

FOR WHOM THE DIE ROLLS

August 2007

Published by Keith Thomasson

Issue 146

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 #146, 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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Welcome to James Higginbotham.

WAIT

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

Games starting in this issue...

- 1856 Pete Campbell, Lyndon Gurr, Willem Moene, Don Smith, Rob Thomasson
- Puerto Rico John Hopkins, Jim Reader, Allan Stagg, Stephen Webb
- Space Blast Bob Coull, Michael Graystone, Steve Ham, Don Shailer, Jim Reader, Joakim Spångberg

Games starting in the next issue...

- ⚡ Bus Boss Simon Robertson, Mark Stretch, Simon Brooks, Jim Reader, John Marsden, Don Shailer (The Netherlands)
- ⚡ Canal Mania Alan Harvey, Stephen Webb, Michael Longdin, John Marsden, Don Shailer
- ⚡ Puerto Rico Willem Moene, Mike Hutton, Jim Reader, Pete Campbell

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

- ⇨③ 1829 (South) Pete Campbell, John Shelley
- ⇨① 1830 Don Smith, Willem Moene, Stephen Webb, Pete Campbell
- ⇨③ 1830 variant maps Alan Harvey, Mark Stretch
- ⇨① 1870 Roger Krueger, Willem Moene, Don Smith, Stephen Webb
- ① 1895 Steve Thomas, Roger Krueger
- ⇨④ 18Rhl Rhineland Willem Moene
- ⚡ Acquire (Standard) Pete Campbell, Willem Moene, Lyndon Gurr, John Marsden, Michael Graystone
- ⇨③ Acquire (Standard) Colin Sharpe, Tony Wilcock
- ⇨③ Acquire (Powers) Michael Graystone, Colin Sharpe
- ⇨① Industrial Waste Sharon Khan, Mike Head, Marcus Pratt
- ⇨⑤ Outpost Willem Moene, David Smith, Jim Reader, Mark Stretch, Lyndon Gurr
- ⚡ Phoenicia Michael Longdin, Stephen Webb, Mark Stretch, Lyndon Gurr, Geoff Hardingham
- ⇨② Railroad Tycoon Michael Longdin, Simon Robertson

I supply everything you need for these...

- ②/⑧ Battle! Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
- ② Breaking Away Steve Ham, Jim Reader, Mark Stretch, Simon Brooks
- ⇨④ Bus Boss Michael Graystone (Yorkshire)
- ⚡ Railway Rivals Bob Coull, Jim Reader, Rob Thomasson, Tony Bromley, Michael Graystone, Colin Sharpe (Jim Reader's new Kyushu map)

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

START

Welcome to issue #146. For those who thought I was running a late April Fool talking about sponsoring James Rigby in motor sport, the cover shows James being strapped into his car prior to heading out onto the Snetterton circuit at the beginning of the month.

It was an excellent weekend, with the main feature being a round in the EuroBoss championship, which is open to pre-December 2003 Formula One chassis and any ChampCar, IRL or F3000 type chassis with engines of unlimited capacity. This results in a range of entrants, including old Benetton and Jordan Formula One cars. It was a shame that only ten cars were listed in the programme, and only six of those made it to the track. I guess the effort involved in maintaining these older cars was one factor.

We didn't see enough of the Jordan, which was driven by 21-year-old Jodie Hemming. Not terribly clear from the name, but a 21-year-old girl. She suffered from a lack of modern technology, but more seriously from a gearbox that played up. She didn't make it out to race on the Saturday but managed a couple of laps on the Sunday, passing two of the others in style until she flew off the track backwards - the wrong sort of style.

James qualified tenth in his Formula Ford and finished seventh in the first race. The second saw him chasing one of his team mates hard until he got a little too close at the chicane and mowed down some of the markers off the track. He did grab sixth briefly before slipping back to end up eighth. One positive thing he gained from the weekend is that he now has enough race time under his belt to work as an instructor at the Silverstone racing school.

Mark Stretch sent me some information on the 4th British Open Connections Championship (Einfach Genial/Ingenious). This is part of the Mensa Games Final that will be held at the Britannia Hotel, Nottingham on the weekend of 26th to the 28th of October, 2007; the same venue as last year.

This is available to non-members and Mensans alike. It will take place at 2:30 pm on Sunday 28th of October, with a £5 entry fee, with cash prizes as well as trophies for winners.

Mark was the 2006 Champion and is this year's tournament director.

Prices for the Britannia Hotel are as follows:

Single bedrooms - £49, double/twin bedrooms - £55 each (sharing) inc. breakfast.
 Lunch is £12.50.

The slightly earlier deadlines for this issue achieved the aim of getting orders in early and letting me complete the zine before the weekend disappeared. So well, in fact, that we'll do it all over again for October, as the main production weekend lies just before we leave for Essen, and the previous weekend, normally reserved for 18xx activities, is booked for TringCon.

My thanks to everyone for helping out. For those who hadn't quite picked up on the change, remember that the deadlines in the diary are all provisional, and from time to time there may be changes like this. Check the first page of editorial and the dates on the back of the zine to be sure when orders are due.



I'm not normally found watching breakfast TV, but I was checking to see if my recorder had picked up programme information so that I could set some things up for when we were away. I happened to see an item about Star Trek fans, who had decided that the end of the official franchises did not have to mean the end of Star Trek, and started to make their own shows.

Not quite sure what I would find, but impressed by the clips they showed, I went to the Star Trek Hidden Frontier web site - www.hiddenfrontier.com - to find out more.

What I found was seven seasons of six or more episodes that you can watch online or download to your computer. The earlier seasons are, as they put it, part of their learning phase, and not as polished as the later episodes, which are quite amazing.

Some of the characters familiar from the official series turn up in these, albeit with different actors, which helps to connect these with what you may have seen before.

Their download system is quite ingenious, as it has to cope with quite a high demand. When you ask for an episode you are advised how long you may have to wait and are given a token that your browser holds until you get your download slot. My experience was that you could be told there was a half hour wait, but when you went off to join the queue the time remaining came up as typically less than a minute. The longest wait I had was for the very first download, and that was 6 minutes.



What comes to mind is how they can do this when the rights to the Star Trek franchise is owned by Paramount Pictures. What they do is take care not to annoy Paramount enough to make it worth their while, and Paramount seem to be content with the situation.

Their sophistication even runs to two- or three-part episodes that start at the end of one season and are completed in the next - the classic cliff-hanger, although not quite so frustrating when you can download the next season straight away. Mind you, when you catch up with their production schedule you'll be left on the hook at the end of the latest season. They even produce blooper reels with their out-takes and previews of the later season episodes.

For those of you interested in the technical side, the episodes are available as Quick Time files. Some episodes are provided in higher resolution than others while some give you a choice. Some episodes come in two files, where the first is generally smaller, which lets you find out whether you want to watch the rest, while some are in just file. The standard resolution episodes clock in at up to 100MB, while higher resolution episodes can be up to 200+MB in size. Then you hit the season seven finale, and find the hi-res version is 492MB.

It looks like the Hidden Frontier series is complete, but they're working on a new series, Star Trek: Odyssey, due out any day now, and a sister series called The Helena Chronicles, due in 2008, so there is plenty of Star Trek to come for the fans.



If you're lost for something to do at the end of August, you could probably do worse than come along to GenCon UK, which takes place at Reading University. Heron Games will be there, which a bit of a gamble as I don't know quite what type of gamer attends GenCon UK. I tried to get the organisers to keep me informed of future events, but they never did. I guess that the clientele doesn't cross over with the postal gaming scene too much, but I could be wrong.

If it's half as good as the UK Games Expo was then I'll be happy. As with that show, if anyone has something they're interested in and will be at GenCon UK, you can pick up the games there and save yourself the postage.

If you're interested, then take a look at their web site - www.genconuk.com - to find out more about the event.

When we get back from GenCon in Indianapolis (these conventions are getting confusing!) we're off on a collection trip. We're getting a Chow Chow puppy. He'd be here already, but we thought it rather unfair to bring him home a week before going off to the USA, so have left him with the kennel until we get back.

This gives us time to make the house puppy-safe, which involves clearing things off the floor and generally making things tidier. If you want pictures you'll have to wait, as the only ones I have are blurred. Whether I'll be able to keep him still enough for a picture remains to be seen, but as soon as you try and get down to his level he just walks up to you, which does make things difficult! We'll have to make pictures part of the training for sit and stay.

Some of you will know that we used to look after some Chow Chows for friends of our who went to Portugal over the winter, and we always said that we would look at getting our own dog when the time was right. The key issue is the amount of time spent at home, as another thing we didn't feel was fair was both of us going off to work every day and leaving a dog on its own. Now that I'm working for myself that no longer applies.

There is a plan, which is to put weight on him while taking it off me, but he's not just a weight watchers aid. We recently attended a Chow Chow show in Hemel Hempstead, which is where we found out that he was available, and there was a stall there with a plaque that read 'Dogs are pets, Chow Chows are family'. Quite right too, but he still can't put his feet on the sofa. After all, I can't. Well, I shouldn't.

Not to say that I do, of course. Right, it's Friday afternoon and time to get this down the cable to the printer and on its way to you. Next time I should have something to say about both GenCon events, and there be pictures of our dog.

Change of address

Peter Berlin 20 Rue Barbanegre, Paris, 75019, France

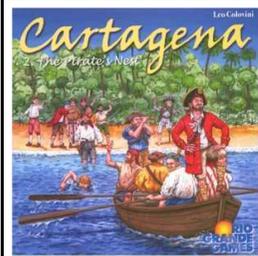
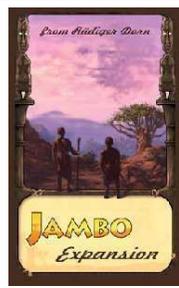
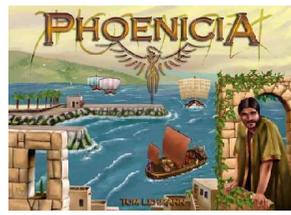
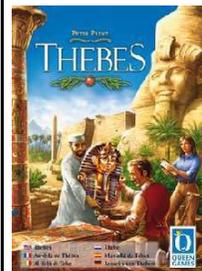
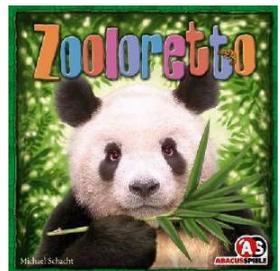


Heron Games



Heron Games will be at GenCon UK in Reading Aug 30th - Sep 2nd

Here is a selection of recent arrivals. Visit the web site to see the full story on what is one offer - www.herongames.com.

 <p>£17.00</p>	 <p>£7.50</p>
 <p>£20.00</p>	 <p>£27.00</p>
 <p>£22.50</p>	 <p>£20.00</p>

Cartagena
The Pirate's Nest takes Cartagena and moves on as the pirates try to get to their lair on Tortuga.

Jambo Expansion
Three expansions in one box for the Jambo card game.

Mr. Jack
A two-player game about hunting for Jack the Ripper. One plays Jack, the other tries to identify who he is pretending to be.

Phoenicia
The new game from Tom Lehmann, taking the Outpost concept and simplifying it.

Thebes
Originally released in German as Jenseits von Theben, this game of archaeological digs is finally available in English.

Zooloretto
Game of the Year for 2007, Zooloretto takes the ideas from the card game Coloretto and takes them to the zoo.

BOARD 2 PIECES

BY TED ALSPACH



FINALLY, AFTER TEN WEEKS OF WAITING, WE'VE ARRIVED AT THE NUMBER ONE BOARD GAME GEEK GAME!!

GEE, I WONDER WHAT THAT COULD BE.

WHAT'S WITH THE ATTITUDE, KENNY? THE GAME IS, OF COURSE, PUERTO RICO, THE NOW CLASSIC GAME OF PLANTATIONS AND SHIPPING.

DID YOU KNOW THAT "PUERTO RICO" IS AN ANAGRAM FOR "OVERRATED"?

NO IT'S NOT.

THE COOL THING IS THAT IT "IS" AN ANAGRAM FOR "TROPIC EURO".

WOW, I WONDER IF ANDREAS SEYFARTH DID THAT ON PURPOSE? I KNOW THAT'S WHY HE DID "ANTHRAX NUDIST"....

BOARD 2 PIECES

BY TED ALSPACH



PUERTO RICO IS A FAVORITE OF THE ENTIRE LOONEY BIN, PUT THE NEWBIE ON YOUR RIGHT AND YOU'RE GUARANTEED TO WIN!

UM, WHAT ARE YOU DOING?

IF PEOPLE TAKE IT TOO SERIOUSLY AND START TO PLAY FOR KEEPS, JUST CHOOSE THE CAPTAIN WISELY AND YOU'LL SCORE A BUNCH OF VEEPS!

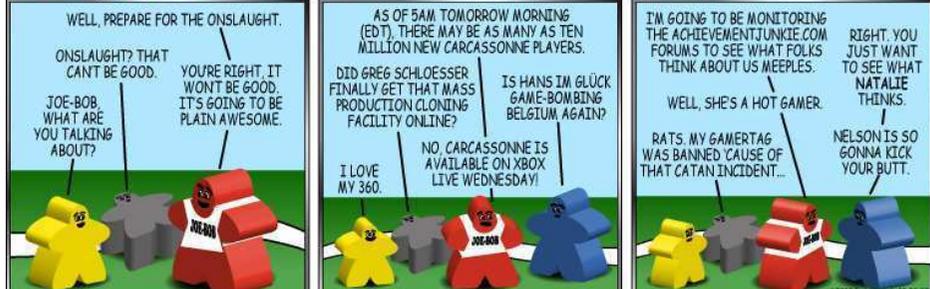
THIS REALLY ISN'T NECESSARY.

SOME PEOPLE SAY IT'S SCRIPTED AND PLAY IT LIKE GAMER CRACK, FORTY-FIVE MINUTES OF THEIR LIFE THEY NEVER WILL GET BACK!

I'M OFFENDED IN SO MANY WAYS...

BOARD 2 PIECES

BY TED ALSPACH



WELL, PREPARE FOR THE ONSLAUGHT.

ONSLAUGHT? THAT CAN'T BE GOOD.

YOU'RE RIGHT, IT WON'T BE GOOD, IT'S GOING TO BE PLAIN AWESOME.

AS OF 5AM TOMORROW MORNING (ED), THERE MAY BE AS MANY AS TEN MILLION NEW CARCASSONNE PLAYERS.

DID GREG SCHLOESSER FINALLY GET THAT MASS PRODUCTION CLONING FACILITY ONLINE?

IS HANS IM GLÜCK GAME-BOMBING BELGIUM AGAIN?

I LOVE MY 360.

NO, CARCASSONNE IS AVAILABLE ON XBOX LIVE WEDNESDAY!

I'M GOING TO BE MONITORING THE ACHIEVEMENTJUNKIE.COM FORUMS TO SEE WHAT FOLKS THINK ABOUT US MEEPLES.

WELL, SHE'S A HOT GAMER.

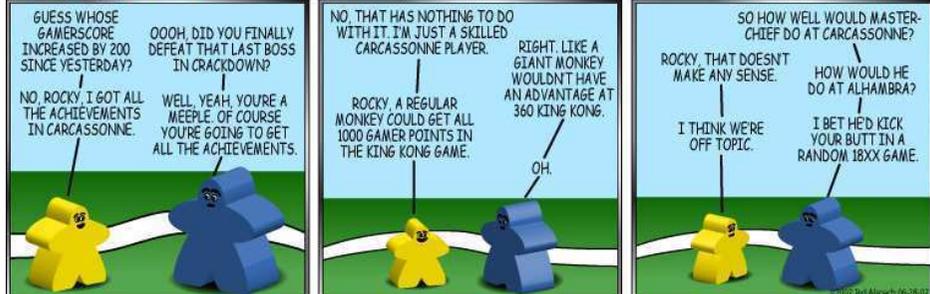
RATS, MY GAMERTAG WAS BANNED CAUSE OF THAT CATAN INCIDENT...

RIGHT, YOU JUST WANT TO SEE WHAT NATALIE THINKS.

NELSON IS SO GONNA KICK YOUR BUTT.

BOARD 2 PIECES

BY TED ALSPACH



GUESS WHOSE GAMERSCORE INCREASED BY 200 SINCE YESTERDAY?

NO, ROCKY, I GOT ALL THE ACHIEVEMENTS IN CARCASSONNE.

OOOH, DID YOU FINALLY DEFEAT THAT LAST BOSS IN CRACKDOWN?

WELL, YEAH, YOU'RE A MEEPLE, OF COURSE YOU'RE GOING TO GET ALL THE ACHIEVEMENTS.

NO, THAT HAS NOTHING TO DO WITH IT, I'M JUST A SKILLED CARCASSONNE PLAYER.

ROCKY, A REGULAR MONKEY COULD GET ALL 1000 GAMER POINTS IN THE KING KONG GAME.

OH.

RIGHT, LIKE A GIANT MONKEY WOULDN'T HAVE AN ADVANTAGE AT 360 KING KONG.

SO HOW WOULD MASTER-CHIEF DO AT CARCASSONNE?

ROCKY, THAT DOESN'T MAKE ANY SENSE.

I THINK WE'RE OFF TOPIC.

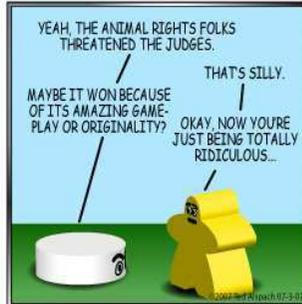
HOW WOULD HE DO AT ALHAMBRA?

I BET HE'D KICK YOUR BUTT IN A RANDOM 18XX GAME.

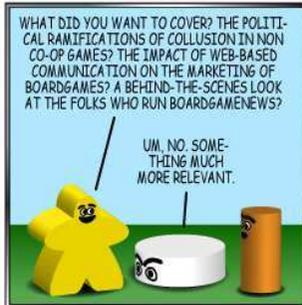
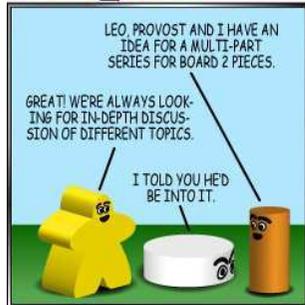
BOARD2PIECES



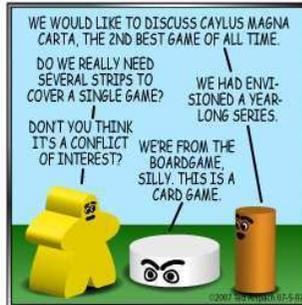
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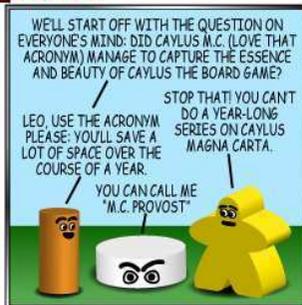
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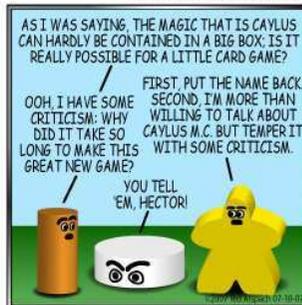
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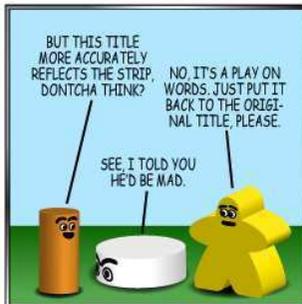
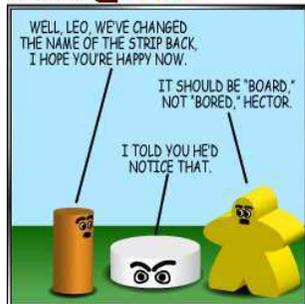
CAYLUS MAGNA CARTA 2PIECES



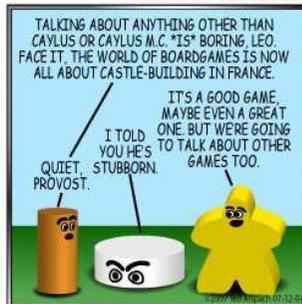
BY TED ALSPACH



BORED2PIECES



BY TED ALSPACH



1830-F21

Mark is pleased while Mike ruminates.

GAME OVER

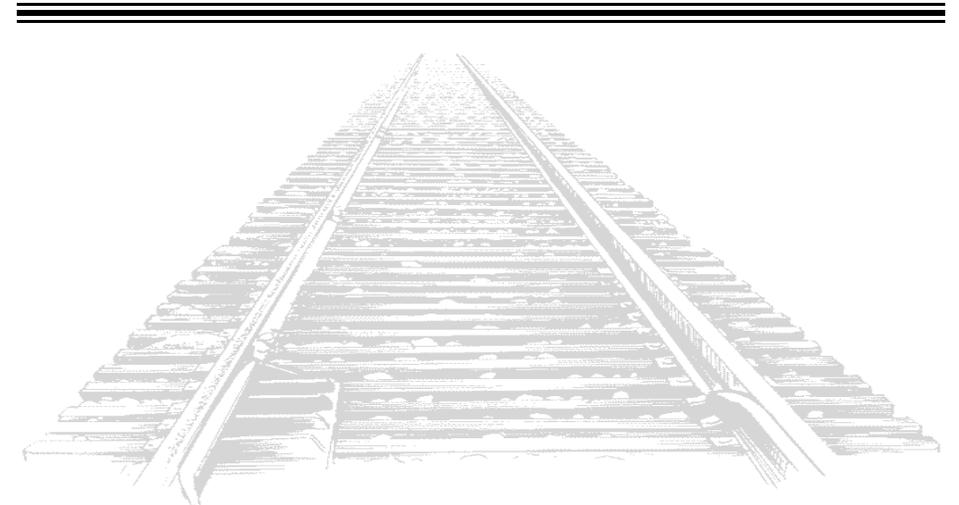
1st	Mark Stretch	1,503	30.7%
2nd	Mike Head	1,306	26.7%
3rd	Tony Sait	1,000	20.4%
4th	Don Smith	741	15.1%
5th	Willem Moene	350	7.1%

Mark Stretch (1st): Well, it makes a pleasant change to win one of these. It would seem that even Mike's fun and games at the end wasn't enough to do anything about it. Thanks to Keith as always for impeccable GMing.

Mike Head (2nd): I think that there was a recent game-end statement that said that whilst the person dumped on (the dumpee?) won't win, rarely will the dumper either, and I guess my second place proves it. I launched the NYNH in SR1 and was amazed to find I couldn't buy a sixth share - I expected Don as B&O owner to buy one, but Willem ploughed in for four. I built track to help the NYC (number one candidate for my second company if I could land it), held back on buying and got Priority for SR3, and given the friendly track, dumped NYNH for NYC without hesitation at highest possible par. A mistake? It meant the NYC would never hit trouble but left me well short of cash to launch a third company - was mine too conservative an approach, or was the alternative too ambitious in a 5-player anyway? Haven't a clue! Some intricate track building to thwart the B&M (being nasty to Willem again!) got me the double NYC connection, but my prize of a juicy '6' train run never got going as Willem finally fell into the hole I'd dug for him.

Congratulations to Mark - not convinced about the plunge into NYNH shares, but he seemed to handle his own companies superbly - and thanks to Keith for the GMing.

Thanks for that, gentlemen. As for impeccable, I pass the praise on to Rob's adjudicator, which does make life much easier.





1856-R23

Welcome to the 22nd game of 1856 to feature in the zine.

NEW GAME

Welcome to the latest 1856 game in the zine. Your initial dealing order is as follows.

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY

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

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

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

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

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

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

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

Orders required for the following round	<i>By the early deadline</i>
SR1, Private Companies only, starting with Pete	



1800-I20

We did get one deal in the stock round.

SR12 - OR18

Stock Round 12

Alan		Willem	
- 1 D&RGW	{▼180B}	X	
X			Priority for SR13

	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&S	AH	-	300	Yes	① ③	225A*	373	2E 4
D&RGW	WM	-	450	Yes	②	200A*	0	3E 2E 5

- Notes:
- ① 50 to Willem from the company Bond
 - ② 50 to Alan from the company Bond
 - ③ The bank has run out of cash

Cash Flow	b/f	SR12	OR18	c/f	Value	%	Certs.
Alan Harvey	1,480	200	350	2,030	4,305	50.6*	6
Willem Moene	1,370	0	455	1,825	4,200	49.4*	7

Portfolio	PCs	C&S	D&RGW
Alan Harvey	C&S Bond	7P	2
Willem Moene	D&RGW Bond	3	7P

Bank (new)	-	-	-
Bank (pool)	-	-	1
Price	225A		200A
Company credit		373	0
Tokens		1	1
Trains		2E 4	3E 2E 5
Bank cash: 508	Certificate limit: 7		Trains: 1 x '2+2E'

Alan sold a D&RGW, dropping the share price and putting the C&S ahead in the operating order. That switch gave him enough to keep the lead - congratulations.

1st	Alan Harvey	4,305	50.6%
2nd	Willem Moene	4,200	49.4%

1800

Game I20

Reference: 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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1825-L21

All the new shares are sold.

SR8

Stock Round 8

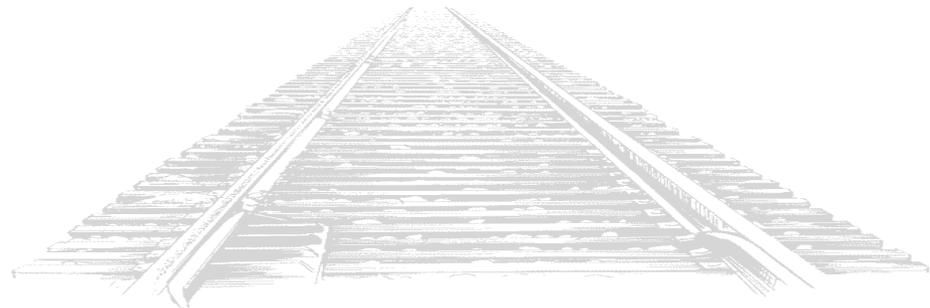
Alan	Mike
+ GNoS new	+ GSWR pool
+ M&C new	+ Highland new
+ M&C new	+ Highland new
x	x
<i>Priority for SR9</i>	

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Mike Hutton	729	-402	327	4,545	54.1	14/19
Alan Harvey	749	-672	77	3,849	45.9	16/20

Portfolio	Privates	Cal	NBR	GSWR	GNoS	M&C	High
Mike Hutton	A&F	1	7D	6	6D	-	10
Alan Harvey	-	9D	3	4	2	10	-
Bank (new)	-	-	-	-	-	-	-
Price (new)	-	76	76	67	112	112	90
Bank (pool)	TWW S&D	-	-	-	2	-	-
Price (pool)	-	126	230	42	180	142	112
Company credit	-	50	0	330	146	302	130
Tokens	-	-	1	2	-	-	-
Trains	-	4 3 2 2	3 3 2 2	2	5	3T	U3
Bank cash: 5,596		Certificate limit: 17		Trains: 2 x '5', 2 x '3T'			

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

I've mentioned this before, but perhaps not for this game. When taking about shares, the phrase 'bank' is ambiguous as some people mean new shares in the bank, while others assume the bank pool, so I always use new and pool to identify the specific shares and would ask players to do the same.



1825 Unit 3

Game L21

Referee:
Keith Thomasson

Track may leave the grid if it connects to these areas

Track may leave the grid if it connects to these areas

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Orders required for the following rounds	<i>By the early deadline</i>
OR13, OR14	<i>Adjudication can pause between rounds if requested</i>



1826-E22

One new loan and two new '6H' trains.

OR7 - SR7

OR7	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	SW	619:H6:2	-	210	Yes	① 135C	414	-	6H 4H
P	TF	15:C11:5	-	-	-	② ① 90C	345	1	6H
A	JS	58:D14:4	-	100	Yes	③ 110D	140	-	4H
N	DS	4:D12:2	-	80	Yes	④ 90B	50	-	4H
GC	TF	5:M13:2	-	100	Yes	-	90C	54	4H
B	SW	619:B12:4	-	140	Yes	⑤ 75E	0	-	4H 4H
M	LG	9:J2:1	-	80	Yes	-	75E	57	4H
O	LG	9:H4:3	-	120	Yes	⑥ 70E	423	1	6H
E	LG	57:I13:1	-	70	Yes	-	70E	403	1 6H

- Notes: ① 300 to the bank for a '6H' train
 ② Takes out a loan (▼90C)
 ③ 60 to the bank for terrain costs
 ④ 60 to the bank for a token in C13
 ⑤ 348 to the PO for a '4H' train
 ⑥ Mail token placed on H6 - Mail private closes

Stock Round 7

Don	Stephen	Tim	John	Lyndon
+ PLM/Pres{100}	- 1 N {▼82C}	+ P treasury	- 2 GC {▼75E}	- 1 M {▼70F}
	+ PO treasury		- 1 N {▼75D}	+ B treasury
		+ P treasury	+ A treasury	+ B treasury
x	+ PO treasury	x	+ A treasury	+ P pool
x	x	x	x	+ P pool
x	x	x	x	x
<i>Priority for SR8</i>				

Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
John Shelley	Bridge	6P	-	-	-	-	-	-	-	-	1
Lyndon Gurr	-	-	3	3P	-	2P	-	3P	2	-	-
Don Smith	Alg	-	2	-	-	-	3P	-	-	2P	-
Stephen Webb	-	-	5P	-	-	-	-	-	-	-	5P
Tim Franklin	-	-	-	-	3P	-	-	-	5P	-	-

Company type	10	10	5	5	5	5	5	5	10	10	10
Bank (new)	-	-	5	5	5	5	5	5	-	8	-
Bank (pool)	2	-	-	2	1	2	-	-	-	-	3
Treasury shares	2	-	2	-	2	-	2	3	-	-	1
Price	110D	75E	70E	75E	70F	75D	70E	90C	100B	135C	
Company credit	470	150	403	54	57	50	423	525	684		
Loans	-	-	1	-	-	-	1	1	-	-	
Tokens	1	1	1	1	1	-	1	1	1	1	
Trains	4	4	6	4	4	4	6	6	6	6	
Bank cash: 8,946	Certificate limit: 13		Trains: 2 x '6H', 2-5 x '10H'...								
Current operating order:	PO, A, P, B, GC, N, M, O, E										

Cash Flow	b/f	OR7	SR7	c/f	Value	%	Certs
John Shelley	73	112	-68	117	932	21.2	7
Lyndon Gurr	89	186	-255	20	985	22.4	10
Don Smith	126	91	-200	17	662	15.1	6
Stephen Webb	54	149	-180	23	1,073	24.5	8
Tim Franklin	181	60	-180	61	736	16.8	6

Titles	Tile number/Availability					Two Operating Rounds between Stock Rounds					
Yellow	3/1	4/-	5/1	6/2	7/4	8/5	9/13	57/3	58/3		
Green	14/2	15/2	16/1	19/1	20/1	23/5	24/5	25/3	26/1	27/1	28/1 29/1
	87/2	88/2	141/-	142/1	143/1	203/1	204/2	514/1	619/1		

1826

Game E22
Referee: Keith Thomasson

Destinations

- A Lyon (L14)
- B None
- E Nancy (F16)
- GC Bordeaux (M3)
- M Marseille (N16)
- N Lille (C11)
- O Rennes (H2)
- P Le Havre (E5)
- PL Lyon (L14)
- PO Poitiers (K5)

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Orders required for the following rounds *By the early deadline*
 OR8, OR9 *Adjudication can pause between rounds if requested*



1829-C20

Just one round again.

OR18

OR18	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	-	►O9	240	No	①	160▼	550	3
GWR	MB	-	►V14	110	Yes	-	225▲	560	4
Mid	PB	7:T22:5	►U21 !	290	Yes	-	180▲	320	5 3
LSWR	MB	-	►Y13	190	Yes	-	225▲	10	4 3
GNR	Dsm	38:X22:2	►N10	370	No	②	160▼	680	4 3
LBSC	Dsm	8:X22:3	►X12	-	-	③	20▼	0	4
GER	MB	-	►V22	90	Yes	-	61▲	0	5 3
GCR	PB	-	►Q19	150	Yes	-	64▲	20	4
L&YR	DSh	-	►M17	-	-	④	29▼	30	5
SECR	Dsm	30:W21:1	►W25	120	No	-	20▼	120	3

- Notes: ① 100 to the bank for a token in O9
 ② 100 to the bank for a token in N10
 ③ 100 to the GNR for a '4' train
 ④ 200 to the LNWR for a '5' train

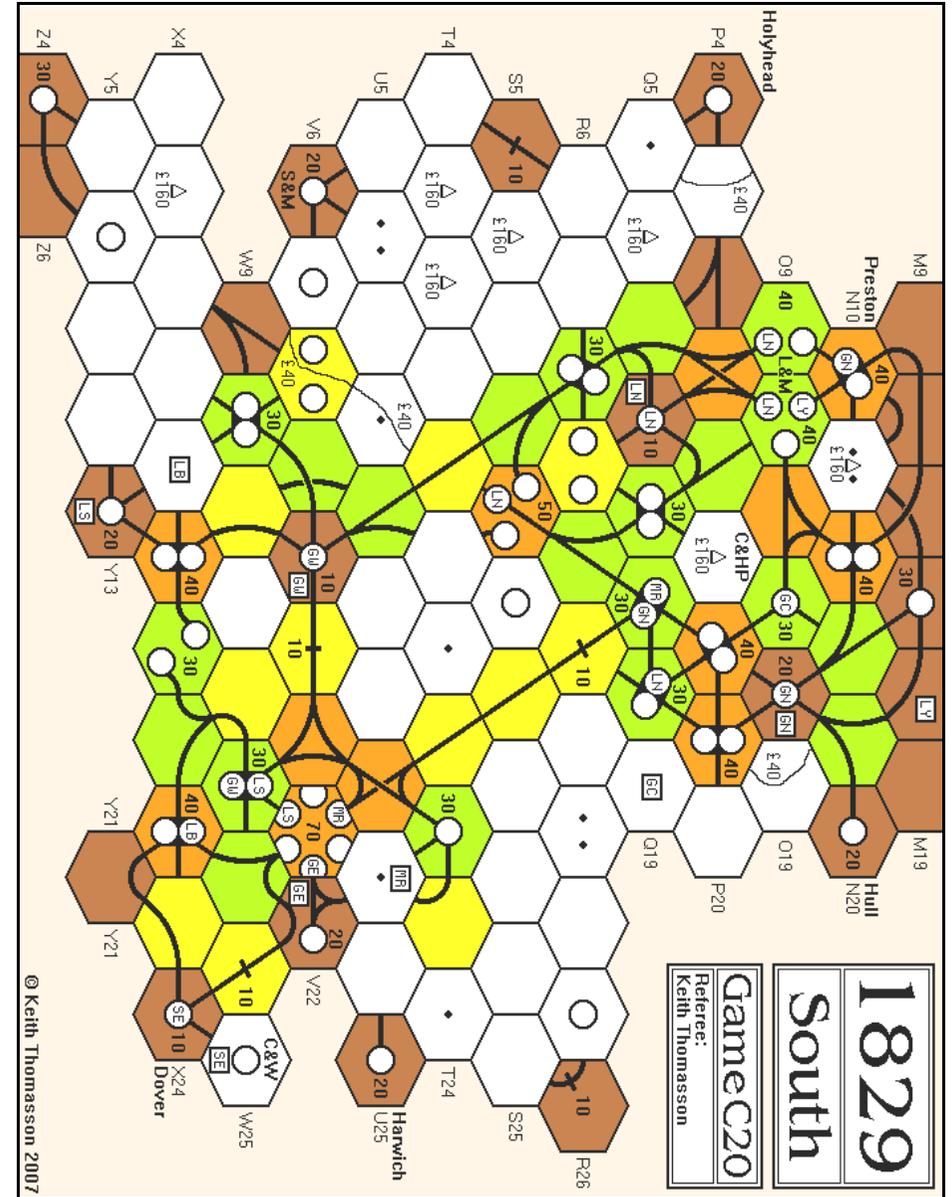
Cash Flow	b/f	OR18	c/f	Value	%	Certs
David Smith	496	213	709	4,370	29.5▼	17/36
Peter Berlin	190	280	470	3,003	20.2▲	15/17
Don Shailer	621	107	728	2,940	19.8▼	15/17
Martin Butcher	392	297	689	4,520	30.5▲	18

Portfolio	Privates	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
David Smith	Preston	-	1	4	2	8D	10D	2	-	1	10D
Peter Berlin	L&M	3	1	6D	-	1	-	-	5D	2	-
Don Shailer	C&HP	7D	2	-	-	1	-	-	5	3D	-
Martin Butcher	Hull	-	6D	-	8D	-	-	6D	-	-	-

Bank (new)	Holyhead...									
Price (new)	100	90	82	76	71	67	64	61	58	56
Bank (pool)	C&W	-	-	-	-	-	-	2	-	4
Price (pool)	160	225	180	225	160	20	61	64	29	20
Company credit	550	560	320	10	680	0	0	20	30	120
Tokens	1	4	3	4	2	3	3	4	3	3
Trains	3	4	5 3	4 3	4 3	4	5 3	4	5	3
Bank cash:	17,404	Certificate limit: 18				Trains: 2 x '5', 4 x '7'				

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds		
Yellow	1/2	2/2	3/2	4/3	5/4	6/4	7/2	8/6	9/7				
Green	10/2	12/2	13/2	14/-	15/-	16/-	17/1	18/1	19/2	20/2	21/1	22/1	
	23/3	24/1	25/1	26/2	27/1	28/-	29/1	30/-	31/-				
Brown	32/-	33/1	34/-	35/1	36/1	37/1	38/-	39/1	40/-	41/2	42/1	43/1	
	44/-	45/1	46/1	47/1									

A couple of things that may clarify some orders for next time. A company may not have two tokens on the same tile, so you cannot garrison two of the London stations. You cannot upgrade O9 or O11 until the first '7' train is bought and the L&M closes.



Orders required for the following rounds *By the early deadline*
 OR19, OR20 *Adjudication can pause between rounds if requested*



1829-V21 There are no type 55 tiles in 1829. **OR10 - OR11**

OR10	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	28:Q9:4	▶R20	110	Yes	-	250▲	80	3 2 2 2
NER	MH	-	▶N14	110	Yes	-	90▲	280	3 2
Mid	JH	9:R14:2	▶R18	60	Yes	-	71▲	340	3 2
NBR	RT	15:G7:6	▶L12	170	Yes	-	90▲	160	3 2
Cal	LR	3:E7:4	▶F6	80	Yes	-	64▲	60	4 3
L&YR	MH	-	▶N10	-	-	① ②	64▼	80	4 2

Notes: ① 430 to the bank for a '4' train
 ② 160 to the NER for a '2' train

OR11	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	20:P10:2	▶K15	150	Yes	-	275▲	80	3 2 2 2
NER	MH	10:N14:2	▶M15	110	Yes	-	100▲	280	3 2
Mid	JH	24:R14:2	▶Q17	60	Yes	-	76▲	340	3 2
NBR	RT	15:E7:3	▶N10!	170	Yes	-	100▲	160	3 2
Cal	LR	6:F6:4	▶G7	240	Yes	①	67▼	20	4 3
L&YR	MH	-	▶N12	-	-	-	61▼	80	4 2

Notes: ① 40 to the bank for a token in G7

Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
Rob Thomasson	18	168	200	386	1,450	21.5▲	11
Lionel Robbins	2	99	195	296	1,074	15.9▲	9
Peter Berlin	15	72	88	175	1,700	25.2▼	9
John Hopkins	55	56	60	171	956	14.2▼	6
Mike Hutton	1	110	142	253	1,568	23.2▼	14

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Rob Thomasson	A&F	-	1	-	8D	2	-	-	-	-	-	-
Lionel Robbins	-	-	1	1	2	6D	-	-	-	-	-	-
Peter Berlin	C&HP	4D	-	3	-	-	2	-	-	-	-	-
John Hopkins	S&D	1	-	5D	-	-	-	-	-	-	-	-
Mike Hutton	-	-	8D	1	-	2	5D	-	-	-	-	-

Bank (new)	Hull...	-	-	-	-	3	10P	10P	10P	10P	10P
Price (new)		100	90	82	76	71	67	64	61	58	53
Bank (pool)	L&M	5	-	-	-	-	-	-	-	-	-
Price (pool)		275	100	76	100	67	61	-	-	-	-
Company credit		80	280	340	160	20	80	-	-	-	-
Tokens		4	4	4	3	2	3	4	4	3	3
Trains		3222	32	32	32	43	42	-	-	-	-
Bank cash:	18,719	Certificate limit: 18		Trains: 2 x '4', 3 x '3T', 3 x '5'...							

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

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/D11	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
Q11	Lancashire & Yorkshire Railway
Q17	Great Northern Railway
O15	Great Central Railway
G5	Glasgow & South Western Railway
A5	Highland Railway
M3	Furness Railway

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

SR10



1830-L23

We'll be starting operations with three companies.

PUBLICS

Stock Round 1, Public Companies

Willem	John	Mike	Richard	Tim
+ PRR/Pres [71]	+ C&O/Pres [67]	+ NYC/Pres [76]	✗	+ B&O new
+ PRR new	+ C&O new	+ NYC new	✗	+ B&O new
+ PRR new	+ C&O new	+ NYC new	✗	✗
+ PRR new (floated)	+ C&O new	+ NYC new	✗	✗
✗	+ C&O new (floated)	+ NYC new (floated)	✗	✗
✗	✗	✗	Priority for SR2	

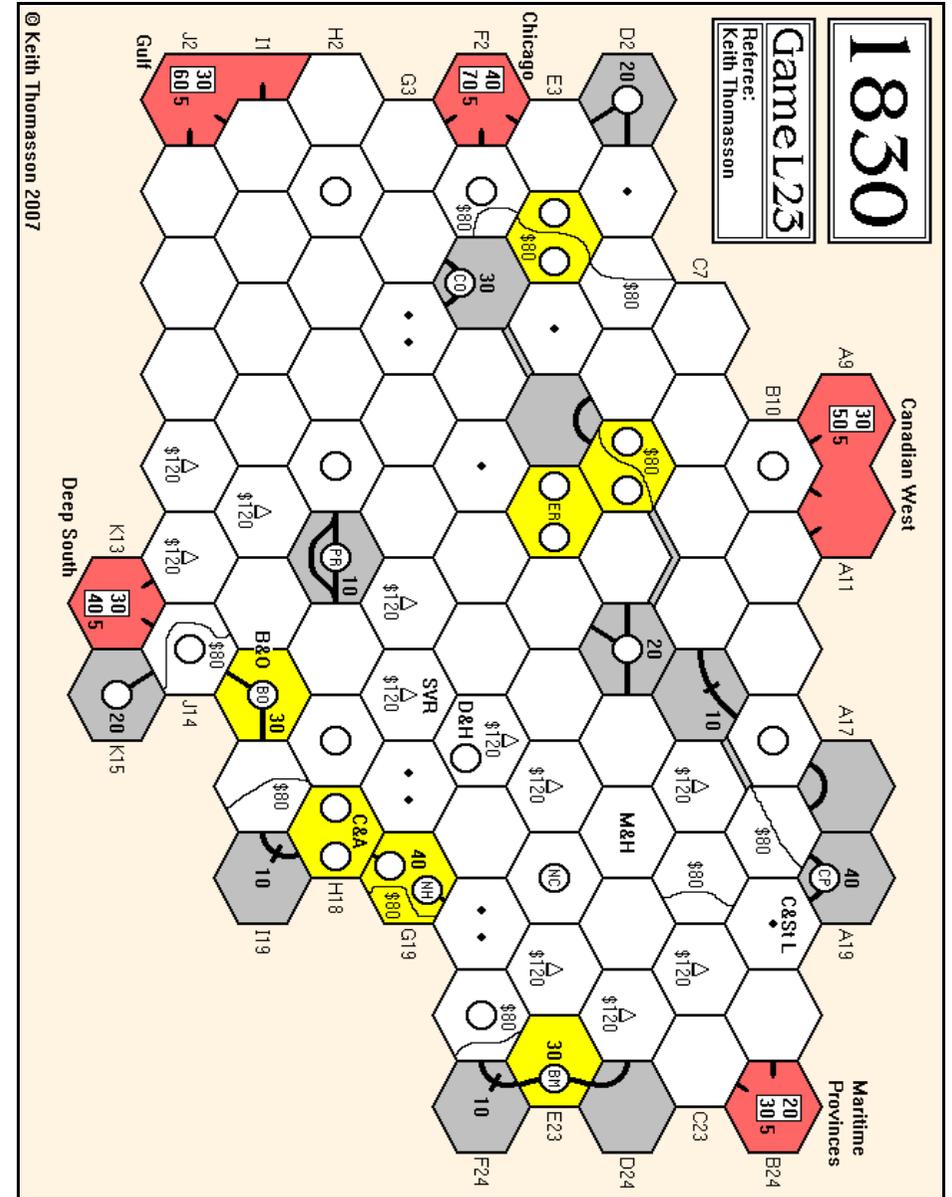
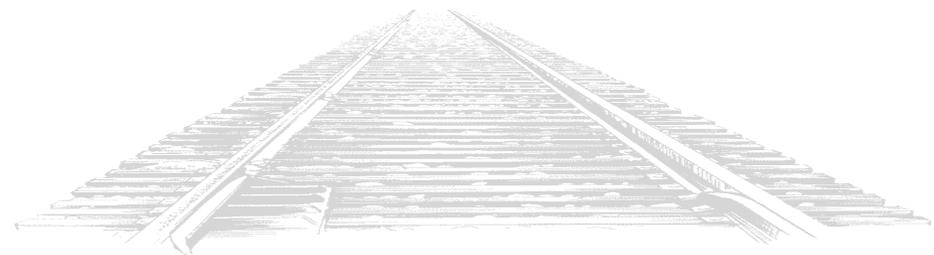
Cash Flow	b/f	Publics	c/f	Value	%	Certs
John Shelley	420	-402	18	480	18.3	7
Mike Head	480	-456	24	480	18.3	5
Richard Lunn	200	0	200	501	19.2	3
Tim Franklin	260	-200	60	680	26.0	4
Willem Moene	365	-355	10	475	18.2	5

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
John Shelley	SVR, C&StL	-	-	6P	-	-	-	-	-
Mike Head	-	-	-	-	-	-	6P	-	-
Richard Lunn	D&H, C&A	-	-	-	-	-	-	-	1
Tim Franklin	B&O	-	4P	-	-	-	-	-	-
Willem Moene	M&H	-	-	-	-	-	-	-	5P

Bank (new)	10P	6	4	10P	10P	4	10P	4
Price (par)	-	100	67	-	-	76	-	71
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	-	100A	67F	-	-	76D	-	71E
Company credit	-	-	670	-	-	760	-	710

Tokens	2	3	3	4	3	4	2	4
Trains	-							
Bank cash: 9,548	Certificate limit: 13			Trains: 6 x '2', 5 x '3'...				
Current operating order:	NYC, PRR, C&O							

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



Orders required for the following rounds *By the early deadline*
 ORI, SR2



1835-B21

We only need two rounds to finish.

OR15 - OR16

The BaE lay for OR14 was 202:I3:1 - for some reason the tile didn't appear on the map, which would have cleared up the incorrect hex reference of H3.

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PrE	MS	-	460	Yes	-	384B▲	280	6 5
ByE	JS	23:I11:6	270	Yes	-	350B▲	169	5+5
SxE	TS	3:I13:3	-	-	① ②	126E▼	0	6+6
WtE	JS	40:N16:1	170	Yes	-	138D▲	169	4
BaE	WM	207:I3:1	380	Yes	-	134B▲	0	4+4 4
HeE	TS	58:K1 1:1	260	Yes	-	122C▲	30	6
MsE	DS	-	310	Yes	-	104E▲	1	5 4
OIE	DS	-	120	Yes	-	94D▲	109	6+6

- Notes: ① 70 to the bank for terrain costs
 ② 720 to the bank for a '6+6' train, partly funded by 377 from Tony

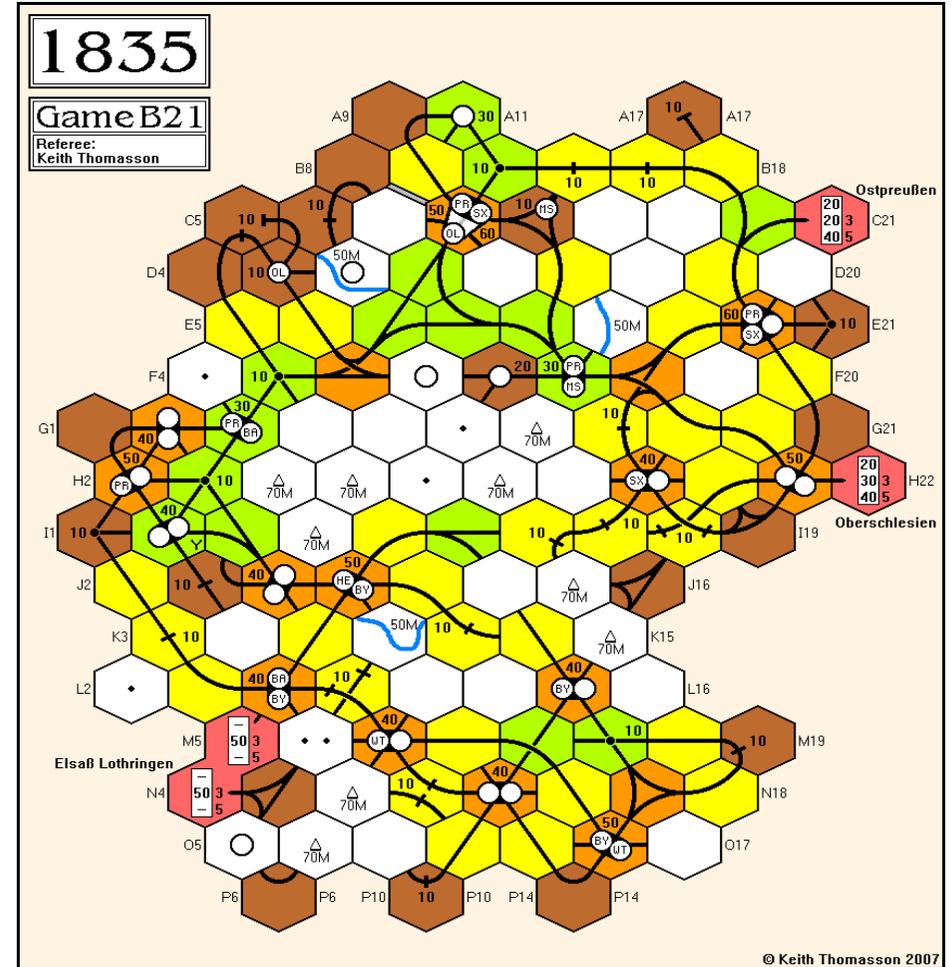
OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PrE	MS	-	460	Yes	-	418A▲	280	6 5
ByE	JS	9:K13:1	270	Yes	-	384B▲	169	5+5
WtE	JS	-	170	Yes	-	154D▲	169	4
BaE	WM	-	380	Yes	-	150B▲	0	4+4 4
SxE	TS	-	320	Yes	-	140E▲	192	6+6
HeE	TS	-	260	Yes	-	136C▲	30	6
MsE	DS	-	310	Yes	①	114E▲	1	5 4
OIE	DS	-	120	Yes	-	102D▲	109	6+6

Notes: ① The bank has run out of cash

Cash Flow	b/f	OR15	OR16	c/f	Value	%	Certs	Limit
Willem Moene	1,614	496	528	2,638	6,000	22.7▲	13	13
Mark Stretch	1,757	319	319	2,395	5,185	19.7▼	11	12
Tony Sait	1,355	28	469	1,852	4,337	16.4▼	13	13
Don Smith	913	432	432	1,777	4,144	15.7▲	13	13
John Shelley	1,936	318	350	2,604	6,740	25.5▼	13	13

Portfolio	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
Willem Moene	30/3	20/2	10/1	80/7	-	-	-	-
Mark Stretch	50/6	-	-	-	30/2	10/1	-	10/1
Tony Sait	5/1	-	20/1	20/1	10/1	90/7	10/1	20/1
Don Smith	15/2	-	-	-	-	-	90/6	70/5
John Shelley	-	80/7	10/1	-	60/5	-	-	-

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	-	60/5	-	-	-	-	-
Price (pool)	418A	384B	140E	150B	154D	136C	114E	102D
Company credit	280	169	192	0	169	30	1	109
Tokens	1	1	-	-	-	1	-	1
Trains	6.5	5+5	6+6	4+4 4	4	6	5 4	6+6
Bank cash: -216	Trains: 2 x '6+6'							



Most of the last tile lays were about linking across the middle - or stopping it from happening. The WtE would have completed a loop if there had been one more type 9 tile available.

John didn't have any trouble keeping his lead in the end. Congratulations, John, and thanks to everyone for playing.

1st	John Shelley	6,740	25.5%
2nd	Willem Moene	6,000	22.7%
3rd	Mark Stretch	5,185	19.7%
4th	Tony Sait	4,337	16.4%
5th	Don Smith	4,144	15.7%

We can round up next month as usual, so if you have any words, shoot them my way.



1850-R22

Two West Edge tokens are placed and two new companies are floated.

OR5 - SR6

OR5	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
CBQ	AH	128:118:2	9:J19:1	-	① ② ③	90A	520	5 2
NP	SW	9:A8:3	-	160	Yes ④ ⑤ ⑥	90E	3	3 2 2 2
UP	TF	9:G2:1	-	110	Yes ⑦	82E	570	2 2
MKT	LG	6:K6:6	6:K4:3	-	① ⑥ ⑧	64F	60	3

- Notes:
- ① 40 to the bank for terrain costs
 - ② 260 to the bank for a '2' train and a '3' train
 - ③ 180 to Alan for the WLGC private
 - ④ 80 to Stephen for the MMC private
 - ⑤ 50 to the bank for a West Edge token in the North West area
 - ⑥ 180 to the bank for a '3' train
 - ⑦ 50 to the bank for a West Edge token in the West area
 - ⑧ 400 to Lyndon for the CM and MMR privates

Stock Round 6

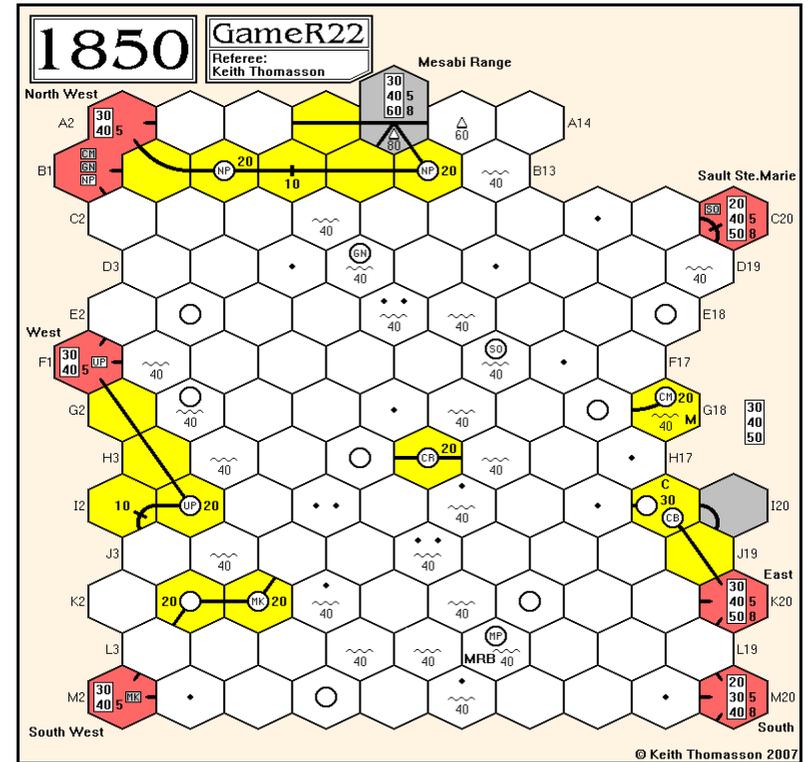
Tim	Stephen	Alan	Lyndon
x	- 1 UP (PP) - 1 NP {v82F} + CRIP/Pres {76}	⇒	⇒
Price protects 1 UP	+ CRIP new	+ NP pool	+ GN/Pres {82} - 1 CRIP {v72E}
+ CBQ new	+ CRIP new	+ MKT new	+ GN new
x	+ CRIP new (floated)	+ UP pool	+ GN new
x	x	x	+ GN new
x	x	x	+ GN new (floated)
x	x	x	- 1 GN {v76D}
x	x	x	+ NP pool
x	x	x	+ NP pool
Priority for SR7			

Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
Stephen Webb	5	207	-208	2	852	25.4	9
Alan Harvey	101	210	-232	79	895	25.1	9
Lyndon Gurr	32	452	-404	80	1,188	33.4	13
Tim Franklin	130	65	-182	13	645	18.1	7

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/2	4/3	5/-	6/2	7/6	8/19	9/15	55/1	56/1	57/4
	58/4	69/1	128/-									
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	129/1	132/1	141/1	142/1	143/1	144/1				

Portfolio	Privates	CBQ	CMSP	CRIP	GN	MKT	MP	NP	SOO	UP
Stephen Webb	GRSC	-	-	5P	-	-	-	5P	-	-
Alan Harvey	MRBC	6P	-	-	-	1	-	1	-	1
Lyndon Gurr	-	-	-	-	5P	6P	-	2	-	2
Tim Franklin	GBCC	1	-	-	-	-	-	-	-	6P

Bank (new)	3	10	4	4	3	10	-	10	-	
Price (par)	100	-	76	82	68	-	-	68	82	
Bank (pool)	-	-	1	1	-	-	-	-	1	
Price (pool)	90A	-	72E	76D	64F	-	-	90E	82E	
Company credit	520	-	760	820	60	-	-	3	570	
Redeemed shares	-	-	-	-	-	-	-	2	-	
Tokens	3	3+E	4	3+E	2+E	3	1	3+E	2	
Trains	32	-	-	-	3	-	-	3222	22	
Bank cash: 9,093	Certificate limit: 13			Trains: 3 x '3', 5 x '4'						
Current operating order:		NP, CBQ, UP, GN, CRIP, MKT								



Orders required for the following rounds *By the early deadline*
 OR6, OR7 *Adjudication can pause between rounds if requested*



1856-D22

A busy round, and just the one.

OR7

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
THB	MH	59:L15:1	-	-	① ②	90A*	405	0	4
GW	WM	-	110	Yes	-	100E*	201	500	3
GT	RL	26:M8:4	110	No	③	80F*	515	300	-
LPS	TR	14:D17:2	250	Yes	④ ⑤	90F*	294	600	4 3
CPR	JS	15:N3:5	230	Yes	⑥	90E*	220	500	4 3
WR	MH	8:M16:6	-	-	④ ① ⑦ ⑧	65G*	0	500	3
CA	TR	8:D15:4	140	No	④ ⑨ ⑩	65E*	0	300	5 4
CV	RL	9:M12:2	-	-	④ ①	60F*	0	100	3

- Notes:
- ① 40 to the bank for terrain costs
 - ② 350 to the bank for a '4' train and 1 to the WR for a '3' train
 - ③ Government loan redeemed
 - ④ Government loan secured
 - ⑤ 40 to the bank for a token in D17
 - ⑥ 40 to the bank for a token in N3
 - ⑦ Destination reached - 195 released from escrow
 - ⑧ 396 to the THB for a '3' train
 - ⑨ 40 to the bank for a token in C14
 - ⑩ 550 to the bank for a '5' train
 - ① 415 to the GT for a '3' train

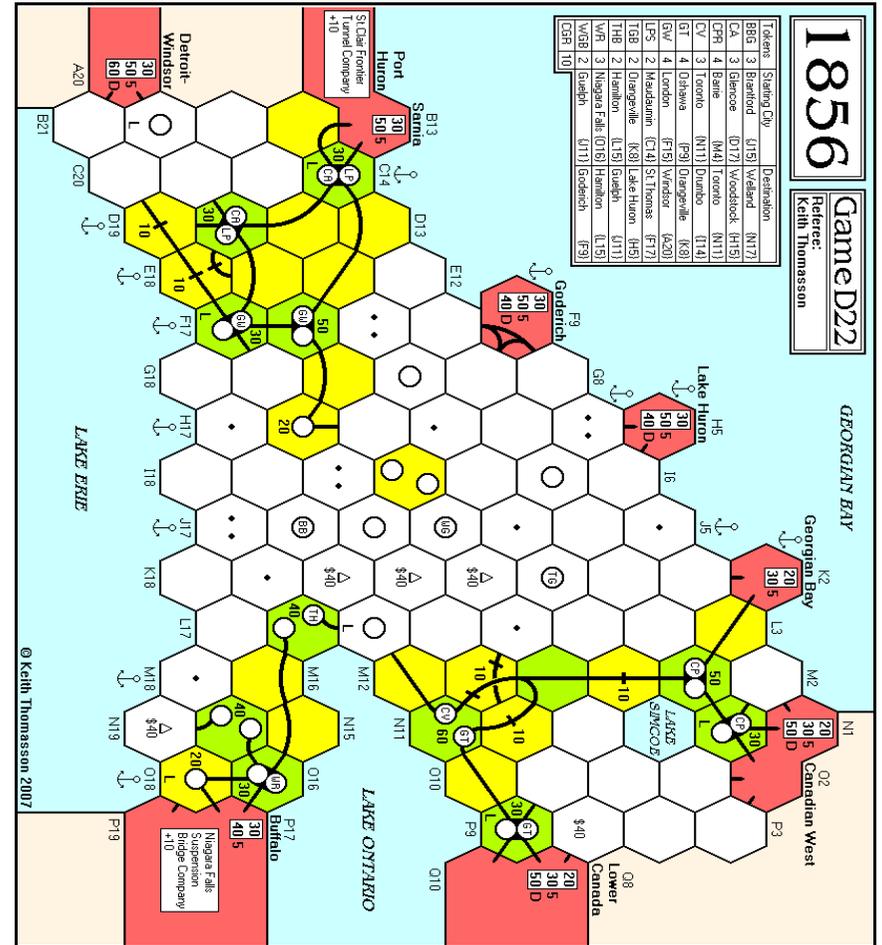
Cash Flow	b/f	OR7	c/f	Value	%	Certs
Richard Lunn	29	57	86	956	19.9*	10
Tony Robbins	61	125	186	1,026	21.4*	9
Willem Moene	61	114	175	1,100	22.9*	9
Mike Head	30	0	30	715	14.9*	7
John Shelley	34	174	208	1,003	20.9*	8

Portfolio	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	-	1	2	5P	2P	1	-	-	-	-	1
⊕ Tony Robbins	-	6P	-	-	-	-	5P	-	-	-	-
Willem Moene	-	-	1	-	1	6P	1	-	-	-	1
Mike Head	-	-	-	-	-	-	-	4P	-	-	5P
John Shelley	-	1	6P	-	-	1	1	-	-	-	-

Bank (new)	10P	2	1	5	2	1	-	10P	6	10P	2
Price (par)		70	70	65	80	65	65		100		65
Bank (pool)		-	-	-	5	1	3		-		1
Price (pool)		65E	90E	60F	80F	100E	90F		90A		65G
Company credit		0	220	0	515	201	294		405		0
Tokens		3	1	2	3	2	2		2		2
Trains		5 4	4 3	3	-	3	4 3		4		3

Bank cash: 9,680 Certificate limit: 13 Trains: 2 x '5', 2 x '6'...
 Current operating order: GW, LPS, CPR, THB, GT, WR, CA, CV

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



Orders required for the following rounds *By the early deadline*
 OR8, SR6 *Adjudication can pause between rounds if requested*



1856-M22

Just one round, which sees the '2' trains disappear.

OR6

Rob had one more dealing turn in the stock round, selling a GT (▼65G) and buying a CPR, which lifted the CPR price to 65E at the end of the round. The CA now goes before the GT.

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	WM	8:B21:6	190	Yes	① ②	90E▲	215	500	4 3
LPS	TS	9:D15:3	-	-	②	65F▼	70	400	4
CV	TS	9:M12:2	-	-	③ ②	65E▼	20	100	4
CA	RT	5:H15:5	110	Yes	④	70G▲	60	400	4 3
GT	LG	8:O8:3	210	Yes	-	70G▲	51	500	3 3
CPR	MH	1:M10:1	90	Yes	⑤	70E▲	475	400	3

- Notes: ① Destination reached - 325 released from escrow
 ② 350 to the bank for a '4' train
 ③ Government loan secured
 ④ Destination reached - 260 released from escrow
 ⑤ Destination reached - 325 released from escrow

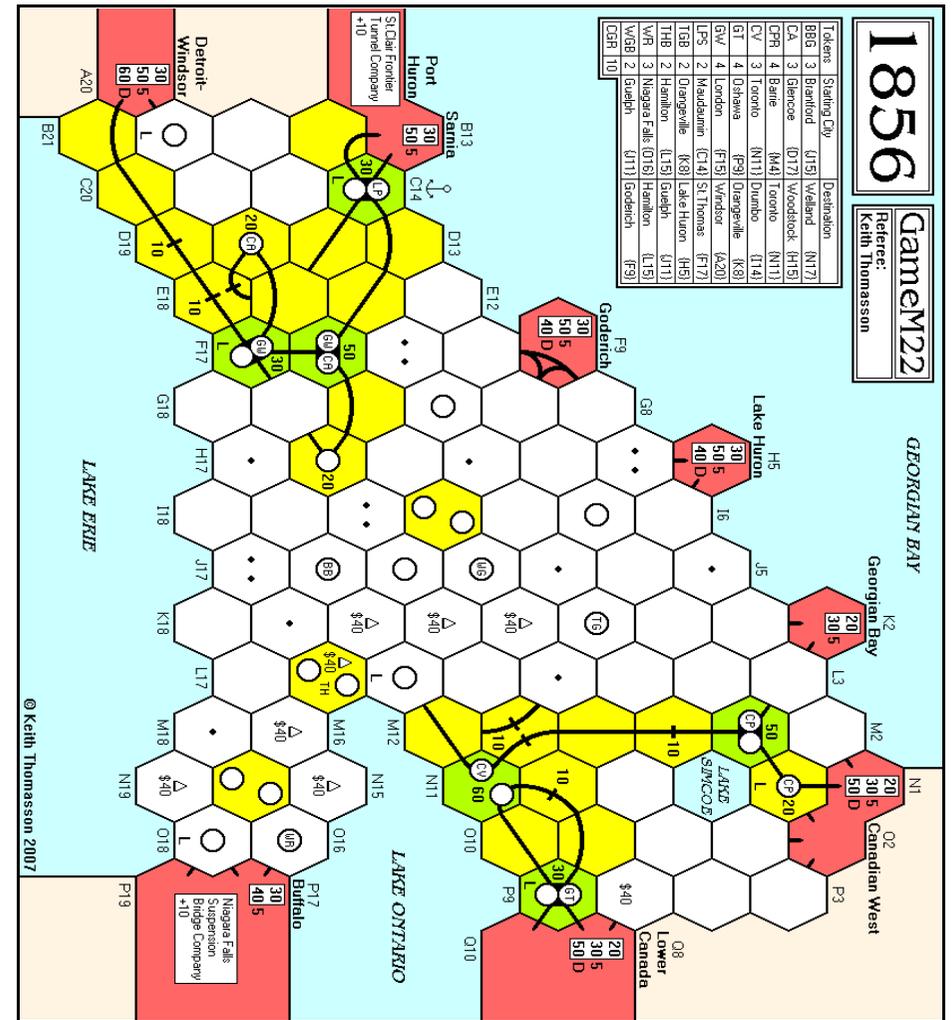
Cash Flow	b/f	OR6	c/f	Value	%	Certs
Mike Head	11	105	116	766	19.2▲	8
Lyndon Gurr	46	184	230	990	24.8▲	9
Tony Sait	4	9	13	538	13.5▼	6
Rob Thomasson	35	105	145	775	19.5▲	8
Willem Moene	28	144	172	917	23.0▲	8

Portfolio	Privates	BGG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Mike Head	-	-	1	6P	-	1	1	-	-	-	-	-
Lyndon Gurr	-	-	2	-	-	5P	3	-	-	-	-	-
Tony Sait	-	-	-	1	4P	-	-	3P	-	-	-	-
Rob Thomasson	-	-	6P	1	-	2	-	-	-	-	-	-
Willem Moene	-	-	-	1	-	1	6P	1	-	-	-	-

Bank (new)	10	1	1	6	1	-	5	10	10	10	10
Price (par)		65	65	70	65	65	70				
Bank (pool)							1				
Price (pool)		70G	70E	65E	70G	90E	65F				
Company credit		60	475	20	51	215	70				
Tokens	3	1	2	2	3	2	1	2	2	2	3
Trains		4	3	3	4	3	3	4	3	4	3

Bank cash: 10,433 Certificate limit: 13 Trains: 3 x '5', 2 x '6'...
 Current operating order: GW, CA, GT, CPR, LPS, CV

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/-	2/-	3/3	4/1	5/-	6/1	7/6	8/8	9/7	55/1	56/1	57/4
	58/2	69/1										
Green	14/2	15/3	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/-	121/-							



Orders required for the following rounds *By the early deadline*
 OR7, SR5 *Adjudication can pause between rounds if requested*



1861-B23

One new minor company each.

MR1 - SR3

Merger Round 1

No conversions or mergers

Stock Round 3

Lyndon	Mark	Willem	Geoff	Mike
240 on the E and gets it	220 on the MB and gets it	245 on the D and gets it	180 on the V and gets it	145 on the SV and gets it
x	x	x	x	x
Priority for SR4				

Cash Flow	b/f	SR3	c/f	Value	%	Certs
Willem Moene	247	-245	2	267	19.3▼	3
Geoff Hardingham	197	-180	17	237	17.2•	3
Mike Hutton	147	-145	2	277	20.1▲	3
Lyndon Gurr	247	-240	7	327	23.7▲	4
Mark Stretch	222	-220	2	272	19.7▼	4

Portfolio PCs	D	E	KB	KK	KR	MB	MK	MNN	MV	N	OK	RO	SPW	SV	V
Willem	-	1	-	1	-	-	-	-	-	-	1	-	-	-	-
Geoff	-	-	-	-	1	-	-	-	-	1	-	-	-	-	1
Mike	MYR	-	-	-	-	-	1	-	1	-	-	-	-	1	-
Lyndon	MRR	-	1	-	-	-	-	1	-	-	-	-	-	-	-
Mark	TSR	-	-	-	-	1	-	-	-	-	-	1	1	-	-

Bank (new)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Price	120D	120D	90F	55H	60H	110D	90F	70G	55H	70F	55H	65H	70F	90E	
Loans	-	-	-	-	-	-	-	-	2	-	-	-	-	-	
Credit	245	240	45	60	65	220	85	130	45	20	15	65	115	145	180
Tokens	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Trains	-	-	2	2	2	2	2	2	2	3	2	2	2	-	-

Bank cash: 1,5,3,40 Certificate limit: 1,5 Trains: 6 x '3', 4 x '4'
 Current operating order: E, D, MB, MK, KB, V, MNN, N, SV, SPW, RO, KR, KK, OK, MV

Tiles	Tile number/Availability															Two Operating Rounds between Stock Rounds														
Yellow	5/2	4/1	5/1	6/-	7/⊕	8/⊕	9/⊕	57/2	58/4	201/2	202/2	21/2	22/2	23/5	24/4	25/4	26/2	27/2	28/1	29/2	30/2	31/2	87/1	88/2	204/2	207/4	208/2	619/2		
Green	14/2	15/2	16/2	17/2	18/2	19/2	20/2	21/2	22/2	23/5	24/4	25/4	26/2	27/2	28/1	29/2	30/2	31/2	87/1	88/2	204/2	207/4	208/2	619/2	622/2	624/1	625/1	626/1	635/-	637/-

⊕ Yellow track tiles are unlimited

1861

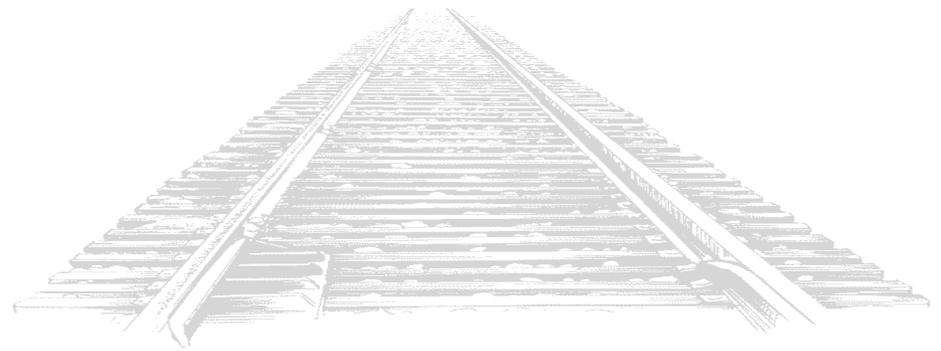
Game B23
 Referee:
 Keith Thomasson

Legend:

- Yellow circle: May start in phases 2 to 4
- Green circle: May start in phases 3 to 4
- Red circle: Russian State Railway

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





1870-O20

The FW makes its connection run.

OR15

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SLSF	WM	27:D7:2	-	250	Yes	250D	105	5
SP	SW	143:M10:6	-	340	Yes	225D	89	8
IC	SC	24:L19:2	-	240	Yes	200A	72	10
GMO	SC	19:M18:1	-	300	Yes	180C	22	8
MKT	DS	-	-	240	Half	120D	0	6.5
MP	RK	45:C16:3	-	240	Yes	100D	4	6.5
SSW	RK	14:H17:3	-	640	Yes	100C	295	10.5
ATSF	DS	-	-	-	③	76F	0	12
TP	RK	146:B13:3	-	280	No	64C	13	12.6
FW	WM	8:C2:2	8:B3:5	310	No	60B	910	8
FW	WM	Connection run	-	230	No	60B	1,140	8

- Notes: ① 120 to the ATSF for a '5' train
 ② 260 to the TP for a '5' train
 ③ 1,100 to the bank for a '12' train, partly funded by 310 from Don
 ④ 1,100 to the bank for a '12' train
 ⑤ Destination marker placed in A2

Cash Flow	b/f	OR15	c/f	Value	%	Certs
Simon Cutforth	258	400	658	3,422	20.2	13/16
Don Smith	220	-180	40	1,641	9.7	12
Stephen Webb	1,365	416	1,781	4,644	27.4	13/18
Willem Moene	452	241	693	3,279	19.4	10/15
Roger Krueger	1,104	656	1,760	3,945	23.3	13/18

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

Bank (new)	1	-	-	-	-	1	-	-	-	-
Price (par)	82	90	82	90	76	100	100	72	90	100
Bank (pool)	-	-	1	-	1	-	2	-	-	-
Price (pool)	76F	60B	180C	200A	120D	100D	250D	225D	100C	64C
Company credit	0	1,140	22	72	0	4	105	89	295	13
Redeemed shares	-	-	-	-	-	2	1	1	2	-
Tokens	2+D	-	1	-	1+D	1+D	-	1	-	-
Trains	12	8	8	10	6.5	6.5	5	8	10.5	12.6
Bank cash: 5,528	Certificate limit: 13		Trains: 12's							
Current operating order: SLSF, SP, IC, GMO, MKT, MP, SSW, ATSF, TP, FW										

Connection runs are not part of normal operations. They take place after the company that made them possible has finished its turn. All you can do for the connection run is place your destination marker and run your trains. You do not have the option to buy trains after the connection run.

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

1870

GameO20

Referee:
Keith Thomasson

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

Public Companies	Tokens	Starting City	Destination
ATSF	3	Topelka (B9)	Southwest (N1)
FW	2	Fort Worth (J3)	Denver (A2)
GMO	2	Mobile (M20)	St.Louis (C18)
IC	2	Jackson (K16)	Chicago (A22)
MKT	3	Kansas City (B11)	Southwest (N1)
MP	3	St.Louis (C18)	Dallas (J5)
SLSF	3	Springfield (E12)	Southwest (M22)
SP	3	Southwest (N1)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)

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Orders required for the following rounds	<i>By the early deadline</i>
OR16, OR17	<i>Adjudication can pause between rounds if requested</i>



1870-K23

The MRBC gets bought in early.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SLSF	LG	57:E12:1	8:F13:5	-	① ②	90A	800	2
MP	LR	8:C20:6	9:B19:2	-	③ ④	72D	480	2 2 2
MKT	DS	6:B11:4	6:B9:3	-	⑤ ⑥	68E	520	2 2

- Notes: ① 120 to the bank for terrain costs
 ② 80 to the bank for a '2' train
 ③ 40 to Lionel for the MRBC private - lays 5:C18:2 at no cost
 ④ 240 to the bank for three '2' trains
 ⑤ 40 to the bank for terrain costs
 ⑥ 160 to the bank for two '2' trains

Stock Round 2

	Lyndon	Don	Willem	John	Lionel
+ MP new	✗		+ MP new	+ MP new	✗
✗	✗	✗		+ MKT new	✗
✗	✗	✗		+ MKT new	✗
✗	✗	✗		+ MKT new	✗
✗	✗	✗	✗		Priority for SR3

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
John Shelley	320	20	-292	48	428	19.5	6
Lionel Robbins	0	50	0	50	430	19.1	4
Lyndon Gurr	128	0	-76	52	460	20.9	4
Don Smith	10	10	0	20	410	18.7	5
Willem Moene	130	20	-76	74	468	21.3	4

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	GRSC GSC	-	-	-	-	3	1	-	-	-	-
Lionel Robbins	-	-	-	-	-	-	5P	-	-	-	-
Lyndon Gurr	-	-	-	-	-	-	3	2P	-	-	-
Don Smith	SCC	-	-	-	-	5P	-	-	-	-	-
Willem Moene	MKT	-	-	-	-	1	1	1	-	-	-

Bank (new)		10P	10P	10P	10P	1	-	7	10P	10P	10P
Price (par)						72	76	100			
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)						68E	76C	90A			
Company credit						520	480	800			
Trains						2	2	2	2	2	

Redeemed shares

Bank cash: 9,956	Certificate limit: 13	Trains: 1 x '2', 6 x '3'
Current operating order: SLSF, MP, MKT		

Tiles	Tile number/Availability											One Operating Round between Stock Rounds			
Yellow	1/1	2/1	3/3	4/6	5/1	6/-	7/9	8/20	9/22	55/1	56/1	57/4			
	58/4	69/1													

1870

GameK23

Referee:
Keith Thomasson

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

Public Companies	Starting City	Destination
ATSF 3	Topeka (B9)	Southwest (N1)
FW 2	Fort Worth (J3)	Denver (A2)
GMO 2	Mobile (M20)	St. Louis (C18)
IC 2	Jackson (K16)	Chicago (A22)
MKT 3	Kansas City (B11)	Southwest (N1)
MP 3	St. Louis (C18)	Dallas (J5)
SLSF 3	Springfield (E12)	Southeast (M22)
SP 3	Southwest (N1)	New Orleans (N17)
SSW 2	Memphis (H17)	Fort Worth (J3)
TP 2	Dallas (J5)	New Orleans (N17)

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



1899-Z21

The Diesels are out...

OR9 - OR10

OR9	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
FsR	AH	65:B13:4	280	No	60	-	120D	410	-
NRC	JS	7:D17:3	180	Yes	40	-	120D	528	5
Sjz	AH	9:F3:2	180	No	65	-	90A	520	5
Tt	DS	983:H11:6	120	Yes	80	①	100E	287	6
1st	DS	54:H19:4	-	-	-	② ①	82B	290	6
XzS	LG	66:H7:3	150	Yes	55	③	82E	0	5
CSb	LG	-	170	No	80	④	60H	22	D
B&M	LG	59:I22:6	-	-	-	⑤	45G	0	D

- Notes: ① 650 to the bank for a '6' train
 ② 80 to the bank for terrain costs
 ③ 152 to the B&M for a '5' train
 ④ 800 and a '4' train to the bank for a Diesel
 ⑤ 1,100 to the bank for a Diesel, mostly funded by 623 from Lyndon, requiring the sale of 1 FsR {+}, 3 CSb {+40K} and 1 NRC {+}

OR10	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
FsR	AH	29:D7:3	-	-	-	①	110D	0	5
NRC	JS	996:D19:1	120	Yes	80	-	130D	644	5
Tt	DS	23:I10:2	200	Yes	45	-	110D	332	6
Sjz	AH	58:G4:6	-	-	-	②	82A	54	D
XzS	LG	999:K6:1	210	Yes	60	-	90E	60	5
1st	DS	9:H21:3	160	Yes	50	-	90B	356	6
B&M	LG	68:I22:3	180	Yes	55	-	54G	55	D
CSb	LG	-	170	No	80	-	50J	272	D

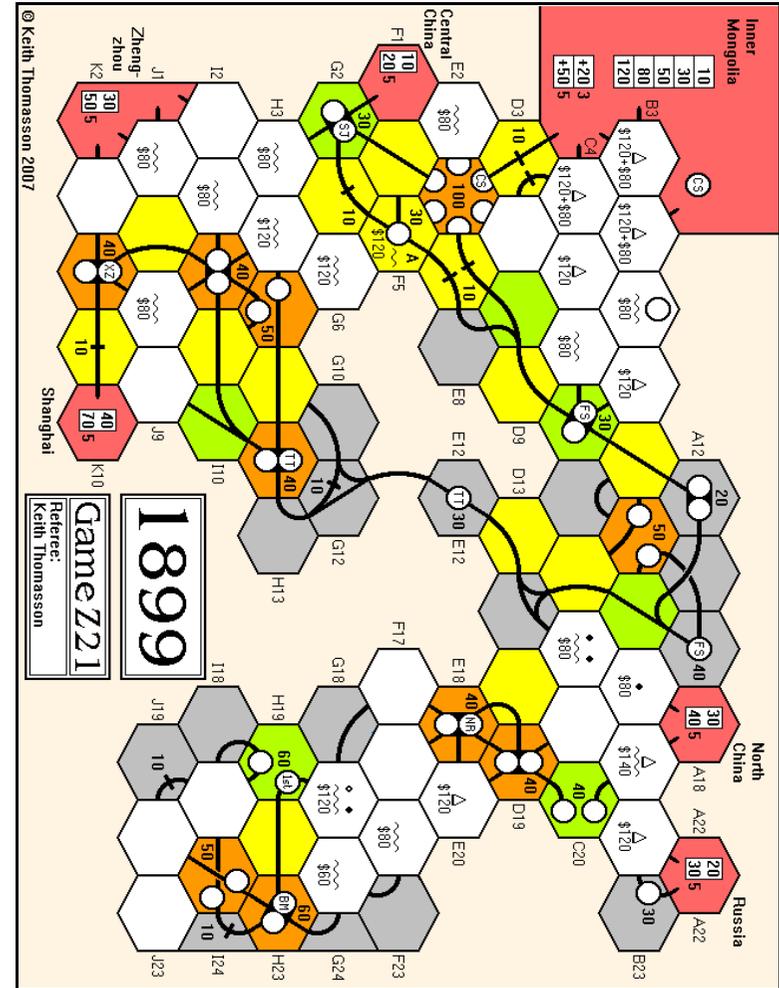
- Notes: ① 634 to the Sjz for a '5' train
 ② 1,100 to the bank for a Diesel

Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
Alan Harvey	19	33	33	85	1,507	24.6	12/13
Lyndon Gurr	72	-50	256	278	1,408	23.0	7/12
John Shelley	47	147	151	345	1,681	27.5	10/11
Don Smith	33	72	216	321	1,521	24.9	10

Portfolio	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Alan Harvey	-	-	1	6P	1	6P	-	1
Lyndon Gurr	-	5P	2P	-	-	-	2	6P
John Shelley	-	1	-	1	6P	1	2	1
Don Smith	6P	-	-	-	-	-	6P	-

Bank (new)	3	4	3	-	-	3	-	2
Price (new)	100	67	67	90	100	100	82	100
Bank (pool)	1	-	4	3	3	-	-	-
Price (pool)	90B	54G	50J	110D	130D	82A	110D	90E
Company credit	356	55	272	0	644	54	332	60
Tokens	2	2	1	-	3	3	2	1
Trains	6	D	D	5	5	D	6	5
Bank cash: 14,198	Certificate limit: 16			Trains: Diesels				
Current operating order		NRC, FsR, Tt, XzS, 1st, Sjz, B&M, CSb						

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds					
Yellow	1/-	2/1	3/2	4/3	7/5	8/7	9/7	55/1	56/1	57/5	58/2	69/1				
Green	14/3	15/2	16/1	18/1	19/1	20/1	23/2	24/3	25/1	26/-	27/1	28/1				
	29/-	54/1	59/1	981/1	982/1	991/1	992/1	993/-	994/-	995/1						
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	62/1	63/-	64/1				
	65/-	66/-	67/1	68/-	70/1	983/-	984/1	996/-	997/1	998/-	999/-					



Orders required for the following rounds *By the early deadline*
 OR11, SR7 *Adjudication can pause between rounds if requested*



18EU-G23

We need another operating round before the dealing begins.

OR2 - SR1

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
1	PB	-	80	Half	-	-	80	2
2	PB	58:C6:2	90	Half	-	-	85	2
3	LR	-	80	Half	-	-	66	-
4	DS	8:H9:2	40	Half	-	-	40	2
5	MF	8:H21:5	70	Half	①	-	28	2 2
6	MF	58:M10:5	-	-	② ③	-	1	2
7	DS	8:G8:2	80	Half	-	-	60	2
8	LR	-	60	Half	④	-	69	2
9	MF	8:M6:4	50	Half	-	-	50	2
10	SW	8:F19:4	60	Half	⑤	-	50	2 2
11	MF	-	-	-	-	-	26	-
12	SW	4:F3:2	80	Half	-	-	60	2
13	DS	8:H11:5	90	Half	-	-	65	2
14	LR	58:D15:5	90	Half	-	-	85	2
15	SW	4:C16:2	80	Half	-	-	70	2

- Notes: ① 42 to minor 6 for a '2' train
 ② 60 to the bank for terrain costs
 ③ 1 to minor 11 for a '2' train
 ④ 1 to minor 3 for a '2' train
 ⑤ 10 to minor 8 for a '2' train

Stock Round 1

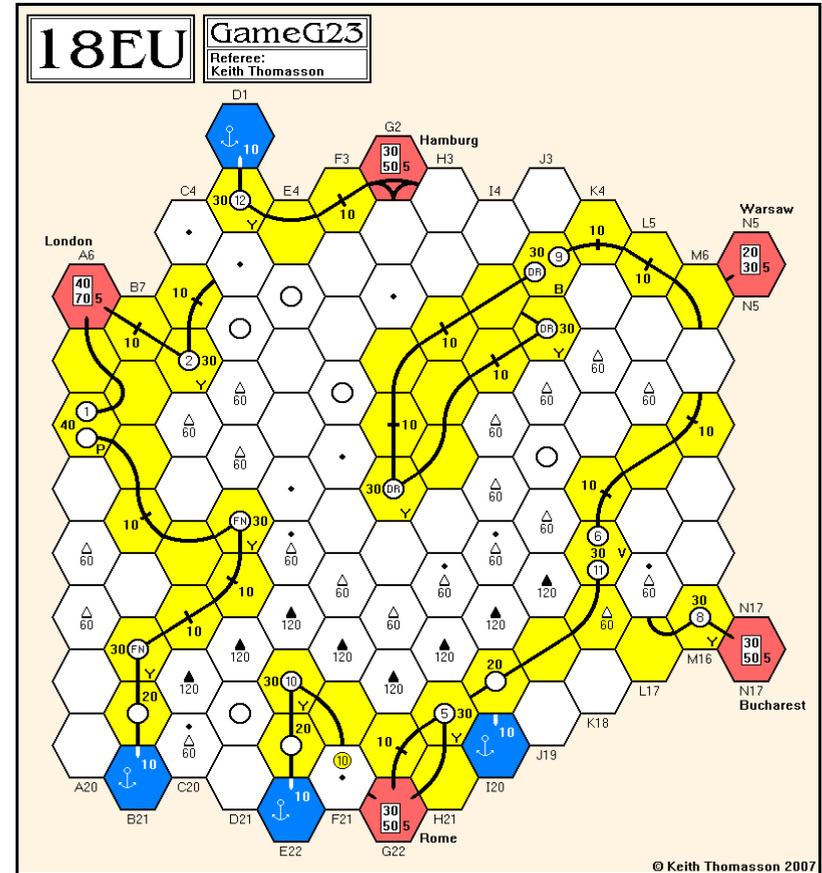
Peter	Lionel	Mark	Don	Stephen
✗	Merges minor 14 into the FN (75)	✗	Merges minor 4 into the DR (82)	Merges minor 15 into the FN
✗	+ FN new {floated}	✗	Merges minor 13 into the DR	+ DR new {floated}
✗	Merges minor 3 into the FN	✗	Merges minor 7 into the DR	✗
✗	✗	✗	✗	Priority for SR2

Portfolio	Minors	BN	DR	FN	GS	IS	RA	RB	RP
Peter Berlin	1 2	-	-	-	-	-	-	-	-
Lionel Robbins	8	-	-	5P	-	-	-	-	-
Mark Frueh	5 6 9 11	-	-	-	-	-	-	-	-
Don Smith	-	-	5P	-	-	-	-	-	-
Stephen Webb	10 12	-	1	1	-	-	-	-	-
Bank (new)		10	-	-	10	10	10	10	10
Bank (pool)			-	-					
Treasury shares			4	4					
Price			82D	75E					
Company credit			311	346					
Tokens			2	3					
Trains			2.2.2	2.2					
Bank cash: 10,285			Certificate limit: 13				Trains: 5 x '3'	4 x '4'	
Current operating order:			Minors in numerical order, DR, FN						

Minor 2 was reported as laying a 201 tile last time, but shown with a 202 on the board. It should have been the 201. I overpaid minors 1 and 2 - London isn't at the higher rate yet!

Cash Flow	b/f	OR2	SR1	c/f	Value	%	Certs
Peter Berlin	140	85	0	225	225	14.5▼	2
Lionel Robbins	130	115	-225	20	395	25.5▲	5
Mark Frueh	105	60	0	165	165	10.6▼	4
Don Smith	70	105	-164	11	421	27.2▲	4
Stephen Webb	160	110	-82	188	345	22.2▼	4

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds					
Yellow	3/7	4/2	7/2	8/5	9/12	57/4	58/6	201/-	202/5		



Orders required for the following rounds *By the early deadline*
 OR3, OR4 *Adjudication can pause between rounds if requested*



6 NIMMT! 13

We're off, despite a slight hiccup.

ROUND 1

There are new card sheets for everyone because I forgot to limit the third and fourth hands to 84 cards. At least one set didn't get through due to out-of-date e-mail information, so I hope you're happy with the result. Most important - throw your original sheets away.

Hand 1 (1-104) _____

42			
41		63	
40	57	60	78
1/5	2/1	3/4	4/1

Colin (41), Jim (42), John (63), Michael (73), Mark (74), Kevin (75), Bob (76), Don (78) takes row 4 for 6 pts.

Hand 2 (1-104) _____

	16		104
95	13	99	100
1/2	2/2	3/5	4/4

Jim (13) takes row 2 for 1 pt, Bob (16), Don (45), Michael (46), Colin (48), John (52), Kevin (95) takes row 1 for 10 pts, Mark (104).

Hand 3 (1-84) _____

			34
	44	79	24
	41	77	10
38	40	73	3
1/1	2/9	3/7	4/6

Jim (3) takes row 4 for 1 pt, Kevin (10), John (24), Colin (34), Don (41), Michael (44), Mark (77), Bob (79).

Hand 4 (1-84) _____

19			
11		73	
9	35	39	
8	34	36	1
1/8	2/3	3/3	4/2

Kevin (1) takes row 4 for 1 pt, Mark (3), Don (9), Bob (11), Jim (19), John (35), Michael (39), Colin (73).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
John Colledge	0	0	0	0	0
Bob Coull	0	0	0	0	0
Michael Graystone	0	0	0	0	0
Colin Sharpe	0	0	0	0	0
Mark Stretch	0	0	0	0	0
Jim Reader	0	0	1	0	1
Don Shailer	6	0	0	0	6
Kevin Lee	0	10	0	1	11

Orders required
Round two - cards for each hand



ACQUIRE 47

Mergers just aren't in the cards.

ROUND 9

Simon 8-E No purchases.
 Willem 10-G Buys 3 Worldwide @ £500.
 Michael 2-I Buys 3 Worldwide @ £500.
 John 2-B No purchases.
 Colin 1-A No purchases.
 Simon 7-H No purchases.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	13	6	9	-	3	-	-	-	£33,700
John Colledge	-	-	3	8	3	-	5	-	£26,500
Colin Sharpe	1	-	4	-	-	-	7	£200	£18,900
Simon Brooks	10	-	-	-	-	3	3	-	£22,100
Willem Moene	-	10	9	1	4	1	-	£2,100	£39,700
Bank Stock	1	9	-	16	15	21	10		
Chain Size	7	5	8	8	4	8	13		
Chain Value	600	500	700	700	500	800	900		

Playing sequence
 Willem, Michael, John, Colin, Simon, Willem again





ACQUIRE 48 {SP} Two mergers and one reformation. **ROUND 7**

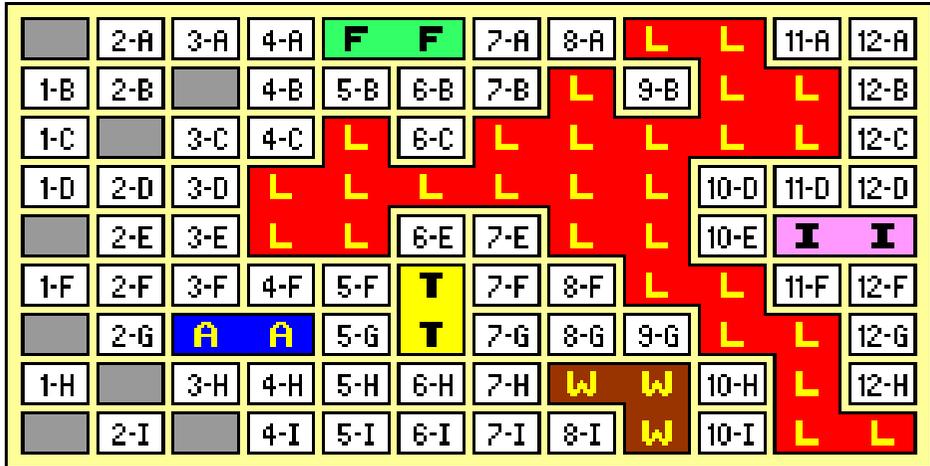
Colin 11-G Luxor takes over Imperial, bonuses for Colin (£5,000) and Richard (£2,500), Colin retains 9, Richard retains 3, John retains 1. Buys 3 American @ £300.

Richard 11-E Forms Imperial, one free share. Buys 2 American @ £300, 1 Continental @ £700.

Michael 4-D No purchases.

John 10-C Luxor takes over Continental, bonuses for Richard (£7,000) and John (£3,500), John retains 2, Richard sells 3 for £2,100. No purchases.

Colin 8-H Buys 3 American @ £300.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	8	2	3	13	-	4	£13,000	£32,400
Michael Graystone	7	-	1	7	10	-	-	-	£19,500
John Colledge	5	7	-	9	-	2	1	£5,100	£17,600
Colin Sharpe	13	-	6	-	-	-	9	£3,200	£34,000
Bank Stock	-	10	16	6	2	23	11		
Chain Size	28	2	2	2	3	-	2		
Chain Value	800	200	300	300	400	-	400		

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

Playing sequence
Richard, Michael, John, Colin, Richard again



ACQUIRE 49 It's a growth round. **ROUND 5**

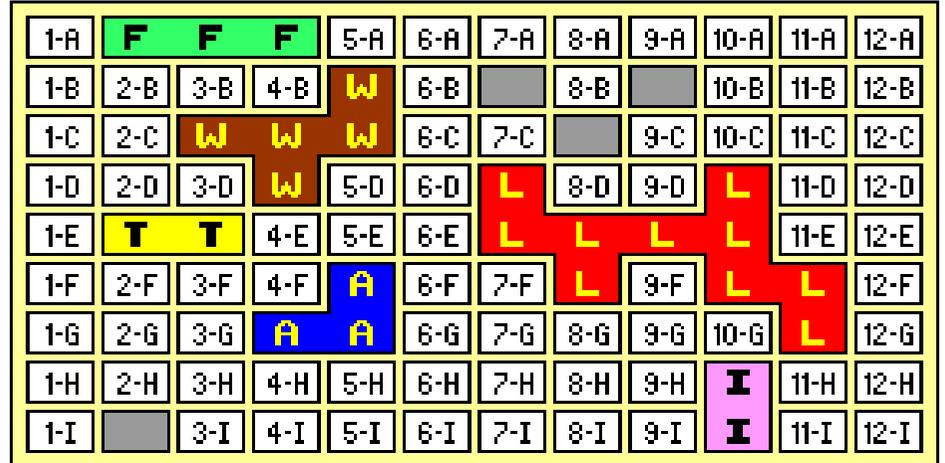
Tony 7-E Buys 3 Luxor @ £600.

Kevin 4-D Buys 3 Festival @ £400.

Colin 9-B Buys 3 Worldwide @ £500.

Lyndon 3-C Buys 3 Imperial @ £400.

Tony 10-D Buys 3 Luxor @ £600.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Tony Wilcock	9	3	-	-	-	-	-	£800	£13,800
Kevin Lee	3	-	10	3	2	-	-	£3,300	£22,500
Colin Sharpe	7	-	7	-	4	-	-	£500	£20,900
Lyndon Gurr	-	12	-	2	-	-	7	£1,100	£17,100
Bank Stock	6	10	8	20	19	25	18		
Chain Size	10	2	3	3	5	-	2		
Chain Value	600	200	400	400	600	-	400		

Playing sequence
Kevin, Colin, Lyndon, Tony, Kevin again





AGE OF STEAM 1

Two round to go...

ROUNDS 5/6

Build track

Mike	Green	9:C17:1	8:E21:6	8:B14:1	Cost: 6	
Michael	Blue	12:L14:5	9:K13:3		Cost: 5	
Marcus	Purple	New B (Terre Haute)	8:G21:6	19:H20:5	8:H18:2	Cost: 7
Sharon	Red	8:C9:4	8:B8:1	8:B4:2	Cost: 6	

Move goods

Michael	Red - Detroit to Pittsburgh {6}	Red - Pittsburgh to Detroit {6}
Mike	Increase locomotive ⇒ 4	Purple - Indianapolis to Kansas City {3}
Marcus	Increase locomotive ⇒ 4	Yellow - Pittsburgh to Toronto {4}
Sharon	Purple - Des Moines to Indianapolis {4}	Yellow - Chicago to Michigan City {3}

Marcus gained 1 point from Mike's second goods move.
Mike gained 1 point from Sharon's second goods move.

Goods growth: 1,2,3,6 for the west, 1,2,4,4 for the east. 5 goods are added to the map.

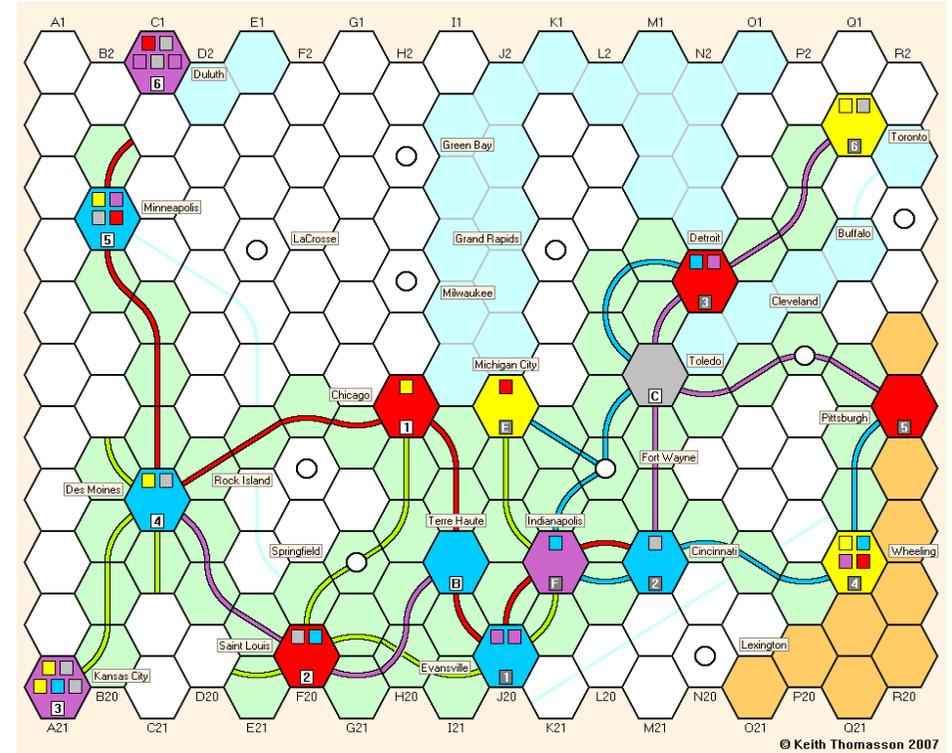
Round 6	ML	MH	MP	SK
Shares issued	1	1	-	-
Turn order auction	2	✗ (4th)	✗ (3rd)	3
	✗ (2nd)			

Select actions	SK	ML	MP	MH
	Loco ⇒ 5	Urbanise	First Build	Production

	Engine	Cash b/f	Builds	Income	Exp	Shares	Order	Cash c/f	VPs
Mike Hutton	3⇒4	9	-5	+4=15	-15	+1=12	-	9	17
Sharon Khan	4⇒5	10	-6	+7=22	-14	10	-3	9	37
Michael Longdin	6	7	-5	+12=25	-20	+1=15	-2	10	33
Marcus Pratt	3⇒4	12	-7	+5=20	-13	9	-	12	44

Income reduction moves Mike and Marcus back two spaces on the income track, and Sharon and Michael back four spaces.

The game ends after the eighth round.



Goods Display

1	2	3	4	5	6	1	2	3	4	5	6
⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗	⊗
A	B	C	D	E	F	G	H				
■	■	⊗	■	■	■	■	■				
■	■	■	■	■	■	■	■				

Orders required
Build track and move goods, then issue shares, turn order and select actions



BREAKING AWAY 16

Two more riders cross the finish line.

ROUND 15

Pos	Riders	New
1st	Thomas (20 pts)	
2nd	Gordon (16 pts)	
3rd	William Tell (12 pts)	
4th	Robin Hood (10 pts)	
120	-	
119	Donner	3
118	Mars Nimrod	4
117	Odysseus Jupiter Oven	6
116	-	
115	-	
114	Earth Latex Pluto	3
113	Coagulant Rudolph Henry	6
112	Inky Pinky	9
111	Blinky	11
110	Blitzen	12

Simon Brooks (13) <i>Ditchling Beacon Bykers:</i>			
A	Rudolph (6)	3	3 5 6
B	Donner (4)	3	3 3
C	Blitzen (3)	3	3 12
D	Dixen	Dropped	
Tim Franklin <i>Ghost Riders:</i>			
A	Inky	3	4 9
B	Pinky	3	4 9
C	Blinky	3	8 11
D	Clyde	Dropped	
Steve Ham (37) <i>The Toxophilites:</i>			
A	Robin Hood (15)	Fourth	
B	Odysseus (7)	3	5 6
C	Nimrod (3)	3	3 4
D	William Tell (12)	Third	
Sharon Khan (68) <i>Thomas the Tank Engine:</i>			
A	Thomas (40)	First	
B	Henry (4)	3	5 6
C	James	Dropped	
D	Gordon (24)	Second	
Kevin Lee (13) <i>The Planets:</i>			
A	Earth (8)	3	3 3 7
B	Mars	3	4 4
C	Jupiter	3	3 6
D	Pluto (5)	3	3 5
Jim Reader (5) <i>Latex Dipping:</i>			
A	Coagulant (4)	3	3 6 6
B	Latex (1)	3	3 4
C	Former	Dropped	
D	Oven	3	3 6

BREAKING AWAY 17

NCIS missed out on first sprint points.

ROUND 6

Pos	Riders	New
46	Endeavour The Other	3
45	Harmony	5
44	Mayflower Fran	6
43	Symphony (3 pts)	8
42	Gibbs Orlando Gardner (2 pts)	9
41	Wolfgang Abby (1 pt)	11
40	Florian Mister Sellars	13
39	Ralf	15
38	Rhapsody Deadly Discovery	15
37	Terry Melody DiNozzo	15
36	-	
35	Boggy	3
34	Xabbu McGee	4
33	Victory	6
32	-	
31	Karl	3

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



The next round will be the last. *Odysseus, Jupiter* and *Oven* could choose not to cross the line, but as that would simply give the places to *Earth, Inky* and *Pinky*, I can't see that happening. Well, not unless *The Planets* or *Ghost Riders* can come up with a suitable incentive, but then we would have to launch an investigation into race fixing.

Orders required
Cards for round sixteen



Karl becomes our first rider to be dropped - with three '3's he cannot catch up with the rest of the field.

Destiny's Angels took a gamble, which paid off. I can't tell you what it is as it could reveal strategy, but he'll be pleased the way things worked out.

Orders required
Cards for round seven



BUS BOSS 299-NWA

It looks like it's going to be between MARS and LEEK.

ROUND 10

North Wales

Round 10 Runs

		GRUB	ARFC	HEAR	MARS	LEEK	
27	7♦ Rhuddlan 10♥ Caersws	① LEEK 20		+4			24
		② HEAR 10				-4	6
28	2♠ Wrexham 4♥ Machynlleth	① HEAR 16	-5			-5	6
		② ARFC 9			-5		4
		③ LEEK 5		+5			10
		✗ MARS	+5				5
		✗ GRUBBY		+5			5
29	7♣ Llanberis K♥ The South	① MARS 20	-2				18
		② GRUBBY 10			+2		12
30	9♣ Pwllheli 6♥ Aberdyfi	① MARS 20				+3/-3	20
		② LEEK 10			+3/-3		10
31	Q♣ Blaenau Ffestiniog 5♠ Corwen	① GRUBBY 13		+5	+4		22
		① ARFC 12	-5			-4	3
		③ HEAR 5	-4				1
		✗ LEEK		+4			4
32	A♠ Amlwch 9♠ Llanfair Caereinion	① MARS 20	+3/-4				19
		② GRUBBY 10			+4/-3		11
33	6♠ Y Bala 7♥ Aberystwyth	① MARS 15		+10/-6			19
		① ARFC 15			+6/-10		11
34	Q♠ England 5♠ Bangor	① LEEK 16	-5	+4	-2		13
		② ARFC 9			-2	-4	3
		③ GRUBBY 5				+5	10
		✗ HEAR		+2		+2	4
35	A♦ Conwy J♣ Porthmadog	① LEEK 11	+3	+5			19
		① MARS 10					10
		③ GRUBBY 5				-3	2
		④ ARFC 4				-5	-1

Round 10 Routes

Holywell Expressways Are Rampant (HEAR) (Kevin Lee, Blue)

Corwen - Llangollen, Flint - Prestatyn (11)

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

Caernarfon - Criccieth (7)

Ann Robinson Fan Club (ARFC) (Steve Ham, Orange)

None.

Machynlleth's Attractive Road Services (MARS) John Marsden, Green)

None.

Llangollen Electric Engine Korporation (LEEK) (Colin Sharpe, Red)

Caersws - Llanidloes (5)

Scores

	Runs:	27	28	29	30	31	32	33	34	35	Routes	Score
MARS	185	-	5	18	20	-	19	19	-	10	-	276
LEEK	182	24	10	-	10	4	-	-	13	19	-5	257
GRUBBY	137	-	5	12	-	22	11	-	10	2	-7	192
ARFC	171	-	4	-	-	3	-	11	3	-1	-	191
HEAR	119	6	6	-	-	1	-	-	4	-	-11	125

Round 11 runs

- 36. J♠ - 5♣ Montgomery to Llangefni
- 37. Q♥ - 6♣ The South to Caernarfon
- 38. A♥ - Q♦ Harlech to Mold
- 39. 10♠ - 10♦ Welshpool to Queensferry
- 40. 3♠ - 5♥ Ruabon to Tywyn
- 41. 2♥ - 6♦ Abermaw to Prestatyn
- 42. 3♥ - 3♣ Dolgellau to Colwyn Bay
- 43. 4♠ - 8♥ Llangollen to Devils Bridge
- 44. K♠ - 8♣ England to Abersoch

It's a good idea to confirm the start and end of each run when you order, as people sometimes get the numbers wrong, so just saying '35' followed by payments gives no useful clues in case of that problem.

Even more important is when a run goes to somewhere like England, which has many connection points - please say which connection point you are running to or from.

You should really give details of your route, but if it's on your own track you generally only need to give the start and end of that section rather than every single town along the way, unless you need to clear up ambiguities.

Runs	Routes
Enter up to 5	Buy in the order Kevin, Steve, Michael, Colin, John



BUS BOSS 300-KYR

There are a few more runs available next time.

ROUND 9

Kyrgyzia

Round 9 Runs

		BRK	SMART	GRUB	HILLS	RR	
13	4♣ Talas 3♦ Bishkek	① HILLS 20					20
		② GRUBBY 10	-4				6
		✗ BROOKS		+4			4
20	Q♣ Dzhahal-Abad 8♥ Tajikistan	① RR 15	-4	+3			14
		① GRUBBY 15				-3	12
		✗ BROOKS				+4	4
21	7♥ Kyzyl Kiya K♦ At-Bashy	① SMART 30			-6		24
		✗ HILLS	+6				6

23	2♠ Karakol 7♦ Kermin	① RR 9 +1			+1		11
		① HILLS 9 -5				-1	3
		① SMART 8 -3					5
		④ BROOKS 4	+3		+5	-1	11
26	6♠ Enilchek 6♥ Irkeshtam	① RR 30					30

Round 9 Routes

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Kadzhi-Say - Kara-Say - Karakol (12)

Highland and Lowlands Lines (HILLS) (Jim Reader, Yellow)
Balykoho - Kadzhi-Say - Kyzyl-Suu (12)

Robertson's Routemasters (RR) (Simon Robertson, Blue)
Naryn- Karakol (10)

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Daroot Korgon - Raval (11)

Small Mountainous Asian Republic Travel (SMART) (Bob Coull, Black)
Karakol - Enilchek (9)

Scores							
Runs:	13	20	21	25	26	Routes	Score
SMART	147	-	-	24	5	-	-9 167
RR	111	-	14	-	11	30	-10 156
GRUBBY	114	6	12	-	-	-	-11 121
HILLS	91	20	-	6	3	-	-12 108
BROOKS	64	4	4	-	11	-	-12 71

Round 10 Runs

- 10. 6♣ - A♥ Kara-Kul to Sulyukta (not yet available)
- 19. A♠ - 6♦ Dzhergalan to Tokmak (not yet available)
- 22. 7♠ - 2♦ Kara-Say to Tunuk
- 24. 8♣ - 8♠ Mayli-Say to Karakol (south)
- 25. 3♣ - K♠ Leninpol to China (not yet available)
- 36. A♠ - A♥ Dzhergalan to Sulyukta (not yet available)
- 37. K♣ - 7♠ Kazarman to Kara-Say
- 38. 8♦ - 6♥ Balykoho to Irkeshtam
- 39. 4♣ - 4♦ Talas to Bishkek
- 40. 7♥ - J♦ Kyzyl Kiya to Min-Kush
- 41. 9♠ - 9♦ Naryn to Tyup
- 42. K♦ - 2♠ At-Bashy to Karakol (north)
- 43. Q♦ - 8♠ Dostuk to Karakol (south)
- 44. 3♦ - 8♠ Bishkek to Mayli-Say

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



BUS BOSS 301-CRO

All of the round seven runs can be attempted.

ROUND 6

Croydon

Bloody Useless Management (BUM) (Jim Reader, Yellow)
South Croydon - Wallington, South Croydon - Sanderstead 43 - 12 . . 31

South Norwood & Addington Into Lewisham (SNAIL) (Mike Hutton, Green)
Peter Pan Pool - Bromley, Colliers Wood - Streatham Hill 43 - 12 . . 31

Bright Blue Buses (BBB) (Roger Trethewey, Blue)
Carshalton - Morden - Wimbledon & Merton 44 - 11 . . 33

Abacus Bus Croydon (ABC) (Joakim Spångberg, Black)
Woodcote - Coulsdon - Banstead 42 - 10 . . 32

You Expect A Helpful Bus Under Thames, Never Opine Belief Upon Taxis (YEAH BUT NO BUT) (Rob Thomasson, Red)
Catford - Lewisham, Bell Green - Forest Hill, South Norwood - Woodside . . . 45 - 12 . . 33

Round 7 Runs

- 1. 6♣ - 10♠ Streatham Hill to West Wickham
- 2. 9♦ - Q♥ Bromley to Morden
- 3. A♥ - A♠ Shopping Malls to Gatwick Link
- 4. 4♥ - 7♣ Mitcham to Tooting
- 5. K♣ - 3♥ Thornton Heath to Coulsdon
- 6. 4♠ - K♥ Sanderstead to Thornton Heath Pond
- 7. A♦ - 5♠ Croydon to Tulse Hill
- 8. J♠ - 5♦ Shirley Park to Peter Pan Pool
- 9. 9♠ - 7♦ Coney Hall to Penge

Runs	Routes
Enter up to 5	Buy in the order Mike, Jim, Joakim, Rob, Roger





BUS BOSS 304-EAN	First choices all round.	ROUND 1
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East Anglia

Anqlian Bus Company (ABC) (Don Shailer, Red)

London - Harlow - Bishops Stortford 100 - 11 89

Port Out Starboard Home (POSH) (Bob Coull, Black)

Welwyn - London - Romford 100 - 12 88

Omnibuses Drive East (ODE) (John Marsden, Orange)

Great Yarmouth - Lowestoft - Saxmundham 100 - 12 88

Best East Anqlian Transport (BEAT) (Colin Sharpe, Blue)

London - Welwyn - Stevenage 100 - 11 89

Yellow Omnibuses Navigating Eastern Lands (YOKEL) (Jim Reader, Yellow)

Bishops Stortford - Braintree - Colchester 100 - 12 88

Jim's company acronym and name seem to be at odds, or perhaps he actually meant to use the obscure old-English word 'knavigating' in the full name. So obscure that you won't find it anywhere, mind you...

Routes
Buy in the order Bob, John, Colin, Jim, Don



GOLDEN STRIDER 7	They're two abreast down the back straight.	ROUND 3
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63 space standard race	Cards							D	M	B	R	S	P	O
Don Shailer	7/0	6/0	5/0	8/1	5/2	0/3	-	5	0	0	11	1	2	
Roger Trethewey	5/0	5/0	4/0	9/1	8/2	9/3	-	1	4	9	9	2	-	
Steve Ham	10/0	8/0	2/0	5/1	8/2	9/3	-	4	4	9	9	2	=	2
Joakim Spångberg	2/0	4/0	9/0	9/1	9/2	4/3	-	1	1	4	8	4	=	-
Simon Brooks	10/0	7/0	5/0	7/1	4/2	6/3	-	5	2	6	8	4	=	3
Jim Reader	6/0	6/0	6/0	9/1	10/2	10/3	-	2	4	10	6	6	=	-
Kevin Lee	3/0	6/0	10/0	6/1	10/2	10/3	-	2	4	10	6	6	=	-

Three runners have overtaking to pay next time. Don, if you're wondering how you got where you are, you missed this one in your orders, so I followed the NMR rules of oldest, lowest value card used for movement only.

Orders required
Fourth card, split between movement and banking



OUTPOST 25	The Robots and Ecoplants quickly find homes.	ROUND 12
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Commander Actions

Marcus Auctioned a Robots for 50. David joined at 60, Sharon at 61, Jim at 62, Willem at 63. Marcus and David dropped out at 63, Sharon at 69, Jim at 75. Willem got it for 75 (w:7,7,30 r:15,16) plus a free Robot

- ▶ Bought one New Chemicals Factory (o:1,1 w:30 r:10 n:18)

David Auctioned an Ecoplants for 30. Sharon joined at 31, Jim at 32, Kevin at 43. David and Sharon dropped out at 53, Kevin at 54. Jim got it for 54 (o:5 w:6,7 t:8,9,10)

- ▶ Bought three Titanium Factories (w:30 t:7 m:17,18,18)
- ▶ Bought two Robots (o:5 t:7,8)

Sharon Bought one Research Factory (w:7,8 t:7,8)

Jim Passed

Kevin Passed

WillemPassed

PO	Name	Factories	Population	Robots	Production
1	David	2o,4w,6t	5 (5)	5 (5)	1W,2t,1T,2m (128,15)
2	Marcus	2o,4w,2r,2n	8 (8)	0 (0)	1W,3r,2m,2n (143,15)
3	Jim	2o,3w,4t	8 (8)	0 (0)	1o,4w,4t,3r (110,15)
4	Sharon	2o,4w,4t,2r	8 (8)	0 (0)	3w,7t,3r (130,10)
5	Willem	2o,5w	5 (5)	1 (5)	1o,2w,1W,3r (86,10)
6	Kevin	2o,6w	8 (8)	1 (8)	3o,8w,1W (95,15)

PO	Name	Colony Cards	{35 VPs for the final phase}	Victory Points
1	David	WH, HE, OL, OL, Rob		27 (205)
2	Marcus	WH, Nod, OL, Lab		25 (180)
3	Jim	WH, HE, Nod, Sci, Eco		23 (150)
4	Sharon	HE, Nod, Lab		22 (135)
5	Willem	DL, DL, DL, Sci, Sci, Rob		16 (175)
6	Kevin	DL, WH, Nod, Rob		15 (115)

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

Orders required
Round thirteen auctions, bids and purchases



OUTPOST 26 Jim decides to go for the Nodule. **ROUND 2**

Commander Actions

Willem Bought one Water Factory (o:3,4,5 w:8)

Lyndon Bought one Population Unit (o:2 w:8)

Marcus Bought one Population Unit (o:2 w:8)

Geoff Bought one Population Unit (o:5 w:5)

Jim Auctioned a Nodule for 25 and got it (o:2,4,5 w:7,8)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,2w	3p (8,0)	Nod	1o,2w (17,10)	5 (25)
2	Willem	2o,2w	3p (5,0)	DL	1o,3w (24,10)	4 (15)
3	Marcus	2o,2w	4p (5,0)	-	4o,3w (33,10)	4 (0)
4	Geoff	2o,2w	4p (5,0)	-	4o,3w (33,10)	4 (0)
5	Lyndon	2o,2w	4p (5,0)	-	4o,3w (33,10)	4 (0)

Data Library 0 (2 more) Heavy Equipment . . 2 (1 more)
 Warehouse 2 (1 more) Nodule 1 (1 more)

Orders required
 Round three auctions, bids and purchases



RAILWAY RIVALS 2073-DC GREAT and GITCO are of one mind. **ROUND 3**

GITCO gets 4 points from COLIN because he got to U33 one build point ahead of COLIN.

Devon and Cornwall [16 points for these builds]

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)

S24 - O22 - Liskeard - Bodmin - O16 - N15 - N14.
 29 +6 (towns) +1 (COLIN) = 36

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

S24 - O22 - Liskeard - Bodmin - O16 - N15 - N14.
 27 +6 (towns) +1 (COLIN) = 34

Cornwall Operations Linking Internal Networks (COLIN) (Colin Sharpe, Blue)

V22 - Launceston, X29 - Okehampton, W35 - Exeter - T35, Exeter - U37.
 22 +6 (towns) -1 (GREAT) -1 (GITCO) = 26

Builds
 Up to 16 points excluding payments to rivals



PUERTO RICO 5 The expensive roles are both taken. **ROUND 14**

Brian is the Settler (+3) and plants Tobacco.

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

Paul is the Captain. The Indigo and Tobacco ships are emptied.

Allan is the Craftsman and produces an extra Corn.

Jim is the Mayor (+2).

Roles

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

Quarries

3

Plantations (Fields)

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

Trading House

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

Ship Supply

6	16
---	----

Buildings

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

Cargo Ships

5: Empty	6: Sugar	7: Empty
- - - - -	✓ ✓ ✓ ✓ ✓ -	- - - - -

Jim	Small indigo plant	Tobacco storage	Small warehouse	Hospice
Reader	Fortress	City hall	2 men in San Juan	
Dblns: 2				
Chips: 9	Fields: Qry✓✓✓✓ Ind✓ Sug✓ Tob✓✓ Cof✓	Goods: Ind✓✓✓ Tob✓✓		
Brian	Small indigo plant	Tobacco storage	Coffee roaster	Small market
Tappenden	Factory	Customs house		
Dblns: 12				
Chips: 17	Fields: CrnXXX IndX Tob✓✓✓ Cof✓✓	Goods: Crn✓ Ind✓ Tob✓ Cof✓✓✓		
Paul	Small sugar mill	Indigo plant	Tobacco storage	Small market
Tappenden	Large warehouse	Guild hall		
Dblns: 4				
Chips: 21	Fields: Crn✓ Ind✓✓✓ Sug✓ Tob✓✓ CofXX	Goods: Crn✓✓✓ Ind✓✓✓ Sug✓ Tob✓✓		
Allan	Small indigo plant	Small sugar mill	Small warehouse	Wharf
Stagg	Fields: Qry✓ Crn✓✓✓ Ind✓ Sug✓✓ Cof✓✓	Goods: Crn✓✓✓ Ind✓✓✓ Sug✓		
Dblns: 2				
Chips: 29				

Orders required
 Round fifteen orders in the sequence Paul, Allan, Jim, Brian



PUERTO RICO 6 This round was about the goods. **ROUND 10**

Jim is the Settler (+2) and digs a Quarry (manned).
Tony gets Corn from the Hacienda and digs a Quarry, Lionel gets Indigo from the Hacienda and plants Corn, Rob plants Indigo.
Tony is the Captain (+1). The Corn and Tobacco ships are emptied.
Lionel is the Craftsman and produces an extra Corn.
Rob is the Prospector (+2).

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

Quarries: 1; Plantations (Fields): Ind, Ind, Sug, Sug, Cof; Trading House: -, -, -, -; Ship: 4; Supply: 30

Buildings table with columns for VP count and various building types (SIP, LIP, TOB, GUI, SSM, LSM, TOB, RES, SMA, HOS, FAC, FOR, HAC, OFF, UNI, CUS, CON, LMA, HAR, CIT, SWA, LWA, WHA).

Cargo Ships: 5: Empty; 6: Empty; 7: Sugar

Player status for Rob, Thomasson, Jim, Tony, Lionel. Includes icons for buildings and goods (Ind, Cof, Sug, Crn, Tob).

Orders required: Round nine orders in the sequence Tony, Lionel, Rob, Jim



PUERTO RICO 7 Those bonus doubloons were too attractive to leave alone. **ROUND 3**

Willem is the Captain (+2).
Tony is the Settler (+1) and digs a Quarry.
Jim plants Tobacco, Kevin plants Sugar, Willem plants Indigo.
Jim is the Craftsman and produces an extra Indigo.
Kevin is the Prospector (+1).

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

Quarries: 6; Plantations (Fields): Crn, Crn, Ind, Tob, Cof; Trading House: Crn, -, -, -; Ship: 4; Supply: 65

Buildings table with columns for VP count and various building types (SIP, LIP, TOB, GUI, SSM, LSM, TOB, RES, SMA, HOS, FAC, FOR, HAC, OFF, UNI, CUS, CON, LMA, HAR, CIT, SWA, LWA, WHA).

Cargo Ships: 5: Corn; 6: Empty; 7: Empty

Player status for Jim, Kevin, Willem, Tony. Includes icons for buildings and goods (Ind, Sug, Crn, Tob).

Orders required: Round four orders in the sequence Tony, Jim, Kevin, Willem



PUERTO RICO 8
We're here again.
NEW GAME

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

John Hopkins Drumallan Grange, Durris, By Banchory, AB31 5AY
 Allan Stagg 32 Chepstow Drive, Bletchley, Milton Keynes, Bucks, MK3 5NB
 Stephen Webb 17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
 Jim Reader 55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan

Roles

Builder	Captain	Craftsman	Mayor
Settler	Trader	Prospector	

Quarries	Plantations (Fields)	Trading House	Ship Supply
8	Crn Crn Sug Tob Cof	- - - -	4 75

Buildings

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

Cargo Ships

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

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

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

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

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

Orders required
Round one orders in the sequence John, Allan, Stephen, Jim



RAILWAY RIVALS 2047-DX
It's very close at the front.
ROUND 10

REAR did not pay SNIBBOR a point during the builds last time - it was the other way round.

Dixieland - South East USA

Round 10 Runs		SAD	REAR	BUM	SNIB	JAZZ	
22	45 Jackson	① SNIBBOR 16					16
	11 Hagerstown/Parkersburg	② SAD 9	+1/-1	-2			7
		③ REAR 5		-2		-3	0
		✗ BUM	+2	+2			4
		✗ JAZZ		+3			3
23	42 New Orleans	① SNIBBOR 20					20
	66 Bluefield/Huntington	② SAD 10				-6	4
		✗ JAZZ	+6				6
24	63 Louisville	① JAZZ 20			+6		26
	26 Augusta/Columbia	② SNIBBOR 10		-3		-6	1
		✗ REAR			+3		3
25	56 Chattanooga/Knoxville	① SNIBBOR 16				-7	9
	⑤ The Mid West	② JAZZ 7			+7		14
		② BUM 7					7
26	14 Richmond	① BUM 20				-2	18
	36 Atlanta	② REAR 10					10
		✗ JAZZ		+2			2
27	24 Charlotte	① BUM 13					13
	52 Meridian/Montgomery	② REAR 8	+4				12
		③ SAD 5		-4		+3	4
		④ JAZZ 4	-3				1
28	33 Jacksonville	① SAD 13		+1		+1/-1	14
	⑤ Any seaport	① BUM 12	-1			+4/-4	11
		③ JAZZ 5	+1/-1		+4/-4		5

Round 10 builds

South And Delta (SAD) (Steve Ham, Grey)
None.

Richmond Expressways Are Rampant (REAR) (Kevin Lee, Brown)
None.

Bloody Useless Management (BUM) (Jim Reader, Yellow)
None. +1 (JAZZ) = +1

Seacoast New Ironworks, Bessemer, Birmingham & Ohio Railroad (SNIBBOR)
(Lionel Robbins, Red)
T6 - S6 - Trotter's Point. -2 (builds) +2 (JAZZ) = 0

Just Another Zany Zone (JAZZ) (Colin Sharpe, Blue)
X25 - Asheville, C69 - C63 - A62. -10 (builds) +3 (towns) -1 (BUM) -2 (SNIBBOR) = -10

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
SNIBBOR	173	16	20	1	9	-	-	-	-	219
BUM	163	4	-	-	7	18	13	11	+1	217
SAD	172	7	4	-	-	-	4	14	-	201
REAR	155	0	-	3	-	10	12	-	0	180
JAZZ	126	3	6	26	14	2	1	5	-10	173

Round 11 Runs

- 29. 51 - 21 Charleston to New Bern/Wilmington
- 30. 64 - 35 Cincinnati to Columbus/Macon
- 31. 43 - 51 Baron Rouge to Greenville/Trotters Point
- 32. 61 - 04 Cairo/Paducah to the North East
- 33. 44 - 22 Mobile/Pensacola to Greensborough/Roanoke
- 34. 13 - 54 Washington to Memphis
- 35. 16 - 02 Norfolk to any seaport (except for Newport News or Norfolk)

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



RAILWAY RIVALS 2051-EA	The leader gets three points over the round.	ROUND 9
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East Anglia

Round 9 Runs

			GREAT	WEAR	ODE	TGV	COLIN	
15	41 Cromer/Wells	① ODE 20		+3				23
	63 Clacton/Tollesbury	② WEAR 10			-3			7
16	54 Stowmarket/Sudbury 11 London	① WEAR 16	+5			+5		26
		② TGV 7		-5				2
		② GREAT 7		-5				2
17	61 Burnham/Frinton 34 Kings Lynn	① WEAR 13			+5			18
		② ODE 8		-5				3
		③ COLIN 5				-1		4
		④ GREAT 4						4
		✕ TGV					+1	1
18	45 Lowestoft 05 The West	① GREAT 16					+5	21
		② ODE 7				-2		5
		② COLIN 7	-5			-4		-2
		✕ TGV			+2		+4	6
19	21 Hatfield/Ongar 15 London	① TGV 20						20
		② COLIN 10						10

20	26 Ely/Huntingdon 36 Fakenham/Hunstanton	① WEAR 16			-4			12
		② GREAT 9			-1	-1		7
		③ TGV 5	+1					6
		✕ ODE	+1	+4				5
21	51 Diss/Thetford 01 Any seaport	① TGV 16	-2				+1	15
		② ODE 7						7
		② COLIN 7				-1		6
		✕ GREAT				+2		2

Colin, you seem to think you've got a connection to Kings Lynn, but I don't have a record of that, which is why you paid a couple of points in runs 17 and 21.

Round 9 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Hertford - Hatfield, T24 - Downham Market, T21 - S21 - Q22.
-6 (builds) -1 (WEAR) +1 (ODE) +1 (COLIN) = -5

Woodbridge Expressways Are Rampant (WEAR) (Kevin Lee, Red)
None. +1 (GREAT) = +1

Opening Directly East (ODE) (John Marsden, Orange)
T19 - V18, U19 - Newmarket, B63 - C64 - C65 - Sandy.
-6 (builds) -1 (GREAT) +2 (COLIN) = -5

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
None. +2 (COLIN) = +2

Cromer Ongar London Inter Network (COLIN) (Colin Sharpe, Black)
Cambridge - D64, C65 - Sandy, D25 - C25. -10 (builds) -1 (GREAT) -2 (ODE) -2 (TGV) = -15

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
WEAR	119	7	26	18	-	-	12	-	+1	183
TGV	121	-	2	1	6	20	6	15	+2	173
COLIN	169	-	-	4	-2	10	-	6	-15	172
GREAT	115	-	2	4	21	-	7	2	-5	146
ODE	105	23	-	3	5	-	5	7	-5	143

Round 10 Runs

- 22. 32 - 44 Spalding to Yarmouth
- 23. 54 - 46 Stowmarket/Sudbury to Beccles/East Dereham
- 24. 36 - 56 Fakenham/Hunstanton to Felixstowe/Harwich
- 25. 15 - 03 London to the North (Peterborough or Spalding)
- 26. 12 - 23 London to Buntingford/Sandy
- 27. 25 - 65 Cambridge to Chelmsford
- 28. 66 - 05 Southend to the West

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



RAILWAY RIVALS 2052-IP	Two solos but no place changes.	ROUND 7
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Israel and Palestine

Round 7 Runs		TRIPS	BRK	TOT	FATAH	
1	46 Rehovot	① TOT 20	-4			16
	62 Beersheba	② BROOKS 10				+4
2	35 Tulkarm	① TRIPS 15				15
	21 Nahariyya	① FATAH 15				15
3	44 Tel-Aviv-Jaffa	① BROOKS 20	+3/-5		+5/-3	22
	36 Nablus	② FATAH 10				8
4	24 Haifa	① TRIPS 20				20
	Ⓢ1 Lebanon	② FATAH 10				10
5	55 Hebron	① BROOKS 15	+2/-9	+9/-2		22
	64 Ashqelon	① TOT 15				8
6	13 Butmiye	① TOT 30				30
	56 Yatta					
7	14 Zefat	① TRIPS 30				30
	Ⓢ2 Syria					

Round 7 builds

Transit Across Israel and Palestine to Syria (TRIPS) (Tony Bromley, Red)
S14 - T13 - Jericho - Z13. -9 (builds) +1 (BROOKS) +1 (TOT) +2 (FATAH) = -5

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
R29 - N27, R30 - R34. -10 (builds) -1 (TRIPS) +1/-1 (FATAH) = -11

Tours of the Old Testament (TOT) (Bob Coull, Black)
C80 - C85, Q4 - Q3 - Arad, M6 - M5. -10 (builds) -1 (TRIPS) +1 (FATAH) = -10

Friendly Arab Trains Around the Holy Land (FATAH) (Jim Reader, Yellow)
Q25 - U27 - U32 - V32. -10 (builds) -2 (TRIPS) +1/-1 (BROOKS) -1 (TOT) = -13

Scores

Runs:	1	2	3	4	5	6	7	Builds	Score	
TRIPS	77	-	15	-	20	-	-	30	-5	137
BROOKS	75	14	-	22	-	22	-	-	-11	122
TOT	72	16	-	-	8	30	-	-10	-10	116
FATAH	36	-	15	8	10	-	-	-13	-13	56

Round 8 Runs

8.	54 - 32	Bethlehem to Jenin
9.	51 - 41	Jerusalem West to Herzliyya
10.	15 - 33	Tiberias to Hadera
11.	44 - Ⓢ3	Tel-Aviv-Jaffa to Jordan
12.	16 - 26	Nazareth to Zikmon Ya'aqov
13.	66 - 23	Ashdod to Haifa
14.	65 - Ⓢ5	Qiryat Gat to Egypt

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



RAILWAY RIVALS 2065-F	Lots of payments in this round.	ROUND 4
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South Scotland {17 points for these builds}
Boring Old Routes Demand Esoteric Rolling Stock (BORDERS) (Steve Ham, Pink)
E67 - E70 - Kelso, E70 - H71, J56 - K56 - K54 - J53 - Motherwell - J47.
26 +6 (Peebles last time) +1 (ODI) -1 (HOOTS) -13 (TGV) = 19

Ode Delays Inevitable (ODI) (John Marsden, Orange)
G46 - G45 - F44 - Ardrossan, K48 - K49 - Hamilton, M11 - M13 - L13 - L14 - E18.
64 +6 (towns) -1 (BORDERS) +1/-1 (HOOTS) -3 (TGV) +2 (ODI) = 68

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)
E22 - Dumfries - E18 - C17 - C15 - D14 - D11 - C11 - C9, C16 - Castle Douglas, L50 - M51.
29 +12 (towns) +1 (BORDERS) +1/-1 (ODI) +1 (GITCO) = 43

Theophilus's Goods Vehicles (TGV) (Simon Robertson, Blue)
161 - K62 - Edinburgh, K62 - Musselburgh, Hamilton - J49 - J47 - Paisley, F5 - F6 - D7.
41 +13 (BORDERS) -3 (ODI) +7/-1 (GITCO) = 57

Gretna Intention Transfixes Company Officials (GITCO) (Tony Sait, Green)
D67 - Kelso - F71 - F72 - Berwick, L52 - Motherwell - J47.
48 +12 (towns) -2 (ODI) -1 (HOOTS) +1/-7 (TGV) = 51

Builds
Up to 12 points excluding payments to rivals



RAILWAY RIVALS 2066-G	KILT finishes his link over the Forth Bridge.	ROUND 3
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Central Scotland {16 points for these builds}
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
I12 - Falkirk - Grangemouth, G8 - Airdrie, M13 - M12 - D49, C8 - C12 - B12 - B13.
29 +12 (towns) = 41

Perth Expressways Are Rampant (PEAR) (Kevin Lee, Pink)
N30 - A70 - A62 - N22 - N19, N35 - N36 - St Andrews, A76 - N36.
32 +6 (towns) = 38

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)
E57 - E64 - F64 - F70.
29

Kirkcaldy's Inter-Local Trains (KILT) (Don Shailer, Black)
Forth Bridge - G22 - G25 - H25 - Kirkcaldy, G22 - Dunfermline - J21.
38 +12 (towns) = 50

Builds
Up to 18 points excluding payments to rivals



SAINT PETERSBURG 1	The default action for a Pub is nothing unless ordered.	PHASE 4-B
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Round 4 - Building Phase

Rob	Mike	Geoff	Sharon
+ Observatory	+ Pub	Observes Aristocrats + Administrator	+ Pub
+ Warehouse Mgr using Black Market	+ Firehouse	✗	+ Library from hand
Upgrade Warehouse Manager to Builder	✗	✗	✗
Observes Aristocrats Secretary into hand			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	16	7	15r + 0v	0r + 3v	8r + 0v	Aristocrat	12
Sharon	11	21	18r + 0v	3r + 13v	4r + 0v	Trading	25
Rob	7	14	21r + 0v	0r + 6v	10r + 2v	Building	6
Mike	16	12	24r + 1v	0r + 6v	4r + 0v	Worker	7

Players	Cards in hand (Limit)	Cards in play
Geoff	Warehouse Manager, Admiral, Minister of Foreign Affairs	Lumberjack, Gold Miner x 3, Shepherd, Market x 2, Warehouse, Observatory, Administrator x 2, Secretary
Sharon	Warehouse Manager, Pope	Lumberjack x 2, Shepherd, Ship Builder, Weaving Mill, Library x 2, Pub, St.Isaac's, Secretary
Rob	Fur Shop, Secretary	Lumberjack, Gold Miner x 2, Shepherd, Fur Trapper x 2, Ship Builder, Customs House, Firehouse, Observatory, Warehouse Manager, Builder, Senator
Mike	Chamber Maid, Black Market	Lumberjack, Gold Miner, Shepherd, Fur Trapper, Ship Builder x 2, Wharf, Market x 3, Firehouse, Pub, Author x 2, Administrator

Discard pile: Shepherd, Ship Builder, Customs House, Hospital, Theatre, Academy, Potjemkin's Village (3/8)

Orders required
Round four Aristocrat phase led by Geoff



SCEPTRE OF ZAVANDOR 1	We've been here before.	ROUND 14
------------------------------	-------------------------	-----------------

The rules I've been giving out are my reference, and they incorrectly listed the Mask of Charisma discount for Sentinels as 10 rather than 20. Having nothing else to hand to compare I didn't know that was wrong, and nobody had pointed out the discrepancy. As a result we're rerunning the last round - which ends up with fewer changes than expected.

Actions

- Lyndon Auctioned a Cloak of Camouflage for 80 and got it {80} - 40 value knowledge chip placed in pentagon - David loses as Opal, Tim loses an Emerald, everyone else loses a Sapphire
- Started researching knowledge of Accumulation {2}
- David Auctioned the Fox for 120 and got it reduced to 70 {70}
- Sells an Opal {+3}
 - Increased knowledge of Nine Sages to level 3 {12} - gained two Diamond cards
- Kevin Auctioned a Magic Wand for 60 and got it reduced to 50 {50}
- Geoff Auctioned the Phoenix for 120 and got it reduced to 110 {110}
- Sharon Increased knowledge of Nines Sages to level 2 {6} - gained two Emerald cards
- Bought an Emerald {21}
- Tim Increased knowledge of Gems to level 2 {4}
- Bought an Emerald {27}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	David	Witch	o:2 s:4 e:2	8/9	7	S:1 e:2 d:2	6
2	Lyndon	Elf	o:2{1} s:2 d:1	5/5	15	s:3 e:4 d:1 r:5	6
3	Geoff	Fairy	s:1 d:4	5/8	2	s:2 d:1 D:1	8
4	Kevin	Mage	s:1 d:2	3/7	10	s:1 d:2 r:3	11
5	Sharon	Kobold	s:3 e:5	8/8	6	s:3 E:2 e:5	9
6	Tim	Druid	e:2	3/7	0	e:3	7

PO	Name	Artifacts	Knowledge				New K Chips	VPs/Gems		
			Ge	En	Fi	Sa	Ar	Ac		
1	David	SB MB MC MC MW	4	-	-	3	4	4	35/40	38/10
2	Lyndon	RS CP CP CP EL CF CC	-	4	-	4	4	1	30/35	34/6
3	Geoff	RS EL MC MW Ph	4	-	-	4	-	3	30/35/40	31/9
4	Kevin	RS CB EL MW CF TA	-	3	-	4	4	-	30/35/40	28/5
5	Sharon	SB CB MB MM MM	3	-	-	2	1	3	25/30	21/13
6	Tim	SB CB MB MM	1	-	4	-	-	-	20/25/30/35	14/6

Artifacts on offer: 2 Magic Wands, 2 Cloaks of Camouflage, 2 Talismans

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



SCEPTRE OF ZAVANDOR 2

Three people research the Nine Sages.

ROUND 6

Actions

- Lyndon Bought one Sapphire {20}
 - Increased knowledge of Nine Sages to level 2 {6} - gained two Emerald cards
- Michael Bought an Emerald {30}
- Simon Bought an Opal {10}
 - Increased knowledge of Nine Sages to level 2 {6} - gained two Emerald cards
- Roger Auctioned a Crystal Ball for 20 and got it {20}
- Kevin Bought a Sapphire {12}
- Marcus Increased knowledge of Nine Sages to level 2 {12} - gained two Diamond cards
 - Bought an Opal {10}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Michael	Mage	o:2 s:2 e:1	5/5	10	s:2 e:1	9
2	Lyndon	Kobold	o:2{1} s:5	7/7	9	S:2 s:2 e:2	6
3	Kevin	Witch	o:1 s:3	4/5	9	S:1 s:2	4
4	Simon	Elf	o:4 s:1	5/5	25	s:1 e:2	4
5	Roger	Druid	o:1 s:3	4/5	4	s:4	8
6	Marcus	Fairy	o:3{1} s:2	5/5	15	s:6 d:2	7

PO	Name	Artifacts	Knowledge					New Knowledge Cost	VPs/Gems
			Ge	En	Fi	Sa	Ar		
1	Michael	SB CB	-	-	-	4	-	20/25/30/35/40	10/6
2	Lyndon	-	-	-	2	-	4	25/30/35/40	9/7
3	Kevin	SB	4	-	-	-	-	20/25/30/35/40	8/5
4	Simon	SB RS RS	-	3	-	2	-	25/30/35/40	8/5
5	Roger	RS CB	-	-	4	-	-	20/25/30/35/40	8/4
6	Marcus	CB	-	3	-	3	-	25/30/35/40	6/5

Artifacts on offer: 1 Magic Belt, 2 Magic Mirrors, 3 Elixirs

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

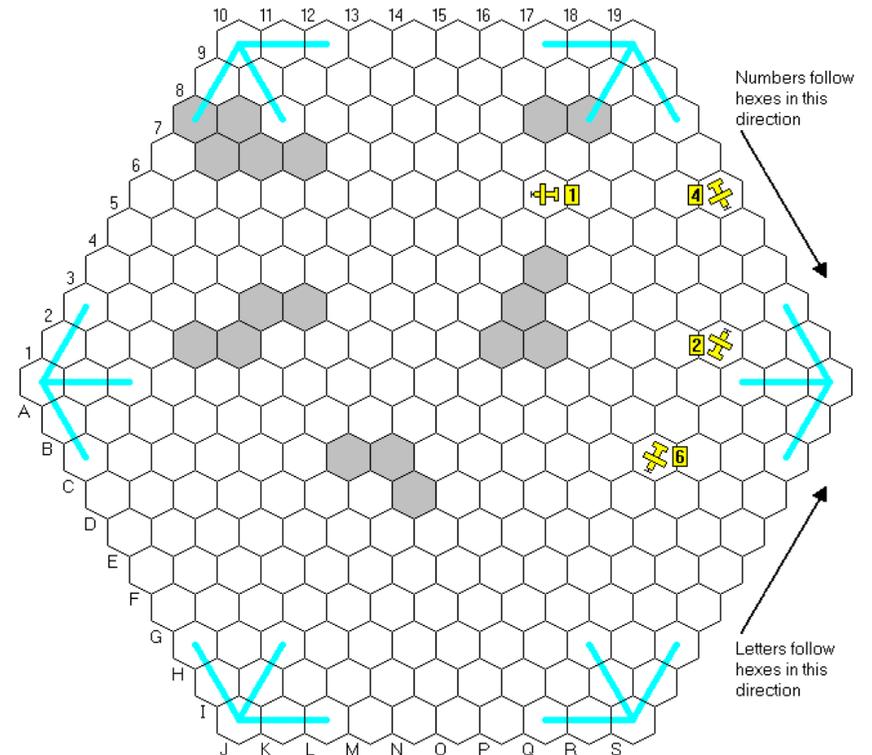


SOPWITH T-340-FW

Some shots but no hits.

ROUND 11

	Pilot	Starts	Moves	Ends	A:D:P
1	<i>Not Only But Also</i> Don Shailer	M17-NW	A, LS, LT {Airfield: A1}	J15-W	09:05:08
2	<i>Mad Ferret</i> Tim Franklin	N15-E	RS, A-fA, LT-fA {Airfield: A10}	P17-NE	02:11:01
4	<i>The Brown Baron</i> Michael Graystone	Q19-NW	A, A, I {Airfield: S19}	N19-SE	05:08:09
6	<i>Lord Flashheart</i> Joakim Spångberg	R16-NE	LT-fA+R, LT, LT {Airfield: J1}	P14-SW	01:08:10



The clouds moved west. If you ever decide to run home for more ammunition - which some of you might feel like doing - then by all means give me orders for a number of turns. If everyone happens to do this at the same time I can run those rounds together.



SPACE BLAST I

In space, no one can hear you.
End of story.

NEW GAME

Welcome to our first game of Space Blast, an unconditional game of space combat. We have six players, and they are:

Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Steve Ham	103 College Road, Norwich, NR2 3JP
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Don Shailer	8 Clifton Green, Aylesbury, Bucks, HP19 3JW
Joakim Spangberg	Riddaregatan 28, SE-352 36 VÄXJÖ, Sweden

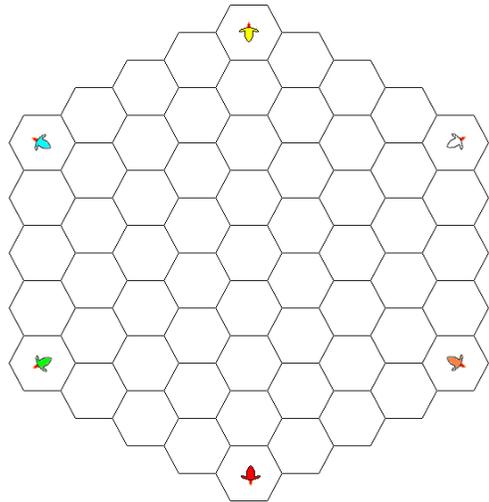
In each round players choose 0 to 3 actions in advance which are then executed simultaneously. They may choose no actions, in which case their ship just moves one space ahead.

The board represents deep space with hexagons where up to 6 ships will be firing missiles or laying mines.

Every player starts with a fixed amount of limited resources:

- ◇ 1 ship with 4 armour points
- ◇ 10 turn chits (left or right)
- ◇ 8 missiles
- ◇ 3 mines
- ◇ 2 brakes

The aim of the game is to score more victory points than anyone else. Victory points are scored when your mines or missiles damage another ship, or if you ram another ship with yours, although that costs you an armour point.



When you select your 0 to 3 actions, bear in mind that you cannot choose the same action twice in the same round. You can turn through 60° once before moving, but not twice, for example. Your possible actions are:

- ◇ Turn right or left by 60° or one hex face before moving
- ◇ Brake, which means you don't move, as otherwise inertia moves you one space ahead
- ◇ Fire a missile
- ◇ Drop a mine

The selected actions are resolved in a specific order:

1. Turn 60° or one hex face
2. Lay mines
3. Every ship advances one hex (unless they have chosen to brake or are unable to move)
4. All previously fired missiles advance 3 hexes
5. New missiles are fired and advance 3 hexes

If a player's ship goes off the playing grid because they have no turn or brake actions left, they no longer take part but can still get points if the mines they have laid damage other ships. If someone flies off the playing grid when they could avoid doing so, they are eliminated and all points they have or would earn are void. Their mines and missiles stay in play and can damage other ships, but the owner gains no further points.

The game ends when there is only one ship left in play, or if none are left in play. If one ship is left in play they gain one more victory point. The winner is the one who has the most victory points. If there is a tie the player whose ship survived the longest has the advantage.

◆ **Mines** Mines are laid by a ship just before they move and are activated when the ship that planted it leaves the hex. If the ship does not move for any reason the mine does not activate, it stays inactive until the ship moves away.

Any ship moving onto a hex containing an active mine loses an armour point, while the owner of the mine gains one victory point. If the owner moves onto a hex containing one of his own mines, he suffers damage from the mine but does not score a victory point.

There can only be one mine in a hex. You cannot destroy a mine with a missile. The mine is removed from the board when it explodes.

◆ **Movement** Ships always move one space ahead unless the brake action has been chosen, or if they are unable to move (see Collisions). If a ship moves onto a hex containing a mine the mine explodes (see Mines). If a ship moves onto a space containing a missile, nothing happens unless the ship meets the missile head on, in which case the missile explodes (see Missiles).

◆ **Collisions** Two or more ships collide when they try to enter the same hex or if they try to pass each other head on. In this case none of these ships move and they all lose one armour point.

◆ **Ramming** If a ship does not move it can be rammed by another ship that tries to enter the hex from the sides or from behind. It is like a collision in that each ship loses an armour point, but the ramming ship gains one victory point.

Note that a ship will only lose one armour point during movement, even if they are involved in multiple collisions or ramming.

◆ **Missiles** A missile moves ahead three hexes per round until it hits a ship or leaves the playing area. When a missile leaves the playing area it is out of the game. A missile cannot make another missile or a mine explode. When a missile enters a hex containing a ship, it explodes. The ship loses one armour point and the owner of the missile gains one victory point, and the missile is removed from play. Unlike movement, a ship hit by multiple missiles can lose multiple armour points.

◆ **Losing ships** When a ship loses its fourth armour point it is eliminated. The owner may continue to score points for mines and missiles still in play.

That, as they say, is it. There are some special powers, which I'll notify you of privately, as nobody knows which power you have until you use it. If you have any questions, just ask.

Orders
0 to 3 actions for round 1, plus colour preferences



NEWS FROM THE ROCK

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



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

✱ The game fees rose to £2 a game last year, and have now dropped back to £1. The raise was related to my move to self employment, helping me to justify the continuing time spent on the games. I've decided that this isn't really necessary. It's my hobby as well, so let's go back to the friendlier fee level.

✱ Here are the current web ratings for active players with a rating of 2.0 or more. People are included if they have competed five games.

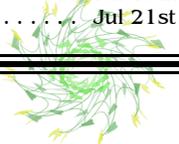
▼	Mike Eddleston	3.857
▼	Lew Stansby	3.718
▲	David Hilbert	3.333
▲	Roger Krueger	3.000
▲	JoAnna Stansby	3.000
-	Victor Cronshaw	2.879
▲	Ken Boucher	2.833
▼	Rob Thomasson	2.741
▲	Peter Hawkins	2.697
▼	Michael Bakken	2.444
▼	Willem Moene	2.259
-	Gareth Lodge	2.185
-	Michael Longdin	2.136
▲	Peter Beck	2.089
▼	Mick Haytack	2.045
▲	Michael Graystone	2.026
▲	Alan Tabor	2.000

✱ Completed games and winners:

1870 e674 {1870-X21}	Ken Boucher
Puerto Rico e724	David Hilbert
Saint Petersburg e725	David Hilbert
Puerto Rico e737	Peter Hawkins
Sopwith e751 {T244FR}	Michael Graystone

✱ New games and start dates:

Saint Petersburg e755	Jul 16th
Ingenious e756	Jul 17th
Puerto Rico e757	Jul 21st



PREVIEW

Phoenicia is the latest game to join the waiting lists and fill up, offering more variety, albeit being another Outpost-style game.



Before that kicks off the first Canal Mania game will hit the sheets, using the second edition board and rules. If anyone in the game is unsure of the rule changes for the second edition, let me know.

Puerto Rico continues to be a strong game for the zine, much to my surprise. Perhaps I shouldn't be, but it didn't look like an obvious candidate for postal play given the amount of concurrent action. The ninth game to start puts that theory down quite firmly.

The Acquire game starting in issue #149 is our 50th. Only 18xx, Railway Rivals and Bus Boss have exceeded that, but all those have multiple scenarios, while Acquire only has the standard game and the Special Powers game to share among those 50 games.

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

- #147: Bus Boss {Netherlands}, Canal Mania, Puerto Rico
- #148: Acquire {Standard}, Phoenicia, Railway Rivals {Kyushu}

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jul 19th	Bloodstock 201
Jul 24th	Devolution 64, Ode 286
Jul 26th	...mais n'est-ce pas la gare? 72
Jul 30th	The Abyssinian Prince 312
Aug 8th	Save Your XXs For Me 43

RATINGS

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

-	David Smith	3.500
-	Mark Frueh	3.200
-	Simon Robertson	3.159
▼	Lyndon Gurr	3.106
-	Tony Bromley	3.000
-	Geoff Hardingham	3.000
-	Lionel Robbins	3.000
-	Marcus Pratt	2.698
-	Steve Thomas	2.563
-	Colin Sharpe	2.250
-	Michael Graystone	2.212
-	Rob Thomasson	2.185
-	Stephen Webb	2.167

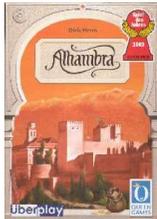
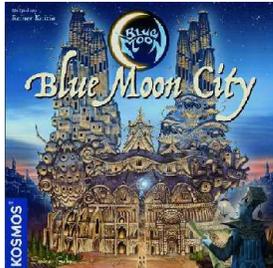
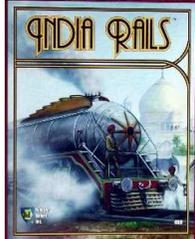
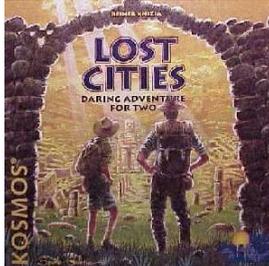


Heron Games



Heron Games will be at GenCon UK in Reading Aug 30th - Sep 2nd

Here is a selection of older games. Visit the web site to see the full story on what is one offer - www.herongames.com.

 <p>£27.00</p>	 <p>£22.00</p>
 <p>£25.00</p>	 <p>£6.00</p>
 <p>£22.50</p>	 <p>£13.50</p>
 <p>£13.50</p>	 <p>£5.00</p>

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, 18EU-G23	Willem Moene	1800-I20, 1830-L23, 1835-B21, 1856-D22, 1856-M22, 1856-R23, 1861-B23, 1870-O20, 1870-K23, 18Kaas-P23, Acq47, OP25, OP26, PR7
Tony Bromley	RR-2052-IP	Marcus Pratt	AcS1, OP25, OP26, Sceptre 2
Simon Brooks	Acq47, BA16, BB-300-KYR, GS7, RR-2052-IP	Jim Reader	6n13, BA16, BA17, BB-300-KYR, BB-301-CRO, BB-304-EAN, GS7, OP25, OP26, PR5, PR6, PR7, RR-2047-DX, RR-2052-IP, RR-2065-F, RR-2066-G, Sop340
Martin Butcher	1829-C20	Lionel Robbins	1829-V21, 1870-K23, 18EU-G23, PR6, RR-2047-DX
Pete Campbell	1856-R23	Peter Robbins	RR-2028-DC
John Colledge	6n13, Acq47, Acq48	Tony Robbins	1837-G21, 1856-D22
Bob Coull	6n13, BB-300-KYR, BB-304-EAN, RR-2052-IP	Simon Robertson	BB-300-KYR, RR-2051-EA, RR-2065-F
Simon Cutforth	1870-O20, Sceptre 2	Tony Sait	1835-B21, 1856-M22, 18Kaas-P23, PR6, PR7, RR-2065-F, RR-2073-DC
Tim Franklin	1826-E22, 1830-L23, 1850-R22, BA16, RR-2028-DC, Sceptre 1, Sop340	Don Shailer	1829-C20, 6n13, BB-304-EAN, GS7, RR-2066-G, Sop340
Mark Frueh	18EU-G23	Colin Sharpe	6n13, Acq47, Acq48, Acq49, BB-299-NWA, BB-304-EAN, RR-2047-DX, RR-2051-EA, RR-2073-DC
Michael Graystone	6n13, Acq47, Acq48, BB-299-NWA, BB-300-KYR, RR-2028-DC, RR-2051-EA, RR-2066-G, RR-2073-DC, Sop340	John Shelley	1826-E22, 1830-L23, 1835-B21, 1856-D22, 1870-K23, 1899-Z21
Lyndon Gurr	1826-E22, 1850-R22, 1856-M22, 1856-R23, 1861-B23, 1870-K23, 1899-Z21, 18Kaas-P23, Acq49, OP26, Sceptre 1, Sceptre 2	David Smith	1829-C20, OP25, Sceptre 1
Steve Ham	BA16, BB-299-NWA, GS7, RR-2047-DX, RR-2065-F	Don Smith	1826-E22, 1835-B21, 1837-G21, 1856-R23, 1870-O20, 1870-K23, 1899-Z21, 18EU-G23
Geoff Hardingham	1837-G21, 1861-B23, OP26, StP1, Sceptre 1	Joakim Spångberg	BA17, BB-301-CRO, GS7, Sop340
Alan Harvey	1800-I20, 1825-L21, 1850-R22, 1899-Z21, 18Kaas-P23	Allan Stagg	BA17, PR5
Mike Head	1830-L23, 1856-D22, 1856-M22	Mark Stretch	1835-B21, 1861-B23, 6n13
John Hopkins	1829-V21	Brian Tappenden	PR5
Mike Hutton	1825-L21, 1829-V21, 1861-B23, AoS1, BB-301-CRO, StP1	Paul Tappenden	PR5
Sharon Khan	AcS1, BA16, OP25, StP1, Sceptre 1	Rob Thomasson	1829-V21, 1856-M22, 1856-R23, BB-301-CRO, PR6, StP1
Roger Krueger	1870-O20	Roger Trethewey	BA17, BB-301-CRO, GS7, Sceptre 2
Kevin Lee	6n13, Acq49, BA16, BA17, BB-299-NWA, GS7, OP25, PR7, RR-2047-DX, RR-2051-EA, RR-2066-G, Sceptre 1, Sceptre 2	Stephen Webb	1826-E22, 1837-G21, 1850-R22, 1870-O20, 18EU-G23
Michael Longdin	AoS1, Sceptre 2	Tony Wilcock	Acq49
Richard Lunn	1830-L23, 1856-D22, Acq48, BA17		
John Marsden	BB-299-NWA, BB-1304-EAN, RR-2051-EA, RR-2065-F		



OUTSIDE EDGE

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Wednesday September 12th 2007

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Future main deadlines: October 10th November 7th December 12th

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.