

# FOR WHOM THE DIE ROLLS

November 2007

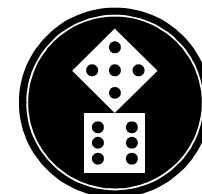
Published by Keith Thomasson

Issue 148

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

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## WAIT

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

*Games starting in this issue...*

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

*Games starting in the next issue...*

✱ 1830 . . . . .	Don Smith, Willem Moene, Stephen Webb, Pete Campbell, Mark Frueh
✱ Canal Mania . . . . .	Alan Harvey, Michael Longdin, John Marsden, Don Shailer, Stephen Webb

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

⇨③ 1829 [South] . . . . .	Pete Campbell, John Shelley
✱ 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 18Rh Rhineland . . . . .	Willem Moene
⇨① Acquire [Standard] . . .	Colin Sharpe, Tony Wilcock, Kevin Lee, Bob Coull
⇨③ Acquire [Powers] . . . .	Michael Graystone, Colin Sharpe
⇨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
① Saint Petersburg . . . .	Pete Campbell, Tony Wilcock, Kevin Lee

*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
✱ Bus Boss . . . . .	Michael Graystone, Jim Reader, Bill McKinley, Pete Campbell, Kevin Lee, Bob Coull, Colin Sharpe (Yorkshire)
⇨① Railway Rivals . . . . .	Colin Sharpe, Pete Campbell, Jim Reader, Simon Robertson (map to be decided)

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

## START

Welcome to issue #148. A slight delay to this issue, but mostly due to being busy both days of the normal deadline weekend than any other reason. The delay is particularly useful as the previous issue was ready to post the moment the postal strikes started, so it took a varying amount of time to get to you all. I'm not even sure it got to everyone, but everyone has responded who needs to.

The 1837 game is held over, because Stephen Webb had very little time to order before going away, and while he did all his other games he asked for this one to hold so that he could study it properly. We'll find out next month whether that did him any good.

My thanks to Jean Vanaise for sending me the picture on the cover - a heron posing as a lawyer - and additional thanks for allowing me to use it for the zine.

## The Tring Con Report

It seems like a long time ago, but there hasn't been a copy of the zine since TringCon XV hit the local streets at the beginning of October. 33 people came and made it one of the best attended TringCon events. People have been very kind to thank me for the work involved in keeping it alive, but in all truth I found it mostly down to getting organised in advance. The real thanks are due to my wife Valerie, who sorted out the catering for the day and kept everyone fed and watered.



Lots of games were played, as you might suspect, but the rumour that I didn't get to play anything was incorrect. I had thought I might not, as there are things that need watching, such as making sure the water heater doesn't run dry. I did think this would have the side effect of letting me end the day claiming not to have lost a game.

In the end I played a game of Vikings, and also played PitchCar Mini. And I won both, so my claim held true. I also got asked by John Harrington to make the last move in his game of Power Grid when he had to go. He had listed the connections to be made and the revenue to be claimed, and it was the winning move of the game, so all I had to do was make it happen.

It might also have been the TringCon with the greatest age range, from 8 to 75. We can do it all again next year. In fact we can do it twice, because I'm adding another date to the diary. TringCon XVI will take place on the first Saturday in April (the 5th). TringCon XVII will be on the more familiar date of the first Saturday in October (the 4th).

I've moved the venue as well, and the TringCon days for 2008 will be in the Marsworth Millennium Hall. It's more convenient for me, and only about two miles down the road from the old venue. It's got more space and it's also cheaper, so more money can be raised for charity.

The charity in question is the Iain Rennie Hospice at Home, a registered charity offering specialist palliative nursing care at home to patients with terminal illness, within the Chilterns region of Hertfordshire and Buckinghamshire. They got around £90 from TringCon XV, and should get more from next year's events.

If you'd like to come to one of the TringCon days next year, please let me know. Advance payment is welcome but not essential, but knowing the numbers to get the catering level right is very useful. The following people have already signed up.

April - Denis Arnold, Howard Bishop, Tony Hyland, Alan Parr, Allan Stagg, Mark Stretch, Jim Sutherland, Joshua Sutherland, Rob Thomasson, Dave Thornton

October - Denis Arnold, Alan Foad, Wendy Foad, Tony Hyland, Kevin Lee, Kevin McGowan, Alan Parr, Allan Stagg, Mark Stretch, Jim Sutherland, Joshua Sutherland, Rob Thomasson, Dave Thornton

## The Essen Report

I was sure there was another convention after TringCon, and it also seems like ages ago. Essen, the Holy Grail for a lot of game players who don't have the opportunity to get there, even for one day. This year was the 25th show, and it has grown a lot since the first show, which saw 5,000 visitors and just 11 trade stands. This year saw 148,000 visitors and some 568 trade stands from 30 different countries.

This is the far too large list of personal purchases that I brought back with me or obtained soon after:

1001 Caravans, 1848 Australia, 18West, Age of Steam maps (America/Europe, Southern US/Pittsburgh, War in Iraq/New York, West Indies), Agricola, All-Zeit (Space Dealer expansion), Amytis, Anno 1701, Anno 1701 the Card Game, Antler Island, Army of Frogs, Before the Wind, Black Box Plus, Bolide expansion #2, Brass, Cash 'n Guns Live, Cash 'n Guns Yakuzas, Caveman, Chicago Poker, China Rails, Container, Cuba, Darjeeling, Duel in the Dark (3 mini expansions), Galaxy Truckster, Gangster, Ghost for Sale, Gipsy King, Gondoliere, Hamburgum, Jantaris, Key Harvest, Kingsburg, Laborigines, Lascaux, League of Six, Market of Alturien, Mordred, Mr. Jack Extension, Mykerinos expansion, Partician, Perry Rhodan, Power & Weakness, Power Grid-New Power Plant Cards, Prophecy, Quest for the Grail, Race for the Galaxy, Rugby World, Scandaroon, Settlers of Catan (Chaffenberg/Renaissance in the Steirmark, The Colonies, The Dice Game, Junior, The Settler of Hessen, Traders and Barbarians), Spice Islands, Steam Over Holland, Stop Lights, Tammany Hall, Territories, Ticket to Ride Switzerland, TrainSport, Utopia, Wabash Cannonball, Wadi, Wampanoag (People of the First Light), World Cup Game Expansion #1, Zooloretto Expansion.

That list is half as long again as last year's list, so I didn't manage to cut down in any way. There are also more German-language games in there, something I said last year that I would try to avoid. My excuse is that most of the German games are either part of the Settlers series, which I tend to buy anyway, or games that I have reason to believe are not going to see the light of day in English. The one game that I dithered over was Agricola. A lot of good things had been said about this game before the show, but also the fact that due to the large amount of text in the game, it may not be published in English. When it got to second spot

on the FairPlay list (a list based on reviews by the gamers during the show) I decided to crack and buy a copy. Recent news is that an English version is now likely, from Z-Man Games. They are taking pre-orders for the game, and once they get to 750 pre-orders they will start the ball rolling. The game is not likely to be available in English until April 2008, and that assumes they get to their 750 total by the end of December. As an incentive to pre-order, a special 24-card promo deck with new Minor Improvement and Occupation cards will be provided. This might be available in a future expansion, or at conventions, and so on, but to be sure of getting them you need to pre-order. I've put mine in, only 749 others required.

So, what is this Agricola game about, anyway? It's about farming. You are a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for your spouse, from all the possibilities you'll find on a farm: collecting clay, wood or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed them all on? If you can't feed them you're going to have to go begging.



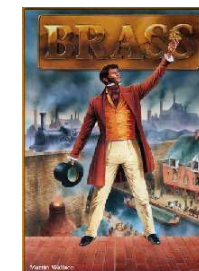
There are 14 game turns with 6 harvest phases after turns 4, 7, 9, 11, 13 and 14. Each player starts with a hand of 7 Occupation cards (from a deck of 160) and 7 Minor Improvement cards (from a deck of 140) that they can use during the game.

It's at this point that I realised the language issue may not be quite so bad. There is an English translation of the rules, but it is the thought of 300 cards with German text that makes people twitch. However, you don't keep turning cards over during the game, you start with this set of cards. If you can get your head around what those do for you, you have no additional cards to make sense of as the game goes on.

The rules include a simplified version to play Agricola as a family game, in which the Occupation and Minor Improvement cards aren't used. There is also a solo version where the aim is to make a certain score. Unlike most games, Agricola allows you to link solo games together, carrying forward one of the Occupation cards you played in the last game, but the score you have to reach rises with each subsequent game.

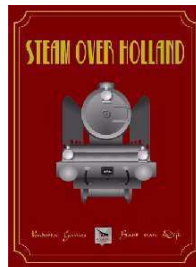
Agricola is a economic and resource management game, where you start small and grow as the game moves on. The buzz suggests it is one of the better games of this type, and with the number of cards to draw on, the replay value looks good. Agricola is by Uwe Rosenberg.

Brass is the new game from Martin Wallace, and was also in the second spot on the FairPlay list. That sounds confusing, but the difference is that Agricola was second for games that had 50 or more reviews, whereas Brass was second on the basis of just 23 reviews.



We've seen Martin Wallace do railways in Lancashire before, and we've seen canals in Canal Mania. Brass, as in where there's muck, combines the two. The games begins with the Canal period, and moves on to the Rail period. In both periods you build industries and the transport links between them. Victory points are scored for industries that are making a profit, with the winner being the player who scores the most points.

Steam Over Holland, by Bart van Dijk, is one of the few 18xx titles released at Essen this year. When you hold the game in your hand you can feel the quality of the box, a sturdy cardboard covered in good quality linen. Then you realise it is a slip-case, not something that has been seen for some time, although it used to be standard for Avalon Hill games. You slide out the main box and find that it is of the same quality. The board and components are also well produced, although the yellow tiles look decidedly green when viewed on their own.



The game covers the Netherlands, which has been done before, but as with most 18xx games there are differences. The stock market is linear rather than grid-like. When shares are sold the price will drop, but there are a number of ledges in the upper area that prevent the price from dropping too far - but these only apply to sales by players other than the president. To start a company, you don't just buy the President's certificate, you buy as one purchase a number of shares equal to the current phase number, which can be from two to six. That's all you need to start running the company. Once this happens, the remaining shares are given to the company, and further purchases are made from the company. The company can sell these shares to the bank pool to raise funds, or buy them back so that revenue on these shares goes to the company.

This edition is limited to 1,000 copies, but I note that the certificate of authenticity confirms that it is a first edition copy, which doesn't rule out the possibility of a second edition if sales do well.

Tom Lehmann's new game, Race for the Galaxy, is a card game that fits alongside Puerto Rico and San Juan. As in those games, players choose from a number of roles and then every player performs those roles.



The difference here is that every player chooses their role simultaneously, so two or more players may choose the same role. If this happens, all those that chose the role get the bonus that goes with it, but the role is only executed once.

Your aim is to build a galactic civilization and do a better job of it than your fellow players.

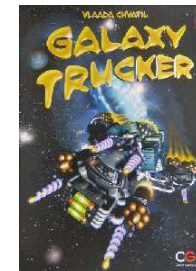
As in San Juan, you pay to do things by discarding cards from your hand, so if you have a hand of really good cards, you have to decide which ones are worth paying for at the expense of losing the others.

The roles you can choose are Explore (add cards to your hand), Develop (play a development card), Settle (play a World card), Consume (discard goods for victory point chips and/or cards) and Produce (gain goods).

The worlds you play may generate goods only when you first play them, or may produce goods later on, whenever the Produce role is chosen.

This one is already set up for expansion, as some of the cards contain information that is for use in the future. Whether that's one expansion or a series remains to be seen. The game has caught the imagination of a lot of people and looks like being one to keep.

Sticking with the galactic theme, Galaxy Trucker is from a new company, Czech Games Edition, but by a familiar designer, Vlaada Chvátil, who was responsible for the award-winning Through the Ages and the re-released Prophecy.



Galaxy Trucker is a game of two halves. In the first half you try to build a space ship by picking up tiles at random and trying to fit them together into something that will fly and hopefully stay together.

This is somewhat chaotic as all the players are doing this at the same time from a common pool of tiles. The tiles are face down to start with, but if someone cannot or chooses not to use the tile, it goes down on the table face up before another one is grabbed. This goes on until everyone has finished their ship. There is no time limit as such, but as the rules say, anyone taking an unreasonably long time can be persuaded to finish by gently thumping the box lid against their head (yes, it really does say that...).

The second half involves flying your ship on a series of adventures. First to finish their ship gets to be first in the queue for take off. During the adventures you may lose bits off your ship or lose cargo. At the end of the adventures you score points according to the state of your ship and the goods you've got on board.

Repeat for rounds 2 and 3 and you're done. Now you can move on to the full rules and really get into it. It may not be terribly serious, but it sounds like loads of fun.

November saw me at two other events. The first was GamesFest 2, a one-day event held in the Victoria Hall in Tring that was primarily role playing and tabletop gaming, but being local, how could I not take my Heron Games shelving and stock to see if the punters wanted any of that. The major problem for the day was that it was upstairs, a fact the organiser didn't think worth mentioning to anyone. Having lugged it all up there the day went quietly, with not as many turning up as expected. The price, at £10 just to get in, was probably a major factor. Not a wasted day, as one person who didn't buy anything on the day ordered four big games the following week, but not as profitable as I had hoped.

The second event was the very next day, and was the Christmas Fair in Cheddington, a village just down the road. I sold only one game (Formula Motor Racing), but sold twenty woodcraft construction kits and a couple of wooden logic puzzles or the type where you have to separate the ring from the rope without breaking the rest of the puzzle into pieces.

The construction kits are a sideline I brought in to support this type of day, where I'm not expecting to sell much in the way of the games we know, but gives me the opportunity to show people that such things exist. As the cost of these days tends to be low, it doesn't take much in the way construction kit sales to cover my costs.

Before we move on to the games for this issue, you've got six pages of Board2Pieces, partly because I fell behind when I forgot to update the strips for issue #146 (and I'm not sure if anyone noticed...), partly because holding these back will lose the relevance of some of the topics completely, and partly because it gets the zine up to a multiple of four pages so that I can start printing without further delay. I want get this issue out to you while it's still November and you have a reasonable amount of time to get your orders in for the December issue. By the way, I hope you find the 2008 Deadline Diary useful.



BOARD 2 PIECES

BY TED ALSPACH



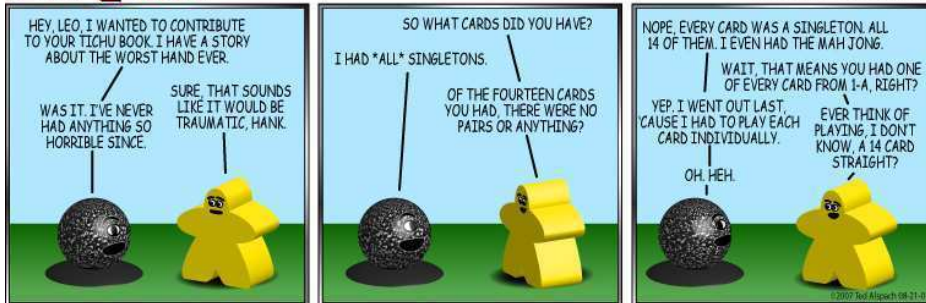
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BY TED ALSPACH



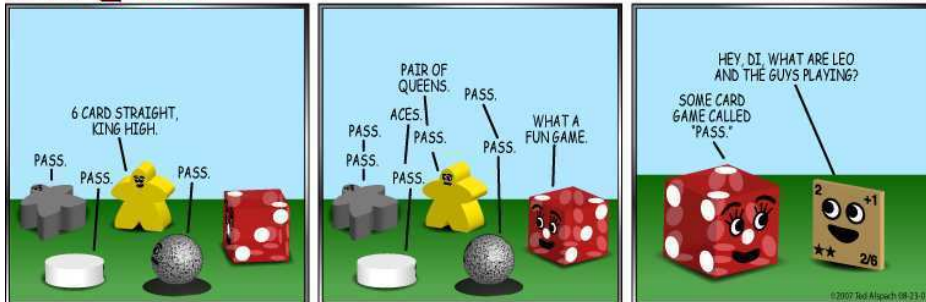
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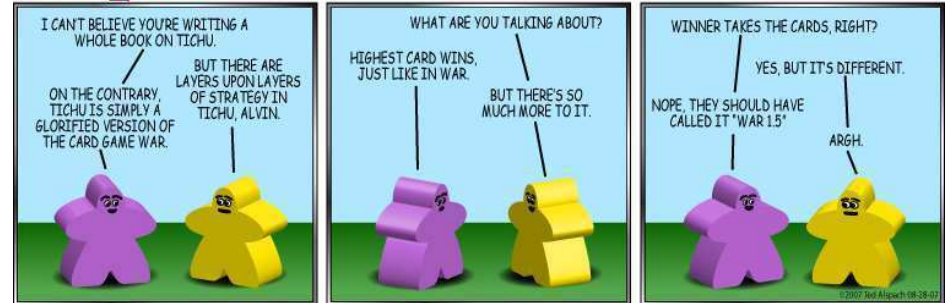
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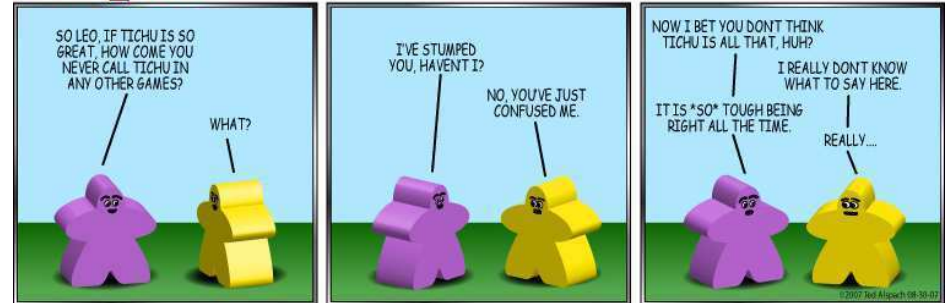
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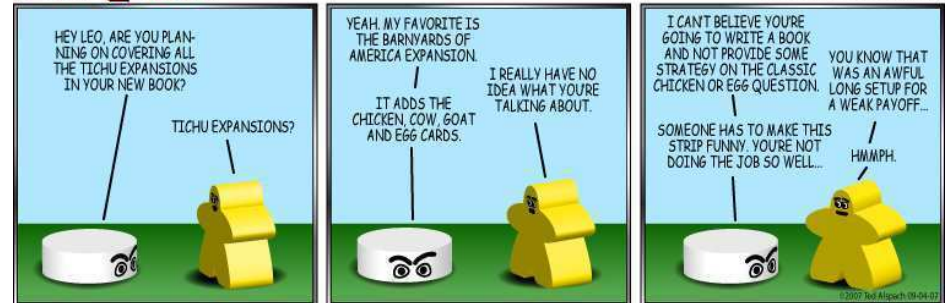
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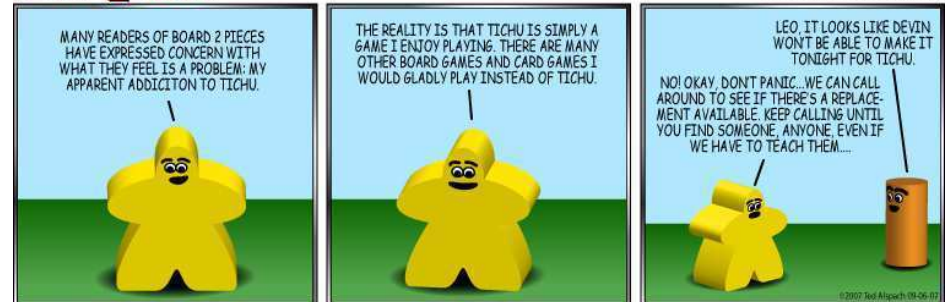
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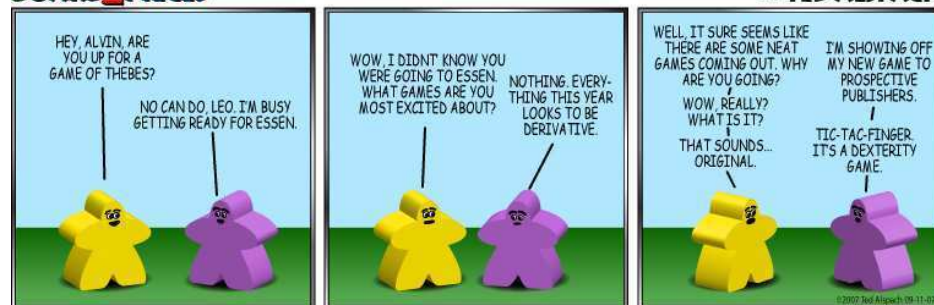
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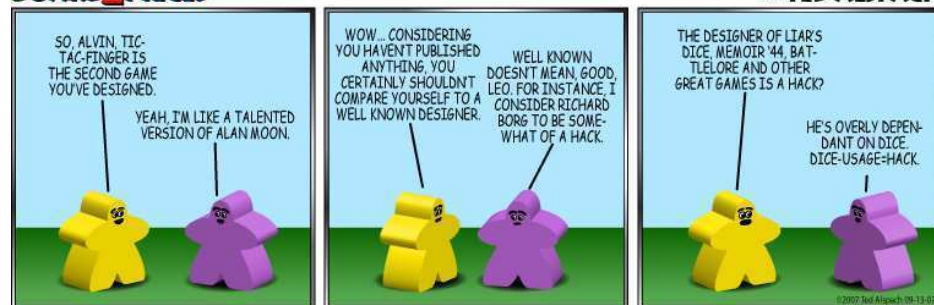
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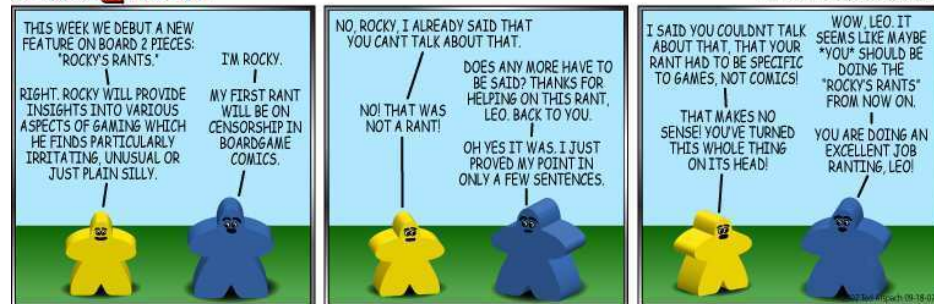
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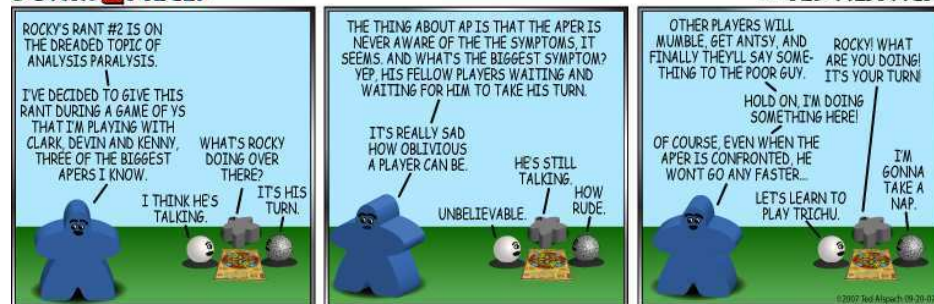
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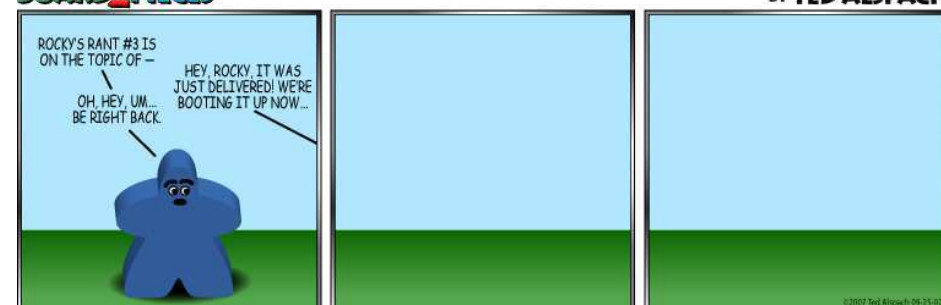
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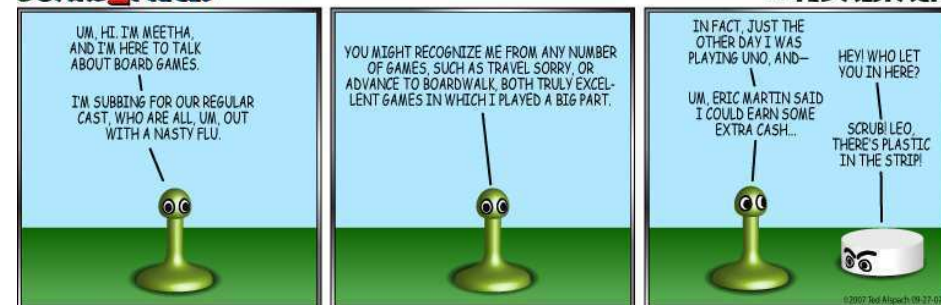
BY TED ALSPACH



EDITOR'S NOTE: IT APPEARS THE RELEASE OF HALO 3 TODAY HAS LEFT A BIT OF A GAP IN OUR REGULARLY-SCHEDULED BOARD 2 PIECES COMIC STRIP. LEO, ROCKY AND FRIENDS ARE CONTRACTUALLY OBLIGATED TO APPEAR TWICE A WEEK ON BOARDGAMENEWS.COM, AND THE B&N ATTORNEYS (COINCIDENTALLY THE SAME ONES OBTAINED BY WINSOME GAMES TO HELP FIGHT THE AOS JIHAD) ARE CURRENTLY SCOURING THE BOOKS FOR PRECEDENTS IN ORDER TO SUE.

BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

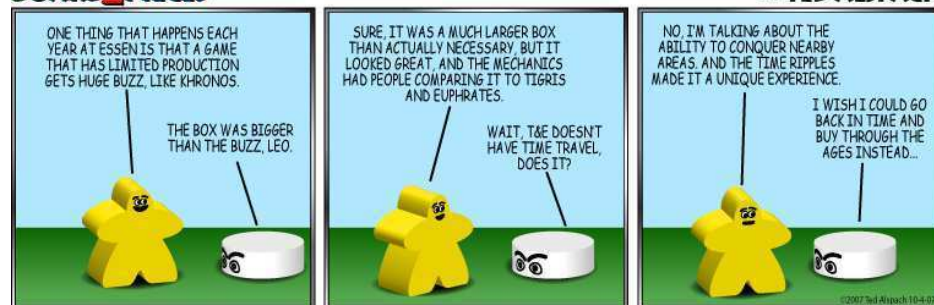
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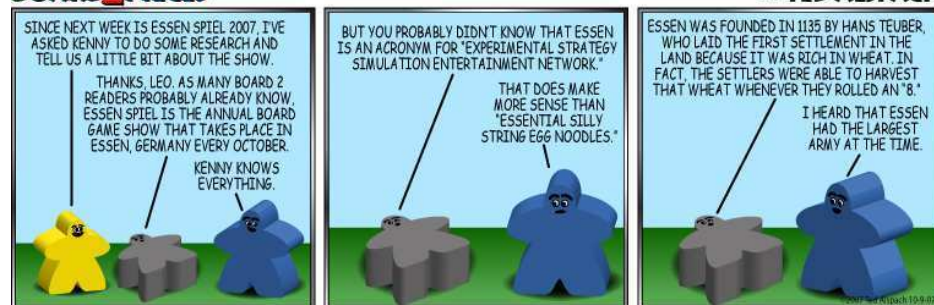
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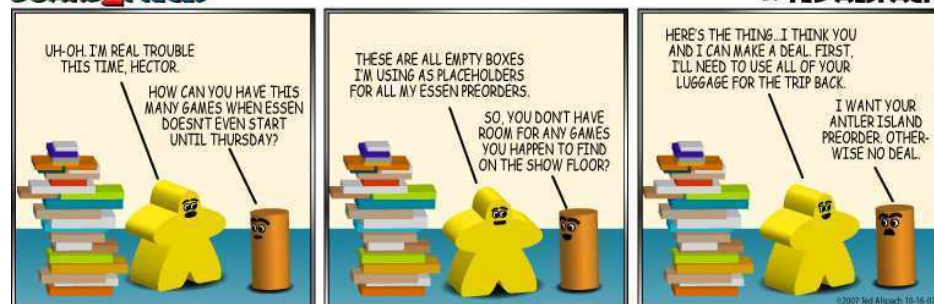
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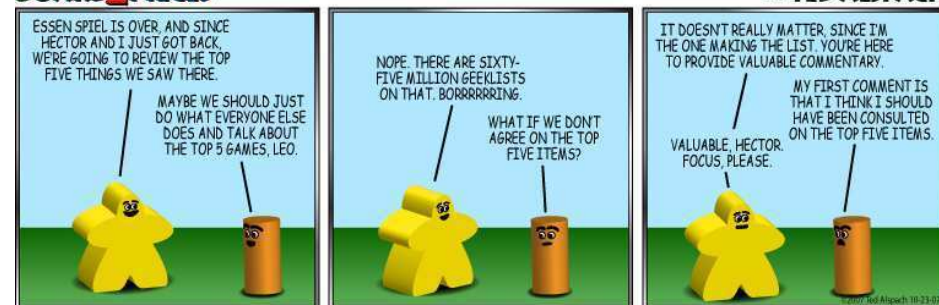
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BOARD2PIECES

BY TED ALSPACH





1825-L21

Just one operating round again.

OR14

The GSWR retained last time, but I paid the dividends out to the players. Suitable adjustments have been made. As a result, the GSWR paid the NBR 390 for the '2' train.

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Cal	AH	34:G5:6	-	210	Yes	-	180	5 4
NBR	MH	63:F6:1	-	210	Yes	-	280	3 3
GSWR	MH	-	-	-	-	24	10	-
GNoS	MH	-	-	130	Yes	-	230	0
M&C	AH	63:J10:1	-	90	Yes	②	180	3T 3
High	MH	-	-	170	Yes	-	142	3T U3

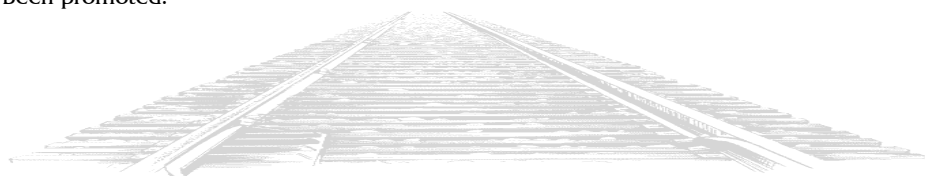
- Notes: ① 10 to the M&C for a '5' train  
② 10 to the Caledonian for a '3' train

Cash Flow	b/f	OR14	c/f	Value	%	Certs
Mike Hutton	746	421	1,167	6,281	52.5	14/19
Alan Harvey	507	368	875	5,691	47.5	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)	-	180	280	24	230	180	142
Company credit	-	50	390	10	0	100	120
Tokens	-	-	1	2	-	-	-
Trains	-	5 4	3 3	-	5 3T	3T 3	3T U3
Bank cash: 1,958		Certificate limit: 17		Trains: 1 x '5', 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	14/1	15/1	16/1	19/-	23/3	24/1	26/-	27/1	28/1	29/1				
	52/-	81/1														
Brown	34/-	38/2	39/1	41/-	42/1	43/1	44/1	45/1	46/1	47/1	63/-	66/2				
	67/1	118/1														

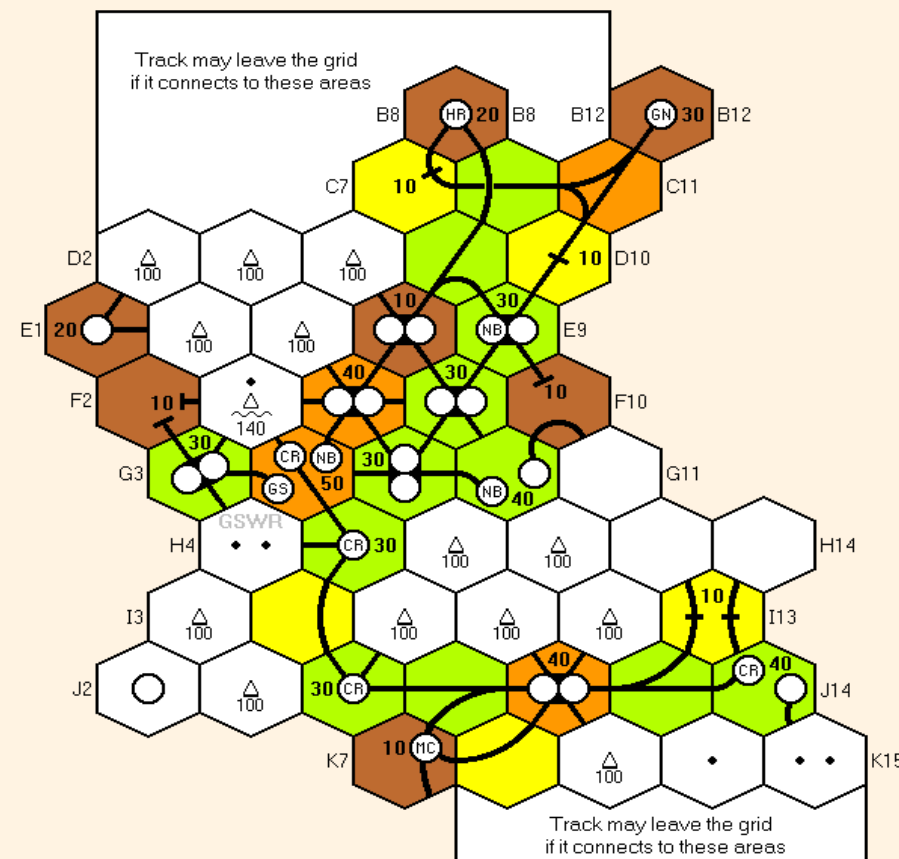
Regarding the rule about promoting stations, where the station can only be promoted if it can be reached by one of the company's trains, this is checked before the promotion takes place. In other words, you can't promote something if it can only be reached *after* it has been promoted.



1825 Unit 3

Game L21

Referee:  
Keith Thomasson



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Orders required for the following round

By the early deadline

SR9





1826-E22

The SNCF did make it into the game.

OR9

I should have formed the SNCF last time. The key check is which companies had operated, and I applied that to the current round rather than the game. The M and N merge to form the SNCF. Lyndon and Don gained one share each, with Lyndon as President. The SNCF bought a '10H' train in its turn.

OR9	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	SW	23:G7:5	-	150	Yes	① ② 165C▲	681	-	10H
A	JS	14:E15:1	-	130	Yes	③ 122D▲	485	-	6H
SNCF	LG	25:G11:6	-	240	Yes	- 122A▲	732	-	-
P	TF	87:B10:3	-	340	Yes	④ 110C▲	163	1	6H 6H
B	SW	204:C9:3	-	-	-	⑤ ① ⑥ 70D▼	138	-	10H 6H
O	LG	515:G9:1	-	210	Half	⑦ 82E▲	1	1	10H 6H
E	LG	63:F12:1	-	170	No	⑧ ⑨ 60G▼	128	1	E 6H
GC	TF	142:H18:2	-	230	Yes	⑩ 70E▲	65	1	10H

- Notes: ① 600 to the bank for a '10H' train  
 ② 165 from the bank for the sale of one share {▲}  
 ③ 366 from the bank for the sale of three shares {▲}  
 ④ 20 to the bank for a token in B12  
 ⑤ Two loans taken out {▼70D}  
 ⑥ 300 to the PO for a '6H' train  
 ⑦ 600 to the SNCF for a '10H' train  
 ⑧ 40 to the bank for a token in F12  
 ⑨ 800 to the bank for an 'E' train  
 ⑩ One loan taken out {▼60E} and later repaid {▲70E}

Cash Flow	b/f	OR9	c/f	Value	%	Certs
John Shelley	207	93	300	1,197	20.9▲	6
Lyndon Gurr	217	125	342	1,320	23.0▼	8/10
Don Smith	82	24	106	568	9.9▼	4
Stephen Webb	273	75	348	1,523	26.5▼	8
Tim Franklin	131	239	370	1,130	19.7▲	6

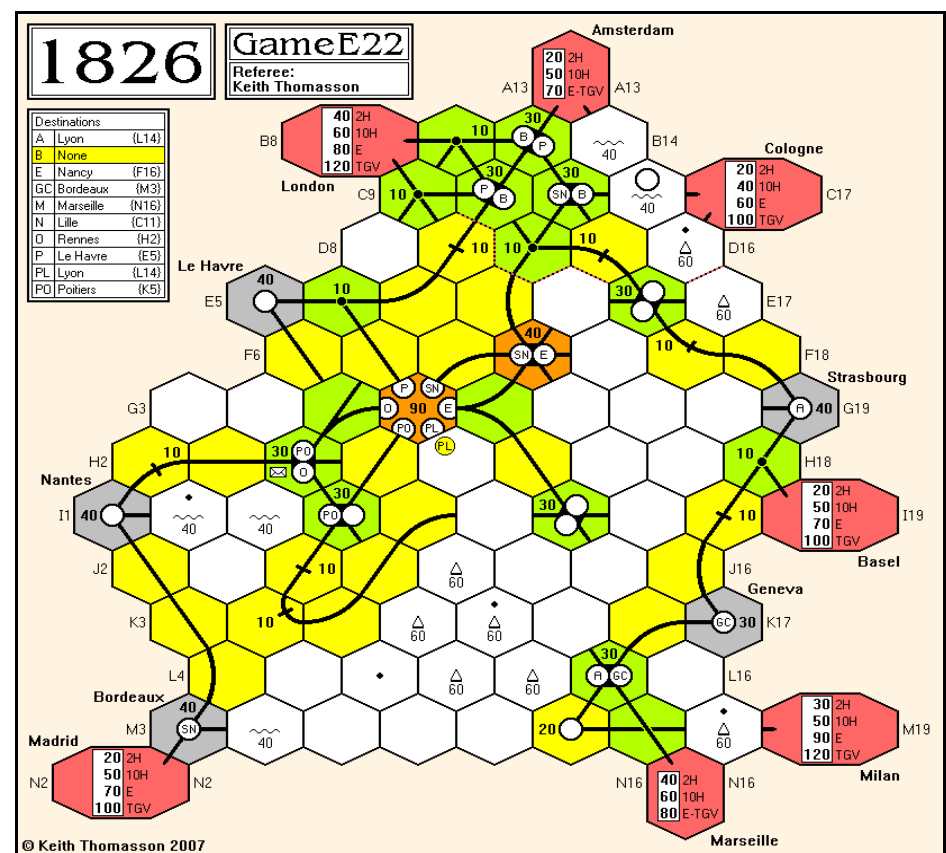
Portfolio	A	B	E	GC	O	P	PL	PO	SNCF
John Shelley	6P	-	-	-	-	-	-	1	-
Lyndon Gurr	-	3	3P	-	3P	2	-	-	1P
Don Smith	-	2	-	-	-	-	2P	-	-
Stephen Webb	-	5P	-	-	-	-	-	5P	-
Tim Franklin	-	-	-	3P	-	5P	-	-	-

Company type	10	10	10	10	10	10	10	10	10
Bank (new)	-	-	-	-	-	-	8	-	-
Bank (pool)	4	-	5	2	-	-	-	4	8
Treasury shares	-	-	2	5	7	3	-	-	-
Price	122D	70D	60G	70E	82E	110C	100B	165C	122A
Company credit	485	138	128	65	1	163	-	681	732
Loans	-	2	1	1	1	1	-	-	-
Tokens	1	1	1	1	1	1	-	-	4
Trains	6	10.6	E 6	10	10.6	6.6	-	10	-

Bank cash: 8,141 Certificate limit: 13 Trains: 3 x 'E, 6 x 'TGV'

Current operating order: PO, A, SNCF, P, O, GC, B, E

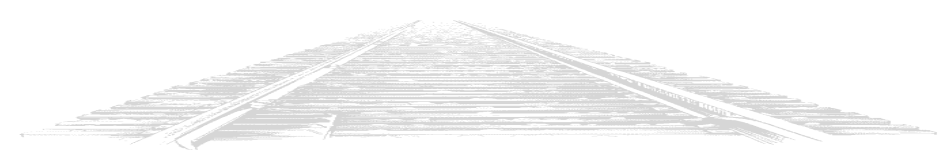
Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds			
Yellow	3/1	4/3	5/2	6/2	7/4	8/7	9/13	57/5	58/3					
Green	14/-	15/2	16/1	19/1	20/-	23/4	24/5	25/2	26/1	27/1	28/1	29/1		
	87/1	88/2	141/-	142/-	143/1	203/1	204/-	514/-	619/1					
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/3	63/4	70/1	515/-		
	611/2													



Orders required for the following round

By the early deadline

SR8





1829-C20

All ordinary shares  
are in payer hands.

SR14

Stock Round 14

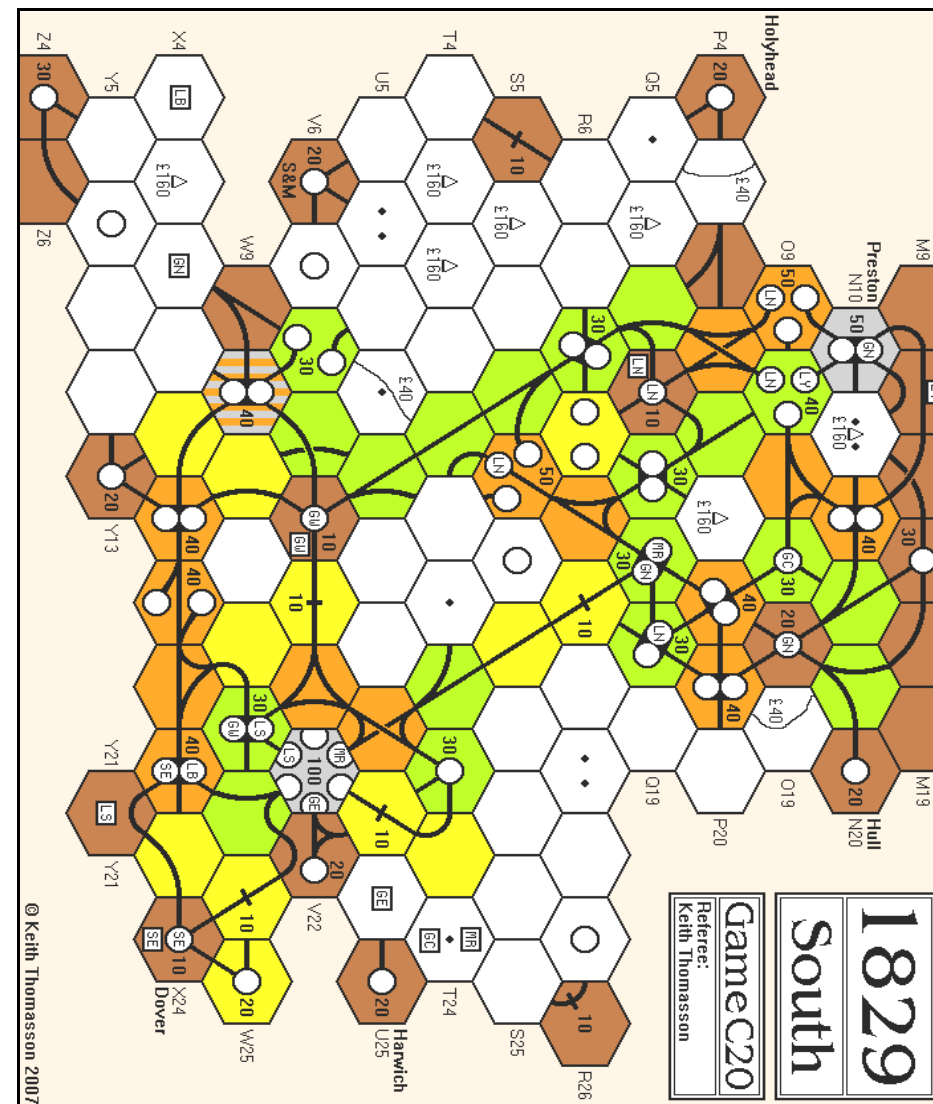
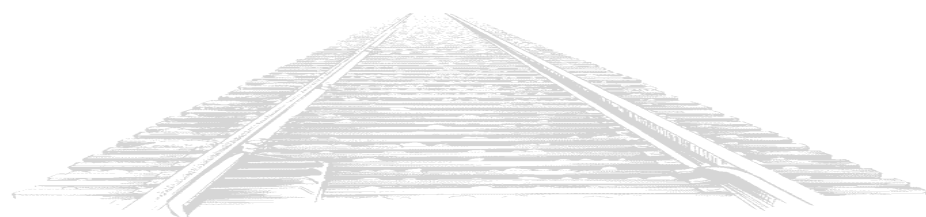
Peter	Don	Martin	David
+ L&YR pool	+ GER pool	✗	+ L&YR pool
+ L&YR pool (gains control)	+ GER pool	✗	+ L&YR pool
✗	✗	✗	+ Holyhead
✗	✗	✗	✗
Priority for SR15			

Cash Flow	b/f	SR14	c/f	Value	%	Certs
David Smith	1,602	-628	974	5,593	30.5	18/39
Peter Berlin	852	-58	794	3,072	16.8	14/17
Don Shailer	1,251	-134	1,117	3,563	19.4	16/19
Martin Butcher	1,537	0	1,537	6,104	33.3	18

Portfolio	Steam	Pkts	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR	L&YR	SECR
David Smith	Pres Holy	-	1	4	2	8D	10D	2	-	3	10D	-
✗ Peter Berlin	-	3	1	6D	-	1	-	-	5D	4D	-	-
Don Shailer	-	7D	2	-	-	1	-	2	5	3	-	-
Martin Butcher	Hull	-	6D	-	8D	-	-	6D	-	-	-	-

Bank (new)	Harwich...	-	-	-	-	-	-	-	-	-	-	-
Price (new)		100	90	82	76	71	67	64	61	58	56	
Bank (pool)		-	-	-	-	-	-	-	-	-	-	-
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: 15,578		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 rounds

By the early deadline

OR21, OR22

Adjudication can pause between rounds if requested





1829-V21

The same mistakes  
are being repeated.

OR12 - OR13

OR12	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	•N10 !	140	No	-	250▼	220	3 2 2 2
NER	MH	1:M15:2	•O17 !	120	Yes	-	112▲	650	3
Mid	JH	5:Q17:5	•R16	100	Yes	-	82▲	550	3
NBR	RT	13:F6:2	•P12	170	Yes	-	112▲	160	3 2
Cal	LR	-	•H4	250	Yes	-	71▲	20	4 3
L&YR	MH	2:N12:6	•N10 !	-	-	-	58▼	80	4 2
GNR	JH	25:N18:5	•P18	-	-	① ②	61▼	0	4 2
GCR	MH	6:O15:2	•N16	-	-	③	58▼	240	2

Notes: ① 430 to the bank for a '4' train  
② 210 to the Midland for a '2' train  
③ 370 to the NER for a '2' train

OR13	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	•K13	140	No	-	225▼	360	3 2 2 2
NER	MH	14:M15:2	•K13 !	90	Yes	-	126▲	650	3
Mid	JH	4:R16:2	•S15	80	Yes	① ②	90▲	110	4 3 2
NBR	RT	14:Q13:2	•N10 !	170	Yes	-	126▲	160	3 2
Cal	LR	-	•H6	250	Yes	-	76▲	20	4 3
L&YR	MH	-	•M9	-	-	-	56▼	80	4 2
GNR	JH	4:P18:1	•Q19	110	Yes	-	64▲	10	4
GCR	MH	-	•O17	-	-	-	56▼	240	2

Notes: ① 430 to the bank for a '4' train  
② 10 to the GNR for a '2' train

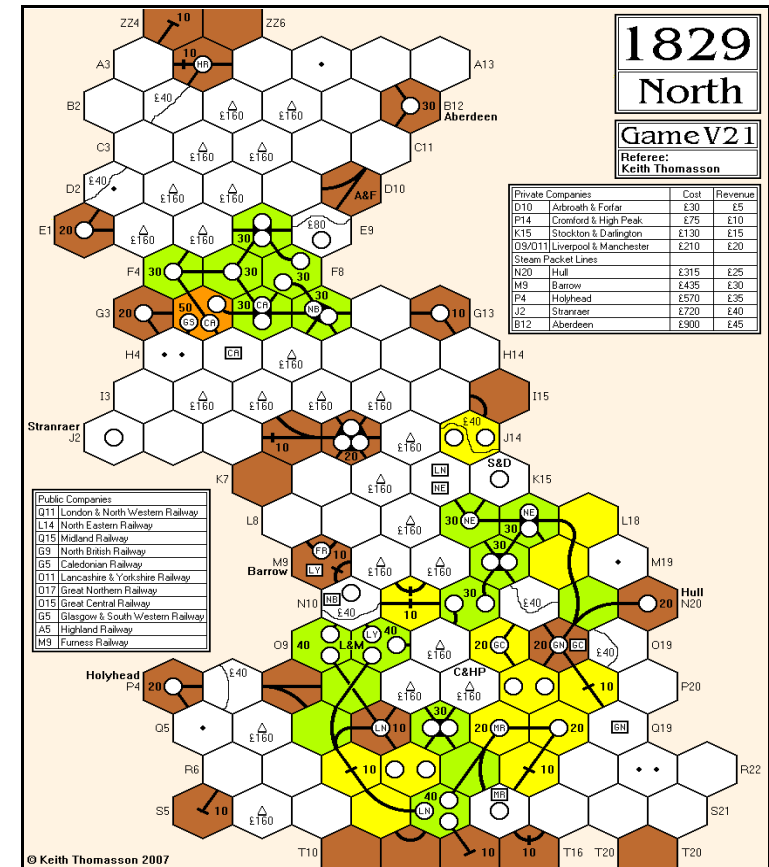
Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Rob Thomasson	57	253	272	582	2,234	26.1▲	16
Lionel Robbins	104	206	234	544	1,660	19.4▲	12
Peter Berlin	2	40	34	76	1,546	18.1▼	8
John Hopkins	188	65	99	352	1,188	13.9▼	8
Mike Hutton	21	106	80	207	1,921	22.5▼	17

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	58	56	53
Bank (pool)	L&M	5	-	-	-	-	4	1	-	-	-
Price (pool)		225	126	90	126	76	56	64	56	-	-
Company credit		360	650	110	160	20	80	10	240	-	-
Tokens		3	3	4	3	2	3	3	3	3	3
Trains		3222	3	432	32	43	42	4	2	-	-
Bank cash:	18,239	Certificate limit: 18		Trains: 3 x 5 / 3 x 3T / 2 x 2+2							

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

I've said this before, but it clearly needs saying again. If you want to lay a 10 tile on a double-station hex, you have to put your survey party on the hex first - although this is yellow to green it is *not* an upgrade, it is a lay. Other mistakes this time were trying to place a garrison on a station you have no route to, ordering survey parties to hexes not in a straight line, and not giving orders general enough to cover the situation. Indeed, the more complex the orders, the less that seemed to go right. The two-line orders all worked out as requested.



Orders required for the following round

By the early deadline

SR11



1830-L23

One more train bought and  
one more company floated.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYC	MH	56:F20:5	30	Yes	-	76D▲	680	2
PRR	WM	57:H16:3	30	Yes	-	71E▲	630	2
C&O	JS	57:F4:1	50	Yes	① ②	67F▲	430	2.2

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

#### Stock Round 3

Tim	Willem	John	Mike	Richard
- 1 NYC (▼71E)	✗	+ PRR new	✗	+ C&O new
+ B&O new				
+ B&O new (floated)	✗	✗	✗	✗
✗	Priority for SR4			

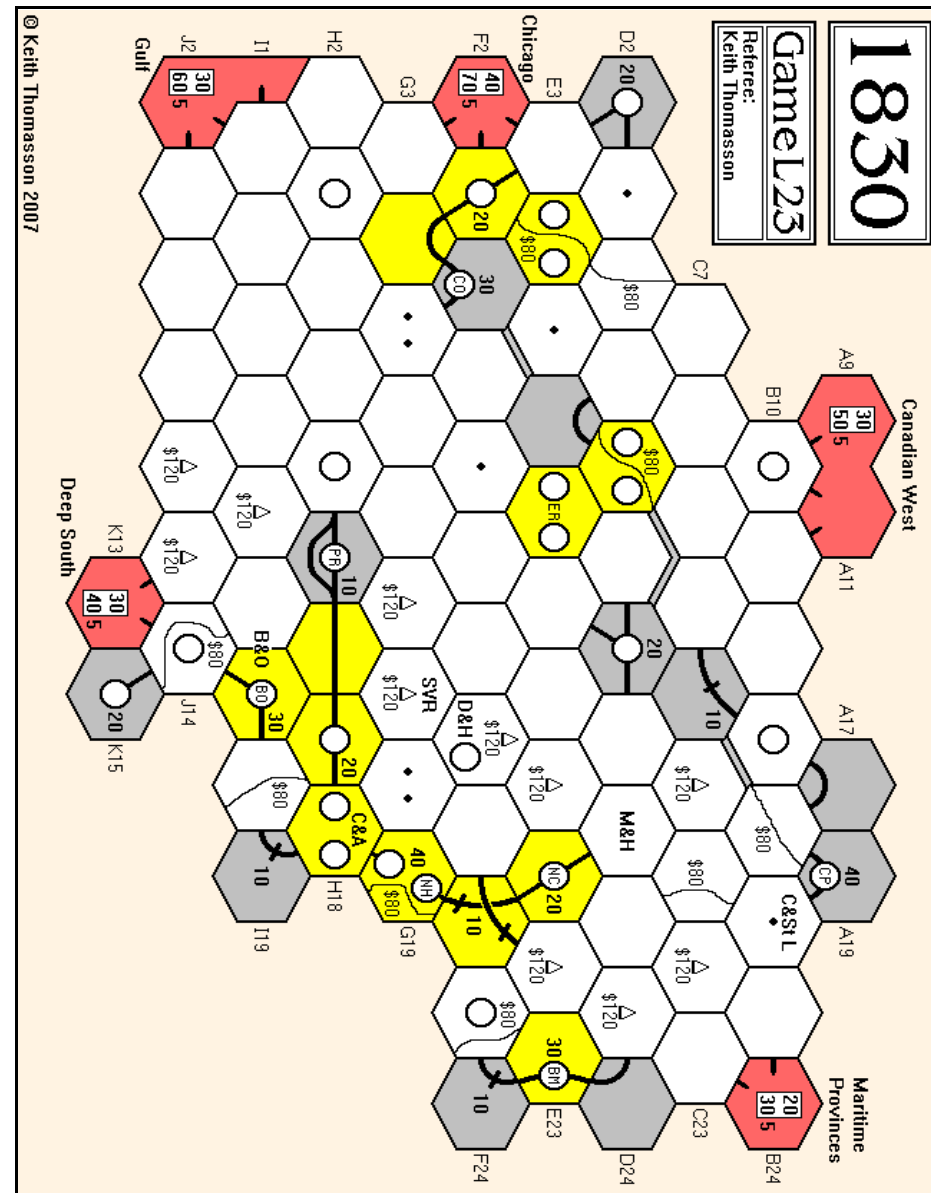
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
John Shelley	33	45	-71	7	540	19.1▲	8
Mike Head	24	18	0	42	468	16.6▼	5
Richard Lunn	30	56	-67	19	592	21.0▲	6
Tim Franklin	114	33	-124	23	693	24.5▼	5
Willem Moene	30	35	0	65	530	18.8▲	5

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
John Shelley	SVR, C&StL	-	-	6P	-	-	-	-	1
Mike Head	-	-	-	-	-	-	6P	-	-
Richard Lunn	D&H, C&A	-	-	3	-	-	1	-	1
Tim Franklin	B&O	-	5P	-	-	-	-	-	-
✗ Willem Moene	M&H	-	-	-	-	-	-	-	5P

Bank (new)	10P	4	1	10P	10P	2	10P	3
Price (par)		100	67			76		71
Bank (pool)	-	1	-	-	-	1	-	-
Price (pool)		90B	67F			71E		71E
Company credit		1,000	430			680		630
Tokens	2	3	2	4	3	3	2	3
Trains		-	2.2			2		2

Bank cash: 9.104 Certificate limit: 13 Trains: 2 x '2', 5 x '3'  
Current operating order: B&O, PRR, NYC, C&O

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



Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested





1850-R22

The SOO is floated  
and joins in next time.

SR7

Lyndon gains 20 from the MKT, as the Crédit Mobilier revenue goes to the President of the owning company rather than the company itself. Lyndon also gains 24 as I hadn't paid him for one of his shares. Conversely, Alan's UP share wasn't shown on the portfolio.

#### Stock Round 7

Tim	Stephen	Alan	Lyndon
+ NP pool	+ MKT new	- 1 CBQ (▼100B) + SOO/Pres (90)	- 1 MKT (▼68G) + CBQ pool
+ GN pool	+ CBQ new	+ SOO new	+ GN new
+ CRIP pool	✗	+ SOO new	+ UP pool
✗	✗	+ SOO new	✗
✗	✗	+ SOO new (floated)	✗
✗	✗	✗	Priority for SR8

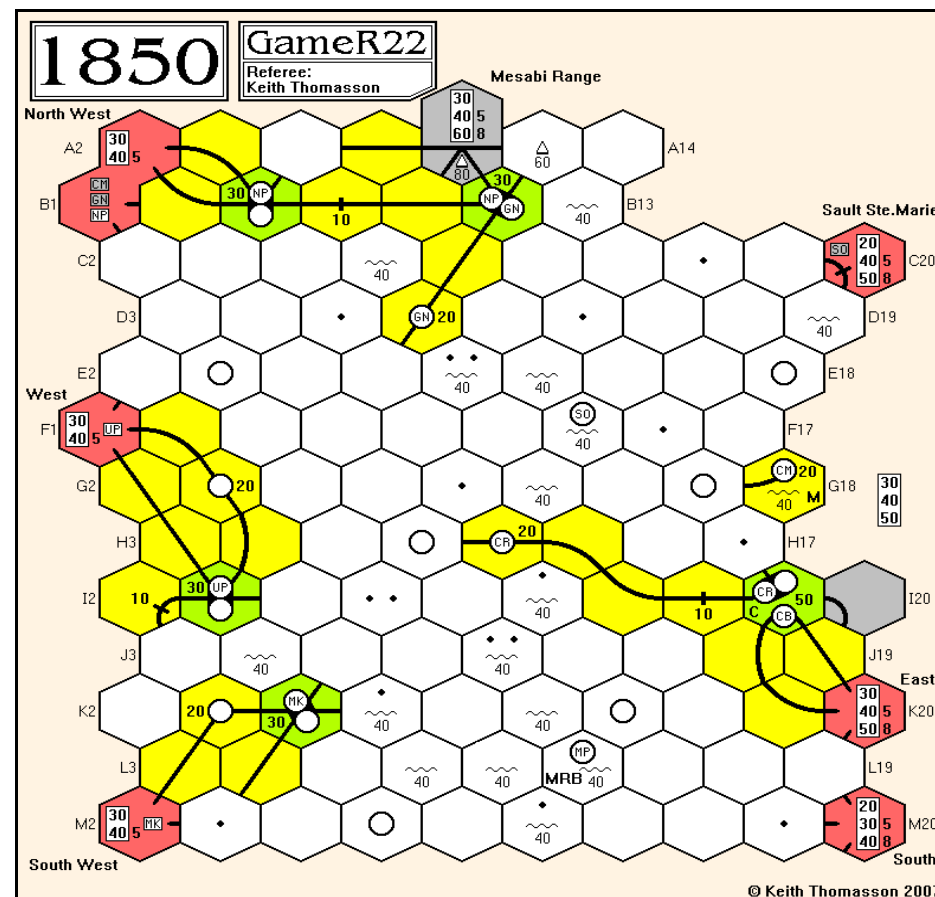
Cash Flow	b/f	SR7	c/f	Value	%	Certs
Stephen Webb	247	-168	79	1,157	23.1▼	10
Alan Harvey	468	-430	38	1,338	26.7▼	12
Lyndon Gurr	334	-210	124	1,460	29.1▲	14
Tim Franklin	291	-248	43	1,061	21.1▲	9

Portfolio	Privates	CBQ	CMSP	CRIP	GN	MKT	MP	NP	SOO	UP
Stephen Webb	-	1	-	5P	-	1	-	5P	-	-
Alan Harvey	MRBC	5P	-	-	-	-	-	1	6P	1
Lyndon Gurr	-	1	-	-	6P	5P	-	1	-	3
Tim Franklin	-	1	-	1	1	-	-	1	-	6P

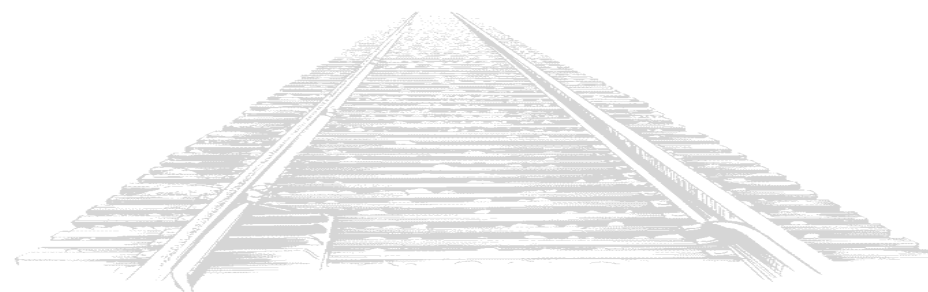
Bank (new)	2	10	4	3	3	10	-	4	-
Price (par)	100		76	82	68		68	90	82
Bank (pool)	-	-	-	-	1	-	-	-	-
Price (pool)	100B		72E	76D	68G		110D	90B	110D
Company credit	312		32	289	137		255	900	120
Redeemed shares	-		-	-	-		2	-	-
Tokens	3	3+E	2	1+E	2	3	1	3+E	2
Trains	4 3		3	4	3 3		4 3	-	3

Bank cash: 9,671 Certificate limit: 14 Trains: 1 x '4', 3 x '5'...  
Current operating order: NP, UP, CBQ, SOO, GN, CRIP, MKT

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 rounds *By the early deadline*  
OR8, OR9 *Adjudication can pause between rounds if requested*





1856-D22

The WGB will be the last company to come out. Again.

SR5

Stock Round 5

Tony	Willem	Mike	John	Richard
✗	- 5 CGR {+80C}	✗	- 2 CGR {+75D}	✗
	+ TGB/Pres{100}		+ BBQ/Pres{100}	
+ CGR pool	+ TGB new	✗	+ BBQ new	✗
+ CGR pool	+ TGB new	✗	+ BBQ new	✗
+ CGR pool	+ TGB new	✗	+ BBQ new	✗
✗	+ TGB new {floated}	✗	+ BBQ new {floated}	✗
✗	+ CA new	✗	✗	✗
✗	+ CA new	✗	✗	✗
✗	✗	Priority for SR6		

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Richard Lunn	51	0	51	501	14.7▼	3½
Tony Robbins	229	-225	4	829	24.3▲	7½
Willem Moene	244	-240	4	754	22.1▲	7
Mike Head	20	0	20	490	14.4▼	4
John Shelley	451	-440	11	836	24.5▼	7

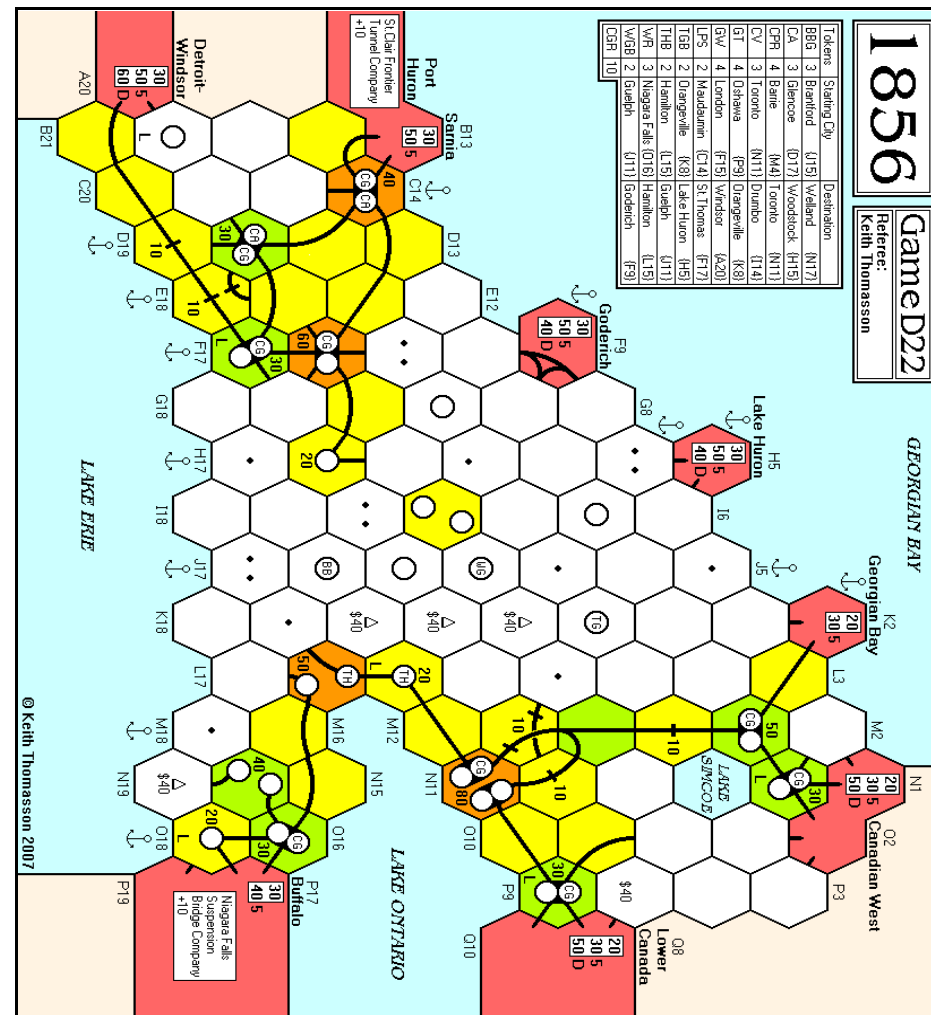
Portfolio	BBG	CA	TGB	THB	WGB	CGR
Richard Lunn	-	1	-	-	-	5P
Tony Robbins	-	6P	-	-	-	5
Willem Moene	-	2	6P	-	-	-
✱ Mike Head	-	-	-	4P	-	2
John Shelley	6P	1	-	-	-	2

Bank (new)	4	-	4	6	10P	-
Price (par)	100	70	100	100	-	100
Bank (pool)	-	-	-	-	-	6
Price (pool)	100A	75D	100A	80A	-	75D
Company credit	1,000	140	1,000	0	-	166
Tokens	3	1	2	1	2	1
Trains	-	5 4	-	5 4	-	6 5 4
Bank cash: 9,604      Certificate limit: 10      Trains: 1 x '6' Diesels						
Current operating order:      TGB, BBG, THB, CGR, 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											

My apologies for the confused state of the report last time - I clearly got interrupted partway through updating the portfolio, and never got the prices and other stuff done.

To make matters worse, I forgot to include a note last time explaining that the GW laid 9:C20:2 in OR7, which is why it was able to reach its destination in OR8. Richard kept the '4' train for the CGR.



Orders required for the following rounds

By the early deadline

OR9, OR10

Adjudication can pause between rounds if requested



<div>1856-M22</div>										<div>We see the '5' trains sold, but no '6' trains yet.</div>										<div>OR8 - OR9</div>									
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The LPS had reached its destination, so the money from last time's sales (350) is with the company rather than in escrow.

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
TGB	LQ	5:K8:2	-	-	①	90A	50	0	5
GW	WM	126:F15:1	310	Yes	-	100E	187	500	4 3
THB	WM	59:L15:5	-	-	② ①	80B	40	0	5
GT	LQ	8:N7:3	220	Yes	③	75F	143	600	3 3
CA	RT	125:C14:3	330	Yes	-	75F	99	400	4
CV	TS	122:N11:1	150	Yes	③	75E	240	300	4
LPS	RT	125:F17:6	210	Yes	④	70G	357	400	4 3
CPR	MH	9:L3:3	290	Yes	③	50L	171	500	5 3

- Notes: ① 550 to the bank for a '5' train  
② 40 to the bank for terrain costs  
③ Government loan secured  
④ 1 to the CA for a '3' train

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	WM	-	340	Yes	-	110E	205	500	4 3
TGB	LQ	58:L9:6	30	Yes	-	100A	668	0	5
THB	WM	58:K16:6	50	Yes	-	90B	40	0	5
GT	LQ	20:M8:2	120	No	② ③ ④	70F	0	700	3 3
CA	RT	15:D17:1	190	Yes	-	80F	78	400	4
CV	TS	8:K12:3	150	No	⑤	70E	320	300	4
LPS	RT	23:D15:6	380	Yes	②	75F	407	500	4 3
CPR	MH	127:M4:1	310	Yes	-	55H	245	500	5 3

- Notes: ① 1 to the GT for a '3' train  
② Government loan secured  
③ Destination reached - 325 released from escrow  
④ 619 to the TGB for a '3' train  
⑤ 40 to the bank for terrain costs

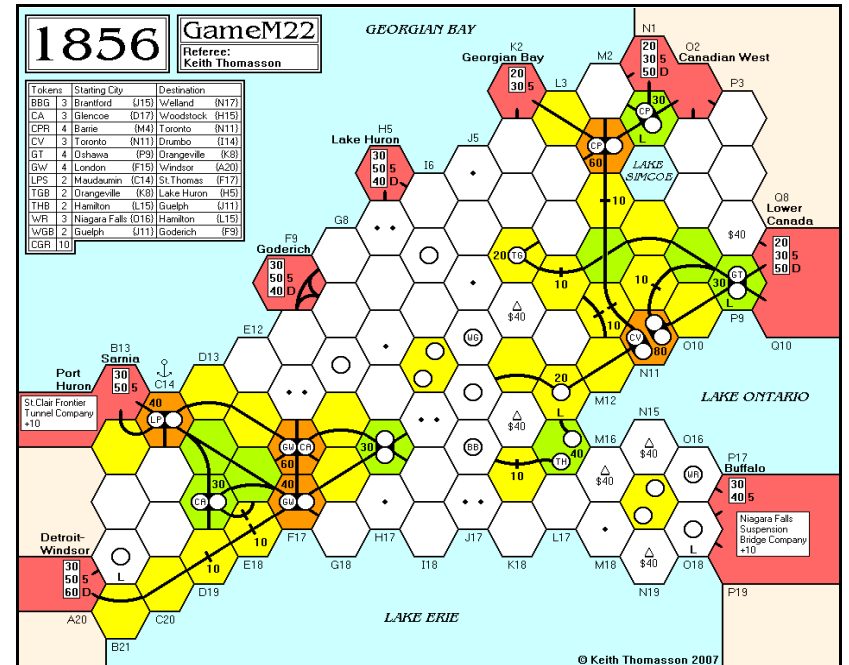
Portfolio	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Mike Head	-	1	6P	-	1	1	-	-	1	-	-
Lyndon Gurr	-	2	-	1	6P	-	-	6P	-	-	-
• Tony Sait	-	-	-	5P	-	-	4	-	-	-	-
Rob Thomasson	-	6P	-	-	-	1	6P	-	-	-	-
Willem Moene	-	-	-	-	-	6P	-	-	6P	-	-

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)		80F	55H	70E	70F	110E	75F	100A	90B		
Company credit		78	245	320	0	205	407	668	40		
Tokens	3	1	2	2	3	2	1	1	1	2	3
Trains		4	5 3	4	3 3	4 3	4 3	5	5		
Bank cash: 7,614	Certificate limit: 13										
Current operating order:	GW, TGB, THB, CA, LPS, GT, CV, CPR										

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Mike Head	96	260	244	600	1,280	17.7▲	9
Lyndon Gurr	2	213	56	271	1,521	21.0▼	13
Tony Sait	44	159	152	355	1,005	13.9▼	8
Rob Thomasson	21	355	376	752	1,792	24.7▲	11
Willem Moene	25	186	234	445	1,645	22.7▼	10

Titles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
Yellow	1/-	2/-	3/3	4/1	5/1	6/1	7/6	8/8	9/7	55/1	56/1	57/4
	58/-	69/1										
Green	14/2	15/2	16/1	17/1	18/1	19/1	20/-	23/3	24/2	25/1	26/1	27/1
	28/1	29/1	59/1	120/1	121/2							
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/-	125/2	126/-	127/-				

With the first '6' train on offer, please tell me whether you'll be paying off loans for those companies that need assistance. If you don't say, then you won't support the company and it will join the CGR. This currently applies to all companies with loans except for the CV. If the CGR forms, we'll pause before the stock round.



Orders required for the following rounds	By the early deadline
OR10, SR6	Adjudication can pause between rounds if requested



1856-R23

One company each.

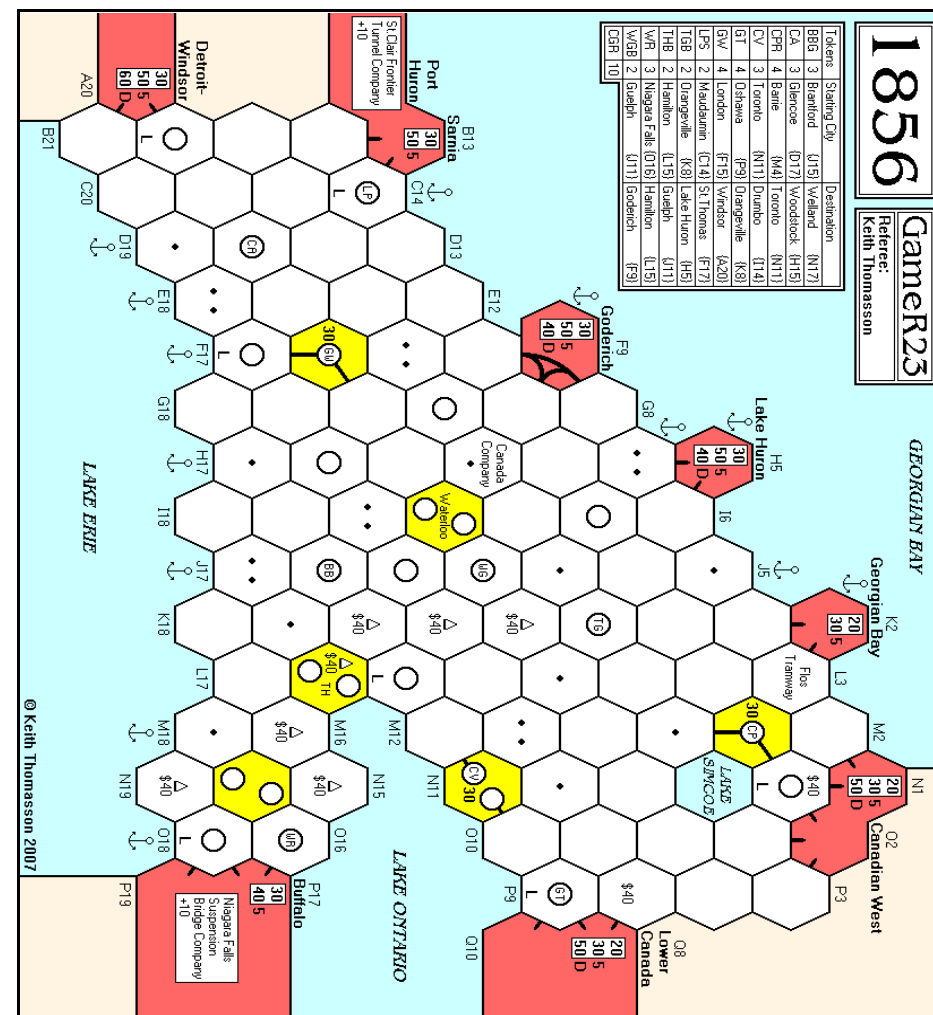
## PUBLICIS

### Stock Round 1 - Public Companies

Willem	Lyndon	Rob	Don	Pete
<b>X</b>	+ GW/Pres {70}	+ LPS/Pres {65}	+ GT/Pres {65}	+ WR/Pres {80}
+ CA/Pres {70}	+ GW new	+ LPS new	+ GT new	<b>X</b>
<b>X</b>	+ GW new	<b>X</b>	+ GT new	<b>X</b>
<b>X</b>	<b>X</b>	<b>X</b>	<b>X</b>	<i>Priority for SR2</i>

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Pete Campbell	175	-160	15	295	19.9	3
Willem Moene	195	-140	55	295	19.9	2
Lyndon Gurr	280	-280	0	300	20.2	4
Rob Thomasson	195	-195	0	295	19.9	3
Don Smith	260	-260	0	300	19.9	4

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
✱ Pete Campbell	CC, GLSC	-	-	-	-	-	-	-	-	-	-	2P
Willem Moene	SCFTC	-	2P	-	-	-	-	-	-	-	-	-
Lyndon Gurr	FT	-	-	-	-	-	4P	-	-	-	-	-
Rob Thomasson	NFSBC	-	-	-	-	-	-	3P	-	-	-	-
Don Smith	WSR	-	-	-	-	4P	-	-	-	-	-	-

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Orders required for the following rounds

*By the early deadline*

OR1, SR2





1861-B23

Three public companies  
take to the stage.

MR2 - OR6

### Merger Round 2

The KB converts to the SW with an initial price of 100E  
The V and the KR merge to form the SE with an initial price of 135C  
Geoff buys one more share in the SE  
The MV and the MK merge to form the GRR with an initial price of 150C

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
E	LQ	9:M8:2	58:L9:6	170	Half	120D▲	30	-	3
D	WM	-	-	120	Half	120D▲	80	-	3
MB	MS	30:F9:2	-	120	Half	110D▲	45	-	3
N	GH	87:L9:5	-	170	Half	90F▲	35	-	3
SPW	MS	23:D7:6	-	80	Half	80G▲	195	-	2
RO	MS	24:E8:3	-	90	Half	80G▲	150	-	2
MNN	LQ	8:H9:4	-	170	Half	70G▲	0	2	3
SV	MH	24:E8:2	-	70	Half	70F▲	35	2	3
KK	LQ	7:D15:5	23:C16:4	180	Half	65H▲	35	-	2 2
OK	WM	-	-	80	Half	65H▲	95	-	2
GRR	MH	15:H13:5	-	170	Yes	165C▲	210	-	2 2
SE	GH	9:K10:2	-	320	Yes	150C▲	10	-	3 2 2
SW	WM	-	-	90	Yes	100E▲	150	-	2

- Notes: ① 20 to the bank for a second tile lay  
② Loan redeemed  
③ 75 to Lyndon for the MRR private  
④ Two loans acquired  
⑤ 40 to the bank for terrain costs  
⑥ Two loans redeemed  
⑦ 80 to the bank for a token in H13

Cash Flow	b/f	MR2	OR6	c/f	Value	%	Certs
Willem Moene	117	0	100	217	602	18.5▼	2
Geoff Hardingham	27	-135	220	247	787	24.3▲	3
Mike Hutton	102	0	55	157	617	19.0▼	3
Lyndon Gurr	77	0	360	437	692	21.3▲	3
Mark Stretch	92	0	155	247	547	16.9▼	4

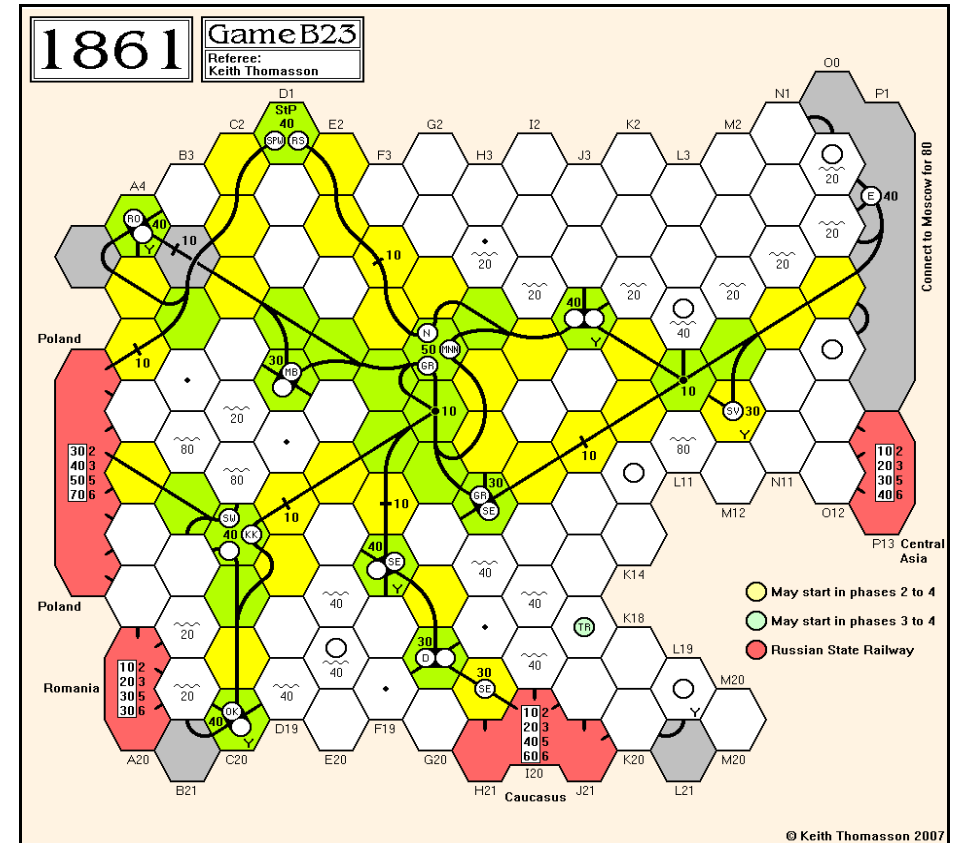
Portfolio PCs	D	E	KK	MB	MNN	N	OK	RO	SPW	SV	GRR	SE	SW
Willem	-	1	-	-	-	-	1	-	-	-	-	-	2P
Geoff	-	-	-	-	-	1	-	-	-	-	-	3P	-
Mike	MYR	-	-	-	-	-	-	-	-	1	2P	-	-
Lyndon	-	1	1	-	1	-	-	-	-	-	-	-	-
Mark	TSR	-	-	1	-	-	-	1	1	-	-	-	-

Bank (new)	-	-	-	-	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-	-
Price	120D	120D	65H	110D	70G	90F	65H	80G	80G	70F	165C	150C	100E
Loans	-	-	-	-	2	-	-	-	-	2	-	-	-
Credit	80	30	35	45	0	35	95	150	195	35	210	10	150
Tokens	-	-	-	-	-	-	-	-	-	-	1	-	2
Trains	3	3	2 2	3	3	3	2	2	2	3	2 2	3 2 2	2

Bank cash: 12,625 Certificate limit: 13 Trains: 4 x '4', 4 x '5'...  
Current operating order: E, D, MB, N, SPW, RO, MNN, SV, KK, OK, GRR, SE, SW

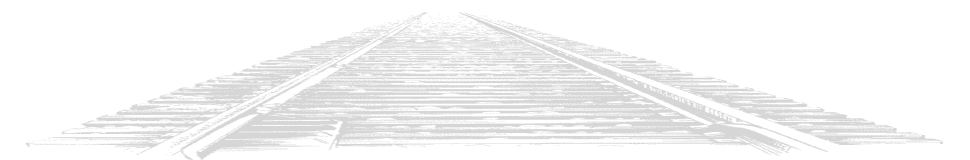
Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
Yellow	3/2	4/-	5/2	6/2	7/3	8/3	9/3	57/1	58/4	201/2	202/3	621/2	
Green	14/2	15/-	16/2	17/2	18/2	19/2	20/2	21/2	22/2	23/3	24/1	25/4	
	26/2	27/1	28/1	29/1	30/1	31/2	87/-	88/2	204/2	207/3	208/1	619/1	
	622/1	624/1	625/1	626/1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

Yellow track tiles are unlimited



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

MR3, SR4 *Adjudication can pause between rounds if requested*





1870-O20

We break for the stock round, with a bank that has only just survived.

OR17

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SP	SW	-	-	380	Yes	275D	63	8
SLSF	WM	-	-	370	Yes	250D	141	8
IC	SC	40:L5:2	-	420	Yes	250A	72	10
GMO	SC	24:B21:5	-	240	Yes	225C	22	8
MKT	DS	-	-	280	Yes	180C	0	6
MP	RK	7:C10:1	8:A8:4	730	Yes	120D	219	12 6
SSW	RK	16:C12:5	-	650	Yes	120C	130	10 6
ATSF	DS	-	-	410	Yes	100E	113	12
TP	RK	29:C10:1	-	490	Yes	64C	0	12
FW	WM	-	-	460	Yes	60C	41	12

Notes: ① 100 to the bank for a token in J5

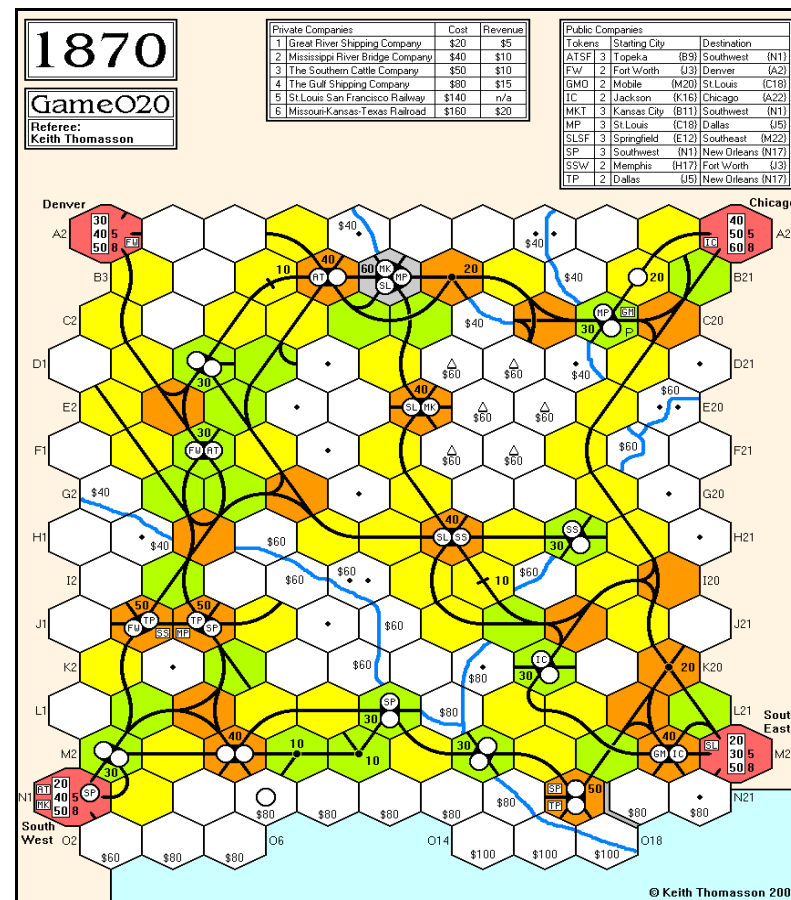
Cash Flow	b/f	OR17	c/f	Value	%	Certs
Simon Cutforth	1,114	609	1,723	5,041	19.9▼	12/15
Don Smith	876	494	1,370	3,575	14.1▼	12
Stephen Webb	2,350	820	3,170	6,652	26.3▼	13/18
Willem Moene	881	701	1,582	4,317	17.0▲	10/15
Roger Krueger	1,950	1,215	3,165	5,735	22.7▲	13/18

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)	100E	60C	225C	250A	180C	120D	250D	275D	120C	64C
Company credit	113	41	22	72	0	219	141	63	130	0
Redeemed shares	-	-	-	-	-	2	1	1	2	-
Tokens	2	-	1	-	1	1	-	-	-	-
Trains	12	12	8	10	6	12 6	8	8	10 6	12
Bank cash: 189	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	9/10	55/1	56/1	57/4	
	58/4	69/1											
Green	14/1	15/1	16/1	17/2	18/2	19/1	20/2	23/-	24/1	25/1	26/2	27/-	
	28/2	29/1	141/2	142/1	143/-	144/1							
Brown	39/-	40/1	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											

A situation might have arisen this time where a company deliberately ran for less than the maximum available, on the basis that unless other stockholders had ordered that the company run for maximum, it was not required. This is in the spirit of the rules, which allow the president to choose to pay less than the maximum dividend unless challenged by other stockholders. However, this is likely to give rise to requests from other players to 'correct' the dividend next time in the belief that I've simply missed the best myself. As this is a relatively common request, it would be hard to justify denying it in this case. As you may know, I dislike having to make this sort of retrospective correction. I am therefore ruling that my job as referee includes acting on behalf of the non-presidential stockholders in requiring that the best dividends be taken. Only if the president and all stockholders of a company order that a reduced dividend is acceptable will such a reduction be allowed.



Orders required for the following round

By the early deadline

SR9



1870-K23

New shares for  
those with the cash.

SR3

Stock Round 3

Lionel	Lyndon	Don	Willem	John
+ MKT new	+ SLSF new	✗	+ SLSF new	+ SLSF new
✗	✗	✗	✗	✗
Priority for SR4				

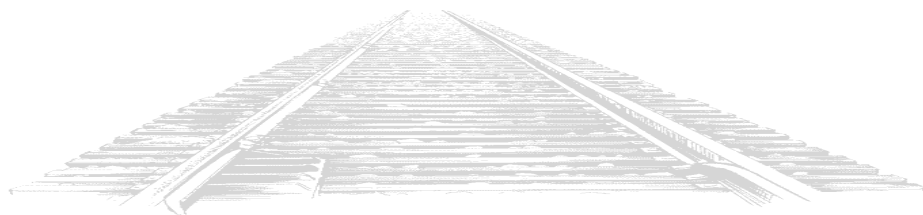
Cash Flow	b/f	SR3	c/f	Value	%	Certs
John Shelley	108	-100	8	526	19.2▼	7
Lionel Robbins	130	-72	58	584	21.4▲	5
Lyndon Gurr	108	-100	8	578	21.1▼	5
Don Smith	70	0	70	500	18.3▼	5
Willem Moene	122	-100	22	548	20.0▼	5

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

Bank (new)	10P	10P	10P	10P	-	-	4	10P	10P	10P
Price (par)					72	76	100			
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)					76D	90B	100A			
Company credit					528	450	568			
Redeemed shares					-	-	-			
Tokens	3	2	2	2	2	1	2	3	2	2
Trains					2	2	2	3	2	2
Bank cash: 10,288	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											

As stock round orders go, 'buy a share in any company that I can afford' ranks as one of the worst offenders. Just be aware that should there be more than one option, this order will result in no purchases. If there is just one option then there is no problem, but such an open-ended order just dies if a choice is available.



# 1870

## GameK23

Referee:  
Keith Thomasson

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

Public Companies	Tokens	Starting City	Destination
ATSF	3	Topeka (B9)	Southwest (N1)
FW	2	Fort Worth (J3)	Denver (A2)
GMO	2	Mobile (M20)	St.Louis (C18)
IC	2	Jackson (K16)	Chicago (A22)
MKT	3	Kansas City (B11)	Southwest (N1)
MP	3	St.Louis (C18)	Dallas (J5)
SLSF	3	Springfield (E12)	Southwest (M22)
SP	3	Southwest (N1)	New Orleans (N17)
SSW	2	Memphis (J17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)

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Orders required for the following rounds

By the early deadline

OR3, OR4

Adjudication can pause between rounds if requested





1899-Z21

Lyndon is last, but now  
has the best income.

OR12 - OR13

OR12	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
NRC	JS	7:C18:2	150	Yes	45	-	200B▲	735	5
Tt	DS	9:J7:2	250	Yes	60	-	155C▲	372	6
FsR	AH	42:B15:5	200	Yes	70	-	155C▲	200	5
XzS	LQ	45:I8:3	220	Yes	45	①	120D▲	0	D 5
1st	DS	19:I20:5	290	Yes	45	-	112B▲	445	6
Sjz	AH	55:C16:2	290	Yes	100	②	100A▲	134	D
B&M	LQ	8:J21:6	340	Yes	65	-	67F▲	160	D
CSb	LQ	-	-	-	-	③	10J▲	0	D

- Notes: ① 120 to the CSb for a Diesel  
 ② 80 to the bank for terrain costs  
 ③ 1,100 to the bank for a Diesel, partly funded by 483 from Lyndon

OR13	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
NRC	JS	8:B19:3	150	Yes	45	①	220B▲	638	5
Tt	DS	15:K8:6	270	Yes	60	-	170C▲	432	6
FsR	AH	58:B17:3	200	Yes	70	②	170C▲	190	5
XzS	LQ	-	410	Yes	60	-	130D▲	60	D 5
1st	DS	-	330	Yes	65	-	126B▲	510	6
Sjz	AH	23:C14:4	290	Yes	100	-	112A▲	234	D
B&M	LQ	-	340	Yes	65	-	71F▲	225	D
CSb	LQ	-	170	Yes	80	-	20J▲	80	D

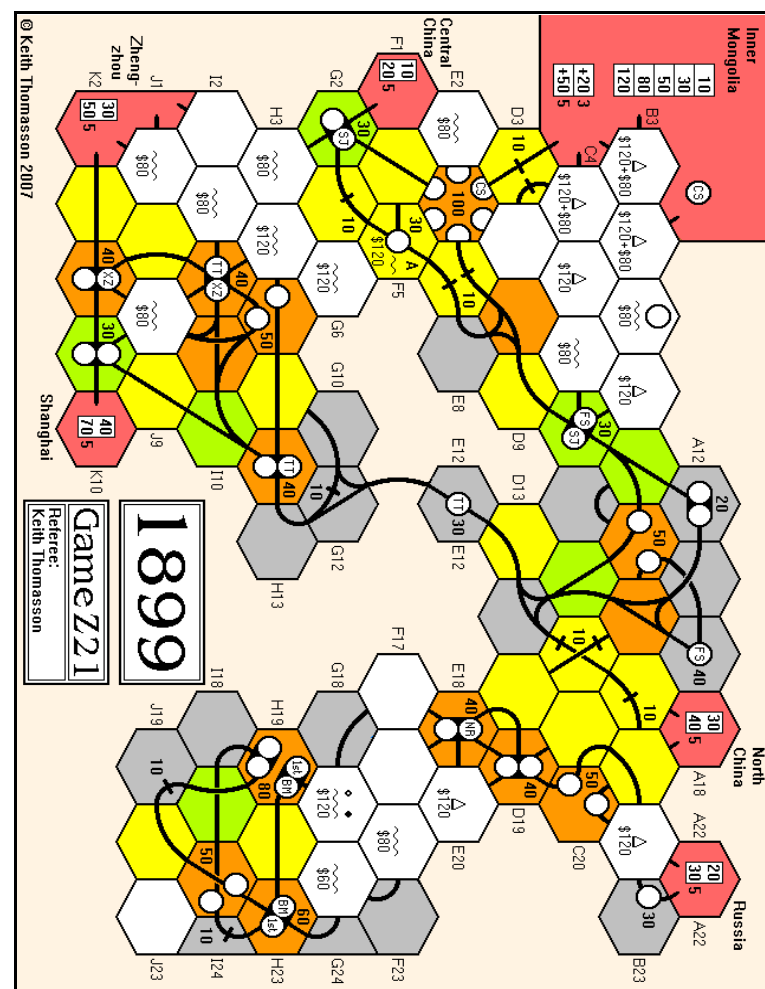
- Notes: ① 140 to the bank for terrain costs  
 ② 80 to the bank for terrain costs

Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Alan Harvey	24	405	462	891	3,390	25.7▲	15/17
Lyndon Gurr	77	-42	661	696	2,914	22.1▼	15/20
John Shelley	10	327	384	721	3,485	26.4▲	15/17
Don Smith	248	431	505	1,184	3,403	25.8▼	14

Portfolio	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Alan Harvey	1	1	2	6P	2	6P	-	1
Lyndon Gurr	-	6P	6P	-	2	1	2	6P
John Shelley	-	2	2	4	6P	1	2	1
Don Smith	6P	1	-	-	-	1	6P	2

Bank (new)	3	-	-	-	-	1	-	-
Price (new)	100	67	67	90	100	100	82	100
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	126B	71F	20J	170C	220B	112A	170C	130D
Company credit	510	225	80	190	638	234	432	60
Tokens	1	1	1	-	3	2	1	1
Trains	6	D	D	5	5	D	6	D.5
Bank cash: 11,139	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	7/4	8/6	9/7	55/-	56/1	57/5	58/1	69/1
Green	14/3	15/1	16/1	18/1	19/-	20/1	23/-	24/3	25/1	26/1	27/1	28/1
	29/1	54/1	59/2	981/1	982/1	991/1	992/1	993/-	994/-	995/1		
Brown	59/-	40/1	41/2	42/1	43/2	44/1	45/1	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
OR14, SR8	Adjudication can pause between rounds if requested



18EU-G23

Six minor companies merge into four corporations.

SR2

Minor #1 did not upgrade Paris (A10) last time, because minors are not allowed to upgrade tiles. The dividends for Minor #1 and the FN were reduced by 20.

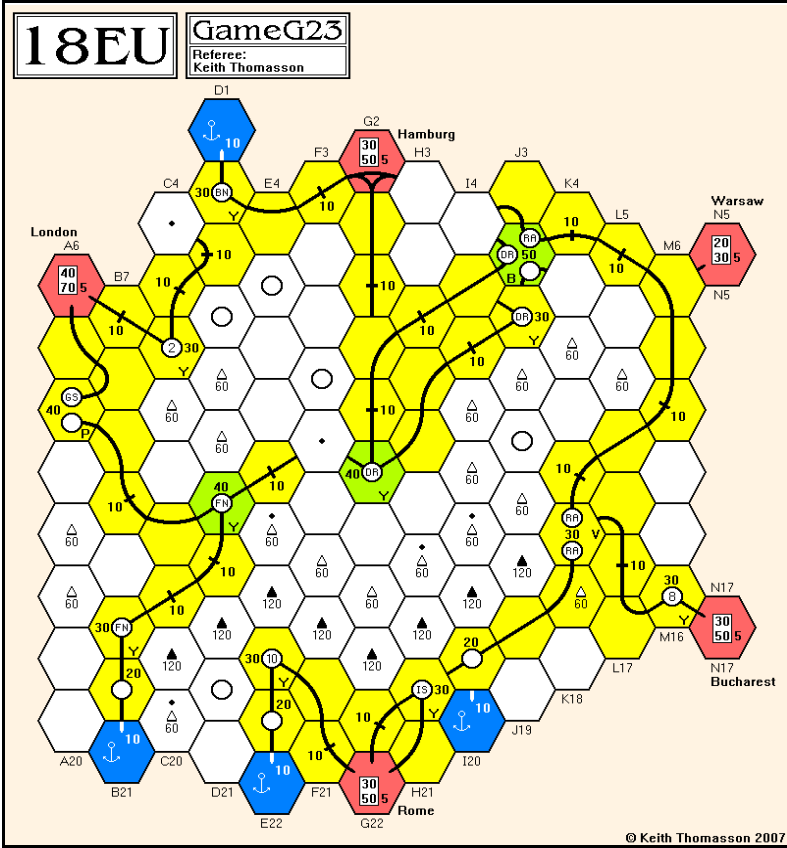
Stock Round 2				
Stephen	Peter	Lionel	Mark	Don
Merges minor 12 into the BN(100)	Merges minor 1 into the GS {82}	+ FN treasury	Merges minor 6 into the RA(100)	+ FN treasury
+ BN new	+ GS new	+ BN new {floated}	Merges minor 5 into the IS {75}	+ FN treasury
+ BN treasury	+ GS new {floated}	+ BN new	Merges minor 9 into the RA	X
X	X	X	Merges minor 11 into the RA {floated}	X
X	X	X	+ IS new	X
X	X	X	+ IS new {floated}	X
X	X	X	X	Priority for SR3

Cash Flow	b/f	SR2	c/f	Value	%	Certs
Peter Berlin	355	-328	27	437	12.3▲	5
Lionel Robbins	325	-290	35	775	21.8▼	8
Mark Frueh	505	-500	5	880	24.7▲	8
Don Smith	206	-180	26	706	19.8▼	6
Stephen Webb	474	-400	74	764	21.4▼	7

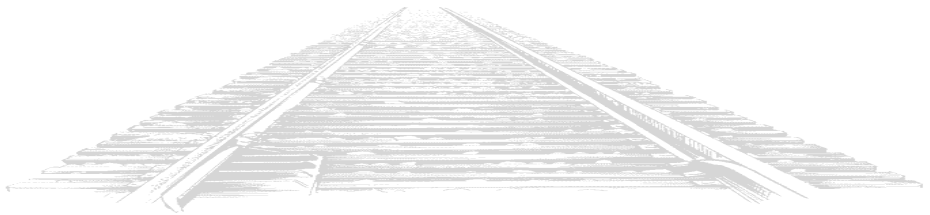
Portfolio	Minors	BN	DR	FN	GS	IS	RA	RB	RP
Peter Berlin	2	-	-	-	5P	-	-	-	-
Lionel Robbins	8	2	-	6P	-	-	-	-	-
Mark Frueh	-	-	-	-	-	5P	5P	-	-
Don Smith	-	-	5P	2	-	-	-	-	-
Stephen Webb	10	5P	1	1	-	-	-	-	-

Bank (new)	-	-	-	-	-	-	10	10
Bank (pool)	-	-	-	-	-	-		
Treasury shares	3	4	1	5	5	5		
Price	100C	100D	90E	82D	75E	100C		
Company credit	610	267	404	269	358	287		
Tokens	4	2	3	4	4	2		
Trains	22	3222	3322	22	22	22P		
Bank cash: 9,505	Certificate limit: 13				Trains: 4 x '4', 3 x '5'...			
					Also Pullman x 4			
Current operating order:	Minors in numerical order, DR, BN, RA, FN, GS, IS							

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	580/1	581/1								



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





18KAAS-P23

No new companies for next time.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	WM	57:115:2	-	-	① ②	67E	550	2
NYNH	LQ	1:112:1	-	-	②	65F	590	2
B&M	TS	9:110:2	-	-	③	65F	390	2.2

Notes: ① 80 to the bank for terrain costs  
 ② 80 to the bank for a '2' train  
 ③ 120 to the bank for terrain costs

#### Stock Round 2

Willem	Alan	Lyndon	Tony
✗	+ B&M new	+ PRR new	+ NYNH new
✗	+ NYNH new	- 1 PRR (+65F) + B&M new	+ PRR pool
✗	+ PRR new	✗	✗
✗	✗	Priority for SR3	

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Alan Harvey	345	30	-205	170	785	30.1	5
Lyndon Gurr	43	30	-71	2	607	23.3	8
Tony Sait	128	15	-132	11	601	23.0	8
Willem Moene	15	30	0	45	615	23.6	7

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Alan Harvey	B&O	1	2P	-	-	-	-	1	1
Lyndon Gurr	C&StL, M&H	1	-	-	-	-	-	6P	-
Tony Sait	D&H	6P	-	-	-	-	-	1	1
Willem Moene	SVR, C&A	-	-	-	-	-	-	-	6P

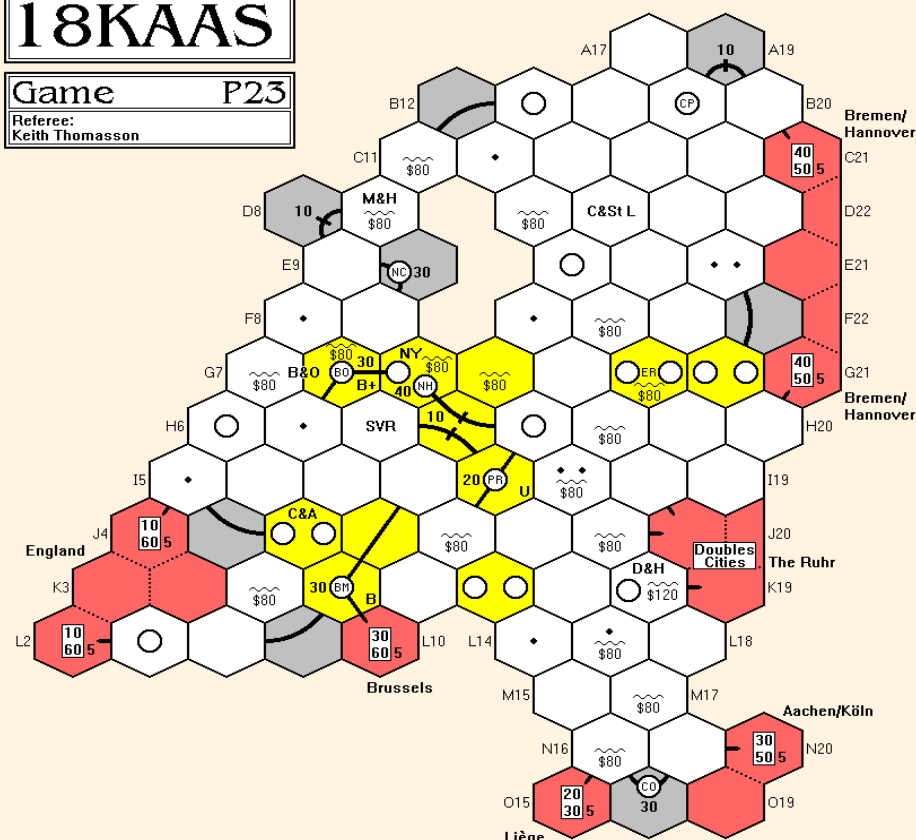
Bank (new)	2	8	10	10	10	10	2	2
Price (par)	67	100					67	71
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	65F	100A					65F	65F
Company credit	390						590	550
Tokens	1	3	3	4	3	4	1	3
Trains	2.2						2	2
Bank cash: 10,242	Certificate limit: 16					Trains: 2 x '2', 5 x '3'		
Current operating order:	NYNH, B&M, PRR							

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

# 18KAAS

Game P23

Referee:  
Keith Thomasson



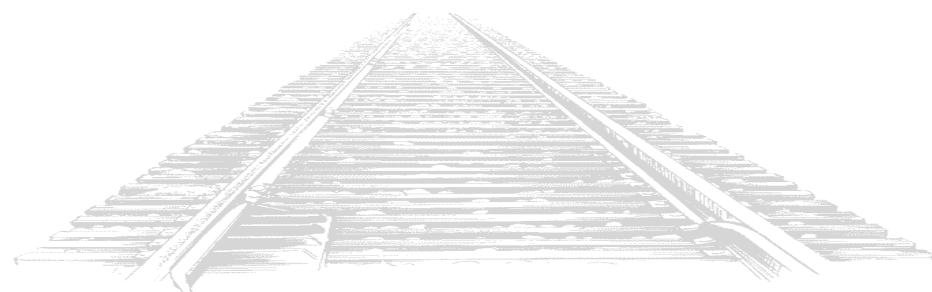
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Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested





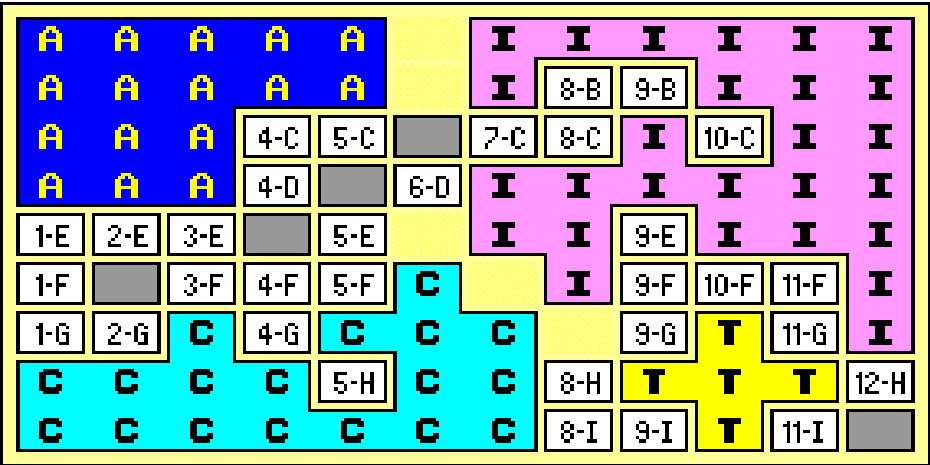


ACQUIRE 47

Tower is holding out to the end.

ROUND 11

Michael 7-A Forms Festival, one free share. Buys 3 Festival @ £300.  
John 10-E Buys 3 Continental @ £900.  
Colin 11-E No purchases.  
Simon 10-D Imperial takes over Luxor, bonuses for Michael (£6,000) and Simon (£3,000), Simon swaps 10 for 5, Michael swaps 10 for 5, sells 3 for £1,800, Colin sells 1 for £600. {Dead tiles: 6-E 7-F 8-G} No purchases.  
Willem 5-A Buys 3 Continental @ £900.  
Michael 8-A Imperial takes over Festival, bonus for Michael (£4,500), Michael sells 4 for £1,200. {Dead tiles: 6-A 6-B} No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	6	9	-	3	-	5	£15,700	£39,400
John Colledge	-	-	3	-	-	10	5	£4,400	£27,600
Colin Sharpe	-	-	4	-	-	-	7	£800	£16,000
Simon Brooks	-	-	-	-	-	3	8	£3,000	£23,700
Willem Moene	-	10	9	-	4	10	-	£1,800	£40,800
Bank Stock	25	9	-	25	18	2	-		
Chain Size	-	5	16	-	-	18	27		
Chain Value	-	500	800	-	-	900	1000		

Playing sequence

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

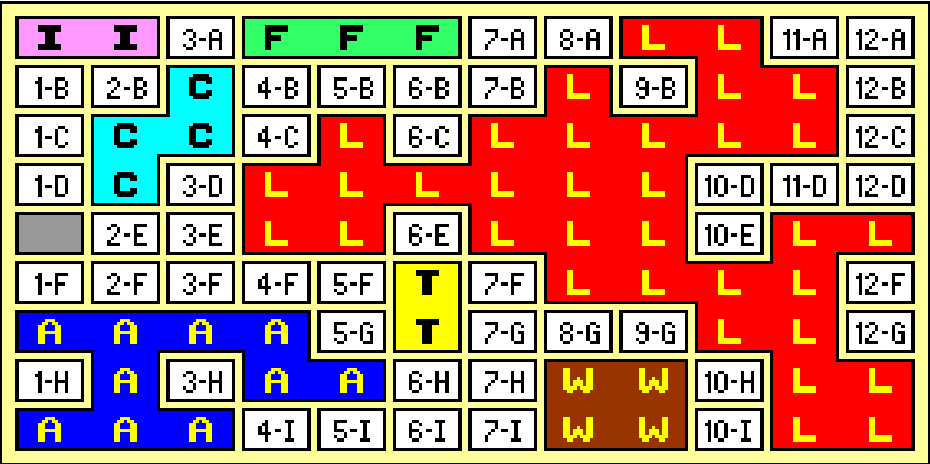


ACQUIRE 48 {SP}

John sold his single Imperial share lat time.

ROUND 9

Michael 8-F No purchases.  
John 3-C Buys 3 Continental @ £600.  
Colin 7-E Buys 3 American @ £700.  
Richard 4-A Buys 3 Continental @ £600.  
Michael 5-H No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	8	8	3	13	4	4	£9,000	£42,400
Michael Graystone	7	-	1	7	10	-	-	-	£23,800
John Colledge	5	10	-	9	-	5	1	£3,100	£28,600
Colin Sharpe	13	-	12	-	-	-	9	£3,000	£46,700
Bank Stock	-	7	4	6	2	16	11		
Chain Size	34	2	10	3	4	4	2		
Chain Value	900	200	700	400	500	600	400		
Powers used:	Richard: B5/T5/P4		Michael: 3F/T5/P4		John: B5/T5		Colin: B5/T5		

Playing sequence

John, Colin, Richard, Michael, John again





ACQUIRE 49

Festival disappears and stays off the board.

ROUND 7

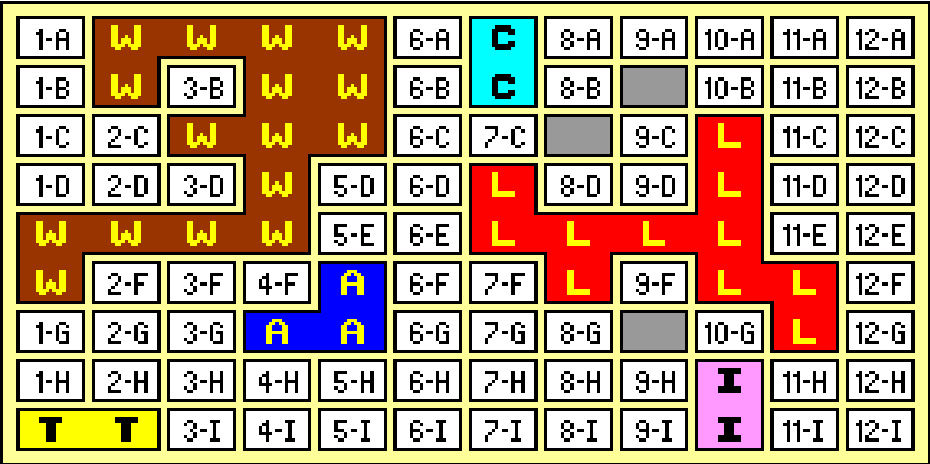
Colin 5-A Worldwide takes over Festival, bonuses for Tony (£3,800) and Kevin (£3,800), Lyndon retains 2, Tony sells 3 for £1,500, Kevin sells 3 for £1,500. No purchases.

Lyndon 1-I Forms Tower, one free share. Buys 1 Continental @ £400, 2 Imperial @ £400.

Tony 4-B Buys 3 Imperial @ £400.

Kevin 1-F Buys 2 Luxor @ £700.

Colin 1-E No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Tony Wilcock	9	-	-	-	-	-	3	£5,000	£19,800
Kevin Lee	9	-	10	-	2	-	1	£4,200	£29,800
Colin Sharpe	7	-	7	-	5	-	-	-	£21,700
Lyndon Gurr	-	13	-	2	-	6	7	£1,100	£21,900
Bank Stock	-	12	8	23	18	19	14		
Chain Size	11	2	3	-	16	2	2		
Chain Value	700	200	400	-	800	400	400		

Playing sequence

Lyndon, Tony, Kevin, Colin, Lyndon again



ACQUIRE 50

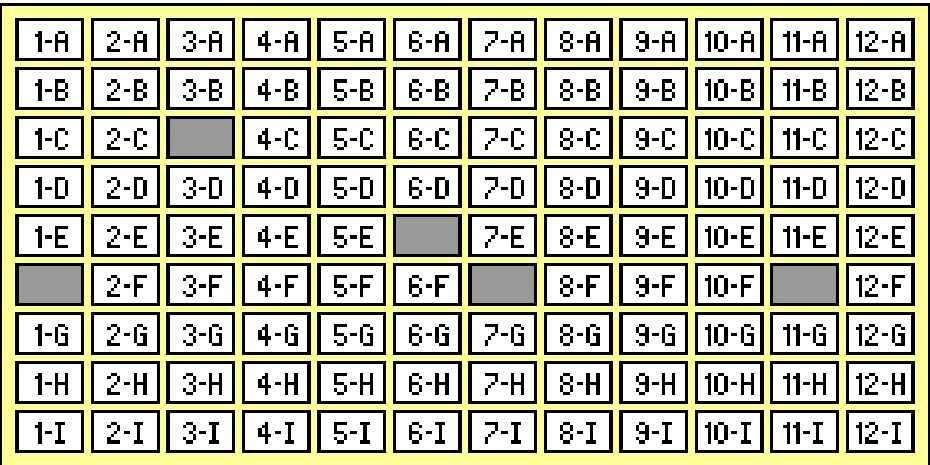
A full five players for this game.

NEW GAME

Your playing order for the first round is like this.

Willem Moene Dijkhuizen 4, 1112 SB Diemen, The Netherlands  
Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF  
Pete Campbell 39 Water Street, Cambridge, CB4 1NZ  
John Marsden 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS  
Lyndon Gurr 15b Hedley Street, Maidstone, Kent, ME14 1UG

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



Two of the starting tiles are near neighbours, making the 6-F/7-E pair the source of a more lucrative chain - or a more expensive one to invest in, depending on your point of view.

Playing sequence

Willem, Michael, Pete, John, Lyndon, Willem again





## AGE OF STEAM 1

Sharon is more  
than a nudge ahead.

ROUNDS 7/8

## Build track

Marcus	Purple	8:R16:5	9:R14:1			Cost: 8
Sharon	Red	9:L20:2	9:H10:1	8:H8:4		Cost: 7
Michael	Blue	New A (Springfield)	19:I13:4	20:H14:2	8:G15:2	Cost: 8
Mike	Green	8:B10:4	8:A9:1	B:A7:2		Cost: 6

## Move goods

Sharon	Purple - Duluth to Indianapolis {6}	Purple - Duluth to Indianapolis {6}
Marcus	Blue - Wheeling to Cincinnati {4}	Blue - Toledo to Cincinnati {4}
Michael	Blue - Indianapolis to Cincinnati {5}	Purple - Detroit to Indianapolis {5}
Mike	Yellow - Chicago to Michigan {5}	Purple - Minneapolis to Indianapolis {4}

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

Mike draws one Purple and one Yellow cube and puts them on the Goods Display, in columns white 3 and black 1 respectively.

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

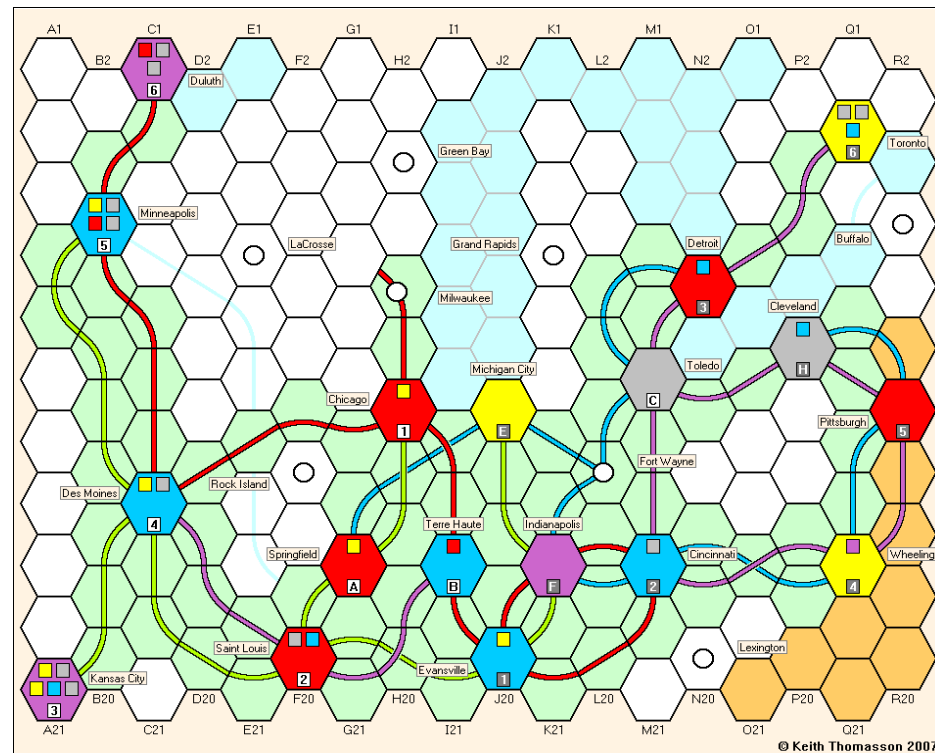
Round 8	SK	MP	ML	MH
Shares issued	-	-	-	-
Turn order auction	1	2	5	4
	5	6	✕ (4th)	✕ (3rd)
	7	8	-	-
	9	10	-	-
	11	✕ (2nd)		

	SK	MP	MH	ML
Select actions	Engineer	Loco $\Rightarrow$ 5	Urbanise	First Move

	Engine	Cash b/f	Builds	Income	Exp	Shares	Order	Cash c/f	VPs
Mike Hutton	5	9	-6	+9=25	-18	13	-3	7	45
Sharon Khan	6	8	-7	+12=36	-16	10	-11	10	80
Michael Longdin	6	13	-8	+10=35	-21	15	-	19	62
Marcus Pratt	4⇒5	12	-8	+10=33	-13	9	-10	14	68

Income reduction moves Mike back four spaces and Sharon, Marcus and Michael back six spaces.

The game ends after the current round.



## Goods Display



Orders required

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





BREAKING AWAY 16

When I said the positions were fixed, I meant finalised...

GAME OVER

Pos	Riders	Team Results	Individual Mention
1st	Thomas		
2nd	Gordon	Thomas the Tank Engine 1st	Thomas (Thomas) 40 pts
3rd	William Tell	The Toxophilites 2nd	Gordon (Thomas) 24 pts
4th	Robin Hood	Ditchling Beacon Bykers 3rd=	Robin Hood (Tox) 15 pts
5th	Donner	The Planets 3rd=	Donner (DBB) 12 pts
6th	Mars	Latex Dipping 5th	William Tell (Tox) 12 pts
7th	Nimrod	Ghost Riders 6th	
8th	Jupiter		

1st	Sharon Khan	Thomas the Tank Engine	68
2nd	Steve Ham	The Toxophilites	41
3rd=	Simon Brooks	Ditchling Beacon Bykers	21
	Kevin Lee	The Planets	21
5th	Jim Reader	Latex Dipping	5
6th	Tim Franklin	Ghost Riders	0

Steve Ham (The Toxophilites, 2nd): I guess it was mainly my fault that Thomas broke away at the end of round 2, as my rider was closest to him at the end of round 1. I did think someone else would attempt to cover the move but I was wrong. Other than that, it was an interesting race. I had the opportunity to develop a few breaks in the "peloton" and I guess that helped me to get to second place. Looking forward to the next race. Thanks to everyone for the race and especially to Keith for running it so well.

Simon Brooks (Ditchling Beacon Bykers, 3rd): Congrats to Sharon. Tactical naivety on the part of everyone else rendered this a non-contest for the majority of the time. Won't be playing these rules again. Ever!

Tim Franklin (Ghost Riders, 6th): Congratulations to Sharon, thanks to everyone else, and to Keith of course. In case you hadn't noticed, I utterly failed to "get" this game. I tried predicting where all the other riders where going to be, ignoring that and just trying to get my own guys in a line so at least the ones at the back would get semi-decent cards, and playing entirely random cards. All of these tactics had much the same effect for me. I'm not going to be in a hurry to play again, I'm afraid.

Oh yes, no fixing here, the scores and positions were the result of the race rather than any backhanders. I understand Tim's frustration with the game. You can spend ages working out what the other players are obviously going to do, or likely to do, only to find they have distinctly different ideas, leaving your riders in positions where they don't get good replacement cards.



BREAKING AWAY 17

The field is slimmed down a little more.

ROUND 8

Pos	Riders	New
59	Abby Discovery	3
58	DiNozzo	5
57	Gibbs Florian Deadly Boggy	6
56	-	
55	Terry Melody Wolfgang	3
54	Mayflower Symphony	6
53	Ralf Fran Mister Sellars Rhapsody	8
52	Endeavour The Other	12
51	Orlando Gardner Harmony Victory	14

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



The NCIS team are suddenly in high profile as they streak towards the front. With over 20 spaces to go before the second sprint line, have they made their move too soon? Time will tell.

McGee is probably in the best place, though, as he has a warm drink.

Orders required
Cards for round nine





6 NIMMT! 13

All ducks are lost.

ROUND 3

Hand 1 (1-104)      Hand 2 (1-104)

58			97
43		67	83
42		64	81
41	34	63	79
40	32	60	78
1/7	2/2	3/6	4/5

61	98		
50	96		
39	93		104
30	70	99	100
1/8	2/6	3/5	4/4

Mark (3) takes row 2 for 3 pts, Colin (22), Don (23), Kevin (25), Jim (27), John (32) takes row 2 for 10 pts, Michael (34), Bob (97).

Bob (8), Mark (9), John (10), Michael (30) takes row 1 for 7 pts, Jim (39), Kevin (50), Don (61), Colin (98).

Hand 3 (1-84)      Hand 4 (1-84)

	60	81	
	46	80	32
	44	79	14
	41	77	9
48	40	73	8
1/1	2/13	3/11	4/4

	60	77	
	41	75	
	37	73	
	35	39	
59	34	36	17
1/1	2/8	3/10	4/1

Don (8) takes row 4 for 1 pt, Bob (9), Mark (14), John (32), Jim (37), Michael (45), Colin (48) takes row 1 for 11 pts, Kevin (81).

Don (6), Mark (7), John (17) takes row 4 for 5 pts, Colin (38), Bob (40), Jim (51), Michael (57), Kevin (59) takes row 1 for 11 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	0	0	1	0	1
Mark Stretch	3	0	0	0	3
Michael Graystone	0	7	0	0	7
Colin Sharpe	0	0	11	0	11
Jim Reader	0	1	1	11	13
Don Shailer	6	0	9	0	15
John Colledge	10	2	0	5	17
Kevin Lee	1	15	0	12	28

Orders required

Round four - cards for each hand



BUS BOSS 299-NWA

One change of position.

ROUND 12

North Wales

Round 12 Runs		GRUB	ARFC	HEAR	MARS	LEEK	
45	2♦ Llandudno 10♣ Criccieth	① GRUBBY 11	+1		+1	+1	14
		① LEEK 10	-1	+2			11
		③ ARFC 5	-1			-2	2
		③ MARS 4	-1				3
46	8♠ Llanfyllin 2♣ Holyhead	① MARS 20	+5		-5		20
		② GRUBBY 10		-4	-5		1
		✕ HEAR	+4		+5		9
47	A♠ Wrexham K♦ Dinbych	① ARFC 30					30
48	K♣ Bettws Y Coed 8♣ Holywell	① LEEK 20		+3			23
		② ARFC 10				-3	7
49	J♥ Newtown 5♦ Rhyl	① {ARFC} 7			-1		6
		{MARS} 6		-2			4
		② HEAR 8		+1	+2		11
		③ GRUBBY 5				-4	1
		③ LEEK 4	+4				8
50	9♥ Llanidloes 4♦ Abergel	① LEEK 16			+2		18
		② HEAR 9			+6	-2	13
		③ MARS 5		-3	-6		-4
		✕ ARFC			+3		3
51	J♦ Ruthun 4♣ Beaumaris	① GRUBBY 20		+2/-4			18
		② ARFC 10	+4/-2				12
52	7♠ Oswestry 9♦ Flint	① HEAR 15				+5	20
		① LEEK 15		-5			10

Scores										
	Runs:	45	46	47	48	49	50	51	52	Score
LEEK	335	11	-	-	23	8	18	-	10	405
MARS	327	3	20	-	-	4	-4	-	-	350
ARFC	218	2	-	30	7	6	3	12	-	278
GRUBBY	240	14	1	-	-	1	-	18	-	274
HEAR	191	-	9	-	-	11	13	-	20	244

ARFC slips ahead of GRUBBY, but it was LEEK all the way to the finish.

1st	Colin Sharpe	LEEK	405
2nd	John Marsden	MARS	350
3rd	Steve Ham	ARFC	278
4th	Michael Graystone	GRUBBY	274
5th	Kevin Lee	HEAR	244

Congratulations to Colin on the win. John held the lead after run 46 for a while, but Colin took it back on run 48 and never looked back. Comments next time, please.



Bus Boss 300-KYR

Last place is now joint last place.

ROUND 11

Kyrzygia

Round 11 Runs

			BRK	SMART	GRUB	HILLS	RR	
10	6♣ Kara-Kul A♥ Sulyukta	① HILLS 20 ② GRUBBY 10			+5	-5		25 5
19	A♠ Dzhergalan 6♦ Tokmak	① RR 16 ② BROOKS 7 ② SMART 7	-1 -5	+5			+1	15 13 2
25	3♣ Leninpol K♠ China	① GRUBBY 15 ① SMART 15 ✕ RR		+10	-10 +4		-4	21 5 4
27	A♠ Dzhergalan A♥ Sulyukta	① HILLS 30 ✕ BROOKS ✕ SMART	-4	-2		+4 +2		24 4 2
36	A♣ Terek Say Q♥ Osh	① GRUBBY 15 ① HILLS 15			-6	+6		21 9
37	5♠ Kadzhi-Say 2♥ Raval	① HILLS 30						30
38	Q♣ Dzhahal-Abad 8♥ Tajikistan	① RR 30 ✕ BROOKS	-4				+4	26 4
39	10♠ Naryn J♥ Osh	① SMART 10 ① RR 10 ① BROOKS 10 ✕ GRUBBY	+6		-2 -6 +2			14 10 4 2
40	9♣ Kok-Yangak 4♥ Daroot Korgon	No entrants						
41	K♥ Uzgen A♦ Kara-Balta	① RR 13 ② HILLS 8 ③ BROOKS 5 ③ GRUBBY 4	+4		-3			14 8 1 7
42	2♣ Uzbekistan 3♠ Ugyat	① BROOKS 30						30
43	10♦ Kochkorka Q♠ Kek-Argyp	① SMART 15 ① RR 15		-3			+3	18 12
44	7♣ Tash-Kumyr 10♥ Këk-Art	① GRUBBY 15 ① SMART 15		+10/-7		+7/-10		18 12

Round 11 Routes

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

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

Highland and Lowlands Lines (HILLS) (Jim Reader, Yellow)  
None.

Small Mountainous Asian Republic Travel (SMART) (Bob Coull, Black)  
None.

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

Scores

	Runs:	10	19	25	27	36	37	38	39	40	41	42	43	44	Routes	Score
RR	238	-	15	4	-	-	-	26	10	-	14	-	12	-	-	319
SMART	207	-	2	5	2	-	-	-	14	-	-	-	18	12	-	260
HILLS	152	25	-	-	24	9	30	-	-	-	8	-	-	-	-	248
BROOKS	149	-	13	-	4	-	-	4	4	-	1	30	-	-	-	205
GRUBBY	131	5	-	21	-	21	-	-	2	-	7	-	-	18	-	205

Round 12 Runs

45. J♠ - 3♥ Chatyr-Tash to Khaydarkan  
46. 5♦ - 4♠ Kazakhstan to Kyzyl-Suu  
47. 9♥ - 3♣ Gul'Cha to Leninpol  
48. 7♦ - 6♣ Kermin to Kara-Kul  
49. 6♠ - 2♦ Enilchek to Tunuk  
50. K♠ - 5♣ China to Toktogul  
51. 5♥ - J♣ Sary Tash to Dzhahal-Abad  
52. 10♣ - 6♦ Kant to Tokamak

Runs

Enter up to 5



Bus Boss 301-CRO

Only two runs for the leader, but only one position dropped.

ROUND 8

Croydon

Round 8 Runs

			SNAIL	BUM	ABC	YEAH	BBB	
10	Q♠ Central Croydon 8♠ Wimbledon & Merton	① BBB 16 ② SNAIL 9 ③ ABC 5 ✕ YEAH	-4	+3	-2	+4 -3		15 13 0 2
11	Q♦ West Croydon 8♥ Wallington	① BUM 13 ② ABC 6 ② BBB 6 ② SNAIL 5	+4		-6		+6	17 12 0 1
12	A♠ Football Ground 6♦ Bell Green	① YEAH 20 ② SNAIL 10 ✕ BUM	+2	-3		-2 +3		19 8 3
13	7♥ South Croydon 3♠ Warlingham	① BBB 16 ② ABC 7 ② BUM 7		+3	+3/-6 -3		+6/-3	13 13 4
14	2♦ Forest Hill 5♠ Selsdon	① SNAIL 30 ✕ BBB	+5				-5	25 5
15	2♣ Dulwich 2♠ Whyteleafe	① BUM 30 ✕ ABC		+4	-4			26 4



16	10♦ Beckenham 3♣ Peckham	① YEAH 20 ② SNAIL 10	+6					26 4
17	10♣ Streatham Common 2♥ Banstead	① BUM 16 ② ABC 7 ② BBB 7 ✕ YEAH		+3	-3	-2	-3 +3 +2	13 10 5 2
18	5♥ Purley 8♦ Hayes	① BUM 15 ① BBB 15		-4			+4	19 11

Round 8 Routes  
Bright Blue Buses (BBB) (Roger Trethewey, Blue)  
Tooting - Streatham Hill - Brixton (9)

Abacus Bus Croydon (ABC) (Joakim Spångberg, Black)  
Streatham Common - Tulse Hill - Dulwich (9)

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

South Norwood & Addington Into Lewisham (SNAIL) (Mike Hutton, Green)  
Central Croydon - Addington Village (9)

You Expect A Helpful Bus Under Thames, Never Opine Belief Upon Taxis (YEAH BUT NO BUT)  
Tulse Hill - Brixton, Streatham Hill - Colliers Wood (12) (Rob Thomasson, Red)

Scores	Runs:	10	11	12	13	14	15	16	17	18	Routes	Score
BUM	88	-	17	3	4	-	26	-	13	19	-	170
YEAH	115	2	-	19	-	-	-	26	2	-	-12	152
SNAIL	96	13	1	8	-	25	-	4	-	-	-9	138
BBB	40	15	0	-	13	5	-	-	5	11	-9	80
ABC	46	0	12	-	13	-	4	-	10	-	-9	76

Round 9 Runs			
19.	J♣ -	9♥	Crystal Palace to Woodcote
20.	4♦ -	K♠	Catford to Central Croydon
21.	4♣ -	6♠	Brixton to Forestdale
22.	K♦ -	10♥	West Croydon to Carshalton
23.	6♥ -	3♦	South Croydon to Lewisham
24.	9♣ -	J♥	Colliers Wood to Carshalton Ponds
25.	Q♣ -	7♠	South Norwood to New Addington
26.	J♦ -	8♠	Woodside to Addington Village

When you list payments in your orders, please list the colour *and* the company name or initials. If you only give one identifier, it should be the company. Colour alone makes me look everyone up. To confuse things, some people clearly don't use the colours in the reports on their maps (I guess they don't have a pencil or marker of the right colour), making it hard to work out who needs to be paid.

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

Bus Boss 304-EAN

Thetford gets new visits by three companies.

Round 3

East Anglia  
Omnibuses Drive East (ODE) (John Marsden, Orange)  
Ipswich - Sudbury, Ipswich - Colchester ..... 76 - 12 ..... 64

Best East Anglian Transport (BEAT) (Colin Sharpe, Blue)  
Cambridge - Newmarket - Thetford ..... 78 - 11 ..... 67

Yellow Omnibuses Navigating Eastern Lands (YOKEL) (Jim Reader, Yellow)  
Bury St Edmunds - Thetford - Swaffham ..... 76 - 11 ..... 65

Anglian Bus Company (ABC) (Don Shailer, Red)  
Newmarket - Thetford - Diss ..... 80 - 12 ..... 68

Port Out Starboard Home (POSH) (Bob Coull, Black)  
Letchworth - Peterborough ..... 76 - 12 ..... 64

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

Bus Boss 305-NLD

First route choices all round.

Round 1

Netherlands  
Occasional Dutch Excitement (ODE) (John Marsden, Green)  
Roosendaal - Breda - Tilburg - Den Bosch ..... 100 - 12 ..... 88

Dutch Bus Company (DBC) (Don Shailer, Purple)  
Amsterdam - Lelystad - Emmeloord ..... 100 - 12 ..... 88

Making A New Game Overseas (MANGO) (Mark Stretch, Red)  
Arnhem - Utrecht - Gouda ..... 100 - 12 ..... 88

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Rotterdam - Nijmegen ..... 100 - 12 ..... 88

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
Eindhoven - Roermond - Venlo ..... 100 - 11 ..... 89

Robertson Routemasters (RR) (Simon Robertson, Blue)  
Breda - Utrecht - Amersfoort ..... 100 - 12 ..... 88

Routes
Buy in the order Don, Mark, Jim, Simon B, Simon R, John



**OUTPOST 25**

Most of the big stuff goes this time.  
One Moon Base arrives.

**ROUND 14**

Commander Actions

- David Auctioned a Space Station for 120 and got it (o:3 w:30 t:11,12,44 m:20)
- Sharon Bought one Research Factory (w:6,9 t:7,8)
- Bought one Population Unit (t:10)
- Jim Auctioned a Laboratory for 80. Willem joined at 81. Jim dropped out at 115. Willem got it for 115 reduced to 85 after Data Library discounts (w:7,8,30 r:9,16,16) plus a free Research Factory
- Auctioned a Laboratory for 80 and got it (w:6,7,7,7 t:8,10,11,12,12) plus a free Research Factory
- Marcus Auctioned a Planetary Cruiser for 160 and got it (w:30,30 r:9,11 n:18,18,20,26)
- Bought one Population Unit (r:11)
- Kevin Bought two Water Factories (o:5 w:5,30)
- Bought one Robot (w:4,6)
- Willem Bought two Robots (w:10 r:10)

PO	Name	Factories	Population	Robots	Production
1	David	2o,4w,7t	8 (11)	5 (8)	2o,1W,4t,1T,4m,1om (218,20)
2	Marcus	2o,4w,2r,2n	9 (9)	0 (0)	1W,4r,4m,2n,1ro (230,15)
3	Jim	2o,3w,5t,1r	8 (13)	0 (0)	2w,7t,3r (123,20)
4	Sharon	2o,4w,5t,3r	13 (13)	0 (0)	2o,2w,1W,3t,1T,5r (189,15)
5	Willem	2o,5w,1r	5 (5)	3 (5)	3o,1w,1W,4r (98,10)
6	Kevin	2o,9w	8 (8)	3 (8)	4o,2w,2W (86,15)

PO	Name	Colony Cards	Victory Points
1	David	WH, HE, OL, OL, Rob, OP, SS	45 (425)
2	Marcus	WH, Nod, OL, Lab, PC	40 (340)
3	Jim	WH, HE, Nod, Sci, Lab, Eco, OP	35 (330)
4	Sharon	HE, Nod, Lab, OP	34 (235)
5	Willem	DL, DL, DL, Sci, Sci, Sci, Rob, Lab	26 (295)
6	Kevin	DL, WH, Nod, Rob, Eco	23 (145)

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

Orders required

Round fifteen auctions, bids and purchases



**OUTPOST 26**

The Nodule is the only colony card to find a home this time.

**ROUND 4**

Commander Actions

- Jim Bought one Water Factory (o:2,4 w:7,7)
- Marcus Bought one Water Factory (o:3,5 w:5,7)
- Willem Auctioned a Nodule for 26. Lyndon joined at 27, Geoff at 28. Willem dropped out at 28, Geoff at 29. Lyndon got it for 29 (w:6,7,7,10)
- Bought one Water Factory (o:1 w:4,6,9)
- Lyndon Passed
- Geoff Bought one Population Unit (o:1,2 w:7)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Lyndon	2o,3w	5p (8,0)	Nod	4o,3w (33,10)	7 (25)
2	Jim	2o,3w	5p (8,0)	Nod	2o,3w (27,10)	7 (25)
3	Marcus	2o,3w	4p (8,0)	Nod	3o,3w (30,10)	6 (25)
4	Willem	2o,3w	4p (5,0)	DL	3o,3w (30,10)	5 (15)
5	Geoff	2o,3w	5p (5,0)	-	2o,6w (48,10)	5 (0)

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

Orders required

Round five auctions, bids and purchases



**GOLDEN STRIDER 7**

Everyone is running alongside someone else.

**ROUND 5**

63 space standard race	Cards	D	M	B	R	S	P	O
Joakim Spångberg	4/0 9/1 9/2 4/3 10/4 8/5	3	2	4	8	14	1=	-
Kevin Lee	3/0 6/1 10/2 10/3 10/4 10/5	2	3	5	10	14	1=	3
Don Shailer	6/0 8/1 5/2 0/3 8/4 10/5	-	1	5	10	13	3=	-
Simon Brooks	10/0 5/0 4/2 6/3 6/4 5/5	-	3	2	5	13	3=	2
Steve Ham	10/0 2/0 5/1 9/3 6/4 4/5	1	0	1	4	12	5=	-
Roger Trethewey	4/0 9/1 8/2 9/3 10/4 6/5	-	2	2	6	12	5=	-
Jim Reader	6/0 9/1 10/2 10/3 8/4 6/5	-	4	2	6	12	5=	2

Orders required

Sixth card, split between movement and banking



## PHOENICIA 1

Welcome to our first game of Phoenicia.

## GAME START

Five people line up to take the plunge, and they will play in this order.

Geoff Hardingham	48 Caspian Way, Wheaton Aston, Stafford, Staffs, ST19 9PR
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Michael Longdin	29 Woolborough Road, Crawley, West Sussex, RH10 8HE

The start is straightforward enough, as you each have basic hunting and farming abilities, shown as 1h and 1f in the Activities column below. These grant you 2 VPs and 3 production. You have one untrained worker and can store up to 2 cards and 3 discs. What you actually hold is 1 card and 2 treasury discs. The card you hold will be advised separately.

Name	VPs	Prod	Activities	U	T	Tools	Store	Wealth	Discounts
O Geoff	2	3	1h 1f	1	-	-	2+3	1+2	-
2 Lyndon	2	3	1h 1f	1	-	-	2+3	1+2	-
3 Mark	2	3	1h 1f	1	-	-	2+3	1+2	-
4 Stephen	2	3	1h 1f	1	-	-	2+3	1+2	-
5 Michael	2	3	1h 1f	1	-	-	2+3	1+2	-

Development cards: Dyer (2), Glassmaking x 2 (5), Prospector (2), Tracker (3)

The number in brackets after each development card is the minimum bid for that card.

- ◇ VPs . . . . . Victory points
- ◇ Prod . . . . . Production
- ◇ Activities . . . . . Shows the number of workers/treasury discs assigned to each activity.

The activities are:

h = hunting	m = mining
ih = improved hunting	im = improved mining
ah = advanced hunting	am = advanced mining
f = farming	vp = victory point purchase
c = clothmaking	ivp = improved victory point purchase

- ◇ U . . . . . Untrained workers
- ◇ T . . . . . Trained workers
- ◇ Tools . . . . . Paid for tools assigned to activities awaiting workers/treasury discs
- ◇ Store . . . . . Your capacity in cards and treasury discs
- ◇ Wealth . . . . . Your actual cards and treasury discs
- ◇ Discounts . . . . . Discounts you are eligible for

Observations and comments on the layout are welcome, as are your first round orders. No doubt you'll be watching me like a hawk, particularly those with experience of the first Sceptre of Zavandor game. We're aiming for 32 VPs before the game ends, so there's a little way to go.

### Orders required

Round one auctions, worker assignments and tools - Geoff is the Overlord



## PUERTO RICO 5

When you can finish a game and win, you should grab the chance.

## ROUND 16

Allan is the Builder and builds a Harbour.

Jim builds a Coffee Roaster, Brian builds a Large Warehouse.

Jim is the Prospector (+3).

Brian is the Craftsman (+1) and produces an extra Coffee.

Paul is the Captain.

The '5' and '6' ships are emptied.

Quarries	Plantations (Fields)	Trading House	Ship	Supply
3	Crn Crn Sug Tob Tob	Sug Tob Cof -	4	11

### Cargo Ships

5: Empty	6: Empty	7: Coffee
- - - - -	- - - - -	✓ ✓ ✓ - - -

Jim Reader DbIns: 4 Chips: 12	<div>Small indigo plant Tobacco storage Coffee roaster Small warehouse</div> <div>Hospice Factory Fortress City hall</div> <div>Fields: Qry✓✓✓✓ Ind✓ Sug✓ Tob✓✓ Cof✓</div> <div>Goods: Ind✓✓</div>
Brian Tappenden DbIns: 3 Chips: 21	<div>Small indigo plant Tobacco storage Coffee roaster Small market</div> <div>Large warehouse Factory Residence Customs house</div> <div>Fields: Crn✓✓ IndX Tob✓✓✓ Cof✓✓</div> <div>Goods: Tob✓</div>
Paul Tappenden DbIns: 0 Chips: 36	<div>Small sugar mill Indigo plant Tobacco storage Small market</div> <div>Hospice Large warehouse Guild hall</div> <div>Fields: Crn✓ Ind✓✓✓ Sug✓ Tob✓✓ CofXX</div> <div>Goods: Ind✓✓✓ Sug✓</div>
Allan Stagg DbIns: 0 Chips: 40	<div>Small indigo plant Small sugar mill Small warehouse Harbour</div> <div>Wharf</div> <div>Fields: Qry✓ Crn✓✓ Ind✓ Sug✓ Cof✓✓</div> <div>Goods: Sug✓</div>

Paul sees a chance to run the victory point ships out, and takes it.

1st	Paul Tappenden . . . . .	56
2nd	Brian Tappenden . . . . .	51
3rd	Allan Stagg . . . . .	49
4th	Jim Reader . . . . .	44

Paul wins with a fair chunk of VP chips. Allan has more, but doesn't have the infrastructure to provide additional points. Comments are welcome for next month's round up. Thanks for playing.



**PUERTO RICO 6**

All the cargo ships  
have goods assigned.

**ROUND 12**

Lionel is the Captain.

Rob is the Mayor (+2).

Jim is the Trader and trades Indigo. Tony trades Sugar.

Tony is the Settler (+1), plants Coffee via the Hacienda and then plants Indigo.

Lionel plants Tobacco via the Hacienda and then plants Coffee.

Rob digs a Quarry, Jim plants Sugar (manned).

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
None	Crn	Crn	Sug	Tob	Cof	Ind	Sug	-	-	6	22

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: Coffee	7: Corn
	✓ ✓ ✓ ✓ -	✓ - - - - -	✓ - - - - -

Rob Thomasson: DbIns: 8 Chips: 8	Indigo plant	Coffee roaster	Construction hut	Large warehouse
	Fields: Qry✓✓ Ind✓✓ Cof✓			Goods: ✗
Jim Reader DbIns: 7 Chips: 7	Small indigo plant	Tobacco storage	Small warehouse	Hospice
	Office	Large market	3 men in San Juan	
	Fields: Qry✓✓ Ind✓ Sug✓ Tob✓			Goods: Ind✓✓
Tony Sait DbIns: 12 Chips: 15	Sugar mill	Small market	Hacienda	Construction hut
	Factory	Harbour		
	Fields: Qry✓ Crn✓ Ind✗ Sug✓ Cof✗			Goods: ✗
Lionel Robbins DbIns: 2 Chips: 25	Small indigo plant	Tobacco storage	Small market	Hacienda
	Wharf			
	Fields: Crn✓✓ Ind✓ Tob✓ Cof✗			Goods: ✗

Orders required

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



**PUERTO RICO 7**

Kevin bought a  
Small Indigo Plant last time.

**ROUND 5**

Jim is the Captain (+1).

Kevin is the Settler and plants Coffee.

Willem and Tony plant Corn, Jim plants Tobacco.

Willem is the Craftsman (+1) and produces and extra Sugar.

Tony is the Builder and builds a Coffee Roaster.

Jim passes, Kevin builds a Coffee Roaster, Willem passes.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
4	Crn	Sug	Tob	Tob	Cof	Crn	Sug	Ind	-	4	60

Buildings	1 VP	SIP	1	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	1	FAC	2	UNI	2	HAR	2	WHA	2	
4 VPs	GUI	1	RES	1	FOR	1	CUS	1	CIT	1			

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

Jim Reader DbIns: 2 Chips: 2	Small indigo plant	Tobacco storage		
	Fields: Qry✓ Ind✓ Tob✓			Goods: Ind✓
Kevin Lee DbIns: 0 Chips: 0	Small indigo plant	Small sugar mill	Coffee roaster	Construction hut
	Fields: Qry✗ Ind✗ Sug✓ Cof✗			Goods: Sug✓
Willem Moene DbIns: 4 Chips: 4	Small indigo plant	Small sugar mill	Small market	
	Fields: Qry✗ Crn✓ Ind✗ Sug✓			Goods: Crn✓ Sug✓
Tony Sait DbIns: 0 Chips: 1	Coffee roaster	Small market	Hacienda	Construction hut
	Fields: Qry✓ Crn✓ Cof✗			Goods: Crn✓

Orders required

Round six orders in the sequence Kevin, Willem, Tony, Jim





**PUERTO RICO 8**

If you want to move colonists  
you must order them to move.

**ROUND 2**

Allan is the Craftsman (+1) and produces and extra Corn.

Stephen is the Mayor.

Jim is the Builder and builds a Hospice.

John is the Settler and digs a Quarry.

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

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

Quarries	Plantations (Fields)				Trading House				Ship	Supply
6	Ind	Sug	Sug	Sug	Tob	-	-	-	-	4 64

Buildings	1 VP	SIP	3	SSM	4	SMA	1	HAC	2	CON	2	SWA	2
	2 VPs	LIP	2	LSM	3	HOS	✗	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	Indigo plant		
DbIns: 1			
Chips: 0	Fields: Qry✓✗ Ind✓		Goods: ✗
Allan Stagg	Small indigo plant		
DbIns: 3			
Chips: 0	Fields: Crn✓ Ind✓ Tob✗		Goods: Crn✓✓
Stephen Webb	Hospice		
DbIns: 0			
Chips: 0	Fields: Crn✓✓✓		Goods: Crn✓
Jim Reader	Small market	Hospice	
DbIns: 0			
Chips: 0	Fields: Crn✓ Cof✗✗		Goods: Crn✓

Orders required

Round three orders in the sequence Stephen, Jim, John, Allan



**PUERTO RICO 9**

No unusual choices for the start.

**ROUND 1**

Mike is the Builder and builds a Small Market.

Pete builds a Small Market, Jim builds a Construction Hut.

Pete is the Settler and digs a Quarry.

Jim and Willem plant Sugar, Mike plants Tobacco.

Jim is the Mayor.

Willem is the Prospector.

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

Quarries	Plantations (Fields)				Trading House				Ship	Supply
7	Crn	Crn	Crn	Ind	Tob	-	-	-	-	4 70

Buildings	1 VP	SIP	4	SSM	4	SMA	✗	HAC	2	CON	1	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
	- - - - -	- - - - -	- - - - -

Mike Hutton	Small market		
DbIns: 3			
Chips: 0	Fields: Ind✓ Tob✗		Goods: ✗
Pete Campbell	Small market		
DbIns: 2			
Chips: 0	Fields: Qry✓ Ind✗		Goods: ✗
Jim Reader	Construction hut		
DbIns: 1			
Chips: 0	Fields: Crn✓ Sug✗		Goods: ✗
Willem Moene			
DbIns: 4			
Chips: 0	Fields: Crn✓ Sug✗		Goods: ✗

Orders required

Round two orders in the sequence Pete, Jim, Willem, Mike



RAILWAY RIVALS 2047-DX

A surge from the rear.

ROUND 12

Dixieland - South East USA

Round 12 Runs			SAD	REAR	BUM	SNIB	JAZZ	
36	46 Natchez/Vicksburg 32 Savannah	① SAD	13	+3/-3			+4	17
		② JAZZ	8	-4	-2	-4		-2
		③ REAR	5	+3/-3	+6/-3		+2	10
		③ BUM	4		+3/-6			1
		✕ SNIBBOR					+4	4
37	34 Talahassee 55 Nashville	① [SAD]	15					15
		① [BUM]	15					15
38	23 Durham/Raleigh 15 Newport News	① REAR	16	-4				12
		② SAD	7		+4			11
		② JAZZ	7					7
39	41 New Orleans ❶1 Southern Florida	① REAR	13		-2			11
		① SAD	12					12
		③ BUM	5		+2			7
40	62 Evansville 12 Washington	① SNIBBOR	20	-1		+2/-1	+1/-2	18
		② JAZZ	10					11
		✕ SAD				+1		1
41	53 Birmingham 65 Lexington	① SNIBBOR	30					30
42	25 Asheville/ Spartanburg ❸6 The West	① REAR	20		+8			28
		② BUM	10		-8			2

Scores									
	Runs:	36	37	38	39	40	41	42	Score
SAD	272	17	15	11	12	1	-	-	328
SNIBBOR	263	4	-	-	-	18	30	-	315
REAR	212	10	-	12	11	-	-	28	273
BUM	229	1	15	-	7	-	-	2	254
JAZZ	222	-2	-	7	-	11	-	-	238

REAR slips ahead of JAZZ at the beginning of the round, then slides past BUM at the last to take third place, but none of this affects the lead, which stays with SAD.

1st	Steve Ham	SAD	328
2nd	Lionel Robbins	SNIBBOR	315
3rd	Kevin Lee	REAR	273
4th	Jim Reader	BUM	254
5th	Colin Sharpe	JAZZ	238

Congratulations to Steve for the game. Lionel was frustrated by a poor selection of runs in this round, and was unable to mount a serious challenge. If he had been able to enter four instead of two, he might have taken the game. Anyway, that's all speculation of no value right now. Next time will be comments - tell me how it was for you.



RAILWAY RIVALS 2051-EA

The last round is going to be tight.

ROUND 11

East Anglia

Round 11 Runs			GREAT	WEAR	ODE	TGV	COLIN	
29	26 Ely/Huntingdon 52 Bury St Edmunds/ Woodbridge	① ODE	20	+4			-1	23
		② WEAR	10		-4			6
		✕ COLIN			+1			1
30	43 Norwich 63 Clacton/ Tollesbury	① GREAT	11			-1		10
		① TGV	10	+1	-3			8
		③ WEAR	5		-2			3
		③ ODE	4		+2	+3		9
31	55 Ipswich 11 London	① GREAT	20					20
		② TGV	10					10
32	33 March/Wisbech ❷2 The South	① GREAT	16		-5			11
		② COLIN	9					9
		③ WEAR	5					5
		✕ ODE		+5				5
33	64 Braintree/Maldon 14 London	① WEAR	10					10
		① GREAT	10					10
		① COLIN	10					10
34	22 Hertford/Hitchin 31 Peterborough	① TGV	20				+3	23
		② COLIN	10			-3		7
35	41 Cromer/Wells ❹4 The West	① TGV	20	-1			-2	17
		② COLIN	10			+2		12
		✕ GREAT				+1		1

ODE missed out on two races, because his routes for runs 34 and 35 were over twice the shortest, and so excluded.

Round 11 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:	29	30	31	32	33	34	35	Builds	Score
TGV	224	-	8	10	-	-	23	17	-	282
WEAR	219	6	3	-	5	10	-	-	-	243
ODE	205	23	9	-	5	-	-	-	-	242
COLIN	196	1	-	-	9	10	7	12	-	235
GREAT	183	-	10	20	11	10	-	1	-	235

Round 12 Runs

36.	35 - 61	Downham Market/Swaffham to Burnham/Frinton
37.	62 - 51	Colchester to Diss/Thetford
38.	45 - 21	Lowestoft to Hatfield/Ongar
39.	53 - ❶1	Aldeburgh/Southwold to any seaport
40.	34 - 13	Kings Lynn to London
41.	42 - 16	North Walsham/Sheringham to Tilbury
42.	24 - ❷6	Bishop Stortford/Newmarket to Seaside Resort

Runs
Enter up to 4



RAILWAY RIVALS 2052-IP

FATAH starts with a solo run.

ROUND 9

Israel and Palestine

Round 9 Runs

			TRIPS	BRK	TOT	FATAH	
15	11 Qiryat Shamona 63 Gaza	① FATAH 30					30
16	45 Rishon Le Zion 25 Qiryat Tiv'on	① FATAH 20 ② BROOKS 10 ✕ TOT ✕ TRIPS	-2	+4 +2	-3 -4	+3	17 4 7 2
17	22 Akko 53 Jerusalem East	① BROOKS 20 ② FATAH 10 ✕ TRIPS	-6	-1 +6		+1	15 9 6
18	31 Afula ❷4 Jordan	① TOT 20 ② TRIPS 10	+5/-4		+4/-5		21 9
19	61 Arad 34 Netanya	① TRIPS 16 ② BROOKS 7 ② TOT 7 ✕ FATAH	+8	-8 +2		-2	8 13 7 2
20	42 Petah Tiqva 12 El-Quineitra	① TOT 20 ② TRIPS 10	+1/-2		+2/-1		19 11
21	52 Jerusalem West ❷6 Any coastal town	① TRIPS 13 ② FATAH 8 ③ BROOKS 5 ④ TOT 4	+1/-5 +1	-1 +2	+1 -2	+5/-1	16 5 4 5

Round 9 builds

Transit Across Israel and Palestine to Syria (TRIPS) (Tony Bromley, Red)  
Q35 - Zikmon Ya'aqov, P20 - R21. -5 (builds) -1 (BROOKS) +3/-1 (FATAH) = -4

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
Nablus - U22 - Z24, R40 - R43. -9 (builds) +1 (TRIPS) +1 (TOT) +1 (FATAH) = -6

Tours of the Old Testament (TOT) (Bob Coull, Black)  
O26 - O33 - Zikmon Ya'aqov. -10 (builds) -1 (BROOKS) -1 (FATAH) = -12

Friendly Arab Trains Around the Holy Land (FATAH) (Jim Reader, Yellow)  
A85 - D86 - El Quineitra, Q21 - R21. -7 (builds) +1/-3 (TRIPS) -1 (BROOKS) +1 (TOT) = -9

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
TRIPS	205	-	2	6	9	8	11	16	-4	253
TOT	147	-	7	-	21	7	19	5	-12	194
FATAH	121	30	17	9	-	2	-	5	-9	175
BROOKS	130	-	4	15	-	13	-	4	-6	160

Round 10 Runs

22.	45 - 25	Rishon Le Zion to Qiryat Tiv'on
23.	66 - 24	Ashdod to Haifa
24.	31 - 65	Afula to Qiryat Gat
25.	41 - ❷2	Herzliyya to Syria
26.	55 - 35	Hebron to Tulkarm
27.	52 - 13	Jerusalem West to Butmiye
28.	16 - ❷6	Nazareth to Any coastal town

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



RAILWAY RIVALS 2085-KU

Only five for this game.

NEW GAME

I listed six for the game start, but as this map is designed for three to five players, last in gets to wait for the next game. Sorry, Colin.

Tony Bromley	14 Fairlawnes, Manor Road, Wallington, Surrey, SM6 8BG
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN

Maps are enclosed for all. For five players your starting choices are Fukuoka, Kagoshima and Oita. Two players will start at the first two of these and one at Oita. All that is needed for next time is your preference list for starting towns, your company names and colours.

Set up and builds
Starting town preferences, company names and colour preferences





## RAILWAY RIVALS 2065-F

Big payments  
involving everyone.

## ROUND 6

South Scotland ..... {15 points for these builds}  
Boring Old Routes Demand Esoteric Rolling Stock (BORDERS) (Steve Ham, Pink)  
 E25 - Gretna - H27, D18 - D16 - Castle Douglas, Gretna - Carlisle, H71 - J72 - J73 - Berwick.  
 15 -20 (HOOTS) +11 (GITCO) = 6

Ode Delays Inevitable (ODI) (John Marsden, Orange)  
 M51 - Coatbridge - K51, Edinburgh - L61 - L65 - M66 - M68, M67 - Dunbar.  
 81 +2 (HOOTS) -21 (TGV) +1/-1 (GITCO) = 62

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)  
 Gretna - H27 - I27 - J27, B49 - Cumnock, C9 - B8 - B4, Coatbridge - M51.  
 41 +15 (BORDERS) -1 (ODI) -2 (TGV) +13/-5 (GITCO) = 61

Theophilus's Goods Vehicles (TGV) (Simon Robertson, Blue)  
 C46 - Troon, L62 - L65 - M66 - M67 - Dunbar, I61 - H61 - Peebles, E44 - Ardrossan.  
 68 +15 (ODI) +2 (HOOTS) +1 (GITCO) = 86

Gretna Intention Transfixes Company Officials (GITCO) (Tony Sait, Green)  
 K27 - J27 - I27 - H27 - Gretna, H45 - I45 - J45 - K45, D45 - B46, M55 - M54.  
 45 -11 (BORDERS) +1/-1 (ODI) +5/-13 (HOOTS) -1 (TGV) = 25

### Round 7 Runs

1. 52 - 26 Ardrossan to Lanark
2. 14 - 53 Glasgow to Troon
3. 42 - 15 Carlisle to Glasgow
4. 32 - 23 Edinburgh to Coatbridge
5. 64 - 45 Hawick to Stranraer
6. 61 - 33 Peebles to Edinburgh

For those trying to balance the payments and having difficulty, note that payments in excess of 15 are paid in full, but the recipient only gets 15 points. This applied to payments between BORDERS and HOOTS, and ODI and TGV.

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



## RAILWAY RIVALS 2066-G

One point short  
for PEAR this time.

## ROUND 5

Central Scotland ..... {18 points for these builds}  
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
 G3 - J4 - Kirkintilloch, I26 - I29 - J29 - Buckhaven, B13 - B21, D7 - Motherwell.  
 48 +6 (towns) +1 (PEAR) +1 (HOOTS) -4 (KILT) = 52

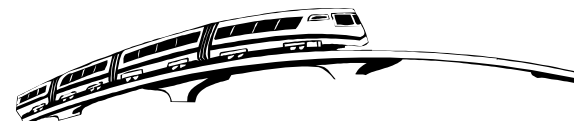
Perth Expressways Are Rampant (PEAR) (Kevin Lee, Pink)  
 N22 - K24 - Cowdenbeath, A54 - L12 - J13 - Falkirk, J13 - J14 - Grangemouth, L12 - K12.  
 37 -2 (GREAT) -2 (HOOTS) = 33

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)  
 G8 - G12 - F12 - F13 - Bathgate - C15 - C19 - B19.  
 35 -1 (GREAT) +2 (PEAR) -4 (KILT) = 32

Kirkcaldy's Inter-Local Trains (KILT) (Don Shailer, Black)  
 Kirkcaldy - J28 - Buckhaven - J32 - I33 - I38 - J38 - St Andrews, Motherwell - E6 - Coatbridge.  
 68 +4 (GREAT) +4 (HOOTS) = 76

### Builds

Up to 14 points excluding payments to rivals



## RAILWAY RIVALS 2073-DC

Two builds cut short.

## ROUND 5

GREAT paid GITCO one point for the line he built into Wadebridge last time.

Devon and Cornwall ..... {17 points for these builds}  
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
 W37 - W42 - Seaton, W26 - A72 - A73.  
 42 -1 (adjustment) +6 (towns) +1 (GITCO) -7 (COLIN) = 41

Gorma Is Tony's (Spouse's Cornish Origin) (GITCO) (Tony Sait, Green)  
 V36 - Exmouth, A85 - Z41 - Honiton - W41, Truro - I10 - H9 - Falmouth, I10 - I9,  
 R24 - Q24 - N25.  
 58 +1 (adjustment) +6 (towns) -1 (GREAT) -6 (COLIN) = 58

Cornwall Operations Linking Internal Networks (COLIN) (Colin Sharpe, Blue)  
 U37 - Exmouth, V39 - Honiton, W40 - W42, A72 - A71 - Barnstaple - D70 - Ilfracombe,  
 P34 - M33.  
 32 +24 (towns) +7 (GREAT) +6 (GITCO) = 69

Both GREAT and COLIN ordered 18 points of builds, but the allowance was only 17. Unfortunately for COLIN, his last planned build was across a river, so he lost a little more.

### Builds

Up to 16 points excluding payments to rivals





SAINT PETERSBURG 1

It looks like there are two full rounds to go.

PHASE 4-T

Round 4 - Trading Phase

Sharon	Rob	Mike	Geoff
Upgrade Ship Builder to Zar-Superstar	Upgrade Customs House to Church of the Resurrection	Czar to hand	✗
✗	✗	Mariinskij Theatre to hand	✗
✗	✗	✗	



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	17	7	15r + 0v	0r + 3v	11r + 0v	Worker	3
Sharon	6	21	18r + 0v	3r + 13v	7r + 0v	Aristocrat	12
Rob	9	16	21r + 0v	2r + 8v	10r + 2v	Trading	21
Mike	8	14	24r + 1v	0r + 6v	6r + 2v	Building	6

Players	Cards in hand	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, Weaving Mill, Zar-Superstar, 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, Firehouse, Observatory, Church of the Resurrection, Warehouse Manager, Builder, Senator
Mike	Mariinskij Theatre, Czar, 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 x 2, Customs House x 2, Hospital, Theatre, Academy, Potjemkin's Village (3/8), Author, Warehouse Manager

Orders required

Round five Worker phase led by Geoff



SCEPTRE OF ZAVANDOR 1

Two more Sentinels are sold, plus two Talismans.

ROUND 16

Actions

- Lyndon Auctioned the Tomcat for 120. Kevin joined at 125. Lyndon dropped out at 130. Kevin got it for 130 reduced to 125 (Artifacts/5th place) {125}
- Auctioned the Owl for 120. David joined at 121. Lyndon dropped out at 129. David got it for 129 reduced to 79 (Artifacts/Masks/2nd place) {79}
  - Auctioned a Talisman for 100. Geoff joined at 101. Lyndon dropped out at 101. Geoff got it for 101 {101} - increased knowledge of Accumulation to level 4
  - Auctioned a Talisman for 100 and got it {100} - increased knowledge of Accumulation to level 4.
  - Bought an Opal {10}
- David Sold an Opal {3} and bought a Sapphire {12}
- Sharon Increased knowledge of the 9 Sages to level 4 {24} - gained two Ruby cards
- Bought an Emerald {21}
- Geoff Sells 3 Diamonds {36} and bought 7 Opals {42}
- Kevin Passed
- Tim Increased knowledge of Gems to level 3 {8}
- Sold an Emerald {10} and bought a Ruby {42}

PO	Name	Artifacts/Sentinels	Knowledge						VPs/Gems
			Ge	En	Fi	Sa	Ar	Ac	
1	Lyndon	RS CP CP CP EL CF CF CF CC TA Toad	-	4	-	4	4	4	61/8
2	David	SB MB MC MC Fox Owl	4	-	-	4	4	4	58/11
3	Geoff	RS EL MC MW TA Phoenix	4	-	-	4	-	4	44/10
4	Sharon	SB CB MB MM MM Scarab	3	-	-	4	1	3	35/14
5	Kevin	RS CB EL MW CF TA Tomcat	-	3	-	4	4	-	33/5
6	Tim	SB CB MB MM	3	-	4	-	-	-	17/9

Artifacts on offer: 2 Magic Wands, 2 Cloaks of Camouflage, 1 Talisman

Six Sentinels are bought in the end, with David ending up with two. It wasn't enough to put him ahead of Lyndon, though.

1st	Lyndon Gurr	61
2nd	David Smith	58
3rd	Geoff Hardingham	44
4th	Sharon Khan	35
5th	Kevin Lee	33
6th	Tim Franklin	17

Congratulations to Lyndon, and thanks to everyone for helping me through this first game. I managed to get confused more than I would have expected, but hopefully the experience has helped me for the future. Comments on the game are welcome for next time.



SCEPTRE OF ZAVANDOR 2

You need an Elixir to enchant Diamonds.

ROUND 8

Your limit of active gems is increased when you research Accumulation, but like most of these skills, the first level gives you nothing. You only gain the ability to enchant more gems when you reach level 2 of Accumulation.

**Actions**  
Lyndon Auctioned a Crystal of Protection for 40 and got it increased to 50 {50} {1st place}

Marcus Increased knowledge of Energy to level 4 {24}

Michael Auctioned a Magic Belt for 30 and got it reduced to 20 {Artifacts}  
► Increased knowledge of the 9 Sages to level 2 {6} - gained two Emerald cards

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

Kevin Passed

Roger Started researching knowledge of the 9 Sages {3} - gained two Sapphire cards  
► Bought an Opal {10}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Kobold	o:1{1} s:5 d:1	7/7	12	s:1 S:1 e:1 d:1	6
2	Marcus	Fairy	o:2 s:2 d:1	5/7	22	s:2 d:1	7
3	Michael	Mage	o:1 s:2 e:1	4/5	14	s:3 e:5	9
4	Simon	Elf	o:4 s:1	5/5	22	s:2 d:2	4
5	Kevin	Witch	s:4	4/5	6	S:2	5
6	Roger	Druid	s:3	3/5	5	s:5	8

PO	Name	Artifacts	Knowledge						New K Chips	VPs/Gems
			Ge	En	Fi	Sa	Ar	Ac		
1	Lyndon	CP EL	-	-	-	3	-	4	25/30/35/40	13/7
2	Marcus	CB MB EL	-	4	-	3	-	-	25/30/35/40	13/6
3	Michael	SB CB MB	-	-	-	2	4	-	25/30/35/40	11/5
4	Simon	SB RS RS MM	-	3	-	3	-	-	25/30/35	10/5
5	Kevin	SB	4	-	-	-	-	1	25/30/35/40	7/4
6	Roger	RS CB	-	-	4	1	-	-	25/30/35/40	7/3

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

You can only enchant, or buy, Diamonds if you own an Elixir. See the first paragraph of Phase 3a for the requirements to enchant Emeralds, Diamonds and Rubies.

Orders required

Round nine gem dealing, knowledge improvement, auctions and bids

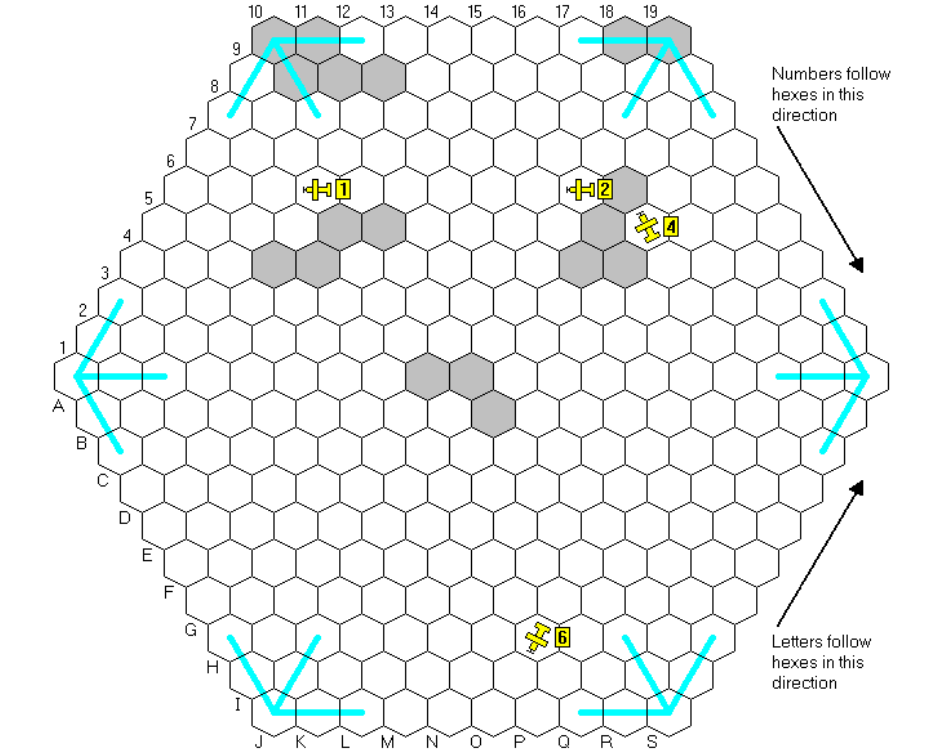


SOPWITH T-340-FW

The Brown Baron empties his guns.

ROUND 12

	Pilot	Starts	Moves	Ends	A:D:P
1	<i>Not Only But Also</i> Don Shailer	G12-W	A, A, A {Airfield: A1}	D9-W	09:05:08
2	<i>Mad Ferret</i> Tim Franklin	M17-NW	A, LT, A {Airfield: A10}	J15-W	01:02:01
4	<i>The Brown Baron</i> Michael Graystone	N18-SE	RT, RT-fR, RT-fA {Airfield: S19}	L16-NW	00:08:18
6	<i>Lord Flashheart</i> Joakim Spångberg	O11-SW	A, A, A {Airfield: J1}	O8-SW	01:08:10



The clouds moved north east. Given the state of the weather in the north I feel obliged to point out that you will take damage if you enter or travel through a hex with a cloud it it while landing or taking off...

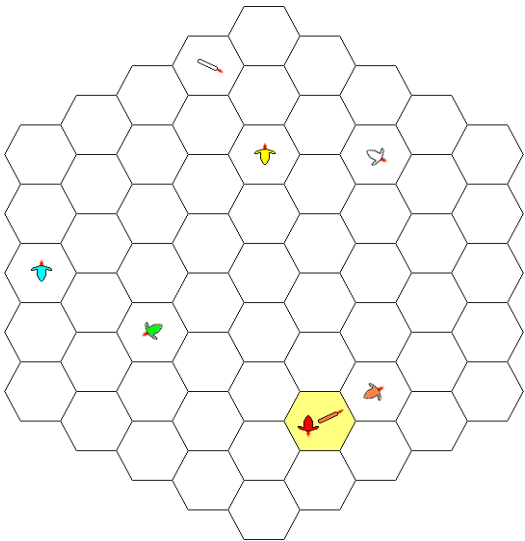


SPACE BLAST 1

First blood to Major Tom.

ROUND 2

	Pilot	Colour	Actions	Armour	Chits
1	Bob Coull	Green	-	4	10T : 8R 3M : 2B
2	Major Tom Michael Graystone	Orange 1 VP	Left turn, fire rocket	4	9T : 7R 3M : 2B
3	Steve Ham	Blue	-	4	9T : 8R 3M : 2B
4	Wizard Prang Jim Reader	Yellow	-	4	10T : 8R 3M : 2B
5	The Meteor Don Shailer	Red	Left turn	3	8T : 7R 3M : 2B
6	Joakim Spångberg	White	Right turn, fire rocket	4	9T : R 3M : 2B



The yellow shaded hex indicates something interesting is happening there. I this case it is one of Major Tom’s rockets exploding and taking an armour point off The Meteor. Bob, Steve and Joakim - you are invited to reveal the name of your pilot.

Orders

0 to 3 actions for round three



NEWS FROM THE ROCK

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



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

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

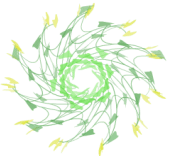
-	Didier Renard	4.667
-	Mike Eddleston	3.857
▲	Lew Stansby	3.683
-	David Hilbert	3.333
▲	Ken Boucher	3.143
▲	Roger Krueger	3.100
-	JoAnna Stansby	3.000
-	Victor Cronshaw	2.879
-	Rob Thomasson	2.679
-	Peter Hawkins	2.556
▼	Willem Moene	2.250
-	Gareth Lodge	2.185
-	Michael Longdin	2.169
▲	Peter Beck	2.130
▼	Mick Haytack	2.030
-	Michael Graystone	2.026
-	Alan Tabor	2.000

✧ Completed games and winners:

Puerto Rico e746	Lew Stansby
8125 e748 {1825-M23}	Willem Moene
Ingenious e756	Roger Krueger

✧ New games and start dates:

1800 e759 {1800-Y23}	Oct 7th
Carcassonne e760 {River}	Oct 7th
Euphrat & Tigris e761 {Artists}	Oct 7th
Ra e762	Nov 3rd
Puerto Rico e763	Nov 3rd
Saint Petersburg e764	Nov 3rd
1870 e765 {1870-F24}	Nov 3rd
Princes of Florence e766	Nov 16th



## PREVIEW

I did wonder whether I would be delaying any of the new games this time, but avoided a repeat of the Canal Mania delay. That one is back on the books for next month. All I need to do is to get organised before the deadlines come around and I'll be fine.

After an unheard of break of two months, there will be a new 18xx game next time - 1830. The following month will see a game starting on the first 1830 variant map published by Wolfram Janich.



Beyond that, who knows. How about something from the new crop of games from Essen. The question is what will translate to postal play, and to answer that question I need to take a closer look at the games. Then again, there are games we've played before that are currently missing from the zine. Lancashire Railways, McMulti, Mystic Wood, Rail Baron and RoboRally could all see a return if people are interested.

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

#149: 1830, Canal Mania  
#150: 1830 Variant map #1, Bus Boss (Yorkshire), Outpost



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Oct 24th	Ode 288, Save Your XXs For Me 45, Variable Pig 110
Oct 25th	Minstrel 305
Nov 15th	Save Your XXs For Me 46
Nov 16th	Ode 289
Nov 18th	Devolution 66

## RATINGS

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

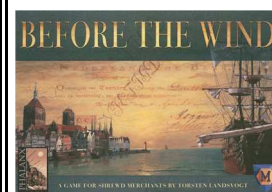
▼	David Smith	3.474
-	Mark Frueh	3.200
-	Simon Robertson	3.159
▲	Lyndon Gurr	3.146
-	Tony Bromley	3.000
-	Lionel Robbins	3.000
-	Marcus Pratt	2.698
▼	Geoff Hardingham	2.667
-	Steve Thomas	2.563
▲	Colin Sharpe	2.258
-	Rob Thomasson	2.185
▼	Michael Graystone	2.179
-	Stephen Webb	2.167
▲	Sharon Khan	2.000



## Heron Games

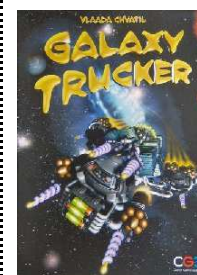
Some of the best from this year's Essen

Visit the web site to see the full story on what is on offer - [www.herongames.com](http://www.herongames.com).



£15.00

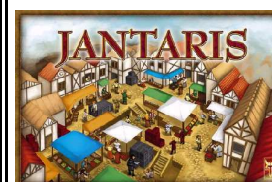
The players play the role of traders, trying to fill their warehouses with goods, which are then in turn transferred to the ships in the harbour. They have to pay attention to the right combination of goods because the captains only accept the goods from a single trader and expect a complete delivery before their ships leave the harbour.



£25.00

Comes with two promo cards from Essen 2007 while stocks last

Galaxy Trucker alternates between planning stages when you build your ship as quickly as you can, and operating stages where you fly off on missions and try to get to the other end with as much of your ship intact as possible.



£22.50

Jantar is from Czech Board Games, who published the award-winning Through The Ages last year.



£22.50

Be a tax collector for the King and try to improve your position along the way. Another game from Czechoslovakia.



£10.00

Five new character to mix with your Mr. Jack game to make things even more interesting.



£40.00

The latest 18xx game to hit the streets, in a limited edition of 1,000 copies.





Heron  
Games

More goodies from this year's Essen

Visit the web site to see the full story on what is on offer - [www.herongames.com](http://www.herongames.com).

 <p><b>£25.00</b></p> <p>This was the talk of the show. Only available in German at the moment, this comes with English rules but needs some work on the cards.</p>	 <p><b>£24.50</b></p> <p>This year's Ystari release is concerned with building the Hanging Gardens of Babylon.</p>
 <p><b>£22.50</b></p> <p>The latest game from Martin Wallace has attracted a lot of interest. It deals with development of canals and railways.</p>	 <p><b>£25.00</b></p> <p>Rebuild the churches in Hamburg. If that doesn't grab you, turn the board over and rebuild the churches in London after the Great Fire.</p>
 <p><b>£22.50</b></p> <p>Patrician is a Michael Schacht design where you build towers floor by floor. When a tower is complete you earn prestige points if you built the most floors in the tower.</p>	 <p><b>£5.00</b></p> <p>This new deck of cards for Power Grid offers new ways to play the game.</p>
 <p><b>£19.00</b></p> <p>Race for the Galaxy is a card game that Steve Thomas describes as similar in mechanics to San Juan but more complex and much deeper.</p>	 <p><b>£12.50</b></p> <p>The next instalment for Ticket to Ride is the Swiss map from the computer game. You will need the trains from one of the other games.</p>

## GAME ORDERS

Please observe these guidelines when sending your orders.

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

### Handling NMRs (No Move Received)

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

## GAME STANDARDS

### Games that involve auctions

I interpret auction orders in the following way.

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

### Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

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

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

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

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

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



## WHO PLAYS WHAT

Peter Berlin	1829-C20, 1829-V21, 18EU-G23	Willem Moene	1800-I20, 1830-L23, 1856-D22, 1856-M22, 1856-R23, 1861-B23, 1870-O20, 1870-K23, 18Kaas-P23, Acq47, OP25, OP26, PR7, PR9
Tony Bromley	RR-2052-IP, RR-2085-KU	Marcus Pratt	AoS1, OP25, OP26, Sceptre 2
Simon Brooks	Acq47, BB-300-KYR, GS7, RR-2052-IP, 1829-C20	Jim Reader	6n13, 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, RR-2085-KU, Sop340
Pete Campbell	1856-R23, PR9	Lionel Robbins	1829-V21, 1870-K23, 18EU-G23, PR6, RR-2047-DX
John Colledge	6n13, Acq47, Acq48	Peter Robbins	RR-2028-DC
Bob Coull	6n13, BB-300-KYR, BB-304-EAN, BB-305-NLD, RR-2052-IP, RR-2085-KU	Tony Robbins	1837-G21, 1856-D22
Simon Cutforth	1870-O20, Sceptre 2	Simon Robertson	BB-300-KYR, RR-2051-EA, RR-2065-F
Tim Franklin	1826-E22, 1830-L23, 1850-R22, RR-2028-DC, Sceptre 1, Sop340	Tony Sait	1856-M22, 18Kaas-P23, PR6, PR7, RR-2065-F, RR-2073-DC
Mark Frueh	18EU-G23	Don Shailer	1829-C20, 6n13, BB-304-EAN, BB-305-NLD, GS7, RR-2066-G, Sop340
Michael Graystone	6n13, Acq47, Acq48, BB-299-NWA, BB-300-KYR, RR-2028-DC, RR-2051-EA, RR-2066-G, RR-2073-DC, RR-2085-KU, 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
Lyndon Gurr	1826-E22, 1850-R22, 1856-M22, 1856-R23, 1861-B23, 1870-K23, 1899-Z21, 18Kaas-P23, Acq49, OP26, Phoenicia 1, Sceptre 1, Sceptre 2	John Shelley	1826-E22, 1830-L23, 1856-D22, 1870-K23, 1899-Z21
Steve Ham	BB-299-NWA, GS7, RR-2047-DX, RR-2065-F	David Smith	1829-C20, OP25, Sceptre 1
Geoff Hardingham	1837-G21, 1861-B23, OP26, Phoenicia 1, StP1, Sceptre 1	Don Smith	1826-E22, 1837-G21, 1856-R23, 1870-O20, 1870-K23, 1899-Z21, 18EU-G23
Alan Harvey	1800-I20, 1825-L21, 1850-R22, 1899-Z21, 18Kaas-P23	Joakim Spångberg	BA17, BB-301-CRO, GS7, Sop340
Mike Head	1830-L23, 1856-D22, 1856-M22	Allan Stagg	BA17, PR5, PR8
John Hopkins	1829-V21, PR8	Mark Stretch	1861-B23, 6n13, Phoenicia 1
Mike Hutton	1825-L21, 1829-V21, 1861-B23, AoS1, BB-301-CRO, PR9, StP1	Brian Tappenden	PR5
Sharon Khan	AoS1, OP25, StP1, Sceptre 1	Paul Tappenden	PR5
Roger Krueger	1870-O20	Rob Thomasson	1829-V21, 1856-M22, 1856-R23, BB-301-CRO, PR6, RR-2085-KU, StP1
Kevin Lee	6n13, Acq49, BA17, BB-299-NWA, GS7, OP25, PR7, RR-2047-DX, RR-2051-EA, RR-2066-G, Sceptre 1, Sceptre 2	Roger Trethewey	BA17, BB-301-CRO, GS7, Sceptre 2
Michael Longdin	AoS1, Phoenicia 1, Sceptre 2	Stephen Webb	1826-E22, 1837-G21, 1850-R22, 1870-O20, 18EU-G23, Phoenicia 1, PR8
Richard Lunn	1830-L23, 1856-D22, Acq48, BA17	Tony Wilcock	Acq49
John Marsden	BB-299-NWA, BB-304-EAN, BB-305-NLD, RR-2051-EA, RR-2065-F		



## OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:

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## CONTENTS

◇ Games ◇	18Kaas-P23	42	RR-2052-IP	68	
*****	6 nimmt! 13	52	RR-2065-F	70	
◇ New ◇	Acquire 47	44	RR-2066-G	70	
Acquire 50	47	Acquire 48 (Powers)	45	RR-2073-DC	71
Phoenicia 1	60	Acquire 49	46	Saint Petersburg 1	72
RR-2085-KU	69	Age of Steam 1	48	Sceptre of Zavandor 1	73
*****	Breaking Away 16	50	Sceptre of Zavandor 2	74	
	Breaking Away 17	51	Sopwith T340FW	75	
1825-L21 {Unit 3}	14	Bus Boss 299-NWA	53	Space Blast 1	76
1826 E22	16	Bus Boss 300-KYR	54		
1829-C20 {South}	18	Bus Boss 301-CRO	55	*****	
1829-V21 {North}	20	Bus Boss 304-EAN	57	◇ Bits and Bobs ◇	
1830-L23	22	Bus Boss 305-NLD	57	Board2Pieces	8-13
1837-G21	Held over	Golden Strider 7	59	Deadlines	Below
1850-R22	24	Outpost 25	58	Game Orders	81
1856-D22	26	Outpost 26	59	Game Standards	82
1856-M22	28	Puerto Rico 5	61	Heron Games	79-80
1856-R23	30	Puerto Rico 6	62	News from the Rock	77
1861-B23	32	Puerto Rico 7	63	Preview	78
1870-O20	34	Puerto Rico 8	64	Ratings	78
1870-K23	36	Puerto Rico 9	65	Waiting Lists	2
1899-Z21	38	RR-2047-DX	66	Who Plays What	83
18EU-Q23	40	RR-2051-EA	67	Zines Received	78

## DEADLINES

Wednesday December 12th 2007  
18xx Games - Friday December 7th

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.