

# FOR WHOM THE DIE ROLLS

August 2006

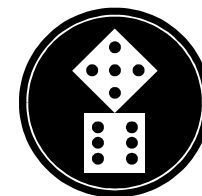
Published by Keith Thomasson

Issue 135

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 #135, 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...*

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

*Games starting in the next issue...*

\* Bus Boss ..... Michael Graystone, John Marsden, Colin Sharpe, Steve Ham, Kevin Lee (North Wales)  
\* Railway Rivals ..... Michael Graystone, John Marsden, Colin Sharpe, Kevin Lee, Simon Robertson (East Anglia)

*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  
\* 1856 ..... Richard Lunn, Tony Robbins, Mike Head, John Shelley, Willem Moene  
⇨④ 1856 ..... Tony Sait  
② 1895 ..... Steve Thomas  
⇨③ 18EU ..... Stephen Webb, Don Smith  
(The minor company auctions will be done by e-mail for this game)  
\* Acquire (Standard) ... Colin Sharpe, Willem Moene, Simon Brooks, Tony Wilcock, John Colledge  
⇨③ Acquire (Powers) .... Colin Sharpe, John Colledge  
⇨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  
⇨① Bus Boss ..... Simon Robertson, Jim Reader, Bob Coull, Simon Brooks (Kyrgyzia)  
⇨⑤ Golden Strider ..... Steve Ham, Jim Reader, Roger Trethewey, Kevin Lee, Simon Brooks  
⇨② Railway Rivals ..... Bob Coull, Jim Reader, Simon Brooks (Israel and Palestine)  
⇨③ Sceptre of Zavandor .. Michael Longdin, Lyndon Gurr, Simon Cutforth

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

## START

Welcome to issue #135. In the tradition of previous holidays, this month's cover is a view from my trip to Indianapolis. This is the main window above the entrance to Union Station, although the station itself is rather less impressive. I couldn't get in the entrance below the window, which is no longer part of the station but most likely associated with the Crown Plaza Hotel. After some searching I found the entrance to the Greyhound station round the back, and from their waiting room there was an iron stairway that took you up to the platforms, which were virtually bare. No signs, nothing to indicate which way the trains went, but the track was there and presumably still gets used. Sad, really.

GenCon was interesting, and I feel I should have more to say about it. Being tied to the Mayfair stand for most of the show gave me limited chances to wander about, although they probably would have let me out if I'd asked. Mayfair's ribbon program, where you got various ribbons for taking demos of the various games, was hugely successful, which meant that the stand was busy almost all the time. For a set of five ribbons you got a Settlers of Catan event deck, a 50% discount voucher for any game on the stand, and a raffle ticket for a 3D Settler's set, which normally costs \$380. The raffle on the Sunday was crowded out to say the least, and everyone had a good time.

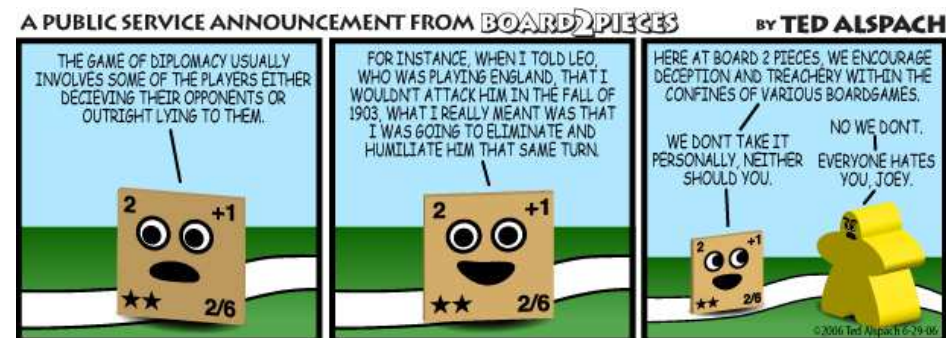
The hall was about the same size as Origins, but there seemed to be more going on altogether, with a number of other halls for gaming and special events. Would I go again? Absolutely. Great fun, great people, and games galore. I haven't had time to go through the games I did buy, so there may be some information on those in the next issue.

Fragor Games are taking pre-orders for their new game Hameln. As of the 24th of August, 803 of the 1,000 print run had been reserved, so if you're interested, don't waste any time. You can pre-order through their web site, [www.fragorgames.com](http://www.fragorgames.com), either for collection at the Essen show or for postal delivery after the show.

Ted Alspach has just announced two new Age of Steam maps, also open for pre-order. They are called Disco Inferno and Soul Train, moving Age of Steam away from geographical maps to something else. There will be more info at [games.bezier.com](http://games.bezier.com).

## Change of address

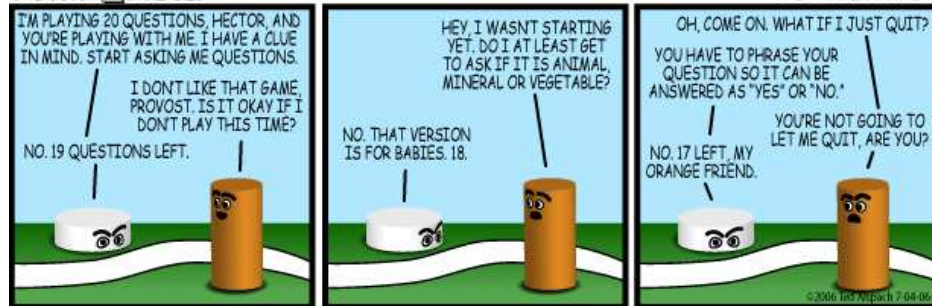
Gareth Lodge 9 Murrayfield Avenue, Edinburgh, EH12 6AU





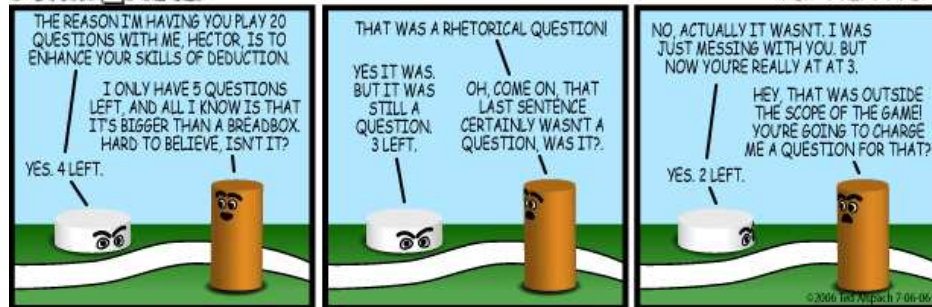
# BOARDPIECES

BY TED ALSPACH



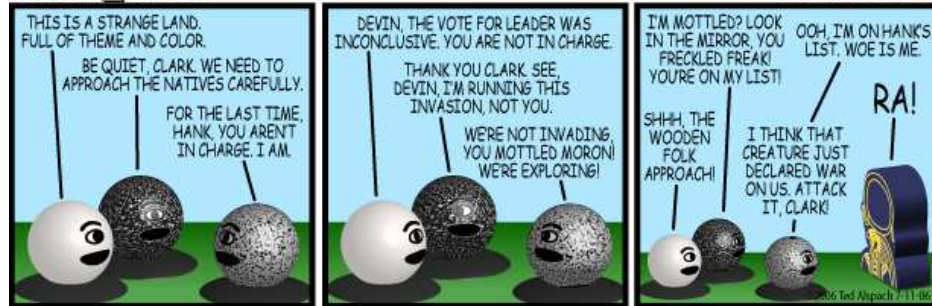
# BOARDPIECES

BY TED ALSPACH



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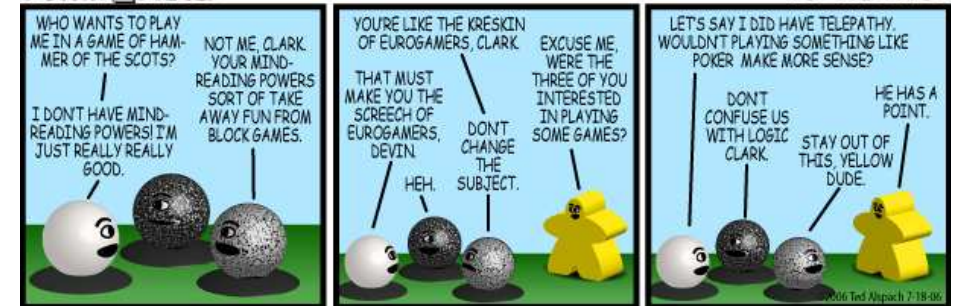
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## THE NEW MISADVENTURES OF GAMING #4

By Dan Bosley

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

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Meanwhile, back on Mother's Day, playing Pass the Bomb....

"F-U," repeats Grandma. "F-U."

"Yes, those are the letters, Grandma," I tell her. Everyone else at the table, except Grandpa, is trying not to laugh. Grandpa, just like Grandma, seems unaware that there is even anything remotely funny at the table.

"You know," says Vern, "this reminds me of a joke." He pauses for effect.

We all look at him. Vern doesn't say anything else.

"Well?" asks his wife, Elizabeth. "Are you going to tell it?"

"What's Vern doing?" asks Grandma.

"He's going to tell a joke, Grandma," Jessica tells her.

Vern is still pausing, supposedly for even more effect. Either that or he is trying to remember how it goes.

We're all looking at him now, except for Grandma. Grandma is looking out the window.

"O.K," Vern say. "Here goes."

"What?" asks Grandma. "We have to go?"

"No, no, you're not going anywhere. Vern's going to tell a joke. It's a joke, Grandma. Vern is going to tell us a joke."

"I thought we were playing this bomb game?" inquires Grandma. "Aren't we playing this bomb game?"

"We are, we are. Vern's just going to tell us a joke first.. Then we'll get right back to the game," I tell her.

"Is the bomb ticking?" asks Grandma.

"No, no, not at the moment. Vern's going

to tell us a joke, first," I tell her.

"FUDGE," Grandma says loudly.

We all look at her.

"Pardon?" I ask.

"FUDGE," Grandma repeats loudly. "My word is FUDGE."

"Oh, that's good, Grandma, that's good. When we start playing again, you use that word, O.K.?"

"What's wrong with it?" Grandma inquires.

"Nothing, nothing. Nothing's wrong with FUDGE. But we're not playing yet. Vern's going to tell us a joke first, then we'll play. When we start playing the game again, you use FUDGE."

Grandma nods. "I see. Is this joke funny?"

"I don't know, I haven't heard it yet," I tell her.

"Isn't it your joke? You don't know if it's funny or not?" asks Grandma.

"No, no, it's not my joke. It's Vern's joke. He's going to tell it now. So let's listen and he'll tell his joke," I inform her.

"Is it funny?" asks Elizabeth, looking directly at Vern.

"Yeah, I think so. It was funny when I heard it, anyway," says Vern.

"FUNNY," says Grandpa.

"What?" asks Vern.

"FUNNY. My word is FUNNY," states Grandpa.

"That's great, Grandpa, but we're not playing yet. Vern's telling a joke first," I tell him.

"I just want to say my word. You let

Grandma say her word even though we're not playing yet. I just want my word in there, so none of you can use it. My word is FUNNY," Grandpa explains.

"FUDGE," says Grandma.

"FUNNY," says Grandpa.

"It's not your turn," Grandma tells Grandpa. "Jessica comes after me," Grandma informs him.

"We're not playing yet," Grandpa tells Grandma.

"Well, what are you saying your word for if we're not playing yet?" Grandma asks.

"You said your word first," Grandpa says.

"I just don't want to forget it," Grandma replies. "I'm not playing. I'm just practicing."

"Well so was I. FUNNY," says Grandpa.

"FUDGE," responds Grandma.

"FUNNY," repeats Grandpa.

"FUDGE," replies Grandma.

"O.K, you two kids, that's enough, break it up," I tell them. Hard to believe sometimes that they've been married over fifty years.

"You should pass me the bomb so we can play," says Grandma, looking at me.

"I will when we start playing. I had the bomb in my hand when it went off last round, so I get to start this round," I explain.

"Why?"

"Why? Because those are the rules. I start the next round."

"Is Vern finished his joke yet?" asks Grandma.

"He hasn't even started it yet," I tell her.

"Why not?"

"Because you were talking," Vern says. "I was kind of waiting for silence before I begin," states Vern.

"You may be waiting awhile," I tell him.

"I'm listening," says Grandma.

That may be debatable, but no one says anything to contradict her.

"O.K., then, here goes," says Vern.

"I hope I laugh at this," says Grandma.

"We hope so, too, Grandma," I tell her.

"O.K.," says Vern. "this takes place in a big grocery store in the produce section."

"I know this one," says Grandma. "It's not very good. Let's play the game," requests Grandma. "FUDGE. Pass me the bomb."

"Grandma, please!" Jessica pleads.

Grandma looks out the window. I think I hear her mutter "Fudge" under her breath.

"All right," says Vern, and launches into his joke.

One day, in the grocery store, a clerk is working hard, putting away all the various produce here and there, when all of a sudden there is a tap on his shoulder. He turns around, and he sees this little old lady standing there, smiling up at him.

"Yes?" he asks her politely. "May I help you?"

"Oh yes, young man, oh yes oh yes you can. I was looking around for the tomatoes, and I can't seem to find them. Can you help me?"

The clerk smiles. "No problem, ma'am, they're right over here -" He stops talking. The shelf where all the tomatoes were located is now totally empty. "Oh, I'm sorry, ma'am. We must have had a run on them. We're right out of tomatoes. I'm really sorry. You'll have to come back tomorrow. We'll be getting another shipment of them in then, in the morning. You'll be able to get some then."

"Oh, that's no problem, young man. Thank you for your help." And the little old lady moves off, over to another section in the produce department.

The clerk goes back to putting away the rutabagas.

"What store was it?" asks Grandma.

"What?" Vern asks, startled at having his joke interrupted.

"What store was it?" asks Grandma again.

"Um, it was, um, it was Safeway," Vern says.

"Oh, I don't think so. There's always tomatoes at Safeway. I don't think they would be running out," Grandma instructs us.

"It's just a joke. O.K., it wasn't at Safeway. It was at, um, Food R Us."

"What? What name?" demands Grandma.

"Food R Us," Vern says.

"What? What? I've never heard of such a store," says Grandma.

"Well, that's because there isn't any such store. I just made it up. It's a joke. It doesn't matter what the store's called. It's just a grocery store," Vern says exasperatedly.

"FURNACE," announces Grandpa. "There, FURNACE. Now I have two words ready. Nobody can pick FURNACE except me. I am the FURNACE fellow. FURNACE and FUNNY."

Grandma says, "You can't pick two words yet. You can't just say words and then say that nobody else can say them. What if I want to use FURNITURE?" Grandma asks Grandpa.

Grandpa looks puzzled. "Go ahead," he says.

"What?" asks Grandma back.

"Go ahead and use FURNITURE, I don't care," says Grandpa. "I already have my two words."

"What are you talking about?" asks Grandma. "I am using the furniture. I'm sitting on it."

"He didn't say FURNITURE, Grandma, he said FURNACE. FURNACE and FUNNY." I explain.

"How come he gets to pick two words?" Grandma wants to know.

"You can pick two words, too. You already have, in fact. FUDGE and FURNITURE. We'll let you have those words. The rest of us will pick other words."

"FUR. What about FUR? I want FUR too," states Grandma.

"O.K., you get FUR too."

"Are you giving her three words!?" exclaims Grandpa. "What way is this to play a game?" Grandpa asks.

"I have no idea," I reply. "I've never played this game quite this way before."

"Can I finish my joke?" asks Vern.

"I thought you were done," answers Grandma.

"No. No, I've only just started it," answers Vern.

"Wasn't the funny part Food R US?" asks Grandma.

"No. That's not even part of the joke," says Vern.

"Well, it's certainly not very funny," comments Grandma. "Why did you put it in if it's not part of the joke?"

Vern's eyes widen. "I only put it in because you asked what the name of the store was. If you hadn't asked, the store wouldn't even have had a name!"

"Well, that's ridiculous," says Grandma. "Of course the store has to have a name. I've never been in a store without a name. They always have a name."

"Finish your joke, Vern, go ahead," I tell him.

Vern carries on where he left off.

The grocery clerk continues to put the produce away. Suddenly there is a tap on his shoulder again. He turns to look, and there is that same little old lady standing there, right in front of him. She smiles up at him.

"Yes?" he asks. "What can I do for you now?"

"Oh yes, young man. I was just wondering where you keep your tomatoes?" the sweet little old lady inquires.

The clerk gives the little old lady a look. "Um, I just spoke to you a couple of minutes ago, ma'am. We are fresh out of tomatoes at the moment. I'm really sorry, you'll have to come back tomorrow."

"Thank you, young man."

And the little old lady turns around and wanders over to the apples and oranges section.

The clerk shakes his head and goes back to stocking the carrots.

"Carrots?" asks Grandma. "He wasn't doing carrots before, was he?"

Vern looks at Grandma. "No. He. Wasn't."

"Isn't that important?" inquires Grandma.

"No. It. Isn't," says Vern.

"What were my words again?" Grandpa asks. "I've forgotten."

"FUNNY. And FURNACE," I tell him.

"Oh, I know those two. I meant the other ones."

"You didn't have any other ones, Grandpa," Jessica informs him.

"Oh yes, I did. I had a bunch. What were they again?"

"No, you only had those two."

"Can we just finish my joke first?" asks Vern

"Why do you keep stopping it?" Grandma asks.

"I know I had a bunch of words," says Grandpa.

"If this joke's so funny, I don't know why you don't just get on with it," comments Grandma.

"I had a bunch of words. I know I did," says Grandpa.

"I haven't laughed yet," says Grandma. "Maybe you should tell a different joke. One that is funny."

"FUNNY! That's one of my words," says Grandpa.

"Yes, we know. And FURNACE. Don't forget FURNACE," I remind him.

"That's right. FURNACE. FURNACE and FUNNY. But I had more than that," Grandpa remarks.

"Go on with the joke, Vern," I say.

The grocery clerk is still putting the produce away. Suddenly there is a tap once again on his shoulder. He turns to look, and sure enough, there is that same little old lady again, standing right in front of him. It has only been one minute since she last tapped him on the shoulder. She smiles up at him.

"Yes ma'am?" he asks as pleasantly as he can. "Now how can I help you?"

"Oh please. I was just wondering where you keep your tomatoes?" the sweet little old lady inquires.

The clerk stares at her. "Uh, ma'am, I've told you a couple of times now. We are fresh out of tomatoes at the moment. They're all gone. We don't have any left. I'm really, really sorry, but you'll have to come back tomorrow. We'll have some tomatoes again in the morning," he says as politely as he can.

"Thank you, young man. You're very nice."

And the little old lady turns around and wanders over to the parsley section.

The clerk stares after her, and rolls his eyes. He turns back to the corn section now.

"This story never ends," comments Grandma.

"FURVIS," says Grandpa.

"What?!" Vern says.

"FURVIS. That's one of my words," Grandpa says proudly.

"There's no such word as FURVIS."

"Are you sure?" Grandpa asks.

"Well, pretty sure. I've never heard of FURVIS," I say.

"I'm ready to play now," states Grandma.

"You've heard of NERVOUS, haven't you?" Grandpa asks.

"Yes."

"Well, FURVIS is when you're really, really nervous."

We all look at Grandpa.

"I don't think so. We're not going to allow that word."

"Pass me the bomb so we can get started," says Grandma.

"FURVIS is a word. It goes with my other words. FUNNY FURVIS FURNACE," states Grandpa.

"No, we're not going to allow FURVIS. Use, I don't know, use FUMBLE instead," I say.

"HEY, wait a minute, that was MY word!" says Vern.

"Sorry," I tell him.

"How come you're telling him words?" Grandma asks, pointing at Grandpa. "Nobody's helping me!"

"Sorry," I tell her.

"You should give me a word, too," Grandma advises.

"You already have three words," I tell her.

"I need another F-U word," says Grandma.

"Vern, finish your joke so we can get on with it," I plead.

The clerk is stocking the corn, when a minute later, he feels the tap-tap-tap on his shoulder again. He whirls about, and

there she is again, the same little old lady.

"Excuse me young man," she says. "I was wondering where the tomatoes are?"

The clerk can't believe she is back again, and with the same question again.

"Could you tell me where the tomatoes are?" she asks again.

The clerk stares at her. Then an idea comes to him. "Look lady," the clerk says. "If you took the letter R out of the word CORN, what would you have?"

"I don't know what you mean," the little old lady says.

"Just take the letter R out of the word CORN, spell it out, what would you have?"

The little old lady looks at him puzzledly for a moment, and then says, "CON?"

"That's right. That's right," the clerk affirms. "Now, if you took the letter P out of the word PEACH, what would you have?"

She thinks for a moment and then says, "EACH?"

"That's correct. Two for two so far. Now," the clerk says, "if you took the letter F out of the word TOMATOES, what would you have?"

The little old lady thinks for a moment, and then says quickly, "There ain't no F in TOMATOES."

"That's what I've been trying to tell you, lady!" the clerk says and walks away.

Grandma suddenly says "I just thought of another F-U word!"

Without further ado, I start the bomb ticking, say "INFURIATING," and pass the bomb to Grandma.

To be continued...

You can read the next instalment on the web site. Visit [www.boardgameneeds.com](http://www.boardgameneeds.com) and look in the Features section.



6 NIMMT! 12

Penalties strike in all hands.

ROUND 3

Hand 1 (1-104)

		91	93
		88	63
		82	62
		81	61
26		77	60
21	73		
1/2	2/1	3/9	4/7

Tim (21) takes row 1 for 5 pts, Steve (26), Jim (31), Sharon (73) takes row 2 for 8 pts, John (81), Michael (82), Colin (88), Mick (91).

Hand 3 (1-84)

		71	84
	55	69	83
	50	62	80
4	45	46	79
1	37	38	75
1/2	2/13	3/5	4/8

Jim (1) takes row 1 for 1 pt, Tim (4), Mick (30), Steve (37) takes row 2 for 9 pts, Colin (45), Sharon (50), John (55), Michael (84).

Hand 2 (1-104)

81			
79			
74		11	
72		4	
65	60	1	96
1/6	2/3	3/7	4/1

John (4), Michael (11), Sharon (25), Mick (60) takes row 2 for 10 pts, Jim (79), Tim (81), Colin (86), Steve (96) takes row 4 for 10 pts.

Hand 4 (1-84)

	45		81
27	44		80
24	20		79
21	19		78
18	5	76	77
1/4	2/13	3/1	4/11

Sharon (21), Michael (24), Steve (27), Tim (45), Colin (72), Mick (73), John (74), Jim (76) takes row 3 for 5 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
John Colledge	0	0	0	0	0
Michael Graystone	0	1	0	0	1
Tim Franklin	5	0	0	0	5
Colin Sharpe	0	0	0	5	5
Mick Haytack	0	10	0	2	12
Jim Reader	0	11	1	5	17
Sharon Khan	17	0	1	0	18
Steve Ham	0	12	15	1	28

Orders required

Round four - cards for each hand





1899-Z21

We're going back to the turn of an older century.

NEW GAME

Alan Harvey	6 Serina Avenue, Littleover, Derby, DE23 6JT
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY

This is the group for this game, listed as usual in your stock dealing order. You start the game with \$600 in cash.

Here is a run-down of the private companies and their features.

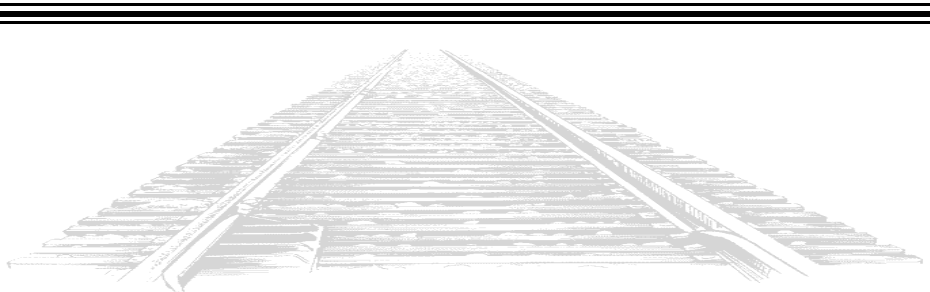
BMP	Cost: \$20 Revenue: \$5	No special features
FBF	Cost: \$40 Revenue: \$10	The company that owns the FGF may, instead of their normal track construction, build on hex R6 without being charged.
YSC	Cost: \$70 Revenue: \$15	The company that owns the YSC may, in addition to their normal building work, establish a ferry connection between L4 and L6 (use 8:M5:2). The company that establishes this link may place a token (during this or any later turn) free of charge in L4 instead of placing its normal token.
VPR	Cost: \$110 Revenue: \$20	The player that owns the VPR may exchange it for a 10% share of the CSb. This action will close the VPR.
ASC	Cost: \$160 Revenue: \$25	The player who purchases the ASC gains a 10% share of the FsR at the same time.
XzS	Cost: \$220 Revenue: \$30	The player who purchases the XzS Private gains the President's certificate of the XzS at the same time. They should set the par value for the public company. The default value will be \$100.

Maps and tile sheets are enclosed. The map does not use the hex references from the published game, which were difficult to work with at best. It uses the 1830-style hex references, where the top row is A and the numbers run across the rows. If you're familiar with the original reference system, please remember to check the references on this map before ordering.

Orders required for the following round

By the early deadline

SR1, Private Companies only, starting with Alan



1800-I20

The C&S joins the party.

OR5 - SR6

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	WM	-	30	Yes	-	80C	475	2

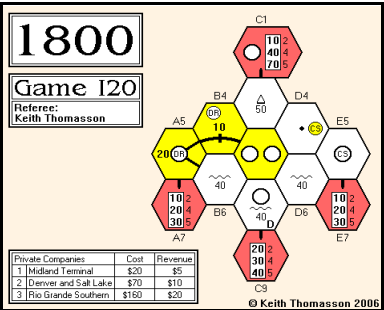
Stock Round 6	
Alan	Willem
- 1 D&RGW	{70D} X
+ C&S/Presidency	{100}
+ C&S new	{floated} X
X	Priority for SR7

Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
Alan Harvey	449	28	-420	57	737	58.0	4
Willem Moene	15	28	0	43	533	42.0	4

Portfolio	PCs	C&S	D&RGW
Alan Harvey	MT, RGS	5P	-
Willem Moene	D&SL	-	6P

Bank (new)	-	5	3
Price		100B	70D
Bank (pool)		-	1
Company credit		500	475
Tokens		3	2
Trains		-	2
Bank cash: \$2,645	Certificate limit: 7		Trains: 1 x '2' 1 x '3'

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



Orders required for the following rounds

By the early deadline

OR6, SR7

Adjudication can pause between rounds if requested



1825-S19

Some tile changes from last time.

OR13 - OR14

The GWR couldn't lay the '55' tile in W11, because the SDR base station was placed when it floated, blocking access to that hex. It just laid the tile in X14. This changed the SDR lay to 38:V10:3, and it ran for £60 rather than £180. The price for the SDR stayed at £142. The LSWR bought a '5' train from the LNWR for £10.

OR13 Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR TR	9:S11:3	58:T20:3	290	Yes	255	40	6 6
GWR MH	60:X18:1	-	250	Yes	320	110	6 4 4 3
GER AH	13:T20:1	-	400	Yes	280	10	5 3 3
LSWR TR	-	-	560	Yes	300	20	5 4 3
SECR MH	60:W21:1	-	-	-	42	10	-
LBSC MH	38:W23:5	-	290	Yes	100	460	5
Cam TR	8:S9:1	-	130	Yes	160	230	U3
SDR MH	-	-	60	Yes	142	18	5
MGN AH	38:T20:1	-	170	Yes	112	100	4T
Taff AH	66:V8:6	-	70	Yes	126	520	4T
LTS TR	-	-	240	Yes	160	10	2+2

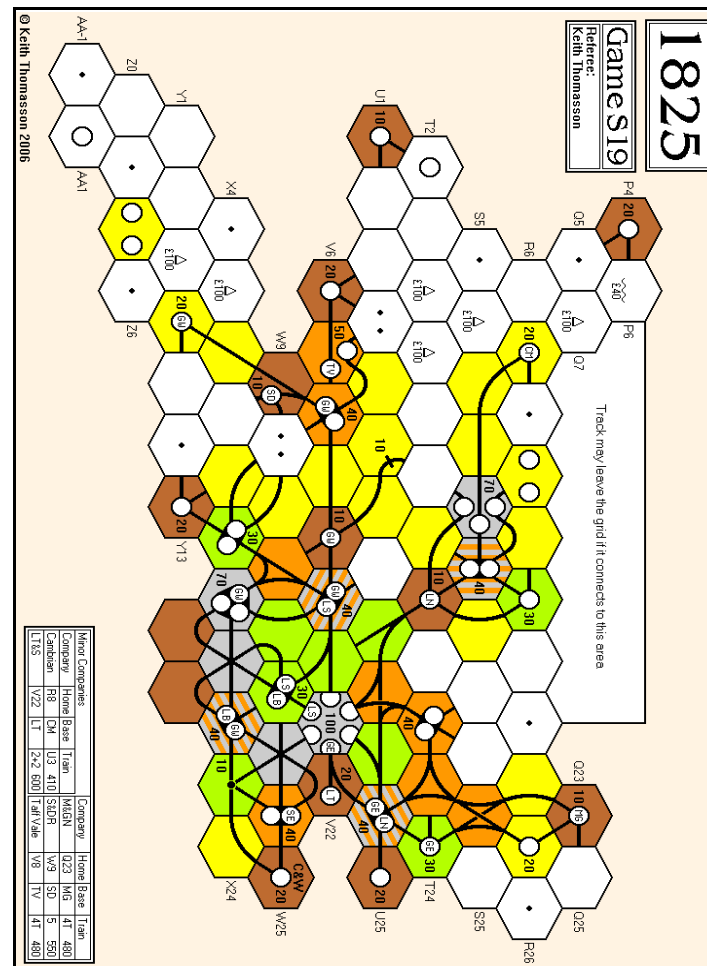
- Notes: ① £10 to the Cambrian for a '6' train  
 ② £650 to the bank for a '6' train  
 ③ £10 to the SECR for a '4' train  
 ④ £10 to the SDR for a '3' train

OR14 Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR TR	40:T22:2	-	500	Yes	280	40	6 5
GWR MH	7:U9:4	8:X12:1	850	Yes	340	10	4

- Notes: ① Share price hits the top of the stock market - game ends

Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs
Tony Robbins	751	774	255	1,780	7,590	27.7	15/16
Mike Hutton	1,223	574	645	2,394	7,006	25.6	18/19
Mark Stretch	2,043	515	475	3,033	7,105	25.9	14/15
Alan Harvey	523	560	0	1,083	5,703	20.8	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)	-	280	340	280	300	42	100	160	142	112	126	160
Company credit	-	40	10	10	20	10	460	230	18	100	520	10
Tokens	-	3	-	1	1	2	-	-	-	-	-	-
Trains	-	66	6443	533	543	-	5	U3	5	4T	4T	2+2
Bank cash: £1,710	Certificate limit: 15											Trains: 2 x '7'



The tile corrections were annoying, because some plans were based on being able to connect through the station on W11, but I don't believe it made any critical difference to the result. Both Tony and Mike had those plans, and Mark had shares in the affected companies, so it would have balanced out quite evenly.

1st	Tony Robbins	£7,590	27.7%
2nd	Mark Stretch	£7,105	25.9%
3rd	Mike Hutton	£7,006	25.6%
4th	Alan Harvey	£5,703	20.8%

Congratulations to Tony on the clear win. Although Mike was pulling up on Mark, it wasn't quite fast enough. We'll round it off next time, so let me have any comments you would care to offer on the game.





1825-L21

No surprises for the first operating round.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Cal	AH	6:H6:5	-	-	①	71▼	580	2
NBR	MH	4:F6:2	7:D8:4	-	② ③	71▼	120	2 2 2

Notes: ① £180 to the bank for a '2' train  
② £100 to the bank for terrain costs  
③ £540 to the bank for three '2' trains

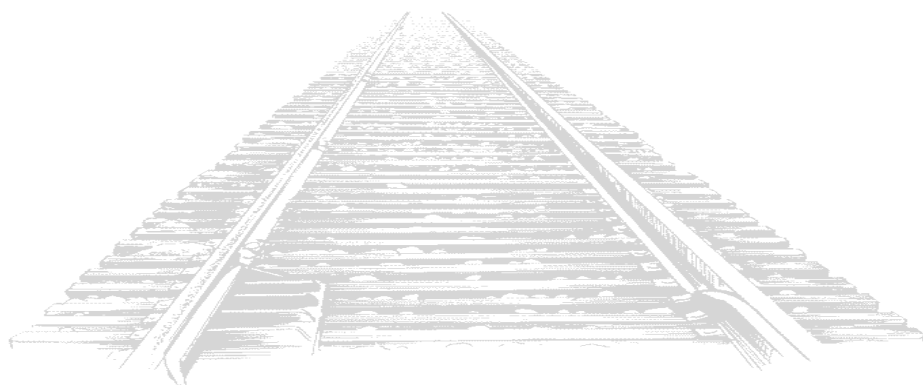
### Stock Round 2

	Mike	Alan
x		x
Priority for SR3		

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Mike Hutton	28	30	0	58	745	51.0▲	8
Alan Harvey	6	10	0	16	715	49.0▼	9

Portfolio	Privates	Cal	NBR	GSWR	GNoS	High	M&C
Mike Hutton	A&F, S&D	1	6D	-	-	-	-
Alan Harvey	TWW	9D	-	-	-	-	-
Bank (new)		-	4	10D	10D	10D	10D
Price (new)		76	76	67			
Bank (pool)		-	-	-	-	-	-
Price (pool)		71	71				
Company credit		580	120				
Tokens		3	3				
Trains		2	2 2 2		(5)	(U3)	(3T)
Bank cash: £4,926		Certificate limit: 17			Trains: 1 x '2', 3 x '3'...		

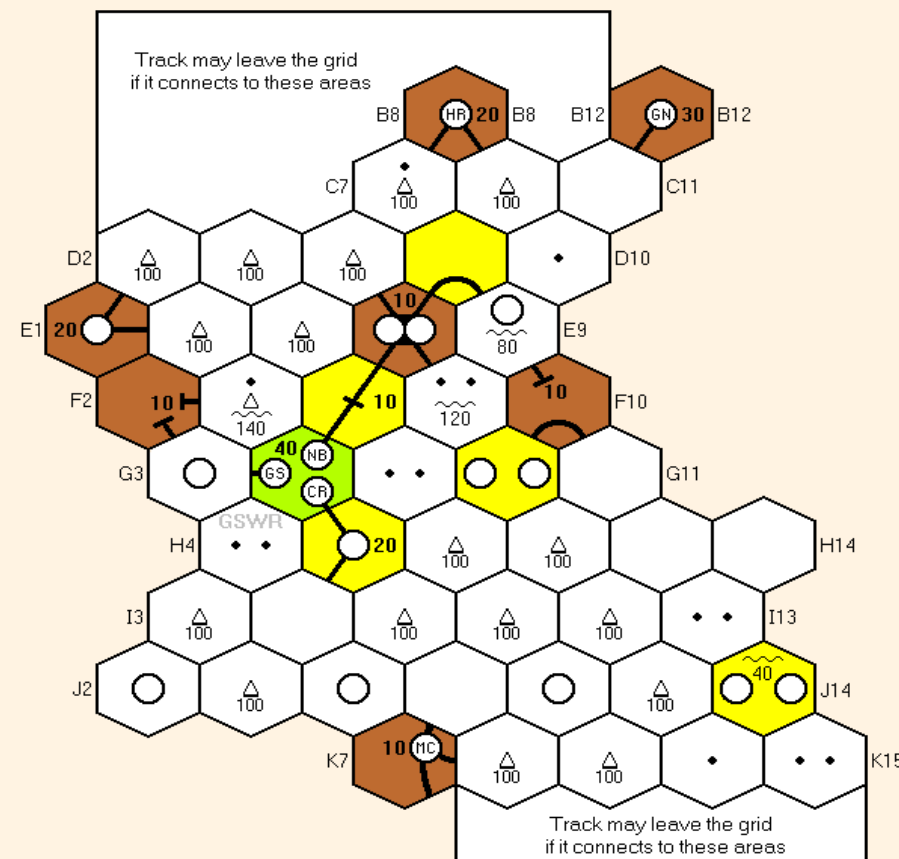
Tiles	Tile number/Availability										One Operating Round between Stock Rounds		
Yellow	1/1	2/1	3/1	4/2	5/2	6/1	7/2	8/6	9/5	55/1	56/1	115/1	



1825 Unit 3

Game L21

Referee:  
Keith Thomasson



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Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



1829-J19

Just the one round,  
with plenty going on.

OR16

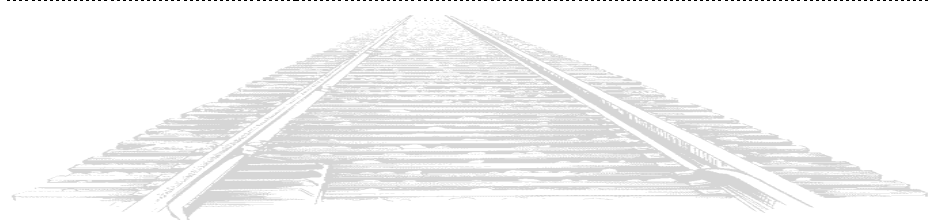
OR16	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	60:O13:1	•P12	200	Yes	-	160	750	4
NER	LQ	166:O15:6	•D2	210	Yes	-	225	30	4
Mid	AH	38:P18:3	•Q19 !	340	Yes	-	90	10	4 4
NBR	JS	24:I15:1	•D8	-	-	-	76	10	-
Cal	JS	9:G11:3	•E9	220	No	①	53	130	6
L&YR	DS	10:J14:2	•K15	160	Yes	② ③	56	640	5
GNR	AH	14:R16:3	•S17	440	Yes	-	100	60	5 5
GCR	DS	38:J14:2	•L16	280	No	④	56	200	6 3T
GSWR	JS	8:H12:6	•I11	140	No	⑤	14	130	2+2 3T
High	LR	50:O11:3	•A9	-	-	⑥	53	60	3T

- Notes: ① £650 to the bank for a '6' train  
 ② £40 to the bank for terrain costs  
 ③ £10 to the GCR for a '5' train  
 ④ £640 to the L&YR for a '3T' train  
 ⑤ £10 to the Caledonian for a '2+2' train  
 ⑥ £500 to the LNWR for a '3T' train

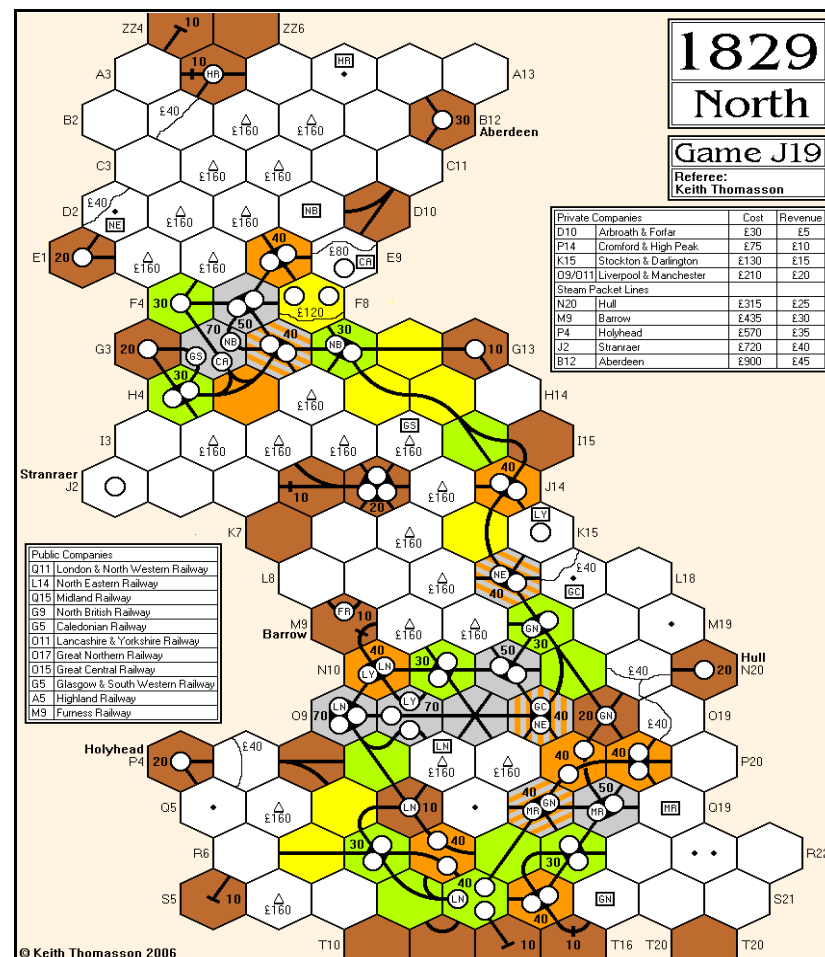
Cash Flow	b/f	OR16	c/f	Value	%	Certs
Lyndon Gurr	1,057	283	1,340	3,935	27.3	17/19
Alan Harvey	1,540	470	2,010	3,611	25.1	17/18
David Smith	263	282	545	2,786	19.3	17/19
John Shelley	89	36	125	1,208	8.4	12/15
Lionel Robbins	34	369	403	2,874	19.9	17

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)		160	225	90	76	53	56	100	56	14	53	
Company credit		750	30	10	10	130	640	60	200	130	60	
Tokens		1	3	3	2	3	2	1	3	2	3	3
Trains		4	4	4 4	-	6	5	5 5	6 3T	2+2	3T	
											3T	
Bank cash: \$15,577	Certificate limit: 17	Trains: 1 x 2+2, 4 x 7										



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



Orders required for the following rounds

By the early deadline

OR17, OR18

Adjudication can pause between rounds if requested



1829-C20

A few issues with survey parties.

OR10 - OR11

OR10	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	14:R10:1	W17 !	240	Yes	-	200▲	30	3 2 2 2
GWR	MB	-	X16	110	Yes	-	180▲	70	3 2 2
Mid	PB	15:J7:2	S15	110	Yes	-	76▲	340	3 2
LSWR	MB	9:U13:1	U19	80	Yes	-	90▲	710	2
GNR	Dsm	3:P18:6	N16	80	Yes	①	82▲	740	3
LBSC	Dsm	12:P18:5	N10	-	-	②	64▼	0	3

Notes: ① £300 to the bank for a '3' train  
② £670 to the GNR for a '3' train

OR11	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	-	T14	240	Yes	-	225▲	30	3 2 2 2
GWR	MB	10:X16:3	W17	120	Yes	-	200▲	70	3 2 2
Mid	PB	24:R14:5	R16	110	Yes	-	82▲	340	3 2
LSWR	MB	-	T20	80	Yes	-	100▲	710	2
GNR	Dsm	15:Q17:5	N14	80	Yes	①	90▲	690	3 3
LBSC	Dsm	6:N10:5	N12	-	-	②	61▼	10	-

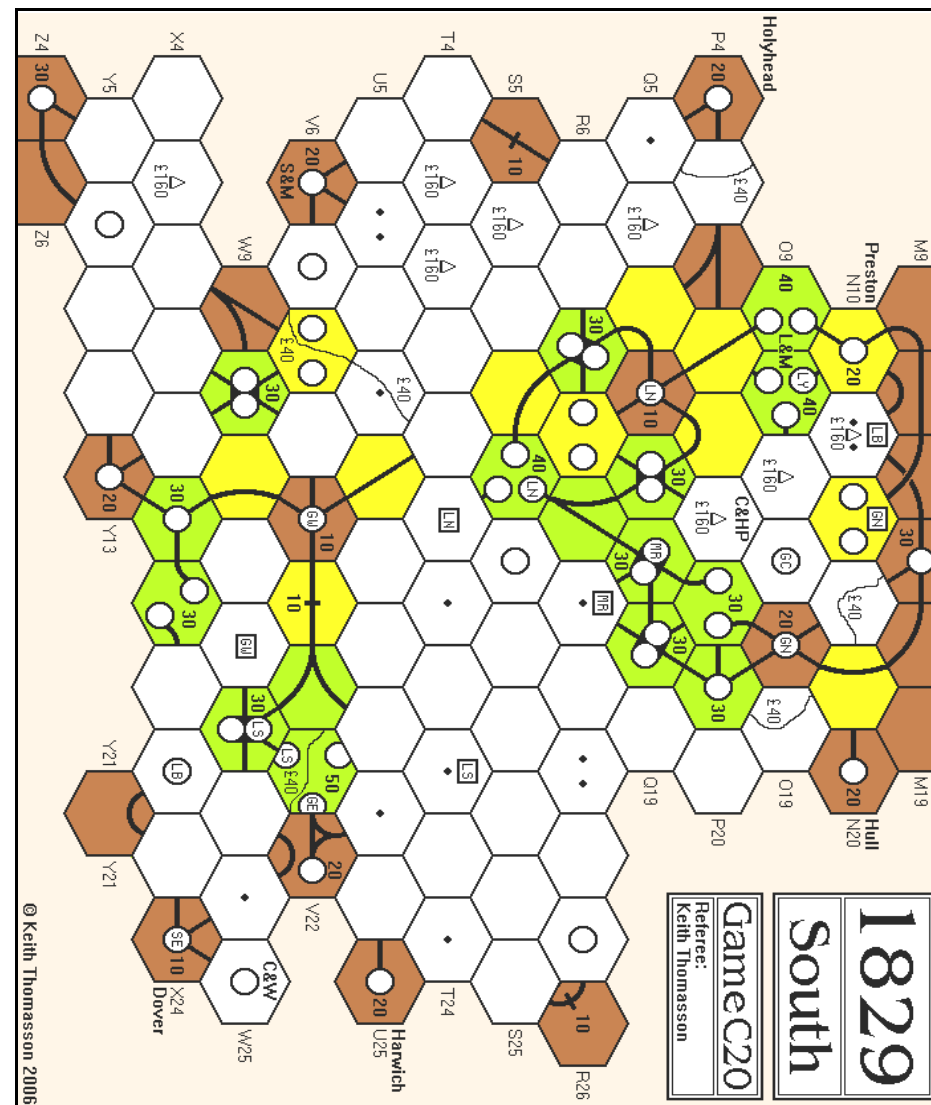
Notes: ① £50 to the LBSC for a '3' train  
② £40 to the bank for terrain costs

Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
David Smith	14	118	119	251	1,870	25.0▼	17
Peter Berlin	0	102	102	204	1,157	15.5▼	9
Don Shailer	37	182	184	403	2,257	30.2▲	10
Martin Butcher	42	122	128	292	2,192	29.3▲	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
Bank (pool)	C&W	5	1	-	-	-	-	-	-	-
Price (pool)		225	200	82	100	90	61			
Company credit		30	70	340	710	690	10			
Tokens		4	5	4	4	4	3	4	4	3
Trains		3222	322	32	2	33	-			
Bank cash: £18,850		Certificate limit: 18					Trains: 1 x '3', 5 x '4'...			

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



A mentioned a couple of issues ago, you have to use your survey party to lay a type '10' tile on the board. This may not be an issue, but you can not run into a station fully occupied by other company tokens in 1829.

Orders required for the following round

By the early deadline

SR10





1829-V21

The LNWR and NER float.

SR1

Stock Round 1

Rob	Lionel	Peter	John	Mike
+ A&F private	✗	+ C&HP private	+ S&D private	✗
✗	+ L&M private	+ LNWR/Dir	+ LNWR new	+ LNWR new
+ LNWR new	+ LNWR new (floated)	+ LNWR new	+ LNWR new	+ LNWR new
+ LNWR new	+ NER/Dir	+ NER new	+ NER new	✗
+ NER new	✗	✗	✗	✗
+ NER new (floated)	✗	✗	✗	✗
+ NER new (gains Dir)	✗	✗	✗	✗
✗	Priority for SR2			

Cash Flow	b/f	SR1	c/f	Value	%	Certs
Rob Thomasson	504	-500	4	504	20.0	5
Lionel Robbins	504	-490	14	504	20.0	4
Peter Berlin	504	-465	39	504	20.0	4
John Hopkins	504	-420	84	504	20.0	4
Mike Hutton	504	-200	304	504	20.0	2

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Rob Thomasson	A&F	2	3D	-	-	-	-	-	-	-	-	-
✗ Lionel Robbins	L&M	1	2	-	-	-	-	-	-	-	-	-
Peter Berlin	C&HP	3D	1	-	-	-	-	-	-	-	-	-
John Hopkins	S&D	2	1	-	-	-	-	-	-	-	-	-
Mike Hutton	-	2	-	-	-	-	-	-	-	-	-	-

Bank (new)	Hull...	-	3	10P	10P	10P	10P	10P	10P	10P	10P	10P
Price (new)		100	90	82	76	71	67	64	61	58	56	53
Bank (pool)		-	-									
Price (pool)		100	90									
Company credit		1000	900									
Tokens		5	5	5	4	4	4	4	4	3	3	3
Trains		-	-									
Bank cash: \$19,555	Certificate limit: 18				Trains: 7 x '2', 5 x '3'...							

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
Yellow	1/2	2/2	3/2	4/6	5/4	6/4	7/4	8/8	9/10			

## 1829

### North

Game V21

Referee:  
Keith Thomasson

Private Companies	Cost	Revenue
D10 Arbroath & Forfar	£30	£5
P14 Cromford & High Peak	£75	£10
K15 Stockton & Darlington	£130	£15
O9/O11 Liverpool & Manchester	£210	£20
<b>Steam Packet Lines</b>		
N20 Hull	£315	£25
M9 Barrow	£435	£30
P4 Holyhead	£570	£35
J2 Stranraer	£720	£40
B12 Aberdeen	£900	£45

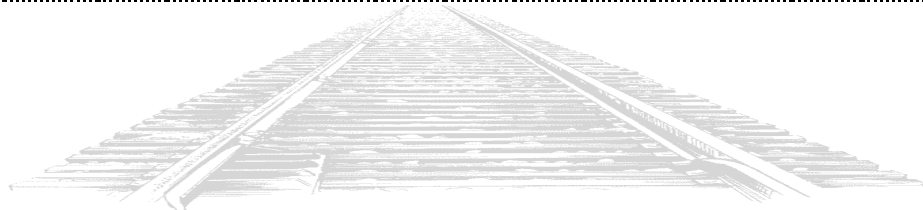
Public Companies
Q11 London & North Western Railway
L14 North Eastern Railway
Q15 Midland Railway
G9 North British Railway
G5 Caledonian Railway
O11 Lancashire & Yorkshire Railway
O17 Great Northern Railway
O15 Great Central Railway
G5 Glasgow & South Western Railway
A5 Highland Railway
M9 Furness Railway

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Orders required for the following rounds

By the early deadline

OR1, SR2





1830-G20

You're all waiting for  
that last '4' train to go.

OR7 - OR8

Don sold an NYNH prior to buying his NYC shares last time.

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	9:D12:3	60	Yes	-	112A	580	3
NYC	SW	2:G17:1	110	Yes	-	100E	494	4
B&O	RK	53:I15:1	200	Yes	-	90C	562	3 3
PRR	MB	15:H10:3	110	Yes	-	75F	184	4
NYNH	DS	19:F18:4	110	Yes	-	75F	263	4
CPR	RK	14:B16:3	80	Yes	-	69G	487	3
C&O	WM	23:H8:3	110	No	①	50I	215	3

Notes: ① £40 to the bank for a token in H16

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	9:D16:3	60	Yes	-	126A	600	3
NYC	SW	8:D18:4	120	Yes	-	110D	518	4
B&O	RK	23:H14:6	200	Yes	-	100C	562	3 3
PRR	MB	9:H6:3	110	Yes	-	80F	248	4
NYNH	DS	-	120	Yes	-	80F	309	4
CPR	RK	58:B20:1	80	Yes	-	70G	503	3
C&O	WM	23:G5:2	110	No	①	40I	50	4 3

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

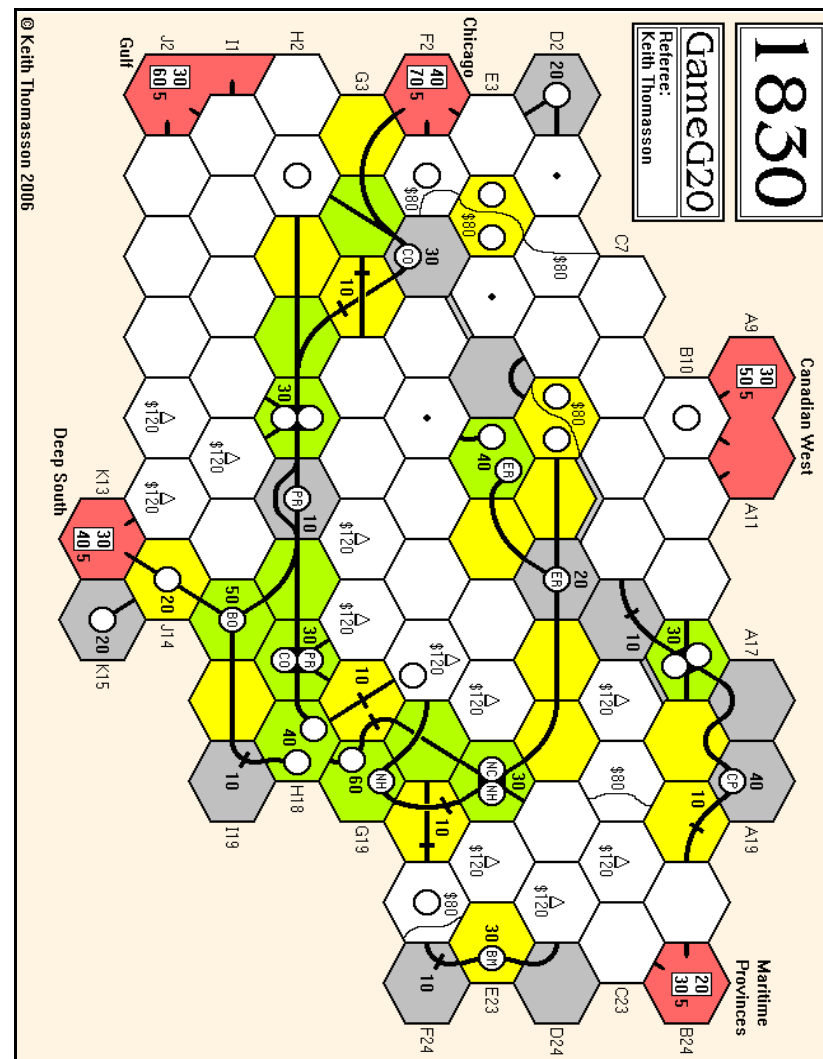
Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Stephen Webb	30	55	60	145	799	15.0	5
Martin Butcher	13	95	96	204	1,142	21.5	9
Willem Moene	38	56	56	150	1,246	23.4	6/11
Don Smith	29	99	108	236	1,076	20.3	8
Roger Krueger	10	132	132	274	1,054	19.8	7

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)	80F	110D	70G	100C	40I	126A	80F	67F
Company credit	248	518	503	562	50	600	309	
Tokens	2	3	3	2	1	1	-	2
Trains	4	4	3	3 3	4 3	3	4	-

Bank cash: \$8,201 Certificate limit: 13 Trains: 3 x '5', 2 x '6'...  
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/-	3/2	4/2	7/3	8/5	9/3	55/-	56/1	57/3	58/1	69/-
Green	14/1	15/-	16/1	18/1	19/-	20/1	23/-	24/3	25/1	26/1	27/1	28/1
	29/1	53/1	54/-	59/-								



Orders required for the following round

By the early deadline

SR7



# 1830-R20

The power of the D&H is exercised.

# OR4 - OR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	57:J14:2	-	-	① ②	90A	440	4 3
NYNH	MF	53:E23:2	80	Yes	-	82E	117	3 3
C&O	MH	57:F16:1	-	-	③ ④ ⑤	71D	200	4
PRR	WM	-	-	-	-	70C	470	3 3
CPR	RL	9:B22:3	-	-	⑥	50K	0	4

- Notes: ① \$80 to the bank for terrain costs  
 ② \$480 to the bank for a '3' train and a '4' train - B&O private closes - '2' trains disappear  
 ③ \$140 to Mike for the D&H private  
 ④ \$120 to the bank for terrain costs  
 ⑤ Free token on F16  
 ⑥ \$300 to the bank for a '4' train, partly funded by \$19 from Richard

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	DS	14:J14:2	140	Yes	①	100A	400	4 3
NYNH	MF	15:F22:6	90	Yes	-	90E	158	3 3
C&O	MH	56:G17:1	30	Yes	②	76D	0	4
PRR	WM	57:H10:3	30	Yes	-	76C	480	3 3
CPR	RL	-	90	Yes	-	40K	9	4

- Notes: ① \$40 to the bank for a token in J14  
 ② \$215 to Mike for the M&H private

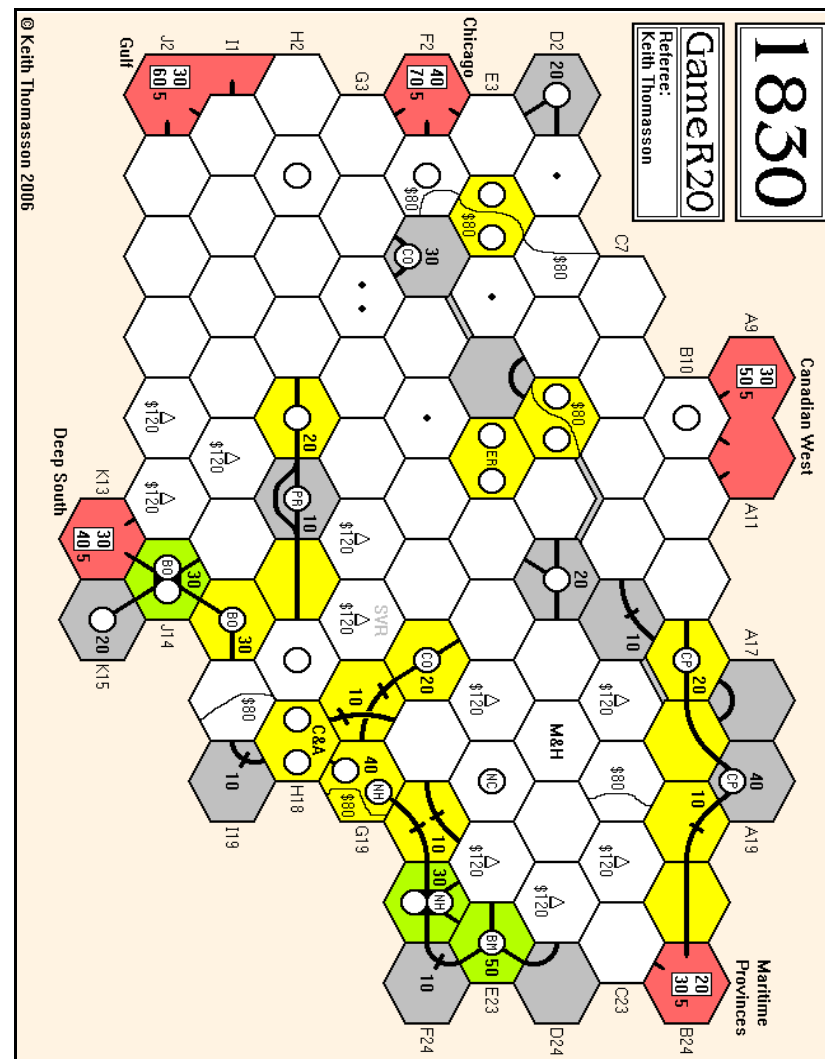
Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Richard Lunn	10	11	91	121	601	16.5	2/8
Mark Frueh	25	48	66	139	795	21.8	6/7
Willem Moene	25	0	27	52	548	15.0	5/6
Don Smith	124	25	81	230	790	21.7	4
Mike Hutton	27	175	253	455	911	25.0	5

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Richard Lunn	-	-	-	7P	2	-	-	-	-
Mark Frueh	-	1	-	1	-	-	-	6P	-
Willem Moene	-	6P	-	1	-	-	-	-	-
Don Smith	C&A	-	-	-	4P	-	-	-	-
Mike Hutton	-	-	-	-	-	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	-	90E	-
Company credit	480	-	9	400	0	-	158	-
Tokens	3	4	2	1	1	3	-	2
Trains	3.3	-	4	4.3	4	-	3.3	-

Bank cash: \$9,956 Certificate limit: 13 Trains: 1 x '4', 3 x '5'...  
 Current operating order: B&O, NYNH, C&O, PRR, CPR

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds					
Yellow	1/-	2/1	3/2	4/2	7/4	8/7	9/5	55/1	56/-	57/1	58/1	69/1				
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	53/1	54/1	59/2												



Orders required for the following round

By the early deadline

SR5





1830-F21

One train each, and all will be able to make money next time.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	MH	69:F20:5	-	-	①	67E	590	2
C&O	TS	9:G5:2	-	-	①	65F	590	2
PRR	MS	57:H10:3	-	-	①	65F	590	2

Notes: ① \$80 to the bank for a '2' train

#### Stock Round 2

Mark	Willem	Don	Tony	Mike
x	x	x	+ PRR new	x
x	x	x	x	Priority for SR3

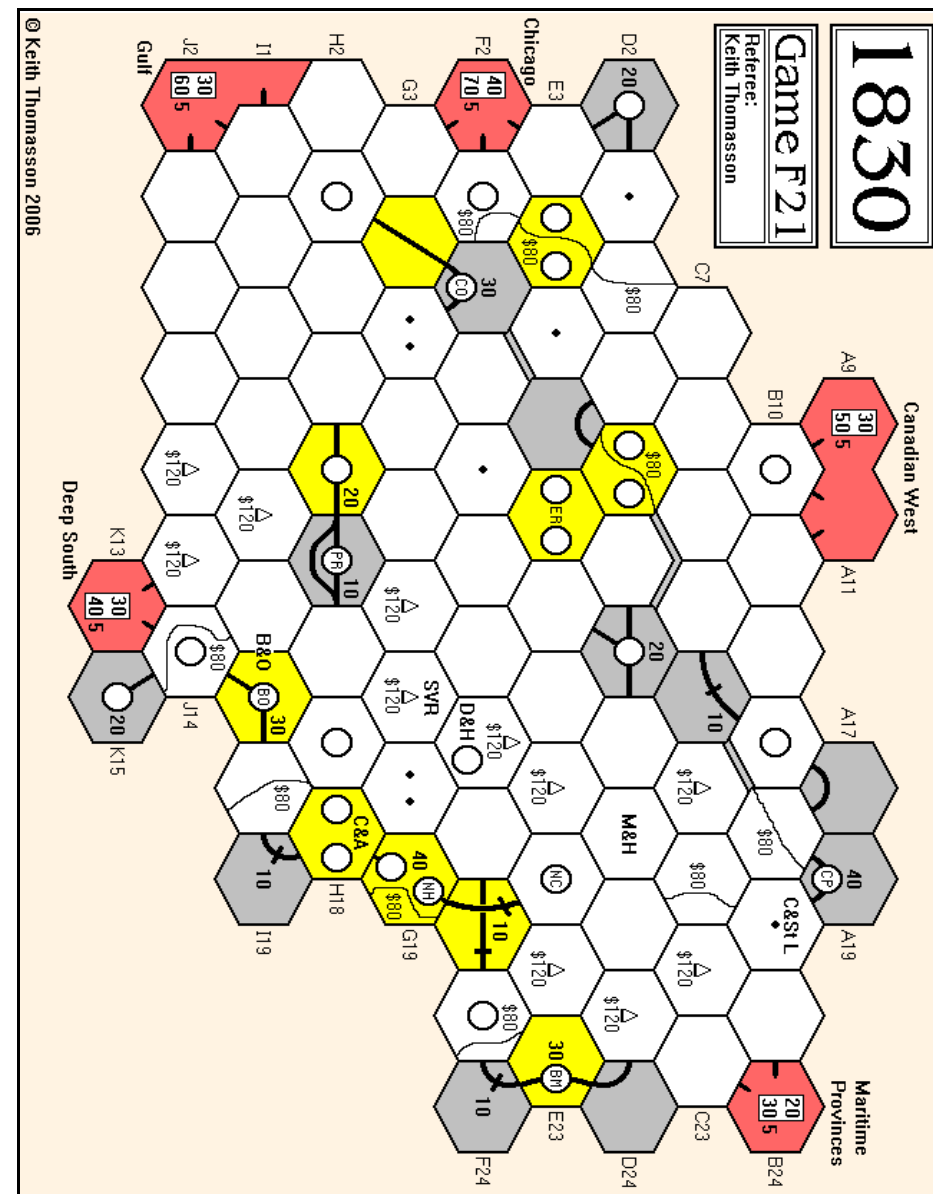
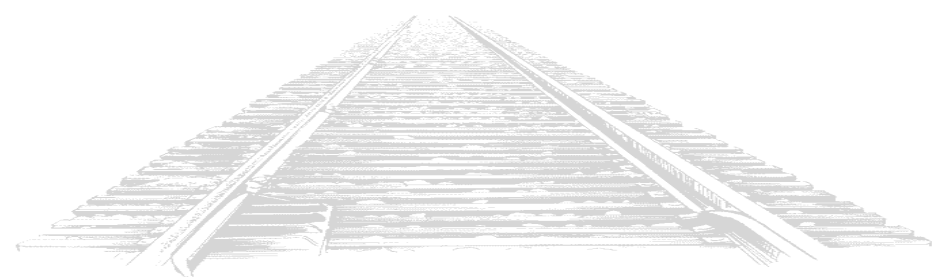
Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Mark Stretch	15	25	0	40	495	17.9	6
Willem Moene	37	25	0	62	571	20.6	6
Don Smith	19	40	0	59	720	26.0	6
Tony Sait	78	0	-67	11	466	16.8	6
Mike Head	75	15	0	90	515	18.6	5

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	-	1	-
Tony Sait	-	1	-	-	-	6P	-	-	-
Mike Head	D&H	-	-	-	-	-	-	5P	-

Bank (new)	2	10P	10P	8	3	10P	-	10P
Price (new)	67	-	-	100	67	-	67	-
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	65F	-	-	100A	65F	-	71D	-
Company credit	590	-	-	-	590	-	590	-
Tokens	3	4	4	3	2	3	1	2
Trains	2	-	-	-	2	-	2	-

Bank cash: \$9,968 Certificate limit: 1.5 Trains: 3 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	9/6	55/1	56/1	57/3	58/2	69/-		



Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



1835-B21

The ByE closes the  
Ostbayerische.

OR3 - SR4

Tony bought a B&O share last time, moving the priority to Don.

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B-M	TS	9:J2:1	40	Yes	-	40		2
B-P	MS	58:G15:2	40	Yes	-	110		2
Mag	DS	8:E13:4	40	Yes	-	40		2
K-M	WM	8:F8:6	30	Yes	-	110		2
B-S	JS	-	50	Yes	-	50		2
A-K	JS	58:B12:1	60	Yes	-	60		2
ByE	JS	58:M15:1 9:M17:5	150	Yes	① ②	100C▲	258	2+2 2 2 2

Notes: ① 100M to the bank for terrain costs  
② Ostbayerische private closed

#### Stock Round 4

Don	John	Willem	Mark	Tony
+ ByE new	✗	✗	✗	+ SxE new
✗	✗	✗	✗	✗
Priority for SR5				

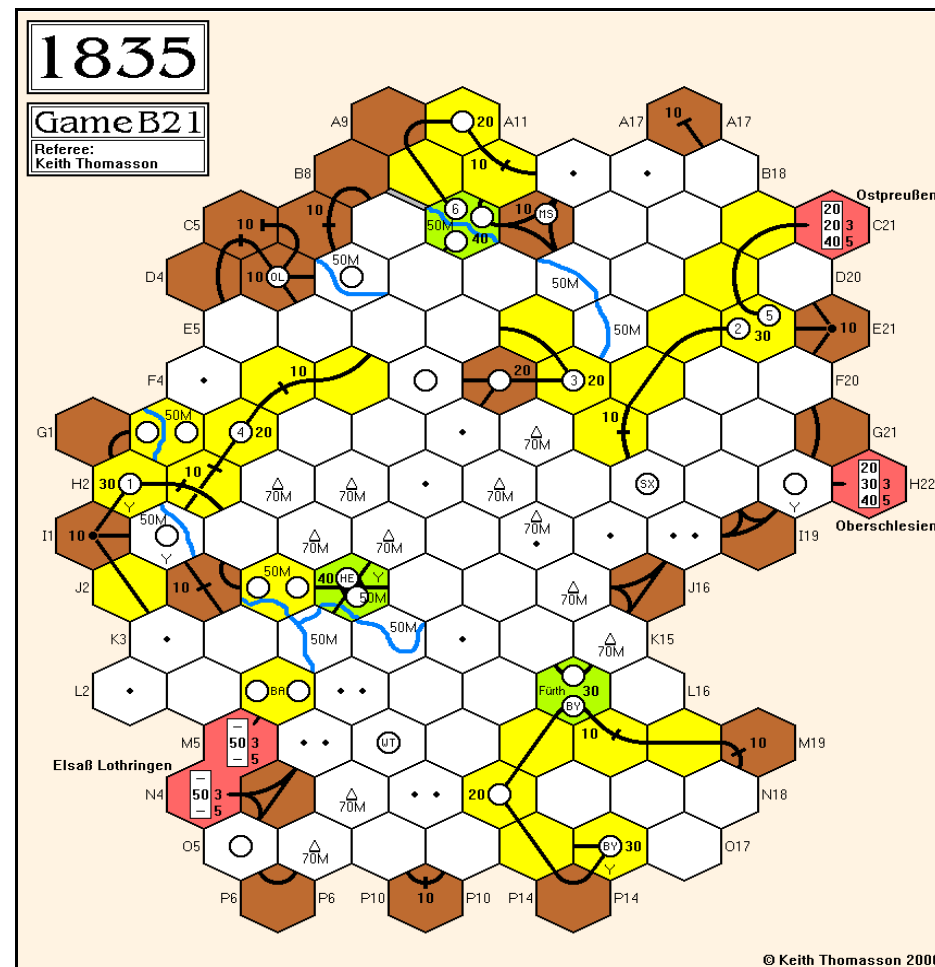
Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Willem Moene	65	60	0	125	551	17.2▲	3
Mark Stretch	70	40	0	110	646	20.2▼	3
Tony Sait	38	90	-88	40	682	21.3▼	6
Don Smith	88	80	-92	76	710	22.2▲	6
John Shelley	29	100	0	129	613	19.1▲	4

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	Pfa / B-M	-	30/3	10/1	-	-	-	-	-
Don Smith	N-F, Bra / Mag	-	30/3	-	-	-	-	-	-
John Shelley	B-S, A-K	-	30/2	-	-	-	-	-	-

Bank (new)	40/4	-	70/7	100/8	100/8	100/8	100/7	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		108B	88D					
Company credit		350						
Trains		2+2						
		2 2 2						

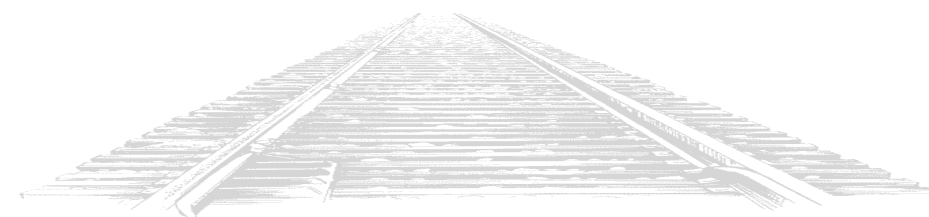
Bank cash: 10,762M Certificate limit: 12 Trains: 3 x '2+2' 4 x '3'  
Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE

Tiles	One Operating Round between Stock Rounds											
Yellow	1/1	2/1	3/2	4/3	5/2	6/1	7/8	8/11	9/6	55/1	56/1	57/1
	58/-	69/1	201/1	202/1								



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

OR4, SR5 *Adjudication can pause between rounds if requested*





1837-G21

I'm sure these are  
all standard openings.

OR1 - SR2

OR1	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	SW	3:D10:5	-	-	-	①		0	1G
RGTE	DS	7:B21:1	-	-	-	①		0	1G
EOD	TR	58:D18:6	-	-	-	①		0	1G
EKT	DS	3:D22:1	-	-	-	①		0	1G
MLB	GH	2:C31:1	-	-	-	①		0	1G
ZKB	DS	401:J36:6	-	-	-	①		0	1G
SPB	SW	8:J30:4	-	-	-	①		0	1G
LRB	SW	4:K29:1	-	-	-	①		0	1G
BB	DS	8:O19:4	-	-	-	①		0	1G
EHS	DS	57:F28:2	-	-	-	①		0	1G
S1	SW	9:H16:2	-	-	-	②		0	2
S2	TR	9:J14:3	-	-	-	②		0	2
S3	SW	201:I7:5	-	-	-	②		0	2
S4	GH	57:K5:2	-	-	-	②		0	2
S5	GH	202:L2:1	-	-	-	②		0	2
K1	SW	402:E17:4	-	-	-	②		0	2
K2	TR	9:G15:3	-	-	-	③ ②		0	2
K3	TR	58:F16:4	-	-	-	②		0	2
U1	DS	404:H20:3	-	-	-	②		90	2
U3	TR	58:I21:6	-	-	-	②		90	2

Notes: ① 100K to the bank for a '1G' train  
② 90K to the bank for a '2' train  
③ 50K to the bank for terrain costs

Stock Round 2

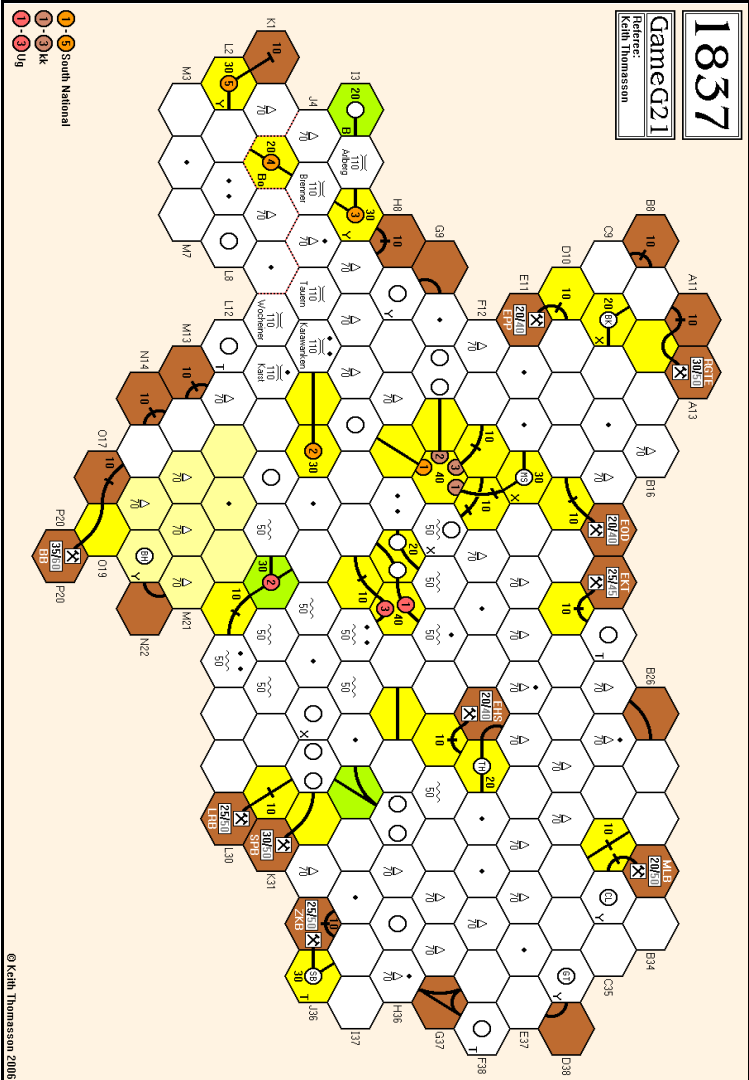
Tony	Geoff	Stephen	Don
x	Buy's Ug3 for 90K	x	x
x	x	Priority for SR3	

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Stephen Webb	10	25	0	35	760	26.1▼	8
Don Smith	25	0	0	25	705	24.2▼	7
Tony Robbins	35	25	0	60	650	22.4▼	6
Geoff Hardingham	65	90	-90	65	795	27.3▲	8

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Uq
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 U3	-	-	-	-	-	-	-	-	-	-

Bank (new)	9	8	9	10	7	8	8	5	8	5
Price (new)										
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)										
Bank cash: 2,910K	Certificate limit: 21	Trains: 4 x '2', 5 x '3', 6 x '2'								
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	2/2	3/4	4/9	5/2	7/11	8/26	9/19	55/1	56/1	57/1	58/9
	69/2	201/2	202/2	401/3	402/2	404/3						



Orders required for the following rounds	By the early deadline
OR2, SR3	Adjudication can pause between rounds if requested





1856-M19

We've been here before,  
in more than one way.

OR12

Lyndon suggested that this game should be called "the game that won't die", as he didn't believe the CGR should have bought the '6' train, borrowing a Diesel from the bank instead. If it doesn't buy the '6' train, the CPR can buy it, and Tony doesn't go bankrupt.

Makes sense, and I debated whether to rerun the round or not. According to the rules, borrowing a train is an option, so to avoid repeats, I would ask for all optional actions to be ordered rather than assumed. That avoids the situation where I forget that such rules exist. It's flattering that you don't think I need reminding, but the evidence shows otherwise.

So, I hope nobody is disappointed, but we're not done yet.

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	LQ	126:F15:1	390	Yes	-	110B▲	80	5 5
CGR	LQ	25:C16:3	-	-	-	100A▲	0	-
TGB	SW	8:L7:5	130	Yes	④	90B▲	160	6
CPR	TS	4:M6:1	-	-	⑤	40I▼	0	6

- 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 \$40 to the bank for a token in N11/east  
 ⑤ \$700 to the bank for a '6' train, partly funded by \$440 from Tony, who sells 3 CPR {▼40I} and 3 CGR {100A▲}

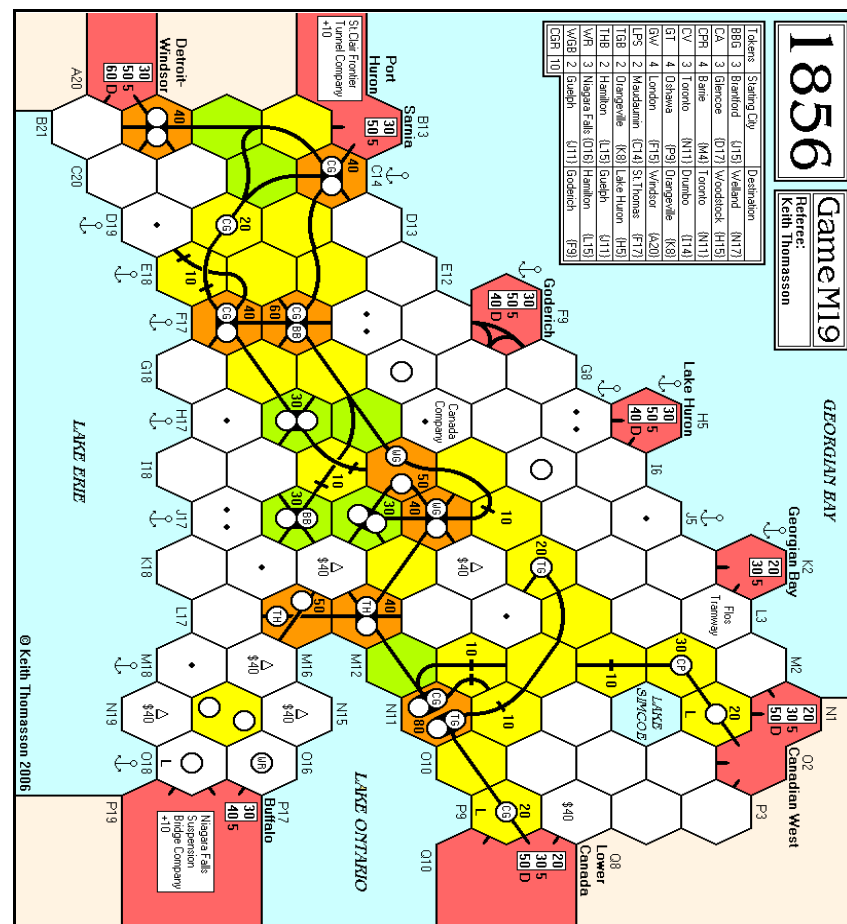
Cash Flow	b/f	OR12	c/f	Value	%	Certs
Stephen Webb	74	120	194	1,184	16.9▲	8
Willem Moene	241	198	439	1,564	22.4▲	8
Tony Sait	32	10	42	162	2.3▼	0/2
Lyndon Gurr	669	300	969	2,504	35.8▲	10½
Simon Cutforth	290	144	434	1,584	22.6▲	7

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

Bank (new)	5	4	4	-	10P	-	-
Price (par)	100	65	90	75	-	100	100
Bank (pool)	1	3	-	-	-	-	9
Price (pool)	110B	40I	90B	125C	-	125A	100A
Company credit	80	0	160	55	-	831	405
Tokens	1	4	-	-	3	-	4
Trains	5.5	6	6	D	-	5	-

Bank cash: \$8,391 Certificate limit: 15 Trains: Diesels  
 Current operating order: THB, WGB, BBG, CGR, TGB, CPR

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
Yellow	1/1	2/-	3/2	4/3	5/1	6/2	7/6	8/8	9/8	55/1	56/-	57/1
Green	58/2	69/-										
	14/2	15/3	16/1	17/1	18/1	19/1	20/1	23/3	24/4	25/-	26/-	27/-
	28/1	29/1	59/2	120/1	121/2							
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/3	64/-	65/1
	66/1	67/1	68/-	70/1	122/-	125/-	126/-	127/1				
Grey	123/1	124/1										



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

OR13, SR8 *Adjudication can pause between rounds if requested*



1856-Y19

Three more companies are floated.

SR6

Stock Round 6

Mike	Martin	Rob	Stephen	Peter
+ CPR new	- 1 CA {••} - 1 GT {•90F} - 2 GW {•90F} - 1 LPS {•90F} + THB/Pres{100}	- 2 WR {•90F} - 1 CA {••} + TGB/Pres{100}	+ CV new - 1 CV {•90B}	+ WGB/Pres{100}
✕	+ THB new	+ TGB new	+ CA pool	+ WGB new
✕	+ THB new {floated}	+ TGB new {floated}	✕	+ WGB new {floated}
✕	+ THB new	+ TGB new	✕	+ WGB new
✕	+ THB new	+ GT pool	✕	✕
✕	✕	✕	Priority for SR7	

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Peter Berlin	545	-500	545	1,535	24.1▼	13
Mike Head	147	-90	57	687	10.8•	7
Martin Butcher	384	-90	294	1,434	22.5▲	10
Rob Thomasson	381	-280	101	1,541	24.2▲	13
Stephen Webb	170	-110	60	1,170	18.4▲	9

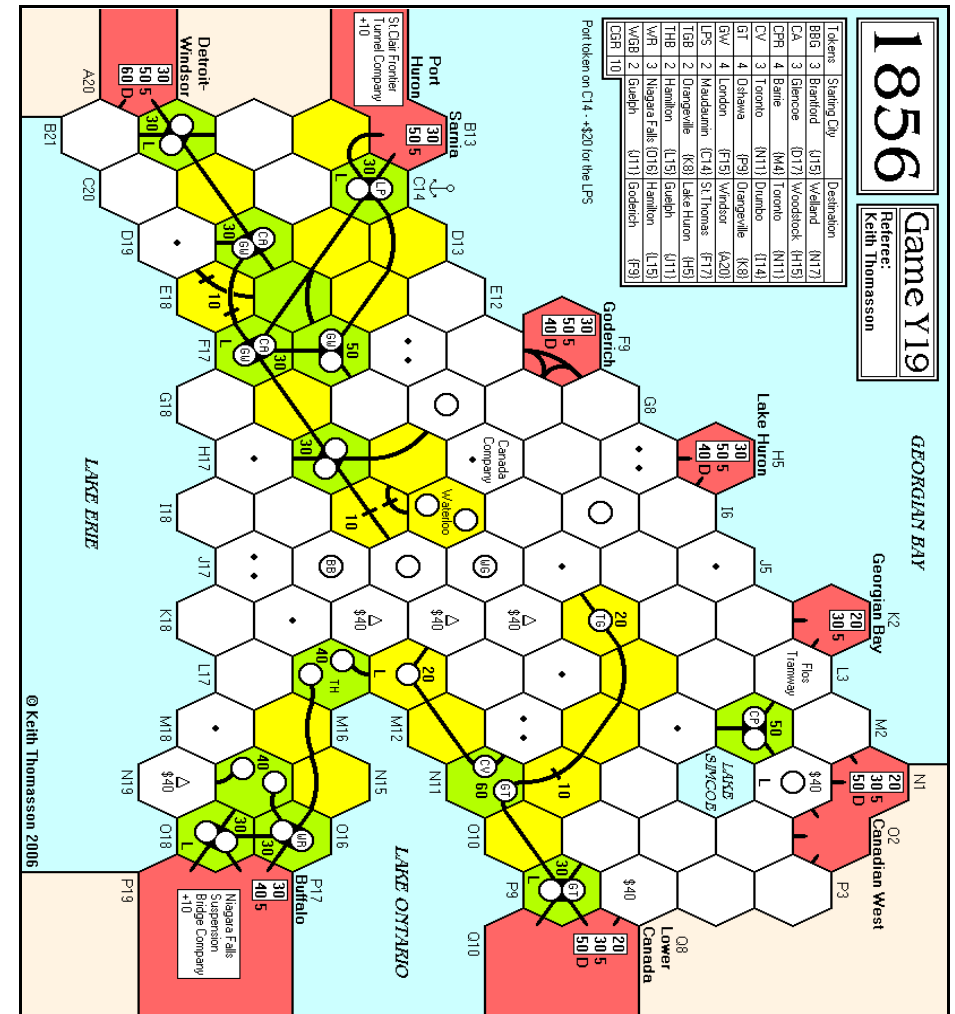
Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Peter Berlin	-	-	-	-	-	-	6P	5P	-	-	-	5P
Mike Head	-	-	-	6P	-	-	-	2	-	-	-	-
Martin Butcher	-	-	-	-	-	-	-	-	-	6P	6P	-
Rob Thomasson	-	-	2	-	-	6P	1	1	5P	-	-	-
✕ Stephen Webb	-	-	6P	-	5P	-	-	-	-	-	-	-

Bank (new)	10P	-	4	4	-	-	-	-	5	4	-	5
Price (par)		65	90	100	65	65	75	100	100	65	100	
Bank (pool)	-	2	-	1	4	3	2	-	-	-	4	-
Price (pool)		110E	75B	90B	90F	90F	90F	100A	100A	90F	100A	
Company credit		480	450	217	554	435	1	500	500	302	500	
Tokens	3	1	3	2	2	1	1	2	2	1	3	
Trains		3	-	4	3	4	4	3	3	-	-	

Bank cash: \$7,504 Certificate limit: 13 Trains: 1 x '4' 3 x '5' Current operating order: CA, GT, GW, WR, LPS, CV, CPR

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/-	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/-							

Martin, please don't forget to say which station the THB takes as its home base.



Orders required for the following rounds

By the early deadline

OR9, OR10

Adjudication can pause between rounds if requested



1870-U19

A couple of '8' trains come out  
in a single operating round.

OR10

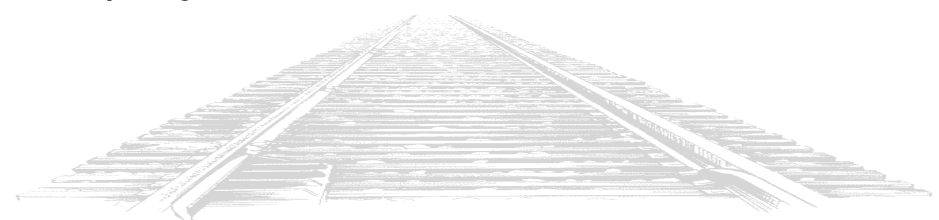
OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SSW	MB	63:H13:1	-	250	Yes	160C	53	5
ATSF	LG	7:N3:1	8:M4:3	260	Yes	140B	3	5
GMO	LG	9:D19:2	9:E18:2	250	Yes	110D	390	6 5
IC	MH	172:C18:1	-	-	③	76F	0	6
TP	SW	24:I6:3	-	60	Yes	90B	25	-
MP	JS	40:C12:1	-	360	Yes	82F	265	-
FW	MB	57:F5:1	9:E4:1	-	④	68E	35	8
SLSF	LG	171:B11:1	-	-	⑤	64G	0	8
MKT	SW	24:H11:6	-	200	Yes	50I	296	6.5

- Notes: ① \$60 to the bank for terrain costs  
 ② \$630 to the bank for a '6' train  
 ③ \$630 to the bank for a '6' train, partly funded by \$140 from Mike  
 ④ \$800 to the bank for an '8' train - '4' trains disappear  
 ⑤ \$800 to the bank for an '8' train, mostly funded by \$798 from Lyndon  
 ⑥ \$40 to the bank for a token in E12

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Lyndon Gurr	524	-517	7	1,885	21.3	13
Stephen Webb	95	155	250	1,060	12.0	4/9
John Shelley	503	342	845	2,275	25.7	13
Mike Hutton	391	102	493	1,747	19.7	12/13
Martin Butcher	229	175	404	1,882	21.3	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)	140B	68E	110D	76F	50I	82F	64G	90B	160C	90B
Company credit	3	35	390	0	296	265	0		53	25
Redeemed shares	-	-	-	-	2	-	-		1	
Tokens	-	1+D	1	-	D	1+D	D	3+D	-	2+D
Trains	5	8	6.5	6	6.5	-	8		5	-
Bank cash: \$8,934	Certificate limit: 13				Trains: 1 x '8', 2 x '10'...					
Current operating order: SSW, ATSF, GMO, TP, MP, IC, FW, SLSF, MKT										



Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/3	4/5	5/2	6/-	7/6	8/6	9/10	55/1	56/1	57/4		
	58/4	69/1												
Green	14/2	15/3	16/2	17/2	18/2	19/2	20/1	23/1	24/-	25/3	26/2	27/2		
	28/2	29/2	141/2	142/2	143/1	144/1								
Brown	39/1	40/1	41/3	42/3	43/1	44/1	45/2	46/2	47/2	63/1	70/2	145/2		
	146/2	147/2	170/3							Grey	171/-	172/-		

# 1870

## GameU19

Referee:  
Keith Thomasson

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

Tokens	Starting City	Destination
ATSF 3	Topeka (B9)	Southwest (N1)
FW 2	Fort Worth (J3)	Denver (A2)
GMO 2	Mobile (M20)	St Louis (C18)
IC 2	Jackson (K18)	Chicago (A22)
MKT 3	Kansas City (B11)	Southwest (N1)
MP 3	St Louis (C18)	Dallas (J5)
SLSF 3	Springfield (E12)	Southwest (M22)
SP 3	Southwest (N1)	New Orleans (N17)
SSW 2	Memphis (H17)	Fort Worth (J3)
TP 2	Dallas (J5)	New Orleans (N17)

Orders required for the following rounds

By the early deadline

OR1 I, SR7

Adjudication can pause between rounds if requested





1870-O20

Waiting for the first  
'4' train to come out.

OR5 - OR6

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
MP	RK	5:C18:5	8:C16:1	-	-	90A	560	3 3
SP	SW	8:L7:3	9:L9:3	140	Yes	-	90E	3 2 2
GMO	SC	6:M20:1	8:L19:2	-	-	76C	320	3
MKT	DS	58:B7:3	-	190	Yes	-	76F	3 2 2
SLSF	WM	4:I14:1	-	190	Yes	-	76F	3 2 2 2

- Notes: ① \$80 to the bank for terrain costs  
 ② \$360 to the bank for two '3' trains  
 ③ \$320 to Simon for the MKT private  
 ④ \$180 to the bank for a '3' train

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SP	MP	15:M6:6	-	150	Yes	-	100E	3 2 2
MP	RK	8:B15:4	4:B13:3	60	Yes	①	100A	3 3
MKT	DS	9:C6:2	-	190	Yes	-	82F	3 2 2
SLSF	WM	-	-	240	Yes	-	82F	3 2 2 2
GMO	SC	58:K20:5	8:J19:2	50	Yes	②	82C	3

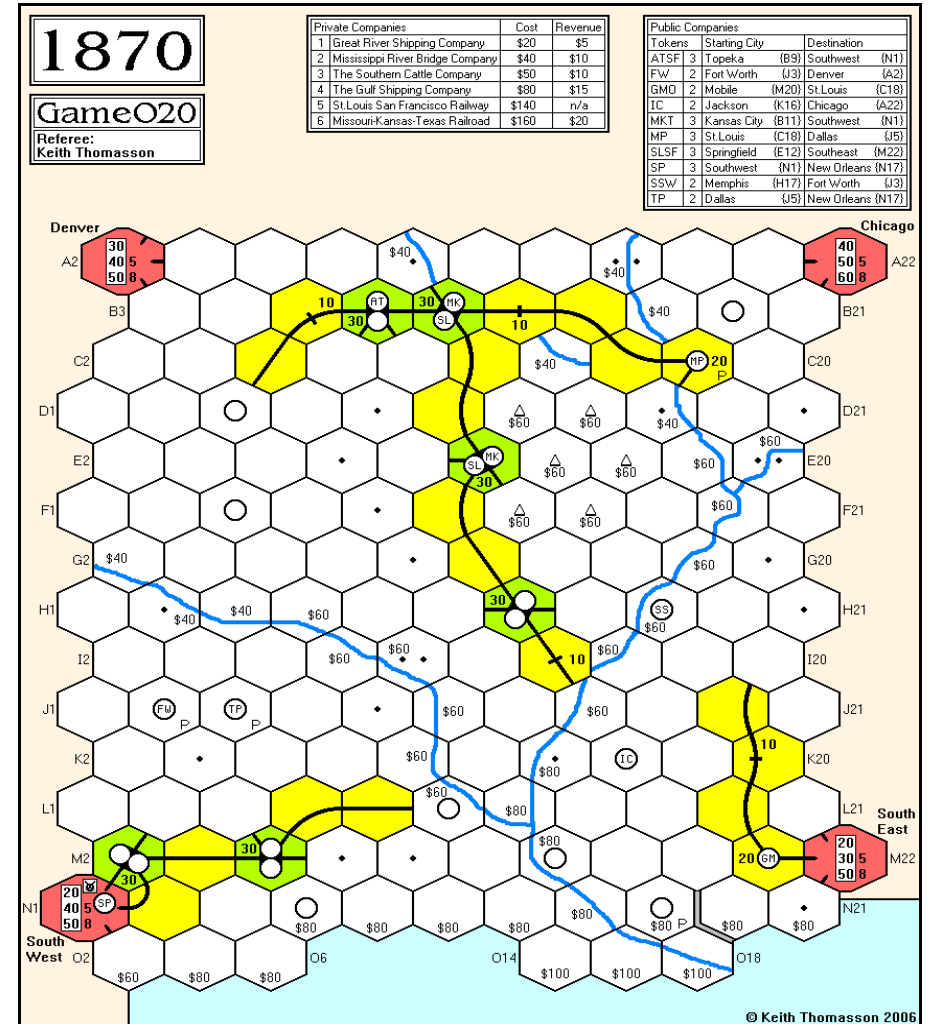
- Notes: ① \$40 to the bank for terrain costs  
 ② \$80 to Simon for the MRBC private

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Simon Cutforth	33	350	120	503	995	19.8	5
Don Smith	9	95	95	199	855	17.0	6
Stephen Webb	38	136	148	322	1,186	23.6	8
Willem Moene	42	152	182	376	1,032	20.6	7
Roger Krueger	62	28	66	156	956	19.0	7

Portfolio	PCS	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Simon Cutforth	-	-	-	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		82F	100A	82F	100E		
Company credit			280		310	544	401	467		
Redeemed shares			-		-	-	-	-		
Tokens	3+D	2+D	1+D	2+D	1+D	2+D	1+D	2+D	2+D	2+D
Trains		3			322	33	3222	322		
Bank cash: \$8,442					Certificate limit: 13			Trains: 5 x '4', 4 x '5'		
Current operating order:					SP, MP, MKT, SLSF, GMO					

Titles	Tile number/Availability								Two Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/3	4/4	5/1	6/1	7/9	8/15	9/19	55/1	56/1	57/5				
	58/3	69/1														
Green	14/2	15/-	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 round

By the early deadline

SR5



1895-L20

The first obligation is fulfilled.

OR6 - SR5

OR6	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	MB	8:E11:6	190	Yes	-	① ② ③	120E▲	196	4H 3H
OB	RK	888:F12:1	80	Yes	-	-	110C▲	134	3H
SD	RK	8:E21:6	90	Yes	80	-	95F▲	705	5H 3H
STA	TF	-	110	Yes	-	④	60E▲	90	5H 4H

Notes: ① 240 RM to the bank for terrain costs  
 ② 100 RM to the bank for a token in F10  
 ③ STA obligation fulfilled - STA gains 50 RM  
 ④ 160 RM to the bank for a '5H' train

#### Stock Round 5

Tim	Martin	Roger
+ STA pool	+ OB new	✗
✗	✗	+ OME new
✗	+ STA new	- 1 OME {↔}
✗	✗	+ OB pool
✗	✗	✗
Priority for SR6		

Cash Flow	b/f	OR6	SR5	c/f	Value	%	Certs
Roger Krueger	121	69	-110	80	995	38.4▼	8
Tim Franklin	37	76	-60	53	658	25.4▲	9
Martin Butcher	124	95	-170	49	939	36.2▼	8

Portfolio	PC/Obliq	STA	OME	SD	OB	NS
Roger Krueger	OB	-	-	5P	4P	-
Tim Franklin	ML SD	5P	-	3	-	-
Martin Butcher	OME	1	5P	-	1	2P

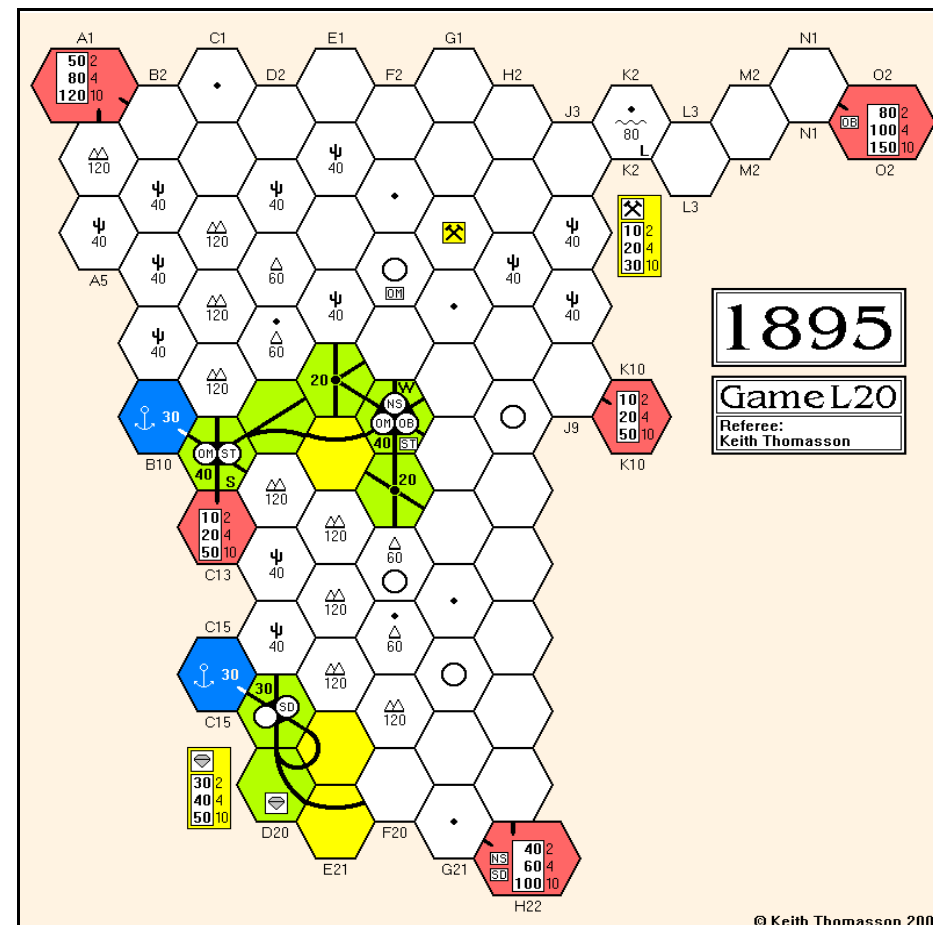
Bank (new)	3	-	1	3	8
Bank (pool)	1	4	-	1	-
Price	60E	120E	95F	110C	60F
Company credit	150	316	705	244	120
Tokens	3	1	2	2	2

Trains: 5H 4H 4H 3H 5H 3H 3H

Bank cash: 4 811 RM Certificate limit: 13 Trains: 2 x '6H' 2 x '8H'

Current operating order: OME, OB, SD, STA

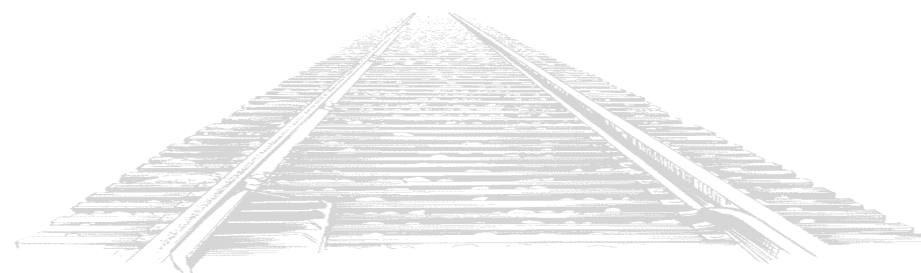
Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds					
Yellow	3/2	4/2	7/4	8/10	9/12	57/3	58/2	814/1	815/1							
Green	14/1	15/2	16/1	17/1	18/1	19/1	20/1	23/1	24/2	25/2	26/2	27/2				
	28/2	29/1	38/-	887/-	888/-											



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

OR7, OR8 *Adjudication can pause between rounds if requested*





18KAAS-O19

Don't go anywhere, this game  
will be back on track in no time.

PAUSED

The PRR's run was \$390 - basically as Alan ordered, which for some reason I had decided weren't valid.

I clearly want the NYC to own a train, as I tried to make it buy one when it didn't have a route. Lyndon's forced share sales did not occur, as the need was not there.

As the lack of those shares in the pool makes quite a difference, I won't run the stock round this time, but give you the chance to review the position and re-order if needed.

Please send replacement orders or confirmation that the ones you sent are to be used.

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Willem Moene	191	84	275	1,125	14.1▼	8
Martin Butcher	624	29	653	2,405	30.3▲	13
Tony Salt	208	97	305	1,729	21.7▲	12
Lyndon Gurr	211	68	279	1,467	18.5▲	9/13
Alan Harvey	41	195	236	1,224	15.4▲	11

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

Bank (new)	-	-	-	-	2	4	-	-
Price (new)	90	100	90	76	100	76	67	71
Bank (pool)	2	-	-	1	1	1	1	3
Price (pool)	100E	142B	126A	100D	66B	48E	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	-	5	5

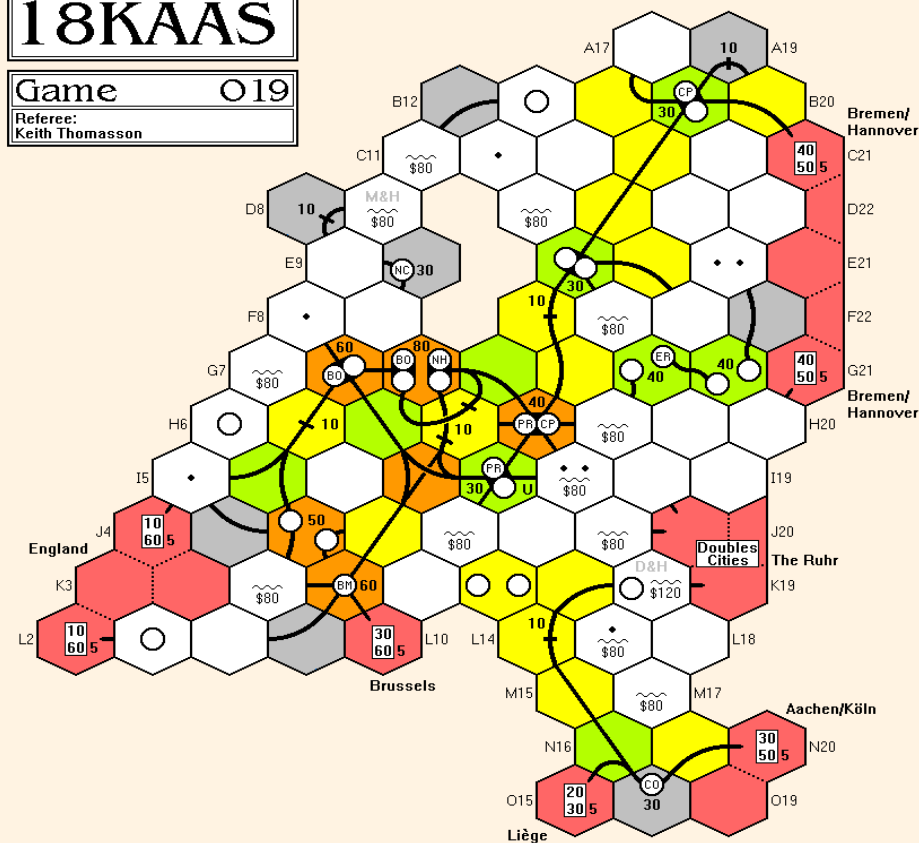
Bank cash: \$9,214      Certificate limit: 13      Trains: Diesels  
Current operating order:      B&O, C&O, B&M, CPR, NYNH, PRR, Erie, NYC

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					

18KAAS

Game O19

Referee:  
Keith Thomasson

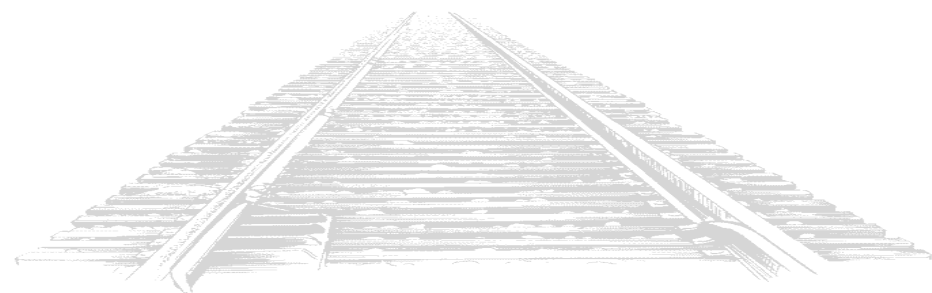
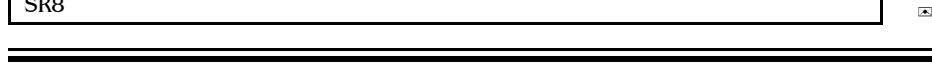


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Orders required for the following round

By the early deadline

SR8



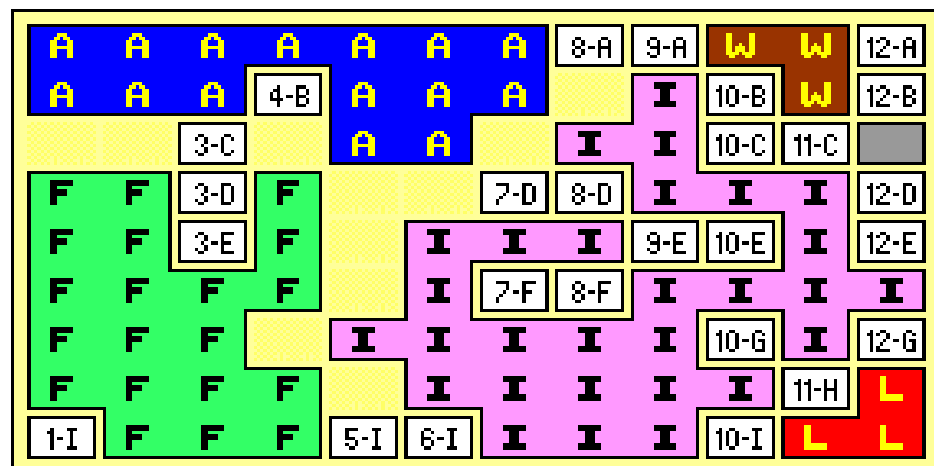


# ACQUIRE 44 {SP}

No mergers, but the end must be close.

# ROUND 11

Michael 12-H {Uses 'Buy 5' Power} Buys 5 Worldwide @ £400.  
 Colin 2-D {Dead tiles: 2-C} Buys 2 American @ £800, 1 Worldwide @ £400.  
 Mick 8-C {Dead tiles: 7-C} Buys 3 Luxor @ £300.  
 John 6-A Buys 3 American @ £800.  
 Michael 11-G Buys 2 Luxor @ £300.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	3	-	-	7	2	-	11	£4,200	£38,000
John Colledge	-	-	6	3	3	-	8	£10,400	£35,800
Michael Graystone	7	-	7	3	5	-	4	-	£29,100
Colin Sharpe	-	-	5	12	7	-	-	£12,200	£40,600
Bank Stock	15	25	7	-	8	25	2		
Chain Size	3	-	15	20	3	-	29		
Chain Value	300	-	800	800	400	-	1000		

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

## Playing sequence

Colin, Mick, John, Michael, Colin again

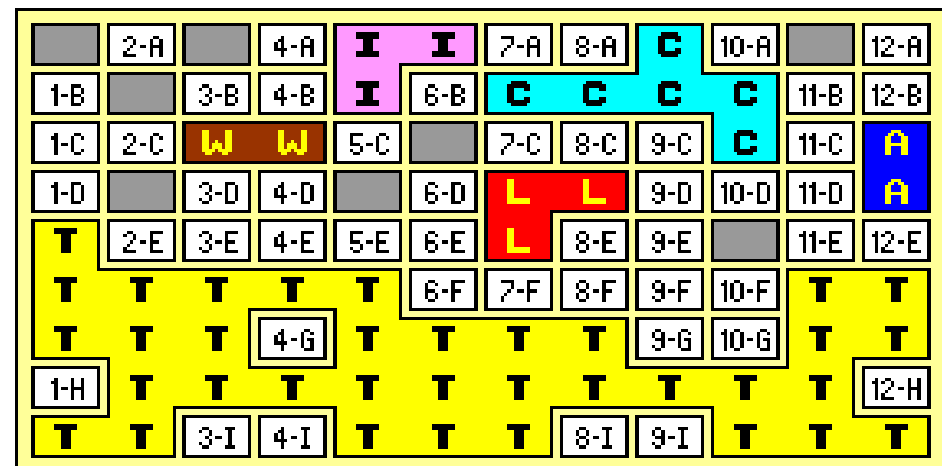


# ACQUIRE 45

No mergers, so no relief from cash shortages.

# ROUND 9

Kevin 2-G No purchases.  
 Colin 1-E No purchases.  
 Michael 1-A Buys 3 Worldwide @ £300.  
 John 11-A Buys 3 American @ £300.  
 Tony 5-A Forms Imperial, one free share. Buys 1 Imperial @ £500.  
 Kevin 5-F No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	1	-	-	9	-	1	£17,500	£27,300
John Colledge	13	-	9	-	-	1	-	£18,300	£34,200
Tony Wilcock	-	-	1	-	9	4	2	£2,800	£25,300
Kevin Lee	9	7	10	-	-	-	-	-	£21,000
Colin Sharpe	-	10	2	-	7	-	-	£100	£20,800
Bank Stock	-	7	3	25	-	20	22		
Chain Size	3	35	2	-	2	6	3		
Chain Value	300	900	300	-	300	800	500		

## Playing sequence

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







## ACQUIRE 46

All seven chains are in play.

## ROUND 4

Lyndon 4-B Forms Continental, one free share. Buys 3 Tower @ £200.  
 Tony 10-E Buys 3 American @ £300.  
 Bob 11-G Buys 3 Festival @ £400.  
 Willem 4-H Buys 3 American @ £300.  
 John 5-G Buys 3 Luxor @ £300.  
 Lyndon 11-A Buys 3 Continental @ £400.

1-A		3-A	4-A	5-A	6-A	7-A	8-A	A	10-A		12-A
1-B	2-B	C	C	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	F	11-E	12-E
1-F	2-F	3-F		5-F	6-F	7-F		9-F	10-F	I	12-F
	2-G	3-G	4-G		6-G	7-G	8-G	9-G	10-G	I	12-G
1-H	2-H	3-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	-	-	8	-	-	4	£1,800	£20,700
Willem Moene	4	9	3	-	-	-	-	£2,700	£11,400
John Marsden	3	-	4	-	7	-	-	£2,400	£17,800
Lyndon Gurr	-	12	-	2	-	4	-	£2,300	£15,100
Tony Wilcock	-	3	3	3	-	-	-	£3,600	£9,100
Bank Stock	17	1	15	12	18	21	21		
Chain Size	3	2	2	3	3	2	4		
Chain Value	300	200	300	400	400	400	600		

### Playing sequence

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



## AUSTRALIAN RAILWAYS 1

These are the last links, bringing us to the end.

## ROUND 9

### Goods Growth

Wool to Broken Hill, Ore to Tumbarumba, Food to Mount Gambier, Goods to Melbourne

Auctions	Bids:	TW	BE	MB	MP
9a: Bendigo & Ararat (5)	-	-	-	*1*	
Build roll: 8 (built)					
9b: Newcastle & Dubbo (8)	-	-	-	-	-
This link does not get built					
9c: Broken Hill & Roto (8)	1	2	-	-	
	3	4	-	-	
Build roll: 11 (built)	*5*				

Commodity Movement		TW	BE	MB	MP
Income:		14	12	12	12
Bruce Timber	Goulburn to Parkes	-	2	1	-
Marcus Timber	Goulburn to Geelong	1	-	-	3
Tony Goods	Sydney to Orange	3	-	-	-
Bruce Wool	Parkes to Sydney	-	2	1	-
Martin Food	Mount Gambier to Cootamundra	-	-	3	2
Marcus Goods	Melbourne to Mildura	2	-	-	3
Market loss number:	12	Income lost:	-1	-1	-1
		Income:	19	15	16
			19		

Bank Loans	Acquired	Total	Interest	Retired	c/f
Tony Wilcock	-	30	-6	-30	-

Cash flow	Marcus	41	Tony	42	Bruce	26	Martin	35
Cash b/f		0		17		22		39
Auction & Builds	-	0	-5	12	-	22	-1	38
Income	+19	19	+19	31	+15	7	+16	54
Interest	-	19	-6	25	-	37	-	54
Retired Loans	-	19	-30	-5	-	37	-	54
Railway Links	+41	60	+42	37	+26	63	+35	89
Final score		60		37		63		89

1st	Martin Butcher	89
2nd	Bruce Edwards	63
3rd	Marcus Pratt	60
4th	Tony Wilcock	37

Tony was defeated by his loans in the end, while the others could look at profit alone for this round. Congratulations to Martin and thanks to everyone for this first game of Australian Railways. Comments are, as always, welcome for next month's round up.



## BREAKING AWAY 15

And just about to cross the line...

## ROUND 14

Pos	Riders	New
120	Teal'c	3
119	-	
118	Bidford	3
117	Eggspy Jackson	4
116	-	
115	Vulnerable	3
114	Yamashita	4
113	Pershore	5
112	One Spade	6
111	Kramer	7
110	-	
109	O'Neill	3
108	Moon	4
107	Acol Ace	5
106	-	
105	-	
104	-	
103	-	
102	Knizia No Trump	3

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



Strong man Teal'c is going to take the individual trophy for the game, whatever he does.

A number of riders are left with only one value of card, so don't even have to think about what they're going to do.

Orders required

Cards for round fifteen



## BREAKING AWAY 16

Full steam ahead.

## ROUND 4

Pos	Riders	New
59	Thomas (10 pts)	31
58	-	
29	-	
28	Odysseus Henry	3
27	William Tell	5
26	-	
25	Earth James	3
24	Pinky Jupiter ◇ Dixen ◇ Oven	5
23	Blinky Former Nimrod	9
22	Robin Hood Coagulant Clyde	12
21	Inky ◇ Latex ◇ Mars Donner Blitzen Gordon	15
20	Rudolph Pluto	21

Simon Brooks		<i>Ditchling Beacon Bykers:</i>			
A	Rudolph	3	3	15	21
B	Donner	3	14	15	
C	Blitzen	7	13	15	
D	Dixen	3	3	5	
Tim Franklin		<i>Ghost Riders:</i>			
A	Inky	7	15	15	
B	Pinky	3	5	8	
C	Blinky	4	6	9	
D	Clyde	1	5	12	
Steve Ham		<i>The Toxophilites:</i>			
A	Robin Hood	3	5	11	12
B	Odysseus	3	4	7	
C	Nimrod	3	9	16	
D	William Tell	5	5	10	
Sharon Khan (10)		<i>Thomas the Tank Engine:</i>			
A	Thomas (10)	2	3	31	
B	Henry	3	3	12	
C	James	3	3	12	
D	Gordon	5	7	15	
Kevin Lee		<i>The Planets:</i>			
A	Earth	3	5	8	16
B	Mars	9	12	15	
C	Jupiter	3	5	5	
D	Pluto	3	12	21	
Jim Reader		<i>Latex Dipping:</i>			
A	Coagulant	3	7	12	15
B	Latex	7	14	15	
C	Former	3	7	9	
D	Oven	3	3	5	



Jim is going to be attending the Malaysian Rubber Glove Manufacturer's Association conference in Kuala Lumpur to learn more about latex dipping. There is no evidence that this venture will improve the performance of his riders, but it's got to be more interesting than some of the alternatives. Meanwhile, Thomas is virtually out of sight, with no red signals.

Orders required

Cards for round five





Bus Boss 292-FRA

Some challenges, but no position changes.

ROUND 12

France

Round 12 Runs		GO	GRUB	DEAR	BUM	RR	BUS	
45	3♥ Paris A♠ Switzerland	① GO	9		+1		+1	11
		① DEAR	9	-1				8
		① RR	8	-1		+3		10
		④ BUM	4			-3		1
46	K♥ Germany 6♦ Bordeaux	① BUM	16	-1				15
		② DEAR	7	-1	+5			11
		② GRUBBY	7			-5		-2
		✕ BUSBOSS			+4		-4	4
		✕ GO			+1	+1		2
47	9♠ Marseille J♥ Strasbourg	① BUM	11			-3		8
		① RR	10			+3		13
		③ GO	5		-3			2
		④ GRUBBY	4	+3	-5			2
		✕ DEAR			+5			5
48	10♣ Calais J♦ Rennes	① DEAR	16	-1		-3	-4	8
		② RR	7	-1		+4		10
		② BUM	7	-1		+3		9
		✕ GO			+1	+1	+1	3
49	5♣ Rouen 3♠ Lyon	① BUM	10				+4	14
		① GO	10		-1			9
		① RR	10			-4		6
		✕ DEAR		+1				1
50	7♥ Nevers 5♠ St.Etienne	① RR	20					20
		② GO	10					10
51	4♦ Perpignan 2♣ Cherbourg	① BUSBOSS	30	-2	-3			25
		✕ GRUBBY					+3	3
		✕ GO					+2	2
52	8♦ Limoges 10♠ Narbonne	① GRUBBY	11		+8		+3	22
		① DEAR	10		-8			2
		③ GO	5				-5	0
		④ BUSBOSS	4	+5	-3			6

Scores										
	Runs:	45	46	47	48	49	50	51	52	Score
RR	273	10	-	13	10	6	20	-	-	332
BUM	238	1	15	8	9	14	-	-	-	285
DEAR	221	8	11	5	8	1	-	-	2	256
GO	210	11	2	2	3	9	10	2	0	249
BUSBOSS	156	-	4	-	-	-	-	25	6	191
GRUBBY	140	-	-2	2	-	-	-	3	22	165

Simon was concerned that Jim's routes were shorter, except for the last run he entered. As it happened, Jim didn't enter that run, but Bob did - with a shorter route. The dice favoured Simon in that one.

1st	Simon Robertson	RR	332
2nd	Jim Reader	BUM	285
3rd	Kevin Lee	DEAR	256
4th	Bob Coull	GO	249
5th	Brian Tappenden	BUSBOSS	191
6th	Michael Graystone	GRUBBY	165

Congratulations to Simon and thanks to everyone for the game. We'll round up next time, so let me have your views on the game.



ACQUIRE 43

Boldness sometimes pays off.

GAME OVER

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

Lionel Robbins (1st): A win that probably would not have come my way in a face to face game. All the others would have seen me buying American and all they needed to do was stop me buying any more. Whichever, it is nice to see a plan, especially a desperate one, come off. Commiserations to John. My thanks to him and the others for the game and to Keith for running it.

John Colledge (2nd): Ooooh! Ping! I should have won this as I had great tiles at the beginning of the game, however I NMRed at just about the worst time possible, so serves me right. Congratulations to Lionel, and thanks for GMing, Keith.

Tony Wilcock (5th): Congratulations to Lionel, but he had to fight hard to beat off John's challenge. A poor performance from myself.



Whether or not Lionel's plan would have come off in face-to-face play, one of the skills of the postal game is trying to block such tactics. The problem is, of course, making the right guesses as to what others will be doing.





BUS BOSS 293-NIT

One solo run each.

ROUND 9

DIGBY paid MBB 5 points for track usage in run 3.

North Italy

Round 9 Runs		MBB	ARM	BUM	DIG	COL	
8	10♥ Ancona Q♦ Switzerland	① COLIN 30					30
15	A♠ Aosta 9♠ Cortina	① DIGBY 30 ✕ COLIN					30
19	5♣ Torino J♠ Austria	① MBB 30					30
20	K♥ South Italy 7♠ Trieste	① BUM 30					30
21	9♦ Verona 8♥ Rimini	① COLIN 16 ② ARMANI 9 ③ DIGBY 5	+4/-6  +4		+4 -4	+6/-4 -4	18 7 5
22	7♣ Genova 4♥ Livorno	① ARMANI 30					30
23	5♦ Cremona 6♥ Arezzo	① BUM 20 ② ARMANI 10	-4	+4			16 14
24	2♠ Padova 6♦ Milano	① COLIN 8 ① DIGBY 8 ① BUM 7 ④ ARMANI 4 ④ MBB 3	+5/-8   +2 -2		+8/-5		8 5 7 9 1
25	3♠ Ferrara 3♦ Parma	① BUM 15 ① COLIN 15					15 15
26	9♥ Pesaro 4♦ Piacenza	① COLIN 15 ① BUM 15 ✕ DIGBY		+6  +2	-2	-6	21 7 2

Round 9 Routes  
Creative Operations Launched In NIT (COLIN) (Colin Sharpe, Blue)  
Milano - Genova (9)

Don's Italian Greyhound Bus Yard (DIGBY) (Don Shailer, Black)  
No routes

Awful Routes Meandering Around Northern Italy (ARMANI) (Steve Ham, Purple)  
San Remo - France, Livorno - South Italy, Venezia - Treviso (12)

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Bologna - Rimini - Pesaro (12)

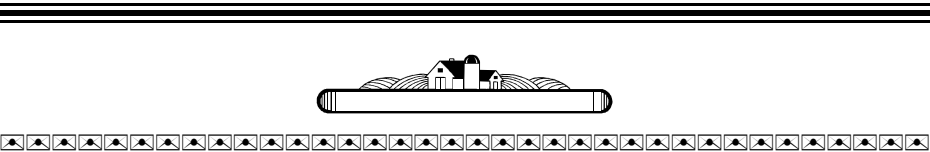
Milano-Bologna Buses (MBB) (Martin Butcher, Red)  
Ravenna - Arezzo (11)

Scores															
	Runs:	8	15	19	20	21	22	23	24	25	26	Routes	Score		
BUM	138	-	-	-	30	-	-	16	7	15	7	-12	201		
MBB	145	-	-	30	-	-	-	-	1	-	-	-11	165		
COLIN	75	30	6	-	-	18	-	-	8	15	21	-9	164		
ARMANI	102	-	-	-	-	7	30	14	9	-	-	-12	150		
DIGBY	71	-	24	-	-	5	-	-	5	-	2	-	107		

Round 10 Runs			
27.	4♦ - 8♠	Piacenza to Bolzano	
28.	2♣ - 4♠	Novara to Venezia	
29.	A♣ - A♦	Aosta to Bologna	
30.	K♠ - Q♥	Yugoslavia to South Italy	
31.	2♥ - 8♦	La Spezia to Mantova	
32.	6♣ - 2♠	Genova to Padova	
33.	4♥ - 6♦	Livorno to Milano	
34.	K♥ - 2♦	South Italy to Modena	
35.	J♠ - J♣	Austria to San Remo	

Routes

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



BUS BOSS 297-VSW

Still no motorway routes.

ROUND 4

The Valleys of South Wales  
South Wales Kiss (SWALK) (Bob Coull, Black)  
Bridgend - Maesteg, Cardiff - Barry . . . . . 67 - 12 . . . . . 55

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
Aberdare - Hirwaun - Glyn Neath, Merthyr Tydfil - Dowlai . . . . . 65 - 12 . . . . . 53

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Hirwaun - Glyn Neath, Abercynon - Pontypridd, Tredegar - Ebbw Vale . 64 - 12 . . . . . 52

Robertson's Routemasters (RR) (Simon Robertson, Blue)  
Abercynon - Merthyr Tydfil, Talbot Green - Tonypany . . . . . 64 - 12 . . . . . 52

Pontypool Expressways Are Rampant (PEAR) (Kevin Lee, Pink)  
Porthcawl - Port Talbot, Bridgend - Cowbridge . . . . . 67 - 12 . . . . . 55

Routes

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





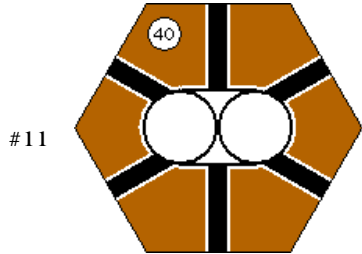


**DISTORTION 1**

Simon cannot be beaten now.

**ROUND 10**

Players	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Total
Simon Robertson	5	4	5	2	5	3	4	2	-	2	5	2	2	5	-	-	46
Tim Franklin	1	1	2	1	1	4	4	2	4	5	5	2	4	3	-	-	39
Steve Thomas	3	4	2	3	4	2	1	3	2	1	2	2	2	4	-	-	35
Allan Stagg	4	5	1	2	2	3	3	2	2	2	-	1	2	3	-	-	32
Sharon Khan	1	-	3	3	4	4	3	2	1	-	-	3	-	3	-	-	27
Bruce Edwards	-	4	4	4	-	4	-	-	1	1	-	2	2	3	-	-	25
Mike Hutton	1	-	2	2	3	-	4	1	2	2	5	-	-	-	-	-	22
Joakim Spångberg	-	-	1	-	2	-	2	3	-	1	-	1	3	5	-	-	18
Richard Lunn	1	4	-	-	4	4	-	4	-	-	-	-	-	-	-	-	17
Colin Sharpe	-	-	-	3	-	5	4	1	-	2	-	2	-	2	-	-	16
Mark Stretch	-	-	1	-	2	2	1	-	4	2	-	1	-	2	-	-	15
Roger Trethewey	-	-	-	1	3	5	1	-	-	1	-	-	-	4	-	-	15
Stephen Webb	-	-	-	-	-	-	-	1	-	2	-	-	-	4	-	-	7
Steve Ham	-	-	-	2	-	3	-	-	-	-	-	-	-	-	-	-	5
Don Shailer	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	4
Richard Lunn	-	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2



#11

Picture number 11 is tile 63 from a variety of 18xx games. Colin was on the right track but he wasn't familiar enough with the numbers.



#12

Picture number 12 is that crazy drummer from the Muppets, Animal.

#13  
①



#14  
①



#15  
②



#16  
②



Wrong guesses so far:

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

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.

Wrong guesses so far:

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

Wrong guesses so far:

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

Orders

Tell me what you think the pictures are



LANCASHIRE RAILWAYS 10

Two cheap links, then an expensive one.

ROUND 7

Auctions		Bids:	MB	TW	LG	RK
7a:	St.Helens & Wigan (5)		1	-	-	2
	Build roll: 7 (built)		*3*			
7b:	Lancaster & Scotland, Barrow-in-Furness (10)		-	-	1	2
	Build roll: 8 (not built)		-	-	*3*	
7c:	Preston & Lancaster (8)		-	1	-	2
			-	3	-	4
			-	5	-	6
			-	7	-	8
			-	9	-	*10*
	Build roll: 6 (not built)					

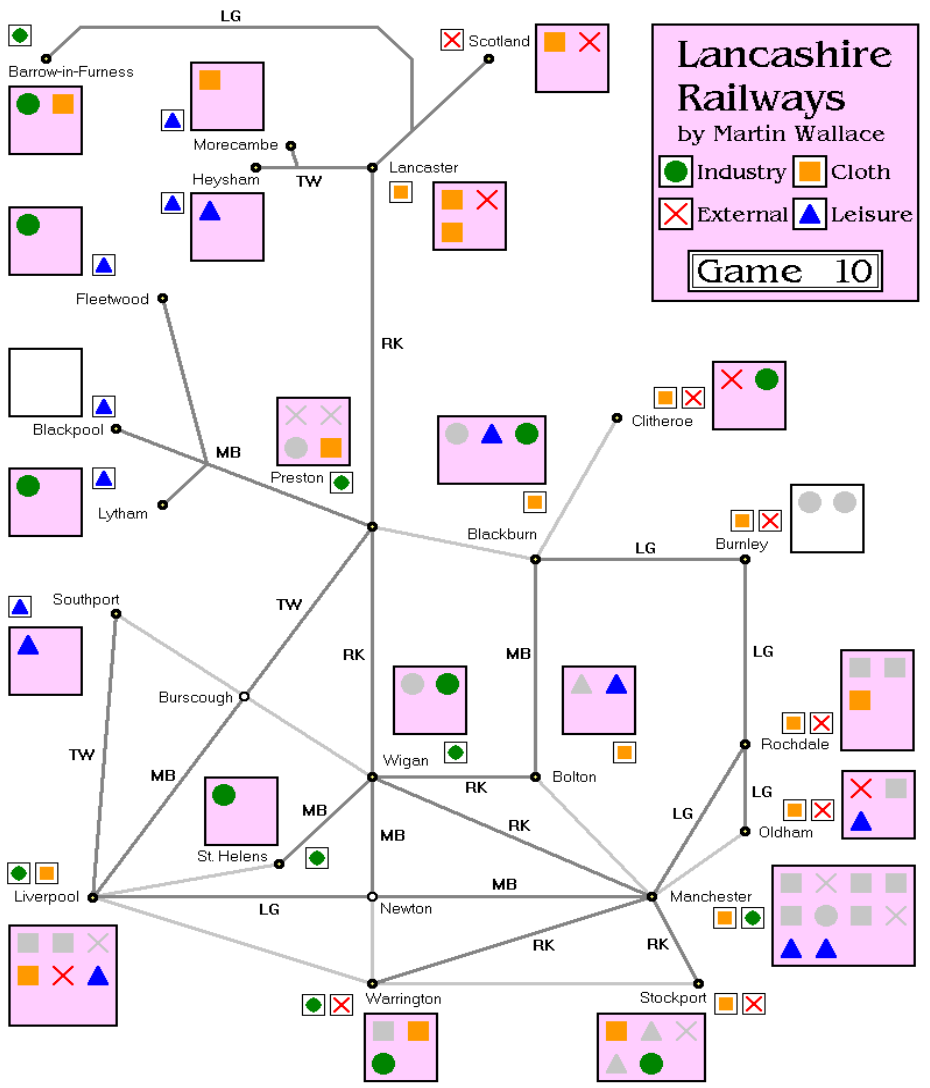
Commodity Movement		MB	TW	LG	RK
Income:		14	3	10	11
Tony	✗	-	-	-	-
Martin	External Manchester to Burnley	4	-	-	1
Tony	✗	-	-	-	-
Lyndon	Industry Blackburn to Manchester	-	-	3	-
Roger	External Preston to Warrington	-	-	-	3
Market loss number:	8	Income lost:	-2	-1	-1
		Income:	16	3	12
				14	

Martin remains the Train Player (income 16/cash 21).

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

Manchester	Leisure	◇	Link 8a:	Burscough & Wigan (6)
Scotland	External	◇	Link 8b:	Blackburn & Preston (7)
Liverpool	Leisure	◇	Link 8c:	Burscough & Southport (6)
Preston	Cloth	◆	Link 9a:	Warrington & Newton (5)
Manchester	Leisure	◆	Link 9b:	Manchester & Oldham (7)
Morecambe	Cloth	◆	Link 9c:	Liverpool & Warrington (6)

Cash Flow	Lyndon	43	Roger	38	Martin	39	Tony	20
Initial cash		6		21		8		15
Auctions & Builds	-3	3	-10	11	-3	5	-	15
Income	+12	15	+14	25	+16	21	+3	18
Acquired Loans	-	15	-	25	-	21	-	18
Interest	-2	13	-	25	-4	17	-6	12
Retired Loans	-	13	-	25	-10	7	-	12
Cash c/f		13		25		7		12



Orders required	Martin leads the playing order
Railway link bids 8a, 8b and 8c, commodity movement, loans	



## NEW ENGLAND RAILWAYS 8

It's a race for second.

## ROUND 6

Auctions		Bids:	SK	MB	TW	MP
6a:	Manchester & Lowell (5)		1	2	3	4
	Build roll: 8 (built)		5	-	*6*	-
6b:	Greenfield & Keene (8)		1	2	-	*3*
	Build roll: 5 (not built)		-	-	-	-
6c:	Plainfield & New London (6)		1	*2*	-	-
	Build roll: 6 (built)		-	-	-	-

Commodity Movement		SK	MB	TW	MP
	Income:	12	7	5	7
Sharon	Cotton Worcester to Kingston	2	-	-	-
Sharon	Cotton Greenfield to Lowell	2	-	1	-
Martin	Coal Boston to Worcester	-	1	-	-
Tony	X	-	-	-	-
Marcus	Cotton Manchester to Concord	-	-	-	1
Market loss number:	7	Income lost:	2	1	1
	Income:	14	7	6	7

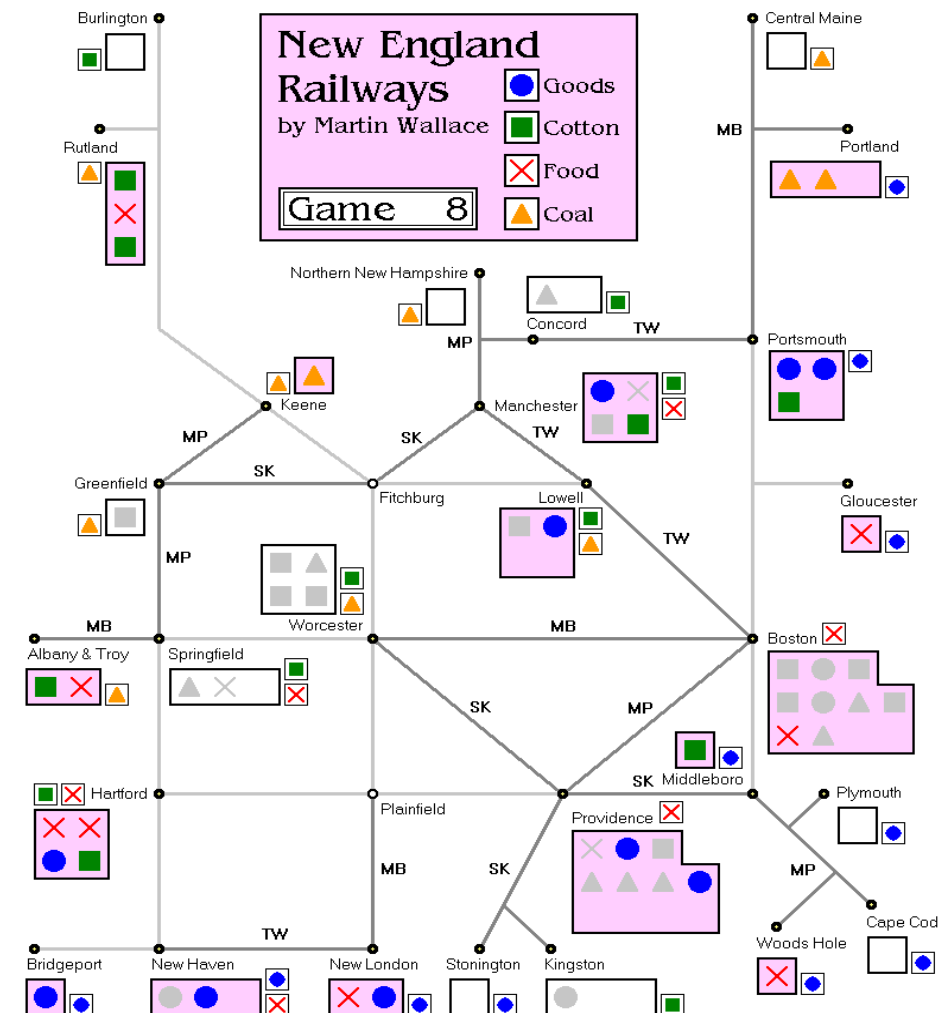
Sharon remains the Train Player (income 14/cash 19).

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

### Commodity Growth and New Railway Links

Portsmouth	Cotton	◇	Link 7a:	Hartford & Plainfield (7)
Middleboro	Cotton	◇	Link 7b:	Rutland, Burlington & Keene (8)
Hartford	Cotton	◇	Link 7c:	Fitchburg & Worcester (6)
Manchester	Cotton	◆	Link 8a:	Boston & Middleboro (6)
Lowell	Goods	◆	Link 8b:	Providence & Plainfield (6)
Albany & Troy	Food	◆	Link 8c:	Worcester & Plainfield (7)

Cash Flow	Sharon	32	Martin	31	Tony	26	Marcus	35
Balance b/f		5		2		14		6
Auctions	-	5	-2	0	-6	8	-3	3
Income	+14	19	+7	7	+6	14	+7	10
Acquired Loans	-	19	-	7	-	14	-	10
Interest	-	19	-2	5	-6	8	-4	6
Retired Loans	-	19	-	5	-	8	-	6
Balance c/f		19		5		8		6



Orders required

Sharon leads the playing order

Railway link bids 7a, 7b and 7c, commodity movement, loans



## OUTPOST 22

A vote for Ecoplants.

## GAME OVER

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)

Martin Butcher (4th): Finished mid table which wasn't too bad I suppose. Not sure where it all went wrong, my production was terrible so I decided to maximise my VPs by snaffling as many Ecoplants as possible. Congratulations to David for winning with such a huge margin, and thanks to Keith for running the game.

Personally, I think Ecoplants are often undervalued. When people have one they stop looking at them, but at 5 VPs each they can be a cheap source of victory points.



## OUTPOST 23 {AV}

On the verge of finishing,  
but a couple of points short.

## ROUND 15

### Commander Actions

- Mick Auctioned a Planetary Cruiser for 163 and got it (w:30 r:5,5,5,5,5,5,8,8,8,8,8 mo:22,28)
- ▶ Bought one Population Unit (r:5,5)
- Marcus Auctioned a Space Station for 120. Kevin joined at 130. Marcus dropped out at 130. Kevin got it for 130 (w:4,4,4,4,4,4,4,4,4,4,4 t:4,4,4,4,4,4,4,4,6,44)
- ▶ Auctioned an Ecoplants for 30 and got it (w:3,4 t:6 ro:17)
  - ▶ Bought six Population Units (w:3,3 t:4,4,4,6,6)
- David Auctioned a Moon Base for 200 and got it (w:3,3,3,4,30 m:7,10 n:8,8,12,12,12,12,12,12,12 ro:17,23)
- ▶ Bought one Population Unit (r:5)
- Kevin Passed
- Willem Auctioned a Moon Base for 200 and got it (w:30 t:6,44,44 r:5,5,5,5,8,8,8,8,8,8,8)
- ▶ Bought one Population Unit (r:5,5)

PO	Name	Factories	Population	Robots	Production
1	Mick	2o,4w,4r	9 (10)	1 (9)	196
2	David	2o,7w,2n	10 (10)	0 (0)	223
3	Willem	2o,4w,5t,5r	9 (9)	6 (9)	217
4	Marcus	2o,2w,7t	11 (11)	4 (11)	265
5	Kevin	2o,3w,7t	12 (16)	0 (0)	161

PO Name Colony Cards Victory Points

1	Mick	DL, DL, DL, Nod, Sci, Sci, Rob, Lab, Lab, PC, MB	69 (720)
2	David	WH, Nod, Sci, OL, Eco, PC, MB	60 (530)
3	Willem	WH, HE, Nod, Rob, Lab, MB	56 (410)
4	Marcus	HE, OL, OL, Rob, Eco, OP, PC	53 (470)
5	Kevin	WH, HE, Eco, OP, OP, SS	45 (405)

PO	Name	Cards/ Limit	Megas 30 44 88	Ore 1 2	Wat/Tit 3 4 6	Res 5 8	Mic 7 10	NC/OM 8 12 18	RO 17 23	MO 22 28
1	Mick	6/10	- - -	- -	4 4	- 6 6	- - -	- - -	1 1 1	1 1 1
2	David	11 1/2/15	1 - -	- -	3 4	- 1 2	1 1 2	2 2 -	1 1 1	1 1 1
3	Willem	11/15	1 1 -	- -	2 2	5 6	- - -	- - -	- 1 1	- 1 1
4	Marcus	15/15	- 2 -	- 1	2 5	3 -	4 4	- - -	1 2 -	- - -
5	Kevin	17 1/2/25	- 1 -	3 3	8 6	5 -	- - -	- 1 1	- - -	- - -

Marcus discarded o:1 o:1 o:2 to meet hand limits.

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	2	(1 more)
Scientists	0	Sold out	Planetary Cruiser	1	(none left)
Orbital Lab	0	Sold out	Moon Base	1	(none left)
Robots	0	Sold out			

### Orders required

Round sixteen auctions, bids and purchases



## OUTPOST 24

A number of colony cards  
are picked up at face value.

## ROUND 10

### Commander Actions

- Jim Passed
- Martin Auctioned an Orbital Lab for 50. Geoff joined at 71, Mark at 72. Martin and Geoff dropped out at 72. Mark got it for 72 (w:7,8,8,30 t:7,12)
- ▶ Bought two Titanium Factories (w:5,9 t:9,12,12,13)
  - ▶ Bought two Robots (w:7 t:13)
- Geoff Bought one Titanium Factory (w:30)
- Mark Passed
- Willem Auctioned a Laboratory for 80 and got it reduced to 40 after Data Library discounts (o:1,3 w:8 r:13,15) plus a free Research Factory
- ▶ Bought one Population Unit (r:10)
- Michael Auctioned a Robots for 50 and got it (w:4,4,6,8,8,10 r:11) plus a free Robot



Lyndon Bought one New Chemicals Factory (o:1,2,3 w:7,7,30 r:10)  
    ▶ Bought one Population Unit (w:5,5)

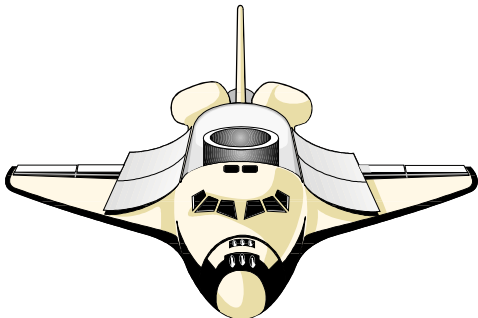
Marcus Auctioned a Laboratory for 80 and got it (o:4,4 w:9,9,30 r:11,13) plus a free Research Factory

PO	Name	Factories	Population	Robots	Production
1	Willem	2o,2w,1r	5 (5)	0 (0)	3o,3w,3r (69,10)
2	Martin	2o,3w,5t	5 (5)	3 (5)	4w,1t,1T (82,15)
3	Marcus	2o,4w,1r	6 (8)	0 (0)	1o,1w,1W,2r (66,10)
4	Jim	2o,3w,1t	7 (8)	0 (0)	4o,6w,2t (74,15)
5	Michael	2o,4w,1r	5 (5)	1 (5)	2o,4w,1r (47,15)
6	Mark	2o,6w,2t	8 (8)	0 (0)	2w,1W,2t,1m (81,10)
7	Lyndon	2o,5w,1n	8 (8)	0 (0)	2o,2w,1W,1r,1n (83,15)
8	Geoff	2o,5w,2t	8 (8)	0 (0)	4o,8w,3t (98,15)

PO	Name	Colony Cards	{30 VPs for the final phase}	Victory Points
1	Willem	DL, DL, DL, DL, Sci, Sci, Lab		19 (220)
2	Martin	WH, HE, Rob		18 (105)
3	Marcus	HE, Nod, Sci, Lab		17 (175)
4	Jim	DL, WH, HE, Nod, Eco		17 (125)
5	Michael	WH, Rob, Lab		16 (155)
6	Mark	HE, Nod, OL		16 (105)
7	Lyndon	WH, Nod, Sci		15 (90)
8	Geoff	WH, HE, Nod		14 (80)

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

Orders required
Round eleven auctions, bids and purchases



OUTPOST 25

Just one round as Willem buys a Data Library.

ROUND 1

Commander Actions

Willem Auctioned a Data Library for 15 and got it (o:1,4,5 w:5)

Sharon Bought one Water Factory (o:3,3 w:4,10)

Kevin Bought one Water Factory (o:1,2,4,5 w:8)

Jim Bought one Water Factory (o:1,2,4,5 w:8)

Marcus Bought one Water Factory (o:3,3 w:6,8)

David Bought one Water Factory (o:3,3 w:7,7)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,1w	3p (5,0)	DL	3o,2w (23,10)	4 (15)
2	Jim	2o,2w	3p (5,0)	-	1o,3w (24,10)	3 (0)
3	Kevin	2o,2w	3p (5,0)	-	1o,3w (24,10)	3 (0)
4	Sharon	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
5	Marcus	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
6	David	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)

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

Orders required
Round two auctions, bids and purchases





**PUERTO RICO 4**

Money is being earned but not spent.

**ROUND 8**

Kevin is the Trader (+1) and trades Coffee.  
 Geoff trades Sugar, Jim trades Indigo, Stephen trades Tobacco.  
 The Trading House is emptied.  
 Geoff is the Prospector (+2).  
 Jim is the Captain. The Sugar ship is emptied.  
 Stephen is the Mayor.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
2	Crn	Ind	Sug	Tob	Cof	-	-	-	-	4	37

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	×	UNI	2	HAR	2	WHA	2	
4 VPs	GUI	1	RES	1	FOR	1	CUS	1	CIT	1			

Cargo Ships	5: Corn	6: Empty	7: Indigo
	✓ ✓ ✓ ✓ -	- - - - -	✓ ✓ ✓ ✓ ✓ - -

Geoff Har- dingham DbIns: 9 Chips: 4	● Small indigo plant	● Small sugar mill	● Coffee roaster	● Factory	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓	Goods: Cof✓
Jim Reader DbIns: 6 Chips: 7	● Indigo plant	● Small market	● Hacienda		Fields: Qry✓ Crn✓ Ind✓ Tob✓ Cof✓	Goods: ×
Stephen Webb DbIns: 5 Chips: 5	● Sugar mill	● Tobacco storage	● Factory		Fields: Qry✓ Crn✓ Sug✓ Tob✓	Goods: Tob✓
Kevin Lee DbIns: 13 Chips: 8	● Small sugar mill	● Coffee roaster	● Small market		Fields: Qry✓ Crn✓ Sug✓ Cof✓	Goods: ×

Orders required

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



**PUERTO RICO 5**

Jim goes for a virtual Craftsman.

**ROUND 3**

Paul is the Builder (+1) and builds a Small Sugar Mill.  
 Brian builds a Small Indigo Plant.  
 Allan is the Settler and plants Corn.  
 Jim plants Coffee (manned), Brian plants Coffee, Paul plants Indigo.  
 Jim is the Craftsman (+1).  
 Brian is the Trader (+2) and trades Corn.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
7	Crn	Crn	Sug	Tob	Cof	Crn	-	-	-	4	63

Buildings	1 VP	SIP	3	SSM	3	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: 1 Chips: 0	● Hospice	Fields: Ind✓ Tob✓ Cof✓	Goods: ×
Brian Tappenden DbIns: 7 Chips: 1	● Small indigo plant	● Small market	Goods: ×
Paul Tappenden DbIns: 3 Chips: 2	● Small sugar mill	● Small market	Goods: Crn✓
Allan Stagg DbIns: 0 Chips: 2	● Small warehouse	Fields: Qry× Crn✓ Sug×	Goods: Crn✓

Orders required

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



## PUERTO RICO 6

Off to the islands.

## NEW GAME

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

Rob Thomasson 205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN  
 Jim Reader 55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan  
 Tony Sait 6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH  
 Lionel Robbins 24 Regency Court, Sittingbourne, Kent, ME10 1BZ

Roles ☐ Builder ☐ Captain ☐ Craftsman ☐ Mayor

☐ Settler ☐ Trader ☐ Prospector

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

### Buildings

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

### Cargo Ships

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

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

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

Rob and Jim start with one Indigo field each, while Tony and Lionel have Corn fields. I shall be using field instead of plantation as it is easy to confuse plantation and plant.

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

### Orders required

Round one orders in the sequence Rob, Jim, Tony, Lionel



## SOPWITH T340FW

Watch out for the sun.

## NEW GAME

Pilot	Starts	Moves	Ends	A:D:P
1 <i>Not Only But Also</i> Don Shailer	A1-E	{Airfield: A1}		16:12:00
2 <i>Tim</i> Tim Franklin	A10-SE	{Airfield: A10}		16:12:00
3 <i>Simon</i> Simon Brooks	J19-SW	{Airfield: J19}		16:12:00
4 <i>The Brown Baron</i> Michael Graystone	S19-W	{Airfield: S19}		16:12:00
5 <i>Wizard Prang</i> Jim Reader	S10-NW	{Airfield: S10}		16:12:00
6 <i>Lord Flashheart</i> Joakim Spångberg	J1-NE	{Airfield: J1}		16:12:00

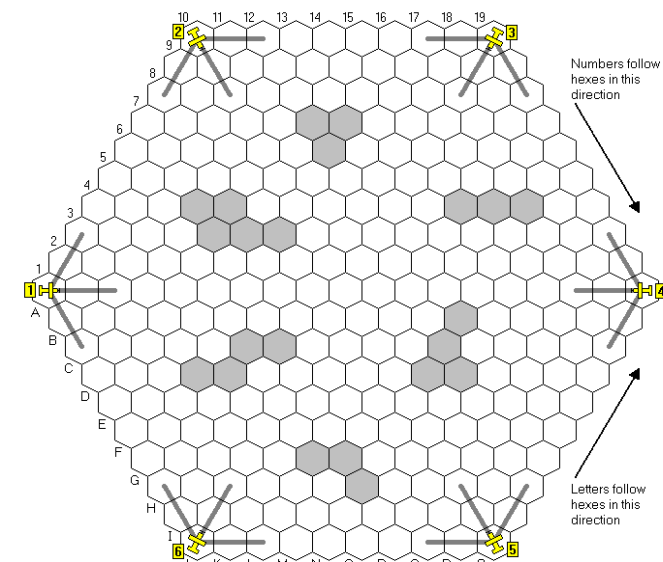
Each player needs a pilot, and the names on the above table are the ones reported in the local newspaper. Tim and Simon need to think about names for their pilots.

If the newspaper has got your pilots' names wrong, then just let me know and I'll correct it next time.

The Brown Baron and Lord Flashheart are Aces, which allows them to perform the Immelman manoeuvre. They're also a bit more accurate with their guns and cause more damage as a result.

But with no more ado, it's time to take to the skies.

The rules are available on the web site, in [www.fwtwr.com/postal\\_games/](http://www.fwtwr.com/postal_games/). Happy flying. May you find the ground when you expect it, and not when your enemies send you to it.





# RAIL BARON 14

Slow going this month.

# ROUND 5

Kevin Lee : Green : Pocatello Expressways Are Rampant (PEAR) : Cash 20K  
(Home: El Paso)

- 21: {5} SP to Houston {-1 bank}
- 22: {3} SP to 1 W of New Orleans {-1 bank}
- 23: {9} SP/SOU to 1 NE of Atlanta {-1 bank -5 SLAPPERS}
- 24: {3} SOU to Charlotte {-5 SLAPPERS}
- 25: {12} SAL to Tampa {+24} No purchase {-5 BUM}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 43½K  
(Home: Detroit)

- 21: {5} B&O to 2 E of Cincinnati {-1 bank +5 SLAPPERS}
- 22: {3} B&O to 1 W of Cincinnati {-1 bank +5 SLAPPERS}
- 23: {4} B&O/SLSF to 1 SW of St.Louis {-1 bank}
- 24: {3} SLSF to 3 NE of Oklahoma City {-1 bank}
- 25: {6} SLSF to Fort Worth {-1 bank +5 PEAR}

John Shelley : Red : St.Louis, Atlanta, Plains & Pacific Electric Railroad System  
(SLAPPERS) : Cash 23½K  
(Home: Atlanta)

- 21: {5} GM&O to Mobile {+22½} Buy CB&Q {-20} {-5 BUM}
- 22: {3} GM&O/IC to 2 S of Memphis {-1 bank -5 BUM}
- 23: {4} IC to 1N of Memphis {-1 bank +5 PEAR}
- 24: {3} IC to Louisville {+5½} No purchase {-1 bank +5 PEAR}
- 25: {6} IC/CB&Q to 1 NW of St.Louis {-1 bank}

Roger Krueger : Blue : PFFFT (Pennies Flattened for Feckless Teens : Cash 12½K  
(Home: San Francisco)

- 21: {5} L&N to 1 S of Louisville {-1 bank}
- 22: {3} L&N/B&O to 1 E of Cincinnati {-1 bank}
- 23: {4} B&O to 2 SE of Pittsburgh {-1 bank}
- 24: {3} B&O to Pittsburgh {+8} No purchase {-1 bank}
- 25: {6} B&O to 1 E of Cincinnati {-1 bank}

Derek Wilson : Black : Cut & Thrust (C&T) : Cash 23½K  
(Home: Los Angeles)

- 21: {5} AT&SF to 5 W of Tucumcari {-1 bank}
- 22: {3} AT&SF to 5 E of Los Angeles {-1 bank}
- 23: {4} AT&SF to 4 SE of San Francisco {-1 bank}
- 24: {3} AT&SF to 1 E of San Francisco {-1 bank}
- 25: {6} AT&SF to San Francisco {+21½} Buy D&RGW {-6} {-1 bank}

Turn	Basic Throw	Bonus	Priority	
26	1+6=7	-	PEAR	The movement rolls are a little better this time. The bonuses for turns 27, 28 and 30 are only for those who buy a Superchief.
27	2+5=8	2 (S)	BUM	
28	5+3=9	4 (S)	SLAPPERS	
29	1+1=2	5 (E)	PFFFT	
30	6+3=9	4 (S)	C&T	

Player	Colour	First Destination	Payout	Second Destination	Payout
PEAR	Green	Washington . . . (NE)	9,500	St.Louis . . . . . (NC)	9,000
BUM	Yellow	Houston . . . . . (SC)	15,000	Oakland . . . . . (SW)	21,000
SLAPPERS	Red	Casper . . . . . (NW)	12,000	New Orleans . . (SC)	15,500
PFFFT	Blue	Nashville . . . . . (SC)	6,000	Oklahoma City . (PL)	7,500
C&T	Black	Denver . . . . . (PL)	13,500	Memphis . . . . . (SC)	11,000

Additional destination for <i>BUM</i>		Oakland to:	Oklahoma City . (PL)	18,000
Additional destination for <i>PFFFT</i> :		Oklahoma City to:	Salt Lake City (NW)	12,500
Player	Train	Railroads	Cash	

PEAR	E	B&M, C&NW, C&O, SP	\$26,000
BUM	N	GM&O, RF&P, SAL	\$53,500
SLAPPERS	N	ACL, CB&Q, IC, SOU	\$27,500
PFFFT	N	L&N, NYC, NYNH&H, UP, WP	\$15,500
C&T	N	CMStP&P, D&RGW, MP, PA	\$34,000

Railroads available for purchase from the bank			
AT&SF . . . . .	40,000	GM . . . . .	17,000
B&O . . . . .	24,000	N&W . . . . .	12,000
CRI&P . . . . .	29,000	NP . . . . .	14,000
SLSF . . . . .	19,000	T&P . . . . .	10,000

Orders required
Turns 26 to 30







## RAILROAD TYCOON 1

We've got some  
two-link deliveries.

## ROUND 2

First player auction  
Joakim wins the auction

Bids: SR ML JS MS  
- - \*1\*

### Round 2.1

Joakim Built from Cincinnati to Indianapolis (cost 4,000)  
Mark Built from Louisville to Cincinnati (cost 2,000)  
Simon Took the New Industry card and converted New Haven to purple  
Michael Built from Baltimore to Washington (cost 2,000)

### Round 2.2

Joakim Built from Indianapolis to Chicago (Government Land Grant)  
Mark Upgraded to a '2' train (cost 5,000 - issued 1 share)  
Simon Built New York to New Haven (cost 3,000)  
Michael Upgraded to a '2' train (cost 5,000 - issued 1 share)

### Round 2.3

Joakim Upgraded to a '2' train (cost 5,000 - issues 1 share)  
Mark Delivered yellow from Nashville to Cincinnati (2 VPs)  
Simon Delivered purple from New York to New Haven (1 VP)  
Michael Delivered blue from Washington to Philadelphia (2 VPs)

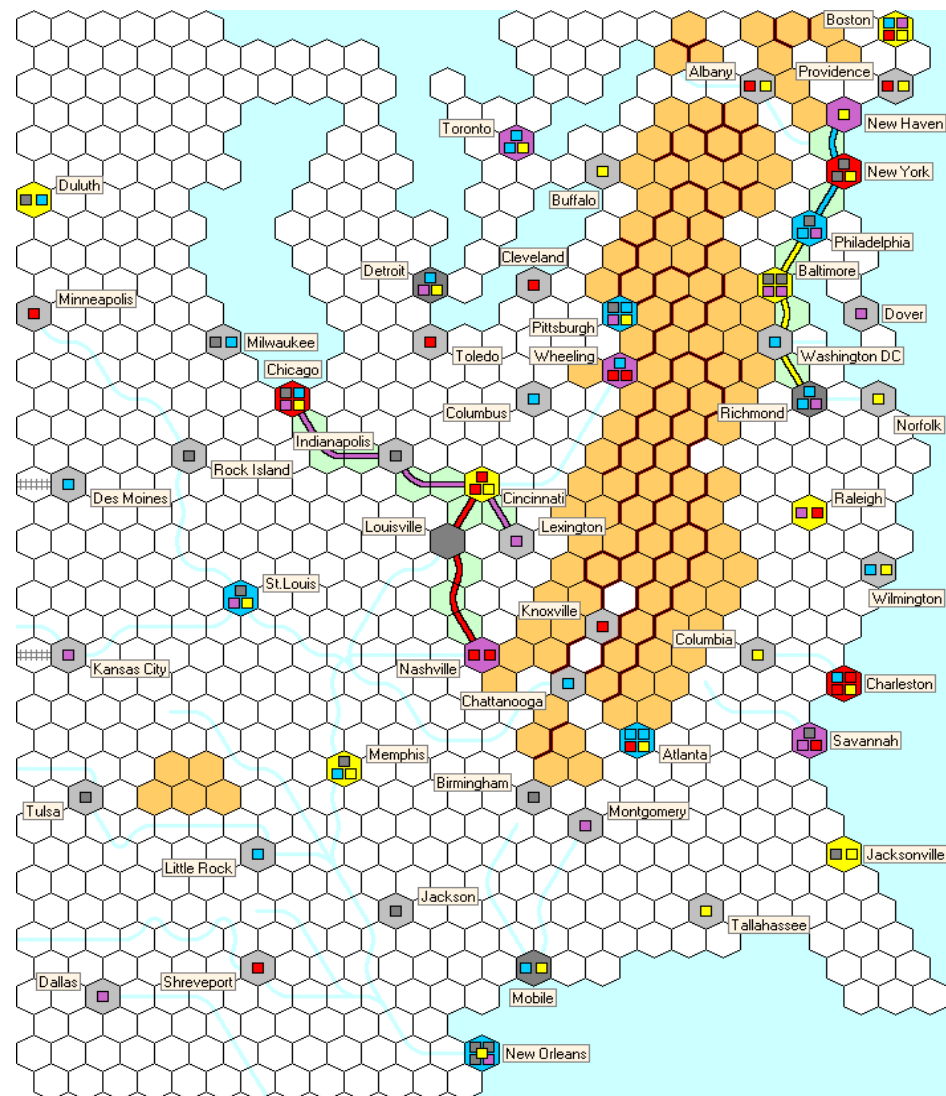
### Cash flow

Cash flow	Joakim		Mark		Simon		Michael					
Balance b/f		5		6		4		3				
Shares	2	+5	10	3	+5	11	1	-	4	2	+5	8
Expenditure		-10	0		-7	4		-3	1		-7	1
Income		+3	3		+6	10		+6	7		+5	6
Share dividends		-2	1		-3	7		-1	6		-2	4
Shares issued		-	1		-	7		-	6		-	4
Balance c/f			1			7			6			4

Player	Colour	Train	VPs	Railroad Operation Cards
Joakim	Purple	2	1	-
Mark	Red	2	4	-
Simon	Blue	1	4	-
Michael	Yellow	2	3	Hotel (New York)
<ul style="list-style-type: none"> <li>● Speed Record (first 3-link delivery)</li> <li>● New Train (first '4' train)</li> <li>● Hotel (Boston)</li> <li>● Service Bounty (Mobile)</li> <li>✗ City Growth (2 new cubes)</li> </ul>				
<ul style="list-style-type: none"> <li>● Major Line (Baltimore/Toledo)</li> <li>● Major Line (New York/Chicago)</li> <li>✗ City Growth (2 new cubes)</li> <li>● Service Bounty (Jacksonville) <b>New</b></li> </ul>				

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

No last minute builds.

## ROUND 11

Czech Republic

Leapfrog rules

### Round 11 Runs

			MATE	TBD	PUP	TGV	COL	
29	51 Havlickuv Brod/ 32 Jilava Ostrava	① MATE 13 ① TBD 12 ③ COLIN 5		+7 -7 -2			+2 +2	22 7 1
30	43 Prerov/ 24 Prostejov Kolin/Nyumburk	① TBD 30						30
31	61 Plzen 36 Krnov	① COLIN 30 ✕ MATE ✕ PUPPET	-3		-2		+3 +2	25 3 2
32	64 Karlovy Vary ② Slovakia	① PUPPET 13 ② TGV 8 ③ MATE 5 ④ TBD 4 ✕ COLIN		+2 +1 -1 +2	+1/-2	+2/-1 -2		14 9 4 1 2
33	45 Breclav 11 Praha	① COLIN 13 ② MATE 8 ③ PUPPET 5 ④ TGV 4	+1/-4		-2		+4/-1 +2	8 11 7 4
34	26 Sumperk 16 Liberec	① TBD 20 ② PUPPET 10		-1	+1			21 9
35	53 Pisek/Strakonice ⑥ North Germany	① TGV 11 ① MATE 10 ③ PUPPET 5 ④ COLIN 4 ✕ TBD	+3			-3	+3/-1 +2	14 7 7 0 2

### Round 11 builds

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

None.

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:	29	30	31	32	33	34	35	Builds	Score
TBD	315	7	30	-	1	-	21	2	-	376
PUPPET	217	-	-	2	14	7	9	7	-	256
MATE	190	22	-	3	4	11	-	7	-	237
TGV	197	-	-	-	9	4	-	14	-	224
COLIN	101	1	-	25	2	8	-	0	-	137

### Round 12 Runs

36. 66 - 23 Usti Nad to Pardubice  
 37. 41 - 63 Brno to Cheb  
 38. 56 - 21 Kladno/Pribaram to Nachod/Trutnov  
 39. 44 - ③ Olomouc to Austria  
 40. 33 - 15 Frydek Mistek to Ceska Lipa/Decin  
 41. 14 - 52 Melnik/Mlada Boleslav to Jindrich Hrad/Tabor  
 42. 34 - ⑤ Vsetin to North or South Germany

### Runs

Enter up to 4



## RAILWAY RIVALS 2026-DM

Not much  
new building.

## ROUND 9

Denmark

### Round 9 Runs

			TRADE	GREAT	100%	KIM	BT	
13	56 Viborg/ 12 København-SE Hjirtshals/ Nykøbing Falster	① GREAT 16 ② BT 7 ② 100% 7 ✕ TRADE	-1 -1		+5 -5 +1			20 7 1 2
14	61 Flensburg/Læsu 53 Hobro/Helsingør	① GREAT 13 ① BT 12 ③ KIMBPU 5 ✕ TRADE		+5		+2	-5	8 17 3 2
15	33 Holstebro/Odense 23 Billund/Køge	① TRADE 13 ② 100% 8 ③ KIMBPU 5 ③ BT 4 ✕ GREAT	-5		+5			18 3 5 2 2
16	24 Kolding/Skælskør 44 Grindsted/ Frederiksværk	① TRADE 10 ① GREAT 10 ① KIMBPU 10	+1 -4	-1 -1		+4 +1		13 12 5

17	11 Skagen/Nakskov 41 Horsens/ Kalundborg	① TRADE 20 ② BT 10 ✕ KIMBPU	20 10 +2	+3 +2		-2	-3	15 13 2
18	62 Tønder/Samsø 35 Skive/Nyborg	① TRADE 16 ② GREAT 7 ② KIMBPU 7	16 7 7	+5 -5 -6		+6		21 8 1

Round 9 builds

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

No builds.

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
 (O62) - S64. -6 (builds) -1 (100%) = -7

100% Trains (100%) (Michael Longdin, Green)  
 (Ribe) - R50 - Tønder - P47. -10 (builds) +1 (GREAT) = -9

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow)

No builds.

Brian's Trains (BT) (Brian Tappenden, Orange)

No builds.

Scores

	Runs:	13	14	15	16	17	18	Builds	Score
TRADE	236	2	2	18	13	15	21	-	307
BT	163	7	17	2	-	13	-	-	202
GREAT	103	20	8	2	12	-	8	-7	146
100%	119	1	-	3	-	-	-	-9	114
KIMBPU	67	-	3	5	5	2	1	-	83

Round 10 Runs

19.	63 - 36	Ribe/Langeland to Thybøran/Svendborg
20.	66 - 51	Haderslev/Bornholm to Grenå/Roskilde
21.	21 - 11	Esbjerg/Næstved to Skagen/Nakskov
22.	42 - 54	Århus/Holbæk to Aalborg/København-north east
23.	41 - 23	Horsens/Kalundborg to Billund/Køge
24.	15 - 33	Hjørring/Rødbyhavn to Holstebro/Odense

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



RAILWAY RIVALS 2028-DC

FERRET's builds  
 get very expensive.

ROUND 8

Devon and Cornwall

Round 8 Runs

			FERRET	GREAT	WCRC	
3	61 Ilfracombe 14 Falmouth	① GREAT 20 ② WCRC 10			+2/-7	15 15
7	32 Plymouth 45 Exeter	① FERRET 20 ② GREAT 10		+1		21 9
9	65 Launceston 44 Sidmouth	① GREAT 15 ① WCRC 15 ✕ FERRET	-2 -4	+3/-3 +2	+3/-3 +4	13 11 6
10	16 Newquay 33 Plymouth	① GREAT 15 ① WCRC 15 ✕ FERRET	-1 -1	-1 +1	+1 +1	15 13 2
11	22 Wadebridge 55 Tiverton	① WCRC 30				30

Round 9 builds

Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)

(Truro) - Newquay; (W40) - W42 - Seaton; (T38) - U38 - Exeter.

-10 (builds) +1/-11 (GREAT) -8 (WCRC) = -28

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
 (W40) - W42 - Seaton; (N13) - P12; (N25) - N27 - M28; (X27) - Z26.

-10 (builds) +6 (towns) +11/-1 (FERRET) -2 (WCRC) = +4

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

(Wadebridge) - P16 - Bodmin - Lostwithiel. -4 (builds) +8 (FERRET) +2 (GREAT) = +6

Scores

	Runs:	3	7	9	10	11	Builds	Score
GREAT	156	15	9	13	15	-	+4	212
WCRC	56	15	-	11	13	30	+6	131
FERRET	100	-	21	6	2	-	-28	101

Round 9 Runs

6.	34 - 56	Tavistock to Dulverton	(not yet available)
8.	11 - 51	Penzance to Seaton	
11.	21 - 63	Padstow to Lynton	(not yet available)
13.	53 - 66	Taunton to Bideford	
14.	12 - 24	St.Ives to St.Austell	
15.	15 - 41	Truro to Torquay	
16.	25 - 46	Lostwithiel to Exeter	
17.	31 - 52	Liskeard to Honiton	
18.	64 - 36	Bude to Kingsbridge	

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



RAILWAY RIVALS 2029-DC

GITCO stays ahead.

ROUND 7

Devon and Cornwall

Round 7 Runs

			ODE	YOKEL	GITCO	
2	34 Tavistock 46 Exeter	① GITCO 20 ② ODE 10				20 10
3	13 Redruth 22 Wadebridge	① YOKEL 20 ② GITCO 10 ✕ ODE	-2	+1	-1 +2	19 9 2
4	16 Newquay 51 Seaton	① ODE 20 ② YOKEL 10 ✕ GITCO	+9/-7 +1	+7/-9	-1	17 12 1
6	43 Exmouth 31 Liskeard	① ODE 15 ① GITCO 15	-3		+3	18 12

Round 7 builds

Old Devon Enterprise (ODE) (John Marsden, Orange)  
(A68) - Bideford; (Exeter) - V35 - X36 - Z35 - Tiverton; (N17) - M17.  
-10 (builds) +1/-1 (YOKEL) -1 (GITCO) = -11

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)  
(N13) - Padstow; (U19) - Bude; (W38) - W40; (L11) - K12.  
-10 (builds) +12 (towns) +1/-1 (ODE) +1 (GITCO) = +3

Goram Is Tony's Cornish Origin (GITCO) (Tony Sait, Green)  
(Launceston) - U21 - U19; (B79) - C79 - Dulverton - C75.  
-10 (builds) +6 (towns) +1 (ODE) -1 (YOKEL) = -4

Scores

	Runs:	2	3	4	6	Builds	Score
GITCO	103	20	9	1	12	-4	141
ODE	72	10	2	17	18	-11	108
YOKEL	47	-	19	12	-	+3	81

Round 8 Runs

- 26 - 64 Looe to Bude
- 52 - 63 Honiton to Lynton (not yet available)
- 56 - 23 Dulverton to Bodmin
- 66 - 45 Bideford to Exeter
- 54 - 42 Taunton to Newton Abbot
- 24 - 33 St.Austell to Plymouth
- 35 - 12 Okehampton to St.Ives
- 61 - 14 Ilfracombe to Falmouth

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



RAILWAY RIVALS 2030-DC

Lots of new towns  
get connected.

ROUND 5

Devon and Cornwall {18 points for these builds}

Travel Hotspot Under Development (THUD) (Bob Coull, Black)  
(P14) - P12 - Padstow; (Tiverton) - C79 - Dulverton; (U19) - V18; (P12) - M11.  
38 +12 (towns) +2 (REAL ALE) = 52

Rail Efficiency and Luxury, All-the-way-to Lands End (REAL ALE) (Steve Ham, Brown)  
(M27) - Tavistock; (P34) - Torquay; (N18) - N17 - Bodmin - O16 - N15 - N13 - Padstow;  
(T37) - Exmouth; (U39) - Sidmouth; (W41) - W42 - Seaton.  
40 +24 (towns) -2 (THUD) -3 (TGV) = 59

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)  
(L15) - St.Austell - K12 - Truro - Redruth; (I10) - H9 - Falmouth; (Redruth) - I5.  
66 +18 (towns) +3 (REAL ALE) = 87

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2046-DC

TRADE and YOKEL  
are of one mind.

ROUND 3

Devon and Cornwall {15 points for these builds}

Taunton Rapid Express (TRADE) (Tony Bromley, Orange)  
(R24) - Q24 - Q23 - O22 - Liskeard - Bodmin - O16 - N15.  
20 +6 (towns) = 26

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)  
(S24) - O22 - Liskeard - Bodmin - O16 - N15.  
26 +6 (towns) = 32

Poor and Shaky Trains in Exeter (PASTIE) (Don Shailer, Green)  
(X25) - X23 - W23 - Bude; (W20) - T18.  
32 +6 (towns) = 38

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2047-DX

Similar thoughts.

SET UP

Dixieland - south east USA		
Player/Colour	Start	Railroad
Steve Ham	Savannah	South And Delta
Grey		(SAD)
Kevin Lee	Mobile	Richmond Expressways Are Rampant
Brown		(REAR)
Jim Reader	Mobile	Bloody Useless Management
Yellow		(BUM)
Lionel Robbins	Mobile	Seacoast New Ironworks, Bessemer, Birmingham & Ohio Railroad (SNIBBOR)
Red		
Colin Sharpe	Savannah	Just Another Zany Zone
Blue		(JAZZ)

Some people wanted to make their start town selection conditional on what other people did. This is one of those impossible situations, as conditional orders presume some known situation, and as everyone is choosing at the same time, there is no known situation to base the conditional orders on. Others gave lists of towns, but as I said in the start, some of you could end up at the same start town, so you just choose your favourite port.

We've ended up with three starting at Mobile and two at Savannah, so this avoids any worries that one player is way off on their own and thereby gaining some perceived advantage.

Builds
Up to 15 points excluding payments to rivals



SAINT PETERSBURG 1

One Aristocrat each.

PHASE 1-A

Round 1 - Aristocrat Phase			
Sharon	Rob	Mike	Geoff
+ Secretary	+ Warehouse Mgr	+ Author	+ Administrator
x	x	x	x

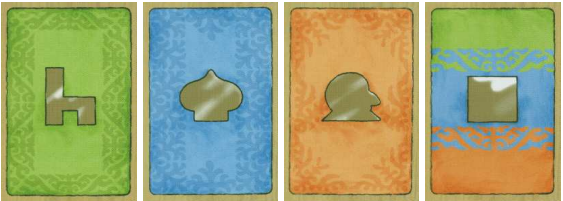


Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	10	2	6r + 0v	0r + 2v	2r + 0v	Worker	23
Sharon	15	0	6r + 0v	0r + 0v	4r + 0v	Aristocrat	26
Rob	15	0	6r + 0v	0r + 0v	5r + 0v	Trading	32
Mike	12	1	6r + 0v	0r + 1v	1r + 0v	Building	23

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

As others have done, I've colour coded the cards

Orders required
Trading phase led by Rob







## SCEPTRE OF ZAVANDOR I

Two players start new fields of knowledge.

## ROUND 4

### Actions

Kevin Auctioned a Crystal Ball for 20 and got it reduced to 10 for level 4 of Artifacts {10}.  
 David Started the Accumulation path of knowledge {22}  
 Lyndon Started the Artifacts path of knowledge {22}  
 Enchanted an Opal {10}  
 Sharon Auctioned a Crystal Ball for 20 and got it {20}  
 Geoff Auctioned a Runestone for 20 and got it {20} - knowledge of 9 Sages increased to level 4 on acquisition  
 Tim Sold an Sapphire {10}  
 Enchanted an Emerald {30}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Kevin	Mage	o:3 s:2	5/5	10	s:5	6
2	Geoff	Fairy	o:2 s:3	5/5	5	s:6 d:2	5
3	David	Witch	o:3 s:2	5/5	10	s:3	4
4	Lyndon	Elf	o:3 s:1	4/5	22	s:1	4
5	Sharon	Kobold	o:2 s:3	5/6	5	s:3	9
6	Tim	Druid	o:3 e:1	4/5	10	s:3 e:1	5

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

Artifacts on offer: 1 Spellbook, 1 Crystal Ball, 2 Magic Mirrors, 2 Elixirs

Tim offered to pay 40 for the Emerald, but they are only 30. The Diamonds cost 40.

### Orders required

Round five 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 latest change to the web games is an increase in the game fees. These have gone up from one pound per game to two pounds per game, all part of a fiendish master plan. You're probably surprised that there is a master plan, but there you go. I announced this to the players on Monday August 28th, with people already on the list still getting games for one pound, and all new sign-ups costing the new rate.

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

▲	Roger Krueger	3.143
▲	Rob Thomasson	2.750
-	Neil Walters	2.677
▼	Martin Butcher	2.367
▲	Peter Hawkins	2.304
-	Gareth Lodge	2.167
▼	Michael Longdin	2.035
▼	Michael Graystone	2.031
▲	Mick Haytack	2.008
-	Bob Coull	2.000

- ✱ Completed games and winners:

Ra e601	Peter Hawkins
Puerto Rico e622	Lew Stansby
Puerto Rico e628	Mick Haytack
1856 e640	Roger Krueger
Princes of Florence e641	Peter Hawkins
Puerto Rico e643	Dave Burton
Princes of Florence e649	Didier Renard
Acquire e652	Neil McConnell
Ingenuous e665	Sharon Khan

- ✱ New games and start dates:

Acquire e683	Aug 16th
Puerto Rico e684	Aug 16th
Saint Petersburg e685	Aug 16th
Ra e686	Aug 16th
Acquire e687 (Powers)	Aug 16th
Princes of Florence e688	Aug 16th
Puerto Rico e689	Aug 18th
Carcassonne e690	Aug 18th
Euphrat & Tigris e691	Aug 26th

## PREVIEW

There is a full 1856 list, which starts next time. The 1826 list is on four players and will start the time after that whether or not anyone else joins. The 1850 list is stuck on three players, but I might even go for a start at that number.

Someone asked whether Industrial Waste was the same as the Hans im Glück game Müll + Money, and the answer is yes - but I can't remember who. Whoever you are, I guess that's another potential name on that list. Sorry for losing the identity, it's just that life has been rather busy lately. Not a good excuse, but there you go.



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

#136: 1856, Bus Boss (North Wales), Railway Rivals (East Anglia)  
#137: 1826, Acquire (Standard), Bus Boss (Kyrgyzia)



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jul 29th	The Abyssinian Prince 303
Aug 2nd	Save Your xxs For Me 31
Aug 12th	Ode 277
Aug 17th	Bloodstock 192
Aug 26th	The Abyssinian Prince 304, Counter 34

## 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
-	Simon Robertson	3.053
▼	Lyndon Gurr	3.025
-	Mark Frueh	3.000
▼	Marcus Pratt	2.750
-	Steve Thomas	2.667
▲	Stephen Webb	2.467
-	Gareth Lodge	2.400
-	Colin Sharpe	2.333
-	Michael Graystone	2.200
-	Rob Thomasson	2.141
▼	Mike Hutton	2.031

## GAME ORDERS

Please observe these guidelines when sending your orders.

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

### Handling NMRs (No Move Received)

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



## GAME STANDARDS

### Games that involve auctions

I interpret auction orders in the following way.

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

### Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

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



## WHO PLAYS WHAT

Peter Berlin . . . . .	1829-C20, 1829-V21, 1856-Y19	Willem Moene . . .	1800-I20, 1830-G20, 1830-R20, 1830-F21, 1835-B21, 1856-M19, 1870-O20, 18Kaas-O19, Acq46, OP23, OP24
Tony Bromley . . . . .	RR-2026-DM, RR-2046-DC	Marcus Pratt . . . . .	AR1, NER8, OP23, OP24
Simon Brooks . . . . .	BA16, BB-297-VSW, Sop340	Jim Reader . . . . .	6n12, BA15, BA16, BB-292-FRA, BB-293-NIT, BB-297-VSW, OP24, PR4, PR5, PR6, RB14, RR-2026-DM, RR-2029-DC, RR-2046-DC, RR-2047-DX, Sop340
Martin Butcher . . . . .	1829-C20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, 18Kaas-O19, AR1, BA15, BB-293-NIT, LR10, NER8, OP24	Lionel Robbins . . .	1829-J19, 1829-V21, PR6, RR-2047-DX
John Colledge . . . . .	6n12, Acq44, Acq45	Peter Robbins . . .	RR-2028-DC
Bob Coull . . . . .	Acq46, BB-292-FRA, BB-297-VSW, RR-2016-CZ, RR-2030-DC	Tony Robbins . . . . .	1825-S19, 1837-G21
Simon Cuthforth . . . . .	1856-M19, 1870-O20	Simon Robertson .	BB-292-FRA, BB-297-VSW, RRT1, RR-2016-CZ, RR-2030-DC
Bruce Edwards . . . . .	AR1, BA15	Tony Sait . . . . .	1830-F21, 1835-B21, 1856-M19, 18Kaas-O19, PR6, RR-2029-DC
Tim Franklin . . . . .	1895-L20, 6n12, BA16, RR-2028-DC, Sceptre 1, Sop340	Don Shailer . . . . .	1829-C20, BB-293-NIT, RR-2046-DC, Sop340
Mark Frueh . . . . .	1830-R20	Colin Sharpe . . . .	6n12, Acq44, Acq45, BB-293-NIT, RR-2016-CZ, RR-2047-DX
Michael Graystone . . . . .	6n12, Acq44, Acq45, BB-292-FRA, RR-2026-DM, RR-2028-DC, Sop340	John Shelley . . . .	1829-J19, 1835-B21, 1870-U19, 1899-Z21, RB14
Lyndon Gurr . . . . .	1829-J19, 1856-M19, 1870-U19, 1899-Z21, 18Kaas-O19, Acq46, LR10, OP22, Sceptre 1	David Smith . . . . .	1829-J19, 1829-C20, OP23, Sceptre 1
Steve Ham . . . . .	6n12, BA16, BB-293-NIT, RR-2016-CZ, RR-2030-DC, RR-2047-DX	Don Smith . . . . .	1830-G20, 1830-R20, 1830-F21, 1835-B21, 1837-G21, 1870-O20, 1899-Z21
Geoff Hardingham . . . . .	1837-G21, OP24, PR4, StP1, Sceptre 1	Joakim Spångberg .	RRT1, Sop340
Alan Harvey . . . . .	1800-I20, 1825-S19, 1825-L21, 1829-J19, 1899-Z21, 18Kaas-O19	Allan Stagg . . . . .	BA15, PR5
Mick Haytack . . . . .	6n12, Acq44, OP23	Mark Stretch . . . .	1825-S19, 1830-F21, 1835-B21, BA15, OP24, RRT1
Mike Head . . . . .	1830-F21, 1856-Y19	Brian Tappenden .	BB-292-FRA, PR5, RR-2026-DM
John Hopkins . . . . .	1829-V21	Paul Tappenden . .	PR5
Mike Hutton . . . . .	1825-S19, 1825-L21, 1829-V21, 1830-R20, 1870-U19, StP1	Rob Thomasson . .	1829-V21, 1856-Y19, PR6, StP1
Sharon Khan . . . . .	6n12, BA16, NER8, StP1, Sceptre 1	Roger Trethewey .	BA15
Roger Krueger . . . . .	1830-G20, 1870-O20, 1895-L20, LR10, RB14	Stephen Webb . . .	1830-G20, 1837-G21, 1856-M19, 1856-Y19, 1870-U19, 1870-O20, PR4
Kevin Lee . . . . .	Acq45, BA16, BB-292-FRA, BB-297-VSW, OP23, PR4, RB14, RR-2047-DX, Sceptre 1	Tony Wilcock . . . .	Acq45, Acq46, AR1, LR10, NER8
Michael Longdin . . . . .	OP24, RR-2026-DM, RRT1	Derek Wilson . . . .	RB14
Richard Lunn . . . . .	1830-R20		
John Marsden . . . . .	Acq46, RR-2029-DC		
Peter Mearns . . . . .	RR-2016-CZ		



## OUTSIDE EDGE

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

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## DEADLINES

Wednesday September 20th 2006  
18xx Games - Friday September 15th

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

E-mail orders must be sent as plain text messages. Do not send as e-mail attachments.  
Unreadable submissions will be treated as No Move Received.