

# FOR WHOM THE DIE ROLLS

February 2008

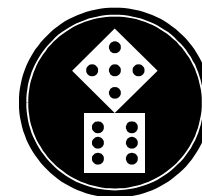
Published by Keith Thomasson

Issue 151

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.



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## INSIDE STORY

This is FOR WHOM THE DIE ROLLS #151, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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### WAIT

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

*Games starting in this issue...*

- ♣ 1870 ..... Mark Frueh, Roger Krueger, Willem Moene, Don Smith, Stephen Webb
- ♣ Acquire (Standard) .... Bob Coull, Kevin Lee, Colin Sharpe, Gina Teh, Tony Wilcock
- ♣ Industrial Waste ..... Mike Head, Sharon Khan, Marcus Pratt, Gina Teh
- ♣ Railway Rivals ..... Pete Campbell, Bob Coull, Michael Graystone, Jim Reader, Simon Robertson, Colin Sharpe (London and Liverpool)

*Games starting in the next issue...*

- ♣ 1895 ..... Steve Thomas, Roger Krueger, Tim Franklin
- ⇨① Agricola ..... Michael Longdin, Pete Campbell, Mike Hutton, Marcus Pratt
- ♣ Breaking Away ..... Steve Ham, Jim Reader, Mark Stretch, Simon Brooks, Dennis Frank, Joakim Spångberg
- ♣ Saint Petersburg ..... Pete Campbell, Tony Wilcock, Kevin Lee, Marcus Pratt

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

- ⇨② 1826 ..... Pete Campbell, Stephen Webb, Lyndon Gurr
- ⇨② 1829 (South) ..... Pete Campbell, John Shelley, Lionel Robbins
- ⇨④ 18Rh Rhineland ..... Willem Moene
- ⇨④ Acquire (Standard) .... Michael Graystone
- ⇨③ Acquire (Powers) ..... Michael Graystone, Colin Sharpe
- ⇨② Age of Steam ..... Pete Campbell, Mike Hutton
- ⇨④ Canal Mania ..... Kevin Lee
- ⇨④ In the Year of the Dragon Michael Longdin
- ⇨③ Mystic Wood ..... Gina Teh, Jim Reader
- ⇨⑨ Outpost ..... Willem Moene
- ③ Puerto Rico ..... Allan Stagg
- ⇨① Railroad Tycoon ..... Michael Longdin, Simon Robertson, Pete Campbell
- ⇨① RoboRally ..... Steve Ham, Jim Reader, Marcus Pratt, Roger Krueger

*I supply everything you need for these...*

- ②/⑧ Battle! ..... Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt

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

### START

Welcome to issue #151. This one is squeezing out at the very end of the month, so while it will be in the post before March arrives, you're likely to see the new month before the zine.

The delay is down to being away, of course, for my trip to the New York Toy Fair. My first trip to this fair, and my first trip to New York as well. I went on my own as Valerie didn't fancy the thought of snow and cold winds. It wasn't too bad for the first few days, but did get chilly later. My time at the show consisted of meeting old friends and looking out for new games, of which there were precious few - or at least, precious few that I didn't already know about. Not many of the game companies we would recognise were showing, but even so it was a huge improvement over the London Toy Fair.

I couldn't spend four days in the fair, so I did a lot of walking, and the cover picture is of a sculpture in Madison Square Park - not the same place as Madison Square Gardens, in case you were wondering. The Park has grass and trees, whereas the Garden has concrete and shops. Madison Square Park is close by another well known New York feature, as the Flatiron Building is off the right-hand side of the park.

So what's the next big thing in toys and games? I couldn't say, although the \*opoly train doesn't seem to be slowing down. We've had versions of Monopoly themed around different places, and now they've got them themed around interests, with titles like Horseopoly. I doubt I shall be stocking any of those.

I got some useful news from Asmodee Editions for those interested in Dungeon Twister. The English versions of the expansions have been coming out steadily, with the latest being the fifth expansion - but the third hasn't seen the light of day outside the French edition. That should be remedied later this year.

Mayfair were the biggest game company there, with announcements of a number of new games for 2008, and more of them being games new for Mayfair rather than just licenced from other companies. March sees Horus, influence and power in the Valley of the Kings, while April sees Bacchus' Banquet, the glory and gluttony of Rome. May will see the English version of the expansion for Pillars of the Earth and June has a new game from Martin Wallace - Toledo. While speaking of Martin Wallace and Mayfair in the same breath, Age of Steam - Rails to Riches is due out late in 2008. There's not much else to say on these games as it was basically mockups of the boxes to be seen, but it's nice to see the company producing their own games again.

I was fortunate enough to be able to fill in some gaps in my 18xx collection recently, and acquired copies of 1831 and 1869 The Golden Spike. I also got two modular 18xx games, 18GM The 18xx GameMaster, and 18HeXX, which as far as I know was only ever released as a playtest kit. I've not had the time to look at them in great detail, being busy producing this tome, but they all look interesting. I have a line on a copy of 1898, after which the collection will probably be as complete as I could hope for.

My next trip away comes all too soon, as I'm down to Eastbourne for a couple of days gaming on the 7th and 8th of March. The rest of March should be busy dealing with Heron Games, because March is sale month. There's more information about that on page 74. If you're looking to fill in the gaps in your collection, see whether I've got something on offer that will fit those gaps, and remember that it is first come first served, so don't delay. And that's it, zine done, no more delays, time to print. ♣



# BOARD 2 PIECES

BY TED ALSPACH



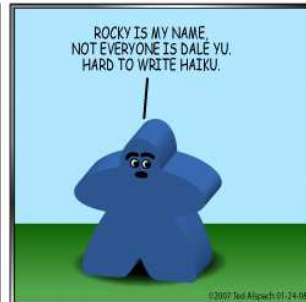
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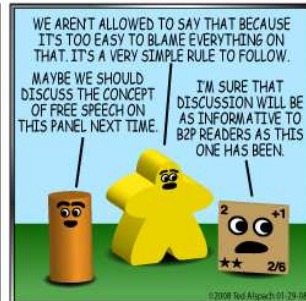
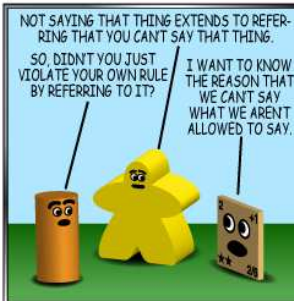
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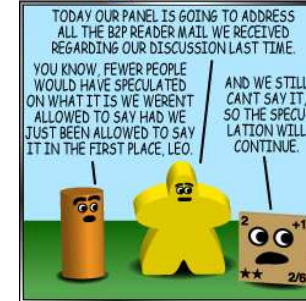
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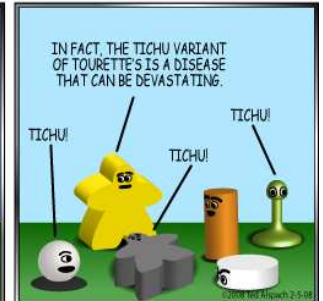
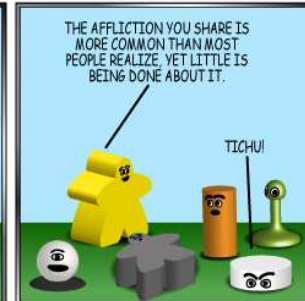
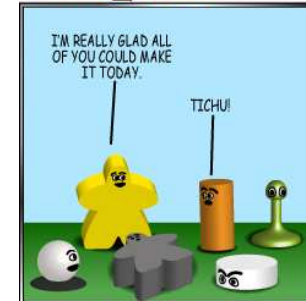
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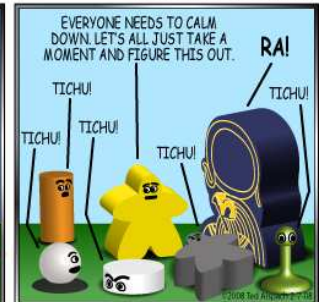
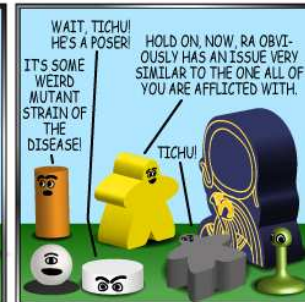
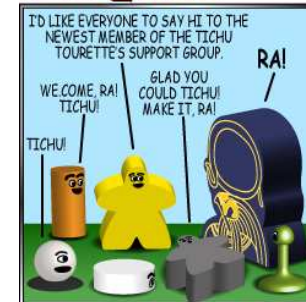
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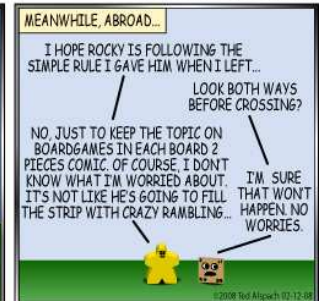
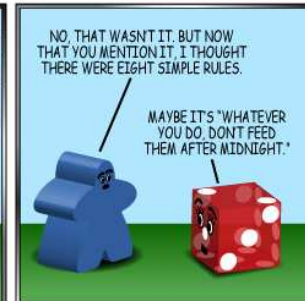
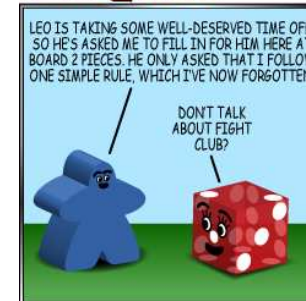
# BOARD 2 PIECES

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# BOARD 2 PIECES

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1825-L21

There's just time for the Caledonian and the NBR to operate.

OR17

The GSWR ran for 90 last time rather than 80.

OR17 Pres		Lay		Run	Pay	Notes	Price	Credit	Trains
Cal	AH	3:K13:2	-	260	Yes	-	255▲	50	5 4
NBR	MH	-	-	230	Yes	①	340▲	390	3 3

Notes: ① Top of the stock market reached - the game ends

Cash Flow	b/f	OR17	c/f	Value	%	Certs
Mike Hutton	1,984	227	2,211	8,870	50.5★	16/21
Alan Harvey	1,458	303	1,761	8,692	49.5★	17/21

Portfolio	Privates	Cal	NBR	GSWR	GNoS	M&C	High
Mike Hutton	A&F TWW	1	7D	6D	6D	-	10D
Alan Harvey	S&D	9D	3	4	4	10D	-
Bank (new)		-	-	-	-	-	-
Price (new)		76	76	67	112	112	90
Bank (pool)		-	-	-	-	-	-
Price (pool)		255	340	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: 28		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												

The game would have ended after this operating round if the NBR had not reached the top of the stock market, as there was just 28 left in the bank when it did finish. Final values were:

1st	Mike Hutton	8,870	50.5%
2nd	Alan Harvey	8,692	49.5%

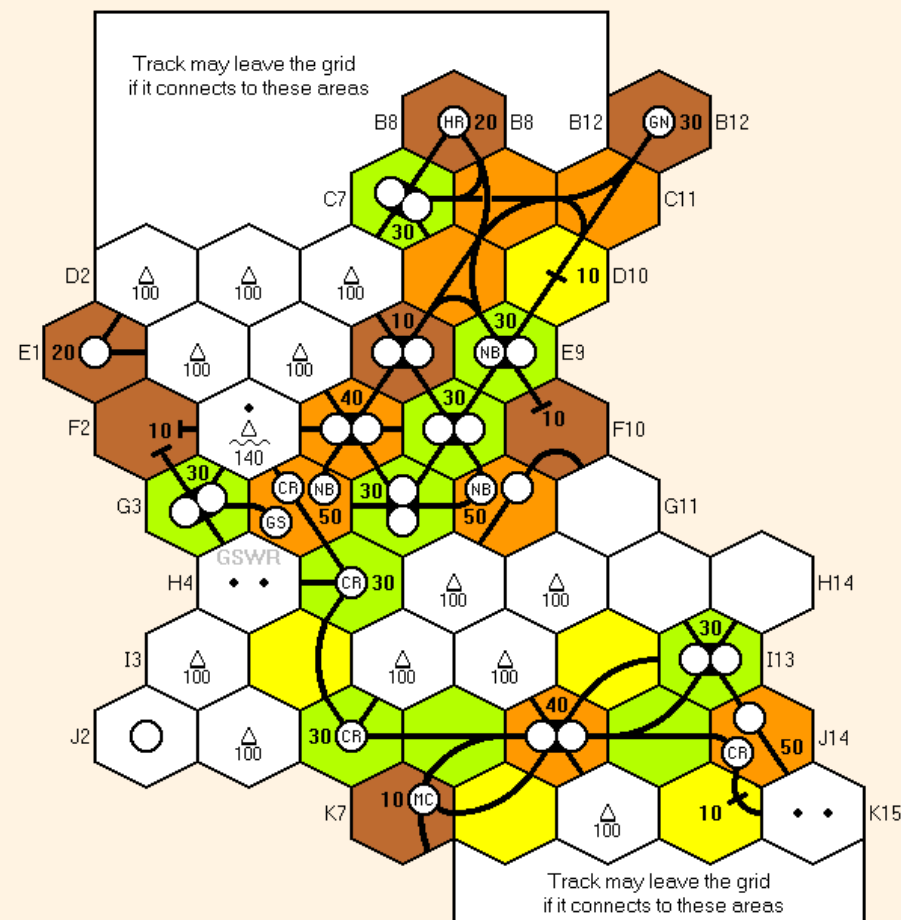
So, to put it mildly, a close game, with the two of you only 1% apart. Mike wins, and out of interest, would also have won at the end of the round assuming the same level of dividends as last time.

Congratulations to Mike and thanks to both of you for the game. Comments next time if you have something to say.

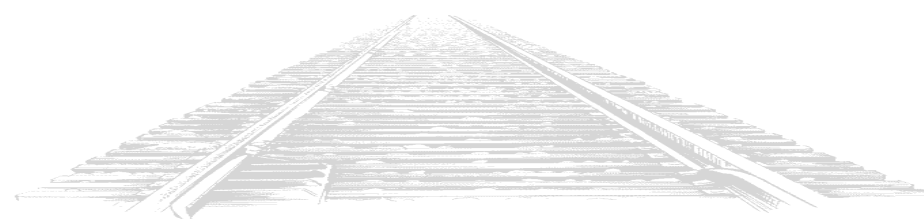
1825 Unit 3

Game L21

Referee:  
Keith Thomasson



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1826-E22

Just the operating round this time.

OR12

The run for the P last time was 600 (reduced to 500), so the company was able to buy back three shares rather than just the one. That was me not doubling the TGV run.

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	SW	47:E11:2	560	Yes	-	165C	113	1	TGV
A	JS	63:I13:1	340	Half	-	122D	195	1	E
O	LG	-	-	-	① ② ③	82D	332	2	TGV
SNCF	TF	57:C15:3	340	Yes	④	122B	2	-	E
PL	DS	513:L14:1	360	Yes	⑤	110B	80	-	E
P	LG	41:F8:1	1,040	Yes	⑥ ⑦	90E	105	-	TGV 10H
GC	TF	15:M13:6	350	Half	-	90E	472	1	10H
B	SW	23:F10:5	820	Yes	-	60G	422	2	10H 10H
E	LG	8:E13:3	1,000	Half	⑧ ⑨	60G	35	1	TGV E

- Notes: ① Two loans acquired (▼82D)  
 ② 1,000 to the bank for a 'TGV' train  
 ③ 246 to the bank for three shares  
 ④ 40 to the bank for terrain costs  
 ⑤ 60 to the bank for a token in L14  
 ⑥ Dividend reduced to 940 to pay loan interest  
 ⑦ 180 to the bank for two shares  
 ⑧ Dividend reduced to 900 to pay loan interest  
 ⑨ One loan redeemed (▲60G)

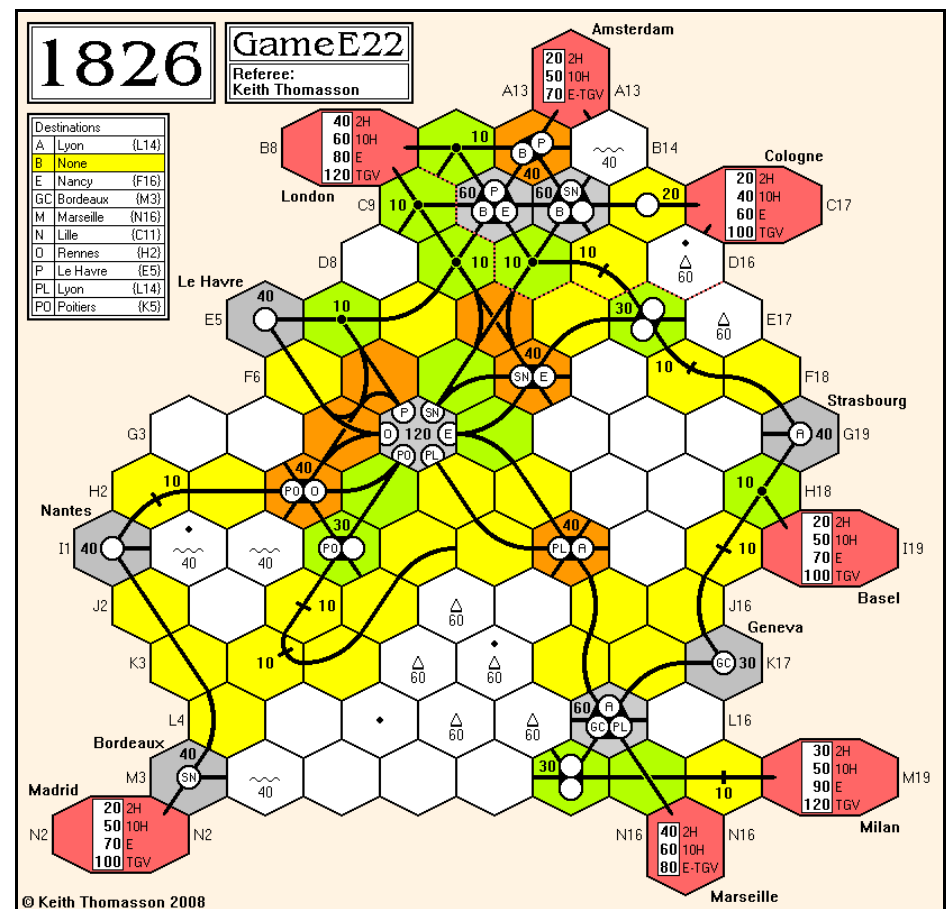
Cash Flow	b/f	OR12	c/f	Value	%	Certs
John Shelley	388	303	691	1,880	19.4	8/10
Lyndon Gurr	280	695	975	2,053	21.2	7/11
Don Smith	135	178	313	875	9.0	4
Stephen Webb	636	887	1,523	2,997	31.0	6/14
Tim Franklin	438	278	716	1,866	19.3	10

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	-	-	5	3	4
Treasury shares	-	3	1	2	3	5	-	2	-
Price	122D	60G	60G	90E	82D	90E	110B	165C	122B
Company credit	195	422	35	472	86	105	80	113	2
Loans	1	2	1	1	2	2	-	1	-
Tokens	-	1	-	1	1	-	1	-	4
Trains	E	10 10	TGV	10	TGV	TGV	E	TGV	E

Bank cash: 6,272 Certificate limit: 13 Trains: 2 x 'TGV'  
 Current operating order: PO, A, SNCF, PL, P, GC, O, B, E

Titles	Tile number/Availability										Three Operating Rounds between Stock Rounds			
Yellow	3/1	4/3	5/2	6/2	7/4	8/6	9/14	57/4	58/3					
Green	14/2	15/-	16/1	19/1	20/-	23/3	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	41/1	42/2	43/2	44/1	45/1	46/2	47/2	63/2	70/1	515/1		
	611/1													
Grey	513/-	516/-												



Orders required for the following round

By the early deadline

SR9



1829-C20

One of the remaining  
'7' trains finds a home.

OR23 - OR24

OR23	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSH	4:T16:3	•V14	260	No	-	180	380	5
GWR	MB	8:W15:3	•Y13	460	Yes	-	335	10	5 4
Mid	PB	24:S17:4	•Y21	530	Yes	-	200	10	7 4
LSWR	MB	166:U21:5	•Y21 !	230	Yes	-	335	10	4
GNR	DSm	9:X8:2	•X4	320	Yes	①	275	0	7 4
LBSC	DSm	38:V10:3	•V8	-	-	②	10	0	4
GER	MB	-	•V22	270	Yes	-	82	0	5
GCR	PB	25:T14:5	•O19	230	Yes	-	90	60	5
L&YR	PB	6:S15:4	•S13	270	Yes	③	53	110	5
SECR	DSm	14:W23:1	•U9	-	-	④	10	130	7

- Notes: ① 180 to the LBSC for a '4' train  
 ② 550 to the SECR for a '4' train  
 ③ 40 to the bank for a token in S13  
 ④ 720 to the bank for a '7' train

OR24	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	DSH	166:R10:4	•V20	270	No	①	160	550	5
GWR	MB	-	•Y13	470	Yes	-	345	10	5 4
Mid	PB	-	•Y21 !	550	Yes	-	225	10	7 4
LSWR	MB	-	•Y21 !	230	Yes	-	345	10	4
GNR	DSm	-	•Y5	550	Yes	-	300	40	7 4
LBSC	DSm	6:V8:6	•X10	240	Yes	-	20	0	4
GER	MB	-	•V22	270	Yes	-	90	0	5
GCR	PB	-	•O11	250	Yes	②	100	20	5
L&YR	PB	-	•R8	280	Yes	-	56	110	5
SECR	DSm	7:U9:4	•U11	340	Yes	-	20	130	7

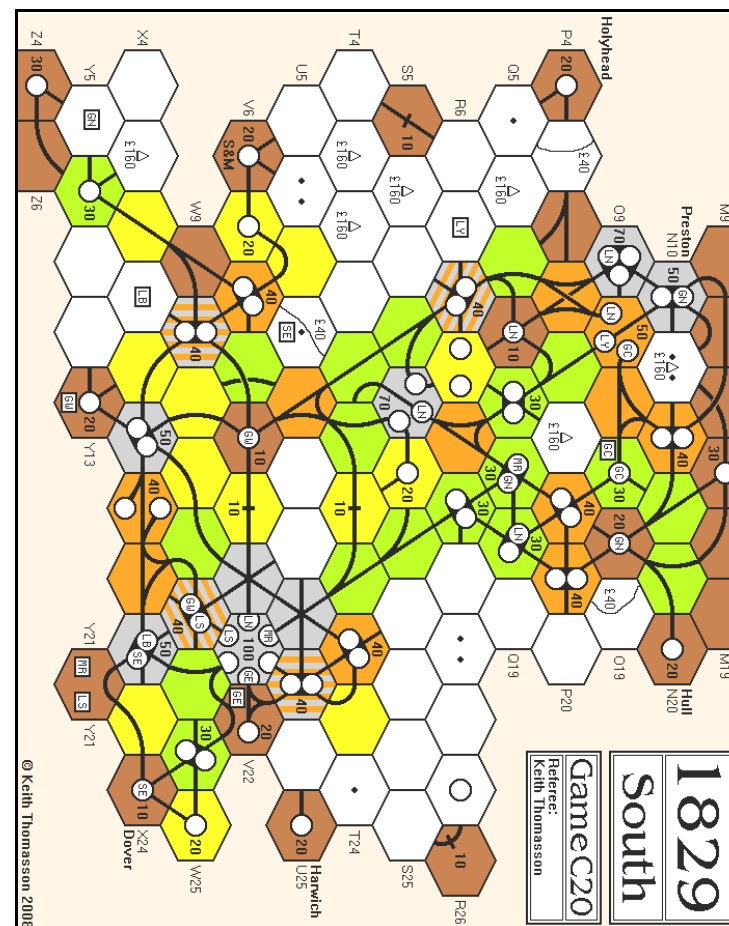
- Notes: ① 100 to the bank for a token in V20  
 ② 40 to the bank for a token in O11

Cash Flow	b/f	OR23	OR24	c/f	Value	%	Certs
David Smith	2,728	760	1,536	5,024	11,112	33.7	21/39
Peter Berlin	1,853	619	669	3,141	6,340	19.2	17
Don Shailer	2,114	374	412	2,900	5,858	17.8	19
Martin Butcher	2,667	647	653	3,967	9,652	29.3	18

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

Bank (new)	Harwich...	-	-	-	-	-	-	-	-	-	-
Price (new)		100	90	82	76	71	67	64	61	58	56
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)		160	345	225	345	300	20	90	100	56	20
Company credit		550	10	10	10	40	0	0	20	110	130
Tokens		-	4	3	3	2	3	3	2	1	1
Trains		5	5 4	7 4	4	7 4	4	5	5	5	7
Bank cash: 4.968		Certificate limit: 18				Trains: 1 x '7'					

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



David and Don must sell shares in their first turn of the stock round.

Orders required for the following round

By the early deadline

SR15



1829-V21

Nobody wants to buy  
the last GSWR share.

SR12

Stock Round 12

	Mike	Rob	Lionel	Peter	John
- 1 L&YR	✗		✗	+ L&YR pool	✗
+ GCR pool					
✗	✗	✗	✗	+ L&YR pool	✗
✗	✗	✗	✗	+ L&YR pool	✗
✗	✗	✗	✗	+ L&YR pool	✗
✗	✗	✗	✗	+ L&YR pool	✗
✗	✗	✗	✗		

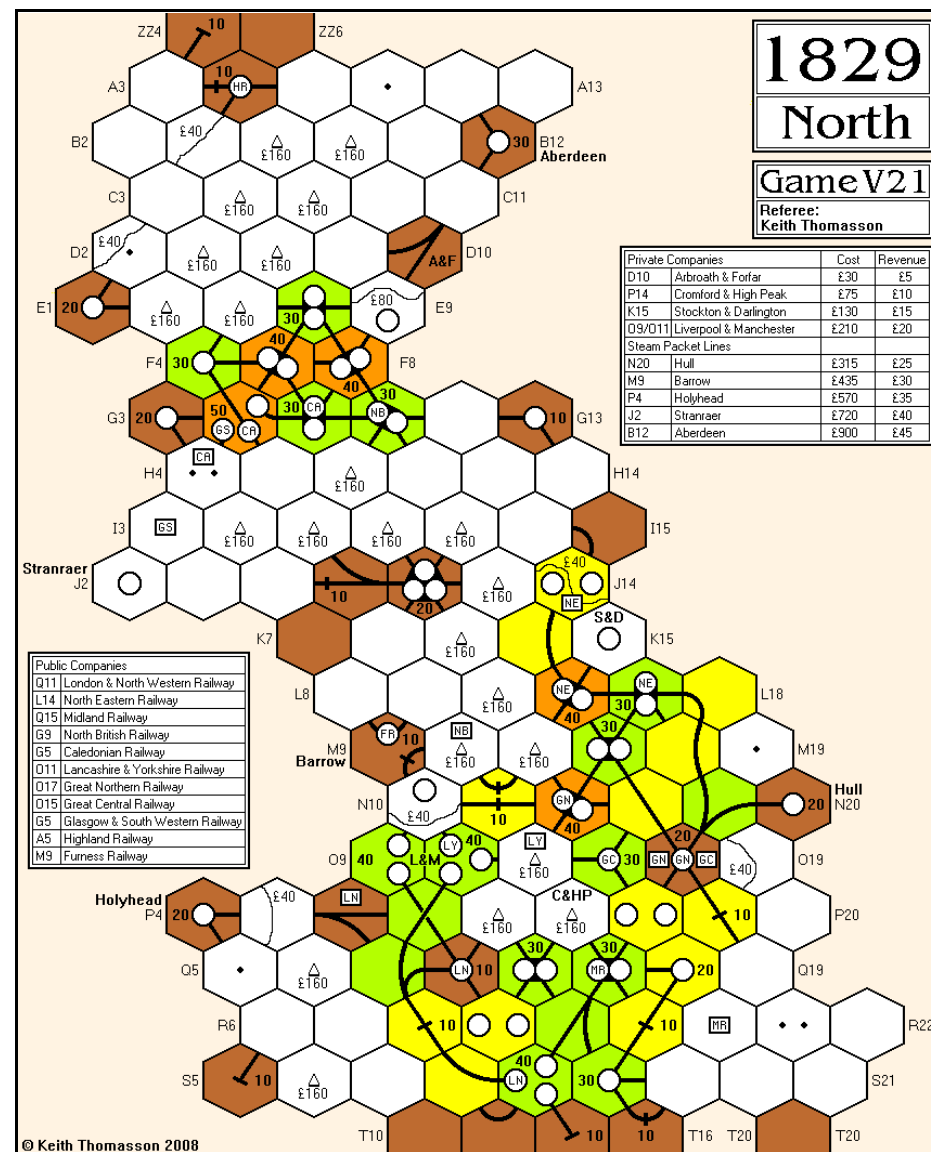
Priority for SR15

Cash Flow	b/f	SR12	c/f	Value	%	Certs
Rob Thomasson	155	0	155	2,186	22.3	18
Lionel Robbins	183	0	183	1,728	17.6	17
Peter Berlin	295	-235	60	2,081	21.2	13
John Hopkins	230	0	230	1,494	15.3	13
Mike Hutton	355	0	355	2,311	23.6	18

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	-	-	5	-	-	-	-	-
John Hopkins	S&D	-	-	5D	-	-	-	4	-	6D	-	-
Mike Hutton	-	-	8D	1	-	-	5D	-	7D	-	-	-

Bank (new)	Hull...	-	-	-	-	-	-	-	-	1	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56	53
Bank (pool)		-	2	-	-	-	-	-	-	-	-	-
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	3	5	4	-	4	3
Bank cash:	19,017											
Certificate limit:	18											
Trains:	2 x '6'	2 x '3T'	2 x '2+2'									

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



Orders required for the following rounds

By the early deadline

OR16, OR17

Adjudication can pause between rounds if requested



1830-L23

The New York companies  
and the B&O sell out.

SR5

Stock Round 5

John	Mike	Richard	Tim	Willem
+ NYNH new	+ NYC new - 1 NYC (▼70G)	- 4 Erie (▼60I) + NYNH new	+ NYC pool	+ B&O new
+ PRR new	+ NYNH new + C&O pool	+ NYNH new + NYC pool	+ B&O pool	✗
✗	✗	+ NYC pool	✗	✗
✗	✗	+ NYC new	✗	✗
✗	✗	+ B&O new	✗	✗
✗	✗	+ C&O pool	✗	✗
✗	✗	+ PRR pool	✗	✗
✗	✗	✗	Priority for SR6	

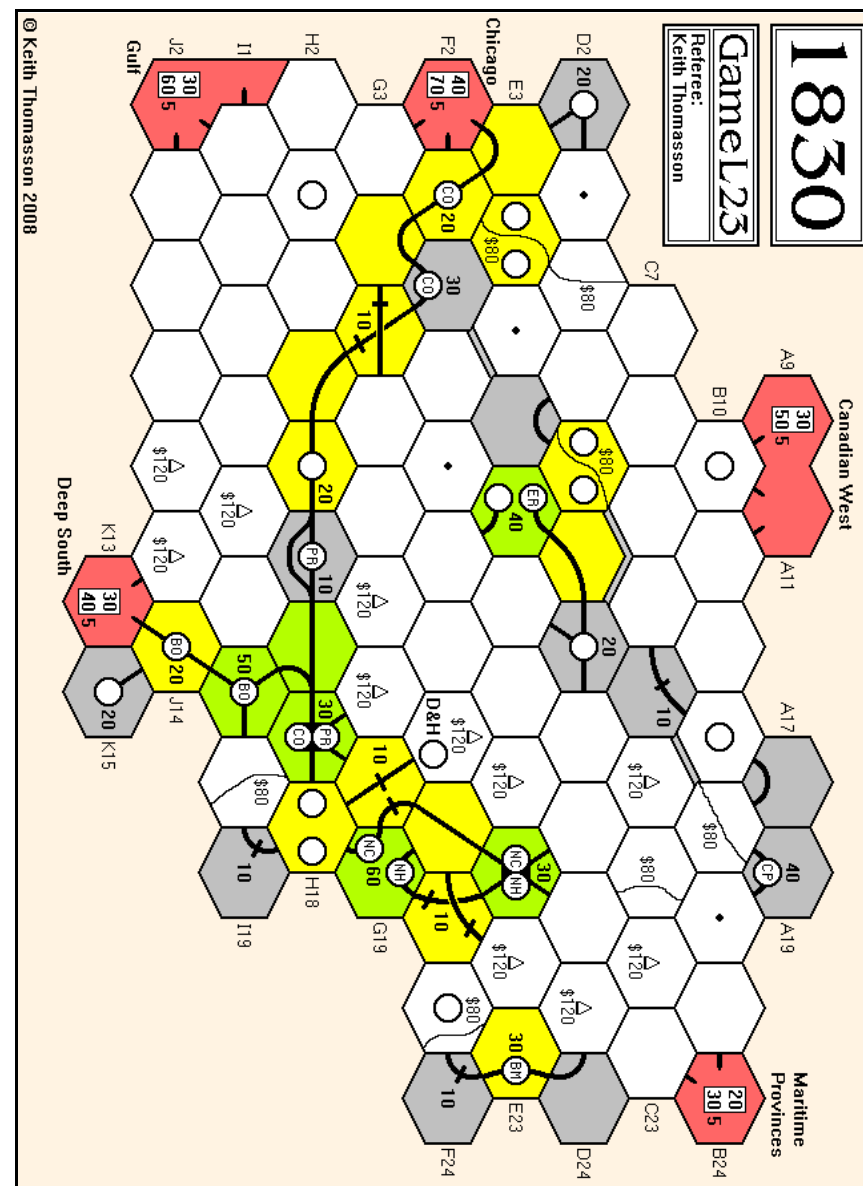
Cash Flow	b/f	SR5	c/f	Value	%	Certs
John Shelley	170	-161	9	829	20.6	9
Mike Head	159	-159	0	655	16.1	7
Richard Lunn	436	-350	86	951	23.3	9/10
Tim Franklin	188	-170	18	765	18.7	6
Willem Moene	111	-100	11	868	21.3	8

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
John Shelley	-	-	1	6P	-	-	-	1	3P
Mike Head	-	-	1	1	-	-	5P	1	-
Richard Lunn	D&H	-	1	1	-	2P	3	2	1
Tim Franklin	-	-	6P	-	-	-	1	-	-
Willem Moene	-	-	1	-	-	-	1	6P	1

Bank (new)	10	-	1	10	4	-	-	2
Price (par)		100	67		71	76	90	71
Bank (pool)	-	-	1	-	4	-	-	3
Price (pool)		112A	68H		60I	75F	100A	70G
Company credit		240	226		115	420	380	107
Tokens	2	1	-	4	2	2	-	2
Trains		4	3	3	4	3	4	3

Bank cash: 10,388 Certificate limit: 13 Trains: 1 x '4', 3 x '5'...  
Current operating order: B&O, NYNH, NYC, PRR, C&O, Erie

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 rounds

By the early deadline

OR6, OR7

Adjudication can pause between rounds if requested





1830-G24

The B&O private is bought this time and three companies are floated.

SR2

Stock Round 2

Stephen	Pete	Don	Mark	Willem
+ B&O private (par at 100)	+ C&O/Pres (76)	+ B&O new	+ NYNH/Pres(71)	✗
+ B&O new	+ C&O new	+ B&O new	+ NYNH new	✗
+ B&O new (floated)	+ C&O new	+ B&O new	+ NYNH new	✗
✗	+ C&O new	✗	+ NYNH new	✗
✗	+ C&O new (floated)	✗	+ NYNH new (floated)	✗
✗	✗	✗	✗	Priority for SR3

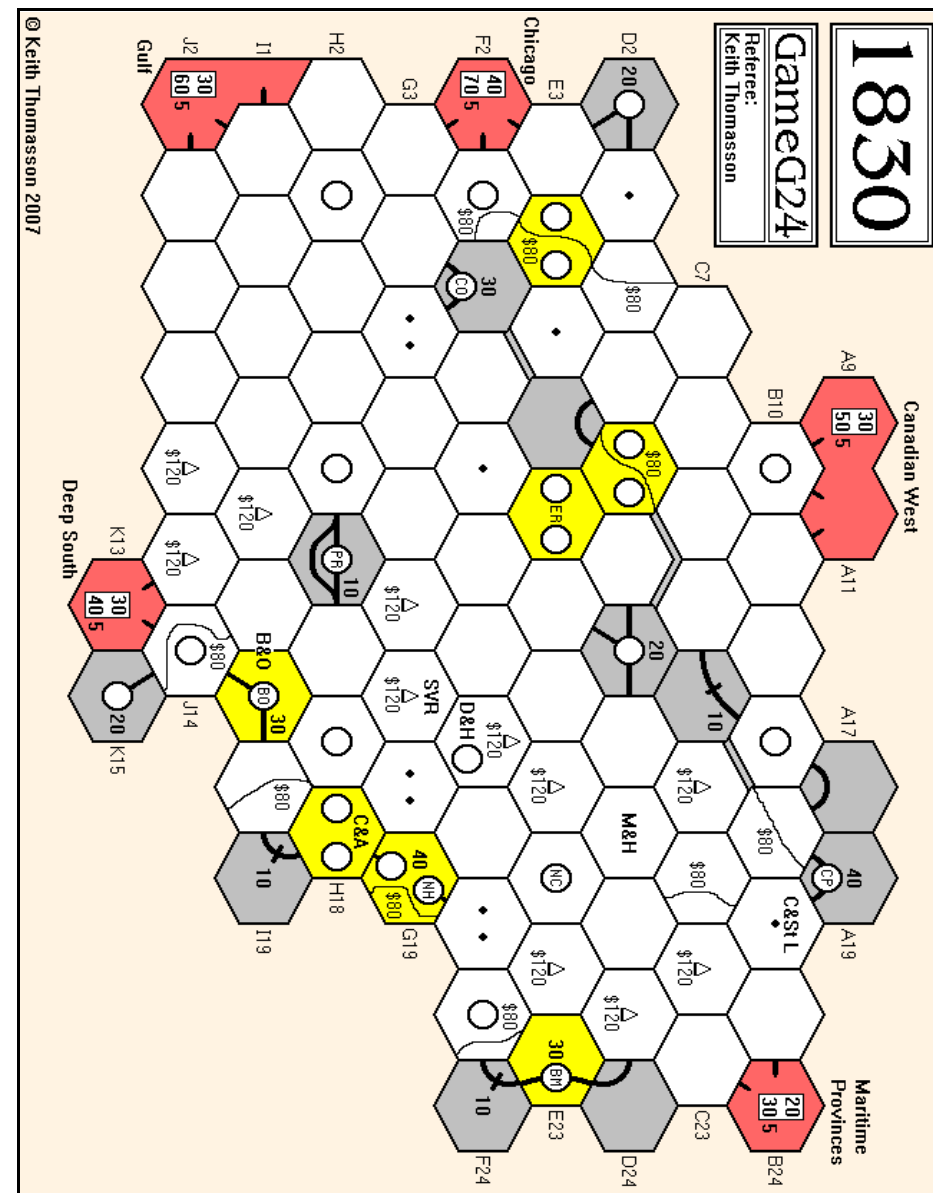
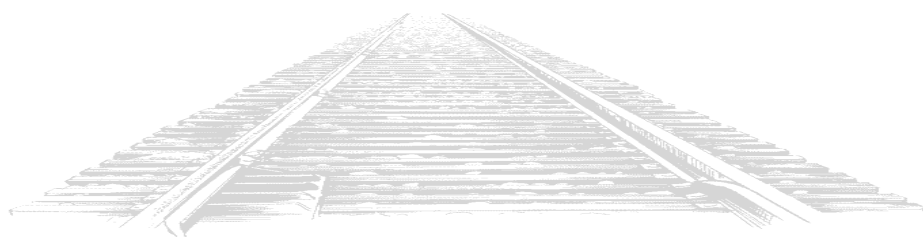
Cash Flow	b/f	SR2	c/f	Value	%	Certs
Mark Frueh	450	-426	24	490	19.0	6
Willem Moene	205	0	205	475	18.4	2/3
Stephen Webb	465	-420	45	685	26.6	5
Pete Campbell	480	-456	24	480	18.6	5
Don Smith	380	-300	80	450	17.4	4

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mark Frueh	C&STL	-	-	-	-	-	-	6P	-
Willem Moene	M&H, C&A	-	-	-	-	-	-	-	1
Stephen Webb	SVR, B&O	-	4P	-	-	-	-	-	-
Pete Campbell	-	-	-	6P	-	-	-	-	-
Don Smith	D&H	-	3	-	-	-	-	-	-

Bank (new)	10	3	4	10	10	10	4	9
Price (par)		100	76				71	
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		100A	76D				71E	
Company credit		1,000	760				710	

Trains	-	-	-	-	-	-	-	-
Tokens	2	3	3	4	3	4	2	4
Bank cash: 9,152	Certificate limit: 13			Trains: 6 x '2', 5 x '3'.				
Current operating order:	B&O, C&O, NYNH							

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



Orders required for the following rounds

By the early deadline

OR2, SR3



1830-V1-N24

We get bids on the big ones, and  
straight purchases for the others.

PRIVATES

Stock Round 1

Stephen	Buy the SVR for 20
Tony	Bids 225 on the B&O
Mark	Buy the C&StL for 40
Don	Buy the D&H for 70
Alan	Bids 165 on the C&A
Stephen	Buy the M&H for 110
	♣ Alan gets the C&A for 165 with a free PRR share
	♣ Tony gets the B&O for 225 and set par for the public company at 100
	Priority for the second part of this round lies with Tony

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Stephen Webb	480	-130	350	480	18.5▼	2
Tony Sait	480	-225	255	675	26.1▲	2
Mark Stretch	480	-40	440	480	18.5▼	1
Don Smith	480	-70	410	480	18.5▼	1
Alan Harvey	480	-165	315	475	18.4▲	1/2

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	SVR, M&H	-	-	-	-	-	-	-	-
♣ Tony Sait	B&O	-	2P	-	-	-	-	-	-
Mark Stretch	C&StL	-	-	-	-	-	-	-	-
Don Smith	D&H	-	-	-	-	-	-	-	-
Alan Harvey	C&A	-	-	-	-	-	-	-	1

Bank (new)	10P	8	10P	10P	10P	10P	10P	9
Price (par)		100						
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		100A						

Company credit

Trains

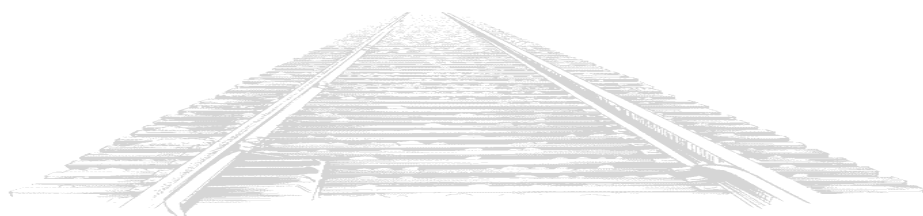
Tokens

Bank cash: 10,230 Certificate limit: 13 Trains: 6 x '2', 5 x '3'...

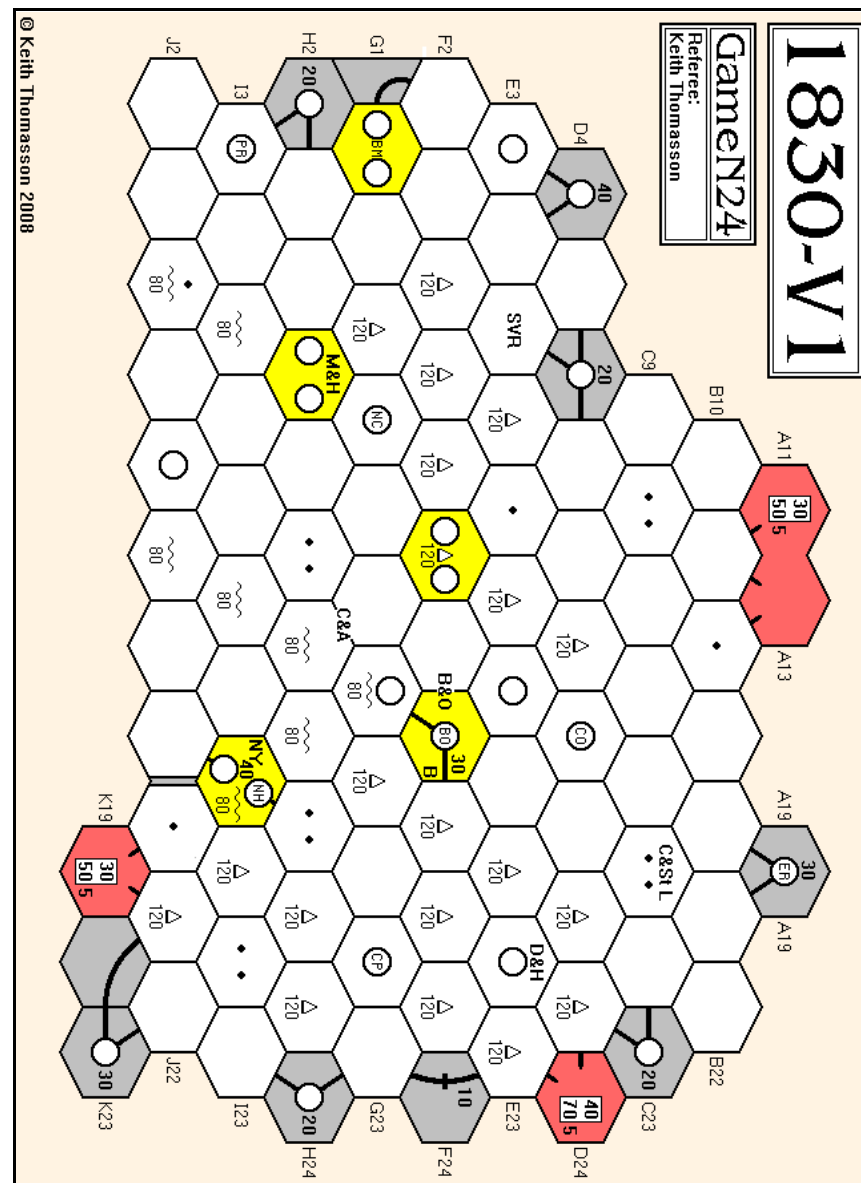
Tiles Tile number/Availability One Operating Round between Stock Rounds

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
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For those watching the game you now get to see what the real map looks like for this game.



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Orders required for the following rounds

By the early deadline

Stock Round 1, Public Companies



1837-G21

The bank breaks on the last turn of the round.

OR14

OR14 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug DS	430:G19:1	250	-	Yes	-	400A	0	5
Sd SW	26:H26:6	470	60	Yes	-	300B	181	4 3G
Bk SW	410:J18:3	510	60	Yes	-	300B	111	5E 3G
Kk TR	-	260	-	Yes	-	173B	1	5
Th DS	-	210	-	Yes	-	154B	2	4
Sb GH	-	220	-	Yes	-	148C	354	4
Bh DS	206:K17:6	460	60	Yes	-	145A	181	4+1 4G
Gt SW	-	240	-	Yes	-	128B	0	4+2
Ms TR	-	280	-	Yes	-	116E	6	5+2
Cl SW	-	450	-	Yes	①	70G	219	4E 4

Notes: ① The bank has run out of cash

Cash Flow	b/f	OR14	c/f	Value	%	Certs
Stephen Webb	2,753	1,085	3,838	9,117	27.8	25
Don Smith	1,383	641	2,024	6,583	20.0	19
Tony Robbins	2,944	785	3,729	8,585	26.1	23
Geoff Hardingham	3,240	815	4,055	8,573	26.1	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	6D	-	1	1	3
Geoff Hardingham	-	2	3	2	2	4	6D	4	1	1

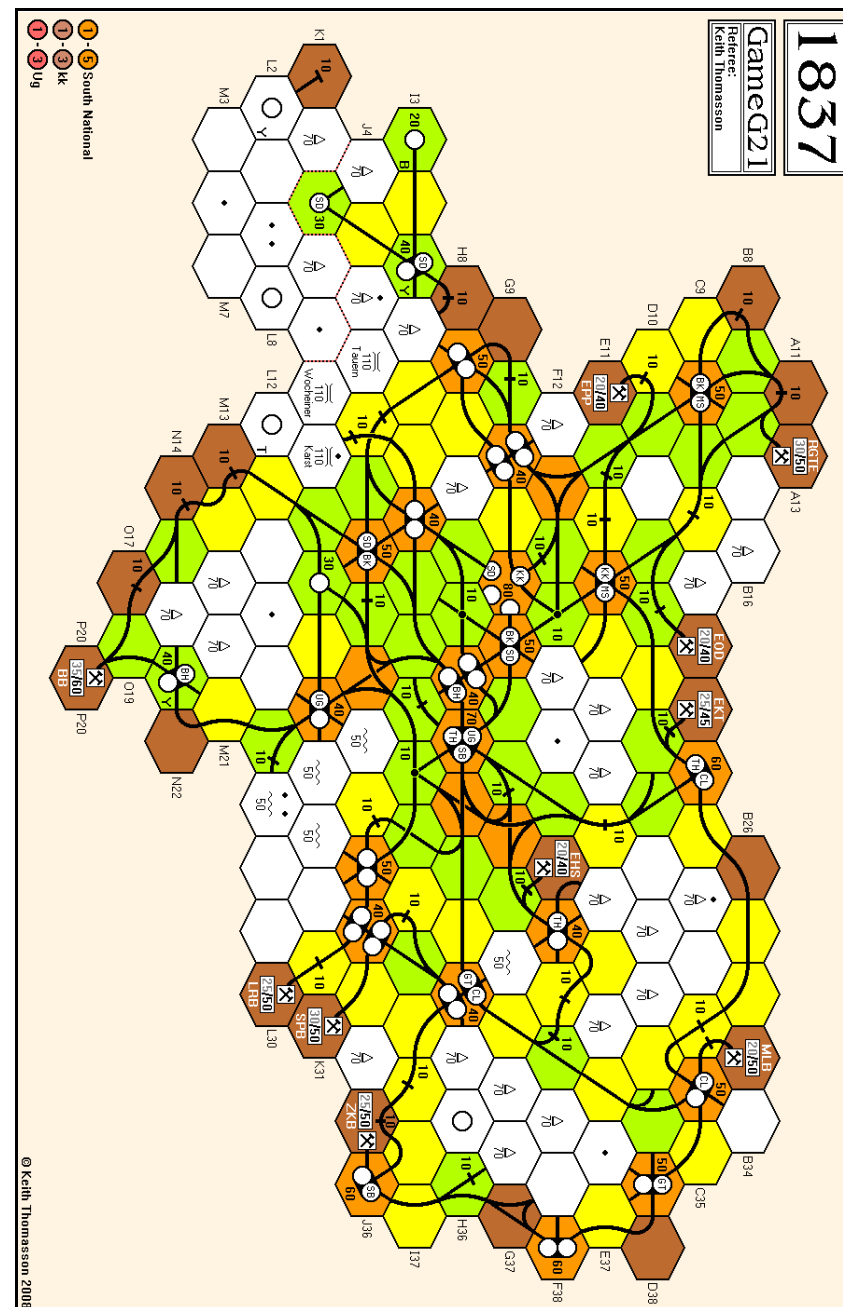
Bank (new)	-	-	-	1	-	-	-	-	-	-
Price (new)	104	104	75	97	120	70	97	142	91	175
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	145A	300B	70G	128B	173B	116E	148C	300B	154B	400A
Company credit	181	111	219	0	1	6	354	181	2	0
Tokens	-	-	-	1	1	1	1	-	-	1
Trains	4+1	5E	4E	4+2	5	5+2	4	4	4	5
	4G	3G	4				3G			

Bank cash: -433 Certificate limit: 21 Trains: 1 x '5+3', 1 x '5+4', 2 x '4G'

Stephen expected his dividends to work out better than the share increases for Tony and Geoff, and he was right in that he increased his lead. Geoff and Tony were very close, with Tony just ahead at the end.

1st	Stephen Webb	9,117	27.7%
2nd	Tony Robbins	8,585	26.1%
3rd	Geoff Hardingham	8,573	26.1%
4th	Don Smith	6,583	20.0%

Congratulations to Stephen, and thank you all for putting up with me during my first 1837 game in these pages. If there is another - and you have the call on that - it should be a smoother ride.







1850-R22

Just the one round as rather  
a lot of trains are bought.

OR10

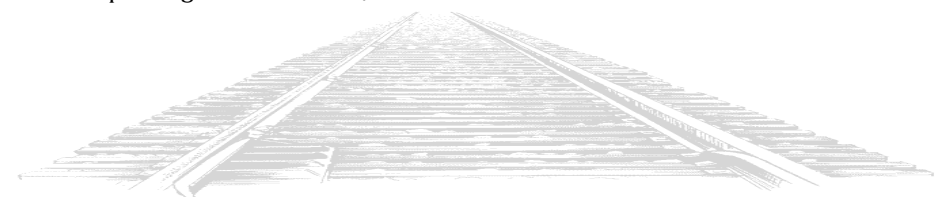
OR10	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
NP	SW	27:C10:2	-	250	Yes	180C	605	4
CBQ	AH	24:J17:2	-	80	Yes	120B	64	4
GN	LG	24:A6:3	-	90	Yes	100D	620	4
SOO	AH	14:G16:1	-	-	-	82B	510	5 4
CMSP	LG	4:H17:1	-	-	④ ⑤ ⑥	82B	40	5
MP	SW	5:L13:2 57:K14:2	-	-	⑦ ⑧ ⑨	82B	410	5
UP	TF	8:I6:4	-	130	No	76F	390	-
CRIP	SW	24:I14:1	-	90	No	68G	194	-
MKT	LG	135:K6:3	-	150	No	50H	137	6

- Notes: ① 502 to the SOO for a '4' train  
 ② 14 to the MKT for a '3' train  
 ③ 750 to the bank for a '4' train and a '5' train  
 ④ 40 to the bank for a token in C18  
 ⑤ 450 to the bank for a '5' train  
 ⑥ 370 to the GN for a '3' train  
 ⑦ 40 to the bank for terrain costs  
 ⑧ 100 to the NP for a '3' train  
 ⑨ 630 to the bank for a '6' train

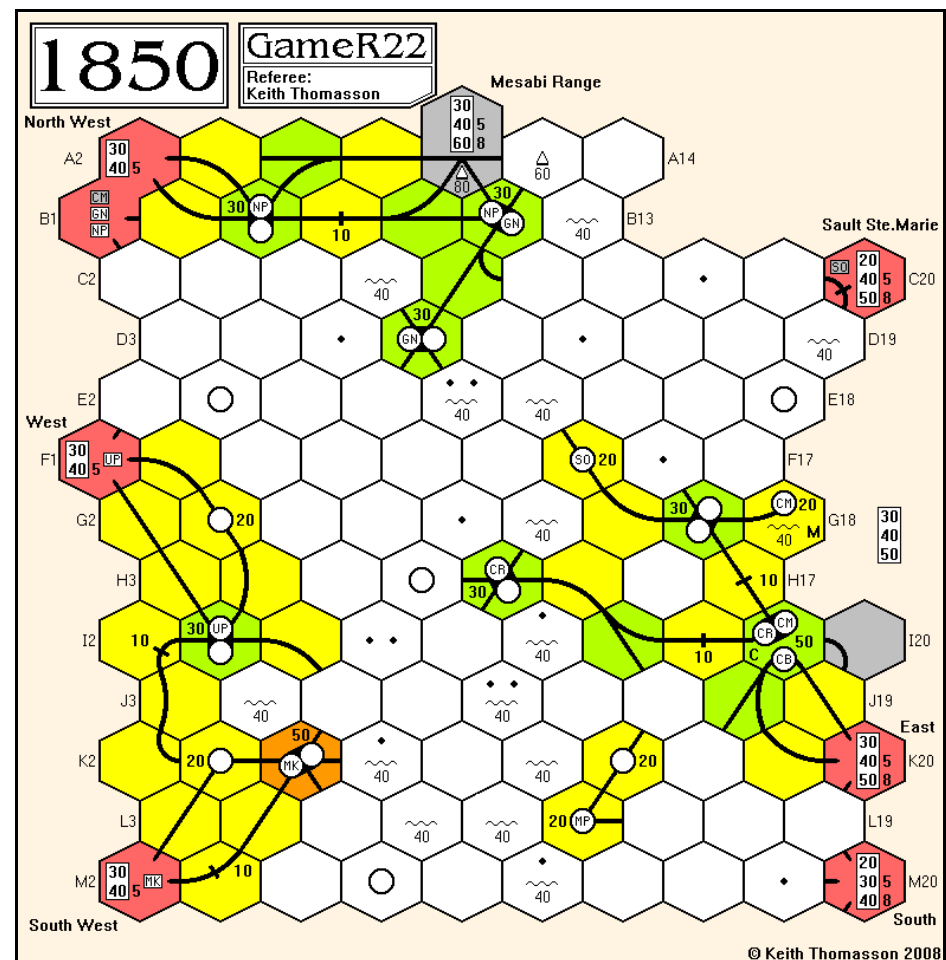
Cash Flow	b/f	OR10	c/f	Value	%	Certs
Stephen Webb	21	148	169	1,961	29.1	12/13
Alan Harvey	48	88	136	1,678	24.9	12/13
Lyndon Gurr	87	133	220	1,930	28.6	13/17
Tim Franklin	69	48	117	1,173	17.4	10/11

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)	120B	82B	68G	100D	50H	82B	180C	82B	76F
Company credit	64	40	194	620	137	410	605	510	390
Redeemed shares	-	-	-	-	-	-	2	-	-
Tokens	3	1+E	2	1	2	2	1	3+E	2
Trains	4	5	-	4	6	5	4	5 4	-
Bank cash: 8,388	Certificate limit: 14				Trains: 2 x '6', 3 x '8'				
Current operating order:	NP, CBQ, GN, SOO, CMSP, MP, UP, CRIP, MKT								



Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/2	4/2	5/1	6/1	7/5	8/11	9/14	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/-	25/1	26/1	27/-
	28/1	29/1	129/-	132/1	141/1	142/1	143/1	144/1				
Brown	39/1	40/1	41/3	42/3	44/1	45/2	46/2	47/2	63/4	70/1	130/1	133/1
	135/2	145/1	146/1	147/2								



Orders required for the following rounds

By the early deadline

OR11, SR9

Adjudication can pause between rounds if requested



1856-D22

The WGB stays  
out of the limelight.

SR7

Stock Round 7

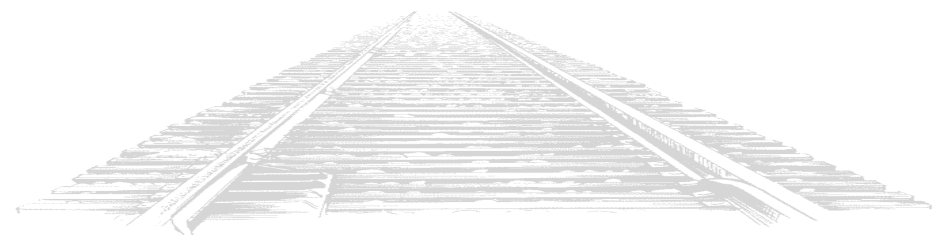
Mike	John	Richard	Tony	Willem
+ CGR pool	+ CGR pool	- 1 CA (+90E)	+ CGR pool	+ THB new
+ CGR pool	+ CGR pool	+ CGR pool	+ TGB new	+ THB new
+ TGB new	+ THB new	+ TGB new	+ THB new	+ THB new
- 1 CGR (+)	×	+ CGR pool	×	×
+ THB new	×	+ BBG new	×	×
×	×	+ BBG new	×	×
×	×	+ BBG new	×	×
×	×	+ BBG new	×	×
×	×	×	Priority for SR8	

Cash Flow	b/f	SR7	c/f	Value	%	Certs.
Richard Lunn	699	-600	99	1,314	18.3▲	8½
Tony Robbins	1,247	-300	947	2,347	32.7▼	10
Willem Moene	428	-300	128	1,238	17.2▼	10
Mike Head	579	-300	279	1,169	16.3▲	6½
John Shelley	341	-300	41	1,111	15.5▲	9

Portfolio	BBG	CA	TGB	THB	WGB	CGR
Richard Lunn	3	-	2	-	-	7P
⊕ Tony Robbins	-	6P	1	1	-	6
Willem Moene	-	2	6P	3	-	-
Mike Head	-	-	1	5P	-	3
John Shelley	6P	1	-	1	-	4

Bank (new)	1	-	-	-	10	-
Price (par)	100	70	100	100	-	100
Bank (pool)	-	1	-	-	-	-
Price (pool)	75A	90E	110A	90A	-	110C
Company credit	790	40	260	360	-	699
Tokens	2	-	-	-	2	-
Trains	4	5.4	6	5.4	-	6.5.4

Bank cash: 8,357      Certificate limit: 10      Trains: Diesels  
Current operating order: CGR, TGB, CA, THB, BBG



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	58/1	69/1										
	14/3	15/1	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/-	27/1
	28/1	29/1	59/1	120/1	121/1							
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/3	64/1	65/1
	66/1	67/1	68/1	70/1	122/1	125/-	126/-	127/1				
Grey	123/-	124/-										



Orders required for the following rounds

By the early deadline

OR12, OR13

Adjudication can pause between rounds if requested

1856-M22

Willem buys a Diesel,  
and then Tony has to as well.

OR11

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	LG	124:N11:1	440	Yes	-	100C	400	6 5
CGR	RT	69:114:1	590	No	① ②	100A	652	-
BBG	RT	15:L13:5	-	-	③ ④	90A	260	6
WGB	WM	57:J11:1	-	-	⑤	90A	41	5
THB	WM	14:J15:3	-	-	⑥	70E	79	D
CV	TS	-	-	-	⑦	70E	0	D
CPR	MH	125:N3:6	260	Yes	-	65G	136	5

Notes: ① Destination reached for the CV - 350 released from escrow  
 ② 100 to the bank for a token in L13  
 ③ 40 to the bank for a token in L13  
 ④ 700 to the bank for a '6' train  
 ⑤ 959 to the THB for a '5' train  
 ⑥ 1,100 to the bank for a Diesel  
 ⑦ 1,100 to the bank for a Diesel, mostly funded by 730 from Tony, requiring the sale of 2 TGB {♥100C}, 1 THB {♥70E}, 2 CGR {♥} and 1 CPR {♥}

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Mike Head	25	244	267	1,307	21.0	11
Lyndon Gurr	1	290	291	1,706	27.4	13
Tony Sait	60	-31	29	444	7.1	5
Rob Thomasson	18	0	18	1,358	21.8	9
Willem Moene	57	0	57	1,417	22.7	12

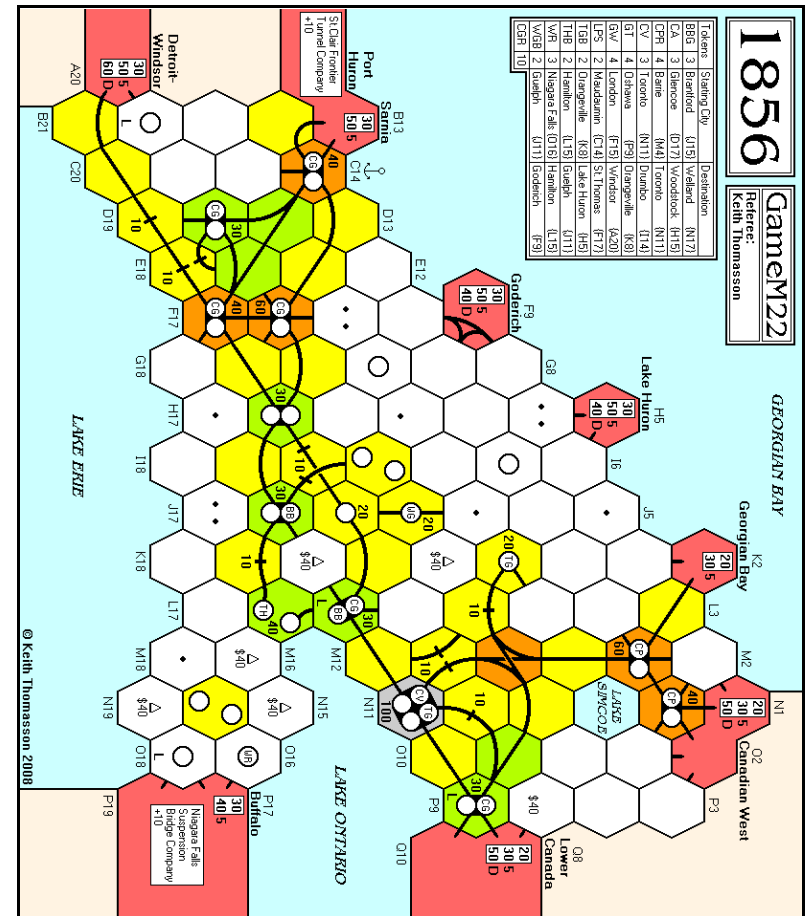
Portfolio	BBG	CPR	CV	TGB	THB	WGB	WR	CGR
Mike Head	1	6P	-	2	1	1	-	2
Lyndon Gurr	-	1	5	6P	-	-	-	4
Tony Sait	-	1	5P	-	-	-	-	-
Rob Thomasson	6P	-	-	-	-	-	-	8P
Willem Moene	-	-	-	-	6P	6P	-	4

Bank (new)	3	-	-	-	1	3	10	-
Price (par)	100	65	70	100	90	100	-	100
Bank (pool)	-	2	-	2	2	-	-	2
Price (pool)	90A	65G	70E	100C	70E	90A	-	100A
Company credit	260	136	0	400	79	41	-	652
Tokens	1	2	2	-	1	1	3	4
Trains	6	5	D	6.5	D	5	-	-

Bank cash: 9,770      Certificate limit: 13      Trains: Diesels  
 Current operating order: TGB, CGR, BBG, WGB, CV, THB, CPR

Tony avoided bankruptcy by a whisker, as he only had one share left to sell when he raised sufficient cash. If the CV had not gained its escrow cash, Tony's sales started with all 5 of the CV. For information, no CV shares could be sold, because you are not allowed to sell shares that would cause the company buying the train to change hands. As Lyndon has five shares, selling just one would cause this to happen.

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
Yellow	1/-	2/-	3/3	4/2	5/1	6/2	7/6	8/7	9/6	55/1	56/1	57/2
Green	58/-	69/-										
Green	14/1	15/2	16/1	17/1	18/1	19/1	20/1	23/3	24/2	25/1	26/1	27/1
Green	28/1	29/1	59/1	120/1	121/2							
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/1	63/4	64/1	65/1
Brown	66/1	67/1	68/1	70/1	122/1	125/1	126/-	127/-				
Grey	123/1	124/-										



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





1856-R23

All the privates are  
bought by public companies.

OR3 - SR3

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
WR	PC	15:O18:6	160	No	①②③④⑤	75C	40	200	2 2
CA	WM	15:F17:5	130	No	①⑥⑦	65E	15	300	3 2
LPS	RT	8:E14:3	70	Yes	①⑧⑨	70F	55	200	2
GT	DS	14:P9:3	130	Yes	①	70F	170	300	3 2
GW	LQ	15:D17:2	180	Yes	①⑩	70F	140	300	3.2

- Notes: ① Government loan secured  
 ② 100 to Pete for the GLSC private  
 ③ Port token placed in O18  
 ④ Dividend reduced to 140 to pay loan interest  
 ⑤ 100 to Pete for the CC private  
 ⑥ 40 to the bank for a token in F15  
 ⑦ 200 to Willem for the SCFTC private  
 ⑧ Destination reached - no funds to release from escrow  
 ⑨ 200 to Rob for the NFSBC private  
 ⑩ 40 to Lyndon for the FT private

#### Stock Round 3

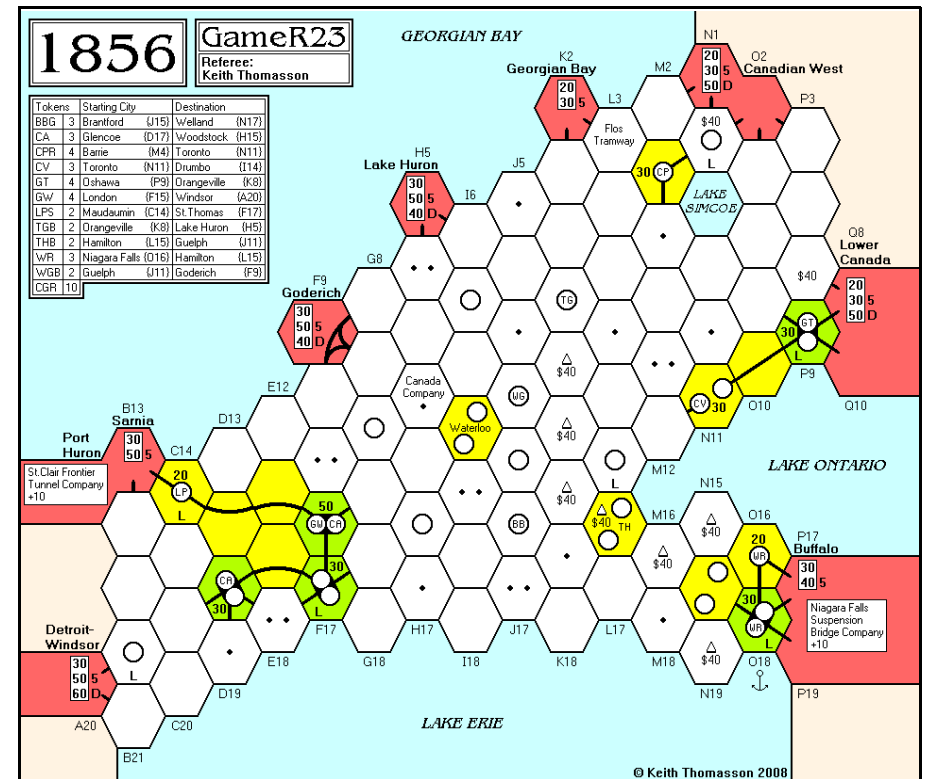
Rob	Don	Pete	Willem	Lyndon
+ GW pool	+ GW new	+ WR new	+ CA new	- 1 GT {+65G}
				+ LPS new
+ LPS new	+ LPS new	+ WR new	+ CA new	- 1 LPS {+65G}
				+ GW new
+ LPS new	✗	+ WR new	+ CA new	+ GW new
+ LPS new	✗	✗	✗	+ GW new
- 1 LPS {+60H}	✗	✗	✗	✗
+ GT new				
✗	Priority for SR4			

Cash Flow	b/f	OR3	SR3	c/f	Value	%	Certs
Pete Campbell	85	221	-240	66	441	19.8	4
Willem Moene	37	220	-210	47	437	19.7	5
Lyndon Gurr	40	112	-135	17	437	19.7	5
Rob Thomasson	55	241	-265	31	466	20.9	6
Don Smith	136	52	-130	58	443	19.9	5

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds											
Yellow	1/1	2/1	3/3	4/3	5/1	6/2	7/7	8/10	9/12	55/1	56/1	57/3												
	58/3	69/1																						
Green	14/3	15/1	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1												
	28/1	29/1	59/2	120/1	121/1																			

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Pete Campbell	-	-	-	-	-	-	-	-	-	-	-	5P
Willem Moene	-	-	6P	-	-	-	-	-	-	-	-	-
Lyndon Gurr	-	-	-	-	-	-	6P	-	-	-	-	-
Rob Thomasson	-	-	-	-	-	1	1	5P	-	-	-	-
Don Smith	-	-	-	-	-	5P	-	1	-	-	-	-

Bank (new)	10	4	10	10	3	3	2	10	10	10	5
Price (par)	70				65	70	65	80			
Bank (pool)	-	-	-	-	1	-	2	-	-	-	-
Price (pool)	65E				65G	70F	60H	75C			
Company credit	155				170	210	380	280			
Tokens	3	1	4	3	3	2	1	2	2	2	1
Trains	3.2				3.2	3.2	2	2.2			
Bank cash: 10,586	Certificate limit: 13				Trains: 2 x '3', 4 x '4'...						
Current operating order:	WR, GW, GT, CA, LPS										



Orders required for the following rounds	By the early deadline
OR4, OR5	Adjudication can pause between rounds if requested



1861-B23

Three more public companies are created.

MR4 - OR8

### Merger Round 4

The D converts to the NW with an initial price of 135C  
 Willem, Geoff and Mike buy one share in the NW  
 The MB converts to the MK with an initial price of 120D  
 Mark buys one share in the MK  
 The MNN and the TR merge to form the MKN with an initial price of 135C  
 Lyndon buys two shares in the MKN

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
E	LG	9:110:3	-	170	Half	-	150B	180	- 3
N	GH	-	-	170	Half	-	110E	205	- 3
SV	MH	9:111:3	-	80	Half	①	90F	0	- 3
GRR	MH	8:L11:6	-	210	Yes	②	200C	589	- 4
SE	GH	8:E20:6	-	160	Yes	③	165C	103	- 4 3
NW	WM	-	-	130	No	④ ⑤	120C	85	- 5 3
MKN	LG	638:G8:1	-	200	Yes	⑤	150C	25	- 5 3
MK	MS	-	-	140	Yes	-	135D	323	- 3
SW	WM	636:C14:1	-	190	No	⑥	80E	30	2 5 4
RSR	-	-	-	180	No	-	-	495	- 4

- Notes: ① One loan redeemed  
 ② 80 to the bank for terrain costs  
 ③ 350 to the bank for a '4' train  
 ④ 40 to the bank for a token in F15  
 ⑤ 550 to the bank for a '5' train  
 ⑥ Two loans acquired

Cash Flow	b/f	MR4	OR8	c/f	Value	%	Certs
Willem Moene	167	-135	134	166	926	17.4	6
Geoff Hardingham	199	-135	165	229	1,034	19.4	5
Mike Hutton	211	-135	116	192	1,002	18.8	4
Lyndon Gurr	289	-270	207	226	1,376	25.9	6
Mark Stretch	515	-120	71	466	981	18.4	4

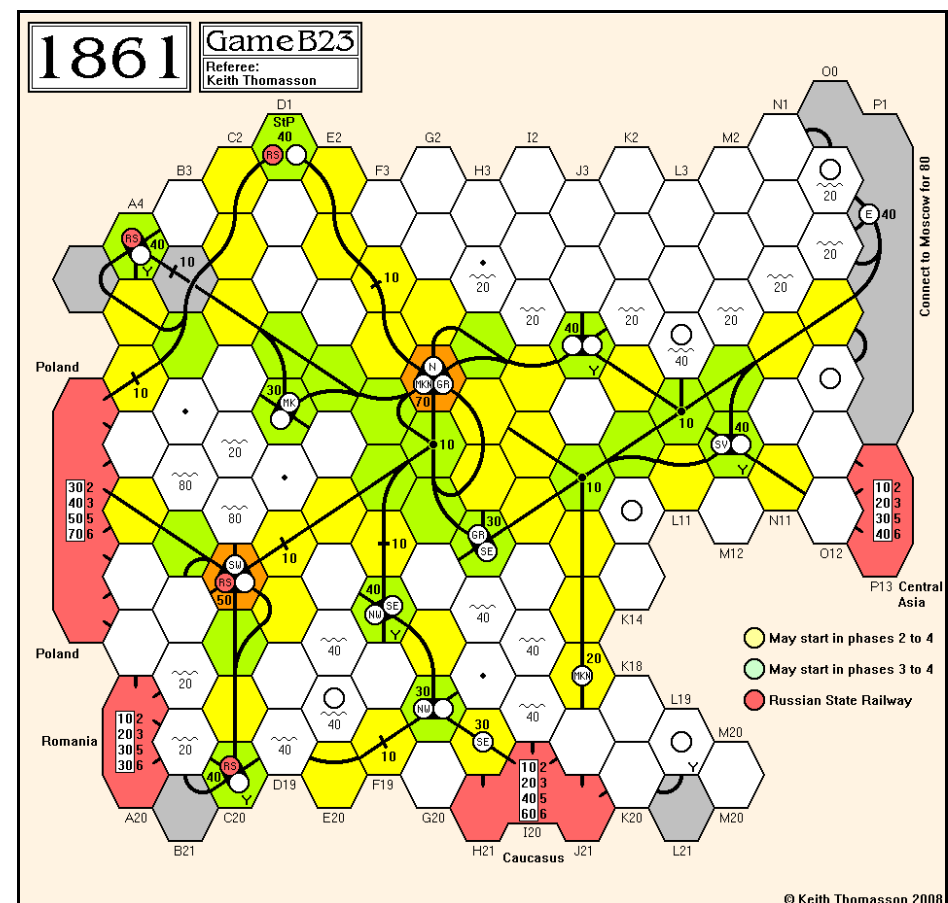
Portfolio	PCs	E	N	SV	GRR	MK	MKN	NW	SE	SW	RSR
Willem Moene	-	-	-	-	-	-	-	3P	-	5P	-
Geoff Hardingham	-	-	1	-	-	-	-	1	3P	1	-
Mike Hutton	-	-	-	1	3P	-	-	1	-	-	-
Lyndon Gurr	-	1	-	-	2	-	4P	-	-	-	-
Mark Stretch	TSR	-	-	-	-	3P	-	-	-	1	-

Treasury	1	-	-	5	7	6	5	7	3	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price	150B	110E	90F	200C	135D	150C	120C	165C	80E	-	-
Loans	-	-	-	-	-	-	-	-	-	2	-
Credit	180	205	0	589	323	25	85	103	30	495	-
Tokens	-	-	-	1	2	1	1	-	2	4	-
Trains	3	3	3	4	3	5.3	5.3	4.3	5.4	4	-

Bank cash: 12,181 Certificate limit: 13 Trains: 1 x '5', 2 x '6'...  
 Current operating order: E, N, SV, GRR, SE, MKN, MK, NW, SW, RSR

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds				
Yellow	3/2	4/-	5/2	6/2	7/2	8/2	9/2	57/-	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	635/1	637/1									
Brown	39/2	40/2	41/2	42/2	43/2	44/2	45/2	46/2	47/2	63/3	611/3	623/3			
	636/-	638/-	641/1	801/2	911/3										

Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

MR5, SR5

Adjudication can pause between rounds if requested



1870-K23

Just one round, which sees  
two '4' trains come out.

OR5

OR5	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	LG	9:D13:2	9:C14:2	250	Yes	① 140A	301	3 3
SP	LR	9:N3:3	8:N5:6	-	-	② 90A	640	3 3
TP	JS	6:J5:4	5:J3:3	-	-	③ 76C	340	4 3
MP	LG	8:B17:4	8:B15:3	100	Yes	④ ⑤ 76F	100	3
MKT	DS	14:H13:1	-	-	-	⑥ 60I	188	4

- Notes: ① 100 to the bank for terrain costs  
 ② 360 to the bank for two '3' trains  
 ③ 480 to the bank for a '3' train and a '4' train  
 ④ 40 to the bank for terrain costs  
 ⑤ 100 to the bank for a token in E12  
 ⑥ 300 to the bank for a '4' train

Cash Flow	b/f	OR5	c/f	Value	%	Certs
John Shelley	38	30	68	700	16.5	8
Lionel Robbins	221	23	244	924	21.8	6
Lyndon Gurr	23	145	168	1,096	25.9	6
Don Smith	5	56	61	691	16.3	7
Willem Moene	397	53	450	826	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)	10	10	10	10	-	-	-	4	10	4
Price (par)					72	76	100	100		82
Bank (pool)	-	-	-	-	4	5	-	-	-	-
Price (pool)					60I	76F	140A	90A		76C
Company credit					188	100	301	640		340
Redeemed shares					-	-	1	-		-
Tokens	3	2	2	2	1	-	1	2	2	1
Trains					4	3	3 3	3 3		4 3
Bank cash: 9,440	Certificate limit: 13				Trains: 3 x '4', 4 x '5'...					
Current operating order:	SLSF, SP, MP, TP, MKT									

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds	
Yellow	1/-	2/1	3/3	4/6	5/1	6/1	7/8	8/15	9/18	55/1	56/1	57/4
	58/4	69/1	-	-	-	-	-	-	-	-	-	-
Green	14/2	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	-	-	-	-	-	-

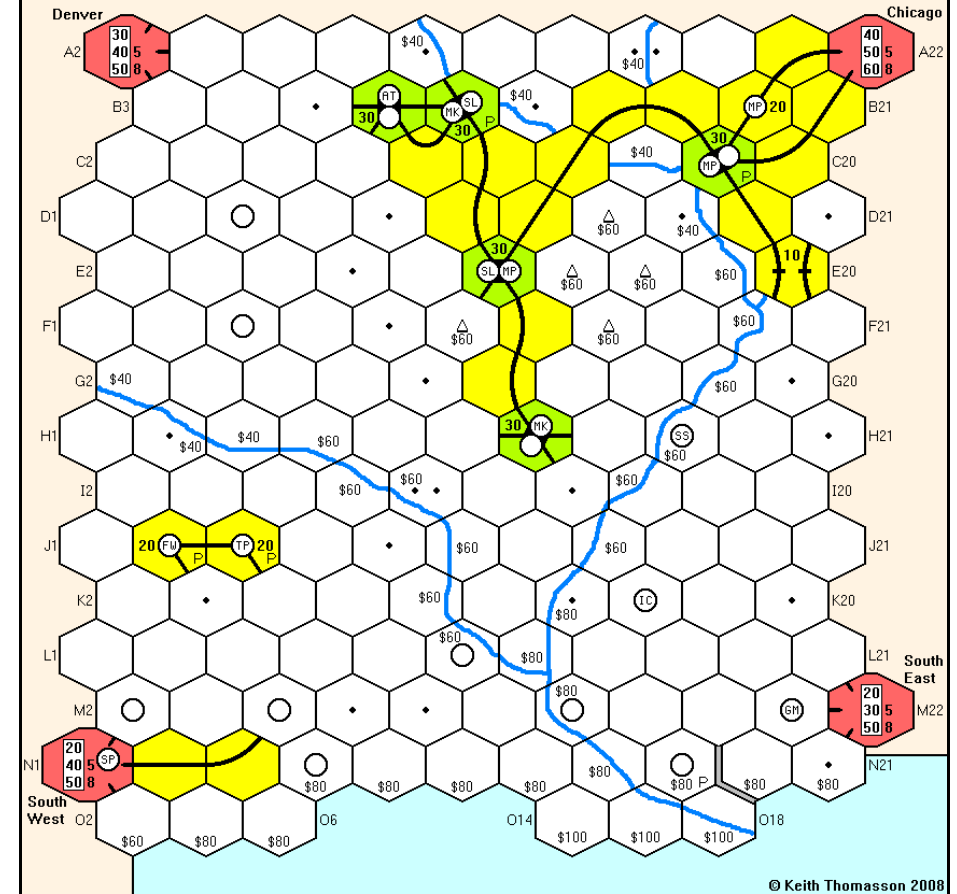
1870

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



Orders required for the following rounds

By the early deadline

OR6, SR5

Adjudication can pause between rounds if requested





1870-O20

Well played, Roger.

GAME OVER

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%

Stephen Webb (2nd): Missing out on a second company cost me this game, as did the token lay for 100 by SP in OR17. As you know, Keith, I looked very hard at the dividends that OR and I still believe that the extra runs I could see would have just broken the bank if I hadn't laid the token. Serves me right for being vindictive. Well played, Roger and thanks to the others for the game and you for your hard work.

Roger had the timing right for this one, taking the lead from Stephen at the last.



GOLDEN STRIDER 7

The seven round rule caught a couple of people out.

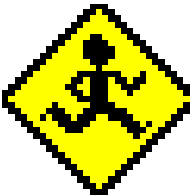
ROUND 7

63 space standard race	Cards						D	M	B	R	S	P	O
Don Shailer	5/2	0/3	8/4	10/5	0/6	8/7	2	4	4	8	25	1=	-
Simon Brooks	10/0	4/2	6/4	5/5	6/6	0/7	-	10	-	-	25	1=	4
Roger Trethewey	9/1	9/3	10/4	6/5	9/6	3/7	3	5	1	3	21	3	-
Kevin Lee	3/0	6/1	10/4	10/5	10/6	2/7	-	3	-	2	10	4=	-
Jim Reader	9/1	10/2	10/3	8/4	6/6	10/7	-	5	4	10	19	4=	2
Steve Ham	10/0	9/3	6/4	4/5	8/6	10/7	-	6	4	10	19	4=	3
Joakim Spångberg	9/2	4/3	10/4	8/5	5/6	6/7	-	1	3	6	17	7	-

Under the seven round rule, Simon, Kevin and Steve had to play the last of their original set of cards, as they have held them for seven rounds. Only Steve ordered that card, so the others got treated as NMRs and were all spent on movement. I meant to put a reminder in the last report but got diverted by people trying to re-use the card they had just played. Kevin is required to use his 6/1 card next time for the same reason.

Orders required

Eighth card, split between movement and banking



1870-R24

We've just finished an 1870, so let's start another.

NEW GAME

Welcome to the latest 1870 game. The stock round playing order for this game is as follows.

Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Roger Krueger	10587 Caminito Glenellen, San Diego, CA 92126, USA
Mark Frueh	1128 Olympus Drive, Naperville, IL 60540, USA
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY

You start with 420 and a choice of six Private Companies.

Great River Shipping Company	GRSC	Cost	20	Revenue	5
Mississippi River Bridge Company	MRBC	Cost	40	Revenue	10
Southern Cattle Company	SCC	Cost	50	Revenue	10
Gulf Shipping Company	GSC	Cost	80	Revenue	15
St.Louis San Francisco Railway	SLSF	Cost	140	Revenue	n/a
Missouri-Kansas-Texas Railroad	MKT	Cost	160	Revenue	20

Please refer to your rule books for the full detail on these private companies,

If you might end up buying the SLSF, you should be telling me what you want to set as the par for the public company. The default par will be 100.

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. It's an easy one to avoid once you know the problems it can cause.

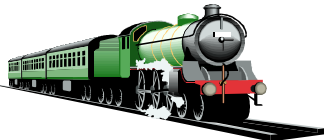
Maps and tile sheets are enclosed for everyone, using the coordinated orientation scheme I'm adopting for new games. All this means is you need to be sure to use the included reference for this game. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies.

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

SR1, Private Companies only, starting with Willem

By the early deadline





1899-Z21

No more new trains,  
and just the one round.

OR17

The NRC token in OR15 only cost 40, not 100. The Sjz run for OR16 was cut to 380 by the NRC token in C20, but the mail run went up to 75 as a small compensation.

OR17	Pres	Lay	Run	Pay	Mail	Notes	Price	Credit	Trains
NRC	JS	7:G22:2	240	Yes	55	①	350A▲	508	5
FsR	AH	24:14:1	220	Yes	65	-	280B▲	450	5
XzS	LG	29:D9:6	570	Yes	75	-	240B▲	170	D 5
1st	DS	-	580	Yes	65	-	225A▲	450	6 6
Tt	DS	-	440	Yes	75	-	200B▲	142	D
Sjz	AH	23:J5:4	450	Yes	50	②	180A▲	219	D
B&M	LG	3:G20:5	390	Yes	50	③	110D▲	250	D
CSb	LG	-	170	Yes	80	-	67H▲	400	D

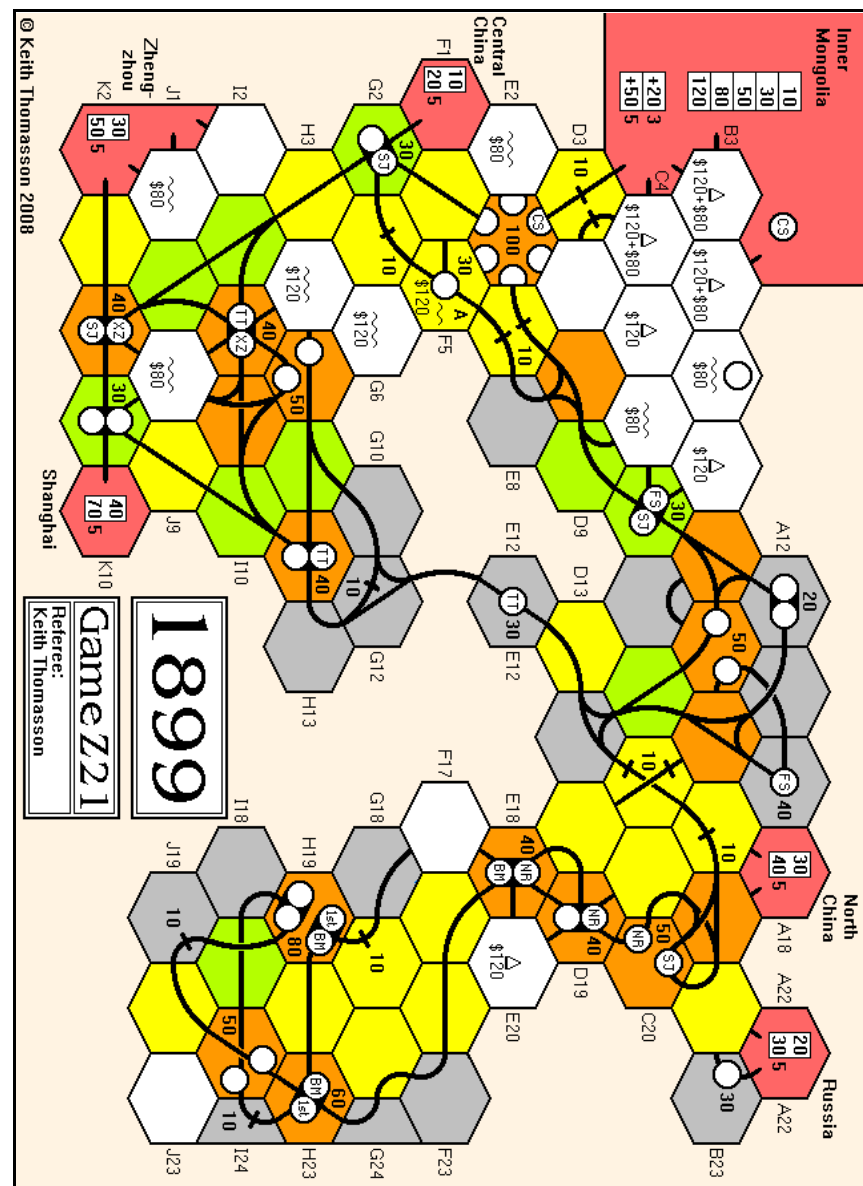
Notes: ① 60 to the bank for terrain costs  
② 100 to the bank for a token in K6  
③ 120 to the bank for terrain costs

Cash Flow	b/f	OR17	c/f	Value	%	Certs
Alan Harvey	2,645	696	3,341	7,735	26.1▼	18
Lyndon Gurr	2,762	917	3,679	7,686	26.0▲	21
John Shelley	1,950	592	2,542	7,161	24.2▼	18
Don Smith	2,660	855	3,515	7,015	23.7▲	15

Portfolio	1st	B&M	CSb	FsR	NRC	Sjz	Tt	XzS
Alan Harvey	2	1	2	6P	-	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)	225A	110D	67H	280B	350A	180A	200B	240B
Company credit	450	250	400	450	508	219	142	170
Tokens	1	-	1	-	1	-	1	1
Trains	6 6	D	D	5	5	D	D	D 5
Bank cash: 1,334	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	3/1	4/3	7/2	8/9	9/7	55/-	56/1	57/5	58/1	69/1								
Green	14/3	15/1	16/1	18/1	19/-	20/1	23/-	24/1	25/1	26/1	27/1	28/1								
	29/-	54/1	59/2	981/1	982/1	991/1	992/1	993/-	994/-	995/1										
Brown	39/-	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 round

By the early deadline

SR9



18EU-G23

Minor changes, but  
changes none the less.

OR5

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
2	PB	-	100	Half	-		104	3
8	LR	-	70	Half	①		0	-
10	SW	-	150	Half	-		75	-
DR	DS	82:G8:4	280	No	-	90D	547	3
BN	SW	579:D3:1	150	Yes	② ③	110C	345	4 3
RA	MF	581:K14:1	-	-	④	90C	0	4
FN	LR	58:F11:3	270	Yes	-	100D	545	3 3
GS	PB	-	-	-	⑤	75D	0	4
IS	MF	142:G20:2	-	-	③	70E	58	4

- Notes: ① 114 to the FN for a '2' train  
 ② 10 to minor #10 for a '3' train  
 ③ 300 to the bank for a '4' train  
 ④ 300 to the bank for a '4' train, partly funded by 3 from Mark  
 ⑤ 300 to the bank for a '4' train, partly funded by 31 from Peter

Cash Flow	b/f	OR5	c/f	Value	%	Certs
Peter Berlin	27	19	46	421	9.8	5
Lionel Robbins	35	227	262	1,082	25.1	8
Mark Frueh	15	-3	12	812	18.8	8
Don Smith	26	194	220	970	22.5	6
Stephen Webb	74	195	269	1,029	23.8	7

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

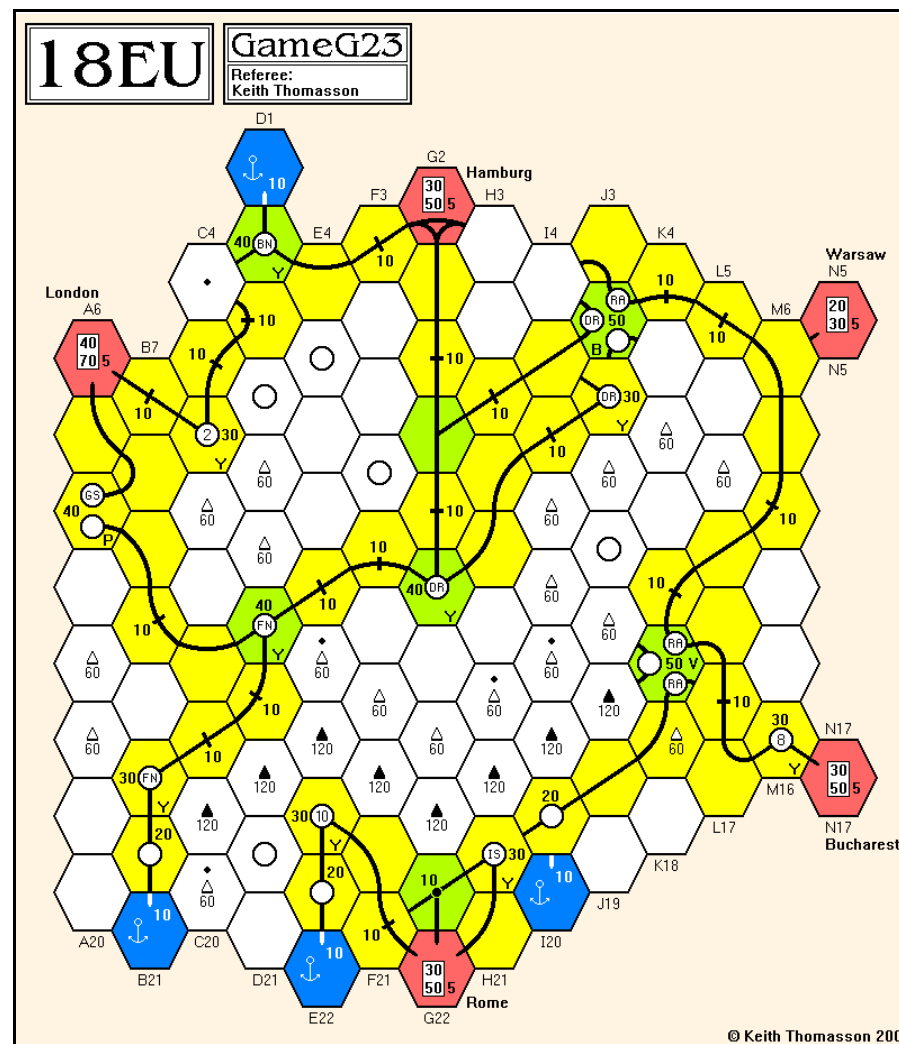
Bank (new)	-	-	-	-	-	-	-	10	10
Bank (pool)	-	-	-	-	-	-	-	-	-
Treasury shares	3	4	1	5	5	5	-	-	-
Price	110C	90D	100D	75D	70E	90C	-	-	-
Company credit	345	547	545	0	58	0	-	-	-
Tokens	4	2	3	4	4	2	-	-	-
Trains	4 3	3	3 3	4	4	4	-	-	-
Bank cash: 9,685	Certificate limit: 13			Trains: 3 x '5', 2 x '6'...					

Also Pullman x.5

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

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

OK, ready to move on after the rerun of OR5. With two companies able to afford a '5' train with cash in hand, it is likely that the Minor Company Final Exchange Round will need to be run. This only requires action from Lionel, Stephen and Peter, and most likely in that order. As things stand, minor #8 will merge into the RA, while minors #10 and #2 will close, although either of those can arrange a connection to an operating company.



Orders required for the following rounds

By the early deadline

OR6, (MCFER), SR3

Adjudication can pause between rounds if requested





## 18KAAS-P23

No sign of the '4' trains,  
let alone anything larger.

## OR4 - OR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	59:G17:3	-	-	① ②	90A*	660	3
B&O	AH	8:F10:2	250	Yes	③	100A*	620	3 2 2
NYNH	LG	7:H10:2	160	Yes	-	70G*	60	3 2
B&M	TS	53+:G9:1	170	Yes	④ ① ⑤	70G*	150	2 2
PRR	WM	15:H14:2	70	Yes	⑥	40K*	81	3.2

- Notes: ① 80 to the bank for terrain costs  
 ② 360 to the bank for two '3' trains  
 ③ 40 to the bank for a token in G11  
 ④ 140 to Tony for the D&H private  
 ⑤ 40 to the bank for a token in G9  
 ⑥ 100 to the Erie for a '3' train

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	AH	-	290	Yes	-	112A*	620	3 2 2
Erie	WM	8:H16:6	90	Yes	① ②	100A*	540	3
NYNH	LG	15:H14:3	170	Yes	③	75F*	50	3 2
B&M	TS	53:K9:2	190	Yes	-	75F*	165	2 2
PRR	WM	-	170	Yes	-	50J*	196	3.2

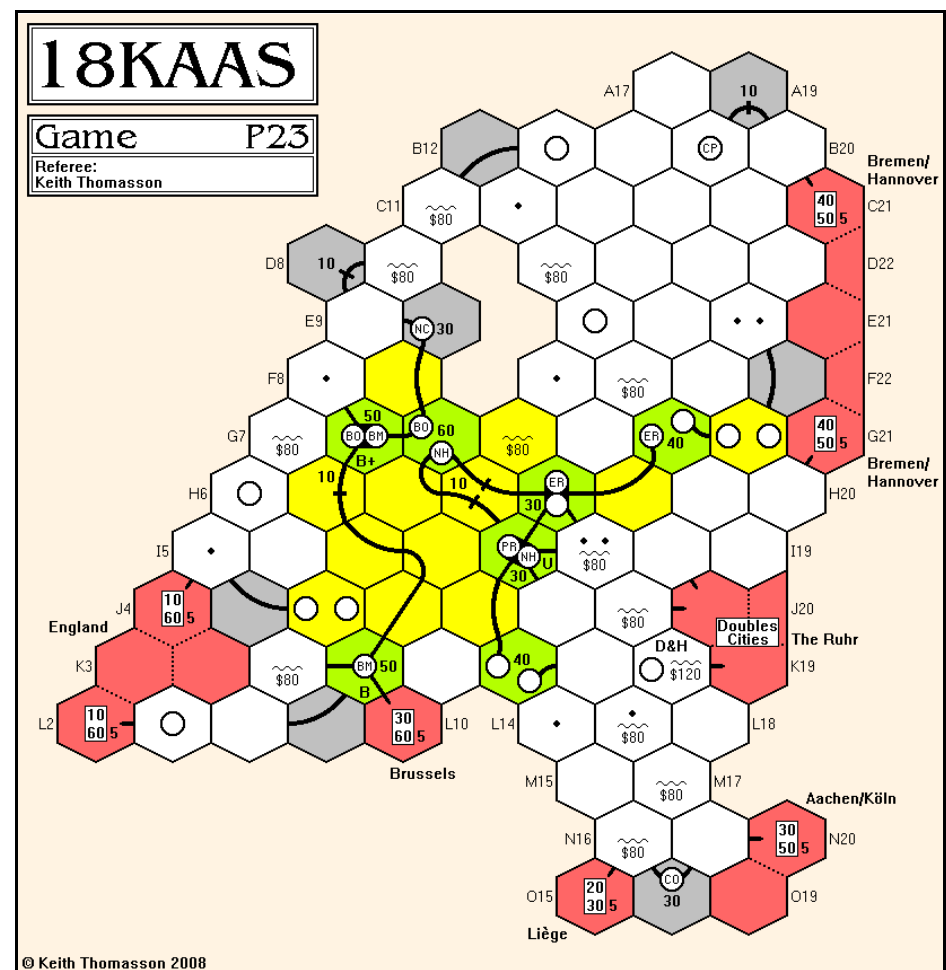
- Notes: ① 80 to the bank for terrain costs  
 ② 40 to the bank for a token in H14  
 ③ 40 top the bank for a token in I13

Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Alan Harvey	33	150	174	357	1,029	21.7*	5
Lyndon Gurr	57	214	236	507	1,481	31.3*	11
Tony Sait	52	304	175	531	1,218	25.7*	7/8
Willem Moene	96	31	107	234	1,009	21.3*	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)	75F	112A			100A		75F	50J
Company credit	165	620			540		50	196
Tokens	-	3	3	4	1	4	-	3
Trains	2.2	3.2 2			3		3.2	3.2
Bank cash: 8,800	Certificate limit: 16				Trains: 1 x '3' 4 x '4'			
Current operating order:	B&O, Erie, NYNH, B&M, PRR							

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds								
Yellow	1/-	2/1	3/2	4/2	7/3	8/5	9/6	55/1	56/1	57/4	58/1	69/1		
Green	14/3	15/-	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1		
	29/1	53/-	53+/-	54/-	59/-									



Orders required for the following round

By the early deadline

SR5



6 NIMMT! 13

Michael is now tied for the lead with Bob.

ROUND 5

Hand 1 (1-104)      Hand 2 (1-104)

58		90	97
43		67	83
42		64	81
41	55	63	79
40	50	60	78
1/7	2/10	3/9	4/5

	98		
	96		
53	93		87
2	70	99	83
1/2	2/6	3/5	4/2

Mark (8) takes row 2 for 3 pts, Jim (12), Bob (14), Colin (26), John (49), Michael (50) takes row 2 for 5 pts, Kevin (55), Don (90).

John (2) takes row 1 for 1 pt, Mark (53), Michael (58), Kevin (72), Don (73), Colin (75), Jim (83) takes row 4 for 6 pts, Bob (87).

Hand 3 (1-84)      Hand 4 (1-84)

	60	81	22
	46	80	21
59	44	79	13
58	41	77	2
57	40	73	1
1/3	2/13	3/11	4/9

		77	
		75	
58		73	
55		39	10
42	66	36	2
1/9	2/5	3/10	4/4

John (1) takes row 4 for 2 pts, Colin (2), Kevin (13), Bob (21), Don (22), Mark (57) takes row 1 for 9 pts, Michael (58), Jim (59).

John (2) takes row 4 for 1 pt, Michael (10), Kevin (15), Don (16), Mark (42) takes row 1 for 6 pts, Colin (55), Bob (58), Jim (66) takes row 2 for 8 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	5	7	0	0	12
Bob Coull	0	0	1	11	12
Colin Sharpe	2	0	11	0	13
John Colledge	10	3	2	7	22
Mark Stretch	6	4	9	6	25
Kevin Lee	1	15	0	12	28
Don Shailer	6	9	14	0	29
Jim Reader	7	21	2	19	47

Orders required

Round six - cards for each hand



ACQUIRE 49

Two mergers, leaving us with just three active chains.

ROUND 10

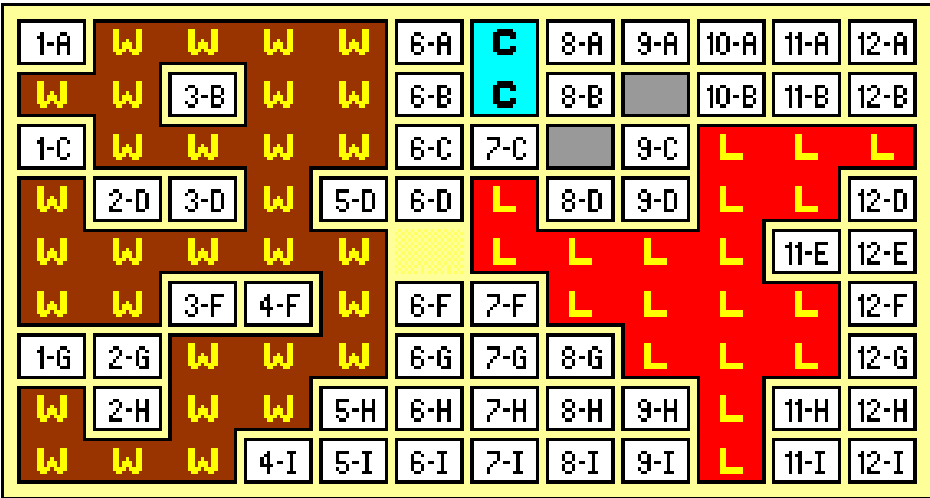
Kevin 5-E Worldwide takes over American, bonuses for Kevin (£7,000) and Lyndon (£3,500), Kevin swaps 10 for 5, Colin swaps 6 for 3, retains 1, Lyndon sells 8 for £5,600. {Dead tiles: 6-E} Buys 3 Worldwide @ £900.

Colin 1-H No purchases.

Lyndon 1-B Buys 3 Continental @ £400.

Tony 10-G Luxor takes over Imperial, bonuses for Lyndon (£4,000) and Tony (£2,000), Tony sells 5 for £2,000, Kevin sells 1 for £400, Lyndon sells 11 for £4,400. Buys 1 Worldwide @ £1,000.

Kevin 12-C Buys 3 Continental @ £400.





ACQUIRE 50

Imperial finds a base, while Continental waits in the wings.

ROUND 3

Pete	12-A	Buys 3 Luxor @ £500.
John	6-G	Buys 3 American @ £300.
Lyndon	5-A	Buys 3 American @ £300.
Willem	2-G	Buys 3 Tower @ £200.
Michael	5-G	Forms Imperial, one free share. Buys 3 American @ £300.
Pete	9-I	Buys 3 Tower @ £200.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	6	4	-	-	-	-	-	£4,200	£11,300
Michael Graystone	-	-	3	7	-	-	5	£6,100	£24,600
Pete Campbell	10	3	-	-	-	-	-	£2,700	£14,300
John Marsden	-	-	4	-	4	-	-	£6,200	£18,000
Lyndon Gurr	6	-	3	-	-	-	-	£3,900	£9,900
Bank Stock	3	18	15	18	21	25	20		
Chain Size	5	2	2	3	3	-	2		
Chain Value	500	200	300	400	400	-	400		

Playing sequence

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



ACQUIRE 51

The hoteliers get ready to work on their accounts once more.

NEW GAME

Your playing order for the first round is like this.

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
Gina Teh	Blk 406, Jurong West St 42, #05-601, S(640406), Singapore
Tony Wilcock	Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER

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

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

If you want to start an expensive chain, check your tiles to see if you have one of those near the group at the top of the board.

Playing sequence

Colin, Bob, Kevin, Gina, Tony, Colin again





BREAKING AWAY 17

All the second sprint points are awarded.

ROUND 11

Pos	Riders	New
92	Discovery	3
91	-	
90	-	
89	-	
88	-	
87	-	
86	Gibbs (6 pts) Victory (5 pts)	3
85	Ralf	5
84	DiNozzo (3 pts)	6
83	Florian (2 pts)	7
82	Orlando Gardner (1 pt) Wolfgang (4 pts)	8
81	-	
80	-	
79	-	
78	-	
77	Abby	3
76	Terry Harmony Boggy	4
75	Fran Rhapsody	7
74	Melody Deadly Mister Sellars Symphony	9
73	Mayflower The Other	13
72	-	
71	Endeavour	3

Kevin Lee (30)		Ships Ahoy			
A	Mayflower (5)	6	7	7	13
B	Endeavour (10)	3	5		9
C	Victory (5)	3	3	3	
D	Discovery (10)	3	3	3	
Richard Lunn (8)		Mustn't Grumble			
A	Terry	3	3	4	4
B	Fran (8)	4	7	13	
C	Deadly	3	9	15	
D	Boggy	3	4	12	
Jim Reader (7)		Otherland			
A	Orlando Gardner (3)	5	8	14	
B	Xabbu	Dropped			
C	Mister Sellars	3	9	13	
D	The Other (4)	3	12	13	
Joakim Spångberg (15)		Kling Klang Radfahrers			
A	Ralf (8)	3	5	8	15
B	Florian (2)	3	4	7	
C	Wolfgang (5)	5	5	8	
D	Karl	Dropped			
Allan Stagg (9)		Destiny's Angels			
A	Harmony (6)	4	5	5	5
B	Melody	3	3	9	
C	Rhapsody	7	10	15	
D	Symphony (3)	9	10	10	
Roger Trethewey (9)		NCIS			
A	Gibbs (6)	3	3	3	
B	DiNozzo (3)	3	4	6	
C	Abby	2	3	3	
D	McGee	Dropped			



Ships Ahoy have made themselves a target, with all of their riders having respectable scores and the team double their nearest rival.

Someone will have to do very well at the finish to push them off the top spot.

Orders required

Cards for round twelve



Bus Boss 305-NLD

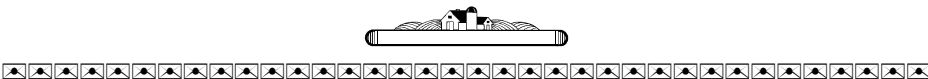
Shaping up nicely.

ROUND 3

Netherlands	
Making A New Game Overseas (MANGO) (Mark Stretch, Red)	
Amersfoort - Zwolle, Rotterdam - Hoek van Holland	76 - 12 . . . . . 64
Bloody Useless Management (BUM) (Jim Reader, Yellow)	
Nijmegen - Arnhem - Apeldoorn - Deventer	76 - 12 . . . . . 64
Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)	
Venlo - Nijmegen - Arnhem	77 - 12 . . . . . 65
Robertson Routemasters (RR) (Simon Robertson, Blue)	
Zwolle - Almelo, Utrecht - Amsterdam	76 - 12 . . . . . 64
Occasional Dutch Excitement (ODE) (John Marsden, Green)	
Rotterdam - Leiden, Roosendaal - Bergen op Zoom, Breda - Belgium	76 - 12 . . . . . 64
Dutch Bus Company (DBC) (Don Shailer, Purple)	
Amsterdam - Schipol - Leiden - Den Haag	76 - 11 . . . . . 65

Routes

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



Bus Boss 309-YRK

Tony listed seven options, but the first was good enough.

ROUND 1

Yorkshire	
Youthful Railway Knight (YRK) (Colin Sharpe, Blue)	
Sheffield - Barnsley - Wakefield - Dewsbury	100 - 12 . . . . . 88
Extra Buses Around Yorkshire (EBAY) (Bob Coull, Black)	
Boroughbridge - Pontefract - Doncaster	100 - 12 . . . . . 88
Barnsley Expressways Are Rampant (BEAR) (Kevin Lee, Brown)	
York - Selby - Hull	100 - 12 . . . . . 88
Buses of Yorkshire Conducting Open Top Tours (BOYCOTT) (Tony Robbins, Red)	
Harrogate - York - Market Weighton	100 - 12 . . . . . 88

Routes

Buy in the order Bob, Kevin, Tony, Colin







Bus Boss 301-CRO

Third place looks set,  
the rest are up for grabs.

Round 11

Croydon

Round 11 Runs		SNAIL	BUM	ABC	YEAH	BBB	
36	7♠ New Addington 5♥ Purley	① ABC 20 ② BBB 10				-5	15 15
37	A♣ Gatwick Link K♥ Thornton Heath Pond	① SNAIL 20 ② ABC 10 ✕ BBB		+5 +2		-2	20 8 2
38	Q♥ Morden 5♣ Tulse Hill	① BBB 20 ② YEAH 10			+3/-2	+2/-3	21 9
39	A♦ Croydon 2♣ Dulwich	① YEAH 13 ① BUM 12 ③ ABC 5	-3		+3		10 15 5
40	J♣ Crystal Palace 8♦ Hayes	① BUM 15 ① YEAH 15	-4		+4		19 11
41	3♠ Warlingham 10♦ Beckenham	① SNAIL 15 ① BUM 15 ✕ ABC	+4/-4 +3	-3 -3 +3			12 12 6
42	10♣ Streatham Common 5♠ Selsdon	① BUM 16 ② SNAIL 9 ③ ABC 5 ✕ BBB	+4 +3	-4		-5 -3	11 2 9 8
43	6♦ Bell Green 2♥ Banstead	① {BBB} 10 {YEAH} 10 ② SNAIL 10 ✕ ABC	+6 +2	-1 -1			15 11 2 2
44	6♥ South Croydon Q♣ South Norwood	① YEAH 10 ① BUM 10 ① SNAIL 10 ✕ BBB ✕ ABC	+3	+3 -2	-2 -3 -3 +2 +2	-2	12 7 7 2 2

Round 11 Routes  
Bright Blue Buses (BBB) (Roger Trethewey, Blue)  
None.

Abacus Bus Croydon (ABC) (Joakim Spångberg, Black)  
None.

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.

Scores												
	Runs:	36	37	38	39	40	41	42	43	44	Routes	Score
BUM	272	-	-	-	15	19	12	11	-	7	-	336
SNAIL	286	-	20	-	-	-	12	2	2	7	-	329
YEAH	218	-	-	9	10	11	-	-	11	12	-	271
BBB	161	15	2	21	-	-	-	8	15	2	-	224
ABC	164	15	8	-	5	-	6	9	2	2	-	211

Round 12 Runs		
45.	10♠ - 8♥	West Wickham to Wallington
46.	4♣ - J♥	Brixton to Carshalton Ponds
47.	4♦ - 7♥	Catford to South Croydon
48.	9♣ - J♦	Colliers Wood to Woodside
49.	4♥ - 9♠	Mitcham to Coney Hall
50.	9♦ - Q♠	Bromley to Central Croydon
51.	K♦ - 2♠	West Croydon to Whyteleafe
52.	7♦ - 7♣	Penge to Tooting

Runs

Enter up to 5



Bus Boss 304-EAN

Jim takes Don's desire  
of a route to Cromer.

Round 5

East Anglia  
Yellow Omnibuses Navigating Eastern Lands (YOKEL) (Jim Reader, Yellow)  
Norwich - Cromer, Swaffham - Fakenham ..... 53 - 12 ..... 41

Anglian Bus Company (ABC) (Don Shailer, Red)  
Norwich - Great Yarmouth, Newmarket - Ely ..... 57 - 12 ..... 45

Port Out Starboard Home (POSH) (Bob Coull, Black)  
Romford - Chelmsford, Letchworth - Cambridge ..... 52 - 12 ..... 40

Omnibuses Drive East (ODE) (John Marsden, Orange)  
Colchester - Chelmsford - Romford ..... 52 - 12 ..... 40

Best East Anglian Transport (BEAT) (Colin Sharpe, Blue)  
Cambridge - Huntingdon, Cambridge - Ely ..... 59 - 12 ..... 47

Routes

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





CANAL MANIA 1

Italics in a contract shows where your narrowboat starts.

ROUND 1

Actions	
Stephen Webb	1 Took a contract - <i>Stoke</i> and Manchester (4) 2 Picked up Stretch/Black (Manchester and Bristol), Stretch, Surveyor 3 Drew one card from the top of the deck - Stretch/White (Gloucester and Stoke)
Don Shailer	1 Took a contract - <i>Worcester</i> and Birmingham (4) 2 Picked up Lock, Stretch, Stretch/Green (Leighton Buzzard and Basingstoke) 3 Drew one card from the top of the deck
John Marsden	1 Took a contract - <i>Worcester</i> and Gloucester (3) 2 Picked up Aqueduct, Surveyor, Stretch/Black (Guildford and Oxford) 3 Drew one card from the top of the deck
Alan Harvey	1 Took a contract - Coventry and <i>Burton</i> (4) 2 Picked up Aqueduct, Stretch, Stretch/Yellow (Leeds and Arundel) 3 Drew one card from the top of the deck

From now on, the engineers will be listed by their skills. If you want to exchange an engineer, I suggest you do so by skill rather than by player, as the player holding the engineer you want may change before your turn arrives.

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 10 goods cubes
Stephen Webb	(L-S)	16	12	4	3	0	<i>Stoke</i> and Manchester (4)	
Don Shailer	(B)	16	12	4	3	0	<i>Worcester</i> and Birmingham (4)	
John Marsden	(A)	16	12	4	3	0	<i>Worcester</i> and Gloucester (3)	
Alan Harvey	(T)	16	12	4	3	0	Coventry and <i>Burton</i> (4)	
Michael Longdin	(S)	16	12	4	3	0	-	

The Current Contracts	The Future Contracts
-	Manchester and Liverpool (3)
-	Ripon and York (3)
Oxford and Gloucester (5)	Bishop Stortford and London (3)
-	Lincoln and Boston (4)
-	Sheffield and Goole (4)

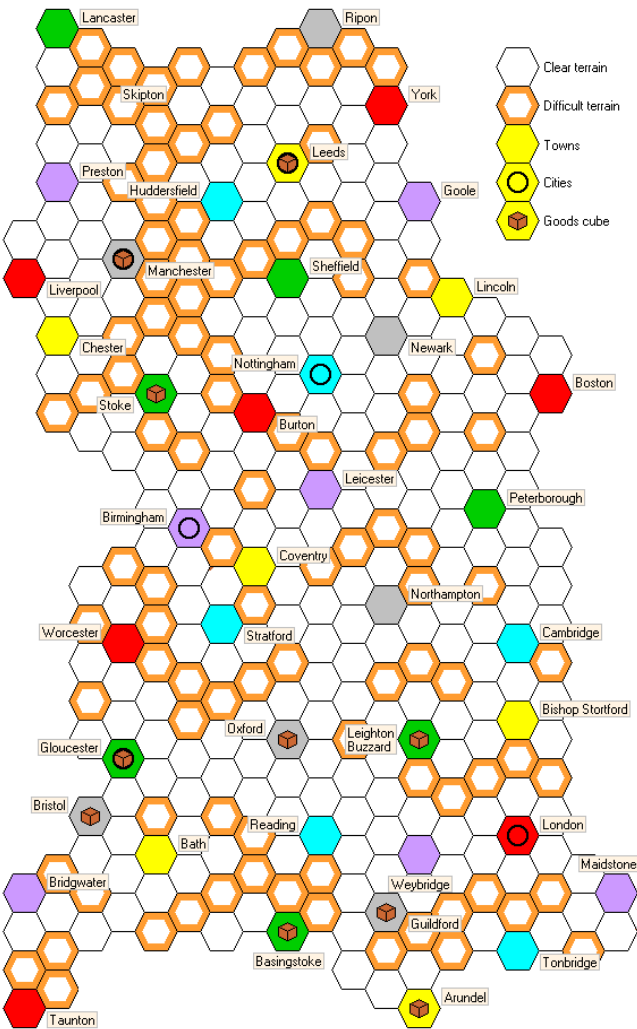
The following Build Cards are on the table				
Stretch/Red	Stretch/Blue	Surveyor	Stretch	Tunnel

The trigger point for the end of a five player game is when someone reaches or passes 50 points.

For Stephen's third-phase draw, when he got a Stretch with a White goods marker, he asked for goods in Stoke and Huddersfield, but those are different colours. The rules for a white goods marker say you choose the colour (singular) before placing the goods, so I stuck with green for Stoke, which meant that the first goods cube had to go in Gloucester as that is the green city.

Michael can take the last of the current contracts, or that one and any one of the future contracts. The future contracts are just that - not available until the current set have been taken. In the face-to-face game you don't get to see future contracts until the current set have all been taken.

I did have a suggestion that it might be better to deal cards out to each player, but I'd prefer to stick with the current method. Most people are listing their preferences and I'm taking the best fit that I can find. If a Surveyor is available I will take that first as if it were your first pick. Where a choice needs to be made, such as stretch cards with or without goods markers, I'm picking at random. I'm also randomising where the goods cubes go if the orders don't cover their placement.



Playing sequence
Michael, Stephen, Don, John



## INDUSTRIAL WASTE 1

Can you win and be ecologically friendly? Do you want to be...?

## NEW GAME

Welcome to the first game of Industrial Waste to grace these pages. The players for this game will play in this order.

Gina Teh	Blk 406, Jurong West St 42, #05-601, S(640406), Singapore
Marcus Pratt	14 Clifton Road, Brighton, BN1 3HN
Sharon Khan	2 Rectory Road, Campton, Shefford, SG17 5PF
Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH

Your state of play is shown in the following two tables. The first columns show where your factory sits on the main game board. The second group shows the position of your markers in the building on the company mat. In the second table to have your cash and loans, the raw materials you own, the level of waste disposal you have reached and your VP totals.

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Gina Teh	14	5	5	5	5
Marcus Pratt	14	5	5	5	5
Sharon Khan	14	5	5	5	5
Mike Head	14	5	5	5	5

Players	Cash	Loans	Raw Materials	Waste Disposal	VPs
Gina Teh	15	0	5	0	24
Marcus Pratt	15	0	5	0	24
Sharon Khan	15	0	5	0	24
Mike Head	15	0	5	0	24

In the initial set up the following card combinations were drawn.

Group 1	Group 2	Group 3	Group 4	Group 5
Hiring/Firing Growth Innovation	Order Growth Advisor	Raw Materials Order Innovation	Order Innovation Waste Removal	Waste Disposal Raw Materials Innovation

2 Raw Materials and 3 Order cards were discarded during this deal, but as the Accident! card also came up, the deck will be shuffled at the end of the round.

For your first set of orders you need to tell me which card combination you want to take. Gina is start player for this round and simply has to choose one. The rest of you will need to consider that your first choice may have gone and order accordingly. In the event that order so not cover the options when it is your turn, I will choose a set at random.

The following month, when you know what you have got in your hand, we'll do the rest of the round, up to and including selection of your next set of cards, which will be dealt out next time.

Any questions or clarifications required? Now is the best time to ask.

## Summary

The bands for Waste Disposal are 0-8 (green), 9-12 (yellow) and 13-16 (red).

The following victory points are awarded according to the value of your building markers.

Marker value	5	4	3	2	1
Victory points	1	3	6	10	15

The game ends after the round in which when a player's factory reaches a growth level of 20.

## Action Cards (number in the deck)

**Accident!** (1) This is actioned immediately it is drawn. Each player pays 5 million if their Waste Disposal is in the yellow and 10 million if it is in the red, and decreases their growth by one (no move with Bribery and payment of 1 million).

**Advisor** (4) The Advisor must be played with a loan token or another card. To repay a loan, discard an Advisor and pay 10 million to the bank. To double or improve an action, play the Advisor with another card.

**Bribery** (2) This card is used when an Accident! card is drawn and the player's waste disposal is in the yellow or red areas. Paying a bribe of 1 million along with the card stops your factory from moving backwards. I will play this card if it is needed unless I am told otherwise.

**Growth** (8) Increase your growth number by one (two with an Advisor).

**Hiring/Firing** (4) Increase or decrease the number of workers employed by one (two with an Advisor) (max 5, min 1).

**Innovation** (7) Reduce one of your building markers (workers required/materials required/waste reduction) by one at a cost of 5 million. This also increases your victory points. An Advisor lets you do this twice with the same marker or once with two different markers.

**Order** (9) Produce goods and sell them. Your Workers Employed must equal or exceed Workers Required. Your Raw Materials must equal or exceed Materials Required. You get paid the value of your Growth, and increase your Waste Disposal by your Waste Reduction amount (gain an additional 5 million with an Advisor).

**Raw Materials** (8) Take as many raw materials from the supply as your Materials Required (double the amount with an Advisor) and sell them to the highest bidder. The auction is once round the table starting with the player to the left of the auctioneer.

**Waste Disposal** (7) Reduce your Waste Disposal by three (by six with an Advisor).

**Waste Removal** (3) Reduce your Waste Disposal by one (by two with an Advisor) while all other players increase their Waste Disposal by one (by two with an Advisor).

Orders required

Round one - selection of card combinations starting with Gina





OUTPOST 26

It's factories all round  
except for Marcus.

ROUND 7

Commander Actions

Lyndon Bought one Water Factory (o:1,2 w:4,5,8)

Jim Bought one Titanium Factory (o:3,4,4,5 w:7,7)

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

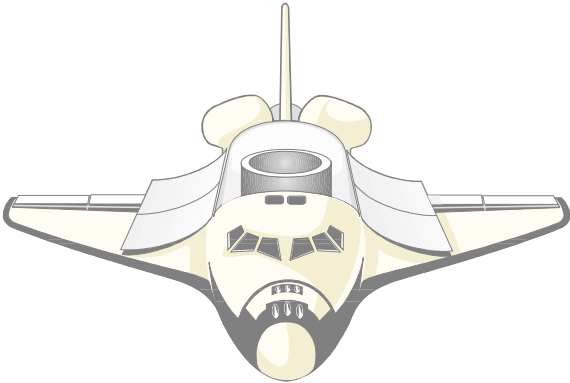
Marcus Auctioned a Warehouse for 25 and got it (w:5,6,7,7)

Geoff Bought one Titanium Factory (w:30)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Jim	2o,3w,1t	5p (8,0)	HE, Nod	1o,7w,1t (62,10)	9 (55)
2	Lyndon	2o,5w	6p (8,0)	WH, Nod	2o,6w (48,15)	9 (50)
3	Marcus	2o,5w	6p (8,0)	WH, Nod	2o,6w (48,15)	9 (50)
4	Geoff	2o,4w,1t	5p (5,0)	WH, HE	2o,1W,1t (46,15)	8 (55)
5	Willem	2o,4w	5p (5,0)	DL, DL, DL	1o,6w (45,10)	8 (45)
		Data Library	..... 0	Sold out	Heavy Equipment	.. 1 (none left)
		Warehouse	..... 0	Sold out	Nodule	..... 0 Sold out

Orders required

Round eight auctions, bids and purchases



OUTPOST 27

A Data Library proves too tempting,  
so we just have the first round.

ROUND 1

Commander Actions - Round One

Marcus Bought one Water Factory (o:1,5 w:5,9)

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

Jim Bought one Water Factory (o:1,2,4,5 w:8)

David Bought one Water Factory (o:2,4 w:6,8)

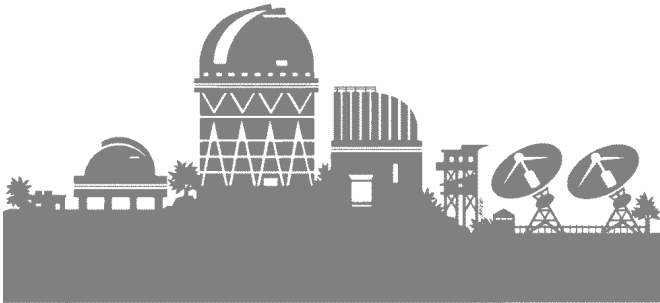
WillemBought one Water Factory (o:2,3,3,4 w:8)

Mark Auctioned a Data Library for 15 and got it (o:2,3,3 w:7)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Mark	2o,1w	3p (5,0)	DL	3o,2w (23,10)	4 (15)
2	David	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
3	Marcus	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
4	Jim	2o,2w	3p (5,0)	-	1o,3w (24,10)	3 (0)
5	Willem	2o,2w	3p (5,0)	-	1o,3w (24,10)	3 (0)
6	Lyndon	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
		Data Library	..... 1 (2 more)	Heavy Equipment	.. 2 (2 more)	
		Warehouse	..... 2 (2 more)	Nodule	..... 1 (3 more)	

Orders required

Round two auctions, bids and purchases







PHOENICIA 1

Geoff becomes the Overlord.

ROUND 3

Actions

Mark Auctioned the Indentured Worker for 3. Geoff joined at 4 and dropped out at 5. Mark got it for 5 {6 card - 1 change}

- ▶ Trained worker {2 wealth}

Stephen Auctioned a Dyer for 3 and got it {3 wealth}

Michael Auctioned a Dyer for 2 and got it {5 card - 3 change}

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

Geoff Auctioned the Tracker for 3 and got it {5 card - 2 change}

- ▶ Auctioned the Prospector for 2 and got it {2 wealth}
- ▶ Bought a set of advanced hunting tools {5 card - 3 change}

Lyndon Trained a worker and sent him farming {5 card + 2 wealth}

Name	VPs	Prod	Activities	U	T	Tools	Limits {c+t}	In Hand {c+t}	Discounts
O Geoff	6	6	1f 2ah 0m	-	-	1ah	2+3	2+1	-3 Caravan -1 Smelter
1 Lyndon	4	8	3f 1h	-	-	-	2+3	2+0	-
2 Mark	5	5	1f 1h 0m	-	2	-	2+3	1+2	-1 Smelter
3 Stephen	5	3	1f 1h	4	-	-	2+3	0+3	-7 Dye House
4 Michael	5	4	1f 2h	-	-	-	4+6	2+2	-4 Dye House

Development cards owned

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

Development cards on offer

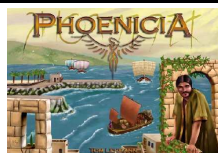
Granary (4), Granary (4), Fort (7), Fort (7), Dye House (14)

The bracketed number is the minimum bid for that card

Remaining development cards: Caravan x 3, Dye House x 2, City Centre x 3,  
 Smelter x 3, Shipyard x 3, Phase 3, Phase 4

Orders required

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



PUERTO RICO 6

There's only one large building left.

ROUND 15

Tony is the Builder {+1} and builds City Hall.

Rob builds a Large Market.

Lionel is the Trader and trades Tobacco.

Rob and Jim trade Indigo, Tony trades Sugar. The Trading House is emptied.

Rob is the Mayor.

Jim is the Prospector {+1}.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
None	Ind	Ind	Sug	Cof	Cof	-	-	-	-	6	7

Buildings

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

Cargo Ships

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

Rob	Indigo plant	Coffee roaster	Construction hut	Large market
Thomasson:	Large warehouse	Residence		
DbIns: 1				
Chips: 9	Fields: Qry✓✓✓ Ind✓✓✓ Cof✓✓	Goods: Ind✓✓		
Jim	Small indigo plant	Tobacco storage	Small warehouse	Hospice
Reader	Office	Large market	Guild hall	Fortress
DbIns: 8				
Chips: 8	Fields: Qry✓✓✓ Crn✓ Ind✓ Sug✓ Tob✓✓ 4 men in San Juan	Goods: Ind✓		
Tony	Sugar mill	Coffee roaster	Small market	Hacienda
Sait	Construction hut	Factory	Harbour	City hall
DbIns: 8				
Chips: 18	Fields: Qry✓✓ Crn✓ Ind× Sug✓✓ Tob×× Cof✓	Goods: ×		
Lionel	Small indigo plant	Tobacco storage	Small market	Hacienda
Robbins	Wharf			
DbIns: 11				
Chips: 30	Fields: Crn✓✓✓ Ind✓ Tob✓✓× Cof×	Goods: ×		

Orders required

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



**PUERTO RICO 7**

The goods are building up on the quayside.

**ROUND 8**

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

Jim is the Settler (+1) and digs a Quarry.

Kevin digs a Quarry, Willem and Tony plant Coffee, Tony gets Indigo from the Hacienda.

Kevin is the Trader and trades Coffee.

Tony trades Corn, Jim trades Tobacco.

Willem is the Prospector (+1).

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
None	Ind	Sug	Sug	Sug	Cof	Cof	Crn	Tob	-	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: 7 Chips: 3	<div> <div>Small indigo plant</div> <div>Tobacco storage</div> <div>Large market</div> </div>	Fields: Qry✓✓✓ Ind✓ Tob✓✓✓	Goods: Ind✓ Tob✓
Kevin Lee DbIns: 8 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✓ X Cof✓ X	Goods: Ind✓ Sug✓✓
Willem Moene DbIns: 4 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✓ X Cof X	Goods: Crn✓✓✓ Ind✓ Sug✓
Tony Sait DbIns: 4 Chips: 3	<div> <div>Coffee roaster</div> <div>Small market</div> <div>Hacienda</div> <div>Construction hut</div> </div>	Fields: Qry✓✓ Crn✓✓ X Ind X Cof✓ X	Goods: Crn✓✓ Cof✓✓

Orders required

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



**PUERTO RICO 8**

There's no point asking for plantations that aren't on offer.

**ROUND 5**

John is the Builder and builds a Small Warehouse.

Stephen builds a Small Indigo Plant.

Allan is the Craftsman (+2) and produces an extra Indigo.

Stephen is the Settler and digs a Quarry (manned).

Jim plants Corn (manned), John and Allan plant Indigo.

Jim is the Mayor.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
5	Ind	Tob	Tob	Cof	Cof	Crn	-	-	-	4	46

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

Orders required

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



PUERTO RICO 9

For the Mayor, please say what to man and what to move.

ROUND 4

Willem is the Craftsman (+1) and produces an extra Sugar.  
Mike is the Builder (+1) and builds a Tobacco Storage.  
Pete builds a Large Sugar Mill, Jim and Willem build Small Indigo Plants.  
Pete is the Captain (+1). The Corn ship is emptied.  
Jim is the Mayor.

Roles

Builder

Captain

Craftsman

Mayor

+1 Settler

+1 Trader

+1 Prospector

Quarries

5

Plantations (Fields)

Ind

Sug

Sug

Sug

Tob

Trading House

-

-

-

-

Ship

10

Supply

54

Buildings

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

Cargo Ships

5: Empty

6: Sugar

7: Indigo

-

-

-

-

-

✓

✓

✓

-

-

-

✓

✓

-

-

-

-

-

Mike Hutton

DbIns: 0

Chips: 1

Small indigo plant

Tobacco storage

Small market

Fields: Qry✓ Ind× Tob✓×

Goods: ×

Pete Campbell

DbIns: 3

Chips: 0

Small indigo plant

Sugar mill

Small market

Fields: Qry✓✓ Crn× Ind×

Goods: ×

Jim Reader

DbIns: 0

Chips: 5

Small indigo plant

Small sugar mill

Construction hut

Fields: Crn✓✓✓ Sug✓

Goods: ×

Willem Moene

DbIns: 5

Chips: 3

Small indigo plant

Small sugar mill

Fields: Crn✓ Ind× Sug✓

Goods: ×

I will not normally take men away from places unless you specifically say you want this.

Orders required

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



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

TOT ties with TRIPS after run 37.

ROUND 12

Israel and Palestine

Round 12 Runs		TRIPS	BRK	TOT	FATAH
36	62 Beersheba 12 El-Quineitra	① TOT 30 × TRIPS × BROOKS	-2	-2	+2 +2
37	46 Rehovot 61 Arad	① TOT 20 ② BROOKS 10			20 10
38	22 Akko 32 Jenin	① TRIPS 30			30


39	33 Hadera ⚡4 Jordan	① FATAH 16 ② TOT 9 ③ BROOKS 5		+2	+4	-4 -2	22 5 3
40	54 Bethlehem 23 Haifa	① FATAH 10 ① TRIPS 10 ① TOT 10 ✖ BROOKS	+1	-2	+4	-1 -4	15 7 6 2
41	14 Zefat 44 Tel-Aviv-Jaffa	① FATAH 20 ② TRIPS 10	+2			-2	22 8
42	51 Jericho ⚡1 Lebanon	① BROOKS 13 ① FATAH 12 ③ TRIPS 5		-5		+5	18 7 5

Scores

	Runs:	36	37	38	39	40	41	42	Score
TRIPS	369	2	-	30	-	7	8	5	421
TOT	325	26	20	-	5	6	-	-	382
FATAH	264	-	-	-	22	15	22	7	330
BROOKS	226	2	10	-	3	2	-	18	261

TOT may have caught TRIPS after run 37, but from then on he was playing a catch-up game, or perhaps it would be better to say a falling-back game, as TRIPS pulled away and won by 39 points.

1st	Tony Bromley	TRIPS	421
2nd	Bob Coull	TOT	382
3rd	Jim Reader	FATAH	330
4th	Simon Brooks	BROOKS	261

Congratulations to Tony, and thanks to everyone for the game. Comments, if you have any, will find a home next month. 



RAILWAY RIVALS 2065-F

We have a first -  
a five-way tie.

ROUND 9

South Scotland

Round 9 Runs

		BORD	ODI	HOOTS	TGV	GITCO	
13	36 Berwick 41 Carlisle	① GITCO 20 ② BORDERS 10					20 10
14	24 Motherwell 12 Paisley	① GITCO 6 ① TGV 6 ① BORDERS 6 ① ODI 6 ① HOOTS 6	+1  -2	+1  +2	+2/-1 -1  -1	+1/-2	8 7 7 4 4

15	25 Hamilton 62 Galashiels	① TGV 16 ② BORDERS 9 ③ GITCO 5	-5 +1			+5 -1	11 13 6
16	46 Wigtown 13 Glasgow	① ODI 16 ② TGV 9 ③ HOOTS 5		+10	+1	-10 -1	6 20 4
17	55 Ayr 63 Kelso	① GITCO 15 ① ODI 15 ✖ BORDERS ✖ TGV	-4	+4		-2	13 11 4 2
18	34 Musselburgh 56 Cumnock	① {HOOTS} 8 ① {BORDERS} 8 ② ODI 9 ③ TGV 5 ✖ GITCO				+4 -2	7 7 11 1 4

Round 9 builds

Boring Old Routes Demand Esoteric Rolling Stock (BORDERS) (Steve Ham, Pink)  
J50 - J49, 151 - Hamilton. -5 (builds) -1 (HOOTS) -1 (TGV) = -7

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. +1 (BORDERS) = +1

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

None.

Scores

	Runs:	13	14	15	16	17	18	Builds	Score
TGV	178	-	7	11	20	2	1	+1	220
ODI	143	-	4	-	6	11	11	-	175
GITCO	77	20	8	6	-	13	4	-	128
HOOTS	107	-	4	-	4	-	7	+1	123
BORDERS	42	10	7	13	-	4	7	-7	76

Round 10 Runs

19.	32 - 24	Edinburgh to Motherwell
20.	31 - 65	Edinburgh to Gretna
21.	14 - 55	Glasgow to Ayr
22.	21 - 13	Greenock to Glasgow
23.	44 - 63	Castle Douglas to Kelso
24.	43 - 52	Dumfries to Ardrossan

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







# RAILWAY RIVALS 2066-G

Don's KILT keeps  
out in front.

# ROUND 7

## Central Scotland

### Round 7 Runs

			GREAT	PEAR	HOOTS	KILT	
1	51 Grangemouth 62 Dundee	① PEAR 16 ② HOOTS 9 ③ KILT 5			+3	+8	27 6 -3
2	11 The South 33 Bathgate	① KILT 20 ② GREAT 10					20 10
4	55 The East 46 Falkirk	① HOOTS 20 ② PEAR 10		-5	+5		15 15
5	51 Dunfermline 22 The South	① KILT 20 ② GREAT 10 ✕ HOOTS	+2		-2		20 8 2
6	14 Glasgow 25 Airdrie	① GREAT 13 ② PEAR 6 ② HOOTS 6 ② KILT 5		+3 -3 -1 -1	+1	+1 +3	18 3 8 1

### Round 7 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
J47 - K47 - M48 - N47 - N41. -10 (builds) +1 (HOOTS) +1 (KILT) = -8

Perth Expressways Are Rampant (PEAR) (Kevin Lee, Pink)

Grangemouth - F16 - F18 - E19 - D18. -9 (builds) +2/-3 (KILT) = -10

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

D6 - C6, B51 - E50, K65 - L64 - M65 - N64, D65 - C66.  
-10 (builds) -1 (GREAT) +4/-1 (KILT) = -8

Kirkcaldy's Inter-Local Trains (KILT) (Don Shailer, Black)

Coatbridge - G7 - Kirkintilloch, Alloa - N14 - N12 - Stirling.  
-10 (builds) -1 (GREAT) +3/-2 (PEAR) +1/-4 (HOOTS) = -13

### Scores

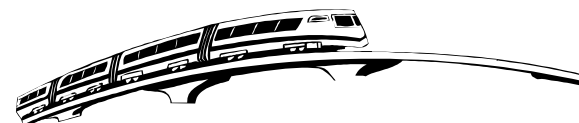
	Runs:	1	2	4	5	6	Builds	Score
KILT	75	-3	20	-	20	1	-13	100
GREAT	55	-	10	-	8	18	-8	83
PEAR	32	27	-	15	-	3	-10	67
HOOTS	43	6	-	15	2	8	-8	66



## Round 8 Runs

3.	44 - 64	The North to Blairgowrie
7.	45 - 34	Crieff to Edinburgh
8.	21 - 43	Coatbridge to Callander
9.	12 - 52	Glasgow to Cowdenbeath
10.	25 - 36	Hamilton to Edinburgh
11.	15 - 65	Glasgow to Perth
12.	53 - 63	Kirkcaldy to Cupar

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



# RAILWAY RIVALS 2073-DC

GREAT starts with a solo  
but still lags behind.

# ROUND 8

## Devon and Cornwall

### Round 8 Runs

			GREAT	GITCO	COLIN	
1	13 Redruth 63 Lynton	① GREAT 30				30
2	36 Kingsbridge 14 Falmouth	① {COLIN} 15 {GREAT} 15 ✕ GITCO	+3	-2 -3	+2	13 12 5
7	16 Newquay 21 Padstow	① GITCO 30 ✕ GREAT	-3	+3		27 3
8	31 Liskeard 64 Bude	① GITCO 15 ① COLIN 15 ✕ GREAT	-4	+3/-3	+3/-3 +4	15 11 4
10	54 Taunton 65 Launceston	① GITCO 16 ② COLIN 9 ③ GREAT 5	+3	-3		19 9 2
11	51 Seaton 25 Lostwithiel	① GREAT 15 ① GITCO 15	+2/-6	+6/-2		19 11
12	32 Plymouth 43 Exmouth	① COLIN 15 ① GITCO 15		+1	-1	16 14

### Round 8 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
C75 - Dulverton, A72 - D70, O22 - Looe, X26 - A69 - A68.  
-10 (builds) +6 (towns) -1 (GITCO) +2/-1 (COLIN) = -4

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

Z24 - Z23 - Bideford, N25 - N27 - M28, V36 - V38 - W39.  
-10 (builds) +1 (GREAT) +1/-7 (COLIN) = -15

Cornwall Operations Linking Internal Networks (COLIN) (Colin Sharpe, Blue)  
Plymouth - M23 - N22 - N19, N21 - Looe. -10 (builds) +1/-2 (GREAT) +7/-1 (GITCO) = -5

Scores										
	Runs:	1	2	7	8	10	11	12	Builds	Score
COLIN	143	-	13	-	11	9	-	16	-5	187
GITCO	99	-	5	27	15	19	11	14	-15	175
GREAT	85	30	12	3	4	2	19	-	-4	151

Round 9 Runs		
9.	12 - 42	St Ives to Newton Abbot (not yet available)
13.	56 - 11	Dulverton to Penzance
14.	53 - 44	Taunton to Sidmouth
15.	26 - 35	Looe to Okehampton
16.	33 - 15	Plymouth to Truro
17.	66 - 24	Bideford to St Austell
18.	46 - 61	Exeter to Ilfracombe

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



RAILWAY RIVALS 2085-KU

A costly trailing build for REEKIE.

ROUND 2

ONSEN was given a full six points for Ebino, but that should have been just 3 points as it is a minor town.

Kyushu (16 points for these builds)  
Transit in Kyushu Express (TRIKE) (Tony Bromley, Orange)  
Kagoshima - S54 - T53 - Chiran, L61 - L62 - K63 - K64 - Saito - Hyuga - E66, M60 - N60.  
20 +18 (towns) +8 (ONSEN) = 46

Japanese Outer Island Network Transport (JOINT) (Bob Coull, Black)  
Q14 - Saga - T11 - X9 - Y10 - A49 - Nagasaki, U15 - Yanagawa, T15 - Kurume, Y10 - Isehara, Y16 - Y17.  
20 +16 (towns) +1 (GREAT) +15 (REEKIE) = 52

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
Z19 - A59 - Kumamoto - C57 - Uto - C55, T23 - T14 - Yanagawa.  
32 +9 (towns) -1 (JOINT) -1 (REEKIE) = 39

Original Nifty Steam Engines are Neat (ONSEN) (Jim Reader, Yellow)  
K58 - J58 - Hitoyoshi - H58 - Yatsushiro - C59, R54 - T53 - Chiran.  
23 +6 (towns) -8 (TRIKE) = 21

Rails Ever Extending Kyushu Internal Energy (REEKIE) (Rob Thomasson, Red)  
U15 - Yanagawa - U11 - X9 - X10 - A49 - Nagasaki, U13 - Saga, Y10 - Isehara, Fukuoka - N15.  
20 +8 (towns) -20 (JOINT) +1 (GREAT) = 9

REEKIE got one hex behind JOINT all the way to Nagasaki, and had to pay handsomely for it. However, under the rules, JOINT only got 15 points of the payment. Who got the rest? The bank, of course, as unreasonably large commission fees.

Jim, for some reason you decided to list every hex along the route you built this time. You should only list hexes where you start, end or turn in your build. For straight line builds the only thing you should mention is any towns that lie along the line.

Builds
Up to 15 points excluding payments to rivals



RAILWAY RIVALS 2096-B

Here's somewhere we've been before.

NEW GAME

This is the fourth game in these pages for the London & Liverpool map, but it's been over two tears since the last one ended and about time for another outing.

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Simon Robertson	Melyn, Colyton Way, Purley-on-Thames, Reading, Berkshire, RG8 8BL
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN

Maps are enclosed for all. Your starting choices are any seaport except for Liverpool. The map does not give any restrictions on how many people start from the same town, so I'll place a limit of two from any one town. Please do not get conditional on your selection, as this is effectively simultaneous, so you can't choose based on what the others have done.

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





SAINT PETERSBURG 1

The Aristocrats didn't hang around for long.

PHASE 5-A

Round 5 - Aristocrat Phase

Sharon	Rob	Mike	Geoff
+ Author (⇒hand)	+ Author	+ Judge	+ Controller
+ Controller (hand⇒)	+ Secretary (⇒hand)	✗	Upgrade Administrator to Admiral



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	21	13	18r + 0v	0r + 3v	17r + 4v	Worker	3
Sharon	11	40	18r + 0v	3r + 18v	11r + 1v	Aristocrat	6
Rob	14	34	21r + 2v	2r + 14v	11r + 2v	Trading	16
Mike	13	28	27r + 1v	0r + 9v	11r + 4v	Building	4

Players	Cards in hand	Cards in play
Geoff	Mistress of Ceremonies, Minister of Foreign Affairs	Lumberjack x 2, Gold Miner x 3, Shepherd, Market x 2, Warehouse, Observatory, Author, Administrator, Warehouse Manager, Secretary, Controller, Admiral
Sharon	Author, Pope	Lumberjack x 2, Shepherd, Weaving Mill, Zar-Superstar, Library x 3, Pub, St.Isaac's Cathedral, Warehouse Manager, Secretary, Controller
Rob	Secretary x 2, Controller	Lumberjack, Gold Miner x 2, Shepherd, Fur Trapper, Ship Builder, Fur Shop, Customs House, Firehouse, Hospital, Observatory, Church of the Resurrection, Author, 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, Judge, Chamber Maid

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

Orders required

Round five Trading phase led by Rob



SCEPTRE OF ZAVANDOR 2

The last Magic Mirror cuts production again.

ROUND 11

Roger should not have started researching Artifacts last time, as that makes two knowledge advances in the same round. As he is not researching this time, we can consider it his first action for this round.

- Actions**
- Lyndon Increased knowledge of Artifacts to level 2 {4}
- Michael Auctioned a Chalice of Fire for 80. Simon joined at 81 and dropped out at 82. Michael got it for 82 reduced to 77 {+5 2nd place, -10 Artifacts} {77}
- Marcus Auctioned a Chalice of Fire for 80. Simon joined in at 81. Marcus dropped out at 81. Simon got it for 81 reduced to 56 {-20 Runestones, -5 Artifacts} {56}
- Auctioned a Magic Wand for 60 and got it reduced to 55 {-5 Artifacts} {55}
  - Bought an Opal {10}
- Roger Auctioned a Magic Mirror for 40 and got it reduced to 35 {-5 5th place} {35} - value 40 knowledge chip gained for free - Simon, Lyndon and Marcus lose an active Opal, Kevin and Michael lose active Sapphires
- Kevin Increased knowledge of Accumulation to level 4 {16}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Michael	Mage	s:1 e:2	3/7	2	s:2 e:2 r:1	9
2	Marcus	Fairy	o:2 s:2 d:2	6/9	25	s:2 d:2	11
3	Lyndon	Kobold	o:{1} s:5 d:1	6/7	4	S:2 s:1 e:4 d:2	7
4	Simon	Elf	o:2 s:1	3/5	10	s:1 e:1 r:1	5
5	Roger	Druid	s:3	3/7	2	s:3	9
6	Kevin	Witch	s:3	3/7	12	s:3	5

PO	Name	Artifacts	Knowledge	New K Chips	VPs/Gems
			Ge En Fi Sa Ar Ac		
1	Michael	SB CB MB MC CF	- - - 4 4 -	25/30/35/40	20/5
2	Marcus	CB MB EL MW	- 4 - 3 2 -	30/35/40	18/8
3	Lyndon	MM CP CP EL	- - - 3 2 4	25/30/35	17/7
4	Simon	SB RS RS MM CP CF	- 3 - 3 2 -	25/30/35	14/3
5	Roger	RS CB MB MM	- - 4 3 1 -	30/35/{40}	11/3
6	Kevin	SB	4 - - - - 4	{25}/30/35/40	8/3

Artifacts on offer: 1 Elixir, 2 Masks of Charisma, 2 Magic Wands, 1 Chalice of Fire

Orders required

Round twelve gem dealing, knowledge improvement, auctions and bids



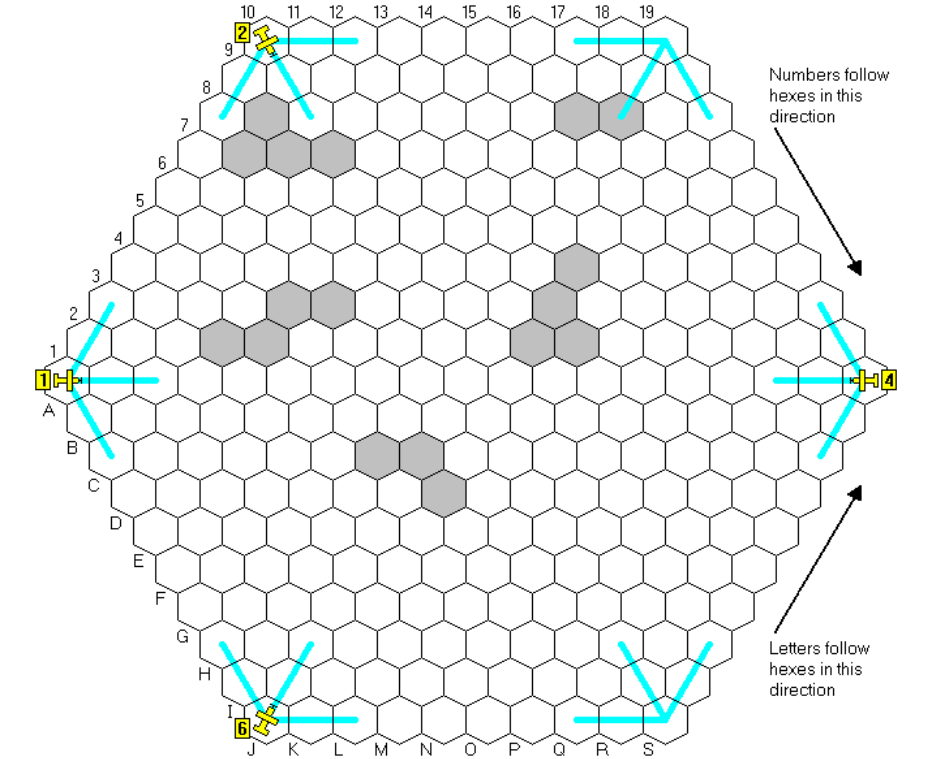


SOPWITH T-340-FW

Everyone lands and reloads.

ROUNDS 15-16

Pilot	Starts	Moves	Ends	A:D:P
1 <i>Not Only But Also</i> Don Shailer	B6-SW	RT, LT, A, A, A, 0 {Airfield: A1}	A1-E	16:05:08
2 <i>Mad Ferret</i> Tim Franklin	G12-W	RS, RS, RS, RS, A, A {Airfield: A10}	A10-SE	16:02:01
4 <i>The Brown Baron</i> ♠ Michael Graystone	N18-SE	LS, A, A, A, A, 0 {Airfield: S19}	S19-W	16:08:18
6 <i>Lord Flashheart</i> ♠ Joakim Spångberg	N5-W	A, A, A, A, 0, 0 {Airfield: J1}	J1-NE	16:08:10



The clouds moved west and south east, keeping *Mad Ferret's* runway clear so that he could land safely. Your decision now is whether to take off quickly and get back in the fight, or stay down to get some damage repaired. Please orders for two rounds again.

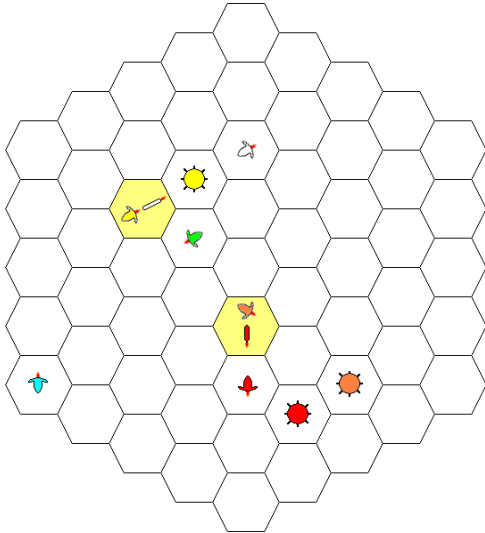


SPACE BLAST 1

Four ships have now taken damage.

ROUND 4

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



Another mine appears, and two rockets go blazing off to expend themselves against two ships. *The Meteor* and *Major Mat Mason* gain VPs while *Major Tom* and *Wizard Prang* take damage. *Chewbacca* had better remember to brake or turn next time, or he's off the field.

Orders
0 to 3 actions for round five



## 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.

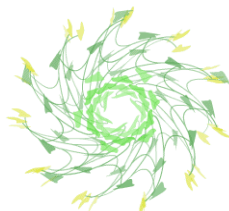
-	Didier Renard	4.714
▼	Lew Stansby	3.644
▲	Ken Boucher	3.387
-	David Hilbert	3.154
▲	Roger Krueger	3.095
▲	Peter Hawkins	2.684
▼	Rob Thomasson	2.633
-	Michael Bakken	2.444
▲	Willem Moene	2.250
▲	Michael Longdin	2.178
▲	Peter Beck	2.146
▼	Gareth Lodge	2.107
▲	Mick Haytack	2.080
-	Michael Graystone	2.063

- ★ Completed games and winners:

Saint Petersburg e755	Mick Haytack
1830 e758 {1830-X23}	Willem Moene
1800 e759 {1800-Y23}	Peter Hawkins
Euphrat & Tigris e761	Peter Beck
1800 e770 {1800-J24}	Ken Boucher

- ★ New games and start dates:

1825 e779 {1825-S24 - Unit 1} ..... Feb 5th



## PREVIEW

The list of upcoming games is down to what's appearing in the next issue. While there are a number of games with lists part filled, nothing else is actually ready to go right now.



Nobody rose to the bait of Race for the Galaxy, and given the number of new games that have appeared here recently, perhaps that's just as well. Every new game requires a certain amount of preparation that can then be used for all future games of that type, and if I'm not careful I'll fill all my time with preparation work for new games and leave precious little for the other things that need to be done.

That preparation time is also required for new 18xx games, but I'll just mention that Mike Head expressed interest in some of the smaller games such as 18AL and 18GA. If you fancy one of those then by all means let me know so that I will at least know that the preparation time can be justified by a game or two.

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

#152: 1895, Agricola, Breaking Away, Saint Petersburg

## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Feb 2nd	Ode 291
Feb 5th	Save Your XXs for Me 49
Feb 23rd	...mais n'est-ce pas la gare? 79, The Tangerine Terror 40

## 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
▲	Tony Bromley	3.333
-	Simon Robertson	3.239
-	Mark Frueh	3.200
-	Lyndon Gurr	3.146
-	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](http://www.herongames.com).

March is SALE month, with over 200 games reduced in price. It's for the usual reasons - space is getting cramped and I'll have nowhere to put the new stuff.

Before I list the sale items, there are some new games you might be interested in.

Airships (Queen Games)	£18.00
Antler Island (Lamont Brothers)	£27.00
BattleLore - Scottish Wars (Days of Wonder)	£18.00
Chateau Roquefort (Rio Grande Games)	£24.50
Eketorp (Queen Games)	£22.50
Key Largo (Titanic Games)	£22.50
Pandemic (Z-Man Games)	£20.00
Primordial Soup - Freshly Spiced (Z-Man Games)	£14.50
Rails of Europe (Eagle Games)	£18.00
Through the Ages (Czech Board Games/Eagle Games)	£40.00
Tide of Iron - Days of the Fox (Fantasy Flight Games)	£27.00
Utopia (Editions du Matagot)	£33.50

Now for the sale items. These prices apply to orders placed during March 2008 and are on a first come, first served basis while stocks last. Contact me for information on shipping costs if you're interested in any of these. If your order is over £100 then shipping is free in the UK. This is not everything that is on sale - visit the web site for the full story.

1829 Mainline	£30.00
Agricola (German edition with English rules)	£20.00
Antike	£25.00
Asia Engulfed	£30.00
Attack!	£15.00
Attack! Expansion	£15.00
Backpacks and Blisters	£10.00
Bang!	£8.00
Bang! Dodge City	£8.00
BattleLore	£35.00
Black Box Plus	£15.00
Blokus	£15.00
Blokus Duo	£7.50
Blokus Trigon	£15.00
Brass	£20.00
Byzantium	£20.00
Canal Mania (2nd edition)	£18.00
Canyon	£10.00
Ca\$h 'n Gun\$	£18.00
Caylus Magna Carta	£12.00
Chicago Poker	£11.00
Colosseum	£28.00
Dart Wars	£15.00
Dawn Under	£20.00

Die Macher	£20.00
Duel in the Dark	£22.00
Egyptians	£12.00
Emerald	£10.00
Europe Engulfed	£60.00
Exalted: War for the Throne	£30.00
Fagin's Gang	£20.00
Formula Dé	£25.00
Galactic Destiny	£25.00
Gangster	£22.50
Floria Mundi	£20.00
Graenaland	£20.00
Guatemala Café	£18.00
Hare and Tortoise	£10.00
Hermagor	£15.00
HeroScape Master Set: Rise of the Valkyrie	£20.00
Il Principe	£15.00
Imperial	£25.00
Indonesia	£35.00
Infernal Contraption	£10.00
Infernal Contraption 2	£5.00
Italia	£25.00
Jantaris	£20.00
Justinian	£20.00
Key Harvest	£20.00
Khronos	£22.50
Killer Bunnies:	
Starter Pack	£10.00
Small Boosters	£5.00
Ominous Onyx Booster	£10.00
Kings and Castles	£15.00
Last Night on Earth	£25.00
League of Six	£20.00
Legion	£7.50
Lifeboats	£25.00
Memoir '44 Air Pack	£25.00
More Backpacks and Blisters	£10.00
Niagara	£25.00
Nomads of Arabia	£15.00
Nottingham	£7.50
On the Underground	£17.50
Order of the Stick - The Dungeon of Dorukan	£20.00
Paris Paris	£10.00
Parthenon: Rise of the Aegaen	£25.00
Patrician	£20.00
Perikles	£17.50
Phoenicia	£20.00
Polarity	£15.00
Power Grid - Benelux/Central Europe Maps	£7.50
Power Grid - France/Italy Maps	£7.50
Princes of Florence	£25.00
Prophecy	£25.00
Race the Wind	£25.00
Really Nasty Golf Game	£12.00
Really Nasty Motor Racing Game	£12.00

Reef Encounter	£17.50
Rheinlander	£25.00
Risk - Godstorm	£30.00
RoboRally	£22.50
Romans	£12.00
Rugby World	£20.00
Saikoro	£15.00
Scandaroon	£10.00
Secrets of the Tombs	£15.00
Section X	£15.00
Seismic	£10.00
Settlers of Catan (3rd edition)	£15.00
Settlers of Catan 5/6 player expansion (3rd edition)	£10.00
Settlers of Zarahemla	£15.00
Silk Road	£25.00
Skyline of the World	£15.00
Space Blast	£10.00
Space Dealer	£15.00
Starcraft	£40.00
Starfarers of Catan	£40.00
Starfarers of Catan 5/6 player expansion	£20.00
Struggle for Rome	£28.00
Tannhäuser	£25.00
Tempus (German edition with English rules and reference sheets)	£20.00
Thurn and Taxis	£15.00
Thurn and Taxis - Power and Glory	£9.00
Ticket to Ride	£22.50
Ticket to Ride - Europe	£22.50
Ticket to Ride - Marklin Edition	£22.50
Tide of Iron	£40.00
Time Pirates	£7.50
To Court the King	£15.00
Twilight Imperium	£40.00
Shattered Empire	£25.00
Twilight Struggle	£30.00
Ubongo	£17.50
Under the Shadow of the Dragon	£15.00
Viking Fury	£20.00
Viktory II 4-player	£20.00
Viktory II 6-player	£30.00
Winds of Plunder	£22.50
Wings of War: Burning Drachens	£15.00
Wings of War: Dawn of War	£15.00
Wings of War: Famous Aces	£15.00
Wings of War: Watch Your Back	£15.00
World Cup Game	£25.00
World of Warcraft	£40.00
Shadow of War	£12.00
Burning Crusade	£22.50
Yspahan	£20.00
Zombies!!!	£15.00
Zombies!!! Bag O' Babes	£5.00
Zombies!!! Bag O' Dogs	£5.00
Zooloretto	£18.00

## GAME ORDERS

Please observe these guidelines when sending your orders.

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

### Handling NMRs (No Move Received)

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

## GAME STANDARDS

### Games that involve auctions

I interpret auction orders in the following way.

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

### Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

If 1 run is carried over, then you are still limited to 4 runs.  
If 2 or 3 are carried over, then you can enter 5 runs.  
If 4 or 5 are carried over, then you can enter 6 runs.  
If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).  
In all these cases, you can choose your runs from all those available.



## WHO PLAYS WHAT

Peter Berlin	1829-C20, 1829-V21, 18EU-G23	Willem Moene	1830-L23, 1830-G24, 1856-D22, 1856-M22, 1856-R23, 1861-B23, 1870-K23, 1870-R24, 18Kaas-P23, Acq50, OP26, PR7, PR9
Tony Bromley	RR-2052-IP, RR-2085-KU	Marcus Pratt	IW1, OP26, Sceptre 2
Simon Brooks	BB-205-NLD, GS7, RR-2052-IP	Jim Reader	6n13, BA17, BB-301-CRO, BB-304-EAN, BB-305-NLD, BB-309-YRK, GS7, OP26, PR6, PR7, PR8, PR9, RR-2052-IP, RR-2065-F, RR-2066-G, RR-2085-KU, RR-2096-B, SB1
Martin Butcher	1829-C20	Lionel Robbins	1829-V21, 1870-K23, 18EU-G23, PR6
Pete Campbell	1830-G24, 1856-R23, Acq50, BB-308-YRK, PR9, RR-2096-B	Peter Robbins	RR-2028-DC
John Colledge	6n13	Tony Robbins	1837-G21, 1856-D22, BB-309-YRK
Bob Coull	6n13, Acq51, BB-304-EAN, BB-309-YRK, RR-2052-IP, RR-2085-KU, RR-2096-B, SB1	Simon Robertson	BB-305-NLD, RR-2065-F, RR-2096-B
Simon Cutforth	Sceptre 2	Tony Sait	1830-V1-N24, 1856-M22, 18Kaas-P23, PR6, PR7, RR-2065-F, RR-2073-DC
Tim Franklin	1826-E22, 1830-L23, 1850-R22, RR-2028-DC, Sop340	Don Shailer	1829-C20, 6n13, BB-304-EAN, BB-305-NLD, CM1, GS7, RR-2066-G, Sop340, SB1
Mark Frueh	1830-G24, 1870-R24, 18EU-G23	Colin Sharpe	6n13, Acq49, Acq51, BB-304-EAN, BB-309-YRK, RR-2073-DC, RR-2096-B
Michael Graystone	6n13, Acq50, BB-308-YRK, RR-2028-DC, RR-2066-G, RR-2073-DC, RR-2085-KU, RR-2096-B, Sop340, SB1	John Shelley	1826-E22, 1830-L23, 1856-D22, 1870-K23, 1899-Z21
Lyndon Gurr	1826-E22, 1850-R22, 1856-M22, 1856-R23, 1861-B23, 1870-K23, 1899-Z21, 18Kaas-P23, Acq49, Acq50, OP26, Phoenicia 1, Sceptre 2	David Smith	1829-C20
Steve Ham	GS7, RR-2065-F, SB1	Don Smith	1826-E22, 1830-G24, 1830-V1-N24, 1837-G21, 1856-R23, 1870-K23, 1870-R24, 1899-Z21, 18EU-G23
Geoff Hardingham	1837-G21, 1861-B23, OP26, Phoenicia 1, StP1	Joakim Spångberg	BA17, BB-301-CRO, GS7, Sop340, SB1
Alan Harvey	1825-L21, 1830-V1-N24, 1850-R22, 1899-Z21, 18Kaas-P23, CM1	Allan Stagg	BA17, PR8
Mike Head	1830-L23, 1856-D22, 1856-M22, IW1	Mark Stretch	1830-V1-N24, 1861-B23, 6n13, BB-305-NLD, Phoenicia 1
John Hopkins	1829-V21, PR8	Gina Teh	Acq51, IW1
Mike Hutton	1825-L21, 1829-V21, 1861-B23, BB-301-CRO, PR9, StP1	Rob Thomasson	1829-V21, 1856-M22, 1856-R23, BB-301-CRO, PR6, RR-2085-KU, StP1
Sharon Khan	IW1, StP1	Roger Trethewey	BA17, BB-301-CRO, GS7, Sceptre 2
Roger Krueger	1870-R24	Stephen Webb	1826-E22, 1830-G24, 1830-V1-N24, 1837-G21, 1850-R22, 1870-R24, 18EU-G23, CM1, Phoenicia 1, PR8
Kevin Lee	6n13, Acq49, Acq51, BA17, BB-309-YRK, GS7, PR7, RR-2066-G, Sceptre 2	Tony Wilcock	Acq49, Acq51
Michael Longdin	CM1, Phoenicia 1, Sceptre 2		
Richard Lunn	1830-L23, 1856-D22, BA17		
John Marsden	Acq50, BB-304-EAN, BB-305-NLD, CM1, RR-2065-F		
Bill McKinley	BB-308-YRK		



## OUTSIDE EDGE

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## DEADLINES

Wednesday March 19th 2008  
18xx Games - Friday March 14th

Future main deadlines: April 16th May 14th June 18th

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.