	8/6	9/7	55/1	56/1	58/2
	69/1	115/1										
Green	10/2	11/2	12/-	13/1	14/1	15/-	16/1	17/1	18/1	19/1	20/1	21/1
	22/-	23/2	24/1	25/1	26/1	27/1	28/1	29/1	30/1	31/1	52/2	87/-
	88/1											
Russet	32/1	34/-	35/2	37/2	38/3	39/1	40/1	41/2	42/2	43/1	44/1	45/1
	46/-	47/1	64/1	65/1	66/1	67/1	68/1	166/4				
Grey	48/-	50/2	51/3	166/4	167/4	168/1						



Orders required for the following rounds

By the early deadline

OR11, SR7

Adjudication can pause between rounds if requested



1829-J19

All the companies in receivership find new homes.

OR12 - SR10

OR12	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	Rcvr	36:R12:3	►O9	290	No	①	100▼	350	4 3T
NER	LQ	-	►P18 !	170	Yes	-	142▲	30	4
Mid	AH	-	►Q17	220	Yes	② ③	67▲	10	4 4 3
NBR	JS	38:F6:2	►E7	190	Yes	-	112▲	10	3 3T
Cal	JS	39:H6:1	►D8	120	No	-	64▼	500	3
L&YR	Rcvr	38:N10:1	►M11 !	140	No	-	47▼	370	-
GNR	AH	12:S15:1	►P18 !	280	Yes	④	71▲	60	5 5 3
GCR	DS	18:R14:2	►K9	320	Yes	-	67▲	60	5 3 3T
GSWR	Rcvr	2:H4:4	►H8	120	No	-	29▼	150	

Notes:

- ① £100 to the bank for a token in O9
- ② £40 to the bank for a token in Q17
- ③ £370 to the GNR for a '3' train
- ④ £550 to the bank for a '5' train

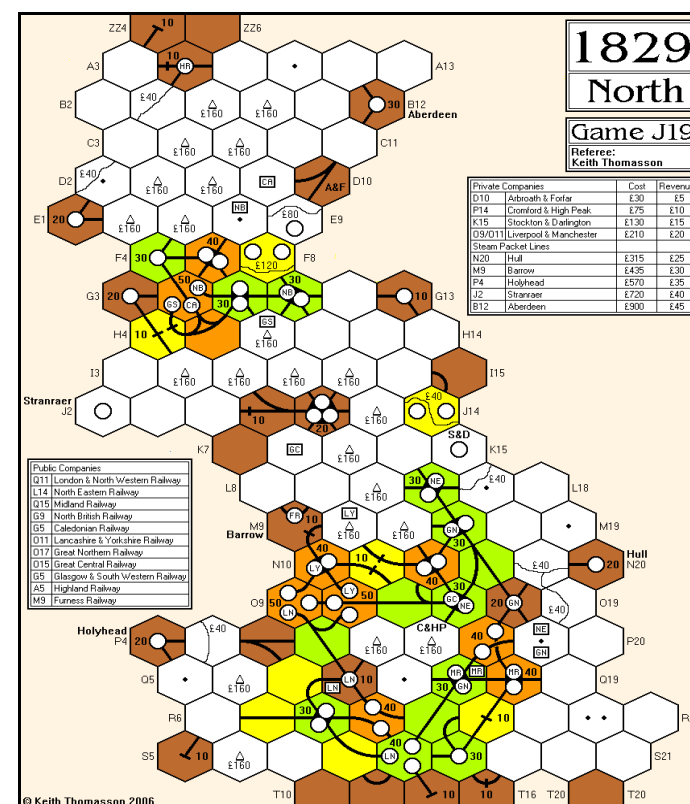
Stock Round 10

John	Lionel	Lyndon	Alan	David
+ GSWR pool	+ LNWR pool	+ LNWR pool	+ LNWR pool {Dir to Lionel}	+ NBR pool
+ GSWR pool {gains Dir}	+ LNWR pool	+ LNWR pool	+ LNWR pool	+ L&YR pool
+ GSWR pool	- 1 Cal + LNWR pool	+ LNWR pool	+ Cal pool	+ L&YR pool
+ GSWR pool	✗	+ L&YR pool	✗	+ L&YR pool {gains Dir}
+ GSWR pool	✗	+ L&YR pool	✗	+ L&YR pool
✗	✗	✗	✗	+ L&YR pool
✗	✗	✗	✗	+ L&YR pool
✗	✗	✗	✗	+ GSWR pool
✗	✗	✗	✗	✗
Priority for SR11				

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

Bank (new)	Hull...	-	-	-	-	-	-	-	-	4	10P	10P
Price (new)	C&HP, S&D, L&M	100	90	82	76	71	67	64	61	58		
Bank (pool)		-	-	-	-	-	1	-	-	-	-	-
Price (pool)		100	142	67	112	64	47	71	67	29		
Company credit		350	30	10	10	500	370	60	60	150		
Tokens		2	3	3	2	3	2	1	3	2	3	3
Trains		4	4	4	4	3	3	-	5	5	-	-
		3T		3	3T			3	3	3T		
Bank cash:	\$18.737	Certificate limit: 17					Trains: 2 x '2+2', 2 x '6'...					

Cash Flow	b/f	OR12	SR10	c/f	Value	%	Certs
Lyndon Gurr	489	294	-394	389	2,228	27.6▲	17
Alan Harvey	346	310	-264	372	1,464	18.1▲	13
David Smith	378	291	-423	246	1,714	21.2▲	17/18
John Shelley	241	133	-145	229	1,478	18.3▼	10/13
Lionel Robbins	129	138	-236	31	1,193	14.8▼	15

[illegible]

Orders required for the following rounds

By the early deadline

OR13, OR14

Adjudication can pause between rounds if requested



1829-C20

The GWR leaves its home range.

OR7 - SR8

The GWR survey party was reported as moving to W11, but shown on the map in W15. The report was correct, placing the GWR token in line with the Midland's token.

OR7	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSH	7:Q9:5	•R10	110	No	-	142	370	2 2 2
GWR	MB	1:W11:2	•Q17 !	50	Yes	①	126	60	2 2
Mid	PB	-	•R18	-	-	②	71	340	3 2
LSWR	MB	15:W19:6	•W19	-	-	③ ④	71	700	3 2
GNR	DSm	-	•N18	-	-	②	67	410	3

- Notes: ① £480 to the bank for a '2' train and a '3' train
 ② £300 to the bank for a '3' train
 ③ £40 to the bank for a token in W19
 ④ £20 to the GWR for a '2' train and a '3' train

Stock Round 8

Peter	Don	Martin	David
✗	✗	+ LSWR pool	- 1 GWR + GNR new
✗	✗	✗	+ Midland pool
✗	✗	✗	- 1 GWR + Midland pool
✗	✗	✗	+ GNR new
✗	✗	✗	✗
Priority for SR9			

Cash Flow	b/f	OR7	SR8	c/f	Value	%	Certs
David Smith	10	25	-32	3	1,105	26.8	14
Peter Berlin	38	20	0	58	765	18.6	7
Don Shailer	44	15	0	59	1,112	27.0	8
Martin Butcher	56	25	-71	10	1,137	27.6	10

Portfolio	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
David Smith	S&M	-	2	2	2	8D	-	-	-	-	-
✗ Peter Berlin	L&M	-	-	6D	1	-	-	-	-	-	-
Don Shailer	C&HP	5D	1	2	-	-	-	-	-	-	-
Martin Butcher	-	-	5D	-	7D	-	-	-	-	-	-

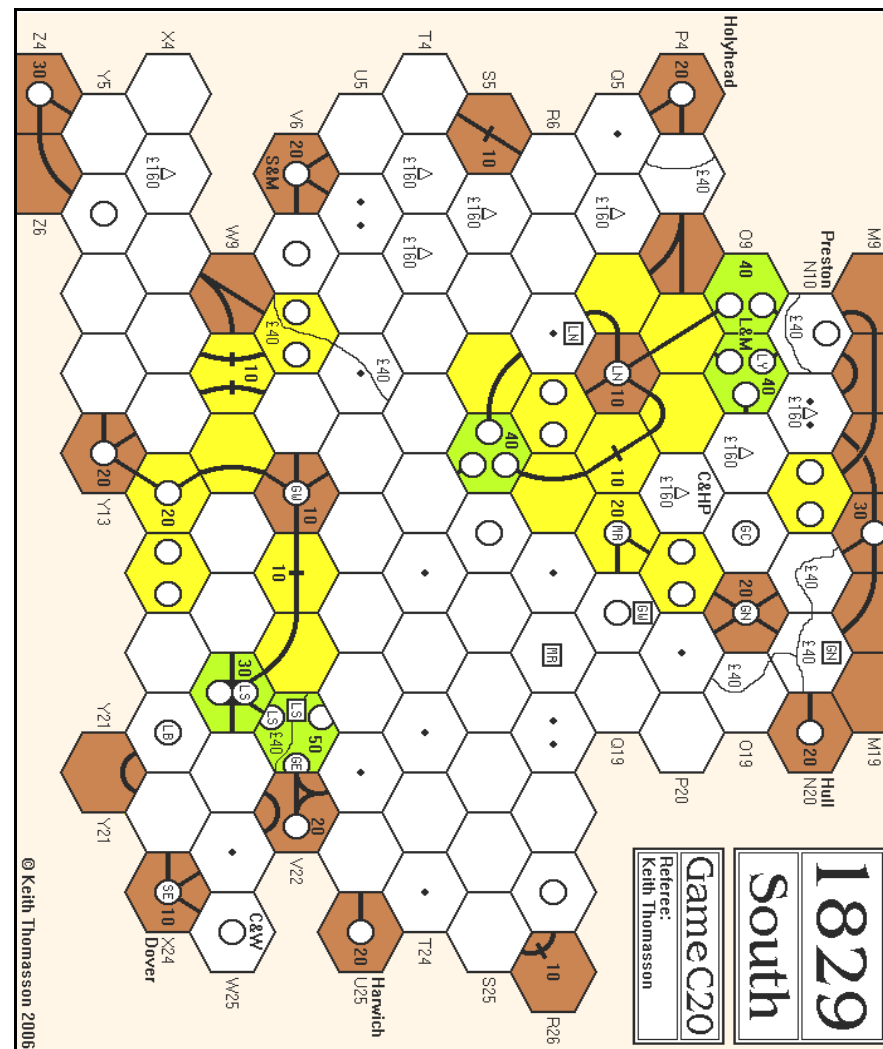
Bank (new)	Hull...	-	-	-	-	2	10D	10D	10D	10D	10D
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&W	5	2	-	-	-	-	-	-	-	-
Price (pool)		142	126	71	71	67					
Company credit		370	60	340	700	410					
Tokens		5	5	4	4	4	4	4	4	3	3
Trains		2.2.2	2.2.2	3.2	3.2	5					
Bank cash: £19,870		Certificate limit: 18				Trains: 3 x '3', 5 x '4'...					

Type '10' tiles are tile lays, not promotions, and need a survey party. Refer to rule 42.6.

Tiles

Two Operating Rounds between Share Dealing Rounds

Yellow	1/1	2/1	3/2	4/4	5/3	6/3	7/2	8/4	9/9			
Green	10/3	12/3	13/3	14/3	15/2	16/1	17/1	18/1	19/2	20/2	21/1	22/1
	23/4	24/4	25/2	26/2	27/2	28/1	29/1	30/1	31/1			



Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested



1830-G20

The Erie and the CPR join in.

OR4 - SR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	MB	9:18:3	60	Yes	-	82E▲	560	2 2
NYNH	DS	-	50	Yes	-	75F▲	630	2
NYC	SW	-	30	Yes	-	76E▲	826	2
C&O	WM	8:G5:6	-	-	① ②	65F▼	10	3 2 2

Notes: ① \$260 to the bank for two '2' trains and one '3' train
 ② \$320 to Willem for the C&A private

Stock Round 5

Don	Roger	Stephen	Martin	Willem
✗	- 4 PRR {▼70G}	✗	+ PRR new	- 4 C&O {▼40J}
	- 1 NYNH {▼70G}			+ Erie/Pres {100}
✗	+ CPR/Pres {76}	✗	✗	+ Erie new
✗	+ CPR new	✗	✗	+ Erie new
✗	+ CPR new	✗	✗	+ Erie new
✗	+ CPR new	✗	✗	+ Erie new {floated}
✗	+ CPR new {floated}	✗	✗	✗
✗	✗	Priority for SR6		

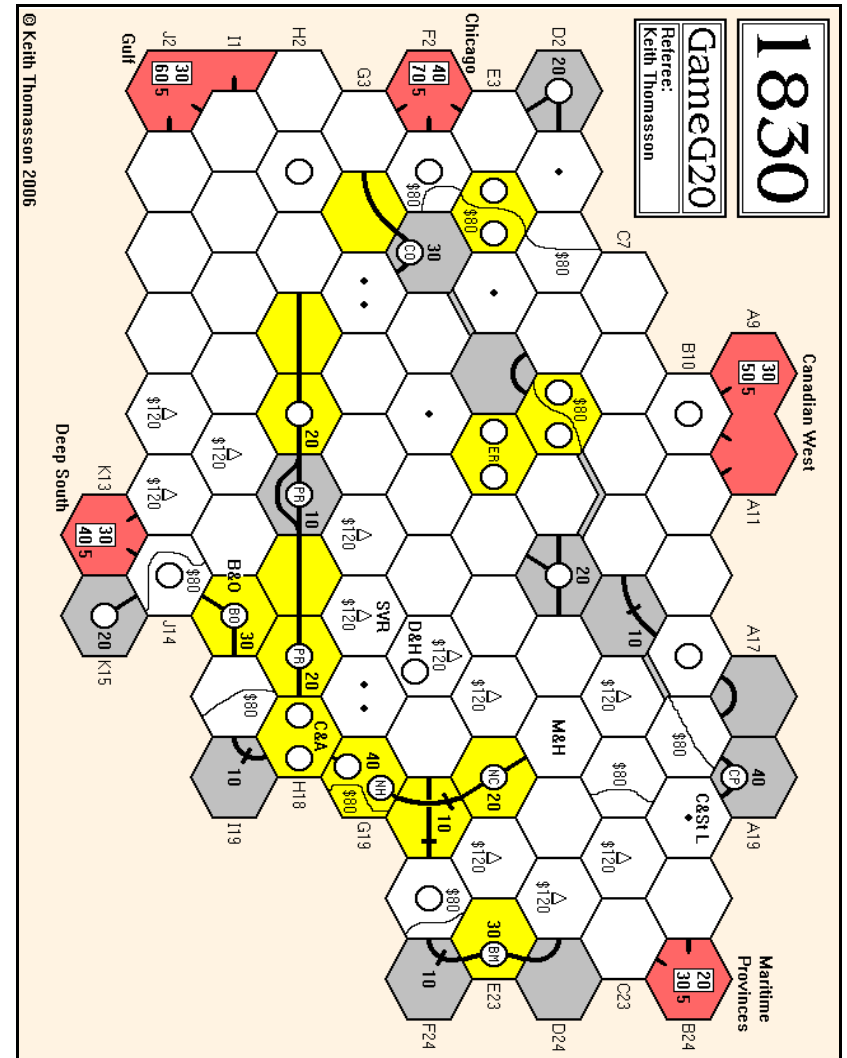
Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
Stephen Webb	0	22	0	22	466	14.0▼	5
Martin Butcher	44	55	-76	23	603	18.0▼	8
Willem Moene	9	365	-340	34	824	24.7▲	6/7
Don Smith	13	43	0	56	592	17.7▼	7
Roger Krueger	10	59	-53	16	856	25.6▲	7

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
✗ Stephen Webb	-	-	4P	-	-	-	-	2	-
Martin Butcher	SVR, D&H	6P	-	-	-	-	-	1	-
Willem Moene	M&H	-	-	-	-	2P	6P	-	-
Don Smith	C&StL	-	1	-	-	-	-	6P	-
Roger Krueger	B&O	-	-	6P	2P	-	-	-	-

Bank (new)	-	3	6	4	4	4	-	10P
Price (new)	76	90	76	100	67	100	71	
Bank (pool)	4	2	-	2	4	-	1	-
Price (pool)	70G	76E	76D	82C	40J	100A	70G	
Company credit	560	826	760		10	1,000	630	
Tokens	2	3	4	3	2	3	1	2
Trains	2 2	2	-		3 2 2	-	2	

Bank cash: \$8,063 Certificate limit: 15 Trains: 4 x '3', 4 x '4'
 Current operating order: Erie, NYC, CPR, PRR, NYNH, C&O

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/2	4/2	7/4	8/7	9/5	55/1	56/1	57/1	58/2	69/-
Green	14/3	15/2	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1
	29/1	53/2	54/1	59/2								



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



1830-R20

Richard invests in the CPR.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	MF	1:F20:3	-	-	①	76C	600	2 2
CPR	WM	8:B18:6	-	-	② ③	67E	550	2

Notes: ① \$160 to the bank for two '2' trains
 ② \$80 to the bank for terrain costs
 ③ \$80 to the bank for a '2' train

Stock Round 2

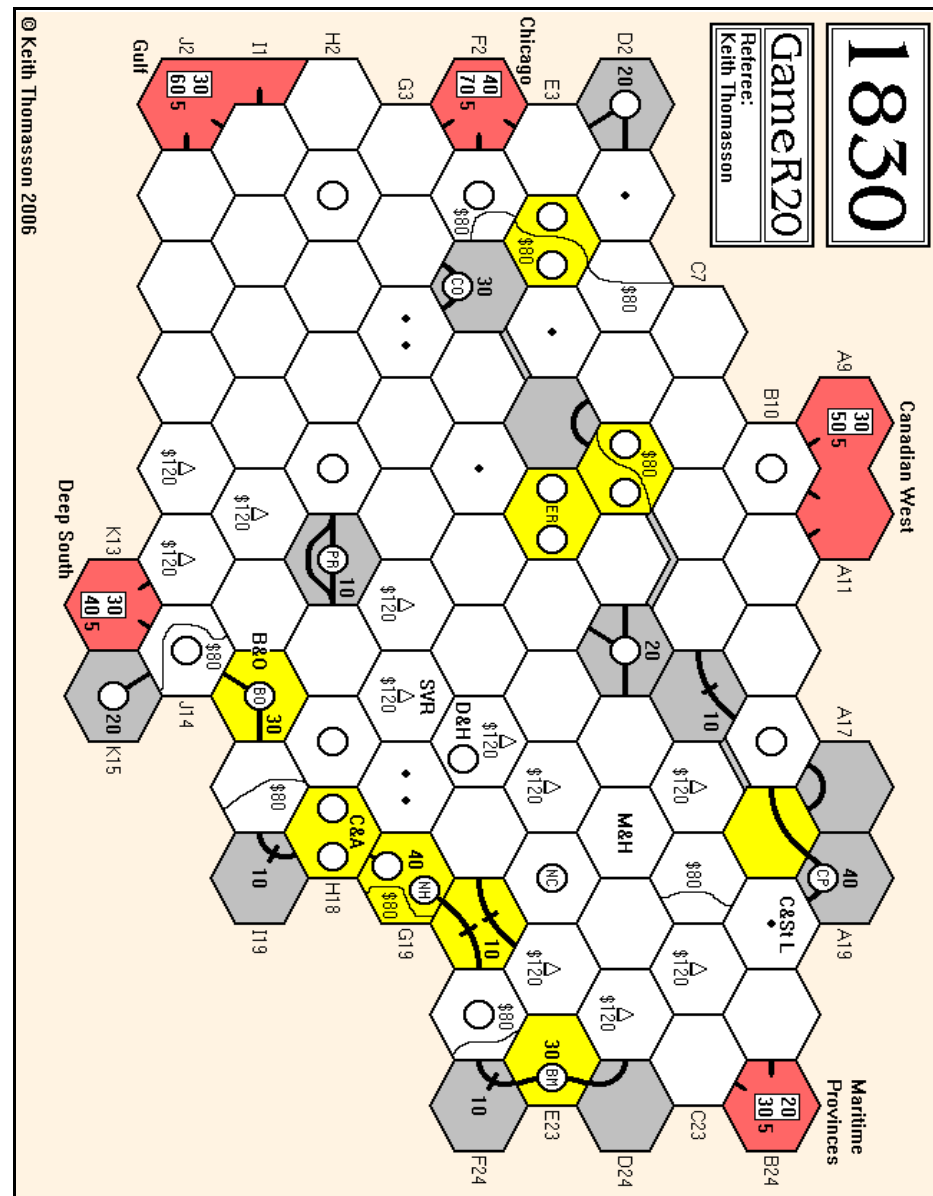
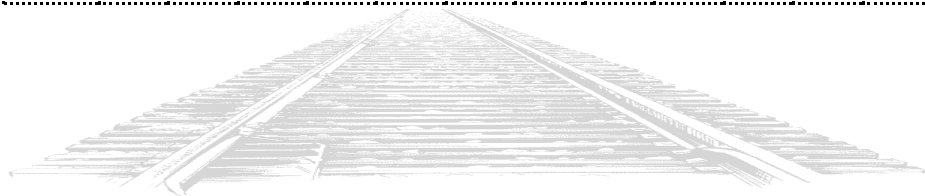
Don	Mike	Richard	Mark	Willem
x	x	+ CPR new	x	x
x	x	+ CPR new	x	x
x	x	+ CPR new	x	x
x	x	x	Priority for SR3	

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Richard Lunn	260	30	-213	77	710	26.5	5
Mark Frueh	4	5	0	9	521	19.4	6
Willem Moene	14	10	0	24	490	18.3	6
Don Smith	27	25	0	52	447	16.7	4/5
Mike Hutton	133	35	0	168	512	19.1	4

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Richard Lunn	B&O	-	-	3	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	-	8	10P	10P	-	10P
Price (new)			71	100			76	
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)			71D	100A			82B	
Company credit			550				600	
Tokens	4	4	3	3	3	3	1	2
Trains			2				2.2	
Bank cash: \$10,520	Certificate limit: 13			Trains: 3 x '2', 5 x '3'...				
Current operating order:	NYNH, CPR							

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



Orders required for the following rounds

By the early deadline

OR2, SR3



1835-B21

The start packet sells out, but there's not enough money left for any more.

SR1

Stock Round 1

Willem	Buys the Köln-Mindener Bahn (minor 4) for 160M
Mark	Buys the Berlin-Potsdamer Bahn (minor 2) for 170M
Tony	Buys the Bergisch-Märkische Bahn (minor 1) for 80M
Don	Buys the Magdeburger-Bahn (minor 3) for 80M
John	Buys the Berlin-Stettiner Bahn (minor 5) for 80M
John	Buys the Altona-Kiel Bahn (minor 6) for 80M
Don	Buys the Braunschweigische Bahn (private) for 130M
Tony	Buys the Pfalzbahnen (private) for 15M, with a 10% ByE share
Mark	Buys the Leipzig-Dresdner Bahn (private) for 190M, with the SxE Directorship
Willem	Buys the Hannoversche Bahn (private) for 160M
Willem	✗
Mark	✗
Tony	Buys the Ostbayerische Bahn (private) for 120M
Don	Buys the Nürnberg-Fürth (private) for 100M, with a 10% ByE share
John	Buys the ByE Directorship for 184M
Priority for stock round 2 lies with Willem	

Cash Flow	b/f	SR1	c/f	Value	%	Certs
Willem Moene	390	-320	70	390	16.2▼	2
Mark Stretch	390	-360	30	566	23.6▲	3
Tony Sait	390	-350	40	574	23.9▲	5
Don Smith	390	-310	80	482	20.1▲	4
John Shelley	390	-344	46	390	16.2▼	3

Portfolio	Privates	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
⊕ Willem Moene	Han / K-M	-	-	-	-	-	-	-	-
Mark Stretch	L-D / B-P	-	-	20/1	-	-	-	-	-
Tony Sait	Ost, Pfa / B-M	-	20/2	-	-	-	-	-	-
Don Smith	N-F, Bra / Mag	-	10/1	-	-	-	-	-	-
John Shelley	B-S, A-K	-	20/1	-	-	-	-	-	-

Bank (new)	40/4	50/5	80/8	100/8	100/8	100/8	100/7	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		92C	88D					
Company credit		460						
Trains		-						
Bank cash: 10,624M	Certificate limit: 12		Trains: 9 x '2', 4 x '2+2'					
Current operating order:	B-M, B-P, Mag, K-M, B-S, A-K, ByE							

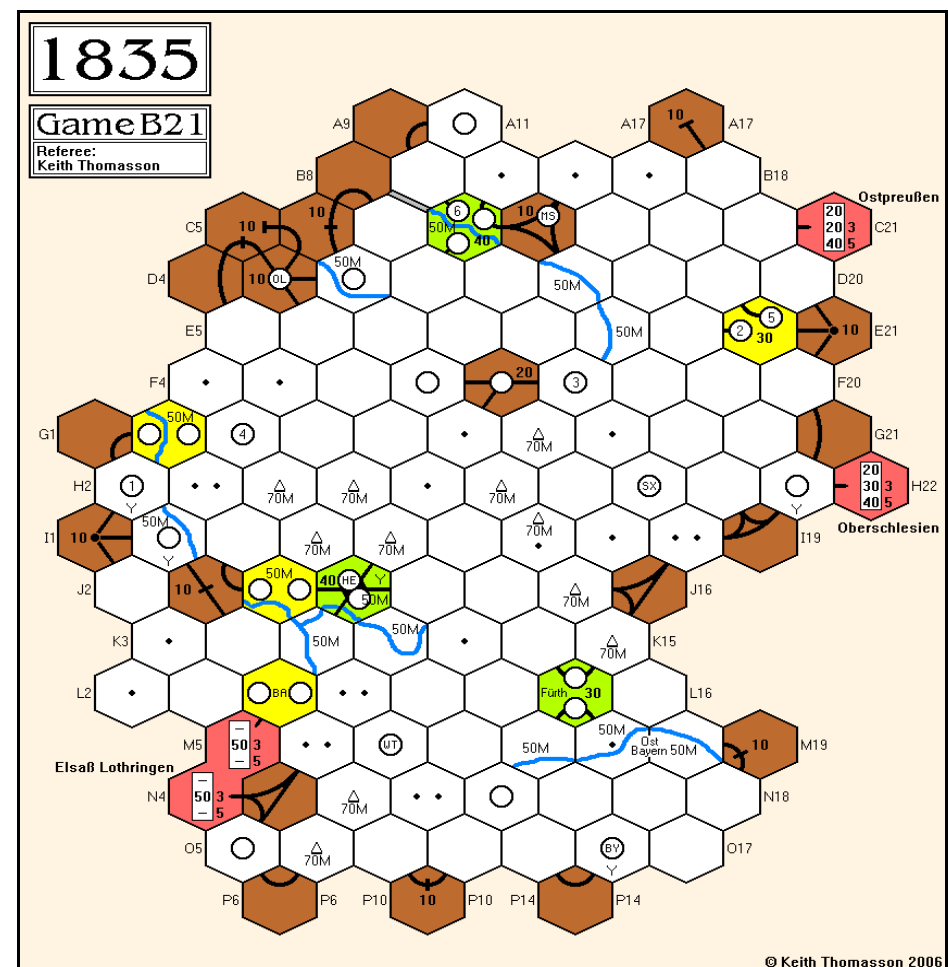
The director's holdings will be shown in **red text** in the portfolio.

Please refer to minor companies by their short names during the game, and not by their numbers, as this is how the adjudicator refers to them. That will make it easy for me to work out which company the orders are for :-)

Tiles

One Operating Round between Stock Rounds

Yellow	1/1	2/1	3/2	4/3	5/3	6/3	7/8	8/16	9/12	55/1	56/1	57/2
	58/4	69/2	201/2	202/2								



Orders required for the following rounds

By the early deadline

OR1, SR2



1856-R18

The WR is formed but not floated.

SR9

Stock Round 9

Mike	Tony	Gareth	John	Richard
- 1 CA (▼70E)	+ WGB new	+ CGR new	+ WGB new	+ CGR new
+ WR/Pres (90)				
+ WR new	+ WGB new	+ CGR new	+ WGB new	+ CGR new
+ WR new	- 2 WGB (▼90C)	+ CGR new	+ WGB new	+ CGR new
	+ BBG new			
+ WR new	- 1 BBG (▼100B)	✗	+ WGB pool	+ BBG pool
	+ GT new			
✗	+ GT new	✗	✗	+ BBG new
✗	+ GT new	✗	✗	
✗	✗	Priority for SR10		

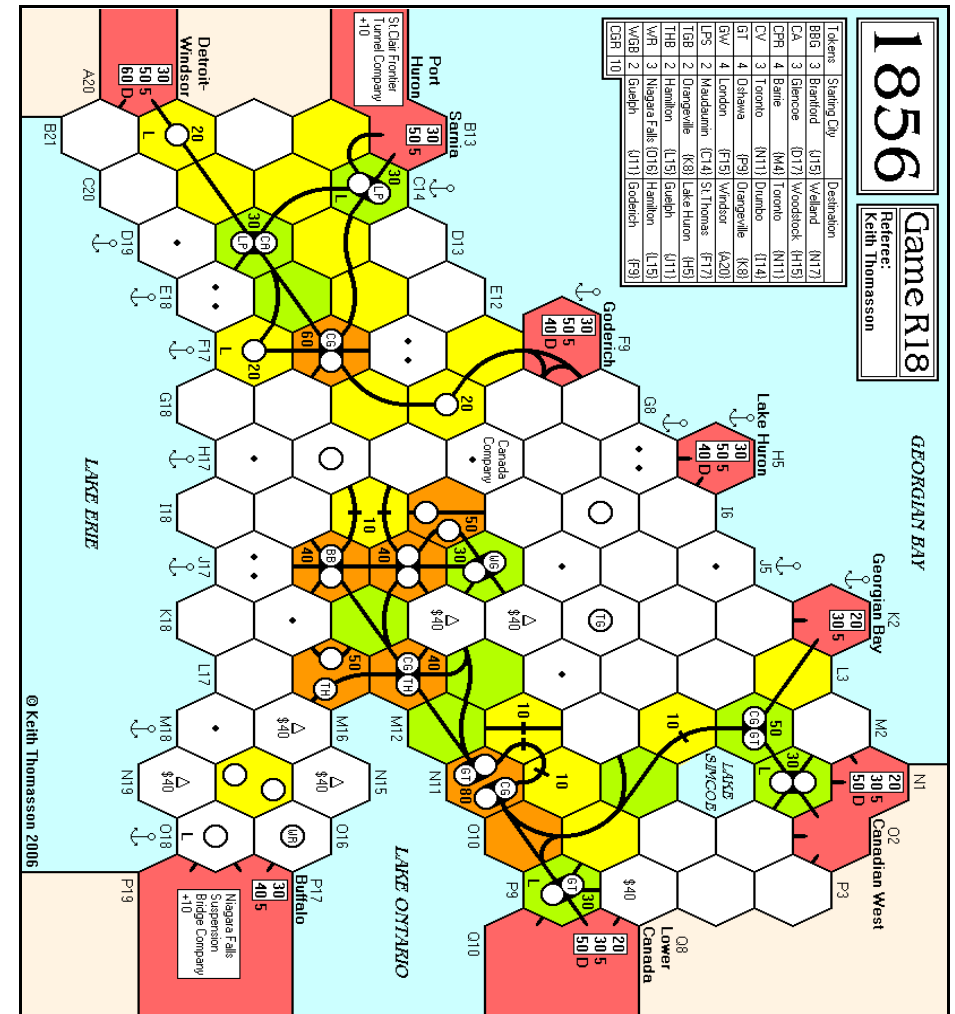
Cash Flow	b/f	SR9	c/f	Value	%	Certs
Tony Salt	287	-270	17	807	13.3▲	6
Gareth Davies	389	-375	14	1,079	17.8▲	5½
John Shelley	449	-390	59	1,269	20.9▼	10
Richard Lunn	619	-575	44	1,754	28.9▼	12
Mike Hutton	400	-375	25	1,155	19.1▲	10

Portfolio	BBG	CA	GT	LPS	TGB	THB	WR	WGB	CGR
Tony Salt	-	-	6P	-	-	-	-	-	2
✗ Gareth Davies	-	-	-	-	-	4P	-	-	5
John Shelley	6P	-	-	-	-	-	-	4	2
Richard Lunn	2	-	-	1	-	2	-	5P	6P
Mike Hutton	-	2P	-	6P	-	-	5P	-	-

Bank (new)	2	7	2	-	10P	-	5	-	1
Price (par)	100	75	100	65	-	100	90	100	125
Bank (pool)	-	1	2	3	-	4	-	1	4
Price (pool)	100B	70E	90C	90F	-	110E	90B	90C	125A
Company credit	719	225	50	172	-	0	-	624	106
Tokens	2	3	2	-	2	-	3	1	6
Trains	5	-	4	4	-	6	4	5	5

Bank cash: \$9,945 Certificate limit: 15 Trains: 1 x 6' Diesels
Current operating order: CGR, THB, BBG, LPS, GT, WGB, CA

Tiles	Tile number/Availability										Three Operating Rounds between 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 rounds

By the early deadline

OR13, OR14

Adjudication can pause between rounds if requested



1856-M19

The CGR must be due to arrive at any moment.

OR10 - SR7

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	LG	23:H13:5	250	Yes	①	110E▲	76	700	5 3
CA	SC	3:J9:6	300	Yes	②	110E▲	24	700	3
BBG	LG	14:J15:2	160	Yes	① ③ ④	100A▲	0	200	5 5
WGB	SC	5:J13:1	150	Yes	⑤	100A▲	471	0	5 4
THB	WM	68:L15:1	200	Yes	-	90D▲	470	0	4
GT	TS	9:M8:3	140	Yes	①	75F▲	236	400	4
LPS	SW	125:B19:5	180	Yes	-	70G▲	140	600	4
CV	WM	125:L13:2	170	No	⑥	60C▼	0	200	3 3

- Notes: ① Government loan secured
② Run reduced to \$230 to pay loan interest
③ \$40 to the bank for a token in F15
④ \$550 to the bank for a '5' train
⑤ \$1 to the CA for a '4' train
⑥ \$366 to the THB for a '3' train

Stock Round 7

Stephen	Willem	Tony	Lyndon	Simon
- 2 LPS {↔}	+ WGB new	+ CPR/Pres {65}	- 4 CA {↔}	+ CA pool
+ TGB/Pres {90}			+ BBG new	- 1 GW {↔}
+ TGB new	+ WGB new	+ CPR new	+ CV pool	+ LPS new
+ TGB new	✗	+ CPR new	+ CV pool	+ LPS pool
+ TGB new	- 2 CV {↔50E} (Pres to Lyndon)	- 1 GW {↔}	+ CV pool	+ LPS pool
	+ WGB new	+ CPR new		
+ TGB new {floated}	✗	+ CPR new {floated}	+ CV pool	+ CV new
✗	✗	✗	+ GW pool	- 1 LPS {↔}
				+ BBG new
✗	✗	✗	+ THB new	✗
✗	✗	✗	+ THB new	✗
✗	✗	✗	+ WGB new	✗
✗	✗	✗	✗	Priority for SR8

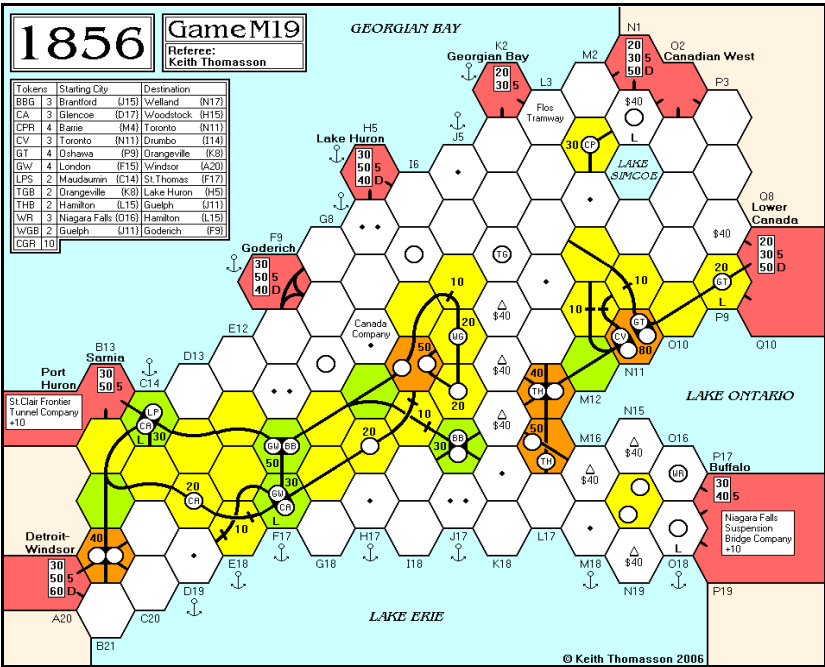
Cash Flow	b/f	OR10	SR7	c/f	Value	%	Certs
Stephen Webb	261	153	-400	14	1,074	16.5▲	10
Willem Moene	106	120	-180	46	946	14.6▲	8
Tony Sait	187	125	-280	32	942	14.5▼	11
Lyndon Gurr	167	287	-240	214	1,974	30.4▲	13/16
Simon Cutforth	129	228	-335	13	1,563	24.0▼	13/14

Portfolio	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Stephen Webb	-	-	-	-	-	1	3P	6P	2	-	-
Willem Moene	-	-	-	-	-	-	-	-	6P	-	3
Tony Sait	-	-	6P	-	6P	-	1	-	-	-	-
Lyndon Gurr	5P	-	-	4P	-	6P	-	-	2	-	1

★ Simon Cutforth 1 6P - 1 - 1 2 - - - 6P

Bank (new)	3	-	4	5	2	-	-	4	-	10P	-
Price (par)	100	65	65	100	75	70	65	90	75		100
Bank (pool)	-	4	-	-	2	3	4	-	-	-	-
Price (pool)	100A	110E	65F	50E	75F	110E	70G	90B	100C		100A
Company credit	200	23	650	100	236	76	202	900	470		871
Tokens	1	-	4	2	2	2	1	2	-	3	1
Trains	5 5	3	-	3 3	4	3 3	4	-	4		5 4
Bank cash: \$7,949	Certificate limit: 13						Trains: 2 x '6', Diesels				
Current operating order:	GW, CA, THB, BBG, WGB, TGB, GT, LPS, CPR, CV										

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



Orders required for the following rounds By the early deadline
OR11, OR12 Adjudication can pause between rounds if requested

1856-Y19

The LPS changes hands while
two more companies are floated.

SR5

Stock Round 5

Peter	Mike	Martin	Rob	Stephen
+ GW new	- 2 LPS {↔} + 1 CA {↔} + 1 GT {↔} + CPR/Pres (90)	+ LPS new	+ LPS new	- 1 GT {↔} + CV/Pres (100)
+ LPS pool	+ CPR new	+ GW pool	+ WR new	+ CV new
+ LPS pool (gains Pres)	+ CPR new {floated}	✗	+ WR new	+ CV new {floated}
- 1 GT {↔} + LPS pool	+ CPR new	✗	✗	+ CV new
- 1 WR {↔} + LPS pool	✗	✗	✗	✗
✗	Priority for SR6			

Cash Flow	b/f	SR5	c/f	Value	%	Certs.
Peter Berlin	264	-225	39	919	20.0▲	9
Mike Head	175	-120	55	665	14.5▼	6
Martin Butcher	232	-155	77	967	21.1▼	10
Rob Thomasson	281	-205	76	1,066	23.2▲	11
Stephen Webb	440	-420	20	970	21.2▼	8

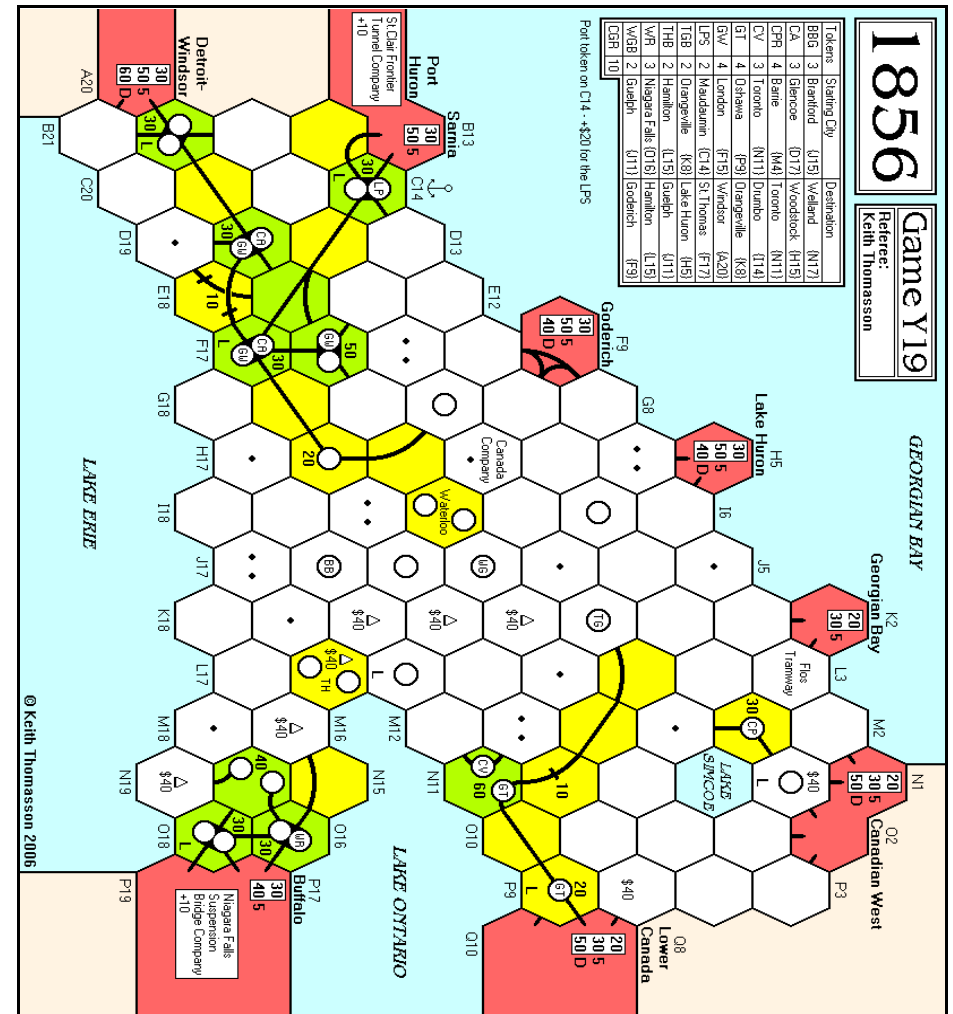
Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Peter Berlin	-	-	-	-	-	-	6P	5P	-	-	-	-
Mike Head	-	-	-	5P	-	-	-	2	-	-	-	-
Martin Butcher	-	-	1	-	-	1	2	1	-	-	6P	-
Rob Thomasson	-	-	3	-	-	5P	1	1	-	-	2	-
Stephen Webb	-	-	5P	-	5P	-	-	-	-	-	-	-

Bank (new)	10P	-	5	5	-	-	-	10P	10P	-	10P
Price (par)		65	90	100	65	65	75			65	
Bank (pool)	-	1	-	-	4	1	1	-	-	2	-
Price (pool)		90F	90B	100A	80F	80F	80F			80F	
Company credit		85	450	500	205	183	361			250	
Tokens		3	1	4	3	2	1	1	2	2	1
Trains		4	3	-	-	3	4	3	4	3	5

Bank cash: \$9,699 Certificate limit: 13 Trains: 1 x '4' 3 x '5'

Current operating order: CV, CA, CPR, GT, GW, WR, LPS

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



Orders required for the following rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested



1837-G21

Time for a new 18xx flavour.

NEW GAME

OK, it's not a new game, but it is new to these pages. Four players for this one, and you will start dealing in the following order.

Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Tony Robbins	Lincoln House, Creaton Road, Hollowell, Northants, NN6 8RP
Geoff Hardingham	48 Caspian Way, Wheaton Aston, Stafford, Staffs, ST19 9PR

You each start with 555K and are looking at the standard start packet, which we'll deal with via e-mail (and telephone for Don).

EKT coal company	EPP coal company	BB coal company
EOD coal company	RGTE coal company	Semmeringbahn + SN1
Karawankenbahn + SN2	Arlbergbahn + SN3	SPB coal company
MLB coal company	EHS coal company	ZKB coal company
Brennerbahn + SN4	LRB coal company	Tauernbahn
Wocheinerbahn	Kartsbahn + SN5	

The process should be straightforward. At this point in time you can consider the EKT, EPP or BB coal companies. These start at 100K each, but I know that people are unlikely to spend that much for them. The first orders will be what price you will pay, and which of these three you will buy - assuming you want any of them. Stephen, as first in this round, should say which he wants even if he doesn't want to buy any, as it is just possible he'll get one for nothing. Note that once everyone passes the prices drop by 10K for each item. When I have everyone's orders I will identify who bought what and let everyone know what is now on offer - and around we go again, until the start packet is sold out, or we reach the publication date for the next issue of the zine.

How long this takes will depend on your promptness in replying, and may also depend on whether anyone is going away. If you will be away, please let me know so that I understand your silence - and indeed, can stop sending out messages until everyone is around.

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

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

Orders required for the following round	By the early deadline
Stock Round 1, Start Packet, starting with Stephen	



1826-Y18

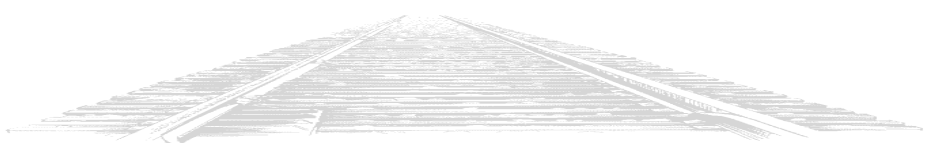
It must be time to offer another of these.

GAME OVER

1st	Lyndon Gurr	F6,776	28.8%
2nd	Stephen Webb	F6,051	25.7%
3rd	John Shelley	F4,264	18.1%
4th	Peter Berlin	F3,590	15.3%
5th	Don Smith	F2,838	12.1%

Stephen Webb (2nd): Lyndon had this won from an early stage - keeping the Paris going and getting the Ouest as well. I was only glad to get the '2' trains into the PLM and to run on his coat tails for an easy second. Thanks to everyone involved and congratulations to Lyndon.

Thanks, Stephen. This one did seem to go very smoothly for Lyndon, although it may have looked different from the other side.



1870-U19

Three connections runs.

OR7 - OR8

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SLSF	LG	9:G18:1	9:F17:1	90	No	90E	218	3
ATSF	LG	14:B11:3	-	-	2 3	90A	240	5 4
SSW	MB	8:I8:6	9:I6:3	190	Yes	100D	544	3
IC	MH	8:E16:2	4:D17:2	220	Yes	82E	190	3 3
IC		Connection run		330	No	82E	520	3 3
GMO		Connection run		120	Yes	76F	100	3
GMO	LG	-	-	150	Yes	82F	160	5 4
FW	MB	23:I4:5	-	-	9 10	68E	41	5 3
SSW		Connection run		110	No	100D	654	3
MP	JS	63:B19:1	-	270	Yes	68G	294	4 4
MKT	SW	-	-	70	Half	50I	255	4

- Notes:
- 1 \$60 to the bank for terrain costs
 - 2 \$450 to the bank for a '5' train - IC returns one '3' train to the bank
 - 3 \$270 to the GMO for a '4' train
 - 4 \$160 to Mike for the GSC private - closed port token placed in H17
 - 5 \$100 to the bank for terrain costs
 - 6 \$40 to the bank for a token in C18
 - 7 Destination marker placed in A22
 - 8 Destination marker placed in C18
 - 9 \$450 to the bank for a '5' train
 - 10 \$229 to the SSW for a '3' train
 - 1 Destination marker placed in J3

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SSW	MB	15:J3:2	-	130	Yes	-	110D	677
SLSF	LG	8:D11:2	8:C12:5	90	No	82E	1	4 3
ATSF	LG	170:B11:3	-	140	Yes	100A	523	5
GMO	LG	170:C18:3	-	380	Yes	90E	312	5 4
IC	MH	43:C20:5	-	370	Yes	90E	631	3 3
MP	JS	9:C16:3	9:C14:3	310	Yes	72G	255	4 4
FW	MB	170:J3:2	-	100	Yes	72E	81	5 3
MKT	SW	-	-	160	Half	-	50I	372

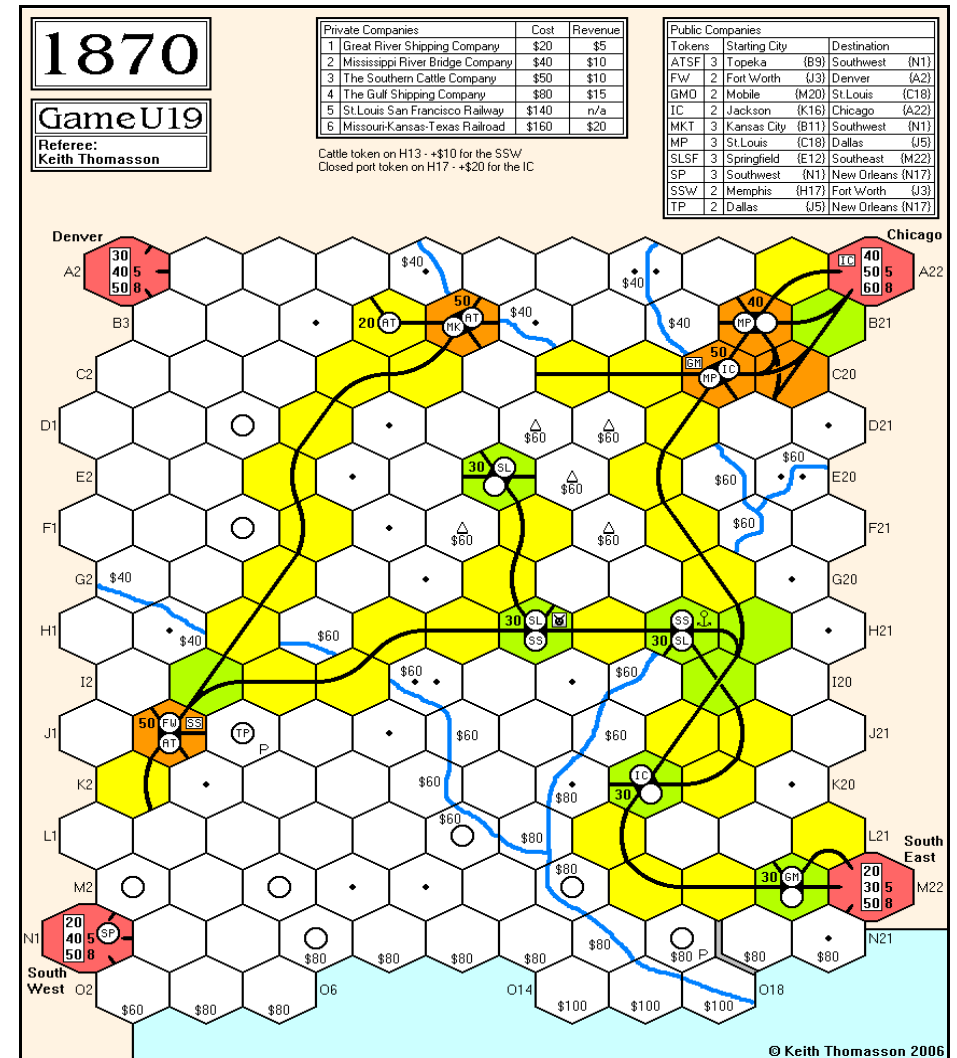
- Notes: ① \$327 to the ATSF for a '4' train
 ② \$100 to the bank for a token in J3
 ③ \$80 to the bank for terrain costs

Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Lyndon Gurr	0	135	274	409	1,623	25.8	10
Stephen Webb	30	110	152	292	886	14.1	4/8
John Shelley	10	219	225	454	1,298	20.6	9
Mike Hutton	8	337	261	606	1,268	20.2	7/8
Martin Butcher	9	95	125	229	1,211	19.3	9

Portfolio	Privates	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	-	6P	-	5P	-	-	-	2P	-	-	-
Stephen Webb	-	-	-	-	1	5P	2	-	-	1	-
John Shelley	-	-	-	-	-	-	6P	1	-	3	-
Mike Hutton	-	-	-	-	6P	1	-	-	-	-	-
Martin Butcher	-	-	6P	-	-	-	-	-	-	5P	-

Bank (new)	4	4	4	3	2	1	3	10P	-	10P
Price (par)	100	72	68	76	68	76	100	76		
Bank (pool)	-	-	1	-	-	-	4	-	-	-
Price (pool)	100A	72E	90E	90E	50I	72G	82E	110D		
Company credit	523	81	312	631	372	255	1	677		
Redeemed shares	-	-	-	-	2	-	-	1		
Tokens	D	1+D	1	-	2+D	1+D	D	3+D	-	2+D
Trains	5	5.3	5.4	3.3	4	4.4	4.3	3		
Bank cash: \$7,158	Certificate limit: 13									
Current operating order:	SSW, ATSF, GMO, IC, SLSF, MP, FW, MKT									

Tiles	Tile number/Availability												Three Operating Rounds between Stock Rounds											
Yellow	1/1	2/1	3/3	4/5	5/2	6/1	7/7	8/7	9/9	55/1	56/1	57/5												
	58/4	69/1																						
Green	14/2	15/1	16/2	17/2	18/2	19/2	20/1	23/2	24/4	25/3	26/2	27/2												
	28/2	29/2	141/2	142/2	143/1	144/1																		
Brown	39/1	40/2	41/3	42/3	43/1	44/1	45/2	46/2	47/2	63/4	70/2	145/2												
	146/2	147/2	170/1																					



Orders required for the following round

By the early deadline

SR6



1870-O20

Still just the three companies.

OR2 - SR3

Somehow I read Roger's "sell all SLSF" order and then did "sell all but one". He sold them all and bought one more MKT, which lifted the price of the MKT at the end of the round.

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
MKT	DS	8:C12:5	8:D11:2	80	Yes	-	82C	560 2 2
SLSF	WM	9:G12:1	57:H13:1	40	Yes	① ②	72E	304 3 2 2 2
SP	SW	5:M2:3	7:N3:6	80	Yes	③	72E	492 2 2

- Notes: ① \$340 to the bank for two '2' trains and one '3' train
 ② \$160 to Willem for the GSC private
 ③ \$100 to Stephen for the SCC private - cattle token placed in N1

Stock Round 3

Simon	Don	Stephen	Willem	Roger
+ SLSF pool	x	+ SP new	+ SLSF pool	+ SLSF pool
x	x	x	+ SLSF pool	x
x	x	x	x	Priority for SR4

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Simon Cutforth	40	46	-72	14	520	20.1	6
Don Smith	25	45	0	70	540	20.9	5
Stephen Webb	20	150	-72	98	530	20.5	5
Willem Moene	55	187	-144	98	458	17.7	4
Roger Krueger	64	40	-72	32	536	20.8	6

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Simon Cutforth	MRBC, MKT	-	-	-	-	1	-	3	-	-	-
Don Smith	GRSC	-	-	-	-	5P	-	-	-	-	-
Stephen Webb	-	-	-	-	-	-	-	-	6P	-	-
Willem Moene	-	-	-	-	-	-	-	5P	-	-	-
Roger Krueger	-	-	-	-	-	4	-	1	1	-	-

Bank (new)	10P	10P	10P	10P	-	10P	1	3	10P	10P
Price (par)					76		100	72		
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)					90B		72E	72E		
Company credit					560		304	492		
Redeemed shares					-		-	-		
Tokens	3+D	2+D	2+D	2+D	2+D	3+D	2+D	2+D	2+D	2+D
Trains					2.2		3222	2.2		
Bank cash: \$10,332					Certificate limit: 13			Trains: 5 x '3', 5 x '4'		
Current operating order:					MKT, SLSF, SP					

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

1870

GameO20

Referee: Keith Thomasson

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

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

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Orders required for the following rounds

By the early deadline

OR3, OR4

Adjudication can pause between rounds if requested



1895-L20

The OB plays the blocking game.

OR3 - OR4

OR3	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
OB	RK	58:E9:1	-	-	-	① ②	90B▼	50	3H
OME	MB	-	50	Yes	-	③	90D▲	491	4H 3H
STA	TF	-	-	-	-	④	60D▼	30	4H
SD	RK	7:D20:1	50	Yes	40	⑤ ⑥	60G▲	280	5H 3H

Notes: ① 70 RM to the bank for a '3H' train, 270 RM to the SD for a '2H' train
② 60 RM to the bank for terrain costs
③ 120 RM to the bank for a '4H' train - '2H' trains disappear
④ 120 RM to the bank for a '4H' train
⑤ 40 RM to the bank for terrain costs
⑥ 160 RM to the bank for a '5H' train

OR4	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	MB	38:C11:1	130	Yes	-	-	100D▲	504	4H 3H
OB	RK	887:E9:1	60	Yes	-	-	100B▲	74	3H
SD	RK	14:D18:1	90	Yes	80	-	70G▲	387	5H 3H
STA	TF	-	90	Yes	-	-	70D▲	66	4H

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Roger Krueger	7	10	48	65	705	38.6▼	6
Tim Franklin	20	5	50	75	445	24.3▼	7
Martin Butcher	5	30	74	109	679	37.1▲	6

Portfolio	PC/Obliq	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	100D	70G	100B	
Company credit	66	504	387	74	
Tokens	3	2	2	2	2
Trains	4H	4H 3H	5H 3H	3H	
Bank cash: 6,268 RM	Certificate limit: 13		Trains: 1 x '5H', 2 x '6H'...		
Current operating order:	OME, OB, SD, STA				

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds				
Yellow	3/2	4/2	7/3	8/12	9/11	57/3	58/2	814/1	815/1						
Green	14/1	15/2	16/1	17/1	18/1	19/1	20/1	23/2	24/2	25/2	26/2	27/2			
	28/2	29/2	38/-	887/-	888/1										

The OB's tile lays will make the STA and the OM build round to reach their destinations, unless they want to wait until the brown tiles come out. At least the promotion of their home base has given them some better runs.

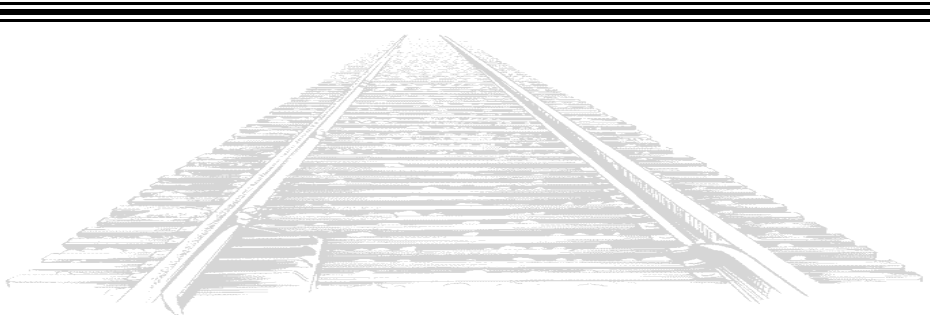
1895

Game L20

Referee: Keith Thomasson

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Orders required for the following round	By the early deadline
SR4	





18EU-B19

The bank lasts for just over half of one round.

OR13 - OR14

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GS	SW	7:D11:4	760	Yes	①	350A	231	8 5
FN	PB	141:E12:2	360	Yes	-	200B	55	6 P
BN	MF	145:E12:5	550	Yes	②	200B	224	5 P
DR	DS	582:C8:2	590	Yes	-	180B	194	8 P
RB	PB	-	340	Yes	③	165C	1	8
RA	NW	-	310	Yes	-	165C	384	5
IS	NW	-	260	Yes	-	135C	432	6
RP	PB	80:F19:4	520	Yes	-	135C	100	8

- Notes: ① 60 to the bank for terrain costs
 ② Places a token in D13
 ③ The bank has run out of cash

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GS	SW	-	680	Yes	-	360A	231	8 5
FN	PB	611:J11:6	390	Yes	-	220B	55	6 P
BN	MF	145:F11:5	560	Yes	-	220B	224	5 P
DR	DS	577:G12:4	590	Yes	-	200B	194	8 P
RB	PB	513:J11:1	340	Yes	-	180C	1	8
RA	NW	-	340	Yes	-	180C	384	5
IS	NW	-	430	Yes	-	150C	432	6
RP	PB	14:E20:1	550	Yes	-	150C	100	8

Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Neil Walters	1,822	511	625	2,958	5,738	20.0	13
Peter Berlin	1,825	672	695	3,192	5,192	18.1	13
Mark Frueh	1,656	716	712	3,084	5,934	20.7	13
Don Smith	674	611	627	1,912	4,172	14.5	11
Stephen Webb	2,100	909	867	3,876	7,646	26.7	13

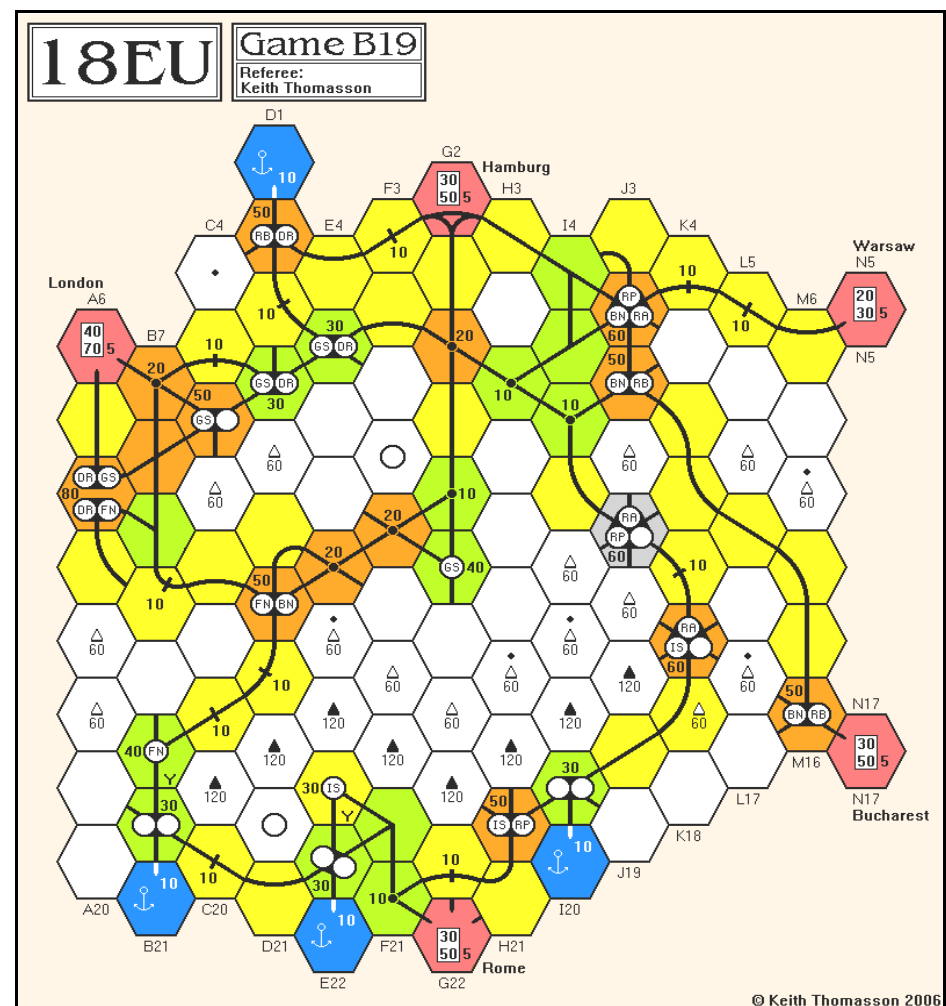
Portfolio	BN	DR	FN	GS	IS	RA	RB	RP
Neil Walters	1	-	1	1	6P	6P	-	-
Peter Berlin	-	-	5P	-	-	-	5P	6P
Mark Frueh	6P	-	3	2	-	-	2	1
Don Smith	-	6P	1	1	1	1	1	1
Stephen Webb	3	4	-	6P	-	-	-	1

Treasury	-	-	-	-	-	-	-	-
Bank pool	-	-	-	-	3	3	2	1
Price	220B	200B	220B	360A	150C	180C	180C	150C
Company credit	224	194	55	231	432	384	1	100
Tokens	1	-	2	-	2	2	2	2
Trains	5 P	8 P	6 P	8.5	6	5	8	8
Bank cash:	-4,643	Certificate limit: 13			Trains: 4 x 'B' (plus 2 x Pullman)			

I declined Stephen's offer of analysing the stations he could use and choosing the tile to best improve his run for the final round. He could get just about anywhere, and as he was so far ahead the extra 10 revenue he would have earned just wasn't worth the effort. It certainly wasn't going to change the result.

1st	Stephen Webb	7,646	26.7%
2nd	Mark Frueh	5,934	20.7%
3rd	Neil Walters	5,738	20.0%
4th	Peter Berlin	5,192	18.1%
5th	Don Smith	4,172	14.5%

Congratulations, Stephen. I seem to recall he was not happy with the way the minor companies got distributed at the outset, but he didn't let that stand in his way. Many thanks to everyone that took part, and I trust you enjoyed the game. Comments are welcome and will appear next time.





18KAAS-O19

One of the remaining
'4' trains is bought.

OR9 - SR7

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	59:J8:1	250	Yes	-	125C	700	5 3
B&M	WM	-	120	Yes	-	120D	508	3
C&O	TS	9:M15:1	80	Yes	-	112B	520	4
Erie	AH	-	-	-	-	82A	1,018	-
CPR	LG	-	130	Yes	-	90E	270	4
PRR	AH	-	120	Yes	-	80F	148	3
NYNH	WM	-	250	No	-	67G	603	3 3
NYC	LG	-	-	-	①	62E	460	4

Notes: ① \$300 to the bank for a '4' train

Stock Round 7

Alan	Willem	Martin	Tony	Lyndon
+ PRR pool	+ NYNH pool	+NYNH pool	+ B&O pool	+ B&O pool
+ PRR pool	+ NYNH pool	✗	+ B&M pool	✗
✗	+ Erie new	✗	✗	✗
✗	✗	Priority for SR8		

Cash Flow	b/f	OR9	SR7	c/f	Value	%	Certs
Willem Moene	141	97	-234	4	1,388	18.3	13
Martin Butcher	244	215	-67	392	2,161	28.6	13
Tony Sait	125	114	-192	47	1,515	20.0	12
Lyndon Gurr	126	90	-125	91	1,372	18.1	13
Alan Harvey	89	74	-160	3	1,137	15.0	11

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

Bank (new)	-	-	-	-	2	4	-	-
Price (new)	90	100	90	76	100	76	67	71
Bank (pool)	1	-	-	-	-	1	-	2
Price (pool)	120D	142B	126A	100D	82A	62E	67F	80F
Company credit	508	700	520	270	1,018	460	603	148
Tokens	2	2	2	2	2	4	1	2
Trains	3	3.3	4	4	-	4	3.3	3

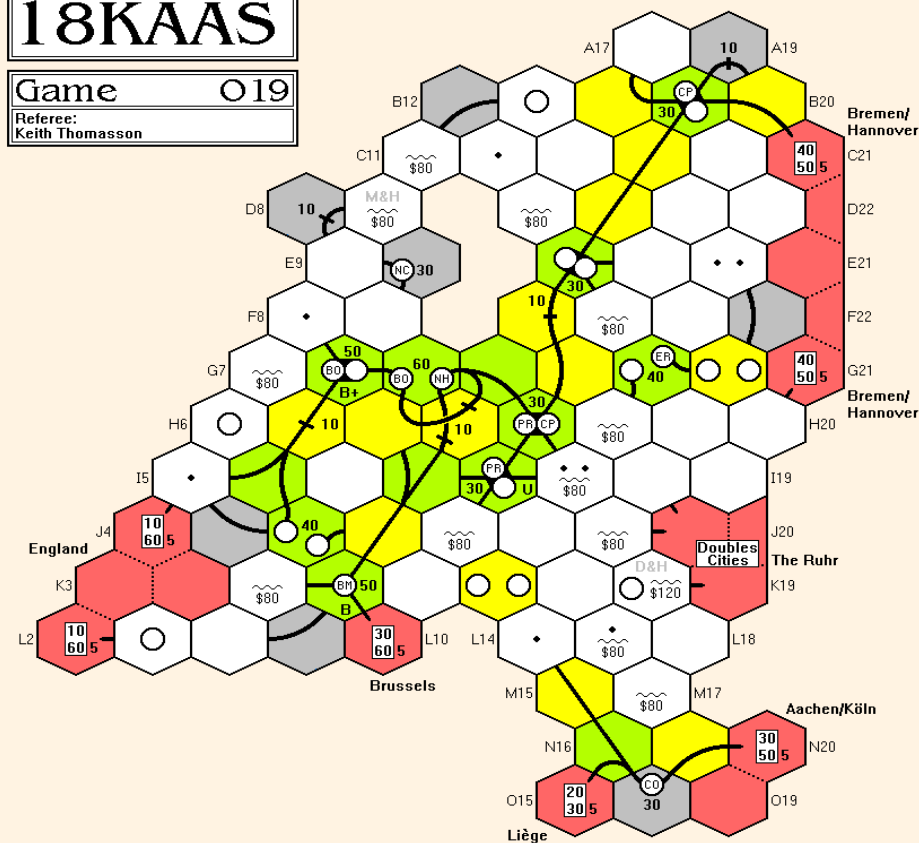
Bank cash: \$7,236 Certificate limit: 15 Trains: 1 x '4' 3 x '5'
Current operating order: B&O, C&O, B&M, CPR, Erie, PRR, NYNH, NYC

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

18KAAS

Game O19

Referee:
Keith Thomasson



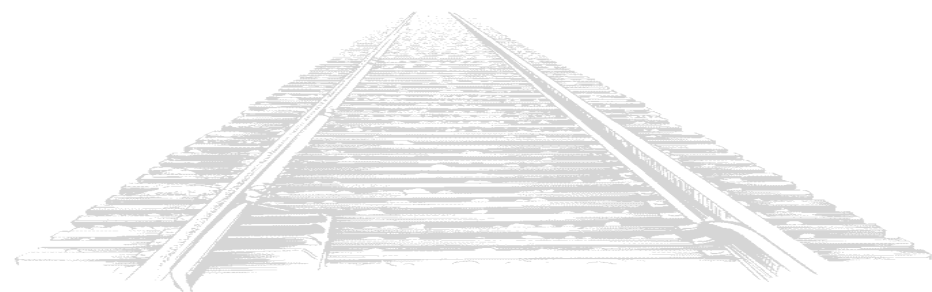
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Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



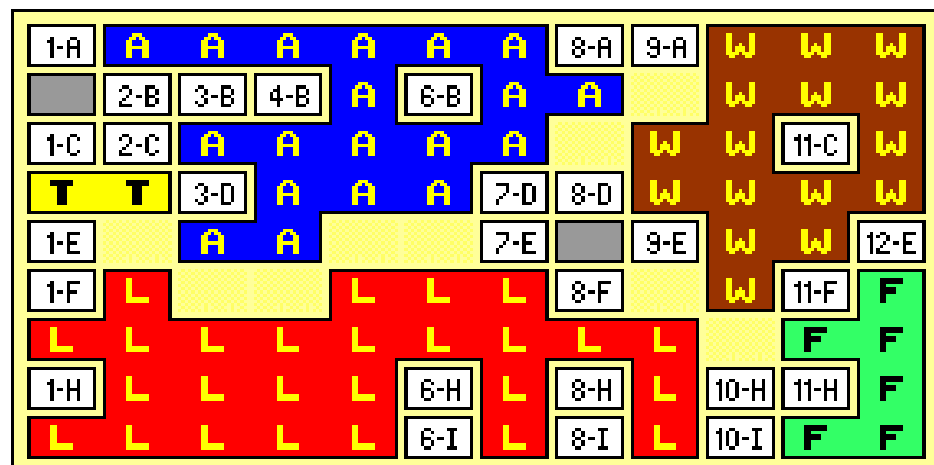


ACQUIRE 43

A new chain at this late stage.

ROUND 11

Bob 2-D Forms Tower, one free share. Buys 3 Imperial @ £400.
 Lionel 2-F {Dead tiles: 2-E} Buys 3 American @ £800.
 Kevin 11-A Buys 3 American @ £800.
 John 6-F {Dead tiles: 6-E} No purchases.
 Tony 7-B {Dead tiles: 9-B} No purchases.
 Bob 12-H Festival takes over Imperial, bonuses for John (£4,000) and Bob (£2,000), Bob sells 3 for £1,200, Lionel sells 1 for £400, John sells 6 for £2,400. Buys 3 American @ £800.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	7	12	4	-	-	2	-	£8,400	£25,600
Lionel Robbins	-	4	5	6	10	-	-	£6,300	£31,800
Kevin Lee	-	1	7	-	13	-	-	£4,700	£36,900
John Colledge	12	-	-	-	-	-	-	£20,600	£38,200
Tony Wilcock	-	-	6	13	-	-	-	£600	£25,500
Bank Stock	6	8	3	6	2	23	25		
Chain Size	26	2	19	6	16	-	-		
Chain Value	800	200	800	700	800	-	-		

Playing sequence

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

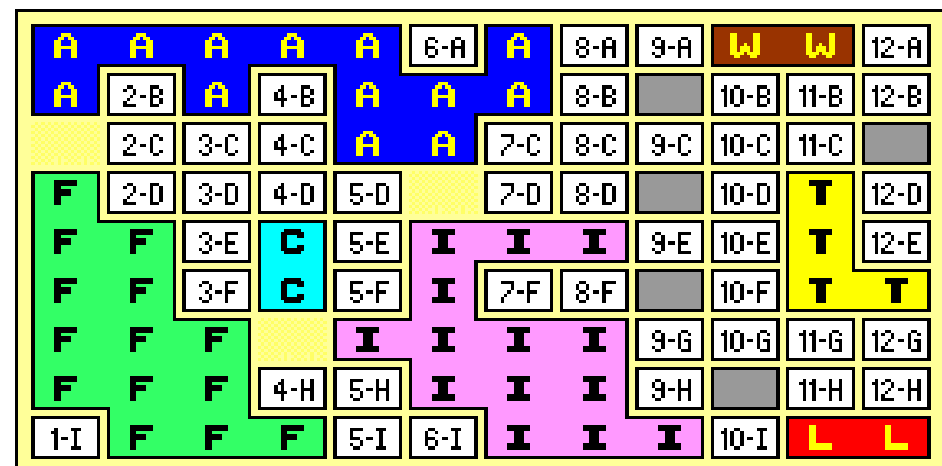


ACQUIRE 44 {SP}

Imperial becomes the third safe chain.

ROUND 8

Colin 1-D {Dead tiles: 1-C} Buys 3 Continental @ £400.
 Mick {Uses 'Place 4 Tiles' Power}
 7-E Forms Luxor, one free share.
 6-E Imperial takes over Luxor, bonuses for Mick (£2,000), John (£500) and Michael (£500), Mick swaps 6 for 3, John sells 1 for £200, Michael retains 1. {Dead tiles: 4-G 6-D}
 2-E Buys 3 Imperial @ £900.
 9-I Buys 3 Imperial @ £900.
 John 7-H Buys 3 Imperial @ £900.
 Michael 11-I Forms Luxor, one free share. No purchases.
 Colin 5-C Buys 1 Worldwide @ £300.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	-	3	-	-	1	9	9	£2,300	£32,000
John Colledge	-	-	3	3	-	-	8	£8,500	£29,000
Michael Graystone	2	-	7	3	-	5	4	£700	£27,700
Colin Sharpe	-	6	3	12	5	8	-	-	£38,100
Bank Stock	23	16	12	7	19	3	4		
Chain Size	2	4	13	14	2	2	14		
Chain Value	200	400	800	800	300	400	900		

Powers used: Mick: 3F/B5/T5/P4 John: T5/P4 Michael: 3F/T5/P4 Colin: B5/T5/P4

Playing sequence

Mick, John, Michael, Colin, Mick again





ACQUIRE 45

Tower becomes the first safe chain in this game.

ROUND 6

Michael 2-B No purchases.
 John 11-H Buys 2 Luxor @ £200, 1 American @ £300.
 Tony 1-G Buys 3 Festival @ £500.
 Kevin 9-A Buys 3 American @ £300.
 Colin 5-H No purchases.
 Michael 5-I No purchases.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	-	-	7	6	-	3	-	£16,400
John Colledge	12	-	4	3	-	-	4	£200	£15,800
Tony Wilcock	-	-	1	5	3	4	-	£1,100	£18,700
Kevin Lee	9	7	7	-	-	-	-	£900	£17,200
Colin Sharpe	-	10	2	-	7	-	-	£100	£19,800
Bank Stock	1	8	11	10	9	21	18		
Chain Size	2	12	2	4	2	4	3		
Chain Value	200	700	300	500	300	600	500		

Playing sequence

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



ACQUIRE 46

Three chains get us going.

ROUND 1

Bob 12-H No purchases.
 Willem 6-C Forms Luxor, one free share. Buys 3 Luxor @ £200.
 John 7-B No purchases.
 Lyndon 2-I Forms Tower, one free share. Buys 3 Tower @ £200.
 Tony 2-C No purchases.
 Bob 11-H Forms Imperial, one free share. Buys 3 Imperial @ £400.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	-	-	-	-	-	-	4	£4,800	£12,400
Willem Moene	4	-	-	-	-	-	-	£5,400	£11,100
John Marsden	-	-	-	-	-	-	-	£6,000	£6,000
Lyndon Gurr	-	4	-	-	-	-	-	£5,400	£9,200
Tony Wilcock	-	-	-	-	-	-	-	£6,000	£6,000
Bank Stock	21	21	25	25	25	25	21		
Chain Size	3	2	-	-	-	-	2		
Chain Value	300	200	-	-	-	-	400		

Playing sequence

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



AUSTRALIAN RAILWAYS 1 Three players tie for top income. **ROUND 6**

Goods Growth

Goods to Melbourne, Goods to Adelaide, Goods to Adelaide, Timber to Goulburn

Auctions

		Bids:	MB	MP	TW	BE
6a:	Orange & Dubbo (6)		1	-	-	2
	Build roll: 7 (built)		3	-	-	*4*
6b:	Parkes & Dubbo (5)		*1*			
	Build roll: 3 (not built)					
6c:	Mildura & Ouyen (4)		-	*7*		
	Build roll: 6 (built)					

Commodity Movement

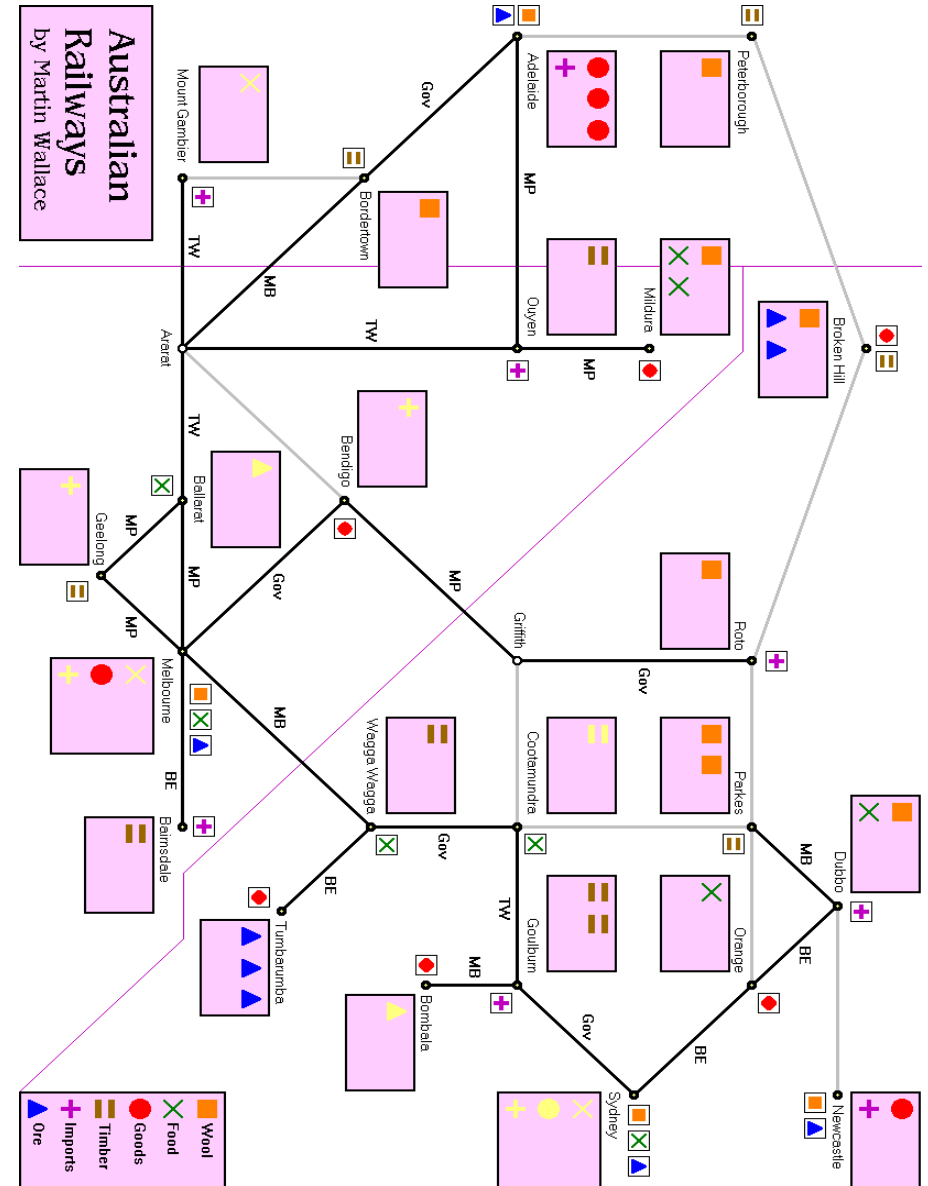
			MB	MP	TW	BE
		Income:	10	9	10	6
Tony	Imports	Geelong to Mount Gambier		1	2	-
Martin	Timber	Wagga Wagga to Bordertown	2	1	1	-
Marcus	Goods	Adelaide to Mildura	-	2	-	-
Tony	x		-	-	-	-
Bruce	Imports	Sydney to Dubbo	-	-	-	2
Market loss number:	13	Income lost:		1	-1	-
		Income:	12	12	12	8

Martin remains the Train Player (income 12/cash 23).

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

Martin	Food	◇	Link 7a: Peterborough & Adelaide (6)
Marcus	Food	◇	Link 7b: Orange & Parkes (6)
Tony	Goods	◇	Link 7c: Mount Gambier & Bordertown (5)
Bruce	Wool	◆	Link 8a: Peterborough & Broken Hill (7)
Government link:		◆	Link 8b: Cootamundra & Parkes (5)
Parkes & Roto		◆	Link 8c: Cootamundra & Griffith (5)

Cash flow	Marcus	30	Tony	22	Bruce	26	Martin	18
Cash b/f		11		7		10		12
Auction & Builds	-7	4	-	7	-4	6	-1	11
Income	+12	16	+12	19	+8	14	+12	23
Acquired Loans	-	16	-	19	-	14	-	23
Interest	-4	12	-6	13	-2	12	-	23
Retired Loans	-	12	-	13	-	12	-	23
Cash c/f		12		13		12		23



Orders required Martin leads the playing order
Place goods, railway link bids 7a, 7b and 7c, commodity movement, loans



BREAKING AWAY 15

Two riders move ahead of the pack.

ROUND 11

Pos	Riders	New
96	Kramer	3
95	Moon	4
94	-	
93	-	
92	Vulnerable	3
91	Knizia Acol Ace No Trump	4
90	Teal'c Jackson	7
89	Eggspy Persnore	9
88	One Spade	10
87	Bidford Yamashita	11
86	-	
85	O'Neill	3
84	-	
83	Stratford	3
82	-	
81	Midspy	3
80	Smallspy	4
79	-	
78	Evesham	3
77	Hyaku Dan	4

Martin Butcher (10)		<i>Designers Four:</i>			
A	Knizia (10)	3	3	3	4
B	Kramer	3	5	7	
C	Moon	3	4	4	
D	Wallace	Dropped:			
Bruce Edwards (4)		<i>Spy Game:</i>			
A	Eggspy (4)	3	5	9	13
B	Bigspy	Dropped:			
C	Midspy	3	3	4	
D	Smallspy	3	4	4	
Jim Reader (23)		<i>Yokohama Parks:</i>			
A	Sankeien (10)	Dropped:			
B	Negishi (8)	Dropped:			
C	Hyaku Dan	3	4	5	
D	Yamashita (5)	4	10	11	
Allan Stagg (13)		<i>Stargate:</i>			
A	O'Neill (5)	3	3	3	15
B	Carter (6)	Dropped:			
C	Teal'c	7	7	13	
D	Jackson (2)	7	7	10	
Mark Stretch (10)		<i>Avon Riders:</i>			
A	Evesham (3)	3	3	3	3
B	Persnore (3)	7	8	9	
C	Stratford	3	3	4	
D	Bidford (4)	3	10	11	
Roger Trethewey (18)		<i>Bridge Riders:</i>			
A	Acol Ace (7)	3	3	4	9
B	One Spade (8)	3	8	10	
C	No Trump (3)	3	4	4	
D	Vulnerable	3	4	15	



Kramer and Moon take over from Knizia at the front - almost as if it needs two to take over from the one.

While the back are having their own race, I don't need to drop anyone else right now.

Orders required

Cards for round twelve



BREAKING AWAY 16

Three rows are overcrowded.

ROUND 1

Pos	Riders	New
15	Thomas	3
14	-	
13	Odysseus	3
12	-	
11	-	
10	Inky	3
9	Pinky Jupiter	4
8	-	
7	Blinky	3
6	-	
5	-	
4	Rudolph ◇ Latex ◇ Mars Gordon	3
3	Coagulant Blitzen	7
2	Earth ◇ Henry ◇ Donner ◆ Former ◆ Nimrod ◆ James	3
1	Robin Hood ◇ Clyde ◇ Dixen ◇ Oven ◇ William Tell ◇ Jupiter	3

Simon Brooks		<i>Ditchling Beacon Bykers:</i>			
A	Rudolph	1	3	10	15
B	Donner	3	9	14	
C	Blitzen	4	7	13	
D	Dixen	3	3	12	
Tim Franklin		<i>Ghost Riders:</i>			
A	Inky	3	5	15	
B	Pinky	4	8	8	
C	Blinky	3	5	8	
D	Clyde	1	3	14	
Steve Ham		<i>The Toxophilites:</i>			
A	Robin Hood	3	3	11	15
B	Odysseus	2	3	10	
C	Nimrod	3	6	12	
D	William Tell	3	5	10	
Sharon Khan		<i>Thomas the Tank Engine:</i>			
A	Thomas	2	3	13	
B	Henry	3	8	15	
C	James	3	6	12	
D	Gordon	3	5	7	
Kevin Lee		<i>The Planets:</i>			
A	Earth	3	6	8	14
B	Mars	3	9	12	
C	Jupiter	2	4	9	
D	Pluto	3	7	8	
Jim Reader		<i>Latex Dipping:</i>			
A	Coagulant	4	7	8	15
B	Latex	3	7	14	
C	Former	3	5	13	
D	Oven	3	3	12	



Three rows near the back are overcrowded, and only give value 3 cards in return. The riders on row 3 get the best results from the round.

Riders marked by ◇ and ◆ are level at the moment. This will have no effect unless they keep playing the same cards until the first sprint is reached.

Orders required

Cards for round two





6 NIMMT! 12

Hot on the heels
of our last game...

NEW GAME

Most of these players come from the last game, but we have some new blood as well.

John Colledge	Dunorroch, 24 Brunstane Bank, Edinburgh, EH15 2NR
Tim Franklin	9 Brook Walk, Witham, Essex, CM8 1DQ
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Steve Ham	103 College Road, Norwich, NR2 3JP
Mick Haytack	43 Swanmore Road, Littleover, Derby, DE23 3SD
Sharon Khan	2 Rectory Road, Campton, Shefford, SG17 5PF
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN

The starting positions for the four hands are shown below. You have your own sheets listing the cards that you have in each hand. Keep track of which cards you have played, because if you try to play a card that you no longer have, I'll pick one at random and, if I remember, give you a free penalty point.

Hand 1 (1-104)

3

24

35

60

1/1

2/1

3/2

4/3

Hand 2 (1-104)

9

26

63

66

1/1

2/1

3/1

4/5

Hand 3 (1-84)

15

26

38

75

1/2

2/1

3/1

4/2

Hand 4 (1-84)

23

47

51

77

1/1

2/1

3/1

4/5



Hands one and two are using the full deck of 104 cards, so some cards will never be seen. The other two hands use every card from 1 to 84. Play couldn't be simpler. Select one card from each hand and tell me what it is. I'll play them in numerical order and usually in the right places. Avoiding penalty points is never so simple, but by the time we get to those all you can do is cross your fingers and see whether you got through the round unscathed.

Orders required

Round one - cards for each hand



Bus Boss 290-SEA

Yep, it was a strange
game in a number of ways.

GAME OVER

1st	Jim Reader	COBBER	436
2nd	Colin Sharpe	COLIN	333
3rd	Mike Hutton	SNAIL	289
4th	Michael Graystone	GRUBBY	245
5th	Bruce Edwards	ROLF	189

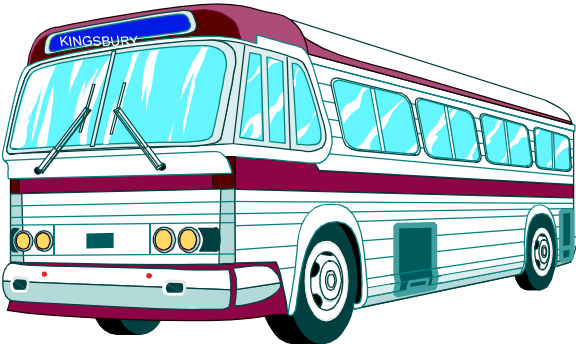
Jim Reader (COBBER, 1st): This was a very strange game from my perspective. I seemed to be the only player in the building phases trying to connect the main conurbations (Sydney, Melbourne, Adelaide and Brisbane) while everyone else concentrated on trying to build small monopolies. At the end of the building phase, I was the only player to have connected Sydney to Melbourne and was only one build away from Adelaide. I had also secured access to the coastal route to Brisbane although it took longer to finish this. I think I had solo runs in all the racing turns largely through being the only player with these connections, even at the occasional big pay out for someone's track. I was thus able to build a comfortable lead early that was easily sustained despite the successful efforts of SNAIL and COLIN to match my east-west connections. Normally, I would have expected a big dogfight over these tracks and much reduced payouts for runs like Sydney to Adelaide. I will be interested to hear about other players' strategies, but this game went very much according to plan for me and much more successfully than I could have dreamed at the start. Thanks to Keith for the opportunity to play and to everyone else for the competition.

Mike Hutton (SNAIL, 4th): Congratulations to Jim. This is the most un-Jimmish BB game I've seen him play, and it worked! I was always second best network-wise, and a couple of glaring mistakes should have sent me to the bottom. The map seems a little unusual too, and it caught out both Bruce and myself. Still, thanks to Keith, and everyone else for a well-fought game.

Bruce Edwards (ROLF, 5th): Messed up my calculations in round two and didn't get enough routes - never got into the west - total failure!!



Thank you, gentlemen. Bruce certainly got trapped in the north east, although I think he could have taken a few more risks to break out. Easy to say afterwards, of course.





BUS BOSS 292-FRA

A slight pause while
I reorganise things.

ROUND 10

I printed the same set of runs as were used last time. While I e-mailed the new set out, not every copy reached its destination, so here are the right runs. If you sent orders don't feel obliged to send replacements.

France		
Round 10 Runs		
15.	4♠ - 7♦	Clermont Ferrand to La Rochelle
27.	Q♣ - 4♥	Nice to Paris
28.	7♣ - 2♦	Dieppe to Bayonne
29.	A♣ - A♦	England to Spain
30.	K♠ - Q♥	Italy to Nancy
31.	J♠ - 10♥	Toulon to Mulhouse
32.	K♣ - 6♠	Belgium to Grenoble
33.	9♥ - 4♣	Metz to Clermont Ferrand
34.	2♥ - 9♦	Paris to Tours
35.	6♥ - 7♦	Orleans to La Rochelle

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



BUS BOSS 293-NIT

It will soon be time
to test those networks.

ROUND 6

France		
<u>Bloody Useless Management (BUM)</u> (Jim Reader, Yellow)		
Udine - Trieste, Piacenza - Milano	41 - 12	29
<u>Don's Italian Greyhound Bus Yard (DIGBY)</u> (Don Shailer, Black)		
Trento - Bolzano, Bologna - Ravenna	49 - 12	37
<u>Awful Routes Meandering Around Northern Italy (ARMANI)</u> (Steve Ham, Purple)		
La Spezia - Firenze, Pisa - Livorno	42 - 12	30
<u>Creative Operations Launched In NIT (COLIN)</u> (Colin Sharpe, Blue)		
Bologna - Pisa	45 - 11	34
<u>Milano-Bologna Buses (MBB)</u> (Martin Butcher, Red)		
Udine - Austria, Verona - Mantova	42 - 12	30

Round 7 Runs

1.	K♠ - J♣	Yugoslavia to San Remo	(not yet available)
2.	3♣ - 2♥	Como to La Spezia	
3.	K♦ - 10♣	Switzerland to Cuneo	(not yet available)
4.	5♥ - 9♣	Siena to Savona	
5.	J♥ - 8♦	South Italy to Mantova	
6.	4♠ - J♦	Venezia to Bergamo	
7.	4♣ - 7♦	Torino to Milano	
8.	10♥ - Q♦	Ancona to Switzerland	(not yet available)
9.	10♦ - A♠	Brescia to Trento	

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



BUS BOSS 297-VSW

All off with first choices.

ROUND 1

The Valleys of South Wales		
<u>Bloody Useless Management (BUM)</u> (Jim Reader, Yellow)		
Caerphilly - Rhymney - Tredegar	100 - 12	88
<u>Robertson's Routemasters (RR)</u> (Simon Robertson, Blue)		
Bridgend - Talbot Green - Pontypridd	100 - 12	88
<u>Pontypool Expressways Are Rampant (PEAR)</u> (Kevin Lee, Pink)		
Bridgend - Tonypandy	100 - 10	90
<u>South Wales Kiss (SWALK)</u> (Bob Coull, Black)		
Penarth - Cardiff - Bridgend	100 - 12	88
<u>Buses Running On Own Kinetic Servomechanism (BROOKS)</u> (Simon Brooks, Orange)		
Abercynon - Pontypridd - Cardiff	100 - 12	88

I don't have a pink pencil, but as red isn't in the game I'm using that for the PEAR routes. I suggest you do the same if you are pinkly challenged.

Routes
Buy in the order Simon R, Kevin, Bob, Simon B, Jim





DISTORTION 1

Two five-point scores this time.
I didn't expect that!

ROUND 7

Players	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Total
Simon Robertson	5	4	5	2	5	3	4	2	-	-	5	-	-	5	40
Tim Franklin	1	1	2	1	1	4	4	2	4	5	5	-	-	-	30
Allan Stagg	4	5	1	2	2	3	3	2	-	-	-	-	-	-	22
Steve Thomas	3	4	2	3	4	2	-	3	-	-	-	-	-	-	21
Sharon Khan	1	-	3	3	4	4	3	2	-	-	-	-	-	-	20
Mike Hutton	1	-	2	2	3	-	4	-	-	-	5	-	-	-	17
Richard Lunn	1	4	-	-	4	4	-	4	-	-	-	-	-	-	17
Bruce Edwards	-	4	4	4	-	4	-	-	-	-	-	-	-	-	16
Joakim Spångberg	-	-	1	-	2	-	2	3	-	-	-	-	-	5	13
Colin Sharpe	-	-	-	3	-	5	4	-	-	-	-	-	-	-	12
Mark Stretch	-	-	1	-	2	2	-	-	4	-	-	-	-	-	9
Roger Trethewey	-	-	-	1	3	5	-	-	-	-	-	-	-	-	9
Steve Ham	-	-	-	2	-	3	-	-	-	-	-	-	-	-	5
Don Shailer	-	4	-	-	-	-	-	-	-	-	-	-	-	-	4
Richard Lunn	-	-	1	1	-	-	-	-	-	-	-	-	-	-	2

#5



Picture number 5 is my wife sitting in front of a very large ice cream sundae. I have to be honest here, and admit that I ordered this with the full knowledge of how big it was. So I took the picture, making it look as though it was hers. There is another picture showing the empty goblet. She did help me finish it, so I'll never know if I had the capacity to do it on my own.

#6

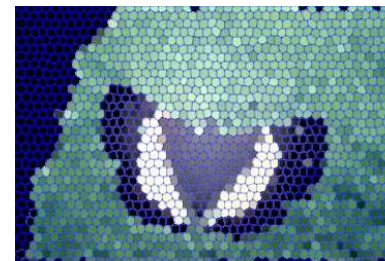


Picture number 6 was a starfish. If anyone cares, this is a Chicago starfish, snapped at the Shedd Aquarium.

I particularly liked the guesses of an army beret, police helmet or cap. Before those came in I hadn't spotted the possibility that it was a close-up of a badge on a cap or helmet.

#7

①



Wrong guesses so far:

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

#8

①



Wrong guesses so far:

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

#9

②



Wrong guesses so far:

Baby in cot, basket of flowers, card from St.Petersburg, face, Governor card from San Juan, Happy Families card, Lion King poster, Paddington Bear, pig on a bike, Porky Pig, Rupert Bear (3), teddy bear ornament, Winnie the Pooh.

#10

②

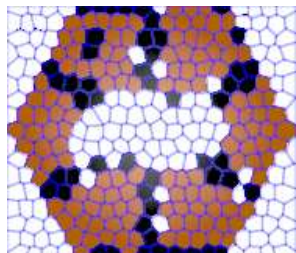


Wrong guesses so far:

Aquarium, bonfire, bush, car driving through avenue of trees, church, cityscape, dog's Eiffel Tower, face, grass and trees, Lloyd's Insurance building, on the docks, road between high rise buildings, sea bed, Venetian street.

#11

③



Wrong guesses so far:

Ashtray, Gromit, ring, Tom Cruise in Mission Impossible.

(Colin, your guess was not as precise as I was looking for on this one, and I chose not to mention it as it could give it away.)

#12

③

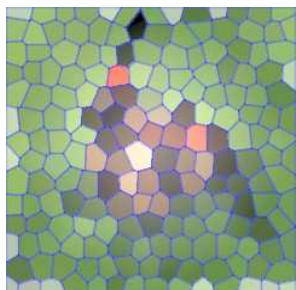


Wrong guesses so far:

Animal in tree, box cover of Pax Britannica, Chinese dragon, clown, enamel brooch, girl smoking, part of cover from issue #130, poster of a man's face, washing up in rubber gloves.

#13

④



Wrong guesses so far:

Cat, dog, ladybird, pig, rabbit.

#14

④

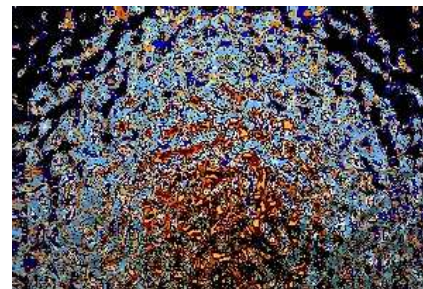


Wrong guesses so far:

Girl smoking, jester shaped mug, Margaret Beckett, Michael Jackson, Santa Claus

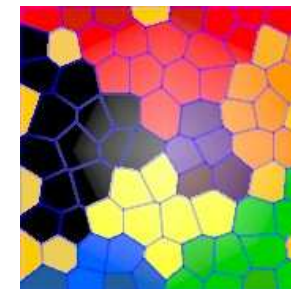
#15

⑤



#16

⑤



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

Orders
Tell me what you think the pictures are

(continued from page 3)

Cambridge University are organising a reunion dinner. One of the people they would have invited to this is Keith Loveys, who passed away in 2003. As they have biographical records on their students dating back to 1629, they are keen to keep them up to date, and would appreciate any information about Keith, not only for their records, but to pass on to any of his old friends who can attend the reunion.

I have sent them the notes I put in issue #100 of FWTDR, when Keith's passing on was announced. If anyone has additional information they think may be of interest to Cambridge University and Keith's fellow students, please send them by e-mail to Mrs Colbert. The address to contact her on is Biographical-assistant@joh.cam.as.uk.

Having ordered a large number of 1829 Mainline the day before it was released at Essen 2005, I finally received the bulk of my order, seven months to the day. Whatever the reasons for the delay, the game is now available from me. If anyone is interested in a copy, it costs £35 plus postage, which will be £6 in the UK.

Valerie and I spent a week in southern Spain, touring Seville, Cordoba and Granada. The highlight was probably going down to the town centre in Seville to find a restaurant, finding instead that the town square was full of overflowing with the football fans waited for the team to arrive from their UEFA Cup victory. Everything got a cheer - even the police helicopter - and it was all very good natured.

The Alhambra was interesting. We nearly didn't get in, as all entrance is on timed tickets, and the coach driver overslept. Make it we did, but only just. They started off by explaining that they don't refer to it as the Alhambra Palace, that's the hotel down the road. It is known locally as The Factory, because of the employment it brings to the area. This month's cover comes from Ronda, another town we visited. These were the baths in olden days. I just felt there had to be a game in those arches somewhere...



DUNGEONQUEST 4

It was a hot night in the dungeon.

ROUND 14

Crispin moves south into an empty room. The only other exit faces east, against a blank wall.

Ratzinere tries to open the door to the Treasure Room and finds a trap - the hard way. He takes five points of damage, which seems to be one too many.

His body will lie there for Mr C III Jr to trip over as he leaves the Treasure Room - if he does - if he can...

Toby the Worm drinks his potion, which has no effect, not even a temporary buzz. He beats his head against the wall to get the buzz, muttering "That bloody crown should have been mine, Mr C III Jr. I'll get you next time..."

Mr C III Jr decides to leave by the way he came into the Treasure Room, but cannot open the door. He finds the same trap that Ratzinere did, but is lucky enough to avoid any damage.

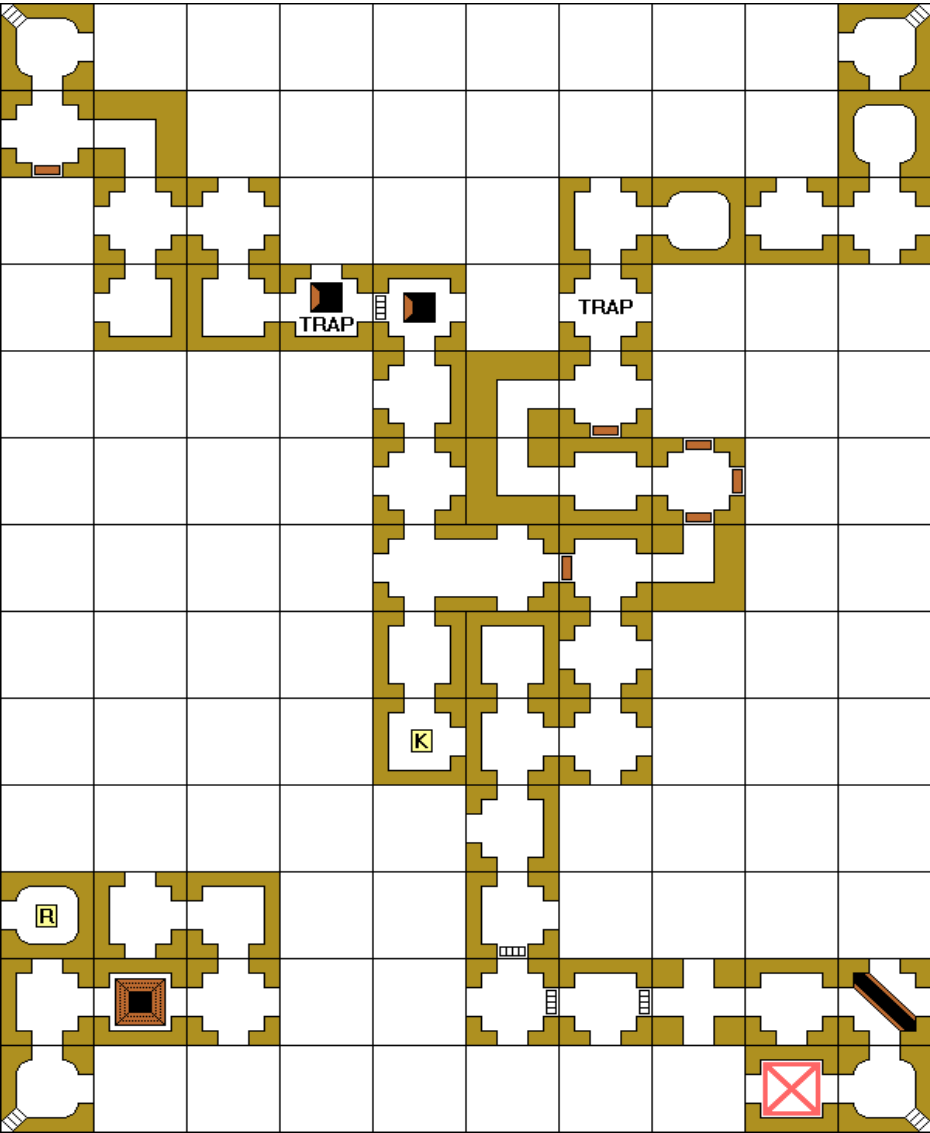
That means he is still in the Treasure Room. That means he takes two more Treasures - 190 GP of coins, and 220 GP of coins. Coins aren't necessarily good - they have the ability to clink together. This is a minor noise, but it is enough, the Dragon awakes! The fire bath he gives to Mr C III Jr is enough to take six life points from him - all he had.

	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	-1 {19}	None	Dead
Roger Trethewey <i>Toby the Worm</i>	4	7	4	8	15	Blinding	Jewellery - 200 GP
Jim Reader <i>Mr C III Jr</i>	6	4	9	4	0 {17}	Warning	Dead

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

So, all of a sudden we've lost two adventurers, and with Toby the Worm locked up in the rotating room, Crispin is the only one who can possibly get out of the dungeon. But will he win, or will the dungeon win?

Kevin, feel free to give me general orders to cover a number of turns, or even your planned route all the way out.



Orders required	12 rounds to go
Moves for round fifteen	



LANCASHIRE RAILWAYS 10

Nothing lost to the market this month.

ROUND 4

Auctions	Bids:	LG	RK	MB	TW
4a: Burscough & Preston (7)		1	2	6	*7*
Build roll: 10 (built)					
4b: Preston & Wigan (7)		1	2	6	-
Build roll: 4 (not built)		-	*8*		
4c: Newton & Wigan (5)		1	-	2	-
Build roll: 6 (built)		3	-	*4*	

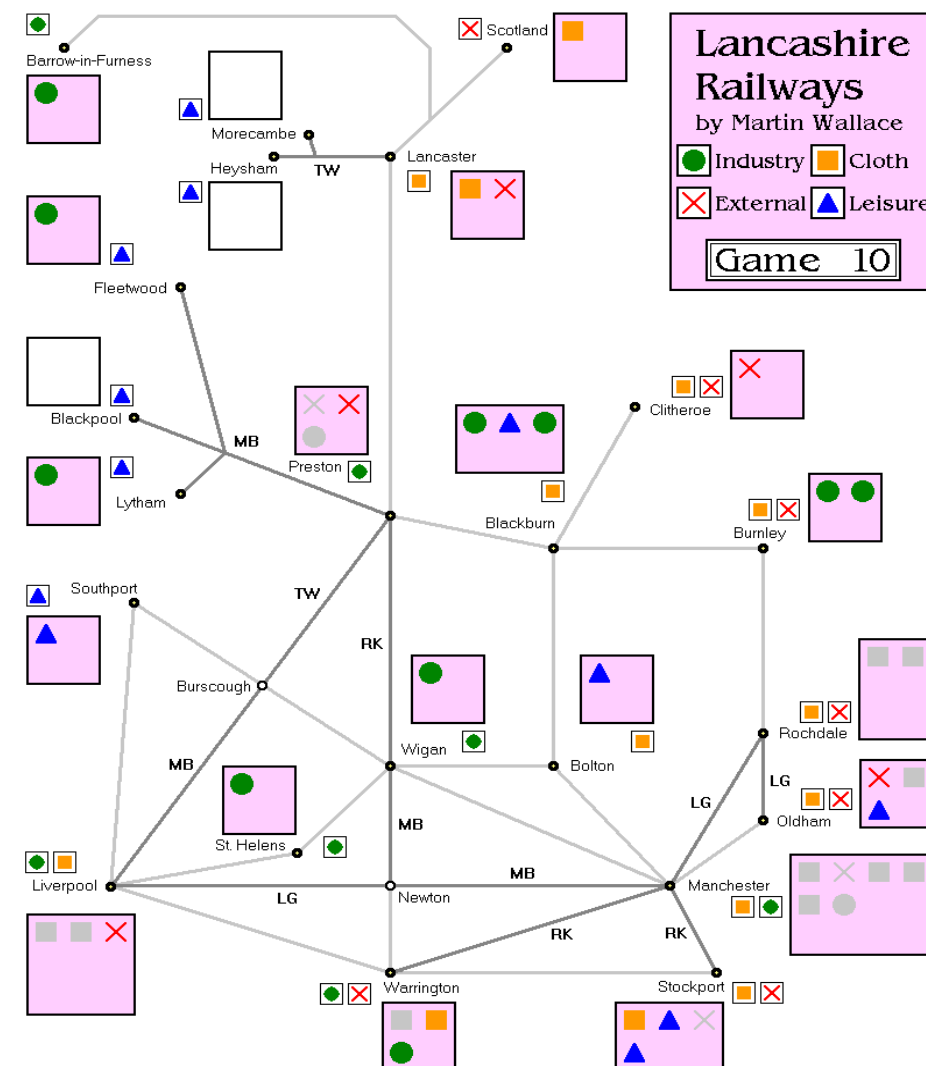
Commodity Movement	LG	RK	MB	TW
Income:	5	3	4	-
Lyndon Cloth Rochdale to Manchester	1	-	-	-
Lyndon Cloth Oldham to Rochdale	1	-	-	-
Roger Industry Manchester to Warrington	-	1	-	-
Martin External Preston to Stockport	1	1	2	1
Tony Industry Preston to Liverpool	-	-	1	1
Market loss number: 11	Income lost:	-	-	-
Income:	8	5	7	2

Lyndon remains the Train Player (income 8/cash 17).

Bank Loans	Acquired	Total	Interest	Retired	c/f
Lyndon	-	20	-4	-	20
Roger	-	-	-	-	-
Martin	+10	30	-6	-	30
Tony	-	10	-2	-	10

Liverpool	External	◇	Link 5a: Blackburn & Bolton (7)
Barrow-in-Furness	Industry	◇	Link 5b: Wigan & Bolton (6)
Warrington	Industry	◇	Link 5c: Burnley & Rochdale (8)
Fleetwood	Industry	◆	Link 6a: Blackburn & Burnley (7)
Oldham	Leisure	◆	Link 6b: Liverpool & Southport (8)
Wigan	Industry	◆	Link 6c: Manchester & Wigan (6)

Cash Flow	Lyndon	21	Roger	18	Martin	27	Tony	12
Initial cash		9		8		6		10
Auctions & Builds	-	9	-8	0	-4	2	-7	3
Income	+8	17	+5	5	+7	9	+2	5
Acquired Loans	-	17	-	5	+10	19	-	5
Interest	-4	13	-	5	-6	13	-	5
Retired Loans	-	13	-	5	-	13	-	5
Cash c/f		13		5		13		5



Orders required Lyndon leads the playing order
Railway link bids 5a, 5b and 5c, commodity movement, loans



NEW ENGLAND RAILWAYS 8

Market loss is too high
to have any effect.

ROUND 3

Auctions		Bids:	SK	MB	TW	MP
3a:	Springfield & Albany & Troy (9)		1	2	3	4
	Build roll: 7 (not built)		5	*6*		
3b:	Hampshire, Concord & Manchester (8)		1	-	2	3
	Build roll: 10 (built)		4	-	-	*5*
3c:	Fitchburg & Greenfield (7)		1	-	2	-
			3	-	4	-
	Build roll: 12 (built)		*5*			

Commodity Movement		SK	MB	TW	MP
Income:		5	3	1	2
Tony	Cotton Lowell to Worcester	1	-	1	1
Sharon	Goods Boston to Middleboro	1	-	-	1
Martin	Cotton Worcester to Lowell	-	1	1	-
Tony	X	-	-	-	-
Marcus	Coal Springfield to Greenfield	-	-	-	1
Market loss number: 10		Income lost:		-	-
		Income:		7	4
				3	5

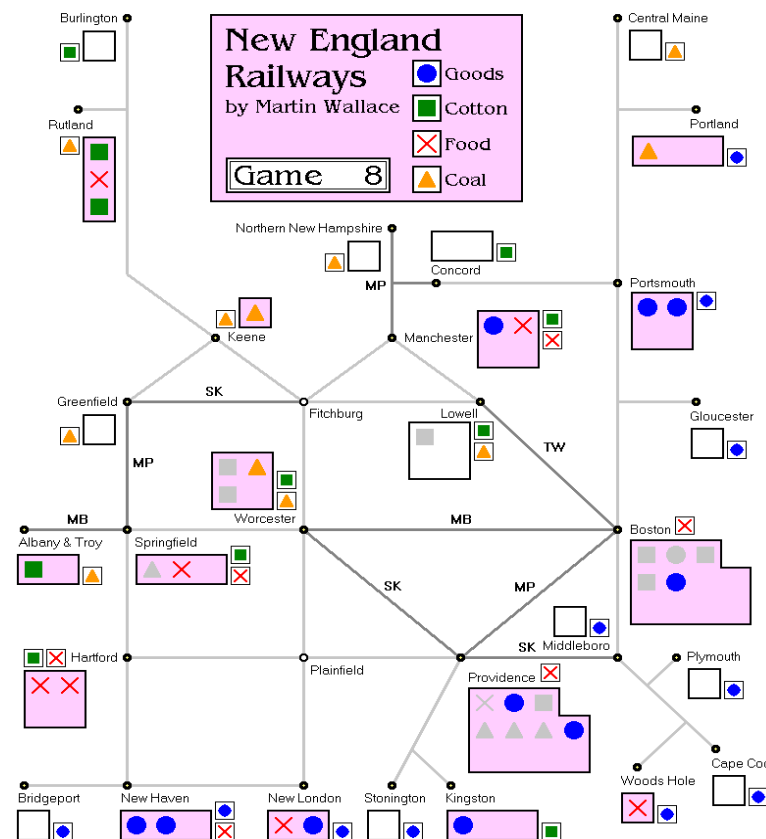
Sharon remains the Train Player (income 7/cash 9).

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

Commodity Growth and New Railway Links

Providence	Goods	◇	Link 4a:	Portland, Maine & Portsmouth (10)
Albany & Troy	Cotton	◇	Link 4b:	New Haven & New London (8)
Boston	Goods	◇	Link 4c:	Fitchburg & Manchester (7)
Keene	Coal	◆	Link 5a:	Kingston, Stonington, Providence (6)
Portsmouth	Goods	◆	Link 5b:	Concord & Portsmouth (8)
New London	Goods	◆	Link 5c:	Cape Cod Region & Middleboro (7)

Cash Flow	Sharon	19	Martin	15	Tony	5	Marcus	20
Balance b/f		7		21		8		8
Auctions	-5	2	-6	15	-	8	-5	3
Income	+7	9	+4	19	+3	11	+5	8
Acquired Loans	-	9	-	19	+10	21	-	8
Interest	-2	7	-4	15	-4	17	-4	4
Retired Loans	-	7	-	15	-	17	-	4
Balance c/f		7		15		17		4



Orders required

Sharon leads the playing order

Railway link bids 4a, 4b and 4c, commodity movement, loans



OUTPOST 22

We're taking a slight
pause with this one.

HELD OVER

This one is pausing for now, as Steve Thomas is in hospital. Hopefully he will be able to rejoin us soon.

Orders required

Round seventeen auctions, bids and purchases





OUTPOST 23 {AV}

Mick gets his second team of scientists.

ROUND 12

Commander Actions

Mick Auctioned an Orbital Lab for 50. Marcus joined at 51, David at 52. Mick dropped out at 52, Marcus at 72. David got it for 72 (w:3,3,4,4,30 n:8,8,12)
 ▶ Auctioned a Scientists for 50. Marcus joined at 51 and dropped out at 62. Mick got it for 62 reduced to 32 after Data Library discounts (o:2 w:30)

Kevin Passed

Willem Auctioned a Laboratory for 80 and got it (o:1,1 w:30 t:4,44) plus a free Research Factory

Marcus Bought two Titanium Factories (w:3,3,3 t:44 m:7)
 ▶ Bought three Robots (w:4 m:7,10,10)

David Passed

PO	Name	Factories	Population	Robots	Production
1	Mick	2o,4w,3r	8 (8)	1 (8)	159
2	Willem	2o,4w,5t,1r	8 (8)	2 (8)	117
3	Marcus	2o,2w,6t	5 (5)	4 (5)	129
4	Kevin	2o,3w,4t	8 (10)	0 (0)	160
5	David	2o,7w,2n	8 (8)	0 (0)	151

PO	Name	Colony Cards	{30 VPs required for the final phase}	Victory Points
1	Mick	DL, DL, DL, Nod, Sci, Sci, Rob, Lab		29 (280)
2	Willem	WH, HE, Nod, Rob, Lab		28 (210)
3	Marcus	HE, OL, OL, Rob		25 (180)
4	Kevin	WH, HE, Eco, OP		24 (185)
5	David	WH, Nod, Sci, OL		20 (140)

PO	Name	Total Cards	Megas	Ore	Wat/Tit	Res	Mic	NC/OM	RO	MO
1	Mick	8/10	1	-	-	4	4	-	-	-
2	Willem	11/15	1	1	-	1	1	4	1	1
3	Marcus	9.5/10	-	1	-	1	2	5	2	-
4	Kevin	19.5/20	-	2	-	2	10	9	-	-
5	David	9/15	1	-	-	-	2	2	-	2

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

Orders required

Round thirteen auctions, bids and purchases



OUTPOST 24

It's the fourth Data Library for Willem.

ROUND 7

Commander Actions

Jim Auctioned a Nodule for 25. Michael joined at 26 and dropped out at 39. Jim got it for 39 reduced to 34 after Heavy Equipment discounts (o:5 w:5,7,8,10)

Marcus Passed

Lyndon Bought one Population Unit (w:4,6)

Martin Auctioned a Warehouse for 27 and got it reduced to 22 after Heavy Equipment discounts (w:7,8 t:7)

Geoff Bought one Water Factory (o:2,2,3 w:4,9)

▶ Bought one Population Unit (w:10)

Mark Bought two Population Units (o:4 w:7,9)

▶ Bought two Water Factories (o:2 w:8,30)

Willem Auctioned a Data Library for 15 and got it (o:2,4,4 w:5)

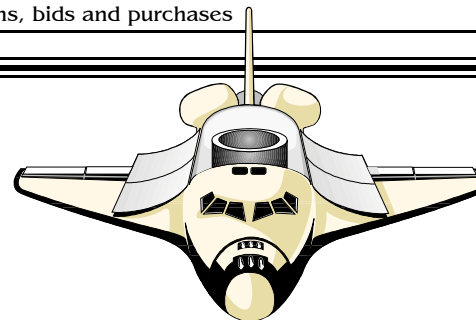
Michael Bought one Water Factory (o:2,4,5,5 w:4)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,3w	5p (8,0)	DL, WH, HE, Nod	3o,3w (30,15)	10 (95)
2	Mark	2o,6w	8p (8,0)	Nod	3o,2w,1W (53,10)	10 (25)
3	Martin	2o,3w,2t	5p (5,0)	WH, HE	2o,4w,3t (64,15)	9 (55)
4	Lyndon	2o,5w	6p (8,0)	WH, Nod	1o,4w,1W (61,15)	9 (50)
5	Geoff	2o,5w	7p (8,0)	Nod	2o,8w (62,10)	9 (25)
6	Willem	2o,2w	4p (5,0)	DL, DL, DL, DL	3o,4w (37,10)	8 (60)
7	Marcus	2o,4w	5p (8,0)	HE, Nod	1o,1w,2W (70,10)	8 (55)
8	Michael	2o,4w	5p (5,0)	WH	2o,10w (76,15)	6 (25)

Data Library	0	Sold out	Orbital Lab	0	(5 more)
Warehouse	1	(none left)	Robots	0	(5 more)
Heavy Equipment	2	(none left)	Laboratory	3	(2 more)
Nodule	0	Sold out	Ecoplants	0	(5 more)
Scientists	2	(3 more)	Outpost	0	(5 more)

Orders required

Round eight auctions, bids and purchases





PUERTO RICO 3

As some suspected, the game closes this time.

ROUND 16

Mick is the Craftsman (+2) and produces an extra Sugar.

Jim is the Captain.

All three cargo ships are emptied.

Allan is the Prospector (+2).

Peter is the Mayor.

Quarries	Plantations (Fields)					Trading House				Ship	Supply
None	Sug	Sug	Sug	Tob	Cof	Cof	Ind	Crn	-	0	0

Cargo Ships

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

Jim Reader	DbIns: 4	Chips: 22	Indigo plant	Tobacco storage	Hospice	Large market			
			Large warehouse	Fortress	5 men in San Juan				
Allan Stagg	DbIns: 4	Chips: 13	Small indigo plant	Small sugar mill	Indigo plant	Coffee roaster			
			Office	Large market	Guild hall	City hall			
Peter Hawkins	DbIns: 0	Chips: 40	Small indigo plant	Small sugar mill	Indigo plant	Tobacco storage			
			Small market	Small warehouse	Harbour				
Mick Haytack	DbIns: 11	Chips: 18	Small indigo plant	Small sugar mill	Tobacco storage	Coffee roaster			
			Small market	Small warehouse	Factory	Residence			

The colonist supply has run out, bringing us to a close. The victory point chips are down to seven, so that would probably have been next to go.

1st	Peter Hawkins	52
2nd	Jim Reader	45
3rd	Allan Stagg	42
4th	Mick Haytack	40

Congratulations to Peter on his Captain's win, a tactic he pursued in the first game with rather less effect. No problem here, though, with as many victory point chips as Jim and Mick together.

We'll round up next time, so let me have any thoughts you've got on the game.



PUERTO RICO 4

The Trader grows a two doubloon bonus.

ROUND 5

Geoff is the Prospector (+2).

Jim is the Captain (+1).

Stephen is the Builder and builds a Tobacco Storage.

Geoff builds a Small Sugar Mill, Jim an Indigo Plant.

Kevin is the Settler and digs a Quarry.

Geoff plants Tobacco, Jim plants Tobacco (Hacienda) and Coffee, Stephen plants Tobacco.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
3	Crn	Crn	Sug	Sug	Tob	-	-	-	-	4	60

Buildings

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

Cargo Ships

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

Geoff Hardingham	DbIns: 3	Chips: 1	Small indigo plant	Small sugar mill	Coffee roaster	Fields: Qry✓ Crn✓ Ind✓ Sug× Tob× Cof×	Goods: ×
Jim Reader	DbIns: 1	Chips: 2	Indigo plant	Small market	Hacienda	Fields: Qry✓ Crn✓ Ind××× Tob× Cof×	Goods: ×
Stephen Webb	DbIns: 0	Chips: 3	Sugar mill	Tobacco storage		Fields: Qry× Crn× Sug✓ Tob×	Goods: ×
Kevin Lee	DbIns: 4	Chips: 4	Small sugar mill	Small market		Fields: Qry× Crn✓ Sug× Cof×	Goods: ×

Orders required

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



PUERTO RICO 5

It's Puerto Rico time once more.

NEW GAME

Welcome to the latest Puerto Rico game. Your playing order is:

Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Brian Tappenden	11 Dayworth Mews, Lundy Lane, Reading, RG30 2RR
Paul Tappenden	11 Dayworth Mews, Lundy Lane, Reading, RG30 2RR
Allan Stagg	32 Chepstow Drive, Bletchley, Milton Keynes, Bucks, MK3 5NB

Roles	Builder	Captain	Craftsman	Mayor
	Settler	Trader	Prospector	
Quarries	Plantations (Fields)	Trading House	Ship	Supply
8	Crn Sug Sug Tob Tob	- - - -	4	75

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

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

I've reduced the building names to three letter abbreviations to save space. SIP for Small Indigo Plant, LIP for Large Indigo Plant, etc. The game just calls the latter the Indigo Plant, but the addition of 'Large' removes any possible confusion.

The Buildings table shows how many of each building are left. You'll need to refer to your copies of the game for details of cost and number of colonist spaces, as trying to show all of that would take too much room.

Jim and Brian start with one Indigo field each, while Paul and Allan have Corn fields. I shall be using field instead of plantation as the web games have shown how easy it is to confuse plantation and plant.

We're ready to make a start with round one. For a four-player game you start with three doubloons each, so choose your roles and let me know what you'll do when the other players choose theirs. You'll find a summary sheet enclosed that clarifies what I'll be doing if your orders don't cover the situation you find yourselves in. Note that the default actions will not be used to replace orders that cannot be carried out for any reason.

Orders required

Round one orders in the sequence Jim, Brian, Paul, Allan



RAIL BARON 14

PEAR gets the best out of the first track payments.

ROUND 2

Kevin Lee : Green : Pocatello Expressways Are Rampant (PEAR) : Cash 16½K
(Home: El Paso)

- 6: {8} UP/CRI&P/C&NW to 2 E of Casper {-1 bank}
- 7: {9} C&NW to Casper {+12½} Buys C&O {-20} {-1 bank}
- 8: {3} CB&Q to 1 N of Denver {-1 bank}
- 9: {10} UP to Kansas City {+7} Buys Express {-4} {-1 bank +5 BUM}
- 10: {9} AT&SF to 1 S of Fort Worth {-1 bank +5 BUM +5 SLAPPERS}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 16½K
(Home: Detroit)

- 6: {8} SAL/SLSF to 3 NW of Memphis {-1 bank}
- 7: {9} SLSF/CB&Q to 2 W of Omaha {-1 bank}
- 8: {3} CB&Q to 2 SW of Rapid City {-1 bank}
- 9: {10} C&NW to Rapid City {+16} Buys GM&O {-12} {-5 PEAR}
- 10: {9} C&NW to 2 SE of St.Paul {-5 PEAR}

John Shelley : Red : St.Louis, Atlanta, Plains & Pacific Electric Railroad System
(SLAPPERS) : Cash 11K
(Home: Atlanta)

- 6: {8} SP to 4 E of Reno {-1 bank}
- 7: {9} SP/UP to 4 W of Omaha {-1 bank}
- 8: {3} UP to 1 W of Omaha {-1 bank}
- 9: {10} UP/CRI&P to St.Paul {+21} Buys IC {-14} {-1 bank}
- 10: {9} CMStP&P/C&O to Cincinnati {-1 bank -5 PEAR}

Roger Krueger : Blue : PFFFT (Pennies Flattened for Feckless Teens : Cash 16½K
(Home: San Francisco)

- 6: {8} SLSF/L&N to Cincinnati {-1 bank +5 C&T}
- 7: {9} N&W to Norfolk {+14} Buys NYC {-28} {-1 bank +5 C&T}
- 8: {3} N&W to 3 W of Norfolk {-1 bank}
- 9: {10} N&W/NYC to 1 W of Cleveland {-1 bank}
- 10: {9} NYC/CRI&P to Omaha {+14} No purchase {-1 bank}

Derek Wilson : Black : Cut & Thrust (C&T) : Cash 10½K
(Home: Los Angeles)

- 6: {8} PA/L&N to Norfolk {+5½} No purchase {-1 bank -5 PFFFT}
- 7: {9} L&N/CRI&P to Oklahoma City {-1 bank -5 PFFFT}
- 8: {3} CRI&P to 3 W of Oklahoma City {-1 bank}
- 9: {10} CRI&P/AT&SF to 5 E of Los Angeles {-1 bank}
- 10: {9} AT&SF to Los Angeles {+22} Buys CMStP&P {-18} {-1 bank}

Turn	Basic Throw	Bonus	Priority	
11	6+4=10	-	PEAR	PEAR buys the first train upgrade, and
12	4+1=5	-	BUM	typically finds nothing useful in the next
13	6+4=10	-	SLAPPERS	set of die rolls to use it on. Perhaps
14	3+2=5	-	PFFFT	later, hopefully later...
15	6+2=8	-	C&T	

Player	Colour	First Destination	Payout	Second Destination	Payout
PEAR	Green	San Antonio . . (SC)	8,000	Portland (NW)	25,000
BUM	Yellow	Washington . . (NE)	18,000	Shreveport . . (SC)	12,000
SLAPPERS	Red	Columbus . . (NC)	7,5000	Washington . . (NE)	5,000
PFFFT	Blue	San Francisco (SW)	17,500	Cleveland . . . (NC)	26,000
C&T	Black	Minneapolis . . (PL)	21,500	Richmond . . . (SE)	12,500

Additional destination for *SLAPPERS*: Washington to: Pocatello . . . (NW) 23,000
 Additional destination for *C&T*: Los Angeles to:

Player	Train	Railroads	Cash
PEAR	E	C&NW, C&O	\$22,000
BUM	N	GM&O, RF&P, SAL	\$7,500
SLAPPERS	N	ACL, IC, SOU	\$8,000
PFFFT	N	L&N, NYC	\$21,500
C&T	N	CMStP&P, PA	\$5,000

Income received from completing journeys can be used to pay fees for the current turn.

Orders required
Turns 11 to 15



It gets tight in the south west.

Devon and Cornwall {14 points for these builds}
Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)
 (Lostwithiel) - M16 - St Austell; (V39) - Exmouth; (P34) - Torquay.
 54 + 12 (towns) = 66

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
 (Lostwithiel) - M17; (U37) - Exmouth; (M12) - Newquay; (M12) - L11 - K12 - Truro; (M10) - I8.
 46 + 18 (towns) + 4 (WCRC) = 68

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)
 (Wadebridge) - P12 - K10; (M11) - M10; (P12) - Padstow.
 50 + 6 (towns) - 4 (GREAT) = 52

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2004-DK

5 points for YEEHAW,
missed from run 34.

ROUND 12

Dakota

Round 12 Runs		GREAT	FEAR	ODE	YEE	GOT	
36	22 Bismarck 42 Aberdeen	① YEEHAW 15 ① GOTGT 15					15 15
37	55 Madison/Mitchell 32 Grand Forks	① YEEHAW 11 ① GREAT 10 ③ GOTGT 5 ③ FEAR 4 X ODE	+2	-1		-2	11 9 7 2 1
38	66 Deadwood 56 Chamberlain/ Fairfax	① GREAT 16 ② ODE 7 ② YEEHAW 7 X GOTGT X FEAR	+7 +3	-3	+3 +4	-7 -4	6 10 0 11 3
39	16 Devils Lake/ Grafton ① Montana/Wyoming	① ODE 30					30
40	21 Bismarck 63 Murdo/Wood	① GREAT 11 ② ODE 6 ② FEAR 6 ④ YEEHAW 4 ⑤ GOTGT 3	+1	-1			10 7 6 4 3
41	14 Crosby/Williston 44 Faulkton/Huron	① FEAR 20 ② ODE 10					20 10
42	33 Jamestown/Oakes ⑤ Minnesota/Iowa	① FEAR 16 ② GREAT 7 ② GOTGT 7					16 7 7

Scores

	Runs:	36	37	38	39	40	41	42	Score
ODE	256	-	1	10	30	7	10	-	314
FEAR	247	-	2	3	-	6	20	16	294
GREAT	261	-	9	6	-	10	-	7	293
YEEHAW	233	15	11	0	-	4	-	-	263
GOTGT	176	15	7	11	-	3	-	7	219

Congratulations to John, with Kevin slipping into second place by one point.

1st	John Marsden	ODE	314
2nd	Kevin Lee	FEAR	294
3rd	Michael Graystone	GREAT	293
4th	Jim Reader	YEEHAW	263
5th	Joakim Spångberg	GOTGT	219

Comments next time, if you'd care to make any.



RAILWAY RIVALS 2016-CZ

Still leaping
those frogs.

ROUND 8

Czech Republic

Leapfrog rules

Round 8 Runs

			MATE	TBD	PUP	TGV	COL	
1	55 Domazlice/Klatovy 36 Krnov	① PUPPET 20 ② {MATE} 5 ② {TGV} 5 ✕ TBD ✕ COLIN	-2	-2	+2		-1	15 7 5 2 1
8	63 Cheb 54 Vsetin	① TBD 30 ✕ MATE ✕ TGV	-3	+3 +1		-1		26 3 1
9	65 Most 53 Pisek	① TGV 15 ① COLIN 15				-7	+7	22 8
10	54 Ceske Budejovice 24 Kolin/Nyumburk	① MATE 30 ✕ TBD	+3	-3				27 3
11	33 Frydek Mistek ❸ Austria	① TGV 13 ② COLIN 8 ③ MATE 5 ④ PUPPET 4 ✕ TBD	-2 -2 -2		-1 -1 +2 +2 +2	+4/-3 +2 +1	+3/-4 +2 +1	9 6 11 2 2
12	43 Prerov/Prostejov 12 Praha	① TBD 16 ② MATE 7 ② PUPPET 7 ✕ COLIN		-2	+2		-1	18 6 5 1
13	13 Praha 23 Pardubice	① PUPPET 16 ② TBD 7 ② COLIN 7		+2	-2 -3		+3	21 5 4
14	41 Brno ❹ South Germany	① COLIN 16 ② TGV 9 ③ TBD 5 ✕ MATE ✕ PUPPET	-5	+1	-2	-5 -1 +5	+5	9 10 4 5 2

Round 8 builds

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

(H50) - Decin; (N13) - N12; Leapfrog N12 - N11; (N11) - N8; (L27) - K27.

-6 (builds) +1 (towns) -1 (PUPPET) +7/-3 (TGV) +1/-2 (COLIN) = -3

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

(C48) - D48.

-1 (builds) -5 (TGV) = -6

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

(H70) - I70 - Krnov; (Klatovy) - E10 - D9; (J8) - J9. -10 (builds) +1 (MATE) +1 (COLIN) = -8

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

(H50) - Decin; (I27) - I28 - J28; Leapfrog J27 - K27; (K27) - L27.

-4 (builds) +2 (towns) +3/-7 (MATE) +5 (TBD) = -1

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

(Ostrava) - J77; (G73) - J71.

-10 (builds) +2/-1 (MATE) -1 (PUPPET) = -10

Scores

	Runs:	1	8	9	10	11	12	13	14	Builds	Score
TBD	137	2	26	-	3	2	18	5	4	-6	191
PUPPET	117	15	-	-	-	2	5	21	2	-8	154
MATE	79	7	3	-	27	11	6	-	5	-3	135
TGV	47	5	1	22	-	9	-	-	10	-1	93
COLIN	33	1	-	8	-	6	1	4	9	-10	52

Round 9 Runs

15. 46 - 51 Znojmo to Havlickuv Brod/Jilava
16. 61 - 16 Plzen to Liberec
17. 35 - 26 Zlin to Sumperk
18. 52 - ❸ Jinderich Hrad/Tabor to North or South Germany
19. 45 - 25 Breclav to Svitavy/Tisnov
20. 15 - 31 Ceska Lipa/Decin to Ostrava
21. 66 - ❹ Usti Nad to Poland

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



RAILWAY RIVALS 2029-DC

YOKEL and GITCO head
for the south west.

ROUND 4

Devon and Cornwall

[16 points for these builds]

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

(Plymouth) - Looe; (M27) - Tavistock - S26; (O34) - Newton Abbot; (O34) - Torquay;

(L31) - Kingsbridge.

50 +18 (towns) = 68

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

(T19) - T18 - N15 - N13; (D70) - E70.

19 -1 (GITCO) = 18

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

(O20) - Bodmin - I6 - Wadebridge; (O19) - Lostwithiel - M16 - L15.

63 +12 (towns) +1 (YOKEL) - 76

Jim, your ordered builds required 17 points, so the last hex didn't get built.

Builds
Up to 14 points excluding payments to rivals



RAILWAY RIVALS 2026-DM

Nearly time to ferry those passengers.

ROUND 6

Tony commented that he assumed KIMBPU started from S57 rather than P57 last time, but doesn't say why he is assuming this. KIMBPU did start his build from P57, on his previous build from Grindsted to Varde, and went directly south to Tønder.

Denmark {14 points for these builds}
Trans Denmark Express (TRADE) (Tony Bromley, Red)
(København-west) - København-north east; (N11) - Næstved; (M51) - Tønder; (A51) - C50; (Billund) - L63 - J64.
116 +2/-1 (GREAT) -1 (100%) +4/-1 (KIMBPU) +2/-5 (BT) = 116

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
(København-west) - København-north east; (E81) - Z38 - Frederickshavn;
(R16) - Slagelse - Skælskør; (L60) - Grindsted; (L60) - Billund.
57 +1/-2 (TRADE) +11 (100%) +1/-1 (KIMBPU) +1 (BT) = 68

100% Trains (100%) (Michael Longdin, Green)
(S64) - Skjern; (Q78) - Nykøbing Mors; (K9) - G7 - Stege.
82 +12 (towns) +1 (TRADE) -11 (GREAT) +3/-12 (BT) = 75

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow)
(F66) - E64 - Horsens; (L59) - Billund; (Tønder) - N48; (O64) - Skjern.
29 +3 (towns) +1/-4 (TRADE) +1/-1 (GREAT) = 29

Brian's Trains (BT) (Brian Tappenden, Orange)
(G62) - Horsens; (Hobro) - D71 - Randers - C70 - C67; (J64) - L63; (G63) - F62;
Buys ferry from Frederikshavn to Læsu.
108 +3 (towns) -6 (ferry) +5/-2 (TRADE) -1 (GREAT) +12/-3 (100%) = 116

Round 7 Runs		
1.	64 - 34	Sønderborg/Ærø to Nykøbing Mors/Odense
2.	16 - 36	Thisted/Stege to Thybøran/Svendborg
3.	54 - 13	Aalborg/København-north east to Brønderslev/Gedser
4.	52 - 21	Randers/Hillerød to Esbjerg/Næstved
5.	46 - 66	Skjern/Town 46 to Haderslev/Bornholm
6.	25 - 43	Vejle/Korsør to Herning/Rørvig

The towns on the western mainland will be listed first, followed by the towns to the east, or the islands. I'm not considering it necessary to build to the hex with the key number for the 6x series islands, although in most cases the number is printed where the ferry lands anyway. I haven't been awarding points for reaching the islands.

Michael, a number of your builds were coming off GREAT's track rather than your own, so it is possible that you have used your colour instead of brown when updating your map. Strangely, having excluded all of those, I still had 14 points of builds for you.

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



RAILWAY RIVALS 2030-DC

The routes stay separate.

ROUND 2

Devon and Cornwall {16 points for these builds}
Travel Hotspot Under Development (THUD) (Bob Coull, Black)
(W33) - Y32 - Y24 - W23.
26

Rail Efficiency and Luxury, All-the-way-to Lands End (REAL ALE) (Steve Ham, Brown)
(Exeter) - U39; (R35) - P34 - Newton Abbot - P30 - O30.
23 +6 (towns) = 29

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
(U33) - W32 - W26 - S24 - Tavistock.
23 +6 (towns) = 29

Builds
Up to 14 points excluding payments to rivals



RAILWAY RIVALS 2046-DC

This is the fourth of our DC games.

NEW GAME

Tony Bromley	14 Fairlawnes, Manor Road, Wallington, Surrey, SM6 8BG
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Don Shailer	8 Clifton Green, Aylesbury, Bucks, HP19 3JW

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

Set up and builds
Company names and colour preferences
Up to 17 points excluding payments to rivals



SCEPTRE OF ZAVANDOR 1

Martin's place has been taken by Kevin Lee.

ROUND 1

Kevin Lee 149 Ludlow Road, Woolston, Southampton, SO19 2ER

Actions

- David Increase knowledge of Gems to level 2 {4}
- ▶ Enchants an Opal {8}
- Tim Enchants an Opal {10}
- ▶ Increases knowledge of Fore to level 2 {10}
- Lyndon Enchants an Opal {10}
- ▶ Increases knowledge of Energy to level 2 {6}
- Sharon Enchants a Sapphire {20}
- Geoff Enchants a Sapphire {20}
- ▶ Increases knowledge of Sages to level 2 {6} and gains two Emerald energy cards
- Kevin Increases knowledge of Artifacts to level 2 {4}
- ▶ Enchants a Sapphire {20}

PO	Name	Character	Gems	Active	Dust	Energy	Knowledge	Hand	VPs
1	Lyndon	Elf	o:3 s:1	3/5	16	s:1	Energy:2	4	4/4
2	Sharon	Kobold	o:2 s:2	4/5	10	s:3	Accum:1	6	4/4
3	Kevin	Mage	o:2 s:2	4/5	7	s:2	Artifacts:2	6	4/4
4	Geoff	Fairy	o:2 s:2	4/5	9	s:2 e:2	Sages:2	5	4/4
5	Tim	Druid	o:3 s:1	4/5	15	s:2	Fire:2	5	4/4
6	David	Witch	o:3 s:1	4/5	12	s:2	Gems:2	4	4/4

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

With everyone increasing their victory point total from three to four, the order for the next round is as random as it was for the first round. Information sheets are enclosed, showing the gems you own and the amount of energy you currently have in Magic Dust and energy cards.

I've simplified the Hand column above, just listing your limits. Because you've just had production, most people will be over limit at this point, so there's not much sense in showing that each time.

Geoff, I think you got the cost for increasing your knowledge in the 9 Sages from another discipline - it costs 6 to increase the branch you started off in.

Orders required

Round two gem dealing, improving knowledge, auctions and bids

NEWS FROM THE ROCK

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



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

- ✧ The web site had a minor revamp, specifying the font rather than leaving it as a default that depended on how the visitor's browser was set up. This is something I've been meaning to do for ages, and finally found time to get it done. Well, it's mostly done.

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

▲	Roger Krueger	3.000
▲	Rob Thomasson	2.737
-	Neil Walters	2.667
▲	Martin Butcher	2.429
-	Gareth Lodge	2.167
-	Ken Maher	2.094
▲	Michael Longdin	2.060
▼	Peter Hawkins	2.048
-	Michael Graystone	2.032
-	Mick Haytack	2.008
-	Bob Coull	2.000

- ✧ Completed games and winners:

1870 e515	Roger Krueger
1856 e542	Rob Thomasson
Torres e613	Dave Burton
Carcassonne e616	Sharon Khan
Acquire e621	Sharon Khan
Carcassonne e623	Alex Lockey
Durch die Wüste e624	Alan Tabor
Sopwith e629 {T335FR}	Marc Priest
Acquire e632	Nic Chilton

- ✧ New games and start dates:

Torres e646	Apr 24th
Carcassonne e647	Apr 25th
Puerto Rico e648	Apr 27th
Princes of Florence e649	May 15th
Sopwith e650 {T337FR}	May 16th
Euphrat & Tigris e651	May 17th
Acquire e652 {Powers}	May 18th
Carcassonne e653	May 19th
Samurai e654	May 20th
1830 e655 {1830-K21}	May 21st

PREVIEW

I raised the spectre of some new games last time, and got no response. That may have been because I only did it in this column, so this time those games have been added to the waiting lists.

1826 and 18EU have also been put back onto the lists, as the last of the current games have finished.

I've done my usual delayed selection for the next Railway Rivals game. There are five on the list, so my first thought of County Donegal will have to wait, as that is for three or four players only. I've picked south east USA, or Dixieland, as the map is known. This will take five players easily and has a mix of full towns and half towns, with a couple of ferries, a selection of rivers, and a smattering of hills across the middle of the map.



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

#133: 1825 Unit 3, Railroad Tycoon, Saint Petersburg
 #134: 1829 North, Outpost, Railway Rivals
 #135: 1899, Puerto Rico



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Apr 22nd	...mais n'est-ce pas la gare? 61
Apr 29th	Save Your xxs For Me 28
May 4th	Bloodstock 189
May 6th	Minstrel 288
May 23rd	Ode 275, Variable Pig 103

RATINGS

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

-	David Smith	3.733
-	Lionel Robbins	3.091
-	Simon Robertson	3.053
-	Lyndon Gurr	3.026
-	Mark Frueh	3.000
-	Marcus Pratt	2.868
-	Steve Thomas	2.786
▲	Peter Hawkins	2.514
▲	Stephen Webb	2.467
-	Gareth Lodge	2.400
-	Colin Sharpe	2.333
▼	Michael Graystone	2.200
-	Rob Thomasson	2.141
-	Mike Hutton	2.133

GAME ORDERS

Please observe these guidelines when sending your orders.

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

Handling NMRs (No Move Received)

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

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

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

Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

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



WHO PLAYS WHAT

Peter Berlin	1829-C20, 1856-Y19, 18EU-B19	Willem Moene	1800-I20, 1830-G20, 1830-R20, 1830-F21, 1835-B21, 1856-M19, 1870-O20, 18Kaas-O19, Acq46, OP22, OP23, OP24
Tony Bromley	RR-2026-DM, RR-2046-DC	Marcus Pratt	AR1, NER8, OP22, OP23, OP24
Simon Brooks	BA16, BB-297-VSW	Jim Reader	6n12, BA15, BA16, BB-292-FRA, BB-293-NIT, BB-297-VSW, DQ4, OP22, OP24, PR3, PR4, PR5, RB14, RR-2004-DK, RR-2026-DM, RR-2029-DC, RR-2046-DC
Martin Butcher	1829-C20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, 18Kaas-O19, AR1, BA15, BB-293-NIT, LR10, NER8, OP22, OP24	Lionel Robbins	1829-J19, Acq43
John Colledge	6n12, Acq43, Acq44, Acq45	Peter Robbins	RR-2028-DC
Bob Coull	Acq43, Acq46, BB-292-FRA, BB-297-VSW, RR-2016-CZ, RR-2030-DC	Tony Robbins	1825-S19, 1837-G21
Simon Cutforth	1856-M19, 1870-O20	Simon Robertson	BB-292-FRA, BB-297-VSW, RR-2016-CZ, RR-2030-DC
Gareth Davies	1856-R18	Tony Sait	1830-F21, 1835-B21, 1856-R18, 1856-M19, 18Kaas-O19, RR-2029-DC
Bruce Edwards	AR1, BA15, DQ4	Don Shailer	1829-C20, BB-293-NIT, RR-2046-DC
Tim Franklin	1895-L20, 6n12, BA16, RR-2028-DC, Sceptre 1	Colin Sharpe	6n12, Acq44, Acq45, BB-293-NIT, RR-2016-CZ
Mark Frueh	1830-R20, 18EU-B19	John Shelley	1829-J19, 1835-b21, 1856-R18, 1870-U19, RB14
Michael Graystone	6n12, Acq44, Acq45, BB-292-FRA, RR-2004-DK, RR-2026-DM, RR-2028-DC	David Smith	1829-J19, 1829-C20, OP22, OP23, Sceptre 1
Lyndon Gurr	1820-J19, 1856-M19, 1870-U19, 18Kaas-O19, Acq46, LR10, OP22, OP24, Sceptre 1	Don Smith	1830-G20, 1830-R20, 1830-F21, 1835-B21, 1837-G21, 1870-O20, 18EU-B19
Steve Ham	6n12, BA16, BB-293-NIT, RR-2016-CZ, RR-2030-DC	Joakim Spångberg	RR-2004-DK
Geoff Hardingham	1837-G21, OP24, PR4, Sceptre 1	Allan Stagg	BA15, PR3, PR5
Alan Harvey	1800-I20, 1825-S19, 1829-J19, 18Kaas-O19	Mark Stretch	1825-S19, 1830-F21, 1835-B21, BA15, OP24
Peter Hawkins	PR3	Brian Tappenden	BB-292-FRA, PR5, RR-2026-DM
Mick Haytack	6n12, Acq44, OP23, PR3	Paul Tappenden	PR5
Mike Head	1830-F21, 1856-Y19	Steve Thomas	OP22
Mike Hutton	1825-S19, 1830-R20, 1856-R18, 1870-U19	Rob Thomasson	1856-Y19
Sharon Khan	6n12, BA16, NER8, Sceptre 1	Roger Trethewey	BA15, DQ4
Roger Krueger	1830-G20, 1870-O20, 1895-L20, LR10, RB14	Stephen Webb	1830-G20, 1837-G21, 1856-M19, 1856-Y19, 1870-U19, 1870-O20, 18EU-B19, PR4
Kevin Lee	Acq43, Acq45, BA16, BB-292-FRA, BB-297-VSW, DQ4, OP23, PR4, RB14, RR-2004-DK, Sceptre 1	Tony Wilcock	Acq43, Acq45, Acq46, AR1, LR10, NER8
Michael Longdin	OP24, RR-2026-DM	Derek Wilson	RB14
Richard Lunn	1830-R20, 1856-R18		
John Marsden	Acq46, RR-2004-DK, RR-2029-DC		
Peter Mearns	RR-2016-CZ		



OUTSIDE EDGE

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

CONTENTS

◇ Games ◇	18EU-B19	40	Puerto Rico 4	69
*****	18Kaas-O19	42	Rail Baron 14	71
◇ New ◇	Acquire 43	44	RR-2004-DK	73
1830-F21	Acquire 44 {Powers} . .	45	RR-2016-CZ	74
1837-G21	Acquire 45	46	RR-2026-DM	76
6 nimmt! 12	Acquire 46	47	RR-2028-DC	72
Puerto Rico 5	Australian Railways 1 .	48	RR-2029-DC	75
RR-2046-DC	Breaking Away 15 . . .	50	RR-2030-DC	77
*****	Breaking Away 16 . . .	51	Sceptre of Zavador 1 .	78
1800-I20	Bus Boss 290-SEA . . .	53	*****	
1825-S19	Bus Boss 292-FRA . . .	54	◇ Bits and Bobs ◇	
1826-Y18	Bus Boss 293-NIT . . .	54	Board2Pieces	3-5
1829-J19	Bus Boss 297-VSW . . .	55	Deadlines	Below
1829-C20	Distortion 1	56	Game Orders	81
1830-G20	Dungeonquest 4	60	Game Standards	82
1830-R20	Lancashire Railways 10	62	New Misadventures . . .	6
1835-B21	McMulti 9	11	News from the Rock . .	79
1856-R18	Mystic Wood 2	11	Preview	80
1856-M19	New England Railways 8	64	Ratings	80
1856-Y19	Outpost 22	65	Waiting Lists	2
1870-U19	Outpost 23 {Average} .	66	Who Plays What	83
1870-O20	Outpost 24	67	Zines Received	80
1895-L20	Puerto Rico 3	68		

DEADLINES

Wednesday June 21st 2006
18xx Games - Friday June 16th

Future main deadlines: July 26th August 23rd September 20th

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.