

# FOR WHOM THE DIE ROLLS

December 2006

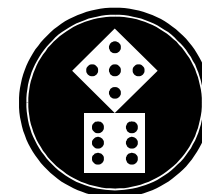
Published by Keith Thomasson

Issue 138

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

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

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

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

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### 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...*

- ⚡ 1856 ..... Tony Sait, Lyndon Gurr, Mike Head, Willem Moene, Rob Thomasson
- ⚡ Acquire [Powers] ..... John Colledge, Michael Graystone, Richard Lunn, Colin Sharpe
- ⚡ Railway Rivals ..... Tony Bromley, Simon Brooks, Bob Coull, Jim Reader (Israel and Palestine)

*Games starting in the next issue...*

- ⇨① 1850 ..... Lyndon Gurr, Tim Franklin, Stephen Webb, Alan Harvey

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

- ⚡ 1861 ..... Mark Stretch, Geoff Hardingham, Lyndon Gurr, Mike Hutton, Willem Moene (In the new year at the earliest - the first stock round will be run by e-mail)
- ② 1895 ..... Steve Thomas
- ⇨② 18EU ..... Stephen Webb, Don Smith, Peter Berlin (The minor company auctions will be run by e-mail for this game)
- ⇨⑥ 6 nimmt! ..... Colin Sharpe, Jim Reader
- ⇨① Acquire [Standard] ... Tony Wilcock, Kevin Lee, Colin Sharpe, Lyndon Gurr
- ⚡ Age of Steam ..... Sharon Khan (original map/first expansion), Michael Longdin, Mike Hutton, Marcus Pratt
- ⇨① Industrial Waste ..... Sharon Khan, Mike Head, Marcus Pratt
- ⇨⑦ Outpost ..... Willem Moene, Lyndon Gurr, Marcus Pratt

*I supply everything you need for these...*

- ②/⑧ Battle! ..... Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
- ⚡ Breaking Away ..... Allan Stagg, Kevin Lee, Richard Lunn, Jim Reader, Roger Trethewey, Joakim Spångberg
- ⚡ Bus Boss ..... Jim Reader, Rob Thomasson, Roger Trethewey, Mike Hutton, Joakim Spångberg (Croydon)
- ⇨④ Golden Strider ..... Steve Ham, Jim Reader, Roger Trethewey, Kevin Lee, Simon Brooks, Joakim Spångberg
- ⇨④ Railway Rivals ..... Tony Sait (South Scotland)
- ⚡ Sceptre of Zavador .. Michael Longdin, Lyndon Gurr, Simon Cutforth, Kevin Lee, Roger Trethewey, Marcus Pratt

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

### START

Welcome to issue #138. I caught a couple of people out by moving the deadline forward after the double October-November issue. Just remember - all deadlines are provisional until they appear as the main deadline in the zine. The back page is the only place to confirm when orders are due.

The Deadline Diary for 2007 is enclosed. It doesn't really count as a Christmas present, but please take it with my best wishes for the season. I hope you're all set for Christmas and the new year. If you're caught short of a present for a gamer, you'll find a selection of games on page 82 that I could try and get to you for Christmas, or at least soon after.

Expanding on last time's list of Essen purchases, I should add the Power Grid expansion for Benelux and Central Europe, and an Age of Steam expansion - 20,000 Rails Under the Sea. Those managed to hide when I drew up the list.

The 1830 Variant Box No.1 is just enough information to intrigue but not enough to give any idea what this actually contains. This is published by Wolfram Janich and contains the Wabash Cannonball Variant by Harry Wu, the 'Simple' Variant by John David Galt. The rules to these are in German and English. There are also two alternative maps by Wolfram.

#### ◇ The Wabash Cannonball variant

This introduces a new company, the Wabash Railroad, which starts in hex H2. The map is extended to the west, moving Chicago a couple of hexes west in the process. There is an overlay for hex D20, which makes the hex north east of the NYC base a value 20 station in a grey hex. There is one additional train of type '2', '3', '4' and '5', and eight '7' trains, which cost \$830 and replace the Diesels. You cannot trade in a train for a '7' as you could for a Diesel. There are also a few extra tiles - one extra 57, one extra 15, and two brown tiles that are the same as a 15 tile and valued at 40. These brown tiles are not numbered, but the design has been used in a number of games and is identical to tiles 448 (1854/1889) and 776 (1860).

#### ◇ The 'Simple' variant

This variant introduces two new companies. The CMStP&P starts in D2, while the L&N starts in H4. The optional third '6' train should be used, but no other trains added. There are two new tiles - both grey - which come out when the first '6' is bought. One is an upgrade to New York, as used in 1856, and one upgrade for the Baltimore/Boston tiles. This variant is recommended for 5 or 6 players only. I presume it is called the 'Simple' variant because the changes are simple, not because it makes the game simpler :-)

#### ◇ Alternative Maps

These maps are based on random maps produced by the 1830 computer program. The maps produced by the program can be very unbalanced, so Wolfram used those as a starting point and then reworked them to get a better balance.

I have a number on order from Wolfram, but don't know quite when to expect them. Half of those are already reserved. If you're interested I'll be selling them for £20 plus post and packing, which is about the same price if you buy directly from Wolfram. It's quite light, so post and packing should be £4 at the most for the UK. Let me know if you want a copy.



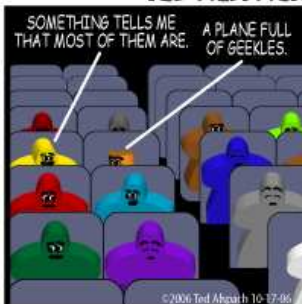
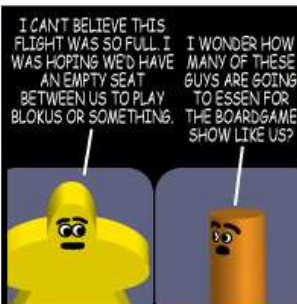
I was asked how you play Age of Steam. One answer is very carefully, as money is very tight. The other one is that each round starts by players issuing shares, which raises money. They then bid for the turn order, spending valuable cash to do so. Once the order is set, they select the action they'll take in the turn, which can be first to move goods, first to build track, improve their engine, and so on. Everyone then builds track to establish links between the towns on the map. Goods are then moved. There's more to it than that, of course.

For those familiar with Lancashire/ New England/Australian Railways, the process is similar, but instead of buying the links, you build them and choose how they are built. Age of Steam was Martin Wallace's next step on from the Early Railways series. ✱



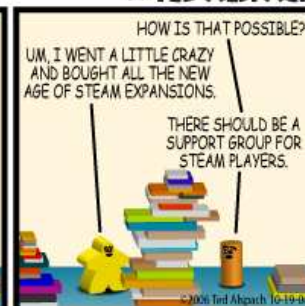
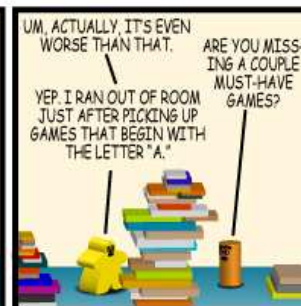
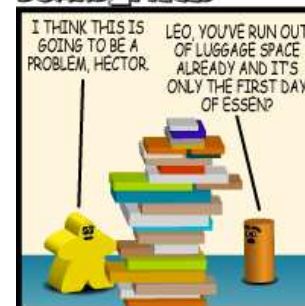
## BOARDPIECES

BY TED ALSPACH



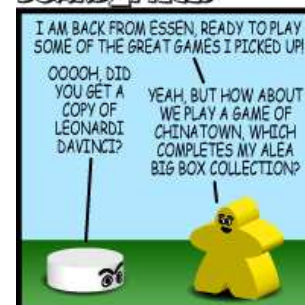
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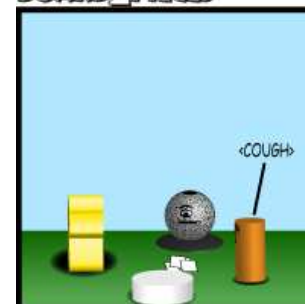
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# BOARDPIECES

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# BOARDPIECES ATBGG.CON

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## THE NEW MISADVENTURES OF GAMING #7

By Dan Bosley

Originally published on [www.boardgamenews.com](http://www.boardgamenews.com)  
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Bob turns and simultaneously tries to get out of his chair and grab Ken at the same time. He is partially successful - he prevents Ken from actually falling onto the table face-first smack into the Ticket to Ride game. Bob's arm around Ken stops him from falling all the way to the table.

But in his off-balance fight with gravity, Ken's hand has also lashed out in an effort to support himself and get his balance. His hand hits the game board, jarring it into sudden movement across the table. The board moves across the table a good foot, and just about all of the trains derail and find new homes across the continent or on the floor.

"Spoo!" says Ken.

"You idiot," Barbie compliments her husband.

"Sorry, sorry. Spoo," Ken mumbles.

We all look at Ken.

"What?" I ask.

"Spoo."

"Spoo? That's a new one. I haven't heard that one before," I say.

"It's oops backwards," Ken informs me.

Bob stands Ken back up on his feet. "Look what you did, Ken. You wrecked our game. The trains are all over the place."

Carol says, "I think I can remember where most of them were. And Barbie didn't have any trains on the board at all, so that makes it a bit easier," Carol comments.

"We could just start again," Barbie suggests.

Bob and I half-carry Ken to the living room rocking chair, and plop him into it. "You should probably just sit there and rest," Bob advises Ken.

Ken considers Bob's suggestion, and decides that it is a marvellous suggestion. A wonderful suggestion. A suggestion with merit. "I will do that, Bob," Ken says. "I will do that forthwith."

Bob and I watch Ken for a moment. Ken just sits there and rests. In the chair. In hungover bliss.

The women meanwhile are placing the trains back onto the board as best as they can recall. Bob and I return to the game.

Diane asks. "Is Bob O.K.?"

"Yeah, he just got up about six hours too early, that's all," Bob tells her.

We get back into the Ticket to Ride game. Despite the lack of red train cards available, thanks to Barbie's single-minded pursuit of them (and any other card for that matter), the game finally does end. And to no one's surprise, Barbie is not the winner.

After the game, we leave Ken in his chair, where he has fallen back asleep, and the five of us drive into the village, where we explore some small shops for which the word "quaint" was invented.

The afternoon rolls around, and the weather clears up nicely. The rain becomes a distant memory, and the sun starts to shine brightly in the sky above. This is a good thing. If the sun were instead shining brightly in the ground below, I would be concerned. But shining up in the sky is O.K. In an hour or so, everything should be dry again.

We enter a cozy book store, one full of dark brown wooden shelves with books both new and old. They sell more than just books, however. They sell muffins. They sell knick-knacks. And they sell games. Old used games. Old used Trivial Pursuit games. And lots of them. Probably about fifteen different copies of

Trivial Pursuit, in various editions.. Only a couple are duplicated. Most are different editions. There's two of the Original version. And there's the 80's Edition. The Kids Edition. The Genus II Edition. The Genus III Edition. The Sports Edition. The Movie Edition. The TV Edition. The Music Edition. The Bald-Headed Left-Handed Edition. The Questions Nobody Can Answer Even If They Read The Card Themselves Edition.

"Hi there," says the proprietor. "I see you're checking out our game collection. Quite a nice collection of games, hey?"

Trying not to be overly rude, I reply, "Yeah, yeah, I guess so, especially if you like Trivial Pursuit."

"Oh you bet, we like Trivial Pursuit around here," he says.

"Good, good," I say.

"We like it a lot," he states.

"Great, great," I nod.

"We really like it a lot," he tells me.

"Yeah, I see that," I respond.

"Hey, I've got one for you," he says.

"One what?" I ask.

"A question. Let's see how smart you are. Let's see how many cylinders the old brain is kicking on. My wife is facetious. She's also abstemious. And she frequently has bouts of pneumonia. What's her favourite tree?" he asks me.

I blink and stare at him. I haven't the slightest idea.

He looks at me expectantly.

"I haven't the slightest idea," I tell him. I glance around to see if there's a way I can escape.

"Come on, come on, you didn't even try. Think about it," he commands me.

"O.K., O.K, an oak tree."

"Wrong, wrong, wrong. Come on, you can do it, think about the clues," he orders.

"There were clues?" I ask.

"Yes, yes, it's a riddle, man. I'm not asking you what my wife's real favourite tree is. How on Earth could you possibly know that? You couldn't. Not possible.

But I'm asking you a riddle. A riddle with clues. What is my wife's favourite tree?"

"Maple," I say.

"No, no, no, you're not even trying. Think about it, man. Think about the clues."

"What were the clues again?" I ask.

"My wife is facetious and abstemious and she gets pneumonia."

"I'm sorry to hear that. It must be awful for you," I say in sympathy.

"No, no, not for real, not for real. Those are the clues. The clues!" he exclaims.

"I really don't know. I'm on vacation. I'm not using my brain this weekend," I advise him.

He shakes his head. "I'm not going to tell you the answer unless you buy something." He turns and heads over to another customer who has just entered the store.

"What was that about?" Diane asks me.

"I don't know, he was asking me a riddle about his wife's favourite tree," I reply.

"Did you get it right?" she asks.

"No. I didn't get it at all."

"What was the answer? What's her favourite tree?" Diane inquires of me.

"I don't know. I didn't get it, and he said he wouldn't tell me the answer unless I buy something."

Diane spots all the Trivial Pursuit games on the shelves in front of me. "Wow, look at all of them. I had no idea there were so many different versions of the game."

"Yeah, there's a lot of them, all right," I comment.

A shadow looms behind me. It's the proprietor. He's a big guy.

"Well...." he says. "Got the answer yet?"

"Nope. I don't."

"Oh, that's a shame, it truly is," he says, and wanders away again.

I look at Diane. She looks at me.

"You could just buy something, and get the answer from him. Buy one of these old copies of Trivial Pursuit. They're only

five dollars each. It's be cheaper than buying a book," Diane says.

"Yes, but we already have a couple of old copies of Trivial Pursuit from years ago, and we never play them. Why would I get another one?" I ask.

Diane gives me the glare. "And just how many games in your game collection do you have that haven't been played yet?"

I have been chastised, and grin sheepishly.

Well, at least I think that's what I did. Actually, I'm not sure if that's what I did. I can't actually recall ever seeing a sheep grin. Or even smile, when it comes right down to it. Do sheep grin? I think it would be more accurate to say I grinned monkeyishly.

"You're right. I'm guilty."

"Yes, you are," Diane admonishes me. "So - which version are you going to buy?"

I look at all the various editions of Trivial Pursuit on the shelves before me. "I don't know. We have the original version and the Movie version already. Any one of these ones here appeal to you?" I inquire.

"Oh no, you don't. You're the game player and game collector. You pick the one you want. It doesn't matter to me," Diane tells me.

The shadow looms over me again, like a giant redwood. It is the proprietor. "Well, sir, thinking of buying a game, I see. We have an excellent selection here, as you can see. And all it takes is for you to buy one, and I will give you another clue to the riddle."

"Hey," I say. "That's not what you said earlier. You said you'd tell me the answer if I bought something. Not just a clue."

"Yes, yes, well, you must have misheard me. If you buy a couple of things, as in more than one, I'm sure I would tell you

the answer. But let's be fair, here. Buying only just one thing is hardly worth more than a clue," the proprietor instructs me.

"Do you have any other games besides all these Trivial Pursuits?" I ask.

"Of course, of course, but you can't really go wrong with Trivial Pursuit. We also have some Chess and Backgammon sets, and I believe I have a Snakes and Ladders game in the back. Would you be interested in one of those?" he asks me.

"No, I already have Chess and Backgammon, and I don't need Snakes and Ladders. For that matter, I already have a couple of versions of Trivial Pursuit, too. No, you know, I guess I won't buy anything right now," I advise the proprietor.

"Too bad, too bad," he says. "I guess you'll never know what my wife's favourite tree is," he comments.

"I guess not," I say, resignedly, as we leave the store.

"First letter is S," he calls out to us as we exit.

"Spruce," I call back.

"Wrong," he replies.

"What was that about?" Carol asks.

"Stupid trees," I tell her.

"Say, did you see all the Trivial Pursuit games in there?" Carol asks me.

The door of the book store opens as we are on the front sidewalk. It's the proprietor. He yells out, "Besides the S, there's also an A, and all the rest of the letters are all in the top row of a keyboard." And he goes back into the store and closes the door.

"Was that still about stupid trees?" Carol asks.

"Yes," I say, and we head for home.

To be continued...

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



1800-120

The GSWR is floated this time.

SR8

Stock Round 8

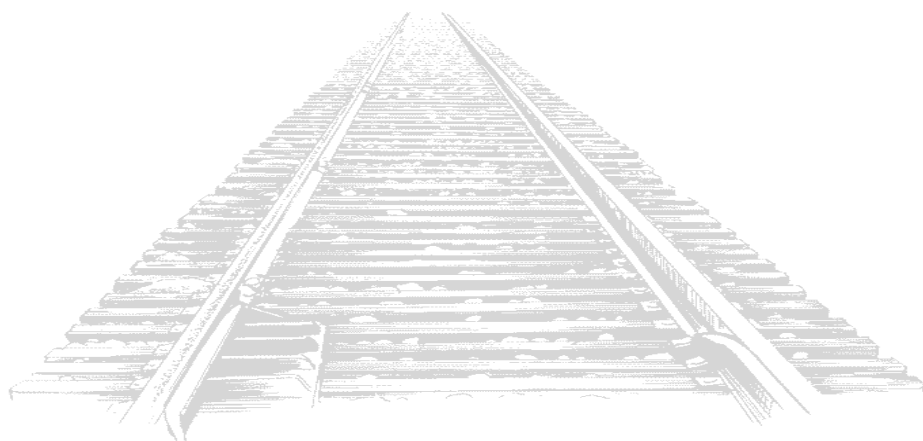
Alan	Willem
+ C&S Bond	- 1 D&RGW {+80E}
	- 1 C&S {+70D}
	+ D&RGW Bond
+ D&RGW pool	✗
+ C&S new	✗
✗	Priority for SR9

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Alan Harvey	480	-450	30	910	49.6▼	5
Willem Moene	195	-50	145	925	50.4▲	3

Portfolio	PCs	C&S	D&RGW
Alan Harvey	C&S Bond	6P	2
⚙ Willem Moene	D&RGW Bond	-	6P

Bank (new)	-	3	2
Price		70D	80E
Bank (pool)		1	-
Company credit		112	170
Tokens		2	2
Trains		2	3.2
Bank cash: \$3,253		Certificate limit: 7	
		Trains: 1 x '4', 1 x '5'...	

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
Yellow	3/1	4/2	5/2	6/2	7/1	8/2	9/2	58/2					
Green	12/-	16/1	18/1	19/1	23/1	24/1	25/1	26/1	27/1	28/1	29/1	59/1	
	800/-	802/1											

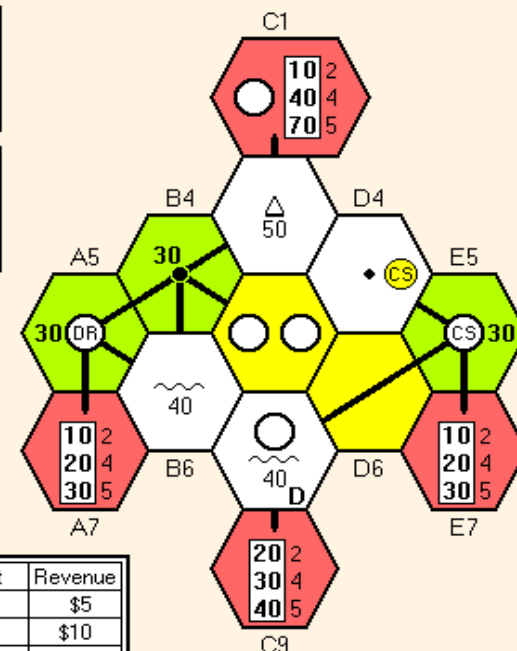


1800

Game 120

Referee:  
Keith Thomasson

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







1825-L21

The GSWR floats this time.

SR4

The run of £130 for the NBR was made by double-heading two of its '2' trains (rule 4.5.5), letting it run those trains from E9 to F6 via E7. The other train ran from G5 to F6.

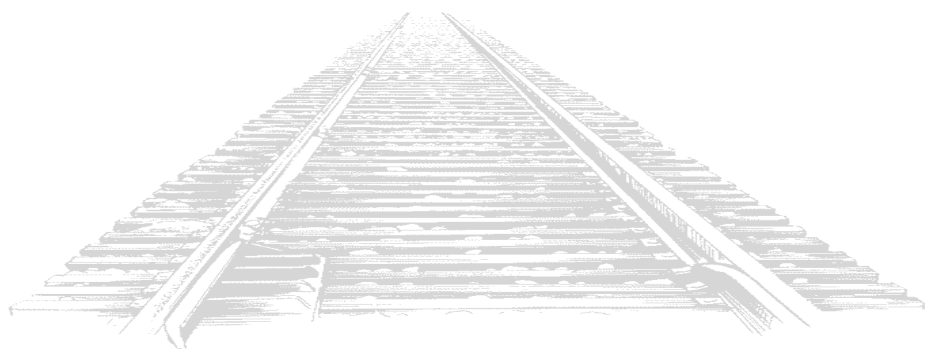
#### Stock Round 4

Mike		Alan	
- S&D private		+ NBR new	
+ NBR new			
+ GSWR new		+ NBR new	
+ GSWR new		+ GSWR new	
+ GSWR new	[floated]	✗	
✗		Priority for SR5	

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Mike Hutton	174	-147	27	1,014	46.2	12
Alan Harvey	235	-219	16	1,181	53.8	13

Portfolio	Privates	Cal	NBR	GSWR	GNoS	High	M&C
Mike Hutton	A&F	1D	7D	5D	-	-	-
Alan Harvey	TWW	9D	3	1	-	-	-
Bank (new)		-	-	4	10D	10D	10D
Price (new)		76	76	67			
Bank (pool)	S&D	-	-	-	-	-	-
Price (pool)		90	76	67			
Company credit		60	130	670			
Tokens		2	2	3			
Trains		3 2 2	2 2 2	-	(5)	(U3)	(3T)
Bank cash: £3,957		Certificate limit: 17		Trains: 2 x '3', 1 x '4'...			

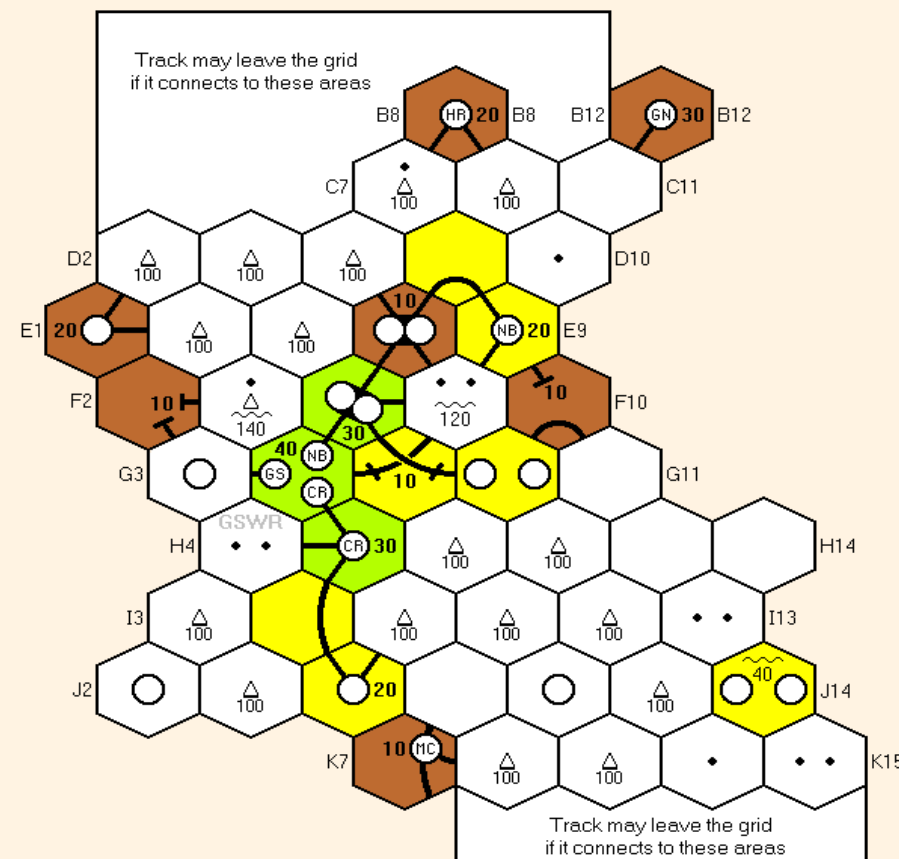
Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/1	4/3	5/1	6/1	7/2	8/5	9/5	55/1	56/-	115/1	
Green	12/1	13/1	14/3	15/2	16/1	19/1	23/3	24/3	26/1	27/1	28/1	29/1	
	81/1												



1825 Unit 3

Game L21

Referee:  
Keith Thomasson



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Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested



1826-E22

One bid, no auctions.

PRIVATES

I will be using the nicknames for the private companies, as I find their initial letters rather too confusing, as do some of the players, who quoted strings of letters that didn't match any of the companies. I'm pretty sure I knew what was intended.

Stock Round 1 - Private Companies

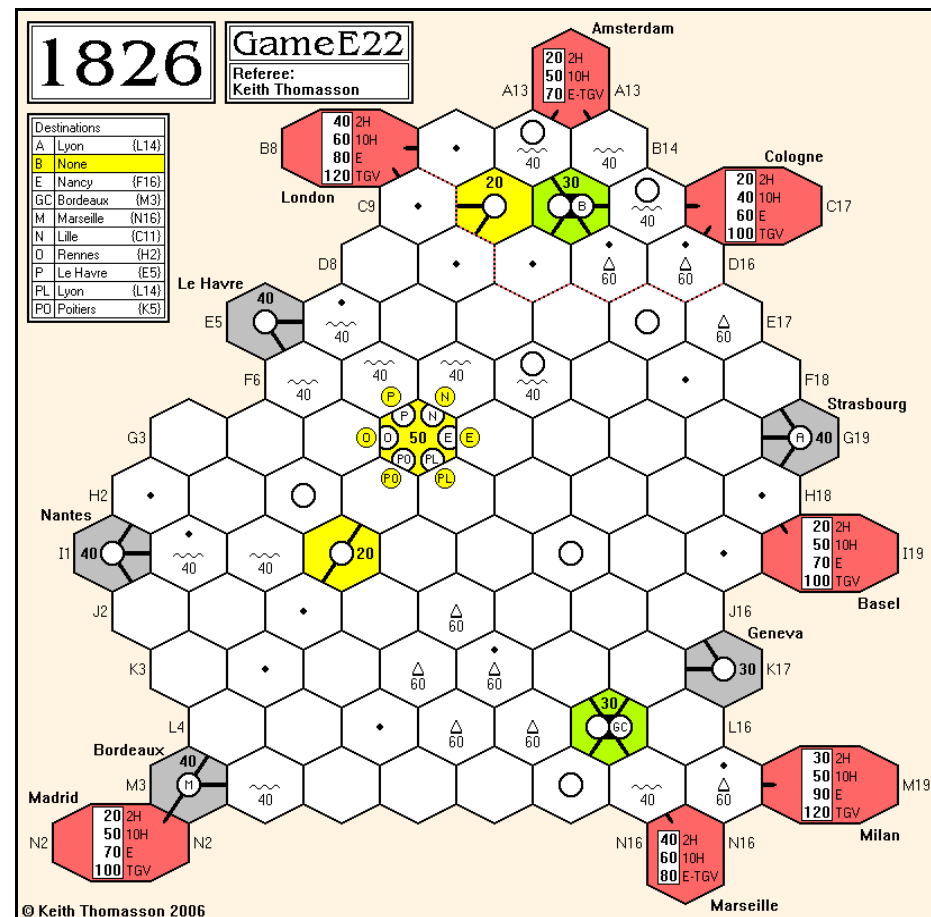
John	Buy the Bridge for 20
Lyndon	Buy the Mail for 40
Don	Buy the Algerian for 70
Stephen	✗
Tim	Bids 165 on the Parisian
John	✗
Lyndon	Buy the Belgian for 110, with one B share
	♣ Tim gets the Parisian for 165, with the Presidency of the P at 110
Don	Buy the Alsatian for 220, with the Presidency of the A at 110
Priority for the remainder if the round lies with Stephen	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
John Shelley	360	-20	340	360	16.1▼	1
Lyndon Gurr	360	-150	210	360	16.1▼	2/3
Don Smith	360	-290	70	580	26.0▲	3
Stephen Webb	360	0	360	360	16.1▼	-
Tim Franklin	360	-165	195	575	25.7▲	2

Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
John Shelley	Bridge	-	-	-	-	-	-	-	-	-	-
Lyndon Gurr	Mail Belg	-	1	-	-	-	-	-	-	-	-
Don Smith	Alg Als	2P	-	-	-	-	-	-	-	-	-
♣ Stephen Webb	-	-	-	-	-	-	-	-	-	-	-
Tim Franklin	Par	-	-	-	-	-	-	-	2P	-	-

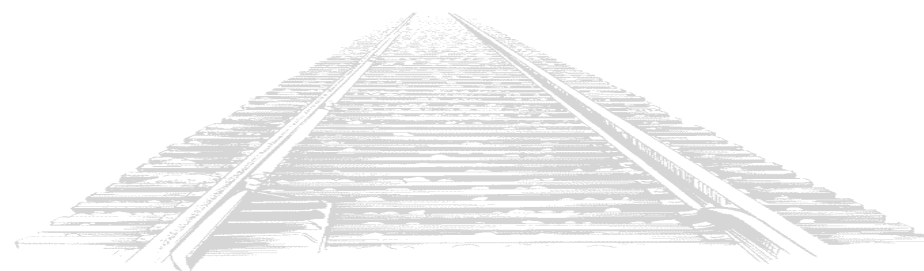
Company type	5	10	-	-	-	-	-	5	-	-
Bank (new)	8	9	10	10	10	10	10	8	10	10
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Treasury shares	-	-	-	-	-	-	-	-	-	-
Price	110A				110A					
Loans										
Company credit										
Tokens										
Trains										
Bank cash: 10.825	Certificate limit: 13				Trains: 8 x '2', 7 x '4'.					

Tiles	Tile number/Availability				One Operating Round between Stock Rounds					
Yellow	3/2	4/6	5/2	6/2	7/4	8/16	9/21	57/4	58/6	



Orders required for the following round By the early deadline

SR1, Public companies







1829-J19

The Highland Railway goes to the Receiver.

SR12

The GNR should have run for \$410 last time. Alan, your revision required the company to use a station the LNWR has garrisoned - 1829 does not allow that. I did find a better route, though...

### Stock Round 12

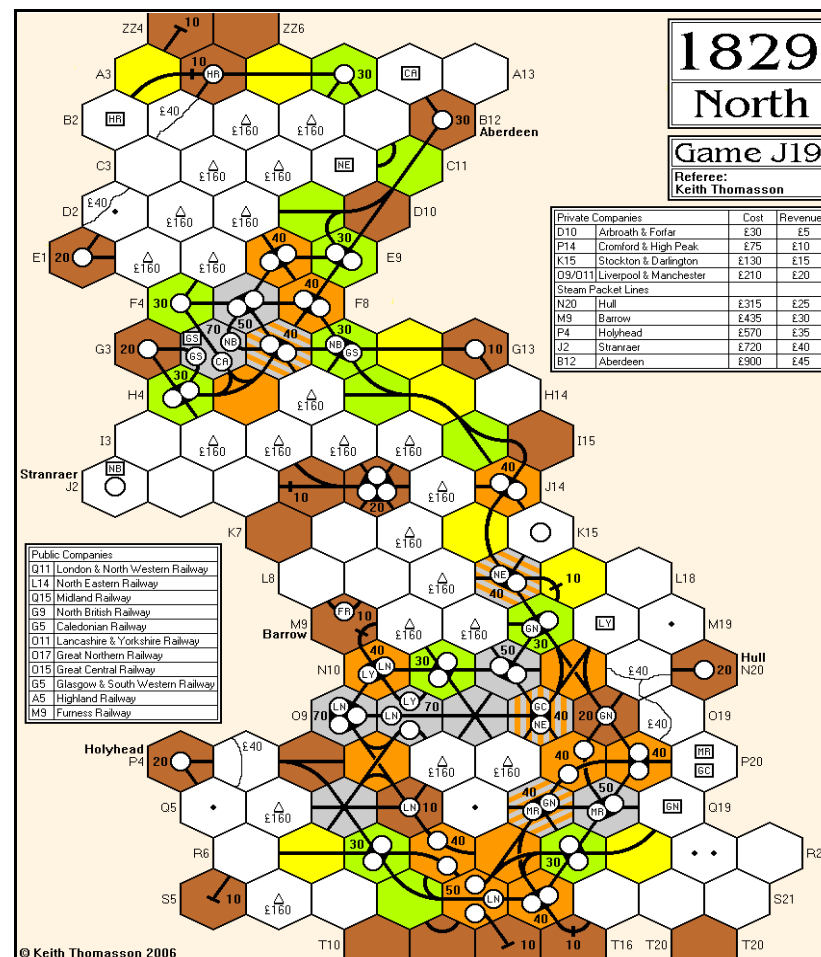
Lionel	Lyndon	Alan	David	John
- 1 Highland + Stranraer SP	- 2 GSWR - 1 NER + Aberdeen SP	- 2 Cal + GSWR pool	- 2 NER	+ GSWR pool
- 1 Highland + NER pool	✗	✗	✗	+ Cal pool
- 5 Highland (Receivership) + NER pool	✗	✗	✗	- 1 LNWR + Cal pool
+ LNWR pool	✗	✗	✗	✗
+ NER pool	✗	✗	✗	✗
✗	Priority for SR13			

Cash Flow	b/f	SR12	c/f	Value	%	Certs
Lyndon Gurr	3,211	-524	2,687	6,658	25.9	17
Alan Harvey	3,943	74	4,017	6,090	23.7	17
David Smith	2,657	600	3,257	5,319	20.7	17
John Shelley	1,224	75	1,299	2,551	9.9	17
Lionel Robbins	2,002	-1,418	584	5,076	19.8	17

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

Bank (new)	-	-	-	-	-	-	-	-	-	-	2	10P
Price (new)	100	90	82	76	71	67	64	61	58	56	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	8D	-
Price (pool)	225	300	126	82	56	58	142	64	38	61	-	-
Company credit	50	30	10	0	10	30	60	200	20	60	-	-
Tokens	-	3	3	2	3	2	1	3	1	3	3	3
Trains	2+2	4	4	4	6	3T	4+4E	5	5	6	3T	2+2
	4						5					
Bank cash: \$8,156	Certificate limit: 17				Trains: 4 x '7', 1 x '4+4E'							

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



Orders required for the following rounds

By the early deadline

OR20, OR21

Adjudication can pause between rounds if requested



1829-C20

The train limit of four trains at this stage of the game.

OR13

OR13	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	20:P10:2	►O11	270	No	①	180▼	440	3 2 2 2
GWR	MB	7:X18:6	►W19	120	Yes	② ③	250▲	90	4 4 3 2
Mid	PB	9:S17:1	►U19 !	160	Yes	-	100▲	340	3 2
LSWR	MB	12:T20:3	►U21	140	Yes	-	126▲	30	3 2
GNR	DSm	8:N16:4	►U9	160	Yes	④ ⑤	112▲	220	4 3 3
LBSC	DSm	24:N16:4	►U21 !	-	-	-	56▼	10	-
GER	MB	8:V12:3	►V10	70	Yes	-	64▲	100	2

Notes:

①	£100 to the bank for a token in O11
②	£40 to the bank for a token in W19
③	£1,160 to the bank for a '3' train and two '4' trains
④	£40 to the bank for terrain costs
⑤	£430 to the bank for a '4' train

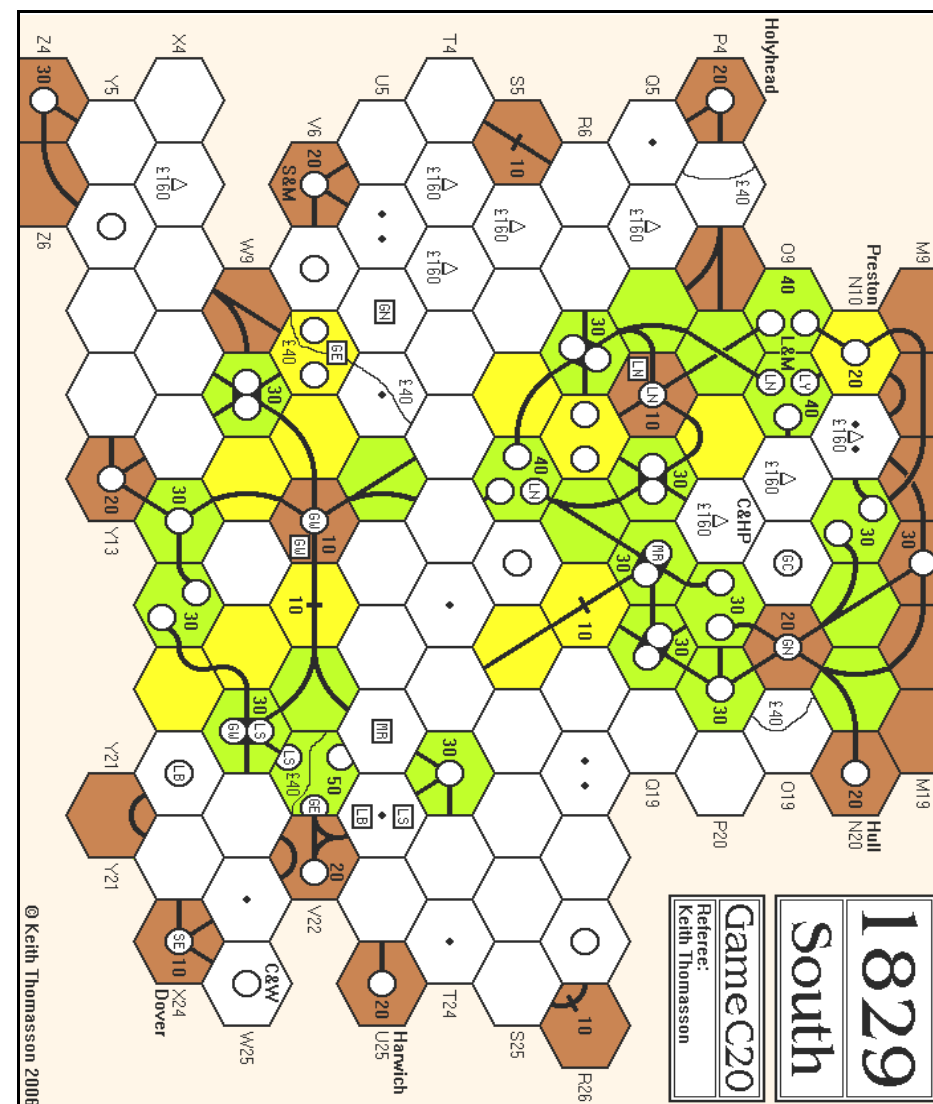
Cash Flow	b/f	OR13	c/f	Value	%	Certs
David Smith	217	205	422	2,510	26.9▲	18
Peter Berlin	174	146	320	1,548	16.6▲	9
Don Shailer	87	96	183	2,322	24.9▼	16
Martin Butcher	160	207	367	2,947	31.6▲	16

Portfolio	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
★ David Smith	S&M	1	1	2	2	8D	5D	-	-	-	-
Peter Berlin	L&M	1	-	6D	1	1	1	-	-	-	-
Don Shailer	C&HP	5D	2	2	-	1	4	2	-	-	-
Martin Butcher	-	-	5D	-	7D	-	-	7D	-	-	-

Bank (new)	Hull...	-	-	-	-	-	-	1	10D	10D	10D
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&W	3	2	-	-	-	1	-	-	-	-
Price (pool)		180	250	100	126	112	56	64			
Company credit		440	90	340	30	220	10	100			
Tokens		3	4	4	4	4	3	3	4	3	3
Trains		3222	4332	32	32	433	-	2			
Bank cash: £18,708		Certificate limit: 18						Trains: 2 x '4', 5 x '5'...			

## Tiles Two Operating Rounds between Share Dealing Rounds

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



Orders required for the following round

*By the early deadline*

SR11



1829-V21

The NER changes hands again.

OR3 - SR4

OR3	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	7:Q9:4	•R10	50	Yes	-	112	780	2
NER	JH	4:L16:3	•L18	-	-	① ②	71	500	2.2

Notes: ① £40 to the bank for terrain costs  
② £180 to the bank for a '2' train

#### Stock Round 4

	Rob	Lionel	Peter	John	Mike
✕	✕	✕	✕	- 1 NER	+ NER pool
✕	✕	✕	✕	✕	+ NER pool
✕	✕	✕	✕	- 2 NER (Dir to Mike)	+ NER pool
✕	✕	✕	✕	✕	✕
Priority for SR5					

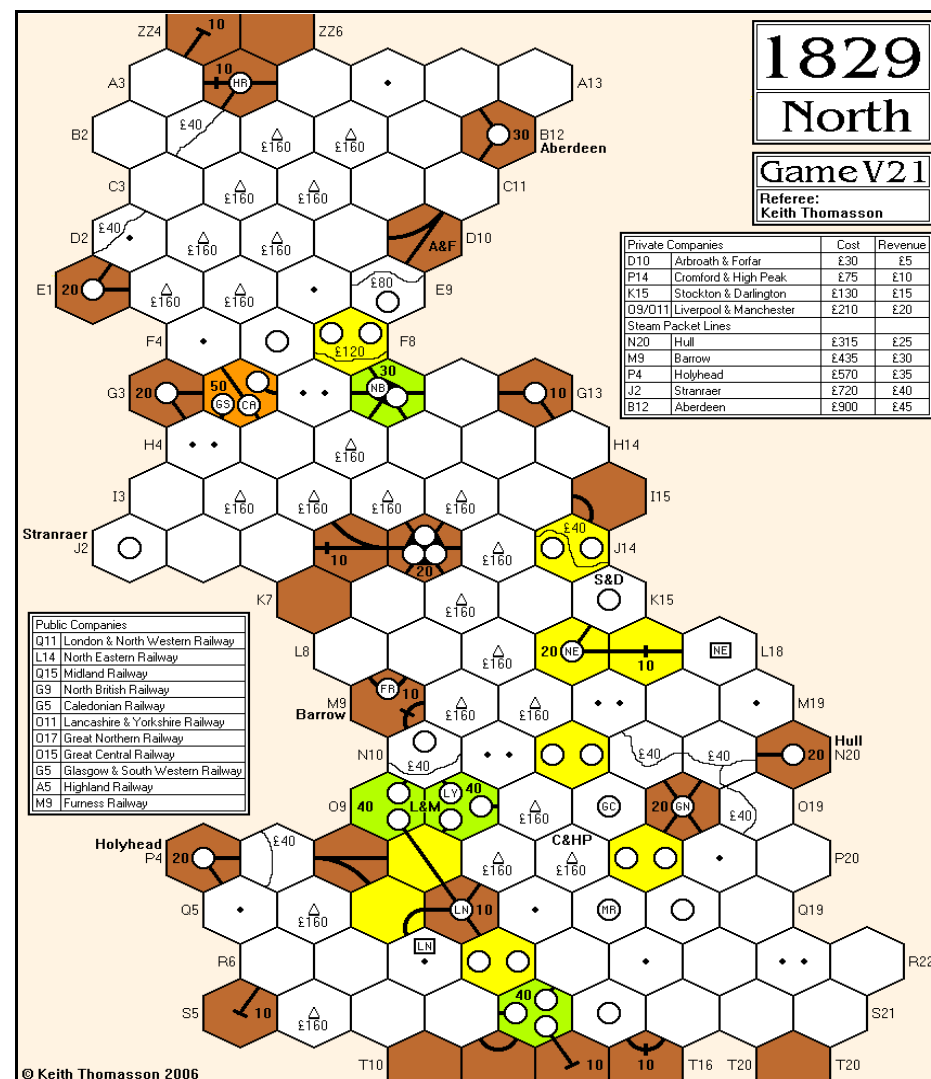
Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Rob Thomasson	252	15	0	267	521	18.8	3
Lionel Robbins	141	25	0	166	559	20.2	3
Peter Berlin	74	25	0	99	581	20.9	4
John Hopkins	72	20	213	305	547	19.7	2
Mike Hutton	214	15	213	16	565	20.4	5

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

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)		-	2									
Price (pool)		112	71									
Company credit		780	500									
Tokens		5	5	5	4	4	4	4	4	3	3	3
Trains		2	2.2									
Bank cash:	\$19,147	Certificate limit: 18						Trains: 5 x '2', 5 x '3'				

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

Like some others, I expected John to move the NER survey party to K15 with the intention of selling the S&D to the bank so that a tile could be placed there to give the NER a route. Not so, he went east, and then divested himself of the company. Mike is now the Director. Lionel and Peter have yet to take their turn. The receiver won't take over unless six shares end up in the bank pool.



Orders required for the following rounds

By the early deadline

OR4, SR5

Adjudication can pause between rounds if requested



1830-G20

The B&M floats and is dropped into the yellow zone.

SR8

Stock Round 8

Martin	Willem	Don	Roger	Stephen
+ B&O new	+ C&O new	+ NYNH pool	+ NYNH pool	+ B&O new
- 2 B&O (+71E)	+ NYNH pool	+ B&M new	- 1 B&O (+67F)	+ B&O pool
+ B&M new (floated)			+ NYNH pool	
+ B&M new	✗	✗	- 1 Erie (+142B)	✗
+ B&M new	✗	+ Erie pool	+ PRR pool	✗
+ B&M new	✗	✗	+ PRR pool	✗
- 4 B&M (+50J)				
✗	Priority for SR9			

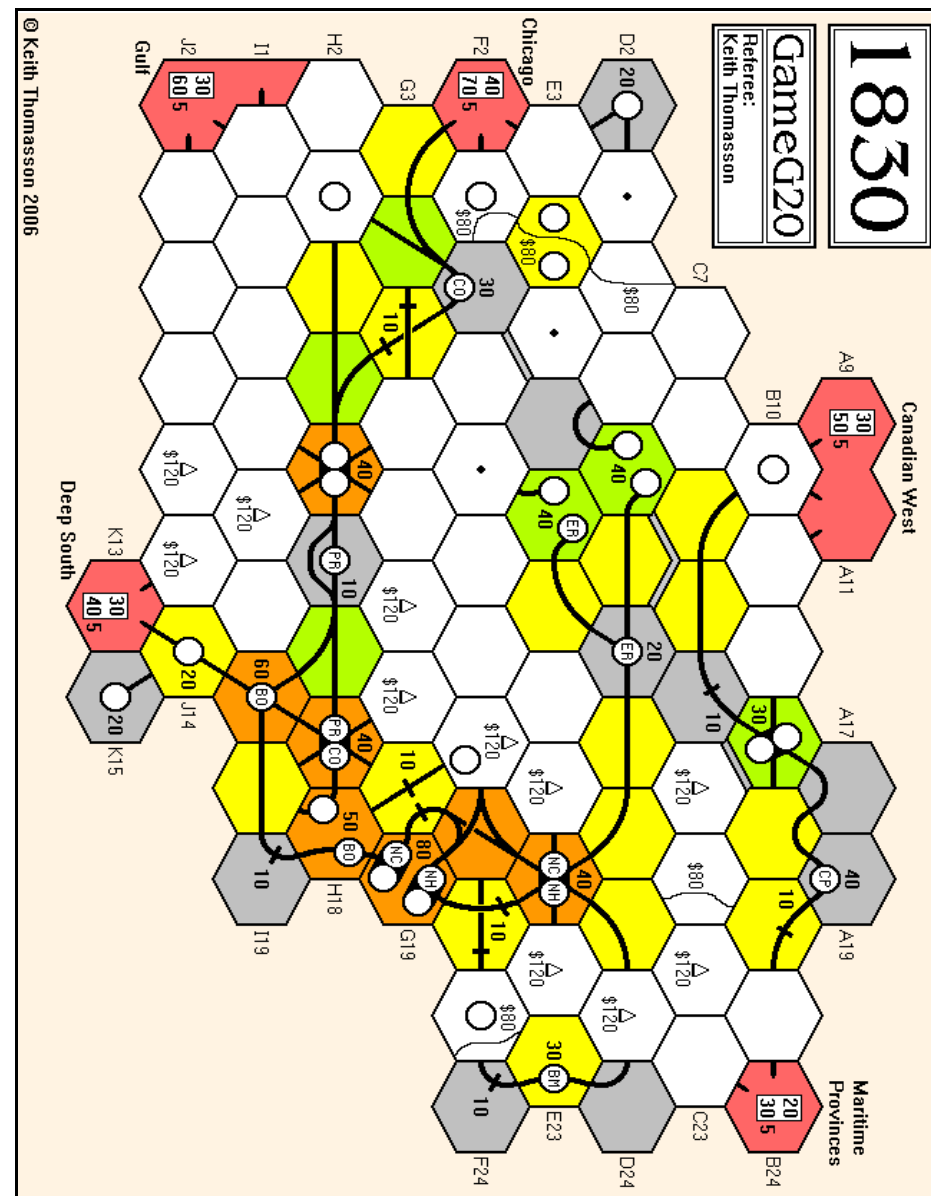
Cash Flow	b/f	SR8	c/f	Value	%	Certs.
Stephen Webb	208	-167	41	1,145	16.8	6/10
Martin Butcher	280	64	344	1,530	22.5	9/10
Willem Moene	154	-138	16	1,389	20.4	7/15
Don Smith	292	-280	12	1,758	25.8	11/12
Roger Krueger	131	-111	20	987	14.5	11

Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Stephen Webb	-	4	-	2	-	3	-	5P
Martin Butcher	6P	-	-	-	1	-	1	-
Willem Moene	-	-	-	1	9P	6P	1	-
Don Smith	-	6P	-	1	-	1	6P	-
Roger Krueger	2	-	4P	5P	-	-	2	-

Bank (new)	-	-	4	-	-	-	-	-
Price (new)	76	90	76	100	67	100	71	67
Bank (pool)	2	-	2	2	-	-	-	4
Price (pool)	100E	180B	70G	67F	30H	160A	76E	50J
Company credit	380	28	599	1,012	635	90	369	670
Tokens	2	2	3	1	1	1	-	2
Trains	4	5.4	3	3.3	4.3	5.3	5.4	-
Bank cash: \$7,784	Certificate limit: 13				Trains: 2 x '6', Diesels			
Current operating order:	NYC, Erie, PRR, NYNH, CPR, B&O, B&M, C&O							

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

Someone made a reference to dropping the C&O stock marker into the white void below the brown zone. This is not possible - the share price cannot drop below 10.



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



1830-R20

All eight companies  
are now operational.

SR7

The B&M run in OR7 should have been \$360 rather than \$310.

#### Stock Round 7

Willem	Don	Mike	Richard	Mark
- 4 PRR (+68H) - 1 CPR (+82) + NYC/P	+ NYC new	- 4 Erie (+54G) + NYNH pool	+ B&M pool	+ NYNH pool
+ NYC new	+ NYC new	+ B&M new	+ B&M new	+ B&M new
+ NYC new (floated)	+ NYC new	+ B&O new	+ B&M new	+ B&O new
+ NYC new	✗	+ CPR pool	✗	+ CPR pool
+ NYC new	✗	+ PRR pool	✗	+ Erie pool
✗	✗	✗	✗	✗
Priority for SR8				

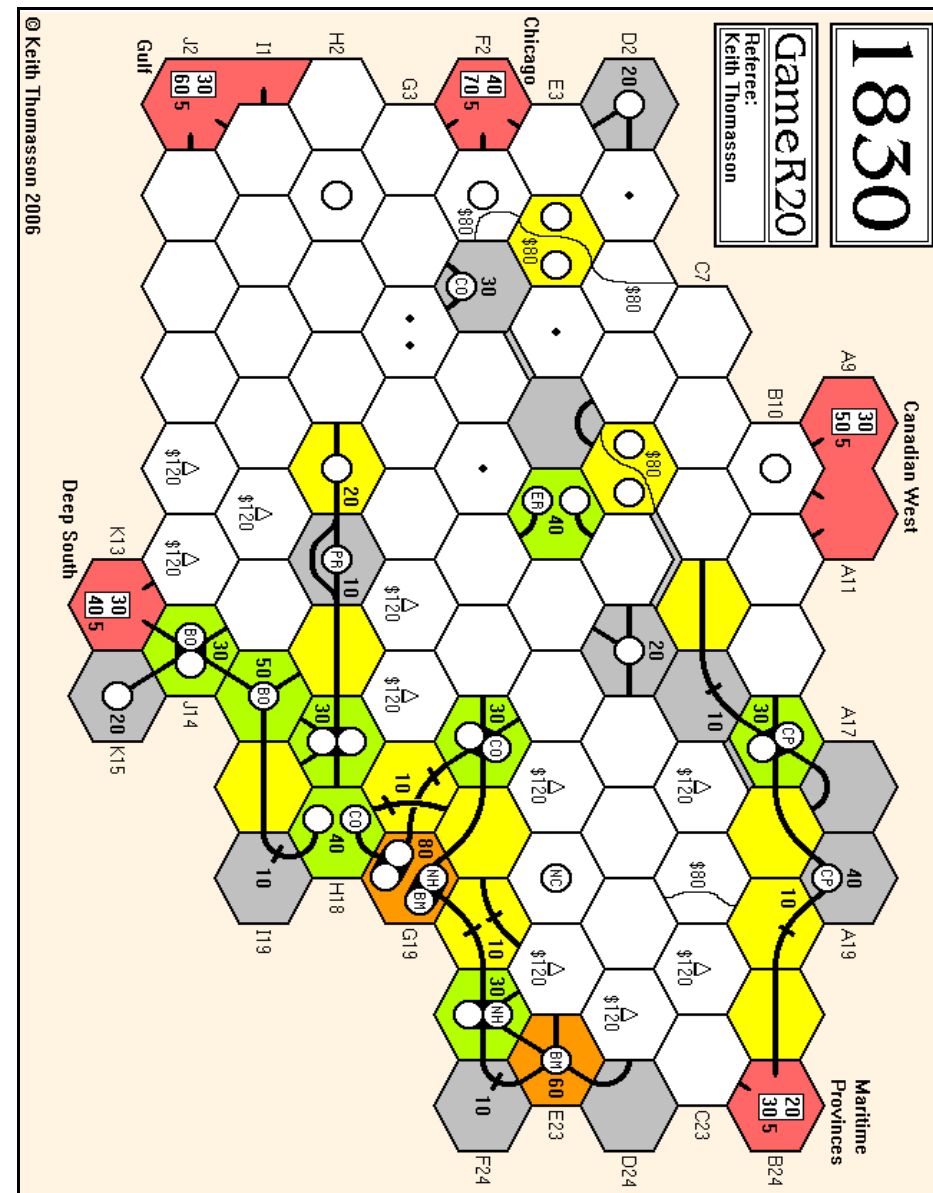
Cash Flow	b/f	SR7	c/f	Value	%	Certs
Richard Lunn	252	-209	45	868	18.5▲	5/12
Mark Frueh	368	-365	3	1,316	28.1▲	12/14
Willem Moene	141	-124	17	645	13.7▼	6
Don Smith	276	-246	30	936	20.0▼	8
Mike Hutton	159	-99	60	924	19.7▼	8/10

Portfolio	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Richard Lunn	-	-	8P	1	-	-	1	5
Mark Frueh	-	-	1	1	-	1	6P	6P
Willem Moene	2P	6P	-	-	-	-	-	-
Don Smith	-	3	-	5P	-	-	1	-
Mike Hutton	1	-	1	1	5P	2P	1	1

Bank (new)	3	1	-	2	4	4	-	-
Price (new)	90	82	71	100	76	82	76	71
Bank (pool)	4	-	-	-	-	3	1	-
Price (pool)	68H	82C	50J	112B	71E	54G	100E	71E
Company credit	503	820	130	320	5	0	6	36
Tokens	3	4	2	1	-	2	-	-
Trains	3 3	-	4	4 3	5 4	4	5 3	5 3

Bank cash: \$10,027      Certificate limit: 15      Trains: 2 x '6', Diesels  
Current operating order: B&O, NYNH, NYC, C&O, B&M, PRR, Erie, CPR

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds		
Yellow	1/-	2/1	3/2	4/2	7/4	8/6	9/3	55/1	56/-	57/3	58/1	69/1	
Green	14/-	15/-	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/-									
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/1	62/-	63/3	
	64/1	65/1	66/1	67/1	68/1	70/1							



Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested



1830-F21

Two new companies, only  
the CPR remains out of play.

SR4

Stock Round 4

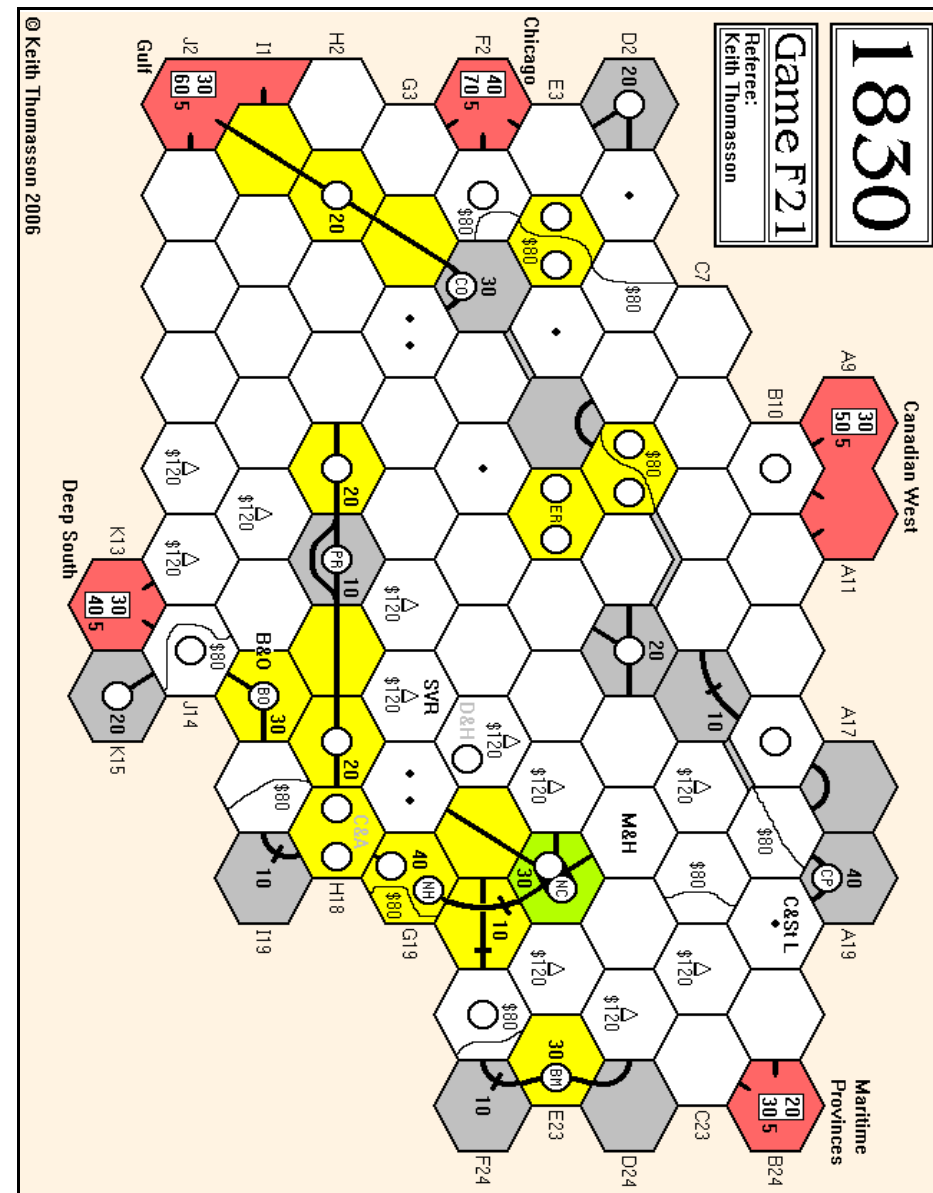
Mark	Willem	Don	Tony	Mike
- 1 C&O {75F}	- 1 PRR {70G}	- 1 PRR {70G}	+ PRR new	+ PRR pool
- 2 PRR {70G}	+ B&M/P {100}	+ B&O new		
+ Erie/P {71}	+ B&M new	+ B&O new	+ NYNH pool	+ PRR pool
+ Erie new	+ B&M new	✗	✗	+ Erie new
+ Erie new	+ B&M new	- 1 NYNH {60I}	✗	✗
+ Erie new {floated}	+ B&M new {floated}	+ B&O new	✗	✗
✗	✗	Priority for SR5		

Cash Flow	b/f	SR4	c/f	Value	%	Certs.
Mark Stretch	241	-194	47	813	20.7▲	8/9
Willem Moene	474	-455	19	869	22.1▼	6/8
Don Smith	127	-93	34	894	22.8▲	7
Tony Sait	134	-134	0	620	15.8▼	7/8
Mike Head	236	-211	25	728	18.6▲	8

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Mark Stretch	-	4P	-	-	-	-	6P	1	-
Willem Moene	-	-	-	-	-	1	-	3P	6P
Don Smith	C&StL, B&O	-	-	-	6P	-	-	1	-
Tony Sait	-	2	-	-	-	6P	-	-	-
Mike Head	-	2	6P	-	-	-	1	-	-

Bank (new)	-	4	10P	4	-	3	-	4
Price (new)	67	82		100	67	71	67	100
Bank (pool)	2	-	-	-	3	-	5	-
Price (pool)	70G	82C		100A	70G	71E	60I	100A
Company credit	200	500		1,000	230	710	80	1,000
Tokens	3	3	4	3	2	3	1	2
Trains	3.2	3		-	3.3.2	-	2.22	-
Bank cash: \$8,155	Certificate limit: 13		Trains: 1 x '3', 4 x '4'...					
Current operating order:	B&O, B&M, NYC, Erie, PRR, C&O, NYNH							

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



Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested





## 1835-B21

The ByE and SxE get loops.

## OR6 - OR7

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B-M	TS	207:H2:2	50	Yes	①		0	2+2 2
B-P	MS	209:E19:1	140	Yes	-		110	2+2 2
Mag	DS	15:F14:6	70	Yes	-		125	2
K-M	WM	24:D10:2	100	Yes	-		85	2+2 2
B-S	JS	9:F20:1	60	Yes	②		0	2 2
A-K	JS	12:A11:4	70	Yes	-		155	2
ByE	JS	207:O15:5	200	Yes	-	124D▲	555	2+2 2 2
SxE	TS	205:H16:4	80	Yes	③	92C▲	505	3 3
MsE	DS	203:B12:1	-	-	③	72E▼	300	3

Notes: ① 105M to the SxE for a '2+2' train  
② 130M to the ByE for a '2' train  
③ 180M to the bank for a '3' train

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B-M	TS	214:L6:6	140	Yes	-		70	2+2 2
B-P	MS	-	140	Yes	-		180	2+2 2
Mag	DS	25:E13:4	70	Yes	-		160	2
K-M	WM	15:G5:5	120	Yes	-		145	2+2 2
B-S	JS	208:H20:3	140	Yes	-		70	2 2
A-K	JS	8:B18:4	70	Yes	-		190	2
ByE	JS	12:N12:2	220	Yes	①	138D▲	441	3 2+2 2 2
SxE	TS	58:I15:6	160	Yes	②	100C▲	235	3+3 3 3
MsE	DS	8:D14:5	90	Yes	③ ④	80E▲	190	3

Notes:

- ① 180M to the bank for a '3' train
- ② 270M to the bank for a '3+3' train
- ③ 50M to the bank for terrain costs
- ④ 60M to the bank for a token in F14

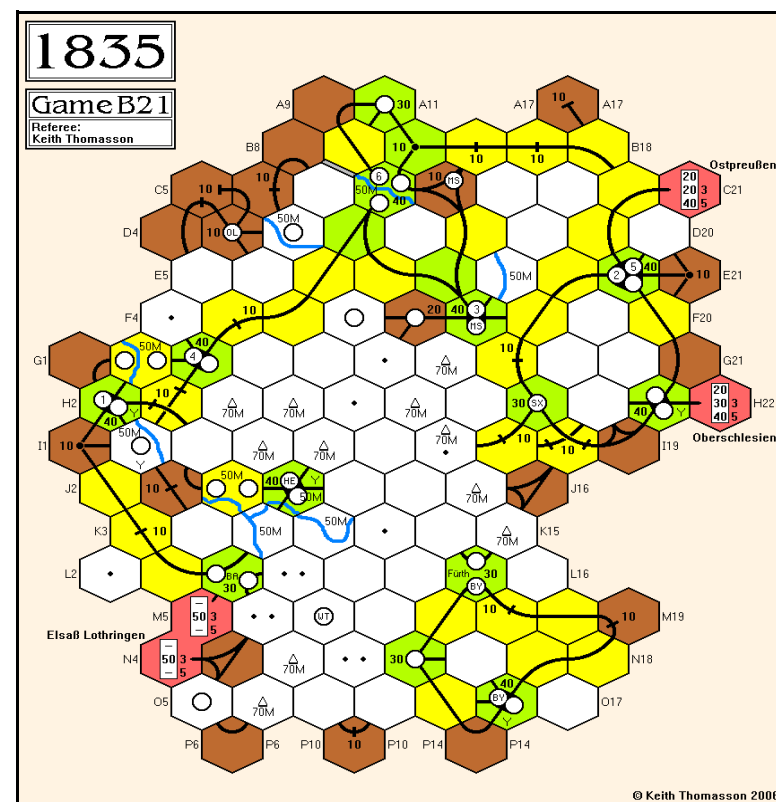
Portfolio	Privates	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
Willem Moene	Han / K-M	-	10/1	20/2	-	-	-	-	-
Mark Stretch	B-P	-	-	40/4	-	-	-	-	-
Tony Sait	Pfa / B-M	-	-	40/3	-	-	20/1	-	-
Don Smith	N-F, Bra / Mag	-	-	-	-	-	-	60/3	-
John Shelley	B-S, A-K	-	60/5	-	-	-	-	-	-

Bank (new)	40/4	-	-	100/8	100/8	80/7	40/4	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	30/3	-	-	-	-	-	-
Price (pool)		138D	100C			84D	80E	
Company credit		441	235				190	
Trains		3 2+2	3+3				3	
		2 2	3 3					

Bank cash: 8,616M	Certificate limit: 12	Trains: 2 x '3+3', 3 x '4'...
Current operating order:	B-M, B-P, Maq, K-M, B-S, A-K, ByE, SxE, MsE	

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Willem Moene	82	116	144	342	1,000	18.2▲	5
Mark Stretch	28	102	134	264	834	15.1▲	5
Tony Sait	83	72	149	304	1,102	20.0▼	6
Don Smith	160	65	119	344	1,134	20.6▼	6
John Shelley	27	185	237	449	1,437	26.1▲	7

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/2	4/-	5/3	6/3	7/8	8/6	9/4	55/1	56/-	57/2
	58/-	69/1	201/2	202/2								
Green	12/-	13/2	14/2	15/-	16/2	18/1	19/2	20/2	23/3	24/2	25/2	26/2
	27/2	28/2	29/2	87/2	88/2	203/1	204/2	205/-	206/1	207/-	208/1	209/-
	210/1	211/1	212/1	213/1	214/-	215/1						



Orders required for the following round

*By the early deadline*

SR7



1837-G21

Two coal companies  
are exchanged.

OR4 - SR5

Stephen exchanges the EPP coal company for a Bk share and gains the Presidency of the Bk.

OR4	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
RGTE	DS	-	30	30	Half	-		135	1G
EOD	TR	-	40	20	Half	-		110	1G
EKT	DS	58:E25:5	50	25	Half	①		70	1G
MLB	GH	8:B30:4	40	20	Half	-		115	1G
ZKB	DS	8:I31:1	50	25	Half	-		145	1G
SPB	SW	404:H30:2	30	30	Half	-		130	1G
LRB	SW	8:I25:4	30	25	Half	②		70	1G
BB	DS	9:L14:2	30	35	Half	①		75	1G
EHS	DS	3:F32:5	50	20	Half	-		120	1G
S1	SW	-	60	-	Half	③		150	2
S2	TR	-	40	-	Half	-		60	2
S3	SW	-	50	-	Half	-		75	2
S4	GH	-	50	-	Half	-		75	2
S5	GH	-	50	-	Half	-		75	2
K1	SW	-	50	-	Half	-		75	2
K2	TR	202:H10:1	60	-	Half	-		90	2
K3	TR	-	50	-	Half	-		75	2
U1	DS	9:G25:3	110	-	Half	-		65	2 2
U2	DS	-	50	-	Half	-		25	2
U3	TR	9:H28:3	100	-	Half	-		50	2 2
Bk	SW	-	50	30	Yes	④	114A	57	3 2G 2G

- Notes: ① 70K to the bank for terrain costs  
② 50K to the bank for terrain costs  
③ 90K to the bank for a '2' train  
④ 180K to the bank for a '3' train, 150K to the S1 for a '2' train, 45K to the bank to surrender a '2' train, 230K to the bank for a '2G' train, 50K to the bank to surrender a '1G' train, 230K to the bank for a '2G' train

Don exchanges the RGTE coal company for a Bk share. A '1G' train goes into the pool.

Stock Round 5

Don	Tony	Geoff	Stephen
- 1 Bk {+102B} + Th/Pres {91}	+ Ms new {floated}	- 2 Bk {+95C} + Sb/Pres {97}	+ Bk new
+ Th new	+ Bk pool	+ Sb new	- 3 Bk {+89D} + Sd new
+ Th new	✗	+ Sb new	✗
+ Th new {floated}	✗	+ Sb new {floated}	✗
✗	✗	✗	Priority for SR6

Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
Stephen Webb	28	155	39	222	1,167	25.0	9
Don Smith	170	185	-341	14	1,139	24.4	11
Tony Robbins	34	145	-165	14	1,043	22.4	11
Geoff Hardingham	92	200	-281	11	1,315	28.2	13

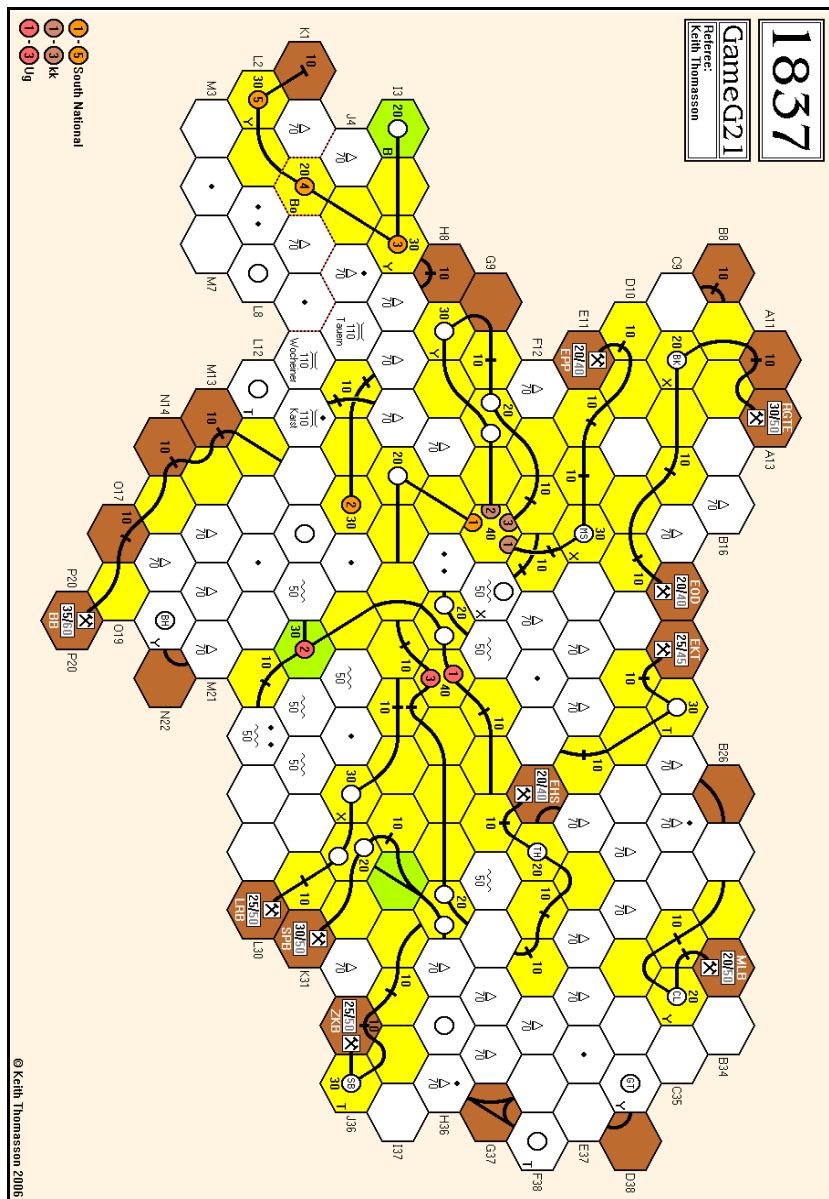
Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Uq
Stephen Webb	A S SPB LRB S1 S3 K1	-	2D	-	-	-	-	-	1	-	-
Don Smith	EKT ZKB BB EHS U1*2 U2	-	-	-	-	-	-	-	-	5D	-
Tony Robbins	Kara EOD S2 K2 K3 U3/P	-	1	-	-	-	5D	-	-	-	-
Geoff Hardingham	B Kart T W MLB S4 S5 U3	-	1	-	-	-	-	5D	-	-	-

Bank (new)	9	1	9	10	7	3	3	4	3	5
Price (new)	104				120	70	97	142	91	175
Bank (pool)	-	5	-	-	-	-	-	-	-	-
Price (pool)	104A				70G					
Company credit	-	832	-	-	-	-	-	-	-	-
Tokens	3	3	3	3	-	3	3	-	3	-
Trains	-	3	-	-	-	-	-	-	-	-
	2G									
	2G									
Bank cash: 12,357K	Certificate limit: 21				Trains: 4 x '3'/5 x '2G', 2 x '3+1'..					
					Second hand: 1 x '2', 2 x '1G'					
Current operating order: Coal companies, S1-S5, K1-K3, U1-U3, Sb, Th, Ms, Bk										

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
Yellow	1/2	2/2	3/2	4/7	5/1	7/7	8/15	9/10	55/1	56/-	57/1	58/3	
	69/2	201/1	202/1	401/2	402/1	404/-							
Green	12/2	16/3	17/1	18/1	19/3	20/3	23/12	24/12	25/5	26/4	27/4	28/3	
	29/3	30/1	31/1	87/2	88/2	204/2	205/2	206/2	207/4	208/2	405/4	406/5	
	408/4	410/2	411/2	412/2	413/2	414/1	415/1	416/1	417/1	418/2	419/2	420/2	
	421/2	422/2	423/2	424/2	425/1	426/1	427/1	429/2					

With the Sb, Th and Ms now ready to operate, the EOD, EKT, ZKB, SPB, LRB and EHS coal companies can be exchanged for shares in the major companies before either operating round.





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

1856-M22

And another one hits the road.

NEW GAME

Your initial dealing order is as follows.

Mike Head 128 Mendip Road, Halesowen, West Midlands, B63 1JH  
Lyndon Gurr 15b Hedley Street, Maidstone, Kent, ME14 1UG  
Tony Sait 6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH  
Rob Thomasson 205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN  
Willem Moene Dijkhuizen 4, 1112, SB Diemen, The Netherlands

Your starting capital is \$300. Our first set of orders will just deal with bids and purchases for the Private Companies, which are:

Flos Tramway	FT	Cost	\$20	Revenue	\$5
Waterloo & Saugeen Railway Co.	WSRC	Cost	\$40	Revenue	\$10
The Canada Company	CC	Cost	\$50	Revenue	\$10
Great Lakes Shipping Company	GLSC	Cost	\$70	Revenue	\$15
Niagara Falls Suspension Bridge Co.	NFSBC	Cost	\$100	Revenue	\$20
St.Clair Frontier Tunnel Company	SCFTC	Cost	\$100	Revenue	\$20

The special features of these companies can be found in your rules. Which ones you are interested in may depend on what kind of game you plan to play, or you may simply be going for some regular income. On the other hand, it may be too early to be thinking of plans.

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

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

Maps and tile sheets are enclosed for everyone, using the coordinated orientation scheme I'm adopting for new games. All this means is you need to be sure to use the included reference for this game. If you're using Rob's adjudicator to work through the game, I can supply you with a graphic file with the tiles in the orientation that matches the tile sheet. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies.

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

Orders required for the following round *By the early deadline*  
SR1, Private Companies only, starting with Mike







1856-M19

The BBG trades itself a Diesel.

OR14 - OR15

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
BBG	LG	24:K12:3	520	No	① ②	110B	92	D 5
THB	WM	123:L15:1	450	Yes	-	125E	145	D
WGB	SC	47:H13:3	410	Yes	-	125A	21	D 5
TGB	SW	63:M10:1	220	Yes	-	110B	160	6
CGR	SC	15:K8:4	490	No	③ ④	100A	315	D
CPR	TS	9:M6:1	280	Yes	⑤	55H	38	6

- Notes: ① \$100 to the bank for a token in L13  
 ② \$750 and a '5' train to the bank for a Diesel  
 ③ \$100 to the bank for a token in J11  
 ④ \$1,100 to the bank for a Diesel  
 ⑤ \$40 to the bank for a token in M10

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
THB	WM	58:K16:2	450	Yes	-	150D	235	D
WGB	SC	5:G12:4	470	Yes	-	150A	21	D 5
BBG	LG	14:D17:3	560	Yes	-	125B	92	D 5
TGB	SW	14:P9:2	250	Yes	-	125B	160	6
CGR	SC	8:K10:1	600	Yes	①	110A	365	D
CPR	TS	121:M4:2	300	Yes	-	60H	38	6

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

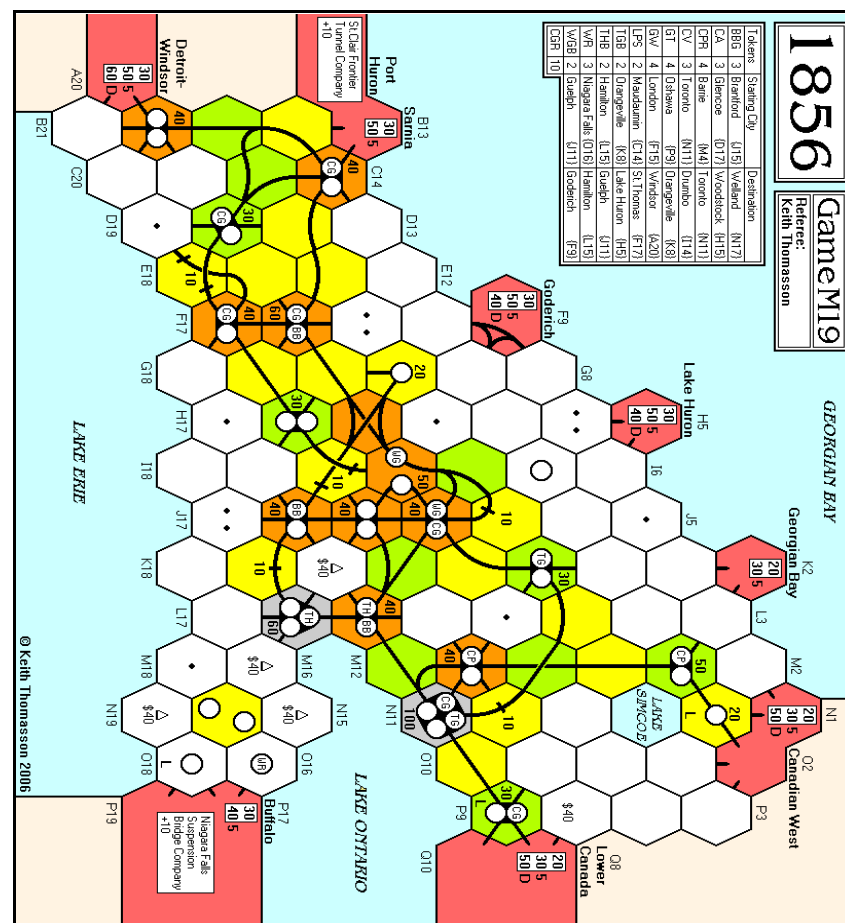
Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Stephen Webb	118	132	494	744	2,434	19.1	11
Willem Moene	233	515	546	1,294	3,139	24.7	13
Tony Salt	10	140	150	300	600	4.7	4
Lyndon Gurr	1,114	159	683	1,956	3,876	30.4	12
Simon Cutforth	49	302	552	903	2,693	21.1	10½

Portfolio	BBG	CPR	TGB	THB	WGB	WR	CGR
Stephen Webb	4	-	6P	-	-	-	4
Willem Moene	-	2	3	6P	3	-	-
Tony Salt	-	5P	-	-	-	-	-
Lyndon Gurr	6P	1	-	2	1	-	6
Simon Cutforth	-	2	-	-	6P	-	7P

Bank (new)	-	-	1	-	-	10P	-
Price (par)	100	65	90	75	100	100	100
Bank (pool)	-	-	-	-	-	-	3
Price (pool)	125B	60H	125B	150D	150A	-	110A
Company credit	422	78	160	55	21	21	1,025
Tokens	-	3	-	-	-	3	3
Trains	D 5	6	6	D	D 5	-	D

Bank cash: \$5,892 Certificate limit: 11 Trains: 1 x '5', Diesels  
 Current operating order: THB, WGB, BBG, TGB, CGR, CPR

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



Orders required for the following rounds

By the early deadline

OR16, SR9

Adjudication can pause between rounds if requested



1856-Y19

The CGR price drops one row for every 10% sold, not every share.

SR7

Stock Round 7

Stephen	Peter	Mike	Martin	Rob
- 3 CGR (▼90B)	+ WGB new	✗	- 4 THB (▼60E)	+ CGR pool (gains Pres)
+ BBG/Pres (75)			+ CGR pool	+ CV new
+ BBG new	✗	+ THB pool	+ CGR pool	+ TGB new
+ BBG new	✗	✗	+ TGB new	- 1 CV (▼100C)
+ BBG new	✗	✗	+ TGB new	+ TGB new
+ BBG new (floated)	✗	✗	+ TGB new	✗
✗	✗	✗	+ WGB new	✗
✗	✗	✗		
✗	✗	✗		Priority for SR8

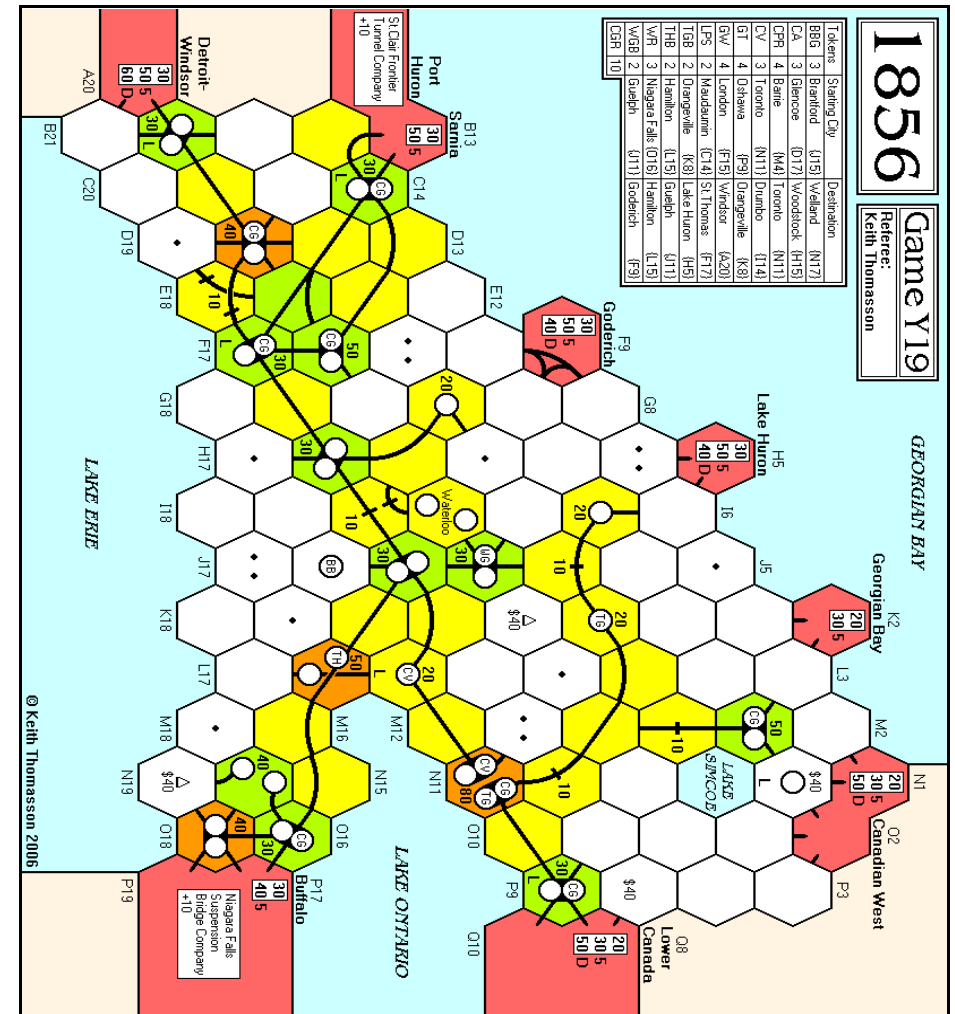
Cash Flow	b/f	SR7	c/f	Value	%	Certs
Peter Berlin	145	-100	45	1,025	20.8▼	7½
Mike Head	87	-60	27	487	9.9▲	3
Martin Butcher	450	-360	90	1,190	24.2▼	8½
Rob Thomasson	228	-180	48	1,248	25.4▲	8½
Stephen Webb	172	-150	22	972	19.7▼	9

Portfolio	BBG	CV	TGB	THB	WGB	CGR
Peter Berlin	-	-	-	-	6P	5
Mike Head	-	-	-	1	-	4
Martin Butcher	-	-	4	2P	1	5
✗ Rob Thomasson	-	-	6P	-	-	6P
Stephen Webb	6P	5P	-	-	-	-

Bank (new)	4	3	-	4	3	-
Price (par)	75	100	100	100	100	100
Bank (pool)	-	2	-	3	-	-
Price (pool)	75D	100C	100A	60E	80A	100A
Company credit	750	100	514	260	199	83
Tokens	3	1	-	1	2	2
Trains	-	6.4	5	4	4.4	5.5

Bank cash: \$9,862      Certificate limit: 10      Trains: 1 x '6', Diesels  
Current operating order: CV, TGB, CGR, WGB, BBG, THB

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds											
Yellow	1/1	2/-	3/3	4/2	5/-	6/1	7/6	8/7	9/6	55/1	56/-	57/2					
	58/1	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	59/1	120/1	121/-												
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/4	64/1	65/1					
	66/1	67/1	68/-	122/-	125/4	126/1	127/1										
Grey	123/1	124/1															



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



1856-D22

Five companies for five players.

PUBLICS

Tony's cash flow was wrong last time. He only spent \$105 and had \$195 left to spend.

Stock Round 1 - Public Companies

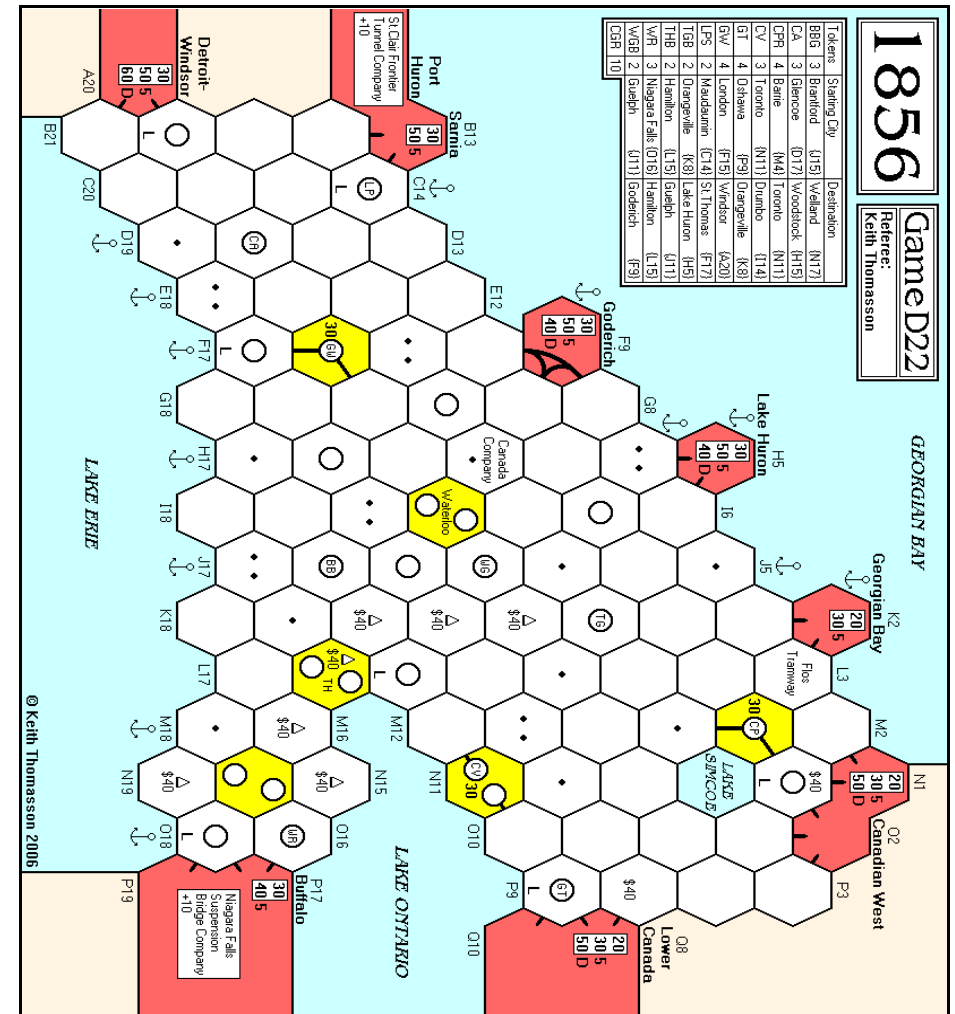
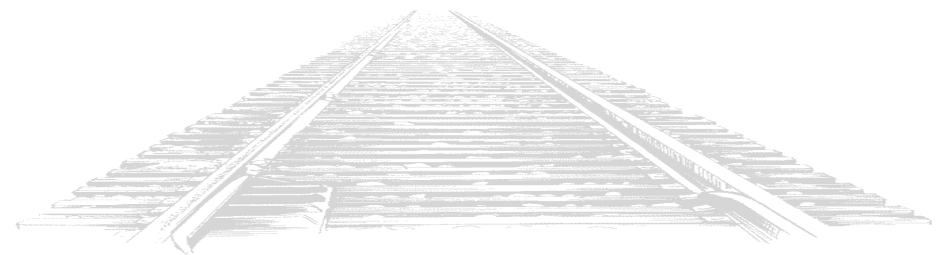
Mike	John	Richard	Tony	Willem
+ WR/Pres {65}	+ CPR/Pres {70}	+ GT/Pres {80}	+ LPS/Pres {65}	+ GW/Pres {65}
+ WR new	+ CPR new	×	+ LPS new	+ GW new
×	+ CPR new	×	×	+ GW new
×	×	×	×	×
Priority for SR2				

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Richard Lunn	160	-160	0	280	19.0	3
Tony Robbins	195	-195	0	295	20.1	3
Willem Moene	260	-260	0	300	20.4	4
Mike Head	195	-195	0	295	20.1	3
John Shelley	280	-280	0	300	20.4	4

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	CC, GLSC	-	-	-	-	2P	-	-	-	-	-	-
Tony Robbins	SCFTC	-	-	-	-	-	-	3P	-	-	-	-
Willem Moene	WSR	-	-	-	-	-	4P	-	-	-	-	-
Mike Head	NFSBC	-	-	-	-	-	-	-	-	-	-	3P
John Shelley	FT	-	-	4P	-	-	-	-	-	-	-	-

Bank (new)	10P	10P	6	10P	8	6	7	10P	10P	7	10P
Price (par)			70		80	65	65			65	
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price (pool)			70E		80C	65F	65F			65F	
Company credit			280		160	260	195			195	
Tokens	3	3	4	3	4	4	2	2	2	2	3
Trains			-		-	-	-			-	
Bank cash: \$10,910	Certificate limit: 13			Trains: 6 x '2', 5 x '3'...							
Current operating order:	GT, CPR, WR, LPS, GW										

Tiles	Tile number/Availability					One Operating Round between Stock Rounds						
Yellow	1/1	2/1	3/3	4/3	5/2	6/2	7/7	8/13	9/13	55/1	56/1	57/3
	58/3	69/1										



Orders required for the following rounds

By the early deadline

OR1, SR2





1870-U19

Three connection runs.

OR12 - OR13

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains	
SSW	MB	9:C4:1	9:B3:1	280	Yes	-	225B*	109	5
FW	MB	Connection run		190	No	①	72D*	352	
ATSF	LG	4:M10:3	9:M12:3	300	Yes	-	200A*	30	8
GMO	LG	6:M14:6	8:A12:3	290	Yes	②	110F*	446	6
SP	LG	42:L15:2	-	-	-	③	82B*	0	10
TP	SW	8:L5:2	8:J7:4	70	Yes	-	90B*	22	-
MP	JS	141:D17:5	-	300	Half	-	82E*	150	8
IC	MH	9:G16:2	9:J15:1	350	No	④	68F*	890	6
FW	MB	170:J5:1	-	280	Half	-	72D*	492	8
SLSF	LG	24:M18:3	-	540	No	-	60F*	540	5
MKT	SW	25:L3:5	-	220	Yes	⑤	64H*	444	6
MKT	SW	Connection run		400	No	⑥	64H*	844	

- Notes: ① Destination marker placed in A2  
 ② \$80 to the bank for terrain costs  
 ③ \$950 to the bank for a '10' train, partly funded by \$50 from Lyndon  
 ④ \$60 to the bank for terrain costs  
 ⑤ \$1 to the TP for a '6' train  
 ⑥ Destination marker placed in N1

OR13	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
SSW	MB	39:H19:5	-	280	Yes	①	250B▲	0	8
ATSF	LG	47:M18:3	-	300	Yes	-	225A▲	60	8
GMO	LG	57:N17:2	9:A14:3	290	Yes	②	120E▲	366	6
SP	LG	Connection run		260	Yes	③	90B▲	104	
TP	SW	9:K8:1	8:L9:1	-	-	④	82B▼	0	6
SP	LG	15:N17:5	-	330	Yes	-	100B▲	236	10
MP	JS	146:D17:2	-	310	Half	-	82E▲	310	8
FW	MB	14:F5:1	-	-	-	⑤	68D▼	0	10
IC	MH	58:I14:2	-	350	Half	⑥	68F▲	4	12
MKT	SW	14:B9:1	-	-	-	⑦	60H▼	0	12
SLSF	LG	170:N17:5	-	-	-	⑧	55F▼	0	12

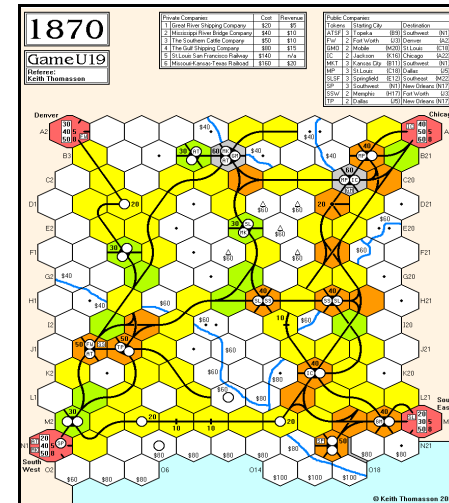
- Notes: ① \$137 to the FW for an '8' train  
 ② \$80 to the bank for terrain costs  
 ③ Destination marker placed in N17  
 ④ \$22 to the MKT for a '6' train  
 ⑤ \$950 to the bank for a '10' train, partly funded by \$321 from Martin  
 ⑥ \$1,100 to the bank for a '12' train - '5' trains become obsolete  
 ⑦ \$1,100 to the bank for a '12' train, partly funded by \$234 from Stephen  
 ⑧ \$1,100 to the bank for a '12' train, partly funded by \$560 from Lyndon

Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Lyndon Gurr	272	245	89	606	3,151	25.2*	16
Stephen Webb	15	245	-159	101	1,323	10.6*	10/14
John Shelley	158	276	250	684	2,714	21.7*	16/17
Mike Hutton	361	179	252	792	2,455	19.6*	15/16
Martin Butcher	723	274	-153	844	2,867	22.9*	12

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

Bank (new)	-	-	-	2	-	-	-	4	-	3
Price (par)	100	72	68	76	68	76	100	90	76	100
Bank (pool)	-	-	2	-	-	-	-	-	-	-
Price (pool)	225A	68D	120E	68F	60H	82E	55F	100B	250B	82B
Company credit	60	0	366	4	0	310	0	236	0	0
Redeemed shares	1	-	-	-	2	-	-	-	1	-
Tokens	-	1	-	-	1	1+D	-	3	-	2+D
Trains	8	10	6	12	6	12	8	10	8	6
Bank cash:	\$7,997									
Certificate limit:	13									
Current operating order:	SSW, ATSF, GMO, SP, MP, TP, IC, FW, MKT, SLSF									

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



Orders required for the following rounds *By the early deadline*  
 OR14, SR8 *Adjudication can pause between rounds if requested*



1870-O20

Just the operating round this time.

OR8

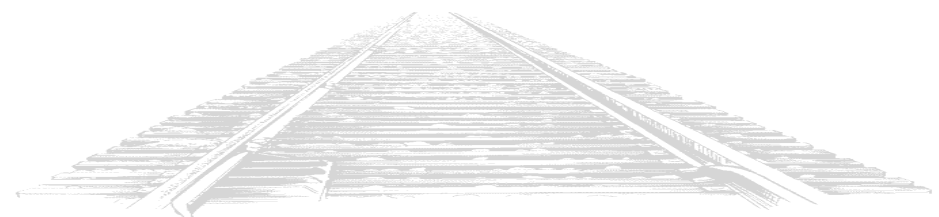
OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SP	SW	63:M6:1	-	220	Yes	-	110F	71 4 3
SLSF	WM	8:J15:1	8:J17:6	90	Yes	① ②	100E	210 3
MKT	DS	57:F5:1	-	90	Yes	-	100E	315 3
GMO	SC	15:M20:6	-	140	Yes	-	90D	56 4 3
MP	RK	8:C20:6	9:B21:2	120	Yes	③	90D	92 4 3
FW	WM	8:H5:5	9:Q4:1	40	Yes	④	90B	576 4
IC	SC	8:L17:4	8:M18:1	80	Yes	⑤	90B	592 4
TP	RK	14:J3:3	-	50	No	-	64E	111 3
SSW	RK	9:H11:3	8:H9:1	110	Yes	⑥	72E	1,461 5 4

- Notes: ① \$60 to the bank for terrain costs  
 ② \$100 to the bank for a token in H13  
 ③ \$1,357 to the SSW for a '3' train  
 ④ \$40 to the bank for terrain costs  
 ⑤ \$40 to the bank for a token in M20  
 ⑥ \$1 to the MP for a '4' train

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Simon Cutforth	70	118	188	1,178	18.8	9
Don Smith	80	45	125	1,035	16.5	8
Stephen Webb	243	207	450	1,700	27.2	11
Willem Moene	54	78	132	1,272	20.3	10
Roger Krueger	62	93	155	1,079	17.2	8

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Simon Cutforth	-	-	5P	6P	-	-	-	-	-	-
Don Smith	5	-	-	-	5P	-	-	-	-	-
Stephen Webb	-	-	1	-	1	1	2	7P	-	-
Willem Moene	-	6P	-	-	-	-	6P	-	-	-
Roger Krueger	-	-	-	-	4	2P	-	-	3P	2P

Bank (new)	5	4	4	4	-	3	1	1	4	4
Price (par)	82	90	82	90	76	100	100	72	90	100
Bank (pool)	-	-	-	-	-	3	-	1	3	4
Price (pool)	82C	90B	90D	90B	100E	90D	100E	110F	72E	64E
Company credit		576	56	592	315	92	210	71	1,463	111
Redeemed shares		-	-	-	-	1	1	1	-	-
Tokens	3+D	1+D	1+D	D	1+D	2+D	D	1+D	D	1+D
Trains		4	4 3	4	3	3	3	4 3	5 4	3
Bank cash: \$7,464	Certificate limit: 13				Trains: 3 x '5', 3 x '6'...					
Current operating order:	SP, SLSF, MKT, GMO, MP, FW, IC, SSW, TP									



Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/3	4/4	5/1	6/1	7/7	8/5	9/15	55/1	56/1	57/1
	58/3	69/1										
Green	14/-	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						
Brown	39/1	40/2	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/4	70/2	145/2
	146/2	147/2	170/4									

# 1870

## GameO20

Reference:  
Keith Thomasson

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

Public Companies	Tokens	Starting City	Destination
ATSF	3	Topeka (B3)	Southwest (N11)
FW	2	Fort Worth (J3)	Denver (A2)
GMO	2	Mobile (M20)	St Louis (C18)
IC	2	Jackson (K16)	Chicago (A22)
MKT	3	Kansas City (B11)	Southwest (N11)
MP	3	St Louis (C18)	Dallas (J5)
SLSF	3	Springfield (E12)	Southeast (M22)
SP	3	Southwest (N11)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)

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Orders required for the following round

By the early deadline

SR6



1895-L20

Tim is forced to help the STA buy a '10H' train.

OR9

OR9	Pres	Lays	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	MB	15:F6:4	-	110	No	-	130D	485	-
SD	RK	23:F20:5	-	160	Yes	80	150D	16	10H 8H
OB	RK	125:F6:5	-	280	Yes	-	105E	235	8H 6H
NS	MB	850:F10:1	-	-	-	-	70D	501	6H
STA	TF	25:G11:2	-	-	-	③ ④	60F	0	10H

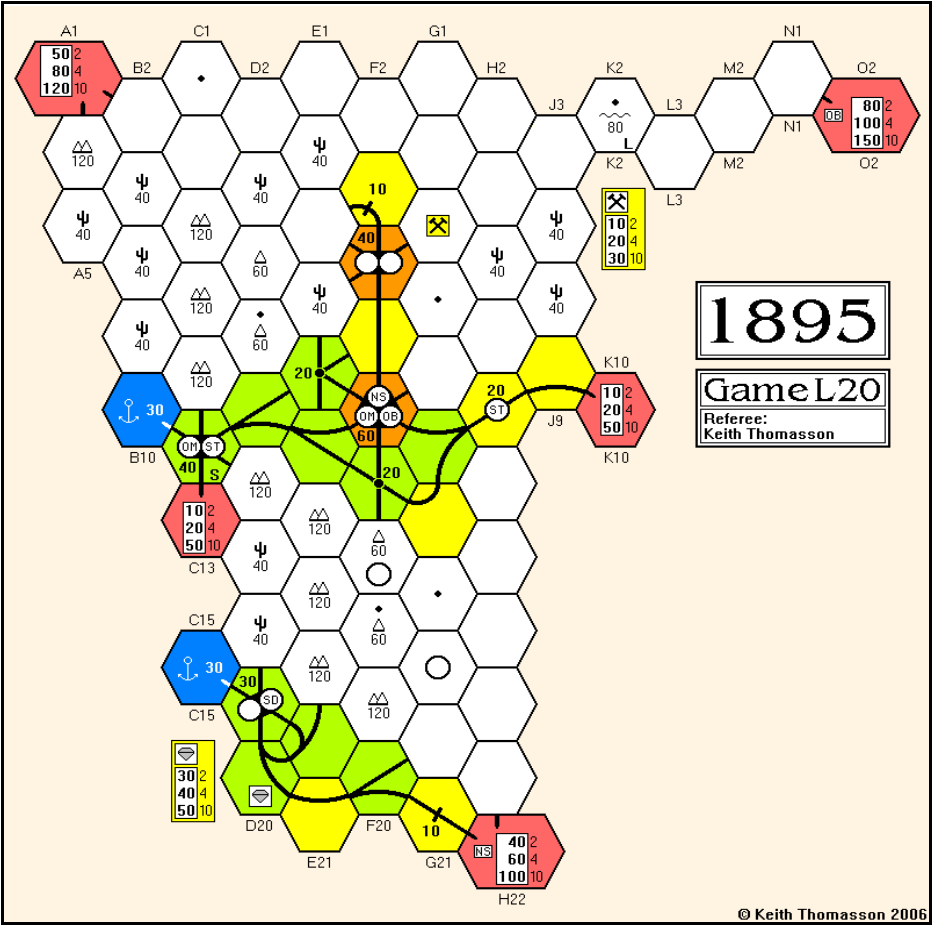
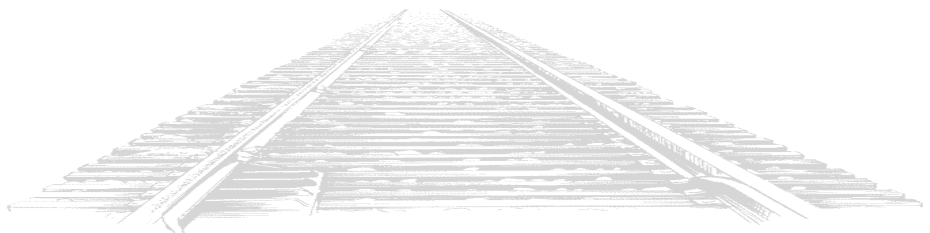
- Notes: ① 500 RM to the bank for a '10H' train - '5H' trains become obsolete - Martin Luther closes  
② 139 RM to the OME for a '6H' train  
③ 100 RM to the bank for a token in H10  
④ 500 RM to the bank for a '10H' train, partly funded by 212 RM from Tim, requiring the sale of 1 SD {↔}

Cash Flow	b/f	OR9	c/f	Value	%	Certs
Roger Krueger	33	236	269	1,694	41.7	10
Tim Franklin	111	7	118	988	24.4	9
Martin Butcher	26	0	26	1,376	33.9	13

Portfolio	PC/Oblig	STA	OME	SD	OB	NS
⊕ Roger Krueger	OB	-	-	6P	5P	-
Tim Franklin	-	7P	-	4	-	-
Martin Butcher	-	-	5P	-	-	10P

Bank (new)	1	-	-	2	-
Bank (pool)	2	5	-	2	-
Price	60F	130D	150D	105E	70D
Company credit	0	485	16	235	501
Tokens	2	1	2	1	1
Trains	10H	-	10H 8H	8H 6H	6H
Bank cash: 4,878 RM      Certificate limit: 13      Trains: 2 x '12H', 5 x '16H'					
Current operating order:      SD, OME, OB, NS, STA					

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
Yellow	3/1	4/1	7/4	8/9	9/11	57/2	58/2	814/1	815/1			
Green	14/1	15/2	16/1	17/1	18/1	19/1	20/1	23/-	24/1	25/2	26/2	27/2
	28/2	29/-	38/-	887/-	888/-							
Brown	39/1	40/1	41/1	42/1	43/1	44/1	45/1	46/1	47/1	70/1	125/2	849/1
	850/-	889/1										



Orders required for the following rounds	By the early deadline
OR10, SR7	Adjudication can pause between rounds if requested



1899-Z21

The XzS gets floated and gets a new President at the same time.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
FsR	AH	7:B15:1	-	-	-	①	82B▼	820	2
Tt	DS	57:H11:3	-	-	-	②	82B▼	660	2.2

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

#### Stock Round 2

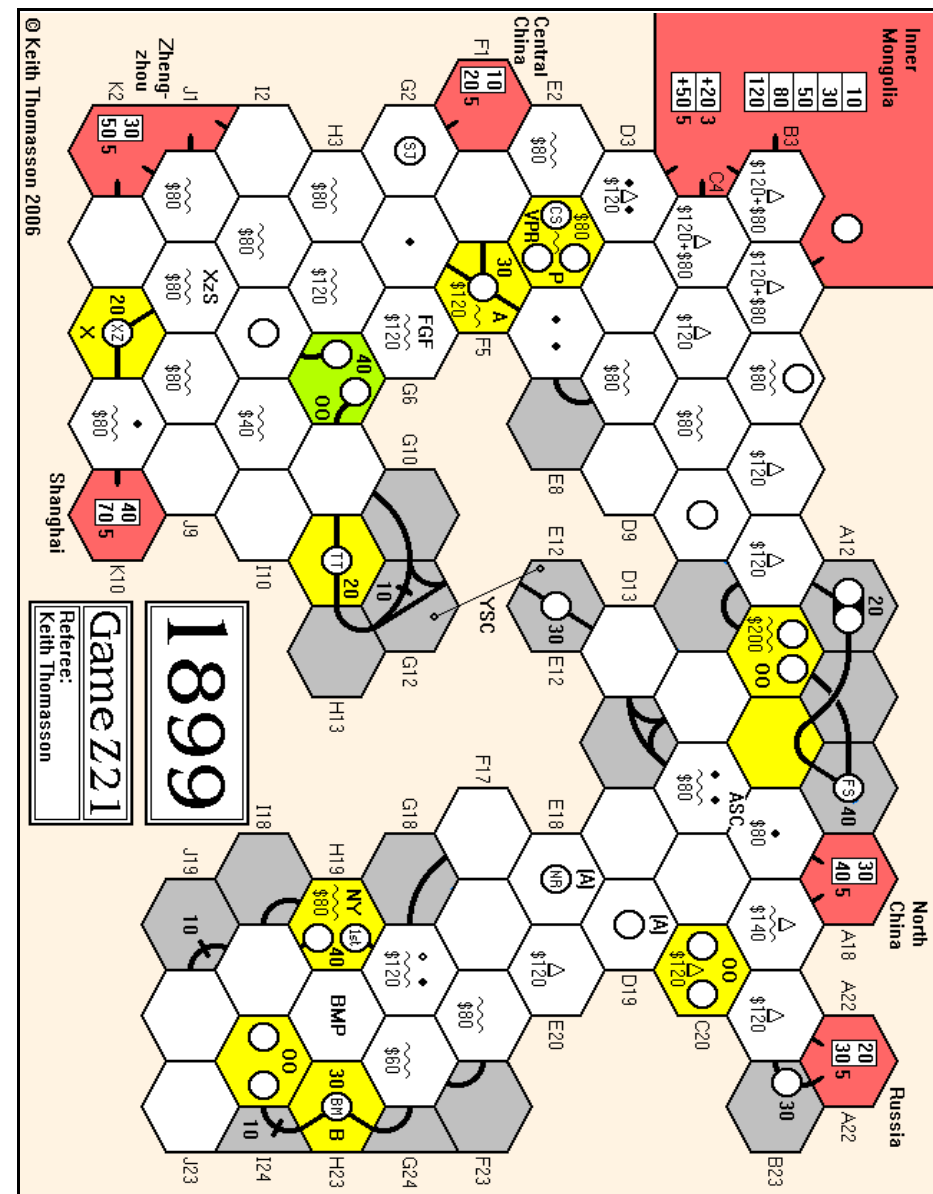
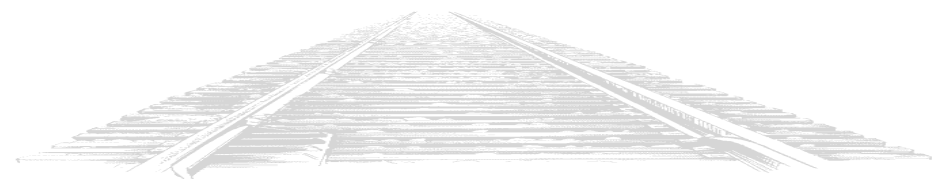
Don	Alan	Lyndon	John
X	X	- 1 FsR (▼76C)	X
X	X	+ XzS new	X
X	X	+ XzS new (gains Presidency)	X
X	X	+ XzS new	X
X	X	X	Priority for SR3

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Alan Harvey	40	5	0	45	521	18.9▼	6
Lyndon Gurr	325	45	-318	52	722	26.0▲	5
John Shelley	12	40	0	52	872	31.4▲	7
Don Smith	38	15	0	53	663	23.9▲	6

Portfolio	Privates	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Alan Harvey	BMP	-	-	-	6P	-	-	-	-
Lyndon Gurr	VPS, ASC	-	-	-	-	-	-	4P	-
John Shelley	FGF, XzS	-	-	-	-	-	-	4	2
Don Smith	YSC	-	-	-	-	-	-	6P	-

Bank (new)	10P	10P	10P	3	10P	10P	-	4
Price (new)				90			82	100
Bank (pool)	-	-	-	1	-	-	-	-
Price (pool)				76C			90B	100A
Company credit				820			660	1,000
Tokens	3	3	3	1	4	4	3	2
Trains				2			2.2	-
Bank cash: \$14,318	Certificate limit: 16				Trains: 3 x '2', 5 x '3'			

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
Yellow	1/1	2/1	3/2	4/3	7/5	8/11	9/11	55/1	56/1	57/4	58/3	69/1



Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested





18KAAS-O19

The private companies close.  
Finally.

OR14 - SR9

The private companies closed after OR10 - but I kept paying out to the companies... other than reduced credit for the companies involved, the main effect is that Willem paid \$5 more to help the B&M buy its Diesel. The B&M Diesel run in OR13 was queried. It's route started in L2 (England) and went via K9, G11, via H12 to G11 again, then G7, I13 and H14. This was 6 - 2 - 6 - 1 - 8 - 1 - 8 - 6 - 3 - 4 for \$450 - actually \$20 more than was reported.

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	MB	-	300	Yes	-	200B	130	6
B&M	WM	-	380	Yes	-	155C	0	D
C&O	TS	24:K15:3	230	Yes	-	142A	0	D
CPR	LG	43:H10:1	300	Yes	-	130D	0	6
PRR	AH	63+:I13:1	310	Yes	-	100E	83	5
NYNH	WM	-	240	Yes	-	90E	246	5
Erie	AH	7:H20:1	190	Yes	-	82B	0	5
NYC	LG	-	-	-	-	25F	0	-

#### Stock Round 9

Martin	Tony	Lyndon	Alan	Willem
✗	+ Erie new	- 3 NYC (v70H)	- 1 Erie (v76C)	- 1 NYC
✗	+ PRR pool	✗	+ B&O pool	+ Erie pool
✗	✗	✗	- 1 Erie (v71D)	+ Erie pool
✗	✗	✗	+ NYNH pool	✗
✗	✗	✗	✗	+ Erie new
✗	✗	✗	✗	✗

Priority for SR10

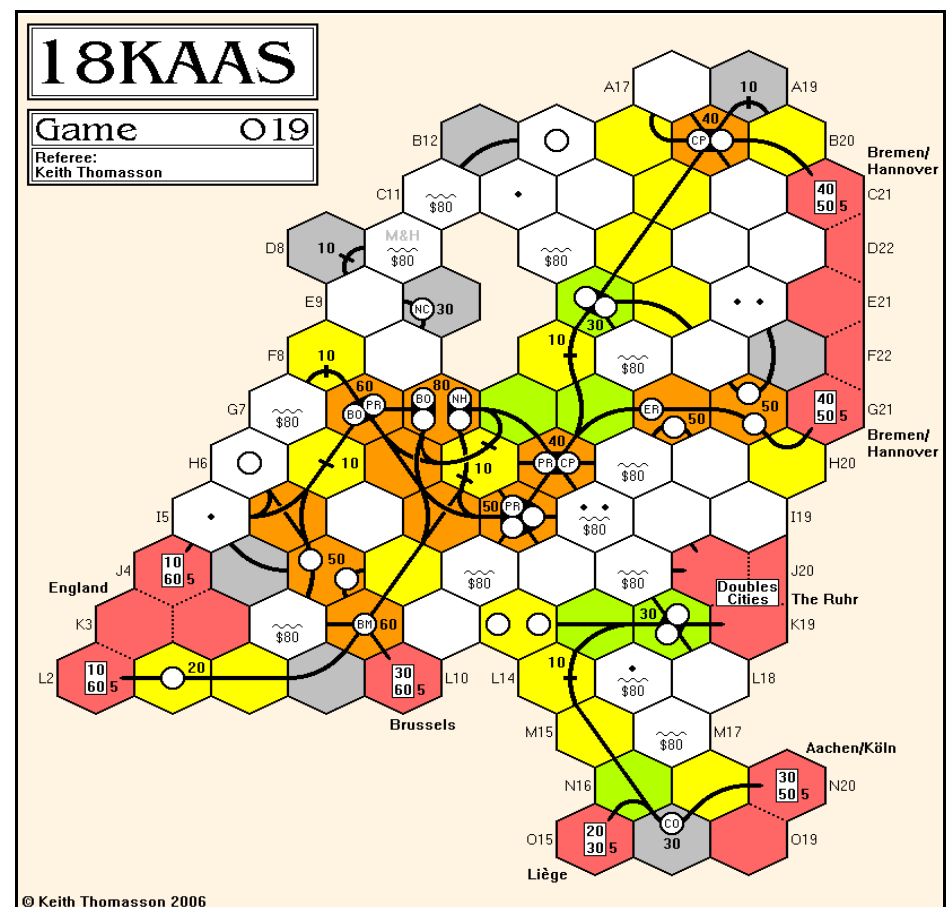
Cash Flow	b/f	OR14	SR9	c/f	Value	%	Certs
Willem Moene	766	359	-237	888	2,747	18.0	13
Martin Butcher	1,265	387	0	1,652	4,157	27.2	13/14
Tony Sait	506	313	-200	619	2,535	16.6	12
Lyndon Gurr	742	370	75	1,187	2,968	19.5	12/13
Alan Harvey	744	398	-132	1,010	2,859	18.7	13

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Willem Moene	5P	-	-	1	4	-	5P	-
✗ Martin Butcher	1	6P	5	1	-	1	1	-
Tony Sait	3	1	5P	1	1	-	1	1
Lyndon Gurr	-	1	-	6P	1	2P	2	3
Alan Harvey	1	2	-	1	4P	-	1	6P

Bank (new)	-	-	-	-	-	3	-	-
Price (new)	90	100	90	76	100	76	67	71
Bank (pool)	-	-	-	-	-	4	-	-
Price (pool)	180B	225A	142A	155C	76C	10H	100D	110D
Company credit	0	130	0	0	0	0	246	83
Tokens	2	2	2	2	2	4	1	1
Trains	D	6	D	6	5	-	5	5

Bank cash: \$6,185 Certificate limit: 13 Trains: Diesels  
Current operating order: B&O, B&M, CPR, C&O, PRR, NYNH, Erie, NYC

Tiles	Tile number/Availability										Three Operating Round between Stock Rounds		
Yellow	1/1	2/1	3/1	4/-	7/3	8/5	9/5	55/1	56/-	57/3	58/-	69/1	
Green	14/2	15/1	16/1	18/1	19/1	20/1	23/3	24/2	25/-	26/1	27/-	28/-	
	29/1	53/1	53+/1	54/1	59/2								
Brown	39/1	40/1	41/2	42/2	43/1	44/1	45/1	46/1	47/1	61/-	61+/-	62/-	
	63/1	63+/-	64/-	65/-	66/-	67/1	68/1	70/1					



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Orders required for the following rounds

By the early deadline

OR15, OR16

Adjudication can pause between rounds if requested



6 NIMMT! 12

Michael takes the lead by avoiding any penalties.

ROUND 6

Hand 1 (1-104)

68	90	91	
52	86	88	
49	85	82	
47	71	81	
34	50	77	103
1/5	2/10	3/9	4/1

Hand 2 (1-104)

	77	59	
	70	55	
	62	50	
	61	35	49
99	60	17	46
1/5	2/9	3/14	4/2

John (16), Mick (17), Jim (22), Colin (34) takes row 1 for 11 pts, Sharon (47), Michael (49), Tim (52), Steve (68).

Colin (7) takes row 4 for 5 pts, Michael (50), Steve (41), John (42), Mick (43), Jim (46) takes row 4 for 7 pts, Sharon (49), Tim (99) takes row 1 for 6 pts.

Hand 3 (1-84)

			84
54			83
42			80
41	65		79
40	58	47	75
1/6	2/3	3/1	4/8

Hand 4 (1-84)

	45		81
43	44		80
42	20		79
25	19		78
16	5	9	77
1/5	2/13	3/1	4/11

John (18) takes row 3 for 3 pts, Mick (24), Tim (39), Jim (43), Steve (44), Colin (47) takes row 3 for 9 pts, Sharon (58) takes row 2 for 14 pts, Michael (65).

Tim (9) takes row 3 for 4 pts, Sharon (12), Colin (14), Mick (15), Steve (16) takes row 1 for 8 pts, Michael (25), John (42), Jim (43).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	0	1	0	5	6
Tim Franklin	5	5	0	5	15
Mick Haytack	0	10	0	3	13
John Colledge	0	0	8	9	17
Jim Reader	8	18	1	5	32
Sharon Khan	22	9	15	0	46
Steve Ham	0	13	22	20	55
Colin Sharpe	24	5	22	5	56

Orders required

Round seven - cards for each hand



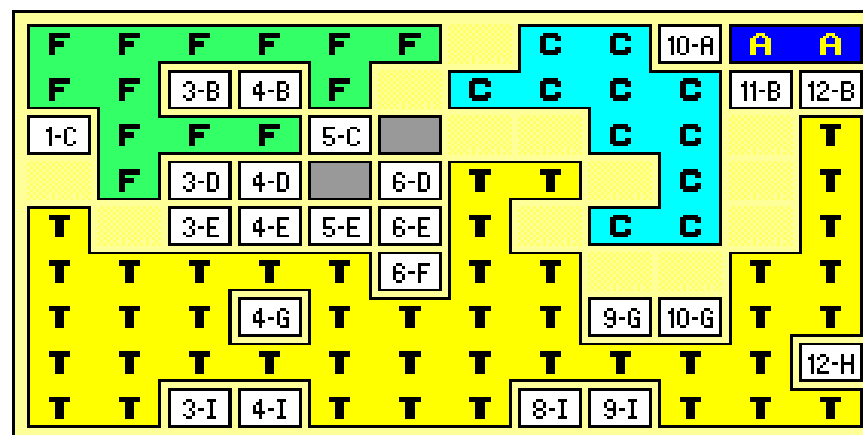
ACQUIRE 45

Just one turn for this game.

ROUND 12

John 1-H Buys 3 Festival @ £800.

Declares the game over as Tower has over 40 tiles.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	1	-	7	-	5	-	£19,600	£38,700
John Colledge	-	2	1	3	-	6	-	£25,600	£41,700
Tony Wilcock	-	-	-	-	-	7	-	£11,400	£26,700
Kevin Lee	-	12	-	3	-	3	-	£2,400	£29,500
Colin Sharpe	-	10	2	5	-	-	-	-	£26,600
Bank Stock	25	-	22	7	25	4	25		
Chain Size	-	44	2	13	-	11	-		
Chain Value	-	1000	300	800	-	900	-		

John spots his opportunity to end the game while he is ahead, and takes it. With more than 50% of his value in cash, he was pretty rock solid, and could have taken the majority in Continental to make it more secure, but why wait when you can lock it down.

1st	John Colledge	£41,700
2nd	Michael Graystone	£38,700
3rd	Kevin Lee	£29,500
4th	Tony Wilcock	£26,700
5th	Colin Sharpe	£26,600

Congratulations to John. He was safe in his game-end comments for the last game. It looked more promising because he could end it without any risk. We'll close next time, so if you have any comments, pass them on.



## ACQUIRE 46

American relocates after  
being taken over by Festival.

## ROUND 7

Willem 9-C Festival takes over American, bonuses for Willem (£3,800) and Tony (£3,800), Willem retains 6, John sells 4 for £2,000, Tony sells 6 for £3,000. Buys 3 Imperial @ £800.

John 7-A Buys 1 Tower @ £200, 1 Worldwide @ £400.

Lyndon 7-C No purchases.

Tony 5-A Buys 3 Imperial @ £800.

Bob 8-E Forms American, one free share. No purchases.

Willem 6-F Buys 2 Imperial @ £800.

1-A		3-A	4-A		6-A	L	8-A	F	F	F	12-A
	2-B	C	C	5-B	L	L	8-B	F	10-B	11-B	12-B
1-C		3-C	C	5-C	L	L	8-C	F	F	F	F
1-D	2-D	3-D	4-D	5-D	6-D	7-D	A	9-D	F	F	12-D
	2-E		4-E	5-E	6-E	7-E	A	9-E	F	11-E	
1-F	2-F	3-F		5-F		7-F	A	9-F	10-F	I	12-F
	2-G		4-G		6-G		8-G	9-G	10-G	I	I
1-H	2-H	3-H		5-H	W	7-H	8-H	9-H	I	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	-	1	8	-	4	4	-	£29,000
Willem Moene	6	9	6	-	-	-	6	£300	£27,800
John Marsden	9	1	-	-	8	-	-	£2,000	£18,900
Lyndon Gurr	-	12	-	2	3	6	-	£100	£17,300
Tony Wilcock	-	3	-	3	-	-	3	£6,500	£15,900
Bank Stock	9	-	18	12	14	15	12		
Chain Size	5	2	3	11	3	3	6		
Chain Value	500	200	400	800	400	500	800		

Playing sequence

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



## ACQUIRE 47

It takes a while for  
the first chain to form.

## ROUND 1

Michael 12-C No purchases.

John 10-A No purchases.

Colin 2-F No purchases.

Simon 1-H No purchases.

Willem 6-H Forms Continental, one free share. No purchases.

Michael 11-C Forms Luxor, one free share. Buys 3 Luxor @ £200.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	4	-	-	-	-	-	-	£5,400	£9,200
John Colledge	-	-	-	-	-	-	-	£6,000	£6,000
Colin Sharpe	-	-	-	-	-	-	-	£6,000	£6,000
Simon Brooks	-	-	-	-	-	-	-	£6,000	£6,000
Willem Moene	-	-	-	-	-	1	-	£6,000	£15,600
Bank Stock	21	25	25	25	25	24	25		
Chain Size	2	-	-	-	-	4	-		
Chain Value	200	-	-	-	-	600	-		

Playing sequence

John, Colin, Simon, Willem, Michael, John again





ACQUIRE 48 {SP}

It is time to exercise your special powers once more.

NEW GAME

The four players for this Special Powers game will deal in this order:

Richard Lunn	56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
John Colledge	Dunorroch, 24 Brunstane Bank, Edinburgh, EH15 2NR
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN

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

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

Don't forget that the Take 5 Tiles power can only be used at the very start of your turn. That means that your tile placement orders can end up very conditional, as you will not know which tiles you have drawn.

Playing sequence

Richard, Michael, John, Colin, Richard again



BREAKING AWAY 16

And the last shall be first...

ROUND 7

Pos	Riders	New
1st	Thomas [20 pts]	
57	Latex Former	3
56	Coagulant	5
55	-	
54	✧ Dixen ✧ Oven	3
53	Nimrod Donner Blitzen	5
52	-	
51	Inky	3
50	-	
49	Earth Rudolph	3
48	Mars Clyde	5
47	Pluto	7
46	Henry James Gordon	8
45	William Tell	11
44	Robin Hood Odysseus	12
43	-	
42	Blinky	3
41	Pinky	4
40	-	
36	Jupiter	3

Simon Brooks (6) <i>Ditchling Beacon Bykers</i> :	
A Rudolph (6)	3 3 3 15:
B Donner	5 15 16:
C Blitzen	5 6 15:
D Dixen	3 3 5:
Tim Franklin <i>Ghost Riders</i> :	
A Inky	3 6 15:
B Pinky	3 4 17:
C Blinky	3 9 18:
D Clyde	1 5 18:
Steve Ham (4) <i>The Toxophilites</i> :	
A Robin Hood	11 12 12 15:
B Odysseus (1)	3 12 12:
C Nimrod (3)	5 7 9:
D William Tell	5 11 14:
Sharon Khan (44) <i>Thomas the Tank Engine</i> :	
A Thomas (40)	First:
B Henry (4)	6 8 8:
C James	3 8 23:
D Gordon	8 15 24:
Kevin Lee (13) <i>The Planets</i> :	
A Earth (8)	3 3 3 8:
B Mars	4 5 12:
C Jupiter	3 5 24:
D Pluto (5)	5 7 12:
Jim Reader (2) <i>Latex Dipping</i> :	
A Coagulant (2)	3 3 5 5:
B Latex	3 6 8:
C Former	3 3 7:
D Oven	3 3 5:



Some big moves from the back change things around quite a bit. With a number of very string cards still to play, the order will probably change just as much on future turns.

Orders required

Cards for round eight







**BUS BOSS 293-NIT**

One place changes,  
two positions are very close.

**ROUND 12**

North Italy

Round 12 Runs

			MBB	ARM	BUM	DIG	COL	
45	K♣ - France to 7♦ Milano	① MBB 11 ① COLIN 10 ③ DIGBY 5 ③ ARMANI 4 ✕ BUM				+5	+5	21 5 0 1 2
46	6♠ - Treviso to 10♣ Cuneo	① MBB 20 ② ARMANI 10	-5 -4	+3 +4				24 6
47	K♦ - Switzerland 5♣ to Torino	① COLIN 13 ② MBB 6 ② DIGBY 6 ② BUM 5			+3/-3			13 6 6 5
48	J♦ - Bergamo to 9♥ Pesaro	① COLIN 16 ② BUM 7 ② DIGBY 7 ✕ MBB	-2 -2 -2			+2		16 5 3 6
49	3♠ - Ferrara to 3♥ Pisa	① ARMANI 13 ① COLIN 12 ③ BUM 5 ✕ DIGBY			+4/-3 +1 +3/-4 +2	-2		12 13 3 2
50	7♥ - Ravenna to 5♠ Venezia	① BUM 20 ② MBB 10 ✕ DIGBY	-1		+1 +2	-2		17 11 2
51	A♠ - Trento to A♥ Firenze	① COLIN 16 ② BUM 7 ② ARMANI 7 ✕ DIGBY		+5	+6/-5 -5	-2	+5/-6	17 11 0 2
52	9♣ - Savona to Q♠ Austria	① ARMANI 20 ② MBB 10 ✕ BUM	-6	+6 +2	-2			12 16 2

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
BUM	324	3	-	5	5	3	17	11	2	370
COLIN	267	5	-	13	16	13	-	17	-	331
ARMANI	288	1	6	-	-	12	-	0	12	319
MBB	234	21	24	6	6	-	11	-	16	318
DIGBY	168	0	-	6	3	2	2	2	-	183

1st	Jim Reader	BUM	370
2nd	Colin Sharpe	COLIN	331
3rd	Steve Ham	ARMANI	319
4th	Martin Butcher	MBB	318
5th	Don Shailer	DIGBY	183

Congratulations to Jim, so close for third. Comments next time please.



**BUS BOSS 297-VSW**

BUM is the only one  
to score in every run.

**ROUND 7**

The Valleys of South Wales

Round 7 Runs

			BRK	SWALK	PEAR	BUM	RR	
1	10♣ Caerphilly 3♦ Newport	① PEAR 11 ① SWALK 10 ③ BUM 4 ③ RR 4		+5/-5	+5	-5 +5/-5	+5	6 10 14 -1
2	Q♥ Cowbridge A♣ Mid Wales	① RR 13 ① BUM 12 ③ PEAR 5			-3 -6	+6	+3	10 6 14
4	Q♠ Glyn Neath A♦ England	① BUM 20 ② BROOKS 10 ✕ SWALK	+5	-5				20 5 5
5	3♥ Rhoose Q♣ Dowlai	① BROOKS 16 ② BUM 9 ③ RR 5	+4/-1			+4	+1/-4 -4	13 5 12

Round 7 Routes

Robertson's Routemasters (RR) (Simon Robertson, Blue)  
Newport - Cwmbran, Pontardawe - Gwaen Cae Gurwen (11)

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Pontypridd - Talbot Green - Bridgend (12)

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
Blackwood - Risca - Newport (10)

Pontypool Expressways Are Rampant (PEAR) (Kevin Lee, Pink)  
Risca - Blackwood - Tredegar (11)

South Wales Kiss (SWALK) (Bob Coull, Black)  
Bridgend - Pontycymmer, Pontardawe - Ystalyfera (12)

Scores

	Runs:	1	2	4	5	Routes	Score
BUM	28	14	6	20	5	-12	61
PEAR	32	6	14	-	-	-11	41
RR	28	-1	10	-	12	-11	38
BROOKS	29	-	-	5	13	-10	37
SWALK	33	10	-	5	-	-12	36



Round 8 Runs

3.	2♠ - 7♣	Gwaen Cae Gurwen to Porth	
6.	K♦ - 9♥	Blaenavon to Pontycymmer	(not yet available)
7.	10♥ - 6♣	Nantymoel to Tonypandy	(not yet available)
8.	10♠ - 4♦	Glyncorrwg to Risca	(not yet available)
9.	K♥ - 8♣	Talbot Green to Abertillery	(not yet available)
10.	8♠ - 5♦	Maesteg to Cwmbran	
11.	J♥ - 8♣	Bridgend to Pontypridd	
12.	6♦ - K♣	Pontypool to Rhymney	
13.	2♣ - 4♠	Aberdare to Pontardawe	
14.	K♠ - 2♦	Hirwaun to Newport	
15.	5♠ - 9♣	Swansea to Abercynon	
16.	6♥ - 7♦	Cardiff to Blackwood	
17.	9♠ - 10♦	Blaengwynfi to Ebbw Vale	(not yet available)
18.	A♠ - 4♥	West Wales to Cardiff	

Runs	Routes
Enter up to 5	Buy in the order Bob, Simon B, Simon R, Kevin, Jim



BUS BOSS 299-NWA

It's become one big network.

ROUND 2

North Wales

<u>Ann Robinson Fan Club (ARFC)</u> (Steve Ham, Orange)	
Dinbych - Rhuddlan, Dinbych - Mold	89 - 12 . . . . 77
<u>Machynlleth's Attractive Road Services (MARS)</u> John Marsden, Green)	
Dolgellau - Machynlleth, Llanfair Caereinion - Welshpool	90 - 12 . . . . 78
<u>Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY)</u> (Michael Graystone, Brown)	
Bettws Y Coed - Corwen	88 - 9 . . . . 79
<u>Llanqollen Electric Engine Korporation (LEEK)</u> (Colin Sharpe, Red)	
Blaenau Ffestiniog - Dolgellau, Porthmadog - Criccieth	89 - 12 . . . . 77
<u>Holywell Expressways Are Rampant (HEAR)</u> (Kevin Lee, Blue)	
Llanfyllin - Llanfair Caereinion, Y Bala - Corwen	90 - 12 . . . . 78

Routes
Buy in the order John, Michael, Colin, Kevin, Steve



BUS BOSS 300-KYR

With just one thought...

ROUND 1

Kyrzygia

<u>Robertson's Routemasters (RR)</u> (Simon Robertson, Blue)	
Uzgen - Kazarman - Min-Kush	100 - 12 . . . . 88
<u>Buses Running On Own Kinetic Servomechanism (BROOKS)</u> (Simon Brooks, Orange)	
Kok-Yangak - Kazarman - Kant	100 - 12 . . . . 88
<u>Highland and Lowlands Lines (HILLS)</u> (Jim Reader, Yellow)	
Tash-Kumyr - Dzalal-Abad - Osh	100 - 12 . . . . 88
<u>Small Mountainous Asian Republic Travel (SMART)</u> (Bob Coull, Black)	
K�k-Art - Kant - Dostuk	100 - 12 . . . . 88
<u>Graystone Runs Ugly Brown Buses Yet-again (GRUBBY)</u> (Michael Graystone, Brown)	
Kyzyl Kiya (via Uzbekistan) - Osh - Uzgen	100 - 12 . . . . 88

Everyone's first builds had Kazarman in the middle, which gave the first two to buy their routes the advantage. Whether it turns out to be the advantage everyone wanted remains to be seen.

Simon Robertson sent me some clarification that he'd printed in Devolution. The main one is that the link between Balykohy and Kadzhi-Say is marked as 4 but should be 5. Some links don't have their length marked, so if there is no obvious route length shown, count the spaces. There are two towns named Karakol - be aware of this and quote the card number for the town to avoid confusion.

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





## LANCASHIRE RAILWAYS 10

The start player was  
incorrectly advised...

## ROUND 10

Roger should have made another delivery last time. It was External from Scotland to Stockport, which gave Lyndon 1 point, and Roger 4. This makes Roger the start player for this round.

Auctions	Bids:	RK	MB	TW	LG
10a: Manchester & Bolton (6)		1	*2*		
Build roll: 4 (not built)					
10b: Liverpool & St.Helens (5)		-	-	-	*1*
Build roll: 6 (built)					
10c: Blackburn & Clitheroe (8)		*1*			
Build roll: 2 (not built)					

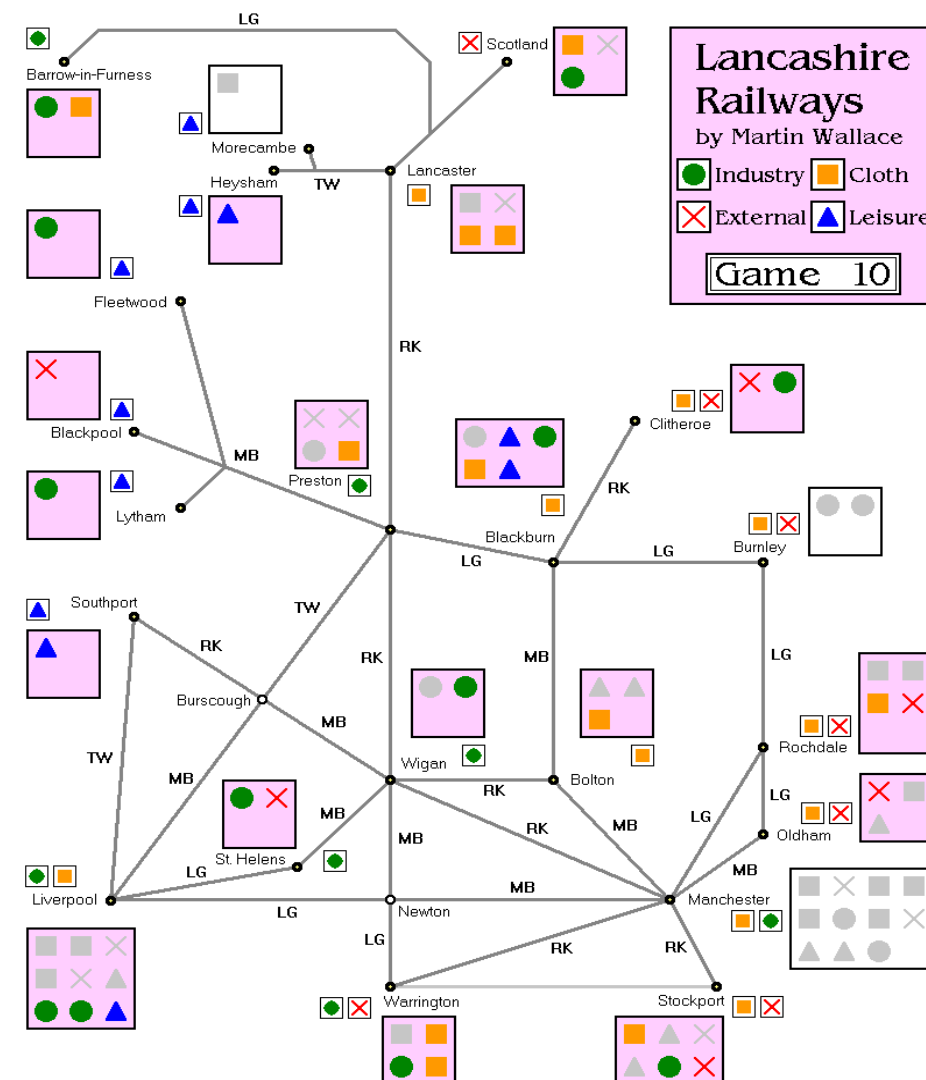
Commodity Movement	RK	MB	TW	LG
Income:	17	15	4	15
Tony ✗	-	-	-	-
Roger Leisure Bolton to Heysham	3	-	1	-
Martin External Liverpool to Oldham	-	5	-	-
Tony ✗	-	-	-	-
Lyndon Leisure Oldham to Blackpool	-	1	-	4
Market loss number: 7	Income lost: -2	-3	-	-2
	Income:	18	18	5
				17

Roger remains the Train Player (income 18/cash 70).

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

Stockport	External	◇	Link 11a: Warrington & Stockport (7)
Bolton	Cloth		

Cash Flow	Lyndon	60	Roger	52	Martin	58	Tony	20
Initial cash		24		53		17		8
Auctions & Builds	-1	23	-1	52	-2	15	-	8
Income	+17	40	+18	70	+18	33	+5	13
Acquired Loans	-	40	-	70	-	33	-	13
Interest	-	40	-	70	-	33	-6	7
Retired Loans	-	40	-	70	-	33	-	7
Cash c/f		40		70		33		7



Orders required Roger leads the playing order  
Railway link bid 11a, commodity movement, loans



## NEW ENGLAND RAILWAYS 8

Cheap links this month.

## ROUND 9

Auctions		Bids:	SK	MB	TW	MP
9a:	New Haven & Bridgeport (7)		1	2	-	*3*
	Build roll: 8 (built)					
9b:	Worcester & Springfield (7)		1	2	-	-
	Build roll: 5 (not built)		*3*			
9c:	Fitchburg & Lowell (5)		-	*1*		
	Build roll: 11 (built)					

Commodity Movement		SK	MB	TW	MP
	Income:	17	10	10	11
Tony	Goods Providence to Portsmouth			3	2
Sharon	Goods Kingston to New London	3	1	-	-
Martin	Goods Boston to New London	1	2	-	-
Tony	Goods Providence to Portsmouth	-	-	3	2
Marcus	Cotton Cape Cod to Worcester	1	-	1	3
Market loss number:	6				
	Income lost:	-3	-2	-2	-3
	Income:	19	11	15	15

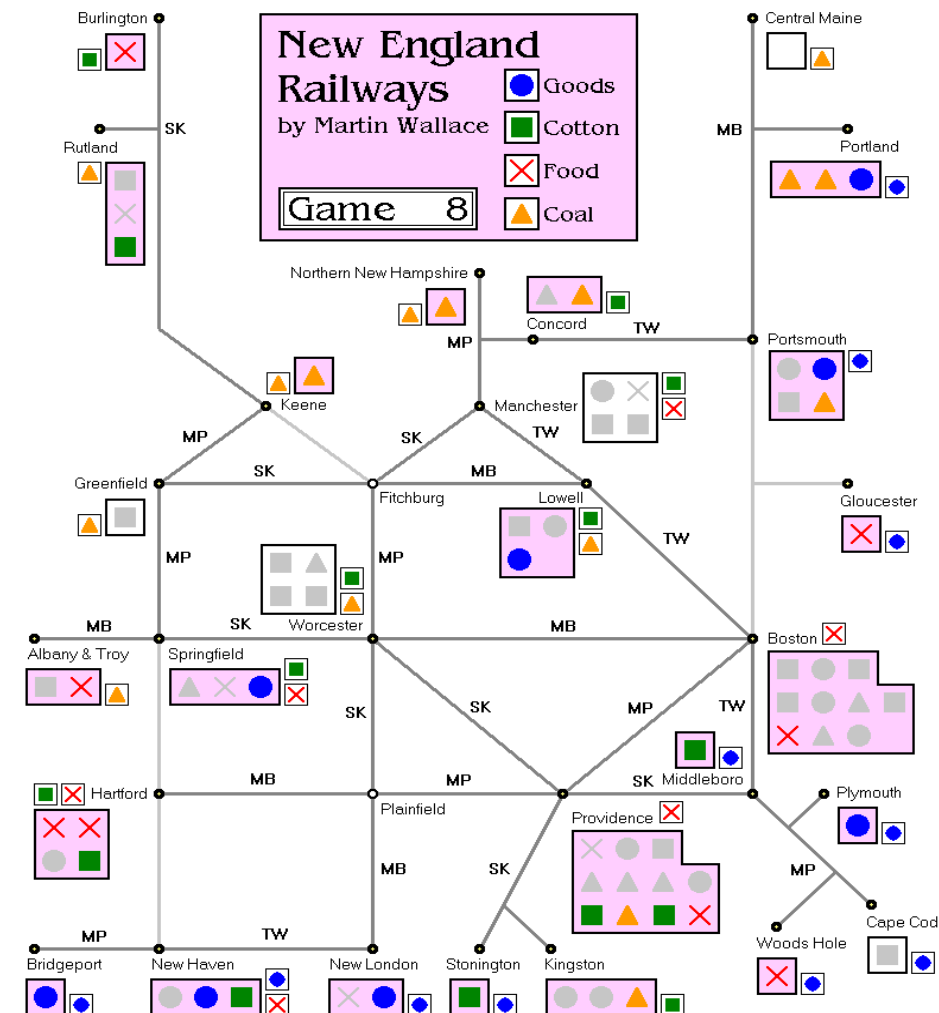
Sharon remains the Train Player (income 19/cash 60).

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

### Commodity Growth and New Railway Links

Providence	Food	◇	Link 10a:	New Haven & Hartford (5)
Springfield	Goods	◇	Link 10b:	Fitchburg & Keene (7)
Stonington	Cotton	◇	Link 10c:	Hartford & Springfield (5)
Burlington	Food	◆	Link 11a:	Boston & Gloucester, Portsmouth (8)
Kingston	Coal			
Portland	Goods			

Cash Flow	Sharon	54	Martin	43	Tony	31	Marcus	54
Balance b/f		44		8		7		5
Auctions	-3	41	-1	7	-	7	-3	2
Income	+19	60	+11	18	+15	22	+15	17
Acquired Loans	-	60	-	18	-	22	-	17
Interest	-	60	-	18	-6	16	-2	15
Retired Loans	-	60	-	18	-10	6	-10	5
Balance c/f		60		18		6		5



Orders required Sharon leads the playing order

Railway link bids 10a, 10b and 10c, commodity movement, loans





## OUTPOST 24

One Moon Base for next time,  
and one potential buyer.

## ROUND 13

### Commander Actions

Martin Auctioned an Outpost for 100 and got it reduced to 65 after Heavy Equipment / Ecoplants discounts (w:8 t:13,44) plus a free Titanium Factory

- ▶ Bought two Population Units (w:4,7)

Willem Auctioned a Space Station for 122. Lyndon joined at 123. Willem dropped out at 123. Lyndon got it for 123 (w:8,30,30 r:10 n:22,26)

- ▶ Auctioned a Robots for 50 and got it (o:5 w:7,8,9 r:9,12) plus a free Robot

Geoff Bought one Titanium Factory (o:1,2 t:8,9,10)

Mark Auctioned an Outpost for 100 and got it reduced to 85 after Heavy Equipment discounts (t:8,10,11 r:13 m:15,18 n:16) plus a free Titanium Factory

- ▶ Bought three Population Units (w:30)

Jim Bought two Titanium Factories (o:4 w:6,7,9,10 t:11,13)

Marcus Bought one Research Factory (w:30)

Michael Bought one Research Factory (o:4,4 w:6,7,9)

- ▶ Bought one Robot (w:5,5)

Lyndon Passed

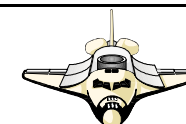
PO	Name	Factories	Population	Robots	Production
1	Martin	2o,3w,6t	7 (10)	3 (7)	1o,3w,2t,1T,2m (122,20)
2	Mark	2o,6w,3t,1r,1n	11 (13)	0 (0)	2w,1W,3t,1r,1m,1n (124,15)
3	Willem	2o,2w,2r	5 (5)	2 (10)	3o,2w,9r (140,10)
4	Geoff	2o,5w,5t	12 (13)	0 (0)	2o,2w,2W,2t,1T (144,20)
5	Lyndon	2o,5w,3n	8 (9)	0 (0)	1W,1r,5n,1om (173,15)
6	Jim	2o,3w,4t	7 (8)	1 (7)	2o,3w,4t (67,15)
7	Michael	2o,4w,4r	5 (5)	4 (5)	1o,4w,8r (135,15)
8	Marcus	2o,4w,3r	8 (8)	0 (0)	2o,2W,11r (209,10)

PO	Name	Colony Cards	Victory Points
1	Martin	WH, HE, OL, Rob, Eco, Eco, OP	39 (315)
2	Mark	HE, Nod, OL, Lab, OP	33 (285)
3	Willem	DL, DL, DL, DL, Sci, Sci, Rob, Rob, Lab, Lab	32 (400)
4	Geoff	WH, HE, Nod, Eco, OP	31 (210)
5	Lyndon	WH, Nod, Sci, SS	28 (210)
6	Jim	DL, WH, HE, Nod, Rob, Eco	25 (175)
7	Michael	WH, Rob, Lab	22 (155)
8	Marcus	HE, Nod, Sci, Lab	21 (175)

Data Library	0	Sold out	Laboratory	0	Sold out
Warehouse	0	Sold out	Ecoplants	1	(none left)
Heavy Equipment	0	Sold out	Outpost	2	(none left)
Nodule	0	Sold out	Space Station	0	(5 more)
Scientists	0	(1 more)	Planetary Cruiser	2	(4 more)
Orbital Lab	2	(1 more)	Moon Base	1	(5 more)
Robots	0	Sold out			

### Orders required

Round fourteen auctions, bids and purchases



## OUTPOST 25

No new Nodules, but plenty of  
Warehouses and Heavy Equipment.

## ROUND 4

### Commander Actions

Willem Passed

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

- ▶ Bought one Population Unit (o:5 w:7)

Kevin Bought one Water Factory (o:1 w:4,6,9)

Jim Auctioned a Nodule for 25. Marcus joined at 26 and dropped out at 27. Jim got it for 27 (o:2,4 w:4,7,10)

Marcus Auctioned a Nodule for 25 and got it (o:1,4,5 w:8,9)

David Bought one Water Factory (o:1,3 w:6,10)

- ▶ Bought one Population Unit (o:2 w:8)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,3w	5p (8,0)	Nod	2o,4w (34,10)	7 (25)
2	Sharon	2o,3w	5p (8,0)	Nod	3o,3w (30,10)	7 (25)
3	Marcus	2o,3w	5p (8,0)	Nod	2o,4w (34,10)	7 (25)
4	Willem	2o,1w	3p (5,0)	DL, DL, DL	6o,2w (32,10)	6 (45)
5	Kevin	2o,3w	4p (5,0)	DL	2o,3w (27,10)	5 (15)
6	David	2o,4w	5p (5,0)	-	1o,1w,1W (40,10)	5 (0)

Data Library	0	Sold out	Heavy Equipment	3	(1 more)
Warehouse	3	(1 more)	Nodule	0	(1 more)

### Orders required

Round five auctions, bids and purchases



**PUERTO RICO 4**

All of the large buildings  
have been built.

**ROUND 11**

Stephen is the Captain (+1).

The corn ship is emptied.

Kevin is the Prospector (+1).

Geoff is the Builder and builds the City Hall.

Jim builds the Fortress, Stephen builds a Wharf, Kevin builds the Customs House.

Jim is the Craftsman and produces an extra Corn.

Roles	Builder	Captain	Craftsman	Mayor
	+1 Settler	Trader	Prospector	

Quarries	Plantations (Fields)					Trading House				Ship	Supply
1	Crn	Crn	Ind	Ind	Ind	Cof	Tob	Sug	-	6	30

**Buildings**

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

**Cargo Ships**

5: Empty	6: Tobacco	7: Indigo
- - - - -	✓ ✓ ✓ ✓ ✓ -	✓ ✓ ✓ ✓ ✓ ✓ -

Geoff Har- dingham	Small indigo plant	Small sugar mill	Tobacco storage	Coffee roaster
DbIns: 9	Factory	Guild hall	City hall	
Chips: 4	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓×	Goods: Crn✓ Ind✓ Sug✓ Cof✓		
Jim	Indigo plant	Tobacco storage	Small market	Hacienda
Reader	Fortress			
DbIns: 9	Fields: Qry✓✓ Crn✓ IndXXX SugX Tob✓✓ CofXXX	Goods: Crn✓ Tob✓		
Chips: 7	Stephen	Small indigo plant	Sugar mill	Tobacco storage
Webb	Factory	Wharf	Small warehouse	
DbIns: 7	Fields: Qry✓X Crn✓ IndX Sug✓ Tob✓✓×	Goods: Crn✓ Sug✓ Tob✓✓✓		
Chips: 7	Kevin	Small sugar mill	Coffee roaster	Small market
Lee	Residence		Large market	
DbIns: 7	Fields: Qry✓ Crn✓✓X SugX Cof✓✓	Goods: Crn✓✓ Cof✓		
Chips: 8				

**Orders required**

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



**PUERTO RICO 5**

Corn fills the smallest cargo ship.

**ROUND 6**

Brian is the Captain (+1).

Cargo ship '5' is emptied.

Paul is the Mayor (+1).

Allan is the Trader (+2).

Jim is the Settler and digs a Quarry (manned).

Brian plants Tobacco, Paul plants Indigo, Allan plants Indigo.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
5	Crn	Ind	Sug	Cof	Cof	Crn	-	-	-	6	49

**Buildings**

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

**Cargo Ships**

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

Jim	Tobacco storage	Hospice	
Reader	Fields: Qry✓✓ Ind✓ Tob✓✓ Cof✓	Goods: X	
DbIns: 0			
Chips: 0	Brian	Small indigo plant	Coffee roaster
	Fields: CrnX Ind✓ TobXX CofX	Goods: X	
DbIns: 3			
Chips: 4	Paul	Small sugar mill	Indigo plant
	Fields: CrnX IndX Sug✓ Tob✓ CofX	Goods: X	
DbIns: 2			
Chips: 7	Allan	Small sugar mill	Small warehouse
	Fields: Qry✓ Crn✓✓ IndX SugX	Goods: Crn✓✓	
DbIns: 4			
Chips: 4			

**Orders required**

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

## PUERTO RICO 6

Most people have  
some goods to play with.

### ROUND 3

.....  
Tony is the Mayor  $\{+1\}$ .

Lionel is the Settler  $\{+1\}$  and plants Tobacco.

Rob plants Indigo, Jim plants Tobacco (manned), Tony plants Sugar.

Rob is the Craftsman {+1} and produces an extra Indigo.

Jim is the Prospector.

## Roles

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

## Quarries

Plantations {Fields}

Trading House

Ship Supply

## Buildings

1 VP	SIP 3	SSM 4	SMA ✕	HAC 2	CON 1	SWA 2
2 VPs	LIP 2	LSM 2	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: Corn

6: Empty

7: Empty

Rob  
Thomasson  
Dblns: 1  
Chips: 0

Fields: Ind✓X CofX

Goods: Ind✓✓

.....  
Jim

Fields: QryX IndX Tob✓

Goods: **X**

.....  
Tony

 Sugar mill
  Small market

Fields: Crn✓ Suq✓✗

Goods: Crn✓ Sug✓

.....  
Lionel

● Small market

Goods: Crn✓

Orders required

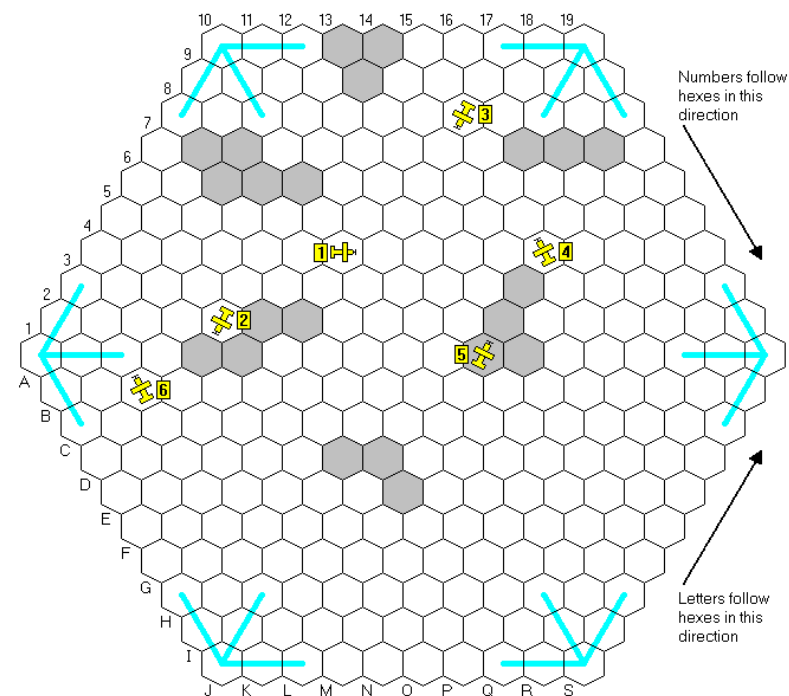
Round four orders in the sequence Lionel, Rob, Jim, Tony

## SOPWITH T-340-FW

Shots that hit are shown in red.

### ROUND 3

	Pilot	Starts	Moves	Ends	A:D:P
1	<i>Not Only But Also</i> Don Shailer	E7-NE	RT-fR, LS, A {Airfield: A1}	G10-E	15:12:00
2	<i>Mad Ferret</i> Tim Franklin	F9-SW	A, A, RS-fA {Airfield: A10}	E6-SW	14:11:00
3	<i>Roland Slide</i> Simon Brooks	I16-SW	RS, 0, 0 {Airfield: J19}	H15-SW	16:09:00
4 ♠	<i>The Brown Baron</i> Michael Graystone	M15-W	RT-fA, 0-fA, 0-fA {Airfield: S19}	L15-NW	13:09:03
5	<i>Wizard Prang</i> Jim Reader	N11-NW	A, A-fR, RT-fA {Airfield: S10}	L12-NE	13:12:03
6 ♠	<i>Lord Flashheart</i> Joakim Spångberg	G4-NW	LS, A, A {Airfield: J1}	D3-NW	15:12:00



The clouds moved north west.



## RAILROAD TYCOON 1

Everyone delivers  
once or twice.

## ROUND 5

First player auction

Bids: ML JS MS SR

Joakim wins the auction

-

\*1\*

### Round 5.1

Joakim Delivered purple from Chicago to Nashville (4 VPs)

Mark Built Nashville to Chattanooga (cost 7,000 - issued 1 share)

Simon Built Philadelphia to Baltimore (cost 4,000)

Michael Built from Raleigh to Wilmington (cost 4,000)

### Round 5.2

Joakim Delivered red from Nashville to Chicago (4 VPs)

Mark Upgraded to a '4' train (cost 10,000 - issued 2 shares)

Simon Upgraded to a '3' train (cost 10,000)

Michael Delivered grey from New York to Richmond (4 VPs)

### Round 5.3

Joakim Built from Lexington to Louisville (cost 2,000)

Mark Delivered purple from Pittsburgh to Nashville (4 VPs)

Simon Delivered purple from Baltimore to New Haven (3 VPs)

Michael Delivered blue from Richmond to Philadelphia (3 VPs)

Cash flow	Joakim		Mark		Simon		Michael	
Balance b/f		8		5		16		13
Shares	7	-	8	+15	20	1	-	16
Expenditure	-2	6	-17	3	-14	2	-4	9
Income	+17	23	+14	17	+15	17	+20	29
Share dividends	-7	16	-9	8	-1	16	-7	22
Shares issued	-	16	-	8	-	16	-	22
Balance c/f		16		8		16		22

Player Colour Train VPs Railroad Operation Cards

Joakim Purple 4 17

Mark Red 4 12

Simon Blue 3 14

Michael Yellow 4 25

-

-

Hotel (Boston)

Hotel (New York)

● Service Bounty (Mobile)

✖ City Growth (2 new cubes)

● Major Line (Baltimore/Toledo)

● Major Line (New York/Chicago)

✖ City Growth (2 new cubes)

● Service Bounty (Jacksonville)

✖ New Industry (urbanise)

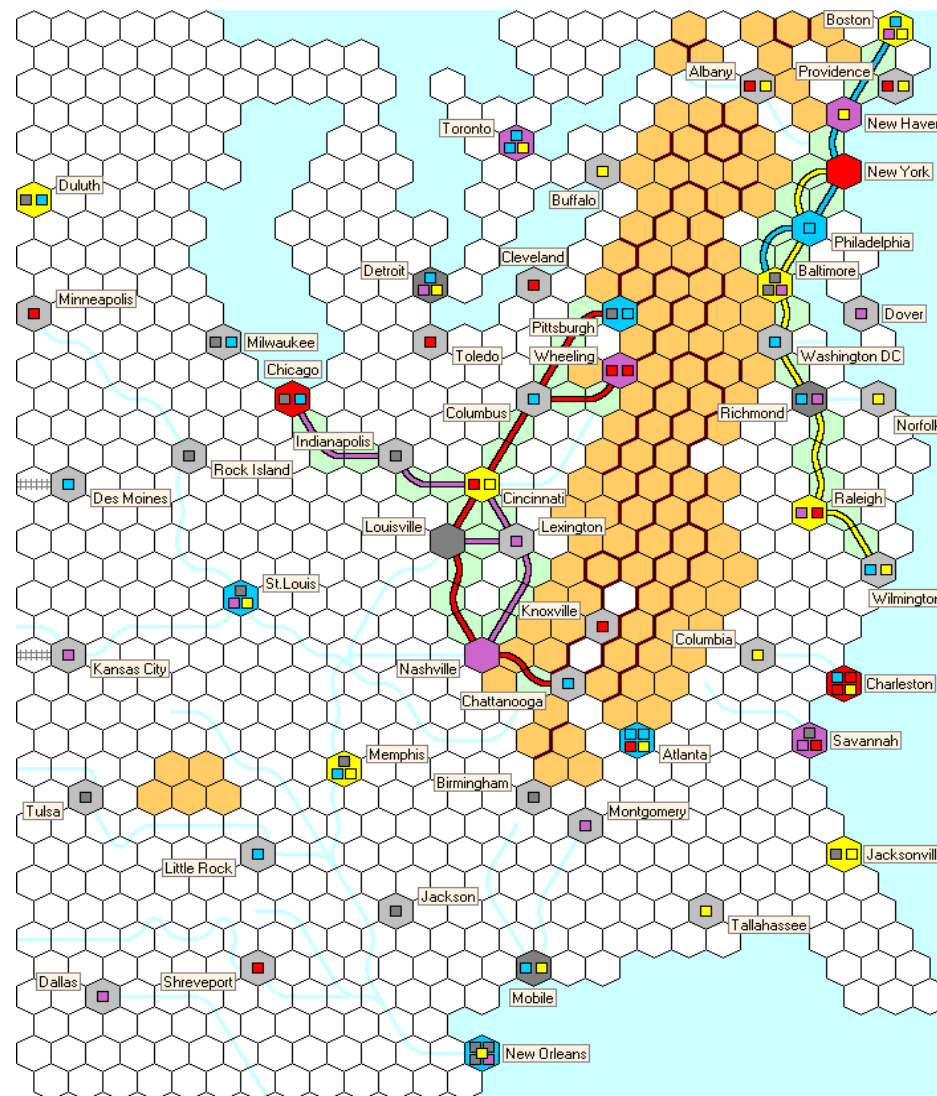
🏠 Government Land Grant (free build)

🏠 Government Land Grant (free build) **New**

Nashville and New York are emptied, bringing us up to three empty cities.

There are 3 empty cities.

The game end is triggered with 14 empty cities.



Orders required

Bids for first player, followed by three sets of actions





## RAIL BARON 14

The CRI&P finds a buyer.

## ROUND 8

Kevin Lee : Green : Pocatello Expressways Are Rampant (PEAR) : Cash 27K  
(Home: El Paso)

- 36: {9} UP/C&NW to 1 NE of Omaha {-1 bank -5 PFFFT}
- 37: {4} C&NW to 1 W of Chicago {-1 bank}
- 38: {6} C&NW/NYC to Cleveland {+18½} No purchase {-1 bank -5 PFFFT}
- 39: {6} NYC/C&NW to 2 W of Chicago {-1 bank -5 PFFFT}
- 40: {9} C&NW/CRI&P to 3 N of Oklahoma City {-1 bank}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 51½K  
(Home: Detroit)

- 36: {9} GM&O to 4 S of St.Louis {-1 bank}
- 37: {4} GM&O to 1 SE of Birmingham {-1 bank}
- 38: {6} SAL to 1 N of Jacksonville {-1 bank}
- 39: {6} SAL to 4 S of Richmond {-1 bank}
- 40: {9} SAL/RF&P/B&O to Philadelphia {-1 bank -5 SLAPPERS}

John Shelley : Red : St.Louis, Atlanta, Plains & Pacific Electric Railroad System  
(SLAPPERS) : Cash 28K  
(Home: Atlanta)

- 36: {6} B&O to St.Louis {-1 bank}
- 37: {4} CB&Q to 3 E of Omaha {-1 bank}
- 38: {6} CB&Q to 5 E of Denver {-1 bank}
- 39: {6} CB&Q to 1 N of Denver {-1 bank}
- 40: {9} UP/WP to 2 W of Salt Lake City {+5 BUM -5 PFFFT}

Roger Krueger : Blue : PFFFT (Pennies Flattened for Feckless Teens : Cash 18½K  
(Home: San Francisco)

- 36: {9} UP to 2 NE of Salt Lake City {-1 bank +5 PEAR}
- 37: {4} UP to 2 NW of Denver {-1 bank}
- 38: {6} UP to 3 NW of Kansas City {-1 bank +5 PEAR}
- 39: {6} UP/SLSF to 3 SE of Kansas City {-1 bank +5 PEAR}
- 40: {9} SLSF to Dallas {+11} Buys CRI&P {29} {-1 bank +5 SLAPPERS +5 C&T}

Derek Wilson : Black : Cut & Thrust (C&T) : Cash 37½K  
(Home: Los Angeles)

- 36: {6} PA/MP to Kansas City {-1 bank}
- 37: {4} MP to 4 W of Kansas City {-1 bank}
- 38: {6} MP/D&RGW to 2 W of Pueblo {-1 bank}
- 39: {6} D&RGW to Salt Lake City {-1 bank}
- 40: {9} WP to Sacramento {+26½} No purchase {-5 PFFFT}

Turn	Basic Throw	Bonus	Priority	
41	4+6=10	-	PEAR	Superchief's cost \$40,000. We're not using any of the optional rules.
42	6+5=11	-	BUM	
43	2+6=8	-	SLAPPERS	
44	1+5=6	4 (S)	PFFFT	
45	4+2=6	2 (S)	C&T	

Player	Colour	First Destination	Payout	Second Destination	Payout
PEAR	Green	Oklahoma City (PL)	10,500	Chicago . . . . . (NC)	8,000
BUM	Yellow	Boston . . . . . (NE)	17,500	Dallas . . . . . (SC)	18,500
SLAPPERS	Red	San Francisco . (SW)	30,500	New York . . . . . (NE)	31,500
PFFFT	Blue	Buffalo . . . . . (NE)	14,000	San Diego . . . (SW)	27,000
C&T	Black	Oklahoma City (PL)	17,500	Birmingham . . . (SC)	7,500

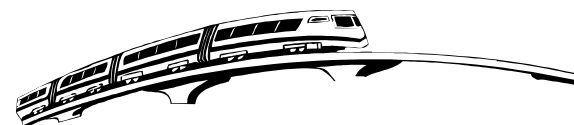
Additional destinations for <i>PEAR</i>		Chicago to:	St.Paul . . . . . (PL)	4,000
		St.Paul to:	Boston . . . . . (NE)	14,000
Additional destinations for <i>C&amp;T</i>		Birmingham to:	Pittsburgh . . . . (NE)	8,000
Player	Train	Railroads	Cash	

PEAR	E	B&M, C&NW, C&O, SP	\$25,500
BUM	E	AT&SF, GM&O, GN, RF&P, SAL	\$41,500
SLAPPERS	N	ACL, B&O, CB&Q, IC, NP, SOU	\$24,000
PFFFT	E	CRI&P, L&N, NYC, N&W, NYNH&H, SLSF, UP, WP	\$20,500
C&T	N	CMStP&P, D&RGW, MP, PA, T&P	\$55,000

With the last railroad sold, fees for unowned railroads will be \$10,000 from now on - except for the railroads you're currently on, which will be \$5,000 for those you don't own until you leave them.

Orders required

Turns 41 to 45



## RAILWAY RIVALS 2052-IP

A Middle East exercise.

## NEW GAME

Tony Bromley	14 Fairlawnes, Manor Road, Wallington, Surrey, SM6 8BG
Simon Brooks	7 Birling Way, Uckfield, East Sussex, TN22 1LP
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Peter Mearns	8 Cradlehall Farm Drive, Inverness, IV2 5GQ
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan

Israel and Palestine maps are enclosed for all. For five players, two start from Haifa, one from Jerusalem (west) and two from Tel-Aviv-Jaffa, so give me a preference list from those.

Set up

Starting town, company names and colour preferences



RAILWAY RIVALS 2026-DM

Close at the back.

ROUND 12

Denmark

Round 12 Runs			TRADE	GREAT	100%	KIM	BT	
31	65 Åbenrå 45 Silkeborg	① TRADE	10			+2	+2/-1	13
		① BT	10	+1/-2		+1		10
		① KIMBPU	10	-2			-1	7
32	61 Læsu 56 Viborg	① BT	30					30
33	35 Nyborg 24 Kolding/Skælskør	① TRADE	16		+5	+5		26
		② GREAT	9	-5				4
		③ KIMBPU	5	-5				0
34	55 Aalborg/ København-W 34 Nykøbing Mors/ Odense	① KIMBPU	16			+4	-4	12
		② BT	9					13
		③ TRADE	5					5
35	22 Ringsted 13 Gedser	① GREAT	15		+10			25
		① 100%	15	-10				5
36	43 Herning/Rørvig 16 Thisted/Stege	① 100%	10	+2				12
		① BT	10		-1			9
		① GREAT	10		-2		+1	9

Scores

	Runs:	31	32	33	34	35	36	Score
TRADE	377	13	-	26	5	-	-	421
BT	262	10	30	-	13	-	9	324
GREAT	242	-	-	4	-	25	9	280
100%	167	-	-	-	-	5	12	184
KIMBPU	164	7	-	0	12	-	-	183

It may have been close at the back, with just one point between 100% and KIMBPU, but there was no doubt at the front, with TRADE starting the round well clear and virtually impossible to catch.

1st	Tony Bromley	TRADE	421
2nd	Brian Tappenden	BT	324
3rd	Michael Graystone	GREAT	280
4th	Michael Longdin	100%	184
5th	Jim Reader	KIMBPU	183

Congratulations to Tony, and thanks to everyone for the game. We'll take comments on the game next time and wrap it up then.



RAILWAY RIVALS 2028-DC

Two solo runs for the trailing pair.

ROUND 11

Devon and Cornwall

Round 11 Runs			FERRET	GREAT	WCRC	
12	21 Padstow 63 Lynton	① GREAT	15		+5/-1	19
		① WCRC	15	-3	+1/-5	8
		✕ FERRET			+3	3
25	43 Exmouth 13 Redruth	① GREAT	20			20
		② FERRET	10			10
26	66 Bideford 25 Lostwithiel	① WCRC	15	+5		20
		① GREAT	15		-5	10
27	44 Sidmouth 65 Launceston	① WCRC	30	-1		29
		✕ FERRET			+1	1
28	12 St.Ives 34 Tavistock	① GREAT	15			15
		① FERRET	15			15
29	32 Plymouth 52 Honiton	① FERRET	30			30
30	54 Taunton 23 Bodmin	① FERRET	20		-2	18
		② WCRC	10	+2		12

Round 11 builds

Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)  
None.

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

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)  
None.

Scores

	Runs:	12	25	26	27	28	29	30	Builds	Score
GREAT	332	19	20	10	-	15	-	-	-	396
FERRET	266	3	10	-	1	15	30	18	-	343
WCRC	239	8	-	20	29	-	-	12	-	308

Round 12 Runs

31.	36 - 63	Kingsbridge to Lynton
32.	21 - 42	Padstow to Newton Abbot
33.	61 - 35	Ilfracombe to Okehampton
34.	53 - 11	Taunton to Penzance
35.	26 - 16	Looe to Newquay
36.	56 - 46	Dulverton to Exeter

Runs

Enter up to 4



RAILWAY RIVALS 2029-DC

The positions seem to be set.

ROUND 10

Devon and Cornwall

Round 10 Runs		ODE		YOKEL	GITCO	
19	25 Lostwithiel 43 Exmouth	① ODE 20 ② GITCO 10	+1/-3		+3/-1	18 12
20	24 St.Austell 61 Ilfracombe	① YOKEL 16 ② GITCO 9 ③ ODE 5	+2/-2 +3/-1	+3/-2 +2/-2	+2/-3 +1/-3	15 12 3
21	14 Falmouth 45 Exeter	① GITCO 20 ② YOKEL 10 ✕ ODE	-2	+3 +2	-3	23 5 2
22	63 Lynton 52 Honiton	① GITCO 30 ✕ ODE	-2		+2	28 2
23	51 Seaton 31 Liskeard	① YOKEL 20 ② ODE 10 ✕ GITCO	-3	+3 +2	-2	15 13 2
24	36 Kingsbridge 12 St.Ives	① {ODE YOKEL} 15				15 15

Round 10 builds

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

None.

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

None. +1 (GITCO) = +1

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

Truro - P9. -3 (builds) -1 (YOKEL) = -4

Scores

	Runs:	19	20	21	22	23	24	Builds	Score
GITCO	294	18	12	23	28	2	-	-4	373
ODE	240	12	3	2	2	13	15	-	287
YOKEL	178	-	15	5	-	15	15	+1	229

Round 11 Runs

25. 22 - 11 Wadebridge to Penzance  
26. 53 - 15 Taunton to Truro  
27. 34 - 42 Tavistock to Newton Abbot  
28. 35 - 62 Okehampton to Barnstaple  
29. 54 - 23 Taunton to Bodmin  
30. 44 - 65 Sidmouth to Launceston

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



RAILWAY RIVALS 2030-DC

REAL ALE moves up to second place.

ROUND 8

Devon and Cornwall

Round 8 Runs		THUD		REAL ALE	TGV	
7	62 Barnstaple 36 Kingsbridge	① TGV 20 ② {REAL ALE THUD} 5		-7	+7	13 12 5
8	21 Padstow 42 Newton Abbot	① REAL ALE 20 ② THUD 10 ✕ TGV	+6 +1	-6	-1	26 3 1
9	65 Launceston 12 St Ives	① TGV 15 ① THUD 15 ✕ REAL ALE	+4	-3	-4 +3	16 11 3
10	56 Dulverton 11 Penzance	① THUD 30 ✕ TGV	+6		-6	24 6
11	54 Taunton 26 Looe	① TGV 15 ① REAL ALE 15				15 15
12	32 Plymouth 46 Exeter	① REAL ALE 20 ② TGV 10				20 10

Round 8 builds

Travel Hotspot Under Development (THUD) (Bob Coull, Black)

K10 - Truro, A71 - A74 - C75. -7 (builds) = -7

Rail Efficiency and Luxury, All-the-way-to Lands End (REAL ALE) (Steve Ham, Brown)

None. +2 (TGV) = +2

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

U35 - T35, V36 - V39 - Sidmouth. -6 (builds) -2 (REAL ALE) = -8

Scores

	Runs:	7	8	9	10	11	12	Builds	Score
TGV	168	13	1	16	6	15	10	-8	221
REAL ALE	109	12	26	3	-	15	20	+2	187
THUD	120	5	3	11	24	-	-	-7	156

Round 9 Runs

15. 41 - 13 Torquay to Redruth  
14. 16 - 43 Newquay to Exmouth  
15. 55 - 63 Tiverton to Lynton  
16. 23 - 33 Bodmin to Plymouth  
17. 22 - 52 Wadebridge to Honiton  
18. 31 - 66 Liskeard to Bideford

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



RAILWAY RIVALS 2046-DC

YOKEL cuts through the hills.

ROUND 6

Devon and Cornwall ..... [15 points for these builds]  
Taunton Rapid Express (TRADE) (Tony Bromley, Orange)  
W29 - Y28 - Z28 - Ilfracombe, I10 - H9 - Falmouth.  
55 +12 (towns) +5/-1 (PASTIE) = 71

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)  
O22 - Looe, U32 - Q34 - Newton Abbot.  
55 +12 (towns) = 67

Poor and Shaky Trains in Exeter (PASTIE) (Don Shailer, Green)  
U37 - Exmouth, W40 - W42 - Seaton, X24 - Bideford, B70 - Barnstaple - D70 - Ilfracombe, R33 - Q35.  
..... 46 +24 (towns) +1/-5 (TRADE) = 66

- Round 7 Runs
- |    |         |                        |                     |
|----|---------|------------------------|---------------------|
| 1. | 61 - 13 | Ilfracombe to Redruth  |                     |
| 2. | 33 - 63 | Plymouth to Lynton     | (not yet available) |
| 3. | 46 - 52 | Exeter to Honiton      | (not yet available) |
| 4. | 55 - 26 | Tiverton to Looe       |                     |
| 5. | 15 - 34 | Truro to Tavistock     |                     |
| 6. | 42 - 23 | Newton Abbot to Bodmin |                     |

YOKEL's build through the hills to Newton Abbot will pay off, giving him a no-payments run to Bodmin. PASTIE probably left Newton Abbot for later, seeing other towns as more at risk.

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



RAILWAY RIVALS 2047-DX

Lots of new towns, little conflict.

ROUND 3

Dixieland - South East USA ..... [15 points for these builds]  
South And Delta (SAD) (Steve Ham, Grey)  
Z36 - C85 - F86, G27 - F26 - Jacksonville, G27 - G22 - Talahassee.  
35 +12 (towns) -5 (JAZZ) = 42

Richmond Expressways Are Rampant (REAR) (Kevin Lee, Brown)  
Memphis - Trotters Point, W8 - Paducah, Birmingham - O15 - N15 - N16 - M17 - M18 - Columbus - J19.  
38 +9 (towns) -1 (BUM) = 46

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
O26 - Augusta, O26 - Charlotte - A82 - A84.  
32 +3 (towns) +1 (REAR) = 36

Seacoast New Ironworks, Bessemer, Birmingham & Ohio Railroad (SNIBBOR)  
(Lionel Robbins, Red)  
D67 - Louisville, D67 - Lexington - E71 - Huntington, E71 - F71 - Cincinnati, Huntington - F75.  
32 +21 (towns) = 53

Just Another Zany Zone (JAZZ) (Colin Sharpe, Blue)  
Richmond - D86 - E86 - Washington, Greenborough - Z30 - Z29 - A79 - Bluefield.  
..... 41 +9 (towns) +5 (SAD) = 55

Jim, your build was one hex too long, so the last hex didn't get built.

Builds
Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2051-EA

Three parallel lines from London.

ROUND 1

East Anglia ..... [16 points for these builds]  
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
London - Chelmsford - S8 - Colchester - L11.  
20 +5 (towns) = 25

Woodbridge Expressways Are Rampant (WEAR) (Kevin Lee, Red)  
London - Chelmsford - S8 - O10 - O12, O11 - P11.  
20 +2 (towns) = 22

Opening Directly East (ODE) (John Marsden, Orange)  
Lowestoft - D22 - D21 - Stowmarket - L16 - K16.  
20 +3 (towns) = 23

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)  
London - Chelmsford - S8 - Colchester - L11.  
20 +5 (towns) = 25

Cromer Ongar London Inter Network (COLIN) (Colin Sharpe, Black)  
Peterborough - A73 - A69 - Cambridge - W17 - Newmarket - T18.  
..... 20 +12 (towns) = 32

Some people have read the hex references incorrectly. Don't just count from one reference, make sure which way the numbers go up and which way they go down...

Builds
Up to 16 points excluding payments to rivals





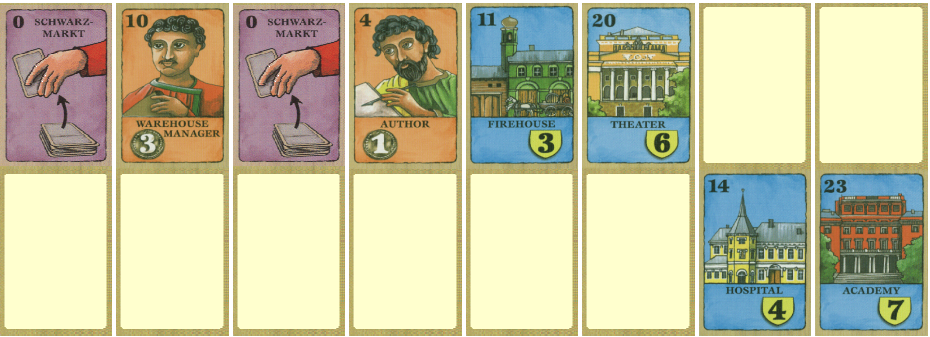
SAINT PETERSBURG 1

The first Observatory is bought and used.

PHASE 2-B

Round 2 - Building Phase

Geoff	Sharon	Rob	Mike
+ Observatory	+ Potjemkin's Village (3/8)	✗	Customs House to hand
+ Warehouse	✗	✗	✗
Observe Workers, Gold Miner to hand	✗	✗	✗
✗			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	8	4	6r + 0v	0r + 3v	2r + 0v	Building	18
Sharon	13	0	12r + 0v	0r + 0v	4r + 0v	Worker	17
Rob	15	0	12r + 0v	0r + 0v	3r + 0v	Aristocrat	22
Mike	13	3	12r + 1v	0r + 1v	1r + 0v	Trading	32

Players	Cards in hand	Cards in play
Geoff	Gold Miner, Minister of Foreign Affairs, Hofnarr (Jester)	Lumberjack, Gold Miner, Market x 2, Warehouse, Observatory, Administrator
Sharon	Library	Lumberjack, Shepherd x 2, Ship Builder, Potjemkin's Village (3/8), Secretary
Rob	Senator	Lumberjack, Shepherd, Fur Trapper, Ship Builder, Warehouse Manager
Mike	Customs House, Weg Damit (Discard)	Gold Miner, Ship Builder, Market, Author, Wharf

The Jester can only be placed on the table when it is assigned to another card.

Orders required
Aristocrat phase led by Rob



SCEPTRE OF ZAVANDOR 1

All new artifacts are heavily discounted.

ROUND 7

Actions

- Geoff Started the Accumulation path of knowledge {27}
- Sharon Bought a Sapphire {18}
- Tim Sold an Opal {5}
- Bought an Emerald {30}
- Lyndon Started the Nine Sages path of knowledge {28}
- Kevin Auctioned an Elixir for 60 and got it {40} {5th place discount, plus Artifacts discount and Crystall Ball discount} and gets a free diamond
- David Increased knowledge of Artifacts to level 2 {4}
- Auctioned a Spellbook for 20 and got it {5} {6th place discount, plus Artifacts discount}
  - Auctioned a Magic Belt for 30 and got it {15} {6th place discount, plus Artifacts discount}
  - Buys an Opal {7}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Kevin	Mage	o:1 s:3 d:1	5/5	2	s:5 d:1	9
2	Geoff	Fairy	o:1 s:3 d:1	5/5	4	s:4 d:1	5
3	David	Witch	o:3 s:3	6/8	10	s:3	6
4	Sharon	Kobold	o:2 s:4	6/6	12	s:1 S:1	8
5	Tim	Druid	o:1 e:2	3/7	4	e:2	8
6	Lyndon	Elf	o:4 s:2	5/5	24	s:5	5

PO	Name	Artifacts	Knowledge	New Knowledge Cost	VPs/Gems
1	Kevin	RS CB EL	Sages:1 Art:4	25/30/35/40	12/6
2	Geoff	RS EL	Gems:1 Sages:4 Acc:1	30/35/40	11/6
3	David	SB MB	Gems:4 Art: 2 Acc: 2	30/35/40	11/6
4	Sharon	SB CB MM	Gems:1 Acc:2	20/25/30/35	10/6
5	Tim	SB CB MB	Fire:2	20/25/30/35/40	9/7
6	Lyndon	RS	Energy:4 Sages:1 Art:3	30/35/40	8/5

Artifacts on offer: 1 Magic Belt, 2 Magic Mirrors, 2 Crystals of Protection, 1 Elixir

Sharon's energy cards are shown as 's:1 S:1'. The capital "S" indicates a concentrated Sapphire energy card as she has four active Sapphires.

Orders required
Round eight gem dealing, knowledge improvement, auctions and bids





Heron  
Games

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6 nimmt! . . . . .	£6.00	Perikles . . . . .	£22.50
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Age of Steam Expansion #3 . . . . .	£9.00	Power Grid France/Italy . . . . .	£9.00
Age of Steam Expansion #4 . . . . .	£9.00	Power Grid Benelux/Cent Europe . . . . .	£9.00
Antike . . . . .	£32.00	Princes of Florence . . . . .	£27.00
Apples to Apples . . . . .	£18.00	Puerto Rico . . . . .	£25.00
Apples to Apples Exp #1 . . . . .	£9.00	Ra . . . . .	£25.00
Apples to Apples Exp #2 . . . . .	£9.00	Railroad Tycoon . . . . .	£36.00
Arkham Horror . . . . .	£31.50	Really Nasty Motor Racing Game . . . . .	£13.50
Arkham: Curse of the Pharaoh . . . . .	£13.50	Sceptre of Zavandor . . . . .	£27.00
Arkham: Dunwich Horror . . . . .	£25.00	Section X . . . . .	£18.00
Around the World in 80 Days . . . . .	£22.50	Settlers of Catan . . . . .	£22.50
Axis & Allies: Battle of the Bulge . . . . .	£36.00	(most Settlers/Catan titles are in stock)	
Basari . . . . .	£13.50	Shear Panic . . . . .	£18.00
BattleLore . . . . .	£45.00	Silk Road . . . . .	£31.50
Blue Moon City . . . . .	£25.00	Skyline of the World . . . . .	£18.00
Britannia . . . . .	£22.50	Space Dealer . . . . .	£18.00
Carcassonne . . . . .	£13.50	Sticheln . . . . .	£6.00
(most Carcassonne titles are in stock)		Struggle of Empires . . . . .	£25.00
Coloretto . . . . .	£5.00	Taj Mahal . . . . .	£25.00
Coloretto Amazonas . . . . .	£5.00	Take it Easy! . . . . .	£18.00
Descent . . . . .	£45.00	Take it to the Limit! . . . . .	£22.50
Descent: Well of Darkness . . . . .	£25.00	Tara, Seat of Kings . . . . .	£22.50
Europe Engulfed . . . . .	£72.00	Tempus . . . . .	£25.00
Gheos . . . . .	£31.50	The Thief of Baghdad . . . . .	£18.00
Gloria Mundi . . . . .	£29.00	Thurn and Taxis . . . . .	£20.50
Hacienda . . . . .	£25.00	Ticket to Ride . . . . .	£27.00
Iliad . . . . .	£13.50	To Court the King . . . . .	£18.00
Imperial . . . . .	£34.00	Twilight Struggle . . . . .	£36.00
Khet: The Laser Game . . . . .	£31.50	Warrior Knights . . . . .	£31.50
Krumbel! . . . . .	£14.50	World Cup Game . . . . .	£31.50

If you're looking for something else, you can always ask. ☆

## NEWS FROM THE ROCK

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



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

- ☆ I'm thankful for the patience of the web players, as e-mail problems bounce from one problem to another and one ISP to another. I heard that there was a massive increase in spam during November, and the ISPs have been upgrading the protection of their systems, to the extent where tgey can't talk to each and innocuous mail fails to get through.

Adding another collection point for mail has helped to some degree, although I had wanted to avoid yet another mailbox to sort out. This one has its own limits, such as being rejected by AOL, but everyone seems to be able to keep in touch.

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

▼ Roger Krueger . . . . .	3.063
- Rob Thomasson . . . . .	2.857
- Martin Butcher . . . . .	2.367
▲ Gareth Lodge . . . . .	2.200
- Michael Longdin . . . . .	2.103
- Bob Coull . . . . .	2.000

- ☆ Completed games and winners:

Ra e642 . . . . .	Dave Burton
Puerto Rico e669 . . . . .	Peter Hawkins
1800 e671 {1800-U21} . . . . .	Peter Hawkins
Princes of Florence e676 . . . . .	Didier Renard
Acquire e683 . . . . .	Sharon Khan
Acquire e687 . . . . .	Nic Chilton
Acquire e693 . . . . .	Nic Chilton
Ingenious e694 . . . . .	Lew Stansby
Princes of Florence e696 . . . . .	Lew Stansby

- ☆ New games and start dates:

Puerto Rico e706 . . . . .	Nov 7th
1870 e707 {1870-K22} . . . . .	Nov 15th
1856 e708 {1856-L22} . . . . .	Nov 16th
Ingenious e709 . . . . .	Nov 18th
1800 e710 {1800-N22} . . . . .	Nov 24th
Carcassonne e711 . . . . .	Nov 28th
Acquire e712 . . . . .	Dec 1st
Puerto Rico e713 . . . . .	Dec 6th
1830 e714 {1830-P22} . . . . .	Dec 9th

## PREVIEW

The next three issues will see a new game starting in each issue that is new to the zine.



1850 will be the relatively minor one, as it is a not too non-standard 18xx game. The following month sees the first Age of Steam game off the blocks, and if it is like some of the other new games to start over the years, any concerns over suitability for postal play may well fade away once it gets going. I know that I've been reluctant to run some games because they look too difficult to order for, yet here we are with six Puerto Rico games under our belt...

The last of the three will be 1861, due to start in March.

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

#139: 1850, Breaking Away  
#140: Age of Steam, Bus Boss (Croydon), Sceptre of Zavandor  
#141: 1861



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Nov 15th	Save Your XXs For Me 34
Nov 25th	The Abyssinian Prince 307
Nov 27th	Ode 280
Nov 29th	Bloodstock 195
Dec 5th	Counter 35
Dec 8th	Save Your Xxs For Me 35

## 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	5.647
-	Lionel Robbins	3.250
-	Simon Robertson	3.073
-	Lyndon Gurr	3.025
-	Mark Frueh	3.000
▲	Peter Mearns	2.800
-	Marcus Pratt	2.756
-	Steve Thomas	2.563
-	Gareth Lodge	2.400
-	Stephen Webb	2.387
▼	Colin Sharpe	2.271
-	Rob Thomasson	2.141
▼	Michael Graystone	2.125
▲	John Colledge	2.000

## 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	Peter Mearns	RR-2052-IP
Tony Bromley	RR-2026-DM, RR-2046-DC, RR-2052-IP	Willem Moene	1800-I20, 1830-G20, 1830-R20, 1830-F21, 1835-B21, 1856-M19, 1856-D22, 1856-M22, 1870-O20, 18Kaas-O19, Acq46, Acq47, OP24
Simon Brooks	Acq47, BA16, BB-297-VSW, BB-300-KYR, RR-2052-IP, Sop340	Marcus Pratt	NER8, OP24
Martin Butcher	1829-C20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, 18Kaas-O19, BB-293-NIT, LR10, NER8, OP24	Jim Reader	6n12, BA16, BB-293-NIT, BB-297-VSW, BB-300-KYR, OP24, PR4, PR5, PR6, RB14, RR-2026-DM, RR-2029-DC, RR-2046-DC, RR-2047-DX, RR-2052-IP, Sop340
John Colledge	6n12, Acq45, Acq47	Lionel Robbins	1829-J19, 1829-V21, PR6, RR-2047-DX
Bob Coull	Acq46, BB-297-VSW, BB-300-KYR, RR-2030-DC, RR-2052-IP	Peter Robbins	RR-2028-DC
Simon Cutforth	1856-M19, 1870-O20	Tony Robbins	1837-G21, 1856-D22
Tim Franklin	1826-E22, 1895-L20, 6n12, BA16, RR-2028-DC, Sceptre 1, Sop340	Simon Robertson	BB-297-VSW, BB-300-KYR, RRT1, RR-2030-DC, RR-2051-EA
Mark Frueh	1830-R20	Tony Sait	1830-F21, 1835-B21, 1856-M19, 1856-M22, 18Kaas-O19, PR6, RR-2029-DC
Michael Graystone	6n12, Acq45, Acq47, BB-299-NWA, BB-300-KYR, RR-2026-DM, RR-2028-DC, RR-2051-EA, Sop340	Don Shailer	1829-C20, BB-293-NIT, RR-2046-DC, Sop340
Lyndon Gurr	1826-E22, 1829-J19, 1856-M19, 1856-M22, 1870-U19, 1899-Z21, 18Kaas-O19, Acq46, LR10, OP22, Sceptre 1	Colin Sharpe	6n12, Acq45, Acq47, BB-293-NIT, BB-299-NWA, RR-2047-DX, RR-2051-EA
Steve Ham	6n12, BA16, BB-293-NIT, BB-299-NWA, RR-2030-DC, RR-2047-DX	John Shelley	1826-E22, 1829-J19, 1835-B21, 1856-D22, 1870-U19, 1899-Z21, RB14
Geoff Hardingham	1837-G21, OP24, PR4, StP1, Sceptre 1	David Smith	1829-J19, 1829-C20, Sceptre 1
Alan Harvey	1800-I20, 1825-L21, 1829-J19, 1899-Z21, 18Kaas-O19	Don Smith	1826-E22, 1830-G20, 1830-R20, 1830-F21, 1835-B21, 1837-G21, 1870-O20, 1899-Z21
Mick Haytack	6n12	Joakim Spångberg	RRT1, Sop340
Mike Head	1830-F21, 1856-Y19, 1856-D22, 1856-M22	Allan Stagg	PR5
John Hopkins	1829-V21	Mark Stretch	1830-F21, 1835-B21, OP24, RRT1
Mike Hutton	1825-L21, 1829-V21, 1830-R20, 1870-U19, StP1	Brian Tappenden	PR5, RR-2026-DM
Sharon Khan	6n12, BA16, NER8, StP1, Sceptre 1	Paul Tappenden	PR5
Roger Krueger	1830-G20, 1870-O20, 1895-L20, LR10, RB14	Rob Thomasson	1829-V21, 1856-Y19, 1856-M22, PR6, StP1
Kevin Lee	Acq45, BA16, BB-297-VSW, BB-299-NWA, PR4, RB14, RR-2047-DX, RR-2051-EA, Sceptre 1	Stephen Webb	1826-E22, 1830-G20, 1837-G21, 1856-M19, 1856-Y19, 1870-U19, 1870-O20, PR4
Michael Longdin	OP24, RR-2026-DM, RRT1	Tony Wilcock	Acq45, Acq46, LR10, NER8
Richard Lunn	1830-R20, 1856-D22	Derek Wilson	RB14
John Marsden	Acq46, BB-299-NWA, RR-2029-DC, RR-1051-EA		



## 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 January 24th 2007

18xx Games - Friday January 19th

Future main deadlines: February 21st March 21st April 17th

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.