

FOR WHOM THE DIE ROLLS

January 2008

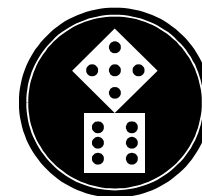
Published by Keith Thomasson

Issue 150

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

E-mail: Keith@Thomasson.com

Web site: www.fwtwr.com

Subscription payments can be sent via PayPal to Keith@Thomasson.com

Please specify the currency for international payments as GBP

Farewell to John Colledge, who'll be finishing his current games via the web site.

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

Games starting in the next issue...

✱ 1870 Roger Krueger, Willem Moene, Don Smith, Stephen Webb, Mark Frueh
✱ Acquire (Standard) Colin Sharpe, Tony Wilcock, Kevin Lee, Bob Coull, Gina Teh
✱ Industrial Waste Sharon Khan, Mike Head, Marcus Pratt, Gina Teh

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

⇨④ Age of Steam Pete Campbell
⇨① Agricola Michael Longdin, Pete Campbell, Mike Hutton, Marcus Pratt
⇨④ 1826 Pete Campbell
⇨② 1829 (South) Pete Campbell, John Shelley, Lionel Robbins
✱ 1895 Steve Thomas, Roger Krueger, Tim Franklin
⇨④ 18Rhl Rhineland Willem Moene
⇨④ Acquire (Standard) Michael Graystone
⇨③ Acquire (Powers) Michael Graystone, Colin Sharpe
⇨④ Canal Mania Kevin Lee
⇨④ In the Year of the Dragon Michael Longdin
⇨③ Mystic Wood Gina Teh, Jim Reader
⇨① Railroad Tycoon Michael Longdin, Simon Robertson, Pete Campbell
⇨① RoboRally Steve Ham, Jim Reader, Marcus Pratt
✱ Saint Petersburg Pete Campbell, Tony Wilcock, Kevin Lee, Marcus Pratt

I supply everything you need for these...

②/⑧ Battle! Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
✱ Breaking Away Steve Ham, Jim Reader, Mark Stretch, Simon Brooks, Dennis Frank, Joakim Spångberg
✱ Railway Rivals Colin Sharpe, Pete Campbell, Jim Reader, Simon Robertson, Michael Graystone, Bob Coull (London and Liverpool)

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

START

Welcome to issue #150. It doesn't seem that long ago that I reached the century, and now we're half way to the next one. Time flies, so I must be having fun.

Rob bought me a voucher for Christmas for a game to download off the web. He supervised the download to make sure I got the right one - Puzzle Quest. This is based on a fairly simple game where you move gems around an 8x8 grid, removing gems and scoring points whenever you get three or more in a line. Puzzle Quest adds a fantasy world as a front end, and the games become the battles between you and your opponents. It refused to play ball on my machine, crashing it every time, so we followed the advice and made sure my video drivers were right up to date, but eventually got it working by updating the sound drivers, of which they said nothing. It's good fun, suitable for a short dip and a couple of battles, or a more extended session trying to improve your skills.

Don Shailer has asked me to hold his games over this month, so a number of games will not be appearing in this issue. If you want to check what is affected, look at Don's list in the Who Plays What section.

Another game holding over this time is 18EU-G23. Sorry, everyone, I didn't realise that the news that Mark wasn't going bankrupt would make such a difference to you. I've had a couple of occasions where rewinds have been asked for because the situation had changed dramatically, and ended up with virtually the same result, so it will be interesting to see what changes with this one. We're backing up to before OR5, so revised OR5 orders are requested, please. Please let me know if you'll be leaving things unchanged.

Tony Wilcock mentioned that he had heard of an enlarged version of Monopoly and went to mention that his eyesight isn't what it used to be. I think that applies to us all in varying degrees. If Tony was hoping that this new version would be easier to play, he may be disappointed, as the only new Monopoly release that could be called enlarged is Mega Monopoly, which adds more streets around the board but is not likely to be any easier on the eye.

The next gathering for TringCon isn't that far off - Saturday April 5th. If you'd like to come you'll be most welcome. It will be £10 for the whole day, which runs from 9am to 9pm, and covers the cost of the hall together with lunch and tea. If you want to know more, take a look at the web page - www.fwtwr.com/tringcon/.

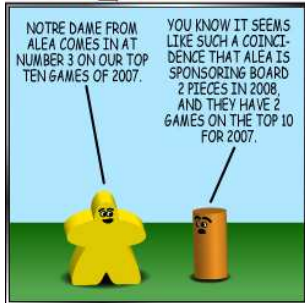
I'll be flying off to New York on the 15th of February, which you might recognise as the 18xx deadline. Early orders will be especially welcome for the next issue, as it would be good to get some games done before I go away. The bulk will obviously have to wait for my return. The worst case scenario is nothing early and no time when I get back, but I hope to avoid merging February and March together. ✱

Change of address

Marcus Pratt 14 Clifton Road, Brighton, BN1 3HN

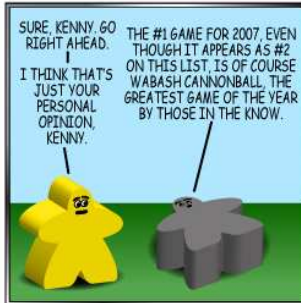
BOARD 2 PIECES

BY TED ALSPACH



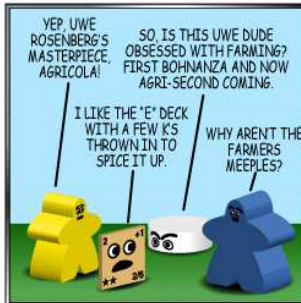
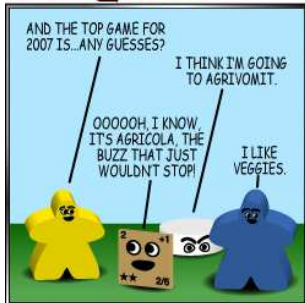
BOARD 2 PIECES

BY TED ALSPACH



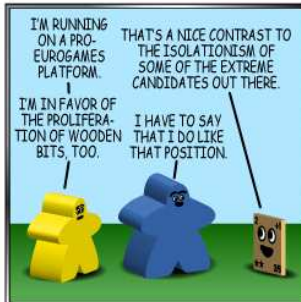
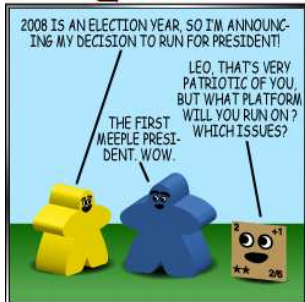
BOARD 2 PIECES

BY TED ALSPACH



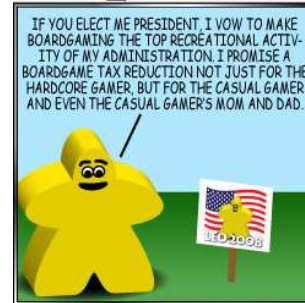
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



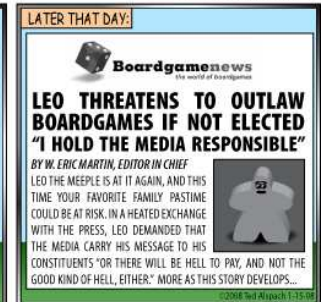
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH





1825-L21

Two rounds of paying
as much as possible.

OR15 - OR16

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Cal	AH	14:I13:2	-	240	Yes	-	205▲	5 4
NBR	MH	42:D8:2	-	220	Yes	-	300▲	3 3
GSWR	MH	-	-	-	①	16▼	0	3T
GNoS	MH	46:C9:3	-	160	Yes	-	255▲	5
M&C	AH	8:I11:3	-	140	Yes	②	205▲	3T 3
High	MH	15:C7:2	-	170	Yes	-	160▲	120 3T U3

Notes: ① 10 to the GNoS for a '3T' train
② 100 to the bank for terrain costs

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Cal	AH	66:J14:4	-	250	Yes	-	250▲	5 4
NBR	MH	66:G9:5	-	230	Yes	-	320▲	3 3
GSWR	MH	-	-	80	Yes	-	49▲	0 3T
GNoS	MH	-	-	170	Yes	-	280▲	10 5
M&C	AH	-	-	150	Yes	-	230▲	0 3T 3
High	MH	-	-	170	Yes	-	180▲	120 3T U3

Cash Flow	b/f	OR15	OR16	c/f	Value	%	Certs
Mike Hutton	947	484	546	1,977	8,471	51.1▼	16/21
Alan Harvey	415	486	553	1,454	8,100	48.9▲	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)		230	320	49	280	230	180
Company credit		50	390	0	10	0	120
Tokens		-	1	2	-	-	-
Trains		5 4	3 3	3T	5T	3T 3	3T U3
Bank cash: 568		Certificate limit: 17			Trains: 1 x '5', 2 x 'U3', 2 x '7'		

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

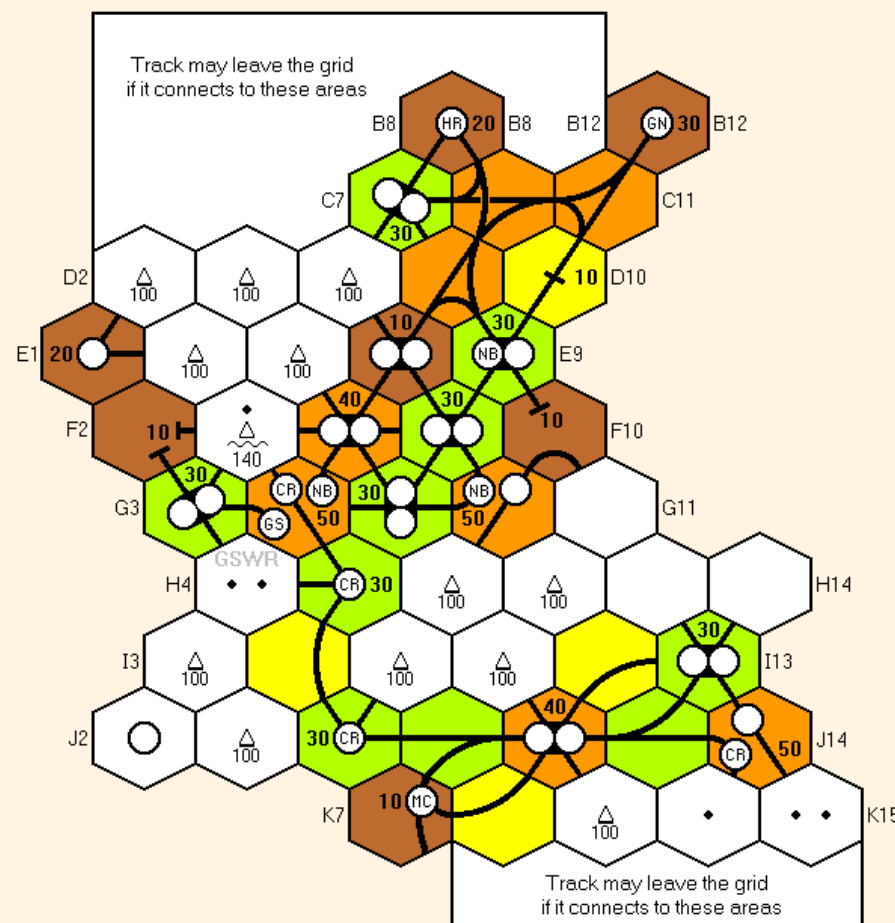
Alan ordered a 15 tile for I13, but there is only one legal upgrade for the tile that was there, which is the 14 1 placed. That upset his later plans, but his loss didn't affect the positions.

I suspect Mike will pay out with the NBR next time, which will end the game because the NBR will hit the top of the stock market.

1825 Unit 3

Game L21

Referee:
Keith Thomasson



© Keith Thomasson 2008

Orders required for the following round

By the early deadline

OR17



1826-E22

Two complex rounds.

OR10 - OR11

OR10	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	SW	23:H8:2	-	240	Yes	-	180C	851	-
A	JS	8:K13:2	-	-	-	① ②	100B	185	1
SNCF	TF	63:C13:1	-	-	-	③ ④	110A	32	-
PL	DS	9:H10:1	8:111:1	-	-	④ ⑤	90B	140	-
P	LG	63:C11:1	-	-	-	⑤ ⑥	75E	0	2
O	LG	513:C11:1	-	210	Half	-	90E	412	1
GC	TF	63:L14:1	-	270	Half	-	75E	358	1
E	LG	513:C13:1	-	370	No	⑦ ⑧	60G	8	-
B	SW	88:D10:2	-	400	No	⑨ ⑩	40G	148	-

- Notes:
- ① One loan acquired {▼100D}
 - ② 800 to the bank for an 'E' train
 - ③ One Bond issued
 - ④ 60 to the bank for a token in I13
 - ⑤ One loan acquired {▼75E}
 - ⑥ 1,000 to the bank for a TGV, partly funded by 117 from Lyndon, requiring the sale of 1 SNCF {▼100B}
 - ⑦ 60 to the bank for a token in C11
 - ⑧ One loan repaid {▲60G}
 - ⑨ 170 to the PO for a '10H' train
 - ⑩ 120 to the bank for three pool shares

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	SW	23:F8:1	-	-	① ② ③	150C	51	1	TGV
A	JS	8:J14:5	290	Yes	④	110D	75	1	E
SNCF	TF	611:B12:3	250	Half	⑤	110B	42	-	E
O	LG	516:G9:1	330	Half	⑥ ⑦ ⑧	110D	332	-	-
PL	DS	-	190	Yes	-	100B	140	-	E
P	LG	45:G7:5	300	Half	⑨ ⑩ ⑪	82E	17	2	TGV 10H
GC	TF	4:M17:3	340	Yes	⑫	82E	316	1	10H
E	LG	23:E11:4	-	-	⑬ ⑭ ⑮ ⑯	40G	40	1	TGV E
B	SW	63:H6:1	760	Yes	-	50G	276	-	10H 10H

- Notes:
- ① One loan acquired {▼150C}
 - ② 1,000 to the bank for a TGV
 - ③ 300 to the bank for two pool shares
 - ④ 60 to the bank for a token in I13
 - ⑤ 100 to the bank to redeem one Bond
 - ⑥ 73 to the E for an 'E' train
 - ⑦ One loan repaid {▲110D}
 - ⑧ 330 from the bank for the sale of three shares
 - ⑨ Run reduced to 200 to pay loan interest
 - ⑩ 1 to the O for a '10H' train
 - ⑪ 82 to the bank for one pool share
 - ⑫ 60 to the bank for terrain costs
 - ⑬ Two loans acquired {▼40G}
 - ⑭ 1 to the O for an 'E' train
 - ⑮ 40 to the bank for one pool share

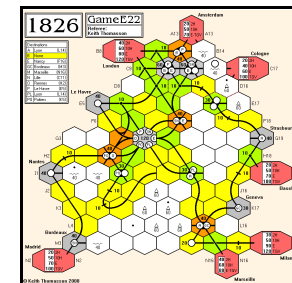
Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
John Shelley	38	49	301	388	1,480	21.7	8/10
Lyndon Gurr	50	37	118	205	1,255	18.4	7/11
Don Smith	46	0	89	135	645	9.4	4
Stephen Webb	9	118	509	636	1,976	28.9	6/14
Tim Franklin	85	84	269	438	1,480	21.6	10

Portfolio	A	B	E	GC	O	P	PL	PO	SNCF	Bonds
John Shelley	6P	1	1	1	1	-	-	1	-	-
Lyndon Gurr	-	-	5P	-	4P	5P	-	-	-	-
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	-	-	1	3	4	5	3	4
Treasury shares	-	3	1	2	-	1	-	2	-
Price	110D	50G	40G	82E	110D	82E	100B	150C	110B
Company credit	75	276	40	316	332	17	140	51	42
Loans	1	2	2	1	-	2	-	1	-
Tokens	-	1	-	1	1	-	2	-	4
Trains	E	10 10	TGV	10	-	TGV	E	TGV	E

Bank cash: 8,909 Certificate limit: 13 Trains: 3 x 'TGV'
 Current operating order: PO, A, O, SNCF, PL, P, GC, B, E

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds									
Yellow	3/1	4/3	5/2	6/2	7/4	8/5	9/14	57/5	58/3						
Green	14/1	15/1	16/1	19/1	20/-	23/2	24/5	25/2	26/1	27/1	28/1	29/1			
	87/1	88/1	141/-	142/-	143/1	203/1	204/-	514/-	619/4						
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/1	46/2	47/3	63/2	70/1	515/1			
	611/1														
Grey	513/1	516/-													



Orders required for the following rounds

By the early deadline

OR12, SR9

Adjudication can pause between rounds if requested



1829-V21

The L&YR almost gets a route.
Terrain costs put paid to that.

OR14 - OR15

I missed out on some deals for Rob last time. He sold one LNWR share and bought three GSWR shares. Nothing else was affected.

OR14	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	►P8	140	Yes	-	250▲	360	3
NER	MH	8:K13:2	►N10 !	90	Yes	① ②	142▲	30	5
Mid	JH	5:S15:2	►S17	130	Yes	-	100▲	110	4 3
NBR	RT	38:F8:6	►I15	110	No	-	112▼	270	3
Cal	LR	38:F6:4	►I5	270	No	-	71▼	290	4 3
L&YR	MH	-	►P12	-	-	-	53▼	160	4
GNR	JH	38:N14:1	►N16	120	No	-	61▼	130	4
GCR	MH	13:O15:2	►O13	-	-	③	53▼	230	3
GSWR	JH	-	►H4	-	-	②	56▼	30	5

- Notes: ① 80 to the L&YR for a '2' train
② 550 to the bank for a '5' train
③ 10 to the NER for a '3' train

OR15	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	►P8	90	Yes	-	275▲	360	3
NER	MH	-	►J14	130	Yes	①	160▲	20	5 4
Mid	JH	14:Q15:3	►R18	150	Yes	②	112▲	110	5 4
NBR	RT	12:S15:2	►M11	110	No	③	100▼	10	3T 3
Cal	LR	38:L14:1	►H4 !	270	No	④	67▼	40	5 4
L&YR	MH	-	►O13 !	-	-	-	47▼	170	-
GNR	JH	9:N16:1	►N14	140	Yes	⑤ ⑥ ⑦	64▲	20	4 3
GCR	MH	-	►O17	-	-	-	47▼	230	3
GSWR	JH	-	►I5	-	-	-	53▼	30	3

- Notes: ① 10 to the L&YR for a '4' train
② 10 to the GSWR for a '5' train
③ 370 to the bank for a '3T' train
④ 550 to the bank for a '5' train
⑤ 40 to the bank for terrain costs
⑥ 40 to the bank for a token in N14
⑦ 30 to the Caledonian for a '3' train

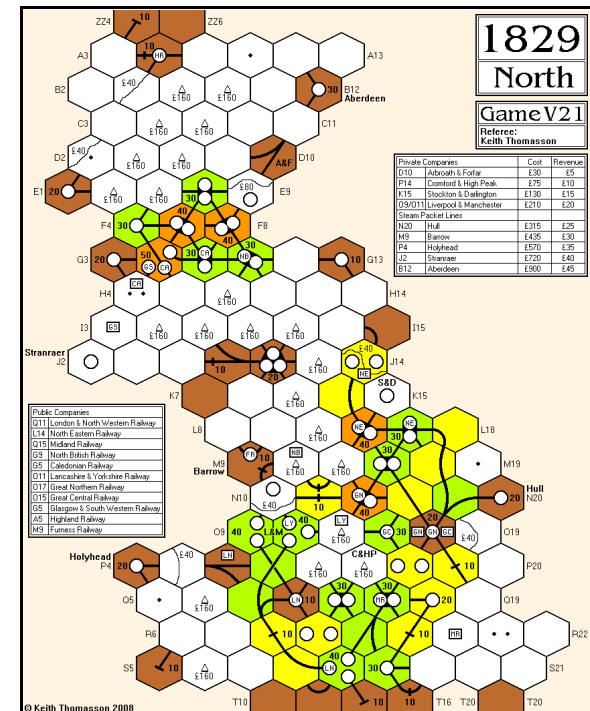
Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Rob Thomasson	73	37	45	155	2,186	22.3▼	18
Lionel Robbins	23	42	118	183	1,728	17.6▼	17
Peter Berlin	76	119	100	295	2,081	21.2▲	8
John Hopkins	4	80	146	230	1,494	15.3▲	13
Mike Hutton	151	85	119	355	2,311	23.6▲	18

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				

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Rob Thomasson	-	2	1	-	8D	4	-	1	-	3	-	-
Lionel Robbins	L&M	-	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...	-	-	-	-	-	-	-	-	1	10P	10P
Price (new)		100	90	82	76	71	67	64	61	58	56	53
Bank (pool)	-	2	-	-	-	-	4	-	1	-	-	-
Price (pool)		275	160	112	100	67	47	64	47	53		
Company credit		360	20	110	10	40	170	20	230	30		
Tokens		3	3	4	3	2	3	2	3	2	3	3
Trains		3	5	4	5	4	3T	3	5	4		
Bank cash: 18,782		Certificate limit: 18					Trains: 2 x '6', 2 x '3T', 2 x '2+2'...					

Mike's plans for the NER to help the L&YR get going were scuppered due to being 10 short of the terrain costs for laying a tile in N10. Other plans were thwarted because Lionel bought the L&M from the bank last time, and I forgot to put it back in the right place in the portfolio.



Orders required for the following round

By the early deadline

SR12



1830-L23

Just one '4' train left to go.

OR4 - OR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	WM	9:F18:2	-	-	① ②	82B*	380	4 3
B&O	TF	53:I15:1	100	Yes	③	90B*	240	4 3
Erie	RL	59:E11:2	-	-	③ ④	67E*	90	4
NYC	MH	2:G17:1	80	Yes	-	70G*	520	3
PRR	JS	57:H10:3	60	Yes	-	69G*	55	3
C&O	JS	55:G7:1	-	-	⑤	67H*	284	3

- Notes: ① 40 to the bank for a token in E19
 ② 480 to the bank for a '3' train and a '4' train
 ③ 300 to the bank for a '4' train
 ④ 320 to Richard for the C&A private
 ⑤ 1 to the PRR for a '3' train

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TF	27:H14:3	170	Yes	-	100B*	240	4 3
NYNH	WM	-	120	Yes	-	90B*	380	4 3
NYC	MH	54:G19:1	100	Yes	① ②	75F*	420	3
PRR	JS	15:H16:6	80	Yes	-	70G*	107	3
C&O	JS	8:H8:1	90	Yes	③	68H*	226	3
Erie	RL	8:D12:3	60	Yes	-	71E*	115	4

- Notes: ① 40 to the bank for terrain costs
 ② 40 to the bank for a token in G19
 ③ 100 to the bank for a token in H16

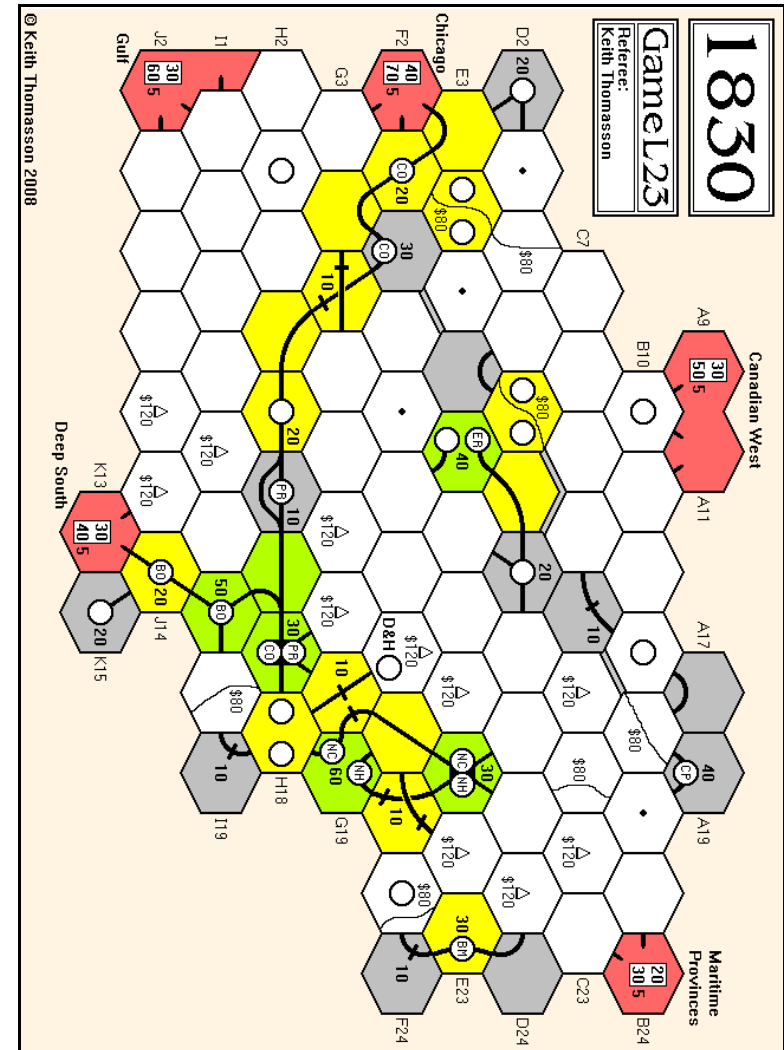
Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
John Shelley	61	22	87	170	818	21.1*	7
Mike Head	42	50	67	159	634	16.4*	5
Richard Lunn	25	360	51	436	932	24.1*	6
Tim Franklin	53	50	85	188	688	17.8*	4
Willem Moene	7	14	90	111	796	20.6*	7

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	-	-	-	-	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)		100B	68H		71E	75F	90B	70G
Company credit		240	226		115	420	380	107
Tokens	2	1	-	4	2	2	-	2
Trains		4 3	3		4	3	4 3	3

Bank cash: 9,448 Certificate limit: 13 Trains: 1 x '4', 3 x '5'...
 Current operating order: B&O, NYNH, NYC, Erie, PRR, C&O

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



Orders required for the following round

By the early deadline

SR5



1830-G24

The B&O remains unsold.

SR1 - OR1

Stock Round 1

Mark	Bids 165 on the C&A
Willem	Bids 170 on the C&A
Stephen	Buys the SVR for 20
Pete	Bids 75 on the D&H
Don	Bids 115 on the D&H
Mark	Buys C&StL for 40
	☛ Don gets the D&H for 115
Willem	Buys the M&H for 110
	☛ Willem gets the C&A for 210 plus a free PRR share
Stephen	x
Pete	x
Don	x
Mark	x
Willem	x
Priority for the SR2 lies with Stephen	

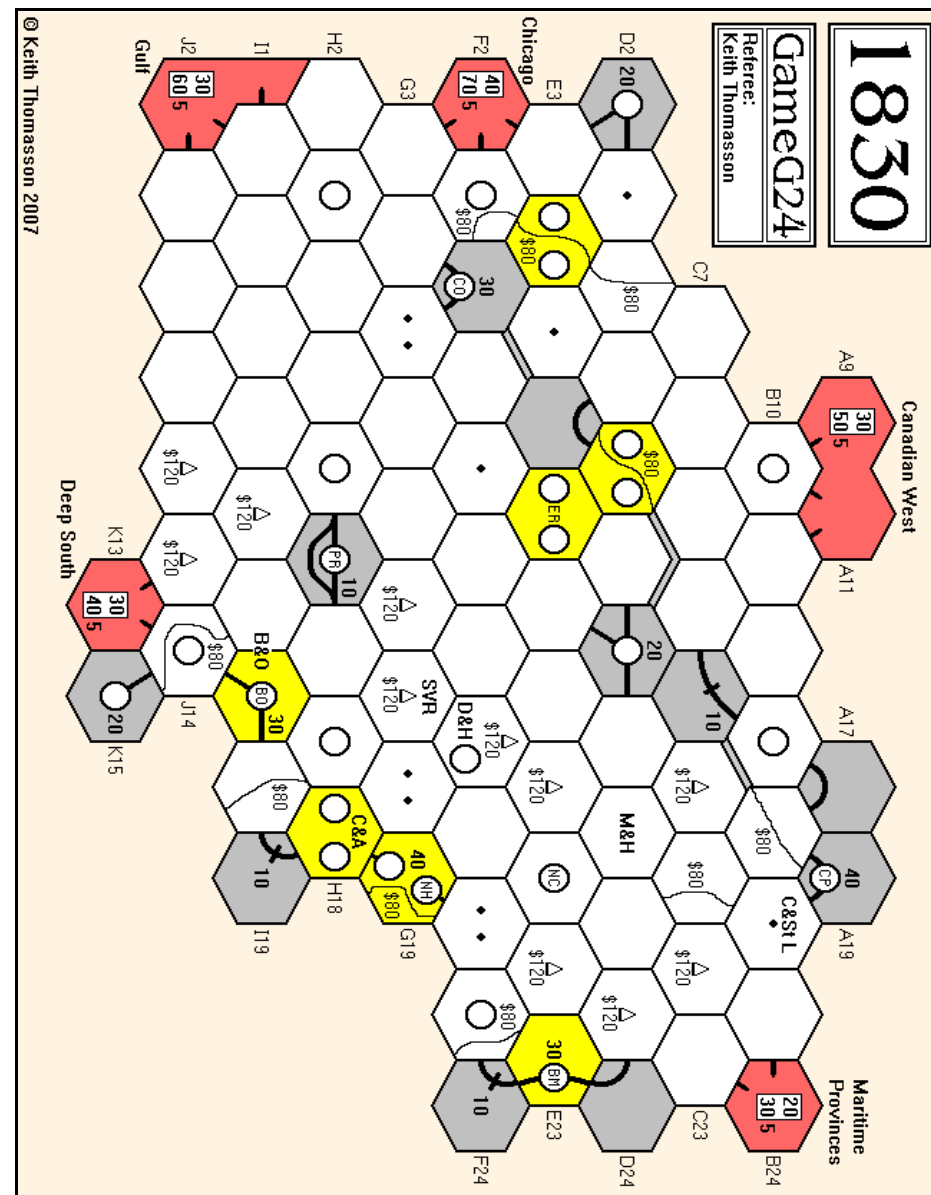
Cash Flow	b/f	SR1	OR1	c/f	Value	%	Certs
Mark Frueh	480	-40	10	450	490	20.6	1
Willem Moene	480	-320	45	205	475	19.9	2/3
Stephen Webb	480	-20	5	465	485	20.4	1
Pete Campbell	480	0	0	480	480	20.2	-
Don Smith	480	-115	15	380	450	18.9	1

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mark Frueh	C&StL	-	-	-	-	-	-	-	-
☛ Willem Moene	M&H, C&A	-	-	-	-	-	-	-	1
Stephen Webb	SVR	-	-	-	-	-	-	-	-
Pete Campbell	-	-	-	-	-	-	-	-	-
Don Smith	D&H	-	-	-	-	-	-	-	-

Bank (new)	10P	10P	10P	10P	10P	10P	10P	10P	9
Price (par)									
Bank (pool)	-	-	-	-	-	-	-	-	-
Price (pool)									
Company credit									
Trains									
Redeemed shares									
Bank cash: 10,020	Certificate limit: 13			Trains: 6 x '2', 5 x '3'...					

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

I've done the first operating round, so it's back to the dealing table with the B&O private first on the menu.



Orders required for the following round

By the early deadline

SR2



1830-V1-N24

Off into realms unknown.

NEW GAME

Welcome to 1830 with a twist. Everything is identical to 1830 except for the map. There are five players for this one, and they will be dealing in the following order.

Stephen Webb 17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
 Tony Sait 6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH
 Mark Stretch 41 Burma Close, Evesham, Worcestershire, WR11 1GZ
 Don Smith 16 Gilchrist Way, Braintree, Essex, CM7 7SY
 Alan Harvey 6 Serina Avenue, Littleover, Derby, DE23 6JT

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.

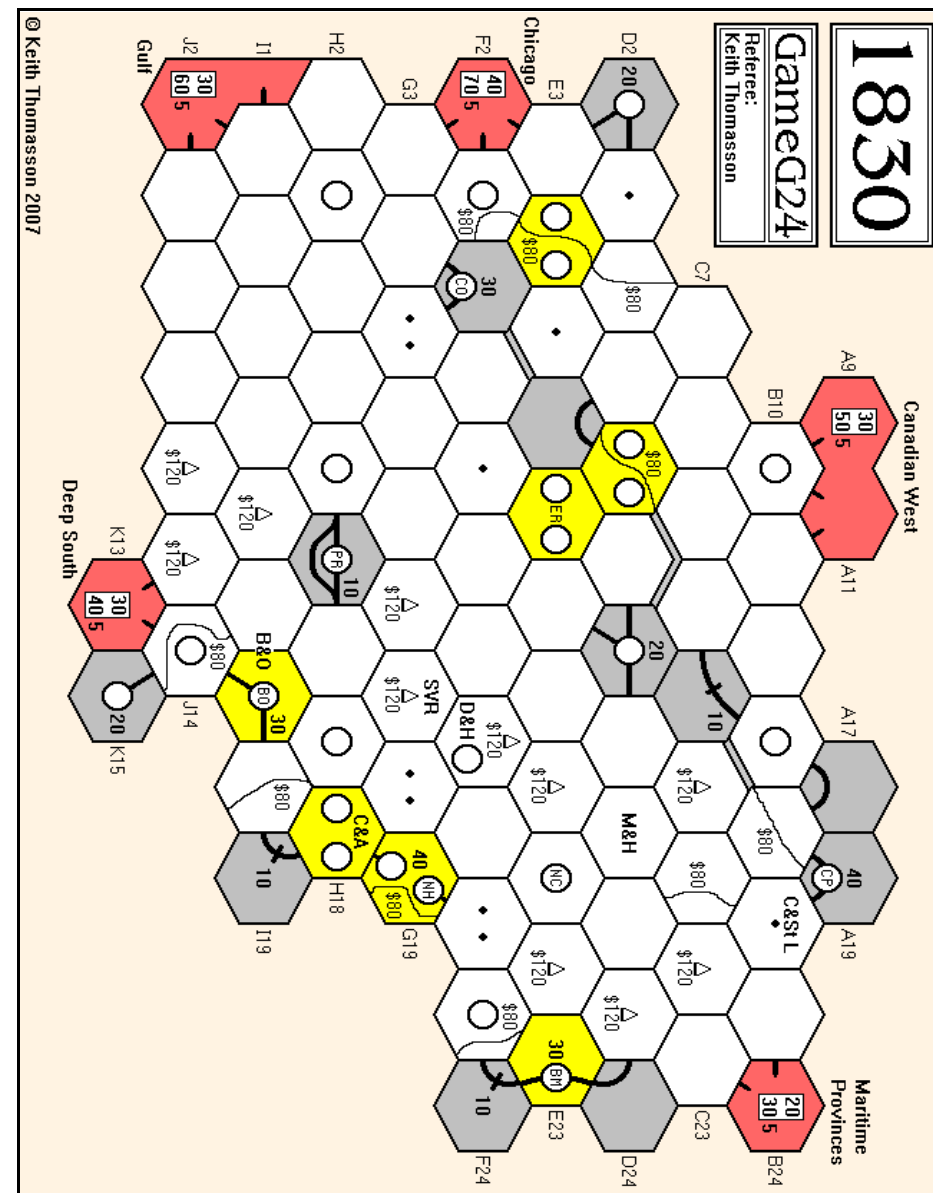
The common approach to the bidding process is to indicate what you want to go for (or what you want to avoid) and the maximum you'll pay. Bids will be \$5 above the initial price or the last bid unless you advise otherwise. Some players just say 'buy whatever I'm offered', some also give a total limit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

By the early deadline

Stock Round 1, Private Companies only, starting with Stephen



1837-G21

As expected, just a few deals for the last stock round.

SR9

Stock Round 9

Don	Tony	Geoff	Stephen
+ Sb new	- 1 Cl {+65H}	+ Cl pool	✗
+ Sb new	✗	✗	✗
+ Sb pool	✗	✗	✗
✗	Priority for SR10		

Cash Flow	b/f	SR9	c/f	Value	%	Certs
Stephen Webb	2,753	0	2,753	7,458	27.1▲	21/25
Don Smith	1,707	-324	1,383	5,509	20.0▲	19
Tony Robbins	2,874	70	2,944	7,294	26.5▲	21/23
Geoff Hardingham	3,305	-65	3,240	7,291	26.5▼	21/24

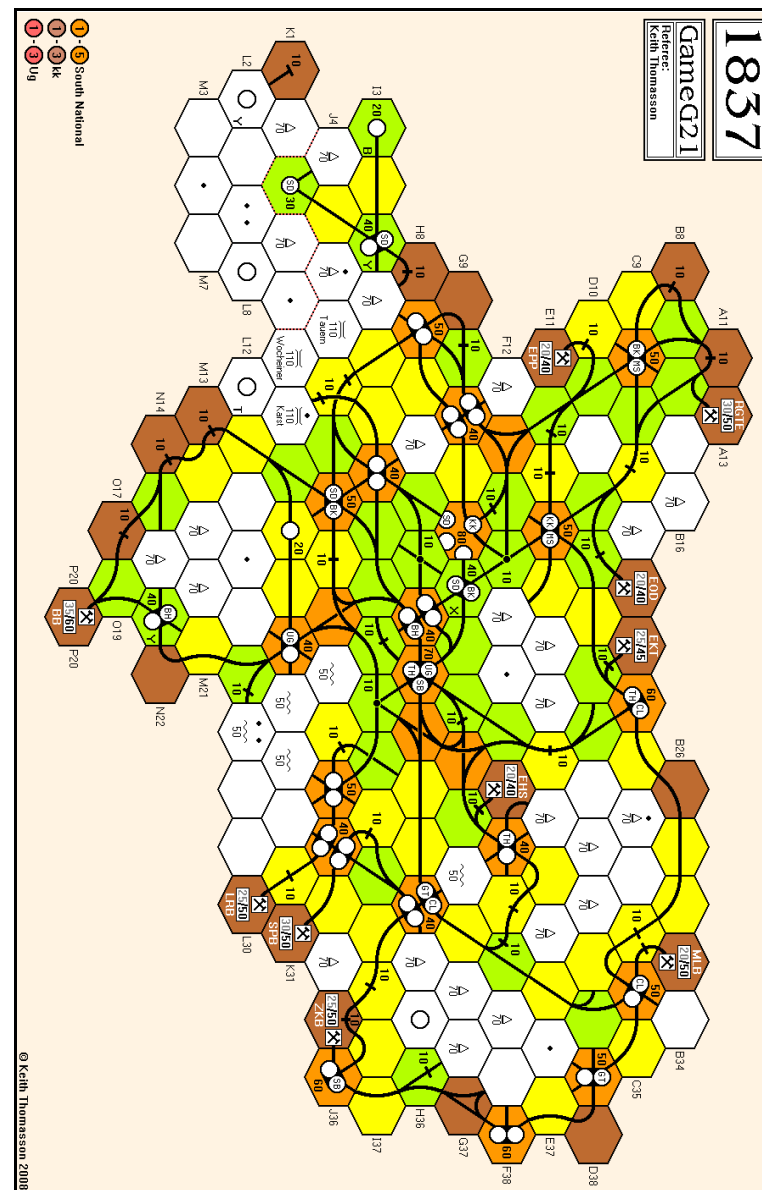
Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Stephen Webb	4	4D	5D	6D	1	-	-	5D	2	1
Don Smith	6D	-	-	-	1	-	4	-	6D	5D
✶ Tony Robbins	-	4	2	1	6D	-	-	1	1	3
Geoff Hardingham	-	2	3	2	2	4	6D	4	1	1

Bank (new)	-	-	-	1	-	-	-	-	-	-
Price (new)	104	104	75	97	120	70	97	142	91	175
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	132A	260B	67G	118B	154B	109E	135C	260B	140B	360A
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: 3,073 Certificate limit: 21 Trains: 1 x '5+3', 1 x '5+4', 2 x '4G'
Current operating order: Ug, Sd, Bk, Kk, Th, Sb, Bh, Gt, Ms, Cl

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/-																		

I've listed two operating rounds for next time, but given the level of dividend in the last round, we'll only see one of those. Just to cover things, though, let me know what you want to do should the bank not break near the end of OR14.



Orders required for the following rounds

By the early deadline

OR14, OR15



1850-R22

The last two companies are floated.

SR8

My thanks to Alan for his persistence in refusing income he is not entitled to. He was right to suggest he didn't hold a UP share. My original correction for SR6 got undone by a later correction, and then I overwrote the SR6 spreadsheet to hide the evidence. I believe the position to be correct now. If it isn't, it's probably better to leave things and move on...

Other issues were that the GN dividend for ORs 8 and 9 was 150, not 130, and the payment for the Mesabi Mining token should have gone to the NP, not the MKT. Confusion amongst private companies - I saw the MMR and thought Mesabi Ming Range, but the private is the MMC - Company not Range.

Stock Round 8

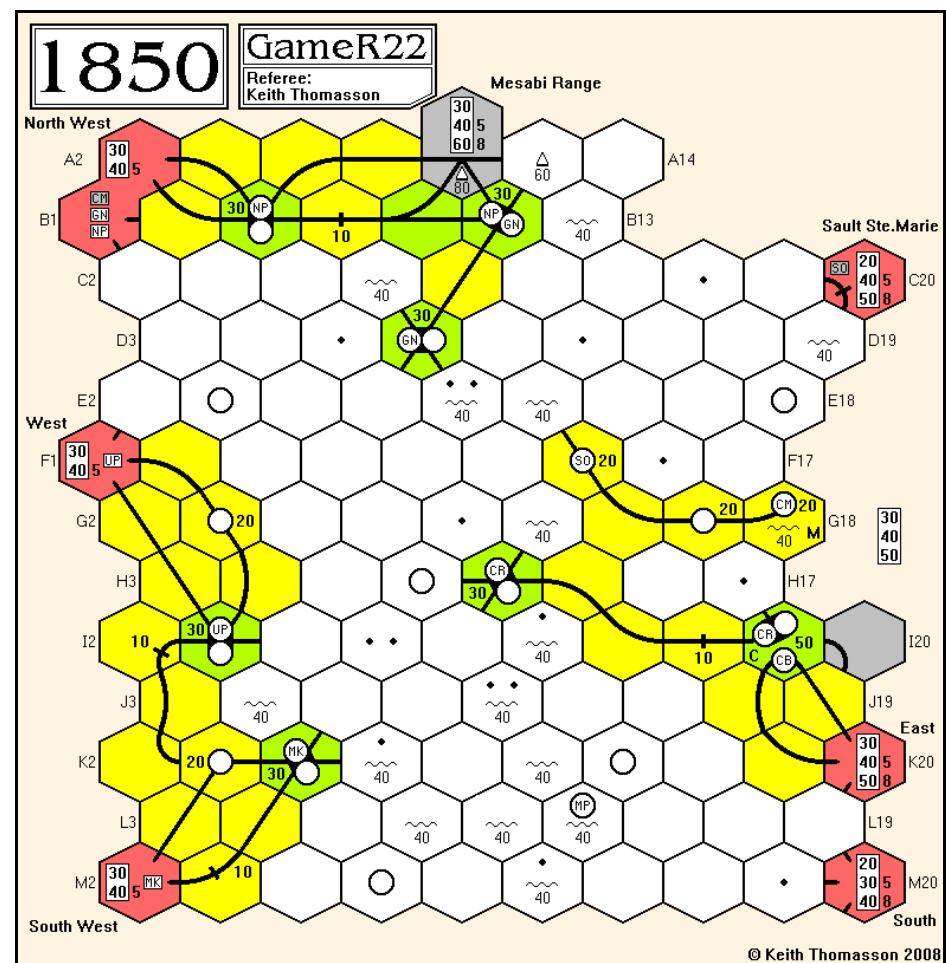
Lyndon	Tim	Stephen	Alan
- 3 UP (▼82F)	+ MKT new (90)	- 3 CRIP (▼72G)	+ MKT pool (100)
+ CMSP/Pres		+ MP/Pres	
+ MKT new	+ SOO new	+ MP new	+ GN new
- 1 MKT (▼55H)			
+ CMSP new	✗	+ MP new	+ CBQ new
+ CMSP new	✗	+ MP new	✗
+ CMSP new	✗	+ MP new (floated)	✗
		- 1 MP (▼90B)	
+ CMSP new (floated)	✗	+ UP pool	✗
+ CRIP pool	✗	+ GN new	✗
✗	✗	✗	Priority for SR9

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Stephen Webb	439	-418	21	1,752	28.1▲	12/13
Alan Harvey	290	-242	48	1,553	24.9▼	12/13
Lyndon Gurr	407	-320	87	1,784	28.7▲	13/17
Tim Franklin	227	-158	69	1,138	18.3▼	10/11

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

Bank (new)	1	4	4	1	1	4	-	3	-
Price (par)	100	90	76	82	68	100	68	90	82
Bank (pool)	-	-	2	-	1	1	-	-	3
Price (pool)	110B	90B	72G	90D	55H	90B	160C	90B	82F
Company credit	528	900	104	249	597	1,000	435	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
Bank cash: 6,954	Certificate limit: 14				Trains: 1 x '4', 3 x '5'...				
Current operating order:	NP, CBQ, GN, SOO, CMSP, MP, UP, 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 rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1856-D22

No Diesel, although one option was available.

OR10 - OR11

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	WM	4:L9:3	40	Yes	-	100A	300	6
BBG	JS	58:K16:6	-	-	①	80A	650	4
CGR	RL	123:L15:1	710	Yes	②	90D	474	6 5 4
CA	TR	125:F17:6	400	Yes	-	90D	40	5 4
THB	MH	125:L13:5	430	Yes	-	80A	260	5 4

Notes: ① 350 to the bank for a '4' train
② 100 to the bank for a token in L13

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	WM	15:M10:6	270	Yes	①	110A	260	6
CGR	RL	-	750	Yes	-	100D	699	6 5 4
CA	TR	23:E16:5	400	Yes	-	100D	40	5 4
BBG	JS	14:J15:3	140	No	-	75A	790	4
THB	MH	125:P9:6	440	Yes	-	90A	260	5 4

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

Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
Richard Lunn	253	218	228	699	1,299	18.1	3½
Tony Robbins	401	418	428	1,247	2,347	32.8	7½
Willem Moene	82	104	242	428	1,288	18.0	7
Mike Head	85	243	251	579	1,139	15.9	4
John Shelley	115	111	115	341	1,091	15.2	7

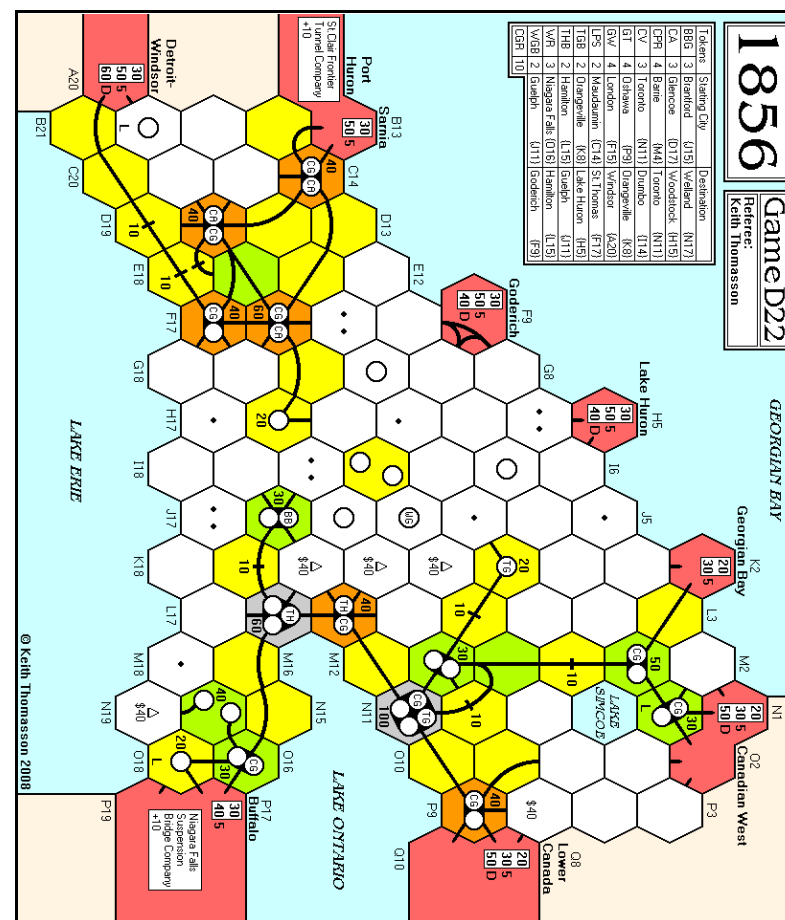
Portfolio	BBG	CA	TGB	THB	WGB	CGR
Richard Lunn	-	1	-	-	-	5P
Tony Robbins	-	6P	-	-	-	5
Willem Moene	-	2	6P	-	-	-
Mike Head	-	-	-	4P	-	2
John Shelley	6P	1	-	-	-	2

Bank (new)	4	-	4	6	10P	-
Price (par)	100	70	100	100		100
Bank (pool)	-	-	-	-	-	6
Price (pool)	75A	100D	110A	90A		100D
Company credit	790	40	260	260		699
Tokens	2	-	-	-	2	-
Trains	4	5 4	6	5 4		6 5 4
Bank cash: 6,657		Certificate limit: 10			Trains: Diesels	
Current operating order:		TGB, CGR, CA, THB, BBG				

If I get tile laying orders with the wrong orientations, I will correct them if there is one and only one legal option for what you appear to be doing. If there is more than one option, though, I will not correct because I don't know which option to correct to.

If you're unsure which tile sheet is the right one, you can find copies of the tile sheets on the web site at www.fwtwr.com/18xx/. Click on the link for 18xx Maps and Tiles and then pick what you need to check.

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
Yellow	1/1	2/-	3/3	4/-	5/-	6/1	7/6	8/6	9/9	55/1	56/1	57/4
Green	14/3	15/1	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/-	27/1
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/3	64/1	65/1
Grey	123/-	124/-										



Orders required for the following round

By the early deadline

SR7



1856-M22

The BBG and WGB are floated,
while the WR remains unsold.

SR6

The TGB placed a garrison in N11 last time. I forgot to include the note but the company did pay for it.

Stock Round 6

Tony	Rob	Willem	Mike	Lyndon
+ CV new - 1 CV {+70F}	+ BBG/Pres{100}	+ WGB/Pres{100}	+ TGB new	+ CPR pool
+ TGB new	+ THB new	+ WGB new	+ TGB new	+ CV new
+ CPR pool	+ TGB new	+ WGB new	+ CGR pool	+ CV new
+ CPR pool	- 1 TGB {+100B} + THB new	+ WGB new	✗	+ CV new
+ TGB pool	- 2 THB {+80D}	+ WGB new (floated)	+ WGB new	+ CV pool
+ THB pool	+ BBG new	+ CGR pool	✗	✗
✗	+ BBG new	✗	✗	✗
✗	+ BBG new (floated)	✗	+ BBG new	✗
✗	+ CGR pool	✗	✗	✗
✗	+ CGR pool	✗	✗	✗
✗	✗	Priority for SR7		

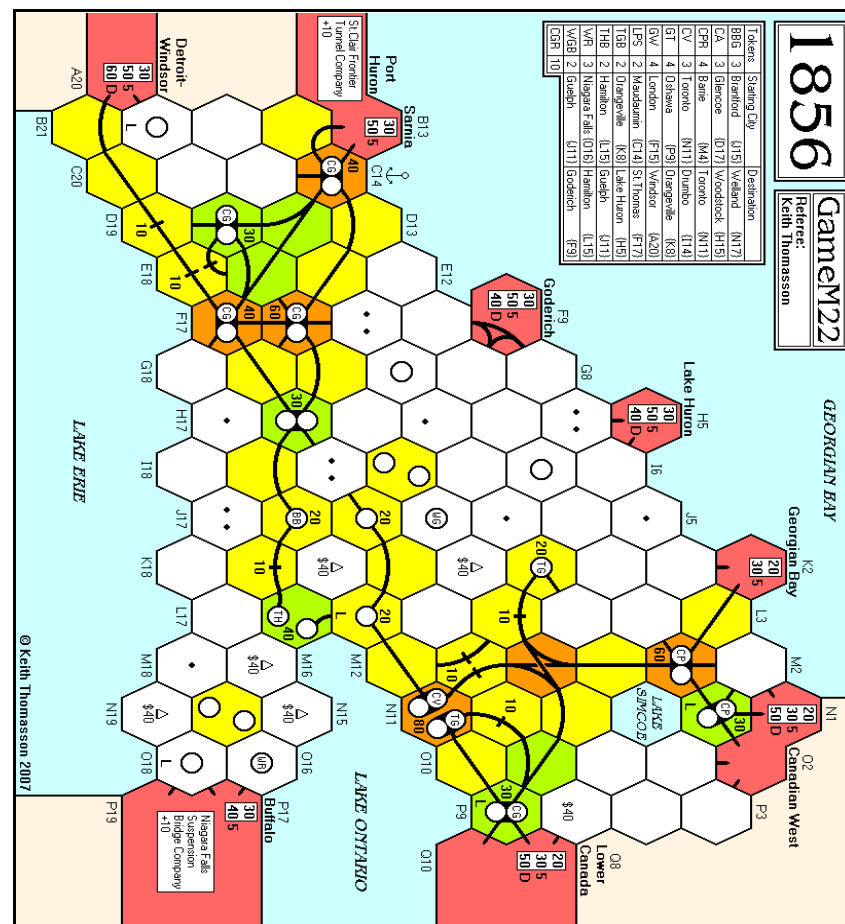
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Mike Head	523	-500	23	1,083	16.5▲	11
Lyndon Gurr	341	-340	1	1,496	22.7▲	13
Tony Sait	455	-395	60	1,055	16.0▲	10
Rob Thomasson	788	-770	18	1,418	21.5▲	9
Willem Moene	757	-700	57	1,537	23.3▼	12

Portfolio	BBG	CPR	CV	TGB	THB	WGB	WR	CGR
Mike Head	1	6P	-	2	1	1	-	2
Lyndon Gurr	-	1	5	6P	-	-	-	4
Tony Sait	-	2	5P	2	1	-	-	2
Rob Thomasson	6P	-	-	-	-	-	-	8P
✗ Willem Moene	-	-	-	-	6P	6P	-	4

Bank (new)	3	-	-	-	1	3	10	-
Price (par)	100	65	70	100	90	100	-	100
Bank (pool)	-	1	-	-	1	-	-	-
Price (pool)	100A	60H	75E	110A	80D	100A	-	100A
Company credit	1,000	84	20	400	220	1,000	-	162
Tokens	3	2	2	-	1	2	3	5
Trains	-	5	4	6.5	5	-	-	4.4.4

Bank cash: 8,955 Certificate limit: 13 Trains: 1 x '6', Diesels
Current operating order: TGB, CGR, BBG, WGB, THB, 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
Green	58/-	69/1										
Brown	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							
	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 rounds
OR11, OR12

By the early deadline
Adjudication can pause between rounds if requested



1856-R23

Just one operating round.

OR2

Not everyone spotted my error in the rounds we were going to run. We'd just done a stock round, so another wasn't on the cards - it was supposed to be two operating rounds, and we get to do the first.

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
WR	PC	6:O18:1	100	Yes	①	80C▲	0	100	2 2
CA	WM	8:E16:3	40	Yes	② ③	70E▲	55	200	3 2
LPS	RT	8:D15:6	50	Yes	-	65F▲	175	100	2
GT	DS	9:O10:2	90	Yes	② ④	65F▲	90	200	3 2
GW	LQ	121:F15:1	70	Yes	② ⑤ ③	65F▲	92	200	3 2

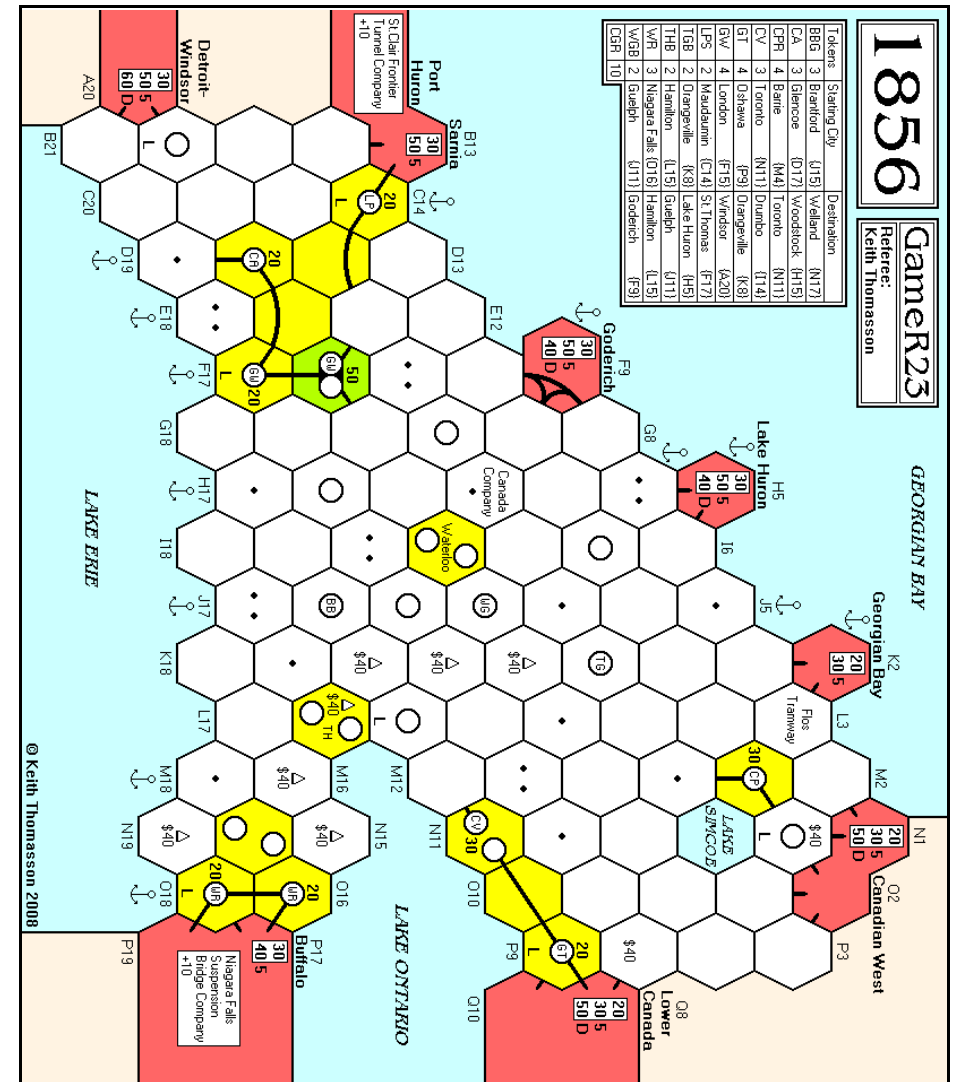
- Notes: ① 40 to the bank for a token in O18
 ② Government loan secured
 ③ 225 to the bank for a '3' train
 ④ 80 to Don for the WSR private
 ⑤ 40 to the bank for a token in F17

Cash Flow	b/f	OR2	c/f	Value	%	Certs
Pete Campbell	40	45	85	365	20.5▼	3
Willem Moene	5	32	37	347	19.5▼	3
Lyndon Gurr	5	35	40	320	18.0▼	4
Rob Thomasson	20	35	55	350	19.7▼	3
Don Smith	10	126	136	396	22.3▲	3

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	-	-	-	-	-	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)		70E			65F	65F	65F				80C
Company credit		55			90	92	175				0
Tokens	3	2	4	3	3	2	1	2	2	2	1
Trains		3 2			3 2	3 2	2				2 2
Bank cash: 11,235	Certificate limit: 13				Trains: 2 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/-	7/7	8/11	9/12	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	121/1							



Orders required for the following rounds

By the early deadline

OR3, SR3

Adjudication can pause between rounds if requested



1861-B23

No permanent trains
on offer just yet.

OR7

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
E	LQ	204:J11:4	9:J15:1	170	Half	① 135C	95	-	3
D	WM	-	-	120	Half	- 135C	140	-	3
MB	MS	-	-	120	Half	- 120D	105	-	3
N	GH	-	-	170	Half	- 100F	120	-	3
MNN	LQ	9:J15:1	-	180	Half	② 80G	160	-	3
SV	MH	622:M10:5	-	80	Half	③ 80F	15	1	3
TR	LQ	57:J17:1	-	-	-	④ 65F	0	-	3
GRR	MH	23:K10:5	-	210	Yes	⑤ 180C	444	-	4
SE	GH	4:F19:2	-	120	Yes	- 150C	341	-	3
SW	WM	-	-	80	Half	- 90E	270	-	4
RSR	-	-	-	160	No	-	300	-	4

- Notes: ① 20 to the bank for an extra tile lay
 ② Two loans redeemed
 ③ One loan redeemed
 ④ 155 to the MNN for a '3' train
 ⑤ 60 to Mike for the MYR private
 ⑥ Five loans redeemed

Cash Flow	b/f	OR7	c/f	Value	%	Certs
Willem Moene	67	100	167	752	18.3	5
Geoff Hardingham	70	129	199	839	20.4	4
Mike Hutton	28	183	211	831	20.2	3
Lyndon Gurr	72	217	289	929	22.6	5
Mark Stretch	437	78	515	755	18.4	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	-	-	-	-	-	-	1	-	3P	-	-	-
Lyndon Gurr	-	-	1	-	1	-	-	1	2	-	-	-
Mark Stretch	TSR	-	-	1	-	-	-	-	-	-	1	-

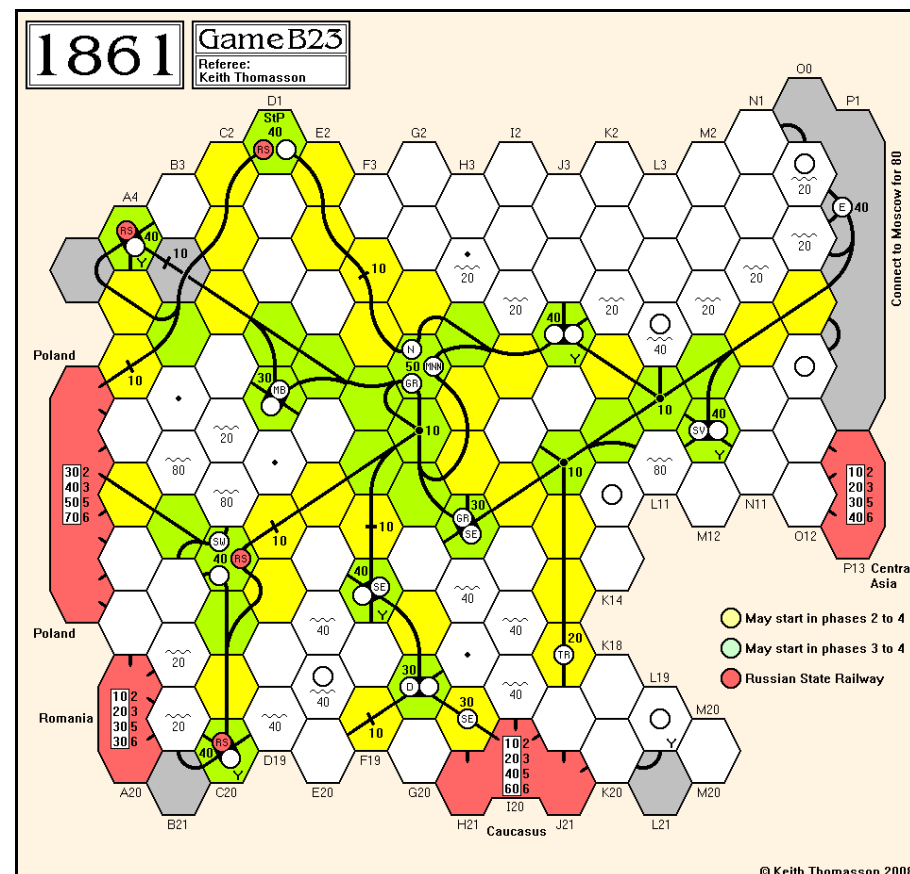
Treasury	-	-	-	-	-	-	-	5	7	3	
Bank (pool)	-	-	-	-	-	-	-	-	-	-	
Price	135C	135C	120D	80G	100F	80F	65F	180C	150C	90E	
Loans	-	-	-	-	-	1	-	-	-	-	-
Credit	140	95	105	160	120	15	0	444	341	270	300
Tokens	-	-	-	-	-	-	-	1	-	2	4
Trains	3	3	3	-	3	3	3	4	3	4	4
Bank cash: 11,829	Certificate limit: 13				Trains: 1 x '4', 4 x '5'						
Current operating order: E, D, MB, N, MNN, SV, TR, GRR, SE, SW, RSR											

Geoff apparently sent an amendment to his last orders, but they didn't reach me. I have an auto-reply for game orders that come via e-mail that will tell you they have been received. If you don't get such a reply it suggests they never got to me. Alternatively they didn't have the required text of *FWTDR* or *die rolls* in the subject line, so may or may not have been seen. To pre-empt a query, the N didn't lay a tile this time because it couldn't trace a route to the hex in question.

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

Yellow track tiles are unlimited

I believe I have mentioned this before, so bear with me. If you want to lay two tiles, paying for the second, please state that you want to pay for the second. It is common to list more than one tile with the expectation that the first possible tile will be laid. You may not want me to charge you for laying the second, so I'll only do it if this requirement is made clear.



Orders required for the following rounds

By the early deadline

MR4, OR8



1870-O20

No tile lays, just run and pay.

OR18 - OR20

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SP	SW	-	-	380	Yes	-	325C	101 8
SLSF	WM	-	-	370	Yes	-	300C	178 8
IC	SC	-	-	440	Yes	①	275B	72 10
GMO	SC	-	-	330	Yes	-	275B	22 8
MKT	DS	-	-	280	Yes	-	200C	0 6
MP	RK	-	-	740	Yes	-	160C	367 12 6
SSW	RK	-	-	710	Yes	-	160B	272 10 6
ATSF	DS	-	-	480	Yes	-	120D	113 12
TP	RK	-	-	490	Yes	-	72B	0 12
FW	WM	-	-	490	Yes	-	68B	41 12

Notes: ① The bank has run out of cash

OR19	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SP	SW	-	-	380	Yes	-	350C	139 8
SLSF	WM	-	-	370	Yes	-	325C	215 8
IC	SC	-	-	440	Yes	-	300B	72 10
GMO	SC	-	-	330	Yes	-	300B	22 8
MKT	DS	-	-	280	Yes	-	225C	0 6
MP	RK	-	-	740	Yes	-	180C	515 12 6
SSW	RK	-	-	710	Yes	-	180B	414 10 6
ATSF	DS	-	-	480	Yes	-	140D	113 12
TP	RK	-	-	500	Yes	-	76B	0 12
FW	WM	-	-	500	Yes	-	72B	41 12

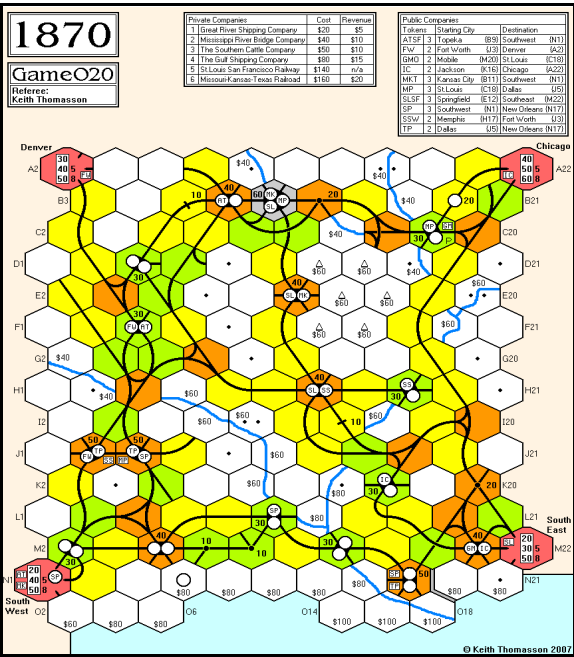
OR20	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SP	SW	-	-	380	Yes	-	375B	177 8
SLSF	WM	-	-	370	Yes	-	350C	252 8
IC	SC	-	-	440	Yes	-	325B	72 10
GMO	SC	-	-	330	Yes	-	325B	22 8
MKT	DS	-	-	280	Yes	-	250B	0 6
MP	RK	-	-	740	Yes	-	200C	663 12 6
SSW	RK	-	-	710	Yes	-	200B	556 10 6
ATSF	DS	-	-	480	Yes	-	160C	113 12
TP	RK	-	-	490	Yes	-	82B	0 12
FW	WM	-	-	490	Yes	-	76B	41 12

Cash Flow	b/f	OR18	OR19	OR20	c/f	Value	%	Certs
Simon Cutforth	1,553	768	768	768	3,857	8,703	19.5	16
Don Smith	1,120	575	575	575	2,845	6,355	14.2	13
Stephen Webb	3,268	873	873	873	5,887	10,597	23.7	18
Willem Moene	997	825	825	825	3,472	8,114	18.2	18
Roger Krueger	3,165	1,276	1,276	1,276	6,993	10,900	24.4	18

It was nearly a lot more complex, but Roger's orders arrived late and I'd already done the game. Considering he presented me with three pages of conditional tile lays and upgrades, I have to say that I was glad it didn't arrive on time, as it made the final adjudication much simpler. The lack of those lays and upgrades clearly didn't stop him from winning the game, which Stephen knew was going to happen.

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	-	-	-
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)	160C	72B	325B	325B	250B	200C	350C	275B	200B	82B
Company credit	113	41	22	72	0	663	252	177	556	0
Redeemed shares	-	-	-	-	-	2	1	1	2	-
Tokens	2	-	1	-	1	1	-	-	-	-
Trains	12	12	8	10	6	12 6	8	8	10 6	12
Bank cash:	Certificate limit: 13									Trains: 12's



1st	Roger Krueger	10,900	24.4%
2nd	Stephen Webb	10,597	23.7%
3rd	Simon Cutforth	8,703	19.5%
4th	Willem Moene	8,114	18.2%
5th	Don Smith	6,355	14.2%

Congratulations to Roger, commiserations to Stephen for losing out at the end, and thanks to everyone for the game. Comments next time, anyone?

1870-K23

Sell, sell, sell.

SR4

Stock Round 4

Lionel	Lyndon	Don	Willem	John
- 5 MP (72G) (Pres to Lyndon) - 1 MKT (82E) + SP/Pres (100)	+ SLSF new	+ SLSF new	- 1 MKT (76F) - 1 SLSF (110B)	- 3 MKT (64I) - 1 SLSF (PP) + TP/Pres (82)
⇒	Price protects 1 SLSF	+ SLSF new	✗	+ TP new
+ SP new	SLSF redeems from the pool	✗	✗	+ TP new
+ SP new	✗	✗	✗	+ TP new
+ SP new	✗	✗	✗	+ TP new (floated)
+ SP new (floated)	✗	✗	✗	✗
+ SLSF new	✗	✗	✗	✗
✗	Priority for SR5			

Cash Flow	b/f	SR4	c/f	Value	%	Certs
John Shelley	192	-154	38	702	18.2	8
Lionel Robbins	281	-60	221	941	24.5	6
Lyndon Gurr	233	-210	23	839	21.8	6
Don Smith	205	-200	5	615	16.0	7
Willem Moene	195	202	397	749	19.5	3

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	GRSC GSC	-	-	-	-	-	1	-	-	-	6P
Lionel Robbins	-	-	-	-	-	-	-	1	6P	-	-
Lyndon Gurr	-	-	-	-	-	-	3P	5P	-	-	-
Don Smith	SCC	-	-	-	-	5P	-	2	-	-	-
Willem Moene	MKT	-	-	-	-	-	1	1	-	-	-

Bank (new)	10P	10P	10P	10P	-	-	-	4	10P	4
Price (par)					72	76	100	100		82
Bank (pool)	-	-	-	-	4	5	-	-	-	-
Price (pool)					64I	72G	120A	100A		82C
Company credit					488	230	378	1,000		820
Redeemed shares					-	-	1	-	-	-
Tokens	3	2	2	2	1	1	1	3	2	2
Trains					22	3222	3322	-		
Bank cash: 8,400										
Certificate limit: 13										
Trains: 3 x '3' 5 x '4'										
Current operating order:	SLSF	SP	TP	MP	MKT					

Willem got caught with the bank pool being full for the MP. As a result he couldn't raise the funds to float a new company.

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	3	Topeka (B9)	Southwest (N11)
FW	2	Fort Worth (J3)	Denver (A2)
GMO	2	Mobile (M20)	St. Louis (C18)
IC	2	Jackson (K16)	Chicago (A22)
MKT	3	Kansas City (B11)	Southwest (N11)
MP	3	St. Louis (C18)	Dallas (J5)
SLSF	3	Springfield (E12)	Southwest (M22)
SP	3	Southwest (N1)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)

© Keith Thomasson 2008

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



1899-Z21

The Tt buys a Diesel - the fifth Diesel for this game.

OR15 - OR16

OR15	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
NRC	JS	8:F19:1	180	Yes	45	①	300A▲	508	5
FsR	AH	-	220	Yes	65	-	240B▲	320	5
Tt	DS	41:B11:5	-	-	-	②	160B▼	2	D
XzS	LG	8:I4:1	420	Yes	60	-	200B▲	100	D 5
1st	DS	-	480	Yes	80	-	180A▲	305	6 6
Sjz	AH	9:F21:3	460	Yes	70	③	142A▲	194	D
B&M	LG	-	340	Yes	65	-	90E▲	355	D
CSb	LG	-	170	Yes	80	-	50I▲	240	D

- Notes: ① 100 to the bank for a token in D19
② 1,100 to the bank for a Diesel
③ 80 to the bank for terrain costs

OR16	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
NRC	JS	-	180	Yes	45	①	325A▲	453	5
FsR	AH	-	220	Yes	65	-	260B▲	385	5
XzS	LG	9:H3:1	570	Yes	75	②	220B▲	95	D 5
1st	DS	-	480	Yes	80	-	200A▲	385	6 6
Tt	DS	-	340	Yes	65	-	180B▲	67	D
Sjz	AH	-	460	Yes	70	-	160A▲	264	D
B&M	LG	-	340	Yes	65	-	100E▲	420	D
CSb	LG	-	170	Yes	80	-	60I▲	320	D

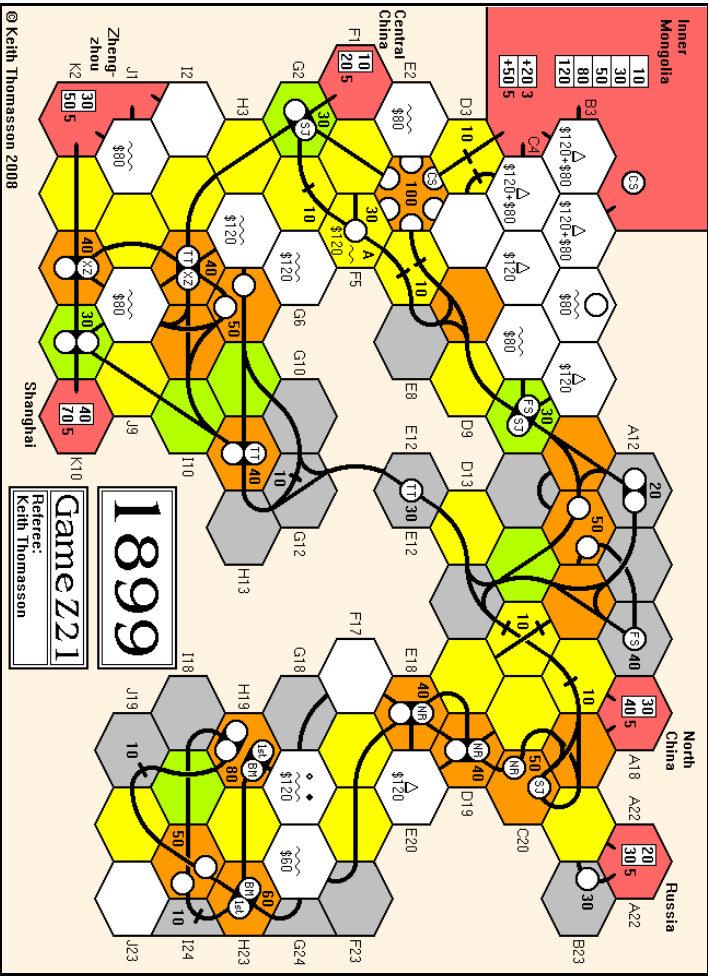
- Notes: ① 100 to the bank for a token in C20
② 80 to the bank for terrain costs

Cash Flow	b/f	OR15	OR16	c/f	Value	%	Certs
Alan Harvey	1,378	650	665	2,693	6,703	26.7▲	16/18
Lyndon Gurr	1,236	688	846	2,770	6,420	25.5▲	16/21
John Shelley	1,007	434	517	1,958	6,208	24.7▼	16/18
Don Smith	1,446	498	732	2,676	5,816	23.1▼	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)	200A	100E	60I	260B	325A	160A	180B	220B
Company credit	385	420	320	385	453	264	67	95
Tokens	1	1	1	-	1	1	1	1
Trains	6.6	D	D	5	5	D	D	D.5
Bank cash: 4,514			Certificate limit: 16				Trains: Diesels	
Current operating order	NRC, FsR, XzS, 1st, Tt, Sjz, B&M, CSb							

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
Yellow	1/-	2/1	3/2	4/3	7/3	8/6	9/7	55/-	56/1	57/5	58/1	69/1	
Green	14/3	15/1	16/1	18/1	19/-	20/1	23/1	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	41/1	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
OR17, SR9	Adjudication can pause between rounds if requested



18KAAS-P23

The Erie comes out and finds the '3' trains in play.

OR3 - SR4

The NYC run was only 50 last time. Perhaps my reminders to go to the opticians are more timely than I realised...

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	AH	58:H8:2	-	-	①	90A	660	3 2 2
NYNH	LG	54:G11:6	70	Yes	② ③ ④	69G	30	3 2
B&M	TS	8:I9:1	100	Yes	-	68H	410	2 2
PRR	WM	59:K13:1	60	Yes	⑤	63G		2

- Notes: ① 340 to the bank for two '2' trains and a '3' train
 ② 80 to the bank for terrain costs
 ③ 180 to the bank for a '3' train
 ④ 300 to Lyndon for the C&StL and M&H privates
 ⑤ 360 to Willem for the SVR and C&A privates

Stock Round 4

Lyndon	Tony	Willem	Alan
+ B&M pool	+ B&O new	- 4 PRR {30K}	✗
		+ Erie/Pres {100}	
+ B&M pool	✗	+ Erie new	✗
+ B&O new	✗	+ Erie new	✗
+ B&O new	✗	+ Erie new	✗
✗	✗	+ Erie new (floated)	✗
✗	✗	✗	Priority for SR5

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Alan Harvey	3	30	0	33	573	18.8	5
Lyndon Gurr	1	392	-336	57	927	30.4	11
Tony Sait	67	85	-100	52	725	23.8	8/9
Willem Moene	8	436	-348	96	825	27.0	6/7

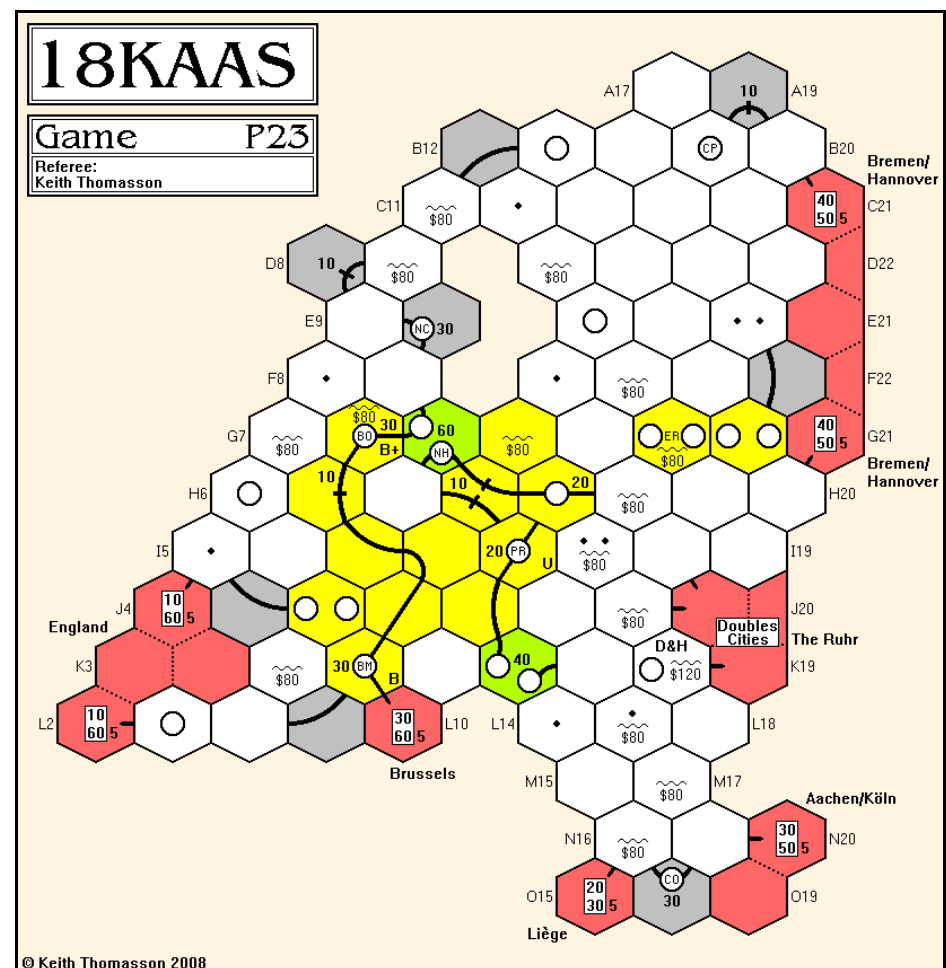
Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Alan Harvey	-	-	6P	-	-	-	-	-	-
Lyndon Gurr	-	4	2	-	-	-	-	6P	-
Tony Sait	D&H	5P	1	-	-	-	-	2	1
Willem Moene	-	1	-	-	-	6P	-	-	2P

Bank (new)	-	1	10	10	4	10	2	2
Price (par)	67	100			100		67	71
Bank (pool)	-	-	-	-	-	-	-	5
Price (pool)	69G	90A			100A		69G	30K
Company credit	410	660			1,000		30	116
Tokens	1	3	3	4	3	4	1	3
Trains	2.2	3.2.2			-		3.2	2

Bank cash: 9,546 Certificate limit: 16 Trains: 3 x '3' 4 x '4'...

Current operating order: Erie, B&O, NYNH, B&M, PRR

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



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

OR4, OR5 *Adjudication can pause between rounds if requested*

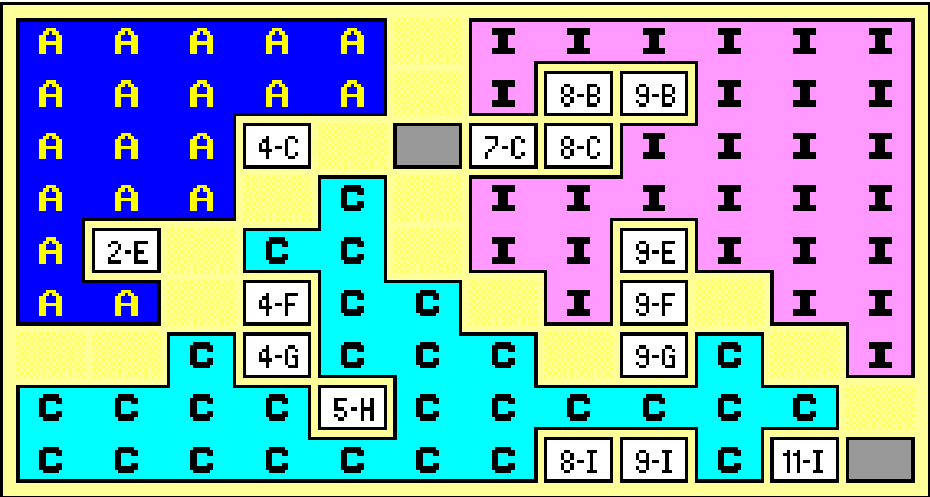


ACQUIRE 47

Colin's turn is all we need.

ROUND 13

Colin 1-E American takes over Luxor, bonuses for Colin (£2,000) and Michael (£1,000), Colin sells 4 for £800, Michael sells 3 for £600. {Dead tiles: 1-G 2-G 3-F}
Declares the game over as all chains are safe.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	-	-	9	-	3	-	5	£22,200	£40,400
John Colledge	-	-	3	-	-	12	5	£9,000	£38,400
Colin Sharpe	-	-	4	-	-	-	7	£3,000	£18,200
Simon Brooks	-	-	-	-	-	3	8	£3,000	£24,000
Willem Moene	-	-	9	-	4	10	-	£11,800	£40,000
Bank Stock	25	25	-	25	18	-	-		
Chain Size	-	-	19	-	-	28	29		
Chain Value	-	-	800	-	-	1000	1000		

Colin brings us to a close, but the congratulations for to Michael - just.

1st	Michael Graystone	£40,400
2nd	Willem Moene	£40,000
3rd	John Colledge	£38,400
4th	Simon Brooks	£24,000
5th	Colin Sharpe	£18,200

A close one. Comments welcome for next time's round up.



ACQUIRE 48 {SP}

Two views from the top.

GAME OVER

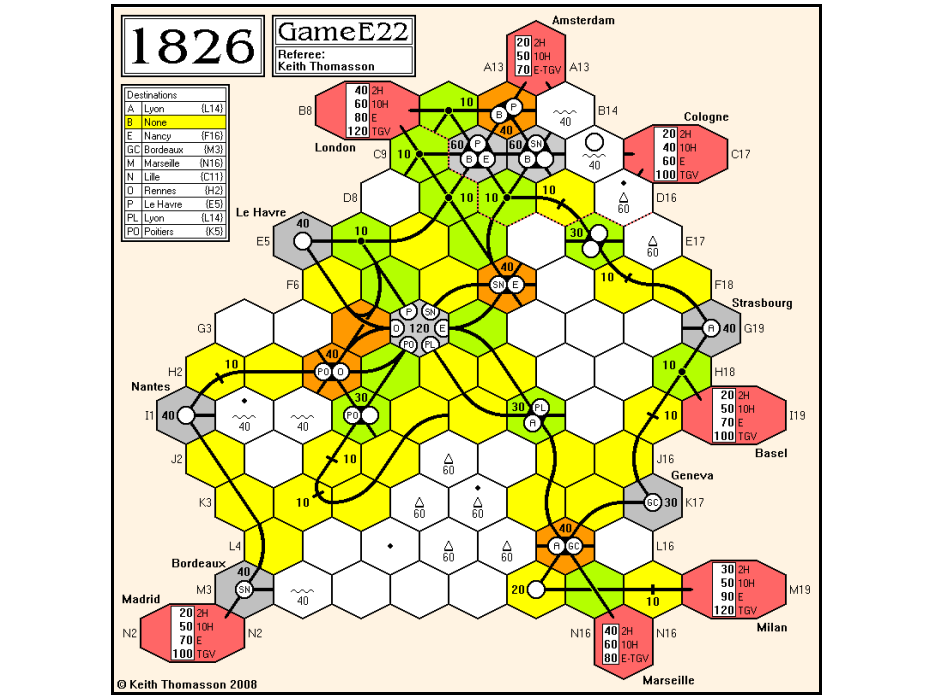
1st	Colin Sharpe	£50,600
2nd	Richard Lunn	£41,200
3rd	John Colledge	£32,300
4th	Michael Graystone	£25,000

Colin Sharpe (1st): OK, so I was being greedy by declaring the game over *and* using my Trade 2 power, but the game allows for it and I don't seem to use that power too much, plus it consolidated my lead. However, I won't say too much as I'm last over the post in Acquire 47! Sigh, oh well.

Thanks to all for the enjoyment and Keith for his usual efficiency.

Richard Lunn (2nd): Well done to Colin, although closest to him it was always a case of trying to play "catch up" but he had each move covered. The positions seemed to be determined a few turns back as (yes, it is Acquire, but...) the right tiles didn't turn up at the right time. Thank you for running the game and to John and Michael for persevering.

Nobody used more than three of their powers in the game, and Michael was the only one to use his 3 Free power, which is rarely missed.



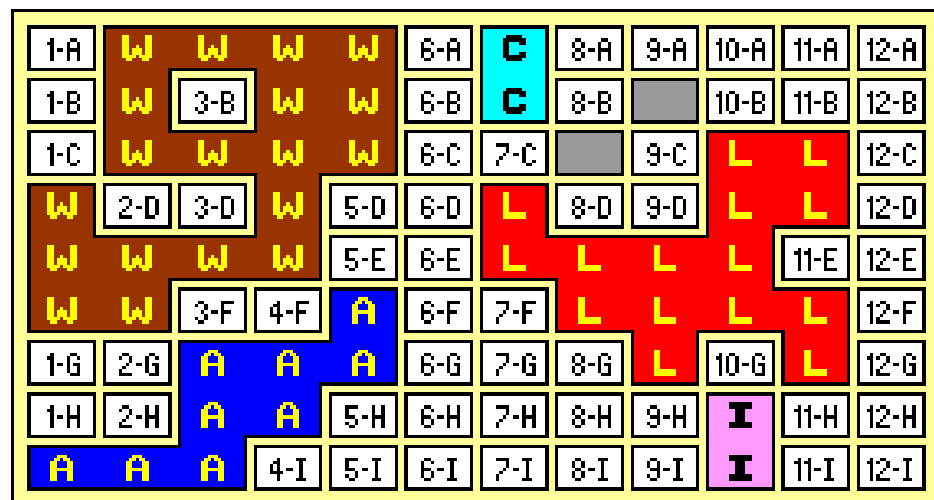


ACQUIRE 49

Luxor and Festival stay out of play, and no new mergers.

ROUND 9

Tony 11-D Buys 3 Worldwide @ £800.
 Kevin 1-D Buys 3 Continental @ £400.
 Colin 3-G No purchases.
 Lyndon 2-C Buys 2 American @ £700, 1 Continental @ £400.
 Tony 11-C Buys 3 Worldwide @ £800.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Tony Wilcock	9	-	-	-	6	-	5	£900	£29,300
Kevin Lee	9	-	10	-	2	6	1	£1,800	£33,800
Colin Sharpe	7	-	7	-	5	-	-	-	£17,800
Lyndon Gurr	-	1	8	2	-	8	11	£300	£25,000
Bank Stock	-	24	-	23	12	11	8		
Chain Size	15	-	9	-	19	2	2		
Chain Value	700	-	700	-	800	400	400		

Playing sequence

Kevin, Colin, Lyndon, Tony, Kevin again

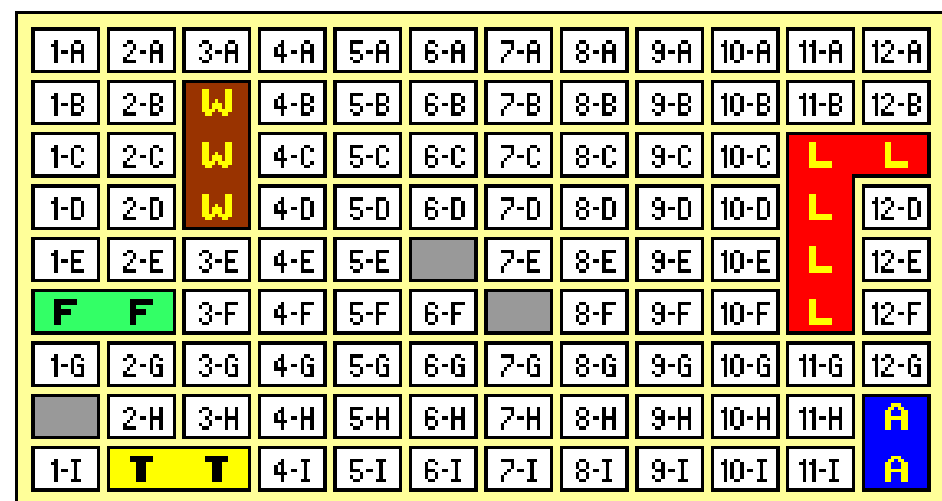


ACQUIRE 50

Imperial arrives and disappears in short order.

ROUND 2

Michael 11-C Forms Imperial, one free share. Buys 3 Imperial @ £400.
 Pete 12-I Buys 3 Luxor @ £200.
 John 12-H Forms American, one free share. Buys 3 Imperial @ £400.
 Lyndon 3-D Buys 3 Luxor @ £200.
 Willem 2-I Forms Tower, one free share. Buys 3 Luxor @ £200.
 Michael 11-D Luxor takes over Imperial, bonuses for Michael (£4,000) and John (£2,000), Michael retains 4, John sells 3 for £1,200. Buys 3 Festival @ £300.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	6	1	-	-	-	-	-	£4,800	£12,300
Michael Graystone	-	-	-	7	-	-	4	£7,000	£13,600
Pete Campbell	7	-	-	-	-	-	-	£4,800	£13,300
John Marsden	-	-	1	-	4	-	-	£7,100	£19,500
Lyndon Gurr	6	-	-	-	-	-	-	£4,800	£9,100
Bank Stock	6	24	24	18	21	25	21		
Chain Size	5	2	2	2	3	-	-		
Chain Value	500	200	300	300	400	-	-		

American also put in an appearance courtesy of two new tiles.

Playing sequence

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





BREAKING AWAY 17

Ships Ahoy takes a clear lead at the two-thirds mark.

ROUND 10

Pos	Riders	New
87	Discovery (10 pts)	5
86	-	
85	-	
84	-	
83	-	
82	Ralf (8 pts)	3
81	-	
80	Gibbs Victory	3
79	Wolfgang	5
78	DiNozzo	6
77	-	
76	Florian	3
75	-	
74	Abby	3
73	Terry	4
72	Orlando Gardner	5
71	-	
70	Mayflower The Other	3
69	Harmony Melody Deadly Mister Sellars	5
68	Endeavour	9
67	Rhapsody Symphony	10
66	Boggy	12
65	Fran	13



Two riders are through the second sprint line, with the rest of those points likely to be handed out next time.

Nobody is in immediate danger of being dropped with more than half the remaining riders in the pack at the back.

Orders required

Cards for round eleven



BUS BOSS 300-KYR

Plenty of comments for Kyrgyzia.

GAME OVER

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

Simon Robertson (RR, 1st): Everyone wanted to start through Kazarman. Presumably like me they had spotted that it was a key central location, a bottleneck, and all the other routes from south to north were significantly longer and more wiggly. Having got first choice of routes in round one, I always expected to do well. Linking Osh to Bishkek and then heading for where there was still space seemed obvious. However, I am surprised that Simon B getting second choice opening did so poorly. In a map like this with lots of inaccessible corners I suspect the luck of which runs came up may have played quite a role in the final positions.

Well done to Jim for coming up with a new map like this. It is certainly a fun experience learning about obscure corners of the world. My suggestion to improve the design would be to make the Kazarman routes longer, as they look very slow and mountainous in my atlas, thus making the western route through Toktogul more competitive.

Bob Coull (SMART, 2nd): This was a diabolical map for blockages which generated what felt like an unusual type of game. It was no surprise that everyone's first choice build had Kazarman in the middle due to it being the only attractive route between east and west. This ultimately proved successful for RR but not for BROOKS, who I hindered by blocking the easterly route from Ugyat.

In round 4 I selected a route I didn't particularly want after realising that all my favoured routes could leave me completely trapped! After all that I was pleased to come so close to a win, but well done to Simon for pipping me.

Jim Reader (HILLS, 3rd): This game seemed to go wrong for me in the first set of races where everything I was interested into was second to GRUBBY. My line was largely as planned, but I failed to capitalize early enough on the Sulyukta monopoly. Congratulations to Simon for managing to build through the crowded centre without getting bogged down and securing a good win. Thanks also to Keith for trying out my new map.

Simon Brooks (BROOKS, 5th): Oh dear, been a bit too many last places lately. I tried hard not to get boxed in during the opening rounds, but once it was a fait accompli I was done for. Thanks guys! I didn't help myself with a couple of build errors, I found the map a bit difficult to use, I must admit. Congrats to Simon.

Jim thanks me for trying out the new map, but it's the rest of you who deserve the thanks. Yes, it was a bit crowded in places, and the hand-drawn nature of the map made interpretation something of an art, but on the whole I think it worked.





Bus Boss 301-CRO

Status quo as far as places is concerned.

Round 10

Croydon

Round 10 Runs		SNAIL	BUM	ABC	YEAH	BBB	
27	6♣ Streatham Hill 6♠ Forestdale	① BBB 20 ② ABC 10 ✕ SNAIL	-4	-1		+1 +4	15 11 4
28	2♦ Forest Hill K♠ Central Croydon	① YEAH 13 ① BUM 12 ③ ABC 5	+3/-2	+3	+2/-3 -3		17 11 2
29	Q♦ West Croydon 8♠ Addington Village	① SNAIL 10 ① BUM 10 ① BBB 10 ✕ ABC		-2		+2	10 10 8 2
30	J♠ Shirley Park 3♦ Lewisham	① SNAIL 20 ② YEAH 10	+2/-1		+1/-2		19 11
31	3♥ Coulsdon 5♦ Peter Pan Pool	① BUM 20 ② SNAIL 10 ✕ BBB ✕ YEAH	-3 +4	+3 +3	-3	-4	14 9 4 3
32	8♣ Wimbledon & Merton 10♥ Carshalton	① SNAIL 15 ① BBB 15					15 15
33	A♠ Football Ground 9♥ Woodcote	① BBB 11 ① BUM 10 ③ SNAIL 5 ④ ABC 4	+2/-2	+2	-4 -2 +2/-2	+4	7 8 5 10
34	4♠ Sanderstead 3♠ Peckham	① BUM 20 ② ABC 10 ✕ YEAH		+3	+3	-3 -3	17 7 6
35	A♥ Shopping Malls K♠ Thornton Heath	① ABC 20 ② YEAH 10 ✕ SNAIL					20 10

Round 10 Routes

Bright Blue Buses (BBB) (Roger Trethewey, Blue)
None.

Abacus Bus Croydon (ABC) (Joakim Spångberg, Black)
Streatham Common - Crystal Palace (5)

You Expect A Helpful Bus Under Thames, Never Opine Belief Upon Taxis (YEAH BUT NO BUT)
None. (Rob Thomasson, Red)

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

South Norwood & Addington Into Lewisham (SNAIL) (Mike Hutton, Green)
None.

The first route requested by ABC was already owned by BBB.

Scores	Runs:	27	28	29	30	31	32	33	34	35	Routes	Score
SNAIL	224	4	-	10	19	9	15	5	-	-	-	286
BUM	212	-	11	10	-	14	-	8	17	-	-	272
YEAH	171	-	17	-	11	3	-	-	6	10	-	218
ABC	117	11	2	2	-	-	-	10	7	20	-5	164
BBB	112	15	-	8	-	4	15	7	-	-	-	161

Round 11 Runs

36. 7♠ - 5♥ New Addington to Purley
37. A♠ - K♥ Gatwick Link to Thornton Heath Pond
38. Q♥ - 5♠ Morden to Tulse Hill
39. A♦ - 2♠ Croydon to Dulwich
40. J♠ - 8♦ Crystal Palace to Hayes
41. 3♠ - 10♦ Warlingham to Beckenham
42. 10♠ - 5♠ Streatham Common to Selsdon
43. 6♦ - 2♥ Bell Green to Banstead
44. 6♥ - Q♠ South Croydon to South Norwood

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



Age of Steam 1

Too tired to speak?

Game Over

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

Nobody felt the need to comment, which leaves me a little unsure of how successful it was from your side. One thing clear to me is that the right split for the postal round was found during the game. The most annoying thing was that I had originally thought of splitting after action selection, but didn't have the conviction to follow it through.

With a huge range of maps available for Age of Steam, future games are not only possible but likely, with the big question being which map gets used.





Bus Boss 308-YRK

Part one of a two-part special.

NEW GAME

There will be two new games this month to accommodate the current level of interest. Your dealing order in this game is as follows.

Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Bill McKinley	1 Boehm Close, Isaacs, ACT 2607, Australia
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ

Maps and rules enclosed for all.

Routes
Buy in the order Michael, Jim, Bill, Pete
Don't forget company names and colour preferences



Bus Boss 309-YRK

And now, part two.

NEW GAME

Your dealing order in this game is as follows.

Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Tony Robbins	Lincoln House, Creaton Road, Hollowell, Northants, NN6 8RP

Maps and rules are enclosed for all.

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



OUTPOST 25

David is the only one to get through the final VP barrier.

ROUND 16

Commander Actions

David Auctioned a Planetary Cruiser for 212 and got it (w:30 t:44 m:15,17,18,18 om:30 ro:40)

- ▶ Bought four Population Units (t:8,12)
- ▶ Bought one Ore Factory (o:4 t:7)

Marcus Auctioned a Space Station for 120. Sharon joined at 121, Jim at 122. Sharon dropped out at 192, Jim at 194. Marcus got it for 194 (w:30 r:13,15 m:17 n:20,22 ro:40 mo:40)

Sharon Auctioned an Outpost for 100. Willem joined at 131 and dropped out at 132. Sharon got it for 132 reduced to 117 after Heavy Equipment discounts (w:8 t:11,44 r:10,13,15,16) plus a free Titanium Factory

- ▶ Bought one Research Factory (ro:30)
- ▶ Bought three Population Units (w:30)

Jim Bought two New Chemicals Factories (o:1,1 w:5,8,9,10 t:7,8,8,10,10,10,11 r:10,12)

Willem Auctioned an Ecoplants for 131 and got it (o:1,5 w:4,30 r:9,11,12,13,14,16,16)

Kevin Bought three Robots (w:30)

- ▶ Bought three Water Factories (w:4,5,5,5,8,8,8,9)

PO	Name	Factories	Population	Robots	Production
1	David	3o,4w,7t	12 (13)	5 (12)	3o,4w,7t,2m,1om,2ro (251,20)
2	Marcus	2o,4w,2r,2n	10 (11)	0 (0)	0
3	Sharon	2o,4w,6t,4r	16 (19)	0 (0)	1o,4w,6t,5r,1ro (196,20)
4	Jim	2o,3w,5t,1r,2n	13 (13)	0 (0)	2o,4w,7t,5r,2n (209,20)
5	Willem	2o,5w,3r	5 (5)	5 (5)	2o,5w,6r (119,10)
6	Kevin	2o,13w	8 (8)	6 (8)	1o,14w (101,15)

PO	Name	Colony Cards	Victory Points
1	David	WH, HE, OL, OL, Rob, Eco, OP, SS, PC, PC	82 (775)
2	Marcus	WH, Nod, OL, Lab, SS, PC, MB	69 (660)
3	Sharon	HE, Nod, Lab, OP, OP, PC	58 (495)
4	Jim	WH, HE, Nod, Sci, Lab, Eco, OP	44 (330)
5	Willem	DL, DL, DL, Sci, Sci, Sci, Rob, Lab, Eco	35 (325)
6	Kevin	DL, WH, HE, Nod, Rob, Eco	27 (175)

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

Congratulations to David and thanks to everyone for the game.

1st	David Smith	82 (775)
2nd	Marcus Pratt	69 (660)
3rd	Sharon Khan	58 (495)
4th	Jim Reader	44 (330)
5th	Willem Moene	33 (325)
6th	Kevin Lee	27 (175)

We'll round up as usual next month. Let me have any comments on the game.



OUTPOST 26

Lyndon is on the verge of taking us into the second phase.

ROUND 6

Commander Actions
Jim Passed

- Lyndon Auctioned a Warehouse for 25 and got it (w:5,6,7,8)
- ▶ Bought one Population Unit (o:2 w:8)
- Marcus Auctioned a Data Library for 15. Willem joined at 16. Marcus dropped out at 24. Willem got it for 24 (w:5,9,10)
- ▶ Bought one Population Unit (o:4 w:7)
 - ▶ Bought one Water Factory (w:7,8,9)
- Willem Bought one Population Unit (o:5 w:6)
- Geoff Auctioned a Warehouse for 25 and got it reduced to 20 after Heavy Equipment discounts (w:5,6,9)
- ▶ Bought one Water Factory (o:2 w:8,10)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Lyndon	2o,4w	6p (8,0)	WH, Nod	3o,4w (37,15)	9 (50)
2	Jim	2o,3w	5p (8,0)	HE, Nod	4o,6w (54,10)	8 (55)
3	Willem	2o,3w	5p (5,0)	DL, DL, DL	3o,4w (37,10)	8 (45)
4	Marcus	2o,5w	6p (8,0)	Nod	1o,5w (38,10)	8 (25)
5	Geoff	2o,4w	5p (5,0)	WH, HE	2o,1W (36,15)	7 (55)
		Data Library	0	Sold out	Heavy Equipment	1 (none left)
		Warehouse	1	(none left)	Nodule	0 Sold out

Orders required

Round seven auctions, bids and purchases



OUTPOST 27

Taking off for outer space once more.

NEW GAME

Six players step up for the next Outpost game.

Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Marcus Pratt	14 Clifton Road, Brighton, BN1 3HN
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
David Smith	7 Kings Court, Welsh Row, Nantwich, Cheshire, CW5 5DY
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ

Everything is even at the start, and you have your own sheets showing the production cards you start with. The initial Purchase Order and colony card deal came out like this:

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Marcus	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
2	Lyndon	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
3	Jim	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
4	David	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
5	Willem	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
6	Mark	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
		Data Library	2 (2 more)	Heavy Equipment	1 (3 more)	
		Warehouse	2 (2 more)	Nodule	1 (3 more)	

If you are not intending to go for one of the colony cards in the first round, please submit orders for two complete rounds. You may make your second round orders dependent on the production you get from round one, or indeed anything that happened in round one.

If anyone should go for a colony card in the first round, we'll stop before the second round to give everyone a good look at the situation. If we move into round two and it hasn't been covered in someone's orders, I'll spend their money on a Water Factory if they can afford it, a population unit if they can't, or both if they're lucky. A six player expert game hits the final phase when someone gets 35 VPs.

Orders required

Round one and round two auctions, bids and purchases





PHOENICIA 1

Michael boosts his card and wealth capacity.

ROUND 2

Actions

Mark Auctioned Glassmaking for 5 and got it {5 card}

Stephen Auctioned a Granary for 4. Michael joined at 5. Stephen dropped out at 5. Michael got it for 5 {5 card}

- Auctioned a Fort for 7 and got it {5 card + 2 wealth}

Michael Passed

Geoff Trained a worker and sent him hunting {5 card - 1 change}

Lyndon Auctioned an Indentured Worker for 3 and got him {6 card - 3 change}

- Sent the trained worker farming {5 wealth}

Name	VPs	Prod	Activities	U	T	Tools	Limits	In Hand	Discounts
							{c+t}	{c+t}	
0 Mark	5	5	1f 1h 0m	1	-	-	2+3	1+2	-1 Smelter
2 Stephen	4	3	1f 1h	4	-	-	2+3	0+3	-4 Dye House
3 Michael	3	3	1f 1h	1	-	-	4+6	2+0	-
4 Geoff	4	5	1f 2ih	-	-	-	2+3	2+0	-2 Caravan
5 Lyndon	4	6	2f 1h	1	-	-	2+3	1+2	-

Development cards owned

Mark Stretch	Glassmaking x 2 / Prospector
Stephen Webb	Dyer / Fort
Michael Longdin	Granary
Geoff Hardingham	Tracker
Lyndon Gurr	Glassmaking / Indentured Worker

Development cards on offer

Dyer (2), Dyer (2), Indentured Worker (3), Prospector (2), Tracker (3)

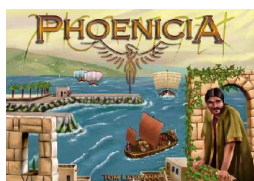
The bracketed number is the minimum bid for that card

Remaining development cards: Fort x 2, Granary x 2, Phase 2, Phase 3, Phase 4

As you can see, I've expanded the report. There's now a check on which development cards people own and which cards are still to come out.

Orders required

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



PUERTO RICO 6

The Trader works for Jim, then the three bonus roles get picked.

ROUND 14

Jim is the Trader and trades Tobacco. The Tobacco House is emptied.

Tony is the Mayor {+1}.

Lionel is the Captain {+1}. The Tobacco ship is emptied.

Rob is the Settler {+1} and plants Coffee.

Jim plants Corn (manned), Tony gets Tobacco from the Hacienda and also plants Tobacco, Lionel gets Corn from the Hacienda and also plants Corn.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
None	Ind	Ind	Sug	Cof	Cof	-	-	-	-	6	14

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: Empty					6: Coffee					7: Corn				
-	-	-	-	-	✓	✓	-	-	-	✓	✓	✓	✓	-

Rob	Indigo plant	Coffee roaster	Construction hut	Large warehouse
Thomasson	Residence			
DbIns: 3				
Chips: 9	Fields: Qry✓✓✓ Ind✓✓✓ Cof✓×	Goods: Ind✓✓✓		
Jim	Small indigo plant	Tobacco storage	Small warehouse	Hospice
Reader	Office	Large market	Fortress	3 men in San Juan
DbIns: 10				
Chips: 8	Fields: Qry✓✓✓ Crn✓ Ind✓ Sug✓ Tob✓✓	Goods: Ind✓✓		
Tony	Sugar mill	Coffee roaster	Small market	Hacienda
Salt	Construction hut	Factory	Harbour	
DbIns: 11				
Chips: 18	Fields: Qry✓✓ Crn✓ Ind× Sug✓✓× Tob×× Cof✓	Goods: Sug✓		
Lionel	Small indigo plant	Tobacco storage	Small market	Hacienda
Robbins	Wharf			
DbIns: 6				
Chips: 30	Fields: Crn✓✓✓× Ind✓ Tob✓✓×× Cof×	Goods: Tob✓		

Orders required

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



PUERTO RICO 7

Most of the goods disappear.

ROUND 7

Willem is the Captain (+1). The Corn ship is emptied.

Tony is the Trader (+2).

Jim trades Tobacco. The Trading House is emptied.

Jim is the Builder (+1) and builds a Large Market.

Willem builds an Office.

Kevin is the Mayor.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
2	Ind	Tob	Cof	Cof	Cof	-	-	-	-	7	42

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

Jim Reader DbIns: 3 Chips: 3	<div> <div>Small indigo plant</div> <div>Tobacco storage</div> <div>Large market</div> </div>	Fields: Qry✓ Ind✓ Tob✓✓ Goods: ✗
Kevin Lee DbIns: 3 Chips: 1	<div> <div>Small indigo plant</div> <div>Small sugar mill</div> <div>Coffee roaster</div> <div>Construction hut</div> </div>	Fields: Qry✓ Ind✓ Sug✓ Cof✓ Goods: Sug✓
Willem Moene DbIns: 2 Chips: 6	<div> <div>Small indigo plant</div> <div>Small sugar mill</div> <div>Small market</div> <div>Office</div> </div>	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Goods: Crn✓
Tony Sait DbIns: 2 Chips: 3	<div> <div>Coffee roaster</div> <div>Small market</div> <div>Hacienda</div> <div>Construction hut</div> </div>	Fields: Qry✓ Crn✓ Cof✓ Goods: Crn✓

Orders required

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



PUERTO RICO 8

No Craftsman, so no new goods.

ROUND 4

Jim is the Settler (+1) and plants Indigo.

John and Allan plant Sugar, Stephen plants Sugar (manned).

John is the Mayor.

Allan is the Builder (+1) and builds a Factory.

Stephen builds a Small Sugar Mill, Jim builds a Small Indigo Plant.

Stephen is the Prospector.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
6	Crn	Ind	Ind	Ind	Ind	Crn	-	-	-	4	53

Buildings	VP	SIP	2	SSM	3	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	1	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 DbIns: 1 Chips: 0	<div> <div>Indigo plant</div> </div>	Fields: Qry✓ Ind✓ Sug✓ Goods: ✗
Allan Stagg DbIns: 0 Chips: 2	<div> <div>Small indigo plant</div> <div>Factory</div> </div>	Fields: Crn✓ Ind✓ Sug✓ Tob✓ Goods: ✗
Stephen Webb DbIns: 2 Chips: 0	<div> <div>Small sugar mill</div> <div>Hospice</div> </div>	Fields: Crn✓ Sug✓ 2 men in San Juan Goods: ✗
Jim Reader DbIns: 2 Chips: 2	<div> <div>Small indigo plant</div> <div>Small market</div> <div>Hospice</div> </div>	Fields: Crn✓ Ind✗ Cof✓ Goods: ✗

Orders required

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

PUERTO RICO 9

Most people are ready for production.

ROUND 3

Jim is the Mayor (+1).
Willem is the Trader (+2).
Mike is the Settler and digs a Quarry.
Pete and Jim plant Corn, Willem plants Indigo.
Pete is the Prospector (+1).

Roles

+1 Builder

+1 Captain

+1 Craftsman

Mayor

Settler

Trader

Prospector

Quarries

5

Plantations (Fields)

Inf

Sug

Sug

Sug

Tob

Trading House

-

-

-

-

Ship

4

Supply

65

Buildings

1 VP	SIP	2	SSM	2	SMA	X	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

DbIns: 3

Chips: 0

Fields: QryX Ind✓ TobXX

Goods: X

Pete Campbell

Small indigo plant

Small market

DbIns: 4

Chips: 0

Fields: Qry✓✓ CrnX IndX

Goods: X

Jim Reader

Small sugar mill

Construction hut

DbIns: 1

Chips: 2

Fields: Crn✓✓X Sug✓

Goods: X

Willem Moene

Small sugar mill

DbIns: 5

Chips: 1

Fields: CrnX IndX Sug✓

Goods: X

Orders required

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

FOR WHOM THE DIE ROLLS #150

55

RAILWAY RIVALS 2073-DC

The Tamar Bridge costs 5 points in total.

ROUND 7

Devon and Cornwall

Round 7 Runs		GREAT		GITCO		COLIN	
2	13 Kingsbridge 63 Falmouth	No entrants					
3	36 Tiverton 14 Tavistock	① COLIN 20	+3/-4	+3/-3		+4/-3	19
		② GREAT 5		+1			7
		② GITCO 5	-1			+3/-3	4
4	55 Barnstaple 34 Wadebridge	① GITCO 20				-3	20
		② GREAT 10					7
		X COLIN	+3				3
5	62 Bodmin 22 Torquay	① GREAT 20				-6	14
		② GITCO 10				-6	4
		X COLIN	+6	+6			12
6	45 Exeter 52 Honiton	① GREAT 13				-1	12
		① COLIN 12	+1				13
		③ GITCO 5					5

Round 7 builds
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
B74 - C75 - E74 - Lynton. -10 (builds) +6 (towns) = -4

Gorma Is Tony's (Spouse's Cornish Origin) (GITCO) (Tony Sait, Green)
K12 - St Austell, R23 - R22 - Launceston - T20 - U20. -10 (builds) +6 (towns) -1 (COLIN) = -5

Cornwall Operations Linking Internal Networks (COLIN) (Colin Sharpe, Blue)
Kingsbridge - M30 - Plymouth, Tiverton - B79. -10 (builds) = -10

Scores		Runs:						Builds		Score	
		2	3	4	5	6					
COLIN	106	-	19	3	12	13	-10			143	
GITCO	71	-	4	20	4	5	-5			99	
GREAT	51	-	7	7	14	12	-6			85	

Round 8 Runs		
1.	13 - 63	Redruth to Lynton
2.	36 - 14	Kingsbridge to Falmouth
7.	16 - 21	Newquay to Padstow
8.	31 - 64	Liskeard to Bude
9.	12 - 42	St Ives to Newton Abbot
10.	54 - 65	Taunton to Launceston
11.	51 - 25	Seaton to Lostwithiel
12.	32 - 43	Plymouth to Exmouth

Runs	Builds
Enter up to 5	Up to 10 points excluding payments to rivals



RAILWAY RIVALS 2051-EA

Kings Lynn gets back to its rightful place.

GAME OVER

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

Simon Robertson (TGV, 1st): This goes to show that a circle around the edge can sometimes be a good option for a network. Given that I ended up with the historical GNR and GER lines, and that David Watts designs maps to encourage historical network building, I suppose this should not come as a surprise. However, I only really built the Peterborough line as the more obvious extensions to my network were all blocked, and was not at all confident that would be worth it at the time. The other networks were all pretty good through the centre of the map, with John proving that you don't need to get to London.

I actually marked this up on David Watts' version of the map as my eyes found the rivers and estuaries difficult to distinguish in shades of blue, though generally Keith's style is much clearer and more attractive. I suffered slight confusion as a result as Keith locates Kings Lynn a hex further north.

Thanks everyone for being worthy opponents and to Keith for running.

John Marsden (ODE, 2nd): Well, I am most surprised to sneak through into second in a close game, because I thought I was doomed in round 4 when both Michael and Colin blocked my intended line to London via Bishop's Stortford. Without a London line I was scratching for the best of the rest; fortunately there was enough. Congratulations to Simon, whose straight blue lines always had the edge. Thanks for running it.

The relocation of Kings Lynn was not a deliberate act, and has been rectified should this map be used again in this form. I've also renamed Flexistowe to Felixstowe!



RAILWAY RIVALS 2052-IP

The positions look set for the finish.

ROUND 11

Israel and Palestine

Round 11 Runs				TRIPS	BRK	TOT	FATAH	
29	21 Nahariyya	① FATAH	20		-2			18
	11 Qiryat Shamona	② TRIPS	10					10
		✕ BROOKS					+2	2

30	15 Tiberias 34 Netanya	① TOT 13 ② BROOKS 7 ② TRIPS 6 ④ FATAH 4	-2 -1 -4		+1 +2	+2	-2 +4	11 4 13 2
31	64 Ashqelon 53 Jerusalem East	① BROOKS 30 ✕ TOT		+2		-2		28 2
32	26 Zikmon Ya'aqov ⑤ Egypt	① TOT 20 ② FATAH 10				-7	+7	27 3
33	36 Nablus 43 Tel-Aviv-Jaffa	① TRIPS 20 ② BROOKS 10 ✕ FATAH		+2 +2	-2 +3		-2 -3	16 9 5
34	42 Petah Tiqva 56 Yatta	① TOT 13 ① TRIPS 12 ③ BROOKS 5	+1 +3	+2 -3		-1 -2		16 8 6
35	63 Gaza ③ Syria	① TOT 20 ② FATAH 10 ✕ TRIPS		-3			+3	20 7 3

Round 11 builds

Transit Across Israel and Palestine to Syria (TRIPS) (Tony Bromley, Red)
None.

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

Tours of the Old Testament (TOT) (Bob Coull, Black)
None.

Friendly Arab Trains Around the Holy Land (FATAH) (Jim Reader, Yellow)
None.

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
TRIPS	319	10	13	-	-	16	8	3	-	369
TOT	249	-	11	2	27	-	16	20	-	325
FATAH	229	18	2	-	3	5	-	7	-	264
BROOKS	177	2	4	28	-	9	6	-	-	226

Round 12 Runs

- 36. 62 - 12 Beersheba to El-Quineitra
- 37. 46 - 61 Rehovot to Arad
- 38. 22 - 32 Akko to Jenin
- 39. 33 - ④ Hadera to Jordan
- 40. 54 - 23 Bethlehem to Haifa
- 41. 14 - 44 Zefat to Tel-Aviv-Jaffa
- 42. 51 - ① Jericho to Lebanon

Runs

Enter up to 4



RAILWAY RIVALS 2065-F

ODI gets a boost to second place.

ROUND 8

The payment from GITCO to HOOTS for B46 - N5 should have been the other way round. I missed the cost of the river west of Glasgow when working out who started that build first.

South Scotland

Round 8 Runs		BORD	ODI	HOOTS	TGV	GITCO	
7	22 Falkirk 66 Berwick/Carlisle	① ODI 13	+1/-1	+2		+1	16
		② BORDERS 7	+1/-1			+1	8
		② GITCO 6	-1	-1			4
		④ HOOTS 4	-2				2
8	35 Dunbar 11 Edinburgh/ Falkirk/Glasgow	① GITCO 20					20
		② TGV 10	-1				9
		✕ ODI			+1		1
9	65 Gretna 16 Glasgow	① HOOTS 16				+3	19
		② BORDERS 9	-3				6
		③ GITCO 5		-3			2
		✕ ODI	+3				3
10	51 Girvan 31 Edinburgh	① TGV 16				+5	21
		② ODI 7					7
		② GITCO 7			-5		2
11	54 Kilmarnock 44 Castle Douglas	① ODI 20	-3	-1			16
		② {HOOTS} {TGV} 5	+1				6
		✕ BORDERS 5	+3				5
							3
12	43 Dumfries 21 Greenock	① ODI 16	+1	+1			18
		② BORDERS 9	-1	-2	-2		4
		③ HOOTS 5	+2	-1			6
		✕ TGV	+2				2

Round 8 builds
Boring Old Routes Demand Esoteric Rolling Stock (BORDERS) (Steve Ham, Pink)
Castle Douglas - B14 - A14 - A12 - C11. -10 (builds) -1 (HOOTS) = -11

Ode Delays Inevitable (ODI) (John Marsden, Orange)
None.

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)
None. +1 (BORDERS) = +1

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

Gretna Intention Transfixes Company Officials (GITCO) (Tony Sait, Green)
None.

Scores								
	Runs:	7	8	9	10	11	12	Builds Score
TGV	141	-	9	-	21	5	2	- 178
ODI	82	16	1	3	7	16	18	- 143
HOOTS	73	2	-	19	-	6	6	+1 107
GITCO	49	4	20	2	2	-	-	- 77
BORDERS	32	8	-	6	-	3	4	-11 42

Round 9 Runs

13. 56 - 41 Berwick to Carlisle
14. 24 - 12 Motherwell to Paisley
15. 25 - 62 Hamilton to Galashiels
16. 46 - 13 Wigtown to Glasgow
17. 55 - 63 Ayr to Kelso
18. 34 - 56 Musselburgh to Cumnock

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



RAILWAY RIVALS 2085-KU

No payments and two identical builds.

ROUND 1

Kyushu {12 points for these builds}
Transit in Kyushu Express (TRIKE) (Tony Bromley, Orange)
Kagoshima - M58 - M60 - L60 - L61.
20

Japanese Outer Island Network Transport (JOINT) (Bob Coull, Black)
Fukuoka - Q14 - T15 - V14 - Y16.
20

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Oita - T26 - Beppu - S25 - Yufuin - T23 - Y21 - Ozu - Z19.
20 +12 (towns) = 32

Original Nifty Steam Engines are Neat (ONSEN) (Jim Reader, Yellow)
Kagoshima - R54 - Ebino - K58.
20 +6 (towns) = 26

Rails Ever Extending Kyushu Internal Energy (REEKIE) (Rob Thomasson, Red)
Fukuoka - Q14 - T15 - V14 - Y16.
20

Builds
Up to 16 points excluding payments to rivals





SAINT PETERSBURG 1

One of your last chances
for fresh Aristocrats.

PHASE 5-B

Round 5 - Building Phase

Mike	Geoff	Sharon	Rob
+ Potjemkin's Village	Observes Aristocrats + Author	+ Library	+ Hospital
+ Firehouse	✗	✗	+ Customs House
Upgrades Village to Mariinskij Theatre			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	29	9	18r + 0v	0r + 3v	12r + 0v	Worker	3
Sharon	14	39	18r + 0v	3r + 18v	7r + 0v	Aristocrat	6
Rob	32	32	21r + 2v	2r + 14v	10r + 2v	Trading	21
Mike	18	24	27r + 1v	0r + 9v	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, Author, Administrator x 2, Warehouse Manager, Secretary
Sharon	Controller, Pope	Lumberjack x 2, Shepherd, Weaving Mill, Zar- Superstar, Library x 3, Pub, St. Isaac's Cathedral, Warehouse Manager, Secretary
Rob	Secretary, Controller	Lumberjack, Gold Miner x 2, Shepherd, Fur Trapper, Ship Builder, Fur Shop, Customs House, Firehouse, Hospital, Observatory, Church of the Resurrection, Warehouse Manager, Builder, Senator
Mike	Czar, Black Market	Lumberjack, Gold Miner, Shepherd, Fur Trapper x 2, Ship Builder x 2, Wharf, Market x 3, Firehouse x 2, Pub, Mariinskij Theatre, Author, Administrator, Warehouse Manager, Chamber Maid

Discards: Shepherd, Fur Trapper, Ship Builder x 2, Customs House x 2, Hospital, Theatre,
Academy, Potjemkin's Village (1/4) and (3/8), Author, Warehouse Manager

Orders required

Round five Aristocrats phase led by Sharon



SCEPTRE OF ZAVANDOR 2

9 Sages and Artifacts
get boosted this time.

ROUND 10

Actions

- Lyndon Auctioned a Magic Mirror for 40 and got it increased to 50 (1st place) - value 40
knowledge chip gained for free - Kevin loses one Active Sapphire, everyone else
loses one active Opal
- Started researching knowledge of Artifacts (2)
- Marcus Bought a Diamond (40)
- Increased knowledge of Artifacts to level 2 (4)
- Michael Auctioned a Mask of Charisma for 50 and got it for 40 (Artifacts discount) (40) -
advanced knowledge of 9 Sages to level 4 - gained two Rubies
- Simon Increased knowledge of Artifacts to level 2 (4)
- Roger Increased knowledge of 9 Sages to level 3 (12) - gained two Diamonds
- Started researching knowledge of Artifacts (25+2)
- Kevin Bought a Sapphire (12)
- Bought a knowledge chip and put in in his Pentagon (25)
 - Increased knowledge of Accumulation to level 3 (8)

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Kobold	o:2 s:4(1) d:1	7/7	7	S:20 e:2 d:1	7
2	Michael	Mage	s:2 e:2	4/7	2	s:4 e:3 d:1 r:2	9
3	Marcus	Fairy	o:2 s:2 d:2	6/7	32	s:2 d:3	8
4	Simon	Elf	o:3 s:1	4/5	25	s:2 e:2	5
5	Roger	Druid	s:3	3/7	-	s:2 e:3	8
6	Kevin	Witch	s:4	4/6	9	S:1	5

PO	Name	Artifacts	Knowledge	New K Chips	VPs/Gems
			Ge En Fi Sa Ar Ac		
1	Lyndon	MM CP CP EL	- - - 3 1 4	25/30/35	18/8
2	Michael	SB CB MB MC	- - - 4 4 -	25/30/35/40	17/6
3	Marcus	CB MB EL	- 4 - 3 2 -	30/35/40	15/8
4	Simon	SB RS RS MM CP	- 3 - 3 2 -	25/30/35	11/4
5	Roger	RS CB MB	- - 4 3 1 -	30/35/40	9/3
6	Kevin	SB	4 - - - 3	(25)/30/35/40	7/4

Artifacts on offer: 1 Magic Mirror, 1 Elixir, 1 Magic Wand, 2 Chalices of Fire, 1 Magic Wand

Marcus said that he thought his money was very wrong, but other than providing his info
sheet with numbers scribbled on it that meant nothing to me, didn't say why he thought so.
In the end it was obvious - he had Sapphires valued over the maximum value, as I had drawn
from the Emerald deck in error, but it doesn't motivate me to spend time investigating when
there's no real information on why you think there is a problem.

Orders required

Round eleven gem dealing, knowledge improvement, auctions and bids

NEWS FROM THE ROCK

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



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

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

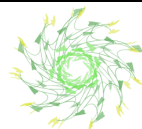
-	Didier Renard	4.714
-	Mike Eddleston	3.857
▲	Lew Stansby	3.674
▼	Ken Boucher	3.375
▼	David Hilbert	3.154
-	Roger Krueger	3.095
-	Victor Cronshaw	2.882
-	Rob Thomasson	2.679
▲	Peter Hawkins	2.622
▲	Michael Bakken	2.444
-	Gareth Lodge	2.185
-	Michael Longdin	2.169
▼	Willem Moene	2.139
-	Peter Beck	2.138
-	Michael Graystone	2.063
▲	Mick Haytack	2.051

- ★ Completed games and winners:

1870 e707	Ken Boucher
Ra e728	Peter Beck
Saint Petersburg e745	Mick Haytack
Puerto Rico e753	Lew Stansby
Puerto Rico e757	Peter Hawkins
Carcassonne e760	Willem Moene

- ★ New games and start dates:

Puerto Rico e772	Dec 21st
Euphrat & Tigris e773	Dec 21st
Ingenious e774	Jan 4th
Puerto Rico e775	Jan 14th
Railroad Dice e776 (60 dice)	Jan 14th
Carcassonne e777	Jan 15th
Acquire e778	Jan 17th



PREVIEW

Following a suggestion from Michael Longdin, another new game hits the waiting lists, and it's another new one - In the Year of the Dragon. As all of the main events for the game are drawn and revealed at the start, the fog of uncertainty is reduced, with the main turn-by-turn decisions being which actions to go for.



I'm tempted to offer Race for the Galaxy before my nerve goes. This would be a kind of 'foresight' version, in that players would choose their action cards as the final step in one report, then be advised what cards they're going to see as a result of those actions. So if someone chose the Explore card that lets you draw three cards and keep two (assuming no other bonuses are in play), you would know what you had drawn and would order accordingly.

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

- #151: 1870, Acquire, Industrial Waste, Railways Rivals (London and Liverpool)
- #152: 1895, Agricola, Breaking Away, Saint Petersburg

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Dec 21st	...mais n'est-ce pas la gare? 77
Dec 22nd	Ode 290, Variable Pig 111
Jan 4th	Save Your XXs For Me #48
Jan 18th	Devolution 67
Jan 22nd	...mais n'est-ce pas la gare? 78
Jan 27th	Minstrel 308

RATINGS

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

▲	Roger Krueger	4.200
▲	David Smith	3.550
-	Simon Robertson	3.239
-	Mark Frueh	3.200
-	Lyndon Gurr	3.146
-	Tony Bromley	3.000
-	Lionel Robbins	3.000
▲	Marcus Pratt	2.711
-	Geoff Hardingham	2.667
-	Steve Thomas	2.563
▼	Sharon Khan	2.286
▼	Colin Sharpe	2.246
▲	Stephen Webb	2.189
-	Rob Thomasson	2.185
-	Michael Graystone	2.127
-	Richard Lunn	2.000



Heron
Games

Latest arrivals and restocks

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

 <p>£22.50</p> <p>In Age of Gods players are the Gods, helping their allocated tribes to prosper and thrive at the expense of the others.</p>	 <p>£22.50</p> <p>Martin Wallace's Brass is getting a lot of good press, but is now getting to the end of its print run.</p>
 <p>£30.50</p> <p>This is the second expansion for Commands & Colors Ancients. The theme for this one is Rome vs the Barbarians.</p>	 <p>£16.50</p> <p>The third set is for the Roman Civil Wars and can be combined with set two for epic battles using the mounted map boards in both sets.</p>
 <p>£27.00</p> <p>Galaxy Trucker is back in stock after the first batch from Essen sold out.</p>	 <p>£31.50</p> <p>Neuroshima Hex is an Essen release for 2 to 4 players fighting to be the last one standing, or at least the strongest one standing at the end.</p>
 <p>£45.00</p> <p>Another restock is Steam Over Holland, an 18xx game for the Netherlands with high production standards.</p>	 <p>£18.00</p> <p>Vikings has you scouting and settling islands off the coast of your homeland.</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,
Tony Bromley	RR-2052-IP, RR-2085-KU		1856-M22, 1856-R23, 1861-B23,
Simon Brooks	Acq47, BB-205-NLD, GS7, RR-2052-IP		1870-O20, 1870-K23, 18Kaas-P23, Acq47,
Martin Butcher	1829-C20		Acq50, OP25, OP26, PR7, PR9
Pete Campbell	1830-G24, 1856-R23, Acq50, BB-308-YRK,	Marcus Pratt	OP25, OP26, Sceptre 2
	PR9	Jim Reader	6n13, BA17, BB-301-CRO, BB-304-EAN,
John Colledge	6n13, Acq47		BB-305-NLD, BB-309-YRK, GS7, OP25,
Bob Coull	6n13, BB-304-EAN, BB-309-YRK,		OP26, PR6, PR7, PR8, PR9, RR-2052-IP,
	RR-2052-IP, RR-2085-KU		RR-2065-F, RR-2066-G, RR-2085-KU
Simon Cutforth	1870-O20, Sceptre 2	Lionel Robbins . . .	1829-V21, 1870-K23, 18EU-G23, PR6
Tim Franklin	1826-E22, 1830-L23, 1850-R22,	Peter Robbins . . .	RR-2028-DC
	RR-2028-DC, Sop340	Tony Robbins	1837-G21, 1856-D22, BB-309-YRK
Mark Frueh	1830-G24, 18EU-G23	Simon Robertson .	BB-305-NLD, RR-2065-F
Michael Graystone .	6n13, Acq47, Acq50, BB-308-YRK,	Tony Sait	1830-V1-N24, 1856-M22, 18Kaas-P23,
	RR-2028-DC, RR-2066-G, RR-2073-DC,		PR6, PR7, RR-2065-F, RR-2073-DC
	RR-2085-KU, Sop340	Don Shailer	1829-C20, 6n13, BB-304-EAN,
Lyndon Gurr	1826-E22, 1850-R22, 1856-M22,		BB-305-NLD, CM1, GS7, RR-2066-G,
	1856-R23, 1861-B23, 1870-K23, 1899-Z21,		Sop340
	18Kaas-P23, Acq49, Acq50, OP26,	Colin Sharpe	6n13, Acq47, Acq49, BB-304-EAN,
	Phoenicia 1, Sceptre 2		BB-309-YRK, RR-2073-DC
Steve Ham	GS7, RR-2065-F	John Shelley	1826-E22, 1830-L23, 1856-D22, 1870-K23,
Geoff Hardingham .	1837-G21, 1861-B23, OP26,		1899-Z21
	Phoenicia 1, StP1	David Smith	1829-C20, OP25
Alan Harvey	1825-L21, 1830-V1-N24, 1850-R22,	Don Smith	1826-E22, 1830-G24, 1830-V1-N24,
	1899-Z21, 18Kaas-P23, CM1		1837-G21, 1856-R23, 1870-O20,
Mike Head	1830-L23, 1856-D22, 1856-M22		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,	Allan Stagg	BA17, PR8
	BB-301-CRO, PR9, StP1	Mark Stretch	1830-V1-N24, 1861-B23, 6n13,
Sharon Khan	OP25, StP1		BB-305-NLD, Phoenicia 1
Roger Krueger	1870-O20	Rob Thomasson . .	1829-V21, 1856-M22, 1856-R23,
Kevin Lee	6n13, Acq49, BA17, BB-309-YRK, GS7,		BB-301-CRO, PR6, RR-2085-KU, StP1
	OP25, PR7, RR-2066-G, Sceptre 2	Roger Trethewey .	BA17, BB-301-CRO, GS7, Sceptre 2
Michael Longdin . .	CM1, Phoenicia 1, Sceptre 2	Stephen Webb . . .	1826-E22, 1830-G24, 1830-V1-N24,
Richard Lunn	1830-L23, 1856-D22, BA17		1837-G21, 1850-R22, 1870-O20,
John Marsden	Acq50, BB-304-EAN, BB-305-NLD, CM1,		18EU-G23, CM1, Phoenicia 1, PR8
	RR-2065-F	Tony Wilcock	Acq49
Bill McKinley	BB-308-YRK		



OUTSIDE EDGE

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

CONTENTS

◇ Games ◇	18EU-G23	Rewind	RR-2052-IP	56
*****	18Kaas-P23	36	RR-2065-F	58
◇ New ◇	6 nimmt! 13	Hold	RR-2066-G	Hold
1830-V1-N24	16	Acquire 47	38	RR-2073-DC
Bus Boss 308-YRK	46	Acquire 48 [Powers] . . .	39	RR-2085-KU
Bus Boss 209-YRK	46	Acquire 49	40	Saint Petersburg 1 . . .
Outpost 27	49	Acquire 50	41	Sceptre of Zavandor 2 .
*****	Age of Steam 1	45	Sopwith T340FW . . .	Hold
1825-L21 [Unit 3]	6	Breaking Away 17	42	Space Blast 1
1826 E22	6 and 39	Bus Boss 300-KYR	43	
1829-C20 [South]	Hold	Bus Boss 301-CRO	44	*****
1829-V21 [North]	10	Bus Boss 304-EAN	Hold	◇ Bits and Bobs ◇
1830-L23	12	Bus Boss 305-NLD	Hold	Board2Pieces
1830-G24	14	Canal Mania 1	Hold	Deadlines
1837-G21	18	Golden Strider 7	Hold	Game Orders
1850-R22	20	Outpost 25	47	Game Standards
1856-D22	22	Outpost 26	48	Heron Games
1856-M22	24	Phoenicia 1	50	News from the Rock . .
1856-R23	26	Puerto Rico 6	51	Preview
1861-B23	28	Puerto Rico 7	52	Ratings
1870-O20	30	Puerto Rico 8	53	Waiting Lists
1870-K23	32	Puerto Rico 9	54	Who Plays What
1899-Z21	34	RR-2051-EA	56	Zines Received

DEADLINES

Wednesday February 20th 2008
18xx Games - Friday February 15th

Future main deadlines: March 19th April 16th May 14th

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.