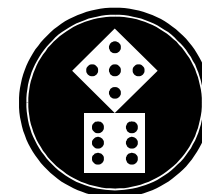# FOR WHOM THE DIE ROLLS

Sep/Oct 2007   Published by Keith Thomasson   Issue 147

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

E-mail: *Keith@Thomasson.com*   Web site: *www.fwtwr.com*
    Subscription payments can be sent via PayPal to *Keith@Thomasson.com*
        Please specify the currency for international payments as GBP

Welcome to Bill McKinley.

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...

Bus Boss	Simon Brooks, John Marsden, Jim Reader, Simon Robertson, Don Shailer, Mark Stretch {The Netherlands}	
Puerto Rico	Pete Campbell, Mike Hutton, Willem Moene, Jim Reader	

Games starting in the next issue...

❂	Acquire {Standard} . . .	Pete Campbell, Willem Moene, Lyndon Gurr, John Marsden, Michael Graystone
❂	Phoenicia	Michael Longdin, Stephen Webb, Mark Stretch, Lyndon Gurr, Geoff Hardingham
❂	Railway Rivals	Bob Coull, Jim Reader, Rob Thomasson, Tony Bromley, Michael Graystone, Colin Sharpe {Jim Reader's new Kyushu map}

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

⇨③	1829 {South}	Pete Campbell, John Shelley
❂	1830	Don Smith, Willem Moene, Stephen Webb, Pete Campbell, Mark Frueh
❂	1830 variant maps . . .	Alan Harvey, Mark Stretch, Stephen Webb, Don Smith, Tony Sait
❂	1870	Roger Krueger, Willem Moene, Don Smith, Stephen Webb, Mark Frueh
①	1895	Steve Thomas, Roger Krueger
⇨④	18Rhl Rhineland	Willem Moene
⇨③	Acquire {Standard} . . .	Colin Sharpe, Tony Wilcock
⇨③	Acquire {Powers}	Michael Graystone, Colin Sharpe
❂	Canal Mania	Alan Harvey, Michael Longdin, John Marsden, Don Shailer, Stephen Webb
⇨①	Industrial Waste	Sharon Khan, Mike Head, Marcus Pratt
⇨④	Outpost	Willem Moene, David Smith, Jim Reader, Mark Stretch, Lyndon Gurr, Marcus Pratt
⇨②	Railroad Tycoon	Michael Longdin, Simon Robertson
②	Saint Petersburg	Pete Campbell, Tony Wilcock

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
⇨①	Bus Boss	Michael Graystone, Jim Reader, Bill McKinley, Pete Campbell {Yorkshire}
⇨④	Railway Rivals	Pete Campbell {map to be decided}

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

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START

Welcome to issue #147. Later than planned, this issue is the third time that two months have merged into one as far as the zine goes. September just got busy and stayed busy. For one thing, our Chow Chow arrived as planned and immediately took up lots of time. Not that we're begrudging any of it.

After dropping him back into kennels while we were at GenCon UK, we decided to take him on a trip up to Scotland to visit our friends on the Isle of Arran. He turns out to be a good traveller, and that's him on the cover by the 18th green at Lochranza. It wasn't raining, but the umbrella gives us something to measure him against as he grows. He's already up an inch or two.

....

GenCon UK was interesting, if a little of a let down after the full-blown US version. Actually, I haven't reported on that yet, so let's do them in the proper order.

The US show was a quickie for an American visit - arrive on the Monday, set up on the Tuesday and Wednesday, do the show for four days and fly out the next Monday. We did get some time to look around the city, but on the whole it was the show. Last year I looked after the train games, this year Valerie and I were on the other side of the stand handling The Settlers of Catan. A large part of this was knighting people who had collected the five ribbons from the demo program to get a 50% voucher and a ticket to Sunday's raffle. This started off slowly as very few people got all five ribbons on the first day, but by the Saturday it was a constant stream. With that there was never enough time to get round the show properly. On Saturday we had a queue past us for most of the day, waiting in line for the Bella Sara stand two lanes over. Hayden Panettiere, currently appearing as the cheer leader in Heroes, was there all day meeting people and signing stuff.

We got delayed on our return due to bad weather, but although we left Indianapolis 3½ hours later than planned, we arrived in London just 2 hours behind schedule as the wait in Chicago ended up being a lot shorter. Unfortunately our bags didn't make the same flight we were on, so we stayed for the next one to pick them up. So much for security regulations and 'rush' labels on the bags...

GenCon UK was also on for four days, but with about 10% of the visitors. The entire trade hall was about three times the size of Mayfair's booth at the US show, and was nowhere near as busy. Being in a separate building, people had to decide to come over to see what there was, rather than dropping in between gaming sessions. Still, we covered our costs and could well be back there next year.

....

I misread Mark's note about the Einfach Genial tournament - he isn't organising it, that pleasure remains with Alan Farrell.

....

The next convention is TringCon - or perhaps I should say the most recent, as it will have taken place before most of you see this. We have 30 people signed up and more possibly turning up on the day, which will make it one of the best attended. The proceeds from the event will be donated to the Iain Rennie Hospice at Home.

Another local event takes place on November 10th. GamesFest 2 is in the Victoria Hall in Tring, featuring a Magic the Gathering tournament, Memoir '44, Deadlands RPG, Talisman, Warhammer 40K and roleplay, Savage Worlds and more. It's much more of a role playing day, but I'll find out for sure because I'll be taking Heron Games there.

....

The results of the Deutscher Spiele Preis for 2007 have been announced.

1. Pillars of the Earth by Rieneck & Stadler (Kosmos / Mayfair) . . . . 3957 points
2. Notre Dame by Stefan Feld (alea / Rio Grande) . . . . 2980 points
3. Vikings by Michael Kiesling (Hans im Glück / Rio Grande) . . . . 2576 points
4. Yspahan by Sebastian Pauchon (Ystari / Rio Grande) . . . . 2298 points
5. Zooloretto by Michael Schacht (Abacus Spiele / Rio Grande) . . . . 1293 points
6. Arkadia by Rüdiger Dorn (Ravensburger) . . . . 1222 points
7. Imperial by Mac Gerdts (eggertspiele / Rio Grande) . . . . 1177 points
8. Leonardo da Vinci by Acchitocca (daVinci / Mayfair) . . . . 1016 points
9. Thebes by Peter Prinz (Queen / Rio Grande) . . . .   965 points
10. Colosseum by Wolfgang Kramer & Markus Lübke (Days of Wonder) . . . .   855 points

Burg Appenzell by Bernhard Weber & Jens Peter Schliemann (Zoch) won the prize for best children's game as well as the game with the best rules presentation.

The International Gamers Award has also been announced, and the winners are:

> Multi-Player Category . . . Through the Ages (Czech Board Games)
> Two-player category . . . Mr. Jack (Hurrican Games)

The IGA awards don't have second and third places as such, but the voting system showed which other titles were in the running. For the multi-player category the main contenders were Pillars of the Earth, Notre Dame and Canal Mania, while for the two-player category they were Medici vs Strozzi and BattleLore.

Both of these awards will be presented at the Essen show. The Deutscher Spiele Preis presentation is during the press conference on the Wednesday, while the IGA presentation will be at the Czech Board Games booth at 5pm on the Friday of the show.

With the exception of Through the Ages, which was a limited print run and was sold out a long time ago, I can supply all of the games on these award lists, so bear me in mind if you're thinking about getting some. As for Through the Ages, that should be available later this year as it is being republished by FRED Distribution.

Some of you may have found this already, but recent copies of the zine are now available on the web site as PDF downloads for the Adobe Reader.

The main reason I hadn't done this before was that the font I use is marked as 'non-embeddable', meaning that Adobe Acrobat would not make allow a PDF to include this font. As it was part of the zine's style I didn't want to ditch it for that reason alone. It turns out that some of the free PDF creators don't check this and are quite happy to do the job. The PDF copies have an extra page at the start so that reports intended to appear on facing pages can be read as such on screen and when printed out.

You can find the links to the PDF copies on the lists of the various issues. All issues from the beginning of 2006 (#128) are up there, and some of the older ones may get done later, although they require some extra work, so perhaps not. As to what this means for the paper copy... I have no intention of stopping it, but those of you who are far away may decide to forego the real thing and switch to downloads, to save time if nothing else. ✪

Heron Games

A selection of award winners and nominees

Visit the web site to see the full story on what is on offer - www.herongames.com.

£27.00

The game of the book by Ken Follett, and winner of this year's Deutscher Spiele Preis.

£22.50

You have nine rounds to gain more prestige than anyone else in this game, themed around Notre Dame and the districts of Paris.

£20.00

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

£13.50

This is a two-player version of the classic game Medici, with similar mechanics.

£45.00

The latest of Richard Borg's two-player games (similar to Memoir '44, Commands and Colours) lets you add fantasy themes to its medieval background.

£20.00

Game of the Year for 2007, Zooloretto takes the ideas from the card game Coloretto to the zoo.
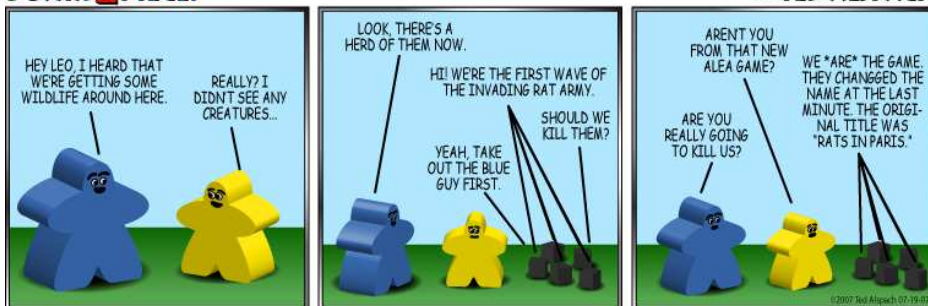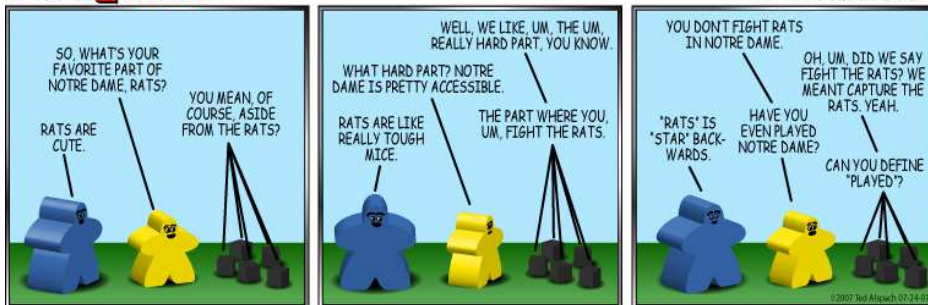
BOARD 2 PIECES — BY TED ALSPACH

RA!

HI. WE'RE THE RATS FROM NOTRE DAME. WELL, TECHNI-CALLY I GUESS WE'RE THE RAT MARKERS FROM NOTRE DAME.

RA!

NO, WE'RE "RATS." WE'RE HERE TO INFEST THE COMIC STRIP.

RA!

AGAIN, YOU'RE MISSING THE "T". ANYHOO, THANKS TO THE GOOD FOLKS AT PIXAR, WE ARE NOW QUITE LOVABLE.

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BOARD 2 PIECES — BY TED ALSPACH

I CAN'T SLEEP, LEO. ESSEN IS ONLY 11 WEEKS AWAY.

EXCITING, ISN'T IT!

NO, I'M TERRIFIED.

THERE ARE WAY TOO MANY GOOD GAMES COMING OUT THIS YEAR.

THAT'S A GREAT THING! THE MORE GAMES, THE BETTER!

I'M KIND OF OUT OF ROOM. I DON'T KNOW WHERE TO STORE THEM ANYMORE.

DID YOU EVER THINK OF SELLING SOME OF THE GAMES YOU'VE RATED LOW OR DON'T PLAY THAT OFTEN?

I'M JUST GOING TO PRETEND I NEVER HEARD THAT, LEO.

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BOARD 2 PIECES — BY TED ALSPACH

HEY LEO, I HEARD THAT WE'RE GETTING SOME WILDLIFE AROUND HERE.

REALLY? I DIDN'T SEE ANY CREATURES...

LOOK, THERE'S A HERD OF THEM NOW.

HI! WE'RE THE FIRST WAVE OF THE INVADING RAT ARMY.

SHOULD WE KILL THEM?

YEAH, TAKE OUT THE BLUE GUY FIRST.

AREN'T YOU FROM THAT NEW ALEA GAME?

WE *ARE* THE GAME. THEY CHANGGED THE NAME AT THE LAST MINUTE. THE ORIGI-NAL TITLE WAS "RATS IN PARIS."

ARE YOU REALLY GOING TO KILL US?

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BOARD 2 PIECES — BY TED ALSPACH

I'VE GONE THROUGH MY GAME COLLEC-TION. OF THE 800+ GAMES, I CAN'T FIND ANY TO SELL OR GIVE AWAY.

HOW CAN THAT BE? WHAT ABOUT YOUR COPY OF GLOBAL SURVIVAL?

NO, THAT'S A CLASSIC.

HECTOR, IT'S THE LOWEST RANKED GAME ON BGG.

EVEN MORE REASON NOT TO GET RID OF IT.

IT'S A GAME I CAN USE TO MEASURE AGAINST ALL OTHER BAD GAMES.

ARE YOU EVER GOING TO PLAY IT?

NO WAY. IT'S SUPPOSED TO BE HORRIBLE.

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BOARD 2 PIECES — BY TED ALSPACH

SO, WHAT'S YOUR FAVORITE PART OF NOTRE DAME, RATS?

YOU MEAN, OF COURSE, ASIDE FROM THE RATS?

RATS ARE CUTE.

WELL, WE LIKE, UM, THE, UM, REALLY HARD PART, YOU KNOW.

WHAT HARD PART? NOTRE DAME IS PRETTY ACCESSIBLE.

RATS ARE LIKE REALLY TOUGH MICE.

THE PART WHERE YOU, UM, FIGHT THE RATS.

YOU DON'T FIGHT RATS IN NOTRE DAME.

OH, UM, DID WE SAY FIGHT THE RATS? WE MEANT CAPTURE THE RATS. YEAH.

"RATS" IS "STAR" BACK-WARDS.

HAVE YOU EVEN PLAYED NOTRE DAME?

CAN YOU DEFINE "PLAYED"?

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BOARD 2 PIECES — BY TED ALSPACH

PROVOST, I'VE DECIDED TO WRITE A TUTORIAL BOOK FOR TICHU.

HEY, WHAT A GREAT IDEA. WHAT ARE YOU CALLING IT?

"LEO WILL TEACH YOU TICHU."

UM, THAT DOESN'T MAKE ANY SENSE. MAYBE YOU MEAN "GRAND TICHU" SINCE THAT'S WHAT A DOUBLE TICHU REALLY IS.

NO, IT'S "TEACH YOU TICHU."

RIGHT...I HEARD YOU THE FIRST TIME. MAYBE YOU SHOULD LET SOMEONE WHO KNOWS THE RULES WRITE THE BOOK.

I DIDN'T SAY TICHU TWICE. I SAID "TEACH YOU TICHU."

OH, MY BAD. I DIDN'T REALIZE YOU HAD A TWO SYLLABLE STUTTERING PROBLEM, LEO. I'M SORRY IF I OFFENDED YOU.

TEACH YOU! TICHU!

I THINK YOU CAN PROBABLY GETSOME MEDS FOR THAT.

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BOARD 2 PIECES — BY TED ALSPACH

SO, YOU'VE NEVER EVEN PLAYED NOTRE DAME?

IT'S OVERRATED, YOU KNOW.

WOW, THAT'S SOME TOUGH LOVE, RATS.

OKAY, YOU PROBABLY DESERVE THE TRUTH. WE'RE NOT REALLY RATS FROM NOTRE DAME.

YEAH, I KNOW, YOU'RE RAT *MARKERS*.

I KNEW IT! THEY'RE BRIAN BARLING'S SPIES!

NOPE, WE'RE NOT RATS AT ALL.

WE'RE ACTUALLY GOODS CUBES FROM AGE OF STEAM.

WHY DID YOU SAY YOU'RE RATS?

I BET BRIAN IS JEALOUS THAT WE'RE IN FULL COLOR.

AOS IS SO 2002. WE'RE FEELING OLD.

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BOARD 2 PIECES — BY TED ALSPACH

DOES ANYONE HAVE ANY INSIGHTS FOR MY NEW BOOK ON TICHU?

DON'T PLAY THE DRAGON AS PART OF A PAIR. I LIVE BY THAT RULE.

PUSH BACK THE CARDS YOUR OPPONENTS PASS TO YOU. THAT WAY YOU START WITH 12 AND CAN GO OUT FASTER.

KEEP SAYING "DAT'S DA BOMB" WHEN YOU PLAY ONE UNTIL YOUR OPPONENTS ARE REALLY IRATE.

IF YOUR PARTNER SCREWS UP A HAND, PRETEND YOU'RE THE TRAITOR IN SHADOWS OVER CAMELOT AND WORK AGAINST HIM.

COUGH AS YOU CALL TICHU SO YOU HAVE THE OPTION OF TAKING IT BACK IF YOU DON'T GO OUT FIRST.

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BOARD 2 PIECES — BY TED ALSPACH

Strip 1

Panel 1: I HAVE A GREAT TIP FOR YOUR NEW TICHU BOOK, LEO. / SURE, KENNY. ANYTHING TO MAKE THE BOOK BETTER! / ALWAYS CALL GRAND TICHU INSTEAD OF TICHU.

Panel 2: WELL, I DON'T KNOW ABOUT THAT. WHAT DO YOU BASE THAT ADVICE ON? / THERE'S FOUR PLAYERS. ONE OF YOU HAS TO GO OUT FIRST, RIGHT? / RIGHT... / SO YOU HAVE A 25% CHANCE OF GOING OUT WITHOUT EVEN LOOKING AT YOUR CARDS. / OKAY, YEAH.

Panel 3: WHEN YOU CALL GRAND TICHU, YOUR PARTNER WON'T GO OUT BEFORE YOU, SO NOW IT'S 50%. / WELL, NOT EXACTLY... / ONLY ONE OF YOUR OPPONENTS CAN GO OUT FIRST, SO YOU'RE AT 75% AT THAT POINT. / UM...I REALLY DON'T THINK IT WORKS THAT WAY. / AND YOUR PARTNER GIVES YOU A GOOD CARD, SO IT'S NOW 95% LIKELY THAT YOU'LL GO OUT FIRST. / ...I'LL GET TO YOU...

Strip 2

Panel 1: ROCKY, HOW OFTEN DO YOU PASS THE DRAGON WHEN YOU PLAY TICHU? / WELL, WHAT IF YOU HAVE A HAND TO CALL TICHU WTIH? / EVERY SINGLE TIME I GET IT, LEO.

Panel 2: I DON'T CALL TICHU ANYMORE. I ONLY PLAY FOR THE POINTS. WHICH IS WHY I ALWAYS PASS THE DRAGON. / YOU MEAN YOU... / YEP, I PASS THE DRAGON TO MY OPPONENTS.

Panel 3: BUT... / IMAGINE THE SURPRISE ON YOUR OPPONENT'S FACE WHEN HE GETS THE DRAGON PASSED FROM YOU! / HOW HAS THIS STRATEGY BEEN WORKING FOR YOU, ROCKY? / THERE'S A FEW KINKS RIGHT NOW. MY OPPONENTS CALL TICHU MORE THAN I WOULD EXPECT...

Strip 3

Panel 1: HEY, LEO, I WANTED TO CONTRIBUTE TO YOUR TICHU BOOK. I HAVE A STORY ABOUT THE WORST HAND EVER. / WAS IT. I'VE NEVER HAD ANYTHING SO HORRIBLE SINCE. / SURE, THAT SOUNDS LIKE IT WOULD BE TRAUMATIC, HANK.

Panel 2: SO WHAT CARDS DID YOU HAVE? / I HAD *ALL* SINGLETONS. / OF THE FOURTEEN CARDS YOU HAD, THERE WERE NO PAIRS OR ANYTHING?

Panel 3: NOPE, EVERY CARD WAS A SINGLETON. ALL 14 OF THEM. I EVEN HAD THE MAH JONG. / WAIT, THAT MEANS YOU HAD ONE OF EVERY CARD FROM 1-A, RIGHT? / YEP. I WENT OUT LAST, 'CAUSE I HAD TO PLAY EACH CARD INDIVIDUALLY. / OH. HEH. / EVER THINK OF PLAYING, I DON'T KNOW, A 14 CARD STRAIGHT?

Strip 4

Panel 1: 6 CARD STRAIGHT, KING HIGH. / PASS. / PASS. / PASS.

Panel 2: PAIR OF QUEENS. / PASS. / ACES. / PASS. / PASS. / PASS. / PASS. / WHAT A FUN GAME.

Panel 3: HEY, DI, WHAT ARE LEO AND THE GUYS PLAYING? / SOME CARD GAME CALLED "PASS."

1800-I20 — A close result. — GAME OVER

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

Willem Moene (2nd): Well, a tight and interesting game, I wasn't involved in the initial stages of the game, I don't know if this really had a big impact on the later stages of it. Alan made it an interesting tussle. Thanks.

Thanks Keith for running the game, again I think I learned a lot. In the future I'll have to convert all this knowledge into victories.

This was probably as close as you could get for a two-player game, which just over 1% between the two at the end. I did some what-of scenarios, but whichever I looked at Alan had the edge at the end.

1835-B21 — Another trip to Germany done and dusted. — GAME OVER

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%

John Shelley (1st): Well that worked out quite well didn't it, Gromit? I made my first mistake in OR1 when I misordered the tile lay on O15, and yes Keith, I did use your tile sheet, I'd intended to lay a #202 rather than a #201. Maybe that made it unattractive to any potential take over. Subsequently after Don had plunged his cash into the MsE I found myself able to gain the Presidency of the WtE which fitted nicely with the ByE, also having two Minors helped get finance and trains into the two Majors. Route development was done with a view to both the companies running the same routes so there was a lot of mutual benefit promotion and tile laying. Don's action in OR14 of buying a '6+6' caught me on the hop as I was working on the assumption that there was no benefit to anyone in buying one as I considered that there wasn't enough time to recover the lost ground before the game ended. A knock-on effect was that in the subsequent SR I couldn't offload my SxE share and get a 20% WtE by Nationalisation as Mark had filled the Bank Pool up. As ever thanks to Keith for running the game and to the rest of you for playing.

And thanks to you for making it an enjoyable game to run.

▲▲▲

1825-L21	Just one round, which sees a '5' train and a '3T' train bought.	OR13

OR13	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
Cal	AH	-	-	260	Yes	-	160▲	50	4 3
NBR	MH	-	-	300	Yes	-	255▲	320	3 3
GSWR	MH	-	-	70	No	①	34▼	10	-
GNoS	MH	-	-	130	Yes	-	205▲	370	5
M&C	AH	8:K9:6	-	80	Yes	② ③	160▲	100	5 3T
High	MH	41:C11:2	-	100	Yes	④	126▲	120	3T U3

Notes:
① 320 to the NBR for a '2' train
② 100 to the bank for terrain costs
③ 550 to the bank for a '5' train
④ 370 to the bank for a '3T' train

Cash Flow	b/f	OR13	c/f	Value	%	Certs
Mike Hutton	327	461	788	5,457	52.8▼	14/19
Alan Harvey	77	458	535	4,886	47.2▲	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)		160	255	34	205	160	126
Company credit		50	320	10	370	100	120
Tokens		-	1	2	-	-	-
Trains		4 3	3 3	-	5	5 3T	3T U3

Bank cash: 2,677   Certificate limit: 17   Trains: 1 x '5', 1 x '3T', 2 x 'U3', 2 x '7'
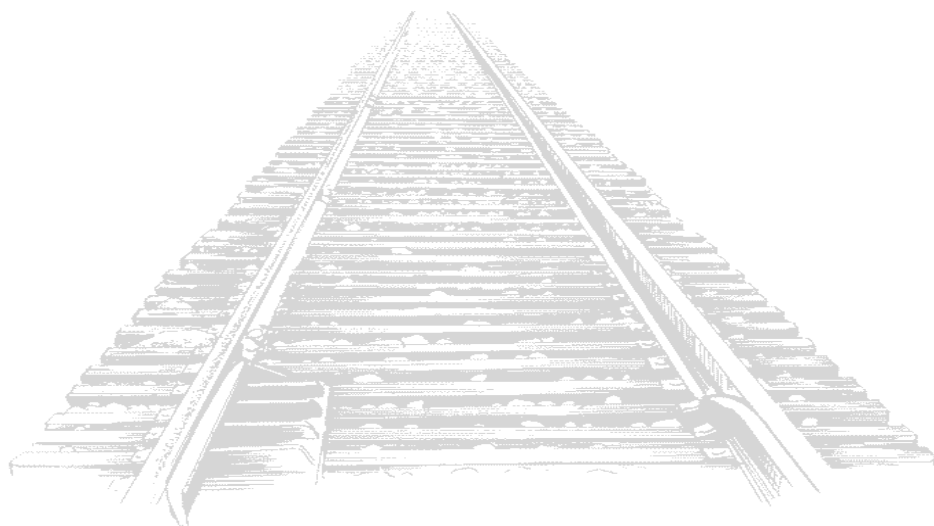
Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds	
Yellow	1/-	2/1	3/1	4/2	5/2	6/2	7/3	8/5	9/5	55/1	56/1	115/1
Green	12/-	13/1	14/-	15/-	16/1	19/-	23/3	24/1	26/-	27/1	28/1	29/1
	52/-	81/1										
Brown	34/1	38/2	39/1	41/-	42/1	43/1	44/1	45/1	46/1	47/1	63/2	66/2
	67/1	118/1										

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

© Keith Thomasson 2007

Orders required for the following rounds	By the early deadline
OR14, SR9	Adjudication can pause between rounds if requested

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

1826-E22		One round, four new loans.		OR8

OR8	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	SW	514_G9:1	-	250	Yes	①	150C▲	801	-	6H
A	JS	204:D12:1	-	100	Yes	② ③	110D◄	80	-	6H
P	TF	9:F6:1	-	140	Yes	④ ②	100C◄	131	1	6H 6H
B	SW	15:F12:5	-	250	Yes	⑥	90D▲	38	-	-
GC	TF	20:M15:1	-	-	-	⑦ ⑧	65E▼	0	1	10H
N	DS	-	-	-	-	⑨ ⑧	60E▼	450	2	10H
O	LG	58:H2:3	-	190	Yes	⑩	75E▲	474	1	6H
E	LG	14:I13:1	-	100	Yes	❶	65G▼	798	1	6H
M	LG	9:I11:3	-	-	-	❷ ⑧	50G▼	32	1	10H

Notes:
①   20 to the bank for a token in H6
②   300 to the bank for a '6H' train
③   110 to the bank for one pool share
④   40 to the bank for terrain costs
⑤   46 to the GC for a '4H' train
⑥   112 to the PO for a '4H' train
⑦   Loan taken out {▼65E}
⑧   600 to the bank for a '10H' train
⑨   Two loans taken out {▼60E}
⑩   40 to the bank for a token in H6
❶   375 from the bank for the sale of five shares {▼65G}
❷   Loan taken out {▼50G}

Cash Flow	b/f	OR8	c/f	Value	%	Certs
John Shelley	117	90	207	1,017	19.7▼	6
Lyndon Gurr	15	190	217	1,207	23.4▲	9/10
Don Smith	17	65	82	642	12.4▼	3/5
Stephen Webb	23	250	273	1,473	28.5▲	8
Tim Franklin	61	70	131	826	16.0▼	6

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

	A	B	E	GC	M	N	O	P	PL	PO
Company type	10	10	10	10	10	10	10	10	10	10
Bank (new)	-	-	-	-	-	-	-	-	8	-
Bank (pool)	1	-	5	2	2	2	-	-	-	3
Treasury shares	3	-	2	5	6	5	7	3	-	1
Price	110D	90D	65G	65E	50G	60E	75E	100C	100B	150C
Company credit	80	38	798	0	32	450	474	131		801
Loans	-	-	1	1	1	2	1	1		-
Tokens	1	1	2	1	2	-	1	1		
Trains	6		6	10	10	10	6	6 6		6

Bank cash: 8,286   Certificate limit: 13   Trains: 2 x '10H', 4 x 'E'...
Current operating order: PO, A, P, B, O, E, GC, N, M

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds		
Yellow	3/1	4/1	5/2	6/2	7/4	8/5	9/12	57/4	58/2		
Green	14/1	15/1	16/1	19/1	20/-	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	204/1	514/-	619/1		
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/3	63/5	70/1	515/1
	611/2										

When the first '10H' train was bought the SNCF formation was checked and found wanting, as the only company that had operated and was without a train was the B, which didn't count anyway, so the SNCF did not form. The remaining private companies closed and all five-share companies converted to ten-share companies.
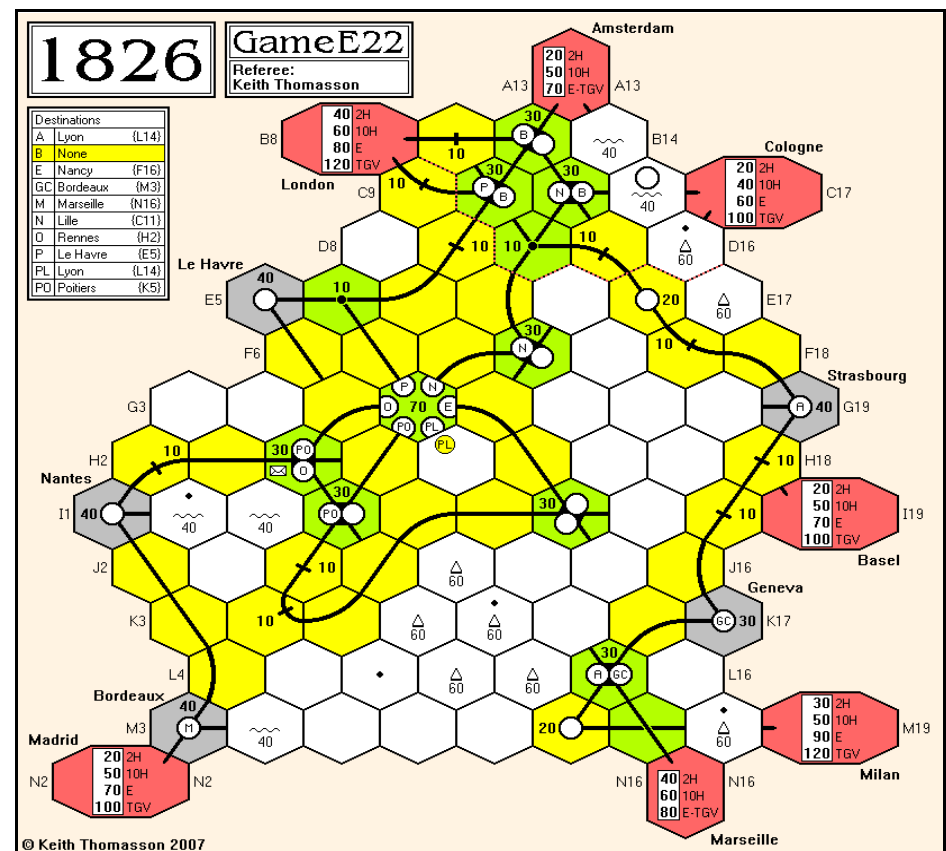
Orders required for the following rounds	*By the early deadline*
OR9, SR8	*Adjudication can pause between rounds if requested*

▲▲

| 1829-C20 | Two '7' trains see the light of day. | OR19 - OR20 |

OR19	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	18:T12:1	▸T14	120	No	①	142▾	120	5 3
GWR	MB	-	▸V14	170	Yes	①	250▴	10	5 4
Mid	PB	4:U21:2	▸Y25	260	No	②	160▾	590	5
LSWR	MB	-	▸Y13	280	Yes	-	250▴	10	4 3
GNR	DSm	41:X18:3	▸V10	270	Yes	-	180▴	720	4 3
LBSC	DSm	8:X12:1	▸X10	140	No	-	10▾	140	4
GER	MB	-	▸V22	90	Yes	-	64▴	0	5 3
GCR	PB	42:R14:5	▸T16	150	Yes	③	67▴	10	4 3
L&YR	DSh	-	▸M11	120	No	-	20▾	150	5
SECR	DSm	5:W23:5	▸U23	120	Yes	-	29▴	120	3

Notes:
①   550 to the bank for a '5' train
②   A survey party can never move onto a track tile
③   10 to the Midland for a '3' train - in 1829 train prices must be a multiple of 10

| OR20	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSh	-	▸Q11	250	Yes	-	160▴	120	5
GWR	MB	-	▸V14	310	Yes	-	275▴	10	5 4
Mid	PB	24:T18:4	▸T24	190	No	①	142▾	60	7 5
LSWR	MB	-	▸Y13	200	Yes	-	275▴	10	4
GNR	DSm	10:V10:1	▸X8	160	Yes	①	200▴	40	7
LBSC	DSm	51:N10:2	▸X4	170	Yes	-	20▴	140	4
GER	MB	166:W11:5	▸X24	120	Yes	-	67▴	0	5
GCR	PB	33:O9:1	▸T24 !	150	Yes	-	71▴	10	4
L&YR	DSh	-	▸M11	130	Yes	-	29▴	150	5
SECR	DSm	37:X16:3	▸X20	-	-	② ③	20▾	60	4

Notes:
①   720 to the bank for a '7' train
②   40 to the bank for a token in X20
③   20 to the GNR for a '4' train

Cash Flow	b/f	OR19	OR20	c/f	Value	%	Certs
David Smith	709	457	436	1,602	5,593	30.5▴	17/36
Peter Berlin	470	139	243	852	3,072	16.8▾	14/16
Don Shailer	728	146	377	1,251	3,563	19.4▾	14/16
Martin Butcher	689	405	443	1,537	6,104	33.3▴	18

Portfolio	Steam Pkts	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
◉ David Smith	Preston	-	1	4	2	8D	10D	2	-	1	10D
⊗ Peter Berlin	-	3	1	6D	-	1	-	-	5D	2	-
Don Shailer	-	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)	-	-	-	-	-	-	-	2	-	4	-
Price (pool)		160	275	142	275	200	20	67	71	29	20
Company credit		120	10	60	10	40	140	0	10	150	60
Tokens		1	4	3	3	2	3	3	3	2	1
Trains		5	5 4	7 5	4	7	4	5	4	5	4

Bank cash: 14,764   Certificate limit: 18   Trains: 2 x '7'

Tiles	Tile number/Availability									Three Operating Rounds between Stock Rounds		
Yellow	1/2	2/2	3/2	4/2	5/3	6/4	7/2	8/5	9/9			
Green	10/2	12/2	13/2	14/1	15/-	16/-	17/1	18/-	19/2	20/2	21/1	22/1
	23/3	24/1	25/1	26/2	27/1	28/-	29/1	30/-	31/1			
Brown	32/1	33/-	34/-	35/1	36/1	37/-	38/1	39/1	40/-	41/1	42/-	43/1
	44/-	45/1	46/1	47/1								
Grey	48/-	49/1	50/2	51/2	60/2	166/3						
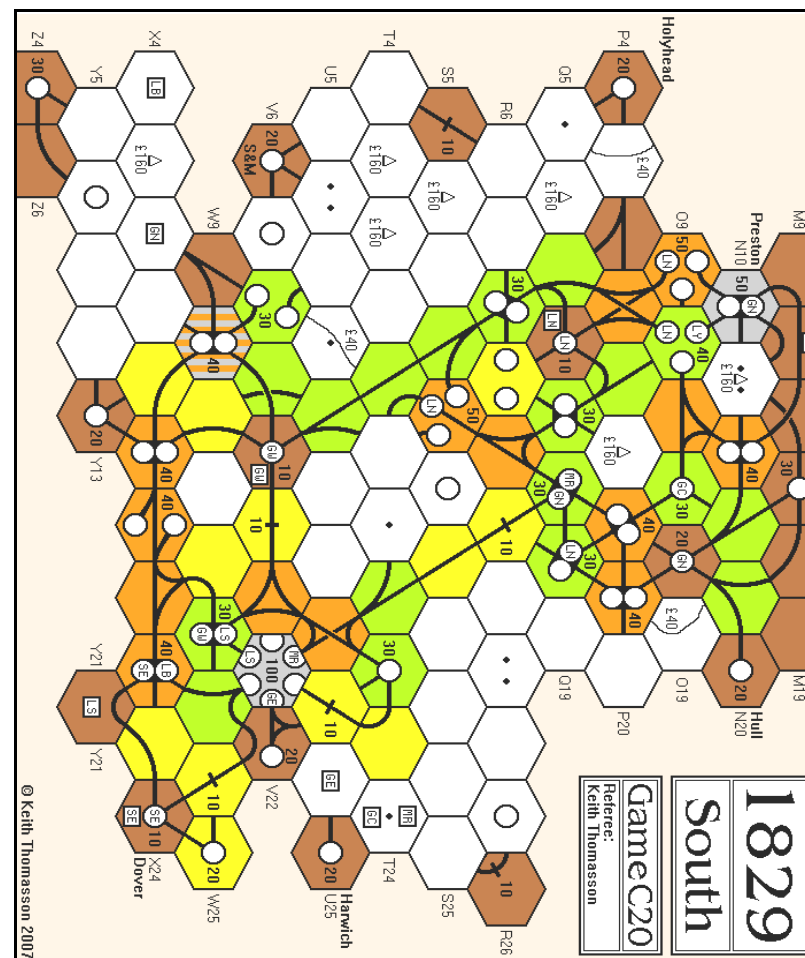
Orders required for the following round	*By the early deadline*
SR14	

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1829-V21	The GNR and GCR finds homes.	SR10

Stock Round 10

Rob	Lionel	Peter	John	Mike
+ LNWR pool	✘	+ L&YR new	✘	✘
+ L&YR new	✘	+ L&YR new	+ GNR/Dir	✘
✘	+ GNR new	- 1 L&YR + GNR new	- 1 LNWR + GNR new	✘
✘	+ GNR new {floated}	- 1 L&YR + GNR new	+ GNR new	✘
✘	+ GNR new	- 1 L&YR + GNR new	✘	+ GCR/Dir
✘	✘	- 1 L&YR - 3 GNR + LNWR pool	✘	+ GCR new
✘	✘	✘	✘	+ GCR new
✘	✘	✘	✘	- 1 Cal + GCR new
- 1 LNWR + Cal pool	✘	✘	✘	- 1 Cal + GCR new {floated}
+ Cal pool	✘	✘	✘	✘
+ GNR pool	✘	✘	✘	✘
+ GNR pool	✘	✘	✘	✘
✘	*Priority for SR11*			

Cash Flow	b/f	SR10	c/f	Value	%	Certs
Rob Thomasson	386	-329	57	1,444	21.4▼	16
Lionel Robbins	296	-192	104	1,074	16.0▲	12
Peter Berlin	171	-165	6	1,684	25.1▼	8
John Hopkins	170	19	189	955	14.2◄	8
Mike Hutton	253	-232	21	1,568	23.3▲	17

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Rob Thomasson	A&F	-	1	-	8D	4	1	2	-	-	-	-
✪ Lionel Robbins	-	-	1	1	2	6D	-	3	-	-	-	-
Peter Berlin	C&HP	5D	-	3	-	-	-	-	-	-	-	-
John Hopkins	S&D	-	-	5D	-	-	-	4D	-	-	-	-
Mike Hutton	-	-	8D	1	-	-	5D	-	6D	-	-	-
Bank (new)	Hull...	-	-	-	-	-	-	-	4	10P	10P	10P
Price (new)		100	90	82	76	71	67	64	61	58	56	53
Bank (pool)	L&M	5	-	-	-	-	4	1	-			
Price (pool)		275	100	76	100	67	61	64	61			
Company credit		80	280	340	160	20	80	640	610			
Tokens		4	4	4	3	2	3	4	4	3	3	3
Trains		3222	32	32	32	43	42	-	-			

Bank cash: 19,623   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/O11	Liverpool & Manchester	£210	£20
Steam Packet Lines			
N20	Hull	£315	£25
M9	Barrow	£435	£30
P4	Holyhead	£570	£35
J2	Stranraer	£720	£40
B12	Aberdeen	£900	£45

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

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Orders required for the following rounds	*By the early deadline*
OR12, OR13	*Adjudication can pause between rounds if requested*

▲▲

1830-L23   One '2' train a-piece.   OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	MH	57:E19:1	-	-	①	71D▾	680	2
PRR	WM	9:H14:3	-	-	①	67E▾	630	2
C&O	JS	7:G5:1	-	-	①	65F▾	590	2

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

Stock Round 2

	Richard	Tim	Willem	John	Mike
+ C&O new		- 1 B&O {▾90B}	✗	✗	✗
		+ NYC new			
+ C&O new		✗	✗	✗	✗
+ NYC new		✗	✗	✗	✗
✗		*Priority for SR3*			

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
John Shelley	18	15	0	33	483	18.5▲	7
Mike Head	24	0	0	24	450	17.2▾	5
Richard Lunn	200	40	-210	30	528	20.2▲	6
Tim Franklin	60	30	24	114	675	25.9▾	4
Willem Moene	10	20	0	30	475	18.2◂	5

Portfolio	Privates	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	-	-	2	-	-	1	-	1
✪ Tim Franklin	B&O	-	3P	-	-	-	1	-	-
Willem Moene	M&H	-	-	-	-	-	-	-	5P

		B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Bank (new)		10P	6	2	10P	10P	2	10P	4
Price (par)			100	67			76		71
Bank (pool)		-	1	-	-	-	-	-	-
Price (pool)			90B	65F			71D		67E
Company credit				590			680		630
Tokens		2	3	2	4	3	3	2	3
Trains				2			2		2

Bank cash: 9,869   Certificate limit: 13   Trains: 3 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	7/4	8/8	9/6	55/1	56/1	57/3	69/1

1830   GameL23   Referee: Keith Thomasson
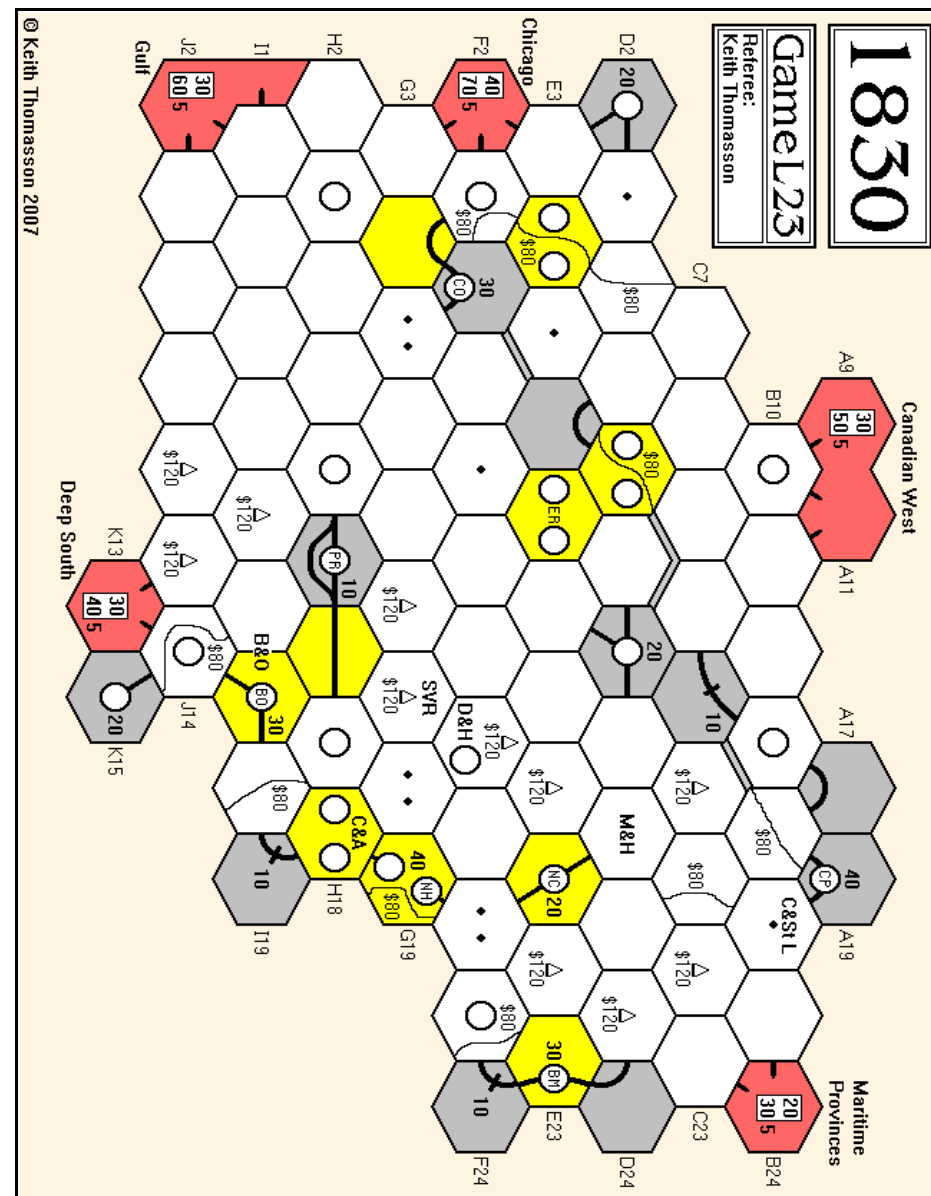
Orders required for the following rounds	*By the early deadline*
OR3, SR4	*Adjudication can pause between rounds if requested*

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| 1837-G21 | One round only, which sees the '3+1' and '2G' trains disappear. | OR11 |

OR11	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	DS	430:J16:1	300	60	Yes	①	260B▲	0	5
Sd	SW	401:F38:6	470	60f	Half	②	175D▼	0	4E 4 3G
Bk	SW	405:F38:5	240	Half	60	③	165C▼	41	5E 3G
Kk	TR	432:G13:3	280	Yes	-	④	124C▲	1	5
Th	DS	432:J28:1	190	Yes	-	⑤	115C▲	2	4
Sb	GH	432:H20:3	310	Yes	50	-	112D▲	310	4
Bh	DS	-	190	Yes	-	-	114A▲	551	4+1
Gt	SW	431:F38:5	360	Yes	-	-	102B▲	0	4+2
Ms	TR	430:C11:1	180	Yes	40	⑥	94F▲	6	5+2
Cl	SW	216:C33:3	210	Yes	-	⑦	70G▲		4

Notes:
①   255 to the Cl for a '2G' train
②   630 to the Bk for a '4E' train
③   830 to the bank for a '5E' train
④   149 to the Ms for a '3+1' train
⑤   160 to the bank for a token in H22
⑥   860 to the bank for a '5+2' train
⑦   1,000 to the bank for a '4G' train

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Stephen Webb	170	658	828	4,295	25.1◄	25
Don Smith	267	437	704	3,614	20.6▲	17
Tony Robbins	771	555	1,326	4,676	26.7▼	24
Geoff Hardingham	1,189	595	1,784	4,829	27.6▼	23

Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Stephen Webb	4	4D	5D	6	1	-	-	5D	2	1
✪ Don Smith	6D	-	-	-	1	1	1	-	6D	5D
Tony Robbins	-	4	3	1	6D	6D	-	1	1	3
Geoff Hardingham	-	2	2	2	2	4	6D	4	1	1
Bank (new)	-	-	-	1	-	-	2	-	-	-
Price (new)	104	104	75	97	120	70	97	142	91	175
Bank (pool)	-	-	-	-	-	-	1	-	-	-
Price (pool)	114A	165C	70G	102B	124C	94F	112D	175D	115C	260B
Company credit	551	41	10	0	1	6	310	0	2	0
Tokens	1	-	1	1	1	1	1	-	-	1
Trains	4+1	5E 3G	4	4+2	5	5+2	4	4E 4 3G	4	5
		4G								

Bank cash: 8,705   Certificate limit: 21   Trains: 1 x '5+3', 1 x '5+4' 2 x'4G'

Current operating order: Ug, Sd, Bk, Kk, Th, Bh, Sb, Gt, Ms, Cl

Tiles	Tile number/Availability						Three Operating Rounds between Stock Rounds					
Yellow	1/2	2/3	3/5	4/7	5/2	7/8	8/17	9/13	55/1	56/1	57/1	58/9
	69/2	201/3	202/4	401/4	402/2	404/4						
Green	12/2	16/3	17/1	18/1	19/2	20/3	23/7	24/5	25/2	26/4	27/3	28/3
	29/2	30/1	31/1	87/-	88/1	204/2	205/2	206/2	207/2	208/1	405/3	406/...
	408/4	410/1	411/1	412/1	413/-	414/1	415/1	416/-	417/1	418/1	419/2	420/2
	421/2	422/-	423/2	424/-	425/1	426/1	427/1	429/1				
Brown	39/2	40/2	41/4	42/4	43/2	44/3	45/3	46/3	47/3	63/2	70/2	216/3
	430/3	431/2	432/-	434/2	435/-	436/-						
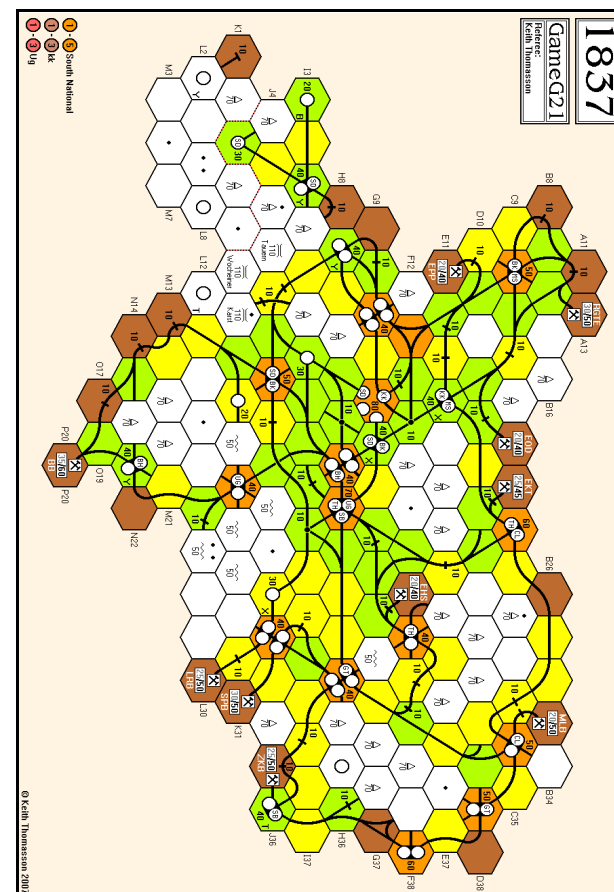
1837 GameG21
Referee: Keith Thomasson
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Orders required for the following rounds	By the early deadline
OR12, OR13	Adjudication can pause between rounds if requested

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| 1850-R22 | Three privates use their powers for extra track lays. | OR6 - OR7 |

The CBQ should not have bought a '2' train and a '3' train last time, as 1850 is a game that limits train purchases to one new train a round. This meant that the CBQ couldn't buy the WLGC from Alan, and he was only able to afford one share in the stock round. I also miscalculated Lyndon's share dealing - he couldn't afford the last NP share, so the price didn't go up at the end of the round.

The NP run was OK at 160. When the NP bought the MMC private it gained a Mesabi Mining Range token and was then able to run to the mines in A10.

OR6	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
CBQ	AH	129:I18:2 8:J17:2	80	Yes	① ② ③	100A▲	544	3 2
NP	SW	15:B5:6	-	210	Yes	-	90E▲	560	3 2 2
UP	TF	15:I4:6 8:H5:5	130	Yes	④ ⑤ ③	90E▲	220	3 2 2
GN	LG	57:D9:2 9:C10:2	-	-	⑥ ③	72D▼	600	3
CRIP	SW	8:H13:4 8:I14:1	-	-	⑥ ③ ⑦	68E▼	40	3 2
MKT	LG	14:K6:3 9:L3:2	110	Yes	⑧ ⑨	68F▲	84	3

Notes:
① 180 to Alan for the WLGC private
② Additional yellow tile courtesy of WLGC powers - first use
③ 180 to the bank for a '3' train
④ 100 to Tim for the GBCC private
⑤ 40 to the bank for terrain costs, plus 30 for using the GBCC powers
⑥ 40 to the bank for terrain costs
⑦ 500 to the NP for a '2' train
⑧ Additional yellow tile courtesy of the CM powers
⑨ 50 to the bank for a West Edge token in the South West area

OR7	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
CBQ	AH	8:K18:1	-	160	Yes	①	110A▲	312	4 3
NP	SW	8:A4:4	-	100	Yes	① ②	100E▲	255	4 3
UP	TF	57:G4:1 8:F3:4	-	110	Yes	③	100E▲	120	3
GN	LG	15:B11:5	-	70	Yes	④ ①	76D▲	289	4
MKT	LG	9:L5:2	-	110	Yes	⑤	72F▲	157	3 3
CRIP	SW	4:I16:3	-	80	Yes	⑥	72E▲	32	3

Notes:
① 300 to the bank for a '4' train
② 40 to Stephen for the GRSC private
③ 80 to the bank for terrain costs, plus 30 for using the GBCC powers
④ 40 to the bank for a token in B11
⑤ 1 to the GN for a '3' train
⑥ 40 to the bank for a token in I18

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Stephen Webb	2	110	135	247	1,107	23.2▼	9
Alan Harvey	49	292	127	468	1,368	28.6▲	8
Lyndon Gurr	68	100	122	290	1,302	27.2▼	12
Tim Franklin	13	196	82	291	1,001	21.0▲	7

Portfolio	Privates	CBQ	CMSP	CRIP	GN	MKT	MP	NP	SOO	UP
Stephen Webb	-	-	-	5P	-	-	-	5P	-	-
Alan Harvey	MRBC	6P	-	-	-	-	-	1	-	-
Lyndon Gurr	-	-	-	-	5P	6P	-	1	-	2
✿ Tim Franklin	-	1	-	-	-	-	-	-	-	6P
Bank (new)		3	10	4	4	4	10	-	10	-
Price (par)		100		76	82	68		68		82
Bank (pool)		-	-	1	1	-	-	1	-	2
Price (pool)		110A		72E	76D	72F		100E		100E
Company credit		312		32	289	157		255		120
Redeemed shares		-		-	-	-		2		-
Tokens		3	3+E	2	1+E	2	3	1	3+E	2
Trains		4 3		3	4	3 3		4 3		3

Bank cash: 9,539   Certificate limit: 13   Trains: 2 x '4', 4 x '5'
Current operating order: CBQ, NP, UP, GN, MKT, CRIP

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds					
Yellow	1/1	2/1	3/2	4/2	5/2	6/1	7/6	8/12	9/12	55/1	56/1	57/3
	58/4	69/1	128/-									
Green	14/3	15/1	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/-	132/1	141/1	142/1	143/1	144/1				
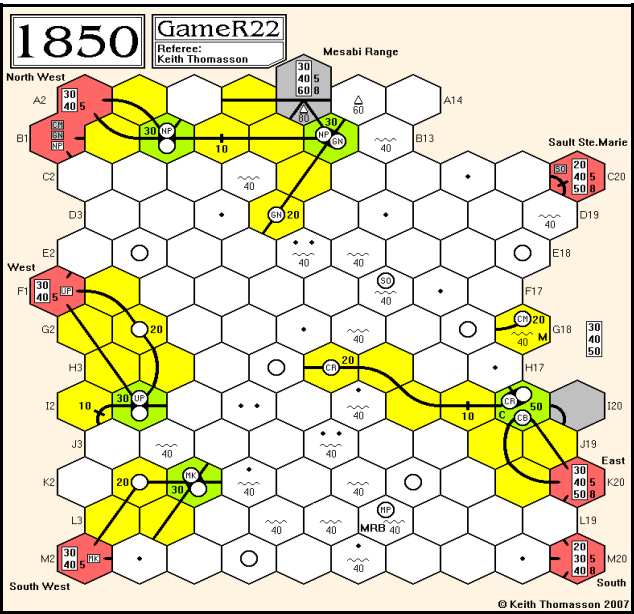
Orders required for the following round	*By the early deadline*
SR7	

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1856-D22		The GW surprises everyone with a '5' train.		OR8

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	WM	8:B21:6	110	No	① ② ③	90E▾	0	0	-
LPS	TR	125:C14:3	310	Yes	-	90F▴	0	0	-
CPR	JS	122:N11:1	290	Yes	④	100E▴	0	0	-
THB	MH	6:L13:2	140	No	① ⑤ ③	80A▾	0	0	5 4
GT	RL	8:O8:1	-	-	⑥	75F▾	0	0	-
WR	MH	65:L15:5	130	Yes	⑦	70G▴	0	0	-
CA	TR	126:F15:1	380	Yes	①	70E▴	0	0	5 4
CV	RL	-	-	-	① ⑧	50G▾	0	0	-

Notes:
① Government loan secured
② Destination reached - 260 released from escrow
③ 550 to the bank for a '5' train
④ 100 to the bank for a token in N11
⑤ 40 to the bank for a token in L13
⑥ 480 to the CV for a '3' train
⑦ Run reduced to 90 to pay loan interest
⑧ 700 to the bank for a '6' train, partly funded by 140 from Richard

The CGR forms at this point, absorbing most companies. Tony pays 340 for the CA loans and Mike pays 55 for the THB loan, otherwise all of the currently operating companies would have joined the CGR. There are just enough CGR shares to go round for the share exchange. Richard is the President and has a couple of choices. First is whether the CGR token in N11 (Toronto) is one the east side or the west side, and second is whether to take the offered '4' train or return it to the bank. Please let me know about these with your stock round orders.

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Richard Lunn	86	-35	51	621	16.9▾	3½
Tony Robbins	186	43	229	849	23.1▾	6
Willem Moene	175	69	244	744	20.2▴	2½
Mike Head	30	-10	20	540	14.7▾	4
John Shelley	208	243	451	921	25.1▴	3

Portfolio	BBG	CA	TGB	THB	WGB	CGR
Richard Lunn	-	1	-	-	-	1
✪ Tony Robbins	-	6P	-	-	-	-
Willem Moene	-	-	-	-	-	1
Mike Head	-	-	-	4P	-	5P
John Shelley	-	1	-	-	-	-
Bank (new)	10P	2	10P	6	10P	2
Price (par)		70		100		65
Bank (pool)	-	-	-	-	-	1
Price (pool)		65E		90A		65G
Company credit		0		405		0
Tokens	3	1	2	1	2	2
Trains		5 4		4		3

Bank cash: 10,839   Certificate limit: 10   Trains: 1 x '6', Diesels
Current operating order: CGR, THB, CA

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

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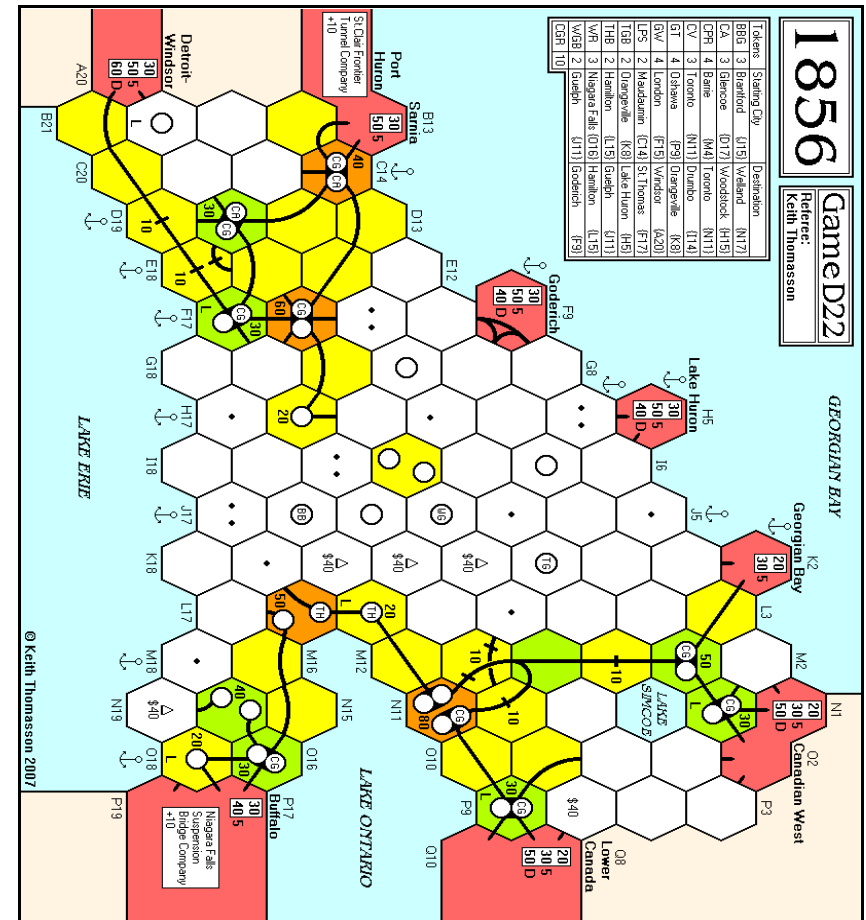
Orders required for the following round	By the early deadline
SR5	

▲▲▲

1856-M22	Two new companies are floated.	OR7 - SR5

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	WM	14:H15:3	240	Yes	-	100E▲	175	500	4 3
CA	RT	9:G16:2	250	Yes	-	75F▲	40	400	4 3
GT	LG	24:O8:3	210	Yes	-	75F▲	37	500	3 3
CPR	MH	15:N3:5	100	No	①	65E▼	5	400	5 3
LPS	TS	24:E16:3	180	Yes	-	70F▲	48	400	4
CV	TS	6:L13:6	130	Yes	②	70E▲	100	200	4

Notes: ①   550 to the bank for a '5' train
         ②   Government loan secured

Stock Round 5

Willem	Mike	Lyndon	Tony	Rob
- 1 CPR {▼60F} - 1 GT {▼70G} - 1 LPS {▼65G} + THB/Pres {90}	+ THB new	- 3 GW {▼90F} + LPS pool	+ CA new	+ LPS new
+ THB new	✗	+ LPS pool	- 1 CPR {▼55G} - 1 CA {▼70G} + LPS new	+ LPS new
+ THB new	✗	+ LPS new	+ LPS new - 1 LPS {▼60H}	+ LPS pool
+ THB new {floated}	✗	- 3 LPS {◄►} + TGB/Pres{100}	+ CV new	+ LPS pool
+ THB new	✗	+ TGB new	✗	- 1 CPR {▼50H} + LPS pool {gains Pres}
✗	✗	+ TGB new	✗	- 1 CPR {▼45I} + LPS pool
✗	✗	+ TGB new	✗	- 1 GT {◄►} + GW pool
✗	✗	+ TGB new {floated}	✗	✗
✗	✗	+ GT new	✗	✗
✗	✗	+ CV new {floated}	✗	✗
✗	✗	✗	*Priority for SR6*	✗

Cash Flow	b/f	OR7	SR5	c/f	Value	%	Certs
Mike Head	116	70	-90	96	686	14.9▼	4/9
Lyndon Gurr	230	227	-455	2	1,232	26.8▲	13
Tony Sait	13	106	-75	44	654	14.2▲	8
Rob Thomasson	145	171	-295	21	921	20.0▲	11
Willem Moene	172	183	-330	25	1,105	24.1▲	10

Portfolio	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Mike Head	-	1	6P	-	1	1	-	-	1	-	-
Lyndon Gurr	-	2	-	1	6P	-	-	6P	-	-	-
✪ Tony Sait	-	-	-	5P	-	-	4	-	-	-	-
Rob Thomasson	-	6P	-	-	-	1	6P	-	-	-	-
Willem Moene	-	-	-	-	-	6P	-	-	6P	-	-
Bank (new)	10	-	-	4	-	-	-	4	3	10	10
Price (par)		65	65	70	65	65	70	100	90		
Bank (pool)	-	1	4	-	3	2	-	-	-	-	-
Price (pool)		70G	45I	70E	70G	90F	65G	100A	90B		
Company credit		105	5	170	37	175	48	600	630		
Tokens	3	1	2	2	3	2	1	2	2	2	3
Trains		4 3	5 3	4	3 3	4 3	4	-	-		

Bank cash: 10,042   Certificate limit: 13   Trains: 2 x '5', 2 x '6'
Current operating order: TGB, GW, THB, GT, CA, CV, LPS, CPR

Tiles	Tile number/Availability									Three Operating Rounds between Stock Rounds		
Yellow	1/-	2/-	3/3	4/1	5/1	6/1	7/6	8/10	9/6	55/1	56/1	57/4
	58/2	69/1										
Green	14/1	15/2	16/1	17/1	18/1	19/1	20/1	23/4	24/2	25/1	26/1	27/1
	28/1	29/1	59/2	120/-	121/-							
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/4	64/1	65/1
	66/1	67/1	68/1	70/1	122/1	125/4	126/1	127/1				
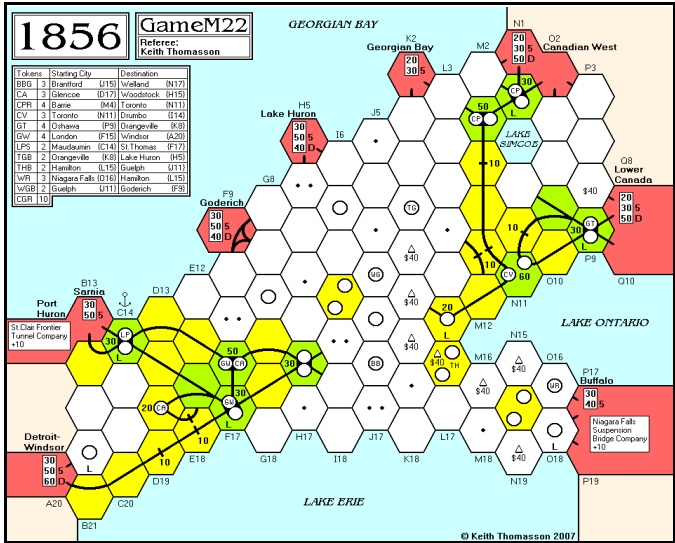
Orders required for the following rounds	*By the early deadline*
OR8, OR9	*Adjudication can pause between rounds if requested*

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1856-R23	Three bids and three uncontested auctions.	PRIVATES

Stock Round 1 - Private Companies

Pete	Bids 75 on the GLSC
Willem	Bids 105 on the SCFTC
Lyndon	Buys the FT for 20
Rob	Bids 105 on the NFSBC
Don	Buys the WSR for 40
Pete	Buys the CC for 50
	♻ Pete gets the GLSC for 75
	♻ Rob gets the NFSBC for 105
	♻ Willem gets the SCFTC for 105
	Priority for the remainder if the round lies with Willem

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Pete Campbell	300	-125	175	295	19.9▾	2
Willem Moene	300	-105	195	295	19.9▾	1
Lyndon Gurr	300	-20	280	300	20.2▴	1
Rob Thomasson	300	-105	195	295	19.9▾	1
Don Smith	300	-40	260	300	20.2▴	1

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Pete Campbell	CC, GLSC	-	-	-	-	-	-	-	-	-	-	-
♻ Willem Moene	SCFTC	-	-	-	-	-	-	-	-	-	-	-
Lyndon Gurr	FT	-	-	-	-	-	-	-	-	-	-	-
Rob Thomasson	NFSBC	-	-	-	-	-	-	-	-	-	-	-
Don Smith	WSR	-	-	-	-	-	-	-	-	-	-	-

Bank (new)		10P	10P	10P	10P	10P	10P	10P	10P	10P	10P	10P
Price (par)												
Bank (pool)		-	-	-	-	-	-	-	-	-	-	-
Price (pool)												
Company credit												
Tokens		3	3	4	3	4	4	2	2	2	2	3
Trains												

Bank cash: 10,895   Certificate limit: 13   Trains: 6 x '2', 5 x '3'...

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

Orders required for the following round	*By the early deadline*
SR1 - public companies	

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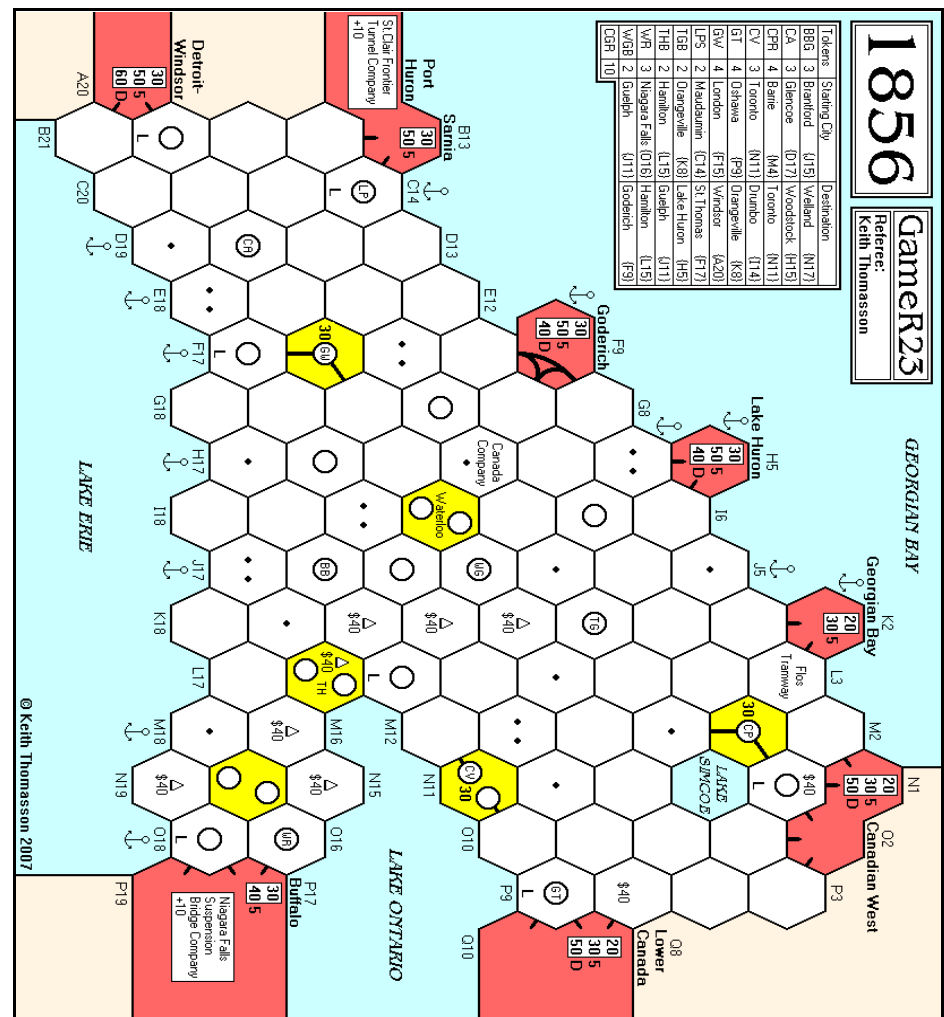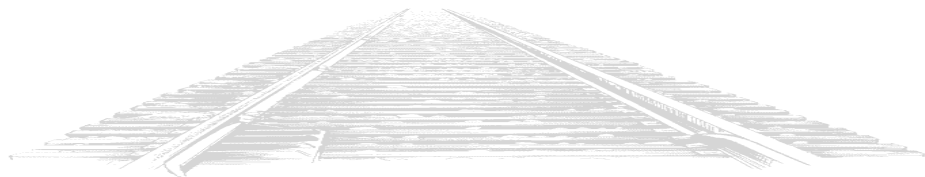
| 1861-B23 | Just one round to give a chance to see what's happening. | OR5 |

OR5	Pres	Lay		Run	Pay	Notes	Price	Credit	Loans	Trains
E	LG	9:O6:2	9:N7:2	-	-	① ② ③	110D▾	100	1	3
D	WM	208:F15:1	-	-	-	④	110D▾	20	-	3
MB	MS	8:E8:3	-	-	-	② ④	100D▾	40	1	3
MK	MH	7:F9:2	-	90	Half	-	100F▴	130	-	2
KB	WM	27:B13:3	-	80	Half	-	100F▴	85	-	2
V	GH	57:H19:3	-	-	-	② ④	80E▾	0	1	3
MNN	LG	622:J7:1	-	-	-	⑤ ④	65G▾	0	2	3
N	GH	7:G6:3	24:H7:3	130	Half	① ⑥	80F▴	5	1	3
SV	MH	201:M10:6	-	-	-	⑤ ④	65F▾	10	2	3
SPW	MS	9:A6:3	-	80	Half	-	70G▴	155	-	2
RO	MS	15:D9:6	-	80	Half	-	70G▴	105	-	2
KR	GH	619:G18:1	-	160	Half	-	65H▴	145	-	2 2
KK	LG	29:G12:1	8:H11:5	90	Half	② ① ⑥ ⑦	60H▴	0	-	2 2
OK	WM	207:C20:5	-	80	Half	-	60H▴	55	-	2
MV	MH	4:J11:2	-	70	Half	-	60H▴	80	-	2

Notes: ① 20 to the bank for a second tile lay
② Loan acquired
③ 225 to the bank for a '3' train and 25 to the MNN for a '2' train
④ 225 to the bank for a '3' train
⑤ Two loans acquired
⑥ Loan repaid
⑦ 85 to the E for a '2' train

Cash Flow	b/f	OR5	c/f	Value	%	Certs
Willem Moene	2	110	112	382	20.1▴	3
Geoff Hardingham	17	145	162	387	20.3▴	3
Mike Hutton	2	100	102	387	20.3▴	3
Lyndon Gurr	7	70	77	387	20.3▾	4
Mark Stretch	2	90	92	362	19.0▾	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	-	-	-	1	-	-	-	-	-	-	-
Mark	TSR	-	-	-	-	1	-	-	-	-	-	1	1	-	-	-

	D	E	KB	KK	KR	MB	MK	MNN	MV	N	OK	RO	SPW	SV	V
Bank (new)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Price	110D	110D	100F	60H	65H	100D	100F	65G	60H	80F	60H	70G	70G	65F	80E
Loans	-	1	-	1	-	1	-	2	-	1	-	-	-	2	1
Credit	20	100	85	0	145	40	130	0	80	5	55	105	155	10	0
Tokens	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Trains	3	3	2	2 2	2 2	3	2	3	2	3	2	2	2	3	3

Bank cash: 13,525   Certificate limit: 13   Trains: 4 x '4', 4 x '5'…
Current operating order: E, D, MK, KB, MB, N, V, SPW, RO, KR, MNN, SV, KK, OK, MV

Tiles	Tile number/Availability						Two Operating Rounds between Stock Rounds				
Yellow	3/2	4/-	5/2	6/1	7/✪	8/✪	9/✪	57/1	58/4	201/2	202/3	621/2
Green	14/2	15/1	16/2	17/2	18/2	19/2	20/2	21/2	22/2	23/5	24/3	25/4
	26/2	27/1	28/1	29/1	30/2	31/2	87/1	88/2	204/2	207/3	208/1	619/1
	622/1	624/1	625/1	626/1	635/-	637/-						

✪ Yellow track tiles are unlimited

Apologies to Lyndon for the KK credit - it was listed as 60 but was in fact just 15, which was the OK credit, hence the need for the temporary loan this time. I also forgot to offer the Merger Round, so next time we'll take the Merger Round and then the next Operating Round. If you want your existing orders to stand, just let me know.
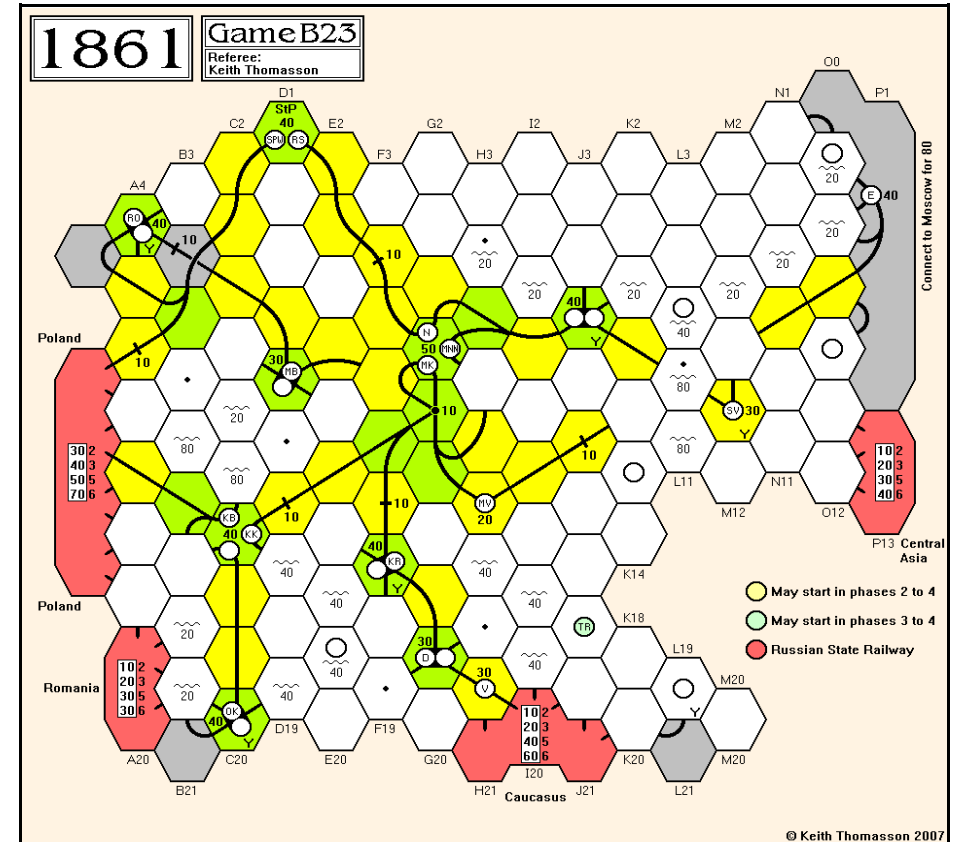
Orders required for the following rounds	*By the early deadline*
MR2, OR6	*Adjudication can pause between rounds if requested*

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1870-O20	All connection runs have now been done.	OR16

The ATSF did its connection run last time, but I forgot to report it or pay the dividend…

OR16	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
SLSF	WM	-	-	-	-	①	225D▾	89	8
SP	SW	23:E6:4	-	360	Yes	-	250D▲	125	8
MP	RK	Connection run		250	No	②	100D◂	254	6
MKT	DS	Connection run		280	Yes	②	140D▲	0	6
IC	SC	42:L19:2	-	440	Yes	-	225A▲	72	10
GMO	SC	14:K16:3	-	310	Yes	-	200C▲	22	8
MKT	DS	-	-	260	Yes	-	160C▲	0	6
MP	RK	145:K20:2	-	310	Yes	③	110D▲	0	12 6
SSW	RK	142:M8:3	-	410	Yes	④	110C▲	0	10 6
ATSF	DS	-	-	430	Yes	-	90E▲	72	12
TP	RK	57:B19:2	8:A20:3	-	-	⑤	60C▾	0	12
FW	WM	-	-	-	-	⑥	55C▾	41	12

Notes:
① 1 to the FW for an '8' train (price not specified, minimum paid)
② Destination marker placed in N1
③ 347 to the TP for a '12' train
④ 377 to the TP for a '6' train
⑤ 1,100 to the bank for a '12' train, partly funded by 363 from Roger
⑥ 1,100 to the bank for a '12' train

Cash Flow	b/f	OR16	c/f	Value	%	Certs
Simon Cutforth	567	547	1,114	4,089	20.3▲	12/15
Don Smith	214	662	876	2,851	14.2▲	12
Stephen Webb	1,810	540	2,350	5,510	27.4◂	13/18
Willem Moene	722	159	881	3,346	16.7▾	10/15
Roger Krueger	1,760	190	1,950	4,300	21.4▾	13/18

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Simon Cutforth	1	1	6P	6P	1	-	-	-	-	2
Don Smith	6P	-	-	1	6P	-	-	1	-	-
Stephen Webb	1	2	1	2	1	1	-	7P	1	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)	90E	55C	200C	225A	160C	110D	225D	250D	110C	60C
Company credit	72	41	22	72	0	0	104	125	0	0
Redeemed shares	-	-	-	-	-	2	1	1	2	-
Tokens	2	-	1	-	1	1	-	1	-	-
Trains	12	12	8	10	6	12 6	8	8	10 6	12

Bank cash: 4,393   Certificate limit: 13   Trains: '12's

Current operating order: SP, SLSF, IC, GMO, MKT, MP, SSW, ATSF, TP, FW

Tiles	Tile number/Availability						Three Operating Rounds between Stock Rounds					
Yellow	1/1	2/1	3/3	4/5	5/2	6/2	7/7	8/3	9/9	55/1	56/1	57/4
	58/4	69/1										
Green	14/1	15/1	16/2	17/2	18/2	19/1	20/2	23/-	24/3	25/-	26/2	27/-
	28/2	29/2	141/2	142/1	143/-	144/1						
Brown	39/-	40/2	41/-	42/1	43/2	44/1	45/1	46/1	47/2	63/-	70/2	145/1
	146/1	147/2	170/-									
Grey	171/-	172/1										
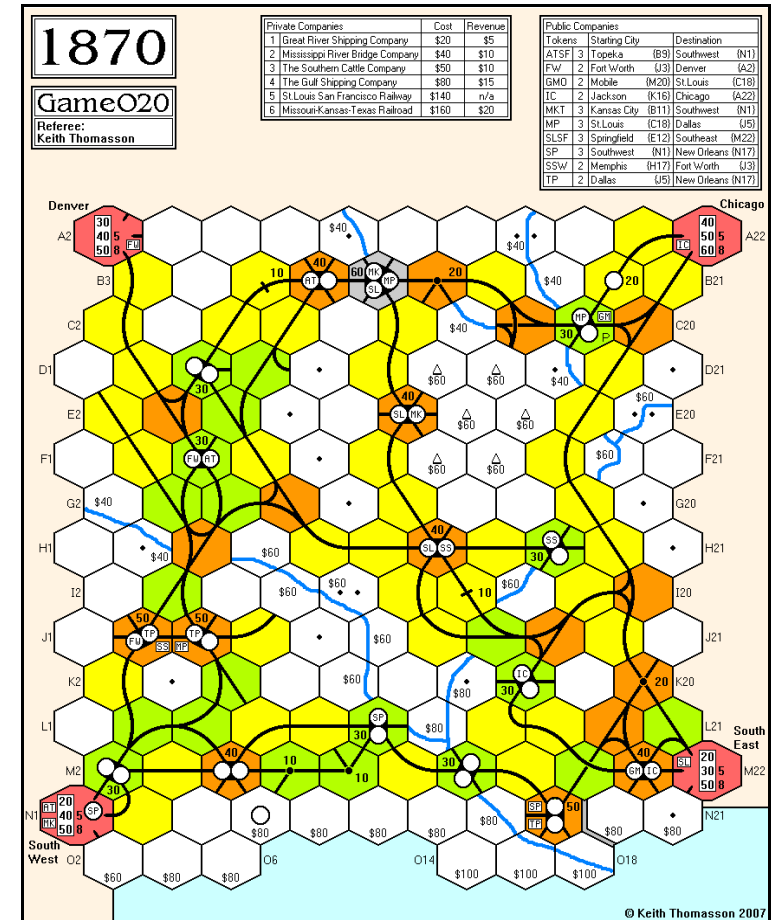
Orders required for the following rounds	*By the early deadline*
OR17, SR9	*Adjudication can pause between rounds if requested*

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1870-K23

A brief round this month.

OR2

OR2	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
SLSF	LG	8:G12:2	57:H13:1	40	Yes	①	100A▲	568	3 2 2
MP	LR	57:B19:2	8:A20:3	160	Yes	②	82C▲	450	2 2 2
MKT	DS	8:C12:5	8:D11:2	80	Yes	-	72E▲	528	2 2

Notes: ①   260 to the bank for a '2' train and a '3' train
       ②   40 to the bank for a token in B19

Cash Flow	b/f	OR2	c/f	Value	%	Certs
John Shelley	48	60	108	506	19.3▼	6
Lionel Robbins	50	80	130	540	20.6▲	4
Lyndon Gurr	52	56	108	554	21.2▲	4
Don Smith	20	50	70	480	18.4▼	5
Willem Moene	74	48	122	536	20.5▼	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)						72E	82C	100A			
Company credit						528	450	568			
Trains						2 2	2 2	2 3 2 2			
Redeemed shares						-	-	-			

Bank cash: 9,916   Certificate limit: 13   Trains: 5 x '3', 5 x '4'...
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	8/16	9/22	55/1	56/1	57/2
	58/4	69/1										

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Orders required for the following round	*By the early deadline*
SR3	

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1899-Z21	Everyone buys up to the limit in the stock round.	OR11 - SR7

The FsR credit at the end of OR9 was 634, not 410 as reported. The CSb price didn't fall far enough when Lyndon sold three shares to fund the B&M's Diesel, and then rose when its dividend was retained in OR10. The real price should be 20K. I managed to pay some mail runs without halving the sum of the end stations. All adjusted.

OR11	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
NRC	JS	984:C20:5	130	Yes	45	-	155C▲	688	5
FsR	AH	23:B11:5	200	Yes	70	-	120D▲	130	5
Tt	DS	19:I8:5	250	Yes	60	①	120D▲	312	6
XzS	LG	9:K4:3	210	Yes	55	-	100E▲	115	5
1st	DS	9:I20:3	240	Yes	60	②	100B▲	400	6
Sjz	AH	39:D7:3	290	Yes	100	③	90A▲	114	D
B&M	LG	62:H19:4	280	Yes	80	④	63G▲	95	D
CSb	LG	-	170	No	55	-	10K▼	497	D

Notes: ①   40 to the bank for a token in I6
         ②   40 to the bank for a token in H23
         ③   40 to the bank for a token in C10
         ④   40 to the bank for a token in H19

Stock Round 7

Lyndon	John	Don	Alan
+ 4 CSb pool	+ CSb new	+ B&M new	+ CSb new
+ B&M new	+ CSb new	+ Sjz new	+ B&M new
+ Sjz new	+ B&M new	+ XzS new	✗
✗	+ FsR pool	✗	✗
✗	✗	*Priority for SR8*	

Cash Flow	b/f	OR11	SR7	c/f	Value	%	Certs
Alan Harvey	85	328	-134	279	1,899	24.1▼	13/15
Lyndon Gurr	278	316	-207	387	1,867	23.7▲	13/18
John Shelley	345	226	-321	250	2,060	26.2▼	13/15
Don Smith	321	294	-267	348	2,043	26.0▲	13

Portfolio	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Alan Harvey	-	1	2	6P	1	6P	-	1
Lyndon Gurr	-	6P	6P	-	-	1	2	6P
John Shelley	-	2	2	2	6P	1	2	1
✪ Don Smith	6P	1	-	-	-	1	6P	1
Bank (new)	3	-	-	-	-	1	-	1
Price (new)	100	67	67	90	100	100	82	100
Bank (pool)	1	-	-	2	3	-	-	-
Price (pool)	100B	65F	20J	120D	155C	90A	140C	100E
Company credit	400	95	497	130	688	114	312	115
Tokens	1	1	1	-	3	2	1	1
Trains	6	D	D	5	5	D	6	5

Bank cash: 13,385   Certificate limit: 16   Trains: Diesels
Current operating order   NRC, Tt, FsR, 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/-	20/1	23/1	24/3	25/1	26/-	27/1	28/1
	29/1	54/1	59/2	981/1	982/1	991/1	992/1	993/-	994/-	995/1		
Brown	39/-	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	62/-	63/-	64/1
	65/-	66/-	67/1	68/-	70/1	983/-	984/-	996/-	997/1	998/-	999/-	
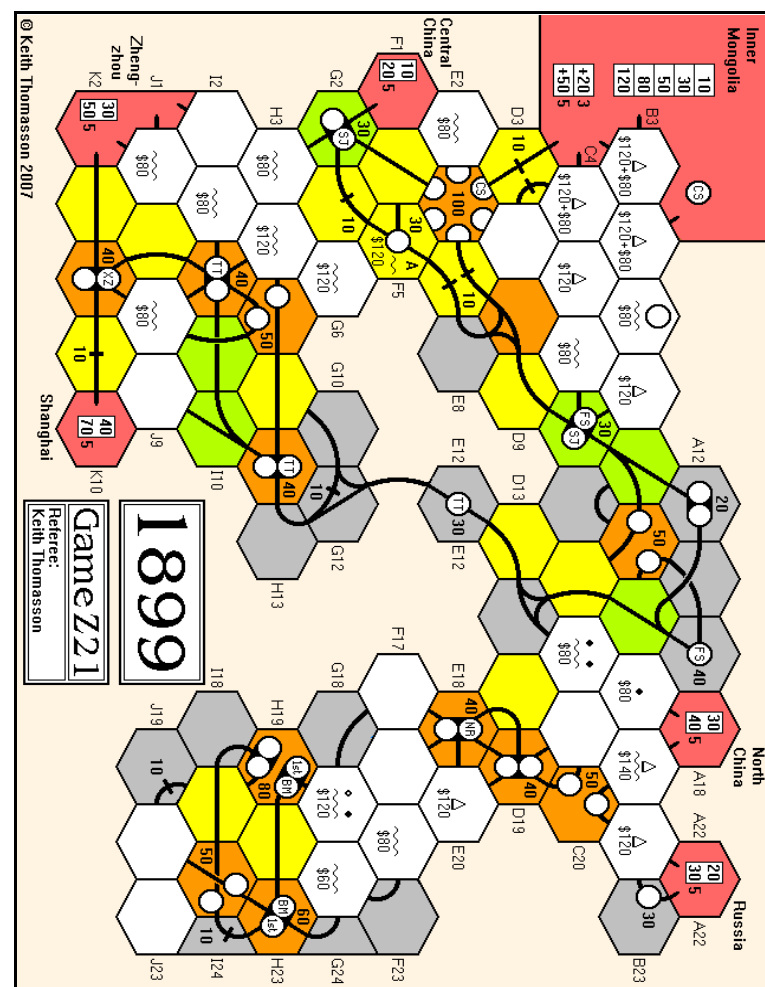
Orders required for the following rounds	*By the early deadline*
OR12, OR13	*Adjudication can pause between rounds if requested*

▲▲

18EU-G23   All of the '3' trains are sold.   OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
1	PB	-	80	Half	①		1	2 2
2	PB	3:D5:5	-	-	②		4	3
5	MF	-	130	Half	-		93	2 2
6	MF	9:M8:1	100	-	-		51	2
8	LR	4:L15:1	70	Half	③		44	2
9	MF	-	100	Half	-		100	2
10	SW	58:F21:1	130	Half	-		165	2
11	MF	-	-	-	-		26	-
12	SW	9:G4:1	80	Half	④		50	2 2
DR	DS	581:J5:1	180	Yes	②	90D▲	183	3 2 2
FN	LR	577:D13:2	180	Yes	⑤	82E▲	18	3 3 2 2

Notes:
   ①   119 to minor 2 for a '2' train
   ②   200 to the bank for a '3' train
   ③   60 to the bank for terrain costs
   ④   50 to minor 10 for a '2' train
   ⑤   400 to the bank for two '3' trains

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
1	PB	580:A10:1	100	Half	-		51	2 2
2	PB	-	100	Half	-		54	3
5	MF	-	130	Half	-		158	2 2
6	MF	-	120	-	①		11	2 P
8	LR	7:L13:2	70	Half	-		79	2
9	MF	7:J3:4	100	Half	-		150	2
10	SW	-	70	Half	②		0	3 2
11	MF	-	-	-	-		26	-
12	SW	4:G6:1	120	Half	-		110	2 2
DR	DS	578:G12:6	210	Yes	-	100D▲	267	3 2 2 2
FN	LR	4:E12:2	310	Yes	-	90E▲	142	3 3 2 2

Notes:
   ①   100 to the bank for a Pullman
   ②   200 to the bank for a '3' train

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			100D	90E					
Company credit			267	142					
Tokens			2	3					
Trains			3222	3322					

Bank cash: 9,065   Certificate limit: 13   Trains: 4 x '4', 3 x '5'...
                                                    Also Pullman x 4

Current operating order: Minors in numerical order, DR, FN

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Peter Berlin	225	40	100	365	365	12.1▼	2
Lionel Robbins	20	125	190	335	785	25.9▲	5
Mark Frueh	165	165	175	505	505	16.7▲	4
Don Smith	11	90	105	206	706	23.3▼	4
Stephen Webb	188	141	147	476	666	22.0▼	4

Tiles	Tile number/Availability							Two Operating Rounds between Stock Rounds		
Yellow	3/6	4/-	7/-	8/5	9/10	57/4	58/5	201/2	202/5	
Green	14/4	15/4	80/4	81/4	82/4	83/4	141/5	142/4	143/2	144/2 576/4 577/3
	578/2	579/3	580/-	581/1						

You won't get far trying to upgrade the tiles marked with a Y (201 and 202) to 14s or 15s, because that isn't legal. You need one of the tiles numbered 576 to 579 instead. Stephen and Lionel gave me tile lays with the wrong orientation numbers - please make sure you are using the sheets I sent out with the game. If you need to check if you have the right one, look at the web site under www.fwtwr.com/18xx/. The tile sheets in that section are the same as used in this game.
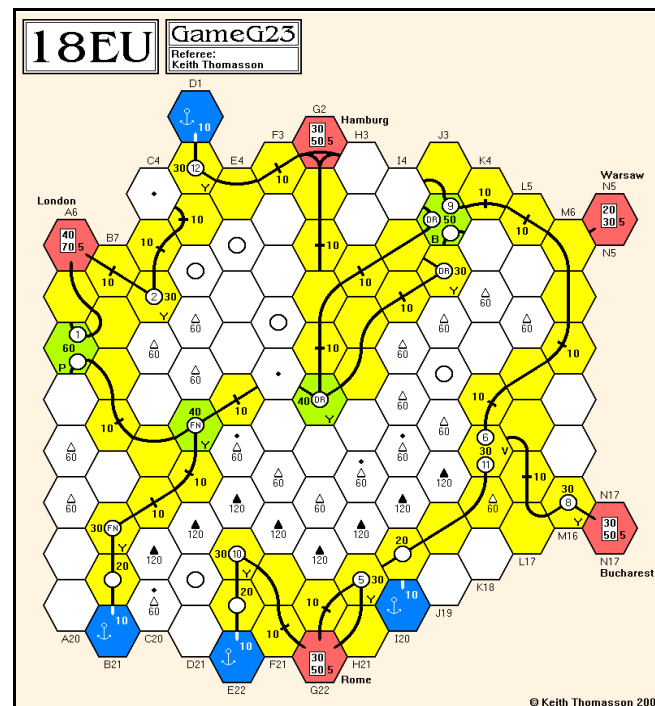
Orders required for the following round   *By the early deadline*

SR2

| 18KAAS-P23 | Three new companies and one abstainer. | PUBLICS |

Stock Round 1, Public Companies

Willem	Alan	Lyndon	Tony
+ PRR/Pres {71}	✗	+ NYNH/Pres {67}	+ B&M/Pres {67}
+ PRR new	✗	+ NYNH new	+ B&M new
+ PRR new	✗	+ NYNH new	+ B&M new
+ PRR new {floated}	✗	+ NYNH new	+ B&M new
✗	✗	+ NYNH new {floated}	+ B&M new {floated}
✗	✗	✗	✗
Priority for SR2			

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Alan Harvey	345	0	345	765	29.6▾	2
Lyndon Gurr	445	-402	43	595	23.1▾	7
Tony Sait	530	-402	128	600	23.2▾	6
Willem Moene	370	-355	15	621	24.1▴	7

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Alan Harvey	B&O	-	2P	-	-	-	-	-	-
Lyndon Gurr	C&StL, M&H	-	-	-	-	-	-	6P	-
Tony Sait	D&H	6P	-	-	-	-	-	-	-
✪ Willem Moene	SVR, C&A	-	-	-	-	-	-	-	6P
Bank (new)		4	8	10	10	10	10	4	4
Price (par)		67	100					67	71
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)		67F	100A					67F	71E
Company credit		670						670	710
Tokens		2	3	3	4	3	4	2	4
Trains		-						-	-

Bank cash: 9,419   Certificate limit: 16   Trains: 6 x '2', 5 x '3'...
Current operating order: PRR, NYNH, B&M

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

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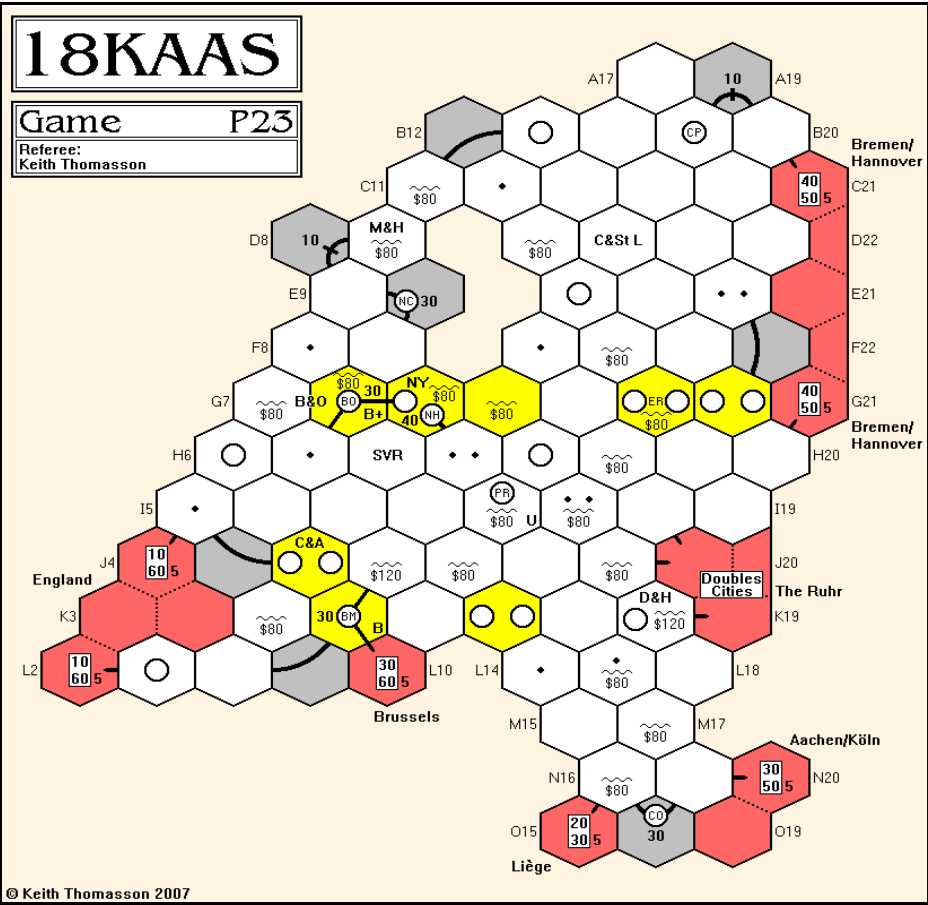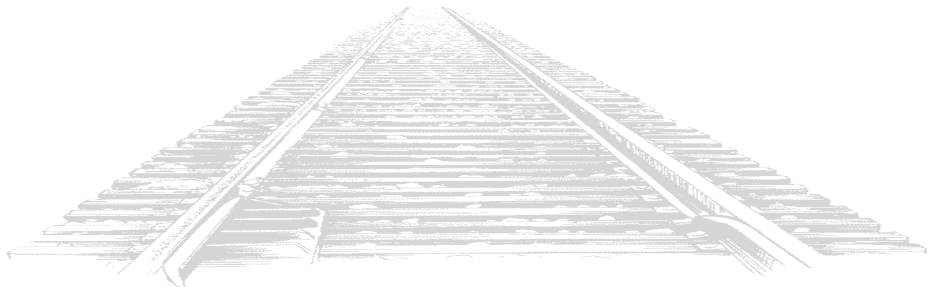
Orders required for the following rounds	*By the early deadline*
OR1, SR2	

6 NIMMT! 13

Jim grabs the most points this time.

ROUND 2

Hand 1 {1-104}

58		67	83
43		64	81
42		63	79
41		63	79
40	20	60	78
1/7	2/3	3/6	4/4

Kevin (20) takes row 2 for 1 pt, Mark (43), Colin (58), John (64), Bob (67), Jim (79), Don (81), Michael (83).

Hand 2 {1-104}

		96	
		93	
7		93	104
6	70	99	100
1/2	2/5	3/5	4/4

John (6) takes row 1 for 2 pts, Don (7), Colin (17), Bob (18), Michael (57), Kevin (70) takes row 2 for 5 pts, Mark (93), Jim (96).

Hand 3 {1-84}

	60		
	46	80	
33	44	79	
12	41	77	
5	40	73	42
1/8	2/13	3/10	4/1

Bob (5) takes row 1 for 1 pt, Mark (12), Jim (33), Michael (35), Don (42) takes row 4 for 8 pts, Colin (46), John (60), Kevin (80).

Hand 4 {1-84}

	60	77	
	41	75	
	37	73	4
	35	39	3
33	34	36	1
1/5	2/8	3/10	4/3

Bob (4), Colin (20), Jim (33) takes row 1 for 11 pts, Don (37), Michael (41), John (60), Mark (75), Kevin (77).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	0	0	0	0	0
Colin Sharpe	0	0	0	0	0
Mark Stretch	0	0	0	0	0
Bob Coull	0	0	1	0	1
John Colledge	0	2	0	0	2
Jim Reader	0	1	1	11	13
Don Shailer	6	0	8	0	14
Kevin Lee	1	15	0	1	17

Orders required
Round three - cards for each hand

ACQUIRE 47

Two takeovers but no reformations.

ROUND 10

Willem	1-C	American takes over Worldwide, bonuses for Willem {£5,000}, Michael {£1,300} and John {£1,300}, Willem retains 4, Michael retains 3, John sells 3 for £1,500. Buys 3 Continental @ £800.
Michael	2-C	Buys 1 Festival @ £700.
John	5-I	Continental takes over Festival, bonuses for John {£7,000}, Michael {£1,800} and Willem {£1,800}, John swaps 8 for 4, Willem sells 1 for £700, Michael sells 1 for £700. Buys 3 Continental @ £900.
Colin	3-B	No purchases.
Simon	12-G	No purchases.
Willem	3-G	Buys 3 Continental @ £900.
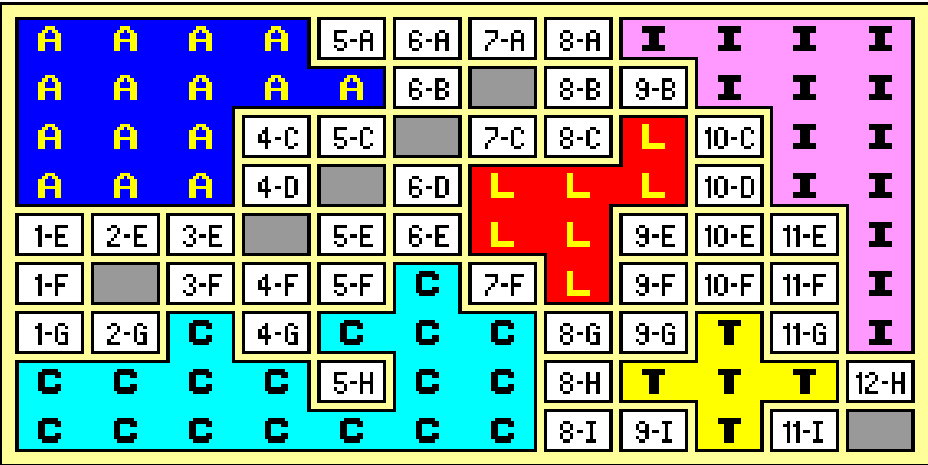
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	13	6	9	-	3	-	-	£3,100	£35,600
John Colledge	-	-	3	-	-	7	5	£7,100	£31,600
Colin Sharpe	1	-	4	-	-	-	7	£200	£19,300
Simon Brooks	10	-	-	-	-	3	3	-	£14,400
Willem Moene	-	10	9	-	4	7	-	£4,500	£40,800
Bank Stock	1	9	-	25	18	8	10		
Chain Size	7	5	15	-	-	18	14		
Chain Value	600	500	800	-	-	900	900		

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

ACQUIRE 48 {SP}	Luxor remains the only safe chain on the board.	ROUND 8

Richard		{Uses 'Place 4 Tiles' Power}
	2-D	Forms Continental, one free share.
	11-F	Luxor takes over Imperial, bonuses for Colin {£4,000} and Richard {£2,000}, Richard retains 4, John retains 1, Colin retains 9.
	2-G	
	4-H	Buys 3 American @ £700.
Michael	8-I	No purchases.
John	2-A	Forms Imperial, one free share. Buys 3 Tower @ £200.
Colin	2-I	Buys 3 American @ £700.
Richard	12-H	Buys 3 American @ £700.
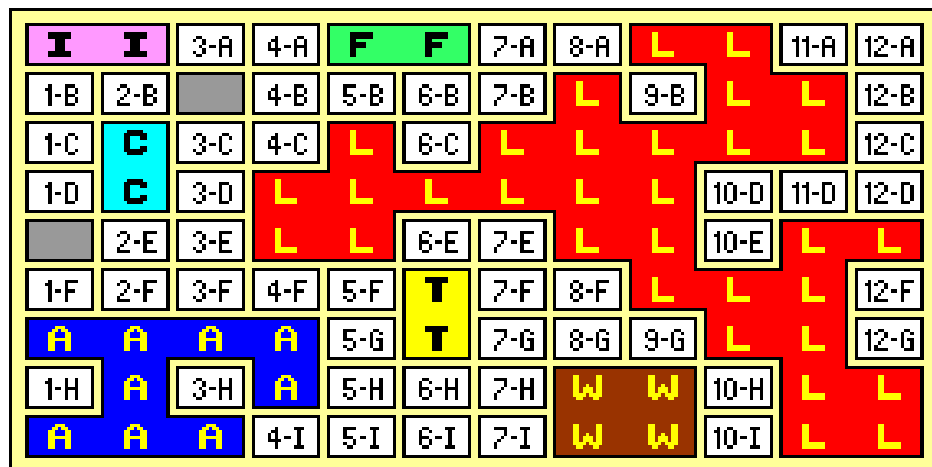
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	8	8	3	13	1	4	£10,800	£40,900
Michael Graystone	7	-	1	7	10	-	-	-	£22,600
John Colledge	5	10	-	9	-	2	2	£4,500	£24,300
Colin Sharpe	13	-	9	-	-	-	9	£5,100	£46,700
Bank Stock	-	7	7	6	2	22	10		
Chain Size	32	2	9	2	4	2	2		
Chain Value	900	200	700	300	500	400	400		

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

Playing sequence

Michael, John, Colin, Richard, Michael again

ACQUIRE 49	Tower gets taken over by Worldwide.	ROUND 6

Kevin	2-B	Buys 2 Luxor @ £600, 1 Imperial @ £400.
Colin	10-C	Buys 1 Worldwide @ £500.
Lyndon	3-C	Buys 1 Continental @ £400, 1 Imperial @ £400.
Tony	4-E	Worldwide takes over Tower, bonuses for Lyndon {£2,000} and Tony {£1,000}, Tony sells 3 for £600, Lyndon retains 12. Buys 3 Festival @ £500.
Kevin	9-G	Buys 2 Luxor @ £700.
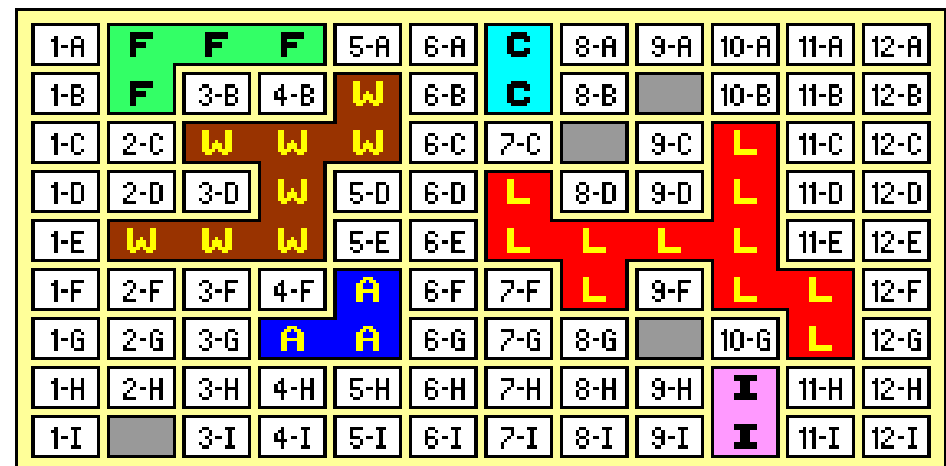
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Tony Wilcock	9	-	-	3	-	-	-	£900	£19,500
Kevin Lee	7	-	10	3	2	-	1	£300	£27,600
Colin Sharpe	7	-	7	-	5	-	-	-	£22,000
Lyndon Gurr	-	12	-	2	-	5	5	£2,300	£17,300
Bank Stock	2	13	8	17	18	20	19		
Chain Size	11	-	3	4	8	2	2		
Chain Value	700	-	400	500	700	400	400		

Playing sequence

Colin, Lyndon, Tony, Kevin, Colin again

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

AGE OF STEAM 1	Sharon nudges ahead of Marcus.	ROUNDS 6/7

Build track

Marcus	Purple	8:N18:6	20:O17:3	8:P16:3	Cost: 9
Sharon	Red	8:C3:5	8:K21:6	8:M19:5	Cost: 8
Michael	Blue	New H (Cleveland)	8:R10:4	8:Q9:3	Cost: 6
Mike	Green	9:D20:3	8:C19:1	9:B12:1	Cost: 6

Move goods

Sharon	Purple - Evansville to Duluth {5}	Purple - Evansville to Duluth {5}
Michael	Red - Michigan to Pittsburgh {5}	Yellow - Wheeling to Toronto {5}
Marcus	Red - Wheeling to Pittsburgh {4}	Yellow - Toronto to Wheeling {4}
Mike	Increase locomotive ⇨ 5	Yellow - Kansas City to Michigan City {5}

Marcus gained 1 point from Michael's second goods move.

Mike draws two Yellow cubes and does not put them on cities as requested, but puts them on the Goods Display. They both go on the white 3.

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

Round 7	SK	ML	MP	MH
Shares issued	-	-	-	1
Turn order auction	1	2	3	✘ (4th)
	4	✘ (3rd)	5	-
	6	-	✘ (2nd)	

	SK	MP	ML	MH
Select actions	Loco ⇨ 6	First Build	Urbanise	Production

	Engine	Cash b/f	Builds	Income	Exp	Shares	Order	Cash c/f	VPs
Mike Hutton	4⇨5	9	-6	+5=18	-17	+1=13	-	9	27
Sharon Khan	5⇨6	9	-8	+10=28	-15	10	-6	8	57
Michael Longdin	6	10	-6	+10=31	-21	15	-1	13	47
Marcus Pratt	4	12	-9	+9=27	-13	9	-5	12	54

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

The game ends after the eighth round.

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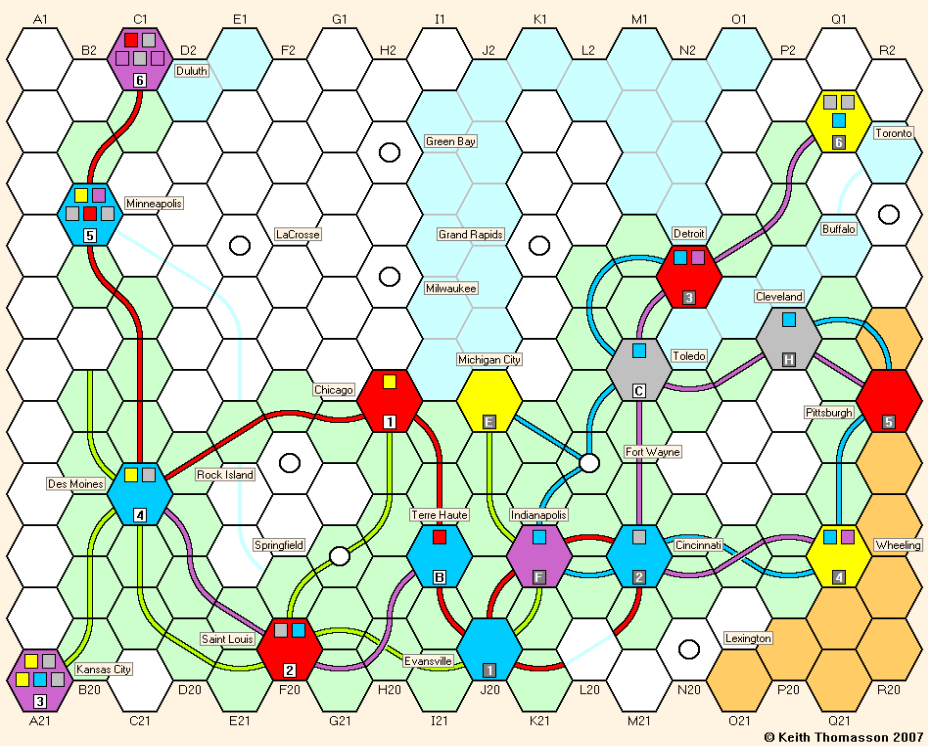
Orders required
Build track and move goods, then issue shares, turn order and select actions

BREAKING AWAY 16

All points are scored and the positions are fixed.

ROUND 16

Pos	Riders	
1st	Thomas	{20 pts}
2nd	Gordon	{16 pts}
3rd	William Tell	{12 pts}
4th	Robin Hood	{10 pts}
5th	Donner	{8 pts}
6th	Mars	{6 pts}
7th	Nimrod	{4 pts}
8th	Jupiter	{2 pts}

1st	Thomas the Tank Engine	68
2nd	The Toxophilites	41
3rd	Ditchling Beacon Bykers	21
	The Planets	21
5th	Latex Dipping	5
6th	Ghost Riders	-

Simon Brooks (21)   *Ditchling Beacon Bykers*
A	Rudolph (6)	3	3	5
B	Donner (12)			Fifth
C	Blitzen (3)		3	3
D	Dixen			Dropped

Tim Franklin   *Ghost Riders*
A	Inky	3	4
B	Pinky	3	4
C	Blinky	3	8
D	Clyde		Dropped

Steve Ham (41)   *The Toxophilites*
A	Robin Hood (15)		Fourth
B	Odysseus (7)	3	5
C	Nimrod (7)		Seventh
D	William Tell (12)		Third

Sharon Khan (68)   *Thomas the Tank Engine*
A	Thomas (40)		First
B	Henry (4)	3	5
C	James		Dropped
D	Gordon (24)		Second

Kevin Lee (21)   *The Planets*
A	Earth (8)	3	3	3
B	Mars (6)			Sixth
C	Jupiter (2)			Eighth
D	Pluto (5)		3	3

Jim Reader (5)   *Latex Dipping*
A	Coagulant (4)	3	3	6
B	Latex (1)		3	3
C	Former			Dropped
D	Oven		3	3

The winner of this race was decided long ago, and some would say because the original rules were in play - but it was letting Thomas get away that was the problem rather than the rules themselves. Once he did that there was no way to catch him up, so the trick with these rules is simply to avoid letting anyone get away. Easier to say than to do, of course.

Congratulations to Thomas the Tank Engine and friends, and thanks to everyone for the game. We can round it all up next time, so let me know your thoughts on the game.

BREAKING AWAY 17

A small gap at the front with another at the back.

ROUND 7

Pos	Riders	New
52	Terry	3
	Melody	
51	-	
50	Rhapsody	3
49	Endeavour	4
	Mister Sellars	
	The Other	
48	Mayflower	7
	Harmony	
	Symphony	
47	Fran	10
46	Florian	11
45	Gibbs	12
	Orlando Gardner	
	Deadly	
44	Wolfgang	15
	Abby	
	Victory	
	Discovery	
43	DiNozzo	15
42	Ralf	15
	Boggy	
41	-	
40	-	
39	-	
38	McGee	3
37	Xabbu	4

Kevin Lee (15)   *Ships Ahoy*
A	Mayflower (5)	6	6	7	7
B	Endeavour (10)		3	3	4
C	Victory		6	7	15
D	Discovery	13	15	15	

Richard Lunn (8)   *Mustn't Grumble*
A	Terry	3	3	3	15
B	Fran (8)		4	6	10
C	Deadly		3	12	15
D	Boggy		3	3	15

Jim Reader (6)   *Otherland*
A	Orlando Gardner (2)		6	9	12
B	Xabbu		3	4	4
C	Mister Sellars		3	4	13
D	The Other (4)		3	4	8

Joakim Spångberg (1)   *Kling Klang Radfahrers*
A	Ralf	11	14	15	15
B	Florian		7	11	13
C	Wolfgang (1)		9	11	15
D	Karl				Dropped

Allan Stagg (9)   *Destiny's Angels*
A	Harmony (6)	3	5	5	7
B	Melody		3	3	7
C	Rhapsody		3	6	15
D	Symphony (3)		6	7	7

Roger Trethewey   *NCIS*
A	Gibbs		9	12	14
B	DiNozzo		3	15	15
C	Abby		2	11	15
D	McGee		2	3	3

This month's dropped riders are McGee and Xabbu, who may be able to fight amongst themselves for position, but have no way of catching up with the rest of the race.

Orders required
Cards for round eight

▲▲

BUS BOSS 299-NWA	LEEK pips MARS to the top for this round.	ROUND 11

North Wales

Round 11 Runs

					GRUB	ARFC	HEAR	MARS	LEEK	
36	J♠	Montgomery	①	GRUBBY	15				+1		16
	3♣	Llangefni	②	MARS	15	-1					14
37	Q♥	The South	①	MARS	20						20
	6♣	Caernarfon	②	GRUBBY	10						10
38	A♥	Harlech	①	ARFC	20					-8	12
	Q♦	Mold	②	LEEK	10		+8				18
39	10♠	Welshpool	①	GRUBBY	20			+4/-6			18
	10♦	Queensferry	②	HEAR	10	+6/-4					12
40	3♠	Ruabon	①	HEAR	16	-2	+5		+3		22
	5♥	Tywyn	②	MARS	7			-3			4
			②	ARFC	7			-5			2
			✗	GRUBBY				+2			2
41	2♥	Abermaw	①	LEEK	20		+3				23
	6♦	Prestatyn	②	ARFC	10					-3	7
42	3♥	Dolgellau	①	LEEK	16						16
	3♦	Colwyn Bay	②	MARS	9		-1				8
			③	ARFC	5				+1		6
43	4♠	Llangollen	①	HEAR	30	-2					28
	8♥	Devils Bridge	✗	GRUBBY			+2				2
44	K♠	England	①	LEEK	11	+5	+2	-2	+5		21
	8♣	Abersoch	①	MARS	10					-5	5
			③	GRUBBY	5					-5	0
			④	ARFC	4			-2		-2	0
			✗	HEAR			+2			+2	4

Round 11 Routes

Holywell Expressways Are Rampant (HEAR) (Kevin Lee, Blue)
None.

Ann Robinson Fan Club (ARFC) (Steve Ham, Orange)
None.

Graystone Runs Ugly Brown Buses Yet-Again (GRUBBY) (Michael Graystone, Brown)
None.

Llangollen Electric Engine Korporation (LEEK) (Colin Sharpe, Red)
None.

Machynlleth's Attractive Road Services (MARS) John Marsden, Green)
None.

Scores

	Runs:	36	37	38	39	40	41	42	43	44	Routes	Score
LEEK	257	-	-	18	-	-	23	16	-	21	-	335
MARS	276	14	20	-	-	4	-	8	-	5	-	327
GRUBBY	192	16	10	-	18	2	-	-	2	0	-	240
ARFC	191	-	-	12	-	2	7	6	-	0	-	218
HEAR	125	-	-	-	12	22	-	-	28	4	-	191

Round 12 runs

45.	2♦ -	10♣	Llandudno to Criccieth
46.	8♠ -	2♣	Llanfyllin to Holyhead
47.	A♠ -	K♦	Wrexham to Dinbych
48.	K♣ -	8♦	Bettws Y Coed to Holywell
49.	J♥ -	5♦	Newtown to Rhyl
50.	9♥ -	4♦	Llanidloes to Abergele
51.	J♦ -	4♣	Ruthun to Beaumaris
52.	7♠ -	9♦	Oswestry to Flint

Runs
Enter up to 5

▲▲

BUS BOSS 300-KYR	RR takes the lead.	ROUND 10

Kyrzygia

Round 10 Runs

						BRK	SMART	GRUB	HILLS	RR	
22	7♠	Kara-Say	①	BROOKS	20				+5		25
	2♦	Tunuk	②	HILLS	10	-5					5
24	8♣	Mayli-Say	①	BROOKS	15			-4	+8/-2		17
	8♠	Karakol	①	HILLS	15	+2/-8					9
			✗	GRUBBY		+4					4
28	K♣	Kazarman	①	BROOKS	30						30
	7♠	Kara-Say									
29	8♦	Balykohy	①	RR	30						30
	6♥	Irkeshtam									
30	4♣	Talas	①	HILLS	15						15
	4♦	Bishkek	①	GRUBBY	15	-4		+4			11
			✗	BROOKS				+4			4
31	7♥	Kyzyl Kiya	①	RR	13			+8	+4/-3	+3/-4	22
	J♦	Min-Kush	②	HILLS	7	+3/-4					5
			②	BROOKS	6			+4/-3			7
			④	GRUBBY	4				-8		-4

32	9♠ Naryn	① RR	15					15
	9♦ Tyup	① SMART	15					15
33	K♦ At-Bashy	① SMART	15				+6	21
	2♠ Karakol	① RR	15		-6			9
34	Q♦ Dostuk	① SMART	20				+3/-8	15
	8♠ Karakol	② RR	10		+8/-3			15
35	3♦ Bishkek	① HILLS	20			+2		22
	8♣ Mayli-Say	② GRUBBY	10	-4			-2	4
		✗ BROOKS				+4		4

Round 10 Routes

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Tyup - Karakol - Dzhergalan (9)

Highland and Lowlands Lines (HILLS) (Jim Reader, Yellow)
Raval - Sulyutka, Talas - Leninpol (12)

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Talas - Leninpol (5)

Robertson's Routemasters (RR) (Simon Robertson, Blue)
Naryn - At-Bashy, Irkeshtam - China (9)

Small Mountainous Asian Republic Travel (SMART) (Bob Coull, Black)
Kyzyl-Suu - Kadzhi-Say, At-Bashy - Naryn (11)

Scores

	Runs:	22	24	28	29	30	31	32	33	34	35	Routes	Score
RR	156	-	-	-	30	-	22	15	9	15	-	-9	238
SMART	167	-	-	-	-	-	-	15	21	15	-	-11	207
HILLS	108	5	9	-	-	15	5	-	-	-	22	-12	152
BROOKS	71	25	17	30	-	4	7	-	-	-	4	-9	149
GRUBBY	121	-	4	-	-	11	-4	-	-	-	4	-5	131

Round 11 Runs

10.	6♣ - A♥	Kara-Kul to Sulyukta
19.	A♠ - 6♦	Dzhergalan to Tokmak
25.	3♣ - K♠	Leninpol to China
27.	A♠ - A♥	Dzhergalan to Sulyukta
36.	A♣ - Q♥	Terek Say to Osh
37.	5♠ - 2♥	Kadzhi-Say to Raval
38.	Q♣ - 8♥	Dzhalal-Abad to Tajikistan
39.	10♠ - J♥	Naryn to Osh
40.	9♣ - 4♥	Kok-Yangak to Daroot Korgon
41.	K♥ - A♦	Uzgen to Kara-Balta
42.	2♣ - 3♠	Uzbekistan to Ugyat
43.	10♦ - Q♠	Kochkorka to Kek-Argyp
44.	7♣ - 10♥	Tash-Kumyr to Kёk-Art

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

▲▲

BUS BOSS 301-CRO   A solo for YEAH BUT NO BUT helps him to the top.   **ROUND 7**

BBB's routes last time had to be from Carshalton Ponds rather than Carshalton, as the latter would have cost 13 points in total.

Croydon

Round 7 Runs

					SNAIL	BUM	ABC	YEAH	BBB	
1	6♣ Streatham Hill	① YEAH	16		-1	-3				12
	10♠ West Wickham	② BUM	9		+3			+3		15
		③ SNAIL	5			-3		+1		3
2	9♦ Bromley	① SNAIL	30					-2	-3	25
	Q♥ Morden	✗ BBB			+3					3
		✗ YEAH			+2					2
3	A♥ Shopping Malls	① BUM	20				-2	-5		13
	A♣ Gatwick Link	② SNAIL	10							10
		✗ YEAH					+5			5
		✗ ABC					+2			2
4	4♥ Mitcham	① YEAH	20		+2/-6					16
	7♣ Tooting	② SNAIL	10					+6/-2		14
5	K♣ Thornton Heath	① BUM	16					+2		18
	3♥ Coulsdon	② ABC	7		-2			+2		7
		② BBB	7			-2	-2			3
		✗ SNAIL						+2		2
6	4♠ Sanderstead	① BBB	13				-7			6
	K♥ Thornton Heath Pond	① BUM	12				-3			9
		③ ABC	5			+3		+7		15
7	A♦ Croydon	① YEAH	30							30
	5♣ Tulse Hill									
8	J♠ Shirley Park	① SNAIL	20					+1		21
	5♦ Peter Pan Pool	② YEAH	10		-1					9
9	9♠ Coney Hall	① YEAH	15			+5/-2				18
	7♦ Penge	① BUM	15					+2/-5		12

ABC would have entered run 7, but his route relied on YEAH BUT NO BUT having a link from Tulse Hill - Streatham Common. That was as originally reported, but was corrected in the following issue to Tulse Hill - Streatham Hill...

Round 7 Routes

South Norwood & Addington Into Lewisham (SNAIL) (Mike Hutton, Green)
Peter Pan Pool - Catford - Forest Hill (10)

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Thornton Heath - Crystal Palace - Dulwich (10)

Bright Blue Buses (BBB) (Roger Trethewey, Blue)
Wimbledon & Merton - Tooting (5)

Abacus Bus Croydon (ABC) (Joakim Spångberg, Black)
Streatham Common - Streatham Hill - Brixton (10)

You Expect A Helpful Bus Under Thames, Never Opine Belief Upon Taxis (YEAH BUT NO BUT)
Forest Hill - Dulwich - Peckham (10)   (Rob Thomasson, Red)

Scores

Runs:	1	2	3	4	5	6	7	8	9	Routes	Score
YEAH	33	12	2	5	16	-	-	30	9	18	-10	115
SNAIL	31	3	25	10	14	2	-	-	21	-	-10	96
BUM	31	15	-	13	-	18	9	-	-	12	-10	88
ABC	32	-	-	2	-	7	15	-	-	-	-10	46
BBB	33	-	3	-	-	3	6	-	-	-	-5	40

Round 8 Runs

10.	Q♠ - 8♣	Central Croydon to Wimbledon & Merton
11.	Q♠ - 8♥	West Croydon to Wallington
12.	A♠ - 6♦	Football Ground to Bell Green
13.	7♥ - 3♠	South Croydon to Warlingham
14.	2♦ - 5♠	Forest Hill to Selsdon
15.	2♣ - 2♠	Dulwich to Whyteleafe
16.	10♦ - 3♣	Beckenham to Peckham
17.	10♣ - 2♥	Streatham Common to Banstead
18.	5♥ - 8♦	Purley to Hayes

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

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BUS BOSS 304-EAN	Still, early, still first choices.	**ROUND 2**

East Anglia
Port Out Starboard Home (POSH) (Bob Coull, Black)
Welwyn - Stevenage - Letchworth, Romford - Tilbury . . . . 88 - 12 76

Omnibuses Drive East (ODE) (John Marsden, Orange)
Saxmundham - Ipswich- Felixstowe . . . . 88 - 12 76

Best East Anglian Transport (BEAT) (Colin Sharpe, Blue)
Stevenage - Letchworth - Cambridge . . . . 89 - 11 78

Yellow Omnibuses Navigating Eastern Lands (YOKEL) (Jim Reader, Yellow)
Colchester - Sudbury - Bury St Edmunds . . . . 88 - 12 76

Anglian Bus Company (ABC) (Don Shailer, Red)
Bishops Stortford - Newmarket . . . . 89 - 9 80

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

🅰🅰

BUS BOSS 305-NLD	Welcome to our second Bus Boss for the Netherlands.	**NEW GAME**

Five bus companies are ready to roll their services out across Holland. Your dealing order for the first round is:

Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Don Shailer	8 Clifton Green, Aylesbury, Bucks, HP19 3JW
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN

Maps enclosed for all. You should already have copies of the rules. Let me know if you need a set, or get them from the web site - www.fwtwr.com/postal_games/bus_boss.htm.

Routes
Buy in the order Bob, John, Jim, Don, Colin
Don't forget company names and colour preferences

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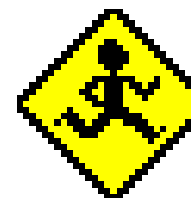
GOLDEN STRIDER 7	Don is joined at the front by Steve and Joakim.	**ROUND 4**

63 space standard race

			Cards				D	M	B	R	S	P	O
Don Shailer	7/0	6/0	8/1	5/2	0/3	8/4	2	1	4	8	12	1=	-
Steve Ham	10/0	2/0	5/1	8/2	9/3	6/4	2	3	3	6	12	1=	1
Joakim Spångberg	4/0	9/0	9/1	9/2	4/3	10/4	-	4	5	10	12	1=	3
Kevin Lee	3/0	10/0	6/1	10/2	10/3	10/4	-	5	5	10	11	4	2
Roger Trethewey	5/0	4/0	9/1	8/2	9/3	10/4	-	1	4	10	10	5=	-
Simon Brooks	10/0	5/0	7/1	4/2	6/3	6/4	3	2	2	6	10	5=	-
Jim Reader	6/0	6/0	9/1	10/2	10/3	8/4	-	2	4	8	7	-	-

When you have more than one card of the same value, please order it in full, i.e. 9/0 rather than just card 9. Logical suggests you would always be playing the older card, and that's what I'll do by default, but I'd rather have specific orders instead of relying on defaults.

Orders required
Fifth card, split between movement and banking

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OUTPOST 25	The final phase is here, but without any Moon Bases.	ROUND 13

Commander Actions

David   Auctioned a Scientists for 40. Jim joined at 41, Willem at 42, Kevin at 50. David dropped out at 50, Jim at 76, Kevin at 87. Willem got it for 87 reduced to 57 after Data Library discounts (o:2 w:30 r:13,13)

- ‣ Auctioned an Outpost for 100. Jim joined at 101, Sharon at 102. David dropped out at 102, Sharon at 111. Jim got it for 111 reduced to 86 after Heavy Equipment / Ecoplants discounts (o:4 w:4,6,7 t:10,12 r:11,15,17) plus a free Titanium Factory

- ‣ Auctioned an Outpost for 100. Sharon joined at 101. David dropped out at 101. Sharon got it for 101 reduced to 86 after Heavy Equipment discounts (w:4,7,10 t:8,9,10,12,13,13) plus a free Titanium Factory

- ‣ Auctioned an Outpost for 100 and got it reduced to 85 after Heavy Equipment discounts (t:10,13,44 m:19) plus a free Titanium Factory

- ‣ Auctioned an Ecoplants for 30. Kevin joined at 40. David dropped out at 58. Kevin got it for 58 (w:9,9,10,30)

- ‣ Bought three Population Units (w:30)

Marcus   Passed

Jim   Passed

Sharon   Bought four Population Units (t:10 r:12,12,13)

Willem   Passed

Kevin   Bought one Water Factory (w:5,7,8)

- ‣ Bought one Robot (o:3,3 w:4)

PO	Name	Factories	Population	Robots	Production
1	David	2o,4w,7t	8 (10)	5 (8)	2o,1W,3t,1T,3m (161,20)
2	Sharon	2o,4w,5t,2r	12 (13)	0 (0)	1o,4w,5t,2r (107,15)
3	Jim	2o,3w,5t	8 (13)	0 (0)	4w,7t,1r (111,20)
4	Marcus	2o,4w,2r,2n	8 (8)	0 (0)	2W,5r,3m,4n (256,15)
5	Kevin	2o,7w	8 (8)	2 (8)	3o,4w,1W (67,15)
6	Willem	2o,5w	5 (5)	1 (5)	1o,3w,1W,4r (106,10)

PO	Name	Colony Cards	Victory Points
1	David	WH, HE, OL, OL, Rob, OP	36 (305)
2	Sharon	HE, Nod, Lab, OP	32 (235)
3	Jim	WH, HE, Nod, Sci, Eco, OP	29 (250)
4	Marcus	WH, Nod, OL, Lab	25 (180)
5	Kevin	DL, WH, Nod, Rob, Eco	21 (145)
6	Willem	DL, DL, DL, Sci, Sci, Sci, Rob	18 (215)

Data Library 0	Sold out	Laboratory 2	(none left)
Warehouse 0	Sold out	Ecoplants 0	(2 more)
Heavy Equipment . 1	(none left)	Outpost 0	(1 more)
Nodule 0	Sold out	Space Station 1	(3 more)
Scientists 0	Sold out	Planetary Cruiser . . . 2	(2 more)
Orbital Lab 0	(1 more)	Moon Base 0	(4 more)
Robots 0	(1 more)		

Orders required
Round fourteen auctions, bids and purchases

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OUTPOST 26	The Nodule is the only colony card to sell.	ROUND 3

Commander Actions

Jim   Bought two Population Units (o:4 w:9,9)

Willem   Bought one Population Unit (w:4,6)

Marcus   Auctioned a Nodule for 25. Geoff joined at 26 and dropped out at 27. Marcus got it for 27 (o:1,4 w:6,7,9)

Geoff   Bought one Water Factory (o:1,3,3 w:6,7)

Lyndon   Bought one Water Factory (o:5 w:5,10)

- ‣ Bought one Population Unit (o:2,4,4)

PO	Name	Factories	Operators	Colony Cards	Production		VPs	
1	Jim	2o,2w	5p (8,0)	Nod	2o,2w	(20,10)	6	(25)
2	Marcus	2o,2w	4p (8,0)	Nod	4o,2w	(26,10)	6	(25)
3	Willem	2o,2w	4p (5,0)	DL	3o,3w	(30,10)	5	(15)
4	Lyndon	2o,3w	5p (5,0)	-	2o,4w	(34,10)	5	(0)
5	Geoff	2o,3w	4p (5,0)	-	2o,4w	(34,10)	4	(0)

Data Library 0	(2 more)	Heavy Equipment . . 2	(1 more)
Warehouse 2	(1 more)	Nodule 1	(none left)

Orders required
Round four auctions, bids and purchases

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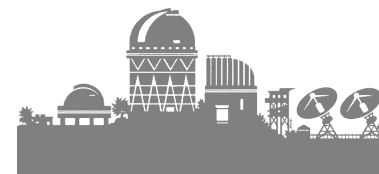
PUERTO RICO 5 — The Prospector gets up to +3. — ROUND 15

Paul is the Captain. All cargo ships are emptied.
Allan is the Trader {+1} and trades Sugar.
Jim trades Tobacco, Brian trades Coffee.
Jim is the Builder {+1} and builds a Factory.
Brian builds the Residence, Paul builds a Hospice.
Brian is the Mayor.

Roles

	Builder		Captain	+1	Craftsman		Mayor

	+1	Settler		Trader	+3	Prospector

Quarries	Plantations {Fields}	Trading House	Ship	Supply
3	Crn / Crn / Sug / Tob / Tob	Sug / Tob / Cof / -	4	11

Buildings

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

Cargo Ships

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

Jim Reader
Dblns: 3
Chips: 11

Small indigo plant	Tobacco storage	Small warehouse	Hospice
Factory	Fortress	City hall	2 men in San Juan

Fields: Qry✔✔✔✔ Ind✔ Sug✔ Tob✔✔ Cof✔   Goods: Ind✔ Tob✔

Brian Tappenden
Dblns: 6
Chips: 18

Small indigo plant	Tobacco storage	Coffee roaster	Small market
Factory	Residence	Customs house	

Fields: Crn ✔✘✘ Ind✘ Tob✔✔✔ Cof✔✔   Goods: ✘

Paul Tappenden
Dblns: 0
Chips: 28

Small sugar mill	Indigo plant	Tobacco storage	Small market
Hospice	Large warehouse	Guild hall	

Fields: Crn✔ Ind✔✔ Sug✔ Tob✔✔ Cof✘✘   Goods: Crn✔✔ Tob✔✔

Allan Stagg
Dblns: 6
Chips: 36

Small indigo plant	Small sugar mill	Small warehouse	Wharf
			1 man in San Juan

Fields: Qry✔ Crn✔✔✔ Ind✔ Sug✔✔ Cof✔✔   Goods: ✘

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

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PUERTO RICO 6 — Goods are produced, traded and shipped. — ROUND 11

Tony is the Builder {+1} and builds a Harbour.
Rob builds a Large Warehouse, Jim builds an Office.
Lionel is the Craftsman and produces an extra Corn.
Rob is the Trader {+1} and trades Coffee.
Jim trades Tobacco, Tony trades Sugar, Lionel trades Corn. The Trading house is emptied.
Jim is the Captain.

Roles

	Builder		Captain		Craftsman	+2	Mayor

	+1	Settler		Trader	+1	Prospector

Quarries	Plantations {Fields}	Trading House	Ship	Supply
1	Ind / Ind / Sug / Sug / Cof	- / - / - / -	4	30

Buildings

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

Cargo Ships

5: Tobacco					6: Empty					7: Empty				
✔	✔	✔	✔	-	-	-	-	-	-	-	-	-	-	-

Rob Thomasson
Dblns: 6
Chips: 7

Indigo plant	Coffee roaster	Construction hut	Large warehouse

Fields: Qry✔✔ Ind✔✔✘ Cof✔   Goods: Cof✔

Jim Reader
Dblns: 3
Chips: 7

Small indigo plant	Tobacco storage	Small warehouse	Hospice
Office	Large market		4 men in San Juan

Fields: Qry✔✔✔ Ind✔ Tob✔✔   Goods: Ind✔✔

Tony Sait
Dblns: 8
Chips: 15

Sugar mill	Small market	Hacienda	Construction hut
Factory	Harbour		

Fields: Qry✔✘ Crn✔✘ Sug✔✔✘   Goods: Sug✔

Lionel Robbins
Dblns: 2
Chips: 23

Small indigo plant	Tobacco storage	Small market	Hacienda
Wharf			

Fields: Crn✔✔✘ Ind✘ Tob✔✔✘   Goods: Crn✔

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

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PUERTO RICO 7	New buildings and plantations.	ROUND 4

Tony is the Mayor {+1}.
Jim is the Builder {+1} and builds a Tobacco Storage.
Willem builds a Small Indigo Plant, Tony builds a Hacienda.
Kevin is the Trader {+1} and trades Sugar.
Jim trades Indigo.
Willem is the Settler and digs a Quarry.
Tony plants Coffee, Jim plants Tobacco, Kevin digs a Quarry.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
4	Crn	Crn	Ind	Tob	Cof	Crn	Sug	Ind	-	4	60

Buildings

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

Cargo Ships

5: Corn						6: Empty						7: Empty					
✔	✔	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Jim Reader
Dblns: 1
Chips: 0
| 🔵 Small indigo plant | 🎲 Tobacco storage |
Fields: Qry✔ Ind✔ Tob✔✘   Goods: Ind✔

Kevin Lee
Dblns: 7
Chips: 0
| 🟡 Small sugar mill | 🟣 Construction hut |
Fields: Qry✘ Ind✘ Sug✔✘   Goods: ✘

Willem Moene
Dblns: 3
Chips: 3
| 🔵 Small indigo plant | ⚫ Small sugar mill | 🟣 Small market |
Fields: Qry✘ Crn✔ Ind✘ Sug✔   Goods: Crn✔

Tony Sait
Dblns: 4
Chips: 0
| 🟣 Small market | ⚫ Hacienda | ⚫ Construction hut |
Fields: Qry✔ Crn✔✔ Cof✘   Goods: Crn✔

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

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PUERTO RICO 8	A fairly traditional start.	ROUND 1

John is the Settler and digs a Quarry.
Allan and Stephen plant Corn, Jim plants Coffee.
Allan is the Mayor.
Stephen is the Builder and builds a Hospice.
Jim builds a Small Market, John builds an Indigo Plant, Allan builds a Small Indigo Plant.
Jim is the Prospector.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
7	Sug	Sug	Tob	Tob	Cof	-	-	-	-	4	70

Buildings

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

Cargo Ships

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

John Hopkins
Dblns: 1
Chips: 0
| 🔵 Indigo plant |
Fields: Qry✔ Ind✘   Goods: ✘

Allan Stagg
Dblns: 2
Chips: 0
| 🔵 Small indigo plant |
Fields: Crn✔ Ind✔   Goods: ✘

Stephen Webb
Dblns: 0
Chips: 0
| 🟣 Hospice |
Fields: Crn✔✘   Goods: ✘

Jim Reader
Dblns: 3
Chips: 0
| 🟣 Small market |
Fields: Crn✔ Cof✘   Goods: ✘

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

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PUERTO RICO 9	We're here again.	NEW GAME

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

Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands

Roles

☐ Builder	☐ Captain	☐ Craftsman	☐ Mayor

☐ Settler	☐ Trader	☐ Prospector

Quarries	Plantations {Fields}	Trading House	Ship	Supply
8	Sug · Sug · Tob · Cof · 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.

Mike and Pete start with one Indigo field each, while Jim and Willem 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 Mike, Pete, Jim, Willem

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RAILWAY RIVALS 2047-DX	A lean time for some.	ROUND 11

Dixieland - South East USA

Round 11 Runs

						SAD	REAR	BUM	SNIB	JAZZ
29	31	Charleston	①	SAD	20					20
	21	New Bern/ Wilmington	②	JAZZ	10					10
30	64	Cincinnati	①	SNIBBOR	20		-8			+4	16
	35	Columbus/Macon	②	JAZZ	10				-4	6
			✖	REAR					+8	8
31	43	Baton Rouge	①	REAR	20	-5				15
	61	Greenville/ Trotters Point	②	SAD	10		+5			15
32	61	Cairo/Paducah	①	JAZZ	20			-2	-4	14
	♣4	The North East	②	SNIBBOR	10				+4	14
			✖	BUM					+2	2
33	44	Mobile/Pensacola	①	JAZZ	11	+1/-1	+2	+1/-1		13
	22	Greensborough/ Roanoke	①	BUM	10				+1/-1	10
			③	SAD	5				+1/-1	5
			④	REAR	4				-2	2
34	13	Washington	①	SNIBBOR	20	-1			-2	17
	54	Memphis	②	REAR	10				-4	6
			✖	JAZZ			+4		+2	6
			✖	SAD					+1	1
35	16	Norfolk	①	SAD	30					30
	♣2	Any seaport								

SNIBBOR entered run 31 but was excluded as his route was more than twice that of REAR.

Run 33 looks interesting, with a finishing order of JAZZ BUM SAD REAR. Who wants to own up to the jazz bum, and who wants to hide their sad rear?

Round 11 builds

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

Richmond Expressways Are Rampant (REAR) (Kevin Lee, Brown)
H4 - Natchez.   -2 (builds) +3 (towns) = +1

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

Seacoast New Ironworks, Bessemer, Birmingham & Ohio Railroad (SNIBBOR)
(Lionel Robbins, Red)
Baton Rouge - Natchez.   -3 (builds) = -3

Just Another Zany Zone (JAZZ) (Colin Sharpe, Blue)
None.

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
SAD	201	20	-	15	-	5	1	30	-	272
SNIBBOR	219	-	16	-	14	-	17	-	-3	263
BUM	217	-	-	-	2	10	-	-	-	229
JAZZ	173	10	6	-	14	13	6	-	-	222
REAR	180	-	8	15	-	2	6	-	+1	212

Round 12 Runs

36. 46 - 32   Natchez/Vicksburg to Savannah
37. 34 - 55   Talahassee to Nashville
38. 23 - 15   Durham/Raleigh to Newport News
39. 41 - ✪1   New Orleans to Southern Florida
40. 62 - 12   Evansville to Washington
41. 53 - 65   Birmingham to Lexington
42. 25 - ✪6   Asheville/Spartanburg to the West

Runs
Enter up to 4

RAILWAY RIVALS 2051-EA   TGV pulls ahead by a few points.   **ROUND 10**

East Anglia

Round 10 Runs

			GREAT	WEAR	ODE	TGV	COLIN	
22	32 Spalding	① ODE	20	-4					16
	44 Yarmouth	② COLIN	10	-2					8
		✗ GREAT				+4		+2	6
23	54 Stowmarket/	① ODE	9	+7			+4		20
	Sudbury	① GREAT	9			-7	+2		4
	46 Beccles/	① TGV	8	-2		-4			2
	East Dereham	④ WEAR	4					-1	3
		✗ COLIN			+1				1
24	36 Fakenham/	① ODE	30					-4	26
	Hunstanton	✗ COLIN				+4			4
	56 Felixstowe/								
	Harwich								
25	15 London	① TGV	13						13
	✪3 The North	① WEAR	12						12
		③ COLIN	5						5
26	12 London	① GREAT	20						20
	23 Buntinford/Sandy	② TGV	10						10

27	25 Cambridge	① WEAR	16						16
	65 Chelmsford	② GREAT	7						7
		② COLIN	7				-2		5
		✗ TGV						+2	2
28	66 Southend	① TGV	11	+5	+5			+3	24
	✪5 The West	① WEAR	10				-5		5
		③ GREAT	5				-5		0
		③ COLIN	4				-3		1

Round 10 builds

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

Woodbridge Expressways Are Rampant (WEAR) (Kevin Lee, Red)
None.

Opening Directly East (ODE) (John Marsden, Orange)
None.

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

Cromer Ongar London Inter Network (COLIN) (Colin Sharpe, Black)
None.

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
TGV	173	-	2	-	13	10	2	24	-	224
WEAR	183	-	3	-	12	-	16	5	-	219
ODE	143	16	20	26	-	-	-	-	-	205
COLIN	172	8	1	4	5	-	5	1	-	196
GREAT	146	6	4	-	-	20	7	0	-	183

Round 11 Runs

29. 26 - 52   Ely/Huntingdon to Bury St Edmunds/Woodbridge
30. 43 - 63   Norwich to Clacton/Tollesbury
31. 55 - 11   Ipswich to London
32. 33 - ✪2   March/Wisbech to the South (London or Tilbury)
33. 64 - 14   Braintree/Maldon to London
34. 22 - 31   Hertford/Hitchin to Peterborough
35. 41 - ✪4   Cromer/Wells to the West

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

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| RAILWAY RIVALS 2052-IP | TRIPS extends his lead. | ROUND 8 |

Israel and Palestine

Round 8 Runs

				TRIPS	BRK	TOT	FATAH	
8	54	Bethlehem	① FATAH 20				-1	19
	32	Jenin	② BROOKS 10	-5				5
			✘ TRIPS		+5			5
			✘ TOT				+1	1
9	51	Jericho	① TRIPS 20				-1	19
	41	Herzliyya	② BROOKS 10					10
			✘ FATAH	+1				1
10	15	Tiberias	① FATAH 15	+7/-4				18
	33	Hadera	① TRIPS 15				+4/-7	12
11	44	Tel-Aviv-Jaffa	① TOT 15					15
	✪3	Jordan	① TRIPS 15				-2	13
			✘ FATAH	+2				2
12	16	Nazareth	① TRIPS 30				-3	27
	26	Zikmon Ya'aqov	✘ FATAH	+3				3
13	66	Ashdod	① FATAH 30			-1		29
	23	Haifa	✘ TOT				+1	1
14	65	Qiryat Gat	① TOT 30		-2			28
	✪5	Egypt	✘ BROOKS			+2		2

FATAH entered run 12 but his route was more than twice as long as TRIPS'.

Round 8 builds
Transit Across Israel and Palestine to Syria (TRIPS) (Tony Bromley, Red)
P15 - P8 - Hebron.   -8 (builds) -1 (BROOKS) +1 (TOT) = -8

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
R34 - R40 - P41.   -10 (builds) +1 (TRIPS) +2 (TOT) -2 (FATAH) = -9

Tours of the Old Testament (TOT) (Bob Coull, Black)
K13 - O11 - East Jerusalem, Q12 - Bethlehem, M5 - M4.
                                      -10 (builds) -1 (TRIPS) -2 (BROOKS) -1 (FATAH) = -14

Friendly Arab Trains Around the Holy Land (FATAH) (Jim Reader, Yellow)
U27 - A74 (Jordan), Y41 - Z41 - A85.   -10 (builds) +2 (BROOKS) +1 (TOT) = -7

FATAH's build is shorter than ordered. The build into Jordan crosses a river at the border
and costs two more than planned.

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
TRIPS	137	5	19	12	13	27	-		-8	205
TOT	116	1	-	-	15	-	1	28	-14	147
BROOKS	122	5	10	-	-	-	-	2	-9	130
FATAH	56	19	1	18	2	3	29	-	-7	121

Round 9 Runs
15.   11 - 63   Qiryat Shamona to Gaza
16.   45 - 25   Rishon Le Zion to Qiryat Tiv'on
17.   22 - 53   Akko to Jerusalem East
18.   31 - ✪4   Afula to Jordan
19.   61 - 34   Arad to Netanya
20.   42 - 12   Petah Tiqva to El-Quineitra
21.   52 - ✪6   Jerusalem West to Any coastal town

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

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| RAILWAY RIVALS 2065-F | The last two towns get connected. | ROUND 5 |

South Scotland   {12 points for these builds}
Boring Old Routes Demand Esoteric Rolling Stock (BORDERS) (Steve Ham, Pink)
H20 - H19 - F18 - Dumfries - D18, E22 - E25, K55 - N53.
    19 -3 (ODI) -1 (GITCO) = 15

Ode Delays Inevitable (ODI) (John Marsden, Orange)
F17 - F18 - Dumfries - D19 - D22, Ayr - N4 - N3 - M3 - L3 - K3 - Girvan.
    68 +3 (BORDERS) +2/-1 (HOOTS) +1 (TGV) +8 (GITCO) = 81

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)
C53 - B52 - B45.
    43 +1/-2 (ODI) -1 (TGV) = 41

Theophilus's Goods Vehicles (TGV) (Simon Robertson, Blue)
D7 - B8, F5 - D4 - C5 - B4 - Stranraer, Kilmarnock - E44, B8 - Wigtown.
    57 +12 (towns) -1 (ODI) +1 (HOOTS) -1 (GITCO) = 68

Gretna Intention Transfixes Company Officials (GITCO) (Tony Sait, Green)
J47 - H46 - H45 - G45 - F45 - E45 - D45, J50 - Hamilton, L26 - K27.
    51 +1 (BORDERS) -8 (ODI) +1 (TGV) = 45

Two people only built 11 points this round. I was going to suggest that listing the costs of
individual builds in your orders should help you avoid such errors, but as one of you did just
that and added 7+1+3 to get 12, I guess that's not so certain :-)

Builds
Up to 15 points excluding payments to rivals

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RAILWAY RIVALS 2066-G	Three new towns, three more to go.	ROUND 4

Central Scotland   {18 points for these builds}

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
D49 - E50 - Callander, Alloa - K16 - K19 - I20 - Dunfermline - I26.
    41 +6 (towns) +1 (PEAR) = 48

Perth Expressways Are Rampant (PEAR) (Kevin Lee, Pink)
Dundee - F78, N19 - N15 - Alloa, N15 - N14 - A54 - Stirling, A53 - F50 - F49.
    38 -1 (GREAT) +1/-1 (HOOTS) = 37

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)
F70 - Dundee, E64 - E65 , D65 - D67 - C68 - C69 - A70, E58 - G59 - Crieff.
    29 +6 (towns) +1/-1 (PEAR) = 35

Kirkcaldy's Inter-Local Trains (KILT) (Don Shailer, Black)
Bathgate - D12 - B11 - B8 - A10 - A8 - Motherwell - C6 - Hamilton - B4 - E3,
J21 - Cowdenbeath.
    50 +18 (towns) = 68

Builds
Up to 18 points excluding payments to rivals

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RAILWAY RIVALS 2073-DC	Parallel builds but no rival payments.	ROUND 4

Devon and Cornwall   {16 points for these builds}

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
N14 - N12 - L11 - L9 - I8 - Redruth - I6, O16 - Wadebridge.
    36 +6 (towns) = 42

Gorma Is Tony's (Spouse's Cornish Origin) (GITCO) (Tony Sait, Green)
N14 - N12 - L11 - K12 - Truro, O16 - Wadebridge, Bodmin - Lostwithiel, Liskeard - N20 - Looe.
    34 +24 (towns) = 58

Cornwall Operations Linking Internal Networks (COLIN) (Colin Sharpe, Blue)
T35 - S36 - Q35, U37 - V37 - V39, X28 - Y28 - Z28 - A72, Q35 - P34.
    26 +6 (Okehampton) = 32

Builds
Up to 17 points excluding payments to rivals

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SAINT PETERSBURG 1	Everybody adds to the hand or plays from the hand.	PHASE 4-A

Round 4 - Aristocrat Phase

Geoff	Sharon	Rob	Mike
Mistress of Ceremonies to hand	Controller to hand	Controller to hand	+ Warehouse Manager
+ Warehouse Manager from hand	+ Warehouse Manager from hand	✘	Upgrade Author to Chamber Maid
✘	✘	✘	✘

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	17	7	15r + 0v	0r + 3v	11r + 0v	Aristocrat	12
Sharon	8	21	18r + 0v	3r + 13v	7r + 0v	Trading	21
Rob	17	16	21r + 0v	0r + 6v	10r + 2v	Building	6
Mike	8	14	24r + 1v	0r + 6v	6r + 2v	Worker	7

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

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

Orders required
Round four Trading phase led by Sharon

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SCEPTRE OF ZAVANDOR 1	Two Sentinels go unopposed.	ROUND 15

Actions

David   Bought a Sapphire {12}

    ‣ Bought an Opal {6}

    ‣ Increased knowledge of the 9 Sages to level 4 {24} - gained two Ruby cards

Lyndon   Increased knowledge of Accumulation to level 2 {4}

    ‣ Auctioned the Toad for 120 and got it reduced to 110 {Artifacts/2nd place} {110}

Geoff   Passed

Kevin   Passed

Sharon   Auctioned the Scarab for 120 and got it reduced to 10 {5th place} {110}

    ‣ Increased knowledge of the 9 Sages to level 3 {12} - gained two Diamond cards

Tim   Increased knowledge of Gems to level 2 {4}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Elf	o:3 s:2 d:1	6/6	20	s:2 e:2 d:1 r:1	6
2	David	Witch	o:2 s:5 e:2	9/9	7	s:1 S:2 e:2 r:2	6
3	Sharon	Kobold	s:3 e:5	8/8	2	s:3 e:1 E:2 d:2	9
4	Geoff	Fairy	s:1 d:4	5/8	4	s:3 d:1 D:2	8
5	Kevin	Mage	s:1 d:2	3/7	15	s:2 d:4 r:3	11
6	Tim	Druid	e:3	3/7	0	e:5	7

PO	Name	Artifacts/Sentinels	Knowledge						New K Chips	VPs/Gems
			Ge	En	Fi	Sa	Ar	Ac		
1	Lyndon	RS CP*3 EL CF CC Toad	-	4	-	4	4	2	30/35	49/6
2	David	SB MB MC*2 Fox	4	-	-	4	4	4	35/40	43/11
3	Sharon	SB CB MB MM*2 Scarab	3	-	-	3	1	3	25/30	31/13
4	Geoff	RS EL MC MW Phoenix	4	-	-	4	-	3	30/35/40	31/9
5	Kevin	RS CB EL MW CF TA	-	3	-	4	4	-	30/35/40	28/5
6	Tim	SB CB MB MM	2	-	4	-	-	-	20/25/30/35	14/6

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

With four Sentinels now sold, one more will bring the game to a close.

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

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SCEPTRE OF ZAVANDOR 2	To start researching you pay for the chip and for level 1.	ROUND 7

Actions

Michael   Started researching knowledge of the 9 Sages {23} - gained two Sapphire cards

Lyndon   Auctioned an Elixir for 60 and got it {60} - gained an enchanted Diamond

    ‣ Auctioned a Magic Belt for 30. Kevin joined at 37, Marcus at 38. Lyndon and Kevin dropped out at 38. Marcus got it for 38 reduced to 28 {6th place} {28}

    ‣ Increased knowledge of the 9 Sages to level 3 {12} - gained two Diamond cards

Kevin   Started researching knowledge of Accumulation {22}

    ‣ Bought a Sapphire {12}

Simon   Auctioned a Magic Mirror for 40 and got it {40} - 40 value knowledge chip placed in pentagon - the others all lose an Opal

Roger   Placed 20 value knowledge chip in pentagon {20}

Marcus   Auctioned an Elixir for 60 and got it reduced to 45 {Crystal Ball/6th place} {45} - sells an Opal - gains an enchanted Diamond

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Kobold	o:1{1} s:4 d:1	6/7	9	S:1 d:3	6
2	Marcus	Fairy	o:2 s:2 d:1	5/7	10	s:2 d:1	7
3	Michael	Mage	o:1 s:2 e:1	4/5	12	s:6 e:2	9
4	Simon	Elf	o:4 s:1	5/5	17	s:1	4
5	Kevin	Witch	s:4	4/5	4	S:1	4
6	Roger	Druid	s:3	3/5	2	s:3	8

PO	Name	Artifacts	Knowledge						New Knowledge Cost	VPs/Gems
			Ge	En	Fi	Sa	Ar	Ac		
1	Lyndon	EL	-	-	-	3	-	4	25/30/35/40	11/7
2	Marcus	CB MB	-	3	-	3	-	-	25/30/35/40	11/6
3	Michael	SB CB	-	-	-	1	4	-	25/30/35/40	11/6
4	Simon	SB RS RS	-	3	-	2	-	-	25/30/35	10/5
5	Kevin	SB	4	-	-	-	-	1	25/30/35/40	7/4
6	Roger	RS CB	-	-	4	-	-	-	25/30/35/40	7/3

Artifacts on offer: 2 Magic Belts, 1 Magic Mirror, 2 Crystals of Protection, 1 Elixir

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

▲▲▲

| SOPWITH T-340-FW | You're not all running for home - yet. | ROUND 12 |

	Pilot	Starts	Moves	Ends	A:D:P
1	*Not Only But Also* Don Shailer	J15-W	A, A, A {Airfield: A1}	G12-W	09:05:08
2	*Mad Ferret* Tim Franklin	P17-NE	LS-fA, LT, A {Airfield: A10}	M17-NW	01:06:01
4 ♠	*The Brown Baron* Michael Graystone	N19-SE	RS-fA, 0-fA+R, 0 {Airfield: S19}	N18-SE	02:08:14
6 ♠	*Lord Flashheart* Joakim Spångberg	P14-SW	RS, A A {Airfield: J1}	O11-SW	01:08:10

Numbers follow hexes in this direction

Letters follow hexes in this direction
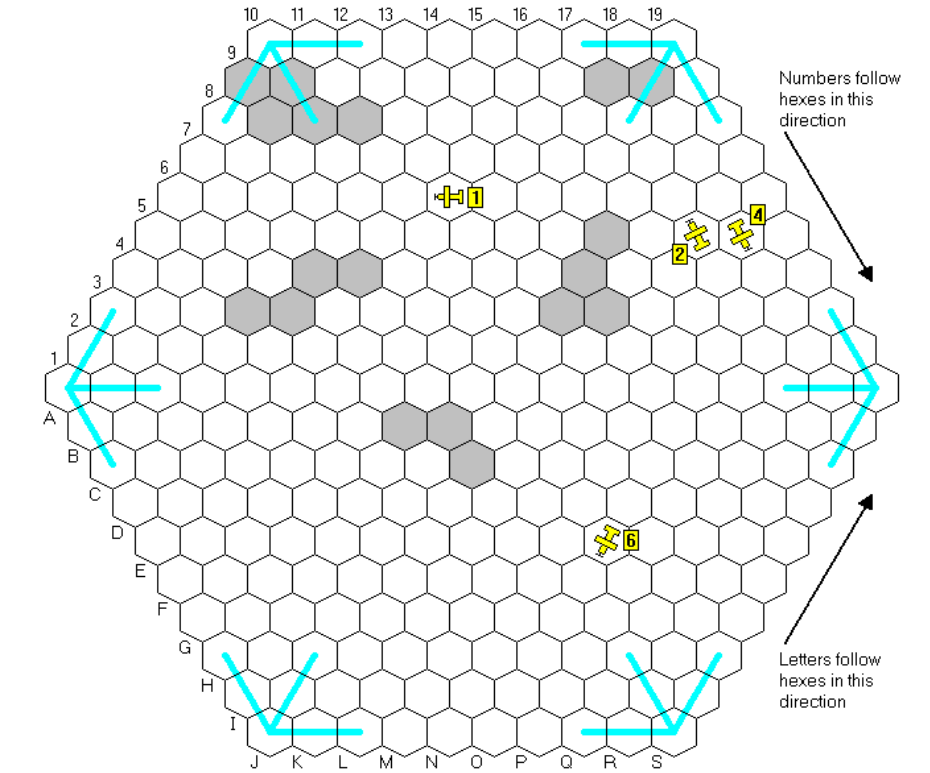
The clouds moved north east. *The Brown Baron* gets a point-blank shot at *Mad Ferret*, taking five points in the process.

▲▲▲

| SPACE BLAST 1 | A couple of turns made and one rocket fired. | ROUND 1 |

The chits column shows how many of each type you have left. The R is for Rockets, M is for Mines, which gets rids of the problem between Missiles and Mines.

	Pilot	Colour	Actions	Armour	Chits
1	Bob Coull	Green	-	4	10T : 8R 3M : 2B
2	Michael Graystone	Orange	-	4	10T : 8R 3M : 2B
3	Steve Ham	Blue	Turn right	4	9T : 8R 3M : 2B
4	*Wizard Prang* Jim Reader	Yellow	-	4	10T : 8R 3M : 2B
5	*The Meteor* Don Shailer	Red	Right turn, fire rocket	4	9T : 7R 3M : 2B
6	Joakim Spångberg	White	-	4	10T : 8R 3M : 2B
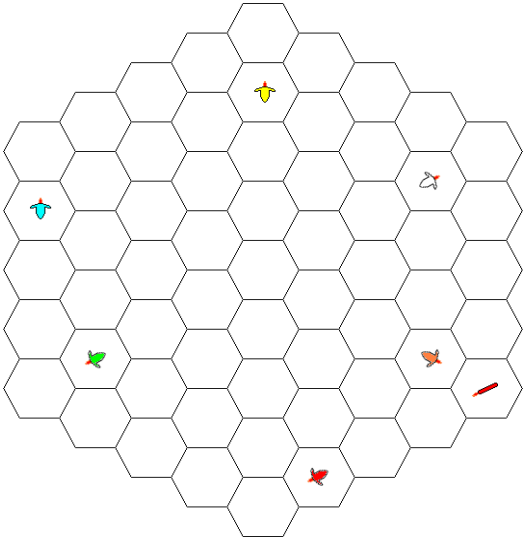
Orders
0 to 3 actions for round 2

NEWS FROM THE ROCK

http://www.fwtwr.com/

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

✪ Even covering two months, there is just one new game, although the busy state of things and being away a number of times has contributed to this laxity.

✪ 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.

▲	Didier Renard	4.667
-	Mike Eddleston	3,857
▼	Lew Stansby	3.675
-	David Hilbert	3.333
-	Roger Krueger	3.000
-	JoAnna Stansby	3.000
-	Victor Cronshaw	2.879
-	Ken Boucher	2.833
▼	Rob Thomasson	2.679
▼	Peter Hawkins	2.556
▲	Willem Moene	2.276
-	Gareth Lodge	2.185
▲	Michael Longdin	2.169
▲	Peter Beck	2.121
-	Mick Haytack	2.045
-	Michael Graystone	2.026
▲	Alan Tabor	2.000

✪ Completed games and winners:

1830 e667 {1830-S21}	Willem Moene
Saint Petersburg e715	Michael Longdin
Princes of Florence e721	Didier Renard
Princes of Florence e738	Didier Renard
Carcassonne e752	Peter Beck

✪ New games and start dates:

1830 e758 {1830-X23} . . . . Sep 9th   ✪
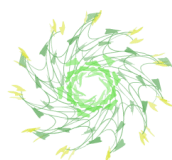
PREVIEW

Canal Mania didn't make it this month. Even with the extra time, it was going to put me back too far to get this sorted out, so it goes back in the main list for another time - but not too far away.

We won't see a new 18xx game next month, but 1830 hits the table once again the month after. Beyond that there will be the first 1830 Variant game, using the first of the two random maps supplied in the 1830 Variant Box set from Wolfram Janich.

We've already had a complete game of 18Kaas, which is standard 1830 on a different map, so perhaps I shouldn't call this the first variant game. I'll prepare the second of the random maps for another variant game at some future time.

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

#148: Acquire {Standard}, Phoenicia, Railway Rivals {Kyushu}
#149: 1830, Canal Mania   ✪

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Aug 23rd	Bloodstock 202, ...mais n'est-ce pas la gare? 73
Sep 5th	Ode 287
Sep 7th	Save Your XXs For Me 44
Sep 8th	The Tangerine Terror 38
Sep 20th	Bloodstock 203, ...mais n'est-ce pas la gare? 74

And so the last issues of Bloodstock hit the mat. All the best, Mick, and if you want to see how FWTDR is doing, there's the PDF versions on the web site now.

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

A selection of recent arrivals

Visit the web site to see the full story on what is on offer - www.herongames.com.

£11.50

Battle Line is a classic Reiner Knizia card game, reprinted by GMT Games.

£22.50

China Rails is the latest in the Empire Builder series.

£22.50

Use magnetic darts to fight for control in Dart Wars, a wargame with a twist.

£11.50

Formula Motor Racing is fast and fun, and playable anywhere, now available once again thanks to a GMT Games reprint.

£14.50

Ivanhoe is the third Knizia reprint from GMT Games, in this card game about the age of chivalry.

£31.50

This is the 4th edition of the classic Talisman from Black Industries/ Games Workshop.

£33.50

From 2 to 10 players fight in the Great War - still going in 1945. Tannhäuser adds the forces of darkness to the battlefield.

£6.50

Add miniature pre-painted planes to your Wings of War games for more fun. There are twelve to collect in the first series, including the Red Baron.

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
Tony Bromley	RR-2052-IP
Simon Brooks	Acq47, BA16, BB-300-KYR, GS7, RR-2052-IP
Martin Butcher . . .	1829-C20
Pete Campbell . . .	1856-R23, PR9
John Colledge . . .	6n13, Acq47, Acq48
Bob Coull	6n13, BB-300-KYR, BB-304-EAN, BB-305-NLD, RR-2052-IP
Simon Cutforth . . .	1870-O20, Sceptre 2
Tim Franklin	1826-E22, 1830-L23, 1850-R22, BA16, RR-2028-DC, Sceptre 1, Sop340
Mark Frueh	18EU-G23
Michael Graystone	6n13, Acq47,Acq48, BB-299-NWA, BB-300-KYR, RR-2028-DC, RR-2051-EA, RR-2066-G, RR-2073-DC, Sop340
Lyndon Gurr	1826-E22, 1850-R22, 1856-M22, 1856-R23, 1861-B23, 1870-K23, 1899-Z21, 18Kaas-P23, Acq49, OP26, Sceptre 1, Sceptre 2
Steve Ham	BA16, BB-299-NWA, GS7, RR-2047-DX, RR-2065-F
Geoff Hardingham	1837-G21, 1861-B23, OP26, StP1, Sceptre 1
Alan Harvey	1800-I20, 1825-L21, 1850-R22, 1899-Z21, 18Kaas-P23
Mike Head	1830-L23, 1856-D22, 1856-M22
John Hopkins	1829-V21, PR8
Mike Hutton	1825-L21, 1829-V21, 1861-B23, AoS1 BB-301-CRO, PR9, StP1
Sharon Khan	AoS1, BA16, OP25, StP1, Sceptre 1
Roger Krueger . . .	1870-O20
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
Michael Longdin . .	AoS1, Sceptre 2
Richard Lunn	1830-L23, 1856-D22, Acq48, BA17
John Marsden . . .	BB-299-NWA, BB-304-EAN, BB-305-NLD, RR-2051-EA, RR-2065-F

Willem Moene . . .	1800-I20, 1830-L23, 1856-D22, 1856-M22, 1856-R23, 1861-B23, 1870-O20, 1870-K23, 18Kaas-P23, Acq47, OP25, OP26, PR7, PR9
Marcus Pratt	AoS1, OP25, OP26, Sceptre 2
Jim Reader	6n13, BA16, BA17,BB-300-KYR, BB-301-CRO, BB-304-EAN, BB-305-NLD, GS7, OP25, OP26, PR5, PR6, PR7, PR8, PR9, RR-2047-DX, RR-2052-IP, RR-2065-F, RR-2066-G, Sop340
Lionel Robbins . . .	1829-V21, 1870-K23, 18EU-G23, PR6, RR-2047-DX
Peter Robbins . . .	RR-2028-DC
Tony Robbins	1837-G21, 1856-D22
Simon Robertson .	BB-300-KYR, RR-2051-EA, RR-2065-F
Tony Sait	1856-M22, 18Kaas-P23, PR6, PR7, RR-2065-F, RR-2073-DC
Don Shailer	1829-C20, 6n13, BB-304-EAN, BB-305-NLD, GS7, RR-2066-G, Sop340
Colin Sharpe	6n13, Acq47, Acq48, Acq49, BB-299-NWA, BB-304-EAN, BB-305-NLD, RR-2047-DX, RR-2051-EA, RR-2073-DC
John Shelley	1826-E22, 1830-L23, 1856-D22, 1870-K23, 1899-Z21
David Smith	1829-C20, OP25, Sceptre 1
Don Smith	1826-E22, 1837-G21, 1856-R23, 1870-O20, 1870-K23, 1899-Z21, 18EU-G23
Joakim Spångberg	BA17, BB-301-CRO, GS7, Sop340
Allan Stagg	BA17, PR5, PR8
Mark Stretch	1861-B23, 6n13
Brian Tappenden .	PR5
Paul Tappenden . .	PR5
Rob Thomasson . .	1829-V21, 1856-M22, 1856-R23, BB-301-CRO, PR6, StP1
Roger Trethewey .	BA17, BB-301-CRO, GS7, Sceptre 2
Stephen Webb . . .	1826-E22, 1837-G21, 1850-R22, 1870-O20, 18EU-G23, PR8
Tony Wilcock	Acq49

OUTSIDE EDGE

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

CONTENTS

DEADLINES

Wednesday November 7th 2007
18xx Games - Monday November 2nd

Future main deadlines: December 12th   January 23rd   February 20th

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