

FOR WHOM THE DIE ROLLS

December 2007

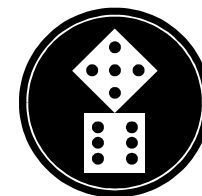
Published by Keith Thomasson

Issue 149

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

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Welcome to Gina Teh.

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...

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

Games starting in the next issue...

⚡ 1830 variant maps ... Alan Harvey, Mark Stretch, Stephen Webb, Don Smith, Tony Sait
⚡ Bus Boss Michael Graystone, Jim Reader, Bill McKinley, Pete Campbell, Kevin Lee, Bob Coull, Colin Sharpe (Yorkshire)
⇨④ Outpost Willem Moene, David Smith, Jim Reader, Mark Stretch, Lyndon Gurr, Marcus Pratt

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

⇨⑤ Agricola Waiting
⇨③ 1829 [South] Pete Campbell, John Shelley
⚡ 1870 Roger Krueger, Willem Moene, Don Smith, Stephen Webb, Mark Frueh
① 1895 Steve Thomas, Roger Krueger
⇨④ 18Rhl Rhineland Willem Moene
⚡ Acquire [Standard] ... Colin Sharpe, Tony Wilcock, Kevin Lee, Bob Coull, Gina Teh
⇨③ Acquire [Powers] Michael Graystone, Colin Sharpe
⇨④ Canal Mania Kevin Lee
⚡ Industrial Waste Sharon Khan, Mike Head, Marcus Pratt, Gina Teh
⇨④ Mystic Wood Gina Teh
⇨② Railroad Tycoon Michael Longdin, Simon Robertson
⇨⑤ RoboRally Steve Ham
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
⇨① Railway Rivals Colin Sharpe, Pete Campbell, Jim Reader, Simon Robertson (London and Liverpool)

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

START

Welcome to issue #149. We're nearly at the end of 2007, and the way the post has been behaving, past it by the time some of you see this.

It's been a busy year for me, with the Heron Games business taking up more time than I had expected, although in hindsight I should have known. I'm certainly busier than I was when I worked for the council, but that's no bad thing.

My big indulgence of the year was probably my trip to the Nuremberg Toy Fair, especially once I found that you couldn't buy anything at the fair. It was purely for people to meet and see what was on offer. You could place orders, but anyone caught selling on their stand risked being turned out of the show. I did meet some old friends and made contacts which later turned into supplies of games that were hard to get hold of through the usual UK channels.

Since attending that show I've had invitations for the Shanghai Toy Fair (couldn't go - it clashed with Essen) and news of the new Toy Fair for 2008 in Moscow.

I recently got a magazine about the 2008 Toy Fair in Nuremberg, which runs from the 7th to 12th of February. The most surprising thing about it was the language - it was in English. Quite a contrast to the Essen press releases, which are always in German. There were greetings from the Prime Minister of Bavaria and the Mayor of Nuremberg, and an interview with Alfred J Verecchia, president of Hasbro. The main quote from him was that he believes in "contemporising well-established play patterns", which I translate as turning out the same old games time after time with new themes. Welcome to the latest version of Monopoly.

Nuremberg is not my destination of indulgence for 2008. That honour goes to the New York Toy Fair near the end of February. I did ask Valerie if she wanted to come with me, but she's not someone who favours the cold and declined. I was originally going to make a flying visit for a couple of days, but Rob pointed out that I should take the opportunity to see the city rather than just go to the show. I widened the window for the trip and found myself booking for almost a week.

This could affect production of the February issue of the zine, which will either be delayed or merged with the March issue. Whenever it comes out, I'll let you know how deep the snow was while I was there.

TRINGCON

Tony Wilcock said he would have liked to go to TringCon but didn't have a note of the date. Sorry, my fault, as I had intended to promote it in the September issue, and then ended up delaying that, and it didn't get out early enough.

As for whether there would be any difficulty attending if you don't have a car, this shouldn't be a problem. As long as you can get to Tring station I can collect you from there, or it may be that someone else might be able to give you a lift. If you have something specific you'd like to play, the best bet is to bring it with you.

The dates for TringCon in 2008 are April 5th and October 4th.

If this reaches you in time, have a merry Christmas and a happy new year. If it creeps in later on, I hope it was a good one for you. ⚡

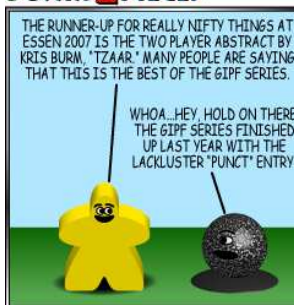
BOARD 2 PIECES

BY TED ALSPACH



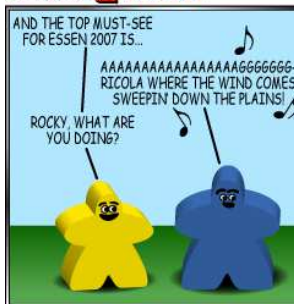
BOARD 2 PIECES

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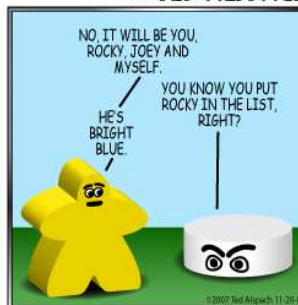
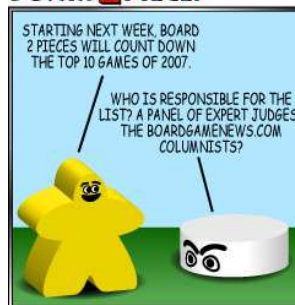
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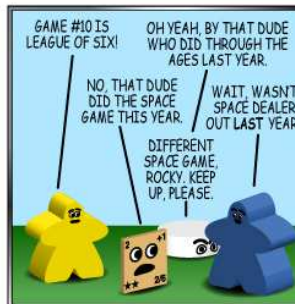
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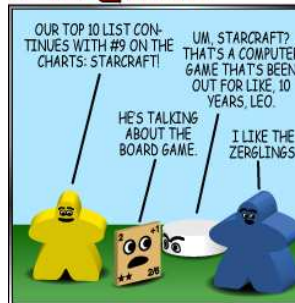
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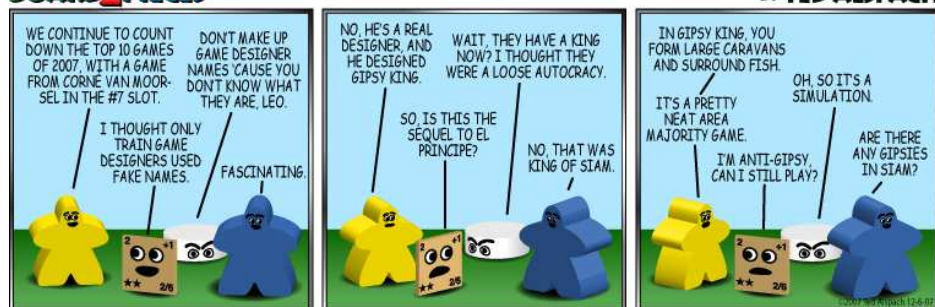
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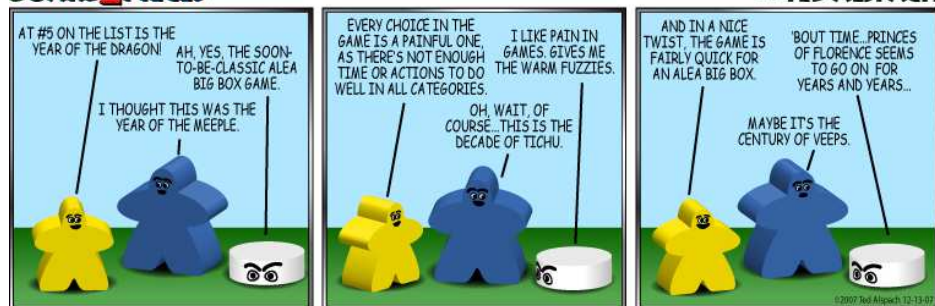
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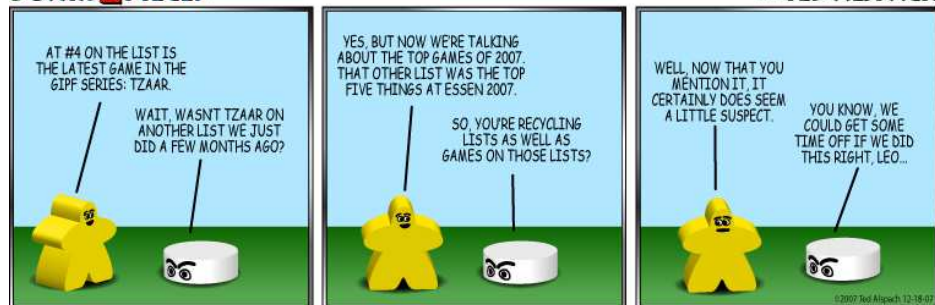
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BOARD2PIECES

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1830-G24

Our last new 18xx game for 2007.

NEW GAME

Welcome to the latest 1830 game. There are five players for this one, and they will be dealing in the following order.

Mark Frueh	1128 Olympus Drive, Naperville, IL 60540, USA
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY

You each start with 480 and are looking at six Private Companies, which is all your first orders need to be concerned with. The six companies have the following names and values:

Schuylkill Valley Railroad	SVR	Cost	20	Revenue	5
Champlain & St. Lawrence Railway	C&StL	Cost	40	Revenue	10
Delaware & Hudson Railroad	D&H	Cost	70	Revenue	15
Mohawk & Hudson Railroad	M&H	Cost	110	Revenue	20
Camden & Amboy Railroad	C&A	Cost	160	Revenue	25
Baltimore & Ohio Railroad	B&O	Cost	220	Revenue	30

Check your rule books for the benefits, if any, that these items bring. The locations of the Private Companies are shown on the map by the company abbreviation. When the B&O private is bought, the initial par price for the B&O public company will be set at 100 unless you advise me otherwise.

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

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

Maps and tile sheets are enclosed for everyone, but put those in a safe place until you need them. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies. Please take note and let me know if you have any queries on this topic.

Also note that the tile sheets use my coordinated orientation system, so they may differ from other tile sheets from place to place. This is the tile reference for use with this game, so please file it appropriately.

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

Orders required for the following round	<i>By the early deadline</i>
Stock Round 1, Private Companies only, starting with Mark	



1825-L21

The bank does not own any shares.

SR9

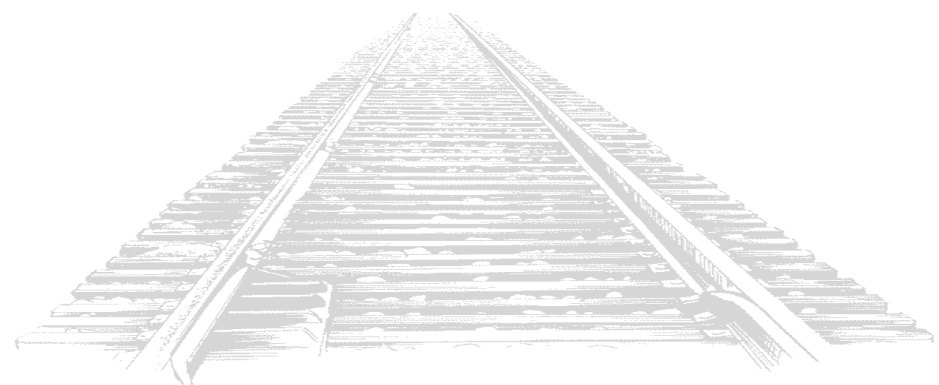
Stock Round 9

Alan	Mike
+ GNoS pool	Buys the S&D private
x	Buys the TWW private
x	x
Priority for SR10	

Cash Flow	b/f	SR9	c/f	Value	%	Certs
Mike Hutton	1,167	-220	947	6,281	52.5	16/21
Alan Harvey	875	-460	415	5,691	47.5	17/21

Portfolio	Privates	Cal	NBR	GSWR	GNoS	M&C	High
Mike Hutton	A&F TWW S&D	1	7D	6D	6D	-	10D
Alan Harvey	-	9D	3	4	4	10D	-
Bank (new)	-	-	-	-	-	-	-
Price (new)	-	76	76	67	112	112	90
Bank (pool)	-	-	-	-	-	-	-
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: 2,638		Certificate limit: 17		Trains: 1 x '5', 2 x 'U3', 2 x '7'			

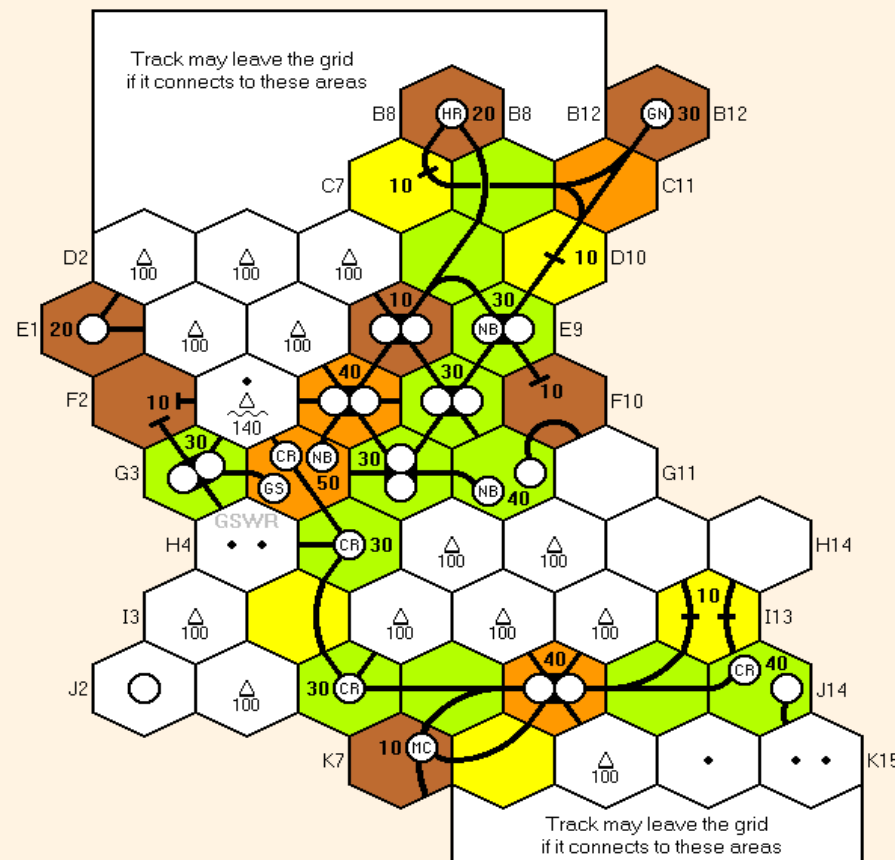
Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds		
Yellow	1/-	2/1	3/1	4/2	5/2	6/2	7/3	8/5	9/5	55/1	56/1	115/1	
Green	12/-	13/1	14/1	15/1	16/1	19/-	23/3	24/1	26/-	27/1	28/1	29/1	
	52/-	81/1											
Brown	34/-	38/2	39/1	41/-	42/1	43/1	44/1	45/1	46/1	47/1	63/-	66/2	
	67/1	118/1											



1825 Unit 3

Game L21

Referee:
Keith Thomasson





1826-E22

Tim gives control of the P to Lyndon and takes the SNCF off him.

SR8

The GC didn't take a loan to pay its existing loan interest, it simply reduced the dividend from 230 to 180. This drops Tim's cash by 50 and the company's by 25. The '6' trains should also have disappeared from the portfolio as the first 'E' train killed them off.

Stock Round 8

Don	Stephen	Tim	John	Lyndon
- 2 B (▼60F)	- 1 PO (◄)	- 5 P (▼90E)	+ E pool	- 3 B (▼50G)
+ PLM new	+ B pool	{Pres to Lyndon}		+ E treasury
		+ SNCF pool		
+ PLM new	+ E treasury	+ SNCF pool (gains Pres)	+ GC pool	+ E pool
✗	+ O treasury	+ SNCF pool	+ O treasury	+ O treasury
✗	+ E pool	+ SNCF pool	+ B pool	+ P treasury
✗	+ O treasury	+ SNCF pool	✗	+ P treasury
✗	+ E pool	+ GC treasury	✗	+ P treasury
✗	+ PLM new (floated)	+ GC treasury	✗	✗
✗	✗	+ GC treasury	✗	✗
✗	✗	✗	Priority for SR9	

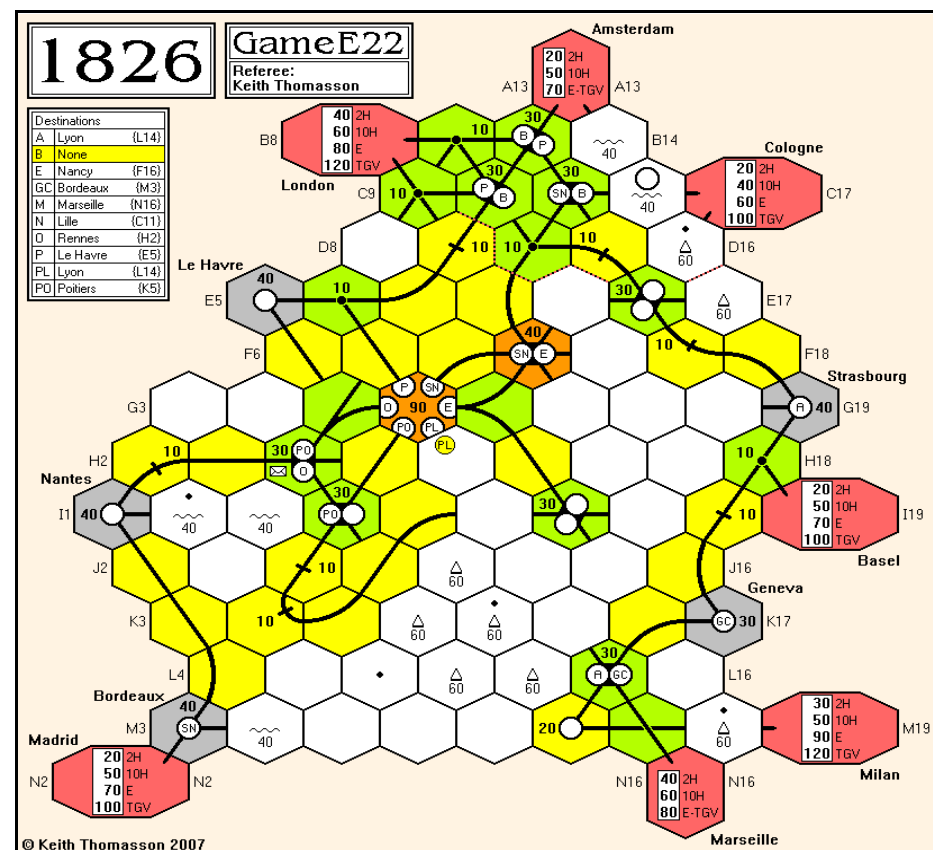
Cash Flow	b/f	SR8	c/f	Value	%	Certs
John Shelley	300	-262	38	1,197	21.6▲	8/10
Lyndon Gurr	342	-292	50	1,250	22.6▲	8/12
Don Smith	106	-60	46	568	10.2▲	4
Stephen Webb	348	-339	9	1,413	25.5▼	6/14
Tim Franklin	355	-270	85	1,115	20.1▲	10

Portfolio	A	B	E	GC	O	P	PL	PO	SNCF
John Shelley	6P	1	1	1	1	-	-	1	-
Lyndon Gurr	-	-	5P	-	4P	5P	-	-	1
Don Smith	-	-	-	-	-	-	4P	-	1
Stephen Webb	-	6P	3	-	2	-	1	4P	-
Tim Franklin	-	-	-	6P	-	-	-	-	5P

Company type	10	10	10	10	10	10	10	10	10
Bank (new)	-	-	-	-	-	-	-	-	-
Bank (pool)	4	3	1	1	-	5	5	5	3
Treasury shares	-	-	-	2	3	-	-	-	-
Price	122D	50G	60G	70E	82E	90E	100B	165C	122A
Company credit	485	138	248	25	329	433	1,000	681	732
Loans	-	2	1	1	1	1	-	-	-
Tokens	1	1	1	1	1	-	4	-	4
Trains	-	10	E	10	10	-	-	10	-

Bank cash: 7,476 Certificate limit: 13 Trains: 3 x 'E', 6 x 'TGV'
Current operating order: PO, A, SNCF, PL, P, O, GC, E, B

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 rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1829-C20

Most of the grey tiles are laid.

OR21 - OR22

OR21	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSH	49:09:1	•T14	240	Yes	-	180▲	120	5
GWR	MB	14:U21:2	•P8	390	Yes	-	300▲	10	5 4
Mid	PB	-	•T16	370	Yes	-	160▲	70	7
LSWR	MB	51:X14:6	•Y13	220	Yes	-	300▲	10	4
GNR	DSm	60:U19:1	•Y7	300	Yes	-	225▲	100	7
LBSC	DSm	60:V18:1	•X6	230	No	-	10▼	370	4
GER	MB	38:T20:3	•V22	170	Yes	-	71▲	0	5
GCR	PB	-	•T14 !	190	Yes	①	76▲	0	5 4
L&YR	PB	-	•S5	230	Yes	-	38▲	150	5
SECR	DSm	51:X20:1	•X8	240	No	-	10▼	300	4

Notes: ① 10 to the Midland for a '5' train

OR22	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSH	50:S13:1	•T16 !	260	Yes	-	200▲	120	5
GWR	MB	21:W17:6	•W15	410	Yes	-	320▲	10	5 4
Mid	PB	41:U13:4	•S15	250	Yes	①	180▲	10	7 4
LSWR	MB	67:W19:6	•U17	230	Yes	-	320▲	10	4
GNR	DSm	6:Y7:6	•X8 !	320	Yes	-	250▲	140	7
LBSC	DSm	12:Y7:6	•X10	240	Yes	-	20▲	370	4
GER	MB	15:R16:1	•S19	230	Yes	-	76▲	0	5
GCR	PB	8:T14:3	•S15 !	200	Yes	-	82▲	60	5
L&YR	PB	34:O11:3	•S15 !	270	Yes	-	47▲	150	5
SECR	DSm	-	•U11	240	Yes	-	20▲	300	4

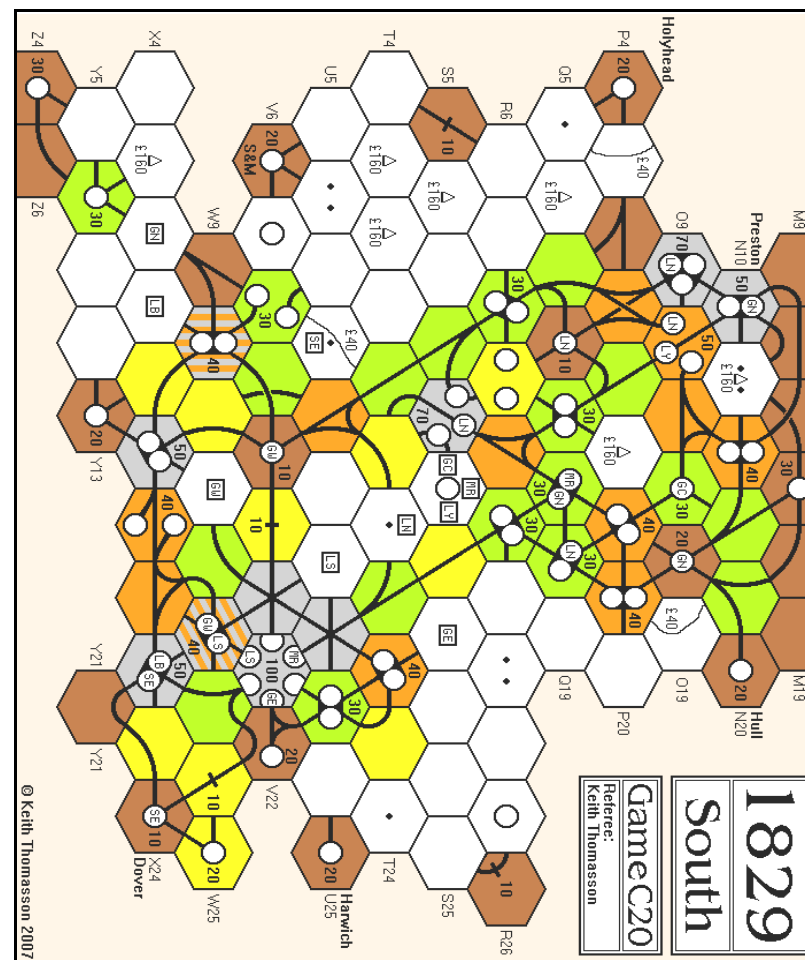
Notes: ① 60 to the GCR for a '4' train

Cash Flow	b/f	OR21	OR22	c/f	Value	%	Certs
David Smith	974	639	1,115	2,728	8,106	31.4▲	21/39
Peter Berlin	794	550	509	1,853	4,701	18.2▲	17
Don Shailer	1,117	474	523	2,114	5,107	19.8▲	19
Martin Butcher	1,537	537	593	2,667	7,918	30.6▼	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
Bank (pool)		-	-	-	-	-	-	-	-	-
Price (pool)		200	320	180	320	250	20	76	82	47
Company credit		120	10	10	10	140	370	0	60	150
Tokens		1	4	3	3	2	3	3	3	2
Trains		5	5 4	7 4	4	7	4	5	5	4
Bank cash: 10,638		Certificate limit: 18					Trains: 2 x '7'			

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



Orders required for the following rounds

By the early deadline

OR23, OR24

Adjudication can pause between rounds if requested



1829-V21

The GSWR squeezes into play.

SR11

Stock Round 11

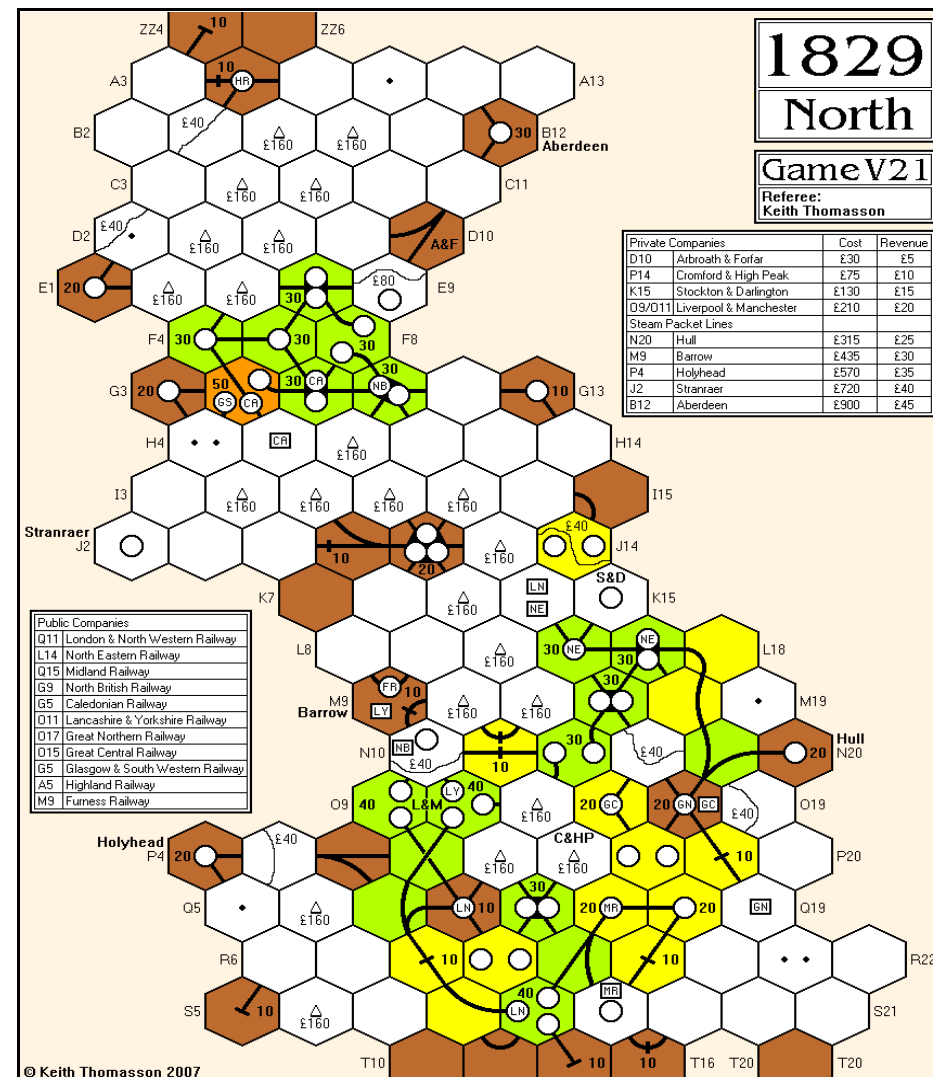
Lionel	Peter	John	Mike	Rob
+ GNR pool	x	x	+ L&YR pool	+ LNWR pool
+ L&M	x	x	x	+ LNWR pool
+ GCR new	x	x	x	Close A&F + GCR new
+ GCR new	x	x	x	- 1 GCR - 1 L&YR - 1 GNR + LNWR pool
+ GNR pool	x	x	x	x
+ GCR new	x	+ GSWR/Dir	x	x
x	x	+ GSWR new	x	x
x	x	+ GSWR new	x	x
x	x	+ GSWR new [floated]	x	x
x	x	x	Priority for SR12	

Cash Flow	b/f	SR11	c/f	Value	%	Certs
Rob Thomasson	582	-560	22	2,229	26.2	16
Lionel Robbins	544	-521	23	1,645	19.3	17
Peter Berlin	76	0	76	1,546	18.1	8
John Hopkins	352	-348	4	1,188	13.9	13
Mike Hutton	207	-56	151	1,921	22.5	17

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

Bank (new)	Hull...	-	-	-	-	-	-	-	4	10P	10P
Price (new)		100	90	82	76	71	67	64	61	58	53
Bank (pool)	-	2	-	-	-	-	4	-	1	-	-
Price (pool)		225	126	90	126	76	56	64	56	58	
Company credit		360	650	110	160	20	80	10	240	580	
Tokens		3	3	4	3	2	3	3	3	3	3
Trains		3222	3	432	32	43	42	4	2	-	
Bank cash: 19,724	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			



Orders required for the following rounds

By the early deadline

OR14, OR15

Adjudication can pause between rounds if requested



1830-L23

The NYNH and Erie join the game.

OR3 - SR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TF	57:J14:2	-	-	① ② ③	82B	540	3 2 2
PRR	WM	-	30	Yes	④ ⑤ ⑥	76E	10	3 3 2
NYC	MH	14:E19:2	40	Yes	⑦	76E	504	3 2
C&O	JS	7:E3:4	110	Yes	⑧ ⑨	71F	270	2 2

- Notes:
- ① 80 to the bank for terrain costs
 - ② 40 to the bank for a token in J14
 - ③ 340 to the bank for two '2' trains and a '3' train
 - ④ 40 to the bank for a token in H16
 - ⑤ 360 to the bank for two '3' trains
 - ⑥ 220 to Willem for the M&H private
 - ⑦ 180 to the bank for a '3' train
 - ⑧ 40 to the bank for a token in F4
 - ⑨ 120 to John for the SVR and C&StL privates

Stock Round 4

Willem	John	Mike	Richard	Tim
- 3 PRR {v68H} + NYNH/P {90}	+B&O pool	- 1 NYC {v71F} + B&O new	- 3 C&O {v68H} - 1 NYC {v69G} - 1 PRR {v71} + Erie/P {71}	✗
+ NYNH new	+ PRR pool	✗	+ Erie new	✗
+ NYNH new	✗	✗	+ Erie new	✗
+ NYNH new	✗	✗	+ Erie new	✗
+ NYNH new {floated}	✗	✗	+ Erie new {floated}	✗
- 1 PRR {v71} {Pres to John}				
+ NYC pool	✗	✗	✗	✗
✗	Priority for SR5			

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
John Shelley	-	-	1	6P	-	-	-	-	2P
Mike Head	-	-	1	-	-	-	5P	-	-
Richard Lunn	D&H, C&A	-	-	-	-	6P	-	-	-
Tim Franklin	-	-	5P	-	-	-	-	-	-
Willem Moene	-	-	-	-	-	-	1	6P	1

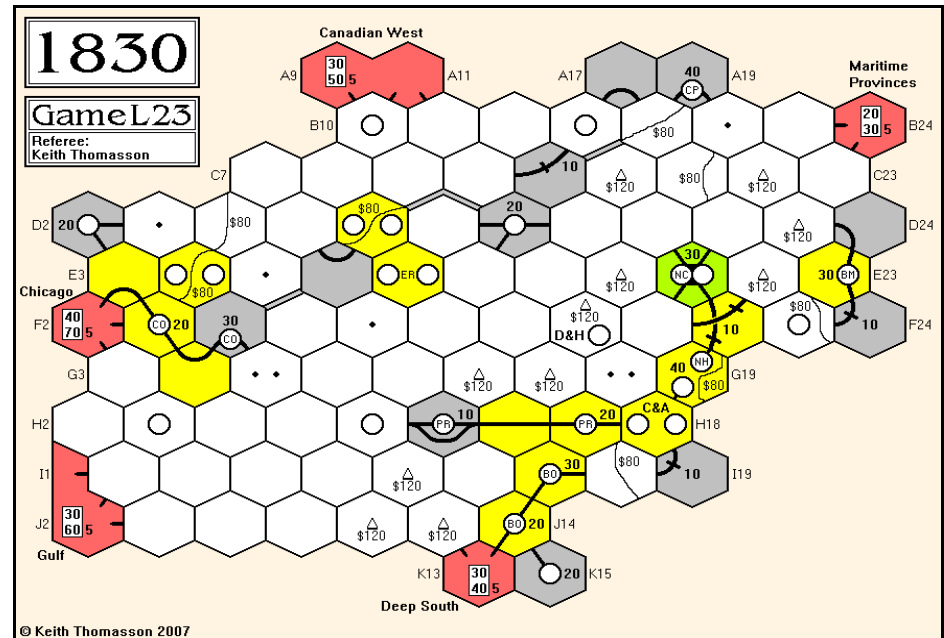
Bank (new)	10P	3	1	10P	4	2	4	3
Price (par)		100	67		71	76	90	71
Bank (pool)	-	-	3	-	-	2	-	4
Price (pool)		82B	68H		71E	69G	90B	68H
Company credit		540	270		710	504	900	10
Tokens	2	1	1	4	3	3	2	2
Trains		3 2 2	2 2			3 2		3 3 2

Bank cash: 8,878 Certificate limit: 13 Trains: 1 x '3' 4 x '4'

Current operating order: NYNH, B&O, Erie, NYC, PRR, C&O

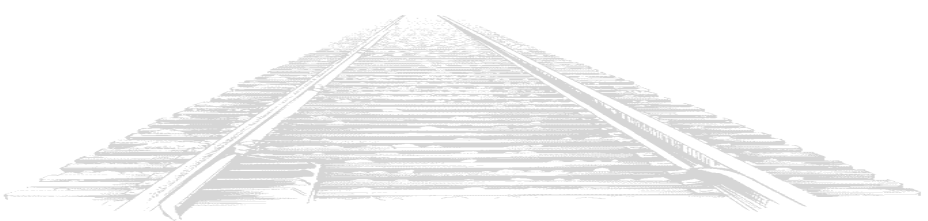
Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
John Shelley	7	204	-150	61	687	23.1	7
Mike Head	42	24	-24	42	469	15.7	5
Richard Lunn	19	80	-74	25	681	22.8	7
Tim Franklin	23	30	0	53	463	15.5	4
Willem Moene	65	255	-313	7	684	22.9	7

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



Orders required for the following rounds By the early deadline

OR4, OR5 Adjudication can pause between rounds if requested





1837-G21

One retained dividend, while
a few trains change owners.

OR12 - OR13

OR12 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	DS 29:G21:4	270	-	Yes	-	500B▲	0	5
Sd	SW 47:H24:3	660	60	Yes	-	210C▲	61	4 3G
Bk	SW 45:G25:3	500	40	Yes	-	185C▲	81	5E 3G
Kk	TR 216:H10:2	260	-	Yes	-	135C▲	1	5
Th	DS 45:J20:4	220	-	Yes	-	124C▲	2	4
Bh	DS 9:K19:3	220	-	Yes	① ②	121A▲	301	4+1 4G
Sb	GH 431:J36:6	220	-	Yes	-	120D▲	332	4
Gt	SW 406:J26:1	240	-	Yes	-	111B▲	0	4+2
Ms	TR 430:E17:1	280	-	Yes	-	99F▲	6	5+2
Cl	SW 430:J26:1	210	-	No	③ ④	67G▼	219	4E 4

- Notes: ① 50 to the bank for terrain costs
② 200 to the Cl for a '4G' train
③ 200 to the bank for a token in H30
④ 1 to the Sd for a '4E' train

OR13 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	DS -	260	-	Yes	-	340B▲	0	5
Sd	SW 63:I15:1	440	60	Yes	-	240C▲	121	4 3G
Bk	SW 8:I13:3	510	40	Yes	①	210C▲	51	5E 3G
Kk	TR 8:E19:4	260	-	Yes	-	148C▲	1	5
Th	DS -	220	-	Yes	-	135C▲	2	4
Bh	DS -	410	60	Yes	②	132A▲	121	4+1 4G
Sb	GH -	220	-	Yes	-	130D▲	354	4
Gt	SW 3:J24:2	240	-	Yes	-	118B▲	0	4+2
Ms	TR -	280	-	Yes	-	106F▲	6	5+2
Cl	SW 19:I25:4	440	-	Yes	-	70G▲	219	4E 4

- Notes: ① 70 to the bank for terrain costs
② 240 to the bank for a token in J28

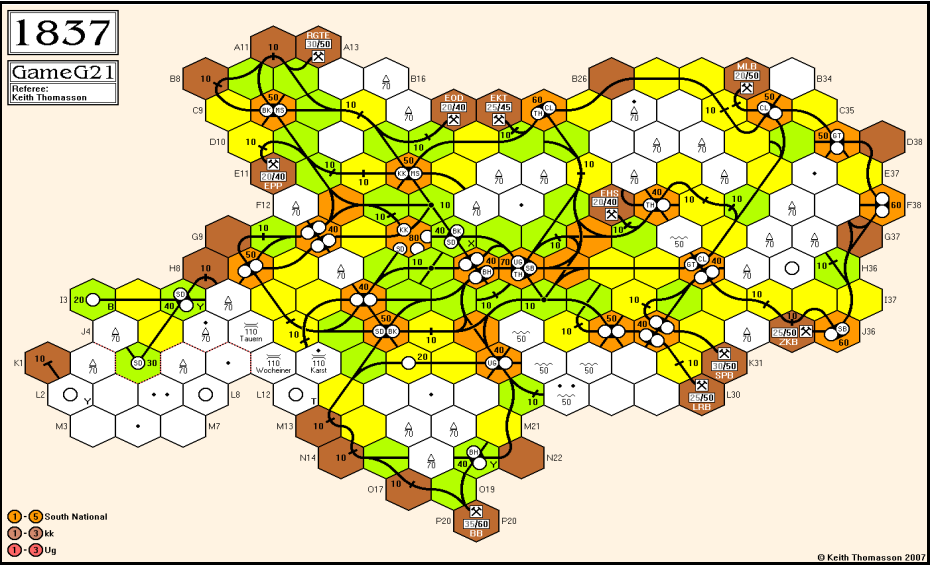
Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Stephen Webb	4	4D	5D	6	1	-	-	5D	2	1
Don Smith	6D	-	-	-	1	-	1	-	6D	5D
Tony Robbins	-	4	3	1	6D	6D	-	1	1	3
Geoff Hardingham	-	2	2	2	2	4	6D	4	1	1

Bank (new)	-	-	-	1	-	-	2	-	-	-
Price (new)	104	104	75	97	120	70	97	142	91	175
Bank (pool)	-	-	-	-	-	-	1	-	-	-
Price (pool)	132A	210C	70G	118B	148C	106F	130D	240C	135C	340B
Company credit	121	51	219	0	1	6	354	121	2	0
Tokens	-	-	-	1	1	1	1	-	-	1
Trains	4+1	5E	4E	4+2	5	5+2	4	4	4	5
	4G	3G	4					3G		

Bank cash: 2,754 Certificate limit: 21 Trains: 1 x '5+3' 1 x '5+4' 2 x '4G'
Current operating order: Ug, Sd, Bk, Kk, Th, Bh, Sb, Gt, Ms, Cl

Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Stephen Webb	846	859	1,048	2,753	7,137	27.0▲	25
Don Smith	704	447	556	1,707	5,287	20.0▼	17
Tony Robbins	1,329	717	828	2,874	6,961	26.3▼	24
Geoff Hardingham	1,790	757	758	3,305	7,036	26.6▼	23

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds								
Yellow	1/2	2/3	3/4	4/7	5/2	7/8	8/17	9/13	55/1	56/1	57/1	58/9	
	69/2	201/3	202/4	401/4	402/3	404/4							
Green	12/2	16/3	17/1	18/1	19/2	20/3	23/8	24/4	25/2	26/4	27/3	28/3	
	29/1	30/1	31/1	87/-	88/1	204/2	205/3	206/2	207/3	208/1	405/4	406/4	
	408/4	410/1	411/1	412/1	413/-	414/1	415/1	416/-	417/1	418/1	419/2	420/2	
	421/2	422/-	423/2	424/-	425/1	426/1	427/1	429/2					
Brown	39/2	40/2	41/4	42/4	43/2	44/3	45/1	46/3	47/2	63/1	70/2	216/2	
	430/1	431/1	432/-	434/2	435/-	436/-							



Tony, Geoff and Stephen may have to sell shares to get within the 21 certificate limit, as no shares are currently in the yellow zone. The Cl is close, though.

Orders required for the following round	By the early deadline
SR9	





1850-R22

The last '4' train
is still in the shop.

OR8 - OR9

Alan, you got income from the UP because you bought a share as your last action in SR6. It had been left off during the intervening operating rounds, which is why it appeared last time without you dealing in the UP during SR7.

OR8	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
NP	SW	8:A6:3	-	250	Yes	-	120D▲	325	4 3
UP	TF	8:J3:5	-	110	Yes	-	120D▲	130	3
CBQ	AH	-	-	160	Yes	①	110B▲	450	3
SOO	AH	57:F13:1	8:G14:1	-	-	②	82B▼	734	4
GN	LQ	-	-	130	Yes	③ ④	82D▲	198	4
CRIP	SW	14:H11:3	-	90	Yes	-	76E▲	68	3
MKT	LQ	58:M4:6	-	210	No	-	64Q▼	407	3 3

- Notes: ① 80 to Alan for the MRBC private
 ② 166 to the CBQ for a '4' train
 ③ 40 to the bank and 40 to the MKT for Mesabi Mining Range rights
 ④ 50 to the bank for Edge token in A2

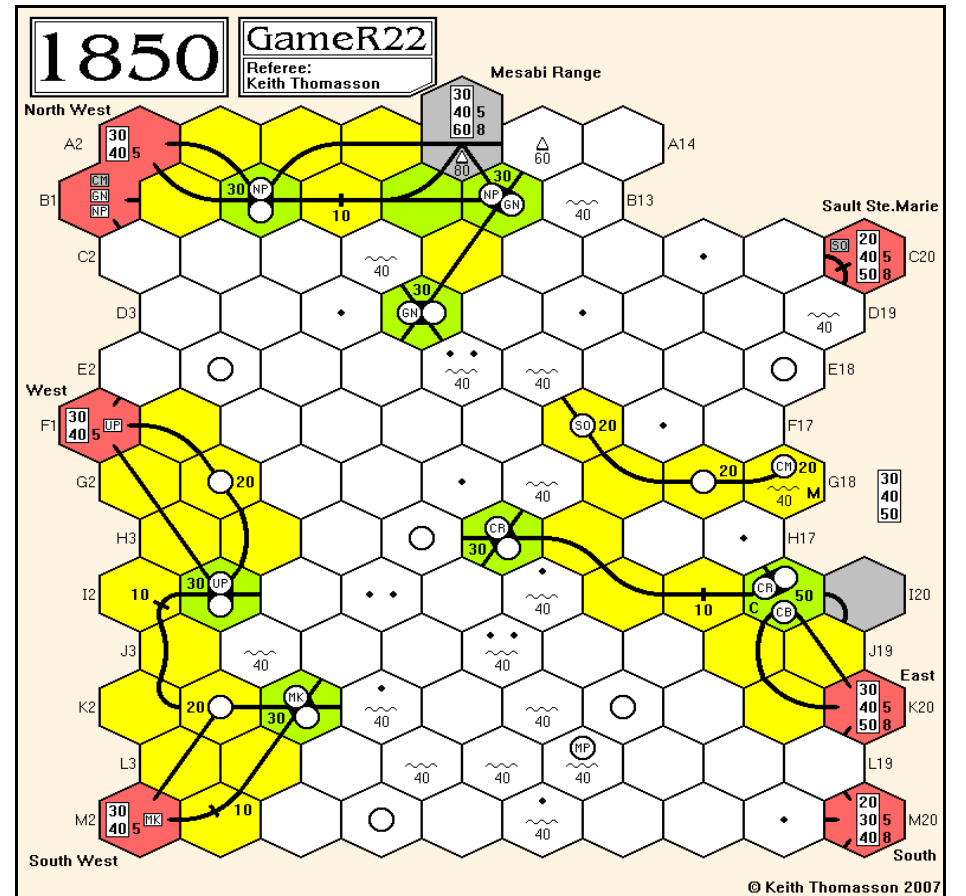
OR9	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
NP	SW	24:B9:6	-	250	Yes	-	140D	395 4 3
UP	TF	7:K2:2	-	110	No	-	110D	250 3
CBQ	AH	-	-	80	Half	-	110B	528 3
GN	LQ	14:D9:2	-	130	Yes	-	90D	237 4
SOO	AH	57:G16:3	-	60	Yes	-	90B	758 4
CRIP	SW	-	-	90	Yes	-	82E	104 3
MKT	LQ	-	-	210	No	-	60G	637 3 3

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Stephen Webb	79	186	174	439	1,719	26.4	10
Alan Harvey	38	206	81	325	1,665	25.6	12
Lyndon Gurr	124	162	117	403	1,823	28.0	14
Tim Franklin	43	129	51	223	1,305	20.0	9

Portfolio	Privates	CBQ	CMSP	CRIP	GN	MKT	MP	NP	SOO	UP
Stephen Webb	-	1	-	5P	-	1	-	5P	-	-
Alan Harvey	-	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)	110B		82E	90D	60G		140D	90B	110D
Company credit	528		104	237	637		395	758	250
Redeemed shares	-		-	-	-		2	-	-
Tokens	3	3+E	2	1	2	3	1	3+E	2
Trains	3		3	4	3 3		4 3	4	3
Bank cash: 7,701	Certificate limit: 14					Trains: 1 x '4', 3 x '5'			
Current operating order:	NP, UP, CBQ, GN, SOO, 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	7/5	8/9	9/13	55/1	56/-	57/2
	58/4	69/1	128/-									
Green	14/1	15/1	16/1	17/1	18/1	19/1	20/1	23/4	24/3	25/1	26/1	27/1
	28/1	29/1	129/-	132/1	141/1	142/1	143/1	144/1				



Orders required for the following round

By the early deadline

SR8



1856-D22

Just one round, which sees
one '6' train purchased.

OR9

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	WM	6:K8:3	-	-	①	90A	300	6
BBG	JS	57:J15:3	-	-	-	90A	1,000	-
THB	MH	124:N11:1	260	No	-	75A	260	5 4
CGR	RL	14:L13:2	650	Yes	-	80D	361	6 5 4
CA	TR	63:D17:1	390	Yes	②	80D	40	5 4

Notes: ① 700 to the bank for a '6' train
② 100 to the bank for a token in F15

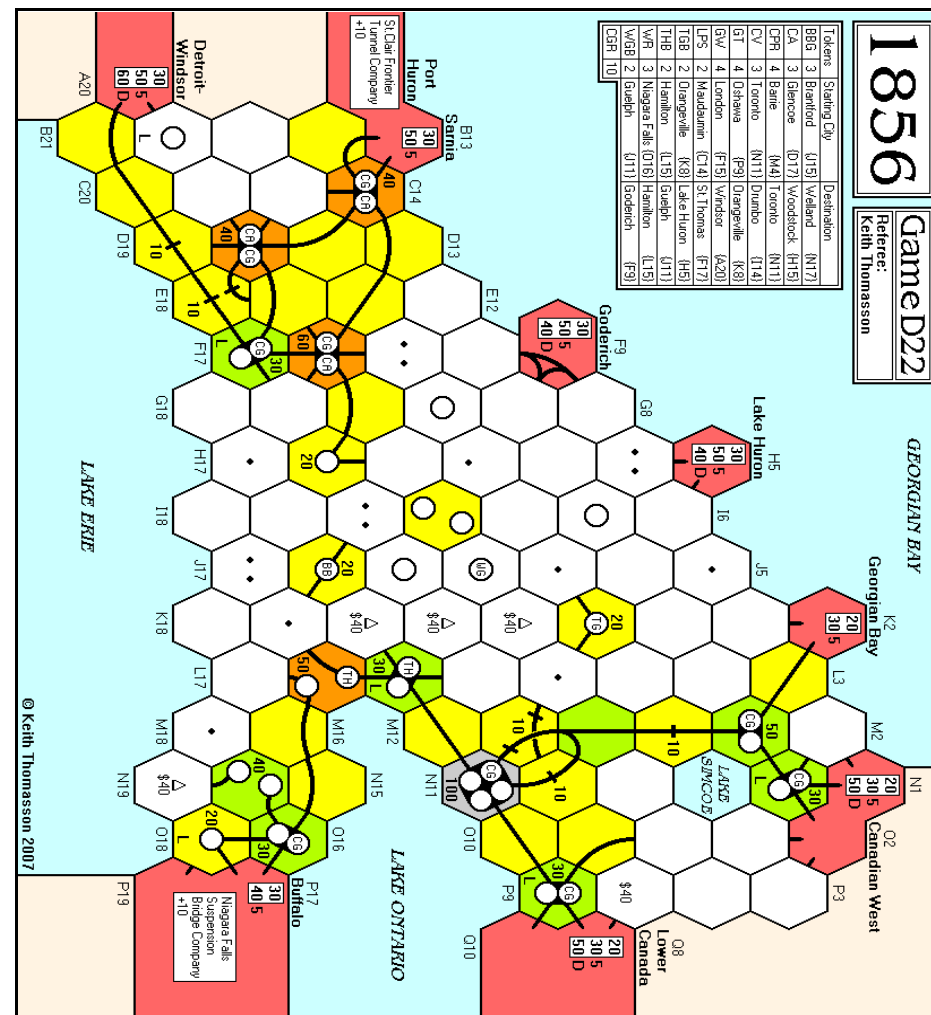
Cash Flow	b/f	OR9	c/f	Value	%	Certs
Richard Lunn	51	202	253	733	17.3	3½
Tony Robbins	4	397	401	1,281	30.2	7½
Willem Moene	4	78	82	782	18.5	7
Mike Head	20	65	85	545	12.9	4
John Shelley	11	104	115	895	21.1	7

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)	90A	80D	90A	75A		80D
Company credit	1,000	40	300	260		361
Tokens	2	-	1	-	2	1
Trains	-	5 4	6	5 4		6 5 4
Bank cash: 9,103	Certificate limit: 10				Trains: 1 x '4', Diesels	
Current operating order:	TGB, BBG, CGR, CA, THB					

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/-	57/3			
	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	63/3	64/1	65/-			
	66/1	67/1	68/1	70/1	122/1	125/3	126/-	127/1							
Grey	123/1	124/-													

John should be pleased that the BBG didn't have a route, because I'd forgotten to list the '4' train that the CGR didn't take. If the BBG had been forced to buy a train, the '4' train would have been the one.



Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1856-M22

The CGR does indeed show itself,
so we pause as promised.

OR10

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	WM	8:116:6	560	Yes	①	125E▲	0	-
TGB	LQ	47:M8:2	220	Yes	② ③ ④	110A▲	0	6 5
THB	WM	6:J15:3	160	Yes	-	100B▲	40	5
CV	TS	57:J13:2	200	Yes	-	75E▲	20	4
CPR	MH	9:M6:1	210	Yes	-	60H▲	84	5

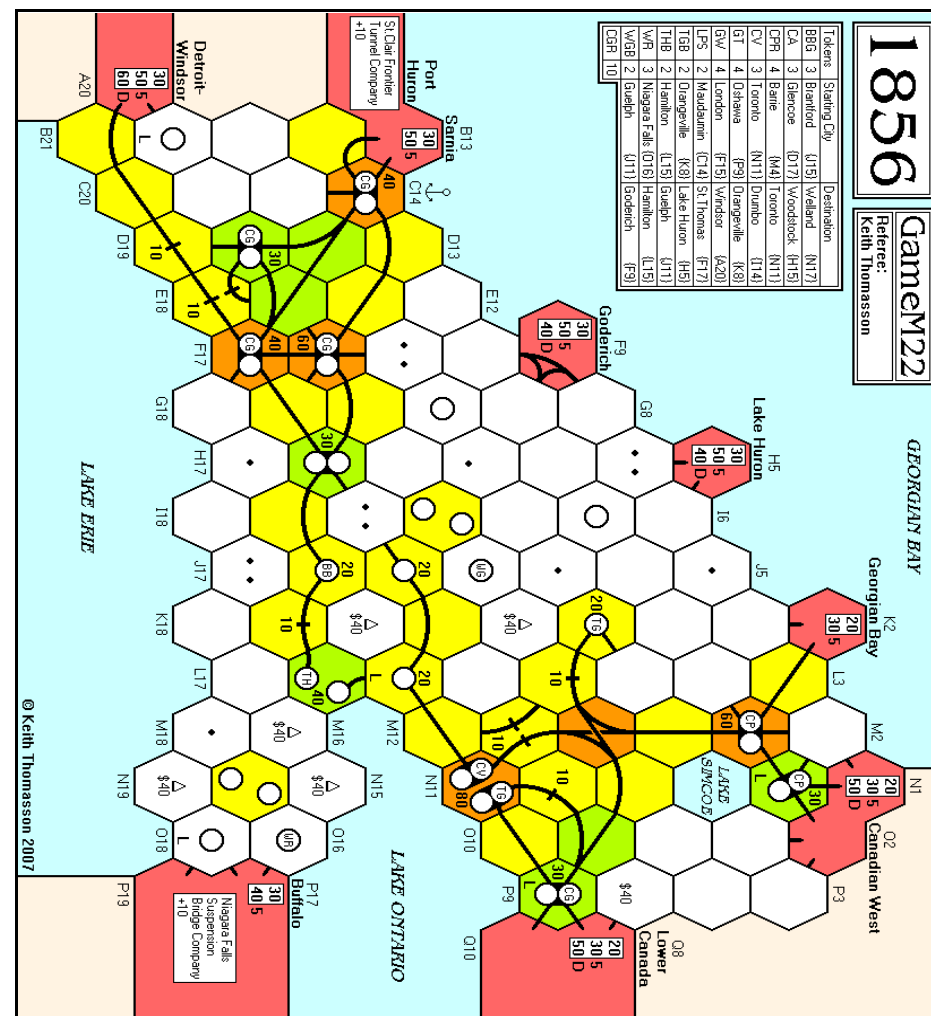
Notes: ① 50 to the bank for Tunnel rights
 ② Government loan secured
 ③ 700 to the bank for a '6' train
 ④ CGR formation - the GT, CA, LPS and GW join the CGR. Lyndon pays 82 for the TGB loan, Mike pays 255 for the CPR loans. The CGR starts at 100 with Rob as its President. He takes the three '4' trains he is offered.

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Mike Head	600	-77	523	1,083	16.3▼	6½
Lyndon Gurr	271	70	341	1,476	22.3▲	8
Tony Sait	355	100	455	1,030	15.5▲	5
Rob Thomasson	752	36	788	1,388	20.9▼	3
Willem Moene	445	312	757	1,657	25.0▲	6½

Portfolio	BBG	CPR	CV	TGB	THB	WGB	WR	CGR
Mike Head	-	6P	-	-	1	-	-	1
Lyndon Gurr	-	-	1	6P	-	-	-	4
⊕ Tony Sait	-	-	5P	-	-	-	-	2
Rob Thomasson	-	-	-	-	-	-	-	6P
Willem Moene	-	-	-	-	6P	-	-	3

Bank (new)	10	-	4	4	3	10	10	-
Price (par)		65	70	100	90			100
Bank (pool)	-	4	-	-	-	-	-	4
Price (pool)		60H	75E	110A	100B			100A
Company credit		84	20	0	40			162
Tokens	3	2	2	-	1	2	3	5
Trains		5	4	6.5	5			4 4 4
Bank cash: 8.830		Certificate limit: 13				Trains: 1 x '6', Diesels		
Current operating order: TGB, THB, CGR, CV, CPR								

Tiles	Tile number/Availability												Three Operating Rounds between Stock Rounds		
Yellow	1/-	2/-	3/3	4/2	5/1	6/-	7/6	8/7	9/6	55/1	56/1	57/3			
	58/-	69/1													
Green	14/2	15/2	16/1	17/1	18/1	19/1	20/1	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	47/1	63/4	64/1	65/1			
	66/1	67/1	68/1	70/1	122/-	125/2	126/-	127/-							
Grey	123/1	124/1													



Orders required for the following round

By the early deadline

SR6



1856-R23

We're into the next phase.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
WR	PC	5:O16:3	-	-	① ②	75C	50	100	2 2
GW	LQ	5:F17:6	-	-	① ③	65E	270	100	2
CA	WM	6:D17:2	-	-	① ③	65E	130	100	2
LPS	RT	57:C14:3	-	-	① ③	60F	185	100	2
GT	DS	57:P9:2	-	-	① ④	60F	25	100	3.2

- Notes: ① Government loan secured
 ② 200 to the bank for two '2' trains
 ③ 100 to the bank for a '2' train
 ④ 325 to the bank for a '2' train and a '3' train

Stock Round 2

Pete	Willem	Lyndon	Rob	Don
✗	+ CA new	- 1 GW {+60F}	✗	✗
		+ GT new		
✗	✗	✗	Priority for SR3	

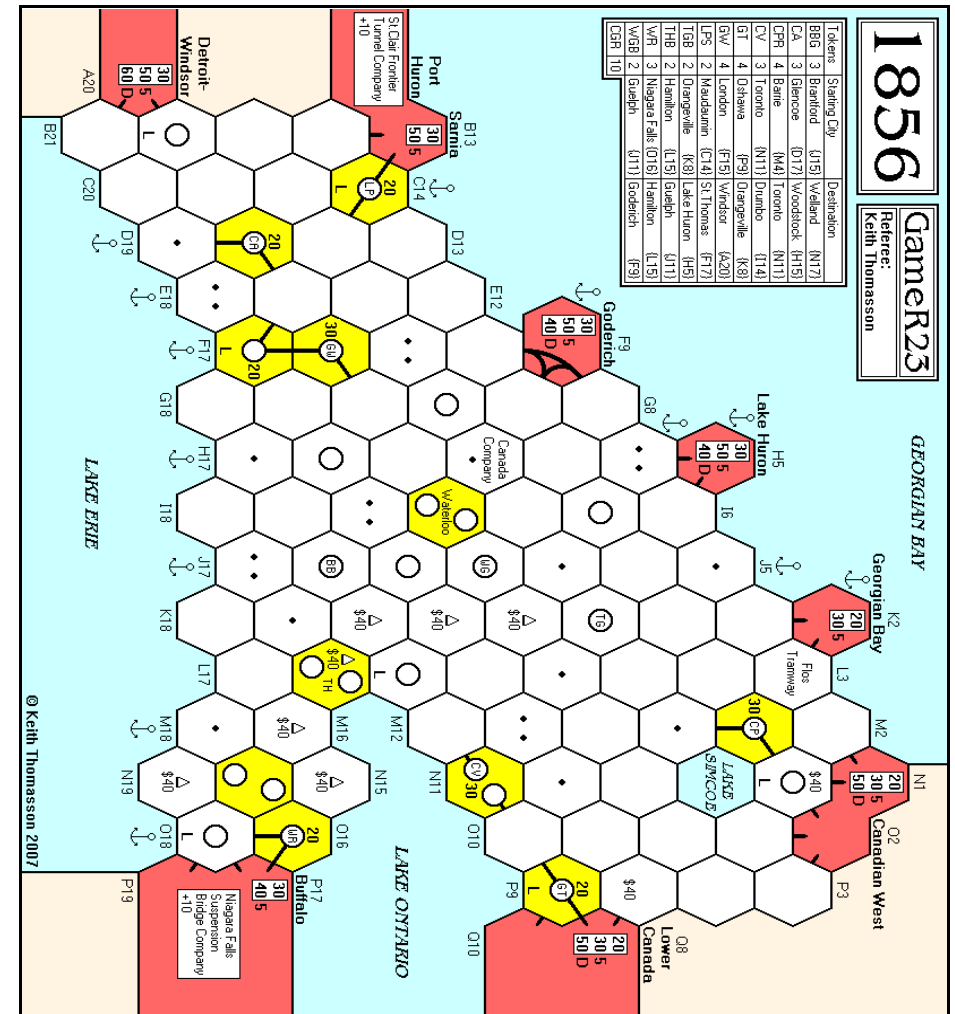
Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Pete Campbell	15	25	0	40	310	21.1	3
Willem Moene	55	20	-70	5	300	20.5	3
Lyndon Gurr	0	5	0	5	265	18.1	4
Rob Thomasson	0	20	0	20	300	20.5	3
Don Smith	0	10	0	10	290	19.8	4

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Pete Campbell	CC, GLSC	-	-	-	-	-	-	-	-	-	-	2P
Willem Moene	SCFTC	-	3P	-	-	-	-	-	-	-	-	-
Lyndon Gurr	FT	-	-	-	-	1	3P	-	-	-	-	-
Rob Thomasson	NFSBC	-	-	-	-	-	-	3P	-	-	-	-
Don Smith	WSR	-	-	-	-	4P	-	-	-	-	-	-

Bank (new)	10	7	10	10	5	6	7	10	10	10	8
Price (par)		70			65	70	65				80
Bank (pool)	-	-	-	-	-	1	-	-	-	-	-
Price (pool)		65E			60F	60F	60F				75C
Company credit		200			90	270	185				50
Tokens	3	2	4	3	3	3	1	2	2	2	2
Trains		2			3.2	2	2				2.2

Bank cash: 11,125 Certificate limit: 13 Trains: 4 x '3', 4 x '4'
 Current operating order: WR, CA, LPS, GT, GW

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



Orders required for the following rounds

By the early deadline

SR2, OR3

Adjudication can pause between rounds if requested



1861-B23

A simple slip leads
to major changes.

MR3 - SR4

My spreadsheet for this game picked up the public company figures from the wrong place, or more accurately, didn't pick them up. Personal income and company credits were all affected.

Much more important was my failure to give the SE the credit for the additional share Geoff bought. This gave it enough to buy the '4' train it wanted.

It wasn't the first '4' to be bought, though, because the GRR ran for 180 rather than 170, which was enough to let it buy the first '4' train. This led to the formation of the Russian State Railway from the SPW, RO, KK and OK minors. The SW was left without a train, but enough credit to buy a '4' train after it took out five loans.

I was able to let everyone know of the changes, so we can move on.

Merger Round 3

No actions

Stock Round 4

Lyndon	Mark	Willem	Geoff	Mike
+ GRR treasury	+ SW treasury	+ SW treasury	+ SW treasury	+ GRR treasury
+ GRR treasury	✗	+ SW treasury	✗	✗
155 on the TR and gets it	✗	+ SW treasury	✗	✗
✗	✗	✗	Priority for SR5	

Cash Flow	b/f	MR3	SR4	c/f	Value	%	Certs
Willem Moene	337	0	-270	67	637	19.2▲	5
Geoff Hardingham	208	0	-90	70	700	21.1▼	4
Mike Hutton	191	0	-165	28	653	19.7▲	4
Lyndon Gurr	557	0	-485	72	662	19.9▼	5
Mark Stretch	527	0	-90	437	667	20.1▲	3

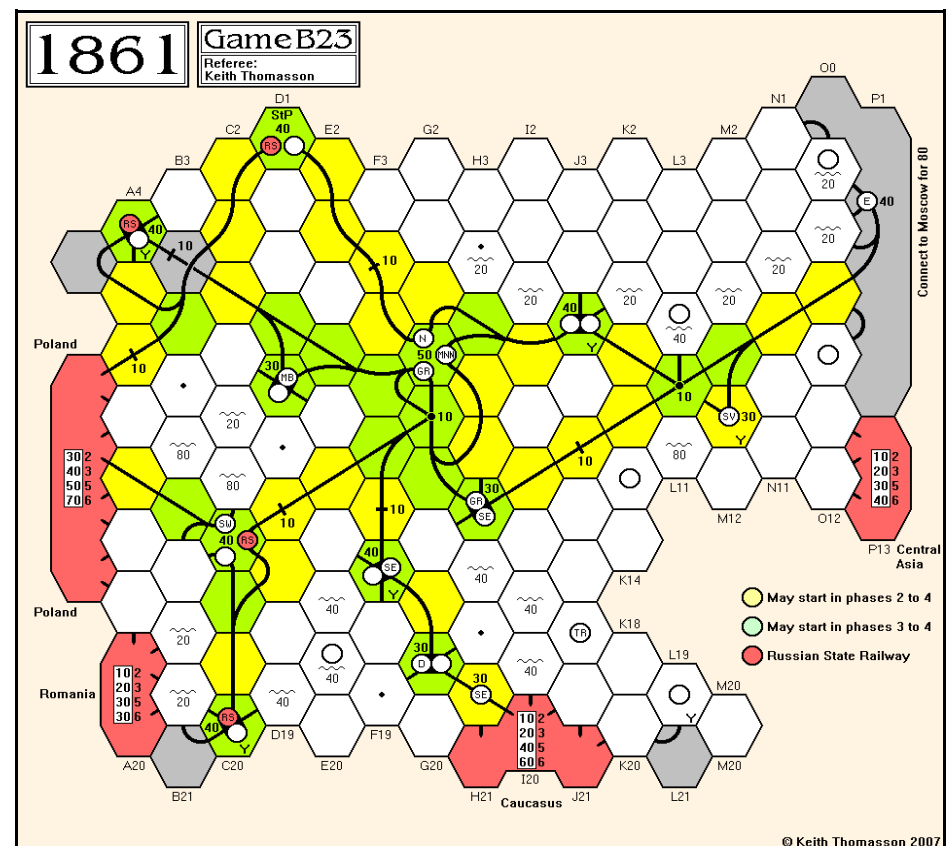
Portfolio	PCs	D	E	MB	MNN	N	SV	TR	GRR	SE	SW	RSR
Willem Moene	-	1	-	-	-	-	-	-	-	-	5P	
Geoff Hardingham	-	-	-	-	-	1	-	-	-	3P	1	
Mike Hutton	MYR	-	-	-	-	-	1	-	3P	-	-	
Lyndon Gurr	-	-	1	-	1	-	-	1	2	-	-	
Mark Stretch	TSR	-	-	1	-	-	-	-	-	-	1	

Treasury	-	-	-	-	-	-	-	5	7	3	
Bank (pool)	-	-	-	-	-	-	-	-	-	-	
Price	120D	120D	110D	70G	90F	70F	70F	165C	150C	90E	
Loans	-	-	-	2	-	2	-	-	-	5	
Credit	80	30	45	0	35	35	155	499	257	475	125
Tokens	-	-	-	-	-	-	-	1	-	2	4
Trains	3	3	3	3	3	3	-	4	3	4	4

Bank cash: 12,715 Certificate limit: 13 Trains: 1 x '4', 4 x '5'...
Current operating order: E, D, MB, N, MNN, SV, TR, GRR, SE, SW, RSR

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



I was so tempted to request orders for OR7, MR4 and OR8, but decided to slow down, be sensible, and just ask for the next operating round.

Orders required for the following round

By the early deadline

OR7



1870-O20

One MKT share gets
left in the bank.

SR9

Stock Round 9

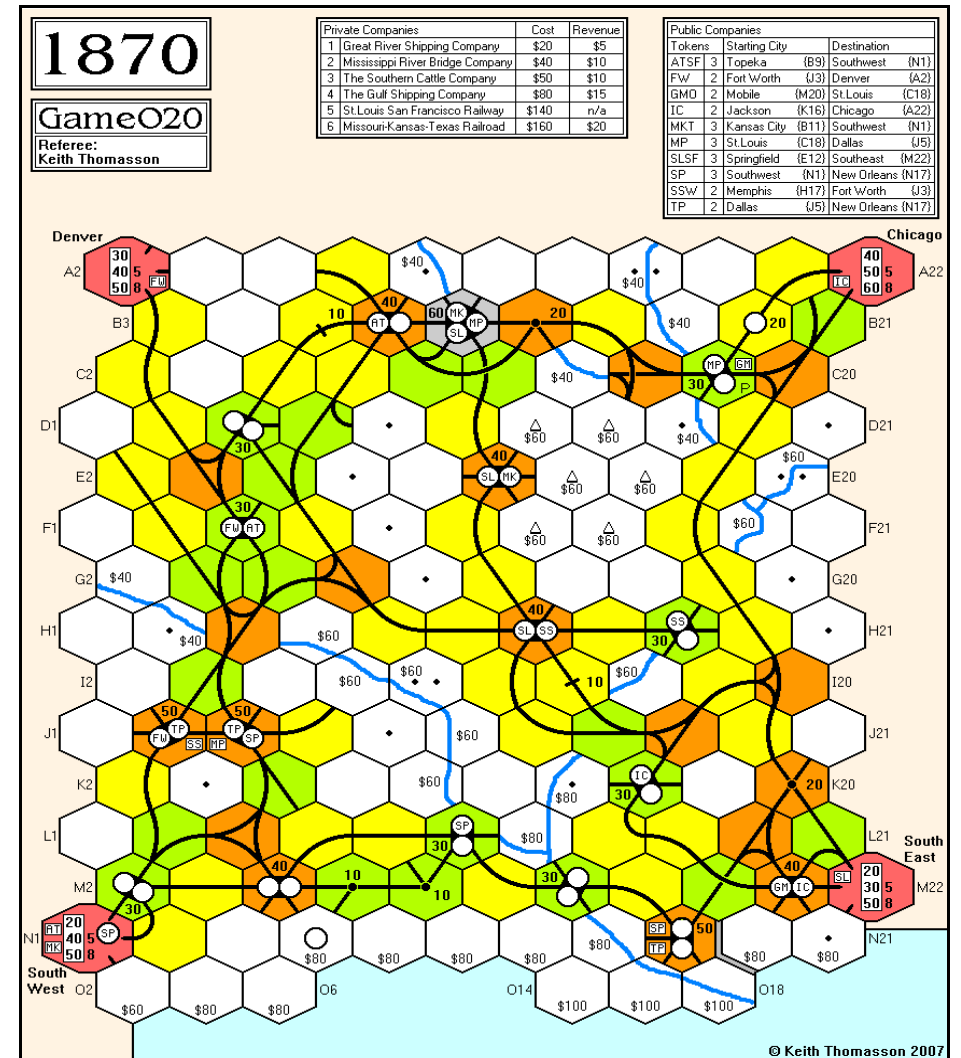
Roger	Simon	Don	Stephen	Willem
✕	+ MP new	+ SLSF pool	- 1 MKT {↔} + ATSF new	+ GMO pool
✕	- 1 MKT {↔} + SLSF pool	✕	✕	+ MKT pool
✕	✕	✕	✕	+ MKT pool
✕	✕	✕	✕	✕
Priority for SR10				

Cash Flow	b/f	SR9	c/f	Value	%	Certs
Simon Cutforth	1,723	-170	1,553	5,278	19.9	15/16
Don Smith	1,370	-250	1,120	3,685	13.9	13
Stephen Webb	3,170	98	3,268	6,950	26.1	16/18
Willem Moene	1,582	-585	997	4,596	17.3	13/18
Roger Krueger	3,165	0	3,165	6,049	22.8	17/18

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

Bank (new)	-	-	-	-	-	-	-	-	-	-
Price (par)	82	90	82	90	76	100	100	72	90	100
Bank (pool)	-	-	-	-	1	-	-	-	-	-
Price (pool)	110D	64B	250B	250B	180C	140C	275C	300C	140B	68B
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	10	6
Bank cash: 1,096	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											



Orders required for the following rounds

By the early deadline

OR18, OR19, OR20



1870-K23

No dividends are being retained.

OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SLSF	LG	15:B11:4	-	140	Yes ① ②	110A	404	3 3 2 2
MP	LR	15:C18:1	-	180	Yes ②	100B	280	3 2 2 2
MKT	DS	15:B9:3	-	110	Yes	82D	528	2 2

Notes: ① 40 to the bank for a token in B11
② 180 to the bank for a '3' train

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SLSF	LG	7:C10:1	-	210	Yes	120A	488	3 3 2 2
MP	LR	9:D19:1	1:E20:2	220	Yes ①	110B	230	3 2 2 2
MKT	DS	14:E12:2	-	120	Yes ②	90D	488	2 2

Notes: ① 60 to the bank in terrain costs
② 40 to the bank for a token in H13

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
John Shelley	8	85	99	192	792	19.2	7
Lionel Robbins	58	101	122	281	921	22.3	5
Lyndon Gurr	8	96	129	233	923	22.3	5
Don Smith	70	65	70	205	705	17.0	5
Willem Moene	22	77	96	195	795	19.2	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)					90D	110B	120A			
Company credit					488	230	488			
Redeemed shares					-	-	-			
Tokens	3	2	2	2	1	1	1	3	2	2
Trains					2 2	3 2 2 2	3 3 2 2			
Bank cash: 9,688					Certificate limit: 13			Trains: 3 x '3', 5 x '4'		
Current operating order:					SLSF, MP, MKT					

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds	
Yellow	1/-	2/1	3/3	4/6	5/2	6/2	7/8	8/16	9/21	55/1	56/1	57/3		
	58/4	69/1												
Green	14/3	15/1	16/2	17/2	18/2	19/2	20/2	23/4	24/4	25/3	26/2	27/2		
	28/2	29/2	141/2	142/2	143/1	144/1								

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

Orders required for the following round

By the early deadline

SR4



1899-Z21

The bank has no shares to sell.

OR14 - SR8

OR14	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
NRC	JS	7:B21:5	180	Yes	45	①	240B▲	563	5
Tt	DS	16:B19:3	270	No	50	-	155C▼	1,102	-
FsR	AH	-	220	Yes	65	-	185C▲	255	5
XzS	LQ	24:H9:6	420	Yes	60	-	155C▲	120	D 5
1st	DS	-	330	Yes	65	②	142B▲	225	6 6
Sjz	AH	43:B19:3	460	Yes	70	③	126A▲	204	D
B&M	LQ	-	340	Yes	65	-	75F▲	290	D
CSb	LQ	-	170	Yes	80	-	30J▲	160	D

- Notes: ① 120 to the bank for terrain costs
 ② 350 to the Tt for a '6' train
 ③ 100 to the bank for a token in C20

Stock Round 8

Don	Alan	Lyndon	John
+ Sjz new	+ 1st new	+ 1st new	+ 1st new
✗	✗	✗	✗
Priority for SR9			

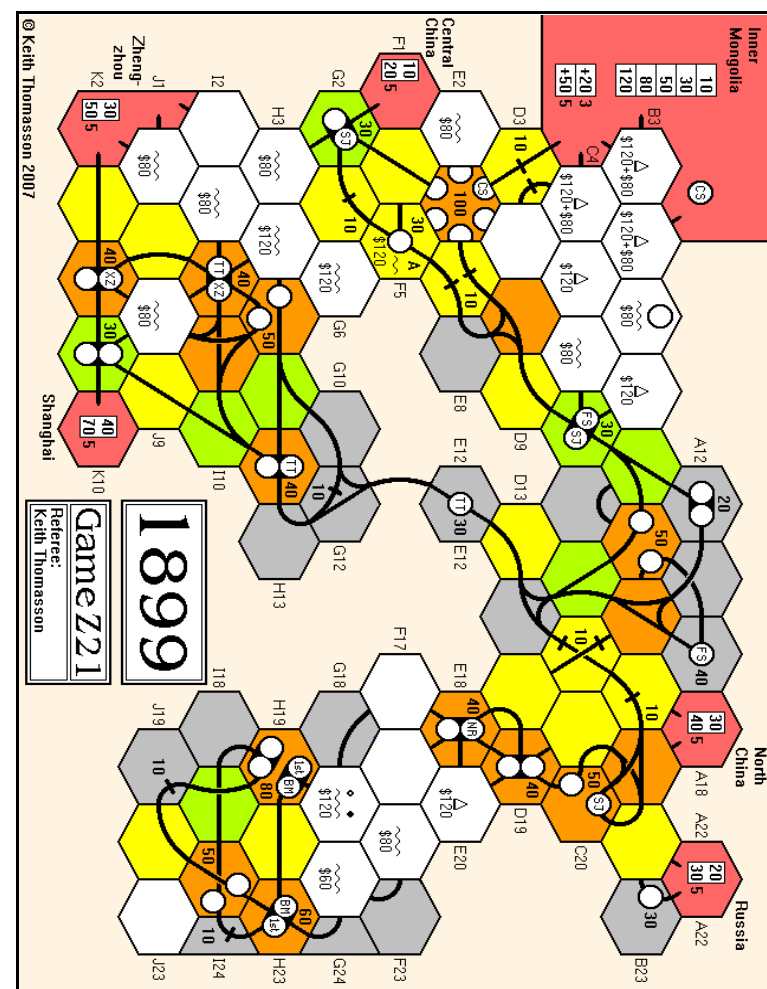
Cash Flow	b/f	OR14	SR8	c/f	Value	%	Certs
Alan Harvey	891	587	-100	1,378	4,298	26.6▲	16/18
Lyndon Gurr	696	640	-100	1,236	3,854	23.9▲	16/21
John Shelley	721	386	-100	1,007	4,130	25.6▼	16/18
Don Smith	1,184	362	-100	1,446	3,865	23.9▼	15

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

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	100	67	67	90	100	100	82	100
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	160A	82E	40I	220B	275A	126A	180B	180B
Company credit	225	290	160	255	563	204	1,102	120
Tokens	1	1	1	-	3	1	1	1
Trains	6.6	D	D	5	5	D	-	D.5
Bank cash: 9,014		Certificate limit: 16					Trains: Diesels	
Current operating order		NRC, FsR, Tt, XzS, 1st, Sjz, B&M, CSb						

Please note, G20 is not a hex that will take a double small station tile. It is a special hex that takes a single small station first, and may then be upgraded to tiles 981 or 991 if the original lay was a 4 or a 58.

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds								
Yellow	1/-	2/1	3/2	4/3	7/3	8/8	9/8	55/-	56/1	57/5	58/1	69/1	
Green	14/3	15/1	16/1	18/1	19/-	20/1	23/-	24/2	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	43/1	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
OR15, OR16	Adjudication can pause between rounds if requested



18EU-G23

All of the '4' trains are bought in this single round.

OR5

The RA and Mark have 10 more credit as minor #9 ran for 20 more in OR4. This makes Mark's move into the RA and the IS seem more sensible, as he can afford a '4' train for the RA with minimal input from himself.

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
2	PB	-	100	Half	-		104	3
8	LR	-	70	Half	①		0	-
10	SW	-	130	Half	-		65	3
DR	DS	82:G8:4	280	No	-	90D▼	547	3
BN	SW	579:D3:1	150	Yes	②	110C▲	255	4 P
RA	MF	581:K14:1	-	-	③	90C▼	0	4
FN	LR	58:F11:3	250	Yes	④	100D▲	443	3 3 P
GS	PB	-	-	-	⑤	75D▼	0	4
IS	MF	577:H19:2	-	-	⑥	70E▼	58	4

Notes:

- ① 114 to the FN for a '2' train
- ② 400 to the bank for a '4' train and a Pullman
- ③ 300 to the bank for a '4' train, partly funded by 3 from Mark
- ④ 100 to the bank for a Pullman
- ⑤ 300 to the bank for a '4' train, partly funded by 31 from Peter
- ⑥ 300 to the bank for a '4' train

Cash Flow	b/f	OR5	c/f	Value	%	Certs
Peter Berlin	27	19	46	421	10.5▼	5
Lionel Robbins	35	215	250	1,070	26.7▲	8
Mark Frueh	15	-3	12	812	20.3▼	8
Don Smith	26	50	76	726	18.1▼	6
Stephen Webb	74	165	239	979	24.4▲	7

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

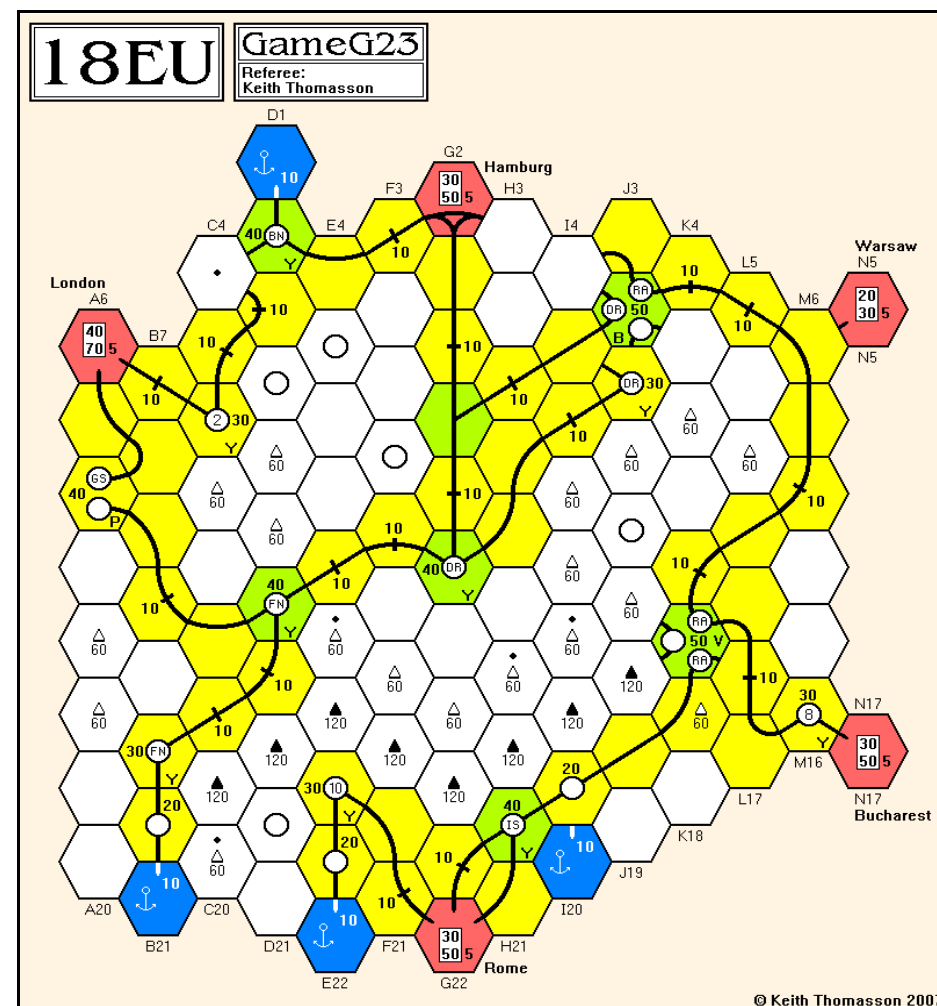
Bank (new)	-	-	-	-	-	-	10	10
Bank (pool)	-	-	-	-	-	-		
Treasury shares	3	4	1	5	5	5		
Price	110C	90D	100D	75D	70E	90C		
Company credit	255	547	443	0	58	0		
Tokens	4	2	3	4	4	2		
Trains	4P	3	33P	4	4	4		

Bank cash: 9,905	Certificate limit: 13	Trains: 3 x '5', 2 x '6'...
------------------	-----------------------	-----------------------------

Also Pullman x 3

Current operating order: Minors in numerical order, BN, FN, DR, RA, GS, IS

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



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Orders required for the following rounds

By the early deadline

OR6, SR3

Adjudication can pause between rounds if requested



18KAAS-P23

No new trains, but the
B&O comes out to play.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	LG	57:H14:3	60	Yes	-	67F▲	590	2
B&M	TS	7:I11:5	60	Yes	-	67F▲	390	2 2
PRR	WM	8:J12:2	-	-	①	58F▼	470	2

Notes: ① 80 to the bank for terrain costs

Stock Round 3

Lyndon	Tony	Willem	Alan
+ B&M new	✗	+ B&M new	- 1 PRR (▼54G) - 1 B&M (▼67G) - 1 NYNH (▼67G) + B&O new
✗	✗	✗	+ B&O new
✗	- 1 B&M (▼67H) + NYNH pool	✗	+ B&O new
✗	✗	✗	+ B&O new (floated)
✗	✗	✗	✗
Priority for SR4			

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Alan Harvey	170	42	-208	4	824	29.9▼	6
Lyndon Gurr	2	72	-67	7	693	25.1▲	9
Tony Sait	11	57	0	68	661	24.0▲	7/8
Willem Moene	45	30	-67	8	579	21.0▼	3/8

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Alan Harvey	B&O	-	6P	-	-	-	-	-	-
Lyndon Gurr	C&StL, M&H	2	-	-	-	-	-	6P	-
Tony Sait	D&H	5P	-	-	-	-	-	2	1
Willem Moene	SVR, C&A	1	-	-	-	-	-	-	6P

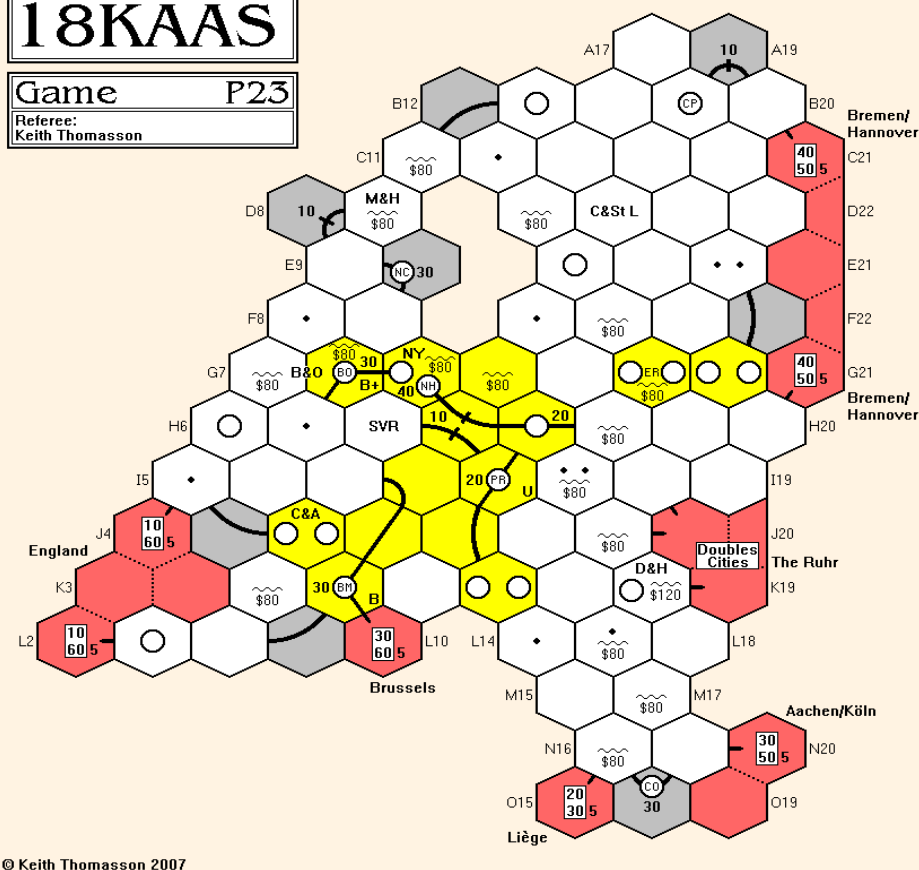
Bank (new)	-	4	10	10	10	10	2	2
Price (par)	67	100					67	71
Bank (pool)	2	-	-	-	-	-	-	1
Price (pool)	67H	100A					67G	54G
Company credit	390	1,000					590	470
Tokens	1	3	3	4	3	4	1	3
Trains	2 2	-					2	2
Bank cash: 9,463	Certificate limit: 16						Trains: 2 x '2', 5 x '3'	
Current operating order:	B&O, NYNH, B&M, PRR							

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

18KAAS

Game P23

Referee:
Keith Thomasson



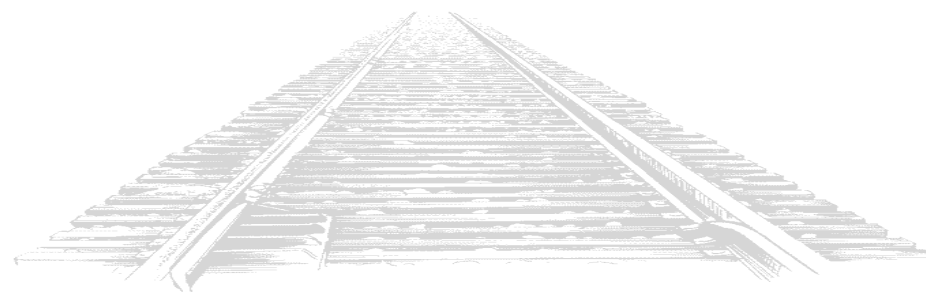
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Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested





6 NIMMT! 13

Bob hung on at one point until the last card of hand four was played.

ROUND 4

Hand 1 (1-104) Hand 2 (1-104)

58			97
43		67	83
42	48	64	81
41	38	63	79
40	37	60	78
1/7	2/3	3/6	4/5

	98		
	96		
	93		
68	70	99	56
1/1	2/6	3/5	4/1

Colin (5) takes row 2 for 2 pts, Mark (6), Bob (7), Kevin (13), Michael (35), Jim (37) takes row 2 for 7 pts, John (38), Don (48).

Mark (3) takes row 4 for 4 pts, Colin (5), Kevin (14), Bob (31), John (55), Jim (56) takes row 4 for 12 pts, Michael (62), Don (68) takes row 1 for 9 pts.

Hand 3 (1-84) Hand 4 (1-84)

31	60	81	
26	46	80	
23	44	79	
11	41	77	56
4	40	73	53
1/9	2/13	3/11	4/2

	60	77	
	41	75	
14	37	73	
12	35	39	
5	34	36	54
1/3	2/8	3/10	4/1

Jim (4) takes row 1 for 1 pt, Kevin (11), Michael (23), Bob (26), Mark (31), Colin (51), Don (53) takes row 4 for 5 pts, John (56).

John (5) takes row 1 for 1 pt, Kevin (12), Jim (14), Mark (18), Michael (22), Don (23), Colin (50), Bob (54) takes row 4 for 11 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Mark Stretch	3	4	0	0	7
Michael Graystone	0	7	0	0	7
Bob Coull	0	0	1	11	12
Colin Sharpe	2	0	11	0	13
John Colledge	10	2	0	6	18
Kevin Lee	1	15	0	12	28
Don Shailer	6	9	14	0	29
Jim Reader	7	13	2	11	33

Orders required
Round five - cards for each hand



ACQUIRE 47

Continental swallows up two more chains.

ROUND 12

John 5-E Forms Festival, one free share. Buys 1 Festival @ £400, 2 Continental @ £900.

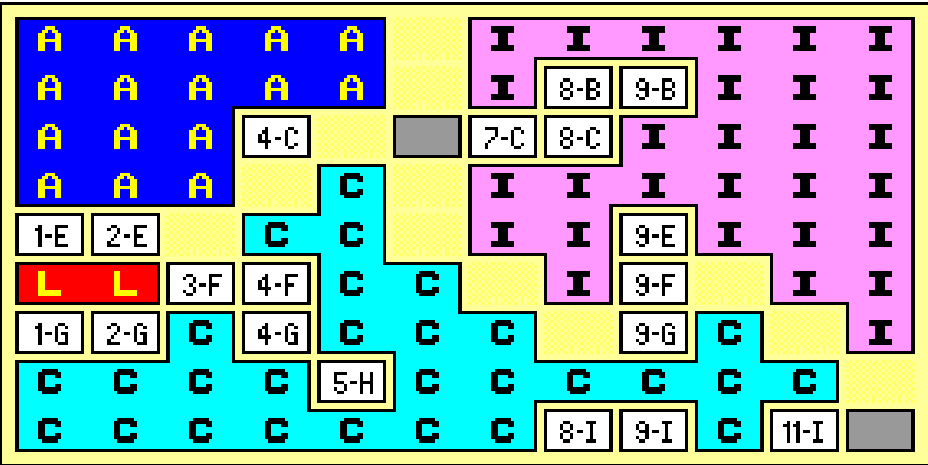
Colin 1-F Forms Luxor, one free share. Buys 3 Luxor @ £200.

Simon 10-C Buys 3 Tower @ £500.

Willem 5-F Continental takes over Festival, bonus for John (£6,000), John sells 2 for £800. {Dead tiles: 3-E 4-D 5-C 6-D} Buys 3 Tower @ £500.

Michael 11-F Buys 3 Luxor @ £200.

John 8-H Continental takes over Tower, bonuses for Willem (£5,000) and Michael (£2,500), Simon sells 3 for £1,500, Willem sells 13 for £6,500, Michael sells 6 for £3,000. {Dead tiles: 10-F 11-G 12-H} No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	-	9	-	3	-	5	£20,600	£40,400
John Colledge	-	-	3	-	-	12	5	£9,000	£38,400
Colin Sharpe	4	-	4	-	-	-	7	£200	£18,200
Simon Brooks	-	-	-	-	-	3	8	£3,000	£24,000
Willem Moene	-	-	9	-	4	10	-	£11,800	£40,000
Bank Stock	18	25	-	25	18	-	-		
Chain Size	2	-	16	-	-	28	29		
Chain Value	200	-	800	-	-	1000	1000		

Two new chains in round 12 - not what you normally see happening.

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

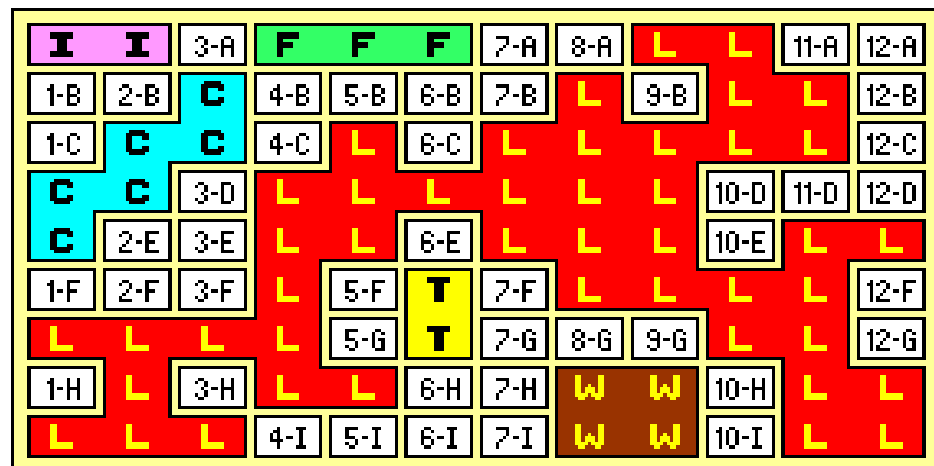


ACQUIRE 48 {SP}

Just two player turns
before the end arrives.

ROUND 10

John 1-D [Uses 'Trade 2' Power] Trades 6 Tower for 3 Continental. Buys 3 Continental @ £800.
Colin 4-F Luxor takes over American, bonuses for Colin (£7,000) and Richard (£3,500), Colin sells 12 for £8,400, Richard sells 8 for £5,600, Michael sells 1 for £700. [Uses 'Trade 2' Power] Trades 4 Luxor and 2 Imperial for 3 Continental. Buys 3 Continental @ £800.
Declares the game over as Luxor has over 40 tiles.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	8	-	3	13	4	4	£18,100	£41,200
Michael Graystone	7	-	-	7	10	-	-	£700	£25,000
John Colledge	5	4	-	9	-	11	1	£700	£32,300
Colin Sharpe	9	-	-	-	-	6	7	£16,000	£50,600
Bank Stock	4	13	25	6	2	4	13		
Chain Size	45	2	-	3	4	6	2		
Chain Value	1000	200	-	400	500	800	400		

Powers used: Richard: B5/T5/P4 Michael: 3F/T5/P4 John: B5/T2/T5 Colin: B5/T2/T5

A clear win for Colin, with two majorities and one secondary holding to his name.

1st	Colin Sharpe	£50,600
2nd	Richard Lunn	£41,200
3rd	John Colledge	£32,300
4th	Michael Graystone	£25,000

We'll round up next month, so please let me have any comments.

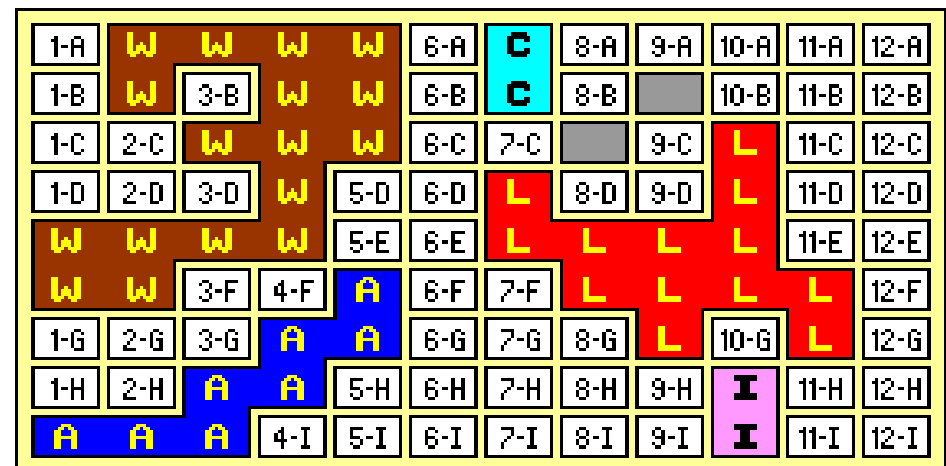


ACQUIRE 49

American swallows Tower
and leaves five active chains.

ROUND 8

Lyndon 3-I Buys 1 Continental @ £400, 1 Imperial @ £400.
Tony 2-F Buys 1 Tower @ £300, 2 Imperial @ £400.
Kevin 9-F Buys 3 Continental @ £400.
Colin 4-H No purchases.
Lyndon 3-H American takes over Tower, bonuses for Lyndon (£3,000) and Tony (£1,500), Lyndon swaps 12 for 6, retains 1, Tony sells 1 for £300. Buys 3 Imperial @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Tony Wilcock	9	-	-	-	-	-	5	£5,700	£21,300
Kevin Lee	9	-	10	-	2	3	1	£3,000	£37,800
Colin Sharpe	7	-	7	-	5	-	-	-	£25,300
Lyndon Gurr	-	1	6	2	-	7	11	£2,100	£21,500
Bank Stock	-	24	2	23	18	15	8		
Chain Size	13	-	8	-	17	2	2		
Chain Value	700	-	700	-	800	400	400		

Playing sequence

Tony, Kevin, Colin, Lyndon, Tony again





ACQUIRE 50

Three chains start the ball.

ROUND 1

Willem	12-C	No purchases.
Michael	2-F	Forms Festival, one free share. Buys 3 Festival @ £300.
Pete	11-E	Forms Luxor, one free share. Buys 3 Luxor @ £200.
John	3-B	Forms Worldwide, one free share. Buys 3 Worldwide @ £300.
Lyndon	1-H	Buys 3 Luxor @ £200.
Willem	3-I	Buys 3 Luxor @ £200.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	3	-	-	-	-	-	-	£5,400	£6,500
Michael Graystone	-	-	-	4	-	-	-	£5,100	£10,800
Pete Campbell	4	-	-	-	-	-	-	£5,400	£8,200
John Marsden	-	-	-	-	4	-	-	£5,100	£10,800
Lyndon Gurr	3	-	-	-	-	-	-	£5,400	£6,500
Bank Stock	15	25	25	21	21	25	25		
Chain Size	2	-	-	2	2	-	-		
Chain Value	200	-	-	300	300	-	-		

Playing sequence

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



BREAKING AWAY 17

Just a few gaps in the line of riders.

ROUND 9

Pos	Riders	New
74	Discovery	3
73	DiNozzo	4
72	-	
71	Gibbs	3
70	Florian Abby	4
69	-	
68	Ralf	3
67	-	
66	Victory	3
65	Harmony	4
64	Wolfgang	5
63	Deadly	6
62	Melody	7
61	Mister Sellars Rhapsody	8
60	Orlando Gardner Mayflower The Other Symphony Boggly	10
59	-	
58	Terry	3
57	Fran	4
56	Endeavour	5

Kevin Lee (15)		Ships Ahoy:			
A	Mayflower (5)	6	7	7	10
B	Endeavour (10)	3	5	12	
C	Victory	3	6	14	
D	Discovery	3	3	13	
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	6	10	
Jim Reader (6)		Otherland:			
A	Orlando Gardner (2)	10	12	14	
B	Xabbu				Dropped:
C	Mister Sellars	3	8	15	
D	The Other (4)	4	10	12	
Joakim Spångberg (1)		Kling Klang Radfahrers:			
A	Ralf	3	8	14	15
B	Florian	4	6	7	
C	Wolfgang (1)	3	5	15	
D	Karl				Dropped:
Allan Stagg (9)		Destiny's Angels:			
A	Harmony (6)	4	5	5	7
B	Melody	3	3	7	
C	Rhapsody	6	8	15	
D	Symphony (3)	7	7	10	
Roger Trethewey		NCIS:			
A	Gibbs	3	6	9	
B	DiNozzo	3	4	5	
C	Abby	2	3	4	
D	McGee				Dropped:



The back three will have to hope that their high cards are good enough to catch up with the rest, or they'll be in line for the drop.

Meanwhile, the second sprint line draws closer. It won't see many past it next time, but after that...

Orders required

Cards for round ten





AGE OF STEAM 1

The balance of round 8 brings us to a close.

ROUND 8

Build track

Sharon	Red	8:G7:1	9:G5:1	7:G3:3	115:H4:6	Cost: 8
Marcus	Purple	8:A5:1	8:A3:2	9:9:B2:2		Cost: 6
Mike	Green	New G (Milwaukee)	8:G11:1	8:G9:2		Cost: 4
Michael	Blue	9:F16:3	7:F15:2	115:F14:5		Cost: 7

Move goods

Michael	Blue - Detroit to Cincinnati (4)	Blue - Toronto to Cincinnati (4)
Sharon	Yellow - Des Moines to Michigan (5)	Grey - Des Moines to Toledo (5)
Marcus	Yellow - Evansville to Wheeling (4)	Yellow - Wheeling to Indianapolis (4)
Mike	Yellow - Chicago to Michigan (5)	Yellow - Minneapolis - Michigan (5)

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

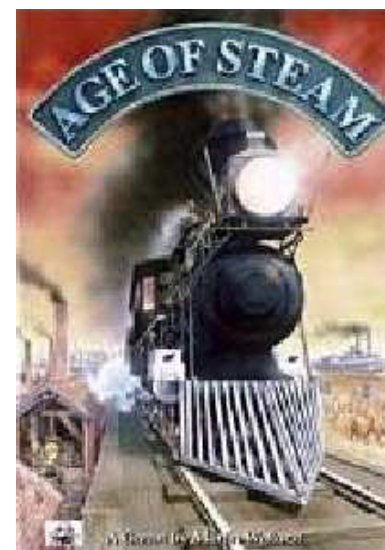
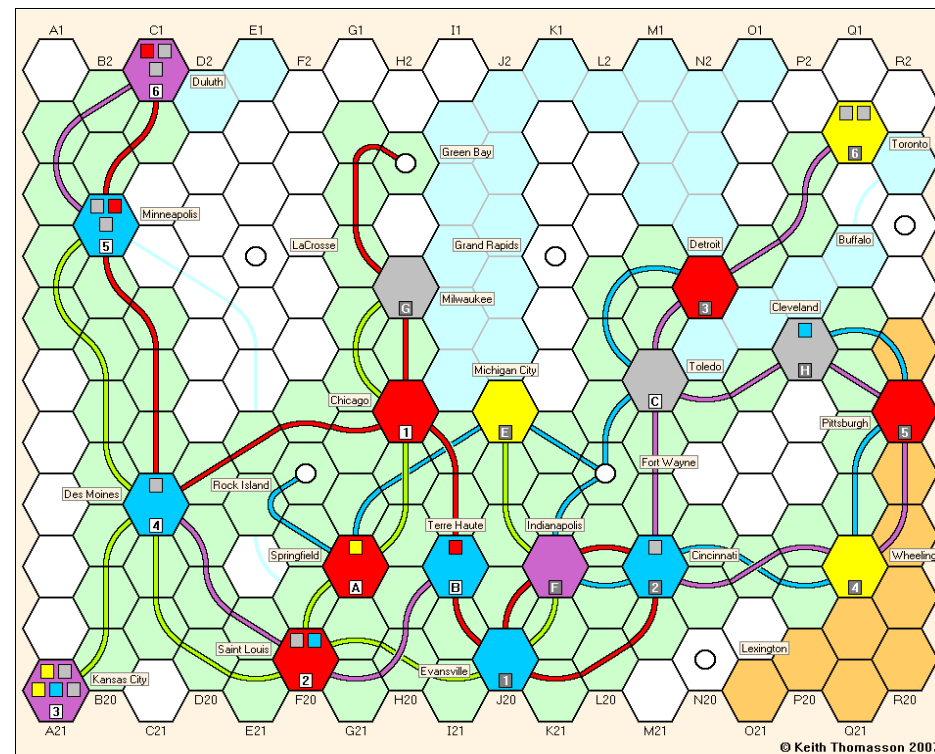
	Engine	Cash b/f	Builds	Income	Exp	Shares	Cash c/f	VPs
Mike Hutton	5	7	-4	+11=32 -6=26	-18	13	17	62
Sharon Khan	6	10	-8	+12=42 -8=34	-16	10	28	95
Michael Longdin	6	19	-7	+8=37 -6=31	-21	15	28	71
Marcus Pratt	5	14	-6	+10=37 -6=31	-14	9	31	89

Right at the last I realised it was easier to put the income reduction in the table rather than in separate notes, and takes up very little extra room.

For what it's worth, everyone had 23 points from track, so that had no bearing on the result. It came down to the balance of income against shares, and Sharon had the best of that deal with a difference of 24. Marcus was just behind with 22, making a final difference of 6 points.

1st	Sharon Khan	95
2nd	Marcus Pratt	89
3rd	Michael Longdin	71
4th	Mike Hutton	62

Congratulations to Sharon and thanks to everyone for staying with me through this. I kick myself for thinking of splitting the round after role selection and then not sticking to that idea from the start. I think it settled down into the right rhythm, however. We'll have the usual round up next month, so you can tell me whether you agree with that or not.





Bus Boss 300-KYR

We start with two solo runs for SMART.

ROUND 12

Kyrzygia

Round 12 Runs

			BRK	SMART	GRUB	HILLS	RR	
45	J♠ Chatyr-Tash 3♥ Khaydarkan	① SMART 30 X HILLS		+9		-9		21 9
46	5♦ Kazakhstan 4♣ Kyzyl-Suu	① SMART 30						30
47	9♥ Gul'Cha 3♣ Leninpol	① GRUBBY 15 ① HILLS 15			-3	+3		18 12
48	7♦ Kermin 6♣ Kara-Kul	① HILLS 20 ② GRUBBY 10			+7	-7		27 3
49	6♣ Enilchek 2♦ Tunuk	① RR 15 ① SMART 15						15 15
50	K♠ China 5♣ Toktogul	① HILLS 20 ② GRUBBY 10 X SMART X RR		-9			-4	11 6 9 4
51	5♥ Sary Tash J♣ Dzhalal-Abad	① GRUBBY 16 ② HILLS 9 ③ RR 5 X BROOKS	-4		+4	+8		24 1 1 4
52	10♣ Kant 6♦ Tokamak	① BROOKS 10 ① RR 10 ① SMART 10	-4 -4 -4	+4			+4	18 6 6

BROOKS, HILLS and RR were all excluded from run 46 because SMART's run was so much shorter than theirs.

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
RR	319	-	-	-	-	15	4	1	6	345
SMART	260	21	30	-	-	15	9	-	6	341
HILLS	248	9	-	12	27	-	11	1	-	308
GRUBBY	205	-	-	18	3	-	6	24	-	256
BROOKS	205	-	-	-	-	-	-	4	18	227

Simon R just keeps ahead of Bob for the game. I forgot to republish run 40, but it would only have worked in Simon's favour, so the result appears to be safe.

1st	Simon Robertson	RR	345
2nd	Bob Coull	SMART	341
3rd	Jim Reader	HILLS	308
4th	Michael Graystone	GRUBBY	256
5th	Simon Brooks	BROOKS	227

It's round up time next month, so please have your say.



Bus Boss 299-NWA

A festive end of game.

GAME OVER

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

Colin Sharpe (LEEK, 1st): Well, it could have gone either way at the end, but for John to enter his runs, he was always going to pay more than me in the last round, which was the edge that I needed. That, and a couple of first places! Thanks to all for an enjoyable game and seasonal greetings to you and your families.

John Marsden (MARS, 2nd): Congratulations to Colin on nicking my intended route (Dolgellau - Bettws y Coed - Conwy) and then winning with it. Forced round by Caernarvon, I lost too many points on north-south runs, despite an early lead thanks to a monopoly of the south. Thanks for running it.

Steve Ham (ARFC, 3rd): This serves me right for attempting a monopoly in the north east. This strategy was easily found out. John and Colin clearly had the best networks. Thanks for running the game.

With a 55 point lead it doesn't look as though Colin was under pressure, but it was only 8 points before the final round. He got a good round when he needed it.



Bus Boss 301-CRO

Our third leader in three rounds.

ROUND 9

Croydon

Round 9 Runs

			SNAIL	BUM	ABC	YEAH	BBB	
19	J♣ Crystal Palace 9♥ Woodcote	① BUM 20 ② ABC 10 X YEAH		+2	-2	-3		18 9 3
20	4♦ Catford K♠ Central Croydon	① SNAIL 16 ② YEAH 9 ③ BUM 5 X ABC	-3	+3 +3	-2	-3 +2		19 10 -1 2
21	4♣ Brixton 6♣ Forestdale	① BBB 20 ② ABC 10 X SNAIL	-4		-1		+1 +4	15 11 4

22	K♦ West Croydon 10♥ Carshalton	① ABC 13 ① BUM 12 ③ BBB 5		+2			+2/-2	15
					-2		-2	8
				+2	+2/-2			7
23	6♥ South Croydon 3♦ Lewisham	① SNAIL 20 ② YEAH 10 ✕ ABC ✕ BBB	+2		-2		-2	18
						+2		8
						+2		2
24	9♣ Colliers Wood J♥ Carshalton Ponds	① SNAIL 30 ✕ BBB	+1				-1	29
								1
25	Q♣ South Norwood 7♠ New Addington	① SNAIL 16 ② BBB 7 ② BUM 7 ✕ YEAH ✕ ABC	+2	+2	-2		-2	12
			-1			-2	-2	6
			+3	+2			+3	2
							+2	8
								2
26	J♦ Woodside 8♠ Addington Village	① BUM 16 ② SNAIL 9 ③ BBB 5	-1	+1			+4	15
								14
			-4					1

ABC and BBB were excluded from run 24 because SNAIL's route was shorter than theirs.

Round 9 Routes

Abacus Bus Croydon (ABC) (Joakim Spångberg, Black)

None.

Bright Blue Buses (BBB) (Roger Trethewey, Blue)

None.

South Norwood & Addington Into Lewisham (SNAIL) (Mike Hutton, Green)

Thornton Heath Pond - Purley (10)

You Expect A Helpful Bus Under Thames, Never Opine Belief Upon Taxis (YEAH BUT NO BUT)

(Rob Thomasson, Red)

Tooting - Wimbledon & Merton, Crystal Palace - Thornton Heath (10)

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

None.

ABC ordered route buying, but both had already been taken. Dulwich to Peckham is owned by YEAH, Carshalton Ponds to Carshalton is owned by BBB. SNAIL did the same for Addington Village to Coney Hall, which is owned by BUM.

Scores

	Runs:	19	20	21	22	23	24	25	26	Routes	Score
SNAIL	138	-	19	4	-	18	29	12	14	-10	224
BUM	170	18	-1	-	8	-	-	2	15	-	212
YEAH	152	3	10	-	-	8	-	8	-	-10	171
ABC	76	9	2	11	15	2	-	2	-	-	117
BBB	80	-	-	15	7	2	1	6	1	-	112

Round 10 Runs

27.	6♣ - 6♠	Streatham Hill to Forestdale
28.	2♦ - K♠	Forest Hill to Central Croydon
29.	Q♦ - 8♠	West Croydon to Addington Village
30.	J♠ - 3♦	Shirley Park to Lewisham
31.	3♥ - 5♦	Coulsdon to Peter Pan Pool
32.	8♠ - 10♥	Wimbledon & Merton to Carshalton
33.	A♠ - 9♥	Football Ground to Woodcote
34.	4♠ - 3♣	Sanderstead to Peckham
35.	A♥ - K♣	Shopping Malls to Thornton Heath

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



BUS BOSS 304-EAN

BEAT gets a shortened route.

ROUND 4

East Anglia

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

Thetford - Norwich 67 - 8 59

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

Thetford - Norwich, Bishop's Stortford - Harlow 65 - 12 53

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

Diss - Norwich, Newmarket - Cambridge 68 - 11 57

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

Peterborough - Wisbech - Kings Lynn 64 - 12 52

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

Sudbury - Haverhill - Saffron Walden 64 - 12 52

BEAT ordered Thetford - Diss - Norwich, but ABC bought the single route from Thetford to Diss last time. I cut the corner of the triangle and took him straight to Norwich.

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



Bus Boss 305-NLD

Another round of first choices.

ROUND 2

Netherlands
Dutch Bus Company (DBC) (Don Shailer, Purple)
Lelystad - Apeldoorn - Deventer 88 - 12 76

Making A New Game Overseas (MANGO) (Mark Stretch, Red)
Gouda - Rotterdam, Utrecht - Amersfoort, Arnhem - Nijmegen 88 - 12 76

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Breda - Utrecht - Hilversum 88 - 12 76

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Eindhoven - Den Bosch - Utrecht 89 - 12 77

Robertson Routemasters (RR) (Simon Robertson, Blue)
Breda - Roosendaal, Amersfoort - Zwolle 88 - 12 76

Occasional Dutch Excitement (ODE) (John Marsden, Green)
Breda - Rotterdam, Tilburg - Eindhoven 88 - 12 76

Routes

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



GOLDEN STRIDER 7

Don and Roger have overtaking costs next time.

ROUND 6

63 space standard race	Cards						D	M	B	R	S	P	O
Don Shailer	8/1	5/2	0/3	8/4	10/5	0/6	-	8	-	-	21	1	2
Joakim Spångberg	4/0	9/2	4/3	10/4	8/5	5/6	-	2	2	5	16	2=	-
Kevin Lee	3/0	6/1	10/3	10/4	10/5	10/6	3	2	5	10	16	2=	-
Roger Trethewey	9/1	8/2	9/3	10/4	6/5	9/6	-	4	4	9	16	2=	3
Simon Brooks	10/0	4/2	6/3	6/4	5/5	6/6	2	2	2	6	15	5	-
Jim Reader	9/1	10/2	10/3	8/4	6/5	6/6	2	2	2	6	14	6	-
Steve Ham	10/0	5/1	9/3	6/4	4/5	8/6	-	1	4	8	13	7	-

Don't try playing the card highlighted in yellow next time, because that's the one you played this time. That's what Don tried to do, so he defaulted to his oldest card for movement only.

Orders required

Seventh card, split between movement and banking



PHOENICIA 1

First round down.

ROUND 1

Actions
Geoff Auctioned a Tracker for 4 and got it {5 card - 1 change}
Lyndon Auctioned a Dyer for 2. Stephen bid 3 and got it {4 card - 1 change}
 Auctioned a Glassmaking for 5 and got it {5 card}
Mark Auctioned a Glassmaking for 5 and got it {6 card - 1 change}
 Auctioned a Prospector for 2 and got it {2}
Stephen Passed
Michael Passed

Name	VPs	Prod	Activities	U	T	Tools	Limits {c+t}	In Hand {c+t}	Discounts
0 Mark	4	4	1f 1h 0m	1	-	-	2+3	1+1	-1 Smelter
2 Stephen	3	3	1f 1h	1	-	-	2+3	1+2	-4 Dye House
3 Michael	2	3	1f 1h	1	-	-	2+3	2+1	
4 Geoff	3	3	1f 1ih	1	-	-	2+3	1+2	-2 Caravan
5 Lyndon	3	4	1f 1h	1	-	-	2+3	1+2	

Cards: Prospector (2), Indentured Worker (3), Granary (4), Glassmaking (5), Fort (7)
The number in brackets after each card is the minimum bid for that card.

I've made a couple of minor changes to the layout. The Store column, showing your holding limits for cards and treasury discs, is now headed Limits. The Wealth column, showing what you own, is now headed In Hand. Both say {c+t} to remind us it is cards plus treasury discs.

Orders required

Round two auctions, worker assignments and tools - Mark is the Overlord





CANAL MANIA 1

Let's build some liquid railways.

NEW GAME

The game has made it into the zine this time. The five players will play in this order.

Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Don Shailer	8 Clifton Green, Aylesbury, Bucks, HP19 3JW
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Alan Harvey	6 Serina Avenue, Littleover, Derby, DE23 6JT
Michael Longdin	29 Woolborough Road, Crawley, West Sussex, RH10 8HE

All you start the game with is your pet engineer, who will be fickle enough to leave your employ at some point, and one Junction contract, which can be used to build a two-tile canal between any two towns. The skills for each engineer are listed on the next page.

Player	Engineer	S	L	A	T	Contracts	Canal Basin: 20
Stephen Webb	James Brindley (L-S)	16	12	4	3	Junction	
Don Shailer	John Rennie (B)	16	12	4	3	Junction	
John Marsden	Thomas Telford (A)	16	12	4	3	Junction	
Alan Harvey	William Jessop (T)	16	12	4	3	Junction	
Michael Longdin	John Smeaton (S)	16	12	4	3	Junction	

The columns headed S, L, A and T show the number of Stretch, Lock, Aqueduct and Tunnel tiles you have. The following contracts are available. The Future Contracts column shows those that will be turned up once the current contracts have been taken.

The Current Contracts	The Future Contracts
Coventry and Burton (4)	Manchester and Liverpool (3)
Worcester and Gloucester (3)	Ripon and York (3)
Oxford and Gloucester (5)	Bishop Stortford and London (3)
Stoke and Manchester (4)	Lincoln and Bristol (4)
Worcester and Birmingham (4)	Sheffield and Goole (4)

The following Build Cards are on the table.

Stretch (black)	Stretch (blue)	Stretch	Stretch	Surveyor
-----------------	----------------	---------	---------	----------

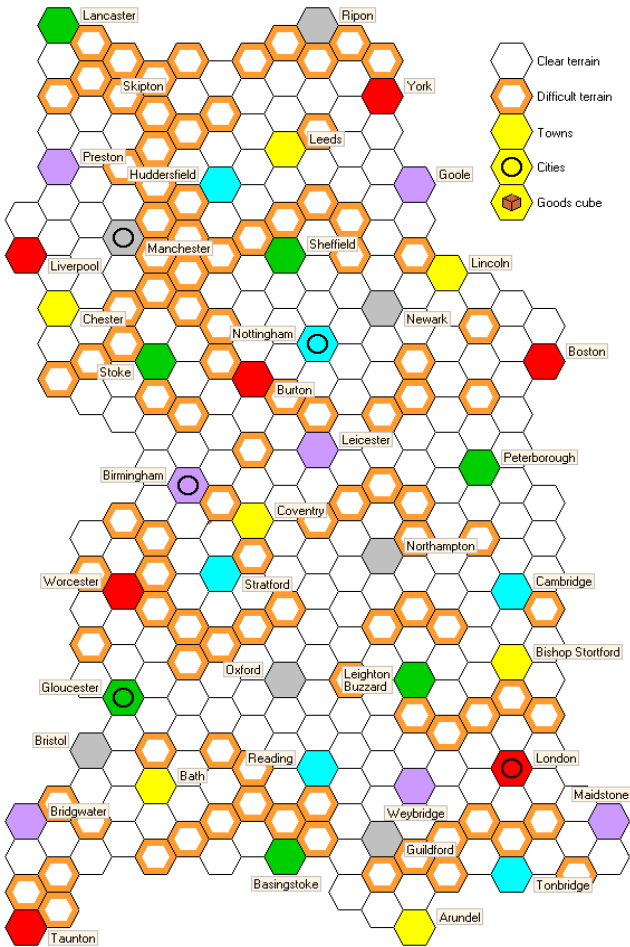
Stretch (black) and Stretch (blue) are cards with respectively black and blue goods on them. If you take these, no decisions are required at this stage, as the goods cubes will go on Manchester and Nottingham. If you don't provide orders for the placement of goods, I'll follow the normal placement priority, but if faced with a choice, will place the goods cube in a town you have a connection to, then one which nobody is connected to, then towns your opponents are connected to. Ties will be resolved at random.

Conditional orders are most definitely needed for this one, particularly for the build cards, as later players will not know which cards are on offer. I suggest you tell me what you would prefer to take and I'll do my best to fit the bill.

We can't simply do round after round with Stephen starting, as he would always have the best view of the game, and asking him to give two rounds a time, as in Acquire, will probably be too chaotic. What I suggest is that the first four players take their turns, and we'll take four more player turns next time starting with Michael, and so on. Let me know if you have a better idea.

The Engineers

- 1 James Brindley (L-S) May build either a lock or stretch tile when playing a stretch card.
- 2 John Smeaton (S) Each Surveyor card may represent any two other build cards to be played one after the other on the same canal.
- 3 William Jessop (T) Player may use two tunnel cards to build a tunnel tile.
- 4 Thomas Telford (A) Player may use one aqueduct card to build an aqueduct tile.
- 5 John Rennie (B) Player may pick up four build cards or may pick up one face-up build card instead of drawing one from the deck.



Playing sequence
Stephen, Don, John, Alan, (Michael)



OUTPOST 25

It's probably the last round next time,
but we'll do it without Moon Bases.

ROUND 15

Commander Actions

David Auctioned a Moon Base for 200. Marcus joined at 201. David dropped out at 217. Marcus got it for 217 (w:30 r:12,13,15,17 m:15,16,16 n:14,26 ro:45)

- ▶ Auctioned a Planetary Cruiser for 160 and got it (o:4 w:30 t:9,9,10,44 m:14 om:40)
- ▶ Auctioned an Ecoplants for 30 and got it (t:11 m:19)

Marcus Bought one Population Unit (m:19)

Jim Bought five Population Units (t:7,9,9)

Sharon Auctioned a Planetary Cruiser for 160 and got it (o:2,5 w:9,30 t:9,11,11,44 r:11,14,14)

Willem Bought two Robots (o:2,3,5 r:10)

- ▶ Bought two Research Factories (w:7,30 r:11,12)

Kevin Auctioned a Heavy Equipment for 30 and got it (w:30)

- ▶ Bought one Water Factory (o:2,4,4 w:10)

PO	Name	Factories	Population	Robots	Production
1	David	2o,4w,7t	8 (12)	5 (8)	1o,1W,3t,1T,4m,1om,1ro (245,20)
2	Marcus	2o,4w,2r,2n	10 (10)	0 (0)	1W,2r,1m,2n,1ro,1mo (203,15)
3	Sharon	2o,4w,5t,3r	13 (14)	0 (0)	1w,1W,1t,1T,5r,1ro (196,15)
4	Jim	2o,3w,5t,1r	13 (13)	0 (0)	2o,5w,9t,5r (196,20)
5	Willem	2o,5w,3r	5 (5)	5 (5)	2o,1w,1W,7r (134,10)
6	Kevin	2o,10w	8 (8)	3 (8)	11w,1W (107,15)

PO	Name	Colony Cards	Victory Points
1	David	WH, HE, OL, OL, Rob, Eco, OP, SS, PC	64 (615)
2	Marcus	WH, Nod, OL, Lab, PC, MB	60 (540)
3	Sharon	HE, Nod, Lab, OP, PC	48 (395)
4	Jim	WH, HE, Nod, Sci, Lab, Eco, OP	38 (330)
5	Willem	DL, DL, DL, Sci, Sci, Sci, Rob, Lab	30 (295)
6	Kevin	DL, WH, HE, Nod, Rob, Eco	24 (175)

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

Orders required

Round sixteen auctions, bids and purchases



OUTPOST 26

Three uncontested auctions.

ROUND 5

Commander Actions

Lyndon Bought one Water Factory (o:2,3,4 w:5,6)

Jim Auctioned a Heavy Equipment for 30 and got it (o:4 w:7,9,10)

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

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

Willem Auctioned a Data Library for 15 and got it (o:3,3 w:9)

Geoff Auctioned a Heavy Equipment for 30 and got it (o:1,2 w:4,6,8,9)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,3w	5p (8,0)	HE, Nod	3o,3w (30,10)	8 (55)
2	Lyndon	2o,4w	5p (8,0)	Nod	2o,5w (41,10)	7 (25)
3	Marcus	2o,4w	5p (8,0)	Nod	1o,4w (31,10)	7 (25)
4	Willem	2o,3w	4p (5,0)	DL, DL	2o,5w (41,10)	6 (30)
5	Geoff	2o,3w	5p (5,0)	HE	2o,5w (41,10)	6 (30)

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

Orders required

Round six auctions, bids and purchases



PUERTO RICO 5

All done and dusted.

ROUND 17

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

Allan Stagg (3rd): I started well but lost pace in the middle of the game as I did not build as much as I should have, due to a poor economy. The lack of a big building at the end proved crucial. Both Paul and Brian had superior production, and Paul took his opportunity to win. Congrats to him, and thanks for GMing this, Keith.

Paul and Brian did seem to have things working well for them.



PUERTO RICO 6

Two large buildings are built.

ROUND 13

Rob is the Builder (+1) and builds the Residence.

Jim builds the Fortress, Tony builds a Coffee Roaster, Lionel passes.

Jim is the Trader and trades Indigo.

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

Lionel is the Prospector (+2).

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
None	Crn	Crn	Sug	Tob	Cof	Ind	Sug	Ind	-	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	1	FAC	1	UNI	2	HAR	1	WHA	1
4 VPs	GUI	1	RES	×	FOR	×	CUS	1	CIT	1		

Cargo Ships

5: Tobacco	6: Coffee	7: Corn
✓ ✓ ✓ ✓ -	✓ - - - - -	✓ - - - - -

Rob Thomasson DbIns: 2 Chips: 8	Indigo plant	Coffee roaster	Construction hut	Large warehouse
Jim Reader DbIns: 4 Chips: 7	Small indigo plant	Tobacco storage	Small warehouse	Hospice
Tony Sait DbIns: 10 Chips: 15	Office	Large market	Fortress	3 men in San Juan
Lionel Robbins DbIns: 5 Chips: 25	Sugar mill	Coffee roaster	Small market	Hacienda
	Construction hut	Factory	Harbour	
	Small indigo plant	Tobacco storage	Small market	Hacienda
	Wharf			

Orders required

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



PUERTO RICO 7

Tobacco and Coffee production gets under way.

ROUND 6

Kevin is the Prospector (+2).

Willem is the Mayor (+1).

Tony is the Craftsman and produces an extra Coffee.

Jim is the Settler and digs a Quarry.

Kevin plans Coffee, Willem plants Sugar, Tony digs a Quarry.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
2	Ind	Tob	Cof	Cof	Cof	Crn	Sug	Ind	-	9	50

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		
Kevin Lee DbIns: 3 Chips: 0	Small indigo plant	Small sugar mill	Coffee roaster	Construction hut
Willem Moene DbIns: 5 Chips: 4	Small indigo plant	Small sugar mill	Small market	
Tony Sait DbIns: 0 Chips: 1	Coffee roaster	Small market	Hacienda	Construction hut

Orders required

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



PUERTO RICO 8

The ships have started taking cargo on board.

ROUND 3

Stephen is the Trader (+2) and trades Corn.

Jim is the Captain (+2).

John is the Mayor.

Allan is the Prospector (+1).

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
6	Ind Sug Sug Sug Tob	Crn - - -	4	59

Buildings	VP	SIP	3	SSM	4	SMA	1	HAC	2	CON	2	SWA	2
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: Corn	6: Empty	7: Empty
	✓ ✓ ✓ - -	- - - - - -	- - - - - -

John Hopkins	Indigo plant	Fields: Qry✓ Ind✓	Goods: ✗
DbIns: 1			
Chips: 0			
Allan Stagg	Small indigo plant	Fields: Crn✓ Ind✓ Tob✓	Goods: ✗
DbIns: 5			
Chips: 2			
Stephen Webb	Hospice	Fields: Crn✓✓ Sug✓	Goods: ✗
DbIns: 3			
Chips: 0			
Jim Reader	Small market Hospice	Fields: Crn✓ Cof✓✗	Goods: ✗
DbIns: 2			
Chips: 2			

Orders required

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



PUERTO RICO 9

The first production plants are built.

ROUND 2

Pete is the Settler and digs a Quarry.

Jim plants Corn, Mike plants Tobacco.

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

Willem is the Builder and builds a Small Sugar Mill.

Mike and Pete build a Small Indigo Plants, Jim builds a Small Sugar Mill.

Mike is the Captain (+1).

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
6	Crn Crn Ind Ind Sug	- - - -	4	70

Buildings	VP	SIP	2	SSM	2	SMA	✗	HAC	2	CON	1	SWA	2
1 VP	SIP	2	SSM	2	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: Corn	6: Empty	7: Empty
	✓ ✓ ✓ - -	- - - - - -	- - - - - -

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

Orders required

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



RAILWAY RIVALS 2047-DX

Farewell to Dixieland.

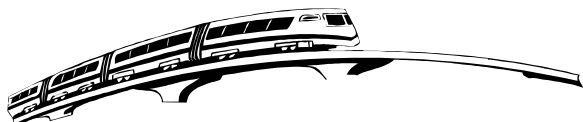
GAME OVER

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

Lionel Robbins (SNIBBOR, 2nd): Keith hit the nail on the head. The destination dice were unkind to me in round 11 and particularly so in round 12. I'm not sure whether that poor fortune invalidates my strategy of taking the northern route or confirms it. It seemed that Steve (SAD) was blessed as I was cursed, so the game feels like one that got away. C'est la guerre. Well done Steve.

Steve Ham (SAD, 1st): This was a very interesting map, particularly because there was so little reward in the centre. Most of the action is at either end and around the edges, and Lionel and I were the two who best resisted the urge to build into the centre. The start towns of Mobile and Savannah made an interesting game with five competitive networks. I am surprised to have won as I thought Lionel had the run of the north west long enough to build a sufficient lead. That said, I was really pleased with my network and thought that with OK luck on the runs I might get close. In the end, if Jim hadn't agreed to the exchange of powers in race 37, and if Kevin hadn't had so many options in round 12 so that he didn't need to join up with Lionel, then I wouldn't have won. Thanks to everyone for the game and to Keith for running it.

You're welcome. I was pleased with how the map turned out as well, but I've decided that future maps I do in this style will always have the numbers from top to bottom or left to right. Simply because the original did it differently is not a good reason to copy it.



RAILWAY RIVALS 2051-EA

Yep, really tight.

ROUND 12

East Anglia

Round 12 Runs

			GREAT	WEAR	ODE	TGV	COLIN	
36	35 Downham Market/ Swaffham	① WEAR	15		+1			16
	61 Burnham/Frinton	① ODE	15	-1				14
37	62 Colchester	① TGV	10					10
	51 Diss/Thetford	① WEAR	10					10
		① ODE	10					10

38	45 Lowestoft 21 Hatfield/Ongar	① TGV	13	-2		+5		-3	13
		② COLIN	6	+3/-2			+3		10
		② GREAT	6				+2	+2/-3	7
		② ODE	5				-5		0
39	53 Aldeburgh/ Southwold ❶1 Any seaport	① ODE	20						20
		② GREAT	10						10
40	34 Kings Lynn 13 London	① GREAT	13						13
		② WEAR	6						6
		② COLIN	6				-1		5
		② TGV	5					+1	6
41	42 North Walsham/ Sheringham 16 Tilbury	① COLIN	20					-3	17
		② WEAR	10					-3	7
		✕ TGV			+3			+3	6
42	24 Bishop Stortford/ Newmarket ❷6 Seaside Resort	① COLIN	16				+5/-3		18
		② TGV	7					+3/-5	5
		② GREAT	7		-3	-2			2
		✕ WEAR		+3					3
		✕ ODE		+2					2

Scores

	Runs:	36	37	38	39	40	41	42	Score
TGV	282	-	10	13	-	6	6	5	322
ODE	242	14	10	0	20	-	-	2	288
WEAR	243	16	10	-	-	6	7	3	285
COLIN	235	-	-	10	-	5	17	18	285
GREAT	235	-	-	7	10	13	-	2	267

Simon wins as expected, while Kevin and Colin tie for third with John just ahead in second.

1st	Simon Robertson	TGV	322
2nd	John Marsden	ODE	288
3rd=	Kevin Lee	WEAR	285
	Colin Sharpe	COLIN	285
5th	Michael Graystone	GREAT	267

Comments, anyone? If you have them they'll be published next month.



RAILWAY RIVALS 2052-IP

The places stretch out
without changing.

ROUND 10

Israel and Palestine

Round 10 Runs

			TRIPS	BRK	TOT	FATAH	
22	45 Rishon Le Zion 25 Qiryat Tiv'on	① FATAH	20		+3/-3		20
		② TOT	10			+3/-3	10
23	66 Ashdod 24 Haifa	① FATAH	15		+4/-1		18
		① TOT	15			+1/-4	12

24	31 Afula 65 Qiryat Gat	① TRIPS 20 ② BROOKS 10	+7/-5	+5/-7			18 12
25	41 Herzliyya ❷ Syria	① TOT 20 ② FATAH 10 ✕ TRIPS	-3			+3	20 7 3
26	55 Hebron 35 Tulkarm	① TRIPS 15 ① BROOKS 15					15 15
27	52 Jerusalem West 13 Butmiye	① TOT 15 ① TRIPS 15 ✕ FATAH ✕ BROOKS	+8 +1	-1	-8 +1	-1	22 6 1 1
28	16 Nazareth ❷ Any coastal town	① TRIPS 20 ② FATAH 10	-3			+3	23 7

Round 10 builds

Transit Across Israel and Palestine to Syria (TRIPS) (Tony Bromley, Red)

None. +1 (BROOKS) = +1

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)

R37 - P38, R34 - U36 - U37 - X38. -9 (builds) -1 (TRIPS) -1 (FATAH) = -11

Tours of the Old Testament (TOT) (Bob Coull, Black)

W30 - W36 - X36 - Tiberias, W35 - Nazareth. -9 (builds) = -9

Friendly Arab Trains Around the Holy Land (FATAH) (Jim Reader, Yellow)

None. +1 (BROOKS) = +1

Scores

Runs:	22	25	24	25	26	27	28	Builds	Score
TRIPS	253	-	-	18	3	15	6	23	+1 319
TOT	194	10	12	-	20	-	22	-	-9 249
FATAH	175	20	18	-	7	-	1	7	+1 229
BROOKS	160	-	-	12	-	15	1	-	-11 177

Round 11 Runs

29.	21 - 11	Nahariyya to Qiryat Shamona
30.	15 - 34	Tiberias to Netanya
31.	64 - 53	Ashqelon to Jerusalem East
32.	26 - ❷	Zikmon Ya'aqov to Egypt
33.	36 - 43	Nablus to Tel-Aviv-Jaffa
34.	42 - 56	Petah Tiqva to Yatta
35.	63 - ❷	Gaza to Syria

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



RAILWAY RIVALS 2065-F

TGV scores something in every run.

ROUND 7

South Scotland

Round 7 Runs

			BORD	ODI	HOOTS	TGV	GITCO	
1	52 Ardrossan 26 Lanark	① TGV 16 ② HOOTS 7 ② ODI 7 ✕ GITCO		+6	+2	-2 -6	-3	24 2 1 3
2	14 Glasgow 53 Troon	① GITCO 13 ① ODI 12 ③ TGV 5		-3			+3	10 15 5
3	42 Carlisle 15 Glasgow	① BORDERS 16 ② ODI 9 ③ HOOTS 5 ✕ TGV	-2	+2 +3	-3	-4		14 4 8 4
4	32 Edinburgh 23 Coatbridge	① GITCO 9 ① BORDERS 9 ① ODI 8 ④ TGV 4	+3			+1	-3	12 6 9 3
5	64 Hawick 45 Stranraer	① HOOTS 30 ✕ GITCO ✕ TGV			+4 +2	-2	-4	24 4 2
6	61 Peebles 33 Edinburgh	① TGV 16 ② BORDERS 9 ③ GITCO 5	-5				+5	14 16 0

Round 7 builds

Boring Old Routes Demand Esoteric Rolling Stock (BORDERS) (Steve Ham, Pink)

H55 - H51 - J50. -10 (builds) +2 (ODI) -1 (HOOTS) +1/-1 (TGV) +1 (GITCO) = -8

Ode Delays Inevitable (ODI) (John Marsden, Orange)

M68 - M69 - L69 - L70 - K71 - K73 - J73, K71 - J71 - I71 - H71. -10 (builds) -2 (BORDERS) +1 (HOOTS) +2 (TGV) = -9

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)

Glasgow - L44, B46 - N5. -8 (builds) +1 (BORDERS) -1 (ODI) -8 (TGV) +6 (GITCO) = -10

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

Paisley - L46 - L44, G51 - I52, Dunbar - M68. -6 (builds) +1/-1 (BORDERS) -2 (ODI) +8 (HOOTS) +1 (GITCO) = +1

Gretna Intention Transfixes Company Officials (GITCO) (Tony Sait, Green)

B46 - A47 - Cumnock, B46 - N5, E26 - C27 - Carlisle, E26 - E25. -9 (builds) -1 (BORDERS) -6 (HOOTS) -1 (TGV) = -17

Scores

Runs:	1	2	3	4	5	6	Builds	Score
TGV	86	24	5	4	3	2	16	+1 141
HOOTS	61	2	-	8	-	24	-	-10 85
ODI	62	1	15	4	9	-	-	-9 82
GITCO	25	3	10	-	12	4	0	-17 37
BORDERS	6	-	-	14	6	-	14	-8 32

Round 8 Runs

7.	22 - 66	Falkirk to Berwick/Carlisle
8.	35 - 11	Dunbar to Edinburgh/Falkirk/Glasgow
9.	65 - 16	Gretna to Glasgow
10.	51 - 31	Girvan to Edinburgh
11.	54 - 44	Kilmarnock to Castle Douglas
12.	43 - 21	Dumfries to Greenock

Please do not even list runs you are not entering when you write your orders. They just take up space and offer something to get confused by. You might not think so, but experience tells me otherwise, which is why the notes on orders ask you to leave these out.

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



RAILWAY RIVALS 2066-G

Final connections before the runs.

ROUND 6

Central Scotland [14 points for these builds]
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
B13 - Bathgate, B21 - A22 - A24 - Edinburgh, J29 - K29 - L29 - M29 - N29 - N30,
I23 - Cowdenbeath, I27 - Kirkcaldy, Callander - J47.
52 +2/-2 (PEAR) +1 (HOOTS) +2 (KILT) = 55

Perth Expressways Are Rampant (PEAR) (Kevin Lee, Pink)
K12 - J11 - Kirkintilloch - I5 - I3 - Glasgow, I5 - G6.
33 +2/-2 (GREAT) -1 (HOOTS) = 32

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)
F64 - Perth - K67 - K65 - Blairgowrie, G8 - D6, I66 - K65.
32 +12 (towns) -1 (GREAT) +1 (PEAR) -1 (KILT) = 43

Kirkcaldy's Inter-Local Trains (KILT) (Don Shailer, Black)
E3 - Glasgow, Dunfermline - J20 - J18 - M17 - Alloa, Edinburgh - B25 - A26.
76 -2 (GREAT) +1 (HOOTS) = 75

Round 7 Runs

1.	31 - 62	Grangemouth to Dundee
2.	11 - 33	The South to Bathgate
3.	44 - 64	The North to Blairgowrie (not yet available)
4.	55 - 46	The East to Falkirk
5.	51 - 22	Dunfermline to The South
6.	14 - 23	Glasgow to Airdrie

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



RAILWAY RIVALS 2073-DC

Eight towns added to the network this time.

ROUND 6

Devon and Cornwall [16 points for these builds]
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
A73 - A74 - B74, I6 - I5 - Penzance, Wadebridge - P12 - Padstow, L9 - Newquay,
Tavistock - O26 - N25.
41 +12 (towns) +1/-3 (GITCO) = 51

Gorma Is Tony's (Spouse's Cornish Origin) (GITCO) (Tony Sait, Green)
N13 - Padstow, N25 - Plymouth, W26 - Z24 - Barnstaple, I9 - I8, W28 - Okehampton.
58 +12 (towns) +3/-1 (GREAT) -1 (COLIN) = 71

Cornwall Operations Linking Internal Networks (COLIN) (Colin Sharpe, Blue)
V39 - Sidmouth, X23 - Z22 - Bideford, U22 - U19 - Bude, M33 - L32 - L31 - Kingsbridge,
P34 - Newton Abbot, P34 - Torquay.
69 +36 (towns) +1 (GITCO) = 106

Round 7 Runs

1.	13 - 63	Redruth to Lynton (not yet available)
2.	36 - 14	Kingsbridge to Falmouth
3.	55 - 34	Tiverton to Tavistock
4.	62 - 22	Barnstaple to Wadebridge
5.	23 - 41	Bodmin to Torquay
6.	45 - 52	Exeter to Honiton

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



RAILWAY RIVALS 2085-KU

Oita was the popular choice for start town.

SET UP

South Scotland		
Player/Colour	Start	Railroad
Tony Bromley	Kagoshima	Transit in Kyushu Express
Orange		(TRIKE)
Bob Coull	Fukuoka	Japanese Outer Island Network Transport
Black		(JOINT)
Michael Graystone	Oita	Graystone Railways Entertain Another Territory)
Brown		(GREAT)
Jim Reader	Kagoshima	Original Nifty Steam Engines are Neat
Yellow		(ONSEN)
Rob Thomasson	Fukuoka	Rails Ever Extending Kyushu Internal Energy
Red		(REEKIE)

Builds
Up to 12 points excluding payments to rivals





SAINT PETERSBURG 1

Two new workers and one upgrade.

PHASE 5-W

Round 5 - Worker Phase

Geoff	Sharon	Rob	Mike
+ Lumberjack	✗	Upgrade Fur Trapper to Fur Shop	+ Fur Trapper
✗	✗	✗	✗



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	33	7	18r + 0v	0r + 3v	11r + 0v	Worker	3
Sharon	24	21	18r + 0v	3r + 13v	7r + 0v	Aristocrat	12
Rob	26	18	21r + 2v	2r + 8v	10r + 2v	Trading	21
Mike	30	15	27r + 1v	0r + 6v	6r + 2v	Building	4

Players	Cards in hand	Cards in play
Geoff	Mistress of Ceremonies, Admiral, Minister of Foreign Affairs	Lumberjack x 2, 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	Secretary, Controller	Lumberjack, Gold Miner x 2, Shepherd, Fur Trapper, Ship Builder, Fur Shop, Firehouse, Observatory, Church of the Resurrection, Warehouse Manager, Builder, Senator
Mike	Mariinskij Theatre, Czar, Black Market	Lumberjack, Gold Miner, Shepherd, Fur Trapper x 2, Ship Builder x 2, Wharf, Market x 3, Firehouse, Pub, Author, Administrator, Warehouse Manager, Chamber Maid

Discard pile: Shepherd, Fur Trapper, Ship Builder x 2, Customs House x 2, Hospital, Theatre, Academy, Potjemkin's Village (3/8), Author, Warehouse Manager

Orders required
Round five Building phase led by Mike



SCEPTRE OF ZAVANDOR 1

I made this one harder than it needed to be.

GAME OVER

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

David Smith (2nd): I really enjoy this game. I am not sure if it is balanced for all characters but I am sure there is more than one way to win. This game was slightly marred by my problems with the rules but you sorted them out to my satisfaction (i.e. agreed with me). What was less satisfactory was the fact that you often mis-stated players' holdings as well as the gems they had. You also failed to tell us how they paid for what they bought so it was just impossible to work out what the holdings were. In Outpost you always give us the average value of players' holdings and you never seem to get it wrong but here you did not give us the average. This is important data and I wonder if you could make it available in future. Nevertheless, thanks a lot.

Tim Franklin (6th): Thanks to everyone, and congratulations to Lyndon. This is an interesting game - clearly needs you to get an economic engine up and running smoothly early on. I spent far too many turns being just short of what I needed and wasting time doing nothing but accumulating dust. Definitely worth another try.

Some problems stemmed from an English translation of the rules that had got some of the costs and discounts in the game wrong, and this wasn't realised until we were part way through. The game was somewhat marred by my failures to do the right thing at the right time, so it was a definite learning curve for me. Let's just say that the second game has, I believe, been a smoother ride.

One reason I don't get the average card value wrong in Outpost is because it is calculated by the adjudicator, as are the details of payments. I started an adjudicator for The Sceptre of Zavandor but never found the time to complete it, hence the omission of this data and the variable adjudication standards. The average can be worked out from the available data, of course, so what he really means is that having it in the report makes things easier for the players. I'll see what I can do.





SCEPTRE OF ZAVANDOR 2

All Crystals of Protection are now in player hands.

ROUND 9

- Actions**
- Lyndon Auctioned a Crystal of Protection for 40. Simon joined at 41. Lyndon dropped out at 43. Simon got it for 43 {43}
- Auctioned a Crystal of Protection for 40 and got it increased to 50 {50} {1st place}
- Marcus Started researching knowledge of Artifacts {27}
- Bought an Opal {10}
- Michael Bought an Emerald {30}
- Increased knowledge of the 9 Sages to level 3 {12} - gained two Diamond cards
- Simon Started researching knowledge of Artifacts {2}
- Kevin Bought a Sapphire {12}
- Increased knowledge of Accumulation to level 2 {4}
 - Lost 5 dust to meet hand limits
- Roger Auctioned the Magic Belt for 30 and got it reduced to 20 {20} (6th place)
- Increased knowledge of the 9 Sages to level 2 {6} - gained two Emerald cards

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Kobold	o:2 s:4{1} d:1	7/7	9	S:1 e:2 d:1	6
2	Marcus	Fairy	o:3 s:2 d:1	6/7	30	s:4 d:2	8
3	Michael	Mage	o:1 s:2 e:2	5/7	2	s:3 e:4 d:2	9
4	Simon	Elf	o:4 s:1	5/5	17	s:1 e:1	5
5	Roger	Druid	o:1 s:3	4/7	2	s:5 e:2	8
6	Kevin	Witch	s:5	5/6	7	s:1 S:2	5

PO	Name	Artifacts	Knowledge						New K Chips	VPs/Gems
			Ge	En	Fi	Sa	Ar	Ac		
1	Lyndon	CP CP EL	-	-	-	3	-	4	25/30/35/40	16/8
2	Marcus	CB MB EL	-	4	-	3	1	-	30/35/40	14/7
3	Michael	SB CB MB	-	-	-	3	4	-	25/30/35/40	13/7
4	Simon	SB RS RS MM CP	-	3	-	3	1	-	25/30/35	12/5
5	Roger	RS CB MB	-	-	4	2	-	-	25/30/35/40	10/4
6	Kevin	SB	4	-	-	-	-	2	25/30/35/40	8/5

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

Marcus indicated he wasn't sure what the cost was for the first level of Artifacts knowledge. The last page of the English rules I sent out lists the costs for each level of each field of knowledge.

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

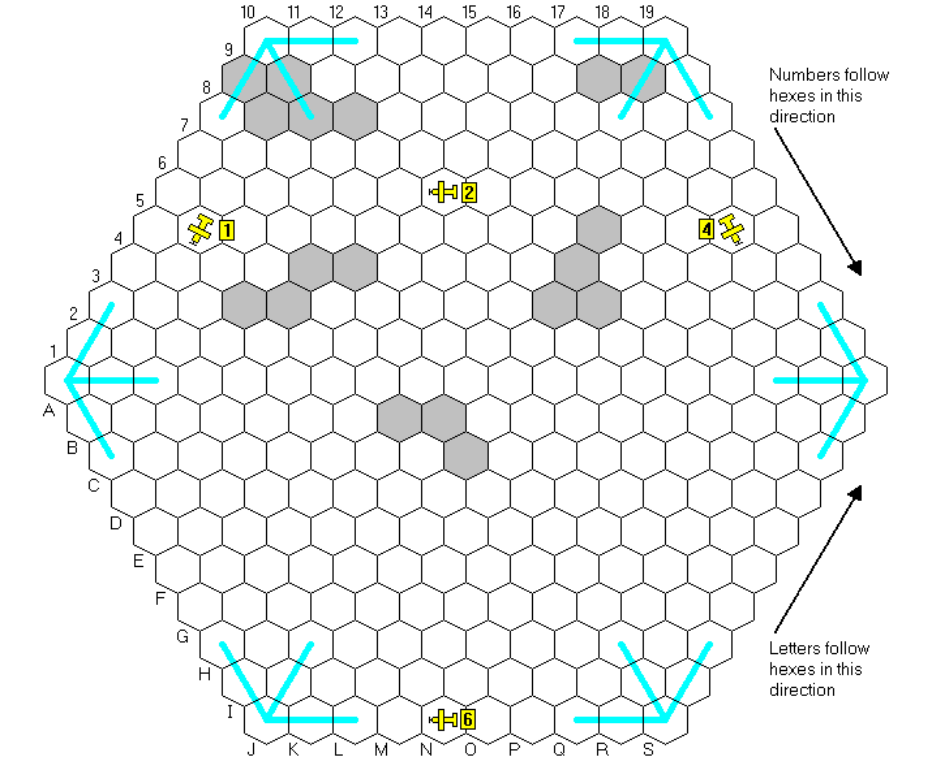


SOPWITH T-340-FW

Everyone seems to be heading for home.

ROUND 13

	Pilot	Starts	Moves	Ends	A:D:P
1	<i>Not Only But Also</i> Don Shailer	D9-W	A, A, LT {Airfield: A1}	B6-SW	09:05:08
2	<i>Mad Ferret</i> Tim Franklin	J15-W	A, A, A {Airfield: A10}	G12-W	01:02:01
4	<i>The Brown Baron</i> Michael Graystone	L16-NW	RT, RT, RT {Airfield: S19}	N18-SE	00:08:18
6	<i>Lord Flashheart</i> Joakim Spångberg	O8-SW	A, A, RT {Airfield: J1}	N5-W	01:08:10



The clouds moved south west. Two rounds next time, please. Give me just one and I'll fly you closer to home. *Mad Ferret* may want to make his second round conditional on how the wind blows at the end of the next round.

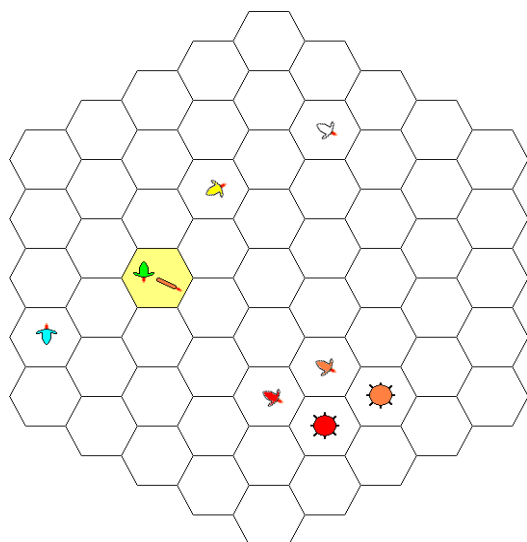


SPACE BLAST 1

Two mines laid and another rocket hits its target.

ROUND 3

	Pilot	Colour	Actions	Armour	Chits
1	<i>James White</i> Bob Coull	Green	Turn left	3	9T : 8R 3M : 2B
2	<i>Major Tom</i> Michael Graystone	Orange 2 VPs	Turn right, lay mine, fire rocket	4	8T : 6R 2M : 2B
3	<i>Chewbacca</i> Steve Ham	Blue	-	4	9T : 8R 3M : 2B
4	<i>Wizard Prang</i> Jim Reader	Yellow	Turn right	4	9T : 8R 3M : 2B
5	<i>The Meteor</i> Don Shailer	Red	Turn left, lay mine	3	7T : 7R 2M : 2B
6	<i>Major Mat Mason</i> Joakim Spångberg	White	-	4	9T : R 3M : 2B



Major Tom gets his second VP for rocket damage, while two mines appear in the south east quadrant. A point on wording orders - 'No move' is ambiguous, as it could mean take no actions, or don't move via a Brake action. I will expect an order to stay put to say 'Brake'.

Orders

0 to 3 actions for round four

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 completed five games.

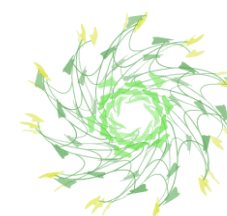
▲	Didier Renard	4.714
-	Mike Eddleston	3.857
▼	Lew Stansby	3.651
▲	Ken Boucher	3.387
-	David Hilbert	3.333
▼	Roger Krueger	3.095
-	JoAnna Stansby	3.000
▲	Victor Cronshaw	2.882
-	Rob Thomasson	2.679
-	Peter Hawkins	2.556
-	Gareth Lodge	2.185
▼	Willem Moene	2.182
-	Michael Longdin	2.169
-	Peter Beck	2.130
▲	Michael Graystone	2.063
-	Mick Haytack	2.030
-	Alan Tabor	2.000

✧ Completed games and winners:

Princes of Florence e747 Didier Renard

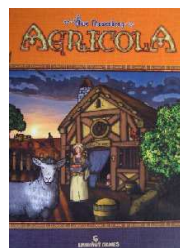
✧ New games and start dates:

1856 e767 {1856-H24}	Nov 26th
Carcassonne e768	Dec 4th
Puerto Rico e769	Dec 7th
1800 e770 {1800-J24}	Dec 9th
1870 e771 {1870-K24}	Dec 10th



PREVIEW

Canal Mania got off the starting blocks on this month's restart, and will be joined by some more new games in the near future. The 1830 Variant map is new in one way, but Industrial Waste is finally getting off the ground.



I have mentioned before that I was surprised by the success of Puerto Rico in these pages, as I was underestimating your ability to compose the necessary conditional orders. Silly me. Well, I'm going to go down that road again and offer another game that will need some forethought and flexible ordering - Agricola.

I've added it in the section for games that you should own or be familiar with their rules, but I can supply English rules and supporting information for anyone who needs this.

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

- #150: 1830 Variant map #1, Bus Boss (Yorkshire), Outpost
#151: 1870, Acquire, Industrial Waste



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Nov 25th	...mais n'est-ce pas la gar? 76
Dec 3rd	The Tangerine Terror 39
Dec 5th	Save Your XXs For Me #47

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
▲	Simon Robertson	3.239
-	Mark Frueh	3.200
-	Lyndon Gurr	3.146
-	Tony Bromley	3.000
-	Lionel Robbins	3.000
▲	Marcus Pratt	2.705
-	Geoff Hardingham	2.667
-	Steve Thomas	2.563
▲	Sharon Khan	2.500
▲	Colin Sharpe	2.281
-	Rob Thomasson	2.185
-	Stephen Webb	2.167
▼	Michael Graystone	2.086
▲	Richard Lunn	2.000



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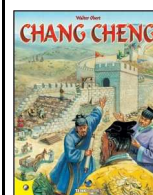
£27.00

1960: The Making of the President reruns the race for presidency of the USA between John F Kennedy and Richard Nixon. You can watch things unfold as they did in real life, or change history.



£16.00

These two maps for Age of Steam came out at Essen and are now generally available, as is a four-map set for the West Indies, which are one or two-player maps.



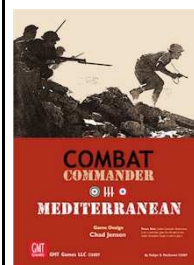
£29.50

Chang Cheng is about building the Great Wall of China. You get points for control of a region, but then lose points for the Mongols on the other side of the same stretch of wall.



£11.50

Cold War: CIA vs KGB is a two-player card game where you try and persuade nations to adopt the proper ideology, i.e. yours, by any means necessary.



£43.00

Combat Commander: Mediterranean is the second in this series of card-driven wargames. Also available for £11.00 is the first battle pack for Combat Commander, Paratroopers.



£31.50

El Capitán gives you the chance to turn your good reputation as a 15th century merchant into recognition that you are, simply, the best.



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 <p>FELIX The Cat in the Sack</p> <p>There are a number of cats in the sack, and possibly the odd dog or rabbit as well. You need to bid for the contents of the sack with limited information.</p>	<p>£8.00</p>  <p>KINGSBURG</p> <p>This development game involves loads of dice but with mechanisms to mitigate the effect of bad rolls.</p>
 <p>MEDIEVAL</p> <p>This resource building card game challenges you to develop your fledgling fiefdom and end up with the best in the land.</p>	<p>£9.00</p>  <p>AIR Pack</p> <p>The Air Pack for Memoir '44 introduces air support, but also consolidates rules updates and errata in one place.</p>
 <p>Mr. JACK EXTENSION</p> <p>The Mr. Jack Extension was mentioned last month, but latest news is that it will be out of print until September 2008. Supplies will be limited...</p>	<p>£10.00</p>  <p>OREGON</p> <p>Oregon, or The Way the West was Won, has cowboy silhouette meeples to add flavour to this game of settling the west.</p>
 <p>UPTOWN</p> <p>Uptown is a Sudoku-like tile laying game, an abstract game wrapped in a them of uptown entertainment.</p>	<p>£13.50</p>  <p>IN THE YEAR OF THE DRAGON</p> <p>The latest game in the Alea big box series sees you acting as a Chinese prince trying to manage your province and handle what the world throws at you.</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	1830-L23, 1830-G24, 1856-D22, 1856-M22, 1856-R23, 1861-B23,
Tony Bromley	RR-2052-IP, RR-2085-KU		1870-O20, 1870-K23, 18Kaas-P23, Acq47,
Simon Brooks	Acq47, BB-300-KYR, BB-205-NLD, GS7, RR-2052-IP		Acq50, OP25, OP26, PR7, PR9
Martin Butcher	1829-C20	Marcus Pratt	AoS1, OP25, OP26, Sceptre 2
Pete Campbell	1830-G24, 1856-R23, Acq50, PR9	Jim Reader	6n13, BA17, BB-300-KYR, BB-301-CRO, BB-304-EAN, BB-305-NLD, GS7, OP25, OP26, PR6, PR7, PR8, PR9, RR-2052-IP, RR-2065-F, RR-2066-G, RR-2085-KU
John Colledge	6n13, Acq47, Acq48		
Bob Coull	6n13, BB-300-KYR, BB-304-EAN, RR-2052-IP, RR-2085-KU	Lionel Robbins	1829-V21, 1870-K23, 18EU-G23, PR6
Simon Cuthforth	1870-O20, Sceptre 2	Peter Robbins	RR-2028-DC
Tim Franklin	1826-E22, 1830-L23, 1850-R22, RR-2028-DC, Sop340	Tony Robbins	1837-G21, 1856-D22
Mark Frueh	1830-G24, 18EU-G23	Simon Robertson	BB-300-KYR, BB-305-NLD, RR-2051-EA, RR-2065-F
Michael Graystone	6n13, Acq47, Acq48, Acq50, BB-300-KYR, RR-2028-DC, RR-2051-EA, RR-2066-G, RR-2073-DC, RR-2085-KU, Sop340	Tony Sait	1856-M22, 18Kaas-P23, PR6, PR7, RR-2065-F, RR-2073-DC
Lyndon Gurr	1826-E22, 1850-R22, 1856-M22, 1856-R23, 1861-B23, 1870-K23, 1899-Z21, 18Kaas-P23, Acq49, Acq50, OP26, Phoenicia 1, Sceptre 2	Don Shailer	1829-C20, 6n13, BB-304-EAN, BB-305-NLD, CM1, GS7, RR-2066-G, Sop340
Steve Ham	GS7, RR-2065-F	Colin Sharpe	6n13, Acq47, Acq48, Acq49, BB-304-EAN, RR-2051-EA, RR-2073-DC
Geoff Hardingham	1837-G21, 1861-B23, OP26, Phoenicia 1, StP1	John Shelley	1826-E22, 1830-L23, 1856-D22, 1870-K23, 1899-Z21
Alan Harvey	1825-L21, 1850-R22, 1899-Z21, 18Kaas-P23, CM1	David Smith	1829-C20, OP25
Mike Head	1830-L23, 1856-D22, 1856-M22	Don Smith	1826-E22, 1830-G24, 1837-G21, 1856-R23, 1870-O20, 1870-K23, 1899-Z21, 18EU-G23
John Hopkins	1829-V21, PR8	Joakim Spångberg	BA17, BB-301-CRO, GS7, Sop340
Mike Hutton	1825-L21, 1829-V21, 1861-B23, AoS1, BB-301-CRO, PR9, StP1	Allan Stagg	BA17, PR8
Sharon Khan	AoS1, OP25, StP1	Mark Stretch	1861-B23, 6n13, BB-305-NLD, Phoenicia 1
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, GS7, OP25, PR7, RR-2051-EA, RR-2066-G, Sceptre 2	Roger Trethewey	BA17, BB-301-CRO, GS7, Sceptre 2
Michael Longdin	AoS1, CM1, Phoenicia 1, Sceptre 2	Stephen Webb	1826-E22, 1830-G24, 1837-G21, 1850-R22, 1870-O20, 18EU-G23, CM1, Phoenicia 1, PR8
Richard Lunn	1830-L23, 1856-D22, Acq48, BA17		
John Marsden	Acq50, BB-304-EAN, BB-305-NLD, CM1, RR-2051-EA, RR-2065-F	Tony Wilcock	Acq49



OUTSIDE EDGE

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DEADLINES

Wednesday January 23rd 2008
18xx Games - Friday January 18th

Future main deadlines: February 20th March 19th April 16th

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.