

# FOR WHOM THE DIE ROLLS

June 2006

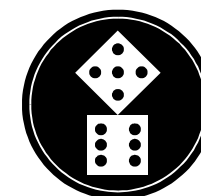
Published by Keith Thomasson

Issue 133

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 #133, 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).

E-mail: [Keith@Thomasson.com](mailto:Keith@Thomasson.com)

Web site: [www.fwtwr.com](http://www.fwtwr.com)

Subscription payments can be sent via PayPal to [Keith@Thomasson.com](mailto:Keith@Thomasson.com)

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Farewell to Gus Ferguson, Peter Hawkins and John Webley.

## 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...*

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

*Games starting in the next issue...*

✱ 1829 North . . . . . Mike Hutton, John Hopkins, Peter Berlin, Lionel Robbins, Rob Thomasson  
✱ Outpost . . . . . Willem Moene, Jim Reader, David Smith, Sharon Khan, Kevin Lee  
✱ Railway Rivals . . . . . Colin Sharpe, Kevin Lee, Jim Reader, Lionel Robbins, Steve Ham  
(South east USA - Dixieland)

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

⇨② 1826 . . . . . Lyndon Gurr, John Shelley, Stephen Webb  
⇨② 1850 . . . . . Lyndon Gurr, Tim Franklin, Stephen Webb  
② 1895 . . . . . Steve Thomas  
⇨① 1899 . . . . . Alan Harvey, Lyndon Gurr, John Shelley, Don Smith  
⇨④ 18EU . . . . . Stephen Webb  
(The minor company auctions will be done by e-mail for this game)  
⇨② Age of Steam . . . . . Sharon Khan (original map/first expansion), Michael Longdin, Mike Hutton  
⇨③ Industrial Waste . . . . . Sharon Khan  
✱ 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  
⇨④ Bus Boss . . . . . Michael Graystone  
⑦ Golden Strider . . . . . Steve Ham, Jim Reader, Roger Trethewey  
⇨④ Railway Rivals . . . . . Michael Graystone  
⇨④ Sceptre of Zavandor . . . . . Michael Longdin, Lyndon Gurr  
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 #133. This month's cover is another shot from our trip to Spain, showing the Alhambra peeking through the trees. The day we arrived in Granada a number of us went to a restaurant in the hills above Granada, and we were treated to a view of the Alhambra across the valley in anticipation of our trip there the next morning.

John Shelley was kind enough to let me know that the Post Office's pricing rules are changing in August, with the prices now based on the size of what you post in addition to its weight. This should not affect the zine, but will affect large parcels.

I wouldn't fancy being working behind the counter in a Post Office. At the moment, people will come in with things to post and they stick them on the scales to be told how much it will cost. Quite how much time is going to be needed to measure these parcels as well remains to be seen, but given the delays in getting served in the Post Office now, it might not be worth going in.

They had one of their reorganisations in Aylesbury a while ago, closing three satellite offices and making everyone go to the main office in the town centre. As expected, they did nothing to increase the number of windows that were manned, so a trip there at lunchtime can easily take over half an hour, when ten minutes used to be the longest wait. The queue is often so long that it spills out onto the street. I'm sure there's a Post Office report somewhere that describes this as an improved service.

I'm pleased to report that Steve Thomas is back in circulation, or at least back on e-mail and sending orders and composing copies of ...mais n'est-ce pas la gare? It sounds like he is doing some serious testing on pain killers, and hopefully getting good results from it. No doubt he'll be looking forward to the time when he can stop testing and stop taking them.

This issue is a few days late for a variety of small reasons. It's amazing how hard it is to finish it off it hasn't been done by the end of the weekend after the deadline. A thought for you on one of the small reasons. If you realise your orders are late, it's a lot more effective to send them in the hope that I can use them rather than send messages asking me if it's worth sending them. I will leave games with missing orders to the very last, so the sooner they arrive the better. When I have done all the other games I'll check my mail, and if the orders have arrived, great. If there's just a message about orders, time is a-wasting while message bounce back and forth. The old adage *better late than never* holds true. ✱

## BOARDPIECES

BY TED ALSPACH





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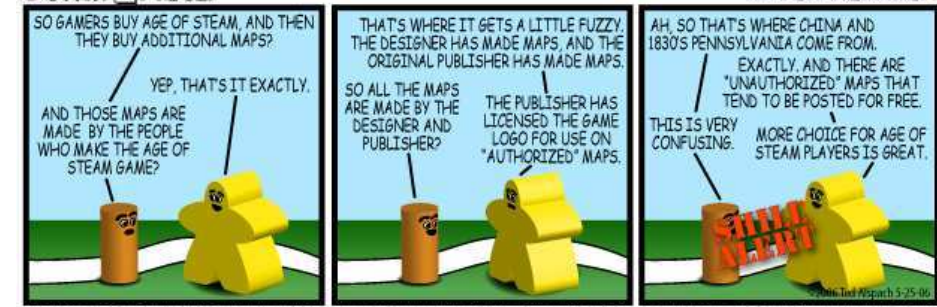
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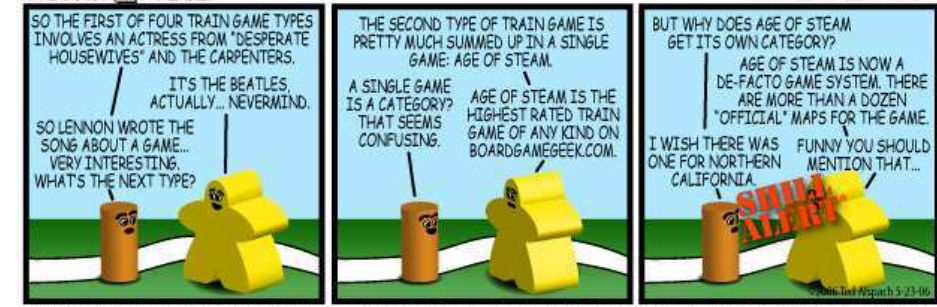


\*EDITOR: DESPITE ATTEMPTS TO CURB THE AMOUNT OF SHILLING IN "BOARD 2 PIECES," TED ALSPACH CONTINUES TO SLYLY HAWK HIS "AGE OF STEAM EXPANSION: 1830'S PENNSYLVANIA AND NORTHERN CALIFORNIA" MAP SET. HE DID MENTION ANOTHER 3RD PARTY MAP SET: CHINA, BY THE STEAM BROTHERS, BUT THAT DOESN'T ABSOLVE HIM FROM CRAZY SHILLING PRACTICES THAT GAMERS MAY FIND UPSETTING.

EDITOR'S EDITOR: IT HAS COME TO OUR ATTENTION THAT THE SHILL ALERTS OF THIS AND THE PREVIOUS "BOARD 2 PIECES" COMIC STRIP WERE ACTUALLY A CLEVER PLOY FOR ADDITIONAL SHILLING FOR TED ALSPACH'S "AGE OF STEAM EXPANSION: 1830'S PENNSYLVANIA AND NORTHERN CALIFORNIA" MAP SET. SO THIS SECOND SHILL ALERT SERVES AS A SHILL ALERT CLARIFICATION FOR THE INITIAL SHILL ALERT.

BOARDPIECES

BY TED ALSPACH



\*EDITOR: DUE TO THE INCREDIBLY HIGH SENSITIVITY OF GAMERS INVOLVING THE PRACTICE OF "SHILLING," A SHILL ALERT (LIKE THE "FOX NEWS ALERT" BUT WITH MUCH MORE RELEVANCE) HAS BEEN ADDED TO THIS COMIC STRIP. TED ALSPACH'S "AGE OF STEAM EXPANSION: 1830'S PENNSYLVANIA AND NORTHERN CALIFORNIA" IS BY THE SAME GUY WHO WRITES "BOARD 2 PIECES." THIS HAS BEEN A SHILL ALERT.



## THE NEW MISADVENTURES OF GAMING #2

By Dan Bosley

Originally published on [www.boardgamenews.com](http://www.boardgamenews.com)

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We are still waiting for Ken to take his turn in the Bocce game we are playing at their place on Mayne Island. Ken is now laying on his stomach, getting a grass eye's look at the pea. His throwing ball is in his outstretched right hand. With his left hand, he is flattening the grass in front of him, pushing the blades down so that there will be less resistance when he finally does roll his ball. Of course, when it gets right down to it, his whole body is flattening the grass in preparation for his throw, thus speeding up the course.

Ken rolls over onto his back and gazes into the sky.

Ken is clearly not yet ready to throw the ball.

Accordingly, while Bob, Carol, Barbie, Diane and I continue to wait for Ken to take his turn, let me instead address the sad affair of the Mother's Day gaming fiasco.

It is Mother's Day, and we have been invited over to Diane's brother's place for Mother's Day dinner.

Earlier in the afternoon, Diane and I had picked up Grandma and Grandpa and given them a ride to Vern and Elizabeth's home. Grandma and Grandpa are in their early 80's and no longer drive.

Well, that's not entirely true. Grandpa doesn't drive at all anymore, but Grandma still drives to the grocery store and back, on sunny days only, of course. Driving at night is out. Driving in the rain is out. Driving over bridges is out. Driving on the freeway is out. In fact, driving over 30 miles per hour on any road at all is out. Driving in reverse is out. Driving on the weekends is out. Driving on days of the week containing "S" or "T" in them is out. Driving when there are other cars on the road is out. But driving to the grocery store is still in. Grandma and Grandpa also like to

complain about the price of gas, isn't it awful what they charge, I remember when you could fill up for only a couple of dollars and get change back, it's so annoying that we still have to get gas in the car once every 3 months or so whether it needs it or not. And what about the cost of car insurance, don't get us started on that. We don't go fast enough to need insurance.

Grandma and Grandpa bought their car brand new. It is now 8 years old and has racked up 18,000 kilometres already. At this rate, they might need new tires before they turn 100 years old. This, apparently, is a concern.

Anyhow, we picked them up, so their driving skills are not needed today.

We're at Vern and Elizabeth's now. They have two teenagers, Jessica and Derek. The eight of us will be having Mother's Day dinner together.

I have brought along a couple of games for possible post-dinner entertainment. The two games I brought are currently sitting in the trunk of my car.

In the past, whenever I have toted along games to these family functions, the games I have chosen have always been light party games. Apples to Apples, for example, is about as heavy as it gets at one of these family functions. However, we've also done Apples to Apples pretty much to death, so I figured it was time for something new.

Ha.

Dumb move on my part.

I learn to my chagrin that Apples to Apples is not done to death. And never will be. Ever. With this crowd, one does not leave Apples to Apples at home. One does not ever bring new games to play. One brings Apples to Apples. There should always be a copy of Apples to

Apples in my trunk. What was I thinking? Where was my mind at? Apples to Apples is fun. Other games aren't fun. Apples to Apples is fun. Fun fun fun. Why wouldn't I bring Apples to Apples with me? We like that game. Apples to Apples is what I should have brought. Or if you can't bring that game, a game just like it. Is there a sequel? Bananas to Bananas? Why wouldn't you bring Apples to Apples? Didn't you know we liked that game? It's really, really good. I'm really good at it, too. You really should have brought Apples to Apples. We like that game. It's fun, did you know that? These new games you brought better not be hard. Apples to Apples is really fun. It's the best game ever. It's full of words and things. And it's really good, because you hardly have to think at all. That's why it's so fun. Thinking isn't fun. Apples to Apples is great!

(Note to self: bring Apples to Apples next time.)

I should point out that neither Grandma nor Grandpa made any of the above comments. That's mainly because they can't ever remember playing Apples to Apples before, so every game is a fresh and new experience to them. I guess that's one advantage to getting up there in years. Everything old is new again. Another advantage is that you get to hide your own Easter Eggs.

After dinner, I get quizzed about the last Murder Mystery night I performed in a couple of weeks earlier. It was a pirate theme, and I got to wear an eye patch and say "Arrgggh!" a lot, so it was a lot of fun.

I was supposedly the descendant of that famous pirate, John Hornswoggle. For those that don't know about Hornswoggle, a brief aside is in order.

Hornswoggle was discovered by Blackbeard himself in a dim tavern when Blackbeard was looking to recruit some new men to his pirate band. Blackbeard noticed Hornswoggle because Hornswoggle looked to be an experienced seaman - he had a peg-leg, a hook for one hand, and a patch over a glass eye.

Blackbeard called Hornswoggle over. Hornswoggle came over to Blackbeard's table.

"What happened to your leg, man?" Blackbeard asked Hornswoggle.

"Me peg-leg, ye mean, sair?" replied Hornswoggle.

"Yes. How did you lose your leg?" Blackbeard inquired.

"Arrgggh, we was sailing 'round the Horn in rough seas, and I was swept overboard. I thought I was done fer, but me mateys managed to get a rope thrown down to me. Lucky I was indeed to grab the rope, but not too lucky. Before me mateys could haul me up, a blighter of a shark came up and bit off me leg! Then me mateys hauled me up, minus one leg. That's how come I gots the peg-leg now, sair."

"I see," said Blackbeard.

Hornswoggle smiled at Blackbeard. Hornswoggle didn't have many teeth left. Dental hygiene was not a high priority in the good ol' pirate days.

"Well," said Blackbeard. "What happened to your hand? How did you get your hook?"

"Arrgggh, we was fightin' a merchantman ship, and the fightin' was fierce. Man to man combat it was, swords and cutlasses a-flailing about, swinging high and swinging low, if you know what I mean. It was a dangerous time. One of me own mateys beside me swung his sword and sadly cut off me hand by mistake. It was a case of friendly slashing, if ye get me drift. So when we got back to town, I had the doctor there attach this hook in place of me hand."

"I see," said Blackbeard. "You've had your share of misfortunes."

"Aye, ye might say that, sair," replied Hornswoggle.

"Well. What about your eye? How did you lose your eye?" inquired Blackbeard.

"Oh, that," said Hornswoggle. "A seagull dropping did that, sair."

"What?! What do you mean?" Blackbeard sought for further details.

"Sair, it was a lovely, sunny day, and this 'ere seagull was flying around and about the ship, looking' fer food, I suppose. Around and about it was flyin'," Hornswoggle explained.

"Yes, go on," commanded Blackbeard.

"I happened to look up at the wrong time just as the seagull flew over me head, and sure enough, plop, the seagull dropping landed right in me eye," said Hornswoggle.

"But how could you lose your eye from just a seagull dropping?," Blackbeard asked. "I don't understand."

"Arrgggh, well you see," Hornswoggle elaborated, "it was the first day with me new hook."

I head out to the car and retrieve the two games I brought with me from the trunk.

Back inside, everyone is crowded around the coffee table in the living room to play a game. There appears to be some unwritten rule that we are not allowed to play a game at the much bigger dining room table. That's because it is post-dinner, we are all digesting now, we are all relaxing now, we are all very full, and we can relax much better out in the living room squished around a small coffee table than we can by sitting around a big, spacious dining room table. Apparently one can not digest or relax if one is still at the dining room table.

I pull out a small Christmas box, about 6 inches by 5 inches by 4 inches.

"What's that?" Elizabeth inquires. "That looks like a Christmas gift box, not a game."

"It is," I reply. "It is a Christmas gift box. I put the game in here because it's so much smaller. The box the game originally came in was way too big for what the game contained - it was basically full of air. So I put the game components in here, and threw away the game box."

"You threw away the game box? Why would you do that? I thought you were a game collector? Don't you have a ridiculously large collection of games?" Elizabeth asks.

"I'm a collector, but I'm not a true-blue collector, I suppose. I buy games to play them, not to just sit on a shelf still in their shrinkwrap, to never, ever be played. In fact, almost all of my games are indeed still in their original boxes, but this one just seemed to contain far too much air. So I put it in this Christmas box."

I open the lid and take out a deck of cards and a small plastic bomb. The game comes with a special die, too, but I leave that in the box, deciding that with this group it would be better if the letters that come up on the cards can be anywhere in the word, anytime. The die restricts that choice, and I figure we don't need it.

"What is this game called?" asks Jessica.

"Pass the Bomb."

I explain how the game is played.

I then turn over the first card, and start the bomb ticking.

The letters on the card say "ION."

"LION," I say.

I pass the bomb to Grandma, who is sitting on the couch to my left. Grandma looks at the bomb in her hand. "Is this ticking?"

"Yes. Can't you hear it?" I ask.

"What?" says Grandma.

"The bomb. Can you hear the bomb ticking?"

"The bomb?" asks Grandma.

"Yes, the bomb is ticking. Can you hear it?"

"No. Is it ticking?" Grandma asks.

"Yes, it's ticking. The bomb is ticking."

"I can't hear it. Are you sure?"

"Yes, very sure."

"That's funny I can't hear it," Grandma says. "It must not be ticking very loud."

"It's pretty loud. Hurry, Grandma, it's your turn."

Grandma turns to Grandpa, and asks him, "Can you hear it?"

"What?" asks Grandpa.

"Can you hear this?"

"Hear what?" asks Grandpa.

"This," says Grandma.

"What?" asks Grandpa.

"This," says Grandma.

"That?" asks Grandpa.

"Yes, this," says Grandma.

"I'm not sure," says Grandpa. "It's pretty noisy in here. All I can hear is ticking."

"What?" asks Grandma.

"Ticking," answers Grandpa.

"What about it?" asks Grandma.

"I don't know, you asked me," Grandpa says.

"What? Speak up," commands Grandma.

Grandma is, shall we say, a little hard of hearing, and doesn't want to admit it. Talking to her, especially on the phone, can be quite interesting, as while you are having one conversation with her, she is having a totally different one, because everything you say is highly unlikely to be what she hears.

"Grandma," I interrupt. "The bomb is ticking. You're running out of time."

"This is ticking?" inquires Grandma.

"Yes, it's ticking. Say a word with I-O-N in it, Grandma," I tell her.

"I-O-N in it?" asks Grandma.

"Yes, the letters on the card here," I say, pointing to the card on the table. "I-O-N"

"Well, I don't know," says Grandma.

"Well, I said LION. Now you say another word that also has ION in it," I explain.

Grandma is thinking. The bomb is ticking. Grandma is still thinking.

"Is this still ticking?" asks Grandma, indicating the bomb in her hand.

"YES! Hurry, Grandma, the bomb's going to go off any second!" cries out Jessica.

"You think they would have made it louder. It's funny I can't hear it. Can you hear it?" she asks Grandpa.

"What?" Grandpa asks her in response.

"Can you hear it?" she asks again.

"The bomb?" Grandpa inquires.

"What?" Grandma asks.

"He hears it, Grandma. You need to say a word with ION in it," I tell her.

"Iron?" Grandma questions me.

"No, no, I-O-N, like on the card here. ION."

"Hmmm," says Grandma.

"We had some at dinner tonight," hints Vern.

"What?" replies Grandma.

"We had some at dinner tonight. At dinner. We ate something tonight with ION in it."

"We ate something with iron in it?"

"No, no Grandma. Not iron, but ION, like on the card. I-O-N. We had something with I-O-N in it at dinner tonight."

"Peas?" asks Grandma.

"Well, yes, we had peas, but we also had something with ION in it."

"I don't know," replies Grandma.

The bomb is, amazingly, still ticking.

"Grandma!" says Jessica. "they're white, they're a vegetable."

"A potato? Not a potato, that doesn't have ION in it, does it?," Grandma seeks confirmation. "There's no ION in potato, is there?"

"No, not a potato What else did we have?" Jessica asks.

"Oh, oh, I think I know. ONIONS," Grandma says.

"O.K., Grandma, now pass the bomb to Jessica sitting beside you. Give her the bomb." I motion with my hand to pass the bomb to Jessica.

Jessica basically grabs the bomb out of Grandma's hand, says "IONIZE", and passes the bomb to Vern.

"MOTION," says Vern, and passes the bomb to Grandma.

"Well," says Grandpa. "I had a word. Now I don't have it anymore."

Grandpa is thinking while the bomb ticks.

"Make a train out of mine," hints Vern.

"Put something in front of it. Something in front of MOTION."

Grandpa looks at Vern. His brain is computing what Vern has told him. "O.K.. O.K.," says Grandpa. "I can do that."

Everyone is looking at Grandpa. What is he waiting for?

"Grandpa?" asks Jessica.

"Yup, yup," says Grandpa.

"Hurry, the bomb is really going to go off any second now," Jessica pleads.

"Don't rush me, I want to get it right," says Grandpa.

"Hurry, please!" says Jessica

"Yup, O.K., I got it, I got it, that would be LOCOMOTION."

"Pass the bomb, pass the bomb!" Derek cries out. He is sitting beside Grandpa, and pulls the bomb out of Grandpa's hand.

"NATION," says Derek, and passes the bomb to Elizabeth.

"NOTION," says Elizabeth, and passes the bomb to Diane.

"JUNCTION," says Diane, and passes the bomb to me.

And the bomb goes off in my hand. Everyone laughs.

"Why is everyone laughing?" Grandma asks.

"The bomb just went off, Grandma. It went off in Uncle Dan's hand. He's got a card against him. So you're beating him now," Jessica informs Grandma.

"Good," says Grandma. "Can we stop now? That way he can't win."

I look over at Grandma. She smiles at me sweetly.

I turn over the next card.

There are a couple of cards with letter combinations in the game of Pass the Bomb that lend themselves, at least in English, to instant thoughts of words that we shouldn't be using. Especially when Grandma and Grandpa are playing. And naturally, the law of shuffled cards says that one of those cards is going to come up in this game.

"What's that card say?" Grandma asks.

I look at the other players. They all look back.

"It says F-U, Grandma," I tell her.

To be continued....

Meanwhile, back on Mayne Island, Ken has now gone to the shed and returned with the lawn mower. He starts it up and begins to mow the grass all around the pea.

"Is he allowed to do this?" asks Diane. "When is he going to take his turn?"

"Who knows? And as far as being allowed to do this, I'm sure if you asked him, he'd just say there's no rule against it," I comment.

We all stand there and watch Ken mow the lawn. He is careful not to mow over the pea.

Finally, he finishes and puts the mower away. He comes back and picks up his ball.

"You missed a spot," says Bob, pointing to a small clump of grass a few feet away from the pea.

"Oh, thanks," says Ken. He puts the ball down and heads back to get the lawn mower again.

To be continued...

You can read the next instalment on the web site. Visit [www.boardgameneews.com](http://www.boardgameneews.com) and look in the Features section. The web site is currently republishing Dan Bosley's Classic Misadventures, the original series that came before these, as the original host has gone off the air. Those may turn up here later on.



18EU-B19

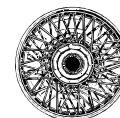
All's well that ends well.

GAME OVER

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%

Stephen Webb (1st): Well, eventually very comfortable, but I wonder at what point Neil stopped taking an active interest? With 180 cash after acquiring three minors with two that linked plus having stock round priority, he made the early running he really should have but then it all petered out and I don't know why. With three unconnected minors, I would have had to work very hard to have any chance, which led to the deal with Don that allowed us both to start a major early. After that it was all about selling Neil's shares whenever sensible, and getting into the top paying companies. At the end, I only had shares in the four top paying ones. Thanks to everyone - especially Don for the deal, and to you Keith for your GMing.

For future games I intend to run the minor company auction by e-mail, which will remove the risk of somebody ending up with something they find unsatisfactory. The difficulty with postal orders is making it clear which combinations you are interested in, rather than the individual companies.



PUERTO RICO 3

Congratulations on the corn strategy.

GAME OVER

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

Jim Reader (2nd): Congratulations to Peter for a perfectly played corn strategy and an excellent win. I think if this had been played f-t-f, we might have seen the danger early enough to try and effect a defence against this, but I spotted it way too late. That said, I did adjust my strategy to try and secure second place and was happy this worked out. Thanks for an enjoyable game.

This one seemed to go just where Peter wanted it, and the others were left to play catch up. Jim did the best at that, but it was pretty close.



1825-L21

Welcome to the first Unit 3 game in these pages.

NEW GAME

This is actually the third Unit 3 game I've run, the first two having started on the web site in the last month.

Alan Harvey 6 Serina Avenue, Littleover, Derby, DE23 6JT  
Mike Hutton 57 Ascension Road, Romford, Essex, RM5 3RT

Your starting capital is £750, but some of that has already gone in payment for the dealt private companies, which give the following order of play.

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Mike Hutton	750	-30	720	750	50.0	1
Alan Harvey	750	-60	690	750	50.0	1

Portfolio	Privates	Cal	NBR	GSWR	GNoS	High	M&C
Mike Hutton	A&F	-	-	-	-	-	-
Alan Harvey	TWW	-	-	-	-	-	-
Bank (new)		10D	10D	10D	10D	10D	10D
Price (new)		76	76	67			
Bank (pool)		-	-	-	-	-	-
Price (pool)							
Company credit							
Trains					{5}	{U3}	{3T}
Bank cash: £3,590		Certificate limit: 17					

Mike leads the way into the first stock round, with the Stockton & Darlington private company on offer at £160. Once this is sold the options become the Caledonian or NBR directorships.

Maps and tile sheets are enclosed for you.

Orders required for the following round

SR1

By the early deadline



1800-120

The D&RGW price stayed at 80C.  
The dividend was not big enough.

OR3 - SR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	WM	-	30	Yes	-	80C	374	2

Stock Round 4	
Willem	Alan
x	x
Priority for SR5	

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Alan Harvey	393	28	0	421	681	55.8	3
Willem Moene	45	25	0	70	540	44.2	3

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

Bank (new)	-	10P	4
Price	-	-	80C
Bank (pool)	-	-	-
Company credit	-	-	374
Tokens	3	-	2
Trains	-	-	2
Bank cash: \$2,855	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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Orders required for the following rounds

OR4, SR5

By the early deadline

Adjudication can pause between rounds if requested



1825-S19

Two more minor companies  
are brought into play.

OR11 - SR7

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	50:S13:2	-	400	Yes	180▲	40	6 5
GWR	MH	30:W23:1	-	460	Yes	280▲	330	4 4
GER	AH	166:U23:6	-	400	Yes	230▲	10	5 3 3
LSWR	TR	166:V16:4	-	450	Yes	205▲	10	4 3
SECR	Rcvr	166:X20:6	-	190	No	55▼	450	-
LBSC	MH	42:W15:2	-	450	Yes	76▲	0	5 3
MGN	AH	8:T22:2	-	70	Yes	90▲	100	4T
LTS	TR	-	-	240	Yes	112▲	10	2+2

#### Stock Round 7

Mark	Alan	Tony	Mike
✗	+ Taff Vale/Dir {100}	+ Cambrian/Dir {160}	+ S&DR/Dir {142}
✗	+ Taff Vale new	+ Cambrian new	✗
✗	+ Taff Vale new	+ Cambrian new	✗
✗	+ Taff Vale new	✗	✗
✗	✗	Priority for SR8	

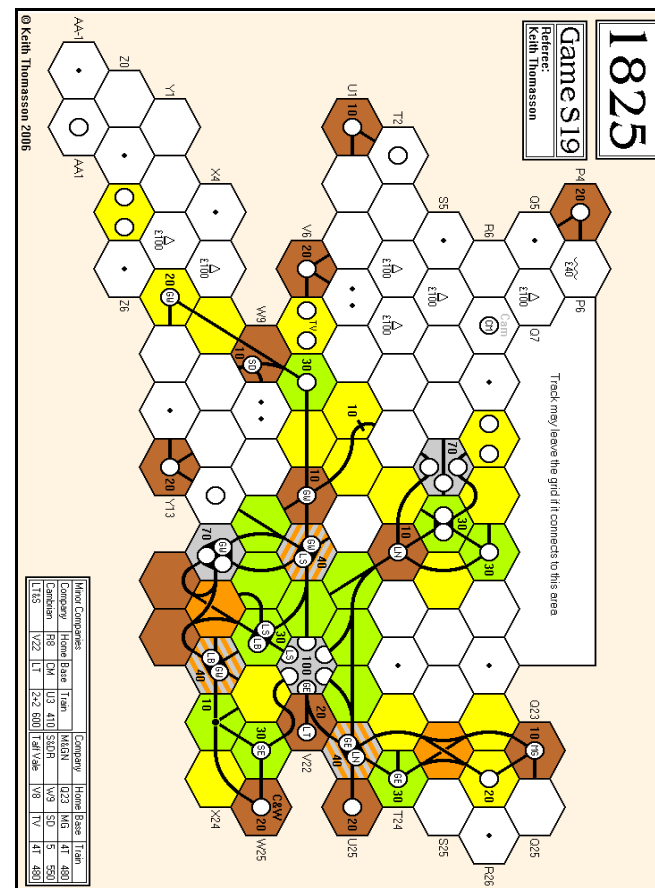
Cash Flow	b/f	OR11	SR7	c/f	Value	%	Certs
Tony Robbins	681	670	-1,280	71	4,426	26.3▲	15/16
Mike Hutton	653	677	-568	762	4,186	24.8▲	15
Mark Stretch	870	578	0	1,421	4,473	26.6▼	15
Alan Harvey	623	390	-1,000	13	3,753	22.3▼	15

Portfolio	Privates	LNWR	GWR	GER	LSWR	SECR	LBSC	Cam	SDR	MGN	Taff	LTS
✗ Tony Robbins	S&M	5D	-	-	5D	-	-	8D	-	-	-	10D
Mike Hutton	-	1	7D	-	1	1	6D	-	4D	-	-	-
Mark Stretch	C&W	4	3	2	4	1	-	-	-	-	-	-
Alan Harvey	-	-	-	8D	-	-	-	-	-	10D	10D	-
Bank (new)	-	-	-	-	-	4	2	6	-	-	-	-
Price (new)	-	100	90	76	76	71	67	160	142	100	100	61
Bank (pool)	C&HP L&M	-	-	-	-	8D	-	-	-	-	-	-
Price (pool)	-	180	280	230	205	55	76	160	142	90	100	112
Company credit	-	40	330	10	10	450	0	870	18	100	520	10
Tokens	-	3	1	1	1	2	-	1	1	-	1	-
Trains	-	6 5	4 4	5 3 3	4 3	-	5 3	U3	5	4T	4T	2+2
Bank cash: £7,706	Certificate limit: 15						Trains: 2 x '6', 2 x '7'					

We reached one those points in an 18xx game where people can write long conditional orders about all the shares they want to buy, without selling any along the way, having missed the point that they are only one share short of the certificate limit, so all they really needed to do was to say what they will buy to fill that single space.

It's easy to get caught up in want you want to do and miss the reason why it can never happen!

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



Orders required for the following rounds

By the early deadline

OR12, OR13

Adjudication can pause between rounds if requested





1829-J19

The first '6' train comes out at the end of the second round.

OR13-OR14

OR13	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	42:O13:6	•P12	220	Yes	-	112▲	350	4 3T
NER	LQ	-	•P12 !	170	Yes	-	160▲	30	4
Mid	AH	38:S15:4	•S17	310	Yes	-	71▲	10	4 4 3
NBR	JS	3:E7:4	•H10	150	No	-	100▼	310	3
Cal	JS	12:E7:4	•H13	120	No	-	61▼	620	3
L&YR	DS	-	•J14	-	-	①	38▼	50	3T
GNR	AH	3:P18:6	•R20	410	Yes	-	76▲	60	5 5 3
GCR	DS	-	•K13	260	No	-	64▼	640	5 3
GSWR	JS	38:E7:1	•H12	-	-	②	21▼	0	3T

Notes: ① £320 to the GCR for a '3T' train  
② £150 to the NBR for a '3T' train

OR14	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	28:S11:3	•Q13	220	Yes	-	126▲	350	4 3T
NER	LQ	-	•P14	170	Yes	-	180▲	30	4
Mid	AH	12:P18:6	•S19	310	Yes	-	76▲	10	4 4
NBR	JS	8:H10:3	•G11	110	No	-	90▼	420	-
Cal	JS	9:I13:1	•J14 !	120	No	-	58▼	740	-
L&YR	DS	-	•K15	140	Yes	-	47▲	50	3T
GNR	AH	-	•R18	410	Yes	-	82▲	60	5 5
GCR	DS	8:K13:4	•N10	290	No	①	61▼	240	6 5
GSWR	JS	50:G5:1	•H14	110	Yes	-	29▲	0	3T

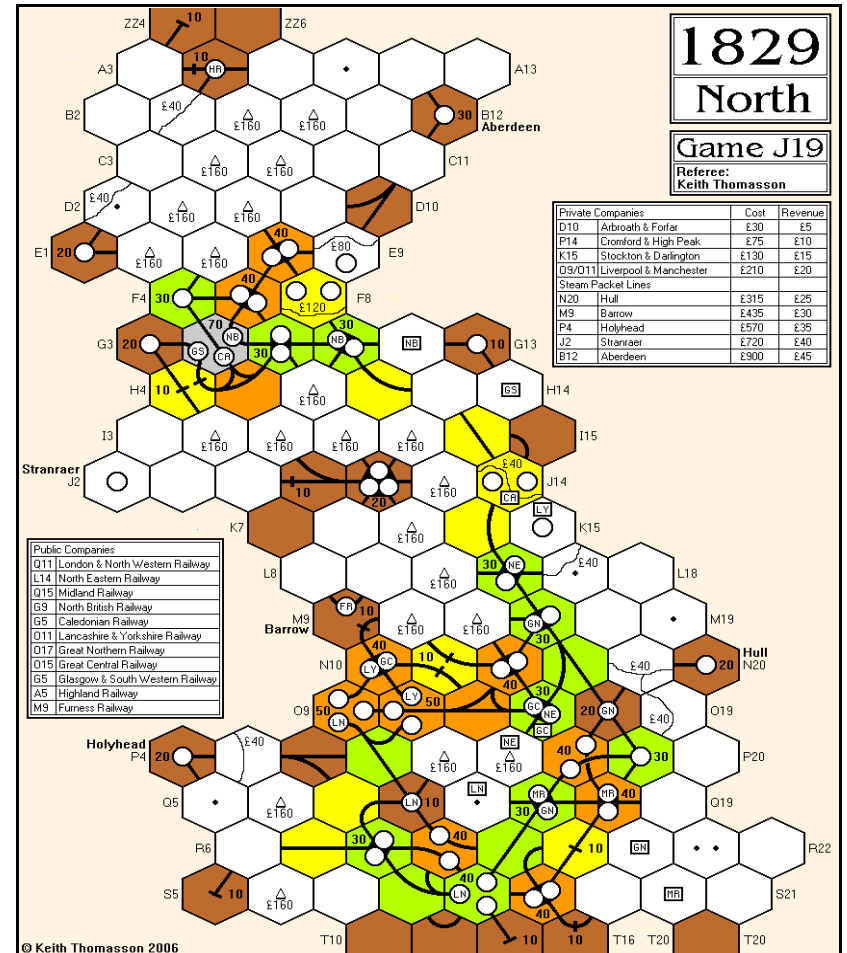
Notes: ① £40 to the bank for a token in N10  
② £650 to the bank for a '6' train - '3' trains disappear, privates close

Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Lyndon Gurr	389	226	254	869	3,017	27.5▼	17
Alan Harvey	392	445	445	1,282	2,525	23.0▲	13
David Smith	275	142	233	646	2,117	19.3▼	16
John Shelley	229	0	55	284	1,349	12.3▼	10/13
Lionel Robbins	2	306	306	614	1,967	17.9▲	14/15

Portfolio	Packets	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	-	-	3	-	2	-	6D	2	5D	-	-	-
John Shelley	-	-	-	-	7D	5D	-	-	-	5D	-	-
Lionel Robbins	-	5D	-	5	-	4	-	1	-	1	-	-

Bank (new)	Hull...	-	-	-	-	-	-	-	4	10P	10P
Price (new)		100	90	82	76	71	67	64	61	58	
Bank (pool)		-	-	-	-	-	2	-	-	-	-
Price (pool)		126	180	76	90	58	47	82	61	29	
Company credit		350	30	10	420	740	50	60	240	0	
Tokens		2	3	3	2	3	2	1	2	2	3 3
Trains		4 3T	4	4 4	-	-	3T	5 5	6 5	3T	
Bank cash: \$16,305		Certificate limit: 17					Trains: 2 x '2+2', 1 x '6'...				

Tiles	Tile number/Availability								Four Operating Rounds between Stock Rounds			
Yellow	1/1	2/1	3/2	4/5	5/4	6/4	7/5	8/6	9/8			
Green	10/3	12/1	13/3	14/-	15/-	16/1	17/1	18/-	19/2	20/2	21/1	22/1
	23/3	24/4	25/2	26/2	27/1	28/-	29/1	30/1	31/1			
Russet	33/-	34/-	35/-	36/-	37/1	38/-	39/-	40/1	41/2	42/1	43/1	44/1
	45/1	46/1	47/2									
Grey	49/1	50/1	51/3	60/2	166/4							



Orders required for the following rounds

By the early deadline

OR15, SR11

Adjudication can pause between rounds if requested



## 1829-C20

The Midland gets a route.

## OR8 - OR9

OR8	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSH	4:R10:1	•S9	110	Yes	①	160▲	70	3 2 2 2
GWR	MB	25:V18:6	•W23	50	Yes	②	142▲	70	3 2 2
Mid	PB	-	•Q17	-	-	-	67▼	340	3 2
LSWR	MB	13:X14:1	•U19	80	Yes	-	76▲	710	2
GNR	DSm	8:N18:1	•P16	50	Yes	③	71▲	370	3

Notes: ① £300 to the bank for a '3' train  
 ② £10 to the LSWR for a '3' train  
 ③ £40 to the bank for terrain costs

OR9	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSH	14:Q13:2	•S15	220	Yes	①	180▲	50	3 2 2 2
GWR	MB	14:W11:2	•W17	110	Yes	-	160▲	70	3 2 2
Mid	PB	5:Q17:5	•R16	40	Yes	-	71▲	340	3 2
LSWR	MB	-	•U13	80	Yes	-	82▲	710	2
GNR	DSm	10:P16:2	•P18	80	Yes	-	76▲	370	3

Notes: ① £40 to the bank for a token in S15

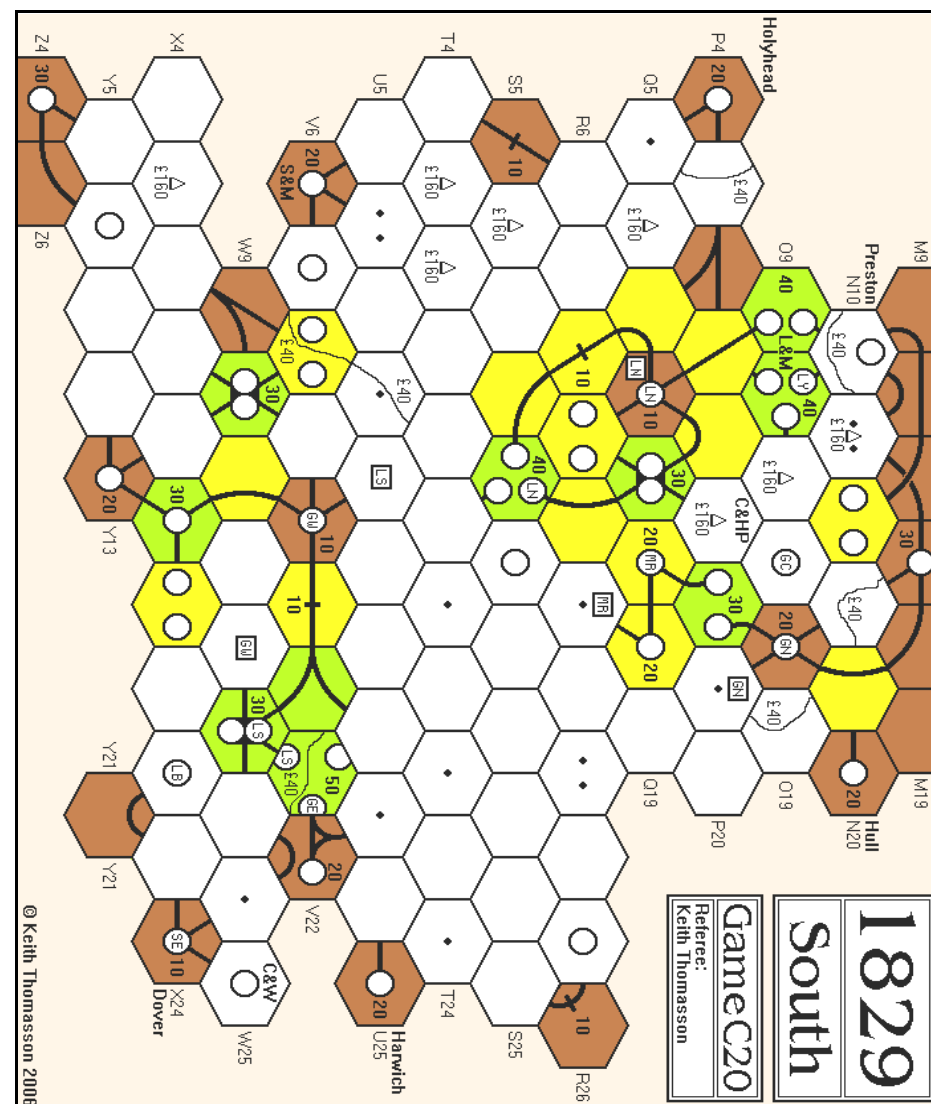
Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
David Smith	5	71	115	189	1,453	26.8▲	14
Peter Berlin	58	28	52	138	856	15.7▼	7
Don Shailer	59	70	139	268	1,545	28.5▲	8
Martin Butcher	10	81	111	202	1,576	29.0▲	10

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)		180	160	71	82	76					
Company credit		30	70	340	710	370					
Tokens		4	5	4	4	4	4	4	4	3	3
Trains		3222	322	32	2	3					
Bank cash: £19,203		Certificate limit: 18					Trains: 2 x '3', 5 x '4'...				

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

You need to have a survey party to lay a '10' tile - this is a lay, not a promotion, even though it is green, because the yellow space it is replacing is on the board, not a tile.



Orders required for the following round

By the early deadline

SR9



# 1830-G20

Seven new trains.

# OR5 - OR6

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	59:E11:3	-	-	①	90A	820	3
B&O	RK	57:J14:2	-	-	② ③	76C	610	3 3
NYC	SW	54:G19:1	30	Yes	② ④	82E	452	4
PRR	MB	59:H18:4	-	-	⑤	69G	260	4
NYNH	DS	14:E19:2	-	-	⑥ ⑤	69G	290	4
CPR	RK	7:B18:1	-	-	② ⑦	63G	450	3
C&O	WM	8:Q3:1	70	Yes	-	50J	63	3

- Notes: ① \$180 to the bank for a '3' train  
 ② \$80 to the bank for terrain costs  
 ③ \$540 to the bank for three '3' trains - the B&O private closes  
 ④ \$300 to the bank for a '4' train - '2' trains disappear  
 ⑤ \$300 to the bank for a '4' train  
 ⑥ \$40 to the bank for a token in E19  
 ⑦ \$230 to the B&O for a '3' train

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	8:E13:6	60	Yes	① ②	100A	560	3
NYC	SW	-	100	Yes	-	90E	472	4
B&O	RK	9:I17:3	160	Yes	③	82C	562	3 3
PRR	MB	15:H16:6	100	Yes	④	70G	120	4
NYNH	DS	9:F18:2	100	Yes	⑤	70G	220	4
CPR	RK	57:B16:2	70	Yes	-	67G	471	3
C&O	WM	55:Q7:1	80	Yes	-	60I	120	3

- Notes: ① \$40 to the bank for a token in D14  
 ② \$220 to Willem for the M&H private  
 ③ \$80 to the bank for terrain costs  
 ④ \$180 to Martin for the SVR and D&H privates  
 ⑤ \$80 to Don for the C&StL private

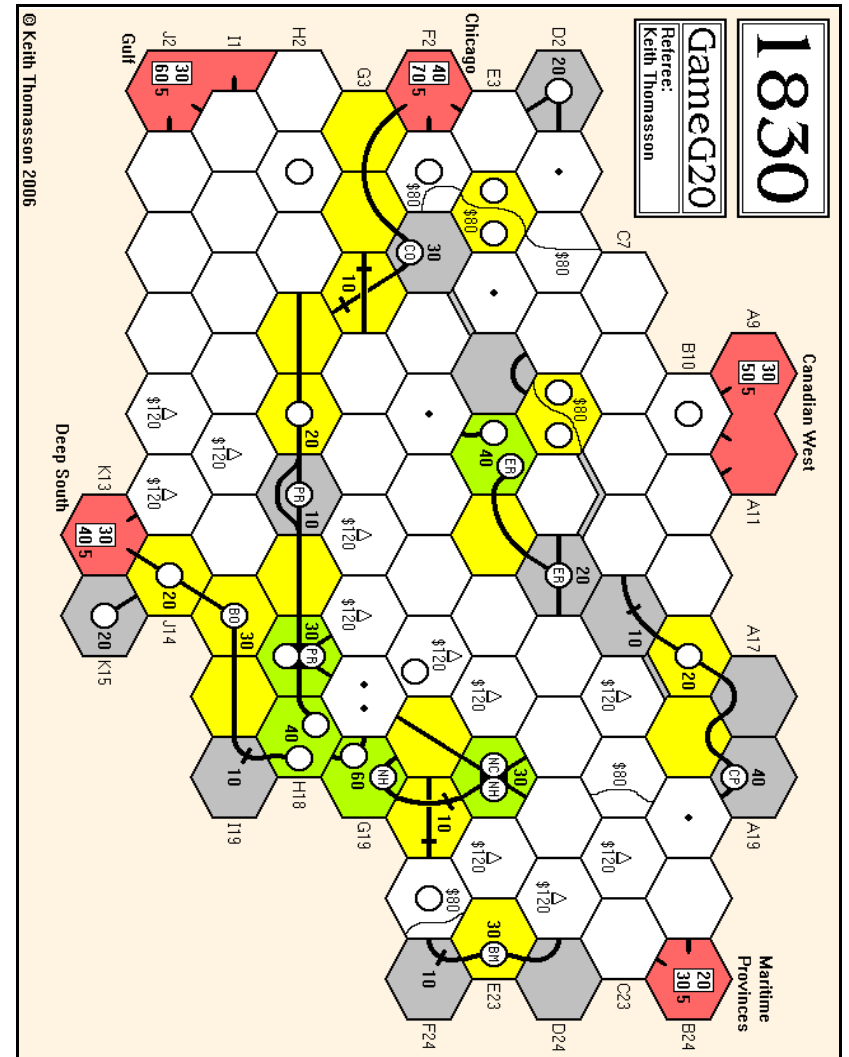
Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Stephen Webb	22	12	60	94	594	15.2	5
Martin Butcher	23	20	270	313	803	20.6	6
Willem Moene	34	34	292	360	1,080	27.7	5/6
Don Smith	56	13	160	229	739	18.9	6
Roger Krueger	44	30	85	159	688	17.6	5

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Stephen Webb	-	-	4P	-	-	-	-	2	-
Martin Butcher	-	6P	-	-	-	-	-	1	-
Willem Moene	-	-	-	-	-	2P	6P	-	-
Don Smith	-	-	1	-	-	-	-	6P	-
Roger Krueger	-	-	-	3P	4P	-	-	-	-

Bank (new)	-	3	4	4	4	4	-	10P
Price (new)	76	90	76	100	67	100	71	
Bank (pool)	4	2	3	2	4	-	1	-
Price (pool)	70G	90E	67G	82C	60I	100A	70G	
Company credit	120	472	471	562	120	560	220	
Tokens	2	3	3	2	2	1	-	2
Trains	4	4	3	3.3	3	3	4	4

Bank cash: \$8,320 Certificate limit: 13 Trains: 1 x '4', 3 x '5'...  
 Current operating order: Erie, NYC, B&O, PRR, NYNH, CPR, C&O

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/2	4/2	7/3	8/5	9/3	55/-	56/1	57/1	58/2	69/-
Green	14/2	15/1	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/-	59/-								



Orders required for the following round	By the early deadline
SR6	





1830-R20

Willem hands the CPR over to Richard.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	MF	57:F22:3	80	Yes	① ②	90B*	480	2 2
CPR	WM	57:B16:3	60	Yes	③ ④	76D*	270	2 2 2 2

- Notes: ① \$80 to the bank for terrain costs  
 ② \$40 to the bank for a token in F22  
 ③ \$40 to the bank for a token in B16  
 ④ \$240 to the bank for three '2' trains

Stock Round 3

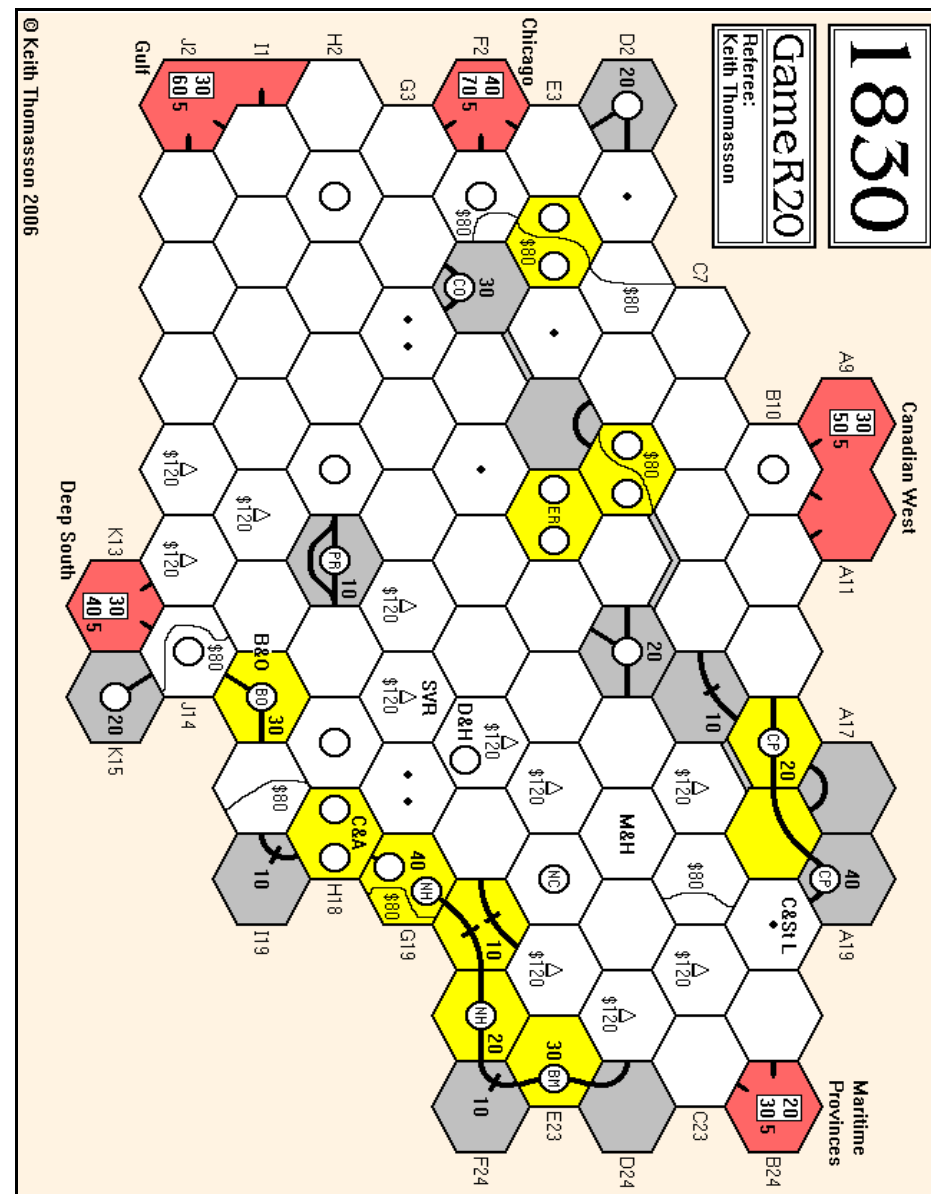
Mark	Willem	Don	Mike	Richard
✗	- 5 CPR (+60I) (Pres to Richard) + PRR/Pres (90)	✗	+ CPR pool	+ CPR pool
✗	+ PRR new	✗	+ CPR pool	✗
✗	+ PRR new	✗	+ CPR pool	✗
✗	+ PRR new	✗	✗	✗
✗	✗	Priority for SR4		

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Richard Lunn	77	48	-60	65	725	22.9▼	2/5
Mark Frueh	9	53	0	62	682	21.6▲	6
Willem Moene	24	46	-70	0	550	17.4▼	5/6
Don Smith	52	47	0	99	609	19.2▲	4/5
Mike Hutton	168	51	-180	39	599	18.9▼	4/7

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Richard Lunn	B&O	-	-	4P	2P	-	-	-	-
Mark Frueh	SVR	-	-	-	-	-	-	6P	-
Willem Moene	C&StL	5P	-	1	-	-	-	-	-
Don Smith	C&A	1	-	1	-	-	-	2	-
Mike Hutton	D&H, M&H	-	-	3	-	-	-	2	-

Bank (new)	4	10P	-	8	10P	10P	-	10P
Price (new)	90		71	100			76	
Bank (pool)	-	-	1	-	-	-	-	-
Price (pool)	90B		60I	100A			100A	
Company credit	900		270				480	
Tokens	4	4	2	3	3	3	-	2
Trains	-		2222				22	
Bank cash: \$9,905	Certificate limit: 13			Trains: 5 x '3', 4 x '4'				
Current operating order:	NYNH, PRR, 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
								57/2	58/2
								69/1	



Orders required for the following rounds	By the early deadline
OR3, SR4	Adjudication can pause between rounds if requested



1830-F21

The single auction is for the C&A.

## PRIVATES

### Stock Round 1, Private Companies

Mark	Buys the SVR for \$20
Willem	Bids \$165 on the C&A
Don	Buys the C&StL for \$40
Tony	Bids \$170 on the C&A
Mike	Buys the D&H for \$70
Mark	Buys the M&H for \$110
	⊕ Willem got the C&A for \$175, with a free PRR share
Willem	✗
Don	Buys the B&O for \$220, setting par for the public B&O at \$100
	<i>Priority for the second part of this round lies with Tony</i>

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Mark Stretch	480	-130	350	480	18.6▼	2
Willem Moene	480	-175	305	465	18.0▼	1/2
Don Smith	480	-260	220	680	26.3▲	3
Tony Sait	480	0	480	480	18.6▼	-
Mike Head	480	-70	410	480	18.6▼	1

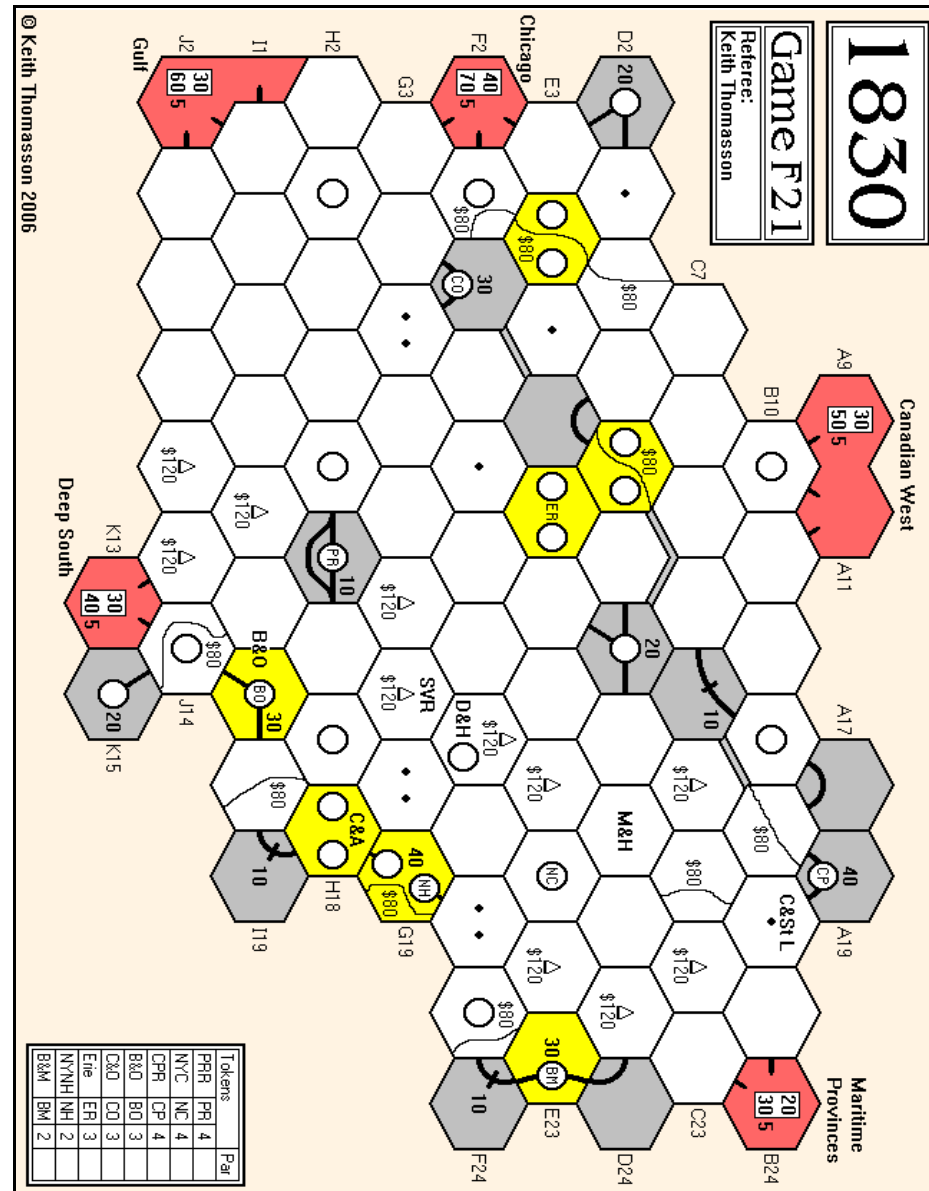
Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mark Stretch	SVR, M&H	-	-	-	-	-	-	-	-
Willem Moene	C&A	1	-	-	-	-	-	-	-
Don Smith	C&StL, B&O	-	-	-	2P	-	-	-	-
Tony Sait	-	-	-	-	-	-	-	-	-
Mike Head	D&H	-	-	-	-	-	-	-	-

Bank (new)	9P	10P	10P	8	10P	10P	10P	10P
Price (new)				100				
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)				100A				

Company credit	2021							
Tokens	4	4	4	3	3	3	2	2

Trains		
Bank cash: \$10,235	Certificate limit: 13	Trains: 6 x '2', 5 x '3'...

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



Orders required for the following rounds

*By the early deadline*

## Stock round 1, public companies



1835-B21

Some standard openings.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B-M	TS	202:H2:3	-	-	①	0	0	2
B-P	MS	8:E17:3	-	-	①	90	0	2
Mag	DS	5:F14:6	-	-	①	0	0	2
K-M	WM	57:G5:2	-	-	①	80	0	2
B-S	JS	8:D18:2	-	-	①	0	0	2
A-K	JS	9:B10:1	-	-	①	0	0	2
ByE	JS	201:O15:5	9:O13:1	-	②	86C	100	2+2 2 2 2

Notes: ① 80M to the bank for a '2' train  
② 360M to the bank for three '2' trains and a '2+2' train

#### Stock Round 2

Willem	Mark	Tony	Don	John
+ ByE new	✗	✗	+ ByE new	✗
✗	✗	✗	✗	Priority for SR3

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Willem Moene	70	30	-92	8	414	16.8	3
Mark Stretch	30	20	0	50	586	23.8	3
Tony Sait	40	25	0	65	587	23.8	5
Don Smith	80	30	-92	18	500	20.3	5
John Shelley	46	0	0	46	378	15.3	3

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

Bank (new)	40/4	30/3	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)	-	86C	88D	-	-	-	-	-
Company credit	-	284	-	-	-	-	-	-
Trains	-	2+2	-	-	-	-	-	-

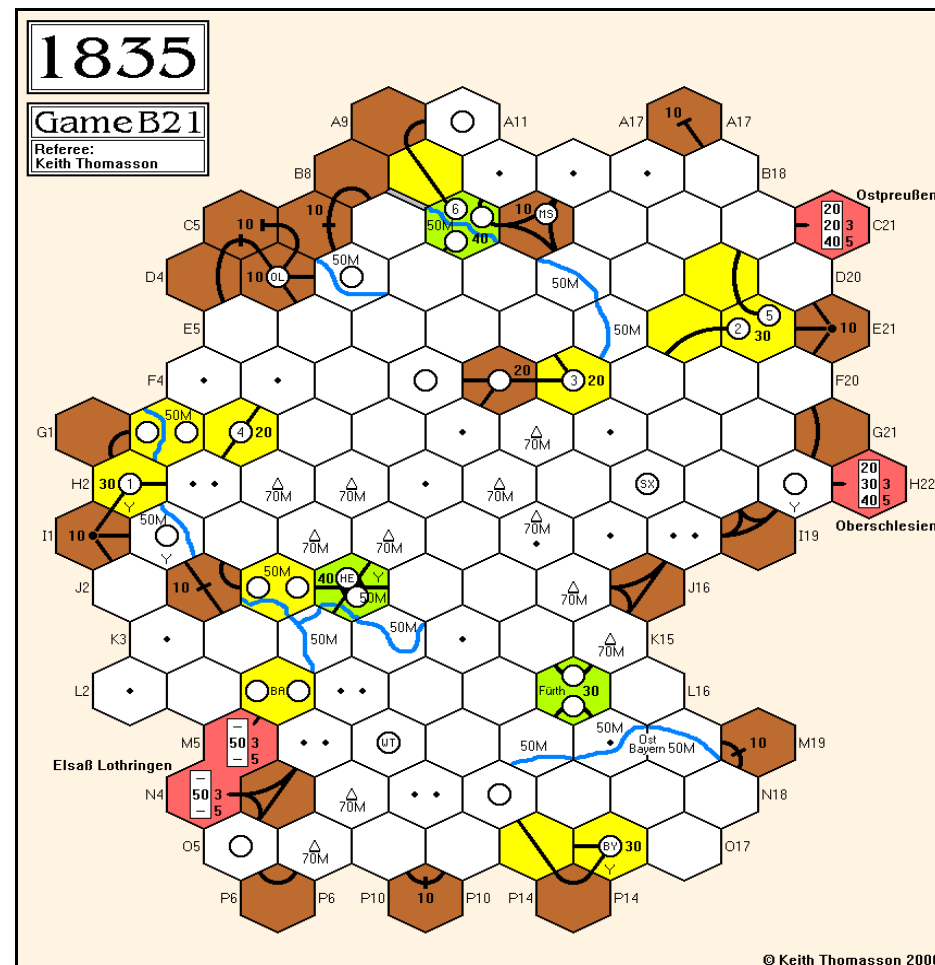
Bank cash: 11,559M Certificate limit: 12 Trains: 3 x '2+2' 4 x '3'  
Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE

#### Tiles

#### One Operating Round between Stock Rounds

Yellow	1/1	2/1	3/2	4/3	5/2	6/3	7/8	8/14	9/10	55/1	56/1	57/1
	58/4	69/2	201/1	202/1								

Not everyone used the tile sheets I included with the start of the game. Please make sure to do so in future, as you may otherwise end up with track lays you didn't plan for.

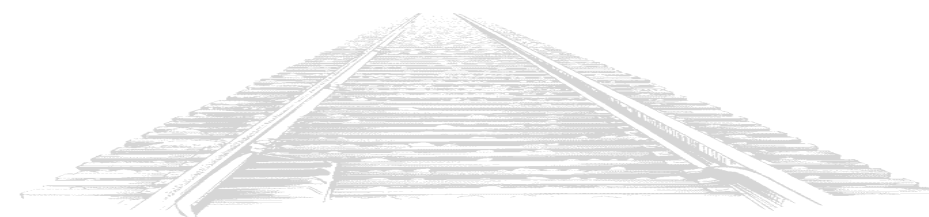


Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested





1837-G21

The Start Packet has been sorted out.

SR1

Stock Round 1 - Start Packet	
Don	Bought the BB coal company for 80K
Stephen	Bought the EPP coal company for 70K
Don	Bought the RGTE for 70K
Stephen	Bought the Semmerngbahn/S1 for 120K
Don	Bought the EKT coal company for 70K
Tony	Bought the EOD coal company for 60K
Tony	Bought the Karawankenbahn/S2 for 140K
Geoff	Bought the MLB coal company for 70K
Stephen	Bought the Arlbergbahn/S3 for 155K
Geoff	Bought the Brennerbahn/S4 for 110K
Stephen	Bought the SPB coal company for 100K
Don	Bought the ZKB coal company for 70K
Geoff	Bought the Wocheinerbahn for 90K
Don	Bought the EHS coal company for 60K
Geoff	Bought the Tauernbahn for 110K
Stephen	Bough the LRB coal company for 100K
Geoff	Bought the Kartsbahn/S5 for 110K
Priority for the second part of this round lies with Stephen	

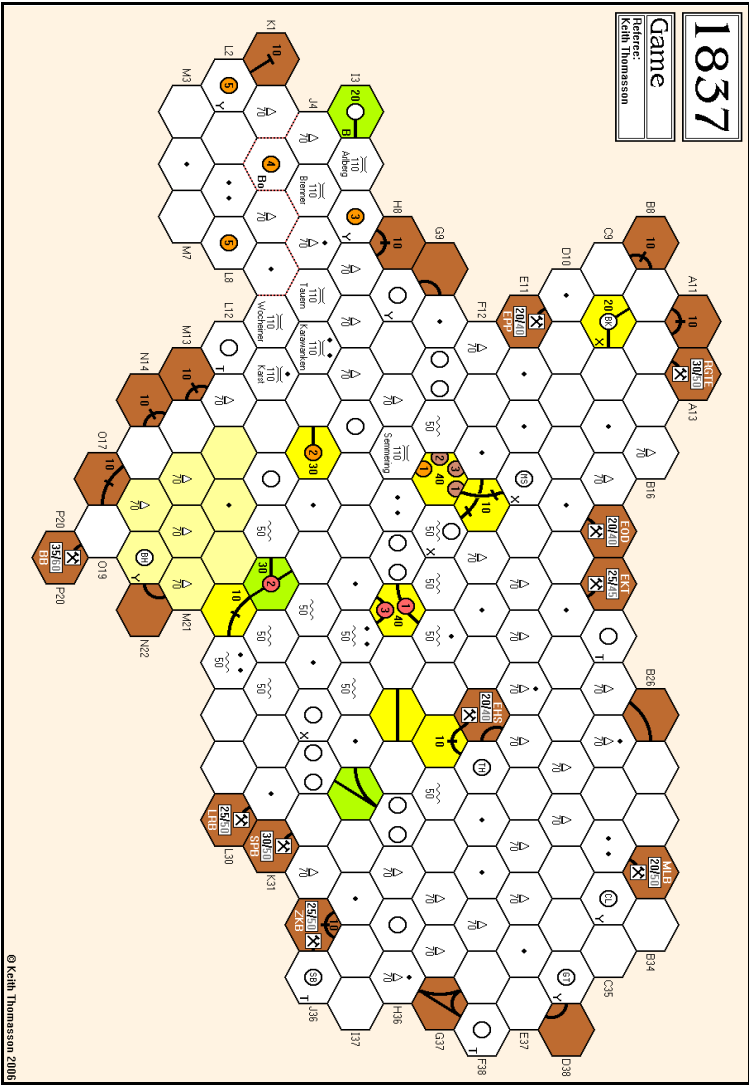
Cash Flow	b/f	SR1	c/f	Value	%	Certs
Stephen Webb	555	-405	100	735	26.5▲	7
Don Smith	555	-350	205	705	25.5▲	5
Tony Robbins	555	-200	355	625	22.5▼	3
Geoff Hardingham	555	-490	65	705	25.5▲	7

Portfolio	Privates etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Stephen Webb	A S / EPP SPB LRB / S1 S3	-	-	-	-	-	-	-	-	-	-
Don Smith	/ RGTE EKT ZKB BB EHS /	-	-	-	-	-	-	-	-	-	-
Tony Robbins	Kara / EOD / S2	-	-	-	-	-	-	-	-	-	-
Geoff Hardingham	B Kart T W / MLB / S4 S5	-	-	-	-	-	-	-	-	-	-
[Mountain / Coal / SN]											

Bank (new)	9	8	9	10	7	8	8	5	8	5
Price (new)										
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)										
Company credit										
Trains										
Bank cash: \$12,093	Certificate limit: 21			Trains: 14 x '2', 5 x '3'...						

Next on offer are the three kk Minors, priced at 90K (kk1), 140K (kk2) and 90K (kk3). These can be bought in any order. Once they are gone, the five certificates for the Ug Minors are offered, all at 90K. Once again, buy these in any order, except that the first shares of Ug1 and Ug3 must be sold before the second shares. After that, it's the other major companies.

From now on we can go to traditional orders, to complete the first stock round. Discounts no longer apply, and as your combined cash of 725 is less than the combined value of the kk and Ug Minors (770), some of those certificates will remain unsold, and none of the other major companies will see the first operating round.



Orders required for the following rounds	By the early deadline
Stock round 1, part two, starting with Stephen	



1856-R18

The WGB swaps it's  
'5' train for a Diesel.

OR13 - OR14

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RL	8:K12:2	430	Yes	①	150A	152	5
THB	GD	124:N11:5	460	Yes	-	125E	184	6
BBG	JS	63:J11:1	270	No	② ③	90B	249	6 5
LPS	MH	65:D17:1	180	Yes	-	100E	226	-
GT	TS	8:M8:2	230	Yes	-	100C	96	-
WGB	RL	47:K14:3	280	No	④	80C	154	D

- Notes: ① \$40 to the bank for terrain costs  
 ② \$40 to the bank for a token in N11  
 ③ \$700 to the bank for a '6' train  
 ④ \$750 and a '5' train to the bank for a Diesel - '4' trains disappear

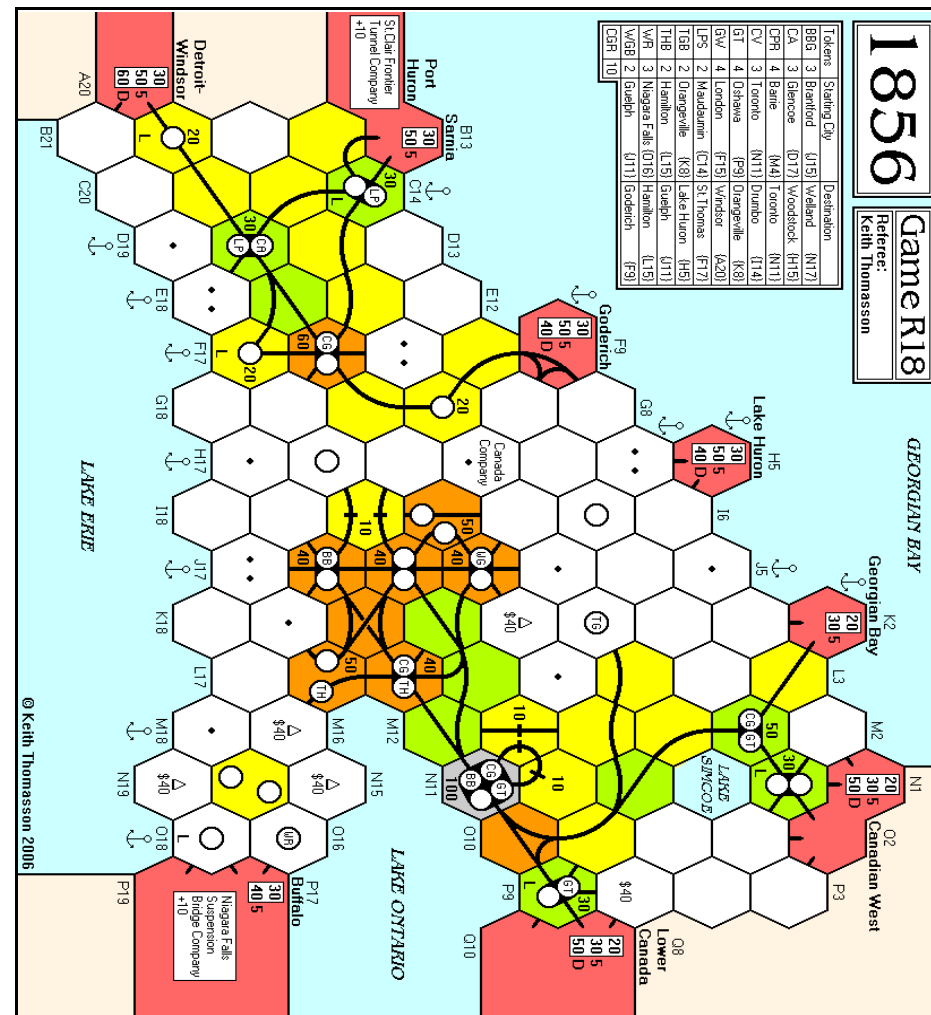
OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CGR	RL	23:K12:2	470	Yes	-	150B	246	5
THB	GD	8:M6:3	490	Yes	-	150D	380	6
LPS	MH	125:C14:6	-	-	①	90E	0	5
GT	TS	8:L7:5	-	-	②	70F	961	-
BBG	JS	-	-	-	-	90B	246	6 5
WGB	RL	-	-	-	-	80C	154	D

- Notes: ① \$550 to the bank for a '5' train, mostly funded by \$321 from Mike, requiring the sale the 3 WR (▼70E)  
 ② The GT needs a Diesel - Tony sells 3 GT (▼70F) and 2 CGR (▼150B) and gets the company credit up to \$916 - not enough, so Tony goes bankrupt

Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Tony Sait	17	181	-198	0	210	3.1▼	2
Gareth Davies	14	292	314	620	1,970	29.0▲	5½
John Shelley	59	43	47	149	1,309	19.3▼	10
Richard Lunn	44	239	239	522	2,392	35.3▲	12
Mike Hutton	25	108	-51	82	902	13.3▼	10

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

Bank (new)	2	7	2	-	10P	-	5	-	1
Price (par)	100	75	100	65	100	90	100	125	
Bank (pool)	-	1	5	3	-	4	3	1	6
Price (pool)	90B	70E	70F	90E	150D	70E	80C	150B	
Company credit	249	225	961	0	380		154	246	
Tokens	1	3	2	-	2	-	3	1	6
Trains	6.5	-	-	5	-	6	-	D	5
Bank cash: \$8,415	Certificate limit: 15				Trains: Diesels				



The arrival of the Diesel left the LPS and GT without trains. The LPS was able to survive by buying the '5' train that the WGB had swapped for its Diesel, but the GT was not so fortunate, with Tony unable to raise the required funds.

1st	Richard Lunn	\$2,392	35.3%
2nd	Gareth Davies	\$1,970	29.0%
3rd	John Shelley	\$1,309	19.3%
4th	Mike Hutton	\$902	13.3%
5th	Tony Sait	\$210	3.1%

Congratulations, Richard. Round up time next month, so comments please.



1856-M19

The CGR forms and takes five companies.

OR11

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	LQ	125:F17:3	240	Yes	-	-	-	-
CA	SC	14:H15:2	140	Yes	① ②	-	-	-
THB	WM	9:K12:3	180	Yes	③	110C▲	430	4
WGB	SC	14:J11:1	290	Yes	-	110A▲	871	5 4
TGB	SW	5:K8:3	-	-	④	80B▼	200	6
BBG	LQ	125:C14:6	410	Yes	-	100B▲	41	5 5
CPR	TS	57:N3:5	-	-	⑤	60F▼	260	4

- Notes: ① Run reduced to \$100 to pay loan interest  
 ② One government loan redeemed, requiring \$57 from Simon, which in turn required the sale of one BBG (▼90B)  
 ③ \$40 to the bank for terrain costs  
 ④ \$700 to the bank for a '6' train - CGR formation takes place after the TGB's operating turn. The LPS, GT, CV, GW and CA join the CGR. The par value is \$100. Lyndon is the President. He declines the two '4' trains he is offered.  
 ⑤ \$350 to the bank for a '4' train

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Stephen Webb	14	60	74	974	15.3▼	8
Willem Moene	46	195	241	1,231	19.4▲	8
Tony Sait	32	0	32	692	10.9▼	6½
Lyndon Gurr	214	455	669	2,099	33.1▲	10½
Simon Cutforth	13	277	290	1,350	21.3▼	7

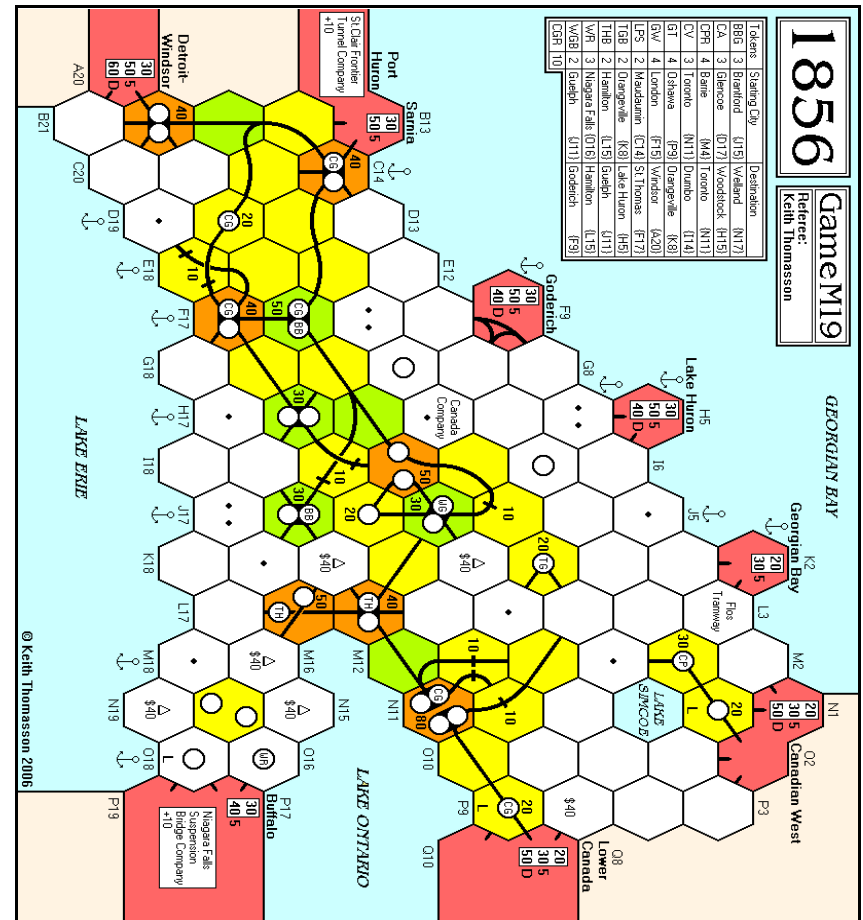
Portfolio	BBG	CPR	TGB	THB	WR	WGB	CGR
Stephen Webb	-	-	6P	2	-	-	2
Willem Moene	-	-	-	6P	-	3	-
Tony Sait	-	6P	-	-	-	-	3
Lyndon Gurr	6P	-	-	2	-	1	5P
Simon Cutforth	-	-	-	-	-	6P	4

Bank (new)	3	4	4	-	10P	-	-
Price (par)	100	65	90	75	-	100	100
Bank (pool)	1	-	-	-	-	-	6
Price (pool)	100B	60F	80B	110C	-	110A	100A
Company credit	41	260	200	430	-	871	125
Tokens	1	4	1	-	3	1	4
Trains	5.5	4	6	4	-	5.4	-

Bank cash: \$8,767 Certificate limit: 13 Trains: 1 x '4', 1 x '6', Diesels  
 Current operating order: THB, WGB, BBG, CGR, TGB, CPR

Simon, you've stopped using tile orientations completely in your orders. Describing your tiles lays may work, but it takes a lot more time to work through. The whole point of issuing the tile sheets is for you to find the orientation you want and tell me the number. If the new tile sheets have confused in any way, they shouldn't have. The old system worked on the lines of 'always use the tile sheet that came with the game'. The new one works in exactly the same way. As you're only in this 1856 game, then the only colour tile sheet I sent you for 1856 is the one to use. Please - use the orientation numbers when ordering tile lays.

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
Yellow	1/1	2/-	3/2	4/3	5/-	6/2	7/6	8/8	9/8	55/1	56/-	57/1
Green	58/2	69/-										
	14/1	15/4	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/-	126/1	127/1				
Grey	123/1	124/1										



Orders required for the following rounds

By the early deadline

OR13, SR8

Adjudication can pause between rounds if requested





1856-Y19

A single round this month.

OR7

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CV	SW	9:M12:2	-	-	①	90A	127	0	4
CA	SW	14:H15:2	110	Yes	②	100E	519	600	3
CPR	MH	-	-	-	-	80B	450	0	-
GT	RT	57:K8:2	100	Yes	③	90F	540	500	3
GW	PB	-	230	Yes	-	90F	161	600	4 3
WR	MB	8:M16:6	100	Yes	② ④	90F	280	700	3
LPS	PB	-	190	Yes	-	90F	330	500	4 3

- Notes: ① \$373 to the CA for a '4' train  
 ② Government loan secured  
 ③ Destination reached - \$325 released from escrow  
 ④ \$40 to the bank for terrain costs

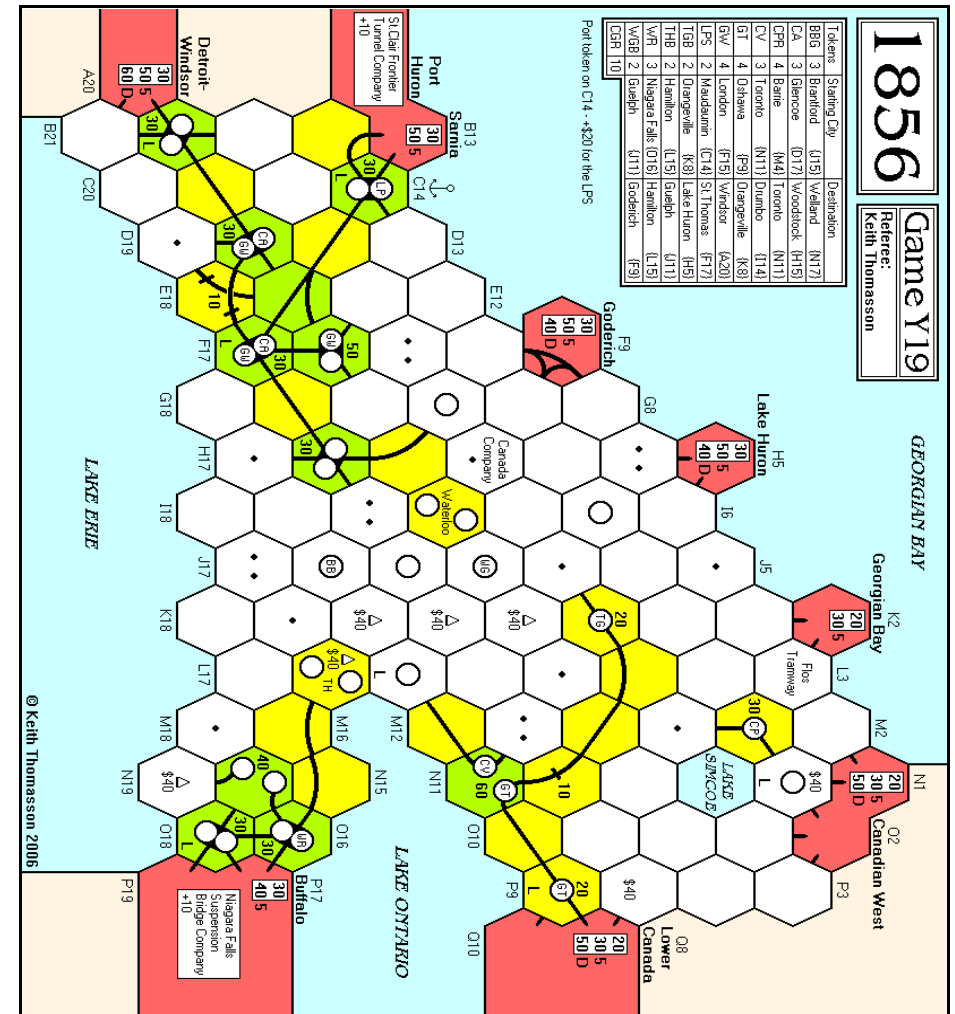
Cash Flow	b/f	OR7	c/f	Value	%	Certs
Peter Berlin	39	233	272	1,262	22.9	9
Mike Head	55	38	93	673	12.2	6
Martin Butcher	77	146	223	1,223	22.2	10
Rob Thomasson	76	145	221	1,331	24.1	11
Stephen Webb	20	55	75	1,025	18.6	8

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TOB	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)		100E	80B	90A	90F	90F	90F			90F	
Company credit		519	450	127	540	161	330			280	
Tokens	3	1	3	2	2	1	1	2	2	1	3
Trains		3	-	4	3	4	3	4	3		3
Bank cash: \$8,709	Certificate limit: 13				Trains: 1 x '4', 3 x '5'...						
Current operating order:	CA, GT, GW, WR, LPS, CV, CPR										

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

You can't make a standard tile upgrade on the CPR home base - the only tile that will promote the starting track is a type '121'. Although a '14' tile preserves the existing track, it isn't legal.



Orders required for the following rounds

By the early deadline

OR8, SR6

Adjudication can pause between rounds if requested

1870-U19	After some corrections, the last two companies are claimed.	SR6
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The IC laid a type '4' in D17 as in the report, not a '9' as shown on the map, which was illegal anyway. This affected a number of things, but basically the IC did not get to do its connection run, while some dividends changed. The IC never got to place the port token because the private company had closed before the IC ran. When it rains, it pours.

#### Stock Round 6

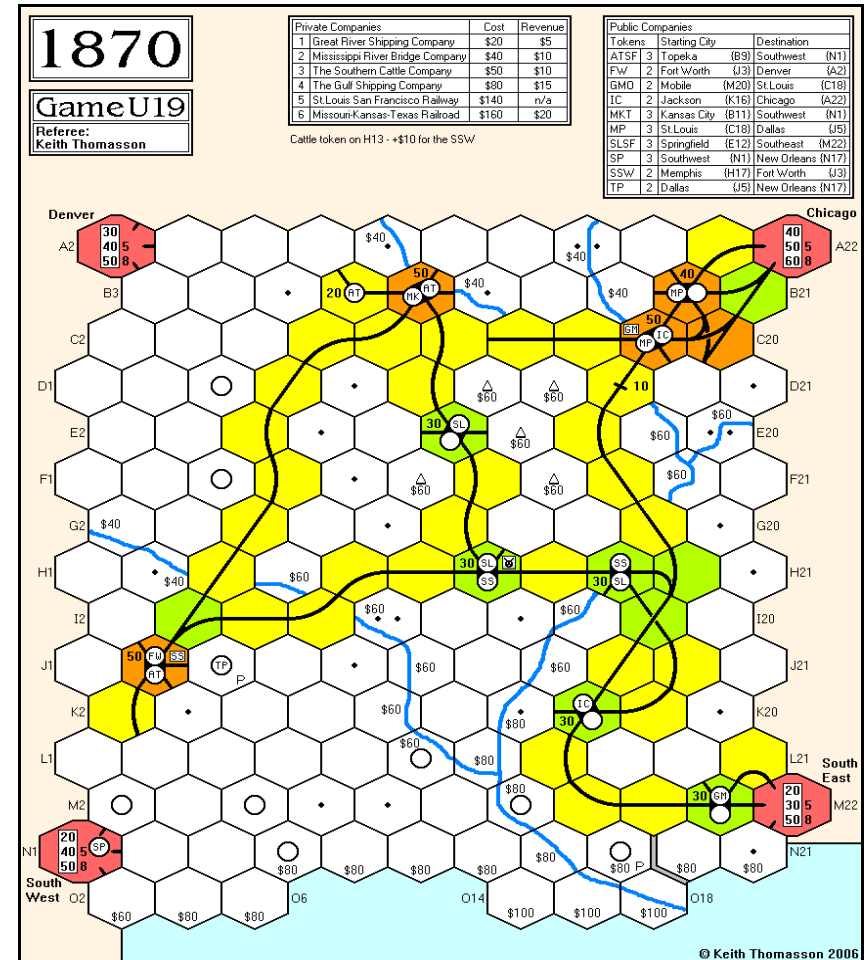
Lyndon	Stephen	John	Mike	Martin
+ SP/Pres {90}	- 1 IC {▼82F} ⇒ - 2 MP {▼68H} - 1 SSW {⇒} + TP/Pres {100}			Price protects 1 SSW
+ SLSF pool	+ TP new	+ GMO new	+ SLSF pool	+ GMO new
+ SLSF pool	+ TP new	+ ATSF new	- 1 SLSF {↔} ✗	
- 2 SLSF {▼72G}			+ ATSF new	
+ SP new	+ TP new	+ FW new	+ ATSF new	✗
+ SP new	+ TP new {floated}	+ IC new	+ ATSF new	✗
	- 1 TP {▼90B}			
✗	+ GMO new	✗	+ MP pool	✗
✗	✗	✗	+ MP pool	✗
✗	✗	✗	+ MP new	✗
✗	✗	✗	✗	Priority for SR7

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Lyndon Gurr	414	-360	54	1,608	25.8*	13
Stephen Webb	279	-224	55	845	13.6*	4/9
John Shelley	454	-316	138	1,346	21.6*	13
Mike Hutton	528	-522	6	1,136	18.2*	12/13
Martin Butcher	229	-178	51	1,293	20.8*	11

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	6P	-	5P	-	-	-	2P	4P	-	-
Stephen Webb	-	-	1	-	5P	-	-	-	-	5P
John Shelley	1	1	1	1	-	6P	1	-	3	-
Mike Hutton	3	-	-	6P	1	4	-	-	-	-
✗ Martin Butcher	-	6P	1	-	-	-	-	-	6P	-

Bank (new)	-	3	1	2	2	-	3	6	-	4
Price (par)	100	72	68	76	68	76	100	90	76	100
Bank (pool)	-	-	1	1	-	2	4	-	-	1
Price (pool)	100B	72E	90E	82F	50I	72G	72G	90B	120C	90B
Company credit	523	81	316	262	372	255	1		677	1,000
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: \$7,687	Certificate limit: 13									
Trains: 1 x '3', 1 x '5', 3 x '6'										
Current operating order:	SSW, ATSF, TP, 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 rounds	By the early deadline
OR9, OR10	Adjudication can pause between rounds if requested



1870-O20

All the existing  
stations get promoted.

OR3 - OR4

The SP ran for \$100 in OR2, so there's a little extra for a couple of people.

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
MKT	DS	15:E12:4	-	100	Yes ① ②	100B	340	3 2 2
SLSF	WM	14:B11:1	-	160	Yes ③	76E	295	3 2 2 2
SP	SW	15:M2:2	-	120	Yes ②	76E	366	3 2 2

Notes: ① \$40 to the bank for a token in E12  
② \$180 to the bank for a '3' train  
③ \$40 to the bank for a token in B11

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
MKT	DS	15:B9:3	-	170	Yes ①	110B	300	3 2 2
SLSF	WM	14:H13:1	-	180	Yes -	82E	328	3 2 2 2
SP	SW	9:M4:3 9:M6:6	140	Yes -	-	82E	418	3 2 2

Notes: ① \$40 to Don for the GRSC private

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Simon Cutforth	14	88	101	203	759	20.2	6
Don Smith	70	55	130	255	805	21.4	5
Stephen Webb	108	72	84	264	720	19.1	5
Willem Moene	98	80	90	268	678	18.0	4
Roger Krueger	34	68	100	202	800	21.3	6

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Simon Cutforth	MRBC, MKT	-	-	-	-	1	-	3	-	-	-
Don Smith	-	-	-	-	-	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)					110B		82E	82E		
Company credit					300		328	418		
Redeemed shares					-		-	-		
Tokens	3+D	2+D	2+D	2+D	1+D	3+D	1+D	2+D	2+D	2+D
Trains					322		322	322		
Bank cash: \$9,732					Certificate limit: 13			Trains: 3 x '3', 5 x '4'...		
Current operating order:					MKT, SLSF, SP					

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds		
Yellow	1/1	2/1	3/3	4/6	5/2	6/1	7/9	8/19	9/21	55/1	56/1	57/5	
	58/4	69/1											
Green	14/2	15/1	16/2	17/2	18/2	19/2	20/2	23/4	24/4	25/3	26/2	27/2	
	28/2	29/2	141/2	142/2	143/1	144/1							

# 1870

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 round

By the early deadline

SR4





1895-L20

A little tussle for the SD,  
which Roger retains.

SR4

Stock Round 4

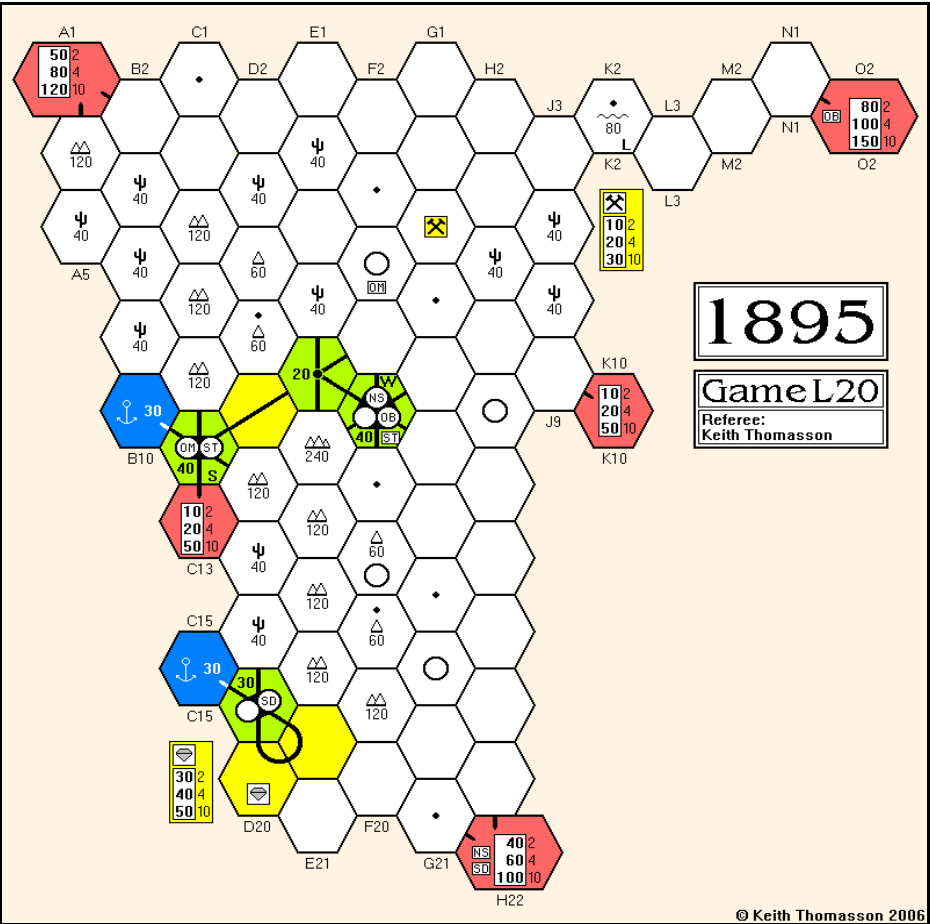
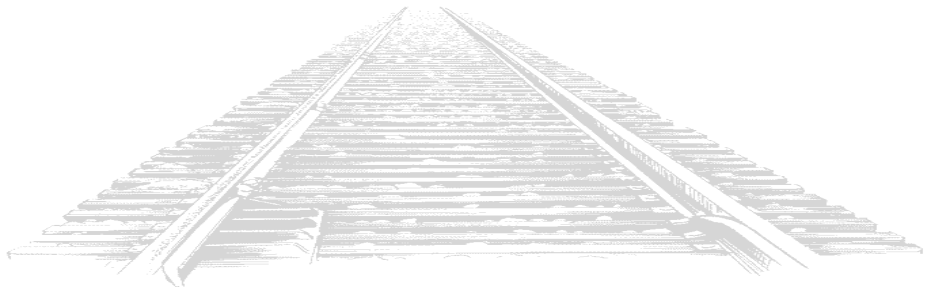
Tim	Martin	Roger
+ SD pool	- 1 SD + NS/Presidency {60}	- 2 OB + OME pool {90C}
- 2 STA + SD pool {60E}	✗	+ SD pool
+ SD pool	✗	+ SD new
✗	✗	- 1 OME + SD new {90E}
✗	✗	✗
Priority for SR5		

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Roger Krueger	65	-10	55	705	40.3	7
Tim Franklin	75	-70	5	415	23.7	8
Martin Butcher	109	-50	59	629	36.0	6

Portfolio	PC/Oblig	STA	OME	SD	OB	NS
Roger Krueger	OB	-	-	5P	3P	-
✗ Tim Franklin	ML STA SD	3P	-	3	-	-
Martin Butcher	OME	-	5P	-	-	2P

Bank (new)	4	1	1	4	8
Bank (pool)	2	3	-	2	-
Price	60E	90E	70G	100B	60F
Company credit	66	504	527	74	120
Tokens	3	2	2	2	2
Trains	4H	4H 3H	5H 3H	3H	-
Bank cash: 5,118 RM	Certificate limit: 13		Trains: 1 x '5H', 2 x '6H'...		
Current operating order:	OB, OME, 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							



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



18KAAS-O19

I think this is what  
you call a train rush.

OR10

The B&M share price was getting ahead of itself, up to 120D instead of 110D where it belonged. This had no effect no cash, because although Tony was listed as buying a B&M last time, he actually bought an NYNH.

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	18:H10:1	250	Yes	-	160B*	700	-
C&O	TS	58:L14:2	80	Yes	-	142A*	520	4
B&M	WM	-	120	Yes	①	120D*	524	-
CPR	LG	8:E17:4	130	Yes	②	110D*	100	4 4
Erie	AH	-	-	-	③	76A*	1	4
PRR	AH	-	-	-	④	75F*	15	5 5
NYNH	WM	62:G11:5	170	Yes	⑤	71F*	174	5
NYC	LG	-	-	-	⑥	55E*	0	6

- Notes: ① \$1 to the NYNH for a '3' train  
 ② \$170 to the NYC for a '4' train  
 ③ \$300 to the bank for a '4' train and \$717 to the PRR for a '3' train  
 ④ \$900 to the bank for two '5' trains  
 ⑤ \$450 to the bank for a '5' train  
 ⑥ \$630 to the bank for a '6' train - '3' trains disappear

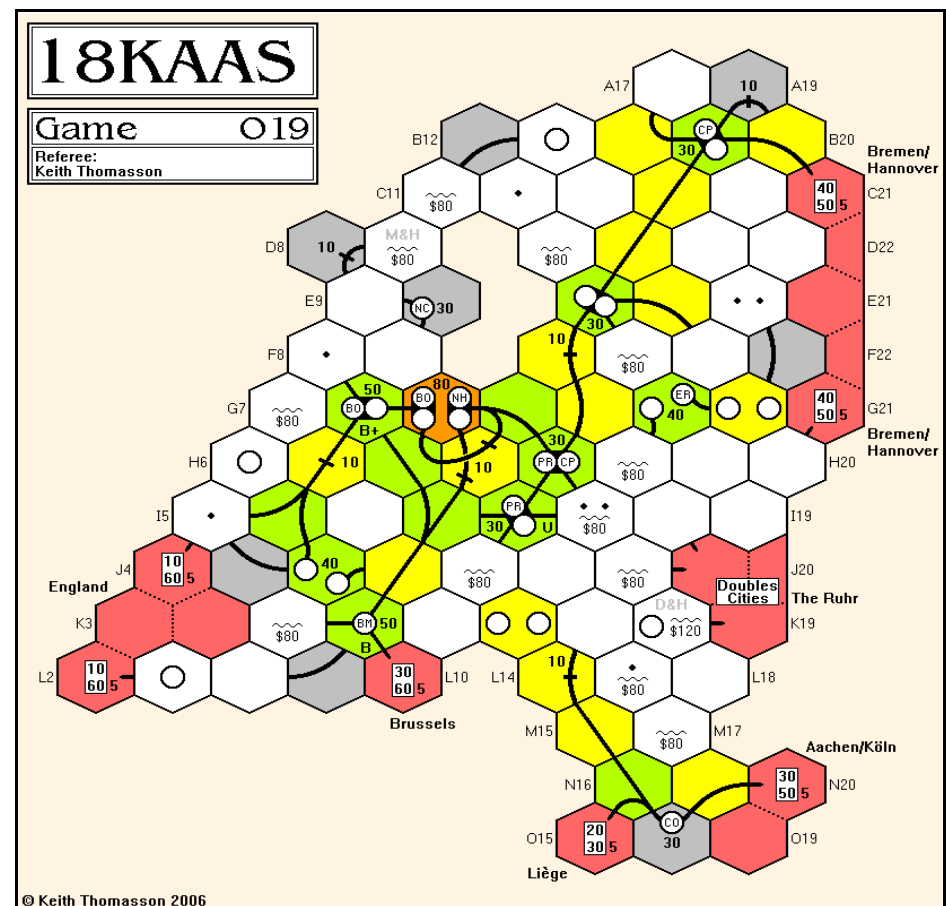
Cash Flow	b/f	OR10	c/f	Value	%	Certs
Willem Moene	4	187	191	1,598	18.4*	13
Martin Butcher	392	232	624	2,595	30.0*	13
Tony Sait	47	161	208	1,805	20.8*	12
Lyndon Gurr	91	120	211	1,528	17.6*	9/13
Alan Harvey	3	38	41	1,142	13.2*	11

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	160B	142A	110D	76A	55E	71F	75F
Company credit	524	700	520	100	1	0	174	15
Tokens	2	2	2	2	2	4	1	2
Trains	-	-	4	4	4	6	5	5.5
Bank cash: \$8,691	Certificate limit: 13				Trains: 1 x '6' Diesels			
Current operating order:	B&O, C&O, B&M, CPR, Erie, PRR, NYNH, NYC							

The B&O will take the second '6' train, leaving Willem to sort out the funding for a Diesel between his two companies. It doesn't look possible without selling some shares. The way he does it will determine whether other companies are faced with the same problem.

Tiles	Tile number/Availability				Three Operating Round between Stock Rounds								
Yellow	1/1	2/1	3/2	4/-	7/4	8/4	9/6	55/1	56/-	57/4	58/-	69/1	
Green	14/-	15/1	16/1	18/-	19/1	20/1	23/3	24/2	25/-	26/1	27/-	28/-	
	29/1	53/-	53+/-	54/1	59/-								
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/1	61+/-	62/-	
	63/3	63+/-	64/1	65/1	66/1	67/1	68/1	70/1					



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Orders required for the following rounds	By the early deadline
OR11, SR8	Adjudication can pause between rounds if requested

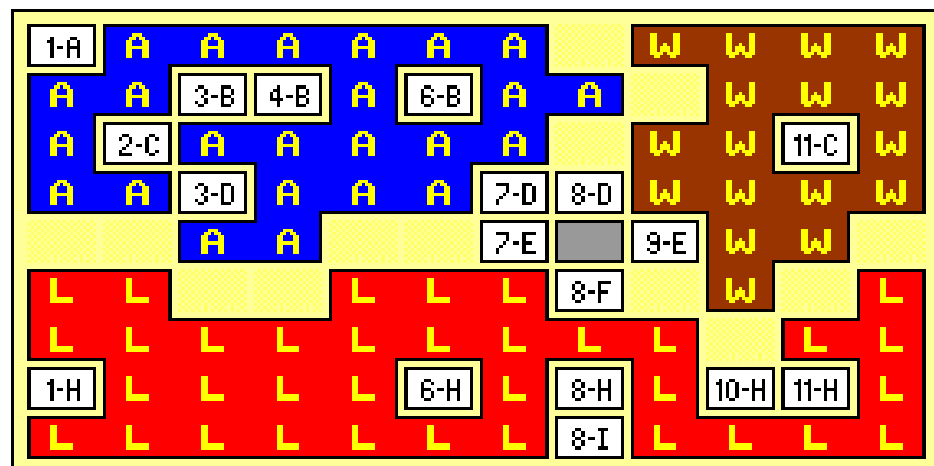


## ACQUIRE 43

This one is ready to put to bed.

## ROUND 12

Lionel 1-C Buys 3 American @ £800.  
 Kevin 9-A [Dead tiles: 8-A] Buys 3 Tower @ £400.  
 John 1-F Buys 3 Tower @ £400.  
 Tony 10-I Luxor takes over Festival, bonuses for Tony (£7,000) and Lionel (£3,500), Tony swaps 12 for 6, sells 1 for £700, Lionel sells 6 for £4,200. [Dead tiles: 11-F 12-E] No purchases.  
 Bob 6-I Buys 2 Tower @ £400, 1 Worldwide @ £800.  
 Lionel 2-B American takes over Tower, bonuses for Bob (£4,000), Lionel (£1,000) and Kevin (£1,000), Lionel sells 4 for £1,600, Kevin sells 4 for £1,600, John sells 3 for £1,200, Bob sells 14 for £5,600. [Dead tiles: 1-E] No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	7	-	4	-	1	2	-	£16,400	£31,600
Lionel Robbins	-	-	8	-	10	-	-	£14,200	£42,400
Kevin Lee	-	-	7	-	13	-	-	£6,100	£35,300
John Colledge	12	-	-	-	-	-	-	£20,600	£40,400
Tony Wilcock	6	-	6	-	-	-	-	£8,300	£19,100
Bank Stock	-	25	-	25	1	23	25		
Chain Size	35	-	24	-	17	-	-		
Chain Value	900	-	900	-	800	-	-		

### Playing sequence

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

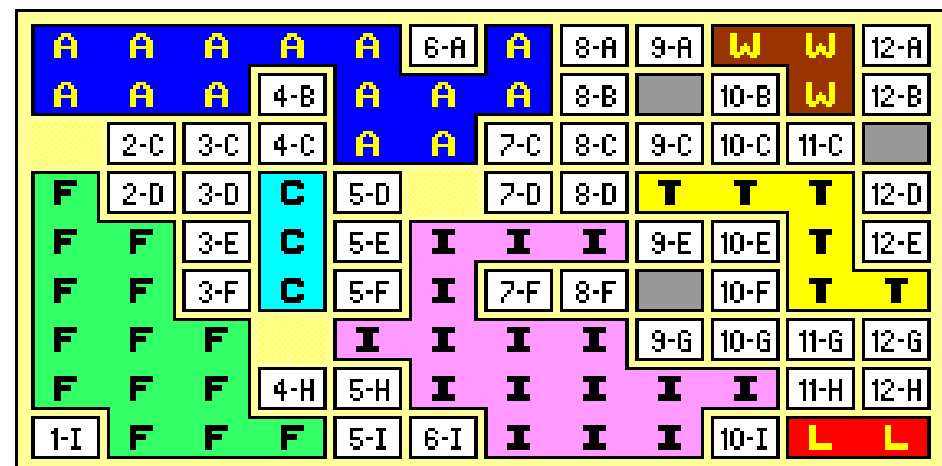


## ACQUIRE 44 {SP}

No mergers, so no new business opportunities.

## ROUND 9

Mick 9-H Buys 1 Worldwide @ £300, 2 Imperial @ £900.  
 John 4-D [Uses 'Buy 5' Power] Buys 5 Tower @ £400.  
 Michael 2-B Buys 3 Luxor @ £200.  
 Colin 10-D No purchases.  
 Mick 11-B No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	-	3	-	-	2	9	11	£200	£33,200
John Colledge	-	5	3	3	-	-	8	£6,500	£33,000
Michael Graystone	5	-	7	3	-	5	4	£100	£28,200
Colin Sharpe	-	6	3	12	5	8	-	-	£44,100
Bank Stock	20	11	12	7	18	3	2		
Chain Size	2	6	14	14	3	3	16		
Chain Value	200	600	800	800	400	500	900		

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

### Playing sequence

John, Michael, Colin, Mick, John again





## ACQUIRE 45

Tower is still the only safe chain.

## ROUND 7

John 1-I Buys 1 Luxor @ £200.  
 Tony 1-I-G Buys 3 Worldwide @ £300.  
 Kevin 1-F Buys 3 American @ £300.  
 Colin 1-I-F No purchases.  
 Michael 8-B No purchases.  
 John 10-H Tower takes over Imperial, bonuses for John (£8,000) and Michael (£4,000), John retains 4, Michael retains 3. Buys 3 Festival @ £700.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	-	-	7	6	-	3	£4,000	£19,100
John Colledge	13	-	4	6	-	-	4	£5,900	£20,900
Tony Wilcock	-	-	1	5	6	4	-	£200	£21,800
Kevin Lee	9	7	10	-	-	-	-	-	£17,200
Colin Sharpe	-	10	2	-	7	-	-	£100	£19,800
Bank Stock	-	8	8	7	6	21	18		
Chain Size	2	19	2	6	2	6	-		
Chain Value	200	700	300	700	300	800	-		

Playing sequence

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



## ACQUIRE 46

Two more chains, but no growth on the old ones.

## ROUND 2

Willem 2-A Buys 3 Tower @ £200.  
 John 6-I Forms Worldwide, one free share. Buys 3 Worldwide @ £300.  
 Lyndon 10-D Forms Festival, one free share. Buys 2 Tower @ £200, 1 Festival @ £300.  
 Tony 1-G Buys 3 Tower @ £200.  
 Bob 9-A Buys 3 Festival @ £300.  
 Willem 12-C Buys 3 Tower @ £200.

1-A		3-A	4-A	5-A	6-A	7-A	8-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	F	11-C	
1-D	2-D	3-D	4-D	5-D	6-D	7-D	8-D	9-D	F	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
	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	W	W	7-I	8-I	9-I	10-I	11-I	12-I

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	-	-	-	3	-	-	4	£3,900	£15,400
Willem Moene	4	6	-	-	-	-	-	£4,200	£12,600
John Marsden	-	-	-	-	4	-	-	£5,100	£10,800
Lyndon Gurr	-	6	-	2	-	-	-	£4,700	£9,500
Tony Wilcock	-	3	-	-	-	-	-	£5,400	£6,000
Bank Stock	21	10	25	20	21	25	21		
Chain Size	3	2	-	2	2	-	2		
Chain Value	300	200	-	300	300	-	400		

Playing sequence

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







## AUSTRALIAN RAILWAYS 1

Three players now  
tie for second place.

ROUND 7

### Goods Growth

Food to Mount Gambier, Food to Mildura, Goods to Sydney (cannot put them in Mount Gambier, the location has to have the right symbol in the big box), Wool to Dubbo

### Auctions

	Bids:	MB	MP	TW	BE
7a: Peterborough & Adelaide (6)		1	2	-	-
Build roll: 8 (built)		3	*4*		
7b: Orange & Parkes (6)		1	-	2	3
Build roll: 7 (built)		4	-	*5*	
7c: Mount Gambier & Bordertown (5)		*1*			
Build roll: 12 (built)					

### Commodity Movement

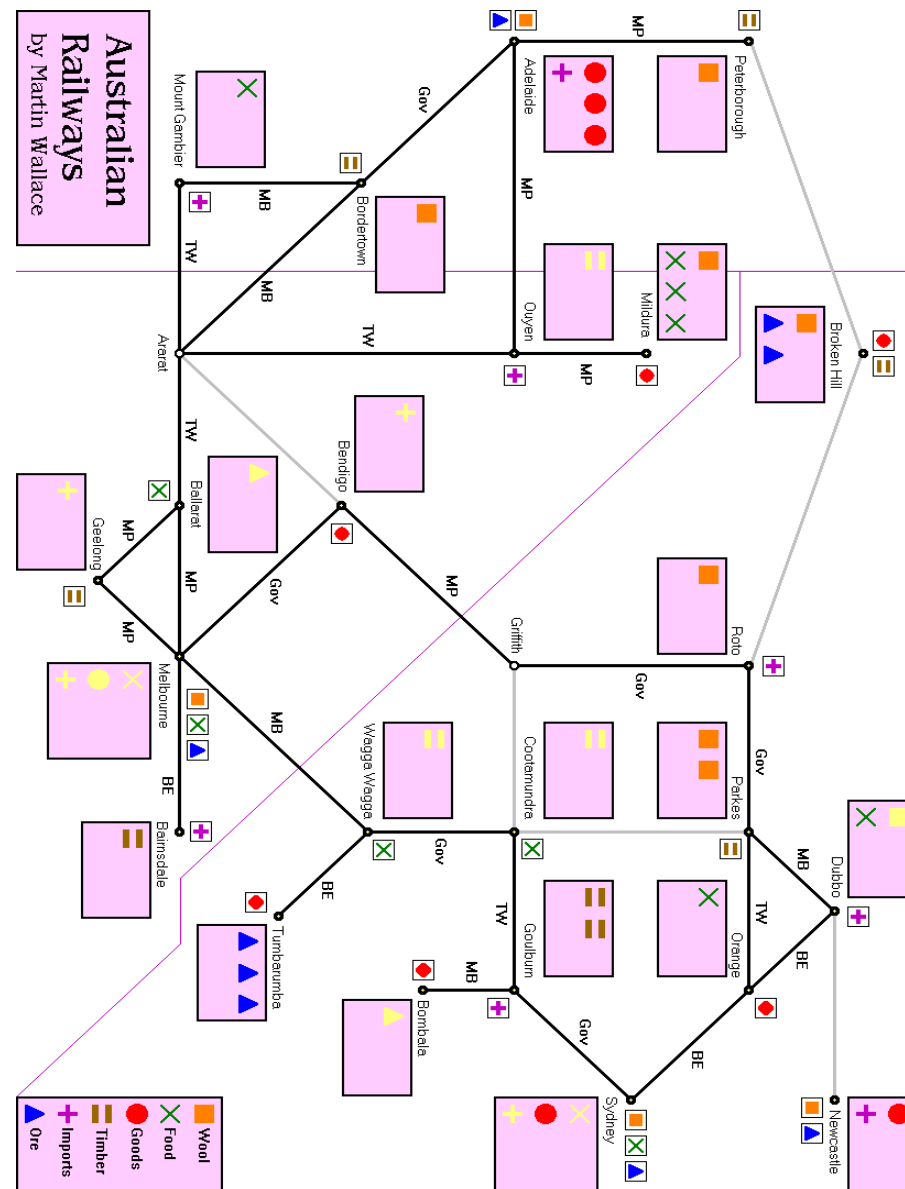
			MB	MP	TW	BE
		Income:	12	12	12	8
Bruce	Wool	Dubbo to Sydney	-	-	-	2
Martin	Goods	Melbourne to Bombala	2	-	1	-
Marcus	Timber	Ouyen to Peterborough	-	2	-	-
Tony	Timber	Wagga Wagga to Parkes	-	-	2	1
Bruce	Wool	Dubbo to Sydney	-	-	-	2
Market loss number:	7	Income lost:	-2	-2	-2	-1
		Income:	12	12	13	12

Tony becomes the Train Player (income 13/cash 21).

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

Martin	Food	◇	Link 8a: Peterborough & Broken Hill (7)
Marcus	Goods	◇	Link 8b: Cootamundra & Parkes (5)
Tony	Imports	◇	Link 8c: Cootamundra & Griffith (5)
Bruce	Timber	◆	Link 9a: Bendigo & Ararat (5)
Government link:		◆	Link 9b: Newcastle & Dubbo (8)
Parkes & Roto		◆	Link 9c: Broken Hill & Roto (8)

Cash flow	Marcus	36	Tony	28	Bruce	26	Martin	23
Cash b/f		12		13		12		23
Auction & Builds	-4	8	-5	8	-	12	-1	22
Income	+12	20	+13	21	+12	24	+12	34
Acquired Loans	-	20	-	21	-	24	-	34
Interest	-4	16	-6	15	-2	22	-	34
Retired Loans	-10	6	-	15	-	22	-	34
Cash c/f		6		15		22		34



Orders required Tony leads the playing order  
Place goods, railway link bids 8a, 8b and 8c, commodity movement, loans



## BREAKING AWAY 15

Five more riders are dropped.

## ROUND 12

Pos	Riders	New
107	Vulnerable	4
106	-	
105	-	
104	-	
103	Kramer	3
102	-	
101	-	
100	Acol Ace O'Neill	3
99	Moon	5
98	Eggspy Persore One Spade Yamashita	6
97	Teal'c Jackson Bidford	10
96	-	
95	Knizia No Trump	3

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



I wasn't going to drop the back pack, but they've fallen so far behind that they're off the radar, so they've all been retired.

It looks like it will be a slow finish, as most of the riders are tired and unable to mount a sprint finish.

Orders required

Cards for round thirteen



## BREAKING AWAY 16

The Tank Engine stays in front.

## ROUND 2

Pos	Riders	New
28	Thomas	12
27	-	
26	-	
18	-	
17	-	
16	Robin Hood	3
15	Odysseus Clyde	4
14	-	
13	Inky Pinky Jupiter	3
12	Blinky	6
10	Coagulant	7
9	Pluto	8
8	Earth James	9
7	◇ Latex ◇ Mars Blitzen Gordon	11
6	-	
5	Rudolph ◇ Henry ◇ Donner ◇ Former ◇ Nimrod	3
4	◇ Dixen ◇ Oven ◇ William Tell	8

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



Thomas breaks away properly and looks set to stay out front. He was two spaces clear last time but I gave him a '3' card because I didn't think being just a couple of spaces ahead was breaking away.

A gap on row 6 means no really good cards for the back of the pack.

Orders required

Cards for round three



Bus Boss 292-FRA

GO's get up and go seems to have got up and went.

ROUND 10

France

Round 10 Runs		GOGRUBDEARBUMRRBUS						
15	4♣ Clermont Ferrand	① BUSBOSS	9	+4				13
	7♦ La Rochelle	① BUM	9		-5			4
		① DEAR	8	+5		+5		18
		④ GRUBBY	4		-5			-5
27	Q♠ Nice	① RR	10					-4
	4♥ Paris	① BUM	10					-4
		① GRUBBY	10					-4
		✕ BUSBOSS		+4		+4	+4	12
28	7♣ Dieppe	① DEAR	30					30
29	A♣ England	① DEAR	20					20
	A♦ Spain	② GO	10			-5		5
		✕ BUM		+5				5
30	K♠ Italy	① BUM	30	-4				26
	Q♥ Nancy	✕ DEAR				+4		4
31	J♠ Toulon	① BUM	20				-2	18
	10♥ Mulhouse	② RR	10			+2		12
32	K♣ Belgium	① RR	20	+3				23
	6♠ Grenoble	② GO	10				-3	7
33	9♥ Metz	① GRUBBY	16	+2		-5		13
	4♠ Clermont Ferrand	② GO	9		-2			7
		③ BUM	5					5
		✕ DEAR		+5				5
34	2♥ Paris	① GRUBBY	8					+4
	9♦ Tours	① BUSBOSS	8		-4			4
		① DEAR	7				+3	10
		① RR	7			-3		4
35	6♥ Orleans	① BUSBOSS	13		+4			17
	7♦ La Rochelle	① DEAR	12		-4			8
		③ GRUBBY	5			+4		-4

GO was excluded from run 30 as his run was over twice the length of BUM's.

Round 10 Routes

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

Reims - Dijon (10)

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

Nice - Grenoble (10) (Brian Tappenden, Orange)

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

None.

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

Bordeaux - Toulouse (8)

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

Lyon - St.Etienne (4)

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

St.Etienne - Marseilles (10)

Scores														
	Runs:	15	27	28	29	30	31	32	33	34	35	Routes	Score	
DEAR	125	18	-	30	20	4	-	-	5	10	8	-8	212	
RR	148	-	6	-	-	-	12	23	-	4	-	-4	189	
BUM	113	4	6	-	5	26	18	-	5	-	-	-	177	
GO	162	-	-	-	5	-	-	7	7	-	-	-10	171	
BUSBOSS	97	13	12	-	-	-	-	-	-	4	17	-10	133	
GRUBBY	86	-5	6	-	-	-	-	-	13	12	5	-10	107	

Round 11 Runs

36. 5♥ - Q♠ Reims to Lille

37. 8♥ - 10♦ Dijon to Nantes

38. A♥ - 9♠ Paris to Boulogne

39. 8♠ - J♣ Marseille to Dunkerque

40. Q♦ - 6♣ Brest to Le Havre

41. 2♠ - 3♣ Lyon to Caen

42. 5♦ - 7♠ Toulouse to Nimes

43. 4♣ - 3♦ Le Mans to Pau

44. 8♠ - K♦ Amiens to Lorient

Michael, if you're wondering why you paid BUSBOSS for a couple of runs, he owns the link from Nantes to La Rochelle.

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



Bus Boss 293-NIT

A good showing from the suits.

ROUND 7

North Italy

Round 7 Runs		MBBARMBUMDIGCOL					
2	3♣ Como	① COLIN	20	-3	+3/-3		17
	2♥ La Spezia	② ARMANI	10	-3		+3/-3	7
		✕ MBB		+3		+3	6
4	5♥ Siena	① BUM	20		+3/-10		13
	9♣ Savona	② ARMANI	10		+10/-3		17
5	J♥ South Italy	① BUM	20		+3/-4		19
	8♦ Mantova	② ARMANI	10		+4/-3		11
6	4♠ Venezia	① MBB	20		+3		23
	J♦ Bergamo	② BUM	10	-3			7

7	4♣ Torino 7♦ Milano	① DIGBY 13 ② MBB 8 ③ COLIN 5 ③ BUM 4						13 8 9 0
9	10♦ Brescia A♠ Trento	① ARMANI 13 ① MBB 12 ③ DIGBY 5	+4			-3	-4	14 8 8

Round 7 Routes  
Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Alessandria - Torino, Alessandria - Genova (12)

Awful Routes Meandering Around Northern Italy (ARMANI) (Steve Ham, Purple)  
Savona - San Remo, Firenze - Arezzo (12)

Milano-Bologna Buses (MBB) (Martin Butcher, Red)  
Torino - Cuneo, Como - Switzerland (12)

Creative Operations Launched In NIT (COLIN) (Colin Sharpe, Blue)  
Bologna - Ferrara - Padova (11)

Don's Italian Greyhound Bus Yard (DIGBY) (Don Shailer, Black)  
Novara - Switzerland (9)

Scores	Runs:	2	4	5	6	7	8	Routes	Score
ARMANI	30	7	17	11	-	-	14	-12	67
MBB	30	6	-	-	23	8	8	-12	63
BUM	29	-	13	19	7	0	-	-12	56
DIGBY	37	-	-	-	-	13	8	-9	49
COLIN	34	17	-	-	-	9	-	-11	49

- Round 8 Runs
1. K♠ - J♣ Yugoslavia to San Remo
  3. K♦ - 10♣ Switzerland to Cuneo
  8. 10♥ - Q♦ Ancona to Switzerland (not yet available)
  10. K♠ - 2♦ France to Modena
  11. 8♣ - Q♥ Alessandria to South Italy
  12. 6♣ - A♥ Genova to Firenze
  13. 3♥ - 6♠ Pisa to Treviso
  14. 7♥ - 10♠ Ravenna to Udine
  15. A♣ - 9♠ Aosta to Cortina (not yet available)
  16. Q♣ - 5♠ France to Venezia
  17. 2♣ - Q♠ Novara to Austria
  18. A♦ - 8♠ Bologna to Bolzano

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

Bus Boss 297-VSW

All first choices still.  
Abercynon is the top town.

Round 2

The Valleys of South Wales  
Robertson's Routemasters (RR) (Simon Robertson, Blue)  
Bridgend - Port Talbot, Pontypridd - Abercynon 88 - 12 76

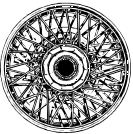
Pontypool Expressways Are Rampant (PEAR) (Kevin Lee, Pink)  
Bridgend - Porthcawl, Tonypandy - Ystrad - Ferndale 90 - 12 78

South Wales Kiss (SWALK) (Bob Coull, Black)  
Cardiff - Newport - Cwmbran 88 - 12 76

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
Abercynon - Blackwood - Pontypool 88 - 12 76

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Caerphilly - Cardiff, Blackwood - Abercynon 88 - 12 76

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



PREVIEW

Two new lines launch this month, with Railroad Tycoon and Saint Petersburg now in these pages. Saint Petersburg has also been launched on the web site, with two games already running. The second of those is just about to reach the end of the first complete round, having seen the Workers, Buildings, Aristocrats and Trading phases completed in just over two weeks. The paper game will take somewhat longer.

The number of full lists has dropped, leaving me with plans for the next two issues to come but nothing definite for the third. The Outpost game due to start next time has five names on the list but could take more. I plan to set that one up over the 18xx deadline weekend, so that's your target if you want to join the game.

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

- #134: 1829 North, Outpost, Railway Rivals
- #135: 1899, Puerto Rico





6 NIMMT! 12

No surprise penalties.

ROUND 1

Hand 1 (1-104)      Hand 2 (1-104)

			93
7			63
6			62
4		37	61
3	24	35	60
1/4	2/1	3/3	4/7

Colin (4), Jim (6), Steve (7), Michael (37),  
Tim (61), John (62), Sharon (63),  
Mick (93). No penalties.

33			85
14			71
10		64	69
9	2	63	66
1/10	2/1	3/2	4/9

Michael (2) takes row 2 for 1 pt,  
Sharon (10), Steve (14), Colin (33),  
Jim (64), John (69), Mick (71), Tim (85).

Hand 3 (1-84)      Hand 4 (1-84)

27		69	
17		62	
16		46	79
15	7	38	75
1/5	2/1	3/4	4/3

Sharon (7) takes row 2 for 1 pt, Jim (16),  
Steve (17), Colin (27), Michael (46),  
Mick (62), Tim (69), John (79).

			80
		53	79
49	19	52	78
23	5	51	77
1/2	2/3	3/3	4/10

Steve (5) takes row 3 for 1 pt, Tim (19),  
Jim (49), Sharon (52), Michael (53),  
Colin (78), John (79), Mick (80).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
John Colledge	0	0	0	0	0
Tim Franklin	0	0	0	0	0
Mick Haytack	0	0	0	0	0
Jim Reader	0	0	0	0	0
Colin Sharpe	0	0	0	0	0
Michael Graystone	0	1	0	0	1
Steve Ham	0	0	0	1	1
Sharon Khan	0	0	1	0	1

All the penalties were from taking one of the existing rows because the card played was below the values of the cards in play. Two people gave conditional orders for which column to take, but this is not necessary.

Only one player can take a row in each hand each time, and that player will be first to play, so you just need to tell me which row to take from the display as shown above. If someone else takes a row before you, your card will just pop on top of theirs.

Orders required

Round two - cards for each hand



DISTORTION 1

You're still leaving your names off the orders for this game!

ROUND 8

Players	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Total
Simon Robertson	5	4	5	2	5	3	4	2	-	2	5	-	-	5	-	-	42
Tim Franklin	1	1	2	1	1	4	4	2	4	5	5	-	4	-	-	-	34
Steve Thomas	3	4	2	3	4	2	1	3	2	-	-	-	-	4	-	-	28
Allan Stagg	4	5	1	2	2	3	3	2	2	2	-	-	-	-	-	-	26
Sharon Khan	1	-	3	3	4	4	3	2	-	-	-	3	-	-	-	-	23
Mike Hutton	1	-	2	2	3	-	4	1	2	2	5	-	-	-	-	-	22
Richard Lunn	1	4	-	-	4	4	-	4	-	-	-	-	-	-	-	-	17
Bruce Edwards	-	4	4	4	-	4	-	-	-	-	-	-	-	-	-	-	16
Colin Sharpe	-	-	-	3	-	5	4	1	-	2	-	-	-	-	-	-	15
Roger Trethewey	-	-	-	1	3	5	1	-	-	-	-	-	-	4	-	-	14
Joakim Spångberg	-	-	1	-	2	-	2	3	-	-	-	-	-	5	-	-	13
Mark Stretch	-	-	1	-	2	2	1	-	4	2	-	-	-	-	-	-	12
Stephen Webb	-	-	-	-	-	-	-	1	-	2	-	-	-	4	-	-	7
Steve Ham	-	-	-	2	-	3	-	-	-	-	-	-	-	-	-	-	5
Don Shailer	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	4
Richard Lunn	-	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2

#7



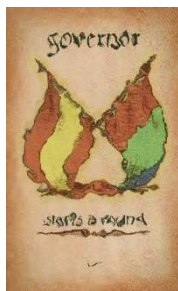
Picture number 7 is a butterfly on a leaf.  
The majority of guesses were for animals of one type or another.

#8



Picture number 8 is part of a street map of Paris.  
For our stay there last year, our hotel was on Rue de Hyacinthe, and I kept this picture on my camera in case I needed to find it.  
The M symbols are for the Metro stations, not MacDonalds!

#9  
①



Wrong guesses so far:

Baby in cot, basket of flowers, board game box lid, card from St.Petersburg, dormouse, 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, two flags, Vikings PC game artwork, Winnie the Pooh.

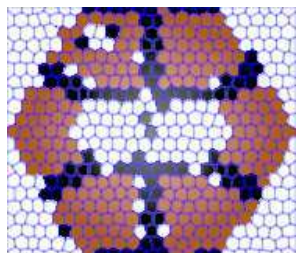
#10  
①



Wrong guesses so far:

Aquarium, bonfire, bush, car driving through avenue of trees, church, cityscape, crab on a beach, 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  
②



Wrong guesses so far:

18xx tile #40, ashtray, Gromit, ring, Tom Cruise in Mission Impossible, tortoise.

(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.)

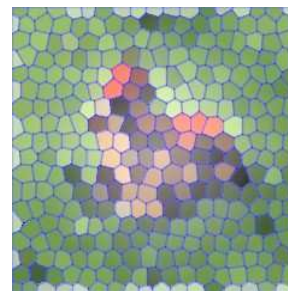
#12  
②



Wrong guesses so far:

Animal in tree, box cover of Pax Britannica, cat on a rug, Chinese dragon, clown, enamel brooch, front of aeroplane with propeller, girl smoking, part of cover from issue #130, poster of a man's face, washing up in rubber gloves, Zebedee from The Magic Roundabout.

#13  
③



Wrong guesses so far:

Cat, dog, fish, frog, hare/rabbit, ice skater, knight on horseback, ladybird, pig, rabbit, reindeer.

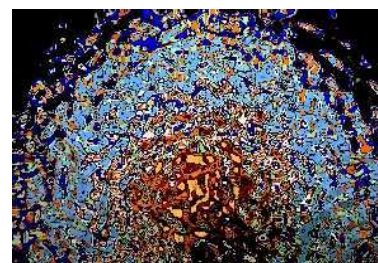
#14  
③



Wrong guesses so far:

Girl smoking, jester shaped mug, lady in a red hat (not specific enough), Margaret Beckett, Michael Jackson, noble card from Louis XIV, Santa Claus, someone in uniform/sports gear.

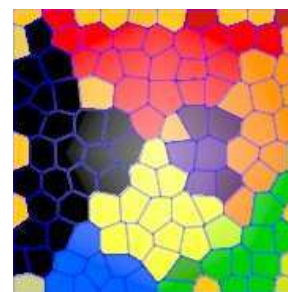
#15  
④



Wrong guesses so far:

The Albert Memorial, bonfire, hen, peacock (2).

#16  
④



Wrong guesses so far:

A pile of meeples (2) Diplomacy map, egg shapes similar to cover of issue #131.

Orders

Tell me what you think the pictures are





DUNGEONQUEST 4

All finished in a rush.

ROUNDS 15 - 26

Crispin searches for a secret door and finds 10 GP in golden guineas. He searches again, but runs out of time - you can only search twice in succession.

He decides to head north, and in a couple of turn finds himself in the Treasure Room. Loathe to pass up an opportunity, he picks up 390 GP in coins, glances round and finds the Dragon asleep.

He leaves the Treasure Chamber to the north and heads west. He encounters an Orc along the way, slashes through him and turns north. He meets a Champion of Chaos after a portcullis drops down behind him, and deals with him quickly as well.

The only problem is that the only way out of this room is back through the portcullis. A search reveals a secret door to the north, and he is through like shot. He finds a crypt in the next room, and an active skeleton inside it - another victim to be dealt with, and deal with it he does.

North again, and it's an Orc this time. What's going on, are they all waking up? The Orc runs away, and he goes west.

Just a corridor ahead of him and and one last room - but the sun has come up and finds its way into the dungeon through various cracks. The doors slam shut, and he is so close, but so far...

Toby the Worm Has listened to all of this and thought it had to be more interesting than sitting in his round room.

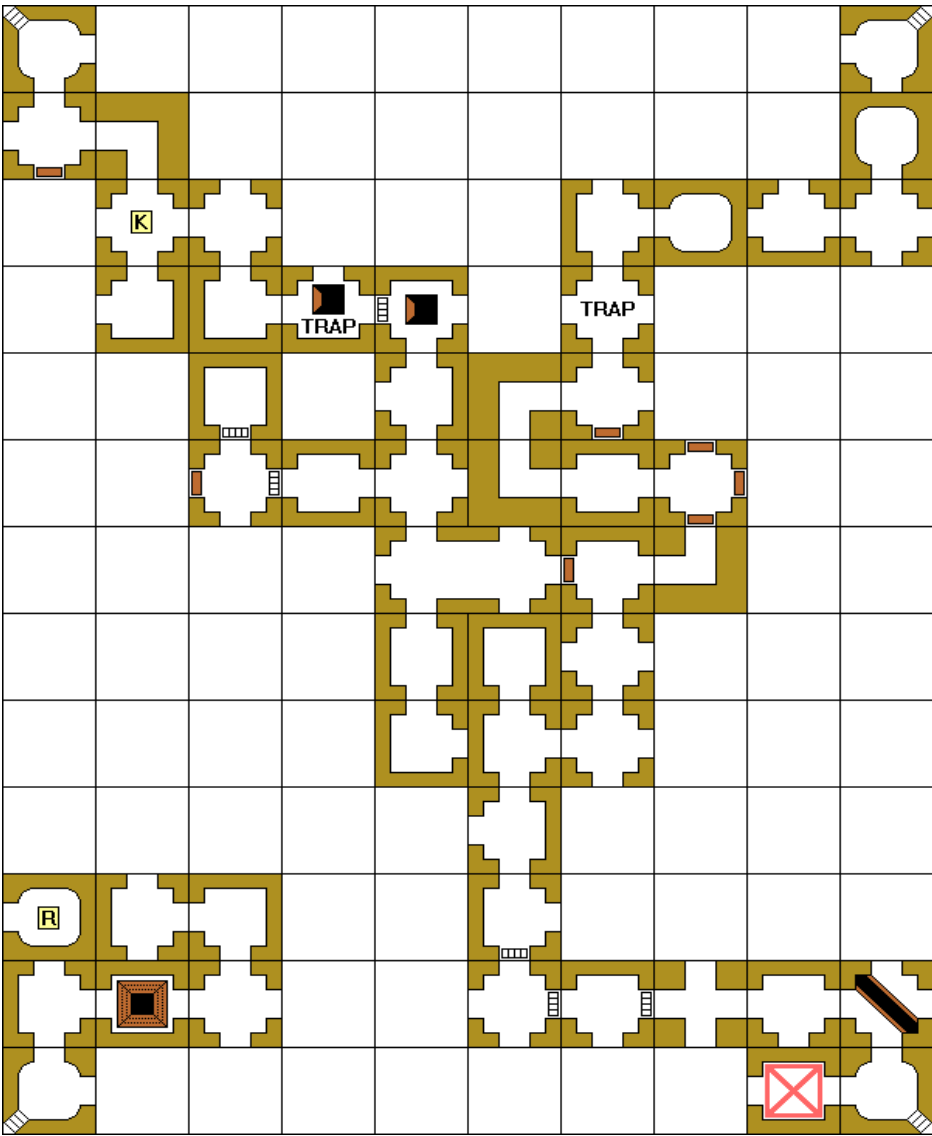
	St	Ag	Ar	Lk	LP	Ring	Treasure
Kevin Lee <i>Crispin</i>	7	5	6	5	5 {16}	-	Bracelet - 120 GP Coins - 240 GP Coins - 120 GP Golden Guineas - 10 GP Coins - 270 GP Coins - 120 GP
Roger Trethewey <i>Toby the Worm</i>	4	7	4	8	15	Blinding	Jewellery - 200 GP

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

1st	The Dungeon				
2nd	Kevin Lee	.....	Crispin	.....	Round 26 with 880 GP
3rd	Roger Trethewey	..	Toby the Worm	..	Round 26 with 200 GP
4th=	Bruce Edwards	...	Ratzinere	.....	Round 14
	Jim Reader	.....	Mr C III Jr	.....	Round 14

Crispin was unlucky not to find the secret door on his first two tries, and those tries delayed him too much to let him get out in time. It wouldn't have mattered if he had turned and gone north straight away, as the decks are pre-dealt and he would have had the same results when he needed to find the secret door later on.

Congratulations to the dungeon, and thanks to everyone for playing. Comments, anyone?





## LANCASHIRE RAILWAYS 10

You can't bid more cash than you have.

## ROUND 5

Roger's income and cash jump by two because I carried forward the wrong figure.

Auctions	Bids:	LG	RK	MB	TW
5a: Blackburn & Bolton (7)		1	2	3	-
Build roll: 7 (built)		-	4	*5*	-
5b: Wigan & Bolton (6)		1	*2*		
Build roll: 8 (built)					
5c: Burnley & Rochdale (8)		1	-	-	2
		3	-	-	4
Build roll: 8 (built)		*5*			

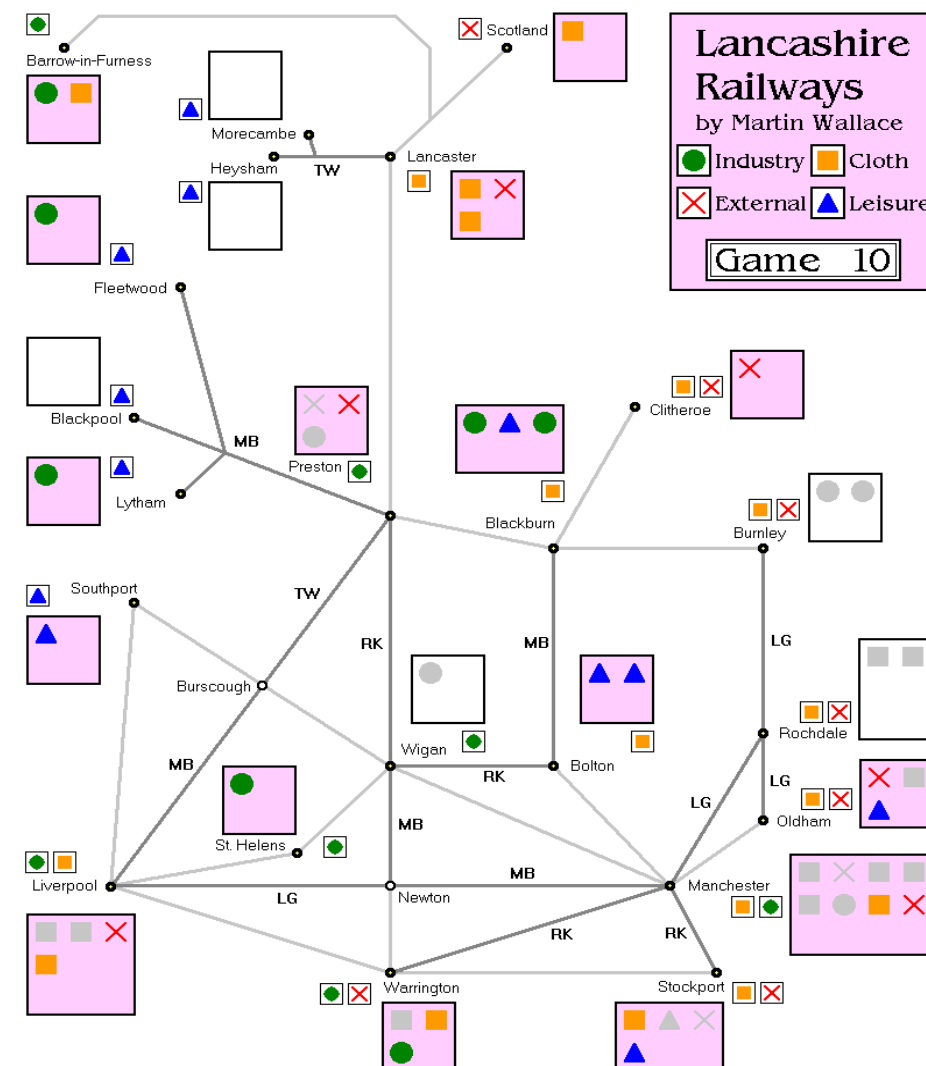
Commodity Movement	LG	RK	MB	TW
Income:	8	7	7	2
Tony Industry Burnley to Manchester	2	-	-	-
Lyndon Industry Burnley to Manchester	2	-	-	-
Roger Industry Wigan to Preston	-	1	-	-
Martin Leisure Stockport to Lytham	-	2	3	-
Tony X				
Market loss number: 5	Income lost: -2	-2	-2	-
	Income: 10	8	8	2

Lyndon remains the Train Player (income 10/cash 18).

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

Liverpool	Cloth	◇	Link 6a: Blackburn & Burnley (7)
Bolton	Leisure	◇	Link 6b: Liverpool & Southport (8)
Manchester	Cloth	◇	Link 6c: Manchester & Wigan (6)
Barrow-in-Furness	Cloth	◆	Link 7a: St.Helens & Wigan (5)
Manchester	External	◆	Link 7b: Lancaster & Scotland, Barrow-in-F (10)
Lancaster	Cloth	◆	Link 7c: Preston & Lancaster (8)

Cash Flow	Lyndon	26	Roger	24	Martin	34	Tony	12
Initial cash		13		7		13		5
Auctions & Builds	-5	8	-2	5	-5	8	-	5
Income	+10	18	+8	13	+8	16	+2	7
Acquired Loans	-	18	-	13	-	16	+10	17
Interest	-4	14	-	13	-6	10	-4	13
Retired Loans	-	14	-	13	-	10	-	13
Cash c/f		14		13		10		13



Orders required Lyndon leads the playing order  
Railway link bids 6a, 6b and 6c, commodity movement, loans



## NEW ENGLAND RAILWAYS 8

Sharon has a good grip on this one.

## ROUND 4

Auctions	Bids:	SK	MB	TW	MP
4a: Portland, Maine & Portsmouth (10)		1	2	3	4
		-	5	6	-
Build roll: 4 (not built)		-	*7*		
4b: New Haven & New London (8)		1	-	2	4
Build roll: 7 (not built)		-	-	*5*	
4c: Fitchburg & Manchester (7)		1	-	-	4
Build roll: 5 (Sharon pays 2 to build)		*5*			

Commodity Movement	SK	MB	TW	MP
Income:	7	4	3	5
Marcus Goods Boston to Middleboro	1	-	-	1
Sharon Food Manchester to Springfield	2	-	-	1
Martin Coal Worcester to Lowell	-	1	1	-
Tony X	-	-	-	-
Marcus Food Springfield to Manchester	2	-	-	1
Market loss number: 8	Income lost: -1	-	-	-1
Income:	11	5	4	7

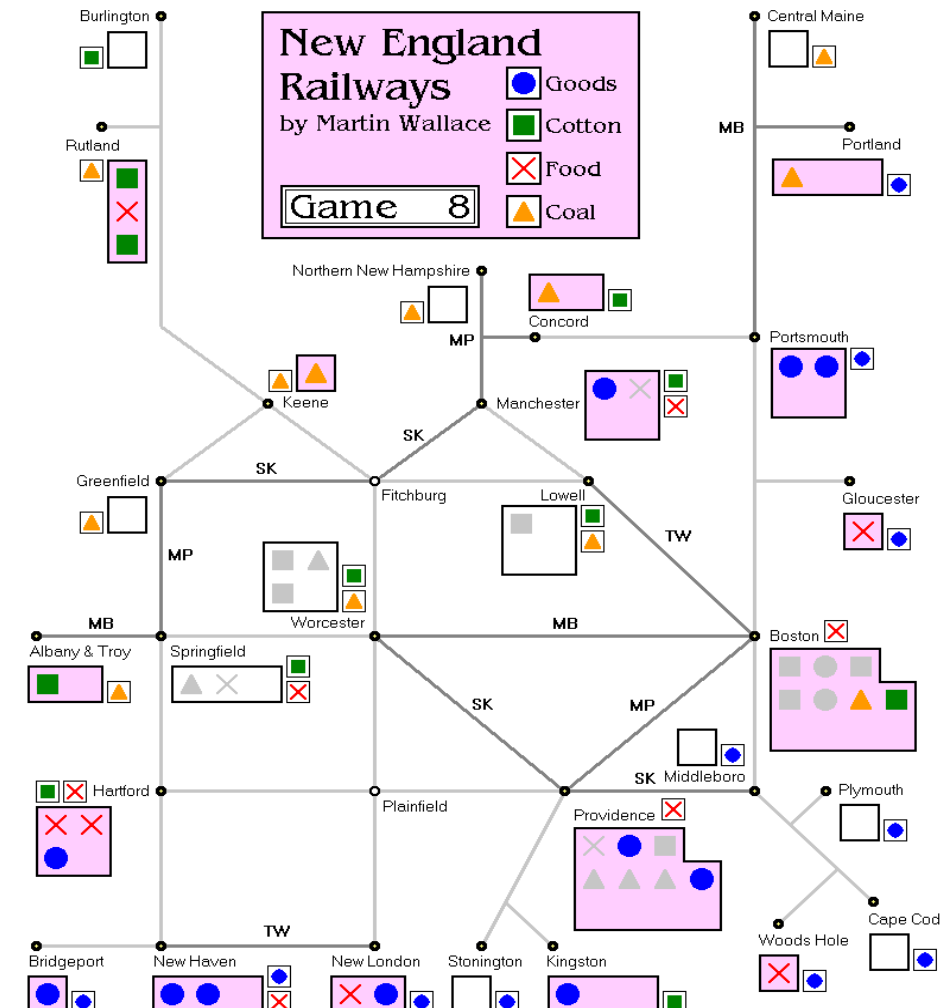
Sharon remains the Train Player (income 11/cash 11).

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

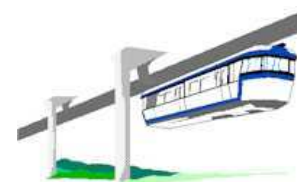
### Commodity Growth and New Railway Links

Boston	Coal	◇	Link 5a: Kingston, Stonington, Providence (6)
Bridgeport	Goods	◇	Link 5b: Concord & Portsmouth (8)
Hartford	Goods	◇	Link 5c: Cape Cod Region & Middleboro (7)
Gloucester	Food	◆	Link 6a: Manchester & Lowell (5)
Boston	Cotton	◆	Link 6b: Greenfield & Keene (8)
Concord	Coal	◆	Link 6c: Plainfield & New London (6)

Cash Flow	Sharon	26	Martin	25	Tony	13	Marcus	20
Balance b/f		7		15		17		4
Auctions	-7	0	-7	8	-5	12	-	4
Income	+11	11	+5	13	+4	16	+7	11
Acquired Loans	-	11	-	13	-	16	-	11
Interest	-2	9	-4	9	-4	12	-4	7
Retired Loans	-	9	-	9	-	12	-	7
Balance c/f		9		9		12		7



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







## OUTPOST 22

It looks like the next round will be the last.

## ROUND 16

### Commander Actions

Marcus Bought one Population Unit (o:2,3)

Martin Auctioned a Laboratory for 80. Lyndon joined at 81 and dropped out at 96. Martin got it for 96 (o:3 w:6,8,9 t:13,13,44) plus a free Research Factory

David Auctioned a Planetary Cruiser for 160. Steve joined at 161, Lyndon at 162, Willem at 163. Steve dropped out at 200, Lyndon at 218, Willem at 242. David got it for 242 (w:4,7,7,7,30 r:9,10,12,13,13,13,14,16 n:88)

Steve Auctioned a Planetary Cruiser for 160. Lyndon joined at 161, Willem at 162. Steve dropped out at 201, Lyndon at 217. Willem got it for 217 (o:1,2 w:9,30 r:10,11,11,11,12,13,13,14,15,15,16,17,17)

- ▶ Bought two New Chemicals Factories (o:3 w:5 r:14,14 m:14 n:14,18,18,20)
- ▶ Bought one Water Factory (o:4 w:6,10)
- ▶ Bought three Robots (w:30)

Lyndon Auctioned a Space Station for 120. Jim joined at 121 and dropped out at 124. Lyndon got it for 124 (m:17,19 n:88)

- ▶ Bought one Population Unit (t:10)
- ▶ Bought one Robot (t:12)
- ▶ Bought one New Chemicals Factory (t:44 r:12,15)

Willem Passed

Jim Bought two New Chemicals Factories (w:6,7,8 r:9,11,12,12,13,14,15,16)

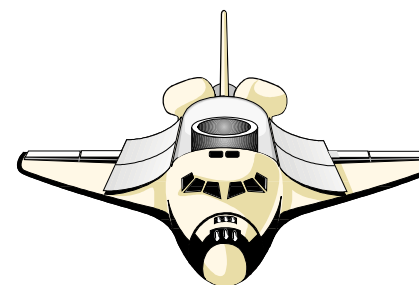
PO	Name	Factories	Population	Robots	Production
1	David	2o,7w,5r,4n	8 (9)	8 (8)	3w,1W,6r,1N,1ro (257,15)
2	Martin	2o,4w,6t,1r	12 (18)	0 (0)	2o,5w,2t,1T,1r (118,25)
3	Marcus	2o,3w,9t	15 (20)	0 (0)	3o,8w,3t,4T (271,30)
4	Willem	2o,8w,7r	7 (9)	7 (7)	4w,1W,8r,1ro (202,15)
5	Lyndon	2o,2w,5t,5n	6 (6)	6 (6)	1T,2r,1m,1n,1N,1om (225,10)
6	Steve	2o,8w,5n	8 (8)	7 (8)	2o,8w,1r,7m,5n (294,15)
7	Jim	2o,4w,5r,2n	8 (8)	0 (0)	1w,6r,2n (125,10)

PO	Name	Colony Cards	Victory Points
1	David	WH, Nod, Sci, Rob, Lab, Eco, PC	61 (410)
2	Martin	WH, HE, Nod, Lab, Eco, Eco, OP, OP	53 (450)
3	Marcus	DL, WH, HE, HE, Eco, OP, OP, OP	47 (430)
4	Willem	DL, WH, Nod, Rob, Lab, PC	47 (355)
5	Lyndon	HE, Sci, Sci, OL, Rob, SS	47 (330)
6	Steve	WH, Nod, Sci, OL, OL, OL, Rob	42 (290)
7	Jim	DL, DL, DL, HE, Nod, Sci, Lab	30 (220)

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

### Orders required

Round seventeen auctions, bids and purchases



## OUTPOST 23 {AV}

We've hit the final phase.

## ROUND 13

### Commander Actions

Mick Auctioned a Laboratory for 80 and got it reduced to 50 after Data Library discounts (o:2 r:8,8,8,8,8,8) plus a free Research Factory

Willem Bought two Research Factories (t:4,6,6,44)

- ▶ Bought two Robots (o:2 t:6 r:5,8)

Marcus Auctioned an Outpost for 100. Kevin joined at 104. Marcus dropped out at 120. Kevin got it for 120 reduced to 95 after Heavy Equipment / Ecoplants discounts (w:3,4 t:44,44) plus a free Titanium Factory

- ▶ Auctioned an Outpost for 100 and got it reduced to 85 after Heavy Equipment discounts (o:1,2 w:3,3,4,4,4 t:4,4,6,6,44) plus a free Titanium Factory

Kevin Bought two Population Units (o:2 w:4,4)

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

PO	Name	Factories	Population	Robots	Production
1	Mick	2o,4w,4r	8 (8)	1 (8)	215
2	Kevin	2o,3w,5t	10 (15)	0 (0)	132
3	Willem	2o,4w,5t,3r	8 (8)	4 (8)	159
4	Marcus	2o,2w,7t	5 (10)	4 (5)	166
5	David	2o,7w,2n	8 (8)	0 (0)	235

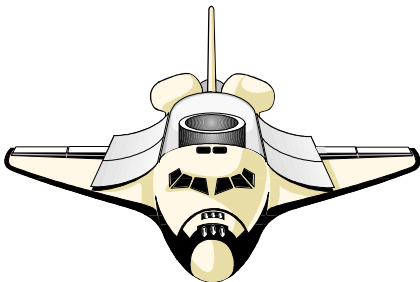
PO	Name	Colony Cards	Victory Points
1	Mick	DL, DL, DL, Nod, Sci, Sci, Rob, Lab, Lab	35 (360)
2	Kevin	WH, HE, Eco, OP, OP	32 (285)
3	Willem	WH, HE, Nod, Rob, Lab	32 (210)
4	Marcus	HE, OL, OL, Rob, OP	31 (280)
5	David	WH, Nod, Sci, OL, Eco	25 (170)

PO	Name	Cards/ Limit	Megas			Ore		Wat/Tit			Res		Mic		NC/OM			RO		MO	
			30	44	88	1	2	3	4	6	5	8	7	10	8	12	18	17	23	22	28
1	Mick	10/10	2	-	-	-	4	-	-	-	15	9	-	-	-	-	-	-	-	-	
2	Kevin	19/25	-	-	-	4	3	12	14	5	-	-	-	-	-	-	-	-	-		
3	Willem	13½/15	2	1	-	-	-	-	1	2	3	3	-	-	-	-	-	-	-		
4	Marcus	9/15	-	1	-	-	-	2	5	3	-	-	4	5	-	-	-	-	-		
5	David	13/15	1	-	-	-	-	4	4	-	3	3	2	2	4	6	-	-	-		

Data Library	0	Sold out	Laboratory	0	Sold out
Warehouse	0	Sold out	Ecoplants	1	(none left)
Heavy Equipment	0	Sold out	Outpost	0	Sold out
Nodule	0	Sold out	Space Station	0	(4 more)
Scientists	0	Sold out	Planetary Cruiser	2	(2 more)
Orbital Lab	0	Sold out	Moon Base	2	(2 more)
Robots	0	Sold out			

Mick discarded five o:1 half-cards to meet hand limits.

Orders required
Round fourteen auctions, bids and purchases



OUTPOST 24	Lots of interest in the Scientists.	ROUND 8
------------	-------------------------------------	---------

Commander Actions

Jim Auctioned a Scientists for 40. Mark joined at 41, Martin at 42, Lyndon at 43, Geoff at 44, Willem at 45, Marcus at 46, Michael at 47. Jim dropped out at 47, Michael and Mark at 60, Lyndon at 61, Martin at 64, Geoff at 67, Marcus at 74. Willem got it for 74 reduced to 34 after Data Library discounts (o:2,3 w:4,7,9,9)

- Auctioned a Scientists for 40. Mark joined at 41, Martin at 42, Lyndon at 43, Geoff at 44, Marcus at 45, Michael at 46. Jim dropped out at 46, Michael and Mark at 57, Lyndon at 58, Martin at 63, Geoff at 67. Marcus got it for 67 (w:10,30,30)
  - Bought one Titanium Factory (o:3,3 w:7,8,9)
- Mark Auctioned a Heavy Equipment for 30. Geoff joined at 31. Mark dropped out at 31. Geoff got it for 31 (o:2,2 w:6,7,7,7)
- Auctioned a Heavy Equipment for 30 and got it (w:30)

Martin Bought one Titanium Factory (o:1 w:8 t:9,12)

Lyndon Bought one Population Unit (o:3 w:7)

Geoff Bought one Population Unit (w:10)

Willem Passed

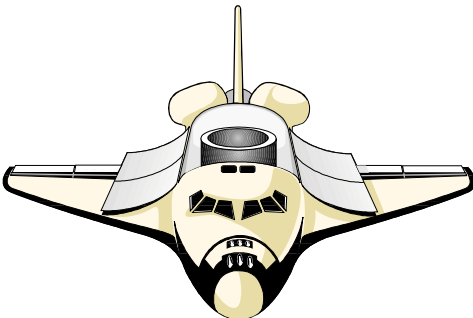
Marcus Passed

Michael Passed

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,3w,1t	5p (8,0)	DL, WH, HE, Nod	2o,3w,1t (37,15)	11 (95)
2	Mark	2o,6w	8p (8,0)	HE, Nod	2o,4w,1W (64,10)	11 (55)
3	Willem	2o,2w	4p (5,0)	DL, DL, DL, DL, Sci	3o,2w,1r (36,10)	10 (100)
4	Marcus	2o,4w	5p (8,0)	HE, Nod, Sci	2o,4w,1r (47,10)	10 (95)
5	Geoff	2o,5w	8p (8,0)	HE, Nod	2o,4w,1W (64,10)	10 (55)
6	Martin	2o,3w,3t	5p (5,0)	WH, HE	1o,5w,4t (78,15)	10 (55)
7	Lyndon	2o,5w	7p (8,0)	WH, Nod	2o,4w,2W (94,15)	10 (50)
8	Michael	2o,4w	5p (5,0)	WH	1o,14w (101,15)	6 (25)

Data Library	0	Sold out	Orbital Lab	0	(5 more)
Warehouse	1	(none left)	Robots	1	(4 more)
Heavy Equipment	0	Sold out	Laboratory	3	(2 more)
Nodule	0	Sold out	Ecoplants	1	(4 more)
Scientists	2	(1 more)	Outpost	0	(5 more)

Orders required
Round nine auctions, bids and purchases





**PUERTO RICO 4**

The Trading House  
sees some business.

**ROUND 6**

Jim is the Mayor (+1).

Stephen is the Craftsman (+1) and produces an extra Tobacco.

Kevin is the Trader (+2) and trades Sugar.

Geoff trades Coffee, Jim trades Indigo, Stephen trades Tobacco. The house is emptied.

Geoff is the Settler and digs a Quarry.

Jim plants Tobacco (Hacienda) and Corn, Stephen plants Tobacco, Kevin plants Corn.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
2	Crn	Ind	Sug	Tob	Cof	-	-	-	-	9	50

**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: 7 Chips: 1	<div>  Small indigo plant            Small sugar mill            Coffee roaster         </div> Fields: Qry✓ Crn✗ Ind✓ Sug✗ Tob✗ Cof✓         Goods: Ind✓
Jim Reader DbIns: 4 Chips: 2	<div>  Indigo plant            Small market            Hacienda         </div> Fields: Qry✓ Crn✗ Ind✓✗ Tob✗✗ Cof✗✗         Goods: Crn✓
Stephen Webb DbIns: 4 Chips: 3	<div>  Sugar mill            Tobacco storage         </div> Fields: Qry✓ Crn✓ Sug✗ Tob✓✗         Goods: Crn✓ Tob✓
Kevin Lee DbIns: 10 Chips: 4	<div>  Small sugar mill            Small market         </div> Fields: Qry✓ Crn✓✗ Sug✓✗ Cof✗✗         Goods: Crn✓

**Orders required**

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



**PUERTO RICO 5**

A fairly standard start.

**ROUND 1**

Jim is the Builder and builds a Hospice.

Brian and Paul build Small Markets, Allan builds a Small Warehouse.

Brian is the Settler and plants Corn.

Paul plants Tobacco, Allan Sugar, Jim Tobacco.

Paul is the Mayor.

Allan is the Craftsman and produces an extra Corn.

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

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

**Buildings**

1 VP	SIP	4	SSM	4	SMA	✗	HAC	2	CON	2	SWA	1
2 VPs	LIP	3	LSM	3	HOS	1	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
- - - - -	- - - - -	- - - - -

Jim Reader DbIns: 0 Chips: 0	<div>  Hospice         </div> Fields: Ind✗ Tob✗         Goods: ✗
Brian Tappenden DbIns: 2 Chips: 0	<div>  Small market         </div> Fields: Crn✓ Ind✗         Goods: Crn✓
Paul Tappenden DbIns: 2 Chips: 0	<div>  Small market         </div> Fields: Crn✓ Tob✗         Goods: Crn✓
Allan Stagg DbIns: 0 Chips: 0	<div>  Small warehouse         </div> Fields: Crn✓ Sug✗         Goods: Crn✓✓

**Orders required**

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



## RAIL BARON 14

Half of the railroads are  
now in private hands.

## ROUND 3

Kevin Lee : Green : Pocatello Expressways Are Rampant (PEAR) : Cash 22K  
(Home: El Paso)

- 11: {10} AT&SF/MP to San Antonio {+8} Buys B&M {-4} {-1 bank}
- 12: {5} SP 1 1 SE of El Paso {-1 bank}
- 13: {10} SP to 1 E of Los Angeles {-1 bank}
- 14: {5} SP to 2 S of Oakland {-1 bank}
- 15: {8} SP to 2 S of Portland SP to 2 S of Oakland {-1 bank}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 7½K  
(Home: Detroit)

- 11: {10} CMStP&P/PA to Pittsburgh {-5 C&T}
- 12: {5} B&O to Washington {+18} No purchase {-1 bank}
- 13: {10} B&O to 1 E of St.Louis {-1 bank}
- 14: {5} B&O/MP to 1 NE of Little Rock {-1 bank}
- 15: {8} MP/T&P to Shreveport {+12} No purchase {-1 bank}

John Shelley : Red : St.Louis, Atlanta, Plains & Pacific Electric Railroad System  
(SLAPPERS) : Cash 8K (Home: Atlanta)

- 11: {10} PA to Columbus {+7½} No purchases {-5 C&T}
- 12: {5} PA/B&O to 1 NW of Washington {-1 bank -5 C&T}
- 13: {10} B&O to Washington {+5} No purchase {-1 bank}
- 14: {5} B&O to 2 E of Cincinnati {-1 bank}
- 15: {8} B&O/MP to 2 W of St.Louis {-1 bank}

Roger Krueger : Blue : PFFFT (Pennies Flattened for Feckless Teens) : Cash 21½K  
(Home: San Francisco)

- 11: {10} UP to 2 SE of Pocatello {-1 bank}
- 12: {5} UP/SP to 2 E of Reno {-1 bank}
- 13: {10} SP to San Francisco {+17½} Nuys NYNH&H {-4} {-1 bank}
- 14: {5} SP to 1 E of Reno {-1 bank}
- 15: {8} SP/UP to 4 SE of Pocatello {-1 bank}

Derek Wilson : Black : Cut & Thrust (C&T) : Cash 5K  
(Home: Los Angeles)

- 11: {10} UP to 1 N of Salt Lake City {-1 bank +5 BUM +5 SLAPPERS}
- 12: {5} UP to 1 S of Butte {-1 bank +5 SLAPPERS}
- 13: {10} UP/CMStP&P to 4 W of Minneapolis {-1 bank}
- 14: {5} CMStP&P to Minneapolis {+21½} No purchase {-1 bank}
- 15: {8} CMStP&P/PA to Indianapolis {-1 bank}

Turn	Basic Throw	Bonus	Priority	
16	6+5=11	-	PEAR	The first double for PEAR's Express train
17	1+5=6	1 (S)	BUM	turns up, but isn't exactly a killer.
18	5+5=10	2 (E/S)	SLAPPERS	
19	2+1=3	3 (S)	PFFFT	The bonuses marked (S) are for anyone
20	5+4=9	2 (S)	C&T	who buys a Superchief.

Player	Colour	First Destination	Payout	Second Destination	Payout
PEAR	Green	Portland . . . . (NW)	25,000	Phoenix . . . . (SW)	16,000
BUM	Yellow	Mobile . . . . . (SE)	4,500	Baltimore . . . . (NE)	10,500
SLAPPERS	Red	Pocatello . . . . (NW)	23,000	Mobile . . . . . (SE)	22,500
PFFFT	Blue	Cleveland . . . . (NC)	26,000	Birmingham . . . (SC)	7,500
C&T	Black	Richmond . . . . (SE)	12,500	Little Rock . . . . (SC)	10,500

Additional destination for <i>PEAR</i> :	Phoenix to:	Tampa . . . . . (SE)	24,000
Additional destination for <i>BUM</i> :	Baltimore to:	Houston . . . . . (SC)	15,000
Additional destination for <i>C&amp;T</i> :	Little Rock to:	San Francisco . . (SW)	21,500

Player	Train	Railroads	Cash
PEAR	E	B&M, C&NW, C&O	\$21,000
BUM	N	GM&O, RF&P, SAL	\$28,500
SLAPPERS	N	ACL, IC, SOU	\$6,500
PFFFT	N	L&N, NYC, NYNH&H	\$30,000
C&T	N	CMStP&P, PA	\$36,500

Orders required

Turns 16 to 20

## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jun 4th	Minstrel 289
Jun 6th	Bloodstock 190
Jun 9th	Hopscotch 226, Save Your xxs For Me 29, The Tangerine Terror 34
Jun 18th	Devolution 60
Jun 24th	...mais n'est-ce pas la gare? 62
Jun 27th	Minstrel 290, Ode 276

## 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



## RAILROAD TYCOON I

Time for another  
new venture.

## NEW GAME

Welcome Railroad Tycoon. The four players taking the plunge for the first game have been randomly drawn in the following playing order:

Joakim Spangberg Riddaregatan 28, SE-352 36 VÄXJÖ, Sweden  
Mark Stretch 41 Burma Close, Evesham, Worcestershire, WR11 1GZ  
Simon Robertson Melyn, Colyton Way, Purley-on-Thames, Reading, Berkshire, RG8 8BL  
Michael Longdin 29 Woolborough Road, Crawley, West Sussex, RH10 8HE

Your package of playing materials for this game consists of a copy of the rules, a summary of the railroad operation and tycoon cards, an FAQ that may help with any questions you have, an income track reference, and a copy of the map at the start of this game, showing where the goods cubes have been deposited. You will also have a note of which Railroad Tycoon card has been drawn for you.

In anticipation of some queries about how the goods are shown on the map, the yellow box on Jacksonville, for example, is not an empty space, it is a yellow goods cube. I've used dark grey instead of black, so the dark grey goods can only be delivered to the dark grey cities. Goods cannot be delivered to the light grey cities. Some of these will change colour during the game as the Urbanize option is used.

At the start of the game we have the three starting Railroad Operation cards, and eight more drawn for four players, giving us this set:

- |                           |                                 |
|---------------------------|---------------------------------|
| ● The Railroad Era Begins | ■ Government Land Grant         |
| ● Speed Record            | ✖ New Industry                  |
| ● New Train               | ✖ City Growth                   |
| ■ Hotel (New York)        | ● Major Line (Baltimore/Toledo) |
| ■ Hotel (Boston)          | ● Major Line (New York/Chicago) |
| ● Service Bounty (Mobile) |                                 |

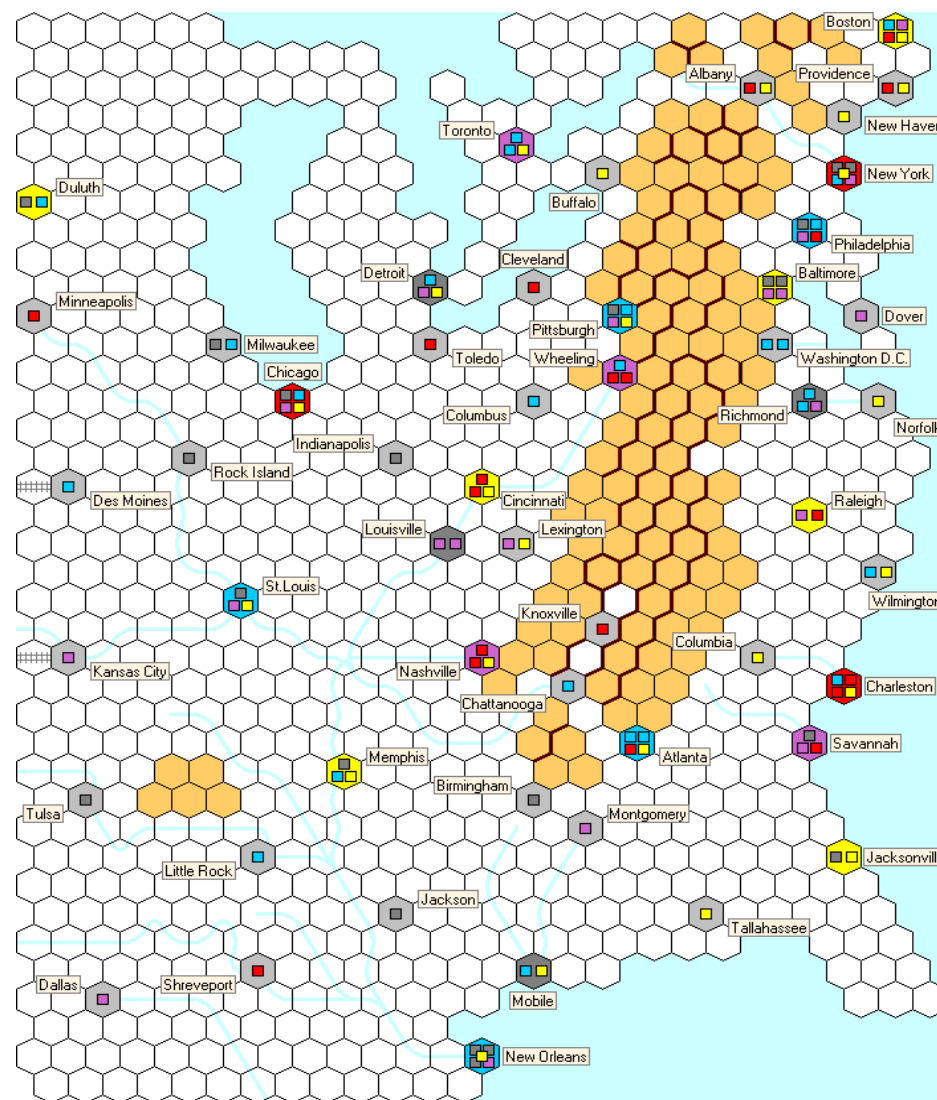
There is one official change to the enclosed rules. If a player finds a partially built link cannot be completed because the planned route is blocked, the last hex laid can be redirected, paying the usual cost as if the tile was being laid for the first time. That's probably not so important in a postal game, as deliberate blocking will be harder to arrange.

The sequence of play for the postal game follows the same sequence as the face-to-face game, starting with the auction for first player. As nobody has any money at the start of the game, anything you bid will be covered by taking out an appropriate number of loans.

Once the auction is complete there will be three sets of actions starting with the player that won the auction. If everyone passes in the auction, Mark will start the first round.

You'll need to be aware of the need for conditional orders here. If your first objective is to connect Lexington to Cincinnati and deliver the yellow goods cube from Lexington to Cincinnati, if someone else goes before you they might choose to do just that, so you need to give me a number of plans in order of priority to make sure you get somewhere. If I find that I have nothing I can do for you, I will draw one of the operation cards at random, then upgrade your engine, taking out one loan if needed, as passing an action is not allowed.

The game will end one full round after the round in which fourteen cities are empty.



### Orders required

Bids for first player, followed by three sets of actions





## RAILWAY RIVALS 2004-DK

ODE to Dakota.

## GAME OVER

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

John Marsden (ODE, 1st): Well, I didn't expect a clear run in 39. Without that, I think I would still have just edged it, but the result deserved to be close, with some good networks.

My aim was to have the best connections in the west, which I managed, and although I didn't entirely build the network I wanted, it came fairly close and had some near monopolies.

Thanks to everyone who played, and many thanks to Keith for running it.

Jim Reader (YEEHAW, 4th): I really enjoyed this game, although I'm quite disappointed by my final position. I had a clear strategy in this game to try and build fast links between the four 2-number towns of ... (transmission interrupted).

Joakim Spångberg (GOTGT, 5th): I made too many errors during the first six build rounds (some more embarrassing than other) to be competitive in this game. Good win John, and thanks for GMing, Keith.

Much closer than other games, and all the more tense - and hopefully fun - because of it. A lot of that is down to the open nature of the terrain. If you wanted to challenge someone for a route, you could run alongside without risking too much in payments to rivals.



## RAILWAY RIVALS 2016-CZ

One solo run.  
For the leader.

## ROUND 9

There is a swing of six points from MATE to TGV, as the latter built K27 to L27 before MATE did the same line in the other direction.

Czech Republic Leapfrog rules

### Round 9 Runs

			MATE	TBD	PUP	TGV	COL	
15	46 Znojmo	① TGV	13	-8				5
	51 Havlickuv Brod/Jilava	① MATE	12			+8	+5	25
		③ COLIN	5	-5				0
16	61 Plzen	① COLIN	16		+1/-3			14
	16 Liberec	② TGV	9		-1			8
		③ PUPPET	5			+1	+3/-1	8
17	35 Zlin	① TBD	30					30
	26 Sump perk							

18	52 Jinderich Hrad/Tabor	① MATE	11		+9		-3	+3	20
	② N/S Germany	① TBD	10	-9			-3		-2
		③ COLIN	5	-3			-5		2
		③ TGV	4	+3	+3			+5	15
19	45 Breclav	① COLIN	13	+3	+2/-4				14
	25 Svitavy/Tisnov	① PUPPET	12					+4/-2	14
		③ MATE	5					-3	2
20	15 Ceska Lipa/Decin	① PUPPET	13		-4		+4	-1	9
	31 Ostrava	① TBD	12						15
		③ MATE	5						5
		✕ TGV			+1				1
21	66 Usti Nad	① TGV	16	-2		+4			18
	① Poland	② TBD	7				+2		9
		② PUPPET	7				-4		3

### Round 9 builds

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

(N8) - N6 - M6 - M5.

-4 (builds) +1 (PUPPET) -1 (TGV) = -4

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

None.

+1 (PUPPET) = +1

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

(N8) - N6 - M6 - M5; (J9) - J10 - G12 - Strakonice; (Prostejov) - C71.

-10 (builds) -1 (MATE) -1 (BD) -3 (TGV) -2 (COLIN) = -17

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

(Pisek) - G14 - Strakonice - G12.

-3 (builds) +1 (towns) +1 (MATE) +3 (PUPPET) = +2

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

(G15) - Strakonice - G12; (N32) - N34 - A75 - A76. -7 (builds) +2 (towns) +2 (PUPPET) = -3

### Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
TBD	191	-	-	30	-2	-	15	9	+1	244
MATE	129	25	-	-	20	2	5	-	-4	177
PUPPET	154	-	8	-	-	14	9	3	-17	171
TGV	99	5	8	-	15	-	1	18	+2	148
COLIN	52	0	14	-	-3	14	-	-	-3	74

### Round 10 Runs

22.	62 - 13	Plzen to Praha
23.	65 - 55	Most to Domazlice/Klatovy
24.	22 - 35	Hradec Kralove to Zlin
25.	12 - ①	Praha to Poland
26.	54 - 46	Ceske Budejovice to Znojmo
27.	31 - 42	Ostrava to Brno
28.	25 - ④	Svitavy/Tisnov to South Germany

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



## RAILWAY RIVALS 2026-DM

Confusion cleared?  
I hope so.

## ROUND 7

Denmark

### Round 7 Runs

			TRADE	GREAT	100%	KIM	BT	
1	64 Sønderborg/Ærø 34 Nykøbing Mors/ Odense	① TRADE 15 ① BT 15 ✗ KIMBPU				-3	+3	15 12 3
2	16 Thisted/Stege 36 Thybøran/ Svendborg	① TRADE 30 ✗ 100% ✗ GREAT	+5 +2	-2	-5			23 5 2
3	54 Aalborg/ København-NE 13 Brønderslev/ Gedser	① BT 10 ① GREAT 10 ① KIMBPU 10		+1		+4 -1	-4	14 9 7
4	52 Randers/Hillerød 21 Esbjerg/Næstved	① 100% 11 ① TRADE 10 ③ GREAT 5 ④ KIMBPU 4 ✗ BT	+1 +3	+3 -3	-1 -3		-3	15 6 5 1 3
5	46 Skjern/Town 46 66 Haderslev/ Bornholm	① KIMBPU 11 ② TRADE 10 ③ GREAT 5 ③ 100% 4 ✗ BT	-6 +2/-3 +3/-2 -8	-1 +8	+2 +1 -2		-1	6 23 7 -7 1
6	25 Vejle/Korsør 43 Herning/Rørvig	① BT 15 ① KIMBPU 15 ✗ 100%		-1 -3 +3	+2 -2 +1			16 10 4

### Round 7 builds

Trans Denmark Express (TRADE) (Tony Bromley, Red)  
(Q14) - Q18; (L63) - P65. -8 (builds) -2 GREAT) -1 (100%) +1 (KIMBPU) = -10

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
(Ringsted) - K17; (R13) - Korsør. -5 (builds) +2 (TRADE) = -3

100% Trains (100%) (Michael Longdin, Green)  
(Skjern) - Varde; (Hillerød) - D20 - Helsingør. -9 (builds) +6 (towns) +1 (TRADE) +1 (BT) = -1

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow)  
(C58) - C54 - Svendborg; (D79) - A81 - A82. -10 (builds) -1 (TRADE) = -11

Brian's Trains (BT) (Brian Tappenden, Orange)  
(L63) - M63 - Grindsted; (M63) - Q65; (Grindsted) - M58. -10 (builds) -1 (100%) = -11

### Scores

	Runs:	1	2	3	4	5	6	Builds	Score
TRADE	116	15	23	-	6	23	-	-10	173
BT	116	12	-	14	3	1	16	-11	151
100%	75	-	5	-	15	-7	4	-1	91
GREAT	68	-	2	9	5	7	-	-3	88
KIMBPU	29	3	-	7	1	6	10	-11	45

### Round 8 Runs

7.	32 - 55	Rinkøbing/Fåborg to Aalborg/København-west
8.	31 - 45	Lemvig/Middelfart to Silkeborg/Frederikssund
9.	51 - 42	Grenå/Roskilde to Århus/Holbæk
10.	26 - 65	Fredericia/Slagelse to Åbenrå/Fanø
11.	22 - 15	Varde/Ringsted to Hjørring/Rødbyhavn
12.	63 - 14	Ribe/Langeland to Frederikshavn/Vordingborg

I think I can solve the riddle of the confusing builds south east of Grindsted. Jim was giving me hex references counted the wrong way from the printed ones, and I hadn't realised this, so passed them on. His build of a couple of rounds ago was from P59, not P57, and last round's a build was from O60, not O64. Both of those builds came off the direct build from Grindsted to Varde.

Regarding the validity of runs, no run under six hexes is legal, so if a pair of destination numbers are too close, the run must be between other pairings. BT tried one of those this time and was excluded, but he couldn't have competed on the alternatives.

When ordering runs, you should not order them by destination number alone, particularly on this map, where each of those has two locations. Town 46 is an exception to this because it is not named on the map, but referring to town 46 when you mean Skjern does not make things easy. You should also list payments to rivals. 100% ran through some hexes that had up to three parallel tracks of other players, and you should be telling me who you are paying. I may choose to reward this omission by paying everyone.

GREAT submitted a build that was just a town, so nowt got built for that bit.

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



## RAILWAY RIVALS 2028-DC

GREAT gets down  
to Penzance.

## ROUND 6

Devon and Cornwall {16 points for these builds}

Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)  
(St. Austell) - I14 - Truro - Redruth; (Plymouth) - O26 - Tavistock; (N20) - Liskeard.  
66 -4 (GREAT) = 62

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
(Truro) - I10 - H9 - Falmouth; (I8) - Redruth - I5 - Penzance; (W28) - Okehampton;  
(W27) - Y28.  
68 +18 (towns) +4 (FERRET) +3/-1 (WCRC) = 92

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)  
(S22) - Q23; (Y28) - Barnstaple; (V34) - V35 - Exeter; (Wadebridge) - O16; (K10) - K9;  
(K10) - Truro.

52 +6 (towns) +1/-3 (GREAT) = 56

Peter, your last build was lost because you ordered (Z27) - Barnstaple, but your round two build was Y28 - Z28, not Y28 - Z27, so it took one more point to get to Barnstaple.

#### Round 7 Runs

1. 13 - 42 Redruth to Newton Abbot
2. 23 - 62 Bodmin to Barnstaple
3. 61 - 14 Ilfracombe to Falmouth ..... (not yet available)
4. 54 - 43 Taunton to Exmouth
5. 35 - 26 Okehampton to Looe
6. 34 - 56 Tavistock to Dulverton ..... (not yet available)

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



### RAILWAY RIVALS 2029-DC

Almost into the  
toe of Cornwall.

### ROUND 5

Devon and Cornwall ..... {14 points for these builds}  
Old Devon Enterprise (ODE) (John Marsden, Orange)  
(Looe) - N20 - N17 - Bodmin; (S26) - T26 - V25.  
68 -2 (GITCO) = 66

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)  
(N13) - N12 - L11 - L9 - I8 - Redruth - I6.  
18 -2 (GITCO) = 16

Goram Is Tony's Cornish Origin (GITCO) (Tony Sait, Green)  
(L15) - St. Austell - I14 - Truro - Redruth; (I10) - H9 - Falmouth.  
76 +24 (towns) +2 (ODE) +2 (YOKEL) = 104

Jim, your last build took you to 15 points, but the limit for this round was 14.

Builds
Up to 14 points excluding payments to rivals



### RAILWAY RIVALS 2030-DC

Six new towns added  
to the network.

### ROUND 3

Devon and Cornwall ..... {14 points for these builds}  
Travel Hotspot Under Development (THUD) (Bob Coull, Black)  
(W23) - Launceston - T19 - U19; (Y26) - A71 - Barnstaple.  
26 +6 (towns) = 32

Rail Efficiency and Luxury, All-the-way-to Lands End (REAL ALE) (Steve Ham, Brown)  
(U39) - Honiton; (W40) - W41; (O30) - M29 - Plymouth.  
29 +12 (towns) = 41

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)  
(S24) - Looe; (O22) - Liskeard - O19; (W28) - Okehampton.  
29 +18 (towns) = 47

Builds
Up to 13 points excluding payments to rivals



### RAILWAY RIVALS 2046-DC

PASTIE goes for the  
northern option.

### ROUND 1

Devon and Cornwall ..... {17 points for these builds}  
Taunton Rapid Express (TRADE) (Tony Bromley, Orange)  
(Taunton) - B85 - B84 - Z39 - Z37 - W36 - W32.  
20

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)  
(Taunton) - B85 - B83 - Exeter - U32 - V31.  
20 +6 (towns) = 26

Poor and Shaky Trains in Exeter (PASTIE) (Don Shailer, Green)  
(Taunton) - D85 - D84 - E84 - E81 - B79 - Tiverton; (D80) - D78 - C78 - Dulverton - C75 - D74.  
20 +12 (towns) = 32

Builds
Up to 13 points excluding payments to rivals



SAINT PETERSBURG 1

The Banquet expansion will be used with this game.

NEW GAME

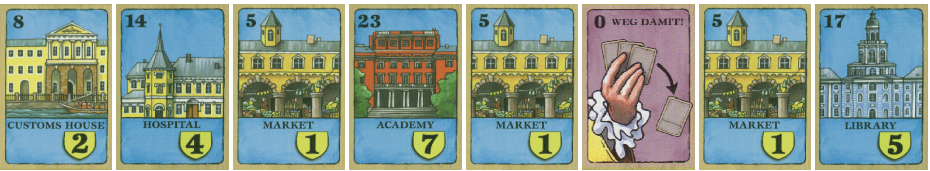
Welcome to another new game for these pages. The four players for this one are drawn in this playing order:

Geoff Hardingham	48 Caspian Way, Wheaton Aston, Stafford, Staffs, ST19 9PR
Sharon Khan	2 Rectory Road, Campton, Shefford, SG17 5PF
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT

The deal of the starting player cards gives Geoff the Worker marker, Mike the Building marker, Sharon the Aristocrat marker and Rob the Trading marker. The following Worker cards have been dealt:



Assuming that all eight of these are taken, these Building cards will be drawn afterwards:



Should fewer than eight Worker cards be taken, then only that number of Building cards will be dealt. The enclosed sheet on The Banquet will explain how the Weg Damit! card works.

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	25	0	Or + Ov	Or + Ov	Or + Ov	Worker	23
Sharon	25	0	Or + Ov	Or + Ov	Or + Ov	Aristocrat	30
Rob	25	0	Or + Ov	Or + Ov	Or + Ov	Trading	36
Mike	25	0	Or + Ov	Or + Ov	Or + Ov	Building	23

The Worker/Building/Aristocrat columns will show your income for those phases, while the Cards column shows how many cards are left of each type. This will probably be the only time we'll do two phases together, as things become less predictable later on. I'm sure you'll ask if you have any questions. Whatever they may be, enjoy the game.

Orders required
Worker phase led by Geoff followed by Building phase led by Mike



SCEPTRE OF ZAVANDOR 1

Our first Artifact is bought unopposed.

ROUND 2

Actions	
Lyndon	Increased knowledge of Energy to level 3 {12}
Sharon	Enchanted a Sapphire {20}
Kevin	Increased knowledge of Artifacts to level 3 {8} ▶ Enchanted an Opal {10}
Geoff	Increased knowledge of Sages to level 3 {12}
Tim	Auctioned a Spellbook for 20 and got it {20}
David	Increased knowledge of Gems to level 3 {8} ▶ Enchanted a Sapphire {14}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	David	Witch	o:3 s:2	5/5	10	s:2	4
2	Kevin	Mage	o:3 s:2	5/5	10	s:2	6
3	Sharon	Kobold	o:2 s:3	5/5	5	s:4	6
4	Tim	Druid	o:3 s:1	4/5	10	s:2	5
5	Lyndon	Elf	o:3 s:1	4/5	24	s:1	4
6	Geoff	Fairy	o:2 s:2	4/5	10	s:4 e:1	5

PO	Name	Artifacts	Knowledge	New Knowledge Cost	VPs
1	David	-	Gems : 3	20/25/30/35/40	5/5
2	Kevin	-	Artifacts : 3	20/25/30/35/40	5/5
3	Sharon	-	Accumulation : 1	20/25/30/35/40	5/5
4	Tim	Spellbook	Fire : 2	20/25/30/35/40	5/4
5	Lyndon	-	Energy : 3	20/25/30/35/40	4/4
6	Geoff	-	9 Sages : 3	20/25/30/35/40	4/4

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

A new Spellbook comes out to replace the one Tim bought. I've reorganised the tables slightly. This is likely to happen for a little while, but hopefully not to confuse.

The *New Knowledge Cost* column shows the cost of the chips for starting to learn new fields of knowledge. While you would logically consider the lowest price for a new field of knowledge, you are not obliged to take it, and if you can afford a more expensive chip when the time comes, you might choose to take that option.

If you know how you are going to pay for things it makes life easier for me if you tell me so that I don't have to decide whether to spend cards or dust.

Orders required
Round three gem dealing, knowledge improvement, 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.

- ✧ Ingenious (Einfach Genial/Mensa Connections) and Saint Petersburg made their debuts on the web site on June 6th and their waiting lists started filling up the same day.

- ✧ 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:

Ra e575	Paul Barrett
Puerto Rico e600	Lew Stansby
Puerto Rico e606	Dave Burton
Puerto Rico e614	Mark Stretch
Samurai e633	Sharon Khan
Carcassonne e634	Sharon Khan
Euphrat & Tigris e639	Dave Burton
Euphrat & Tigris e645	Mark Stretch

- ✧ New games and start dates:

Acquire e656	May 27th
1825 e657 {1825-M21}	May 27th
Railroad Dice e658 {60 dice}	May 29th
1856 e659 {1856-O21}	Jun 3rd
Torres e660 {Action card}	Jun 6th
Puerto Rico e661	Jun 6th
Saint Petersburg e662	Jun 7th
Euphrat & Tigris e663	Jun 10th
Saint Petersburg e664	Jun 11th
Ingenious e665	Jun 11th
Ra e666	Jun 12th
1830 e667 {1830-S21}	Jun 16th
Euphrat & Tigris e668 {Artists}	Jun 23rd
Puerto Rico e669	Jun 24th



## 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	Peter Mearns . . . . .	RR-2016-CZ
Tony Bromley . . . . .	RR-2026-DM, RR-2046-DC	Willem Moene . . . . .	1800-I20, 1830-G20, 1830-R20, 1830-F21, 1835-B21, 1856-M19, 1870-O20, 18Kaas-O19, Acq46, OP22, OP23, OP24
Simon Brooks . . . . .	BA16, BB-297-VSW	Marcus Pratt . . . . .	AR1, NER8, OP22, OP23, OP24
Martin Butcher . . . . .	1829-C20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, 18Kaas-O19, AR1, BA15, BB-293-NIT, LR10, NER8, OP22, OP24	Jim Reader . . . . .	6n12, BA15, BA16, BB-292-FRA, BB-293-NIT, BB-297-VSW, DQ4, OP22, OP24, PR4, PR5, RB14, RR-2026-DM, RR-2029-DC, RR-2046-DC
John Colledge . . . . .	6n12, Acq43, Acq44, Acq45	Lionel Robbins . . . . .	1829-J19, Acq43
Bob Coull . . . . .	Acq43, Acq46, BB-292-FRA, BB-297-VSW, RR-2016-CZ, RR-2030-DC	Peter Robbins . . . . .	RR-2028-DC
Simon Cutforth . . . . .	1856-M19, 1870-O20	Tony Robbins . . . . .	1825-S19, 1837-G21
Gareth Davies . . . . .	1856-R18	Simon Robertson . . . . .	BB-292-FRA, BB-297-VSW, RRT1, RR-2016-CZ, RR-2030-DC
Bruce Edwards . . . . .	AR1, BA15, DQ4	Tony Sait . . . . .	1830-F21, 1835-B21, 1856-R18, 1856-M19, 18Kaas-O19, RR-2029-DC
Tim Franklin . . . . .	1895-L20, 6n12, BA16, RR-2028-DC, Sceptre 1	Don Shailer . . . . .	1829-C20, BB-293-NIT, RR-2046-DC
Mark Frueh . . . . .	1830-R20	Colin Sharpe . . . . .	6n12, Acq44, Acq45, BB-293-NIT, RR-2016-CZ
Michael Graystone . . . . .	6n12, Acq44, Acq45, BB-292-FRA, RR-2026-DM, RR-2028-DC	John Shelley . . . . .	1829-J19, 1835-B21, 1856-R18, 1870-U19, RB14
Lyndon Gurr . . . . .	1829-J19, 1856-M19, 1870-U19, 18Kaas-O19, Acq46, LR10, OP22, OP24, Sceptre 1	David Smith . . . . .	1829-J19, 1829-C20, OP22, OP23, Sceptre 1
Steve Ham . . . . .	6n12, BA16, BB-293-NIT, RR-2016-CZ, RR-2030-DC	Don Smith . . . . .	1830-G20, 1830-R20, 1830-F21, 1835-B21, 1837-G21, 1870-O20
Geoff Hardingham . . . . .	1837-G21, OP24, PR4, StP1, Sceptre 1	Joakim Spångberg . . . . .	RRT1
Alan Harvey . . . . .	1800-I20, 1825-S19, 1825-L21, 1829-J19, 18Kaas-O19	Allan Stagg . . . . .	BA15, PR5
Mick Haytack . . . . .	6n12, Acq44, OP23	Mark Stretch . . . . .	1825-S19, 1830-F21, 1835-B21, BA15, OP24, RRT1
Mike Head . . . . .	1830-F21, 1856-Y19	Brian Tappenden . . . . .	BB-292-FRA, PR5, RR-2026-DM
Mike Hutton . . . . .	1825-S19, 1825-L21, 1830-R20, 1856-R18, 1870-U19, StP1	Paul Tappenden . . . . .	PR5
Sharon Khan . . . . .	6n12, BA16, NER8, StP1, Sceptre 1	Steve Thomas . . . . .	OP22
Roger Krueger . . . . .	1830-G20, 1870-O20, 1895-L20, LR10, RB14	Rob Thomasson . . . . .	1856-Y19, StP1
Kevin Lee . . . . .	Acq43, Acq45, BA16, BB-292-FRA, BB-297-VSW, DQ4, OP23, PR4, RB14, Sceptre 1	Roger Trethewey . . . . .	BA15, DQ4
Michael Longdin . . . . .	OP24, RR-2026-DM, RRT1	Stephen Webb . . . . .	1830-G20, 1837-G21, 1856-M19, 1856-Y19, 1870-U19, 1870-O20, PR4
Richard Lunn . . . . .	1830-R20, 1856-R18	Tony Wilcock . . . . .	Acq43, Acq45, Acq46, AR1, LR10, NER8
John Marsden . . . . .	Acq46, RR-2029-DC	Derek Wilson . . . . .	RB14



## OUTSIDE EDGE

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

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## DEADLINES

Wednesday July 26th 2006  
18xx Games - Friday July 21st

Future main deadlines: August 23rd September 20th October 25th

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.