

# FOR WHOM THE DIE ROLLS

March 2007

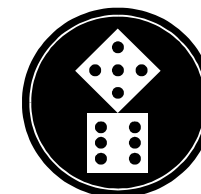
Published by Keith Thomasson

Issue 141

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

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## WAIT

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

*Games starting in this issue...*

1861 . . . . . Lyndon Gurr, Geoff Hardingham, Mike Hutton, Willem Moene, Mark Stretch  
(The first stock round will be run by e-mail)  
Acquire (Standard) . . . Lyndon Gurr, Kevin Lee, Colin Sharpe, Tony Wilcock  
Railway Rivals . . . . . Steve Ham, John Marsden, Jim Reader, Simon Robertson, Tony Sait  
(South Scotland)

*Games starting in the next issue...*

⚙ 18EU . . . . . Stephen Webb, Don Smith, Peter Berlin, Mark Frueh, Lionel Robbins  
(The minor company auctions will be run by e-mail/telephone for this game)  
⇨③ Golden Strider . . . . . Steve Ham, Jim Reader, Roger Trethewey, Kevin Lee, Simon Brooks,  
Joakim Spångberg, Don Shailer  
⚙ Railway Rivals . . . . . Michael Graystone, Kevin Lee, Don Shailer, Jim Reader  
(Central Scotland)

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

⇨③ 1830 . . . . . John Shelley, Richard Lunn  
⇨④ 1856 . . . . . Don Smith  
⇨④ 1870 . . . . . Lionel Robbins  
② 1895 . . . . . Steve Thomas  
⇨④ 18Kaas . . . . . Willem Moene  
⇨② 6 nimmt! . . . . . Colin Sharpe, Jim Reader, Michael Graystone, Kevin Lee, Don Shailer,  
Bob Coull  
⇨① Industrial Waste . . . . . Sharon Khan, Mike Head, Marcus Pratt  
⇨⑤ Outpost . . . . . Willem Moene, Lyndon Gurr, Marcus Pratt, Jim Reader, Geoff Hardingham  
③ Puerto Rico . . . . . Willem Moene

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

②/⑧ Battle! . . . . . Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt  
④ Breaking Away . . . . . Steve Ham, Jim Reader  
⇨② Bus Boss . . . . . Don Shailer, Bob Coull, Jim Reader  
(East Anglia)  
⇨② Railway Rivals . . . . . Bob Coull, Jim Reader, Rob Thomasson  
(most likely Jim Reader's Kyushu map)  
② Railway Rivals . . . . . Tony Sait  
(Devon and Cornwall once more)  
⇨① Space Blast . . . . . Steve Ham, Joakim Spångberg, Don Shailer, Jim Reader, Michael Graystone

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

## START

Welcome to issue #141. Apologies for the delay on this issue. I got distracted just before the deadline weekend by my web hosting company. I discovered on the Friday morning that the web shop was not functioning, and displaying a rather unfriendly error message instead. An hour or so on the phone concluded that they didn't support the database I was using. They supported the use of the database, they just wouldn't investigate any problems.

I can understand that position, because they cannot support everything that their customers do. However, in this case the web shop was down one moment, available the next, and then down again without me doing anything, so it wasn't my database that was the problem, it was what they were providing that was at fault. But no, they didn't have the flexibility to recognise the problem as theirs.

It took until late Sunday afternoon for me to find a work around, which was to switch to a different database system. It seems to be reliable now, but who can tell without checking every five minutes. If anyone out there has some good recommendations to make on web hosting companies, do let me know. When my pre-paid period is up I may be interested in moving, but don't want to switch without some positive testimonials.

Anyone living in the South London area who is particularly interested in cricket might like to consider joining Tony Wilcock in playing his Card Cricket game - a face to face game when a complete Test innings can be played in roughly two hours thanks to the fast scoring. Can you stop Bradham from scoring a century? You can find Tony's address in the Acquire 49 game start in this issue.

I find that I grumble to myself about the way orders are phrased and generally forget to pass any comments back, so I thought I'd put some thoughts down while they were fresh in my mind. And the subject for this item is conditional orders. They are by necessity guidelines, as the exact things you want to order will affect what you need to say.

A typical conditional order should go something like this: "If this condition is true, do this, otherwise do that".

One problem I get with conditional orders is an order phrased "Do this, this, this and this, then this, this, this and this. But don't do it under this condition.". The problem with this should be obvious - it's completely the wrong way round. I shouldn't need to read most of the order if the condition was put at the start - and some of these go on for several lines before the condition is mentioned. Indeed, it can be hard to work out how much of the orders the condition relates to. So please, phrase your conditional orders so that the condition to be checked is at the start of the order, followed by the orders themselves. When you get to the end of the orders covered by the condition, start a new paragraph - not just a new sentence.

Another is less obvious, and usually takes the form of the word "Otherwise" in the middle of a paragraph or on a line all by itself. It can be impossible to be certain what this is referring to. Is it the next sentence, the rest of the paragraph, or everything that follows "Otherwise"? The solution is less obvious as well, but basically you should try to organise your orders so that it is clear what this refers to.

The picture at the bottom of page 69 was recognised by Alan Harvey as Amsterdam Central Station. Rob spends a fair amount of time in the city these days and I put it in for his benefit, so to speak.

I've spent some time living in the past, as I've recovered my records from storage. (Records are flat, round discs of vinyl that used to be used to play music from.) I've been adding my 12" singles to my catalogue. It is a sobering thought that most of these are now 20 years old and some go further back. If I have one regret from the time I cleared out my records when I stopped DJing, it was selling the first two 12" singles I ever got. These were special pressings of When A Man Loves A Woman (Percy Sledge) and Hold On, I'm Comin' (Sam & Dave) by Atlantic Records in the US. They weren't special mixes, they were pressed in the 12" format to make it possible to boost the bass signal without running into trouble with the groove. If only they knew what they were starting...

Having moved the hi-fi upstairs am in the process of recording them onto mini-discs. Recording these in long play mode gets just over five hours of music on a disc under 3 inches in diameter, giving me access to the music without having to fill shelves with the original records.

I'm recording in alphabetical order of the artists, and have reached the tenth mini-disc and recorded up to Phil Collins. There's a long way to go. I have no idea how many discs I will need, but you're more than welcome to send me your guess as to how many it will take. When I complete the project I'll let you know who made the best guess.

Ok, I now have an officially weird moment. Rob passed on a comment from John Harrington about an Internet-based radio station, Last FM (www.last.fm). When you visit the web site you're asked for one of your favourite artists, and they'll play you tracks that they think you'll like. Your own play list, delivered direct to your desktop.

So I just did a Google search for **Sam Dave Hold On 12"** to see if there was any mention of those early singles, and the first result was ... Last FM. Whenever Google took the snapshot of that page, it said **Hold On, I'm Comin' by Sam & Dave has 97 listeners at Last.fm.**

That was actually weirdness number two with the site. When Rob told me about it, he said he'd put in Peter Gabriel. I put in Seal, because I'd just listened to his greatest hits album. Before too long they played me a Peter Gabriel track..

#### Change of address

Martin Butcher 1a Church Lane, Bocking, Braintree, Essex, CM7 5SF

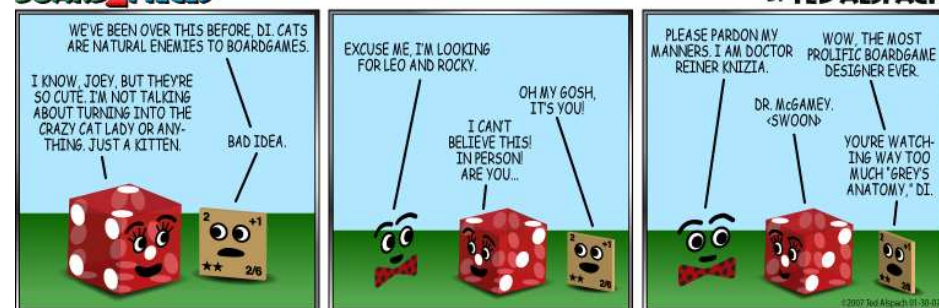
#### BOARD 2 PIECES

BY TED ALSPACH



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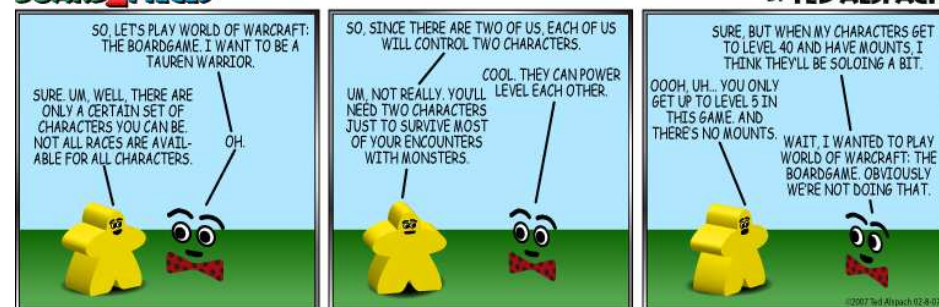
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#### BOARD 2 PIECES

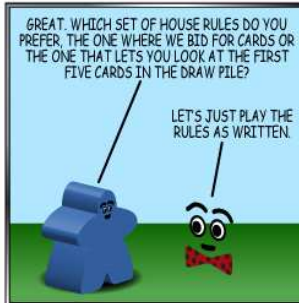
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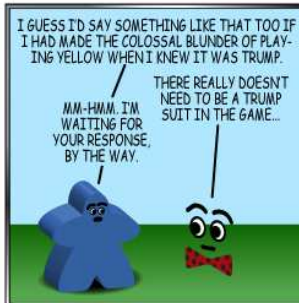
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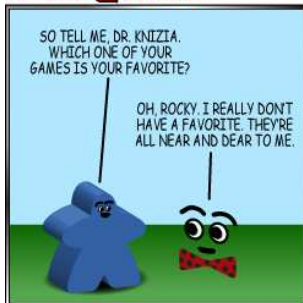
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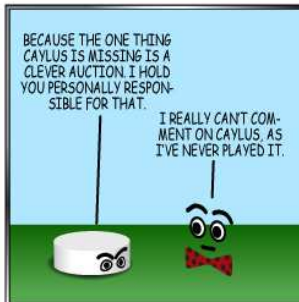
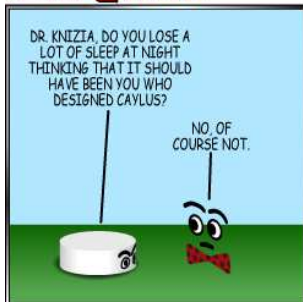
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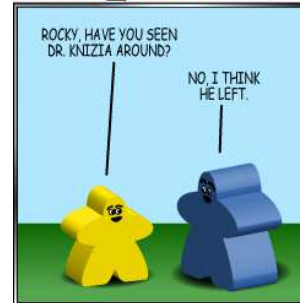
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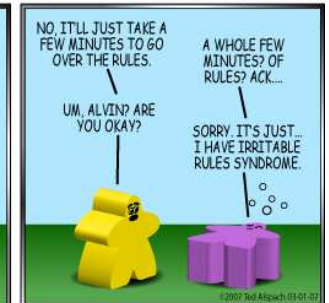
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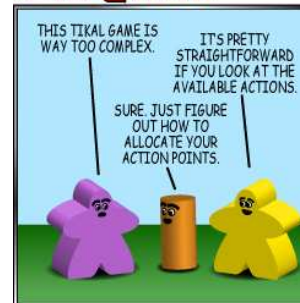
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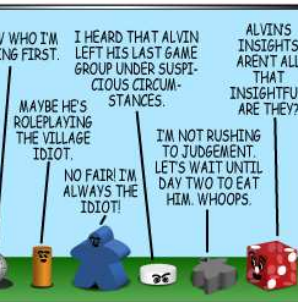
BOARD2PIECES

BY TED ALSPACH



BOARD2PIECES

BY TED ALSPACH





1829-J19

Something to say...

GAME OVER

1st	Lyndon Gurr	9,260	24.0%
2nd	Alan Harvey	8,874	23.0%
3rd	David Smith	8,055	20.9%
4th	Lionel Robbins	7,993	20.7%
5th	John Shelley	4,377	11.4%

Lyndon Gurr (1st): In return for ensuring that the NER got a decent route I agreed with David to help him get control of the Cal before it bought any trains. However, I calculated my cash figure incorrectly and ended up selling the shares one turn too soon. Apologies to David for this. It also meant that I had given up the hope of getting a second company myself. My error proved to be an inspired move, as I then concentrated on paying dividends and buying decent shares. This enabled me to get an early lead and just hold on, though it was starting to get close by the end.

David Smith (3rd): A tough, enjoyable game well played by all concerned. In 1829 the players are so restricted in what they can do and so exposed if they go out on a limb that it is often necessary to make agreements with the others. In this game I made agreements with Alan, Lyndon and John at various times. I tried to make an agreement with Lionel as well but he turned me down flat. The very slow start was frustrating but once Alan and I started up all the companies the game opened up considerably. Alan did better out of it than I did and got two very strong companies that might well have led him to victory, but somehow Lyndon stole it. I take some of the blame here for allowing Lyndon's NER to connect up with my GCR and even built him a route to Manchester. What did I get out of the deal? Not much, actually. I was supposed to get control of the Cal when it came out of receivership but somehow Lyndon's orders fell just short of allowing me to do it (I shall put it down to incompetence on his part rather than malice) and it went to John instead. I then foolishly invested in the GSWR before I had got a proper holding in my own company, Lyndon invested heavily in my shares and did very well as a result. I did less well. Lionel had a bit of a lead at the beginning of the middle game but failed to get a second company to go with the LNWR and steadily fell back among the pack. I was just able to hold him off at the end for my third place.

If your comment last time (concerning not giving details about the runs) referred to me then I do apologise. You had already done the calculation previously for the L&YR and I could have given details of the GCR run but did not bother because you seem to handle this aspect so well that it did not occur to me that you might like some help.

While I am grateful for the excellent job you do in adjudicating there were two situations that came up in this game where I was not happy with your actions. My failure to persuade you to change your mind was understandable but I do feel that I had a good case both times.

Firstly we know the NER is a dog of a company. It did not get a run until OR6. You ran it as receiver for most of the previous rounds. It could have gotten a run one turn earlier but you had omitted to buy it any trains because you were waiting to build the routes you wanted before letting it run. My point is that we know it always needs at least two '2' trains so why could you not buy them as soon as possible? That is the most neutral of actions. Then let the players decide if they want to take it out of receivership. I would certainly have done so one round earlier since I could build it a guaranteed run. I don't think your action was in the best interest of the game but it is clear that the rules do entitle you to do this if you want.

Secondly in the share round where Alan and I were buying through the companies I included an instruction that I would hold on to two Cal shares 'if I was the largest shareholder'. After eight shares landed back in the pool you decided that the bank was the largest shareholder and sold my two shares. I do not regard the bank pool as a shareholder - it is more a repository of shares - and nor do the rules refer to it as a shareholder. I also think that my language and my intentions were clear so I was unhappy with this. Not that you were moved to make a change. C'est la vie.

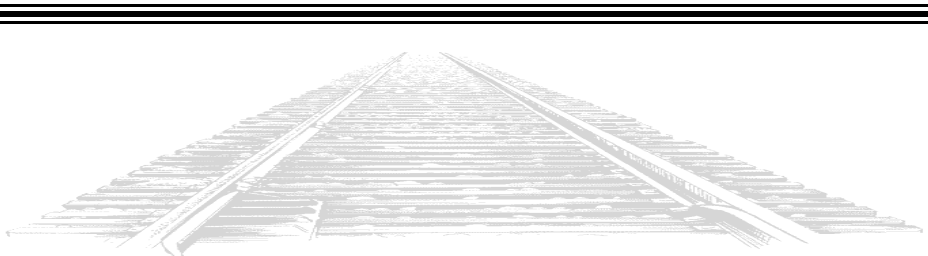
Lionel Robbins (4th): From an early lead with the LNWR to fourth place, there was a big mistake on my part. I didn't order well enough to gain control of a company and I underestimated the willingness of players to suffer damage if it hurt me, then leading, as well. My view is that in 1829 you do not retain earnings unless you have to - it costs too much time on the share price chart and earnings in 1829 are lower than in other 18xx games. However I seemed to be in a minority in this view. Congratulations to Lyndon for following the simple strategy of running his company for income and using that income to buy more shares. Now, why, oh why, did I not do that?

It doesn't surprise me that David chose to mention the two points of contention he had. I should respond. Firstly, as Receiver it is not my duty to do the obvious thing, and indeed, it is often the case that people will put off buying trains they cannot use in the hope that a better train will be available when they do need to buy one, which is the line I took here. It doesn't matter how likely it was that a better train would be available, simply that it was a possibility.

On the second point, David's concern that I considered the bank a shareholder may be valid, but clarification of what an order means after the event is not a good reason for me to change what happened. The wording could easily have been 'if I owned more shares than any other player', which would have worked out as he wanted. The problem arose because he used the word 'shareholder', and had a different view of what this meant than I did. Agreed, the rules do not refer to the bank as a shareholder, but neither do they specify that the players are the only shareholders. The one thing I cannot do when running games is to read people's minds and see what they mean by what they say.

The real problem is that different people will use words that are not defined in the rules, and use the same words to mean different things, so in the end it is impossible to apply a standard ruling and keep everyone happy.

As for the question of not giving any details of runs, it takes a long time to work out everyone's runs, especially in the later stages of a game with multiple trains. And consider that I have to do this for 17 games at the moment. As most people will have worked out their potential runs while doing their orders (or they should have...), it seems odd that they don't include the details so that I can at least compare what they had worked out with what has changed, which is much quicker than starting from scratch.





1830-R20

Drying off after the early bath.

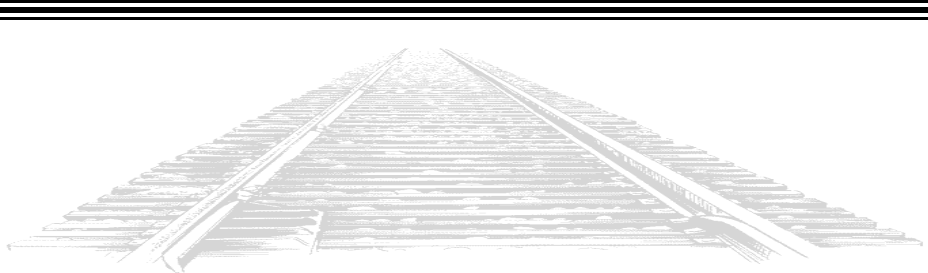
GAME OVER

1st	Mark Frueh	2,268	38.8%
2nd	Richard Lunn	1,123	19.2%
3rd	Don Smith	1,082	18.5%
4th	Mike Hutton	1,060	18.2%
5th	Willem Moene	308	5.3%

Richard Lunn (2nd): The sudden end was a major surprise. It would probably have ended next OR as Don seemed to be lining up a diesel purchase for the B&O, in which case I would probably have gone bankrupt trying to buy a diesel for the CPR. After the CPR was wrecked and dumped on me (not a tactic which ever seems to work for the person doing the dumping) my aim had been to avoid coming last - to come second was an undeserved fluke. Mark deserved the win, well done to him and thank you for running the game.

Mike Hutton (4th): Well, I must have been asleep. Willem obviously wasn't interested in second place. First place was never really in doubt. Congrats to Mark and thanks to Keith. Now I'll never know whether the Erie was going to be made honest...

Bankruptcies are sometimes expected, sometimes foreseen but never occur, and sometimes a complete surprise. Sometimes, players don't behave they way that the others would expect - and sometimes that is the route to victory.



1856-M19

Not much to say...

GAME OVER

1st	Lyndon Gurr	9,770	30.1%
2nd	Simon Cutforth	7,266	22.4%
3rd	Willem Moene	6,855	21.1%
4th	Stephen Webb	6,562	20.2%
5th	Tony Sait	2,042	6.3%

No comments from the players on this one, so I'll just close with repeated apologies for trying to end the game early, not once but twice. Odd really, as I don't recall making this sort of error before, so to do it twice in one game is inexcusable.



18KAAS-O19

A simple variation, with not so simple effects.

GAME OVER

1st	Martin Butcher	6,335	24.9%
2nd	Alan Harvey	5,167	20.3%
3rd	Lyndon Gurr	4,995	19.6%
4th	Willem Moene	4,763	18.7%
5th	Tony Sait	4,216	16.5%

Martin Butcher (1st): Just about everything went well for me in this game. I managed to get the B&O, and given its proximity to NY on this map I was in an incredibly strong position. I was never forced to buy a diesel either, and the final connection to The Ruhr was the icing on the cake. Thanks to all my fellow players and to Keith for running the game.

Lyndon Gurr (3rd): I messed up my orders in the stock round that Willem dumped the CPR on me. My intention was to float a second company at that point. Congratulations to Martin for a smooth victory; there have been a few recent games where the player who took the B&O from another player has gone on to win.

Tony Sait (5th): Do what I say, not what I do! This is an interesting little variant which I should have done much better at. For some reason which I cannot remember I dumped my Presidential shareholding in NYNH sitting in the middle of the profitable centre of the board and bought C&O on the edge. Why? I think I was trying to be clever and drop someone else in the deep pooh, rather than thinking of ways to enhance my own fortunes. Fifth place with 16.5% shows just how clever that turned out to be. Oh well, every day is a learning experience, and I did survive which is something!

Well done to Martin and Alan, and thanks to Keith for reffing!

I was surprised and disappointed in how moving a standard 1830 game to another map could get me confused and make me do things like initiate a forced train purchase for a company without a route. There's another list open, and I will hopefully have learnt the lessons from this game.







1800-120

The Express trains  
are all available.

OR11 - OR12

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	WM	8:C3:5	100	Yes	① ③ ④	100D▲	24	5 3
C&S	AH	802:C7:1	140	Yes	② ⑤	70E▲	81	4

Notes: ① 50 the the D&RGW from the company Bond  
 ② 50 to the C&S from the company Bond  
 ③ 50 to the bank for terrain costs  
 ④ 450 to the bank for a '5' train  
 ⑤ 60 the bank for a pool share

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
D&RGW	WM	67:C5:4	300	Half	① ③	110D▲	184	5 3
C&S	AH	804:E5:4	160	Yes	② ④	80E▲	93	4

Notes: ① 50 the the D&RGW from the company Bond  
 ② 50 to the C&S from the company Bond  
 ③ 40 to the bank for a token in C5  
 ④ 70 to the bank for a pool share

Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Alan Harvey	64	118	142	324	1,404	51.5▲	6
Willem Moene	77	70	105	252	1,322	48.5▼	4

Portfolio	PCs	C&S	D&RGW
Alan Harvey	C&S Bond	7P	2
Willem Moene	D&RGW Bond	-	7P

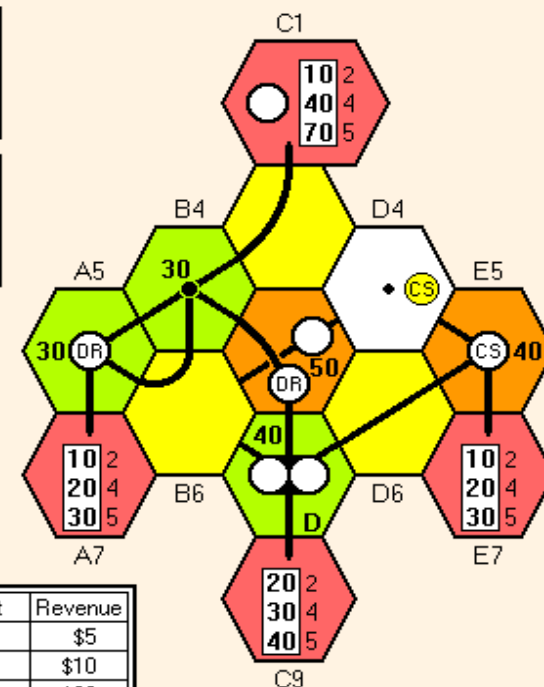
Bank (new)	-	2	-
Bank (pool)		1	1
Price		80E	110D
Company credit		93	184
Tokens		2	1
Trains		4	5.3
Bank cash: 2,867	Certificate limit: 7		Trains: 2 x '2E', 1 x '3E', 1 x '2+2E'

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds									
Yellow	3/1	4/2	5/2	6/2	7/-	8/1	9/2	58/2							
Green	12/1	16/1	18/1	19/1	23/1	24/1	25/1	26/1	27/1	28/1	29/1	59/1			
	800/-	802/-													
Brown	39/1	40/1	42/1	43/1	45/1	46/1	64/1	65/1	66/1	67/-	68/1	70/1			
	803/1	804/1													

1800

Game 120

Referee:  
Keith Thomasson



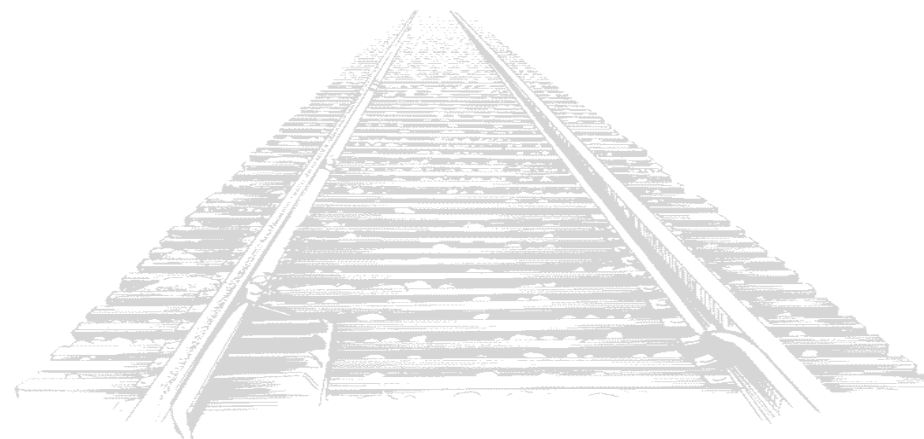
Private Companies	Cost	Revenue
1 Midland Terminal	\$20	\$5
2 Denver and Salt Lake	\$70	\$10
3 Rio Grande Southern	\$160	\$20

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Orders required for the following round

By the early deadline

SR10





1825-L21

The Caledonian is investing.

OR7 - OR8

OR7	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
Cal	AH	6:J10:6	-	150	No	-	100▼	210	3 2 2
NBR	MH	14:E9:2	-	240	Yes	-	112▲	130	3 3 2
GSWR	MH	-	-	70	No	①	61▼	40	2 2

Notes: ① 100 to the NBR for a '2' train

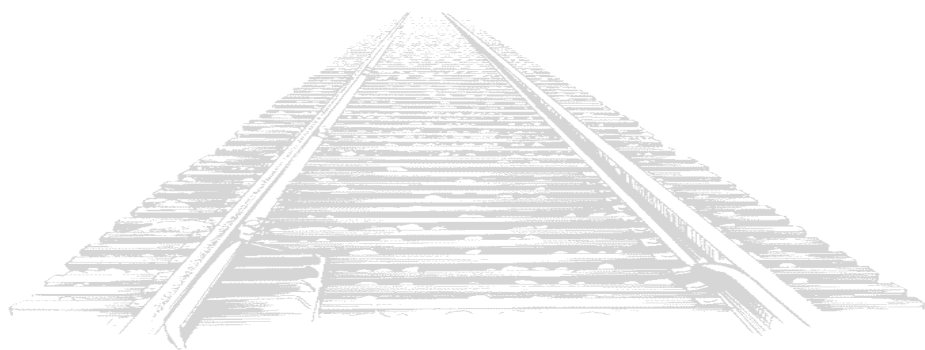
OR8	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
Cal	AH	14:J10:3	-	190	No	①	90▼	300	3 2 2
NBR	MH	4:D10:2	-	210	Yes	-	126▲	130	3 3 2
GSWR	MH	-	-	70	Yes	-	67▲	40	2 2

Notes: ① 100 to the bank for a token in J6

Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Mike Hutton	141	198	212	551	2,048	52.3▲	13
Alan Harvey	96	82	108	286	1,869	47.7▼	17

Portfolio	Privates	Cal	NBR	GSWR	GNoS	High	M&C
Mike Hutton	A&F, S&D	1	7D	5D	-	-	-
Alan Harvey	TWW	9D	3	5	-	-	-
Bank (new)		-	-	-	10D	10D	10D
Price (new)		76	76	67			
Bank (pool)	S&D	-	-	-	-	-	-
Price (pool)		90	126	67			
Company credit		300	130	40			
Tokens		1	1	2			
Trains		3 2 2	3 3 2	2 2	[5]	[U3]	[3T]
Bank cash: 3,163		Certificate limit: 17		Trains: 1 x '4', 2 x '5'...			

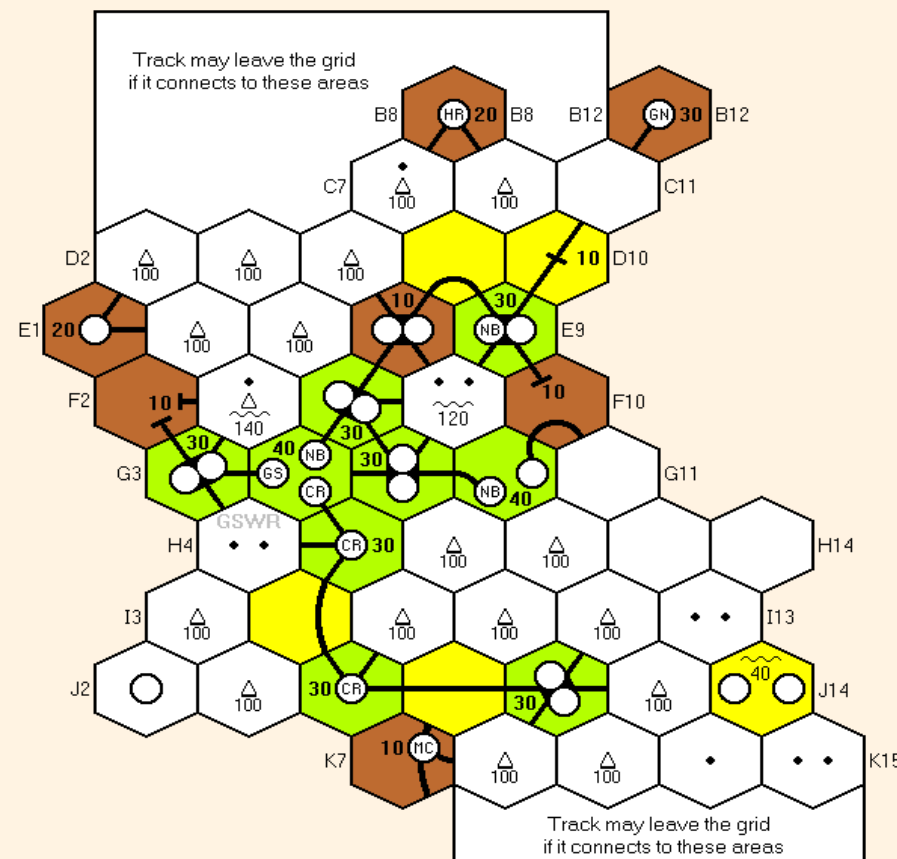
Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds									
Yellow	1/1	2/1	3/1	4/2	5/2	6/2	7/2	8/5	9/4	55/1	56/1	115/1			
Green	12/-	13/1	14/1	15/-	16/1	19/1	23/3	24/3	26/1	27/1	28/1	29/1			
	52/1	81/1													



1825 Unit 3

Game L21

Referee:  
Keith Thomasson



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Orders required for the following round

By the early deadline

SR6





1826-E22

It's run and pay for the moment.

OR2 - SR3

The Parisian and Alsatian privates closed when the P and A bought their first trains.

OR2	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
P	TF	8:E9:6	-	60	Yes	-	100A	162	- 2H 2H
A	JS	4:H18:2	-	100	Yes	-	110A	350	- 2H 2H
PO	SW	3:K5:2	-	110	Yes	-	90C	394	- 2H 2H

### Stock Round 3

Don	Stephen	Tim	John	Lyndon
- 2 A (▼90C)	+ A pool	✗	✗	+ A pool
- 1 PO (▼82D)				
+ N/Pres (110)				
+ N new (floated)	✗	✗	✗	✗
✗	Priority for SR3			

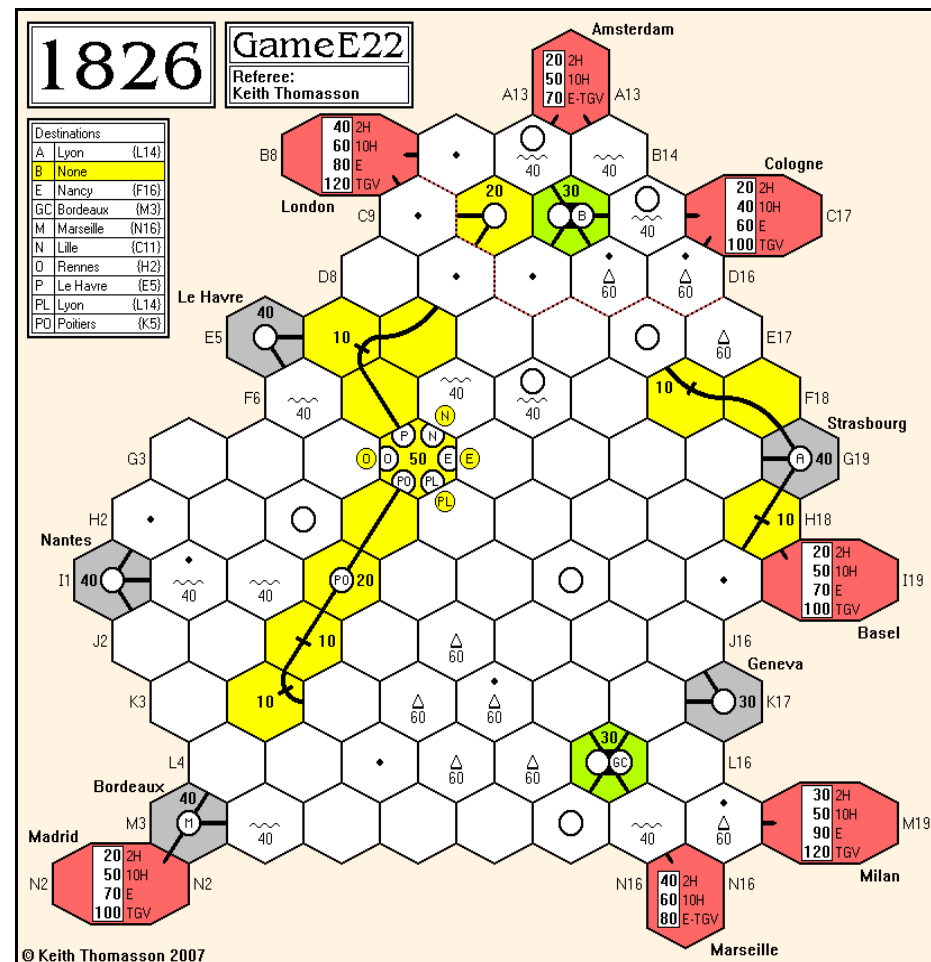
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
John Shelley	15	65	0	80	370	17.1	3
Lyndon Gurr	58	64	-90	32	454	21.0	4/5
Don Smith	33	77	-20	90	490	22.7	3
Stephen Webb	90	66	-90	66	402	18.6	3
Tim Franklin	110	36	0	146	446	20.6	2

Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
John Shelley	Bridge	3P	-	-	-	-	-	-	-	-	-
Lyndon Gurr	Mail Belg	1	1	-	-	-	-	-	1	-	1
Don Smith	Alg	-	-	-	-	3P	-	-	-	-	-
✗ Stephen Webb	-	1	-	-	-	-	-	-	-	-	3P
Tim Franklin	-	-	-	-	-	-	-	-	3P	-	-

Company type	5	10	-	-	-	5	-	5	-	5
Bank (new)	5	9	10	10	10	5	10	5	10	5
Bank (pool)	-	-	-	-	-	-	-	-	-	1
Treasury shares	-	-	-	-	-	2	-	1	-	-
Price	90C					110A		100A		82D
Loans	-					-		-		-
Company credit	350					330		162		394
Tokens	2					3		2		1
Trains	2 2					-		2 2		2 2
Bank cash: 10,350	Certificate limit: 13				Trains: 2 x '2' 7 x '4'...					
Current operating order:	N, P, A, PO									

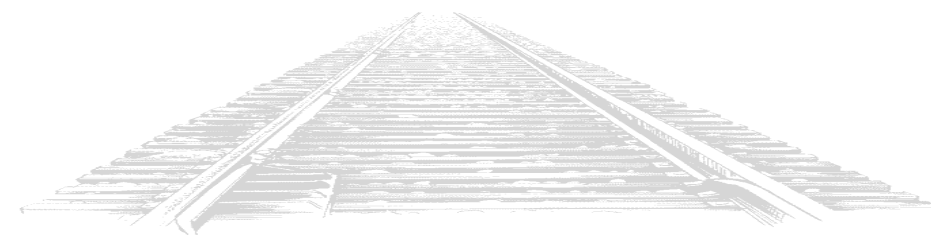
Tiles	Tile number/Availability										One Operating Round between Stock Rounds
Yellow	3/-	4/4	5/2	6/2	7/4	8/14	9/19	57/4	58/5		

Don didn't specify a price for the N, so I chose the highest price he could afford.



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

OR3, SR4 *Adjudication can pause between rounds if requested*





1829-C20

An interesting round,  
in a number of ways.

OR15

The GWR only ran for 240 last time - I was running it into London, blocked by the LSWR token.

OR15	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSH	16:V12:2	•V6	300	No	-	180	640	3 2 2 2
GWR	MB	9:T12:1	•P8	260	No	①	250	110	4 4 2 2
Mid	PB	9:T18:1	•E10	90	Yes	②	126	870	3
LSWR	MB	-	•U21	140	Yes	-	160	30	3 2
GNR	DSm	-	•Q15	200	Yes	③ ④	142	310	4 4 3
LBSC	Rcvr	31:X18:1	•C10	-	-	-	47	10	-
GER	MB	-	•W23 !	70	No	-	64	410	3
GCR	PB	9:O13:3	•O15	-	-	⑤	56	20	4
L&YR	PB	-	•S15	-	-	-	53	10	2
SECR	DSm	-	•U21 !	-	-	-	47	0	3

- Notes: ① 250 to the GER for a '2' train  
 ② 40 to the bank for a token in E10  
 ③ 40 to the bank for a token in Q15  
 ④ 430 to the bank for a '4' train  
 ⑤ 160 to the bank for terrain costs

Cash Flow	b/f	OR15	c/f	Value	%	Certs
David Smith	738	206	944	3,265	28.6	18
Peter Berlin	165	94	259	1,909	16.7	15
Don Shailer	677	30	697	2,610	22.9	13
Martin Butcher	353	112	465	3,629	31.8	17

Portfolio	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
David Smith	-	-	1	2	2	8D	-	2	-	-	5D
• Peter Berlin	L&M	-	-	6D	-	1	-	-	4D	6D	-
Don Shailer	C&HP	5D	2	-	-	1	-	2	3	-	-
Martin Butcher	-	-	6D	-	8D	-	-	6D	-	-	-

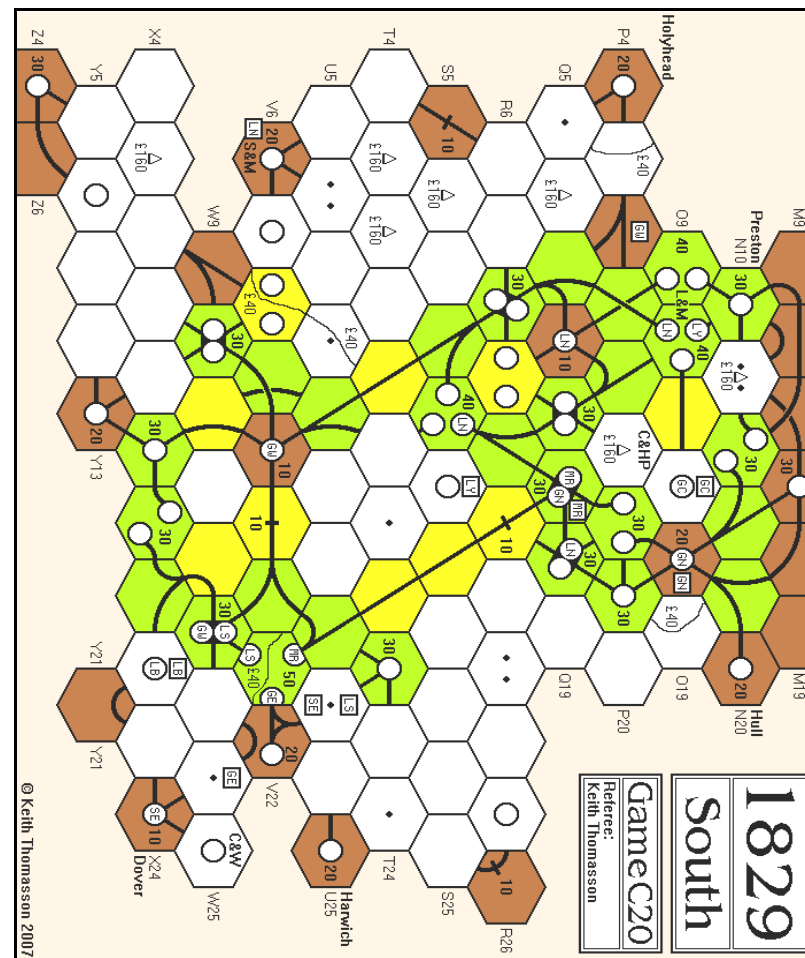
Bank (new)	Hull...	-	-	-	-	-	-	-	-	-	4
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&W	5	1	2	-	-	10D	-	3	4	1
Price (pool)		180	250	126	160	142	47	64	56	53	47
Company credit		640	110	870	30	310	10	410	20	10	0
Tokens		2	4	3	4	3	3	3	4	3	3
Trains		3222	4422	3	32	443	-	3	4	2	3
Bank cash:	17,635	Certificate limit: 18					Trains: 5 x '5', 4 x '7'				

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

GCR to LSWR and GNR: I'm in dead last place. Pick on someone who's beating you.

There are some strange ideas floating round, so a couple of rule summaries may be in order.

You cannot borrow trains from the bank - only the Receiver can do that. It costs a minimum of £10 to buy a train from another company. There is no need to include pence in values - saying £110.00 is pointless, there's nothing less than £1 in the game, so £110 is better. Tile lays should be ordered as they are reported, not by moving the elements around and making up your own system. "Upgrade tile on V12 to No 16 facing 2" is a lot longer than the equivalent 16:V12:2, and I'm more likely to make an error in conversion. XX is not a tile orientation - presumably this was an edit that didn't get removed before orders were sent.



Orders required for the following round

By the early deadline

SR12



1829-V21

The NER is one closer to being sold out.

OR5 - SR6

OR5	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	8:S11:1	T12	60	Yes	①	142▲	420	2 2 2
NER	MH	8:M17:2	N18	-	-	-	64▼	500	2 2

Notes: ① 180 to the bank for a '2' train

#### Stock Round 6

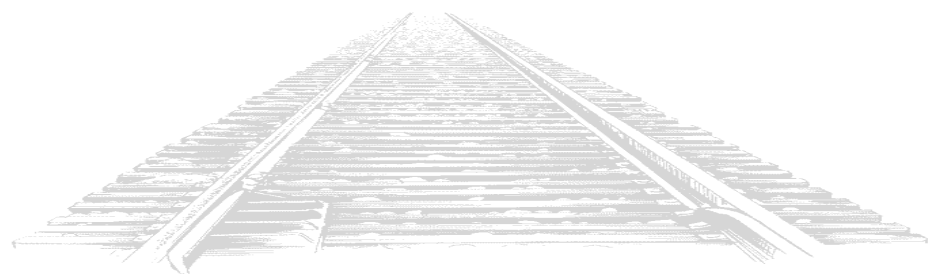
Peter	John	Mike	Rob	Lionel
+ NER pool	✗	✗	✗	+ NER new
✗	✗	✗	✗	✗
Priority for SR7				

Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
Rob Thomasson	282	17	0	299	613	19.0▲	3
Lionel Robbins	124	26	-90	60	604	18.8▼	5
Peter Berlin	124	28	-64	88	717	22.3▲	5
John Hopkins	325	21	0	346	618	19.2▼	2
Mike Hutton	31	18	0	49	667	20.7▲	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	3	-	-	-	-	-	-	-	-	-
✗ Peter Berlin	C&HP	3D	2	-	-	-	-	-	-	-	-	-
John Hopkins	S&D	2	-	-	-	-	-	-	-	-	-	-
Mike Hutton	-	3	3D	-	-	-	-	-	-	-	-	-

Bank (new)	Hull...	-	2	10P	10P	10P	10P	10P	10P	10P	10P	10P
Price (new)	100	90	82	76	71	67	64	61	58	56	53	
Bank (pool)	-	-										
Price (pool)	142	64										
Company credit	420	500										
Tokens	5	5	5	4	4	4	4	4	3	3	3	
Trains	2.2.2	2.2										
Bank cash:	19,158	Certificate limit: 18					Trains: 1 x '2', 5 x '3'...					

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



## 1829

### North

Game V21

Referee: Keith Thomasson

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

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

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Orders required for the following rounds

By the early deadline

OR6, SR7

Adjudication can pause between rounds if requested



1830-G20

All the shares end  
up in player hands.

SR9

Stock Round 9

Willem	Don	Roger	Stephen	Martin
+ B&M pool	+ PRR pool	+ PRR pool	+ B&O pool	+ B&M pool
+ B&M pool	✗	+ CPR pool	+ B&O pool	+ B&M pool
+ B&O pool	✗	- 1 NYNH (+80F) + CPR pool	+ NYNH pool	+ Erie pool
+ NYNH pool	✗	✗	+ CPR new	+ CPR new
+ CPR new	✗	✗	✗	+ CPR new
✗	✗	✗	✗	✗
Priority for SR10				

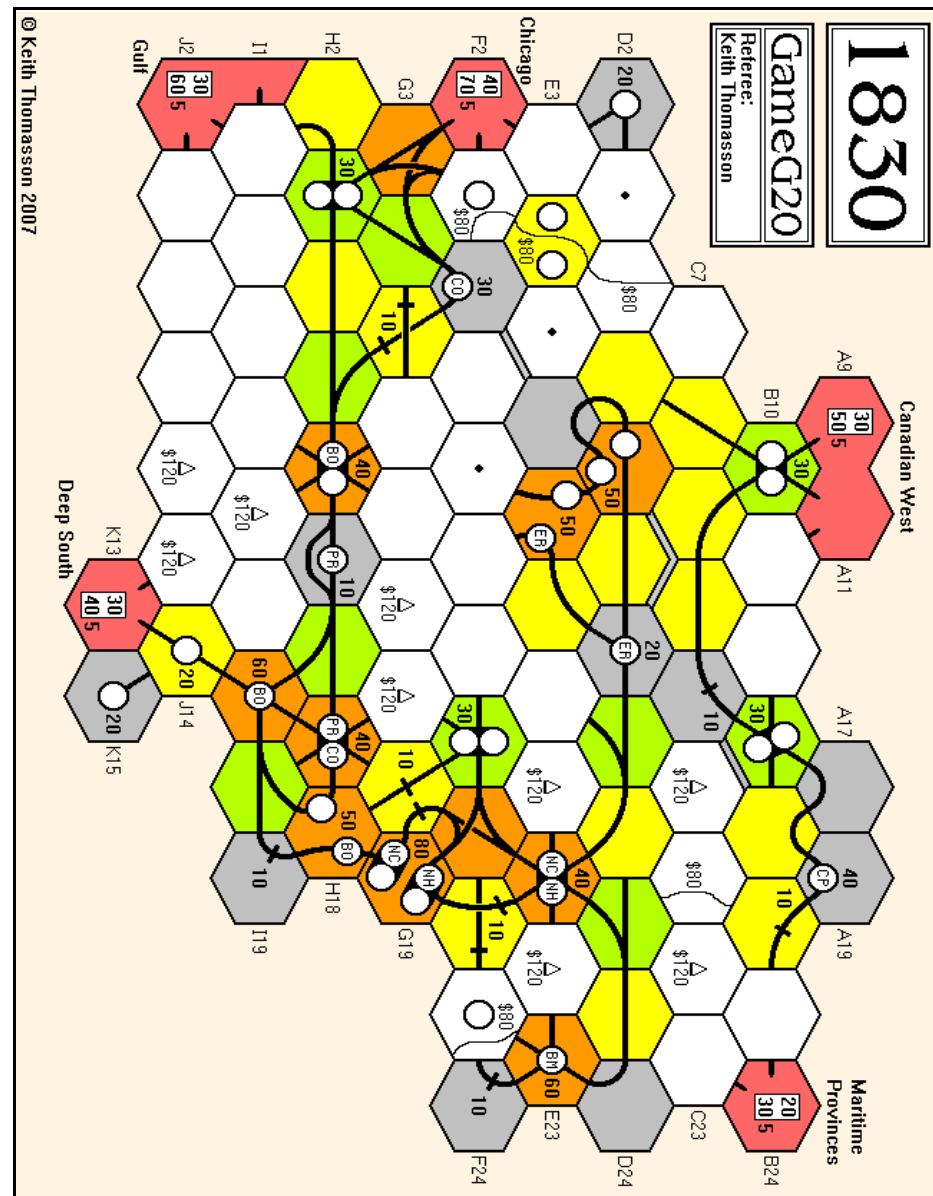
Cash Flow	b/f	SR9	c/f	Value	%	Certs
Stephen Webb	599	-294	505	1,996	17.8▲	14
Martin Butcher	476	-472	4	2,087	16.9▲	14/15
Willem Moene	837	-345	492	2,399	19.5▲	9/17
Don Smith	1,103	-110	993	3,600	29.2▼	13
Roger Krueger	904	-170	734	2,046	16.6▼	13

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

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	67	100	67	76	100	90	71	76
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	67H	71F	45G	82E	225A	275A	90E	125C
Company credit	88	200	0	117	128	28	297	60
Tokens	1	-	1	3	1	2	-	2
Trains	6	D	D	6	5	5	5	D

Bank cash: 8,554 Certificate limit: 15 Trains: 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	7/1	8/5	9/2	55/-	56/1	57/3	58/1	69/-				
Green	14/1	15/-	16/1	18/1	19/1	20/1	23/-	24/-	25/1	26/1	27/1	28/1				
	29/1	53/2	54/1	59/2												
Brown	39/1	40/1	41/2	42/2	43/1	44/1	45/1	46/2	47/1	61/-	62/-	63/-				
	64/-	65/-	66/-	67/1	68/1	70/1										



Orders required for the following rounds

By the early deadline

OR14, OR15

Adjudication can pause between rounds if requested





1830-F21

We have an unwanted '4' train.

OR7 - OR8

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	WM	-	60	Yes	-	112A	280	4
B&O	DS	23:H14:6	100	Yes	-	100B	670	3
NYC	MH	54:G19:1	100	Yes	① ②	90C	505	3
C&O	TS	23:H8:3	170	Yes	-	90E	311	3 3
Erie	MS	9:D16:3	60	Yes	-	76E	410	4
PRR	MS	14:H10:3	100	Yes	-	69G	361	3
NYNH	WM	-	110	No	-	40J	310	4

Notes: ① 80 to the bank for terrain costs  
② 40 to the bank for a token in G19

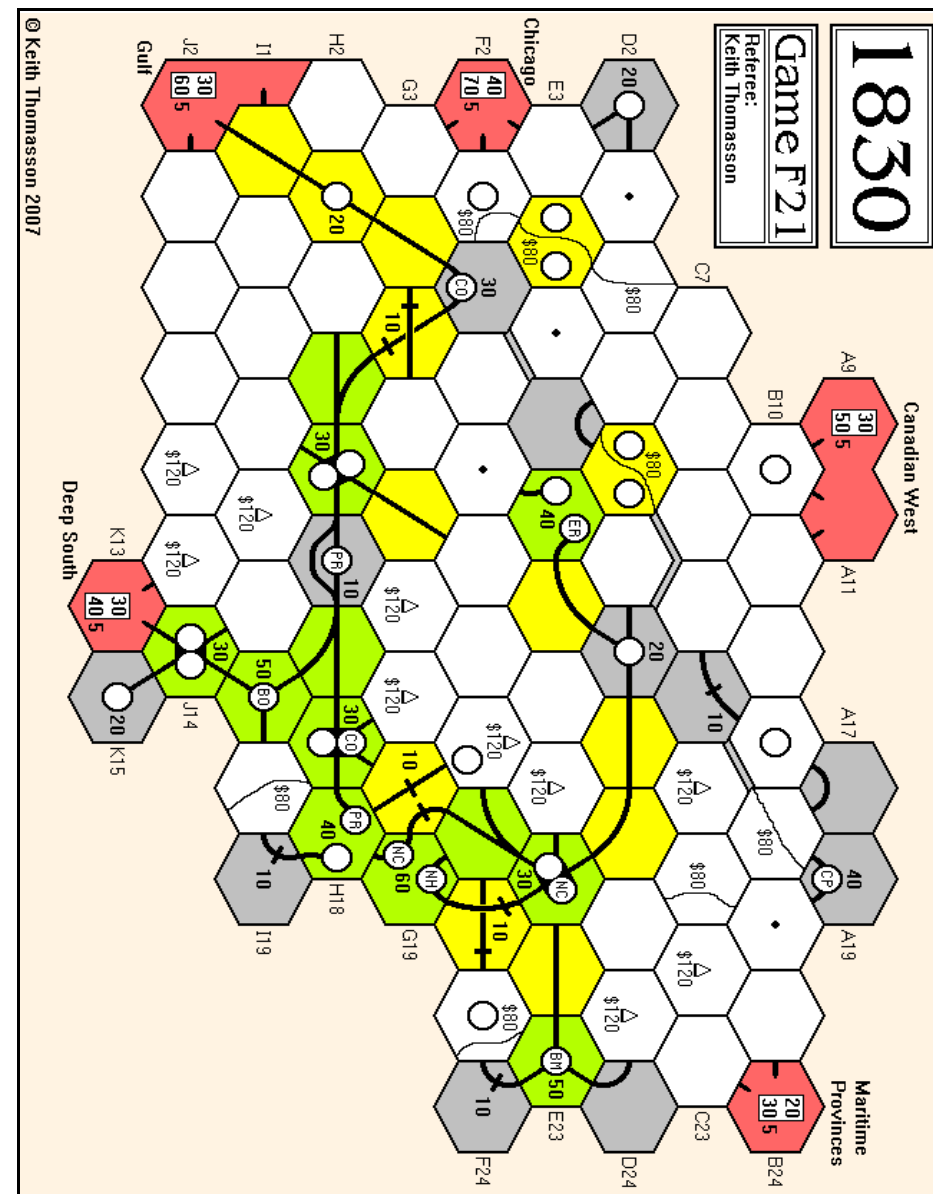
OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	WM	-	60	Yes	-	126A	280	4
B&O	DS	14:J14:2	110	Yes	-	112B	680	3
C&O	TS	-	180	Yes	-	100E	347	3 3
NYC	MH	-	100	Yes	-	100C	520	3
Erie	MS	8:D18:4	100	Yes	-	82E	410	4
PRR	MS	9:G11:2	100	Yes	-	70G	406	3
NYNH	WM	-	120	No	-	50J	455	4

Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Mark Stretch	48	96	120	264	1,176	20.5	10
Willem Moene	1	53	54	108	1,114	19.5	6/10
Don Smith	24	50	55	129	989	17.3	6
Tony Sait	35	142	148	325	1,295	22.6	9/10
Mike Head	67	93	99	259	1,153	20.1	8

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mark Stretch	-	-	-	-	-	6P	-	-	6P
Willem Moene	-	6P	-	1	-	-	-	5P	-
Don Smith	-	-	5P	-	3P	-	-	-	-
Tony Sait	-	-	-	6P	-	-	2	1	2
Mike Head	-	-	1	1	-	1	6P	-	-

Bank (new)	4	4	-	7	3	2	-	-
Price (new)	100	100	67	100	71	82	67	67
Bank (pool)	-	-	2	-	-	-	4	2
Price (pool)	126A	112B	100E	100A	82E	100C	30J	70G
Company credit	280	680	347		410	520	455	406
Tokens	1	2	1	4	2	2	1	2
Trains	4	3	3 3		4	3	4	3
Bank cash: 7.817	Certificate limit: 13				Trains: 1 x '4', 3 x '5'			
Current operating order:	B&M, B&O, NYC, Erie, C&O, PRR, NYNH							

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
Yellow	1/1	2/-	3/2	4/2	7/4	8/6	9/3	55/-	56/1	57/1	58/2	69/-
Green	14/3	15/-	16/1	18/1	19/1	20/1	23/2	24/3	25/1	26/1	27/1	28/1
	29/1	53/-	54/1	59/-								



Orders required for the following round

By the early deadline

SR6



1835-B21

Willem and John increase their certificate limits to 13.

OR9 - SR8

The K-M converts to the Prussian.

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B-M	TS	9:15:1	90	Yes	-		145	2+2
Mag	DS	23:E9:5	120	Yes	-		60	3
B-S	JS	-	-	-	①		1	-
A-K	JS	-	90	Yes	-		45	2+2
PrE	MS	-	200	Yes	②	172D▲	593	3 2+2 2+2
ByE	JS	19:M13:4	120	Yes	③	154D▲	659	3+3 3
SxE	MS	-	260	Yes	-	122C▲	176	3+3 3
HeE	TS	204:H4:4	140	Yes	-	84D▲	90	3+3
WtE	JS	9:M11:3	120	Yes	-	84D▲	60	4
BaE	WM	-	110	Yes	-	84D▲	60	4
MsE	DS	28:F8:2	130	Yes	-	80E▲	30	4

Notes: ① 140 to the ByE for a '3' train  
② 1 to the SxE for a '3' train  
③ 1 to the B-S for a '3' train

The B-S and A-K convert to the Prussian.

### Stock Round 8

Mark	Tony	Don	John	Willem
+ PrE new	+ OIE new {20%}	+ OIE new	- 2 PrE + ByE pool	+ BaE new
+ PrE new	+ HeE new	+ OIE new	+ ByE pool	+ BaE new
+ PrE pool {5%}	✗	+ OIE new	+ WtE new	+ BaE new
✗	- 1 SxE {112D} + BaE new {20%}	✗	+ WtE new	+ PrE new
✗	✗	✗	✗	✗
Priority for SR9				

Portfolio	Privates	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OtE
Willem Moene	Han	20/2	-	10/1	80/7	-	-	-	-
Mark Stretch	-	45/5	-	50/4	-	-	-	-	-
Tony Sait	Pfa / B-M	-	-	30/3	20/1	-	60/5	-	-
Don Smith	N-F, Bra / Mag	-	-	-	-	-	-	60/3	70/5
John Shelley	-	-	80/7	-	-	70/6	-	-	-

Bank (new)	-	-	-	-	30/2	40/3	40/4	10/1
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	5/1	20/2	10/1	-	-	-	-	-
Price (pool)	172D	154D	112D	86C	84D	84D	80E	80E
Company credit	1,101	659	176	480	228	174	30	720

Trains	2+2	3+3 3	3+3 3 3	4	4	3+3	4	-
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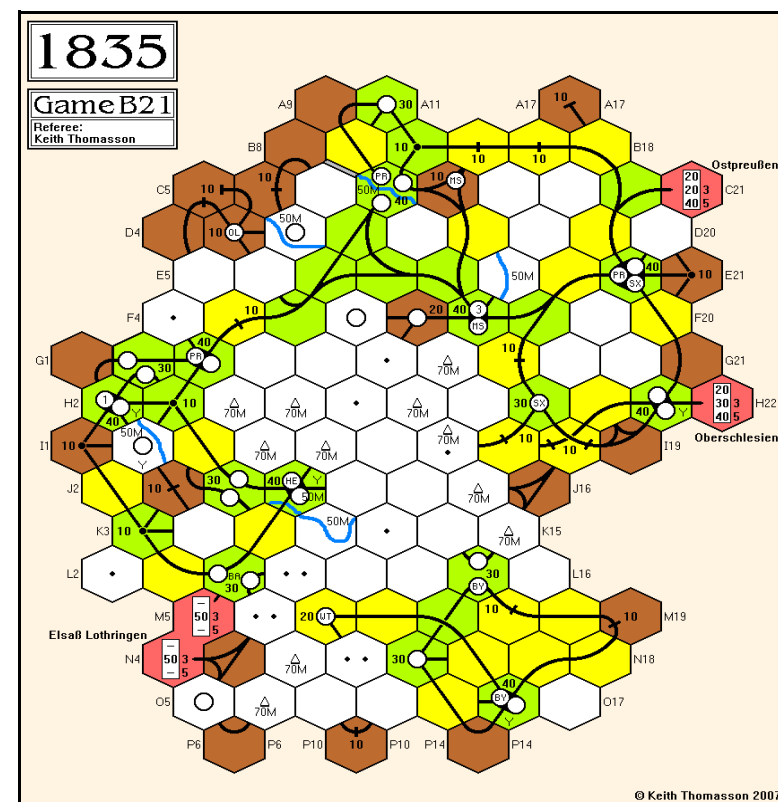
Bank cash: 7,791

Trains: 1 x '4+4', 2 x '5'...

Current operating order: Minors, PrE, ByE, SxE, BaE, HeE, WtE, MsE, OlE

Cash Flow	b/f	OR9	SR8	c/f	Value	%	Certs	Limit
Willem Moene	304	131	-406	29	1,333	17.8▲	11	13
Mark Stretch	271	170	-394	47	1,381	18.4▼	9	12
Tony Sait	273	234	-290	217	1,547	20.6▼	12	12
Don Smith	94	168	-240	22	1,300	17.3▼	11	12
John Shelley	248	177	-304	121	1,941	25.9▲	13	13

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



Orders required for the following rounds

*By the early deadline*

OR10, OR11

*Adjudication can pause between rounds if requested*



1837-G21

The CI joins the party.

SR6

Stephen’s dividend from the S3 was left off his total, so he has a little more cash.

Stephen exchanges the SPB for an Sb share, and the LRB for a Th share.

Stock Round 6

Stephen	Don	Tony	Geoff
- 1 Th {▼93D}	+ Ug new	+ Kk new	+ Sd new
- 1 Sb {▼91C}			
+ Bk pool			
+ Sd new	+ Ug new	+ Bk pool	+ Sd new
+ Sd new	✗	+ Bk pool	+ Bk pool
+ Bk pool	✗	+ Bk new	+ Ms new
+ CI/Director {75}	✗	+ Th pool	✗
+ CI new	✗	✗	✗
+ CI new	✗	✗	✗
+ CI new {floated}	✗	✗	✗
✗	Priority for SR7		

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Stephen Webb	681	-658	23	1,995	26.6▲	14
Don Smith	474	-350	124	1,602	21.3▼	13
Tony Robbins	593	-513	80	1,819	24.2▲	16
Geoff Hardingham	480	-452	28	2,097	27.9▼	17

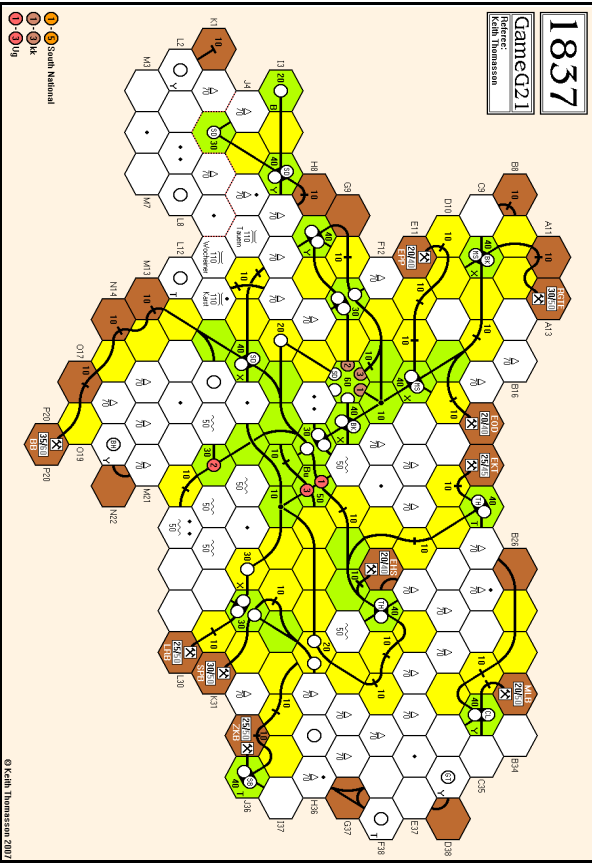
Portfolio	Mountains etc	Bh	Bk	CI	Gt	Kk	Ms	Sb	Sd	Th	Ug
Stephen Webb	A S K1	-	4D	5D	-	-	-	-	5D	-	-
Don Smith	EKT ZKB BB U1*2 U2	-	-	-	-	-	-	-	-	6D	2
Tony Robbins	Kara	-	4	-	-	1	6D	-	1	1	-
Geoff Hardingham	K2 K3 U3/P B Kart T W MLB U3	-	2	-	-	-	1	5D	4	-	-

Bank (new)	9	-	4	10	6	1	3	-	2	3
Price (new)		104	80		120	70	97	142	91	175
Bank (pool)	-	-	-	-	-	-	1	-	-	-
Price (pool)		108C	75F		120D	76G	91C	148C	93D	175D
Company credit	-	326	675	-	-	150	126	976	632	-
Tokens	3	1	3	3	-	2	3	1	2	-
Trains	-	3+1	-	-	-	3+1	4	3	2G	-
		3				2G	3		2G	
		2G				1G	2G		1G	
						1G			1G	

Bank cash: 7,513      Certificate limit: 21      Trains: 3 x '4', 1 x '4+4E'...  
Second hand: 3 x '1G'  
Current operating order: Coal companies, K1-K3, U1-U3, Sd, Bk, Th, Sb, Ms, CI

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
Yellow	1/2	2/3	3/3	4/7	5/1	7/7	8/16	9/11	55/1	56/1	57/2	58/5
	69/2	201/3	202/4	401/4	402/2	404/3						
Green	12/2	16/3	17/1	18/1	19/2	20/3	23/10	24/10	25/4	26/4	27/4	28/3
	29/3	30/1	31/1	87/-	88/2	204/2	205/2	206/-	207/1	208/2	405/2	406/1
	408/1	410/2	411/2	412/2	413/1	414/1	415/1	416/1	417/1	418/2	419/2	420/2
	421/2	422/1	423/2	424/1	425/-	426/1	427/-	429/1				

The EKT, MLB and ZKB coal companies can be exchanged for shares in the major companies before the stock round.



Orders required for the following rounds	By the early deadline
OR7, OR8	Adjudication can pause between rounds if requested



1850-R22

We start with ...  
one floated company.

PUBLICS

### Stock Round 1 - Public companies

Lyndon	Tim	Stephen	Alan
✗	+ UP/Pres {82}	+ NP/Pres {68}	✗
+ NP new	+ UP new	+ NP new	✗
+ NP new	+ UP new	+ NP new (floated)	+ NP new
+ NP new	+ UP new	+ NP new	+ NP new
✗	✗	✗	✗
Priority for SR2			

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Stephen Webb	415	-340	75	535	25.4▲	6
Alan Harvey	395	-136	259	533	25.3▼	4
Lyndon Gurr	310	-204	106	522	24.7▲	5/6
Tim Franklin	470	-410	60	520	24.6▼	5

Portfolio	Privates	CBQ	CMSP	CRIP	GN	MKT	MP	NP	SOO	UP
Stephen Webb	GRSC, MMC	-	-	-	-	-	-	5P	-	-
Alan Harvey	MRBC, WLGC	-	-	-	-	-	-	2	-	-
Lyndon Gurr	CM, MMR	-	-	1	-	-	-	3	-	-
Tim Franklin	GBCC	-	-	-	-	-	-	-	-	5P

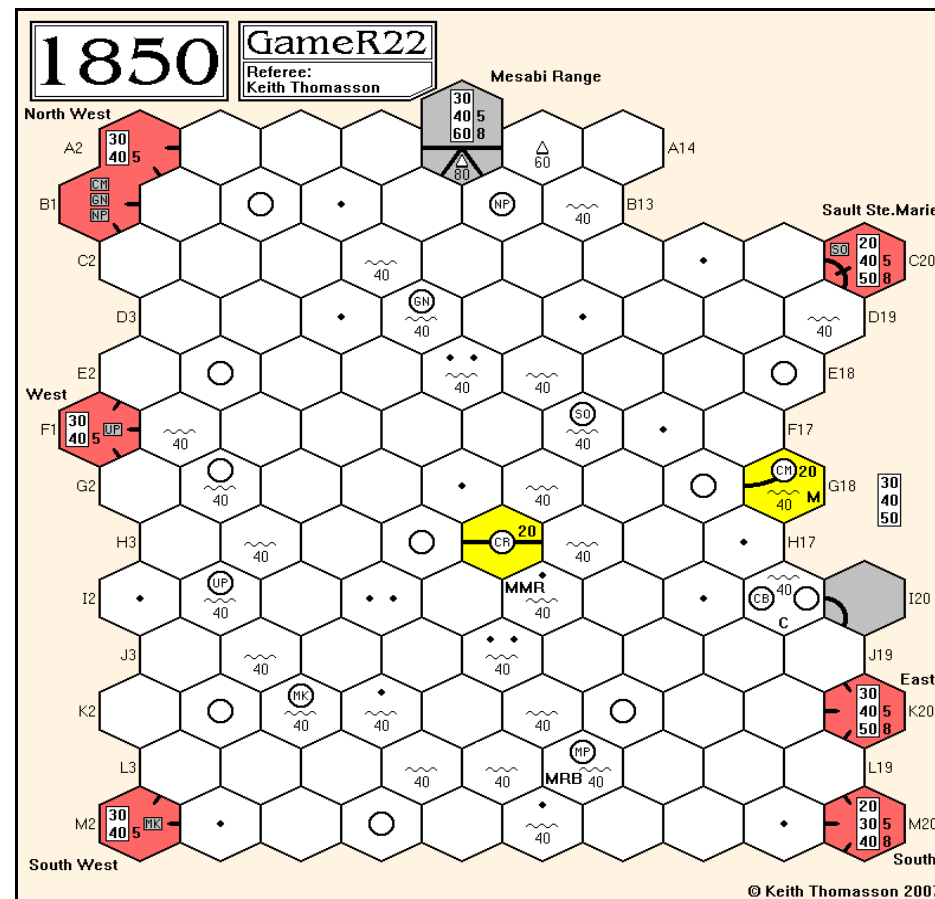
Bank (new)	10	10	9	10	10	10	-	10	5
Price (par)							68		82
Bank (pool)	-	-	-	-	-	-	-	-	-
Price (pool)							72E		82C
Company credit							680		
Tokens	4	3+E	4	3+E	3+E	3	3+E	3+E	3+E
Trains							-		
Bank cash: 10,820	Certificate limit: 13				Trains: 6 x '2', 6 x '3'				
Current operating order:	NP								

Tiles	Tile number/Availability										One Operating Round between Stock Rounds		
Yellow	1/1	2/1	3/3	4/4	5/2	6/2	7/6	8/20	9/20	55/1	56/1	57/5	
	58/4	69/1	128/1										

I suspect Tim worked from his total value rather than his cash figure, but whatever the reason, he has only bought five UP shares, and with nobody else buying into the company, it isn't ready to start.

I haven't interfered as that may be part of a plan. Perhaps someone else indicated they would buy a share and failed to do so.

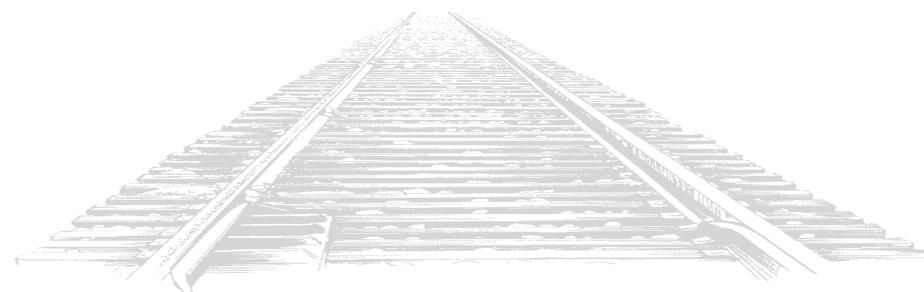
The NP was assisted rather more and has sold out, giving its shareholders an early boost in value.



Orders required for the following rounds

By the early deadline

OR1, SR2







1856-Y19

People keep trying to lay tiles in the wrong places. 126 is for F15 only.

OR13 - SR8

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CV	SW	125:L13:5	320	Yes	-	125D	254	6
CGR	RT	8:G14:3	480	Yes	-	110C	350	5.5
BBG	SW	24:K14:3	640	Yes	-	75E	91	D
TGB	RT	14:I8:1	750	Yes	-	75E	632	D.5
WGB	PB	-	320	Yes	①	75C	80	6
THB	MB	66:N17:2	560	Yes	②	65E	354	D

Notes: ① 40 to the bank for a token in N11  
② 40 to the bank for a token in J13

#### Stock Round 8

Rob	Stephen	Peter	Mike	Martin
+ CV new	+ CV new	+ WGB pool	+ TGB pool	+ THB new
+ CV new	+ CV pool	+ TGB pool	+ TGB pool	+ THB new
- 2 CGR (+100D)	+ TGB pool	+ CGR pool	+ BBG new	+ THB new
+ THB pool				
- 2 CGR (+90E)	✗	+ CGR pool	+ CV pool	- 1 CGR
{Pres to Mike}				+ THB new
+ THB pool				
- 1 THB (+60F)	✗	+ CGR pool	✗	✗
+ BBG pool		(gains Pres)		
- 1 THB (+55G)	✗	✗	✗	✗
+ BBG new				
✗	Priority for SR9			

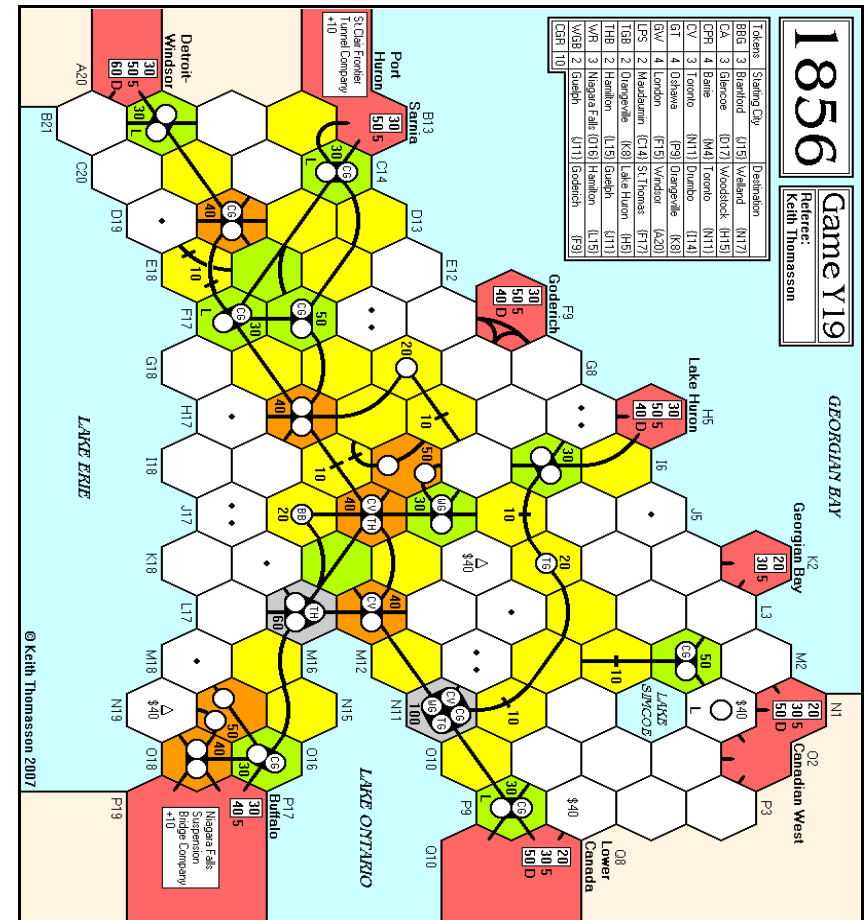
Cash Flow	b/f	OR13	SR8	c/f	Value	%	Certs
Peter Berlin	233	208	-430	11	991	15.7	8½
Mike Head	233	152	-350	35	810	12.9	7
Martin Butcher	208	160	-310	58	478	7.6	5½
Rob Thomasson	666	594	65	1,325	2,385	37.8	10
Stephen Webb	284	448	-300	432	1,637	26.0	10

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

Bank (new)	2	-	-	-	3	-
Price (par)	75	100	100	100	100	100
Bank (pool)	-	1	-	3	1	8
Price (pool)	75E	125D	80D	55G	75C	90E
Company credit	91	554	632	354	80	350
Tokens	2	-	-	-	1	2
Trains	D	6	D.5	D	6	5.5

Bank cash: 8,078 Certificate limit: 10 Trains: Diesels  
Current operating order: CV, CGR, TGB, BBG, WGB, THB

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



Orders required for the following rounds

By the early deadline

OR14, OR15

Adjudication can pause between rounds if requested



1856-D22

All but one private company is bought by a public company.

OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	RL	120:N11:1	80	Yes	-	90C▲	140	100	2
CPR	JS	121:M4:1	130	Yes	① ②	75E▲	55	300	3 2 2
WR	MH	59:N17:2	110	Yes	-	70F▲	20	200	3 2
LPS	TR	8:D13:3	70	Yes	① ②	70F▲	125	300	3 2
GW	WM	9:E14:3	180	Yes	③	70F▲	85	200	3.2

- Notes: ① Government loan secured  
 ② 225 to the bank for a '3' train  
 ③ Destination reached by the LPS - 65 released from escrow

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	RL	14:P9:2	90	Yes	① ②	100C▲	120	200	2
CPR	JS	9:L3:3	220	Yes	① ③	80E▲	75	400	3 2 2
WR	MH	15:O16:3	130	No	① ④	65F▼	20	300	3 2
LPS	TR	7:B15:1	190	Yes	-	75F▲	115	300	3 2
GW	WM	15:F17:5	190	Yes	① ⑤ ⑥	75F▲	35	300	3.2

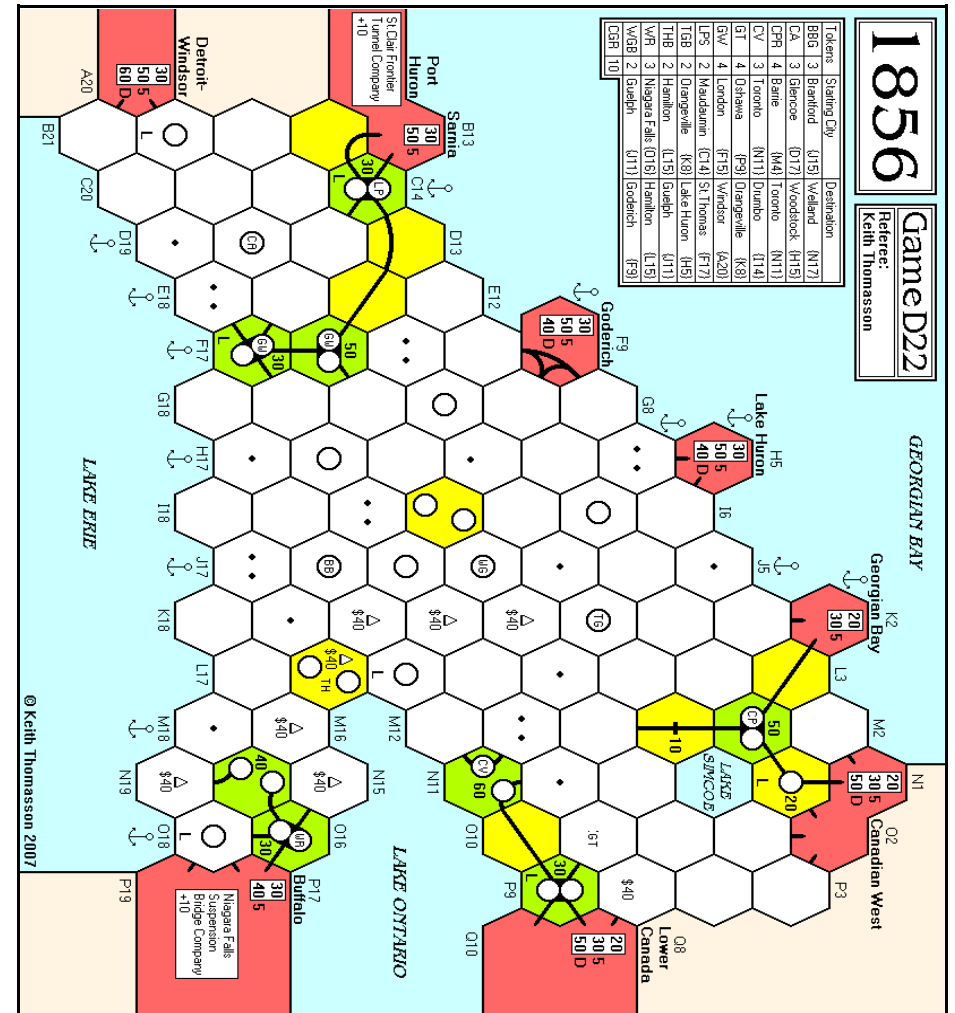
- Notes: ① Government loan secured  
 ② 100 to Richard for the CC private  
 ③ 40 to John for the FT private  
 ④ 200 to Mike for the NFSBC private  
 ⑤ 40 to the bank for a token in F17  
 ⑥ 80 to Willem for the WSR private

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Richard Lunn	60	41	143	244	514	18.1▼	2
Tony Robbins	63	42	114	219	669	23.5▼	5
Willem Moene	48	82	166	296	596	21.0▲	3
Mike Head	55	53	220	328	523	18.4▼	2
John Shelley	30	57	133	220	540	19.0▲	3

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	GLSC	-	-	-	-	2P	-	-	-	-	-	-
Tony Robbins	-	-	-	-	-	-	-	6P	-	-	-	-
Willem Moene	-	-	-	-	-	-	4P	-	-	-	-	-
Mike Head	-	-	-	-	-	-	-	-	-	-	-	3P
John Shelley	-	-	-	4P	-	-	-	-	-	-	-	-

Bank (new)	10P	10P	6	10P	8	6	4	10P	10P	10P	7
Price (par)			70		80	65	65				65
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price (pool)			80E		100C	75F	75F				65F
Company credit			75		120	35	115				20
Tokens	3	3	3	3	3	2	1	2	2	2	2
Trains			3.2.2		2	3.2	3.2				3.2
Bank cash: 10,328	Certificate limit: 13				Trains: 1 x '3', 4 x '4'...						
Current operating order: GT, CPR, LPS, GW, WR											

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/3	4/2	5/2	6/1	7/6	8/12	9/10	55/1	56/1	57/4
	58/3	69/1										
Green	14/2	15/2	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1
	28/1	29/1	59/1	120/-								



Orders required for the following round

By the early deadline

SR4



1856-M22

A lack of tiles for the CA.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
LPS	TS	5:C14:5	-	-	① ②	65E	100	100	2 2
GW	WM	6:F17:5	-	-	① ③	60F	250	100	2
CPR	MH	6:N3:5	-	-	① ④ ②	60F	45	100	2 2
GT	LQ	57:P9:2	-	-	① ③	60F	185	100	2
CA	RT	-	-	-	① ⑤	60F	60	100	3

- Notes: ① Government loan secured  
 ② 200 to the bank for two '2' trains  
 ③ 100 to the bank for a '2' train  
 ④ 40 to the bank for terrain costs  
 ⑤ 225 to the bank for a '3' train

Stock Round 2

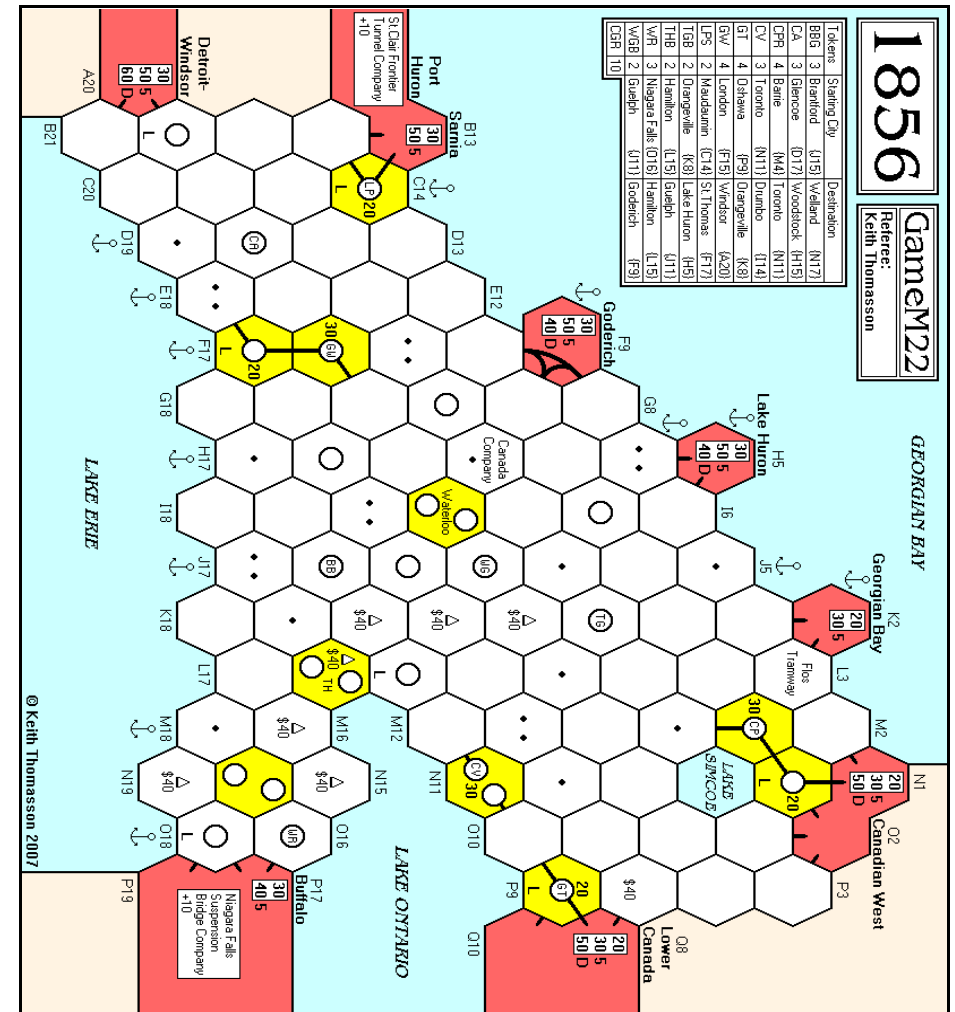
Mike	Lyndon	Tony	Rob	Willem
x	x	x	x	x
Priority for SR3				

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Mike Head	0	20	0	20	300	20.2	3
Lyndon Gurr	35	15	0	50	300	20.2	4
Tony Sait	15	15	0	30	295	19.9	3
Rob Thomasson	0	20	0	20	300	20.2	3
Willem Moene	0	10	0	10	290	19.5	4

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Mike Head	SCFTC	-	-	3P	-	-	-	-	-	-	-	-
Lyndon Gurr	FT, CC	-	-	-	-	3P	-	-	-	-	-	-
Tony Sait	GLSC	-	-	-	-	-	-	3P	-	-	-	-
Rob Thomasson	NFSBC	-	3P	-	-	-	-	-	-	-	-	-
Willem Moene	WSR	-	-	-	-	-	4P	-	-	-	-	-

Bank (new)	10	7	7	10	7	6	7	10	10	10	10
Price (par)		65	65		65	65	70				
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price (pool)		60F	60F		60F	60F	65E				
Company credit		60	45		185	250	100				
Tokens	3	2	3	3	3	3	1	2	2	2	3
Trains		3	2 2		2	2	2 2				
Bank cash: 11,250	Certificate limit: 13				Trains: 4 x '3', 4 x '4'...						
Current operating order:	LPS, GW, CPR, GT, CA										

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/3	4/3	5/1	6/-	7/7	8/13	9/13	55/1	56/1	57/3
	58/3	69/1										
Green	14/4	15/4	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1
	28/1	29/1	59/2	120/1	121/2							



Orders required for the following rounds

By the early deadline

OR2, OR3

Adjudication can pause between rounds if requested



1861-B23

Oh, those Russians.

NEW GAME

Welcome to our first game of 1861, exploring the Russian landscape with mergers and so on. The five players for this game will deal in this order:

Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Geoff Hardingham	48 Caspian Way, Wheaton Aston, Stafford, Staffs, ST19 9PR
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ

The first stock round was set to be run by e-mail, so I started it soon after the last issue went out. The first four private companies have gone so far.

Stock Round 1				
Willem	Geoff	Mike	Lyndon	Mark
20 on TSR	✗	✗	25 on TSR	30 on TSR
✗	✗	✗	✗	Gets TSR for 30
30 on BSSC	40 on BSSC	✗	45 on BSSC	✗
✗	✗	✗	Gets BSSC for 45	40 on MYR
45 on MYR	50 on MYR	60 on MYR	70 on MYR	✗
✗	✗	75 on MYR	✗	✗
✗	✗	Gets MYR for 75	50 on MRR	55 on MRR
60 on MRR	70 on MRR	✗	75 on MRR	✗
80 on MRR	✗	✗	85 on MRR	✗
✗	✗	✗	Gets MRR for 85	Next...

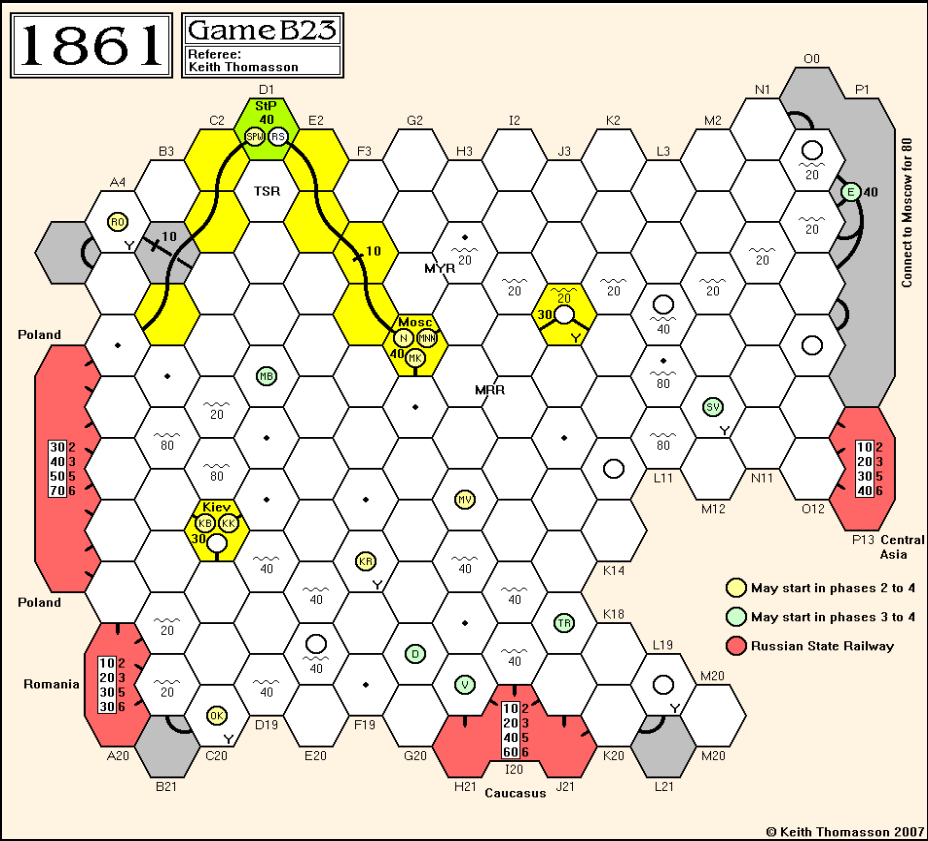
Cash Flow	b/f	SR1	c/f	Value	%	Certs
Willem Moene	252	0	252	252	20.4▲	-
Geoff Hardingham	252	0	252	252	20.4▲	-
Mike Hutton	252	-75	177	237	19.2▼	1
Lyndon Gurr	252	-130	122	242	19.6▼	2
Mark Stretch	252	-30	222	252	20.4▲	1

Portfolio	Privates/Minors	GRR	MK	MKN	MKV	MVR	NW	SE	SW
Willem Moene	-	-	-	-	-	-	-	-	-
Geoff Hardingham	-	-	-	-	-	-	-	-	-
Mike Hutton	MYR	-	-	-	-	-	-	-	-
Lyndon Gurr	BSSC, MRR	-	-	-	-	-	-	-	-
✗ Mark Stretch	TSR	-	-	-	-	-	-	-	-

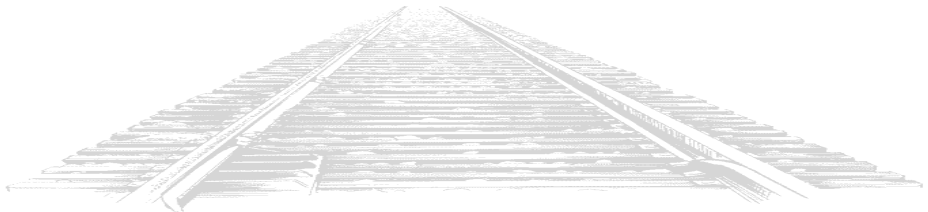
Bank (new)	10	10	10	10	10	10	10	10
Tokens	3	3	3	3	3	3	3	3
Trains								
Bank cash: 13,975	Certificate limit: 13			Trains: 10 x '2', 7 x '3'				

The remainder of the first stock round will continue via e-mail and should be revealed next time.

Tiles	Tile number/Availability				One Operating Round between Stock Rounds				
Yellow	3/2	4/4	5/2	6/2	7/✗	8/✗	9/✗	57/2	58/4
✗ Yellow track tiles are unlimited									



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







1870-U19

The final round.

OR17

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SSW	MB	-	-	320	Yes	375A	144	8
ATSF	LQ	70:A18:3	-	370	Yes	325A	168	8
GMO	LQ	15:D5:6	-	320	Yes	200D	323	6
SP	LQ	-	-	280	Yes	180A	348	10
MP	JS	-	-	400	Yes	160C	210	8
TP	SW	6:L11:4	-	290	Yes	140B	275	6
FW	MB	-	-	390	Yes	110C	0	10
IC	MH	24:A20:3	-	730	Yes	100E	88	12 6
MKT	SW	15:L11:4	-	480	Yes	76F	370	12
SLSF	LQ	-	-	400	Yes	76E	0	12

Notes: ① 60 to the bank for terrain costs

Cash Flow	b/f	OR17	c/f	Value	%	Certs
Lyndon Gurr	2,754	673	3,427	7,436	23.0*	16
Stephen Webb	1,776	723	2,499	4,949	15.3*	17
John Shelley	2,770	714	3,484	6,748	20.8*	17
Mike Hutton	3,140	866	4,006	6,589	20.4*	16
Martin Butcher	2,520	688	3,208	6,650	20.5*	15

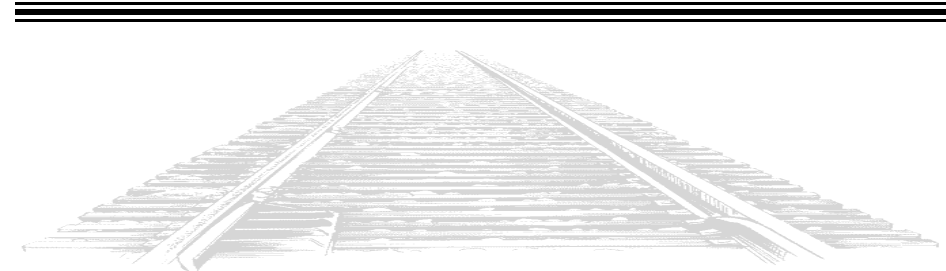
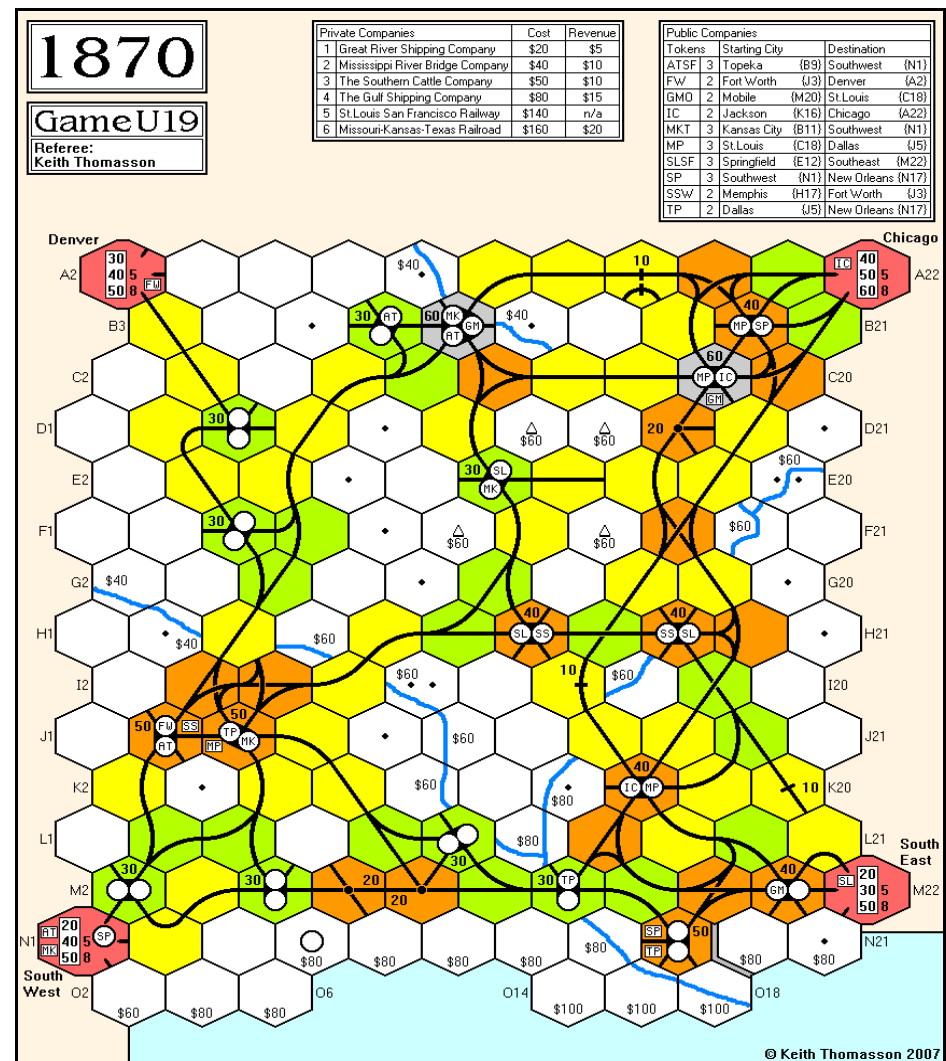
Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	5P	-	5P	-	-	-	4P	6P	-	-
Stephen Webb	-	3	2	1	5P	-	-	3	-	5P
John Shelley	1	1	1	1	1	6P	3	-	3	1
Mike Hutton	3	-	-	6P	1	4	2	-	-	1
Martin Butcher	-	6P	-	2	1	-	1	1	6P	-

Bank (new)	-	-	-	-	-	-	-	-	-	3
Price (par)	100	72	68	76	68	76	100	90	76	100
Bank (pool)	-	-	1	-	-	-	-	-	-	-
Price (pool)	325A	110C	200D	100E	76F	160C	76E	180A	375A	140B
Company credit	168	0	323	88	370	210	0	348	144	275
Redeemed shares	1	-	1	-	2	-	-	-	1	-
Tokens	-	1	-	-	-	-	-	2	-	-
Trains	8	10	6	12 6	12	8	12	10	8	6
Bank cash: -6,550	Certificate limit: 13					Trains: '12's				

There are no surprises in Lyndon as the winner, but the middle three are very close. They got closer in this round, but their order didn't change. Congratulations to Lyndon, and thanks to everyone for playing.

1st	Lyndon Gurr	7,436	23.0%
2nd	John Shelley	6,748	20.8%
3rd	Martin Butcher	6,650	20.5%
4th	Mike Hutton	6,589	20.4%
5th	Stephen Webb	4,949	15.3%

Next month we'll round it up and say farewell.



1870-O20	Just one round, with the expected sale of the '6' trains.	OR10
----------	---	------

The TP laid 170:J3:6 at the end of OR9.

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SP	SW	57:M14:3	-	140	Yes	① 140E	31	4
SLSF	WM	27:L21:4	-	140	Yes	- 140D	33	4
GMO	SC	63:M20:1	-	90	Yes	- 110D	131	4
IC	SC	9:H19:1	9:G18:1	90	Yes	② 110B	600	4
MKT	DS	63:E12:1	-	-	③	82F	0	6
MP	RK	142:B13:3	-	140	No	④ 76D	90	5 4
FW	WM	23:G4:4	-	140	No	⑤ 76B	426	5
SSW	RK	9:G8:1	9:F7:1	130	Yes	⑥ 72E	39	6 5
ATSF	DS	24:H5:5	-	140	Yes	⑤ 68F	386	5
TP	RK	14:J5:1	-	-	⑦	55E	4	6

- Notes: ① 80 to the bank for terrain costs  
 ② 60 to the bank for terrain costs  
 ③ 630 to the bank for a '6' train, partly funded by 315 from Don, requiring the sale of 3 ATSF (▼64F)  
 ④ 50 to the TP for a '5' train  
 ⑤ 40 to the bank for a token in F5  
 ⑥ 1 to the TP for a '6' train  
 ⑦ 630 to the bank for a '6' train

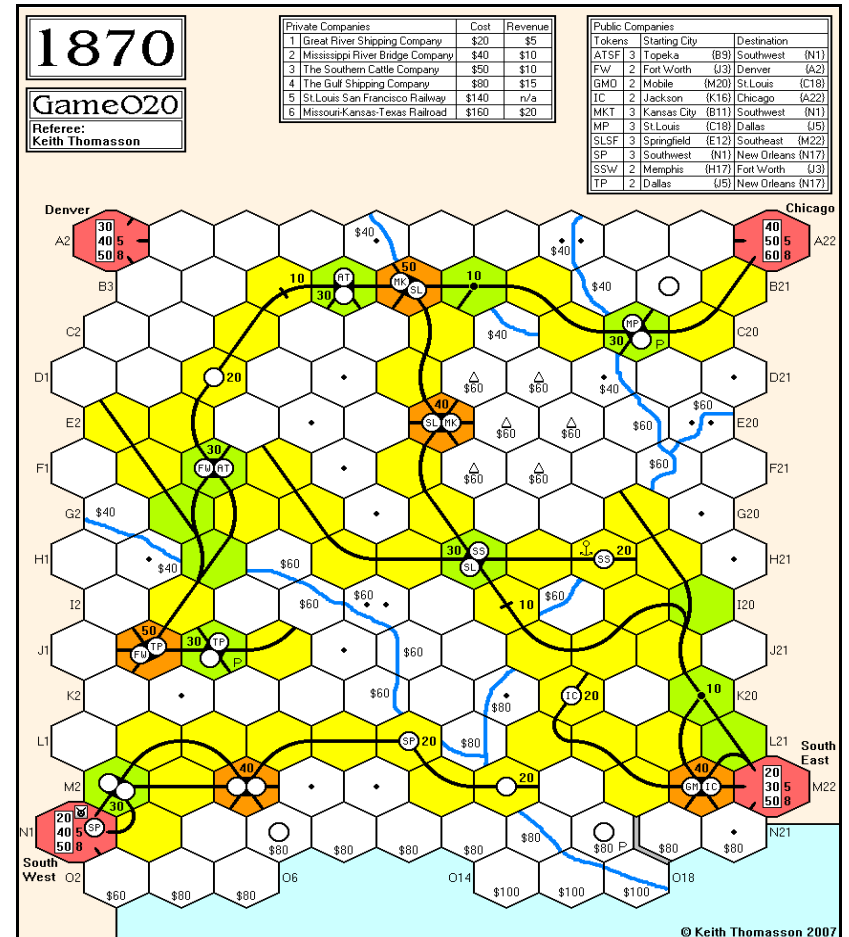
Cash Flow	b/f	OR10	c/f	Value	%	Certs
Simon Cutforth	144	121	265	1,712	23.0	11/12
Don Smith	98	45	53	667	8.9	6
Stephen Webb	541	148	689	2,344	31.5	12/13
Willem Moene	95	98	193	1,629	21.9	11
Roger Krueger	45	79	124	1,093	14.7	8/10

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

Bank (new)	4	3	3	4	-	2	-	-	2	4
Price (par)	82	90	82	90	76	100	100	72	90	100
Bank (pool)	3	-	-	-	4	2	-	1	-	1
Price (pool)	68F	76B	110D	110B	82F	76D	140D	140E	72E	55E
Company credit	386	426	131	600	0	90	33	31	39	4
Redeemed shares	-	-	-	-	-	2	1	1	1	-
Tokens	2+D	D	1+D	D	1+D	2+D	D	1+D	D	1+D
Trains	5	5	4	4	6	5 4	4	4	6 5	6

Bank cash: 8,936 Certificate limit: 13 Trains: 3 x '8', 2 x '10'...  
 Current operating order: SP, SLSF, GMO, IC, MKT, SSW, MP, FW, ATSF, TP

Titles	Tile number/Availability										Three Operating Rounds between Stock Rounds		
Yellow	1/1	2/1	3/3	4/5	5/2	6/1	7/7	8/1	9/11	55/1	56/1	57/1	
	58/3	69/1											
Green	14/-	15/2	16/2	17/2	18/2	19/2	20/2	23/3	24/3	25/3	26/2	27/1	
	28/2	29/1	141/1	142/1	143/1	144/1							
Brown	39/1	40/2	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/2	70/2	145/2	
	146/2	147/2	170/2										



Orders required for the following rounds

By the early deadline

OR1 I, SR7

Adjudication can pause between rounds if requested



1895-L20

The OME invests in a '16H' train.

OR13 - SR8

OR13	Pres	Lays		Run	Pay	Mines	Notes	Price	Credit	Trains
SD	RK	8:G19:3	8:H20:4	220	Yes	100	-	240B▲	751	10H
OB	RK	9:M2:2	8:N1:3	230	Yes	30	① ② ③	160C▲	126	-
STA	TF	125:H10:5	-	220	Yes	-	-	105E▲	84	12H
NS	MB	9:E5:3	9:D4:3	270	Yes	-	④ ②	105E▲	61	10H
OME	MB	9:C3:3	9:B2:3	350	No	-	⑤	60F▲	140	16H 12H

- Notes:
- ① OB obligation is fulfilled
  - ② 100 to the bank for a token in F6
  - ③ 335 to the SD for an '8H' train
  - ④ 40 to the bank for terrain costs
  - ⑤ 800 to the bank for a '16H' train

#### Stock Round 8

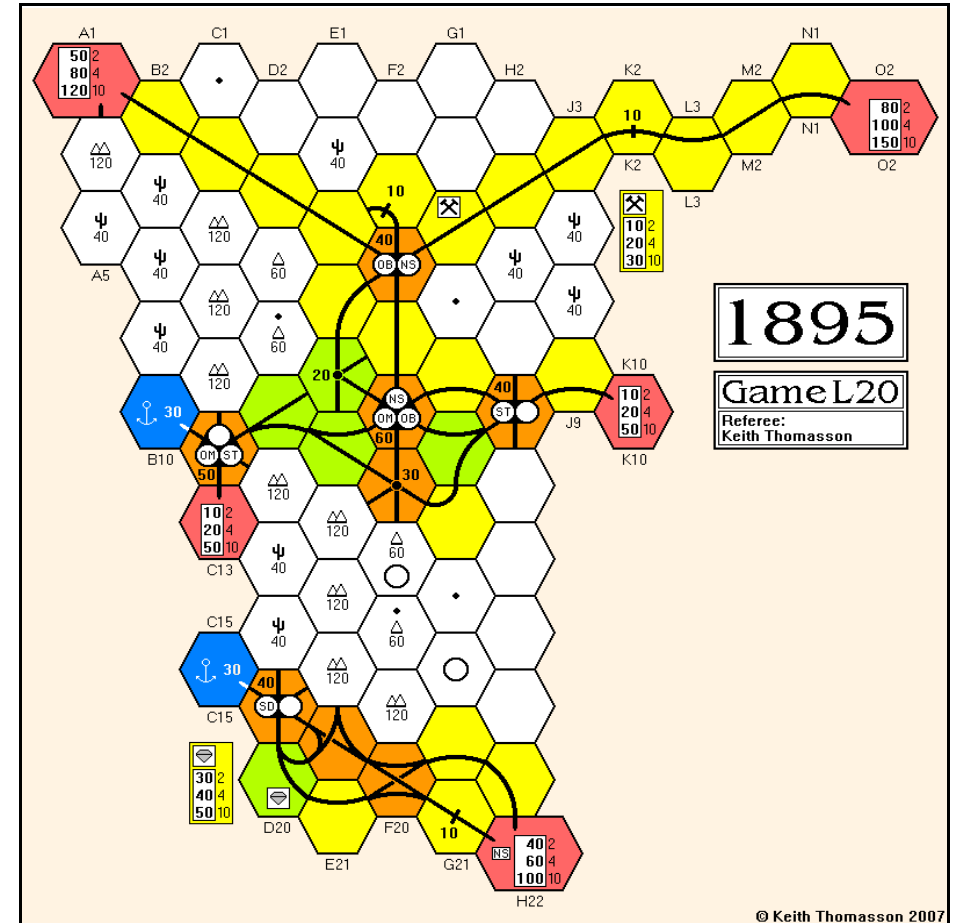
Tim	Martin	Roger
+ STA new (+20%)	+ NS pool (+20%)	+ OB new (+20%)
+ STA pool (+20%)	✗	- 1 SD {+}
+ SD pool	✗	+ OB new (+20%)
✗	Priority for SR9	

Cash Flow	b/f	OR13	SR8	c/f	Value	%	Certs
Roger Krueger	758	315	-144	929	3,929	45.6	13
Tim Franklin	608	242	-492	358	2,548	29.6	13
Martin Butcher	573	243	-126	690	2,140	24.8	13

Portfolio	PC/Oblig	STA	OME	SD	OB	NS
Roger Krueger	-	-	-	6P	9P	-
Tim Franklin	-	10P	-	4	-	-
✗ Martin Butcher	-	-	5P	-	-	10P

Bank (new)	-	-	-	-	-
Bank (pool)	-	5	-	1	-
Price	115D	60F	260A	160C	115D
Company credit	189	140	751	446	61
Tokens	2	1	2	-	-
Trains	12H	16H 12H	10H	-	10H
Bank cash: 2,964	Certificate limit: 13				Trains: 4 x '16H'
Current operating order:	SD, OB, STA, NS, OME				

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

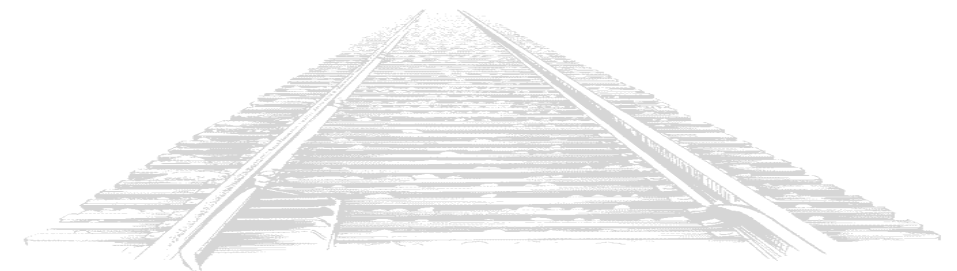


Orders required for the following rounds

By the early deadline

OR14, OR15

Adjudication can pause between rounds if requested





1899-Z21

The 1st is the fifth company to be floated.

SR4

I had a few moments last time. I allowed Don to place a 14 for the Tt even though one of the track edges ran into a blank grey hex side. That has been replaced with the Tt's special tile for its home base.

I didn't report the fee of 80 for the CSb to build in E4, and missed Alan's order for the FsR to buy in the BMP private.

#### Stock Round 4

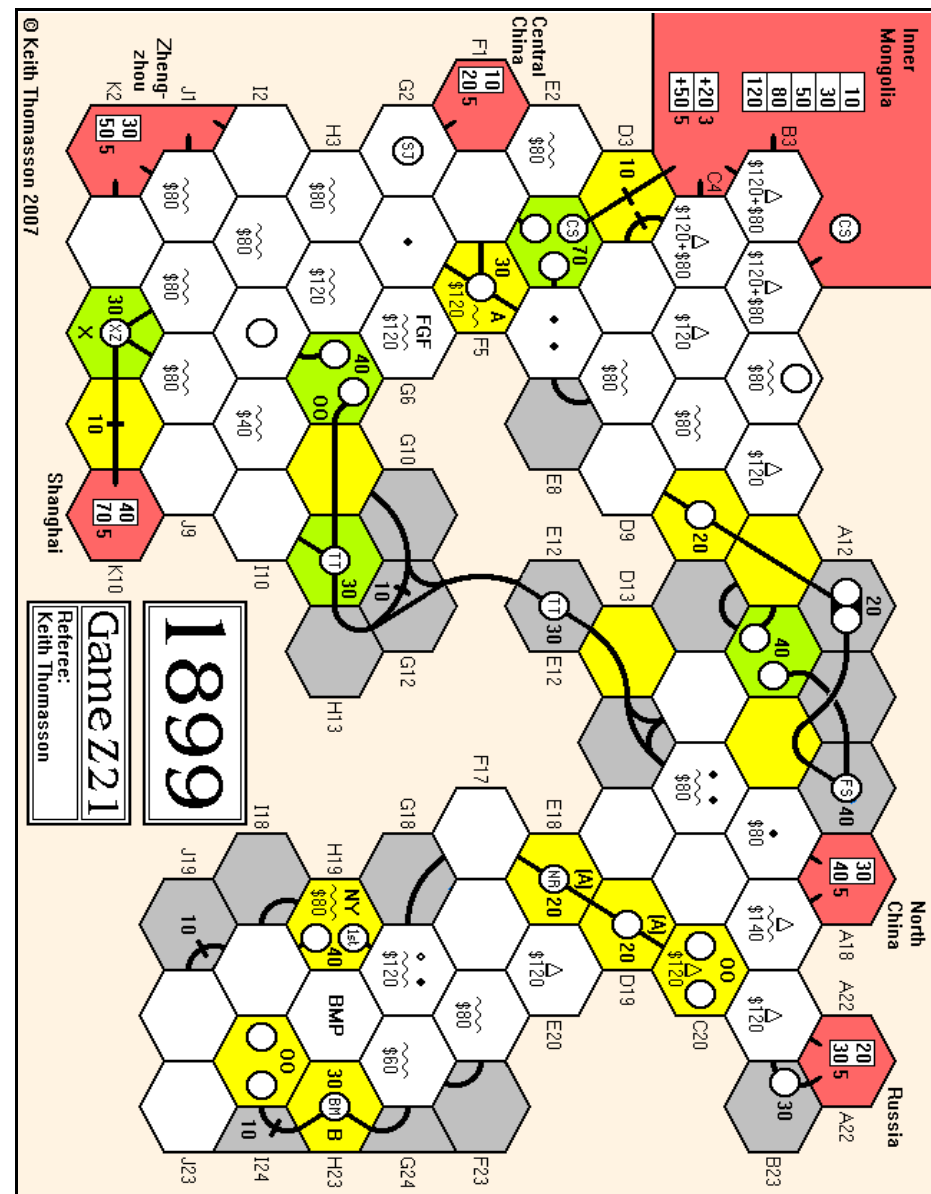
John	Don	Alan	Lyndon
+ FsR new	- 1 XzS - 1 Tt + 1st/Pres {+71D} {+75F} {100}	+ NRC new	+ FsR new
x	+ 1st new	+ CSb new	+Tt new
x	+ 1st new	+ XzS pool	x
x	+ 1st new	x	x
x	+ 1st new (floated)	x	x
x	Priority for SR5		

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Alan Harvey	271	-258	33	946	25.9▲	9
Lyndon Gurr	173	-165	8	1,011	27.6▼	12
John Shelley	152	-90	62	802	21.9▲	7
Don Smith	365	-342	23	898	24.6▼	9

Portfolio	Privates	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Alan Harvey	-	-	-	1	6P	1	-	1	1
Lyndon Gurr	-	-	-	6P	1	-	-	1	6P
John Shelley	FGF	-	-	-	1	6P	-	-	-
Don Smith	-	6P	-	-	-	-	-	1P	-

Bank (new)	4	10P	3	1	3	10P	-	3
Price (new)	100		67	90	100		82	100
Bank (pool)	-	-	-	1	-	-	3	-
Price (pool)	100A		67F	100C	100A		75F	71D
Company credit	1,000		298	426	840		713	87
Tokens	3	3	1	1	3	4	2	1
Trains	-		3 2 2	3 2	3		2 2	3 2
Bank cash: 13,510	Certificate limit: 16					Trains: 1 x '3', 4 x '4'		
Current operating order	FsR, NRC, 1st, Tt, XzS, CSb							

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds									
Yellow	1/1	2/1	3/2	4/3	7/5	8/10	9/9	55/1	56/1	57/2	58/3	69/1								
Green	14/3	15/4	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1								
	29/1	54/1	59/1	981/1	982/-	991/1	992/1	993/1	994/-	995/-										



Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested





## 6 NIMMT! 12

A few high penalties  
get handed out.

## ROUNDS 9-10

### Round 9

#### Hand 1 (1-104)

57			83
53			65
48			59
44			58
32	104	33	55
1/9	2/1	3/5	4/12

#### Hand 2 (1-104)

	48		
	45		
104	32		94
100	29	40	88
99	27	20	83
1/9	2/6	3/6	4/7

Mick (33) takes row 3 for 3 pts,  
Michael (57), Tim (96) takes row 2 for 10  
pts, Colin (97), John (98), Steve (99),  
Jim (102), Sharon (104) takes row 2 for  
9 pts.

Tim (20) takes row 3 for 2 pts, Mick (40),  
Sharon (48), Jim (76), John (82), Steve  
(83) takes row 5 for 5 pts, Michael (88),  
Colin (94).

#### Hand 3 (1-84)

		74	84
		73	83
48		70	80
32		67	79
25	82	64	75
1/4	2/1	3/7	4/8

#### Hand 4 (1-84)

		66	81
	70	65	80
	69	64	79
37	68	62	78
7	63	50	77
1/2	2/6	3/12	4/11

Steve (25) takes row 1 for 2 pts,  
Tim (32), Colin (48), Jim (64) takes row 3  
for 11 pts, John (67), Mick (70),  
Sharon (73), Michael (74).

Tim (7) takes row 1 for 2 pts,  
Sharon (37), Michael (46), John (50)  
takes row 3 for 6 pts, Mick (62),  
Colin (64), Jim (65), Steve (66).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	1	1	4	5	11
Mick Haytack	3	19	0	3	25
Tim Franklin	24	7	0	14	45
John Colledge	0	0	18	28	46
Colin Sharpe	24	7	22	5	58
Steve Ham	5	18	24	20	67
Sharon Khan	36	9	22	0	67
Jim Reader	8	38	13	14	73

The halfway stage in this report finds Michael unmoved at 11 points, and clear favourite for the win. Everyone else except Colin took some penalties in the round.



### Round 10

#### Hand 1 (1-104)

72			100
70			94
69			87
66	104	33	84
1/10	2/1	3/5	4/6

#### Hand 2 (1-104)

			95
104			94
100	38	90	88
99	36	87	83
1/9	2/2	3/4	4/8

Jim (66) takes row 1 for 9 pts,  
Sharon (69), Mick (70), John (72),  
Steve (84) takes row 4 for 12 pts,  
Michael (87), Tim (94), Colin (100).

Tim (36) takes row 2 for 6 pts,  
Sharon (38), Mick (54), Jim (78),  
Colin (84), John (87) takes row 3 for 9  
pts, Michael (90), Steve (95).

#### Hand 3 (1-84)

			84
		78	83
		77	80
	31	79	
61	29	76	75
1/1	2/2	3/7	4/8

#### Hand 4 (1-84)

	75	66	
	70	65	
	69	64	84
	68	62	83
61	63	50	82
1/1	2/8	3/12	4/3

Jim (29) takes row 2 for 1 pt, Mick (31),  
Colin (53), Sharon (60), John (61) takes  
row 1 for 8 pts, Michael (76) takes row 3  
for 7 pts, Steve (77), Tim (78).

Sharon (55), Mick (58), Michael (60), Tim  
(61) takes row 1 for 13 pts, Jim (75),  
Steve (82) takes row 4 for 11 pts,  
John (83), Colin (84).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	1	1	11	5	18
Mick Haytack	3	19	0	3	25
Colin Sharpe	24	7	22	5	58
John Colledge	0	9	26	28	63
Tim Franklin	24	13	0	27	64
Sharon Khan	36	9	22	0	67
Jim Reader	17	38	14	14	83
Steve Ham	17	18	24	31	90

And that, as they say, is that. Michael took 7 points in hand 3 but it wasn't enough to put his lead in any danger.

1st	Michael Graystone	18
2nd	Mick Haytack	25
3rd	Colin Sharpe	58
4th	John Colledge	63
5th	Tim Franklin	64
6th	Sharon Khan	67
7th	Jim Reader	83
8th	Steve Ham	90

Congratulations to Michael. Round up next time if anyone wants to comment.





## ACQUIRE 46

Tony sparks off a couple of mergers.

## ROUND 10

Tony 1-H Tower takes over Imperial, bonuses for Willem (£5,000) and John (£2,500), Willem retains 6, John sells 2 for £1,000. Buys 3 Festival @ £900.

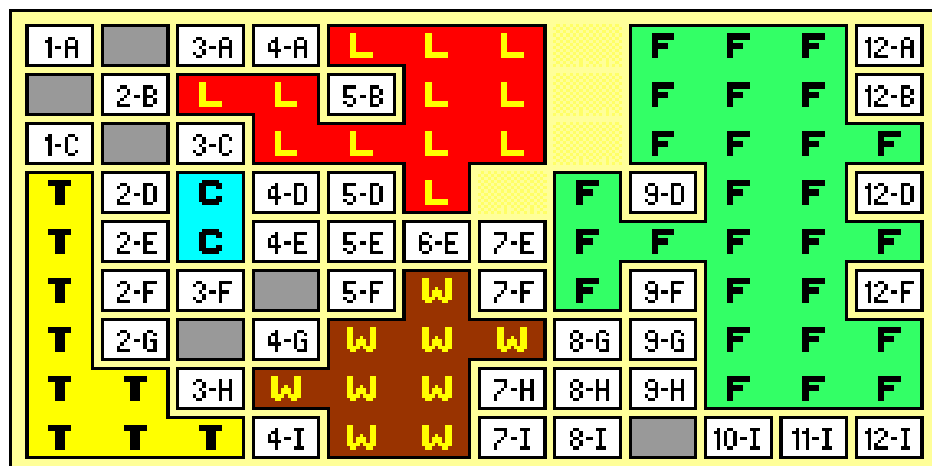
Bob 6-A {Dead tiles: 8-A 8-B 8-C} Buys 3 American @ £400.

Willem 5-H Buys 3 Luxor @ £700.

John 1-D Buys 3 American @ £400.

Lyndon 10-G Buys 3 Continental @ £400.

Tony 9-E Festival takes over American, bonuses for Lyndon (£4,000), Willem (£1,000) and John (£1,000), Bob sells 4 for £1,600, Willem sells 6 for £2,400, John sells 6 for £2,400, Lyndon sells 9 for £3,600. {Dead tiles: 7-D} Buys 3 Worldwide @ £700.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	1	-	-	9	-	10	-	£3,200	£24,500
Willem Moene	12	9	-	-	-	-	6	£10,800	£34,600
John Marsden	9	1	-	-	8	-	-	£6,000	£29,000
Lyndon Gurr	-	12	-	2	3	9	-	£7,900	£32,400
Tony Wilcock	-	3	-	12	3	-	-	£2,600	£28,100
Bank Stock	3	-	25	2	11	6	19		
Chain Size	12	9	-	27	9	2	-		
Chain Value	700	600	-	900	700	400	-		

Playing sequence

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



## ACQUIRE 47

Imperial swallows Luxor, which pops up again right next door.

## ROUND 4

Simon 9-D Buys 3 Imperial @ £700.

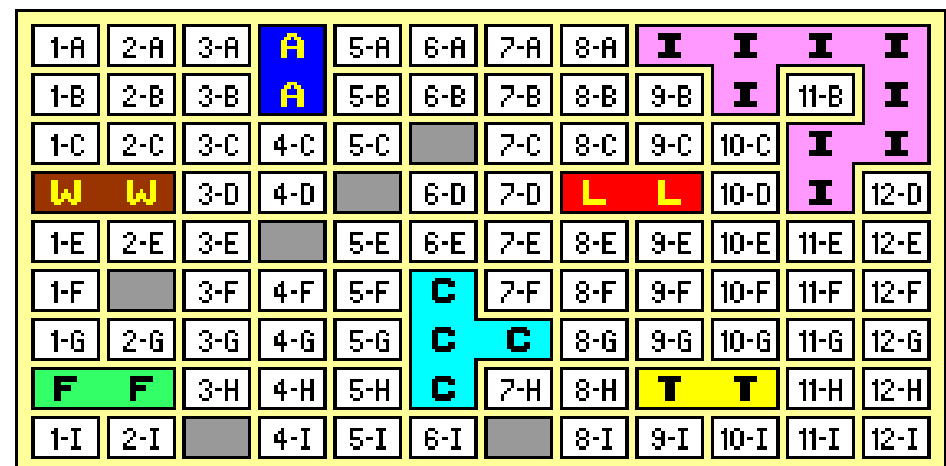
Willem 2-D Forms Worldwide, one free share. Buys 3 Tower @ £200.

Michael 11-D Buys 3 Tower @ £200.

John 4-E Buys 3 Festival @ £300.

Colin 12-B Imperial takes over Luxor, bonuses for Michael (£3,000) and Willem (£1,500), Colin swaps 4 for 2, retains 1, Simon retains 3, Willem sells 6 for £1,800, Michael retains 7, John swaps 4 for 2. Buys 3 Imperial @ £800.

Simon 8-D Forms Luxor, one free share. Buys 3 Luxor @ £200.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	7	6	-	-	-	-	-	£6,600	£12,700
John Colledge	-	-	-	6	-	-	5	£2,400	£15,200
Colin Sharpe	1	-	4	-	-	-	6	£1,000	£19,700
Simon Brooks	7	-	-	-	-	3	3	£900	£14,000
Willem Moene	-	4	-	1	1	1	-	£7,500	£19,500
Bank Stock	10	15	21	18	24	21	11		
Chain Size	2	2	2	2	2	4	9		
Chain Value	200	200	300	300	300	600	800		

Playing sequence

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



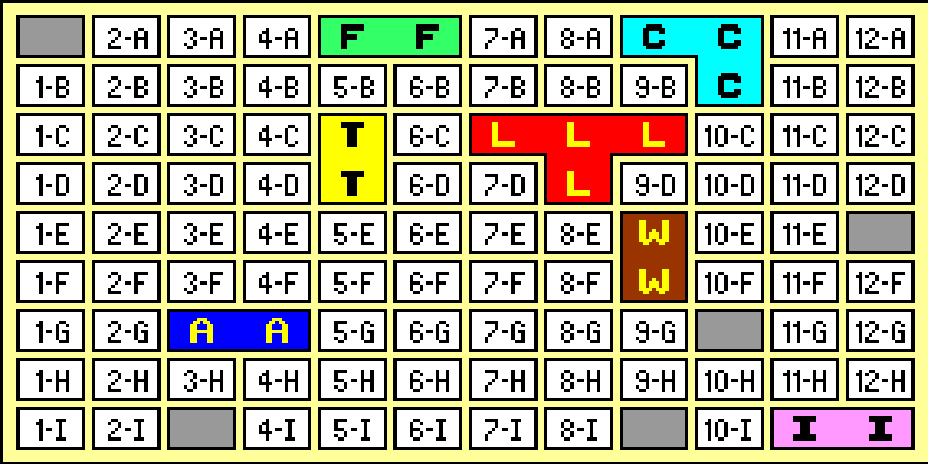


ACQUIRE 48 {SP}

We get the seventh chain.

ROUND 2

John 12-I Forms Imperial, one free share. Buys 3 Tower @ £200.  
Colin {Uses 'Take 5 Tiles' Power}  
Richard 10-B Buys 1 Luxor @ £300, 2 Imperial @ £400.  
{Uses 'Take 5 Tiles' Power}  
Michael 1-A Buys 3 Tower @ £200.  
John 12-E Buys 3 Luxor @ £300.  
John 7-C Buys 3 Tower @ £200.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	7	-	-	4	-	-	£3,900	£12,000
Michael Graystone	7	-	1	7	-	-	-	£2,700	£19,900
John Colledge	-	9	-	-	-	1	1	£4,200	£18,400
Colin Sharpe	7	-	-	-	-	-	2	£3,100	£13,700
Bank Stock	11	9	24	18	21	24	22		
Chain Size	4	2	2	2	2	3	2		
Chain Value	400	200	300	300	300	500	400		
Powers used:	Richard: T5		Michael: T5/P4		John: T5		Colin: T5		

Everyone has got their five extra tiles, so this is just for the next game. This special power can only be used at the very start of your turn, so when you order it as the last action I generally have to crash the adjudication and restart it. Please remember for your next game. Mind you, I put a reminder about this in the start of this game, so there's little hope :-)

Playing sequence

Colin, Richard, Michael, John, Colin again



ACQUIRE 49

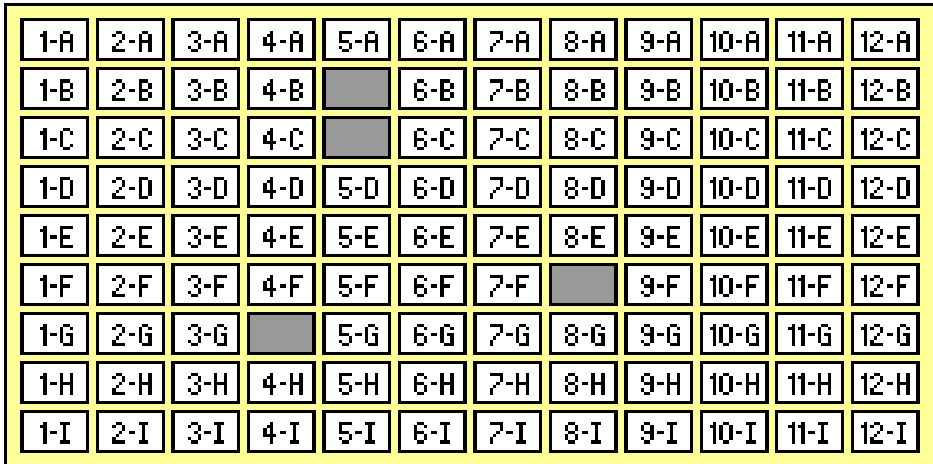
Seven chains squared is forty-nine... is this game significant?

NEW GAME

This is a standard game but just four players for a change:

Tony Wilcock Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER  
Kevin Lee 149 Ludlow Road, Woolston, Southampton, SO19 2ER  
Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN  
Lyndon Gurr 15b Hedley Street, Maidstone, Kent, ME14 1UG

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



As so often seems to happen, two of the starting tiles are neighbours, making the 5-B/5-C pair the source of a more lucrative chain - or a more expensive one to invest in, depending on your point of view.

Playing sequence

Tony, Kevin, Colin, Lyndon, Tony again





## AGE OF STEAM 1

The first round is done and seemed to sail through.

## ROUND 1

Firstly my apologies for falling into the 'familiarity' trap. Being familiar with the way the 18xx games reference maps and tiles, I didn't provide enough detail.

The hex references on the map are correct - the hexes in column A are A1, A3, A5, down to A21, while column B is B2, B4, B6, and so on. This system has been used since 1830 was published over 20 years ago but I forget that not everyone knows it.

For the tiles, the notation is tile : hex : facing. Descriptive orders can be ambiguous, particularly once tiles start getting upgraded. It is also much easier if you use the notation than go for long hand versions such as 'Tile 9 Direction 2 in N16'. Marcus provided a useful alternative, which was a copy of the map marked up with the routes he wanted. I did say I didn't want orders like 'best section of track', and for me that includes 'any route between these towns'.

I scratched my head over some orders, not because they were over complex but because they were too simple. In particular, Marcus ordered 'E in Toledo', which had me confused until I matched the E with his Urbanise action.

	ML	SK	MH	MP
Shares issued	3	2	1	2
Turn order auction	1	2	3	4
	5	X (4th)	X (3rd)	X (2nd)

	ML	MP	MH	SK
Select actions	Loco $\Rightarrow$ 2	Urbanise	Engineer	First Build

## Build track

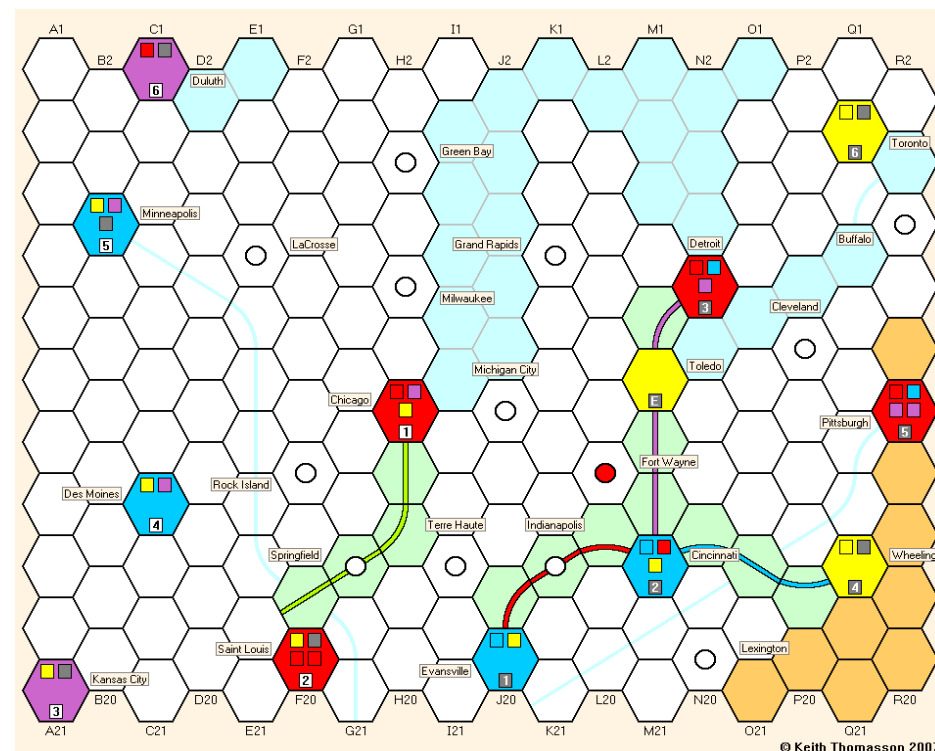
Sharon	Red	8:J18:2	9:K17:2	8:L16:3		Cost: 6
Michael	Blue	8:P18:6	9:O17:3	8:N16:3		Cost: 7
Marcus	Purple	New town E - Toledo	9:M15:1	9:M13:1	8:M9:2	Cost: 6
Mike	Green	9:H14:1	8:H16:5	9:Q17:2	9:F18:2	Cost: 9

## Move goods

Michael	Blue from Wheeling to Cincinnati	Increase locomotive to 3
Marcus	Increase locomotive to 2	Red from Cincinnati to Detroit
Mike	X	X
Sharon	Increase locomotive to 2	Blue from Evansville to Cincinnati

	Engine	Cash b/f	Shares	Order	Builds	Income	Exp	Cash c/f	VPs
Mike Hutton	1	10	2+1=3	-2	-9	0	-4	0	-8
Sharon Khan	1⇒2	10	2+2=4	-	-6	0+2=2	-6	10	-2
Michael Longdin	1⇒3	10	2+3=5	-5	-7	0+1=1	-8	6	-9
Marcus Pratt	1⇒2	10	2+2=4	-4	-6	0+2=2	-6	6	-1

Goods growth: 1,2,2,5 for the west, 2,2,3,5 for the east. 8 goods added to the map.



## Goods Display

Things seemed to go quite smoothly. For orders, the best thing to remember is that what is obvious to you as you write your orders may not be obvious to me if it isn't actually said. This is hardly unique to this game, of course.

Orders required
-----------------

Bids for playing order, select actions, built track and move goods





# BREAKING AWAY 16

All the second sprint points are awarded.

# ROUND 10

Pos	Riders	New
1st	Thomas (20 pts)	
98	Gordon	14
97	-	
85	-	
84	Earth Odysseus (6 pts)	3
83	Robin Hood (5 pts) Donner (4 pts) Henry Oven	5
82	-	
81	Coagulant (2 pts) Latex (1 pt) Blitzen (3 pts) Jupiter Former	3
80	James Nimrod	8
79	-	
76	-	
75	Dixen William Tell	3
74	Rudolph	5
73	Inky	6
72	Blinky Clyde	7
71	Pinky	9
70	Mars	10
69	Pluto	11

Simon Brooks (13) <i>Ditchling Beacon Bykers</i>	
A Rudolph (6)	3 3 7 11
B Donner (4)	10 15 16
C Blitzen (3)	5 12 15
D Dixen	3 5 7
Tim Franklin <i>Ghost Riders</i>	
A Inky	3 7 15
B Pinky	3 4 10
C Blinky	3 3 9
D Clyde	1 5 5
Steve Ham (15) <i>The Toxophilites</i>	
A Robin Hood (5)	5 7 11 12
B Odysseus (7)	3 3 12
C Nimrod (3)	9 10 15
D William Tell	14 16 23
Sharon Khan (52) <i>Thomas the Tank Engine</i>	
A Thomas (40)	First
B Henry (4)	3 6 21
C James	3 4 8
D Gordon (8)	3 8 15
Kevin Lee (13) <i>The Planets</i>	
A Earth (8)	3 3 7 24
B Mars	4 5 15
C Jupiter	3 5 18
D Pluto (5)	3 5 12
Jim Reader (5) <i>Latex Dipping</i>	
A Coagulant (4)	3 5 7 17
B Latex (1)	6 8 18
C Former	3 7 18
D Oven	3 13 21



Gordon has well and truly broken away, and will be standing beside Thomas in second place at the finish.

Henry and James will find it harder to join them, but Henry is going to be somewhere close.

Orders required

Cards for round eleven



# BREAKING AWAY 17

Overcrowding is expected and does indeed occur.

# ROUND 1

Pos	Riders	New
12	Harmony	3
11	-	
10	Mayflower	3
9	-	
8	Endeavour	3
7	Karl	4
6	Florian	5
5	◇ Orlando Gardner ◇ Ralf	6
4	Fran Wolfgang The Other	8
3	Melody ◇ Abby ◇ Mister Sellars ◇ Victory McGee	3
2	Gibbs ◇ DiNozzo ◇ Xabbu Rhapsody	3
1	Terry Deadly ◇ Symphony ◇ Boggy ◇ Discovery	3

Kevin Lee <i>Ships Ahoy</i>	
A Mayflower	3 3 7 10
B Endeavour	2 3 15
C Victory	3 6 11
D Discovery	3 6 9
Richard Lunn <i>Mustn't Grumble</i>	
A Terry	3 3 11 15
B Fran	6 8 15
C Deadly	3 5 14
D Boggy	3 5 10
Jim Reader <i>Otherland</i>	
A Orlando Gardner	6 10 15
B Xabbu	3 9 14
C Mister Sellars	3 6 11
D The Other	4 8 8
Joakim Spångberg <i>Kling Klang Radfahrers</i>	
A Ralf	6 6 7 12
B Florian	5 9 10
C Wolfgang	7 8 9
D Karl	3 4 6
Allan Stagg <i>Destiny's Angels</i>	
A Harmony	1 2 3 15
B Melody	3 7 15
C Rhapsody	3 3 15
D Symphony	3 3 12
Roger Trethewey <i>NCIS</i>	
A Gibbs	3 13 15
B DiNozzo	3 8 15
C Abby	2 3 15
D McGee	2 3 11



The last three rows are overcrowded, as they often are, and only get value 3 replacement cards for the riders in those positions.

Please include your riders' names in your orders. Use the letters as well by all means, but the names are easier to work from.

Orders required

Cards for round two



BUS BOSS 297-VSW

Lots of runs to choose, with only one being held over.

ROUND 10

The Valleys of South Wales

Round 10 Runs			BRK	SWALK	PEAR	BUM	RR	
7	10♥ Nantymoel 6♠ Tonypandy	① PEAR 15 ① BUM 15			+3/-5	+5/-3		17 13
8	10♠ Glyncorrwg 4♦ Risca	① SWALK 30 ✕ PEAR		+3	-3			27 3
9	K♥ Talbot Green 8♦ Abertillery	① RR 20 ② BUM 10 ✕ SWALK ✕ BROOKS	-5	-3		+3	+3 +5	12 7 6 5
23	5♣ Ferndale 7♥ Llantwit Major	① PEAR 16 ② BUM 9 ③ BROOKS 5 ✕ RR	+2		-6	+6 -2	-2	20 5 3 2
27	8♦ Abertillery Q♥ Cowbridge	① BUM 30 ✕ SWALK ✕ PEAR		-3	-3	+3 +3		24 3 3
28	A♦ England 5♥ Cardiff	① PEAR 13 ① RR 12 ③ SWALK 5						13 12 5
29	10♠ Glyncorrwg 2♣ Aberdare	No entrants						
30	7♦ Blackwood J♣ Merthyr Tydfil	① BROOKS 13 ① BUM 12 ③ PEAR 5	-1		+1			14 12 4
31	8♠ Maesteg 6♦ Pontypool	① SWALK 20 ② RR 10		-5			+5	25 5
32	7♣ Porth 7♥ Llantwit Major	① PEAR 16 ② RR 7 ② BROOKS 7 ✕ BUM			+2	-1 -1	-2	13 8 7 2
33	9♠ Blaengwynfi 10♣ Caerphilly	① SWALK 30 ✕ BUM ✕ PEAR		+5 +1		-5	-1	24 5 1
34	10♥ Nantymoel 6♠ Swansea	① RR 30 ✕ BUM				-6	+6	24 6
35	K♦ Blaenavon 7♠ Port Talbot	① BROOKS 20 ② SWALK 10 ✕ RR	+3 +3	-3			-3	14 13 3

Round 10 Routes  
Pontypool Expressways Are Rampant (PEAR) (Kevin Lee, Pink)  
None.

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
None.

South Wales Kiss (SWALK) (Bob Coull, Black)  
Barry - Rhoose, Brynmawr - Ebbw Vale (6)

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

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

Scores																
	Runs:	7	8	9	23	27	28	30	31	32	33	34	35	Routes	Score	
SWALK	135	-	27	6	-	3	5	-	25	-	24	-	13	-6	232	
BUM	157	13	-	7	5	24	-	12	-	2	5	6	-	-	231	
RR	136	-	-	12	2	-	12	-	5	8	1	24	3	-	203	
PEAR	95	17	3	-	20	3	13	4	-	13	-	-	-	-	168	
BROOKS	123	-	-	5	3	-	-	14	-	7	-	-	14	-	166	

Round 11 Runs	
29. 10♠ - 2♠	Glyncorrwg to Aberdare
36. J♦ - 5♠	Brynmawr to Swansea
37. Q♣ - 4♠	Dowlai to Pontardawe
38. 3♦ - 8♠	Newport to Pontypridd
39. 9♥ - 5♠	Pontcymmer to Ferndale
40. K♥ - K♣	Talbot Green to Rhymney
41. 2♦ - K♠	Newport to Hirwaun
42. J♥ - 4♣	Bridgend to Ystrad
43. 3♣ - 2♥	Treorchy to Barry
44. 6♠ - 6♥	Tonypandy to Cardiff

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





Bus Boss 299-NWA

HEAR's score drops to correct a previous error.

ROUND 5

North Wales  
Llangollen Electric Engine Korporation (LEEK) (Colin Sharpe, Red)  
Dolgellau - Machynlleth, Dolgellau - Abermaw . . . . . 55 - 12 . . . . . 43

Holywell Expressways Are Rampant (HEAR) (Kevin Lee, Blue)  
Ruabon - Wrexham - Queensferry . . . . . 57 - 10 . . . . . 47

Ann Robinson Fan Club (ARFC) (Steve Ham, Orange)  
Colwyn Bay - Conwy - Bangor . . . . . 53 - 10 . . . . . 43

Machynlleth's Attractive Road Services (MARS) John Marsden, Green)  
Dolgellau - Porthmadog, Aberdyfi - Tywyn . . . . . 54 - 12 . . . . . 42

Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY) (Michael Graystone, Brown)  
Oswestry - Welshpool, Bangor - Llangefni . . . . . 55 - 11 . . . . . 44

Anglesey is not a town, it is an island. The town in the middle of Anglesey is Llangefni. David Watts did tend to be casual about the placement of the names on his maps, and they often appear to relate to other towns. In this case Llangefni looks like it belongs to what is actually Beaumaris.

Routes

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



Bus Boss 300-KYR

The map is proving tricky for some.

ROUND 4

Kyrgyzia  
Small Mountainous Asian Republic Travel (SMART) (Bob Coull, Black)  
Naryn - Min-Kush - Balykohy . . . . . 69 - 12 . . . . . 57

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)  
Kara-Kul - Toktogul, Gul'Cha - Sary Tash . . . . . 66 - 12 . . . . . 54

Robertson's Routemasters (RR) (Simon Robertson, Blue)  
Osh - Gul'Cha - Sary Tash . . . . . 64 - 12 . . . . . 52

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
Kochkorka - Balykohy - Tyup . . . . . 65 - 11 . . . . . 54

Highland and Lowlands Lines (HILLS) (Jim Reader, Yellow)  
Toktogul - Kara-Balta, Dzhahalal-Abad - Kok-Kazarman . . . . . 67 - 12 . . . . . 55

Routes

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



Bus Boss 301-CRO

The centre is snapped up in double quick time.

ROUND 1

Croydon  
Bloody Useless Management (BUM) (Jim Reader, Yellow)  
South Croydon - Central Croydon - West Croydon - Thornton Heath . . . 100 - 12 . . . . 88

South Norwood & Addington Into Lewisham (SNAIL) (Mike Hutton, Green)  
Thornton Heath - West Croydon - Central Croydon - South Croydon . . . 100 - 12 . . . . 88

Bright Blue Buses (BBB) (Roger Trethewey, Blue)  
South Croydon - Central Croydon - Mitcham . . . . . 100 - 12 . . . . 88

Abacus Bus Croydon (ABC) (Joakim Spångberg, Black)  
Carshalton - Central Croydon - West Croydon . . . . . 100 - 12 . . . . 88

You Expect A Helpful Bus Under Thames, Never Opine Belief Upon Taxis (YEAH BUT NO BUT)  
(Rob Thomasson, Red)  
Tulse Hill - Crystal Palace - Penge . . . . . 100 - 11 . . . . . 89

Routes

Buy in the order Mike, Roger, Joakim, Rob, Jim





## OUTPOST 24

We're not done, with nothing left but  
Space Stations and Planetary Cruisers.

## ROUND 16

### Commander Actions

**Martin** Auctioned a Space Station for 120. Willem joined at 121, Lyndon at 122, Michael at 123. Lyndon dropped out at 145, Willem at 147, Martin at 152. Michael got it for 152 (o:2,2,3 w:5,6,6,7,8,8,9,9 t:9 r:9,10,11,12,12,12)

- ▶ Bought one Titanium Factory (w:7,8,8 t:8)
- ▶ Bought three Population Units (o:4 t:11)

**Mark** Auctioned a Moon Base for 201. Geoff joined at 202. Mark dropped out at 202. Geoff got it for 202 (o:4 w:4,4,30 t:7,8,8,44,44 m:16,16,17)

- ▶ Auctioned a Moon Base for 201 and got it (w:8,9,30,30 t:8,9 r:10 m:15 n:18,24 ro:40)

**Willem** Bought three Research Factories (o:3 r:11,13,15,16,16,16)

- ▶ Bought one Population Unit (o:1 r:9)
- ▶ Bought three Robots (om:30)

**Lyndon** Auctioned a Moon Base for 200 and got it (w:30 n:88 om:20 ro:30,35)

- ▶ Bought one Population Unit (w:7,7)

**Geoff** Bought one Population Unit (o:2,3)

**Marcus** Auctioned a Moon Base for 200 and got it (w:30,30 r:13,15,17 mo:40,55)

- ▶ Bought one Population Unit (r:11)

**Jim** Bought three Titanium Factories (o:1,2 w:6,7,7 t:9,11,13 r:15 m:19)

**Michael** Passed

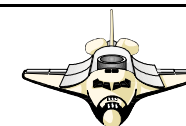
PO	Name	Factories	Population	Robots	Production
1	Mark	2o,6w,3t,1r,2n	13 (15)	0 (0)	w,1W,3t,1r,1m,2n,1ro,1mo (227,15)
2	Martin	2o,3w,7t	10 (11)	3 (10)	2o,3w,3t,2T,2m,2mo (279,20)
3	Lyndon	2o,5w,4n	11 (11)	0 (0)	1W,2r,1n,1N,1om,1ro,1mo (284,15)
4	Geoff	2o,5w,6t	14 (19)	0 (0)	2o,1w,1W,2t,1T,2m,1mo (191,25)
5	Marcus	2o,4w,3r	9 (10)	0 (0)	1W,9r,2mo (247,10)
6	Willem	2o,2w,9r	6 (6)	5 (12)	1o,1w,12r,1om (196,10)
7	Michael	2o,4w,1t,4r	6 (11)	5 (6)	1o,4w,1t,6r,1om (149,20)
8	Jim	2o,3w,7t	8 (8)	1 (8)	2w,8t,1r,1m (124,15)

PO	Name	Colony Cards	Victory Points
1	Mark	HE, Nod, OL, Lab, OP, PC, MB	70 (645)
2	Martin	WH, HE, OL, Rob, Eco, Eco, OP, MB	67 (545)
3	Lyndon	WH, Nod, Sci, SS, PC, MB	66 (570)
4	Geoff	WH, HE, Nod, OL, OL, Eco, OP, OP, MB	64 (610)
5	Marcus	HE, Nod, Sci, Lab, MB, MB	60 (575)
6	Willem	DL, DL, DL, DL, Sci, Sci, Rob, Rob, Lab, Lab, SS	53 (520)
7	Michael	WH, Rob, Lab, OP, SS	39 (375)
8	Jim	DL, WH, HE, Nod, Sci, OL, Rob, Eco	34 (265)

Data Library	0	Sold out	Laboratory	0	Sold out
Warehouse	0	Sold out	Ecoplants	0	Sold out
Heavy Equipment	0	Sold out	Outpost	0	Sold out
Nodule	0	Sold out	Space Station	3	(none left)
Scientists	0	Sold out	Planetary Cruiser	4	(none left)
Orbital Lab	0	Sold out	Moon Base	0	Sold out
Robots	0	Sold out			

### Orders required

Round seventeen auctions, bids and purchases



## OUTPOST 25

One Warehouse is sold this month.

## ROUND 7

### Commander Actions

**Jim** Bought one Population Unit (o:3,3 w:5)

**Marcus** Passed

**Sharon** Bought one Titanium Factory (o:1 w:5,5,6,6,7)

**Kevin** Bought one Water Factory (o:4,5 w:4,7)

**Willem** Bought one Population Unit (o:1,1,1 w:7)

**David** Auctioned a Warehouse for 26 and got it reduced to 21 after Heavy Equipment discounts (o:5 w:5 t:11)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,3w,1t	6p (8,0)	HE, Nod	2o,5w,2t (61,10)	10 (55)
2	Sharon	2o,4w,1t	5p (8,0)	HE, Nod	1o,1W,1t (43,10)	9 (55)
3	Marcus	2o,4w	6p (8,0)	WH, Nod	5o,2w,2W (89,15)	9 (50)
4	David	2o,4w,1t	5p (5,0)	WH, HE	1o,2W,1t (73,15)	8 (55)
5	Willem	2o,3w	5p (5,0)	DL, DL, DL	2o,5w (41,10)	8 (45)
6	Kevin	2o,4w	5p (8,0)	DL, Nod	2o,1w,1W (43,10)	8 (40)

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

### Orders required

Round eight auctions, bids and purchases





**PUERTO RICO 4**

All the builders wanted to be nautical, but Stephen lost out.

**ROUND 14**

Jim is the Prospector (+2).

Stephen is the Captain (+1).

The Sugar ship is emptied.

Kevin is the Builder and builds a Wharf.

Geoff and Jim build Harbours, Stephen builds a Coffee Roaster.

Geoff is the Mayor (+1).

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
1	Ind	Sug	Sug	Sug	Cof	Tob	Cof	-	-	15	1

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

Geoff Har- dingham DbIns: 7 Chips: 10	Small indigo plant	Small sugar mill	Indigo plant	Tobacco storage
	Coffee roaster	Factory	Harbour	Guild hall
	City hall			

Fields: Qry✓✓ Crn✓ Ind✓X Sug✓ Tob✓✓ Cof✓✓

Goods: Cof✓

Jim Reader DbIns: 2 Chips: 12	Indigo plant	Tobacco storage	Small market	Hacienda
	Large market	Harbour	Fortress	

Fields: Qry✓✓ Crn✓X Ind✓✓✓ SugX Tob✓✓ CofXX

Goods: Ind✓

Stephen Webb DbIns: 1 Chips: 22	Small indigo plant	Indigo plant	Sugar mill	Tobacco storage
	Coffee roaster	Small warehouse	Factory	Wharf

Fields: Qry✓X Crn✓✓ Ind✓X Sug✓ Tob✓✓X

Goods: X

Kevin Lee DbIns: 4 Chips: 11	Small sugar mill	Coffee roaster	Small market	Hacienda
	Large market	Wharf	Residence	Customs house

Fields: Qry✓ Crn✓✓XXX SugX Cof✓X

Goods: Sug✓

With one colonist left in the supply we should be done soon.

Orders required

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



**PUERTO RICO 5**

Goods are cleared out and some new men assigned.

**ROUND 9**

Jim is the Trader (+1) and trades Tobacco.

The Trading House is emptied.

Brian is the Captain (+1).

Paul is the Mayor.

Allan is the Prospector (+1).

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
4	Crn	Ind	Sug	Sug	Cof	-	-	-	-	5	31

Buildings	1 VP	SIP	1	SSM	2	SMA	X	HAC	2	CON	2	SWA	1
	2 VPs	LIP	2	LSM	3	HOS	1	OFF	2	LMA	2	LWA	2
	3 VPs	TOB	X	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: Coffee					6: Tobacco					7: Indigo				
	✓	✓	-	-	-	✓	✓	✓	✓	✓	-	✓	✓	✓	✓

Jim Reader DbIns: 8 Chips: 4	Small indigo plant	Tobacco storage	Hospice
---------------------------------------	--------------------	-----------------	---------

Fields: Qry✓✓✓ Ind✓ Tob✓✓ Cof✓

Goods: X

One man is in San Juan

Brian Tappenden DbIns: 5 Chips: 9	Small indigo plant	Tobacco storage	Coffee roaster	Small market
--	--------------------	-----------------	----------------	--------------

Fields: Crn✓X Ind✓ Tob✓X Cof✓✓

Goods: Crn✓

Paul Tappenden DbIns: 1 Chips: 12	Small sugar mill	Indigo plant	Tobacco storage	Small market
--	------------------	--------------	-----------------	--------------

Fields: Crn✓ Ind✓✓✓ Sug✓ Tob✓ CofX

Goods: Sug✓

Allan Stagg DbIns: 8 Chips: 10	Small indigo plant	Small sugar mill	Small warehouse
---	--------------------	------------------	-----------------

Fields: Qry✓ Crn✓✓✓ Ind✓ Sug✓ CofX

Goods: Crn✓✓✓

Orders required

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



**PUERTO RICO 6**

The Prospector finds some more nuggets.

**ROUND 5**

Rob is the Craftsman (+1) and produces an extra Indigo.

Jim is the Settler (+1) and digs a Quarry (manned).

Tony plants Sugar, Lionel plants Tobacco and Rob digs a Quarry.

Tony is the Builder and builds a Construction Hut.

Lionel builds a Small Indigo Plant, Jim builds a Small Warehouse.

Lionel is the Trader and trades Tobacco. The Trading House is emptied.

**Roles**

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

**Quarries**

5
---

**Plantations (Fields)**

Crn	Crn	Sug	Tob	Cof
-----	-----	-----	-----	-----

**Trading House**

-	-	-	-
---	---	---	---

**Ship Supply**

7	54
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**Buildings**

1 VP	SIP	2	SSM	4	SMA	×	HAC	2	CON	×	SWA	1
2 VPs	LIP	2	LSM	2	HOS	1	OFF	2	LMA	2	LWA	2
3 VPs	TOB	2	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: Indigo	7: Sugar
✓✓✓✓-	✓- - - -	✓- - - - -

**Rob**

Thomasson  
DbIns: 3  
Chips: 3

Indigo plant	Construction hut
--------------	------------------

Fields: Qry× Ind✓× Cof×

Goods: Ind✓✓

**Jim**

Reader  
DbIns: 1  
Chips: 0

Small indigo plant	Small warehouse	Hospice
--------------------	-----------------	---------

Fields: Qry✓✓ Ind✓ Tob✓

Goods: ×

One man is in San Juan

**Tony**

Sait  
DbIns: 5  
Chips: 2

Sugar mill	Small market	Construction hut
------------	--------------	------------------

Fields: Crn✓ Sug✓✓×

Goods: Crn✓

**Lionel**

Robbins  
DbIns: 4  
Chips: 4

Small indigo plant	Tobacco storage	Small market
--------------------	-----------------	--------------

Fields: Crn✓ Tob✓✓×

Goods: Crn✓

**Orders required**

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



**NEW ENGLAND RAILWAYS 8**

A plea for common sense.

**GAME OVER**

1st	Sharon Khan	169
2nd	Marcus Pratt	101
3rd	Martin Butcher	96
4th	Tony Wilcock	50

Marcus Pratt (2nd): Please, PLEASE< include in your movement orders for turn 1 - "as long as it goes over at least one piece of my own track".

Martin Butcher (3rd): Sharon's victory was never in doubt in this one, she also managed to snaffle a few cheap routes while the rest of us were trying to fend off loan disaster. Near the end I came to the conclusion that I couldn't finish second due to Marcus's better network.

Tony Wilcock (4th): Game is over a A triumph for all the other players.

I understand Marcus' plea, and the answer is obvious - a house rule that would make it illegal to move any goods if they do not travel over some of your own track. This needs to be agreed in advance, of course, and I shall endeavour to include it in all future games. ☹

**UK GAMES EXPO 2007**

UK Games Expo will take place at the The Clarendon Suites, Stirling Road (off Hagley Road), Edgbaston, Birmingham (UK), on June 2nd-3rd, 2007.

The United Kingdom has a long tradition of miniatures games, board games and other similar shows dating back many years. However, whilst mainland Europe and the USA have attracted many thousands of visitors to major international events in Essen and Indianapolis, the UK has been very much in their shadow.

UK Games Expo intends to begin to challenge that dominance. The UK deserves a showcase convention of the very best in the world of gaming, whether it be miniatures games, board games, card games, role-playing games or computer games.

I shall be at the show with Heron Games and would like to see as many people there as possible. Advance orders for games can be collected at the show to avoid paying any postage. I will also be promoting For Whom the Die Rolls and For Whom the Web Rocks.

Book those dates and book your tickets early. There's more information on the web site ([www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)). There is now a Tickets tab instead of the Register tab, which states that the booking system will go live on March 1st.

Prices are £3.95 for adults, £1.95 for children, or £7.95 for a family ticket, which covers two adults and three children. ★



## RAIL BARON 14

BUM and PFFFT end up  
over \$300,000 apart.

## ROUND 11

Apologies to Derek - I left his old destination of Los Angeles in the table instead of Jacksonville. Thanks for working out what I'd done!

Kevin Lee : Green : Pocatello Expressways Are Rampant (PEAR) : Cash 13½K  
(Home: El Paso)

- 51: {18} T&P/SP to 2 E of Los Angeles {-1 bank -10 C&T +10 C&T}  
 52: {6} SP to 2 S of San Francisco {-1 bank +10 PFFFT}  
 53: {12/1} SP to San Francisco {+24½} Bonus: SP to 1 N of San Francisco  
 {-1 bank +10 PFFFT}  
 54: {8} SP to 1 N of Salt Lake City {-1 bank}  
 55: {3} UP to 3 SE of Pocatello {-10 PFFFT}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 14K  
(Home: Detroit)

- 51: {12/6} PA/N&W to Norfolk {+5} Bonus: N&W/SAL/RF&P/PA to 1 W of Philadelphia  
 {-1 bank -10 PFFFT -10 C&T}  
 52: {6} PA to Buffalo {+6½} {-10 C&T}  
 53: {13} NYC/CMStP&P to Milwaukee {+6} Bonus: CMStP&P to 1 SE of Milwaukee  
 {-10 PFFFT -10 C&T}  
 54: {8} CMStP&P/GM&O/L&N to Memphis {+6} {-1 bank -10 PFFFT -10 C&T}  
 55: {3} SLSF to Birmingham {-10 PFFFT}

John Shelley : Red : St.Louis, Atlanta, Plains & Pacific Electric Railroad System  
(SLAPPERS) : Cash 35K (Home: Atlanta)

- 51: {18} CRI&P/SLSF/SOU to 3 S of Washington {-1 bank -10 PFFFT}  
 52: {6} SOU to Washington {+14} {-1 bank}  
 53: {13} B&O/CB&Q to 3 E of Omaha {-1 bank +10 C&T}  
 54: {8} CB&Q to 2 E of Casper {-1 bank +10 C&T}  
 55: {3} CB&Q to 1 W of Casper {-1 bank}

Roger Krueger : Blue : PFFFT (Pennies Flattened for Feckless Teens : Cash 172½K  
(Home: San Francisco)

- 51: {12/6} NYC/B&M to Portland {+33½} Bonus: B&M/NYC to Buffalo  
 {+10 BUM +10 SLAPPERS}  
 52: {8} NYC/C&NW to Milwaukee {+12} {-1 bank -10 PEAR}  
 53: {13} C&NW/NYC/L&N to 1 S of Nashville {-1 bank -10 PEAR +10 BUM}  
 54: {9} L&N to Mobile {+9} Bonus: L&N to 1 E of Mobile {-1 bank +10 BUM}  
 55: {6} L&N to Nashville {-1 bank +10 PEAR +10 BUM}

Derek Wilson : Black : Cut & Thrust (C&T) : Cash 87½K  
(Home: Los Angeles)

- 51: {18} SP to Houston {-10 PEAR +10 PEAR +10 BUM}  
 52: {8} MP to Memphis {-1 bank +10 BUM}  
 53: {12/1} SOU/ACL to Jacksonville {+26} Bonus: ACL to 1 NW of Jacksonville  
 {+10 BUM -10 SLAPPERS}  
 54: {9} ACL/SOU/MP to 3 S of St.Louis {-1 bank +10 BUM -10 SLAPPERS}  
 55: {6} MP/PA to Indianapolis {-1 bank}

Turn	Basic Throw	Bonus	Priority	
56	2+2=4	1 (E/S)	PEAR	Not so good for the Express train owners this month, with just one bonus, and that is just for 1 movement point.
57	4+2=6	3 (S)	BUM	
58	6+5=11	5 (S)	SLAPPERS	
59	6+4=10	1 (S)	PFFFT	
60	5+3=8	6 (S)	C&T	

Player	Colour	First Destination	Payout	Second Destination	Payout
PEAR	Green	Denver . . . . . (PL)	13,500	Atlanta . . . . . (SE)	15,500
BUM	Yellow	New York . . . . . (NE)	11,500	Mobile . . . . . (SE)	12,000
SLAPPERS	Red	Butte . . . . . (NW)	22,500	Cincinnati . . . . . (NC)	18,000
PFFFT	Blue	Baltimore . . . . . (NE)	10,500	Detroit . . . . . (NC)	6,000
C&T	Black	Detroit . . . . . (NC)	11,000	Kansas City . . . . . (PL)	7,000

Additional destinations for <i>PEAR</i>	Atlanta to:	Indianapolis . . . . . (NC)	6,000
Additional destinations for <i>PFFFT</i>	Detroit to:	Nashville . . . . . (SC)	5,500
	Nashville to:	Sacramento . . . . . (SW)	24,500
Additional destinations for <i>C&amp;T</i>	Kansas City to:	Baltimore . . . . . (NE)	12,000
	Baltimore to:	Los Angeles . . . . . (SW)	29,000

Player	Train	Railroads	Cash
PEAR	E	B&M, C&NW, C&O, SP	\$44,000
BUM	E	AT&SF, GM&O, GN, RF&P, SAL	-\$44,500
SLAPPERS	E	ACL, B&O, CB&Q, IC, NP, SOU	\$54,000
PFFFT	S	CRI&P, L&N, N&W, NYC, NYNH&H, SLSF, UP, WP	\$263,000
C&T	S	CMStP&P, D&RGW, MP, PA, T&P	\$130,500

It was a very expensive period for BUM, more so when he tried to use a bonus move of 6 on turn 53 that I had to cut back to the 1 that was offered. He planned to sell railroads through the period to keep him afloat, but that's not how going into debt works in the postal game. At the beginning of the next period he must sell railroads at half price or put them up for auction to cover his debt of \$44,500. As the half-price offered for railroads by the bank won't cover the debt, something is going to have to be auctioned, unless he decides to go bankrupt. Everyone else should submit bids for BUM's railroads - single bids for sealed bid auctions. The railroads will be auctioned in this order:

SAL	Face value	\$14,000
GM&O	Face value	\$12,000
AT&SF	Face value	\$40,000
GN	Face value	\$17,000
RF&P	Face value	\$4,000

The auction will stop as soon as BUM has raised enough money.

It could all be academic, of course, because PFFFT has \$263,000 and will be looking for an opportunity to declare and get home to Atlanta. If he does declare I will discard any unused turns and make fresh movement rolls for the following turn.

Orders required

Turns 56 to 60



## RAILROAD TYCOON 1

I charged too much for the '5' engines - refunds made.

## ROUND 8

First player auction	Bids:	SR	ML	JS	MS
Simon wins the auction	1	-	-	2	-
	3	-	-	4	-
	5	-	-	6	-
	*7*				

### Round 8.1

Simon	Built from Toledo to Chicago (cost 8,000)
Michael	Built from Savannah to Jacksonville (cost 6,000)
Joakim	Upgraded to a '5' engine (cost 15,000)
Mark	Upgraded to a '6' engine (cost 15,000 - issued 1 share)

### Round 8.2

Simon	Upgraded to a '4' engine (cost 10,000 - issued 2 shares)
Michael	Delivered grey from Jacksonville to Richmond (5 VPs)
Joakim	Delivered yellow from Mobile to Cincinnati (5 VPs)
Mark	Delivered blue from Pittsburgh to Atlanta (6 VPs)

### Round 8.3

Simon	Delivered red from Cleveland to New York (4 VPs, 1 hotel VP for Michael)
Michael	Delivered blue from Wilmington to Philadelphia (5 VPs)
Joakim	Built from Chicago to Milwaukee (cost 4,000)
Mark	Delivered blue from Atlanta to Pittsburgh (6 VPs)

Cash flow	Joakim		Mark		Simon		Michael	
Balance b/f		31		14		19		25
Shares	7	-	31	+5	19	4	+10	29
Expenditure	-19	12	-15	4	-25	4	-6	19
Income	+23	35	+25	29	+23	27	+23	42
Share dividends	-7	28	-11	18	-4	23	-7	35
Shares issued	-	28	-	18	-	23	-	35
Balance c/f		28		18		23		35

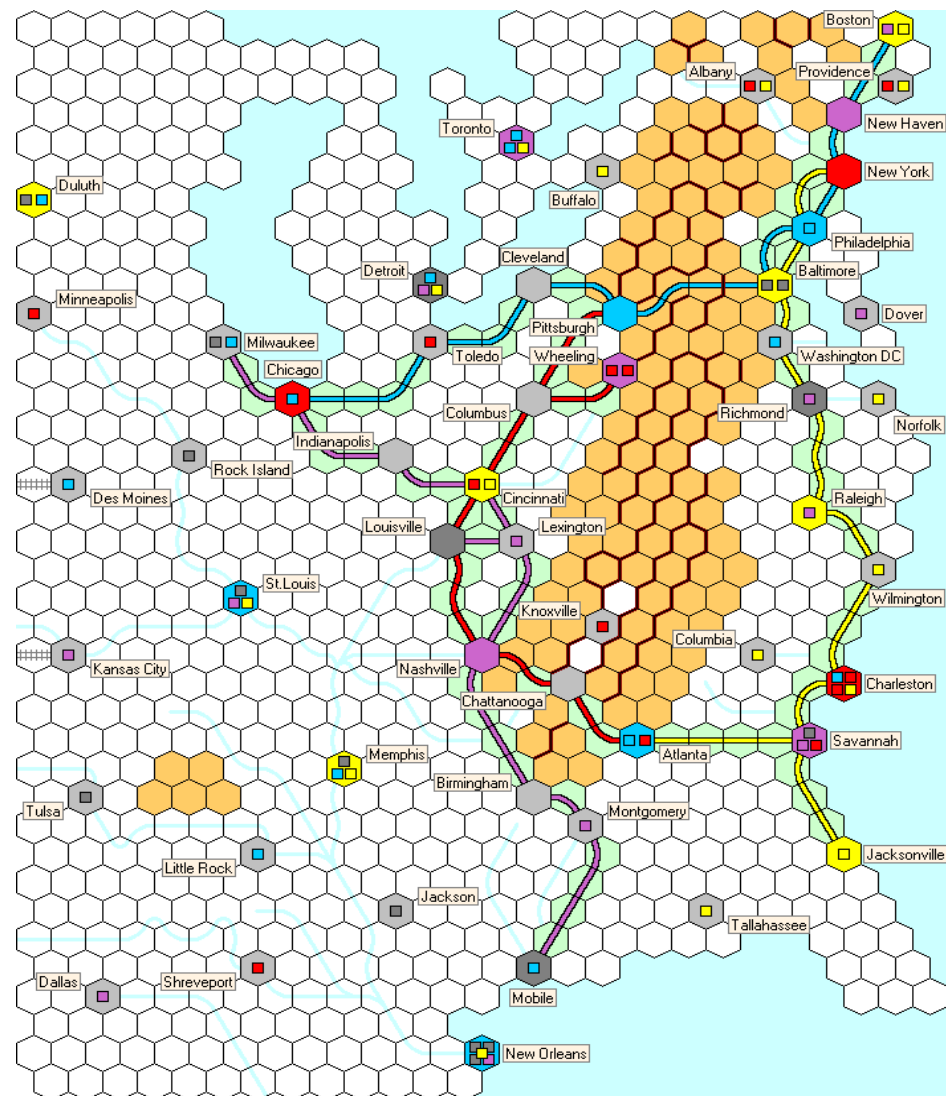
Player	Colour	Train	VPs	Railroad Operation Cards
Joakim	Purple	5	33	-
Mark	Red	6	41	-
Simon	Blue	4	33	Hotel (Boston)
Michael	Yellow	5	55	Hotel (New York)

- ✖ City Growth (2 new cubes)
- Major Line (New York/Chicago) (10)
- ✖ City Growth (2 new cubes)
- Service Bounty (Jacksonville) (4)
- ✖ New Industry (urbanise)
- 🏠 Government Land Grant (free build)
- ✖ New Industry (urbanise)
- 🏠 Government Land Grant (free build) **New**

Cleveland and Pittsburgh are emptied, bringing us up to 10 empty cities.

There are 10 empty cities.

The game end is triggered with 14 empty cities.



### Orders required

Bids for first player, followed by three sets of actions





RAILWAY RIVALS 2029-DC

Is there only one winning strategy?

GAME OVER

1st	Tony Sait	GITCO	498
2nd	John Marsden	ODE	413
3rd	Jim Reader	YOKEL	333

Tony Sait, GITCO, 1st): Thanks for GMing the race, and for once one I was quite confident of winning from a fairly early stage, and I hope that doesn't sound pretentious or big-headed. In most RR games there are different start points and it can be tricky to work out which will be best and then which routes to take when your opponents do things differently to the way you expect.

As far as I can see there is only one winning strategy for this game - get the centre line from Taunton to the far south west via Exeter, Okehampton and Liskeard and you then control the shortest route between most cities. I managed to get ahead on that route by the second round (I think) and then branched out to other links and never looked back.

Still, I'd welcome another crack at this map - just to see if the same strategy wins twice to confirm my thoughts, or whether the egg gets smeared all over my face!!

John Marsden (ODE, 2nd): Well, I was hoping that my monopoly of south Devon would harvest enough points to make a difference, but it didn't because Tony's Devon to Cornwall line was sufficiently superior to Jim's to give him an unassailable advantage.

Congratulations to Tony for that, and thanks for running the game.

Tony probably hits the spot on what the winning strategy is. What isn't so obvious is how you manage to get it instead of the others. Tony says he fancies another go, so I've put him down on a list for this map.



The North Devon Line



RAILWAY RIVALS 2030-DC

It's very tight at the top.

ROUND 11

Devon and Cornwall

Round 11 Runs				THUD	REAL ALE	TGV	
25	33 Plymouth	① REAL ALE	20			-3	17
	24 St.Austell	② TGV	10		+3		13
26	52 Honiton	① REAL ALE	15			+2	17
	46 Exeter	① TGV	15		-2		13
27	15 Truro	① TGV	20	+5			25
	35 Okehampton	② THUD	10			-5	5
28	21 Padstow	① REAL ALE	20	+5			25
	42 Newton Abbot	② THUD	10		-5	-1	4
		✕ TGV		+1			1
29	51 Seaton	① TGV	20		-7		13
	65 Launceston	② REAL ALE	10			+7	17
30	14 Falmouth	① THUD	30			-2	28
	63 Lynton	✕ TGV		+2			2

Round 11 builds

Travel Hotspot Under Development (THUD) (Bob Coull, Black)  
None.

Rail Efficiency and Luxury, All-the-way-to Lands End (REAL ALE) (Steve Ham, Brown)  
None.

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)  
None.

Scores									
	Runs:	25	26	27	28	29	30	Builds	Score
REAL ALE	316	17	17	-	25	17	-	-	392
TGV	322	13	13	25	1	13	2	-	389
THUD	279	-	-	5	4	-	28	-	316

Round 12 Runs

31.	44 - 62	Sidmouth to Barnstaple
32.	12 - 54	St.Ives to Taunton
33.	26 - 11	Looe to Penzance
34.	45 - 32	Exeter to Plymouth
35.	66 - 36	Bideford to Kingsbridge
36.	56 - 25	Dulverton to Lostwithiel

Just three points between REAL ALE and TGV - either could take the game.

Runs
Enter up to 4





## RAILWAY RIVALS 2046-DC

TRADE closes  
up on YOKEL.

## ROUND 9

Devon and Cornwall

### Round 9 Runs

				TRADE	YOKEL	PASTIE	
7	56 Dulverton 35 Okehampton	① TRADE 15 ① PASTIE 15				+6/-5	16 14
11	24 St.Austell 62 Barnstaple	① TRADE 20 ② PASTIE 10		+5/-6		+5	25 5
13	44 Sidmouth 64 Bude	① YOKEL 30 ✕ PASTIE ✕ TRADE		-3	+6 +3	-6	21 6 3
14	54 Taunton 66 Bideford	① PASTIE 30					30
15	32 Plymouth 22 Wadebridge	① YOKEL 30 ✕ TRADE		-1	+1		29 1
16	45 Exmouth 51 Seaton	① PASTIE 30					30
17	31 Liskeard 12 St.Ives	① YOKEL 15 ① TRADE 15		+3	-3		18 12
18	14 Falmouth 25 Lostwithiel	① TRADE 20 ② YOKEL 10		+1/-6	+6/-1		25 5

### Round 9 builds

Taunton Rapid Express (TRADE) (Tony Bromley, Orange)

N25 - M26 - M30 - Kingsbridge. -9 (builds) +2 (YOKEL) = -7

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

V36 - V39, N13 - Padstow, W25 - V25, J8 - I9. -10 (builds) -2 (TRADE) -2 (PASTIE) = -14

Poor and Shaky Trains in Exeter (PASTIE) (Don Shailer, Green)

None. +2 (YOKEL) = +2

### Scores

	Runs:	7	11	13	14	15	16	17	18	Builds	Score
YOKEL	210	-	-	21	-	29	-	18	5	-14	269
TRADE	189	16	25	3	-	1	-	12	25	-7	264
PASTIE	95	14	5	6	30	-	30	-	-	+2	182

### Round 10 Runs

19. 22 - 51 Wadebridge to Liskeard  
 20. 44 - 11 Sidmouth to Penzance  
 21. 42 - 33 Newton Abbot to Plymouth  
 22. 16 - 55 Newquay to Tiverton  
 23. 21 - 61 Padstow to Ilfracombe  
 24. 65 - 56 Launceston to Dulverton

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



## RAILWAY RIVALS 2047-DX

You need to go south  
for a proper recount.

## ROUND 5

It was suggested that SNIBBOR built too much track last time. I suggest you recount, I've done so a number of times and it looks right to me. Huntington to C81 is 7 hexes plus 2 x 2 points for going into and out of the hills in C80, for 11 pts in all, not 12.

Dixieland - South East USA {15 points for these builds}

South And Delta (SAD) (Steve Ham, Grey)

G10 - G9 - D7 - New Orleans, U34 - Wilmington, G17 - Montgomery.

41 +6 (towns) -1 (BUM) +2 (REAR) +1 (SNIBBOR) = 49

Richmond Expressways Are Rampant (REAR) (Kevin Lee, Brown)

Q25 - Spartanburg - T26 - T27 - U28 - Charlotte, J19 - A24.

45 +3 (towns) -2 (SAD) = 46

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

O15 - Chattanooga, S17 - T16 - T15 - Nashville - Z12.

46 +3 (towns) +1 (SAD) +2/-3 (SNIBBOR) = 49

Seacoast New Ironworks, Bessemer, Birmingham & Ohio Railroad (SNIBBOR)

(Lionel Robbins, Red)

H7 - E6, C81 - C82 - D82 - D85 - Richmond, F75 - Parkersburg, J6 - Jackson, A65 - B64.

54 +3 (towns) -1 (SAD) +3/-2 (BUM) +1 (JAZZ) = 58

Just Another Zany Zone (JAZZ) (Colin Sharpe, Blue)

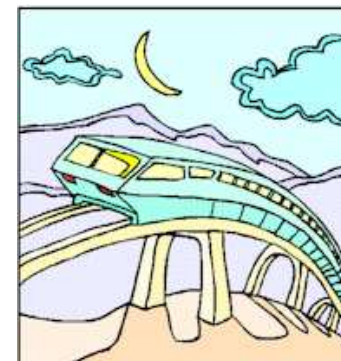
Richmond - C87 - B87 - B88 - Newport News, X21 - D68, B69 - C70.

57 +1 (BUM, round 4) -1 (SNIBBOR) = 57

Two players ordered less than the build allowance this time, but had provided contingency builds, so some of those got used. Unused build allowance does not get carried forward, so extra builds can be useful - but please say that they are extras to be used if needed.

### Builds

Up to 13 points excluding payments to rivals





RAILWAY RIVALS 2051-EA

Another attempt to cross the same estuary.

ROUND 4

COLIN's build from Bishop Stortford was to W9, not X9. It was ordered as X9, but the build count against it wouldn't have got him into the hills. I drew it to W9 but forgot to amend the build details. Another glitch was the payment by COLIN to GREAT. I got out of sequence and thought GREAT had arrived earlier, but in fact they ended up paying each other 5, so COLIN's payment of 10 to GREAT has been refunded.

East Anglia {14 points for these builds}  
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
Z8 - Y9 - Y10, K12 - Frinton, J11 - Harwich, Q9 - Q10 - Braintree, Y10 - Z10 - Buntinford, E20 - E22.  
33 +12 (towns) -1 (ODE) +3 (TGV) +1 (COLIN) = 48

Woodbridge Expressways Are Rampant (WEAR) (Kevin Lee, Red)  
King's Lynn - T29 - Hunstanton, O7 - O8, P11 - S13 - S14 - W16.  
38 +3 (towns) -1 (ODE) -1 (COLIN) = 39

Opening Directly East (ODE) (John Marsden, Orange)  
Norwich - H27 - G28 - North Walsham - G32 - Cromer, R18 - Ely.  
40 +9 (towns) +1 (GREAT) +1 (WEAR) +1 (TGV) -1 (COLIN) = 51

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)  
Sandy - D68 - Huntingdon, Woodbridge - H19.  
50 -3 (GREAT) -1 (ODE) = 46

Cromer Ongar London Inter Network (COLIN) (Colin Sharpe, Black)  
A69 - B69 - Huntingdon, A73 - March, W9 - W6 - Z4.  
52 +6 (towns) -1 (GREAT) +1 (WEAR) +1 (ODE) = 59

WEAR tried to build across an estuary again, so his build was shortened. His total build was actually 18 points, so he wouldn't have been able to do it all. I'm surprised by the confusion over the estuaries - the darker blue is far clearer to me than the original map, so maybe they always got built over!

Builds

Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2052-IP

Lots of towns get connected.

ROUND 2

BROOKS built from Jerusalem (west) to Nablus via R21.

Israel and Palestine {14 points for these builds}  
Transit Across Israel and Palestine to Syria (TRIPS) (Tony Bromley, Red)  
O36 - Akko - Nahariyya - P42, V32 - Afula - Nazareth - V36 - Tiberias - X38.  
32 +30 (towns) +2 (FATAH) = 64

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
Bethlehem - L8 - Qiryat Gat, Q11 - Hebron - Q6.  
32 +12 (towns) = 44

Tours of the Old Testament (TOT) (Bob Coull, Black)  
Tel-Aviv-Jaffa - I18 - H17 - H15 - Ashdod - F12 - Ashqelon, Petah Tiqva - Rehovot.  
32 +18 (towns) = 50

Friendly Arab Trains Around the Holy Land (FATAH) (Jim Reader, Yellow)  
Tel-Aviv-Jaffa - I18 - H17 - H16, N28 - Hadera - Zikmon Ya'aqov - N36 - O37.  
26 +12 (towns) -2 (TRIPS) = 36

Builds

Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2065-F

Heading north of the border.

NEW GAME

Steve Ham 103 College Road, Norwich, NR2 5JP  
John Marsden 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS  
Jim Reader 55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan  
Simon Robertson Melyn, Colyton Way, Purley-on-Thames, Reading, Berkshire, RG8 8BL  
Tony Sait 6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH

South Scotland maps are enclosed for all. Your choices for starting towns are Edinburgh or Glasgow. I'll impose a 3-2 split between those towns, as a four-one split would give the solitary player an advantage.

Set up

Starting town, company names and colour preferences





# SAINT PETERSBURG 1

Five new workers  
get their assignments.

# PHASE 3-W

## Round 3 - Worker Phase

Rob	Mike	Geoff	Sharon
+ Gold Miner	+ Shepherd	+ Shepherd	✗
+ Fur Trapper	+ Fur Trapper	✗	✗
✗	✗		



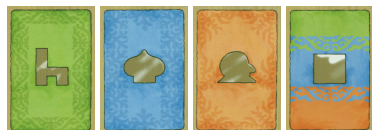
Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	14	4	12r + 0v	0r + 3v	2r + 0v	Trading	28
Sharon	29	0	12r + 0v	0r + 0v	4r + 0v	Building	13
Rob	18	2	18r + 0v	0r + 0v	5r + 2v	Worker	11
Mike	19	4	18r + 1v	0r + 1v	2r + 0v	Aristocrat	22

Players	Cards in hand (Limit)	Cards in play
Geoff	Admiral, Minister of Foreign Affairs, Jester	Lumberjack, Gold Miner x 2, Shepherd, Market x 2, Warehouse, Observatory, Administrator
Sharon	Library, St.Isaac's Cathedral	Lumberjack, Shepherd x 2, Ship Builder, Potjemkin's Village (3/8), Secretary
Rob	Fur Shop, Black Market	Lumberjack, Gold Miner, Shepherd, Fur Trapper x 2, Ship Builder, Warehouse Manager, Senator
Mike	Chamber Maid, Black Market	Gold Miner, Shepherd, Fur Trapper, Ship Builder, Market, Author x 2, Wharf

Discard pile: Ship Builder, Customs House, Hospital, Academy, Warehouse Manager

Orders required

Round three Building phase led by Sharon

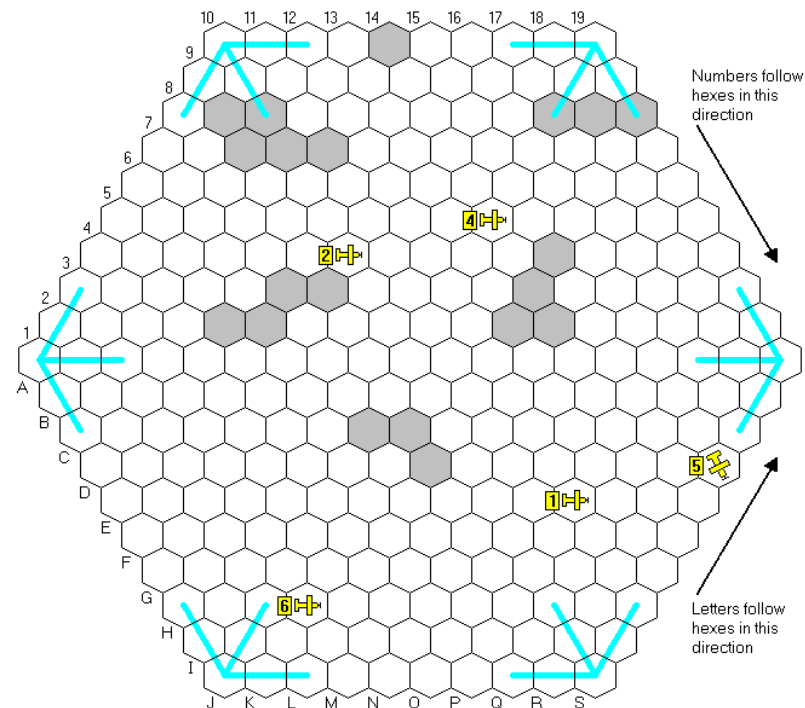


# SOPWITH T-340-FW

Still five, but for how long?

# ROUND 6

Pilot	Starts	Moves	Ends	A:D:P
1 <i>Not Only But Also</i> Don Shailer	M11-E	A-fA, RS-fA, RS-fA {Airfield: A1}	P12-E	12:11:04
2 <i>Mad Ferret</i> Tim Franklin	D7-E	A, A, A-fA {Airfield: A10}	G10-E	11:11:00
4 <i>The Brown Baron</i> Michael Graystone	H14-W	LT, LT, LT {Airfield: S19}	J14-E	08:09:09
5 <i>Wizard Prang</i> Jim Reader	P15-SW	LT-fA, A-fA, LS {Airfield: S10}	S16-SE	10:07:03
6 <i>Lord Flashheart</i> Joakim Spångberg	H4-E	RS, RS, RS {Airfield: J1}	P12-E	12:12:00



*Not Only But Also* lives up to his, not only hitting *Wizard Prang* for 2 points of damage on the first but, but also doing it on the second turn. The clouds moved north east.



SCEPTRE OF ZAVANDOR 1

Some new areas of knowledge are opened up.

ROUND 10

- Actions
- David Started researching knowledge of the Nine Sages {33} - receives 2 Sapphire cards
- Geoff Increased knowledge of Gems to level 3 {8}
- Sharon Increased knowledge of Gems to level 3 {8}
- Bought an Emerald {24}
- Lyndon Auctioned the Chalice of Fire for for 80, Kevin joined at 90 and dropped out at 101. Lyndon got it for 101 reduced after Runestone and Artifacts discounts {87}
- Kevin Started researching knowledge of Energy Flow {28}
- Tim Sold an Opal {+5}
- Bought an Emerald {31}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Elf	o:3{1} s:2	5/5	20	s:2 e:3 r:1	5
2	Sharon	Kobold	o:2 s:4 e:2	8/8	12	S:1 e:2	8
3	David	Witch	o:2 s:4 e:2	8/8	11	s:2 S:2 e:2	6
4	Geoff	Fairy	o:{1} s:3 d:3	6/6	-	s:4 d:7	5
5	Kevin	Mage	s:3 d:2	5/5	-	s:5 d:6	8
6	Tim	Druid	e:4	3/7	4	E:1	8

PO	Name	Artifacts	Knowledge						New Knowledge Cost	VPs/Gems
			Ge	En	Fi	Sa	Ar	Ac		
1	Lyndon	RS CP CP CP EL	-	4	-	2	3	-	30/35/40	18/5
2	Sharon	SB CB MB MM	3	-	-	-	-	2	20/25/30/35	16/10
3	David	SB MB	4	-	-	1	3	2	35/40	15/10
4	Geoff	RS EL	3	-	-	4	-	2	30/35/40	14/9
5	Kevin	RS CB EL	-	-	-	2	4	-	30/35/40	13/7
6	Tim	SB CB MB	-	-	2	-	-	-	20/25/30/35/40	12/8

Artifacts on offer: 2 Magic Mirrors, 1 Elixir, 1 Mask of Charisma, 1 Magic Wand, 1 Chalice of Fire

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



SCEPTRE OF ZAVANDOR 2

We have a first and last, with four tied in the middle.

ROUND 1

- Actions
- Michael Bought a Sapphire {20}
- Increased knowledge of Artifacts to level 2 {4}
- Kevin Bought a Sapphire {18}
- Roger Bought a Sapphire {20}
- Increased knowledge of Fire to level 2 {10}
- Lyndon Bought an Opal {10}
- Bought a Sapphire {20}
- Marcus Increased knowledge of the Nine Sages to level 2 {6} - receives 2 Emerald cards
- Bought a Sapphire {20}
- Simon Auctioned a Runestone for 20 and got it reduced for 6th place discount {10}
- Used the Runestone to increase knowledge of Energy to level 2

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Kobold	o:3 s:2	5/5	12	s:2	6
2	Roger	Druid	o:2 s:2	4/5	7	s:2	5
3	Michael	Mage	o:2 s:1	3/5	7	s:2	6
4	Marcus	Fairy	o:2 s:2	4/5	7	s:2 e:2	5
5	Kevin	Witch	o:2 s:2	4/5	7	s:2	4
6	Simon	Elf	o:2 s:1	3/5	23	s:1	4

PO	Name	Artifacts	Knowledge						New Knowledge Cost	VPs/Gems
			Ge	En	Fi	Sa	Ar	Ac		
1	Lyndon	-	-	-	-	-	-	1	20/25/30/35/40	5/5
2	Roger	-	-	-	2	-	-	-	20/25/30/35/40	4/4
3	Michael	-	-	-	-	-	2	-	20/25/30/35/40	4/4
4	Marcus	-	-	-	-	2	-	-	20/25/30/35/40	4/4
5	Kevin	-	1	-	-	-	-	-	20/25/30/35/40	4/4
6	Simon	RS	-	2	-	-	-	-	20/25/30/35/40	4/3

Artifacts on offer: 2 Spellbooks, 1 Runestone, 3 Crystal Balls

Lyndon bought two new gems and moved to the front, while Simon invested in a Runestone, putting him last due to having the lowest VP total for gems. The Runestone is replaced by another.

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







## Heron Games

Here is a selection of games from the shop. It's not everything - visit the web site ([www.herongames.com](http://www.herongames.com)) for the full story.

I aim to keep most prices about 10% below list price, with UK post and packing £6 at the most whatever the size of the order. Let me know if you're interested in anything on the list.

18Rhl (Heron Games edition) . . . . .	£36.00	Incan Gold (Diamant) . . . . .	£13.50
Colosseum . . . . .	£31.50	Legion . . . . .	£10.00
Dragon Parade (Knizia) . . . . .	£15.50	Lord of the Rings: Battlefields . . .	£13.50
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Graeneland . . . . .	£25.00	Thurn & Taxis: Power and Glory . .	£13.50
Guatemal Café (eggertspiele) . . . .	£20.00	Wolf in Disguise . . . . .	£22.50
1829 Mainline . . . . .	£35.00	Lost Cities . . . . .	£13.50
1856 . . . . .	£31.50	Medici vs Strozzi . . . . .	£13.50
1860: Isle of Wight . . . . .	£27.00	On the Underground . . . . .	£22.50
1861: Russia . . . . .	£36.00	Parthenon: Rise of the Aegean . . .	£31.50
1870 . . . . .	£31.50	Perikles . . . . .	£22.50
6 nimm! . . . . .	£6.00	Princes of Florence . . . . .	£27.00
Antike . . . . .	£32.00	Puerto Rico . . . . .	£25.00
Apples to Apples . . . . .	£18.00	Ra . . . . .	£25.00
Arkham Horror . . . . .	£31.50	Railroad Tycoon . . . . .	£36.00
Arkham: Curse of the Pharaoh . . .	£13.50	Ramparts . . . . .	£25.00
Arkham: Dunwich Horror . . . . .	£25.00	Really Nasty Motor Racing Game . .	£13.50
Ave Caesar . . . . .	£19.00	Runebound: Sands of Al-Kalim . . .	£22.50
Axis & Allies: Battle of the Bulge . .	£36.00	Saint Petersburg . . . . .	£20.50
BattleLore . . . . .	£45.00	San Juan . . . . .	£13.50
Blue Moon City . . . . .	£25.00	Sceptre of Zavandor . . . . .	£27.00
Britannia . . . . .	£22.50	Settlers of Catan . . . . .	£22.50
Carcassonne . . . . .	£13.50	(most Settlers/Catan titles are in stock)	
(most Carcassonne titles are in stock)		Shear Panic . . . . .	£18.00
Catan Histories: Struggle for Rome	£31.50	Silk Road . . . . .	£31.50
Cave Troll . . . . .	£18.00	Skyline of the World . . . . .	£18.00
Caylus . . . . .	£25.00	Space Blast . . . . .	£15.50
Coloretto . . . . .	£5.00	Space Dealer . . . . .	£18.00
Descent . . . . .	£45.00	Take it Easy! . . . . .	£18.00
Europe Engulfed . . . . .	£72.00	Take it to the Limit! . . . . .	£22.50
Gheos . . . . .	£31.50	Tara, Seat of Kings . . . . .	£22.50
Gloria Mundi . . . . .	£29.00	Tempus . . . . .	£25.00
Hacienda . . . . .	£25.00	Thurn and Taxis . . . . .	£20.50
Iliad . . . . .	£13.50	Ticket to Ride . . . . .	£27.00
Imperial . . . . .	£34.00	To Court the King . . . . .	£18.00
Khet: The Laser Game . . . . .	£31.50	Twilight Struggle . . . . .	£36.00
Khronos . . . . .	£27.00	Warrior Knights . . . . .	£31.50
Krumbel! . . . . .	£14.50	World Cup Game . . . . .	£31.50

If you're looking for something else, do ask, I may be able to get hold of it for you. ☆

## NEWS FROM THE ROCK

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



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

☆ Here are the current web ratings for active players with a rating of 2.0 or more:

▼	Lew Stansby . . . . .	3.767
-	Michael Bakken . . . . .	3.000
▲	Victor Cronshaw . . . . .	2.969
-	Rob Thomasson . . . . .	2.955
-	Roger Krueger . . . . .	2.882
-	Eric Freeman . . . . .	2.704
-	Per Hallberg . . . . .	2.636
-	Peter Hawkins . . . . .	2.586
▲	David Hilbert . . . . .	2.500
-	Nic Chilton . . . . .	2.318
-	Gareth Lodge . . . . .	2.185
-	Michael Longdin . . . . .	2.136
▼	Willem Moene . . . . .	2.125
▼	Peter Beck . . . . .	2.045
▲	Mick Haytack . . . . .	2.023

☆ Completed games and winners:

Ra e666 . . . . .	Kath Collman
Saint Petersburg e672 . . . . .	Mark Stretch
Saint Petersburg e685 . . . . .	Sharon Khan
Puerto Rico e704 . . . . .	Ryk Downes
Carcassonne e716 . . . . .	Ryk Downes
Acquire e717 . . . . .	Victor Cronshaw
Acquire e720 {Powers} . . . . .	Michael Graystone
Ingenious e723 . . . . .	Kath Collman

☆ New games and start dates:

Durch die Wüste e729 . . . . .	Feb 27th
Samurai e730 . . . . .	Feb 28th
Torres e731 . . . . .	Mar 1st
1830 e732 {1830-C23} . . . . .	Mar 4th
Carcassonne e733 {River} . . . . .	Mar 5th
Puerto Rico e734 . . . . .	Mar 6th
Euphrat & Tigris e735 . . . . .	Mar 12th
Railroad Dice e736 {60 dice} . . . . .	Mar 16th
Puerto Rico e737 . . . . .	Mar 17th
Princes of Florence e738 . . . . .	Mar 18th
Ingenious e739 . . . . .	Mar 19th
1856 e740 {1856-E23} . . . . .	Mar 23rd

## PREVIEW

standard games.

I suspect that a few lists need pruning if they don't grow any further. 1895, Industrial Waste and Battle! could be for the chop if they attract no more interest. It's less about what I want to run and more about leaving room for the games that you want to play in.

As for the immediate future, there are three games lined up for the next issue but none really ready to slot in for the one after that. If it stays that way it may become the first issue without a new game.

Two games started in the very first issue and there has never been an issue without a new game. I suspect something will come along in time.

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

#142: 18EU, Golden Strider, Railway Rivals (Central Scotland)

#143: We shall see - no other lists are full



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Feb 25th	Minstrel 298
Mar 2nd	The Bleeder 290, Variable Pig 107
Mar 9th	Save Your XXs For Me 38
Mar 15th	Ode 283
Mar 22nd	...mais n'est-ce pas la gare? 68
Mar 27th	Bloodstock 198
Mar 28th	The Abyssinian Prince 309

## RATINGS

This is the list of subscribers with a rating of 2.0 or greater. People are only included if they have completed five games.

-	David Smith	3.500
-	Mark Frueh	3.200
-	Lyndon Gurr	3.111
-	Simon Robertson	3.073
-	Lionel Robbins	3.000
-	Marcus Pratt	2.762
-	Steve Thomas	2.563
▼	Colin Sharpe	2.250
-	Stephen Webb	2.242
▲	Michael Graystone	2.212
-	Rob Thomasson	2.141

## GAME ORDERS

Please observe these guidelines when sending your orders.

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

## Handling NMRs (No Move Received)

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

## GAME STANDARDS

### Games that involve auctions

I interpret auction orders in the following way.

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

### Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

If 1 run is carried over, then you are still limited to 4 runs.

If 2 or 3 are carried over, then you can enter 5 runs.

If 4 or 5 are carried over, then you can enter 6 runs.

If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).

In all these cases, you can choose your runs from all those available.



## WHO PLAYS WHAT

Peter Berlin	1829-C20, 1829-V21, 1856-Y19	Willem Moene	1800-I20, 1830-G20, 1830-F21, 1835-B21, 1856-D22, 1856-M22, 1861-B23, 1870-O20, Acq46, Acq47, OP24
Tony Bromley	RR-2046-DC, RR-2052-IP	Marcus Pratt	OP24
Simon Brooks	Acq47, BA16, BB-297-VSW, BB-300-KYR, RR-2052-IP, Sop340	Jim Reader	6n12, BA16, BB-297-VSW, BB-300-KYR, OP24, PR4, PR5, PR6, RB14, RR-2046-DC, RR-2047-DX, RR-2052-IP, RR-2065-F, Sop340
Martin Butcher	1829-C20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, OP24	Lionel Robbins	1829-V21, PR6, RR-2047-DX
John Colledge	6n12, Acq47	Peter Robbins	RR-2028-DC
Bob Coull	Acq46, BB-297-VSW, BB-300-KYR, RR-2030-DC, RR-2052-IP	Tony Robbins	1837-G21, 1856-D22
Simon Cutforth	1870-O20	Simon Robertson	BB-297-VSW, BB-300-KYR, RRT1, RR-2030-DC, RR-2051-EA, RR-2065-F
Tim Franklin	1826-E22, 1850-R22, 1895-L20, 6n12, BA16, RR-2028-DC, Sceptre 1, Sop340	Tony Sait	1830-F21, 1835-B21, 1856-M22, PR6, RR-2065-F
Michael Graystone	6n12, Acq47, BB-299-NWA, BB-300-KYR, RR-2028-DC, RR-2051-EA, Sop340	Don Shailer	1829-C20, RR-2046-DC, Sop340
Lyndon Gurr	1826-E22, 1850-R22, 1856-M22, 1861-B23, 1870-U19, 1899-Z21, Acq46, Acq49, OP22, Sceptre 1	Colin Sharpe	6n12, Acq47, BB-299-NWA, RR-2047-DX, RR-2051-EA
Steve Ham	6n12, BA16, BB-299-NWA, RR-2030-DC, RR-2047-DX, RR-2065-F	John Shelley	1826-E22, 1835-B21, 1856-D22, 1870-U19, 1899-Z21, RB14
Geoff Hardingham	1837-G21, 18681-B23, OP24, PR4, StP1, Sceptre 1	David Smith	1829-C20, Sceptre 1
Alan Harvey	1800-I20, 1825-L21, 1850-R22, 1899-Z21	Don Smith	1826-E22, 1830-G20, 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, 1861-B23, OP24, RRT1
Mike Hutton	1825-L21, 1829-V21, 1861-B23, 1870-U19, StP1	Brian Tappenden	PR5
Sharon Khan	6n12, BA16, StP1, Sceptre 1	Paul Tappenden	PR5
Roger Krueger	1830-G20, 1870-O20, 1895-L20, RB14	Rob Thomasson	1829-V21, 1856-Y19, 1856-M22, PR6, StP1
Kevin Lee	Acq49, 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, 1850-R22, 1856-Y19, 1870-U19, 1870-O20, PR4
Michael Longdin	OP24, RRT1	Tony Wilcock	Acq46, Acq49
Richard Lunn	1856-D22	Derek Wilson	RB14
John Marsden	Acq46, BB-299-NWA, RR-2051-EA, RR-2065-F		



## 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 April 18th 2007  
18xx Games - Friday April 13th

Future main deadlines: May 16th June 13th July 11th

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.