

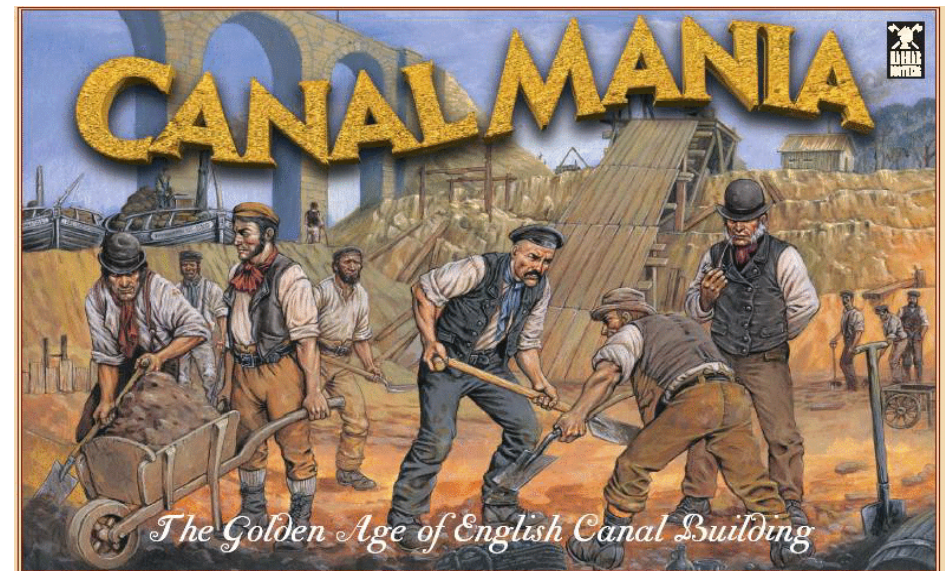
FOR WHOM THE DIE ROLLS

July 2006

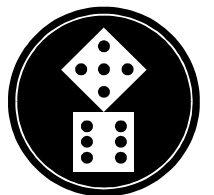
Published by Keith Thomasson

Issue 134

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 #134, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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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...

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

Games starting in the next issue...

⇨① 1899 Alan Harvey, Lyndon Gurr, John Shelley, Don Smith
✱ Puerto Rico Tony Sait, Rob Thomasson, Jim Reader, Lionel Robbins
✱ Sopwith Simon Brooks, Jim Reader, Michael Graystone, Don Shailer, Tim Franklin, Joakim Spångberg

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

⇨① 1826 Lyndon Gurr, John Shelley, Stephen Webb, Don Smith
⇨② 1850 Lyndon Gurr, Tim Franklin, Stephen Webb
⇨④ 1856 Richard Lunn
② 1895 Steve Thomas
⇨③ 18EU Stephen Webb, Don Smith
(The minor company auctions will be done by e-mail for this game)
⇨③ Acquire (Standard) ... Colin Sharpe, Willem Moene
⇨④ Acquire (Powers) Colin Sharpe
⇨② Age of Steam Sharon Khan (original map/first expansion), Michael Longdin, Mike Hutton
⇨② Industrial Waste Sharon Khan, Mike Head

I supply everything you need for these...

③/⑨ Battle! Michael Graystone, Allan Stagg, Steve Ham
✱ Bus Boss Michael Graystone, John Marsden, Colin Sharpe, Steve Ham, Kevin Lee
(North Wales)
⇨② Bus Boss Simon Robertson, Jim Reader, Bob Coull (Kyrgyzia)
⇨⑥ Golden Strider Steve Ham, Jim Reader, Roger Trethewey, Kevin Lee
✱ Railway Rivals Michael Graystone, John Marsden, Colin Sharpe, Kevin Lee, Simon Robertson
(East Anglia)
⇨③ Railway Rivals Bob Coull, Jim Reader
(Israel and Palestine)
⇨④ Sceptre of Zavador .. Michael Longdin, Lyndon Gurr

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

START

Welcome to issue #134. This issue just squeezes in before the end of July, or at least it does at my end. By the time it gets to some of you it will be August, but it is still the July issue. The reason for the late production date is the need to keep the early part of August free, because that's when I'm off to Indianapolis to experience GenCon for the first time. It will be interesting to see how it compares to Origins.

When we went to Origins we packed a holiday around it, visiting Chicago and Boston. This year it's just me, flying out on the Monday, helping to set up on the Tuesday, doing the show Thursday to Sunday, and flying back on the Monday, with little free time to explore. I'm back the week before the 18xx deadline, so I should have time to put something together for the next issue.

I was contacted by Chris Carr recently. He was involved in the development of the Battle! game with Richard Ashley. If you're interested in it, you might want to get in touch with Chris, as he is considering running one or more games by e-mail. You can find information about the game on his web site, which is www.terminalarrogance.com (the link to Battle! is at the bottom of the home page) or contact him on Chris.Carr@paconsulting.com.

This month's cover picture is the new game from the Ragnar Brothers. I'm expanding the range of games I sell through my web site, and the Ragnar Brothers collection is one of the first to be added. Canal Mania came out this July and I only got my stock on the 28th. It has been produced to the modern standard and the component quality is excellent. The hallmark Ragnar Brothers tea-towel board is replaced by a proper mounted board. The game is about the golden age of canal building in England. To quote from a review on the BoardGameGeek web site, "...this has hints of Age of Steam and Ticket to Ride, and doesn't have completely new mechanisms, but it has a very well integrated system that nicely meshes with the theme of British canal building." For more information, visit www.fwtwr.com/store or www.boardgamegeek.com. The list price is £34.99. I'm selling it for £32 plus shipping, which will be £5 in the UK. The print run is 1,000 copies. I suspect it will sell out very quickly. ✱

BOARDPIECES

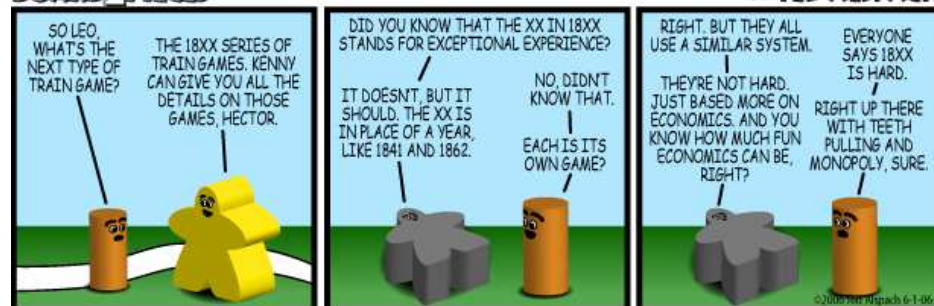
BY TED ALSPACH



*EDITOR: DUE TO LAST WEEK'S SHILL-FEST, IN WHICH TED ALSPACH USED THIS STRIP TO GO ON AND ON ABOUT HIS "AGE OF STEAM EXPANSION: 1830'S PENNSYLVANIA AND NORTHERN CALIFORNIA" MAP SETS, WE'VE ASKED THAT TED NOT REFER TO THE MAPS IN THE COMIC ANYMORE, REGARDLESS OF HOW WELL-DESIGNED THEY ARE, AND HOW MUCH INCREDIBLE, AMAZING VALUE THEY ADD TO THE BASE GAME. EDITOR'S EDITOR: THIS IS WORSE THAN THE ORIGINAL REFERENCE! OBVIOUSLY THE EDITOR IS GETTING KICKBACKS DIRECTLY FROM THE CREATOR OF THOSE "AGE OF STEAM EXPANSION: 1830'S PENNSYLVANIA AND NORTHERN CALIFORNIA" MAP SETS. AS A RESULT, I WOULD ASK THAT YOU DO NOT BUY A COPY FOR YOURSELF, REGARDLESS OF THE ENGAGING THEME, UNIQUE MECHANICS AND HIGH QUALITY BOARDS. CHIEF EDITOR: THIS "AGE OF STEAM EXPANSION: 1830'S PENNSYLVANIA AND NORTHERN CALIFORNIA" THING HAS GONE TOO FAR! I'M RELIEVING BOTH EDITORS OF THEIR EDITING DUTIES. THEY CAN USE THEIR FREE TIME TO PLAY TED'S AOS MAPS. I HEAR THEY'RE VERY GOOD.

BOARDPIECES

BY TED ALSPACH



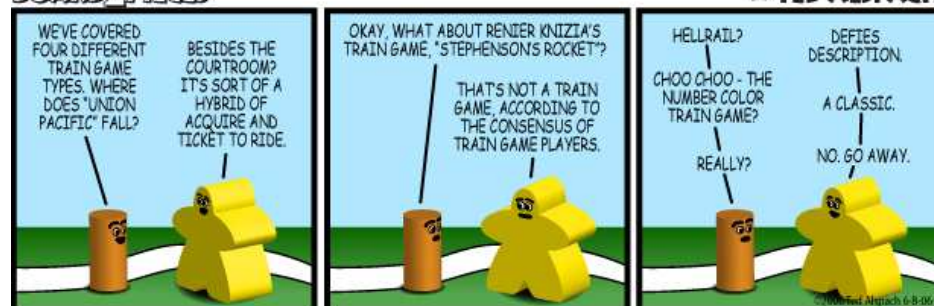
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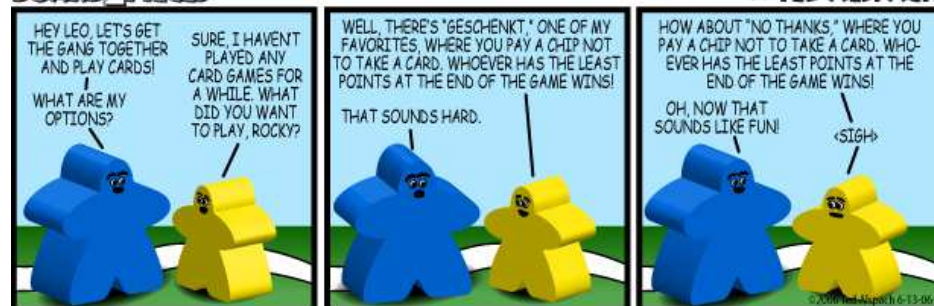
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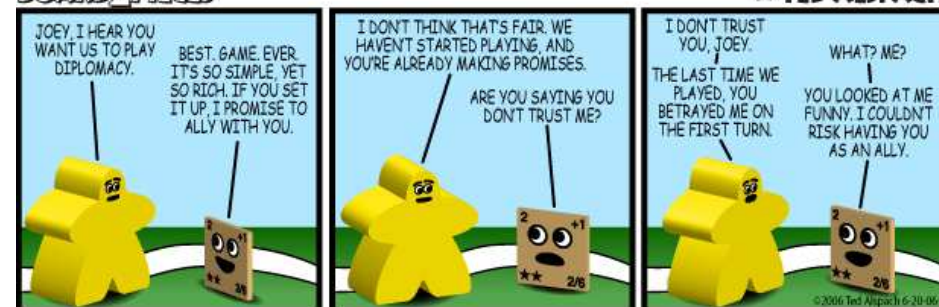
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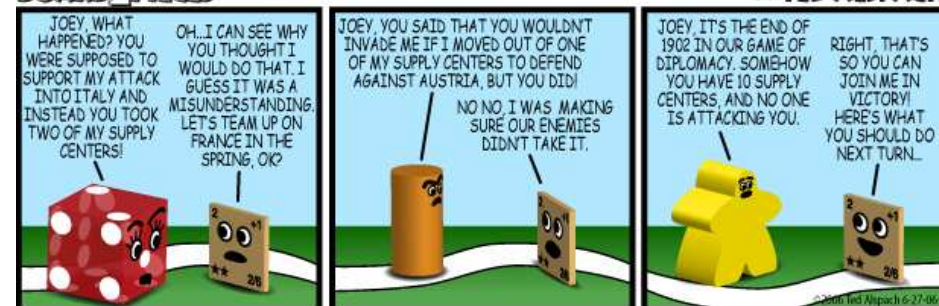
BOARDPIECES

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BOARDPIECES

BY TED ALSPACH



THE NEW MISADVENTURES OF GAMING #3

By Dan Bosley

Originally published on www.boardgamenews.com

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Back on Mayne Island, Bob and Carol and Barbie and Diane and I are all stunned. Ken has actually finished all his one-ing with the ball and has thrown the ball at the pea. It lands about 2 feet away.

"O.K.," says Ken. "Next player."

"I have no idea who the next player is. Were we playing a game?" asks Carol.

"I don't remember," I say.

Bob looks at Ken. "Sorry, Ken. I was counting my freckles. You were saying something?"

"I said it's the next player's turn," Ken responds.

"Player's turn for what?" asks Carol.

"To throw the ball. At the pea. Like I did. I'm winning so far, by the way. My ball is only a couple of feet away," announces Ken.

"What pea?" asks Bob.

"What do you mean, what pea? That pea," Ken says, pointing at it.

"I don't feel like it," says Carol.

"What?" asks Ken.

"I don't feel like it. I'm exhausted," Carol informs Ken.

"Exhausted? How can you be exhausted? You haven't done anything," Ken informs her.

"I'm exhausted from watching you become one with the ball. I don't feel like playing anymore," states Carol.

"I don't either," says Barbie.

"I'm kind of tired, too," says Diane.

"How's your freckles, Bob?" I ask.

"Not bad. This one's moving, though," Bob tells me, indicating a small freckle on his forearm.

I look closer at it. "That's a bug, Bob."

"Oh, you're right, thanks," Bob says, and flicks it off.

"All right, you guys. I get it," says Ken. "You think I took too long, so you're just trying to get back at me."

"Oh, no, oh no, we'd never do such a thing," says Bob.

"Pooh-pooh on that, Ken," says Carol. "I'm just thinking now would be a good time to start getting dinner ready."

"Whatever," says Ken. "I get the message. I think you guys are just chicken to face a little real competition."

"You've scared us, Ken," I tell him. "I was beginning to think that you were never going to throw the ball."

"Fine, fine, make fun. Do you make fun of the people you play your games with, too, when you play them?" Ken asks.

"Whenever possible," I answer.

We all head in, cook dinner, eat dinner, drink more drinks, relax. I note that Ken seems to have imbibed several more beers than the rest of us. His motor skills are starting to deteriorate. And his mental skills may be in trouble, too.

The sun is going down. Time for indoor gaming.

"So," Carol says to me. "Before you teach us any new games, how about we play The Bucket King again? That's a good one. I think Ken and Barbie will like it." Ken and Barbie have never played The Bucket King before. Ken and Barbie have pretty well never played any game before.

We all sit around the table. Ken is to my right, sitting at the head (or the foot, depending on your point of view) of the table.

This copy of The Bucket King belongs to Bob and Carol. I'm always the

game-rules explainer with our non-gaming friends for obvious reasons, because I'm the guy that brings the games and has played them before. 99.99% of the time, they have never even heard of the games I bring to the table to be played.

But not this time. This particular copy of the game belongs to Bob and Carol. They are the ones that own this game. So they are going to be the ones to explain how to play the game. Yes they are. Yes indeed. Together. Tag-team game explanation. Talking over top of one another, in their excitement to get all the rules out in 30 seconds or less. Or some of the rules, anyway. Maybe.

"You get all these buckets, you see, and you arrange them however you want in rows" says Carol.

"You get these cards, and they have animals on them," Bob explains.

"Put your weak buckets at top and your strong buckets at the bottom," Carol commands.

"You play cards and you have to have a bigger total than the guy next to you," says Bob.

"Just one bucket on top," says Carol.

"If you can't play any more cards, then you lose a bucket. Sometimes a bunch of buckets."

"That's right," says Carol.

"When you lose all your buckets, you lose the game," Bob informs all.

"You have to play the same colour cards," Carol tells everyone.

"It's sort of like rummy, but different," Bob says.

"More like Uno," says Carol.

"All you have to do is play cards so you don't lose buckets. Easy," announces Bob.

"O.K., let's play," Carol says.

"Wait," I say.

I know how to play the game, and after that explanation, I no longer do.

"Just be quiet, Dan. This is our copy of the game. Let us explain for a change," Carol lectures me.

"Fine. Fine," I say.

"We can explain the rest as we go along," says Carol. "Let's just start playing. Ken and Barbie will catch on fast."

Ken has arranged his buckets in 5 rows. The top row has 3 green buckets. The 2nd row has 3 yellow buckets. The 3rd row has 3 blue buckets. The 4th row has 3 red buckets. The 5th and bottom row has 3 grey buckets.

"No, that's not right, Ken," says Carol. "Weren't you listening? I didn't tell you to do that. You don't put them all in a column like that. You're supposed to have more buckets on the bottom than at the top." Carol shakes her head.

Ken doesn't say anything, but starts to rearrange his buckets. Now he has 2 rows. Ten buckets on the bottom, and 5 buckets on the top.

"No, no, no, Ken," admonishes Carol. "Pay attention this time. I said just one bucket on top. It's got to be in a pyramid shape."

"You never told us that before," says Barbie.

"Yes I did, get the wax out of your ears, sis," Carol tells her.

Barbie looks at me.

"Well..." I start to say.

"DANI!" Carol says loudly. "Bob and I will explain the game. You just pretend you've never played before."

I pretend.

"In a pyramid shape, Ken, in a pyramid shape. One bucket on top, then two buckets, then three, then four, and a bottom row of five. What's so hard about that?" Carol asks.

"I don't know," Ken says.

Ken studies his buckets.

"Are you becoming one with the buckets, Ken?" I ask him.

"No. I'm not becoming one with anything tonight," Ken states. Ken gulps back a large swallow of beer. Then he burps.

"Nice one, Ken," Carol comments.

Ken gazes at his fifteen buckets, idly

moving them back and forth into different positions on the table. He puts them into a circle-shape, and then he carefully picks up one bucket at a time and holds it up in a couple of inches in front of his eyes. He squints at each one, and then puts them back down on the table, and arranges them into the proper pyramid-shape. He takes his time, making sure they are all aligned ever so symmetrically.

Carol is looking at me.

"Well?"

"Well what?" I ask.

"What's your problem?"

"I don't have a problem," I tell her.

"Yes, you do."

"I do?" I ask.

"Well, you must. You're not doing anything. You're just sitting there."

"What should I be doing?" I inquire. "Is there something I should be doing? Should I be drinking?"

"Oh, don't be daft. Pay attention. See, Ken's finally doing it right. So why aren't you? You're not doing anything. You're just sitting there. Why aren't you making your pyramid?" she asks.

"Because you haven't dealt out any cards yet," I tell her.

"Oh, that's right, Bob forgot." Carol reaches over and messes up Ken's pyramid into a big jumble. "You shouldn't have made your pyramid yet, Ken. You're always rushing things."

"What are you doing?!" Ken exclaims. "I just got them the way I want them!"

"You jumped the gun, Ken. You're always doing things like that. You can't make your pyramid yet. You have to wait for the cards first," Carol admonishes him.

Ken looks at her and takes another swig of his beer.

"Deal the cards, Bob," Carol commands.

"I can't remember how many," says Bob, and looks at me.

"Twelve," I say.

"NO! Don't say it. Pretend you don't

know," Carol orders.

"Forget I said that, Bob," I say. "Pretend you didn't hear me."

"What?" asks Bob.

I ignore that.

Bob starts to deal out the cards.

"What are you doing?" Carol asks him.

"Dealing out the cards," Bob says.

"You don't know how many to deal out yet," Carol says, as she picks up the rules.

"I think it's twelve," says Bob.

"No, it isn't," says Carol. "Let me look it up."

"Well then, I'm just going to guess twelve for now."

"No, you shouldn't guess. Let me look it up first," Carol says.

"I'll deal less than thirteen, then."

"Let me look it up, first."

"I'll deal more than eleven, then."

"Give me a moment," Carol says.

"Can I just keep dealing while you look it up?" Bob asks.

"Deal slower. Give me a moment," Carol is scanning the rules.

Bob begins to slow down his deal.

"Oh, here it is. Twelve. Give everybody twelve cards, Bob."

"O.K.," Bob answers. "That's a surprise. I'm going to deal everybody twelve cards."

Bob deals everybody twelve cards.

"Now, arrange your cards in your hand, and your buckets on the table, and we can start playing," Carol informs us.

"Why are there pigs on some of these cards?" asks Ken.

"Just ignore the pigs," Carol says.

"Ignore them? You want me to ignore the pigs?" Ken asks.

"Yes, ignore the pigs."

"I like pigs," advises Ken. "Bacon. Ham. Sausages. Pork Chops. All that good stuff. We'll have something tomorrow for

breakfast."

"We just ate dinner. How can you be talking about breakfast already?" Carol asks.

"I like food," Ken says.

"Enough of this, you've got your cards, now look at them and arrange your buckets, and let's play."

"I'm having fun, are you having fun?" Ken asks me.

"Fun, fun, fun, that's what I'm having," I tell him.

Ken's eyes suddenly light up, as something triggers inside him. Suddenly, he starts to sing, very loudly, "Fun fun fun til my daddy takes my T-Bird awaaaaayyyyy!"

Carol stands up, "Oh, good heavens, don't get him started!"

"I didn't do anything, he started on his own!" I defend myself.

"Help me, Rhonda, help, help me Rhonda!" warbles Ken. "Help me Rhonda, help help me, Rhonda!" Ken is very loud and very off-key. "Help me Rhonda, help help me Rhonda!"

"Oh no, oh no, look what you've done!" exclaims Carol.

"What did I do?" I ask.

"You made him sing!" Carol cries out.

"Is that bad?" Diane asks

"Unfortunately," says Barbie. "Did you bring any singing games?"

"No, not with me, no," I tell her.

"There ARE singing games?" she asks.

"Yes," I tell her.

Ken suddenly gets even louder, "HELP ME RHONDA, HELP HELP ME RHONDA, HELP ME RHONDA, HELP HELP ME RHONDA!"

"Are those the only lyrics he knows?" I ask.

"Unfortunately, no. But he tends to get stuck sometimes, like a record," Barbie informs us.

"Maybe we should try playing this game later, or tomorrow, when Ken's a bit more sober," I suggest.

"HELP ME RHONDA, HELP HELP ME RHONDA!" Ken continues to sing. If that's what you want to call it.

Now Ken starts to slap the table in supposed-rhythm with his singing. Boom-shawka-lawka-lawka-boom-shawka-lawka-lawka-boom-boom-boom! Boom-shawka-lawka-lawka-boom-shawka-lawka-lawka-boom-boom-boom!

The Bucket King buckets fly everywhere off the table onto the floor as Ken continues to pound the table in a frenzied drumbeat.

Boom-shawka-lawka-lawka-boom-shawka-lawka-lawka-boom-boom-boom! Boom-shawka-lawka-lawka-boom-shawka-lawka-lawka-boom-boom-boom!

Ken is in his own little world. And we're not there with him. Not even close. Nosirree!

"HELP ME RHONDA!" Ken gets still louder. Surely he must be at full volume by now! Birds outside take wing. There are horses at the farm down the street and they start to kick in their stalls, trying to escape. A herd of cattle on the other side of the island begin to stampede. Pigs are oinking everywhere. Earthworms are popping out of the ground and heading for the hills. I might be mistaken, but I think I can hear the trumpeting of elephants across the water. We decide to abandon the game for now. Maybe tomorrow, we think.

If we're lucky.

If we survive.

To be continued...

You can read the next instalment on the web site. Visit www.boardgamenews.com and look in the Features section.



6 NIMMT! 12

A few more penalties this time,
but still two players on zero.

ROUND 2

Hand 1 (1-104) _____ Hand 2 (1-104) _____

8			93
7	30		63
6	27		62
4	25		61
3	24	77	60
1/5	2/7	3/5	4/7

Jim (8), Tim (25), John (27), Steve (30), Mick (40), Michael (45), Colin (45), Sharon (77) takes row 3 for 9 pts.

	24		85
74	22		71
72	3		69
65	2	1	66
1/13	2/8	3/1	4/9

Steve (1) takes row 3 for 2 pts, John (3), Sharon (22), Mick (24), Colin (34), Jim (65) takes row 1 for 11 pts, Tim (72), Michael (74).

Hand 3 (1-84) _____ Hand 4 (1-84) _____

		71	
	14	69	83
	10	62	80
	8	46	79
36	7	38	75
1/1	2/6	3/5	4/7

Colin (8), Jim (10), Tim (14), Michael (28), Steve (36) takes row 1 for 6 pts, Mick (71), John (80), Sharon (83).

			81
	44		80
	20		79
	19	71	78
18	5	57	77
1/1	2/11	3/2	4/11

Mick (18) takes row 1 for 2 pts, Steve (20), Jim (44), Sharon (54), Michael (56), Colin (57) takes row 3 for 5 pts, Tim (71), John (81).

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
Michael Graystone	0	1	0	0	1
Mick Haytack	0	0	0	2	2
Colin Sharpe	0	0	0	5	5
Steve Ham	0	2	6	1	9
Sharon Khan	9	0	1	0	10
Jim Reader	0	11	0	0	11

Orders required

Round three - cards for each hand



1829-V21

It's England, in the days when...

NEW GAME

Welcome to the latest game of 1829 set in the north. This is a five player game, and you will be dealing in this order:

Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
Lionel Robbins	24 Regency Court, Sittingbourne, Kent, ME10 1BZ
Peter Berlin	15 Andre Del Sarte, Paris, 75018, France
John Hopkins	Drumallan Grange, Durriss, By Banchory, AB31 5AY
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT

Maps and tile sheets are enclosed. Lionel, you might want to make sure you keep this tile sheet separate for the one being used for the J19 game - because this is the new style, and some tile facings are different. Your starting cash is £504.

We'll play with the MSK1 kit, which adds the type 60 and 67 tiles to the game. Note that on the tile sheet I've used 60 and 166, because Francis has renumbered tile 67 to 166 to avoid confusion with the similarly numbered tile that came out with 1830.

I've always used the PC rule in 1829 games, so I shall use it in this game as well. This rule allows players to sell private companies back to the bank for £30 less than their asking price. A private company may be closed while it is held by the bank by laying a tile its home base, or in the case of the L&M, either of its home hexes. Private companies close when the first '7' train is purchased at the start of phase four.

I suspect there will also be interest in the additional trains and the Furness railway company. The additional trains will bring the '6' trains into the game, and phase four will start when the first of those is purchased. If anyone objects to either of these additions, let me know. A majority against one or the other will keep them out of the game.

First up for the stock round are the private companies, listed on your maps. The Arbroath & Forfar private company will reduce in price by £5 a time if everyone decides not to buy it. If it should reach zero, then Rob will get it whether he wants it or not. However, I've never seen this happen, so let's not worry about it.

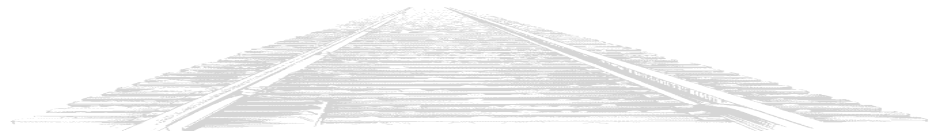
After the private companies we have the LNWR at £100 a share, the NER at £90 and the Midland at £82.

We're back in the old days, when survey parties travelled the country and forward planning was rather more necessary. I am sure you can all cope with the good old days, and enjoy yourselves in the process.

Orders required for the following round

By the early deadline

SRI





1856-R18

A storming win by Richard with over a third of the game's value.

GAME OVER

1st	Richard Lunn	\$2,391	35.3%
2nd	Gareth Davies	\$1,970	29.1%
3rd	John Shelley	\$1,309	19.3%
4th	Mike Hutton	\$890	13.1%
5th	Tony Sait	\$210	3.2%

Richard Lunn (1st): This ended pretty much as expected. While it was good to win, Gareth and John worked well to be in positions to gain on and probably catch me up - the BBG getting a '5' and a '6' train impressed me. Thank you for the GMing - if you start a new 1856 waiting list I would like to take part.

Mike Hutton (4th): Whoops! This has to be one of the most inept 18xx outings I have ever had. Not content with failing to start one company, I managed to fail to start two! Well done to those who managed to survive my mistakes, and particularly Richard for cornering the game. Maybe next time...

We don't get too many games ending in bankruptcy, and Tony was unlucky to get caught out in this game. He's also been unlucky in the same way in 1856-M19, so maybe he'll have something to say about that one...



1829-J19

J14 has been well surveyed but nothing has been built.

OR15 - SR11

The GCR didn't convert it's survey party to a token in N10, it sent it to J14 instead. It's run was only £260 as a result of this. Apologies also for the GSWR share, bouncing around between Lionel and David. It should be with David. The trouble is trying to modify the data file for the adjudicator, and not noticing when it decides I haven't done it properly. I believe this has been resolved. Regarding dividend corrections, I won't always do these retrospectively, as it is easy to see what could have been with hindsight.

OR15	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	49:09:2	►N10	310	Yes	①	142▲	250	4 3T
NER	LG	51:N14:2	►M11	200	Yes	-	200▲	30	4
Mid	AH	51:Q17:1	►R20	310	Yes	-	82▲	10	4 4
NBR	JS	51:F6:4	►J14 !	-	-	②	82▼	10	-
Cal	JS	67:G7:5	►G11	-	-	③	56▼	550	2+2
L&YR	DS	67:L14:2	►J14 !	160	Yes	-	53▲	50	3T
GNR	AH	67:Q15:4	►Q19	390	Yes	-	90▲	60	5 5
GCR	DS	14:N12:1	►H12	340	No	-	58▼	550	6 5
GSWR	JS	15:H4:1	►H12 !	-	-	④	21▼	0	3T

- Notes:
- ① £100 to the bank for a token in N10
 - ② £420 to the GSWR for a '3T' train
 - ③ \$600 to the bank for a '2+2' train and £10 to the NBR for a '3T' train
 - ④ £420 to the Caledonian for a '3T' train

Stock Round 11

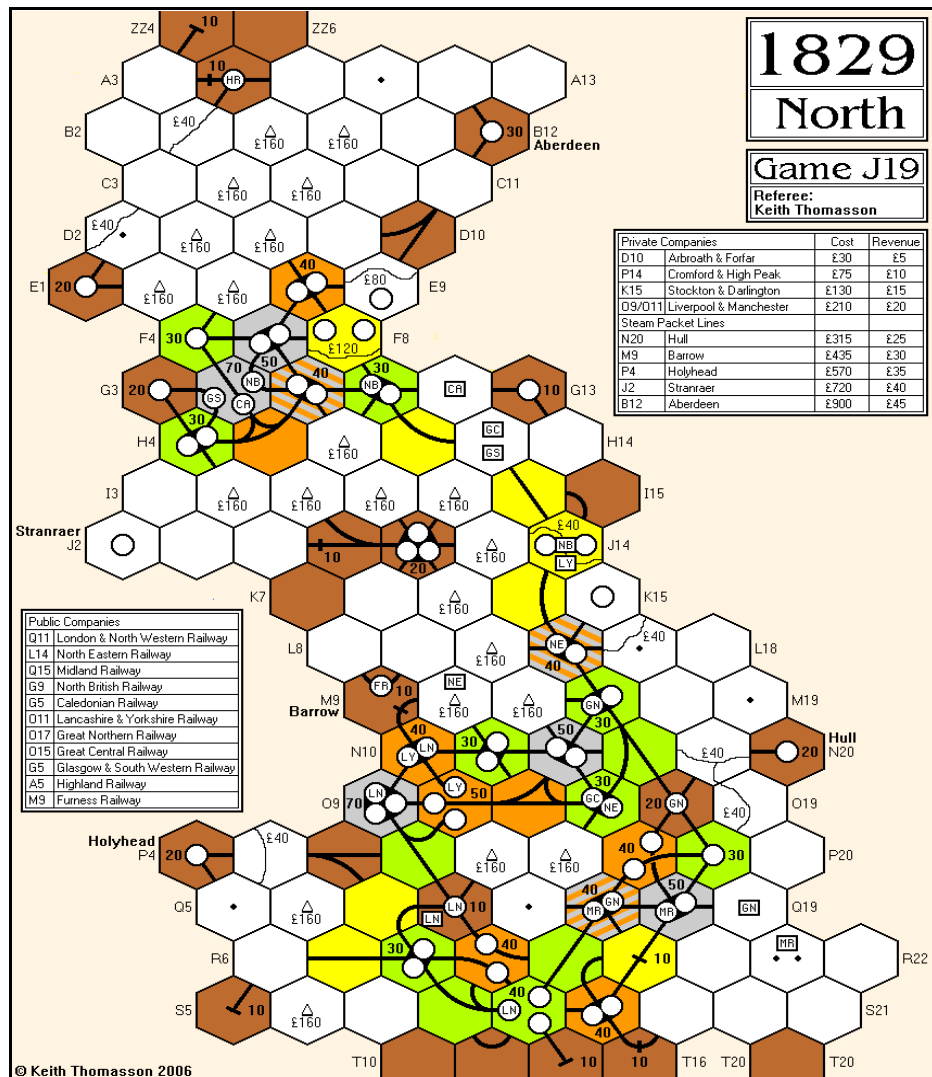
John	Lionel	Lyndon	Alan	David
+ L&YR pool	+ Hull SP	+ GSWR new	+ L&YR pool	+ GSWR new
✗	+ Barrow SP	+ GSWR new	+ GSWR new	+ Holyhead SP
✗	+ High/Dir	✗	+ High new	✗
✗	- 1 Cal	✗	+ Cal pool	✗
✗	+ High new			
✗	- 1 Cal	✗	- 1 High	✗
	+ High new {floated}		+ Cal pool	
✗	- 1 Cal	✗	+ Cal pool	✗
	+ High new			
✗	- 1 Cal	✗	- 1 LNWR	✗
	+ High new		+ Cal pool	
+ LNWR pool	✗	✗	✗	✗
✗	Priority for SR12			

Cash Flow	b/f	OR15	SR11	c/f	Value	%	Certs
Lyndon Gurr	869	304	-116	1,057	3,455	27.4▼	17/19
Alan Harvey	1,282	451	-193	1,540	3,044	24.3▲	17/18
David Smith	657	234	-628	263	2,427	19.4▲	17/19
John Shelley	284	0	-195	89	1,243	9.9▼	12/15
Lionel Robbins	603	349	-918	34	2,386	19.0▲	17

Portfolio	Packets	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Lyndon Gurr	-	3	7D	-	1	-	2	1	4	2	-	-
Alan Harvey	-	1	-	5D	-	5	1	6D	1	1	-	-
David Smith	Holyhead	-	3	-	2	-	6D	2	5D	2	-	-
John Shelley	-	1	-	-	7D	5D	1	-	-	5D	-	-
✱ Lionel Robbins	Hull, Barrow	5D	-	5	-	-	-	1	-	-	7D	-

Bank (new)	Stranraer...	-	-	-	-	-	-	-	-	-	2	10P
Price (new)		100	90	82	76	71	67	64	61	58	56	
Bank (pool)		-	-	-	-	-	-	-	-	-	1	-
Price (pool)		142	200	82	82	56	53	90	58	21	56	
Company credit		250	30	10	10	550	50	60	550	0	560	
Tokens		1	3	3	2	3	2	1	3	2	3	3
Trains		4 3T	4	4 4	-	2+2	3T	5 5	6 5	3T	-	
Bank cash:	\$17,017	Certificate limit: 17				Trains: 1 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	7/3	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							

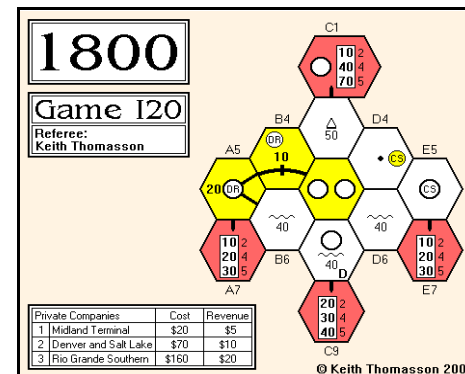
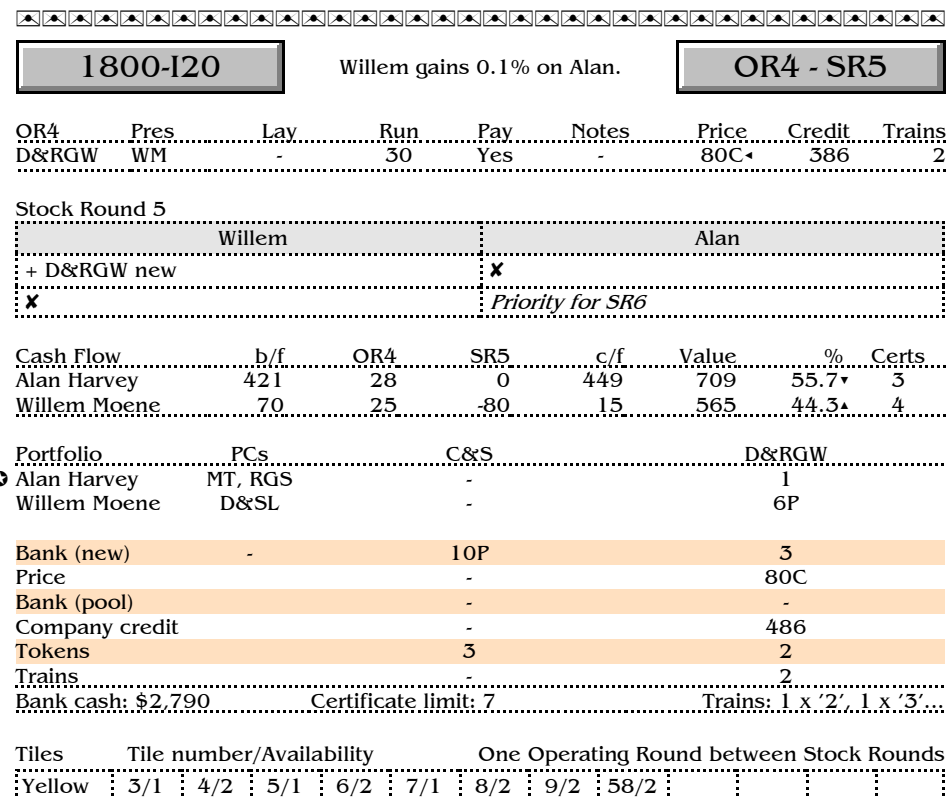


Orders required for the following rounds

By the early deadline

OR16, OR17

Adjudication can pause between rounds if requested



Orders required for the following rounds

By the early deadline

OR5, SR6

Adjudication can pause between rounds if requested



1825-S19

Just one round, as
we draw near the end.

OR12

I re-ran the game last time to accommodate late orders for the GWR and LBSC, managing to get some details wrong and leaving the tile lays off the map. The M&GN ran for £100. The LBSC retained, which gave Mike more share space as his LBSC shares didn't count towards his limit. He bought four LBSC and one SECR share, taking the SECR out of receivership. The next stock round starts with Mark.

OR12	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
LNWR	TR	166:S15:5	-	420	Yes	-	230▲	49	6 5
GWR	MH	55:W11:1	5:X14:1	490	Yes	-	300▲	780	4
GER	AH	45:U19:6	-	400	Yes	-	255▲	10	5 3 3
LSWR	TR	15:X14:5	-	450	Yes	-	255▲	10	4 3
SECR	MH	42:W21:5	-	-	-	①	49▼	0	4
LBSC	MH	8:W13:4	-	480	Yes	-	71▲	460	5
Cam	TR	5:R8:3	-	-	-	②	142▼	220	6 U3
SDR	MH	14:W11:1	-	180	Yes	③	160▲	8	5 3
MGN	AH	25:T22:2	-	100	Yes	-	100▲	100	4T
Taff	AH	52:V8:6	-	60	Yes	-	112▲	520	4T
LTS	TR	-	-	240	Yes	-	142▲	10	2+2

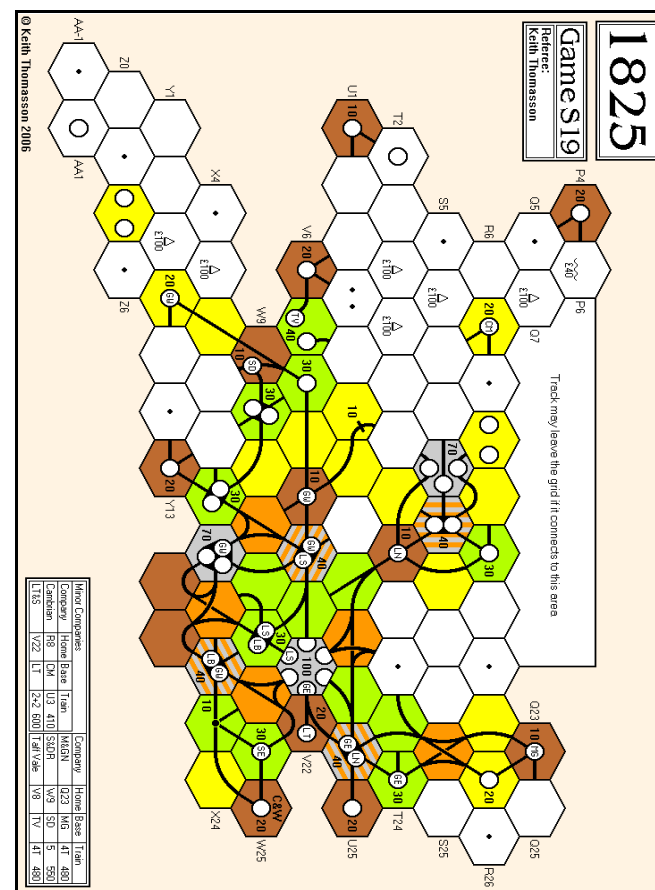
- Notes: ① £450 to the GWR for a '4' train
② £650 to the bank for a '6' train
③ £10 to the LBSC for a '3' train

Cash Flow	b/f	OR12	c/f	Value	%	Certs
Tony Robbins	71	680	751	5,762	27.1▲	15/16
Mike Hutton	241	982	1,223	5,256	24.7▼	18/19
Mark Stretch	1,448	595	2,043	5,572	26.2▼	14/15
Alan Harvey	43	480	523	4,683	22.0▼	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	2D	10D	-	4D	-	-	-	
Mark Stretch	C&W	4	3	2	4	1	-	-	-	-	-	-	
Alan Harvey	-	-	-	8D	-	-	-	-	-	10D	10D	-	
Bank (new)		-	-	-	-	-	-	2	6	-	-	-	
Price (new)		100	90	76	76	71	67	160	142	100	100	61	
Bank (pool)	C&HP L&M	-	-	-	-	7	-	-	-	-	-	-	
Price (pool)		230	300	255	255	49	71	142	160	100	112	142	
Company credit		40	780	10	10	0	460	220	8	100	520	10	
Tokens		3	1	1	1	2	-	-	-	-	-	-	
Trains		6.5	4	5.3	3	4.3	4	5	6 U3	5.3	4T	4T	2+2
Bank cash: £5,460		Certificate limit: 15						Trains: 1 x '6', 2 x '7'					

If the GWR pays out another two times its price will hit the top of the stock market, and the game will end at that point. Although I'm asking for orders to cover two operating rounds, we may end up doing the one full round and just the LNWR and GWR for the next one.

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



Orders required for the following rounds

By the early deadline

OR13, OR14

Adjudication can pause between rounds if requested



1825-L21

No time to pause the shopping
until the money runs out.

SR1

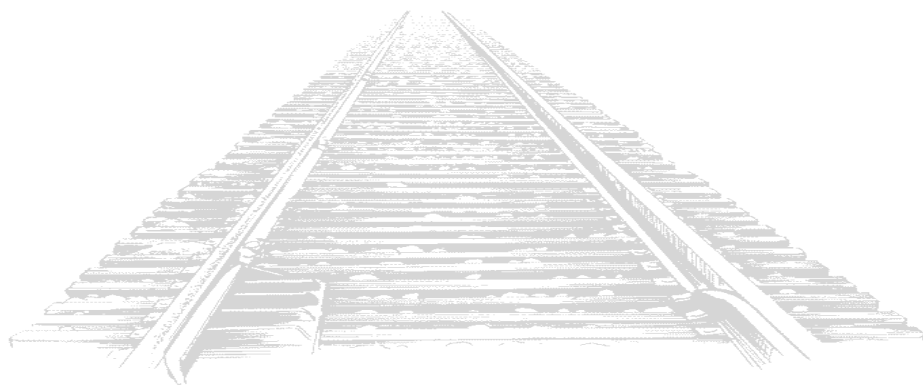
Stock Round 1

Mike	Alan
+ S&D private	+ Caledonian Directorship
+ NBR Directorship	+ Caledonian new
+ NBR new	+ Caledonian new
+ NBR new	+ Caledonian new
+ NBR new	+ Caledonian new {floated}
+ NBR new {floated}	+ Caledonian new
+ Caledonian new	+ Caledonian new
x	+ Caledonian new
x	x
Priority for SR2	

Cash Flow	b/f	SR1	c/f	Value	%	Certs
Mike Hutton	720	-692	28	750	50.0*	8
Alan Harvey	690	-684	6	750	50.0*	9

Portfolio	Privates	Cal	NBR	GSWR	GNoS	High	M&C
Mike Hutton	A&F	1	6D	-	-	-	-
Alan Harvey	TWW	9D	-	-	-	-	-
Bank (new)		-	4	10D	10D	10D	10D
Price (new)		76	76	67			
Bank (pool)		-	-	-	-	-	-
Price (pool)		76	76				
Company credit		760	760				
Trains					{5}	{U3}	{3T}
Bank cash: £4,966		Certificate limit: 17		Trains: 5 x '2', 3 x '3'...			

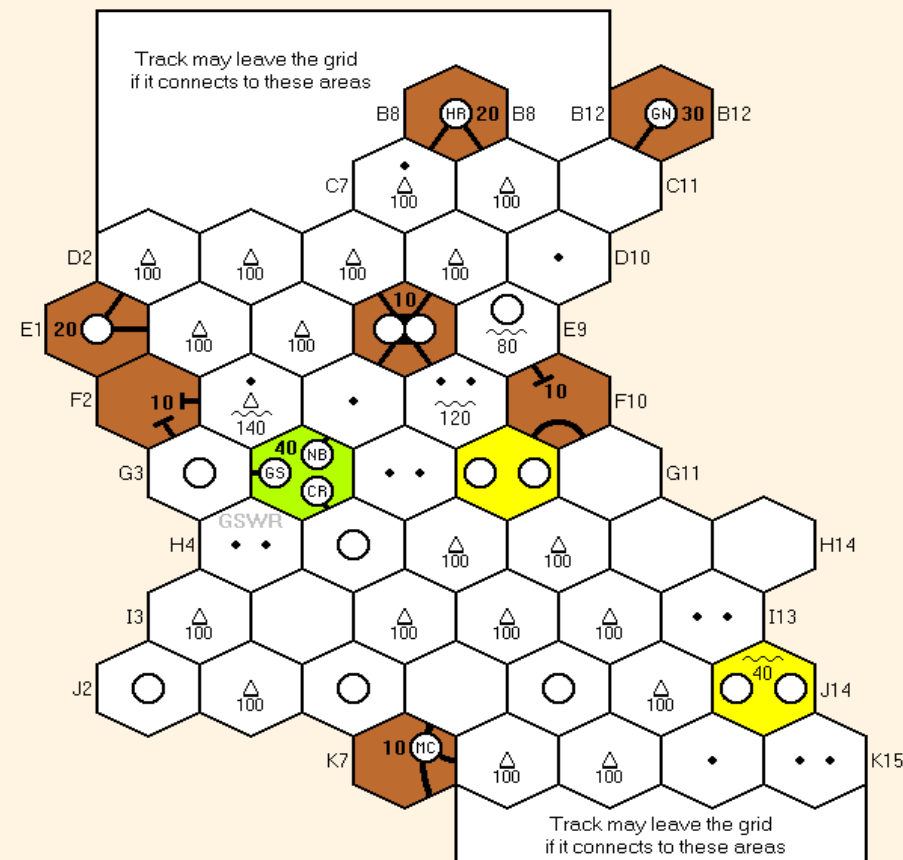
Tiles	Tile number/Availability					One Operating Round between Stock Rounds						
Yellow	1/1	2/1	3/1	4/3	5/2	6/2	7/3	8/6	9/5	55/1	56/1	115/1



1825 Unit 3

Game L21

Referee:
Keith Thomasson



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Orders required for the following rounds

By the early deadline

OR1, SR2



1829-C20

The LBSC is floated this time.

SR9

Stock Round 9

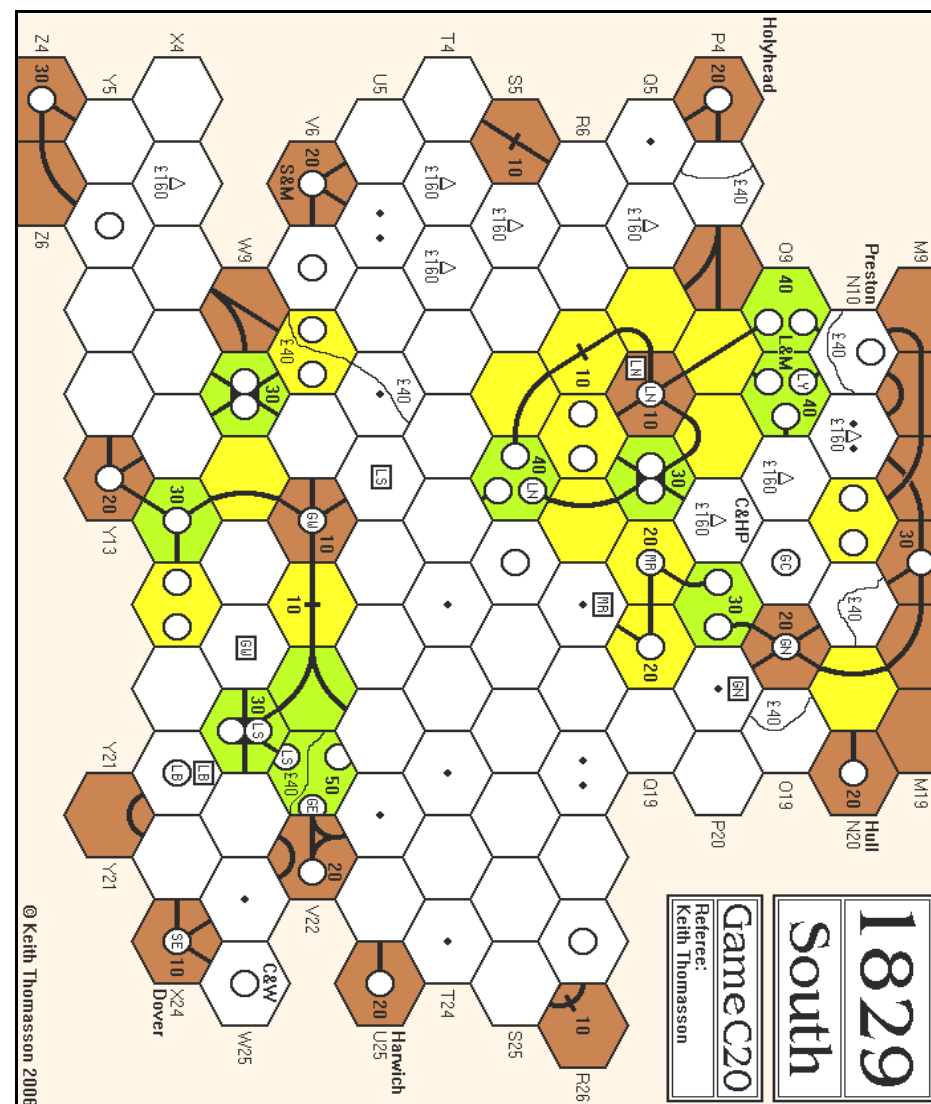
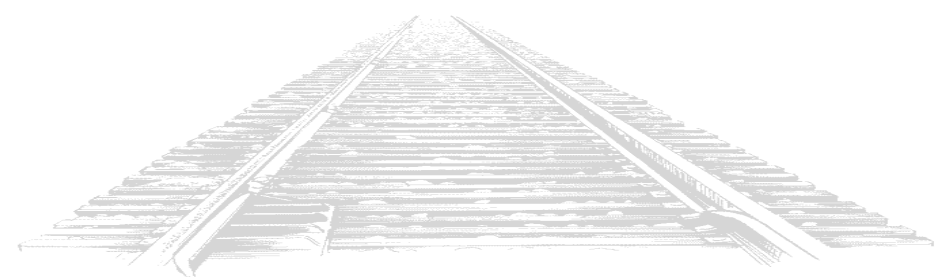
Peter	Don	Martin	David
+ GNR new	+ GNR new	+ GWR pool	+ LBSC/Directorship
+ LBSC new	+ GWR pool	✗	- 1 GWR
✗	✗	✗	+ LBSC new
✗	✗	✗	+ LBSC new
✗	✗	✗	+ LBSC new [floated]
✗	✗	✗	✗
Priority for SR10			

Cash Flow	b/f	SR9	c/f	Value	%	Certs
David Smith	189	-175	14	1,453	26.7	17
Peter Berlin	138	-138	0	861	15.8	9
Don Shailer	268	-231	37	1,550	28.5	10
Martin Butcher	202	-160	42	1,576	29.0	11

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

Bank (new)	Hull...	-	-	-	-	-	4	10D	10D	10D	10D
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&W	5	1	-	-	-	-	-	-	-	-
Price (pool)		180	160	71	82	76	67				
Company credit		30	70	340	710	370	670				
Tokens		4	5	4	4	4	4	4	4	3	3
Trains		3222	322	32	2	3	-				
Bank cash: £19,907		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			



Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1830-G20

Only a couple of sales, but
not anything anyone wanted.

SR6

Stock Round 6

Stephen	Martin	Willem	Don	Roger
- 1 NYNH [↔] + B&M/Pres (67)	+ Erie new	+ C&O pool	+ NYC new	+ B&O pool
✗	+ Erie new	+ C&O pool	+ NYC new	+ CPR pool
✗	+ Erie new	+ C&O pool	+ NYC new	✗
✗	✗	+ C&O pool	✗	✗
✗	✗	+ B&O pool	✗	✗
✗	✗	✗	Priority for SR7	

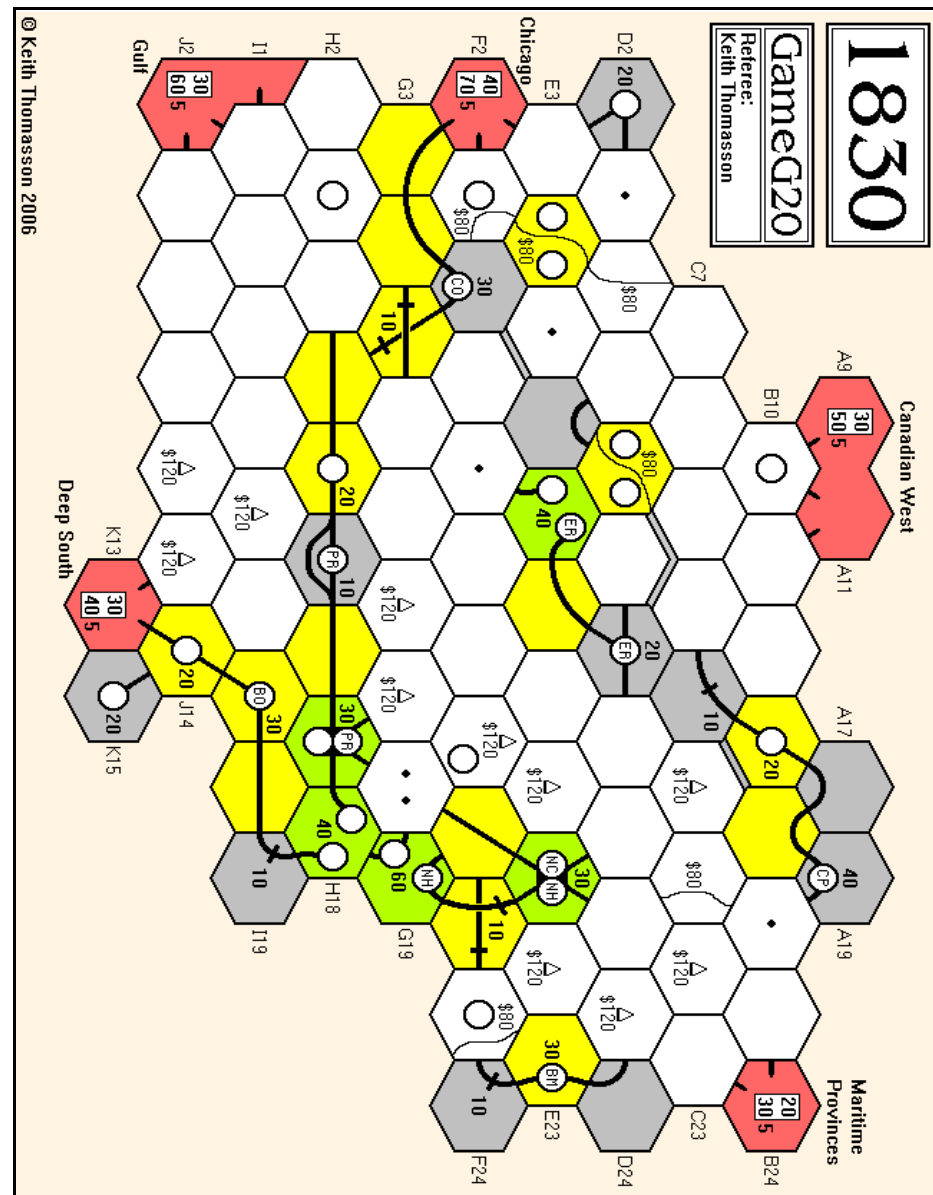
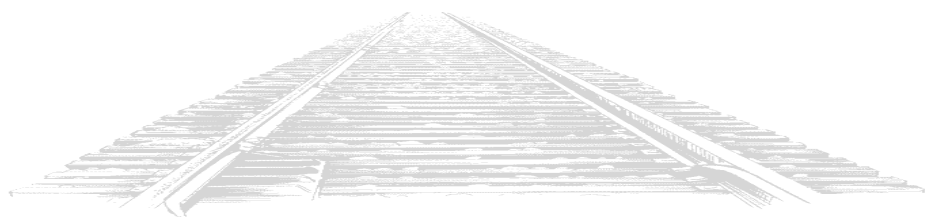
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Stephen Webb	94	-64	30	594	15.2	5
Martin Butcher	313	-300	13	803	20.6	9
Willem Moene	360	-322	38	1,080	27.7	6/11
Don Smith	229	-200	29	739	18.9	8
Roger Krueger	159	-149	10	688	17.6	7

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Stephen Webb	-	-	4P	-	-	-	-	1	2P
Martin Butcher	-	6P	-	-	-	-	3	1	-
Willem Moene	-	-	-	-	1	6P	6P	-	-
Don Smith	-	-	4	-	-	-	-	5P	-
Roger Krueger	-	-	-	4P	5P	-	-	-	-

Bank (new)	-	-	4	4	4	1	-	8
Price (new)	76	90	76	100	67	100	71	67
Bank (pool)	4	2	2	-	-	-	3	-
Price (pool)	70G	90E	67G	82C	60I	100A	70G	67F
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	-

Bank cash: \$9,555 Certificate limit: 15 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 rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested



1830-R20

We have the B&O and C&O to work with next time.

OR3 - SR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	MF	-	80	Yes	① ②	112A	80	3 3 2 2
PRR	WM	9:H14:3	-	-	① ③	82B	460	3 3
CPR	RL	58:B20:1	110	Yes	-	67H	281	2 2 2 2

- Notes: ① \$180 to the bank for two '3' trains
 ② \$40 to Mark for the SVR private
 ③ \$80 to Willem for the C&StL private

Stock Round 4

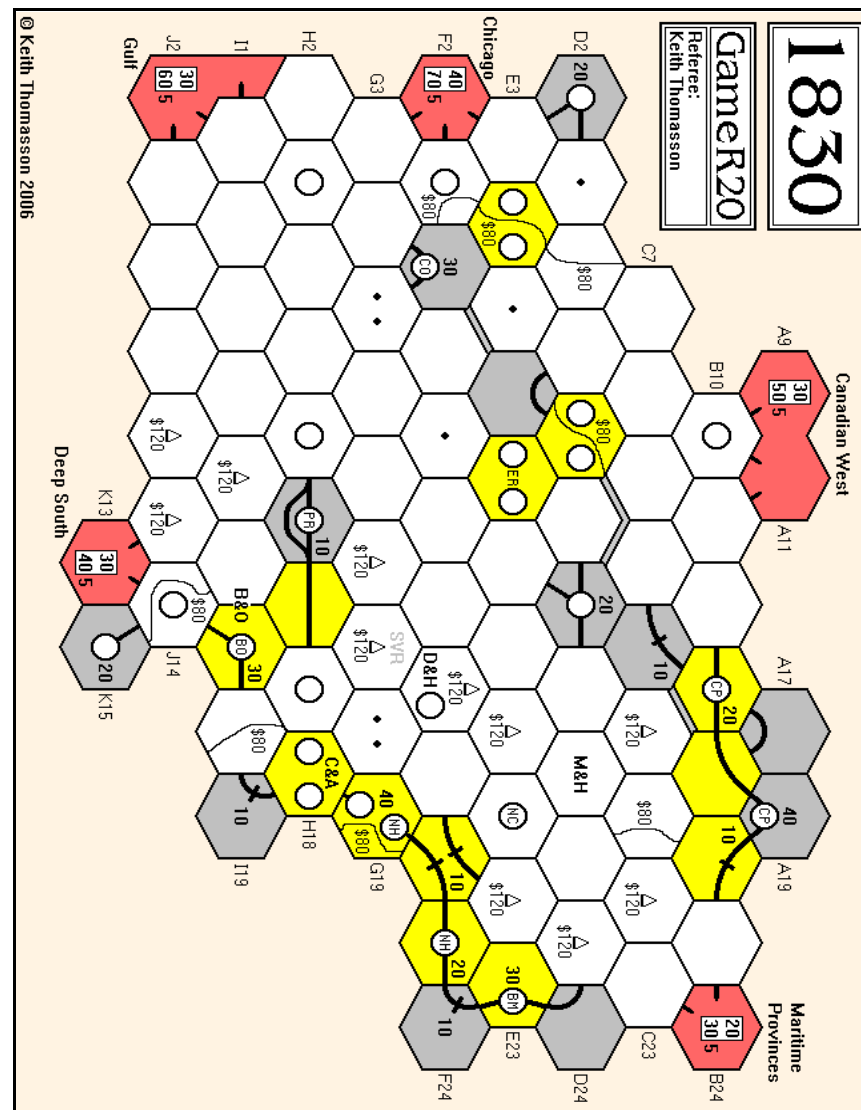
Don	Mike	Richard	Mark	Willem
- 2 NYNH (▼90C) - 1 PRR (▼76C) - 1 CPR (▼60I) + B&O new	- 3 CPR (▼40K) - 2 NYNH (▼76E) + C&O/Pres (76)	+ CPR pool	+ CPR pool	+ PRR pool
+ B&O new	+ C&O new	+ CPR pool	+ PRR new	✗
+ B&O new (gains Pres)	+ C&O new	+ CPR pool	✗	✗
+ B&O new (floated)	+ C&O new	✗	✗	✗
✗	+ C&O new (floated)	✗	✗	✗
✗	✗	Priority for SR5		

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Richard Lunn	65	74	-120	10	719	22.6	3/9
Mark Frueh	62	93	-130	25	597	18.7	6/7
Willem Moene	0	101	-76	25	521	16.4	5/6
Don Smith	99	52	-27	124	684	21.5	4
Mike Hutton	39	84	-96	27	663	20.8	7

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Richard Lunn	B&O	-	-	7P	2	-	-	-	-
Mark Frueh	-	1	-	1	-	-	-	6P	-
Willem Moene	-	6P	-	1	-	-	-	-	-
Don Smith	C&A	-	-	-	4P	-	-	-	-
Mike Hutton	D&H, M&H	-	-	-	-	6P	-	-	-

Bank (new)	3	10P	-	4	4	10P	-	10P
Price (new)	90		71	100	76		76	
Bank (pool)	-	-	1	-	-	-	4	-
Price (pool)	76C		40K	100A	76D		76E	
Company credit	460		281	1000	760		80	
Tokens	3	4	2	3	3	3	-	2
Trains	5.3		2222	-	-		3322	
Bank cash: \$9,199	Certificate limit: 13		Trains: 1 x '3', 4 x '4'...					
Current operating order:	B&O, NYNH, C&O, 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
OR4, OR5	Adjudication can pause between rounds if requested



1830-F21

Three companies are floated.

PUBLICS

Stock Round 1, Public Companies

Tony	Mike	Mark	Willem	Don
+ C&O/Pres [67]	+ NYNH/Pres[67]	+ PRR/Pres [67]	+ NYNH new	+ C&O new
+ C&O new	+ NYNH new	+ PRR new	+ NYNH new	+ NYNH new (floated)
+ C&O new	✗	+ PRR new	+ NYNH new	+ PRR new (floated)
+ C&O new (floated)	+ NYNH new	+ PRR new	+ NYNH new	✗
+ C&O new	+ NYNH new	✗	✗	✗
✗	✗	Priority for SR2		

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Mark Stretch	350	-355	15	480	17.8	6
Willem Moene	305	-268	37	548	20.4	6
Don Smith	220	-201	19	684	25.4	6
Tony Sait	480	-402	78	480	17.8	5
Mike Head	410	-355	75	500	18.6	5

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mark Stretch	SVR, M&H	5P	-	-	-	-	-	-	-
Willem Moene	C&A	1	-	-	-	-	-	4	-
Don Smith	C&StL, B&O	1	-	-	2P	-	-	1	-
Tony Sait	-	-	-	-	-	6P	-	-	-
Mike Head	D&H	-	-	-	-	-	-	5P	-

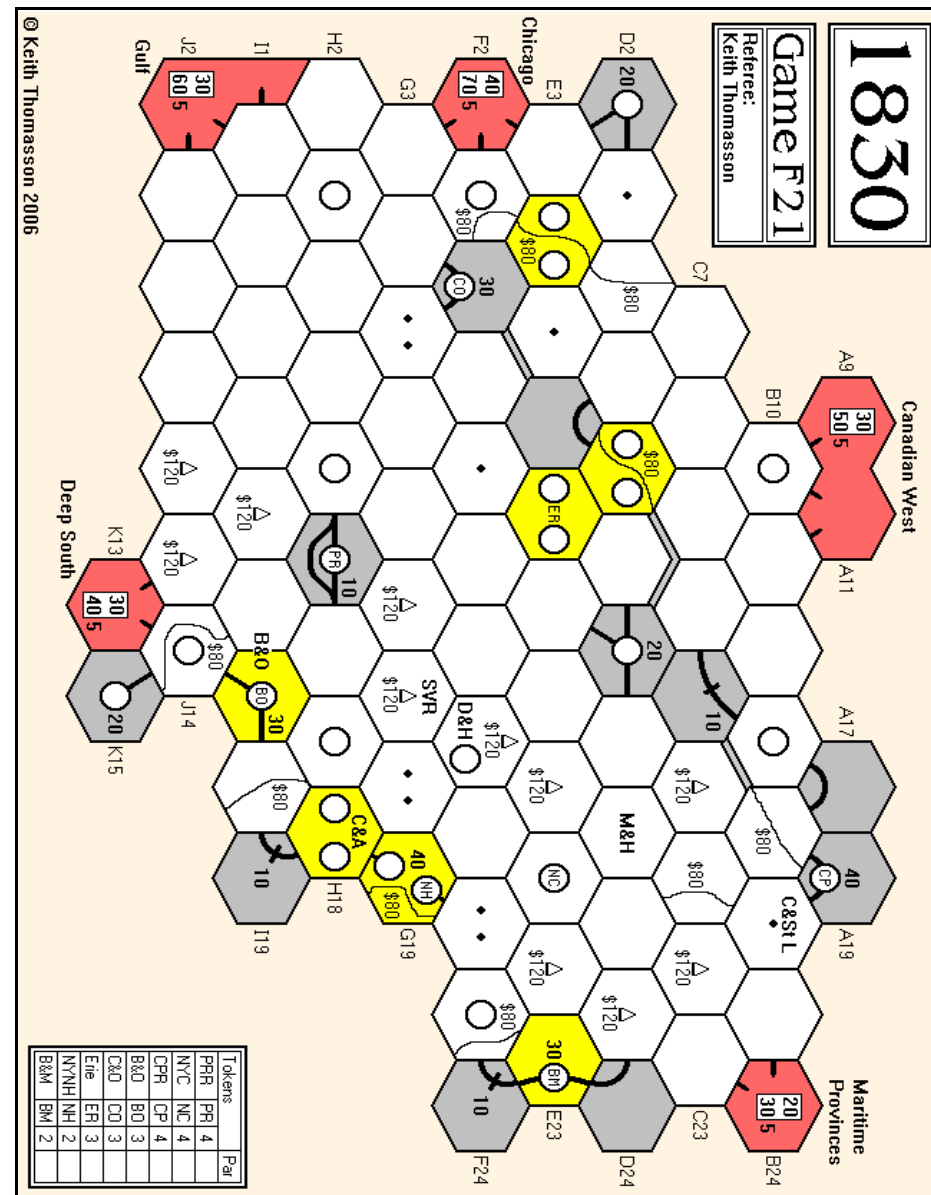
Bank (new)	3	10P	10P	8	3	10P	-	10P
Price (new)	67	-	-	100	67	-	67	-
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	67F	-	-	100A	67F	-	71E	-
Company credit	670	-	-	-	670	-	670	-
Tokens	4	4	4	3	3	3	2	2
Trains	-	-	-	-	-	-	-	-

Bank cash: \$9,766 Certificate limit: 15 Trains: 6 x '2', 5 x '3'
Current operating order: NYNH, C&O, PRR

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

Mark, you asked for the PRR to float to \$70, but this price isn't available. I dropped to \$67 as going to \$71 would have prevented you buying your fifth share. Willem, you asked me to buy shares in floated companies, and then said buy as soon as the "Director's" share was sold. Companies launch with the President's share and only float when 60% are sold, so I presumed you meant launched companies. Don, your order of 'buy as many shares as possible' was far too vague. Fortunately the telephone helped us resolve the issue.

Apart from that, it went quite smoothly.



Orders required for the following rounds

By the early deadline

OR1, SR2



1835-B21

No tile problems, but a little bit of company confusion.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B-M	TS	69:H4:4	40	Yes	-		20	2
B-P	MS	9:F16:2	-	-	-		90	2
Mag	DS	-	40	Yes	-		20	2
K-M	WM	58:F6:3	30	Yes	-		95	2
B-S	JS	8:C19:3	50	Yes	-		25	2
A-K	JS	6:A11:4	60	Yes	-		30	2
ByE	JS	6:N12:2	9:M13:2	100	Yes	① ② 92C▲	174	2+2 2 2 2

Notes: ① 50M to the bank for terrain costs
② 60M to the bank for a token in L14

Stock Round 3

John	Willem	Mark	Tony	Don
+ ByE new	x	x	x	x
x	<i>Priority for SR4</i>			

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Willem Moene	8	55	0	63	475	17.0▲	3
Mark Stretch	50	20	0	70	606	21.7▼	3
Tony Salt	65	65	0	130	664	23.8▲	5
Don Smith	18	70	0	88	582	20.8▲	5
John Shelley	46	75	-92	29	465	16.7▲	4

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	-	30/2	-	-	-	-	-	-

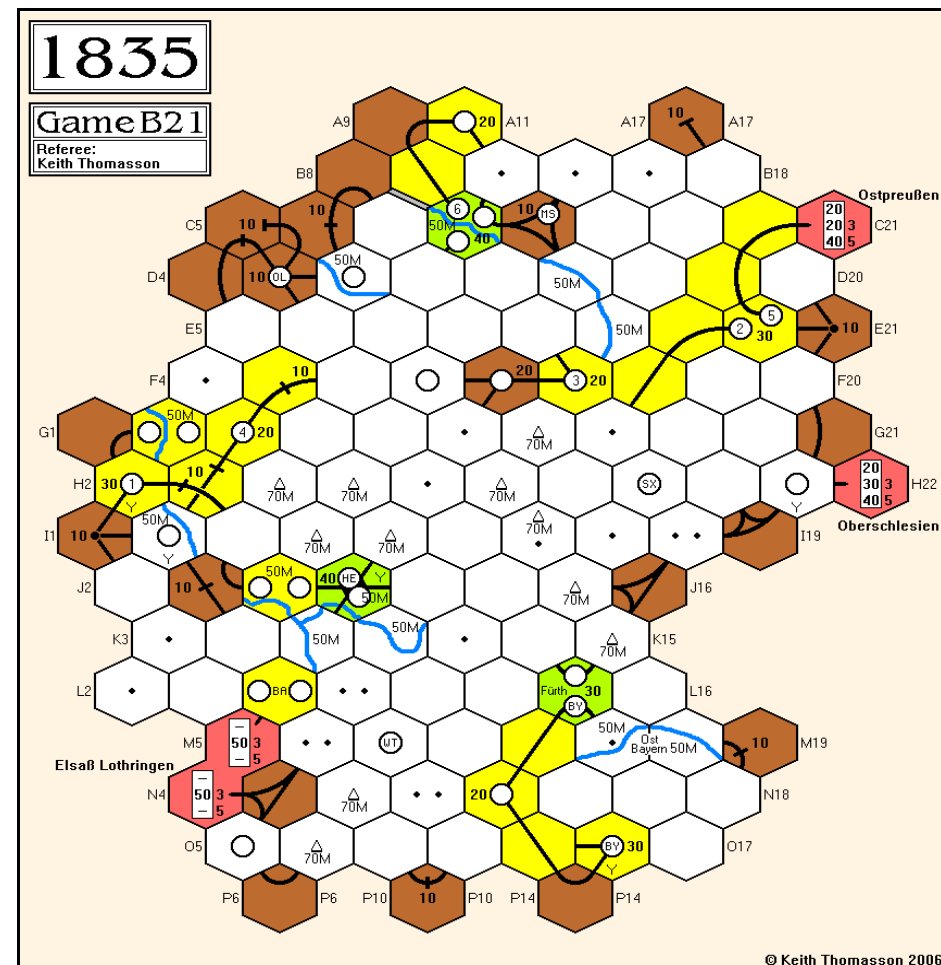
Bank (new)	40/4	20/2	80/8	100/8	100/8	100/8	100/7	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		92C	88D					
Company credit		266						
Trains		2+2						
		2 2 2						

Bank cash: 11,074M	Certificate limit: 12	Trains: 3 x '2+2', 4 x '3'...
Current operating order:	B-M, B-P, Maq, 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	6/2	7/8	8/13	9/8	55/1	56/1	57/1
	58/3	69/1	201/1	202/1								

Don, you didn't lay a tile for your minor company because you ordered for the K-M, which is being run by Willem.



Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested



1837-G21

We get partway through the Ug shares.

SR1

Stephen spent 455K last time, as his spend on the SPB and EHS was 60K and 50K respectively, not 100K each.

Stock Round 1, part 2

Stephen	Don	Tony	Geoff
Buys kk1 for 90K	x	Buys kk2 for 140K	x
x	x	Buys kk3 for 90K	x
x	Buys Ug1/P for 90K	Buys Ug3/P for 90K	x
x	Buys Ug1/2 for 90K	x	x
x	x	Priority for SR2	

Cash Flow	b/f	SR1	c/f	Value	%	Certs
Stephen Webb	100	-90	10	735	26.5	8
Don Smith	205	-180	25	705	25.5	7
Tony Robbins	355	-320	35	625	22.5	6
Geoff Hardingham	65	0	65	705	25.5	7

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Stephen Webb	A S/EPP SPB LRB/S1 S3/K1	-	-	-	-	-	-	-	-	-	-
Don Smith	RGTE EKT ZKB BB EHS/U1*2	-	-	-	-	-	-	-	-	-	-
Tony Robbins	Kara/EOD/S2/K2 K3/U3-P	-	-	-	-	-	-	-	-	-	-
Geoff Hardingham	B Kart T W/MLB/S4 S5	-	-	-	-	-	-	-	-	-	-

Bank (new)	9	8	9	10	7	8	8	5	8	5
Price (new)										
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)										
Company credit										

Trains
Bank cash: \$@@@ Certificate limit: 21 Trains: 14 x '2'/10 x '1g', 5 x '3'/6 x '2g'
Current operating order: Coal companies, S1, S2, S3, S4, S5, K1, K2, K3, U1, U3

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
Yellow	1/2	2/3	3/6	4/10	5/2	7/12	8/28	9/22	55/1	56/1	57/3	58/12
	69/2	201/3	202/3	401/4	402/3	404/4						

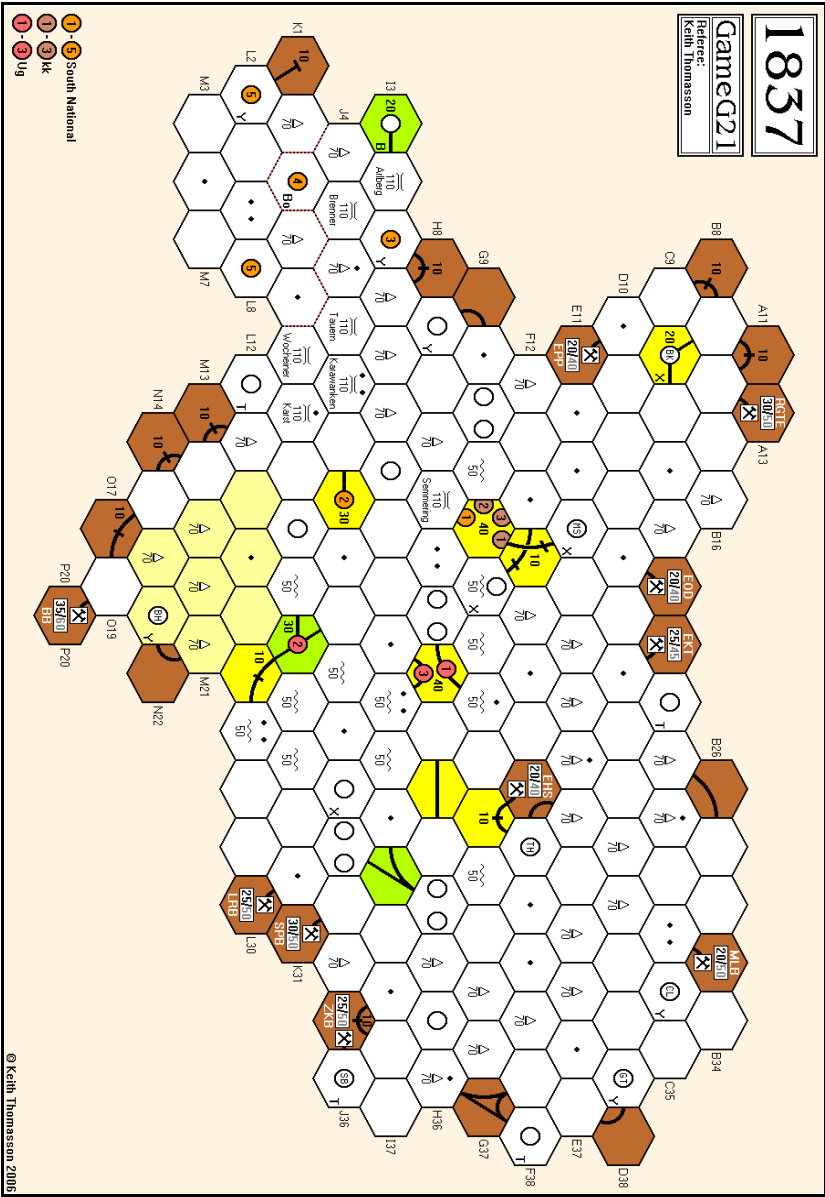
You may not need a reminder of the initial credit values, but it can't do any harm - as long as I get it right.

Each coal company has 100K.

Each of the Southern National companies starts with 90K.

Kk1 and kk3 have 90K, kk2 has 140K.

Ug1 and Ug3 have 180K (even though only one of the Ug3 shares has been sold).



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



1856-M19

We only need one round.

OR12

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
THB	WM	65:J11:1	210	Yes	① ②	125C	55	D
WGB	SC	15:J13:3	240	Yes	③	125A	831	5
BBG	LG	126:F15:1	390	Yes	-	110B	80	5 5
CGR	LG	25:C16:3	-	-	④	90B	0	6
TGB	SW	8:L7:5	130	Yes	⑤	90B	160	6
CPR	TS	4:M6:1	-	-	⑥	35J	812	-

- Notes: ① Destination reached - \$375 released from escrow
 ② \$750 and a '4' train to the bank for a Diesel - '4' trains become obsolete
 ③ \$40 to the bank for a garrison in I12
 ④ \$700 to the bank for a '6' train, mostly funded by \$575 from Lyndon
 ⑤ \$40 to the bank for a token in N11/east
 ⑥ Tony sells 4 CPR (▼35J) and 3 CGR (▼90B) and gives the CPR \$552, but it isn't enough to buy a Diesel, and Tony is bankrupt

Cash Flow	b/f	OR12	c/f	Value	%	Certs
Stephen Webb	74	120	194	1,164	18.7	8
Willem Moene	241	198	439	1,564	25.2	8
Tony Sait	32	-32	0	70	1.1	0/1
Lyndon Gurr	669	-275	394	1,879	30.2	10½
Simon Cutforth	290	144	434	1,544	24.8	7

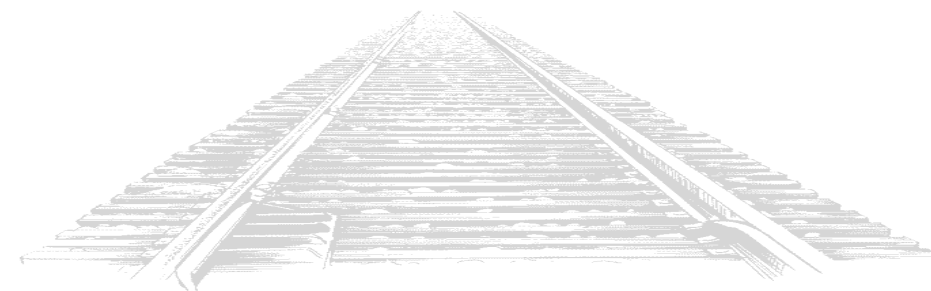
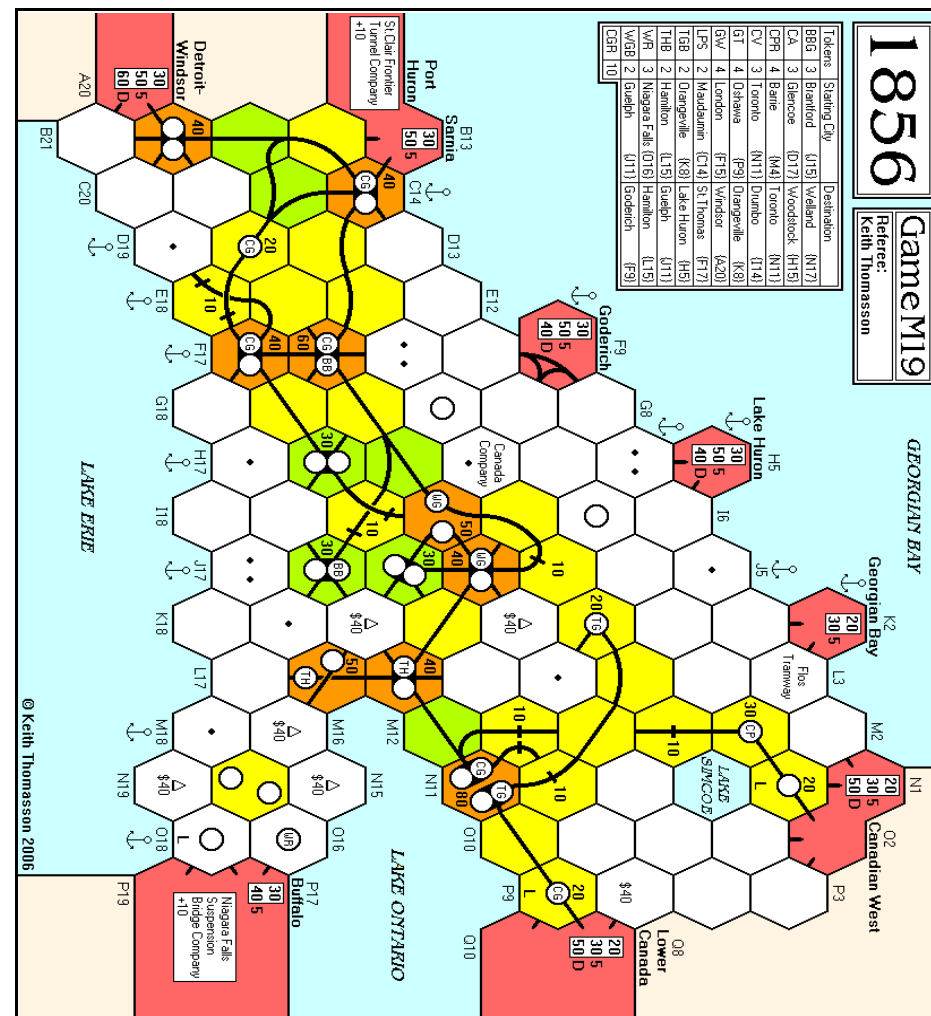
Portfolio	BBG	CPR	TGB	THB	WR	WGB	CGR
Stephen Webb	-	-	6P	-	-	-	2
Willem Moene	-	-	-	6P	-	3	-
Tony Sait	-	2P	-	-	-	-	-
Lyndon Gurr	6P	-	-	2	-	1	5P
Simon Cutforth	-	-	-	-	-	6P	4

Bank (new)	3	4	4	-	10P	-	-
Price (par)	100	65	90	75	-	100	100
Bank (pool)	1	4	-	-	-	-	9
Price (pool)	110B	35J	90B	125C	-	125A	90B
Company credit	80	812	160	55	-	831	0
Tokens	1	4	-	-	3	-	4
Trains	5 5	-	6	D	-	5	6
Bank cash: \$8,601	Certificate limit: 13				Trains: Diesels		

We end with Tony down on 1.1% and a value of just \$70. At the other end, Lyndon maintained his lead despite paying for most of a '6' train.

1st	Lyndon Gurr	\$1,879	30.2%
2nd	Willem Moene	\$1,564	25.2%
3rd	Simon Cutforth	\$1,544	24.8%
4th	Stephen Webb	\$1,164	18.7%
5th	Tony Sait	\$70	1.1%

Congratulations, Lyndon, and thanks to everyone for the game. Shorter than hoped, maybe, but complete nonetheless. Comments are welcome for next time.



1856-Y19

Just one round,
and no new trains.

OR8

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CA	SW	2:I14:5	110	Yes	-	110E	480	600	3
GT	RT	14:P9:3	110	Yes	-	100E	554	500	3
GW	PB	9:E14:3	230	Yes	①	100E	435	500	4
WR	MB	59:L15:1	110	Yes	② ③	100E	302	800	3
LPS	PB	8:D13:3	270	Yes	③ ④	100E	1	600	4 3 3
CV	SW	6:L13:6	80	Yes	③	100A	217	100	4
CPR	MH	121:M4:1	-	-	-	75B	450	0	-

- Notes: ① Government loan redeemed
 ② \$40 to the bank for terrain costs
 ③ Government loan secured
 ④ \$396 to the GW for a '3' train

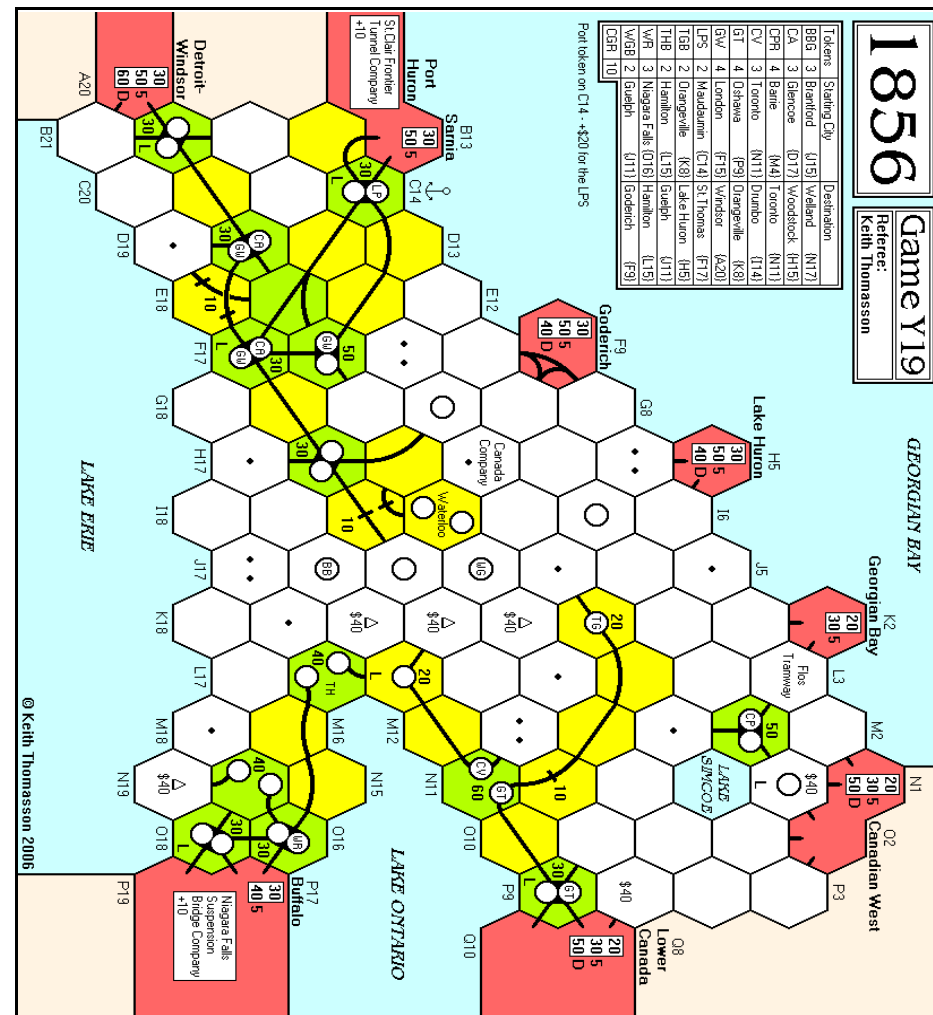
Cash Flow	b/f	OR8	c/f	Value	%	Certs
Peter Berlin	272	273	545	1,645	24.6	9
Mike Head	93	54	147	722	10.8	6
Martin Butcher	223	161	384	1,494	22.3	10
Rob Thomasson	221	160	381	1,611	24.1	11
Stephen Webb	75	95	170	1,220	18.2	8

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

Bank (new)	10P	-	5	5	-	-	-	10P	10P	-	10P
Price (par)		65	90	100	65	65	75			65	
Bank (pool)	-	1	-	-	4	1	1	-	-	2	-
Price (pool)		110E	75B	100A	100E	100E	100E			100E	
Company credit		480	450	217	554	435	1			302	
Tokens	3	1	3	2	2	1	1	2	2	1	3
Trains		5	-	4	5	4	4 3 3			5	
Bank cash: \$7,934	Certificate limit: 13						Trains: 1 x '4', 3 x '5'...				
Current operating order:	CA, THB, TGB, WGB, GT, GW, LPS, WR, CV, CPR										

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds	
Yellow	1/1	2/-	3/3	4/3	5/2	6/1	7/6	8/8	9/6	55/1	56/-	57/3
	58/2	69/1										
Green	14/-	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/-	120/-	121/-							

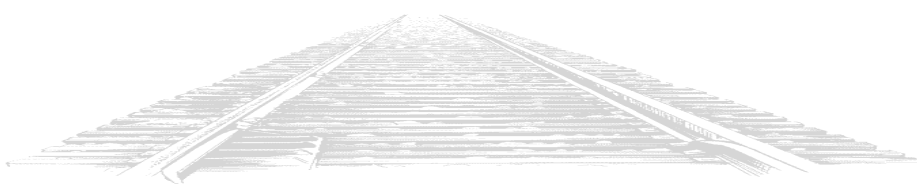
Now that the last game using the old style tile sheets have finished, I'll no longer accept notes on your orders telling me you're using a tile sheet from an old game. As I no longer have copies of the old tile sheets, I will not be able to interpret your orders properly if you do this. Use the tile sheet that came with this game. If you've lost it, you can get a new one from the web site.



Orders required for the following round

By the early deadline

SR6



<div>1870-U19</div>									
Just one round, which sees the first '6' trains sold.									
OR9									

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SSW	MB	8:L3:5	57:M2:2	170	Yes	① 140C	28	5
ATSF		Connection run		220	Yes	② 110B	523	5
ATSF	LG	14:M2:2	-	230	Yes	③ 120B	3	5
TP	SW	6:J5:2	-	-	-	④ 82B	1	4
GMO	LG	63:K16:1	-	400	Yes	-	100E	5
IC	MH	23:F17:4	-	380	Half	-	82F	490
SLSF	LG	63:M20:1	-	160	No	⑤ 68G	2	4 4
MP	JS	25:C12:1	-	340	Yes	-	76F	265
FW	MB	24:G6:5	-	120	Half	-	72E	835
MKT	SW	24:G12:2	-	-	-	⑥ 40I	256	6.5

- Notes: ① \$676 to the FW for a '5' train
 ② Destination marker placed in N1
 ③ \$520 to the SLSF for a '3' train
 ④ \$999 to the MKT for a '4' train
 ⑤ \$699 to the GMO for a '4' train
 ⑥ \$1,080 to the bank for a '5' train and a '6' train - '3' trains become obsolete - cattle token removed

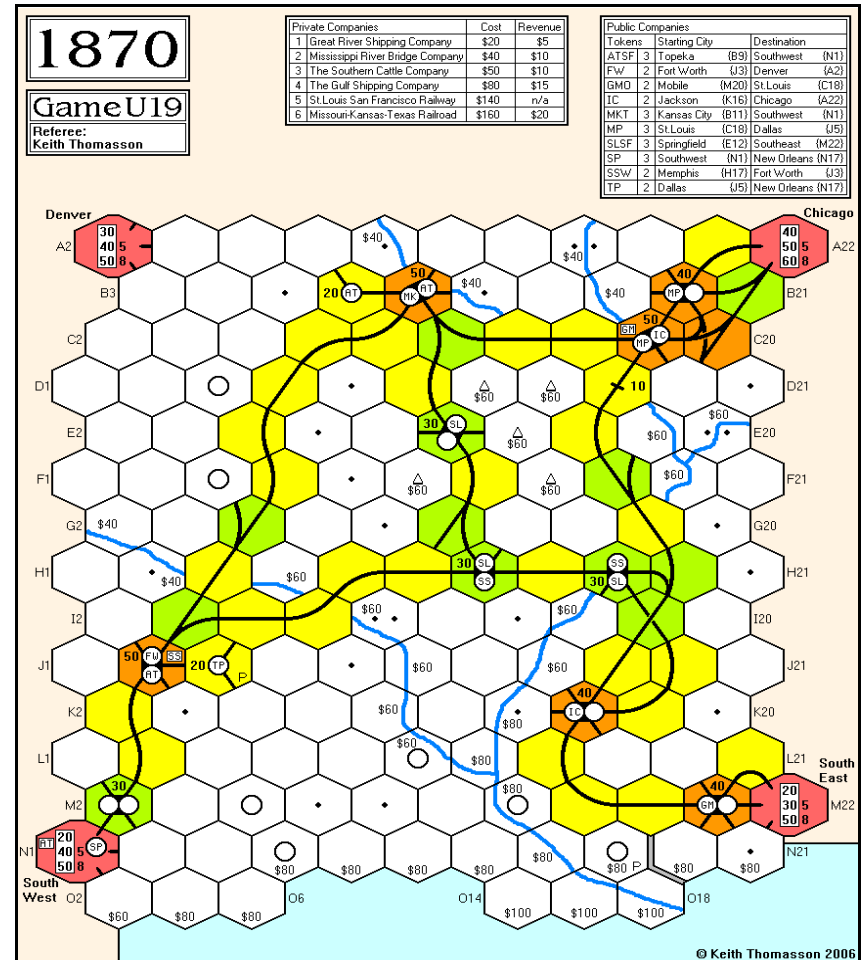
Cash Flow	b/f	OR9	c/f	Value	%	Certs
Lyndon Gurr	54	470	524	2,240	27.8	15
Stephen Webb	55	40	95	805	10.0	4/9
John Shelley	138	365	503	1,821	22.6	13
Mike Hutton	6	385	391	1,587	19.7	12/13
Martin Butcher	51	178	229	1,601	19.9	11

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	-	-	4	-	-	1
Price (pool)	120B	72E	100E	82F	40I	76F	68G	90B	140C	82B
Company credit	3	835	1,055	490	256	265	2	-	28	1
Redeemed shares	-	-	-	-	2	-	-	-	1	-
Tokens	-	1+D	1	-	1+D	1+D	D	3+D	-	2+D
Trains	5	-	5	-	6.5	4.4	4.4	-	5	4
Bank cash: \$7,323		Certificate limit: 13						Trains: 2 x '6', 3 x '8'		
Current operating order:		SSW, ATSF, GMO, IC, TP, MP, FW, SLSF, MKT								

The TP home base looks a little isolated. It may be not what was wanted, but it was definitely what was ordered.

Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/3	4/5	5/2	6/-	7/7	8/8	9/11	55/1	56/1	57/5		
	58/4	69/1												
Green	14/2	15/2	16/2	17/2	18/2	19/2	20/1	23/1	24/2	25/2	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	63/2	70/2	145/2		
	146/2	147/2	170/1											



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

1870-O20

Two cases of price protection,
and two new companies.

SR4

Stock Round 4

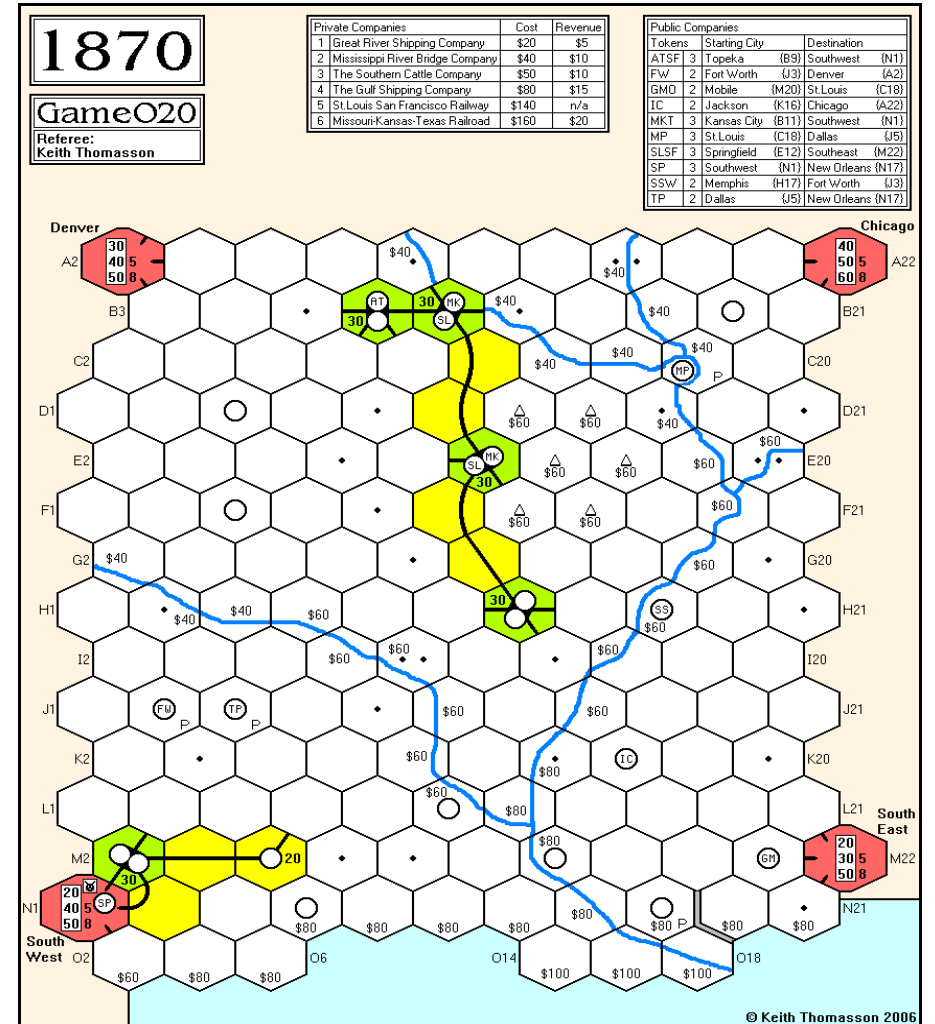
Roger	Simon	Don	Stephen	Willem
- 4 MKT {+76F} ⇒ - 1 SLSF {⇒} + SP new + SP new		⇒	⇒	Price protects 1 SLSF
	- 1 MKT {+72G} - 3 SLSF {+72G} + GMO/Pres {82}	+ ATSF/Pres {82}	+ SLSF pool	+ MKT pool
+ MP/Pres {100}	+ GMO new	+ ATSF new	+ MKT pool	+ MKT pool
+ MP new	⇒	⇒	Price protects 1 SP	✗
- 1 SP {⇒}				
+ MP new	+ GMO new	✗	✗	✗
+ MP new	+ GMO new	✗	✗	✗
+ MP new {floated}	+ GMO new {floated}	✗	✗	✗
✗	✗	Priority for SR5		

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Simon Cutforth	203	-170	33	725	20.5	7
Don Smith	255	-246	9	615	17.4	6
Stephen Webb	264	-226	38	756	21.3	8
Willem Moene	268	-226	42	618	17.5	7
Roger Krueger	202	-140	62	826	23.3	7

Portfolio	PCS	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Simon Cutforth	MRBC, MKT	-	-	6P	-	-	-	-	-	-	-
Don Smith	-	3P	-	-	-	5P	-	-	-	-	-
Stephen Webb	-	-	-	-	-	1	-	1	7P	-	-
Willem Moene	-	-	-	-	-	2	-	6P	-	-	-
Roger Krueger	-	-	-	-	-	-	6P	-	2	-	-

Bank (new)	7	10P	4	10P	-	4	1	1	10P	10P
Price (par)	82		82		76	100	100	72		
Bank (pool)	-	-	-	-	2	-	2	-	-	-
Price (pool)	82C		82C		72G	100A	72G	82E		
Company credit			820		300	1000	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	-	3222	322		
Bank cash: \$8,950	Certificate limit: 13				Trains: 3 x '3', 5 x '4'...					
Current operating order:	MP, SP, GMO, MKT, SLSF									

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						



Orders required for the following rounds
By the early deadline

OR5, OR6
Adjudication can pause between rounds if requested



1895-L20

One round only.

OR5

I listed the companies in the wrong operating order last time. The OME is first to go.

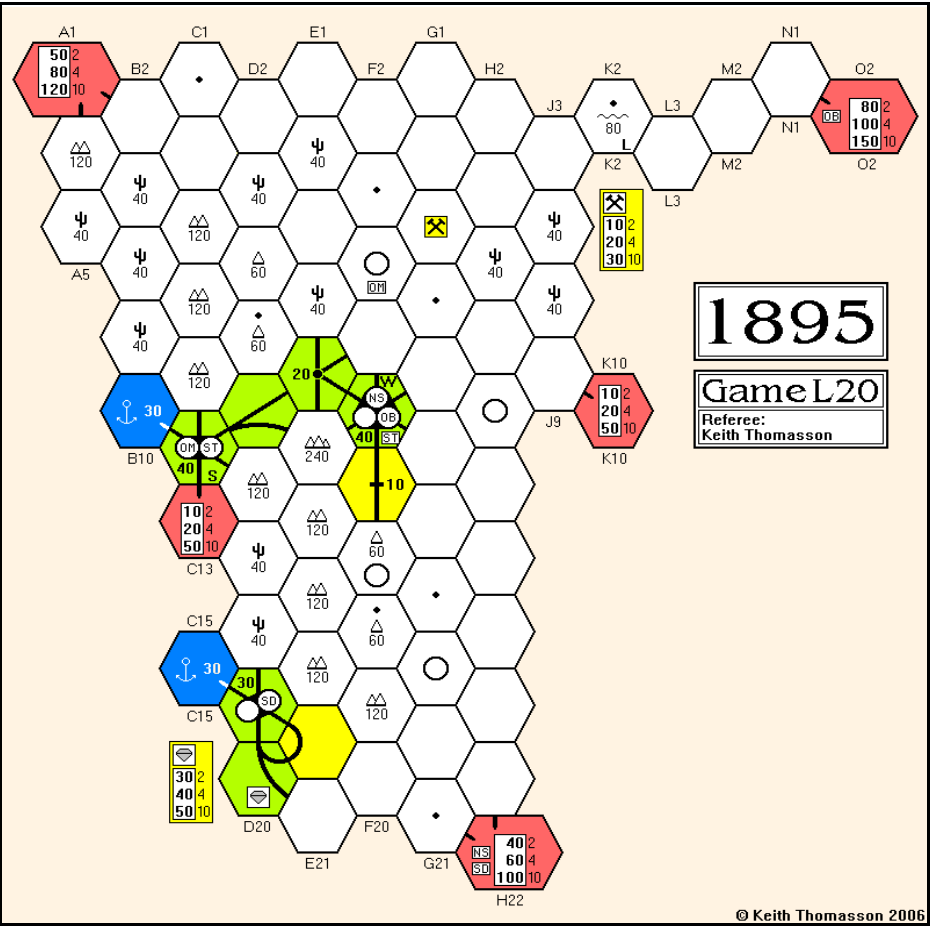
OR5	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	MB	23:D10:5	130	Yes	-	-	105E▲	517	4H 3H
OB	RK	4:F12:1	70	Yes	-	-	100C▲	102	3H
SD	RK	29:D20:1	90	Yes	80	-	85G▲	616	5H 3H
STA	TF	-	90	No	-	-	50E▼	156	4H

Cash Flow	b/f	OR5	c/f	Value	%	Certs
Roger Krueger	55	66	121	846	40.7▲	7
Tim Franklin	5	32	37	462	22.3▼	8
Martin Butcher	59	65	124	769	37.0▲	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	50E	105E	85G	100C	60F
Company credit	156	517	616	102	120
Tokens	3	2	2	2	2
Trains	4H	4H 3H	5H 3H	3H	-
Bank cash: 4 735 RM	Certificate limit: 13		Trains: 1 x '5H', 2 x '6H'...		
Current operating order:	OME, OB, SD, STA				

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



Orders required for the following rounds	By the early deadline
OR6, SR5	Adjudication can pause between rounds if requested



18KAAS-O19

Bankruptcy is avoided by \$32.

OR11

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	65:J8:5	-	-	①	125C	70	6
C&O	TS	8:K15:3	110	No	-	126A	630	-
B&M	WM	61:K11:4	-	-	②	100E	0	D
CPR	LQ	63:H14:1	-	-	③	80F	0	6
PRR	AH	46:I11:5	350	Yes	-	70G	136	5
Erie	AH	59:Q19:6	-	-	④	60C	0	5
NYNH	WM	61+:G9/3	290	Yes	-	70G	194	5
NYC	LQ	-	-	-	⑤	30H	0	D

- Notes: ① \$630 to the bank for a '6' train
 ② \$1,100 to the bank for a Diesel, partly funded by \$\$571 from Willem, requiring the sale of 1 CPR (▼100E), 1 B&M (▼100E), 1 Erie (▼70B), 1 PRR (▼70G) and 1 NYNH (▼69G) - '4' trains become obsolete
 ③ \$100 to the NYC for a '6' train
 ④ \$1 to the PRR for a '5' train
 ⑤ \$1,100 to the bank for a Diesel, wholly funded by \$1,100 from Lyndon, requiring the sale of 1 Erie (▼60C), 1 B&O (▼125C), 1 NYNH (▼), 1 PRR (▼70G), 3 NYC (▼30H) and 4 CPR (▼80F)

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Willem Moene	191	80	271	1,121	17.4	8
Martin Butcher	624	29	653	2,283	35.3	13
Tony Sait	208	93	301	1,671	25.9	12
Lyndon Gurr	211	-179	32	252	3.9	1/2
Alan Harvey	41	175	216	1,131	17.5	6/11

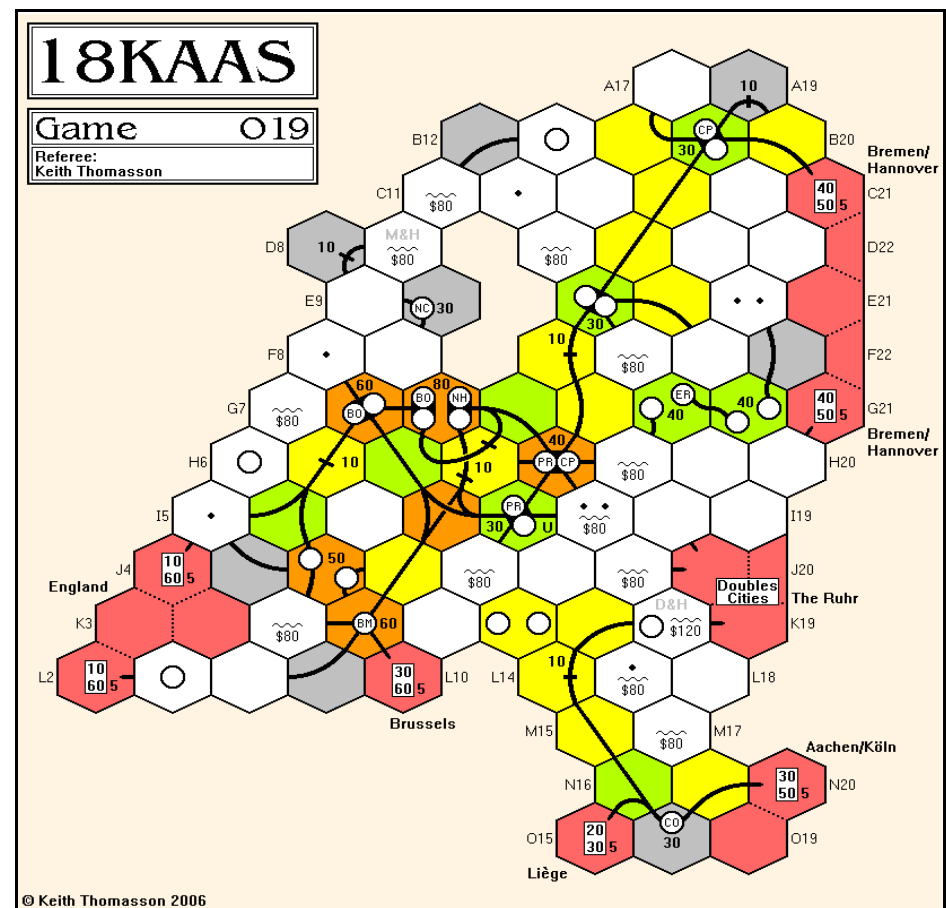
Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Willem Moene	-	5P	-	-	-	-	-	5P	-
✶ Martin Butcher	-	1	6P	5	1	-	-	1	-
Tony Sait	-	2	2	5P	1	-	-	2	1
Lyndon Gurr	-	-	-	-	2P	-	2P	-	-
Alan Harvey	-	-	1	-	1	6P	-	-	5P

Bank (new)	-	-	-	-	2	4	-	-
Price (new)	90	100	90	76	100	76	67	71
Bank (pool)	2	1	-	5	2	4	2	4
Price (pool)	100E	125C	126A	80F	60C	30H	70G	70G
Company credit	0	70	630	0	0	0	194	136
Tokens	2	2	2	2	2	4	1	2
Trains	D	6	-	6	5	D	5	5

Bank cash: \$9,497 Certificate limit: 15 Trains: Diesels
 Current operating order: C&O, B&O, B&M, CPR, NYNH, PRR, Erie, NYC

Willem sells a few shares to buy a Diesel, but when it gets round to the NYC's turn, Lyndon has to sell everything he is allowed to in order to raise enough funds for his Diesel. He makes it, but only just. Tony will be next to make the same deal, although he only needs to find another \$139 from share sales as things stand.

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



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Orders required for the following round

By the early deadline

SR8

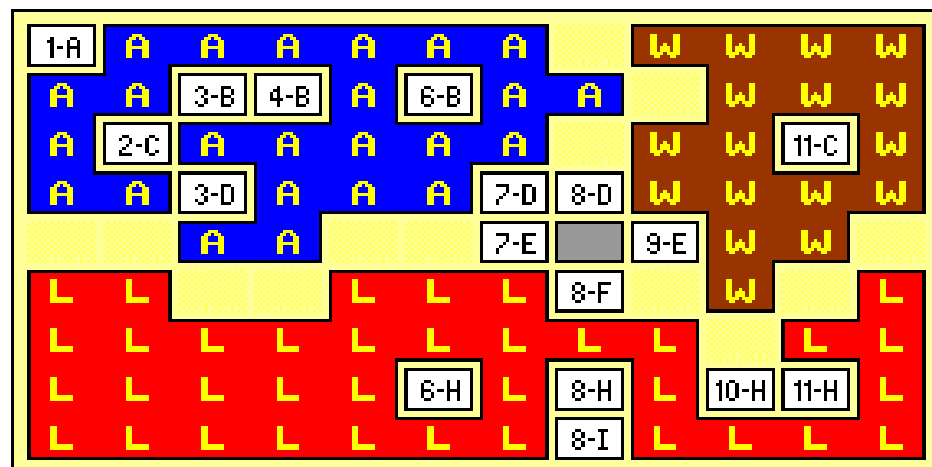


ACQUIRE 43

Very short, very sweet for some.

ROUND 13

Kevin 1-H Declares the game over as all chains are safe.



	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	36	-	24	-	17	-	-		
Chain Value	900	-	900	-	800	-	-		

Kevin drops one tile onto the board and declares the game over. With only one share available, the positions were not going to change. The final result is:

1st	Lionel Robbins	£42,400
2nd	John Colledge	£40,400
3rd	Kevin Lee	£35,300
4th	Bob Coull	£31,600
5th	Tony Wilcock	£19,100

Congratulations to Lionel, and thank to everyone for playing. My apologies for adding this extra round. If I had spotted how set the positions were I would probably have called the end of the game last time.

Comments and round-up next time, so if you have anything to say, say it.

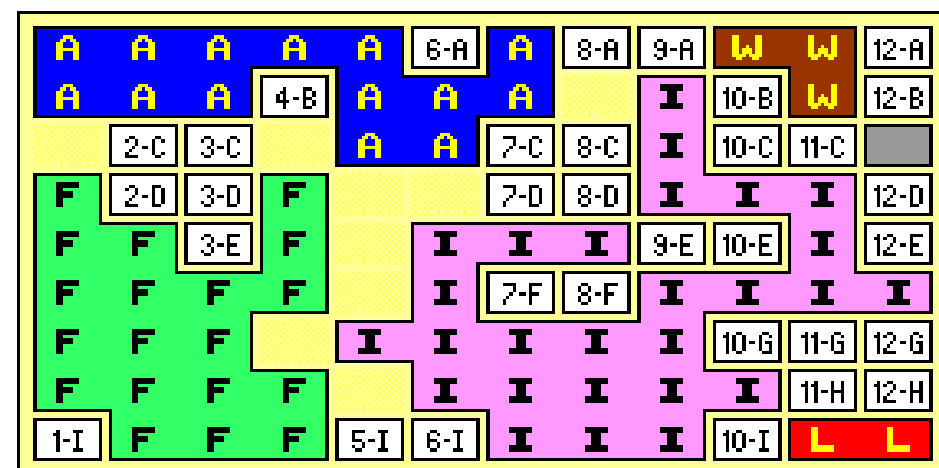


ACQUIRE 44 {SP}

Two mergers, but no room for new blood.

ROUND 10

John 10-F Buys 3 Tower @ £600.
 Michael 4-H {Dead tiles: 5-H} No purchases.
 Colin 3-F Festival takes over Continental, bonuses for Mick (£5,000) and Colin (£2,500), Colin sells 8 for £4,000, Mick swaps 8 for 4, sells 1 for £500, Michael sells 5 for £2,500. {Dead tiles: 4-C 5-D 5-E 5-F} Buys 2 Tower @ £600, 1 Worldwide @ £400.
 Mick 9-G Imperial takes over Tower, bonuses for John (£4,500) and Colin (£4,500), Mick sells 3 for £1,800, John sells 8 for £4,800, Colin sells 8 for £4,800. Buys 3 Festival @ £800.
 John 9-C {Dead tiles: 8-B} Buys 3 Worldwide @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	-	-	-	7	2	-	11	£5,100	£36,500
John Colledge	-	-	3	3	3	-	8	£12,800	£35,800
Michael Graystone	5	-	7	3	-	-	4	£2,600	£26,600
Colin Sharpe	-	-	3	12	6	-	-	£14,200	£42,600
Bank Stock	20	25	12	-	14	25	2		
Chain Size	2	-	14	19	3	-	27		
Chain Value	200	-	800	800	400	-	1000		

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

With three safe chains and nowhere to form new chains, this could be over next time.

Playing sequence

Michael, Colin, Mick, John, Michael again



ACQUIRE 45

Tower swallows up Festival and a freshly formed Imperial.

ROUND 8

Tony 2-I Forms Imperial, one free share. No purchases.
 Kevin 10-I No purchases.
 Colin 12-F No purchases.
 Michael 8-G Buys 3 Festival @ £700.
 John 7-E Buys 2 American @ £300, 1 Continental @ £800.
 Tony 3-H Tower takes over Festival, bonuses for Michael (£7,000) and John (£3,500), Tony sells 5 for £3,500, Michael sells 10 for £7,000, John sells 6 for £4,200. Tower takes over Imperial, bonuses for John (£5,000) and Michael (£2,500), Tony sells 1 for £500, Michael swaps 2 for 1, retains 1, John sells 4 for £2,000. Buys 3 Worldwide @ £300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	1	-	-	6	-	1	£18,400	£22,000
John Colledge	13	-	6	-	-	1	-	£19,200	£34,200
Tony Wilcock	-	-	1	-	9	4	-	£3,300	£20,500
Kevin Lee	9	7	10	-	-	-	-	-	£21,000
Colin Sharpe	-	10	2	-	7	-	-	£100	£22,300
<hr/>									
Bank Stock	-	7	6	25	3	20	24		
Chain Size	3	32	2	-	2	6	-		
Chain Value	300	900	300	-	300	800	-		

Tower is definitely the big boy on this block, and is expected to keep growing.

Playing sequence

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



ACQUIRE 46

One new chain and lots of loose building.

ROUND 3

John 9-B Forms American, one free share. Buys 3 Worldwide @ £300.
 Lyndon 3-B Buys 3 Tower @ £200.
 Tony 8-F Buys 3 Festival @ £300.
 Bob 11-F Buys 1 Luxor @ £300, 2 Festival @ £300.
 Willem 1-E Buys 3 Tower @ £200.
 John 6-H Buys 3 American @ £300.

1-A		3-A	4-A	5-A	6-A	7-A	8-A	A	10-A	11-A	12-A
1-B	2-B		4-B	5-B	L	L	8-B	A	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
	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		9-F	10-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	W	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	1	-	-	5	-	-	4	£3,000	£16,900
Willem Moene	4	9	-	-	-	-	-	£3,600	£11,100
John Marsden	-	-	4	-	7	-	-	£3,300	£17,800
Lyndon Gurr	-	9	-	2	-	-	-	£4,100	£8,000
Tony Wilcock	-	3	-	3	-	-	-	£4,500	£7,500
<hr/>									
Bank Stock	20	4	21	15	18	25	21		
Chain Size	3	2	2	2	3	-	2		
Chain Value	300	200	300	300	400	-	400		

Playing sequence

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





AUSTRALIAN RAILWAYS 1

Second place is still a tie on twelve points.

ROUND 8

Goods Growth

Imports to Melbourne, Timber to Goulburn, Food to Mount Gambier, Goods to Melbourne

Auctions

	Bids:	TW	BE	MB	MP
8a: Peterborough & Broken Hill (7)		-	1	2	3
Build roll: 7 (built)		-	4	*5*	
8b: Cootamundra & Parkes (5)		1	2	-	3
Build roll: 7 (built)		4	5	-	-
		6			
8c: Cootamundra & Griffith (5)		-	1	-	2
Build roll: 4 (not built)		-	3	-	4
		-	5	-	*6*

Commodity Movement

			TW	BE	MB	MP
		Income:	13	12	12	12
Bruce	Food	Dubbo to Sydney		2		
Tony	Imports	Melbourne to Mount Gambier	2	-	-	1
Bruce	Timber	Goulburn to Parkes	-	2	1	-
Martin	Food	Mount Gambier to Ballarat	1	-	2	-
Marcus	Goods	Melbourne to Mildura	2	-	-	3
Market loss number:	4	Income lost:	-4	-4	-5	-4
		Income:	14	12	12	12

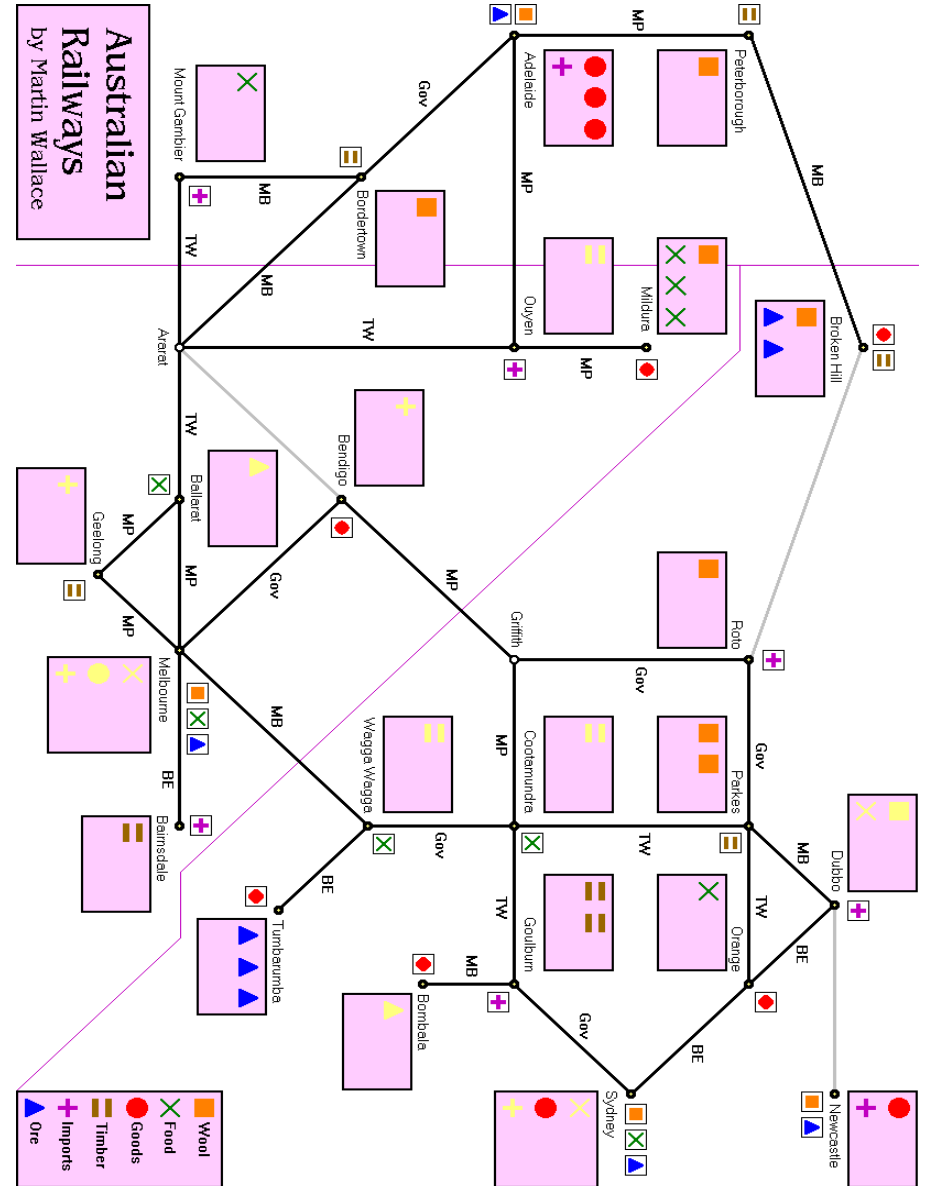
Tony remains the Train Player (income 14/cash 23).

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

Tony	Wool	◇	Link 9a: Bendigo & Ararat (5)
Bruce	Ore	◇	Link 9b: Newcastle & Dubbo (8)
Martin	Food	◇	Link 9c: Broken Hill & Roto (8)
Marcus	Goods		

Cash flow

	Marcus	41	Tony	34	Bruce	26	Martin	30
Cash b/f		6		15		22		34
Auction & Builds	-6	0	-6	9	-	22	-7	27
Income	+12	12	+14	23	+12	34	+12	39
Acquired Loans	-	12	-	23	-	34	-	39
Interest	-2	10	-6	17	-2	32	-	39
Retired Loans	-10	0	-	17	-10	22	-	39
Cash c/f		0		17		22		39



Orders required Tony leads the playing order
Place goods, railway link bids 9a, 9b and 9c, commodity movement, loans



BREAKING AWAY 15

Nobody else is dropped,
we're too near the end.

ROUND 13

Pos	Riders	New
111	Eggspy Vulnerable	3
110	Teal'c	5
109	-	
108	Kramer	3
107	Jackson Bidford	4
106	Pershore One Spade	6
105	-	
104	Acol Ace Moon Yamashita	3
103	O'Neill	6
102	-	
101	-	
100	-	
99	No Trump	3
98	Knizia	4

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



The remains of the field are a tired bunch, with only three double-figure cards between them.

Nobody can finish next time, but a rush should see the race come to a close after that.

Orders required

Cards for round fourteen



BREAKING AWAY 16

Thomas is going to
score maximum points.

ROUND 3

Pos	Riders	New
40	Thomas	19
39	-	
22	-	
21	Pinky	3
20	Blinky	4
19	Robin Hood Clyde	5
18	Inky Coagulant Odysseus Former	7
17	-	
16	◇ Dixen ◇ Oven	3
15	Rudolph Jupiter	5
14	◇ Latex ◇ Mars Donner Blitzen Gordon	7
13	Henry James Pluto	12
12	William Tell	15
11	Earth Nimrod	16

Simon Brooks		<i>Ditchling Beacon Bykers:</i>			
A	Rudolph	3	3	5	15
B	Donner	3	7	14	
C	Blitzen	7	7	13	
D	Dixen	3	3	8	
Tim Franklin		<i>Ghost Riders:</i>			
A	Inky	3	7	15	
B	Pinky	3	3	8	
C	Blinky	3	4	6	
D	Clyde	1	3	5	
Steve Ham		<i>The Toxophilites:</i>			
A	Robin Hood	3	3	5	11
B	Odysseus	4	7	10	
C	Nimrod	3	12	16	
D	William Tell	5	10	15	
Sharon Khan		<i>Thomas the Tank Engine:</i>			
A	Thomas	2	3	19	
B	Henry	3	12	15	
C	James	3	12	12	
D	Gordon	5	7	7	
Kevin Lee		<i>The Planets:</i>			
A	Earth	5	8	14	16
B	Mars	7	9	12	
C	Jupiter	3	5	9	
D	Pluto	3	7	12	
Jim Reader		<i>Latex Dipping:</i>			
A	Coagulant	3	4	7	15
B	Latex	7	7	14	
C	Former	3	5	7	
D	Oven	3	3	8	



My apologies to the riders on rows 10 to 7 last time. Because I omitted the empty row 11, you got higher replacement cards than you should have, four points up. A couple of riders had their cards adjusted as what they wanted to use wasn't really there, but it seems to have worked out without too much confusion and disaster.

Orders required

Cards for round four





Bus Boss 292-FRA

Another leader bites the dust.

ROUND 11

France

Round 11 Runs		GO	GRUB	DEAR	BUM	RR	BUS	
36	5♥ Reims Q♣ Lille	① RR	30					30
37	8♥ Dijon 10♦ Nantes	① RR	10					9
		① {BUSBOSS}	6		+3	+4	-4	13
		{GO}	5					5
		③ GRUBBY	5					5
38	A♥ Paris 9♣ Boulogne	④ BUM	4			-3	-3	-2
		① GO	20					20
39	8♠ Marseille J♣ Dunkerque	② BUM	10					10
		① BUM	13	-2				11
40	Q♦ Brest 6♣ Le Havre	① GO	12		+2			14
		③ RR	5					5
		① BUM	30		-2		-6	22
41	2♠ Lyon 3♣ Caen	✕ BUSBOSS			+6			6
		✕ DEAR			+2			2
		① BUM	16		+4			20
42	5♦ Toulouse 7♠ Nimes	② RR	9		+4			13
		③ DEAR	5			-4	-4	-3
		① GRUBBY	30					30
43	4♣ Le Mans 3♦ Pau	① DEAR	20					20
		② GRUBBY	10				-4	6
		✕ BUSBOSS		+4				4
44	8♣ Amiens K♦ Lorient	① RR	16	+4	+7			27
		② DEAR	9			-7		2
		③ GRUBBY	5			-4		1

Round 11 Routes
Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Reims - Calais (9)

Brian's Unrestricted Society: Buses of South Somewhere (BUSBOSS)
None. (Brian Tappenden, Orange)

Garlic and Onions (GO) (Bob Coull, Black)
None.

Bloody Useless Management (BUM) (Jim Reader, Yellow)
None.

Robertson's Routemasters (RR) (Simon Robertson, Blue)
None.

Dijon Expressways Are Rampant (DEAR) (Kevin Lee, Red)
Toulouse - Narbonne, Amiens - Belgium (12)

Scores

	Runs:	36	37	38	39	40	41	42	43	44	Routes	Score
RR	189	30	9	-	5	-	13	-	-	27	-	273
BUM	177	-	-2	10	11	22	20	-	-	-	-	238
DEAR	212	-	-	-	-	2	-3	-	20	2	-12	221
GO	171	-	5	20	14	-	-	-	-	-	-	210
BUSBOSS	133	-	13	-	-	6	-	-	4	-	-	156
GRUBBY	107	-	5	-	-	-	-	30	6	1	-9	140

Round 12 Runs

45. 3♥ - A♠ Paris to Switzerland
46. K♥ - 6♠ Germany to Bordeaux
47. 9♠ - J♥ Marseille to Strasbourg
48. 10♠ - J♦ Calais to Rennes
49. 5♣ - 3♠ Rouen to Lyon
50. 7♥ - 5♠ Nevers to St.Etienne
51. 4♦ - 2♣ Perpignan to Cherbourg
52. 8♦ - 10♠ Limoges to Narbonne

Runs

Enter up to 5



Bus Boss 293-NIT

A couple of solo runs don't do MBB any harm.

ROUND 8

North Italy

Round 8 Runs		MBB	ARM	BUM	DIG	COL	
1	K♠ Yugoslavia	① ARMANI	20			+7/-10	17
	J♣ San Remo	② BUM	10	+10/-7			13
3	K♦ Switzerland	① DIGBY	20				20
	10♣ Cuneo	② MBB	10				10
10	K♣ France 2♦ Modena	① BUM	13	-5			8
		② COLIN	7	-5			2
		② MBB	6		-4	+5	17
		④ DIGBY	4	-5			-1
		✕ ARMANI		+4			4
11	8♣ Alessandria Q♥ South Italy	① COLIN	13	+5/-2	-3		13
		① BUM	12	+3		+3	18
		③ ARMANI	5		-3	+2/-5	-1
12	6♣ Genova A♥ Firenze	① BUM	16			+4	20
		② COLIN	9	-2	-4		3
		③ ARMANI	5			+2	7
13	3♥ Pisa 6♠ Treviso	① COLIN	20	-1		-3	16
		② ARMANI	10	-1		-3	6
		✕ BUM			+3		6
		✕ MBB			+1		+1

14	7♥ Ravenna 10♠ Udine	① BUM 30 ✕ DIGBY ✕ COLIN			+2 +2	-2	-2	26 2 2
16	Q♣ France 5♠ Venezia	① MBB 30						30
17	2♣ Novara Q♠ Austria	① MBB 30						30
18	A♦ Bologna 8♠ Bolzano	① ARMANI 20 ② DIGBY 10		+6		-6		14 16

Round 8 Routes

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

Pesaro - Ancona, Aosta - Switzerland (10)

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

Trento - Cortina (10)

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

Torino - Aosta (9)

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

Venezia - Ravenna (12)

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

Genova - La Spezia, Padova - Venezia (12)

Scores

	Runs:	1	3	10	11	12	13	14	16	17	18	Routes	Score
MBB	63	-	10	17	-	-	2	-	30	30	-	-12	140
BUM	56	13	-	8	18	20	6	26	-	-	-	-9	138
ARMANI	67	17	-	4	-1	7	6	-	-	-	14	-12	102
DIGBY	49	-	20	-1	-	-	-	2	-	-	16	-10	76
COLIN	49	-	-	2	13	3	16	2	-	-	-	-10	75

Round 9 Runs

8.	10♥ -	Q♦	Ancona to Switzerland
15.	A♣ -	9♠	Aosta to Cortina
19.	5♣ -	J♠	Torino to Austria
20.	K♥ -	7♠	South Italy to Trieste
21.	9♦ -	8♥	Verona to Rimini
22.	7♣ -	4♥	Genova to Livorno
23.	5♦ -	6♥	Cremona to Arezzo
24.	2♠ -	6♦	Padova to Milano
25.	3♠ -	3♦	Ferrara to Parma
26.	9♥ -	4♦	Pesaro to Piacenza

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

BUS BOSS 297-VSW

Merthyr Tydfil finds itself with three bus services.

ROUND 3

The Valleys of South Wales

Pontypool Expressways Are Rampant (PEAR) (Kevin Lee, Pink)

Ferndale - Aberdare - Merthyr Tydfil 78 - 11 67

South Wales Kiss (SWALK) (Bob Coull, Black)

Cwmbran - Pontypool - Aberqavenny 76 - 11 65

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)

Abercynon - Aberdare, Abercynon - Merthyr Tydfil	76 - 12	64
--	---------	----

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

Rhymney - Dowlai - Merthyr Tydfil - Hirwaun	76 - 12	64
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Robertson's Routemasters (RR) (Simon Robertson, Blue)

Talbot Green - Cardiff, Port Talbot - Neath	76 - 12	64
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Routes
Buy in the order Bob, Simon B, Jim, Simon R, Kevin

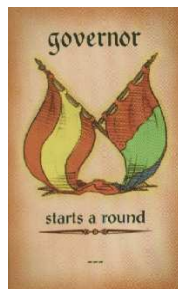
DISTORTION 1

Simon keeps his lead,
but Tim is pushing hard.

ROUND 9

[illegible]

#9



Picture number 9 is the Governor card from Puerto Rico.

Steve Thomas got it last time, having offered this when it was brand new, but then changed his mind to the San Juan Governor card before I scored the guesses.

#10

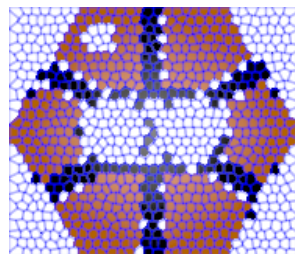


Picture number 10 is the cover of The Beatles' Abbey Road album.

It may 37 years old this year, but some of us have long memories.

#11

①



Wrong guesses so far:

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

#12

①

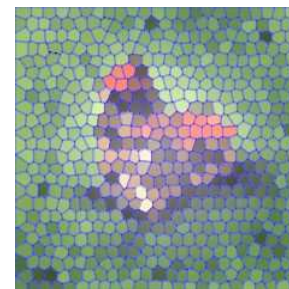


Wrong guesses so far:

Animal in tree, box cover of Pax Britannica, can-can dancers, 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, two babies in a pushchair, washing up in rubber gloves, Zebedee from The Magic Roundabout.

#13

②



Wrong guesses so far:

An animal in a field, cat, dance floor ceiling globe, dog, fish, frog, hare/rabbit, ice skater, knight on horseback, ladybird, moth, pig, rabbit, reindeer, rocking horse.

#14

②

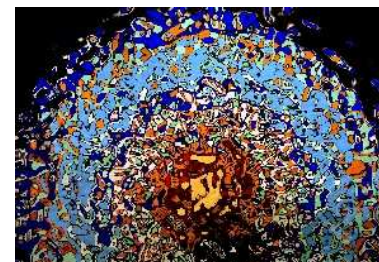


Wrong guesses so far:

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

#15

③

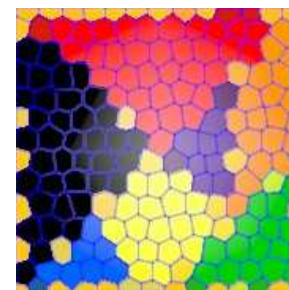


Wrong guesses so far:

The Albert Memorial, bonfire, eclipse of the moon, fish in an aquarium, hen, narrow-boat exiting a tunnel, peacock (2), snow globe.

#16

③



Wrong guesses so far:

A pile of meeples (2) beach ball, Diplomacy map, egg shapes similar to cover of issue #131, map of North America with part of South America, Railroad Tycoon game pieces.

Orders

Tell me what you think the pictures are





LANCASHIRE RAILWAYS 10

Only one new link gets built.

ROUND 6

Auctions		Bids:	LG	RK	MB	TW
6a:	Blackburn & Burnley (7)		1	2	3	-
	Build roll: 4 (not built)		*4*			
6b:	Liverpool & Southport (8)		-	1	2	3
	Build roll: 11 (built)		-	-	4	*5*
6c:	Manchester & Wigan (6)		-	1	2	-
	Build roll: 2 (not built)		-	*3*		

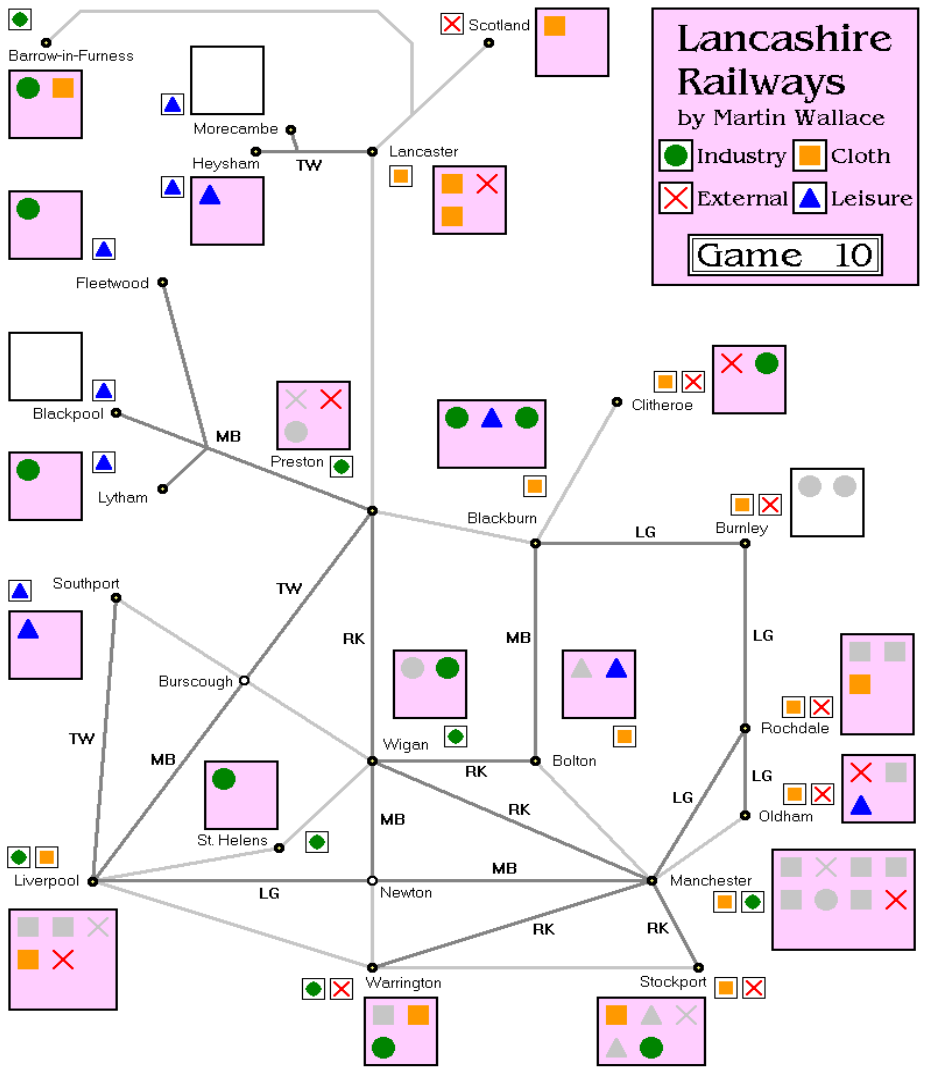
Commodity Movement			LG	RK	MB	TW
Income:			10	8	8	2
Martin	Leisure	Stockport to Lytham	-	2	3	-
Lyndon	External	Liverpool to Rochdale	2	-	1	-
Roger	Leisure	Bolton to Blackpool	-	2	1	-
Martin	Cloth	Manchester to Liverpool	-	1	3	1
Tony	X					
Market loss number:		6	Income lost:	-2	-2	-
			Income:	10	14	3

Martin becomes the Train Player (income 14/cash 24).

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

Rochdale	Cloth	Link 7a:	St.Helens & Wigan (5)
Heysham	Leisure	Link 7b:	Lancaster & Scotland, Barrow-in-F (10)
Southport	Industry	Link 7c:	Preston & Lancaster (8)
Wigan	Industry	Link 8a:	Burscough & Wigan (6)
Liverpool	External	Link 8b:	Blackburn & Preston (7)
Clitheroe	Industry	Link 8c:	Burscough & Southport (6)

Cash Flow	Lyndon	33	Roger	30	Martin	34	Tony	20
Initial cash		14		13		10		13
Auctions & Builds	-4	10	-3	10	-	10	-5	8
Income	+10	20	+11	21	+14	24	+3	11
Acquired Loans	-	20	-	21	-	24	+10	21
Interest	-4	16	-	21	-6	18	-6	15
Retired Loans	-10	6	-	21	-10	8	-	15
Cash c/f		6		21		8		15



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



NEW ENGLAND RAILWAYS 8

Sharon stretches
her lead.

ROUND 5

Auctions	Bids:	SK	MB	TW	MP
5a: Kingston, Stonington, Providence (6)		1	2	-	3
Build roll: 8 (built)		*4*			
5b: Concord & Portsmouth (8)		-	1	2	3
		-	4	5	6
Build roll: 6 (not built)		-	-	*7*	
5c: Cape Cod Region & Middleboro (7)		-	1	-	2
Build roll: 9 (built)		-	3	-	*4*

Commodity Movement	SK	MB	TW	MP
Income:	11	5	4	7
Martin Coal Boston to Worcester	-	1	-	-
Sharon Goods Kingston to Middleboro	2	-	-	-
Martin Cotton Boston to Worcester	-	1	-	-
Tony Goods New Haven to New London	-	-	1	-
Marcus Coal Concord to Northern New Hampshire	-	-	-	1
Market loss number: 8	Income lost: -1	-	-	-1
Income:	12	7	5	7

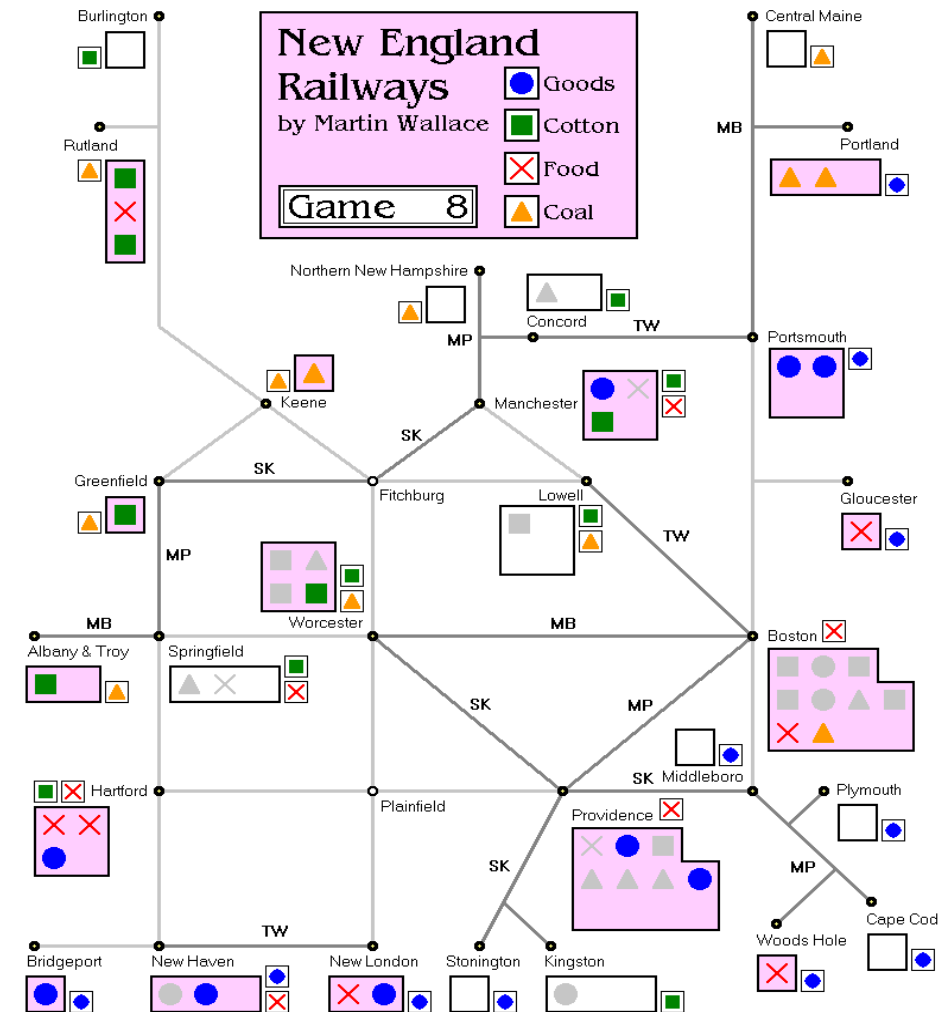
Sharon remains the Train Player (income 12/cash 17).

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

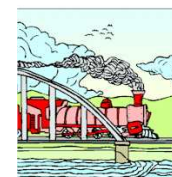
Commodity Growth and New Railway Links

Worcester	Cotton	◇	Link 6a: Manchester & Lowell (5)
Portland	Coal	◇	Link 6b: Greenfield & Keene (8)
Boston	Food	◇	Link 6c: Plainfield & New London (6)
Manchester	Cotton	◆	Link 7a: Hartford & Plainfield (7)
Boston	Coal	◆	Link 7b: Rutland, Burlington & Keene (8)
Greenfield	Cotton	◆	Link 7c: Fitchburg & Worcester (6)

Cash Flow	Sharon	32	Martin	25	Tony	21	Marcus	27
Balance b/f		9		9		12		7
Auctions	-4	5	-	9	-7	5	-4	3
Income	+12	17	+7	16	+5	10	+7	10
Acquired Loans	-	17	-	16	+10	20	-	10
Interest	-2	15	-4	12	-6	14	-4	6
Retired Loans	-10	5	-10	2	-	14	-	6
Balance c/f		5		2		14		6



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





OUTPOST 22

A busy time in the final round.

ROUND 17

Commander Actions

David Auctioned a Moon Base for 200. Marcus joined at 201, Willem at 204, Lyndon at 205, Steve at 206. Willem dropped out at 208, Marcus at 223, David and Lyndon at 225. Steve got it for 225 (w:7,7 m:15,16,17,17,17,19,20 n:16,16,18,18,22)

- ▶ Auctioned a Moon Base for 200. Marcus joined at 201, Willem at 204, Lyndon at 205. Willem dropped out at 207, Marcus at 221, David at 222. Lyndon got it for 222 (t:44 r:14,14 m:18 n:16,88 om:30)
- ▶ Auctioned a Moon Base for 200. Marcus joined at 201, Willem at 204. Willem dropped out at 206, Marcus at 221. David got it for 221 (w:30 r:11,11,13,16,17 n:88 ro:35)
- ▶ Bought two Population Units (w:4,6)
- ▶ Bought two Robots (w:7 r:15)

Martin Auctioned a Laboratory for 80. Jim joined at 81. Martin dropped out at 95. Jim got it for 95 reduced to 65 after Data Library discounts (w:8 r:9,12,12 n:24) plus a free Research Factory

- ▶ Auctioned a Robots for 50 and got it (w:8,9 t:9,12 r:12) plus a free Robot
- ▶ Bought four Ore Factories (t:44)
- ▶ Bought four Population Units (o:4 w:7,10)

Marcus Auctioned a Space Station for 120. Willem joined at 121 and dropped out at 204. Marcus got it for 204 (o:2 t:8,8,10,44,44,44,44)

- ▶ Bought three Ore Factories (w:5,5,6,6,8)
- ▶ Bought three Population Units (o:5 w:5,5)

Willem Bought five Research Factories (w:7,30 r:9,10,10,11,13,15 ro:45)

- ▶ Bought two Population Units (w:8 r:14)
- ▶ Bought two Robots (w:8 r:16)

Lyndon Passed

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

- ▶ Bought two Ore Factories (w:7 r:13)
- ▶ Bought two Robots (w:5,6,9)

Jim Auctioned an Orbital Lab for 50 and got it (r:13,13,13 n:22)

PO	Name	Factories	Population	Robots	Production
1	David	2o,7w,5r,4n	10 (10)	10 (10)	2o,3w,1W,6r,1N,1ro,1mo (313,15)
2	Lyndon	2o,2w,5t,5n	6 (7)	6 (6)	1t,1T,2r,1m,1n,1N,1om,1mo (285,10)
3	Steve	4o,8w,5n	9 (9)	9 (9)	5o,1w,2W,1r,3m,1n,1N,1mo (304,15)
4	Martin	6o,4w,6t,1r	16 (18)	1 (16)	7o,1w,1W,2t,1T,1r (135,25)
5	Marcus	5o,3w,9t	18 (21)	0 (0)	6o,4w,1t,2T,1om (174,30)
6	Willem	2o,8w,12r	9 (9)	9 (9)	2w,1W,12r,1ro (240,15)
7	Jim	2o,4w,6r,2n	8 (8)	0 (0)	7r,1m,2n (148,10)

PO Name Colony Cards Victory Points

1	David	WH, Nod, Sci, Rob, Lab, Eco, PC, MB	84 (610)
2	Lyndon	HE, Sci, Sci, OL, Rob, SS, MB	66 (530)
3	Steve	WH, Nod, Sci, OL, OL, OL, Rob, MB	64 (490)
4	Martin	WH, HE, Nod, Rob, Lab, Eco, Eco, Eco, OP, OP	61 (500)
5	Marcus	DL, WH, HE, HE, Eco, OP, OP, OP, SS	60 (550)
6	Willem	DL, WH, Nod, Rob, Lab, PC	56 (355)
7	Jim	DL, DL, DL, HE, Nod, Sci, OL, Lab, Lab	39 (350)

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

David is well and truly past the victory point target, and wins 18 points clear of Lyndon in second.

1st	David Smith	84 (610)
2nd	Lyndon Gurr	66 (530)
3rd	Steve Thomas	64 (490)
4th	Martin Butcher	61 (500)
5th	Marcus Pratt	60 (550)
6th	Willem Moene	56 (355)
7th	Jim Reader	39 (350)

Apologies to anyone who felt I didn't get the best out of their production, but orders to 'maximise income' when they have over 250 points in hand do not motivate me to spend too much time analysing the situation. Just bear in mind that contingency plans for the failure to get a Moon Base would have avoided that problem.

It certainly didn't affect who won, so it's congratulations to David and thanks to everyone for playing. We'll have our usual round up next time.



OUTPOST 23 {AV}

Mick pulls ahead with a Moon Base.

ROUND 14

Commander Actions

Mick Auctioned a Moon Base for 200 and got it for 200 (o:2,2,2,2 w:30,30 r:5,5,5,5,5,5,5,5,5,5,5,5,5,5,8,8,8,8,8,8,8,8)

Kevin Bought two Titanium Factories (w:3,3,3,3,3,3,3,3,3,3 t:6,6,6,6,6)

- ▶ Bought two Population Units (o:1,1,1,1,2,2,2)

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

- ▶ Bought two Robots (t:4,6 r:5,5)

Marcus Auctioned a Planetary Cruiser for 160. David joined at 166. Marcus dropped out at 166. David got it for 166 (w:3,3,3,3,4,4,30 r:5,5,8,8,8 m:7,7,10,10 n:8,8,8,8,12)

► Auctioned a Planetary Cruiser for 160 and got it (w:4,4 t:4,4,4,6,6,6,44 m:7,7,7,7,10,10,10,10)

David Bought one Population Unit (r:5)

PO	Name	Factories	Population	Robots	Production
1	Mick	2o,4w,4r	8 (9)	1 (8)	173
2	Marcus	2o,2w,7t	5 (11)	4 (5)	161
3	David	2o,7w,2n	9 (9)	0 (0)	218
4	Kevin	2o,3w,7t	12 (15)	0 (0)	163
5	Willem	2o,4w,5t,5r	8 (8)	6 (8)	228

PO	Name	Colony Cards	Victory Points
1	Mick	DL, DL, DL, Nod, Sci, Sci, Rob, Lab, Lab, MB	54 (560)
2	Marcus	HE, OL, OL, Rob, OP, PC	45 (440)
3	David	WH, Nod, Sci, OL, Eco, PC	40 (330)
4	Kevin	WH, HE, Eco, OP, OP	36 (285)
5	Willem	WH, HE, Nod, Rob, Lab	36 (210)

PO	Name	Cards/ Limit	Megas 30 44 88	Ore 1 2 3 4 6	Wat/Tit 5 8 7 10 8 12 18 17 23 22 28	Res 9 6	Mic 2 2	NC/OM 2 7	RO 1 1	MO 1 1
1	Mick	5/10	1 - - - -	- - - - -	9 6 - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
2	Marcus	10/15	- 1 - - -	3 4 3 - -	2 2 - - -	1 1 - - -	- - - - -	- - - - -	- - - - -	- - - - -
3	David	12/15	1 - - - -	2 3 - 1 1	1 1 2 7 -	1 1 - - -	- - - - -	- - - - -	- - - - -	- - - - -
4	Kevin	20/25	- 1 - 2 2	5 20 3 - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -
5	Willem	13½/15	1 2 - - -	- 1 2 6 8	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -	- - - - -

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	1	(3 more)
Scientists	0	Sold out	Planetary Cruiser	1	(1 more)
Orbital Lab	0	Sold out	Moon Base	2	(1 more)
Robots	0	Sold out			

Orders required

Round fifteen auctions, bids and purchases



OUTPOST 24

Willem gets one of the two Scientists.

ROUND 9

Commander Actions

Jim Auctioned an Ecoplants for 30 and got it (o:5 w:5,10 t:10)

► Bought two Population Units (o:4 w:8)

Mark Bought two Titanium Factories (o:4,4 w:6,8,8,30)

Willem Auctioned a Scientists for 40. Marcus joined at 46, Geoff at 47, Martin at 48, Lyndon at 49. Marcus dropped out at 50, Geoff and Martin at 62, Lyndon at 66. Willem got it for 66 reduced to 26 after Data Library discounts (o:5,5 w:7,9)

► Auctioned a Scientists for 51. Geoff joined at 52, Martin at 53, Lyndon at 54. Willem dropped out at 54, Geoff at 60, Martin at 62. Lyndon got it for 62 (o:2 w:30,30)

Marcus Bought one Population Unit (o:2,4 w:4)

Geoff Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (o:3 w:8,10)

► Bought one Titanium Factory (w:30)

Martin Auctioned a Robots for 50 and got it (o:2 w:5,7,7,10 t:9,10) plus a free Robot

Lyndon Passed

Michael Auctioned a Laboratory for 80 and got it (w:{7},5,5,6,6,6,6,7,7,8,8,9) plus a free Research Factory

PO	Name	Factories	Population	Robots	Production
1	Jim	2o,3w,1t	7 (8)	0 (0)	2o,3w,1t (37,15)
2	Martin	2o,3w,3t	5 (5)	1 (5)	4w,5t (78,15)
3	Geoff	2o,5w,1t	8 (8)	0 (0)	3o,3w,1W,1t (70,15)
4	Mark	2o,6w,2t	8 (8)	0 (0)	3w,1W,2t (71,10)
5	Willem	2o,2w	4 (5)	0 (0)	3o,2w,3r (62,10)
6	Michael	2o,4w,1r	5 (5)	0 (0)	1o,6w,1r (58,15)
7	Lyndon	2o,5w	7 (8)	0 (0)	3o,5w,1W,1r (87,15)
8	Marcus	2o,4w	6 (8)	0 (0)	2o,3w,1W,2r (83,10)

PO	Name	Colony Cards	{30 VPs for the final phase}	Victory Points
1	Jim	DL, WH, HE, Nod, Eco		17 (125)
2	Martin	WH, HE, Rob		14 (105)
3	Geoff	WH, HE, Nod		13 (80)
4	Mark	HE, Nod		13 (55)
5	Willem	DL, DL, DL, DL, Sci, Sci		12 (140)
6	Michael	WH, Lab		12 (105)
7	Lyndon	WH, Nod, Sci		12 (90)
8	Marcus	HE, Nod, Sci		11 (95)

Data Library	0	Sold out	Orbital Lab	1	(4 more)
Warehouse	0	Sold out	Robots	1	(3 more)
Heavy Equipment	0	Sold out	Laboratory	3	(1 more)
Nodule	0	Sold out	Ecoplants	2	(2 more)
Scientists	0	(1 more)	Outpost	1	(4 more)

Orders required

Round ten auctions, bids and purchases





OUTPOST 25

A quarter century of Outpost.

NEW GAME

Marcus joined the list after I said I would start it, but I got delayed, so he's in.

Sharon Khan	2 Rectory Road, Campton, Shefford, SG17 5PF
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Marcus Pratt	7 York Villas, Brighton, BN1 3TS
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
David Smith	7 Kings Court, Welsh Row, Nantwich, Cheshire, CW5 5DY

Everything is even at the start, and you have your own sheets showing the production cards you start with. The initial Purchase Order and colony card deal came out like this:

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
2	Sharon	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
3	Kevin	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
4	Jim	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
5	Marcus	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
6	David	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)

Data Library	2	(2 more)	Heavy Equipment	1	(3 more)
Warehouse	1	(3 more)	Nodule	2	(2 more)

If you are not intending to go for one of the colony cards in the first round, please submit orders for two complete rounds. You may make your second round orders dependent on the production you get from round one, or indeed anything that happened in round one.

If anyone should go for a colony card in the first round, we'll stop before the second round to give everyone a good look at the situation. If we move into round two and it hasn't been covered in someone's orders, I'll spend their money on a Water Factory if they can afford it, a population unit if they can't, or both if they're lucky. A six player expert game hits the final phase when someone gets 35 VPs.

Orders required
Round one and round two auctions, bids and purchases



SAINT PETERSBURG 1

No real surprises for the first report.

PHASES 1-W/1-B

Round 1 - Worker Phase

Geoff	Sharon	Rob	Mike
+ Lumberjack	+ Lumberjack	+ Lumberjack	+ Gold Miner
+ Gold Miner	+ Shepherd	+ Fur Trapper	+ Ship Builder

Round 1 - Buildings Phase

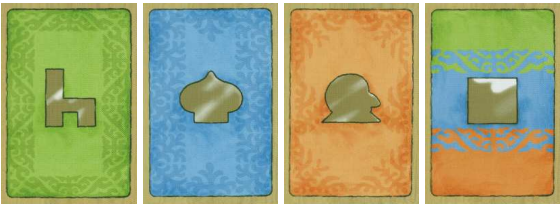
Mike	Geoff	Sharon	Rob
Weg Damit to hand	+ Market	x	x
+ Market	+ Market	x	x
x	x		



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	15	2	6r + 0v	0r + 2v	0r + 0v	Worker	23
Sharon	23	0	6r + 0v	0r + 0v	0r + 0v	Aristocrat	26
Rob	22	0	6r + 0v	0r + 0v	0r + 0v	Trading	36
Mike	15	0	6r + 0v	0r + 1v	0r + 0v	Building	23

Players	Cards in hand	(Limit)	Cards in play
Geoff		3	Lumberjack, Gold Miner, Market x 2
Sharon		3	Lumberjack, Shepherd
Rob		3	Lumberjack, Fur Trapper
Mike	Weg Damit (Discard)	3	Gold Miner, Ship Builder, Market

Orders required
Aristocrat phase led by Sharon





PUERTO RICO 4

Please phrase Mayor orders as changes, don't list everything.

ROUND 7

Stephen is the Builder (+1) and builds a Factory.

Kevin builds a Coffee Roaster, Geoff builds a Factory, Jim passes.

Kevin is the Captain (+1). The Corn ship is emptied

Geoff is the Mayor.

Jim is the Craftsman and produces an extra Indigo.

Roles	Builder		Captain		Craftsman		Mayor				
	+1 Settler		+1 Trader		+2 Prospector						
Quarries	Plantations (Fields)					Trading House			Ship	Supply	
2	Crn	Ind	Sug	Tob	Cof	-	-	-	-	7	42

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	1	FAC	1	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 Har- dingham DbIns: 4 Chips: 2	<div> Small indigo plant Small sugar mill Coffee roaster Factory </div> Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✗ Cof✓ Goods: Crn✓ Ind✓ Sug✓ Cof✓
Jim Reader DbIns: 4 Chips: 3	<div> Indigo plant Small market Hacienda </div> Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✗ Cof✗ Goods: Crn✓ Ind✓✓✓
Stephen Webb DbIns: 2 Chips: 3	<div> Sugar mill Tobacco storage Factory </div> Fields: Qry✗ Crn✓ Sug✓ Tob✓ Cof✗ Goods: Crn✓ Sug✓ Tob✓✓
Kevin Lee DbIns: 6 Chips: 6	<div> Small sugar mill Coffee roaster Small market </div> Fields: Qry✓ Crn✓ Sug✗ Cof✓ Goods: Crn✓ Sug✓ Cof✓

Orders required

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



PUERTO RICO 5

Money is non-existent for some.

ROUND 2

Brian is the Prospector (+1).

Paul is the Captain (+1).

Allan is the Settler and digs a Quarry.

Jim plants Tobacco (manned), Brian plants Coffee, Paul plants Sugar.

Jim is the Mayor.

Roles	+1	Builder		Captain		+1	Craftsman		Mayor	
				Settler		+2	Trader		Prospector	
Quarries	Plantations (Fields)			Trading House				Ship		Supply
7	Crn	Ind	Sug	Cof	Cof	-	-	-	-	4 64

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: Corn
- - - - -	- - - - -	✓ ✓ ✓ ✓ - - -

Jim Reader DbIns: 0 Chips: 0	<div> Hospice </div> Fields: Ind✓ Tob✓✓ Goods: ✗
Brian Tappenden DbIns: 4 Chips: 1	<div> Small market </div> Fields: Crn✓ Ind✗ Cof✗ Goods: ✗
Paul Tappenden DbIns: 3 Chips: 2	<div> Small market </div> Fields: Crn✓ Sug✗ Tob✓ Goods: ✗
Allan Stagg DbIns: 0 Chips: 2	<div> Small warehouse </div> Fields: Qry✗ Crn✓ Sug✗ Goods: ✗

Orders required

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



RAIL BARON 14

Two of the big three
railroads are bought.

ROUND 4

Kevin Lee : Green : Pocatello Expressways Are Rampant (PEAR) : Cash 21K
(Home: El Paso)

- 16: {11} SP to Portland {+25} Buys SP {-42} {-1 bank +5 C&T}
- 17: {6} SP to 2 N of San Francisco {-1 bank}
- 18: {12} SP to 1 W of Phoenix {-1 bank}
- 19: {5} SP to Phoenix {+16} No purchase {-1 bank}
- 20: {9} SP to 2 W of San Antonio {-1 bank}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 28½K
(Home: Detroit)

- 16: {11} T&P/MP/SLSF/GM&O to Mobile {+4½} No purchase {-1 bank}
- 17: {6} GM&O to 2 S of St.Louis {-1 bank +5 C&T}
- 18: {10} GM&O/B&O to 1 NW of Pittsburgh {-1 bank}
- 19: {5} B&O ti 2 SE of Pittsburgh {-1 bank}
- 20: {9} B&O to Baltimore {+10½} No purchase {-1 bank}

John Shelley : Red : St.Louis, Atlanta, Plains & Pacific Electric Railroad System
(SLAPPERS) : Cash 6½K (Home: Atlanta)

- 16: {11} MP/UP to 2 NW of Denver {-1 bank}
- 17: {6} UP to Pocatello {+23} No purchase {-1 bank}
- 18: {10} UP to 2 W of Omaha {-1 bank}
- 19: {5} UP to 1 W of Kansas City {-1 PFFFT}
- 20: {9} UP/SLSF to 1 SE of Memphis {-1 bank -1 PFFFT}

Roger Krueger : Blue : PFFFT (Pennies Flattened for Feckless Teens : Cash 30K
(Home: San Francisco)

- 16: {11} UP/CRI&P to 1 E of Des Moines {-1 bank}
- 17: {6} CRI&P/NYC to 1 W of Cleveland {-1 bank}
- 18: {10} NYC to Cleveland {+26} Buys UP {-40} {-1 bank}
- 19: {5} NYC/L&N to Nashville {-1 bank +1 SLAPPERS}
- 20: {9} L&N to Birmingham {+7½} Buys WP {-8} {-1 bank +1 SLAPPERS}

Derek Wilson : Black : Cut & Thrust (C&T) : Cash 36½K
(Home: Los Angeles)

- 16: {11} PA/C&O to Richmond {+12½} Buys MP {-21} {-1 bank -5 PEAR}
- 17: {6} RF&P/PA to 1 E of Pittsburgh {-1 bank -5 BUM}
- 18: {10} PA/MP to 2 S of St.Louis {-1 bank}
- 19: {5} MP to Little Rock {+10½} No purchase {-1 bank}
- 20: {9} CRI&P/AT&SF to 1 directly S of Tucumcari {-1 bank}

Turn	Basic Throw	Bonus	Priority	
21	4+1=5	-	PEAR	Low movement rolls keep the number of
22	2+1=3	-	BUM	destination reached down.
23	2+2=4	5 {E}	SLAPPERS	
24	2+1=3	-	PFFFT	
25	3+3=6	6 {E}	C&T	

Player	Colour	First Destination	Payout	Second Destination	Payout
PEAR	Green	Tampa (SE)	24,000	Washington . . . (NE)	9,500
BUM	Yellow	Houston (SC)	15,000	Oakland (SW)	21,000
SLAPPERS	Red	Mobile (SE)	22,500	Louisville (SC)	5,500
PFFFT	Blue	Pittsburgh (NE)	8,000	Nashville (SC)	6,000
C&T	Black	San Francisco . (SW)	21,500	Denver (PL)	13,500

Additional destination for *SLAPPERS* Louisville to: Casper (NW) 12,000
Additional destination for *PFFFT*: Birmingham to:
Pittsburgh to:

Additional destination for *C&T*: Little Rock to:
Player Train Railroads Cash

PEAR	E	B&M, C&NW, C&O, SP	\$20,000
BUM	N	GM&O, RF&P, SAL	\$43,500
SLAPPERS	N	ACL, IC, SOU	\$23,500
PFFFT	N	L&N, NYC, NYNH&H, UP, WP	\$12,500
C&T	N	CMStP&P, MP, PA	\$23,500

Roger, you arrived at Cleveland later than you expected because you may have taken the pip next to the start of the Cleveland as the city - it is in fact the square pip to the right. It does explain why you wanted more destinations.

Railroads available for purchase from the bank			
AT&SF	40,000	D&RGW	6,000
B&O	24,000	GN	17,000
CB&Q	20,000	N&W	12,000
CRI&P	29,000	NP	14,000
		SLSF	19,000
		T&P	10,000

Orders required
Turns 21 to 25



DUNGEONQUEST 4

Silent as the grave.

GAME OVER

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

No comments from anyone, but in some ways that sums up the game. It's much better round the table, so while they've been some fun in the zine, it goes on a little too long. I hope you had fun on your way to oblivion!



RAILROAD TYCOON 1

Everything seems to have worked out OK.

ROUND 1

First player auction	Bids:	JS	MS	SR	ML
Simon wins the auction (issues 1 share)		1	2	*3*	

Round 1.1
Simon Built from New York to Philadelphia (cost 2,000)
Michael Took the Hotel (New York) card
Joakim Took the Government Land Grant card
Mark Built from Louisville to Nashville (cost 6,000 - issues 2 shares)

Round 1.2
Simon Delivered blue from New York to Philadelphia (1 additional point for first delivery)
Michael Built from Baltimore to Philadelphia (cost 2,000 - issues 1 share)
Joakim Built from Lexington to Cincinnati (cost 2,000 - issues 1 share)
Mark Delivered purple from Louisville to Nashville

Round 1.3
Simon Delivered red from Philadelphia to New York
Michael Built Washington DC to Richmond (cost 2,000)
Joakim Delivered yellow from Lexington to Cincinnati
Mark Delivered purple from Louisville to Nashville

Cash flow	Joakim +1 = 1		Mark +2 = 2		Simon +3 = 3		Michael +1 = 1		
Balance b/f		0		0		0		0	
Shares	1	+5	5	2	+10	10	1	+5	5
Expenditure		-2	3		-6	4		-4	1
Income		+3	6		+4	8		+3	4
Share dividends		-1	5		-2	6		-1	3
Shares issued		-	5		-	6		-	3
Balance c/f			5			6			3

Railroad Operation Cards

Joakim Purple Government Land Grant

Mark Red -

Simon Blue -

Michael Yellow Hotel (New York)

● Speed Record

● New Train

🏨 Hotel (Boston)

● Service Bounty (Mobile)

✖ New Industry

✖ City Growth

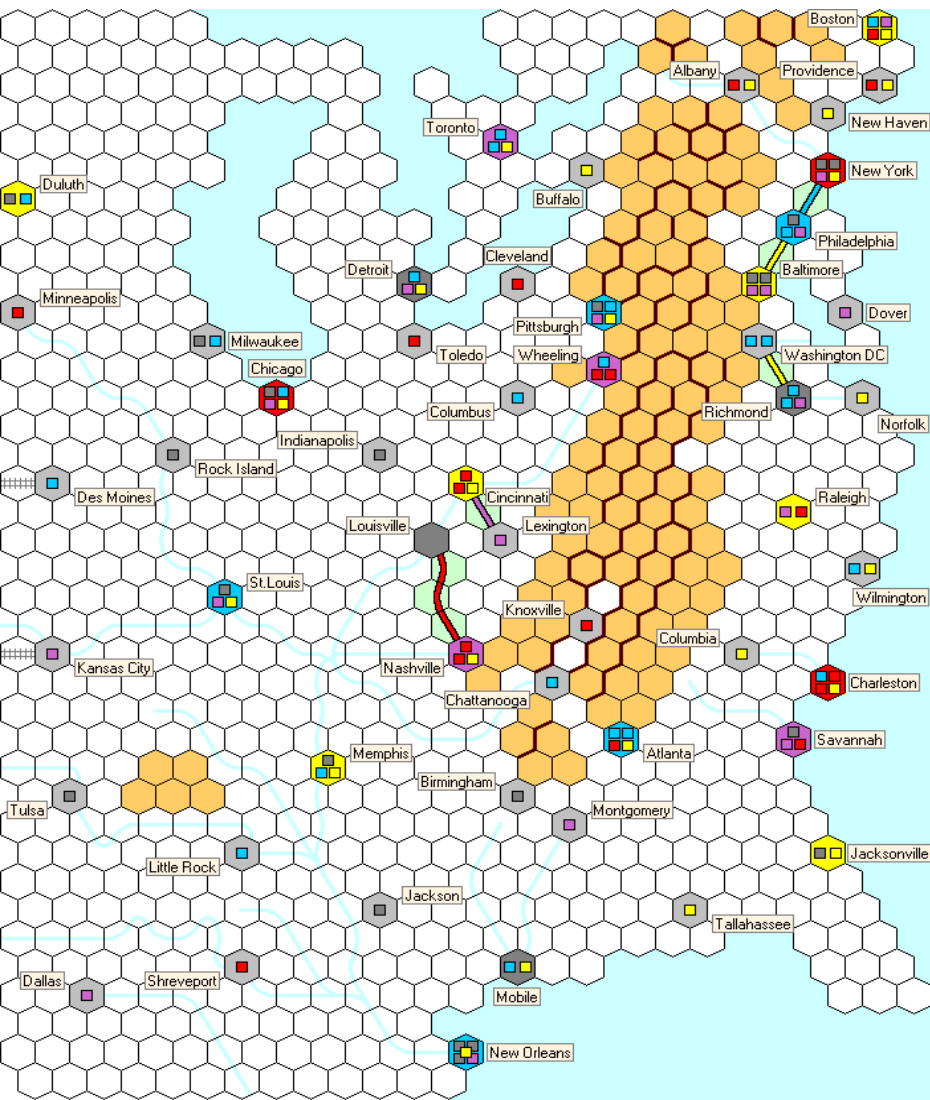
● Major Line (Baltimore/Toledo)

● Major Line (New York/Chicago)

✖ City Growth New

I forgot to ask for colour preferences, so I've given you colours for your track. These are noted on the Railroad Operations table. Victory Points are shown by your name on the cash flow table, and the total number of loans issued is the left-hand figure in the Shares row. Mark has emptied one city already. Only thirteen more to go.

There is 1 empty city marker. The game end is triggered with 14 markers.



Orders required

Bids for first player, followed by three sets of actions



RAILWAY RIVALS 2016-CZ

TBD is nearly
100 points clear.

ROUND 10

Czech Republic

Leapfrog rules

Round 10 Runs

			MATE	TBD	PUP	TGV	COL	
22	62 Plzen 13 Praha	① COLIN 16 ② TGV 7 ② PUPPET 7			+1		-1	17 7 6
23	65 Most 55 Domazlice/Klatovy	① TGV 15 ① PUPPET 15 ✕ COLIN			+1		-1	15 14 1
24	22 Hradec Kralove 35 Zlin	① TBD 30						30
25	12 Praha ♣1 Poland	① COLIN 11 ① TBD 10 ③ PUPPET 5 ④ TGV 4			-6	+2	+6	5 12 11 2
26	54 Ceske Budejovice 46 Znojmo	① TGV 20 ② MATE 10						20 10
27	31 Ostrava 42 Brno	① TBD 16 ② COLIN 9 ③ MATE 5	-2	-2			+2	18 5 7
28	25 Svitavy/Tisnov ♣4 South Germany	① PUPPET 13 ① TBD 12 ③ COLIN 5 ✕ TGV		+1	-1 +1/-2	-5	+2/-1 +5	15 11 -1 5

Round 10 builds

Mountains And Trees Everywhere (MATE) (Bob Coull, Green)
(Ceske Budejovice) - E17 - B18.

-4 (builds) = -4

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

None.

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

None.

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

None.

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

None.

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
TBD	244	-	-	30	12	-	18	11	-	315
PUPPET	171	6	14	-	11	-	-	15	-	217
TGV	148	7	15	-	2	20	-	5	-	197
MATE	177	-	-	-	-	10	7	-	-4	190
COLIN	74	17	1	-	5	-	5	-1	-	101

Round 11 Runs

29. 51 - 32 Havlickuv Brod/Jilava to Ostrava
30. 43 - 24 Prerov/Prostejov to Kolin/Nyumburk
31. 61 - 36 Plzen to Krov
32. 64 - ♣2 Karlovy Vary to Slovakia
33. 45 - 11 Breclav to Praha
34. 26 - 16 Sumperk to Liberec
35. 53 - ♣6 Pisek/Strakonice to North Germany

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



RAILWAY RIVALS 2026-DM

TRADE leads by a
greater margin.

ROUND 8

Denmark

Round 8 Runs

			TRADE	GREAT	100%	KIM	BT	
7	32 Rinkøbing/ Fåborg 55 Aalborg/ København-W	① BT 11 ① TRADE 10 ③ 100% 5 ④ KIMBPU 4	-1			+1		11 11 5 3
8	31 Lemvig/Middelfart 45 Silkeborg/ Frederikssund	① KIMBPU 16 ② BT 7 ② 100% 7						16 7 7
9	51 Grenå/Roskilde 42 Århus/Holbæk	① 100& 20 ② GREAT 10						20 10
10	26 Fredericia/ Slagelse 65 Åbenrå/Fanø	① TRADE 20 ② KIMBPU 10	-3			+3		23 7
11	22 Varde/Ringsted 15 Hjørring/ Rødbyhavn	① GREAT 20 ② TRADE 10	-7	+7				13 17
12	63 Ribe/Langeland 14 Frederikshavn/ Vordingborg	① TRADE 20 ② KIMBPU 10 ✕ GREAT ✕ 100% ✕ BT	+4	-5	-4	+5	-2	16 3 5 4 2

Round 8 builds

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

(København-west) - C18 - D18 - D19 - Helsingør.

-5 (builds) +1 (BT) = -4

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
(H62) - Kolding - Haderslev; (A83) - A84; (Grindsted) - O62.

-10 (builds) -1 (BT) +1/-3 (KIMBPU) = -13

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

(Varde) - R57 - Ribe.

-8 (builds) = -8

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow)
(A82) - A84; (Haderslev) - I54 - I54; (I73) - L71. -7 (builds) +3/-1 (GREAT) -2 (BT) = -7

Brian's Trains (BT) (Brian Tappenden, Orange)
(M58) - M52. -10 (builds) -1 (TRADE) +1 (GREAT) +2 (KIMBPU) = -8

Scores	Runs:	7	8	9	10	11	12	Builds	Score
TRADE	173	11	-	-	23	17	16	-4	236
BT	151	11	7	-	-	-	2	-8	163
100%	91	5	7	20	-	-	4	-8	119
GREAT	88	-	-	10	-	13	5	-13	103
KIMBPU	45	3	16	-	7	-	3	-7	67

Round 9 Runs
13. 56 - 12 Viborg/København-south east to Hjirtshals/Nykøbing Falster
14. 61 - 53 Flensburg/Læsu to Hobro/Helsingør
15. 33 - 23 Holstebro/Odense to Billund/Køge
16. 24 - 44 Kolding/Skælskør to Grindsted/Frederiksværk
17. 11 - 41 Skagen/Nakskov to Horsens/Kalundborg
18. 62 - 35 Tønder/Samsø to Skive/Nyborg

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



RAILWAY RIVALS 2030-DC

Some retrospective points for THUD.

ROUND 4

Devon and Cornwall {13 points for these builds}
Travel Hotspot Under Development (THUD) (Bob Coull, Black)
(T19) - T18 - P16 - Wadebridge - P14.
32 +6 (for Launceston last time) = 38

Rail Efficiency and Luxury, All-the-way-to Lands End (REAL ALE) (Steve Ham, Brown)
(U57) - T37; (Plymouth) - Looe - N20 - N18.
41 -1 (TGV) = 40

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
(O19) - Bodmin - O16 - Wadebridge; (O19) - Lostwithiel - M16 - L15.
47 +18 (towns) +1 (REAL ALE) = 66

Builds
Up to 18 points excluding payments to rivals



RAILWAY RIVALS 2028-DC

A great round for GREAT.

ROUND 7

Devon and Cornwall

Round 7 Runs	FERRET	GREAT	WCRC
1 13 Redruth 42 Newton Abbot	① FERRET 20 ② GREAT 10	-6	+6
2 23 Bodmin 62 Barnstaple	① GREAT 20 ② WCRC 10	+4/-1	+1/-4
4 54 Taunton 43 Exmouth	① FERRET 20 ② GREAT 10		
5 35 Okehampton 26 Looe	① GREAT 30		

Round 8 builds
Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)
(Redruth) - I5 - St.Ives; (X37) - Tiverton - B79 - C80.
-10 (builds) +6 (towns) +3/-8 (GREAT) +2/-1 (WCRC) = -8

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
(S24) - Tavistock - P24 - N25; (W38) - W40; (I5) - St.Ives.
-10 (builds) +8/-3 (FERRET) +8 (WCRC) = +3

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)
(Q23) - Q24 - N25; (Barnstaple) - D70 - Ilfracombe; (J10) - I10.
-10 (builds) +6 (towns) -8 (GREAT) +1/-2 (FERRET) = -13

Scores	Runs:	1	2	4	5	Builds	Score
GREAT	92	4	17	10	30	+3	156
FERRET	62	26	-	20	-	-8	100
WCRC	56	-	13	-	-	-13	56

Round 8 Runs
3. 61 - 14 Ilfracombe to Falmouth
6. 34 - 56 Tavistock to Dulverton (not yet available)
7. 32 - 45 Plymouth to Exeter
8. 11 - 51 Penzance to Seaton (not yet available)
9. 65 - 44 Launceston to Sidmouth
10. 16 - 33 Newquay to Plymouth
11. 21 - 63 Padstow to Lynton (not yet available)
12. 22 - 55 Wadebridge to Tiverton

Dulverton, Lynton and Seaton remain out of reach for the moment.

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



RAILWAY RIVALS 2029-DC

YOKEL connects to five new towns.

ROUND 6

Devon and Cornwall {14 points for these builds}
Old Devon Enterprise (ODE) (John Marsden, Orange)
(V25) - W25 - Y26 - A69 - Barnstaple - D70; (N20) - Liskeard; (A69) - A68.
66 +6 (towns) -1 (YOKEL) +1 (GITCO) = 72

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)
(I6) - I5 - St.Ives; (I5) - Penzance; (L9) - Newquay; (C71) - Barnstaple; (X24) - Bideford;
(E70) - Ilfracombe; (T19) - U19.
16 +30 (towns) +1 (ODE) = 47

Goram Is Tony's Cornish Origin (GITCO) (Tony Sait, Green)
(V36) - V39 - Sidmouth; (R23) - T22 - Launceston; (Tavistock) - P24 - N25 - Plymouth;
(Tiverton) - B79.
104 -1 (ODE) = 103

Round 7 Runs

1.	26 - 64	Looe to Bude (not yet available)
2.	34 - 46	Tavistock to Exeter	
3.	13 - 22	Redruth to Wadebridge	
4.	16 - 51	Newquay to Seaton	
5.	52 - 63	Honiton to Lynton (not yet available)
6.	43 - 31	Exmouth to Liskeard	

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



RAILWAY RIVALS 2046-DC

No new towns, no payments.

ROUND 2

Devon and Cornwall {13 points for these builds}
Taunton Rapid Express (TRADE) (Tony Bromley, Orange)
(W32) - W26 - S24 - R24.
20

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)
(V31) - W31 - W26 - S24 - R24.
26

Poor and Shaky Trains in Exeter (PASTIE) (Don Shailer, Green)
(C75) - A74 - A71 - X25; (A71) - B70.
32

Builds
Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2047-DX

Time to jazz it up.

NEW GAME

Steve Ham 103 College Road, Norwich, NR2 3JP
Kevin Lee 149 Ludlow Road, Woolston, Southampton, SO19 2ER
Jim Reader 55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Lionel Robbins 24 Regency Court, Sittingbourne, Kent, ME10 1BZ
Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN

Maps of the Dixieland area are enclosed for all. Your options for starting towns are any of the seaports, marked by an anchor. Some of you could end up starting at the same port, as there is no restriction that says you cannot, so just choose your favourite port.

There are three ferries on this map, all in the north east. Two run to Cape Charles, while the other connects Newport News and Norfolk. Note that the darker blue rivers are classed as estuaries and cannot be crossed - except via the ferry.

This is the first map I've produced with the assistance of a map making program I wrote some time ago. It doesn't do everything, but does allow the terrain to be laid out, and puts hex references onto the map. It is then saved to be finished off by hand. This involves removing surplus hex references and adding the town names, notes and terrain key. I resisted the temptation to add details such as the names of the rivers and states, as they do not affect play, and just make the map harder to read for the main purpose, which is to play the game.

The town names obscure parts of the map, but note that if a border is obscured, it does not contain a river or an estuary hex side. Some names (Asheville, Chattanooga, Greenville and Spartanburg) cover some hill hex sides, but it should be obvious that you still have to make the necessary payments to cross these.

In the course of setting up the map I found some errors in hex references around Wilmington, and the question of what is or is not an estuary was unclear. This way, I've fixed the errors and made it clear which hex sides I consider to be estuaries. I sincerely hope I haven't introduced any new errors. If you have any questions about the map, let me know.

Set up
Starting town, company names and colour preferences





SCEPTRE OF ZAVANDOR 1

Two Runestones
hit the streets.

ROUND 3

Geoff got a couple of Diamond cards for his new knowledge level last time.

Actions

David Increased knowledge of Gems to level 4 {16}

Kevin Auctioned a Runestone for 21 and got it reduced to 16 due to Artifact knowledge {16} - knowledge of Artifacts increased to level 4 on acquisition

Sharon Increased knowledge of Accumulation to level 2 {3}

► Auctioned a Spellbook for 20 and got it {20}

Tim Passed

Lyndon Auctioned a Runestone for 20 and got it {20} - knowledge of Energy increased to level 4 on acquisition

Geoff Enchanted a Sapphire {20}

Geoff discard 8 Magic Dust to meet hand limits.

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Kevin	Mage	o:3 s:2	5/5	10	s:3	6
2	David	Witch	o:3 s:2	5/5	10	s:3	4
3	Lyndon	Elf	o:3 s:1	4/5	24	s:2	4
4	Sharon	Kobold	o:2 s:3	5/5	5	s:3	6
5	Tim	Druid	o:3 s:1	4/5	20	s:3	5
6	Geoff	Fairy	o:2 s:2	4/5	7	s:5 d:1	5

PO	Name	Artifacts	Knowledge	New Knowledge Cost	VPs/Gems
1	Kevin	Runestone	Artifacts : 4	20/25/30/35/40	8/5
2	David	-	Gems : 4	20/25/30/35/40	7/5
3	Lyndon	Runestone	Energy : 4	20/25/30/35/40	7/4
4	Sharon	-	Accumulation : 2	20/25/30/35/40	5/5
5	Tim	Spellbook	Fire : 2	20/25/30/35/40	5/4
6	Geoff	-	9 Sages : 3	20/25/30/35/40	4/4

Artifacts on offer: 1 Spellbook, 1 Runestone, 3 Crystal Balls, 1 Magic Mirror

When you get a Runestone, one level of knowledge is advanced at no cost. That's no problem when you are only studying one field, but if you are studying two fields and you buy the last Runestone, don't forget to tell me which field to advance.

Orders required

Round four 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.

✱ The site host is changing, which means some pages will be renamed to let it work properly. If you access pages via favourites or bookmarks, be warned.

✱ 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 2.677

▼ Martin Butcher 2.368

- Gareth Lodge 2.167

- Michael Longdin 2.060

- Peter Hawkins 2.048

▼ Michael Graystone 2.031

- Bob Coull 2.000

✱ Completed games and winners:

Princes of Florence e625 Eric Freeman

Euphrat & Tigris e631 Greg Pylypovych

Durch die Wüste e636 Sharon Khan

Acquire e644 Michael Graystone

Torres e646 Dave Burton

Carcassonne e647 Peter Beck

Sopwith e650 {T337FR} Mike Eddleston

Samurai e654 Alex Lockey

Railroad Dice e658 {60 dice} Sharon Khan

✱ New games and start dates:

Saint Petersburg e670 Jun 29th

1800 e671 {1800-U21} Jun 30th

Saint Petersburg e672 {Banquet} Jul 1st

Carcassonne e673 Jul 2nd

1870 e674 {1870 X21} Jun 5th

Euphrat & Tigris e675 Jun 8th

Princes of Florence e676 Jul 12th

Euphrat & Tigris e677 Jul 14th

Sopwith e678 {T339FR} Jul 16th

Ingenious e679 Jul 17th

Durch die Wüste e680 Jul 18th

Torres e681 Jul 19th

Samurai e682 Jul 22nd

PREVIEW

I was tempted to start the Sopwith game this time when it filled up, but common sense prevailed and it goes on the schedule for next month. This will be the first Sopwith game in these pages for almost three years. Paper-based games of Sopwith are few and far between these days, with most games being playing on-line.



Good news for Railway Rivals players. I don't plan to run any more games on the trial maps. Instead, I will be producing my own versions that should be much clearer, which should reduce the classic errors of mis-reading hex references, and the difficulty of telling whether a hex side is a river or an estuary, and so on. They don't take too long to set up, and I have a few prepared to cover the next games. The game after East Anglia will probably be on the Israel and Palestine map, which we should all be more familiar with, followed by South Scotland and Central Scotland, some of the older maps in the series.

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

- #135: 1899, Puerto Rico, Sopwith
 #136: Bus Boss (North Wales), Railway Rivals (East Anglia)



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jul 6th	Save Your xxs For Me #30
Jul 15th	Hopscotch 227
Jul 16th	Bloodstock 191
Jul 19th	...mais n'est-ce pas la gare? 63
Jul 22nd	Variable Piq 104

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	3.813
▲	Lionel Robbins	3.250
▲	Lyndon Gurr	3.073
-	Simon Robertson	3.053
-	Mark Frueh	3.000
▼	Marcus Pratt	2.795
▼	Steve Thomas	2.667
-	Peter Hawkins	2.514
-	Gareth Lodge	2.400
▼	Stephen Webb	2.387
-	Colin Sharpe	2.333
-	Michael Graystone	2.200
-	Rob Thomasson	2.141
▼	Mike Hutton	2.065

WHO PLAYS WHAT

Peter Berlin	1829-C20, 1829-V21, 1856-Y19	John Marsden	Acq46, RR-2029-DC
Tony Bromley	RR-2026-DM, RR-2046-DC	Peter Mearns	RR-2016-CZ
Simon Brooks	BA16, BB-297-VSW	Willem Moene	1800-I20, 1830-G20, 1830-R20, 1830-F21, 1835-B21, 1856-M19, 1870-O20, 18Kaas-O19, Acq46, 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	Marcus Pratt	AR1, NER8, OP22, OP23, OP24
John Colledge	6n12, Acq43, Acq44, Acq45	Jim Reader	6n12, BA15, BA16, BB-292-FRA, BB-293-NIT, BB-297-VSW, OP22, OP24, PR4, PR5, RB14, RR-2026-DM, RR-2029-DC, RR-2046-DC, RR-2048-DX
Bob Coull	Acq43, Acq46, BB-292-FRA, BB-297-VSW, RR-2016-CZ, RR-2030-DC	Lionel Robbins	1829-J19, 1829-V21, Acq43, RR-2048-DX
Simon Cutforth	1856-M19, 1870-O20	Peter Robbins	RR-2028-DC
Bruce Edwards	AR1, BA15	Tony Robbins	1825-S19, 1837-G21
Tim Franklin	1895-L20, 6n12, BA16, RR-2028-DC, Sceptre 1	Simon Robertson	BB-292-FRA, BB-297-VSW, RRT1, RR-2016-CZ, RR-2030-DC
Mark Frueh	1830-R20	Tony Sait	1830-F21, 1835-B21, 1856-M19, 18Kaas-O19, RR-2029-DC
Michael Graystone	6n12, Acq44, Acq45, BB-292-FRA, RR-2026-DM, RR-2028-DC	Don Shailer	1829-C20, BB-293-NIT, RR-2046-DC
Lyndon Gurr	1829-J19, 1856-M19, 1870-U19, 18Kaas-O19, Acq46, LR10, OP22, OP24, Sceptre 1	Colin Sharpe	6n12, Acq44, Acq45, BB-293-NIT, RR-2016-CZ, RR-2048-DX
Steve Ham	6n12, BA16, BB-293-NIT, RR-2016-CZ, RR-2030-DC, RR-2048-DX	John Shelley	1829-J19, 1835-B21, 1870-U19, RB14
Geoff Hardingham	1837-G21, OP24, PR4, StP1, Sceptre 1	David Smith	1829-J19, 1829-C20, OP22, OP23, Sceptre 1
Alan Harvey	1800-I20, 1825-S19, 1825-L21, 1829-J19, 18Kaas-O19	Don Smith	1830-G20, 1830-R20, 1830-F21, 1835-B21, 1837-G21, 1870-O20
Mick Haytack	6n12, Acq44, OP23	Joakim Spångberg	RRT1
Mike Head	1830-F21, 1856-Y19	Allan Stagg	BA15, PR5
John Hopkins	1829-V21	Mark Stretch	1825-S19, 1830-F21, 1835-B21, BA15, OP24, RRT1
Mike Hutton	1825-S19, 1825-L21, 1829-V21, 1830-R20, 1870-U19, StP1	Brian Tappenden	BB-292-FRA, PR5, RR-2026-DM
Sharon Khan	6n12, BA16, NER8, StP1, Sceptre 1	Paul Tappenden	PR5
Roger Krueger	1830-G20, 1870-O20, 1895-L20, LR10, RB14	Steve Thomas	OP22
Kevin Lee	Acq43, Acq45, BA16, BB-292-FRA, BB-297-VSW, OP23, PR4, RB14, RR-2048-DX, Sceptre 1	Rob Thomasson	1829-V21, 1856-Y19, StP1
Michael Longdin	OP24, RR-2026-DM, RRT1	Roger Trethewey	BA15
Richard Lunn	1830-R20	Stephen Webb	1830-G20, 1837-G21, 1856-M19, 1856-Y19, 1870-U19, 1870-O20, PR4
		Tony Wilcock	Acq43, Acq45, Acq46, AR1, LR10, NER8
		Derek Wilson	RB14



OUTSIDE EDGE

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DEADLINES

Wednesday August 23rd 2006

18xx Games - Friday August 18th

Future main deadlines: September 20th October 25th November 22nd

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.