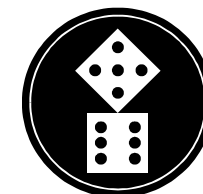This page has been added to the PDF copy
so that reports that appear on facing pages
in the paper copy are shown side-by-side.

£2.00

INSIDE STORY

This is FOR WHOM THE DIE ROLLS #154, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 {including postage.

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

Welcome to Gregory Payne.

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...

✪   Railway Rivals . . . .   Simon Brooks, Kevin Lee, John Marsden, Jim Reader, Tony Sait
                                      {Ireland (North)}

Games starting in the next issue...

⇨① 1829 {South} . . . .   Pete Campbell, John Shelley, Lionel Robbins, Rob Thomasson
✪   Bus Boss . . . .   Simon Brooks, Jim Reader, Michael Graystone, Pete Campbell, Bob Coull
✪   RoboRally . . . .   Steve Ham, Jim Reader, Marcus Pratt, Roger Krueger, Gregory Payne,
                                      Don Shailer

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

⇨③ 1835 . . . .   Tony Sait, John Shelley
✪   1837 . . . .   Tony Bromley, Geoff Hardingham, John Hopkins, Tony Robbins, Stephen Webb
②   18GA . . . .   Mike Head
⇨④ 18Rhl Rhineland . . . . . .   Willem Moene
⇨① Acquire {Standard} . . . .   Michael Graystone, John Marsden, Tony Wilcock, John Colledge
⇨② Acquire {Powers} . . . . .   Michael Graystone, Colin Sharpe, John Colledge
⇨① Age of Steam . . . .   Pete Campbell, Mike Hutton, Marcus Pratt
⇨② Canal Mania . . . .   Kevin Lee, John Marsden, Geoff Hardingham
⇨③ In the Year of the Dragon Michael Longdin, Pete Campbell
②   Industrial Waste . . . . . .   Alan Harvey, Marcus Pratt
⇨② Mystic Wood . . . .   Gina Teh, Jim Reader, Kevin Lee
⇨⑦ Outpost . . . .   Willem Moene, Jim Reader, Marcus Pratt
⇨③ Phoenicia . . . .   Mike Hutton, Lyndon Gurr
①   Puerto Rico . . . .   Tony Sait, Willem Moene, Jim Reader
⇨① Railroad Tycoon . . . . . .   Michael Longdin, Simon Robertson, Pete Campbell

I supply everything you need for these...

⇨⑥ 6 nimmt! . . . .   Gregory Payne, Colin Sharpe
②/⑧ Battle! . . . .   Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
⑤   Breaking Away . . . .   Gregory Payne
✪   Bus Boss . . . .   Gregory Payne, Don Shailer {Morocco}
⇨② Railway Rivals . . . .   Pete Campbell, Bob Coull, Don Shailer {North Germany}

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

START

Welcome to issue #154. This has been a slightly-delayed issue, as a number of orders came in late or never arrived. It seems that some people who opted for the electronic version of the zine no longer had the physical reminder of the zine itself to persuade them to do their orders. The solution to this is really simple - when you are notified that the next issue of the zine has been published, check your games and do your orders right away.

The timetable for the June issue is going to be interesting, as we're off to the Isle of Arran for the middle of June. This means that we'll be away over the deadlines, but I've decided to leave them unchanged. The theory is that I'll come back to a full set of orders, though I have to admit to having my doubts about that as there are those who seem incapable of delivering anything by a set date. Go on, prove me wrong.

Before we head off to the island, we get to spend a weekend in Birmingham at the second UK Games Expo. This should be an interesting weekend, if a little hectic.

The event promises to be better than last year. They're using more of the venue, which will have an added bonus in that there won't be a bemused wedding party what is going on outside their reception.

If you have nothing else planned for May 31st and/or June 1st, then you could do much worse than drop by to see what it's all about.

UK Games Expo takes place at The Clarendon Suites, 2 Stirling Road, Edgbaston, Birmingham B16 9SB. You can book tickets on their web site (www.ukgamesexpo.co.uk), but pre-booking ends on May 24th. Day tickets are £5 for adults (15 or ov er), £3 for children (8 or over), or £10 for a family of two of each. Weekend tickets are £7, £5 and £14 respectively.

The cover for this issue acknowledges my recent return to a computer game I played many years ago. The game was originally published in 1990 for the Atari and Amiga and later converted for the PC. Yep, the old ones are the best. I was very surprised to discover that there is a web site dedicated to Captive - captive.atari.org - and I am not alone is my long-term liking for the game. I discovered from this site that there are problems with missions 2316 and 3613, but as I have to complete 25,465 levels to reach the first problem and another 14,277 to reach the second, I doubt that these will really matter. As long as it keeps me off the streets...

People are still sending orders with key information missing or in the wrong place. This includes the sender's name, the game number, and in some cases, anything about which game is being ordered for. 18xx orders often have nothing to say which company is being ordered for, and don't get me going on lazy 'run and pay' orders when you're first in the round. Just compare an e-mail message to a letter. The sender's name and subject line are part of the envelope, the message is what is inside the envelope. When you send a letter you would naturally put everything you want to say on the sheet inside the envelope, and the same should be true for e-mail messages. The fact that people aren't getting this right makes me suspect that they don't read anything outside their own reports, so I may have to start sending people pointed notes on how to make their orders more useful.   ✪

BOARD 2 PIECES: A BRIEF HISTORY OF BOARDGAMING — BY TED ALSPACH

PART 2: AGE OF LITIGATION

A LONG TIME AGO, SOMETIME IN THE 1800'S (I'LL SAY "18XX" SINCE I DON'T KNOW EXACTLY WHEN), DEEP WITHIN LANCASHIRE (THAT'S IN ENGLAND), TWO GOOD FRIENDS, WALLACE AND GROMMIT, CAME UP WITH A REVOLUTIONARY METHOD TO CLEAN CARPETS: STEAMING THEM.

I THOUGHT THEY WERE THAT TEAM THAT DID STOP-MOTION BOARDGAMES.

FLUSH WITH CASH FROM THEIR SUCCESSFUL VENTURE, THEY MOVED TO CHINATOWN, WHERE A DISAGREEMENT OVER THE DEFINITION OF THE WORD "THE" RESULTED IN THEIR PARTING OF WAYS. THEY THEN SET UP COMPETING CARPET CLEANING SERVICES IN TOWN.

I REALLY LIKED THEIR SERVICE, BUT IT HAD A RUNAWAY LEADER PROBLEM.

LAWSUITS FLEW BETWEEN THE CARPET CLEANING ENTREPENEURS, UNTIL THEY WERE SO CAUGHT UP IN LEGAL BUSINESS THAT ANYONE OWNING CARPET COULDN'T GET IT CLEANED, AND INSTEAD RIPPED OUT THEIR RUGS AND PUT IN HARDWOOD FLOORS TO REPLACE THEM.

TOO BAD. I REALLY LIKED CARPET, TOO.

BOARD 2 PIECES — BY TED ALSPACH

WELL, THERE'S FOUR OF US, LET'S DO IT!

ALL RIGHT! TICHU TIME!

YO, HECTOR, LET'S PARTNER UP!

UM, GUYS, I CAN'T PLAY.

HA HA HA. FUNNY GUY, TURNING DOWN TICHU.

ACTUALLY, IT'S NOT FUNNY. STOP KIDDING AROUND, HECTOR.

I'M NOT KIDDING, GUYS. I SEEM TO HAVE A CASE OF "THE MAHJONG."

ACK!

NO!!! WHEN WERE YOU DIAGNOSED?

OH, YOU BETTER NOT BE CONTAGIOUS.

DON'T BE SILLY, IT'S GENETIC.

MAYBE WE COULD PLAY SOMETHING ELSE?

WOW, IT'S WORSE THAN I THOUGHT...

BOARD 2 PIECES — BY TED ALSPACH

HERE AT BOARD 2 PIECES, WE'VE BEEN DELUGED WITH EMAIL ASKING FOR MORE DETAILS ON THE HORRIFYING DISEASE I CONTRACTED AT THE GATHERING THIS YEAR, KNOWN SIMPLY AS "THE MAHJONG," WHICH MAKES TICHU PLAYERS JUST "NOT FEEL LIKE PLAYING TICHU." WE'VE RESEARCHED THIS CONDITION, AND DISCOVERED THE TRUTH. I LIKE TO THINK OF THIS AS "HOW URS HOSTETTLER, INVENTOR OF TICHU, DOOMED THE PLANET AND SUBSEQUENTLY SAVED US ALL."

ON A HUMANITARIAN TRIP TO CHINA IN 1989, URS HOSTETTLER VISITED A SMALL VILLAGE OUTSIDE OF BENGBU IN THE MIDDLE OF THE ANHUI PROVINCE, AND DISCOVERED THE GAME OF TICHU BEING PLAYED BY THE RESIDENTS THERE. HE WAS ABLE TO OBTAIN THE RULES TO THE GAME JUST BEFORE THE CHINESE ARMY QUARANTINED THE VILLAGE. URS PUBLISHED THE GAME SHORTLY THEREAFTER, AND FOUND IT WAS INDEED INCREDIBLY ADDICTIVE.

URS KNEW THAT THE ADDICTIVENESS OF TICHU COULD DESTROY ALL HUMANITY, SENDING OUR CIVILIZATIONS INTO THE DARK AGES AS EVERY SINGLE PERSON ON THE PLANET WAS REDUCED TO GETTING 1000 POINTS BY ANY MEANS NECESSARY. SO HE ASSEMBLED THE BRIGHTEST SWISS SCIENTISTS TO DEVELOP A CURE. THEY CREATED THE MAHJONG VIRUS, AND HELD IT JUST IN CASE TICHU SPREAD TOO FAR, TOO FAST. AND IN 2007, IT DID JUST THAT, SO URS RELEASED THE VIRUS, HOPING TO SAVE THE WORLD.

BOARD 2 PIECES — BY TED ALSPACH

HERE'S MY PITCH FOR THE GAME DESIGN CONTEST, LEO. YOU KNOW HOW THERE'S A GLUT OF EXPANSIONS FOR PRETTY MUCH EVERY SUCCESSFUL GAME?

SURE, BUT THAT'S NOT A BAD THING...

I AM PIONEERING A NEW CONCEPT IN BOARDGAMES, STARTING WITH MY FIRST TITLE, **CARCASSONNE: THE ROAD REDUCTION.**

WHAT DOES A "REDUCTION" EVEN MEAN, PROVOST?

I'M PROVIDING A BOX TO PUT ALL THE ROAD TILES IN SO YOU DON'T HAVE TO PLAY WITH THEM.

IT LIMITS THE GAME TO THREE PLAYERS, TOO.

I CAN'T REALLY SEE PEOPLE BUYING THIS.

GAME TIME IS REDUCED FROM 60 MINUTES TO 20.

OKAY, YOU MIGHT BE ON TO SOMETHING...

JUDGE

BOARD 2 PIECES — BY TED ALSPACH

HI, LEO, I HAVE MY ENTRY FOR THE BOARD 2 PIECES GAME DESIGN CONTEST ALL READY FOR YOUR REVIEW.

UM, REINER, DON'T YOU THINK IT'S A LITTLE UNFAIR TO HAVE YOU ENTER THE CONTEST?

WAIT, JUST BECAUSE I'M GERMAN? THAT'S DISCRIMINATION!

NO, IT'S BECAUSE YOU'VE DESIGNED HUNDREDS OF GAMES, AND ARE CONSIDERED ONE OF THE BEST GAME DESIGNERS IN THE WORLD.

I JUST WANT TO WIN SOMETHING, LEO.

I'VE HAD A SPACE ON MY MANTLE FOR THE SDJ GATHERING DUST FOR MORE THAN 10 YEARS.

I DON'T KNOW, IT SEEMS LIKE A BAD IDEA.

MAYBE YOU COULD ENTER UNDER A PSEUDONYM, SOMETHING RANDOM LIKE "HARRY WU."

JUDGE

BOARD 2 PIECES — BY TED ALSPACH

SO WHO'S UP FOR A GAME OF ULTIMATE WEREWOLF?

I CERTAINLY AM, AS IT'S THE BEST VERSION OF WEREWOLF OUT THERE, BUT I HAVE A CONCERN.

OKAY, DI, WHAT'S YOUR CONCERN?

CAN WE REALLY SAY "ULTIMATE WEREWOLF" INSTEAD OF JUST "WEREWOLF?"

I'M NOT SEEING A PROBLEM WITH IT...

BUT THE "ULTIMATE WEREWOLF" GAME IS CREATED BY THE SAME PERSON WHO WRITES BOARD 2 PIECES. SEEMS LIKE IT MIGHT BE A CONFLICT OF INTEREST.

AS LONG AS WE INFORM OUR READERS ABOUT THE CONNECTION, WE'RE GOOD TO GO. SEE?

AGAIN, I'M NOT SEEING THE PROBLEM HERE...

THIS IS LIKE ONE BIG AD FOR THE GAME.

BOARD 2 PIECES — BY TED ALSPACH

AFTER THE LAST BOARD 2 PIECES STRIP, WHICH WAS A THINLY-VEILED AD FOR ULTIMATE WEREWOLF, THE BEST WEREWOLF GAME OUT THERE, SEVERAL READERS WROTE IN TO ASK IF WE HAD FINALLY GIVEN UP ALL OUR ARTISTIC INTEGRITY AND GONE COMMERCIAL.

I SURE DO HOPE SO. WE COULD START GETTING PAID THEN.

THE TRUTH, HOWEVER, IS THAT BOARD 2 PIECES IS AND HAS ALWAYS BEEN JUST A COG IN THE GIANT MARKETING MACHINE OF "THE MAN."

ARE YOU REFERRING TO JAY TUMMELSON?

INDIRECTLY, "THE MAN" IS OF COURSE THE HOBBY BOARD GAME INDUSTRY, WHICH IS AKIN TO A PRINTING PRESS THAT SPEWS OUT A GIANT RIVER OF CASH FOR PUBLISHERS, DESIGNERS AND COMIC STRIP ARTISTS ALIKE.

THAT WOULD EXPLAIN ALL OF THOSE MANSION DEEDS ON THE PRIZE TABLE AT THE GATHERING...

BOARD 2 PIECES — BY TED ALSPACH

"IT WAS MY TURN. I DEBATED WHAT TO DO, LOOKING AT THE FOUR OF EMERALDS, KNOWING THAT IF I PLAYED MY SIX OF STARS THAT I WAS LIMITING MY SEVEN CARD STRAIGHT TO ONLY SIX CARDS, AND PASSED." PASS.

WHAT ARE YOU DOING, LEO?

PASS.

I'M USING TWITTER TO DO LIVE SESSION REPORTS. EVERYONE COOL IS DOING IT NOW.

IS TWITTER HOOKED UP TO BOARD GAME GEEK? I'M NOT DOING ANYTHING UNLESS I GET GEEK GOLD.

"THEN DEVIN PASSED, SURPRISING ME, AND THE CONVERSATION TURNED TO MY TWITTERING OF THE GAME.."

I DON'T THINK IT IS, PASS.

"HECTOR AND DEVIN WERE SO ENGROSSED IN MY TWITTERING ACTIVITIES THAT PROVOST'S FOUR WAS GOOD. HE THEN LED A PAIR OF SIXES."

ISN'T THERE A LAW AGAINST TWITTERING ABOUT YOUR TWITTERING?

"I PASSED." PASS.

THERE SHOULD BE.

I'D LIKE TO KNOW HOW YOU CAN TWITTER WITH NO THUMBS.

Heron Games

Latest arrivals and restocks

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

£28.00 This is Zooloretto at sea, or more precisely at the Aquarium.	**£31.50** This is a complete redesign of the Avalon Hill game by Richard H Berg.
£13.50 Glory to Rome sits alongside San Juan and Race for the Galaxy as a rather complex card game where the cards have a number of different uses.	**£21.50** This is a game about 14th Century China. You are the head of a family aiming to become the next Emperor.
£22.50 This is the second edition of Neuland, from the very busy Z-Man Games.	**£16.00** The expansion for Pillars of the Earth has finally landed in its English version.
£22.50 This is a Michael Tummelhoffer design, the group name for the Saint Petersburg design team, although it is principally Berndt Brunnhofer's work.	**£12.50** Ticket to Ride keeps on riding, this time with the card game, which lets you play the game in a much more portable way.

1826-E22

Let's keep it brief.   **GAME OVER**

1st	Stephen Webb	7,965	30.3%
2nd	Lyndon Gurr	6,686	25.4%
3rd	John Shelley	4,985	19.0%
4th	Tim Franklin	4,613	17.6%
5th	Don Smith	2,021	7.7%

Stephen Webb (1st): I thought it was going to be a tight game with Lyndon until he picked up the Paris, which simply overloaded him with debt. Thanks to everyone for the game and you, Keith, for your work.

Short and sweet, but thank you, and thanks to all for the game.

1829-C20

A winner's view.   **GAME OVER**

1st	David Smith	15,087	35.9%
2nd	Martin Butcher	11,172	26.6%
3rd	Peter Berlin	8,398	20.0%
4th	Don Shailer	7,353	17.5%

David Smith (1st): I was pleased to win this one because Martin really should have dominated it. He had the great combination of GWR, LSWR and GER which I would normally back to win. As usual (for me anyway) I had the GWR 'stolen' from me, when Peter sold them individually to buy Midland. It is clear to me that he should have closed the L&M to buy two Midland instead (because it has been known forever that the L&M gives a terrible return on your money). Anyway, with only four players, Martin was in a position to obstruct individual opponents if he wanted, to just build good routes. I lived in fear when I took out the GNR but poor Peter found the Midland blocked instead. I was left free to build my own routes, and was actually able to block the GER to some extent. Directorships are so crucial in this game that I can consider myself fortunate that I gained control of the LBSC and SECR in subsequent rounds which helped with building GNR routes and financing trains. It all went pretty well for me and I had the unusual experience of running for over £1,500 in the last ORs (and Rob T commented recently that £1,000 was a lot to get, so I trumped that). I am not sure where Martin went wrong but he seemed to give up to some extent. Thanks for running this once again Keith.

1829 seems to give some people problems trying to remember some of the quirks of the game. Despite reminders, they still try to lay tiles on the double-station hexes without putting their survey party there first, and want to buy Directorships before the previous company has been fully sold. Perhaps that's not too surprising, as these are features that have disappeared from modern games. David did not suffer from any of those problems, and it shows in the result.

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1826-H25	One bid and five outright purchases.	PRIVATES

Stock Round 1 - Private Companies

Stephen	Bids 45 on the Mail
John	Buys the Bridge for 20
	♺ Gets the Mail for 45
Pete	Buys the Algerian for 70
Lyndon	Buys the Belgian for 110, gains a 10% share in the B
Stephen	✗
John	Buys the Parisian for 160, sets par for the P at 110
Pete	✗
Lyndon	✗
Stephen	Buys the Alsatian for 220, sets par for the A at 110
	Priority for the remainder if the round lies with John

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Stephen Webb	450	-265	185	665	29.8▲	3
John Shelley	450	-185	265	670	30.0▲	3
Pete Campbell	450	-70	380	450	20.1▾	1
Lyndon Gurr	450	-110	340	450	20.1▾	1/2

Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
Stephen Webb	Mail, Als	2P	-	-	-	-	-	-	-	-	-
♺ John Shelley	Bridge, Par	-	-	-	-	-	-	-	2P	-	-
Pete Campbell	Algerian	-	-	-	-	-	-	-	-	-	-
Lyndon Gurr	Belgian	-	1	-	-	-	-	-	-	-	-

Company type	5	10	-	-	-	-	-	5	-	-
Bank (new)	8	9	10	10	10	10	10	8	10	10
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Treasury shares	-	-	-	-	-	-	-	-	-	-
Price	110A							110A		
Loans										
Company credit										
Tokens										
Trains										

Bank cash: 10,830   Certificate limit: 13   Trains: 8 x '2', 7 x '4'…

Tiles	Tile number/Availability	One Operating Round between Stock Rounds
Yellow	3/2	4/6	5/2	6/2	7/4	8/16	9/21	57/4	58/6		
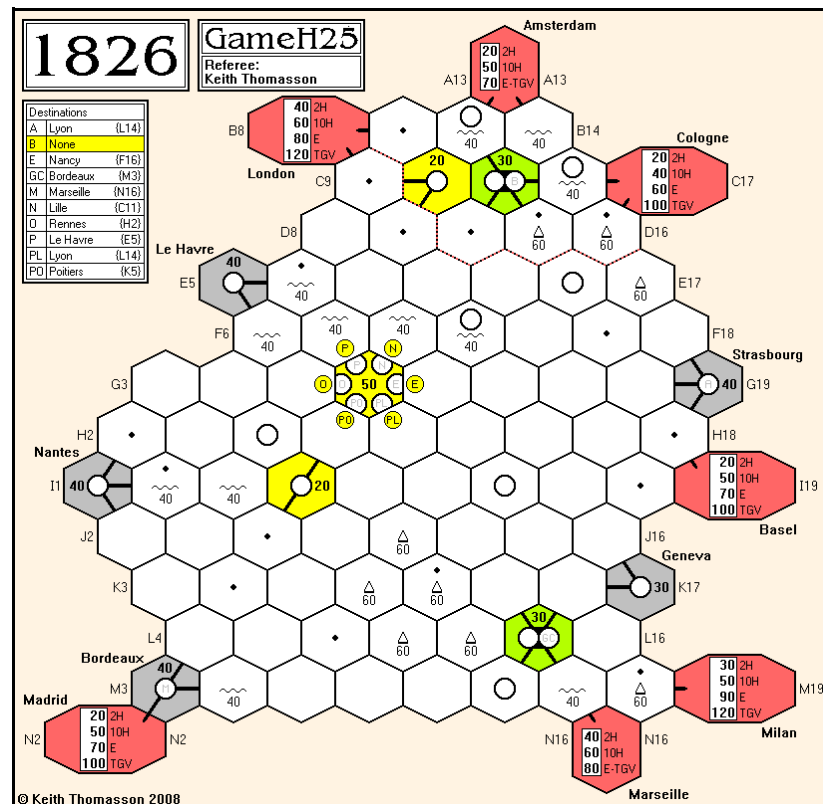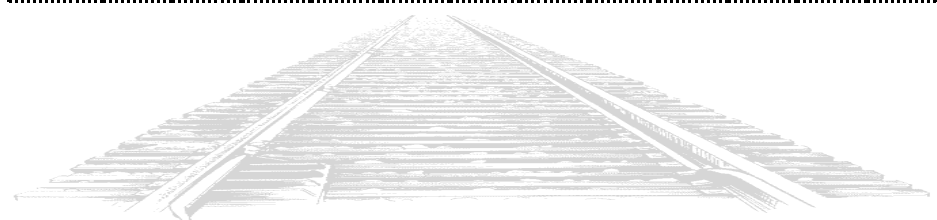
Orders required for the following round	*By the early deadline*
SR1, Public companies	

⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐

1899-Z21	A quiet end.	GAME OVER

1st	Lyndon Gurr	11,818	27.2%
2nd	Alan Harvey	10,935	25.2%
3rd	Don Smith	10,856	25.0%
4th	John Shelley	9,825	22.6%

With no comments from the players, I'll just observe that despite talk of 1899 inevitably ending in a bankruptcy, this is the second game in a row where it came down to the bank running out of cash, so I guess that people are learning how to avoid getting ruined.

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1829-V21	The L&YR gets a new Director.	**OR18 - SR13**

OR18	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	▸P8	200	Yes	-	300▲	90	3T 3
NER	MH	10:J14:2	▸L12	180	Yes	①	180▲	110	5
Mid	JH	-	▸R18	220	Yes	-	160▲	70	5 4
NBR	RT	-	▸N10	210	Yes	-	142▲	10	3T 3
Cal	LR	37:P16:2	▸I5	340	Yes	-	82▲	40	5 4
L&YR	MH	-	▸M11	-	-	-	21▾	50	-
GNR	LR	-	▸Q19	250	Yes	-	76▲	20	4 3
GCR	MH	36:J14:2	▸O13	110	Yes	②	58▲	140	4 3
GSWR	JH	-	▸H4	-	-	-	29▾	30	3

Notes: ①   40 to the bank for terrain costs
             ②   10 to the L&YR for a '4' train

Stock Round 13

	John	Mike	Rob	Lionel	Peter
	✘	- 5 L&YR {Dir to Peter} + Hull SP	+ Barrow SP	+ LNWR pool	✘
	✘	+ Holyhead SP	+ Stranraer SP	Close L&M + LNWR pool	✘
	✘	✘	✘	✘	*Priority for SR14*

Cash Flow	b/f	OR18	SR13	c/f	Value	%	Certs
Rob Thomasson	863	387	-1,155	95	3,732	24.0▲	17/20
Lionel Robbins	1,087	464	-600	951	3,476	22.3▲	18
Peter Berlin	233	176	0	409	2,569	16.5▾	8/12
John Hopkins	628	225	0	853	2,261	14.5▾	9/13
Mike Hutton	825	243	-780	288	3,539	22.7▾	16

Portfolio	Priv/SP	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Rob Thomasson	Bar Str	2	1	-	8D	4	-	1	-	3	-	-
Lionel Robbins	-	2	1	1	2	6D	-	5D	3	-	-	-
✪ Peter Berlin	C&HP	5D	-	3	-	-	5D	-	-	-	-	-
John Hopkins	S&D	-	-	5D	-	-	-	4	-	6D	-	-
Mike Hutton	Hull Hol	-	8D	1	-	-	-	-	7D	-	-	-
Bank (new)	Aberdeen	-	-	-	-	-	-	-	-	1	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56	53
Bank (pool)	-	-	-	-	-	-	5	-	-	-		
Price (pool)		300	180	160	142	82	21	76	58	29		
Company credit		90	110	70	10	40	50	20	140	30		
Tokens		3	3	3	3	2	3	2	2	2	3	3
Trains		3T 3	5	5 4	3T 3	5 4	-	4 3	4 3	3		

Bank cash: 17,404   Certificate limit: 18   Trains: 2 x '6', 1 x '3T', 2 x '2+2'...

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

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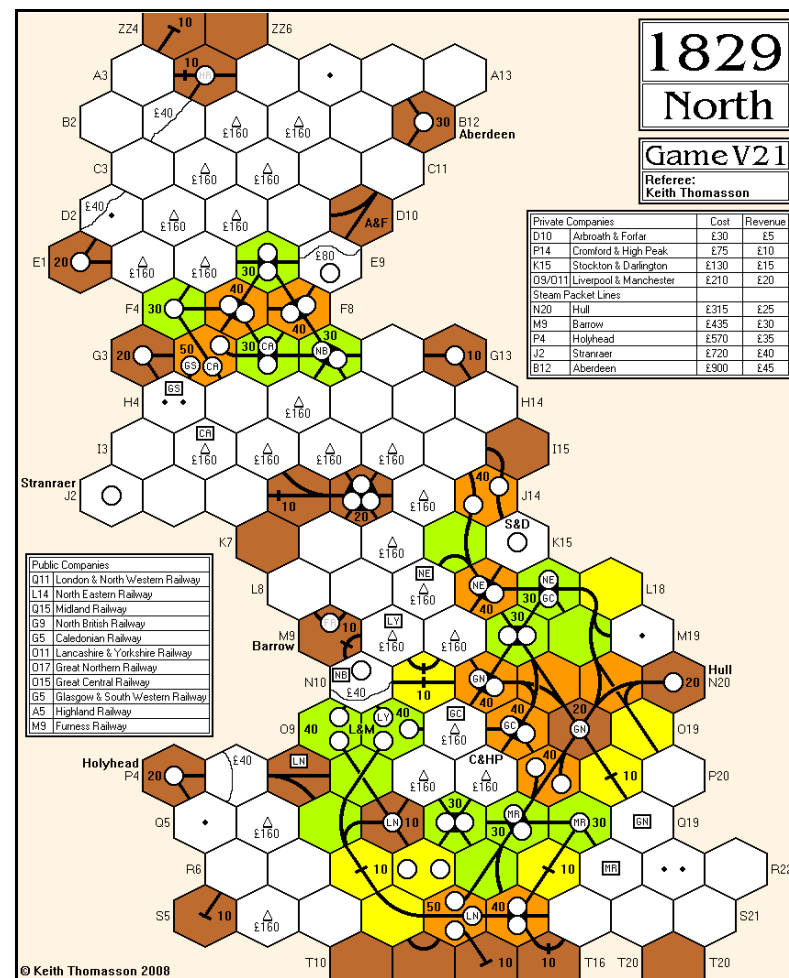
Orders required for the following rounds	*By the early deadline*
OR19, OR20	*Adjudication can pause between rounds if requested*

▲▲▲

| 1830-L23 | Just one round while the first '5' trains are bought | OR8 |

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TF	-	230	Yes	-	142B▲	60	4 3
NYNH	WM	18:F18:2	210	Yes	-	142A▼	589	4
B&M	WM	53:E23:2	-	-	①	90A▼	791	3
CPR	JS	58:B20:1	-	-	②	82B▼	151	4
PRR	JS	65:H18:6	140	No	③ ④	75F▼	254	5 3
NYC	MH	62:G19:1	140	Yes	⑤	80F▲	80	5 3
C&O	JS	63:H16:1	140	No	-	69G▼	431	3
Erie	TF	26:F12:2	130	No	-	30J▼	334	4

Notes:
① 209 to the NYNH for a '3' train
② 750 to the bank for a '4' train and a '5' train
③ 100 to the bank for a token in H18
④ 1 to the CPR for a '5' train
⑤ 450 to the bank for a '5' train

Cash Flow	b/f	OR8	c/f	Value	%	Certs
John Shelley	41	0	41	1,103	17.0▼	11
Mike Head	37	114	151	964	14.8▲	7/9
Richard Lunn	93	188	281	1,666	25.6▲	13
Tim Franklin	28	152	180	1,232	19.0▲	6/9
Willem Moene	17	126	143	1,535	23.6▼	10

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
John Shelley	-	-	-	5P	6P	-	-	-	3P
Mike Head	-	-	1	1	-	2	5P	1	-
Richard Lunn	-	-	3	2	-	-	4	3	1
✪ Tim Franklin	-	-	6P	-	-	4P	1	-	-
Willem Moene	-	6P	-	-	-	-	-	6P	-

		B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Bank (new)		4	-	-	4	1	-	-	2
Price (par)		100	100	67	90	71	76	90	71
Bank (pool)		-	-	2	-	3	-	-	4
Price (pool)		90A	142B	69G	82B	30J	80F	142A	75F
Company credit		791	60	431	151	334	80	589	254
Tokens		1	-	-	3	2	2	-	1
Trains		3	4 3	3	4	4	5 3	4	5 3

Bank cash: 8,514   Certificate limit: 13   Trains: 1 x '5', 2 x '6'...
Current operating order: B&O, NYNH, B&M, CPR, NYC, PRR, C&O, Erie

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds					
Yellow	1/1	2/-	3/2	4/2	7/3	8/6	9/4	55/-	56/-	57/3	58/1	69/1
Green	14/-	15/2	16/1	18/-	19/1	20/1	23/3	24/3	25/1	26/-	27/-	28/-
	29/1	53/-	54/1	59/1							
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/2	62/-	63/2
	64/1	65/-	66/1	67/1	68/1	70/1					

1830
Game L23
Referee:
Keith Thomasson
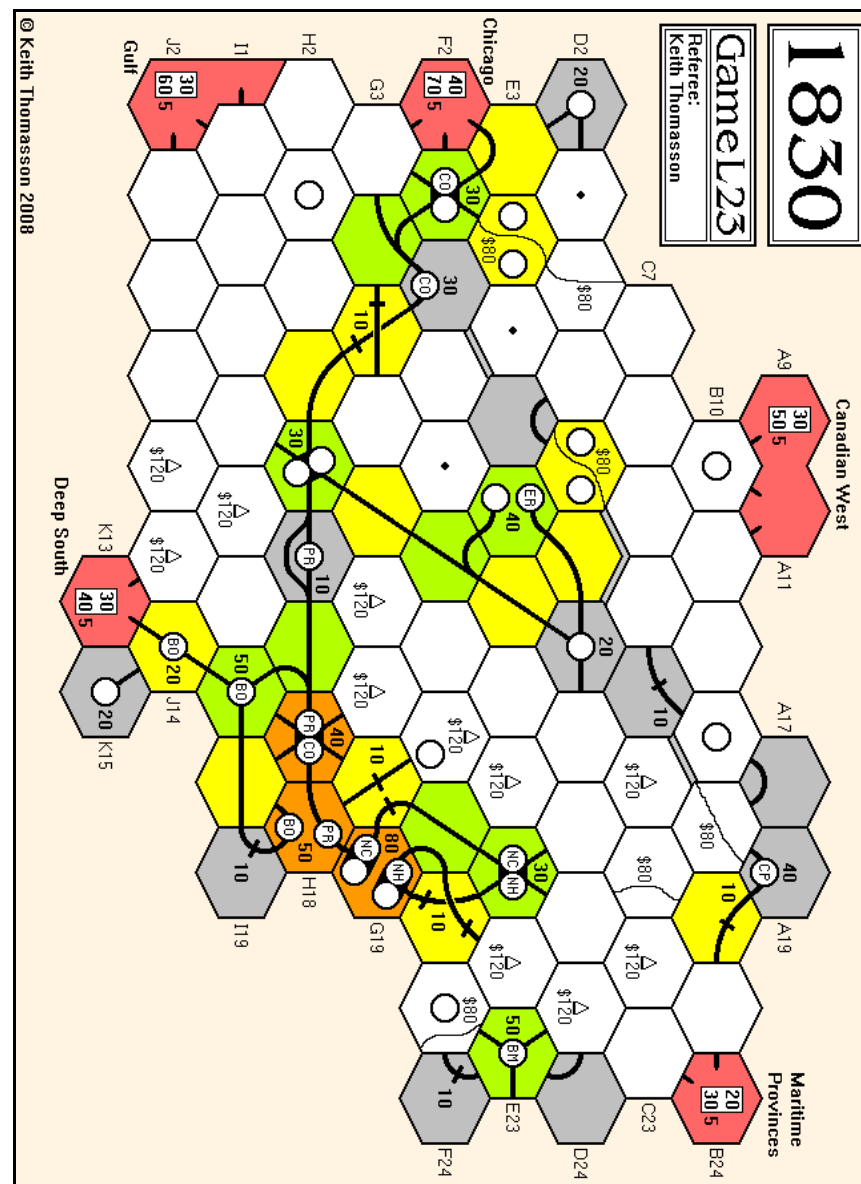
Orders required for the following rounds	*By the early deadline*
OR9, SR7	*Adjudication can pause between rounds if requested*

▲▼

1830-G24

The last two '3' trains are sold but the '4's remain to be seen.

OR4 - OR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	DS	9:H14:3	-	-	①	76C▾	640	3
C&O	PC	15:F4:4	130	Yes	② ①	82D▴	120	3 3 2 2
B&O	SW	57:H16:1	100	Yes	-	82D▴	660	2 2
NYNH	MF	15:F22:6	160	Yes	-	76E▴	10	3 3 2 2

Notes: ①   180 to the bank for a '3' train
          ②   40 to the bank for a token in F4

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	PC	7:G3:1	200	Yes	-	90D▴	120	3 3 2 2
B&O	SW	53:I15:1	140	Yes	①	90D▴	648	2 2
NYNH	MF	53:E23:1	180	Yes	-	82E▴	20	3 3 2 2
PRR	DS	14:H16:1	90	Yes	-	82C▴	640	3

Notes: ①   40 to Stephen for the SVR private

Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Mark Frueh	10	119	142	271	943	24.4▴	7
Willem Moene	63	84	106	253	867	22.4▾	6
Stephen Webb	54	58	121	233	683	17.6▴	4
Pete Campbell	54	78	120	252	792	20.5▴	5
Don Smith	30	15	60	105	585	15.1◂	5

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
✪ Mark Frueh	-	-	1	1	-	-	-	6P	-
Willem Moene	M&H, C&A	-	1	1	-	-	-	1	1
Stephen Webb	-	-	4P	1	-	-	-	-	-
Pete Campbell	-	-	-	6P	-	-	-	-	-
Don Smith	D&H	-	-	-	-	-	-	-	5P
Bank (new)		10	2	1	10	10	10	3	4
Price (par)			100	76				71	82
Bank (pool)		-	2	-	-	-	-	-	-
Price (pool)			90D	90D				82E	82C
Company credit			648	120				20	640
Tokens		2	1	1	4	3	4	-	3
Trains			2 2	3 3 2 2				3 3 2 2	3

Bank cash: 9,458   Certificate limit: 13   Trains: 4 x '4', 3 x '5'...
Current operating order: C&O, B&O, NYNH, PRR

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

I've previously stated that I don't want to be given tile orders using compass orientations, but when someone orders two tiles, the first with a numeric orientation and the second with a compass orientation, it makes life even more confusing. Please - numeric facings only.

1830
GameG24
Referee: Keith Thomasson
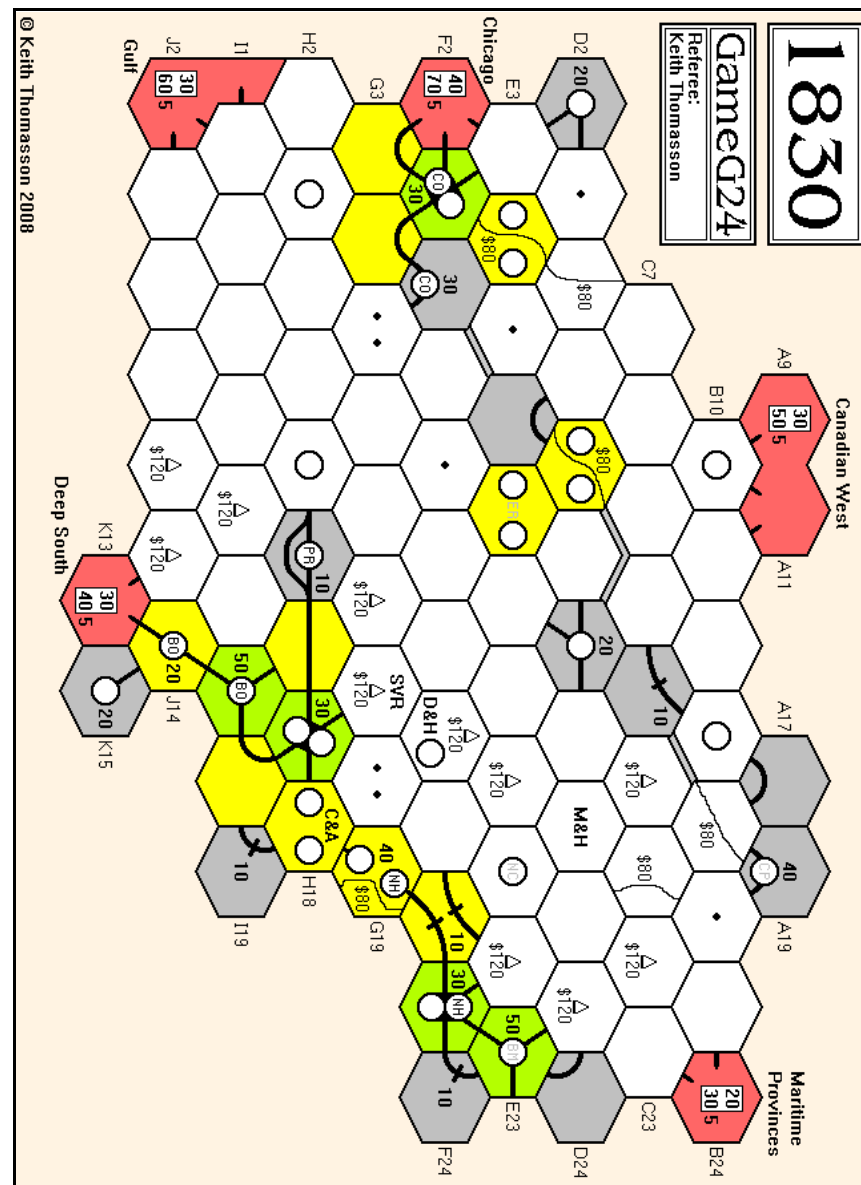
Orders required for the following round   *By the early deadline*

SR5

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| 1830-V1-N24 | The B&O buys a train this time while it blocks NYNH development. | OR2 - SR3 |

The C&O should have gone up to 76D at the end of the stock round, being fully subscribed.

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	8:G19:1	-	-	①	82A▼	800	2
C&O	DS	57:E15:2	40	Yes	-	76D▲	590	2
NYNH	MS	-	50	Yes	-	71E▲	630	2

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

Stock Round 3

Mark	Don	Alan	Stephen	Tony
✘	✘	✘	✘	✘
Priority for SR4				

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Stephen Webb	4	30	0	34	481	17.9▼	6
Tony Sait	14	35	0	49	448	16.7▼	4
Mark Stretch	24	40	0	64	530	19.7▲	6
Don Smith	23	39	0	62	624	23.2▲	6
Alan Harvey	1	46	0	47	606	22.5▲	6/7

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	SVR, M&H	-	3	-	-	-	-	1	-
Tony Sait	-	-	4P	-	-	-	-	1	-
✪ Mark Stretch	C&StL	-	-	-	-	-	-	6P	-
Don Smith	D&H	-	-	6P	-	-	-	-	-
Alan Harvey	C&A	-	-	4	-	-	-	1	1

Bank (new)		10P	3	-	10P	10P	10P	1	9
Price (par)			100	67				71	
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)			82A	82C				71E	
Company credit			800	590				630	
Tokens			2	2				1	
Trains			2	2				2	

Bank cash: 9,724   Certificate limit: 13   Trains: 2 x '2', 5 x '3'...
Current operating order: C&O, B&O, NYNH

Tiles	Tile number/Availability					One Operating Round between Stock Rounds					
Yellow	1/1	2/1	3/2	4/2	7/5	8/6	9/7	55/1	56/1	57/2	58/2	69/-
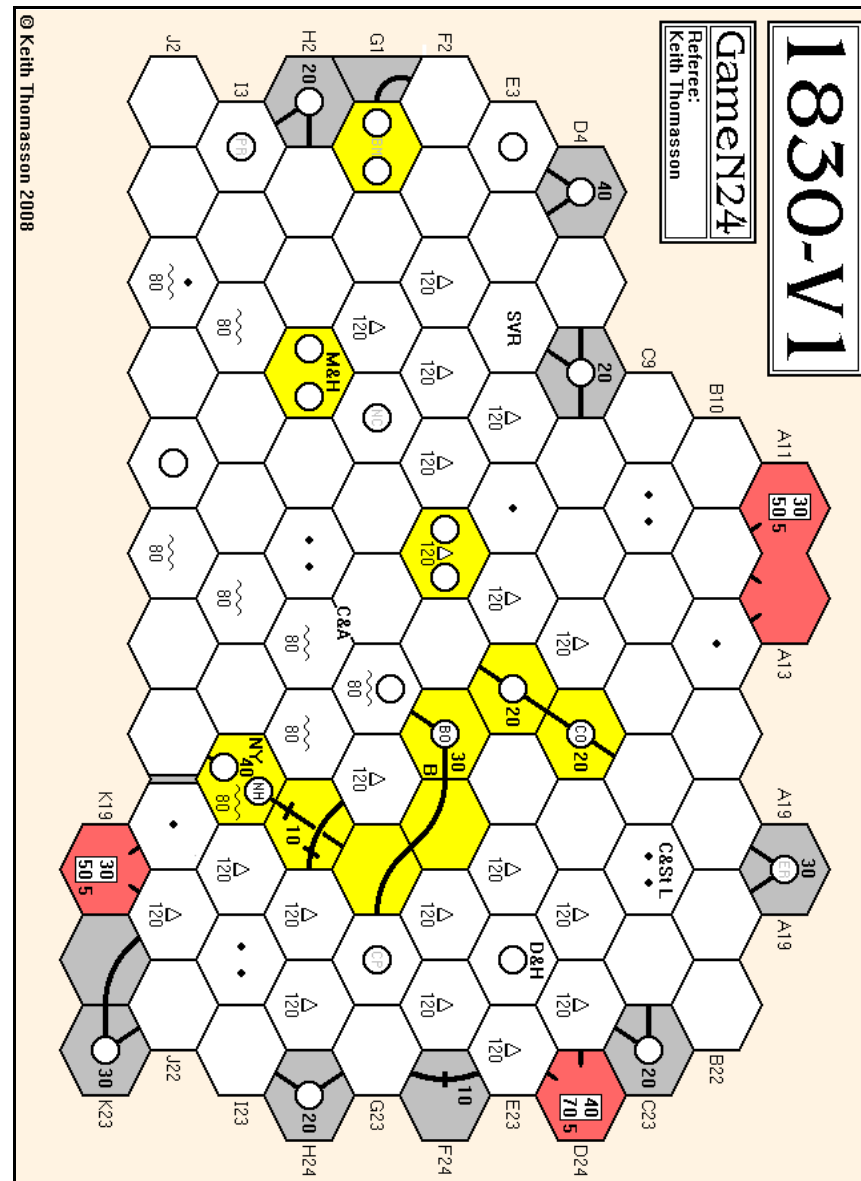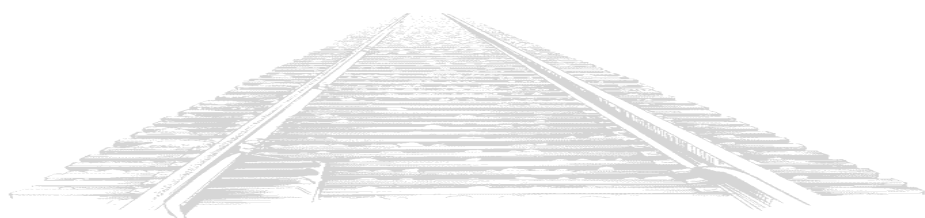
Orders required for the following rounds	*By the early deadline*
OR3, SR4	*Adjudication can pause between rounds if requested*

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1850-R22	The map still shows three discrete areas of development.	OR12 – OR13

OR12	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
NP	SW	135:D9:2	280	Yes	-	250B▲	69	6
GN	LG	138:D9:1	290	Yes	-	140C▲	10	6
CBQ	AH	131:I18:1	230	Half	-	100C◄	110	5
SOO	AH	9:F17:2	230	Half	-	76B◄	150	8
CMSP	LG	141:H17:4	230	Yes	①	100B▲	0	6 5
MP	SW	8:L15:6	-	-	②	82B▼	0	8
UP	TF	15:G4:1	260	Half	-	68G◄	130	8
CRIP	SW	43:I14:1	230	No	-	55H▼	231	5
MKT	LG	142:M4:6	-	-	③	30H▼	0	10

Notes: ①   172 to the MKT for a '6' train
         ②   800 to the bank for an '8' train, partly funded by 169 from Stephen
         ③   950 to the bank for a '10' train, partly funded by 401 from Lyndon

OR13	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
NP	SW	9:C12:3	290	Yes	-	275B▲	127	6
GN	LG	23:A4:6	290	Yes	-	160C▲	10	6
CBQ	AH	6:E18:5	230	Yes	①	110C▲	10	5
CMSP	LG	133:G18:1	460	Yes	-	110B▲	184	6 5
MP	SW	15:L13:2	90	Yes	-	90B▲	36	8
SOO	AH	8:D17:2	270	Yes	①	82B▲	131	8
UP	TF	-	260	Half	-	68G◄	260	8
CRIP	SW	9:K16:2	250	Half	-	55H◄	403	5
MKT	LG	9:L7:1	260	Yes	-	40H▲	26	10

Notes: ①   100 to the bank for a token in G16

Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Stephen Webb	69	40	345	454	3,119	30.7▼	12/15
Alan Harvey	5	213	420	638	2,430	24.0▲	13/15
Lyndon Gurr	371	-19	690	1,042	3,460	34.1▲	13/19
Tim Franklin	24	131	183	338	1,138	11.2▲	8/9

Portfolio	CBQ	CMSP	CRIP	GN	MKT	MP	NP	SOO	UP
Stephen Webb	1	-	3P	1	1	6P	6P	-	-
✪ Alan Harvey	7P	-	1	1	1	-	1	6P	-
Lyndon Gurr	-	6P	1	7P	6P	-	1	-	1
Tim Franklin	1	-	-	1	1	-	-	1	6P
Bank (new)	-	4	4	-	1	4	-	3	-
Price (par)	100	90	76	82	68	100	68	90	82
Bank (pool)	1	-	1	-	-	-	-	-	3
Price (pool)	110C	110B	55H	160C	40H	90B	275B	82B	68G
Company credit	10	184	403	10	26	36	127	131	260
Redeemed shares	-	-	-	-	-	-	-	2	-
Tokens	1	1+E	2	1	2	2	1	1+E	2
Trains	5	6 5	5	6	10	8	6	8	8

Bank cash: 8,341   Certificate limit: 14   Trains: 1 x '10', '12's
Current operating order: NP, GN, CBQ, CMSP, MP, SOO, UP, CRIP, MKT

Tiles	Tile number/Availability									Three Operating Rounds between Stock Rounds		
Yellow	1/1	2/1	3/2	4/3	5/2	6/1	7/5	8/8	9/11	55/1	56/-	57/3
	58/4	69/1	128/-									
Green	14/4	15/-	16/1	17/1	18/1	19/1	20/1	23/3	24/1	25/1	26/1	27/-
	28/1	29/1	129/1	132/1	141/-	142/-	143/1	144/1				
Brown	39/1	40/1	41/3	42/3	43/1	44/1	45/2	46/2	47/2	63/-	70/1	130/1
	133/-	135/2	145/1	146/1	147/2							
Grey	131/-	134/1	138/1									
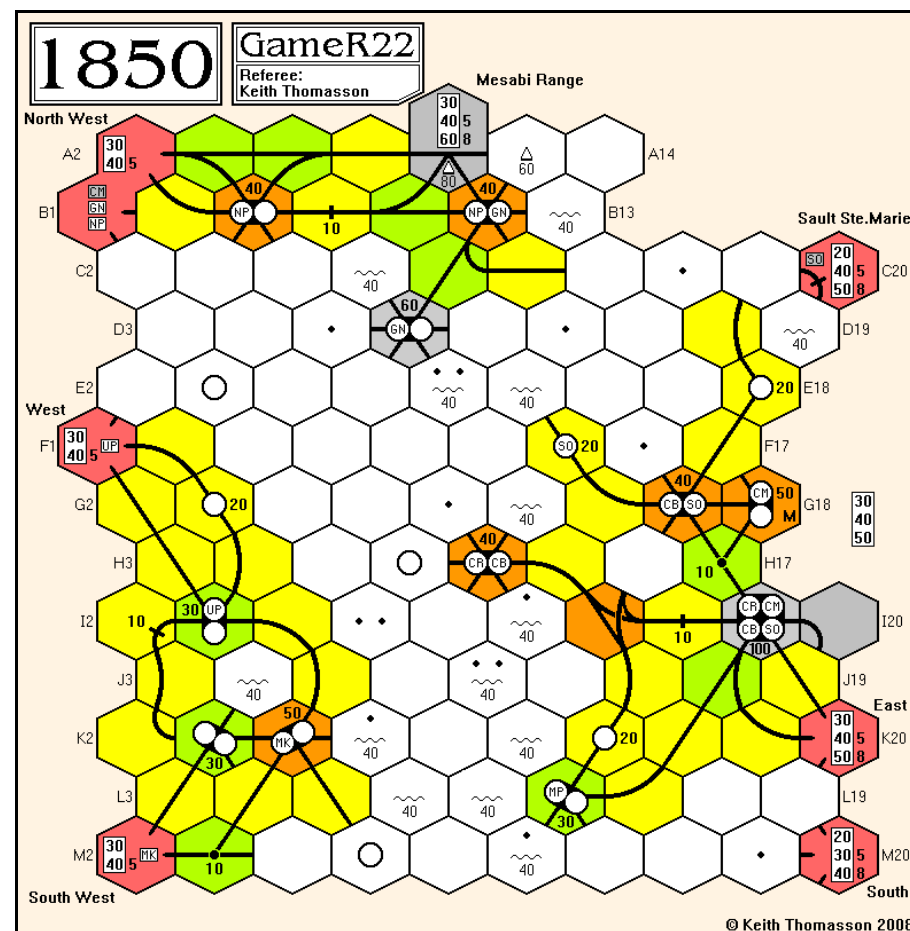
Orders required for the following rounds	By the early deadline
OR14, SR10	Adjudication can pause between rounds if requested

◆◆◆

1856-D22	The bank breaks at the start of the third of these rounds.	OR15 - OR17

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	WM	8:M2:2	340	Yes	-	200A▲	260	6
CGR	RL	1:I14:3	1,150	Yes	-	175B▲	189	D 6 5
CA	TR	-	250	Yes	-	150D▲	205	5
THB	MH	-	300	Yes	-	110C▲	360	5
BBG	JS	14:I14:3	380	Yes	-	110A▲	40	D
WGB	WM	57:J11:1	-	-	①	90A▼	0	D

Notes: ①   1,100 to the bank for a Diesel, partly funded by 100 from Willem

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	WM	58:J9:2	340	Yes	-	225A▲	260	6
CGR	RL	15:E18:5	1,190	Yes	-	200B▲	189	D 6 5
CA	TR	-	250	Yes	-	175D▲	280	5
THB	MH	-	300	Yes	-	125C▲	360	5
BBG	JS	14:K16:3	390	Yes	-	125A▲	40	D
WGB	WM	14:J11:2	340	Yes	-	100A▲	0	D

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	WM	-	340	Yes	①	250A▲	260	6
CGR	RL	6:N9:4	1,200	Yes	-	225B▲	189	D 6 5
CA	TR	-	250	Yes	-	200D▲	355	5
THB	MH	-	300	Yes	-	150C▲	360	5
BBG	JS	14:K8:3	620	Yes	-	150A▲	40	D
WGB	WM	-	620	Yes	-	110A▲	0	D

Notes: ①   The bank has run out of cash

Cash Flow	b/f	OR15	OR16	OR17	c/f	Value	%	Certs
Richard Lunn	830	610	627	699	2,766	5,491	21.2▲	9½
Tony Robbins	2,080	559	571	574	3,784	6,734	26.0▼	10
Willem Moene	1,200	104	408	576	2,288	4,448	17.2▼	10
Mike Head	804	425	466	518	2,213	4,298	16.6▲	9½
John Shelley	865	548	562	702	2,677	4,927	19.0▲	10

Portfolio	BBG	CA	TGB	THB	WGB	CGR
Richard Lunn	3	1	2	-	-	7P
Tony Robbins	-	6P	1	1	-	6
Willem Moene	-	-	6P	-	6P	-
Mike Head	1	-	1	6P	1	3
John Shelley	6P	-	-	3	-	4
Bank (new)	-	-	-	-	3	-
Price (par)	100	70	100	100	100	100
Bank (pool)	-	3	-	-	-	-
Price (pool)	150A	200D	250A	150C	110A	225B
Company credit	40	355	260	360	0	189
Tokens	2	-	-	-	1	-
Trains	D	5	6	5	D	D 6 5

Bank cash: -2,932   Certificate limit: 10   Trains: Diesels
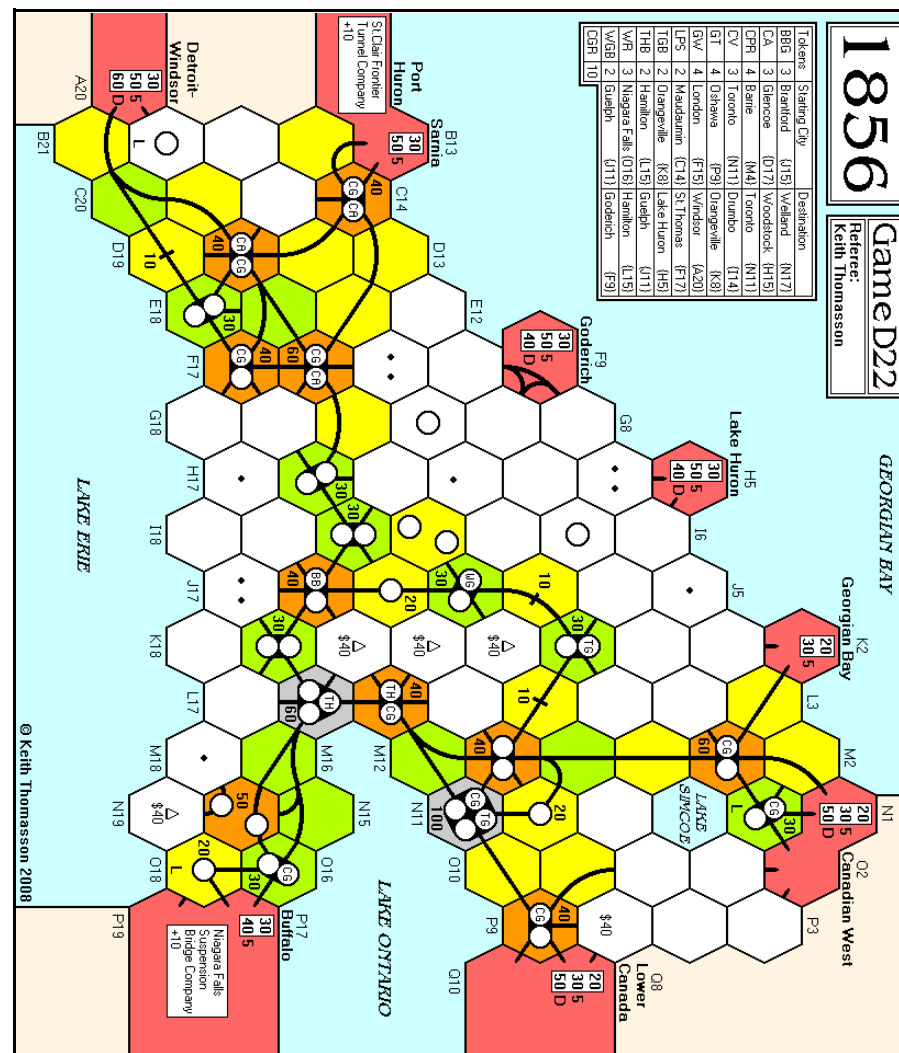
Richard hauls himself up to second place as he expected, but nothing could touch Tony, secure in his lead. Congratulations, Tony.

1st	Tony Robbins	4,899	28.1%
2nd	Richard Lunn	3,545	20.4%
3rd	John Shelley	3,103	17.8%
4th	Willem Moene	3,044	17.5%
5th	Mike Head	2,814	16.2%

Next time will be the final round up, so please let me have your thoughts on the game. ☒

▲▼▲

1856-M22

Toronto is fully occupied.

OR14 - OR15

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	LG	42:O8:3	510	Yes	-	175B▲	606	6 5
CGR	RT	14:J11:1	840	Yes	①	125A▲	52	D
BBG	RT	63:M10:1	340	Yes	-	125A▲	160	6
CV	TS	8:L5:2	390	Yes	-	100D▲	0	D
THB	WM	6:K16:6	150	Yes	-	100D▲	229	D
WGB	WM	-	290	Yes	②	90D▲	59	5
CPR	MH	-	290	Yes	③	80F▲	48	5

Notes: ①   100 to the bank for a token in J11
         ②   40 to the bank for a token in N11
         ③   100 to the bank for a token in N11

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	LG	8:L9:6	520	Yes	-	200B▲	606	6 5
CGR	RT	15:N9:5	760	Yes	-	150A▲	52	D
BBG	RT	63:D17:1	290	Yes	-	150A▲	160	6
CV	TS	8:L7:5	390	Yes	-	110D▲	0	D
THB	WM	14:K16:3	160	Yes	-	110D▲	229	D
WGB	WM	-	290	Yes	-	100D▲	117	5
CPR	MH	24:O10:5	290	Yes	-	90F▲	48	5

Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Mike Head	781	528	509	1,818	3,818	20.6▼	13
Lyndon Gurr	1,420	711	697	2,828	5,328	28.8▼	12½
Tony Sait	65	330	323	718	1,878	10.1▲	8½
Rob Thomasson	388	642	581	1,611	4,091	22.1▲	13
Willem Moene	384	483	474	1,341	3,401	18/4▲	13

Portfolio	BBG	CPR	CV	TGB	THB	WGB	WR	CGR
Mike Head	3	6P	-	3	1	-	-	2
Lyndon Gurr	-	-	5	6P	-	-	-	5
Tony Sait	1	1	5P	-	2	-	-	1
Rob Thomasson	6P	3	-	-	1	-	-	8P
✪ Willem Moene	-	-	-	1	6P	6P	-	4

	BBG	CPR	CV	TGB	THB	WGB	WR	CGR
Bank (new)	-	-	-	-	-	2	10	-
Price (par)	100	65	70	100	90	100		100
Bank (pool)	-	-	-	-	-	2	-	-
Price (pool)	150A	90F	110D	200B	110D	100D		150A
Company credit	160	48	0	606	229	117		52
Tokens	-	-	2	-	1	-	3	2
Trains	6	5	D	6 5	D	5		D

Bank cash: 2,472   Certificate limit: 13   Trains: Diesels
Current operating order: TGB, CGR, BBG, CV, THB, WGB, CPR

Tiles	Tile number/Availability									Three Operating Rounds between Stock Rounds		
Yellow	1/1	2/-	3/3	4/2	5/2	6/2	7/6	8/5	9/8	55/1	56/1	57/4
	58/2	69/-										
Green	14/-	15/1	16/1	17/1	18/1	19/1	20/1	23/3	24/-	25/1	26/1	27/1
	28/1	29/1	59/2	120/1	121/2							
Brown	39/1	40/1	41/3	42/2	43/2	44/1	45/2	46/2	47/1	63/1	64/1	65/1
	66/1	67/1	68/1	70/1	122/1	125/-	126/-	127/-				
Grey	123/-	124/-										
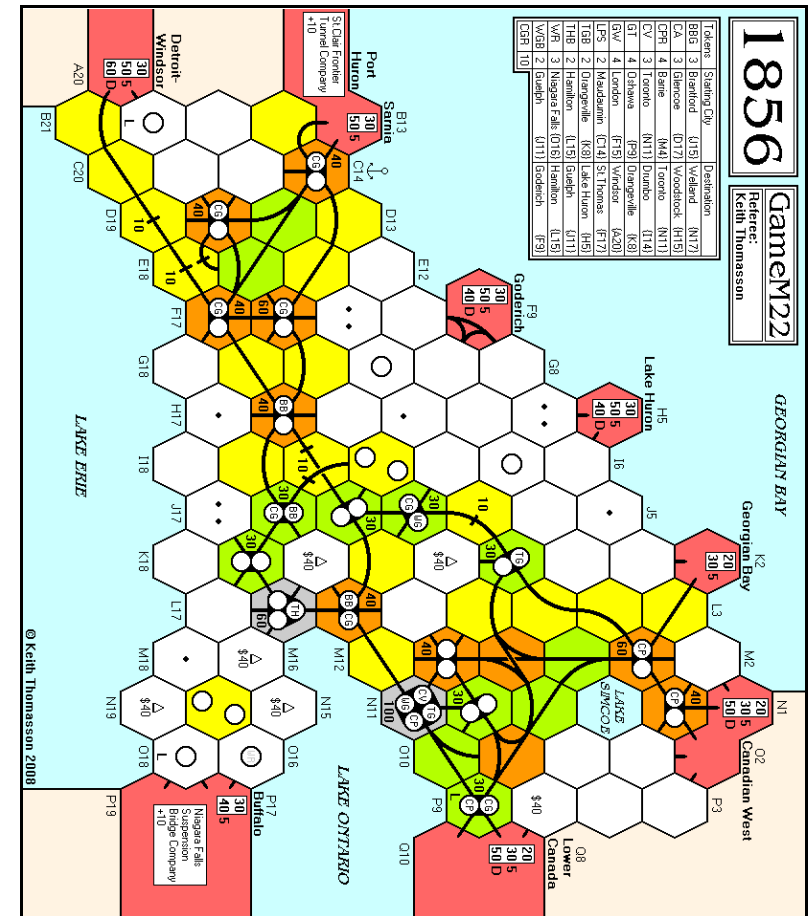
Orders required for the following rounds	*By the early deadline*
OR16, SR8	*Adjudication can pause between rounds if requested*

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| 1856-R23 | | Don has to sell shares to buy a train for the CPR. | | | OR6 - OR7 | | |

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	LG	14:C14:3	240	Yes	①	90F▲	63	200	4 3
WR	PC	8:N15:3	250	Yes	②	90B▲	40	400	3 3
CA	WM	14:B19:2	250	Yes	③	80E▲	295	600	4 3
LPS	RT	9:G16:2	140	Yes	③ ④	75F▲	7	400	4 4
GT	DS	8:M8:1	110	Yes	③	75F▲	319	500	3
CPR	DS	4:M6:1	-	-	⑤	50H▼	0	0	5

Notes:
①   Two government loans redeemed
②   40 to the bank for terrain costs
③   Government loan secured
④   350 to the bank for a '4' train
⑤   550 to the bank for a '5' train, partly funded by 200 from Don, requiring the sale of 3 CPR {▼50H}

| OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	LG	14:H15:3	270	Yes	-	100E▲	97	200	4 3
WR	PC	8:M16:6	270	Yes	① ②	100B▲	0	400	3 3
CA	WM	-	270	Yes	③	90E▲	325	700	4 3
LPS	RT	126:F15:1	290	Yes	③	80F▶	144	500	4 4
GT	DS	121:M4:1	160	Yes	-	80F▲	291	500	3
CPR	DS	-	160	Yes	-	55H▲	48	0	5

Notes:
①   40 to the bank for terrain costs
②   Run reduced to 230 to pay loan interest
③   Government loan secured

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Pete Campbell	4	199	192	395	1,185	21.7▲	7
Willem Moene	21	199	229	449	1,249	22.9▲	8
Lyndon Gurr	51	194	216	461	1,241	22.7▲	7
Rob Thomasson	22	170	237	429	1,229	22.5▲	8
Don Smith	10	39	76	125	555	10.2▼	4

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Pete Campbell	-	-	1	-	-	-	1	-	-	-	-	6P
Willem Moene	-	-	6P	-	-	1	1	1	-	-	-	-
Lyndon Gurr	-	-	2	-	-	-	6P	-	-	-	-	-
Rob Thomasson	-	-	-	-	-	-	-	5P	-	-	-	4
✿ Don Smith	-	-	-	2P	-	4P	-	-	-	-	-	-
Bank (new)		10	1	5	10	3	-	1	10	10	10	-
Price (par)			70	70		65	70	65				80
Bank (pool)		-	-	3	-	2	2	3	-	-	-	-
Price (pool)			90E	55H		80F	100E	80F				100B
Company credit			325	48		291	97	144				0
Tokens		3	1	3	3	3	2	-	2	2	2	1
Trains			4 3	5		3	4 3	4 4				3 3

Bank cash: 9,236   Certificate limit: 13   Trains: 2 x '5', 2 x '6'...
Current operating order: GW, WR, CA, LPS, GT, CPR

Tiles	Tile number/Availability						Three Operating Rounds between Stock Rounds					
Yellow	1/1	2/1	3/3	4/2	5/2	6/2	7/7	8/8	9/10	55/1	56/1	57/4
	58/2	69/1										
Green	14/-	15/-	16/1	17/1	18/1	19/1	20/1	23/4	24/2	25/1	26/1	27/1
	28/1	29/1	59/1	120/-	121/1							
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/4	64/1	65/1
	66/1	67/1	68/1	70/1	122/1	125/4	126/-	127/1				

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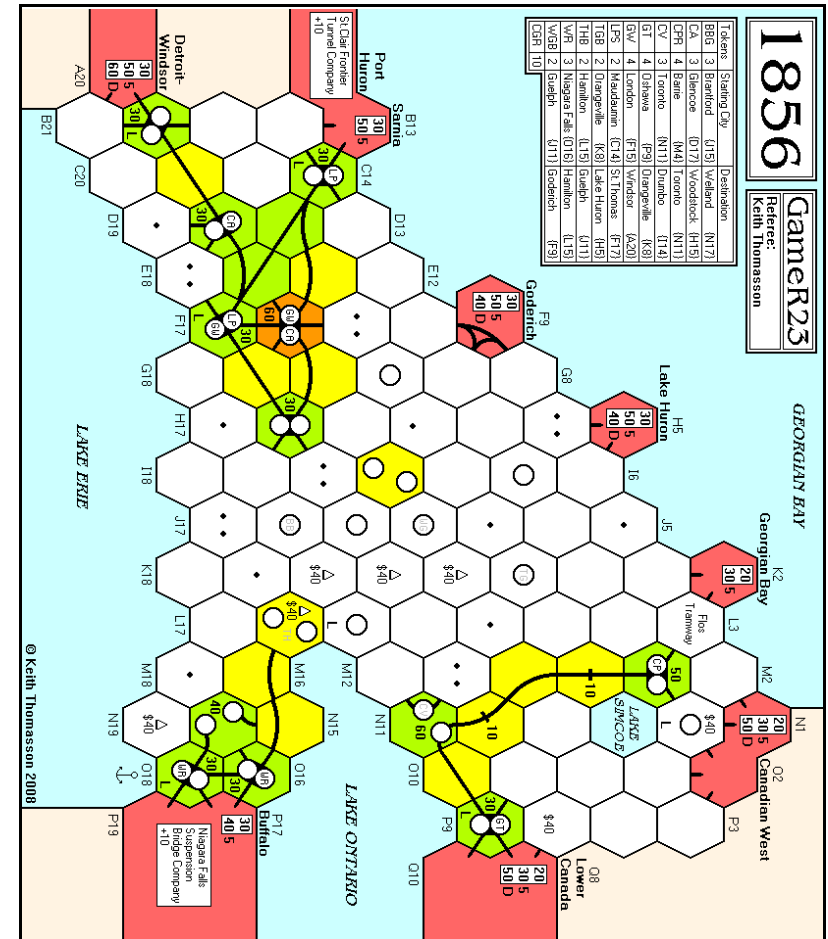
Orders required for the following round	*By the early deadline*
SR5	

▲▲

1861-B23	The first '8' train stays in the shed.	OR10 - SR6

The nationalised private companies were taken from the public companies without compensation - they've now got the face value. Mike has also gained the income he was due from the last dividend of the SV.

OR10	Pres	Lay		Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	MH	623:M10:1	-	550	Yes	-	200C▲	629	-	5 4
SE	GH	9:G14:2	639:G8:1	270	Yes	①	200C▲	810	-	4
MKN	LG	23:H9:6	-	640	Yes	-	180C▲	405	-	5 5
MVR	LG	41:H9:6	-	350	Yes	-	180C▲	255	-	6
NW	WM	-	-	270	Yes	-	150C▲	345	-	5
MK	MS	-	-	340	Yes	-	135D▲	214	-	6
MKV	GH	640:F15:1	-	460	Yes	-	110D▲	48	-	7
SW	WM	542:D1:1	-	280	No	-	65E▼	1,090	-	4
RSR	-	-	-	760	No	-	-	900	-	7 4

Notes: ① 20 to the bank for a second tile lay
        ② Five loans redeemed

Stock Round 6

	Willem	Geoff	Mike	Lyndon	Mark
	+ NW treasury	- 1 SW {▼60F} + SE treasury	+ MKV treasury	+ MKN treasury	+ MKN treasury
	- 3 SW {▼45I} + NW treasury	+ SE treasury	+ MKV treasury	+ MVR treasury	+ MKV treasury
	✘	+ MKV treasury	+ MKV treasury	+ GRR treasury	✘
	✘	✘	+ MKV treasury	+ GRR treasury	✘
	✘	✘	- 1 MKV {▼100E} + GRR treasury	+ MKV treasury	✘
	✘	✘	- 2 MKV {▼80G} + GRR treasury	✘	✘
	✘	✘	✘	Priority for SR7	

Portfolio	GRR	MK	MKN	MKV	MVR	NW	SE	SW	RSR
Willem Moene	-	-	-	-	-	5P	-	2P	
Geoff Hardingham	-	-	-	4P	-	1	5P	-	
Mike Hutton	6P	-	-	1	-	-	-	-	
✪ Lyndon Gurr	2	-	6P	1	6P	-	-	-	
Mark Stretch	-	6P	1	1	-	-	-	1	
Treasury	-	4	3	-	4	3	5	3	
Bank (pool)	2	-	-	3	-	1	-	4	
Price	200C	135D	180C	80G	180C	150C	200C	45I	
Loans	-	-	-	-	-	-	-	-	-
Credit	1,429	214	765	808	435	645	657	1,090	900
Tokens	-	2	1	2	2	1	-	2	2
Trains	5 4	6	5 5	7	6	5	4	4	7 4

Bank cash: 8,811   Certificate limit: 13   Trains: '8's, 2 x '2+2', 2 x '5+5E'
Current operating order: GRR, SE, MKN, MVR, NW, MK, MKV, SW, RSR

Cash Flow	b/f	OR10	SR6	c/f	Value	%	Certs
Willem Moene	107	81	-120	68	908	12.1▼	5
Geoff Hardingham	226	246	-445	27	1,497	20.0▼	8
Mike Hutton	354	220	-530	44	1,324	17.7▲	6
Lyndon Gurr	366	495	-860	1	2,641	35.3▲	13
Mark Stretch	92	204	-290	6	1,121	15.0▲	8

Tiles	Tile number/Availability									Two Operating Rounds between Stock Rounds		
Yellow	3/2	4/1	5/2	6/2	7/✪	8/✪	9/✪	57/-	58/4	201/3	202/3	621/2
Green	14/2	15/1	16/2	17/2	18/2	19/2	20/2	21/2	22/2	23/1	24/1	25/4
	26/2	27/1	28/1	29/1	30/2	31/2	87/1	88/2	204/-	207/3	208/2	619/1
	622/2	624/1	625/1	626/1	635/1	637/1						
Brown	39/2	40/2	41/1	42/1	43/2	44/2	45/2	46/2	47/2	63/2	611/3	623/1
	636/-	638/1	641/1	801/2	911/2							
Grey	639/-	640/-	642/-									

✪ Yellow track tiles are unlimited

1861	Game B23 Referee: Keith Thomasson

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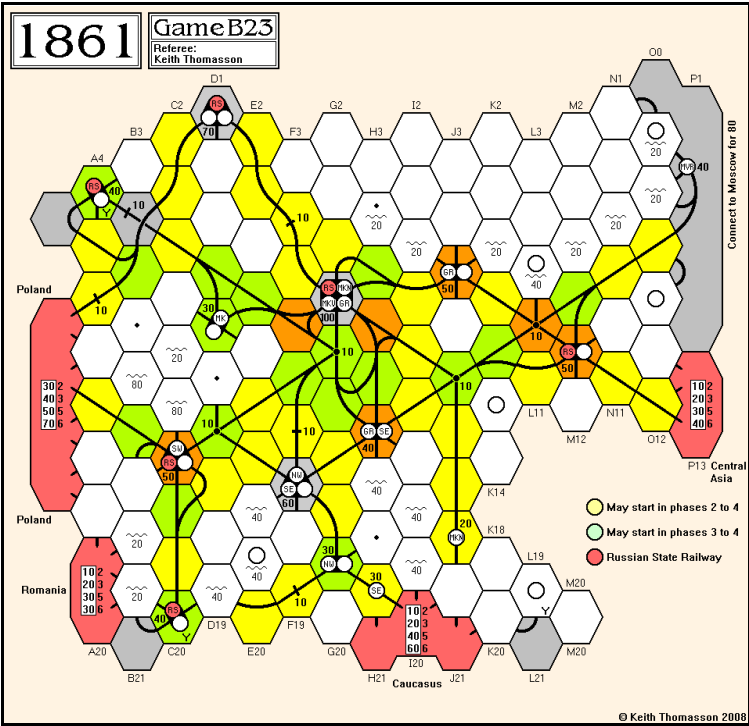
Orders required for the following rounds	By the early deadline
OR10, OR11	Adjudication can pause between rounds if requested

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1870-K23	Just one operating round again.	OR7

OR7	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
SLSF	DS	9:H15:3	9:K12:2	100	Yes	-	100E▲	32	3
SP	LR	15:J5:4	-	120	Yes	①	110B▲	644	3 3
MP	LG	57:H17:3	-	300	Yes	②	100E▲	522	4
SSW	LG	24:H11:6	-	-	-	③ ④	82B▼	137	4 3
TP	JS	14:M6:2	-	120	Yes	-	90C▲	154	4 3
ATSF	WM	9:C8:2	8:D7:6	-	-	⑤ ④	76C▼	200	4
MKT	DS	9:I8:2	9:J7:2	90	Yes	②	68H▲	38	4
FW	LG	-	-	-	-	⑥ ⑦	60G▼	229	5 3

Notes:
①   40 to the bank for a token in J5
②   60 to the bank for terrain costs
③   463 to the MP for a '3' train
④   300 to the bank for a '4' train
⑤   320 to Willem for the MKT private
⑥   1 to the MP for a '3' train
⑦   450 to the bank for a '5' train

Cash Flow	b/f	OR7	c/f	Value	%	Certs
John Shelley	58	136	194	1,164	19.7▲	9
Lionel Robbins	165	144	309	1,259	21.3▲	8
Lyndon Gurr	49	150	199	1,491	25.2▼	13
Don Smith	72	107	179	949	16.0▲	7
Willem Moene	7	380	387	1,053	17.8▲	7

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

Bank (new)		4	4	10	10	-	-	-	-	4	2
Price (par)		82	68			72	76	100	100	90	82
Bank (pool)		-	1	-	-	4	-	5	-	-	-
Price (pool)		76C	60G			68H	100E	110D	110B	82B	90C
Company credit		200	229			38	522	32	644	137	154
Redeemed shares		-	-			-	-	1	1	-	1
Tokens		2	1	2	2	1	-	1	1	1	1
Trains		4	5 3			4	4	3	3 3	4 3	4 3

Bank cash: 8,776   Certificate limit: 13   Trains: 3 x '5', 3 x '6'…
Current operating order: SLSF, SP, MP, TP, SSW, ATSF, MKT, FW

The idea of knowing exactly what happened in a round is fine, but the concept of postal play is that you consider the possibilities and order to take them into account. An opportunity to pause is offered for when this becomes too complex, but the option is being taken more frequently, with the result that these games are all taking a lot longer to finish. I'm not convinced that the pause requests are due to the games being more complex, but simply because the option is there and a pause makes things easier. It would be nice to pick up the pace a little and reward those players that take the time to order for two rounds at a time.

Tiles	Tile number/Availability												Three Operating Rounds between Stock Rounds
Yellow	1/-	2/1	3/3	4/6	5/1	6/2	7/8	8/12	9/14	55/1	56/1	57/2	
	58/3	69/1											
Green	14/1	15/-	16/2	17/2	18/2	19/2	20/2	23/4	24/2	25/3	26/2	27/2	
	28/2	29/2	141/2	142/2	143/1	144/1							
Brown	39/1	40/2	41/3	42/3	44/1	45/2	46/2	47/2	63/5	70/2	145/2	146/2	
	147/2	170/4											
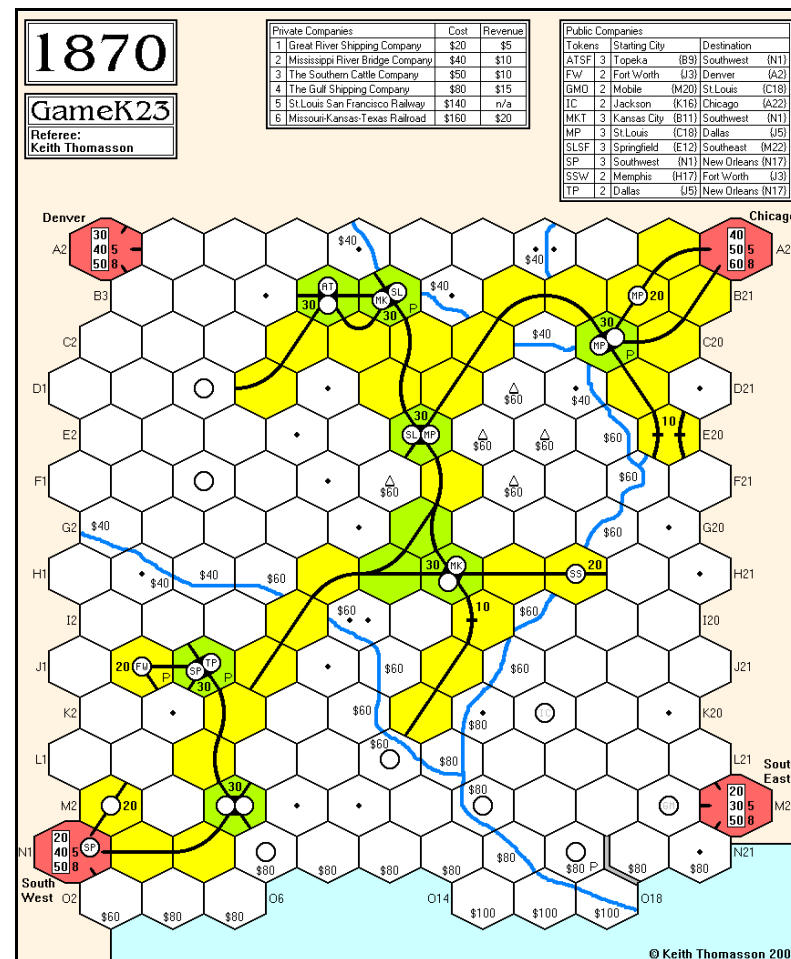
Orders required for the following rounds	*By the early deadline*
OR8, SR6	*Adjudication can pause between rounds if requested*

▲▼

1870-R24	Six of the seven '2' trains find homes.	OR1 - SR2

OR1	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	57:E12:1	9:F13:1	-	-	① ②	90A▾	800	2
MKT	RK	6:B11:4	8:C12:5	-	-	③ ④	82B▾	700	2 2
MP	DS	57:B19:2	8:A20:3	-	-	⑤ ⑥ ⑦ ⑧	82B▾	580	2 2 2

Notes:
- ① 120 to the bank for terrain costs
- ② 80 to the bank for a '2' train
- ③ 40 to the bank for terrain costs
- ④ 160 to the bank for two '2' trains
- ⑤ 40 to Don for the MRBC private
- ⑥ Free tile lay - 5:C18:2
- ⑦ 40 to the bank for a token in B19
- ⑧ 240 to the bank for three '2' trains

Stock Round 2

	Don	Willem	Roger	Mark	Stephen
	✗	+ MP new	✗	✗	- 1 MKT {▾76C}
					+ MP new
	✗	+ SLSF new	✗	✗	✗
	✗	✗	*Priority for SR3*		

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Willem Moene	175	35	-190	20	508	24.2▲	5
Roger Krueger	5	10	0	15	369	17.6▾	4
Mark Frueh	75	0	0	75	435	20.8▾	3
Stephen Webb	40	5	-8	37	385	18.4▾	5
Don Smith	20	50	0	70	398	19.0▲	3

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Willem Moene	GSC, MKT	-	-	-	-	1	1	1	-	-	-
✪ Roger Krueger	SCC	-	-	-	-	4P	-	-	-	-	-
Mark Frueh	-	-	-	-	-	-	-	4P	-	-	-
Stephen Webb	GRSC	-	-	-	-	-	4	-	-	-	-
Don Smith	-	-	-	-	-	-	4P	-	-	-	-
Bank (new)		10	10	10	10	4	1	5	10	10	10
Price (par)						90	90	100			
Bank (pool)		-	-	-	-	1	-	-	-	-	-
Price (pool)						76C	82B	90A			
Company credit						700	580	800			
Redeemed shares						-	-	-			
Tokens		3	2	2	2	2	1	2	3	2	2
Trains						2 2	2 2 2	2			

Bank cash: 9,703   Certificate limit: 13   Trains: 1 x '2', 6 x '3'...
Current operating order: SLSF, MP, MKT

Out of three companies, two had basic errors in tile orientation and hex references. Please try and check your orders to make sure these are correct. If I cannot be sure of your intentions you may end up getting nothing.

Tiles	Tile number/Availability									One Operating Round between Stock Rounds		
Yellow	1/1	2/1	3/3	4/6	5/1	6/1	7/9	8/20	9/22	55/1	56/1	57/3
	58/4	69/1										

1870 GameR24
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}	Southeast {M22}
SP 3	Southwest	{N1}	New Orleans {N17}
SSW 2	Memphis	{H17}	Fort Worth {J3}
TP 2	Dallas	{J5}	New Orleans {N17}

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Orders required for the following rounds	*By the early deadline*
OR2, SR3	*Adjudication can pause between rounds if requested*

1895-X24

The first three companies are ready to start operating.

PUBLICS

I over-cooked Roger's bids, going straight to his maximums. As there were no challenges to his bids, I adjusted them back to the minimums he intended to start from. The only difference this makes is the amount of cash he has, which allowed him to buy one more share in this round. Sorry to start with an error - let's hope it's the only one.

Stock Round 1 - Public Companies

Steve	Tim	Roger
+ STA/Pres　　　　{70}	✘	✘
+ STA new	+ OME/Pres　　　　{90}	✘
+ STA new	+ OME new	✘
+ STA new　　　　　　　{floated}　　　　{▲80D}	+ OME new	✘
✘	+ OME new　　　　{floated}　　　{▲100B}	+ SD/Pres　　　　{60}
✘	+ OME new	+ SD new
✘	✘	+ SD new
✘	✘	+ SD new　　　　{floated}　　　{▲70E}
✘	✘	+ STA new
✘	✘	+ OME new
✘	✘	✘
Priority for SR2		

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Steve Thomas	420	-350	70	470	29.1▾	6
Tim Franklin	560	-550	10	610	37.8▾	5
Roger Krueger	485	-480	5	535	33.1▲	9

Portfolio	PC/Obligs	STA	OME	SD	OB	NS
✪ Steve Thomas	STA OME	5P	-	-	-	-
Tim Franklin	-	-	6P	-	-	-
Roger Krueger	ML / SD NS	1	1	5P	-	-
Bank (new)		4	3	5	10	9
Bank (pool)		-	-	-		
Price		80D	100B	70E		
Company credit		430	650	300		
Tokens		4	3	3	2	2
Trains		-	-	-		

Bank cash: 6,429　　　　Certificate limit: 13　　　　Trains: 4 x '2H', 3 x '3H'...

Tiles	Tile number/Availability	One Operating Round between Stock Rounds
Yellow	3/2　4/2　7/5　8/12　9/12　57/3　58/3　814/1　815/1	

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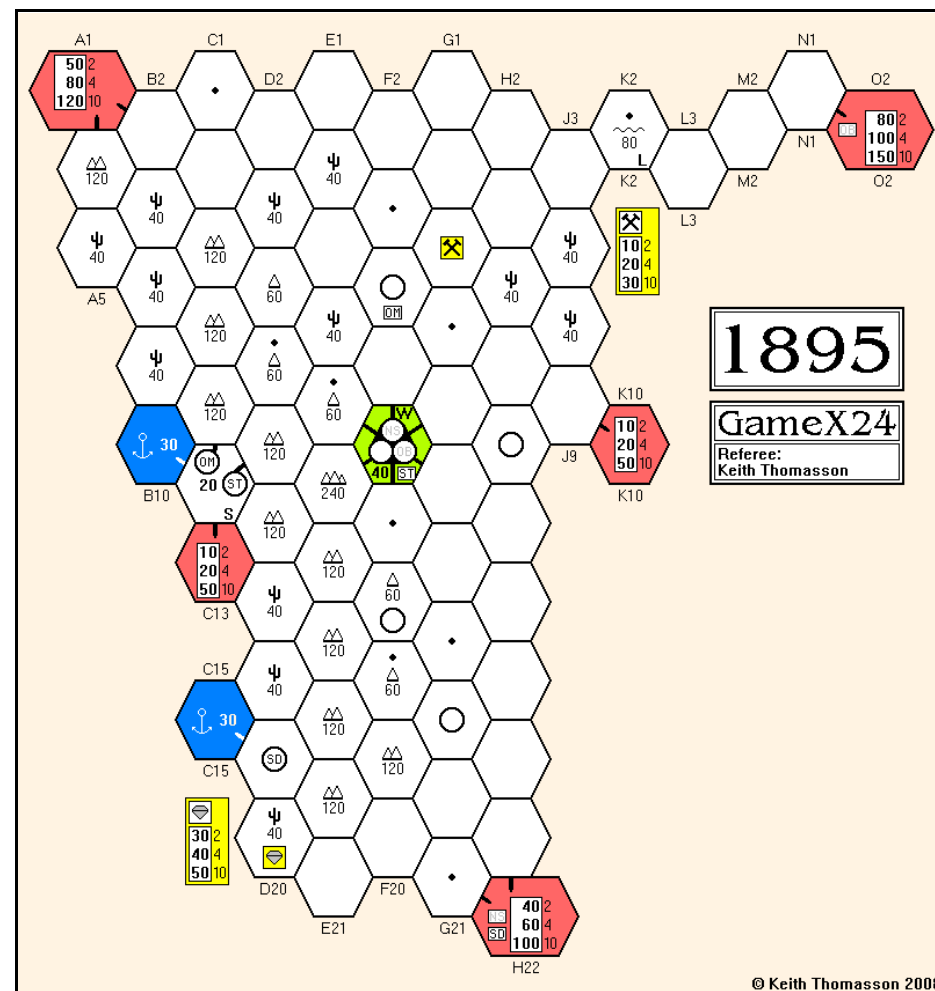
Orders required for the following rounds	*By the early deadline*
OR1, SR2	

▲▲▲

18EU-G23	Just the one round as the trains come out in quantity.	OR7

Lionel did a little more dealing, selling 1 BN {▾110D}, buying RA pool and IS pool. He then sold the IS and bought a DR, adding 100 to its treasury. The DR price went up to 110C. The BN dropped behind the FN in the operating order.

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
FN	LR	582:G12:6	340	Half	① ②	122D▲	881	-
BN	SW	578:C8:6	380	Yes	②	122D▲	800	5
DR	DS	582:D13:4	480	Yes	③	122C▲	519	5
RP	SW	57:D7:2	-	-	④ ⑤	90C▾	59	5
GS	PB	-	110	Yes	-	90D▲	181	-
RB	DS	582:D3:3	-	-	⑥ ⑦	75D▾	120	6
RA	MF	584:K14:1	300	Yes	⑦	80E▲	40	6
IS	MF	577:H19:2	240	No	⑧ ⑨	60G▾	4	8

Notes:
- ① Token placed in G12
- ② 122 from the bank for the sale of one share
- ③ Token planed in A10
- ④ 500 to the bank for a '5' train
- ⑤ 341 to the BN for a '4' train
- ⑥ Token placed in D3
- ⑦ 600 to the bank for a '6' train
- ⑧ Token placed in K14
- ⑨ 800 to the bank for an '8' train

Cash Flow	b/f	OR7	c/f	Value	%	Certs
Peter Berlin	38	104	142	804	12.2▾	6
Lionel Robbins	0	382	382	1,888	28.7▲	12
Mark Frueh	4	215	219	1,173	17.9◄	10
Don Smith	34	240	274	1,259	19.2▲	8
Stephen Webb	26	238	264	1,446	22.0▾	9

Portfolio	BN	DR	FN	GS	IS	RA	RB	RP
Peter Berlin	1	-	-	6P	-	-	-	-
Lionel Robbins	2	3	6P	-	-	2	-	-
✪ Mark Frueh	-	1	1	-	5P	5P	-	-
Don Smith	-	5P	-	-	-	-	5P	-
Stephen Webb	5P	1	-	-	-	-	-	5P
Bank (new)	-	-	-	-	-	-	-	-
Bank (pool)	1	-	2	-	5	3	5	5
Treasury shares	1	-	1	4	-	-		
Price	122D	122C	122D	90D	60G	82E	75D	90C
Company credit	800	519	881	181	4	40	120	59
Tokens	3	1	2	4	2	2	3	4
Trains	54	5	-	-	8	6	6	5

Bank cash: 8,115   Certificate limit: 13   Trains: 7 x '8'
                                                 Also Pullman x 5
Current operating order: FN, BN, DR, GS, RP, RA, RB, IS

Peter will go bankrupt next time unless another company offers the GS a train. You should therefore expect the GS to be available as a new company in the stock round.

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds			
Yellow	3/5	4/-	7/-	8/7	9/10	57/3	58/6	201/5	202/6
Green	14/4	15/4	80/4	81/4	82/3	83/3	141/5	142/3	143/1 144/2 576/4 577/3
	578/1	579/3	580/1	581/2					
Brown	145/4	146/5	147/4	544/3	545/3	546/3	582/6	583/1	584/- 611/8

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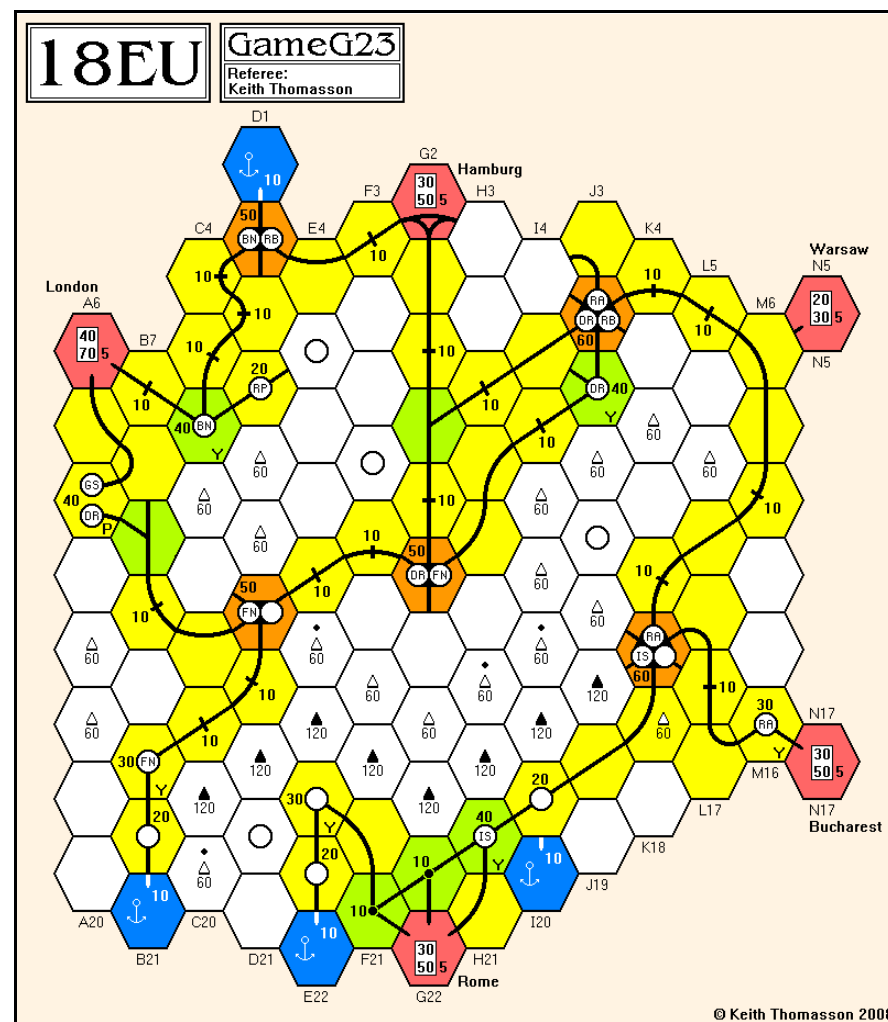
Orders required for the following rounds	By the early deadline
OR8, SR4	Adjudication can pause between rounds if requested

▲▲

18KAAS-P23

The '5' trains come out, and so do the '6' trains.

OR7 - SR6

I didn't forget to pay Tony the D&H dividend, it was more a case of forgetting to remove the D&H from the portfolio when the B&M bought it.

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM		100	Yes	① ② ③	112B◄	1	5
B&O	AH	61+:G9:3	270	Yes	-	111C▲	320	4
CPR	LG	9:B20:1	80	Yes	②	100A▲	71	5
NYNH	LG	63+:I13:1	280	Yes	-	90E▲	109	4
NYC	AH	62:G19:6	170	Yes	②	76D▲	10	5 4
B&M	TS	28:I9:3	200	Yes	-	70G▲	75	4
C&O	LG	-	-	-	④	54G▼	40	6
PRR	WM	-	-	-	⑤	30J▼	0	6

Notes:
①   89 to the PRR for a '3' train
②   450 to the bank for '5' train
③   Discards one surplus '3' train to the bank pool
④   630 to the bank for a '6' train
⑤   630 to the bank for a '6' train, partly funded by 225 from Willem, requiring the sale of 1 Erie {▼112B}

Stock Round 6

Tony	Willem	Alan	Lyndon
+ Erie new	✗	+ NYNH new	+ NYC new
✗	✗	+ Erie new	+ Erie new
✗	✗	+ PRR new	+ B&M pool
✗	✗	+ PRR new	✗
✗	✗	✗	*Priority for SR7*

Cash Flow	b/f	OR7	SR6	c/f	Value	%	Certs
Alan Harvey	83	237	-309	11	1,379	23.9▲	11/13
Lyndon Gurr	82	216	-246	52	1,760	30.6▲	13/18
Tony Sait	85	311	-100	296	1,678	29.1▲	13/14
Willem Moene	94	-19	0	75	945	16.4▼	5/10

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Alan Harvey	-	5P	-	-	1	6P	1	2
✪ Lyndon Gurr	1	-	5P	6P	1	1	6P	1
Tony Sait	6P	5	-	-	1	-	2	1
Willem Moene	1	-	-	-	5P	-	-	6P
Bank (new)	-	-	4	4	1	3	1	-
Price (par)	67	100	67	100	100	76	67	71
Bank (pool)	2	-	1	-	1	-	-	-
Price (pool)	70G	126B	54G	100A	112B	76D	90E	40I
Company credit	75	320	40	71	1	10	109	0
Tokens	-	2	2	3	1	3	-	2
Trains	4	4	6	5	5	5 4	4	6

Bank cash: 10,940   Certificate limit: 16   Trains: Diesels
Current operating order: B&O, Erie, CPR, NYNH, NYC, B&M, C&O, PRR

Tiles	Tile number/Availability						Three Operating Rounds between Stock Rounds				
Yellow	1/-	2/1	3/2	4/2	7/3	8/5	9/4	55/1	56/1	57/3	58/1	69/1
Green	14/3	15/1	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/-	28/-
	29/1	53/-	53+/1	54/1	59/-							
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/1	61+/-	62/-
	63/3	63+/-	64/1	65/1	66/1	67/1	68/1					

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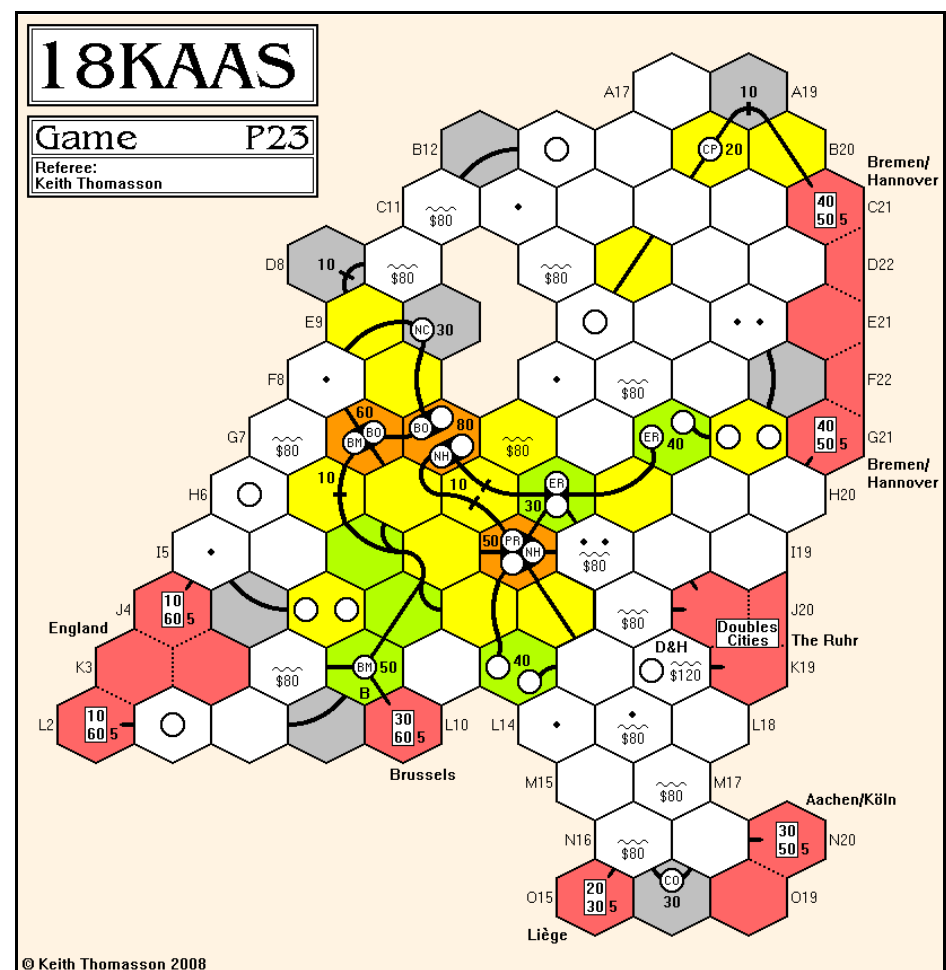
Orders required for the following rounds	*By the early deadline*
OR8, OR9	*Adjudication can pause between rounds if requested*

6 NIMMT! 13

Bob, our leader, is the only one not to gain any new penalties.

ROUND 8

Hand 1 (1-104)

102			104
94	17		103
82	9	47	101
1/3	2/2	3/1	4/3

Mark (9) takes row 2 for 1 pt, Kevin (17), Don (21), Michael (46), Jim (47) takes row 3 for 5 pts, Colin (82) takes row 1 for 5 pts, Bob (94), John (102).

Hand 2 (1-104)

			92
	98		85
80	96		66
64	93		43
63	70	99	41
1/5	2/6	3/5	4/10

John (4) takes row 1 for 1 pt, Mark (12), Jim (15), Don (22), Bob (33), Michael (63) takes row 1 for 14 pts, Kevin (64), Colin (80).

Hand 3 (1-84)

	78	81	
	76	80	
	74	79	
	72	77	66
49	71	73	62
1/1	2/5	3/11	4/6

Colin (7) takes row 1 for 2 pts, Kevin (27), Jim (28), Michael (29), Bob (39), Mark (49) takes row 1 for 5 pts, Don (62) takes row 4 for 7 pts, John (66).

Hand 4 (1-84)

	76		72
31	70		65
29	69		53
27	67		52
25	66	79	49
1/5	2/11	3/1	4/6

Kevin (25) takes row 1 for 1 pt, Bob (27), Jim (29), Don (31), Colin (53), John (65), Mark (72), Michael (79) takes row 3 for 10 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	1	0	10	11	22
John Colledge	14	4	2	7	27
Colin Sharpe	7	9	16	0	32
Kevin Lee	8	17	0	13	38
Don Shailer	15	9	21	0	45
Michael Graystone	5	21	0	21	47
Mark Stretch	23	13	14	12	62
Jim Reader	12	21	22	29	82

Orders required

Round nine - cards for each hand - round ten will happen with your last card

---

ACQUIRE 49

Colin brings us to a close by disposing of Continental.

ROUND 13

Tony	8-G	{Dead tiles: 7-G} No purchases.
Kevin	3-F	No purchases.
Colin	8-B	Luxor takes over Continental, bonuses for Lyndon {£4,000} and Kevin {£2,000}, Lyndon sells 16 for £6,400, Kevin sells 9 for £3,600. {Dead tiles: 6-A 6-B}. Declares the game over as all chains are safe.
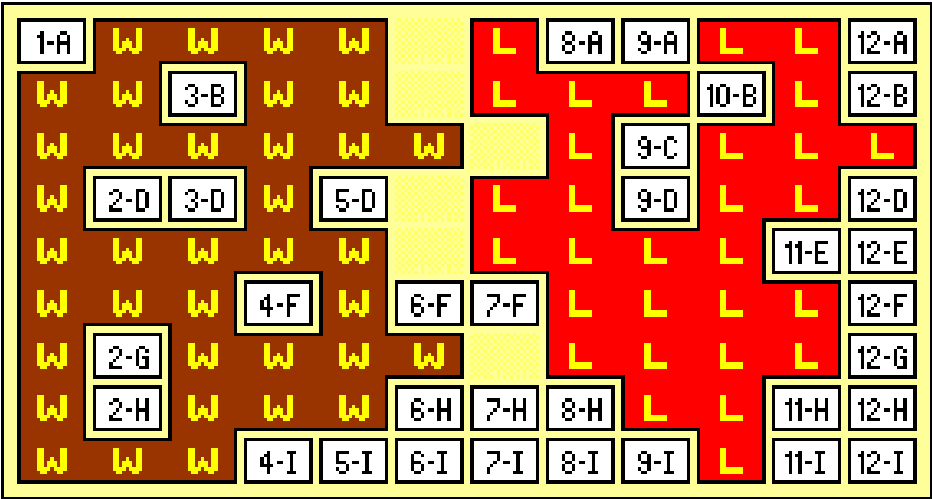
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Tony Wilcock	9	-	-	-	7	-	-	£3,900	£24,100
Kevin Lee	9	-	-	-	10	-	-	£10,900	£44,100
Colin Sharpe	7	-	1	-	8	-	-	-	£18,600
Lyndon Gurr	-	1	-	2	-	-	-	£25,000	£25,000
Bank Stock	-	24	24	23	-	25	25		
Chain Size	30	-	-	-	37	-	-		
Chain Value	800	-	-	-	1000	-	-		

Congratulations to Kevin on a win that see him seriously clear of the field. Second and third were close, while last place wasn't that far behind.

1st	Kevin Lee	£44,100
2nd	Lyndon Gurr	£25,000
3rd	Tony Wilcock	£24,100
4th	Colin Sharpe	£18,800

We'll round up next month, when Kevin can tell us how he did it.

ACQUIRE 50

Festival is taken over and rises elsewhere with no delay.

ROUND 6

Willem	8-D	Buys 1 Tower @ £200, 2 Continental @ £400.
Michael	2-D	Buys 3 Continental @ £400.
Pete	2-E	Worldwide takes over Festival, bonuses for Michael {£4,000} and Pete {£2,000}, Pete retains 4, Michael retains 7. Buys 3 Continental @ £400.
John	8-A	Forms Festival, one free share. Buys 3 American @ £400.
Lyndon	10-G	Buys 1 American @ £400.
Willem	9-F	Buys 3 Tower @ £200.

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	8	9	-	-	-	5	-	£200	£17,800
Michael Graystone	-	-	3	7	6	3	5	£6,200	£29,900
Pete Campbell	10	5	-	4	-	3	-	£1,500	£19,400
John Marsden	-	-	10	1	4	-	6	£1,400	£23,000
Lyndon Gurr	6	-	10	-	-	4	-	£200	£14,400
Bank Stock	1	11	2	13	15	10	14		
Chain Size	8	2	3	2	10	2	3		
Chain Value	600	200	400	300	700	400	500		

Playing sequence

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

ACQUIRE 51

Just one new chain, with two yet to show.

ROUND 3

Kevin	11-H	Buys 3 Tower @ £200.
Gina	11-E	Forms American, one free share. Buys 3 American @ £300.
Tony	1-A	Buys 1 Tower @ £200, 2 Worldwide @ £300.
Colin	2-H	Buys 3 Tower @ £200.
Bob	9-F	Buys 3 American @ £300.
Kevin	3-B	Buys 3 Tower @ £200.

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	3	3	-	-	-	-	1	£9,200	£13,100
Bob Coull	-	4	3	-	-	1	5	£4,600	£12,400
Kevin Lee	-	6	-	-	3	4	-	£2,700	£17,500
Gina Teh	5	-	4	-	-	-	-	£3,900	£17,100
Tony Wilcock	3	1	-	-	6	-	-	£3,400	£13,300
Bank Stock	14	11	18	25	16	20	19		
Chain Size	7	2	2	-	3	4	-		
Chain Value	600	200	300	-	400	600	-		

Playing sequence

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

◄◄

AGRICOLA 1	The wandering sheep has arrived to join the first.	ROUND 2

Actions

Marcus	+1 Reeds {gains 2 Reeds}
Pete	Take 1 Reeds, 1 Stone, 1 Food
Mike	Occupation {costs 0 Food} - Master Forester
	A new action - Private Wood - has been added to the action list. Each round this wood produces 2 Wood. Anyone who chooses this action must pay Mike 2 Food.
Michael	+3 Wood {gains 3 Wood}
Marcus	1 Major or Minor Improvement - builds a Fireplace {costs 2 Clay}
Pete	Occupation {costs 1 Food} - House Steward {gains 4 Wood}
	3 bonus points for the players with the most rooms at the end of the game
Mike	Start Player - plays Corn Scoop {costs 1 Wood}
	Whenever Mike chooses the Take 1 Grain action he takes an extra Grain
Michael	+2 Wood {gains 2 Wood}

+1 Wood {3 Wood}	+2 Wood {2 Wood}	+3 Wood {3 Wood}	Private Wood {2 Wood} {2 Food ⇨Mike}	+1 Clay {3 Clay}	+2 Clay {4 Clay}
+1 Reeds {1 Reeds}	+1 Food Catch Fish {3 Food}	+1 Food Travelling Players {3 Food}	Take 1 Grain	Take 2 Food Day Labourer	Take 1 Reeds, 1 Stone, 1 Food
Building and/or Stables	Play 1 Occupation {0-1 Food}	Play 1 Occupation {1-1-2 Food}	Plough 1 Field	Start Player and/or Minor Imp	+1 Sheep {3 Sheep}
1 Major or Minor Imp	Fences				

The new action for round 3 is Fences.

When choosing actions please use the wording of the action rather than describing what you are doing and leaving me to check which actions allow that. It doesn't take long but all the little bits of extra checking all add up, not to mention the increased chance of mistakes creeping in.

Marcus has bought a Fireplace. This allows him to convert items to Food in the ratio of 1 Vegetable, Sheep or Boar to 2 Food, or 1 Cattle to 3 Food at any time. Whenever he uses the Bake Bread action (which will arrive in round 4) he can convert Grain to Food in the ratio of 2 Food for every Grain.

	Marcus	Pete	Mike	Michael

Marcus

Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
2	-	-	-	-	-	-	-

Clay	Reeds	Stone	Wood	House		Family	VPs
-	2	-	-	Wood/2		2	-13

Occupations	Wood Carver
Improvements	Fireplace

Pete

Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
3	-	-	-	-	-	-	-

Clay	Reeds	Stone	Wood	House		Family	VPs
-	2	2	4	Wood/2		2	-14

Occupations	House Steward, Sycophant
Improvements	None

Mike

Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
3	-	-	-	-	-	-	-

Clay	Reeds	Stone	Wood	House		Family	VPs
-	-	-	4	Wood/2		2	-14

Occupations	Master Forester
Improvements	Corn Scoop

Michael

Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
3	1	-	1	-	-	-	-

Clay	Reeds	Stone	Wood	House		Family	VPs
-	-	-	5	Wood/2		2	-12

Occupations	None
Improvements	None

Orders required

Actions for the family, starting with Mike	Harvest - after round 4

BREAKING AWAY 17

It's that time, when the muscles get tired.

ROUND 14

Pos	Riders	New
111	Ralf	3
110	-	
109	-	
108	Orlando Gardner	3
107	The Other	4
106	-	
105	-	
104	Rhapsody	3
103	Terry Gibbs Symphony	4
102	Mayflower Florian Wolfgang Deadly Boggy	7
101	DiNozzo Discovery	12
100	-	
99	Mister Sellars	3
98	-	
97	-	
96	Fran	3
95	Harmony Endeavour Victory	4
94	-	
93	Abby	3
92	-	
91	-	
90	Melody	3

Kevin Lee (30)   *Ships Ahoy*

A	Mayflower (5)	6	7	7	9
B	Endeavour (10)		3	3	4
C	Victory (5)		3	4	11
D	Discovery (10)		3	3	12

Richard Lunn (8)   *Mustn't Grumble*

A	Terry	3	4	4	4
B	Fran (8)		3	4	13
C	Deadly		3	3	7
D	Boggy		3	3	7

Jim Reader (7)   *Otherland*

A	Orlando Gardner (3)		3	7	8
B	Xabbu				Dropped
C	Mister Sellars		3	3	4
D	The Other (4)		3	4	4

Joakim Spångberg (15) *Kling Klang Radfahrers*

A	Ralf (8)	3	5	5	5
B	Florian (2)		4	4	7
C	Wolfgang (5)		4	5	7
D	Karl				Dropped

Allan Stagg (9)   *Destiny's Angels*

A	Harmony (6)	3	4	4	5
B	Melody		3	3	3
C	Rhapsody		3	7	10
D	Symphony (3)		3	4	9

Roger Trethewey (9)   *NCIS*

A	Gibbs (6)		3	3	4
B	DiNozzo (3)		3	5	12
C	Abby		2	3	3
D	McGee				Dropped

Most riders are losing card value at this late stage in the game, with only a few picking up new cards better than a 4. Fran played her score rather than a legal card, so I used the closest.

Abby and Melody can stop now - they've been dropped.

Orders required
Cards for round fifteen

BREAKING AWAY 18

Very nicely strung out.

ROUND 1

Pos	Riders	New
13	Elvis	3
12	Ralf	4
11	-	
10	Florian	3
9	Louis Soares Wolfgang	4
8	John Grant Rylla	6
7	Kalvan Karl	8
6	Hestophes Nikki Bull Sarrask	10
5	Antony Straker	13
4	Evesham Blitzen	14
3	✧ George II ✧ Stratford Dixen	15
2	Donner Evelyn Waugh Pershore	15
1	Rudolph Lenny Bruce Bidford	15

Simon Brooks   *Ditchling Beacon Bykers*

A	Rudolph	6	8	15	15
B	Donner		8	15	15
C	Dixen		2	15	15
D	Blitzen		5	7	14

Dennis Frank   *Otherwhen*

A	Kalvan	3	8	10	10
B	Rylla		2	6	15
C	Hestophes		3	10	11
D	Sarrask		2	8	10

Steve Ham   *Flushed Away*

A	Elvis	1	3	5	11
B	George II		7	15	15
C	Evelyn Waugh		6	12	15
D	Lenny Bruce		4	11	15

Jim Reader   *Blue Square Premier Champs*

A	John Grant	2	6	10	10
B	Louis Soares		1	4	15
C	Antony Straker		6	9	13
D	Nikki Bull		1	9	10

Joakim Spångberg (15) *Kling Klang Radfahrers*

A	Ralf	4	5	6	7
B	Florian		3	6	9
C	Wolfgang		4	4	7
D	Karl		3	6	8

Mark Stretch   *Avon Riders*

A	Evesham	4	7	14	15
B	Stratford		7	15	15
C	Pershore		7	11	15
D	Bidford		7	8	15

I believe that's the first Breaking Away game in these pages in which there has been no over-crowding on the first round. That means the riders at the back of the pack are unimpeded and get full 15 point replacement cards.

This might shave a round or two off the game!

Orders required
Cards for round two

▲▲

BUS BOSS 304-EAN	ODE takes the lead and *then* has a solo run.	**ROUND 8**

East Anglia

Round 8 Runs

#	Cards				POSH	ODE	YOKEL	ABC	BEAT	Score
6	3♣ London A♥ Southwold	①	ODE	20	+9					29
		②	POSH	10		-9				1
9	Q♣ Southend J♠ Wells	①	YOKEL	20	+3/-5	-4				14
		②	POSH	10		-4	+5/-3			8
		✗	ODE		+4		+4			8
10	7♣ Welwyn 8♥ Bury St Edmunds	①	BEAT	16			-3			13
		②	YOKEL	9				+3/-3	+3	12
		③	ABC	5			+3/-3			5
11	4♣ London 3♦ Stevenage	①	BEAT	16						16
		②	POSH	9				+2		11
		③	ABC	5	-2					3
12	5♣ London 3♥ Great Yarmouth	①	ABC	13			+5			18
		①	ODE	12						12
		③	YOKEL	5				-5		0
13	5♦ Saffron Waldon 2♣ London	①	ODE	30						30
15	6♣ London 6♦ Cambridge	①	BEAT	16						16
		②	ABC	9						9
		③	POSH	5						5
16	2♥ Lowestoft 7♠ Kings Lynn	①	ABC	15	-3	-2			+5	15
		①	BEAT	15		-2		-5		8
		✗	ODE					+2	+2	4
		✗	POSH					+3		3
17	Q♦ Clacton J♣ Tilbury	①	ODE	20	-2		-3			15
		②	POSH	10		+2	-3			9
		✗	YOKEL		+3	+3				6
18	Q♠ Sheringham 8♦ Newmarket	①	BEAT	20			+4/-6			18
		②	YOKEL	10					+6/-4	12

Round 8 Routes

Yellow Omnibuses Navigating Eastern Lands (YOKEL) (Jim Reader, Yellow)
Colchester - Harwich, Bishop's Stortford - Letchworth (12)

Port Out Starboard Home (POSH) (Bob Coull, Black)
Kings Lynn - Fakenham, Romford - Basildon (12)

Best East Anglian Transport (BEAT) (Colin Sharpe, Blue)
Wisbech - Swaffham (8)

Omnibuses Drive East (ODE) (John Marsden, Orange)
Beccles - Diss, Saffron Walden - Bishop's Stortford (12)

Anglian Bus Company (ABC) (Don Shailer, Red)
Romford - Chelmsford - Colchester (12)

Scores

	Runs:	8	9	10	11	12	13	14	15	16	18	Build	Score
ODE	75	29	8	-	-	12	30	-	4	15	-	-12	161
BEAT	61	-	-	13	16	-	-	16	8	-	18	-8	124
ABC	80	-	-	5	3	18	-	9	15	-	-	-12	118
POSH	54	1	8	-	11	-	-	5	3	9	-	-12	79
YOKEL	42	-	14	12	-	0	-	-	-	6	12	-12	74

Round 9 Runs

14.	A♦ -	K♣	The West to Basildon
19.	3♠ -	10♦	Peterborough to Braintree
20.	K♦ -	6♠	Harwich to Wisbech
21.	10♥ -	2♠	Diss to Spalding
22.	2♠ -	K♠	Letchworth to Cromer
23.	J♥ -	4♦	Saxmundham to Bishop's Stortford
24.	7♥ -	9♣	Thetford to Chelmsford
25.	J♦ -	4♥	Colchester to Beccles
26.	9♠ -	9♦	Swaffham to Haverhill

Runs	Routes
Enter up to 5	Buy in the order Jim, Bob, Don, Colin, John

▲▲

BUS BOSS 305-NLD	Two thirds of the first set of runs will be available.	**ROUND 6**

Netherlands

Robertson Routemasters (RR) (Simon Robertson, Blue)
Utrecht - Gouda, Heerenveen - Leeuwarden . . . . 40 - 10 30

Occasional Dutch Excitement (ODE) (John Marsden, Green)
Alkmaar - Den Oever, Terneuzen - Vlissingen . . . . 40 - 12 28

Dutch Bus Company (DBC) (Don Shailer, Purple)
Emmeloord - Heerenveen, Den Bosch - Nijmegen . . . . 44 - 12 32

Making A New Game Overseas (MANGO) (Mark Stretch, Red)
Zwolle - Emmeloord, Rotterdam - Roosendaal . . . . 40 - 12 28

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Hoogeveen - Assen, Hoogeveen - Emmen . . . . 41 - 10 31

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Arnhem - Amersfoort, Utrecht - Schipol . . . . 41 - 12 29

Round 7 Runs

1.	3♦ - 9♣	Lelystad to Groenlo	(not yet available)
2.	A♠ - 6♦	Maastricht to Heerenveen	(not yet available)
3.	A♣ - 9♦	Den Bosch to Leeuwarden	
4.	5♠ - 3♣	Tilburg to Nijmegen	
5.	J♥ - 6♠	Gouda to Breda	
6.	2♦ - 9♠	Den Helder to Vlissingen	(not yet available)
7.	10♠ - 2♣	Terneuzen to Venlo	
8.	7♦ - 2♥	Zwolle to Rotterdam	
9.	6♣ - 5♥	Apeldoorn to Den Haag	

Runs	Routes	
Enter up to 5	Buy in the order Mark, John, Simon B, Simon R, Jim, Don	⬛

BUS BOSS 308-YRK

Huddersfield is connected to the coast - off to the beach!

ROUND 3

Yorkshire

Busdrivers in Lemon Leotards (BILL) (Bill McKinley, Green)
Pickering - Whitby, York - Thirsk . . . . 76 - 12 64

Yorkshire Antiquated Karts (YAK) (Pete Campbell, Blue)
York - Thirsk, Market Weighton - Great Driffield . . . . 76 - 11 65

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Boroughbridge - Darlington, Skipton - Keighley . . . . 76 - 12 64

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Selby - Hull, Barnsley - Sheffield . . . . 76 - 12 64

Routes	
Buy in the order Pete, Michael, Jim, Bill	⬛

BUS BOSS 309-YRK

Leeds is involved in everyone's new routes.

ROUND 4

Yorkshire

Buses of Yorkshire Conducting Open Top Tours (BOYCOTT) (Tony Robbins, Red)
Leeds - Dewsbury - Huddersfield, Market Weighton - Beverley . . . . 64 - 12 52

Youthful Railway Knight (YRK) (Colin Sharpe, Blue)
Leeds - Selby - Market Weighton . . . . 64 - 12 52

Extra Buses Around Yorkshire (EBAY) (Bob Coull, Black)
Leeds - Bradford - Halifax, Malton - Pickering . . . . 65 - 12 53

Barnsley Expressways Are Rampant (BEAR) (Kevin Lee, Brown)
Selby - Leeds, Barton - Grimsby . . . . 65 - 12 53

Routes	
Buy in the order Colin, Bob, Kevin, Tony	⬛

GOLDEN STRIDER 7

Don takes a break from the front.

ROUND 10

63 space standard race		Cards					D	M	B	R	S	P	O
Joakim Spångberg	8/5	5/6	6/7	10/8	1/9	0/10	1	7	0	0	36	1	2
Jim Reader	10/3	8/4	10/7	6/8	10/9	1/10	2	8	0	1	35	2	2
Roger Trethewey	6/5	9/6	3/7	8/8	8/9	5/10	-	4	2	5	34	3	-
Don Shailer	0/3	0/6	8/7	8/8	8/9	2/10	-	0	0	2	30	4=	-
Steve Ham	4/5	8/6	10/7	8/8	6/9	2/10	-	4	0	2	30	4=	2
Simon Brooks	5/5	6/6	0/7	2/8	8/9	4/10	-	1	1	4	28	6=	-
Kevin Lee	10/5	10/6	2/7	10/8	10/9	2/10	-	2	0	2	28	6=	-

Jim must play his round 4 card next time.

Orders required	
Eleventh card, split between movement and banking	⬛

🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺

| CANAL MANIA 1 | All the goods cubes are on the map. | ROUND 4 |

Actions

John Marsden	1	Took two contracts - *Sheffield* and Goole (4) and *Manchester* and Goole via Leeds (7).
	2	Picked up Stretch/Mauve (Birmingham and Goole), Stretch/White (Gloucester and Sheffield), Tunnel and Aqueduct.
	3	Drew one card from the top of the deck
Alan Harvey	1	Took a contract - *Birmingham* and Northampton (5).
	2	Picked up Lock, Stretch/Red (no goods available), Stretch.
	3	Drew a card from the top of the deck.
Michael Longdin	1	Took a contract - *Northampton* and London via Leighton Buzzard (7)
	2	Picked up Surveyor, Surveyor and Aqueduct.
	3	Drew a card from the top of the deck.
Stephen Webb	1	Took a contract - *Birmingham* and Chester (6)
	2	Picked up Surveyor, Stretch and Aqueduct.
	3	Drew a card from the top of the deck.

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 0 goods cubes
Stephen Webb *Mauve*	(S)	14	10	4	2	12	*Birmingham* and Chester (6)	
Don Shailer *Red*	(A)	14	11	3	3	7	*Lincoln* and Boston (4)	
John Marsden *Green*	(B)	15	10	3	3	12	*Sheffield* and Goole (4) *Manchester* and Goole via Leeds (7)	
Alan Harvey *Blue*	(T)	15	12	4	3	4	Coventry and *Burton* (4) *Birmingham* and Northampton (5)	
Michael Longdin *Yellow*	(L-S)	14	12	3	3	5	*Oxford* and Gloucester (5) *Northampton* to London via Leighton B (7)	

The Current Contracts	The Future Contracts
-	Basingstoke and Weybridge (4)
-	Reading and Bristol via Bath (6)
Bridgwater and Taunton (3)	Stratford and Gloucester (5)
-	Huddersfield and Manchester (3)
-	Cambridge and Peterborough (4)

The following Build Cards are on the table

| Tunnel | Stretch/Mauve | Stretch/Yellow | Stretch/Black | Stretch |

I'm sure Michael is aware of this, but just in case - to complete a contract you need to build the full route of the contract, and may not make use of any existing canals you may have already built. Everyone should note that, unlike the first edition, goods cubes are not removed from the map if you need to place more when the stock is empty.
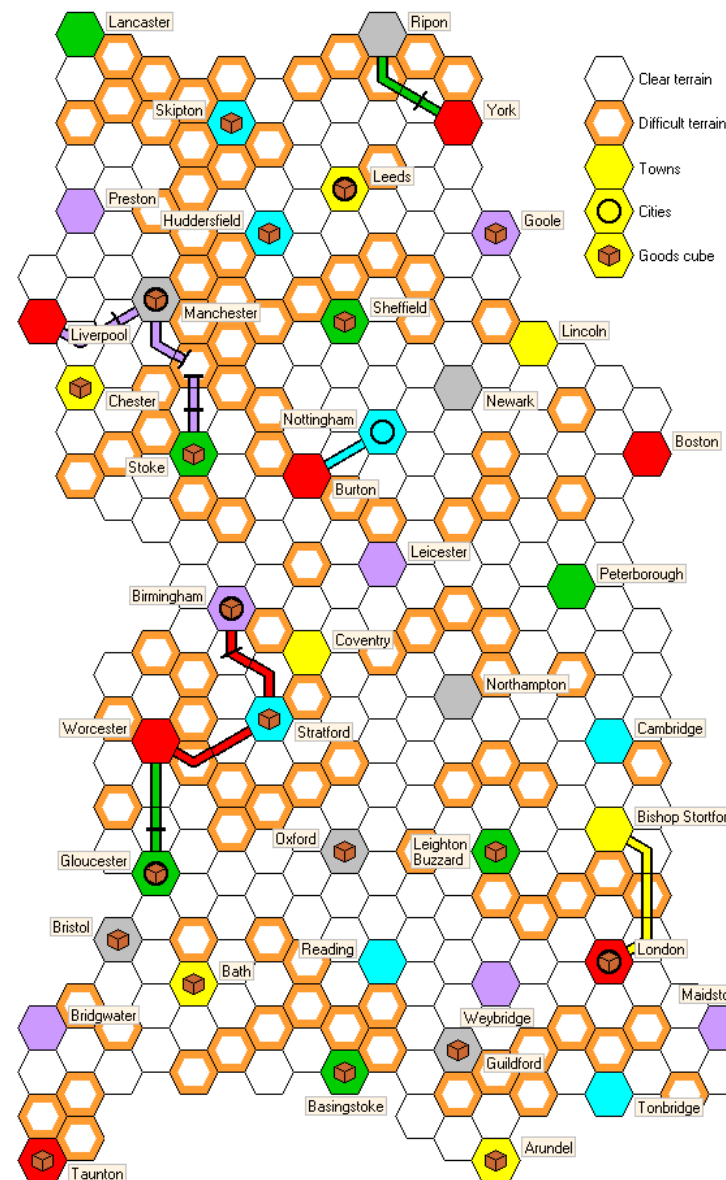
Playing sequence

Don, John, Alan, Michael

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INDUSTRIAL WASTE 1	The Waste Disposal column is now just called Waste.	ROUND 2

Actions for round 2

Marcus	Order with Advisor	Produces 5 goods for 20 million with 5 waste
Sharon	Waste Disposal	Waste -3
Mike	Raw Materials {5}	Marcus bids 5, Sharon 6, Mike gets them for 7
Gina	Hiring/Firing	Discarded
Marcus	Raw Materials {5}	Sharon bids 1, Marcus gets them for 2
Sharon	Bribery	Discarded
Mike	Waste Disposal	Waste -3
Gina	Waste Disposal	Waste -3

Card Combinations for round 3

Sharon chooses group 1	Innovation / Waste Disposal / Raw Materials
Mike chooses group 5	Order / Innovation / Growth
Gina chooses group 4	Order / Waste Removal / Waste Disposal
Marcus chooses group 3	Innovation / Waste Disposal / Bribery

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Gina Teh	16	5	5	5	5
Marcus Pratt	15	4	4	5	5
Sharon Khan	14	5	5	5	4
Mike Head	14	5	5	5	4

Players	Cash	Loans	Raw Materials	Waste	VPs
Gina Teh	9	10	10	0	13
Marcus Pratt	14	0	10	6	27
Sharon Khan	14	0	0	2	26
Mike Head	7	0	0	0	22

The following card combinations were drawn for round 4.

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

Gina ordered 'Hire', but as you cannot have more than 5 workers, the card could only be used to fire someone. I discarded it instead, as she would otherwise be unable to complete an order.

Orders required
Round three - actions starting with Sharon, then card selection starting with Mike

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OUTPOST 26	Three uncontested auctions.	ROUND 10

Commander Actions

Lyndon   Auctioned an Orbital Lab for 52 and got it (w:6,30 r:16)

Willem Passed

Jim   Auctioned a Robots for 50 and got it (o:2 w:6,7,8,9 t:9,9) plus a free Robot

Geoff   Bought one Robot (w:4,6)

Marcus   Auctioned a Laboratory for 80 and got it (o:1 w:9,10,30,30) plus a free Research Factory

PO	Name	Factories	Population		Robots		Production	
1	Lyndon	2o,5w,1r	6	(8)	0	(0)	5w,1r,1m	(65,15)
2	Marcus	2o,6w,1r	8	(8)	0	(0)	2o,4w,1r	(77,15)
3	Jim	2o,3w,3t	8	(8)	1	(8)	2o,4w,4t	(74,10)
4	Willem	2o,5w,1r	5	(5)	0	(0)	4w,1W,2r	(84,10)
5	Geoff	2o,4w,2t	5	(5)	2	(5)	1o,2w,1W,4t	(87,15)

PO	Name	Colony Cards	{35 VPs for the final phase}	Victory Points	
1	Lyndon	WH, Nod, OL, Lab	. . . .	18	(180)
2	Marcus	WH, Nod, Lab	. . . .	17	(130)
3	Jim	HE, Nod, Rob	. . . .	17	(105)
4	Willem	DL, DL, DL, Lab	. . . .	14	(125)
5	Geoff	WH, HE, Rob	. . . .	14	(105)

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

Orders required
Round eleven auctions, bids and purchases

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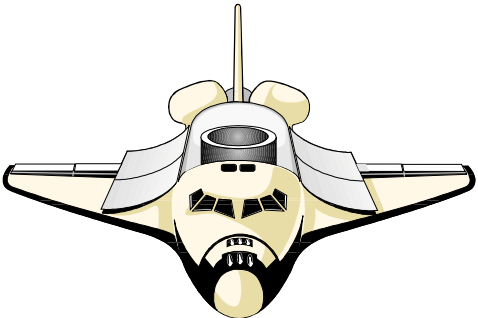
OUTPOST 27	David tries for the Nodules but is overbid on both.	ROUND 4

Commander Actions

Lyndon   Bought one Population Unit (w:10)

  ‣ Bought one Water Factory (o:1 w:5,7,7)

Mark   Bought one Population Unit (o:2 w:8)

David   Auctioned a Nodule for 25. Marcus joined at 26, Willem at 27, Jim at 28. David dropped out at 28, Marcus at 34, Willem at 36. Jim got it for 36 (o:1,3,4 w:6,7,7,8)

  ‣ Auctioned a Nodule for 25. Marcus joined at 26, Willem at 27. David dropped out at 30, Willem at 35. Marcus got it for 35 (o:3,5 w:6,6,7,8)

  ‣ Bought one Water Factory (o:2,5 w:5,8)

Marcus   Passed

Willem Bought one Water Factory (o:3 w:8,9)

Jim   Passed

PO	Name	Factories	Operators	Colony Cards	Production		VPs	
1	Marcus	2o,3w	5p (8,0)	Nod	2o,3w	(27,10)	7	(25)
2	Lyndon	2o,3w	5p (8,0)	Nod	3o,3w	(30,10)	7	(25)
3	Mark	2o,2w	4p (5,0)	DL, DL	3o,3w	(30,10)	6	(30)
4	Jim	2o,2w	5p (8,0)	Nod	3o,2w	(23,10)	6	(25)
5	David	2o,4w	5p (5,0)	-	2o,1w,1W	(43,10)	5	(0)
6	Willem	2o,4w	5p (5,0)	-	2o,6w	(48,10)	5	(0)

Data Library	0	(2 more)	Heavy Equipment . .	3	(1 more)
Warehouse	2	(2 more)	Nodule	1	(none left)

Orders required
Round five auctions, bids and purchases

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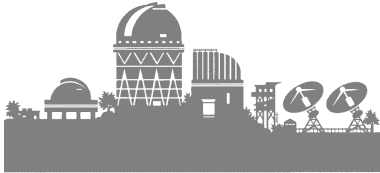
PHOENICIA 1	Geoff remains the Overlord.	ROUND 6

Actions

Geoff   Auctioned a Caravan for 9. Mark joined at 10. Geoff dropped out at 12. Mark got it for 12 {5/5 cards + 2 wealth}

  ‣ Auctioned a Caravan for 9 and got it reduced to 6 for Tracker discount {6 card}

  ‣ Auctioned a City Centre for 4 and got it {5 card - 1 change}

Lyndon   Bought a set of Clothmaking tools {5/5/5 cards - 4 change}

  ‣ Transferred a worker from Hunting to Clothmaking

Mark   Passed

Stephen   Trained a worker and sent him Hunting {4 card}

Michael   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	15	11	1f 3ah 0im	2	-	-	6+6	3+2	-3 Caravan
									-1 Smelter
									-7 Public Works
1 Lyndon	10	14	3f 0h 1c	-	-	1h	6+6	4+2	-
2 Mark	9	12	2f 1h 1m	-	-	2h	3+3	2+0	-1 Smelter
3 Stephen	9	7	1f 2h 0c	3	-	-	3+3	2+1	-7 Dye House
4 Michael	8	8	3f 2h	1	-	-	4+6	2+0	-4 Dye House

Development cards owned

Geoff Hardingham	Caravan / City Centre x 2 / Fort / Granary / Prospector / Smelter / Tracker x 2
Lyndon Gurr	Dye House / Glassmaking / Granary / Indentured Worker
Mark Stretch	Caravan / Glassmaking x 2 / Prospector / Indentured Worker
Stephen Webb	Dyer x 2 / Dye House / Fort
Michael Longdin	Dyer / Granary / Fort

Development cards on offer

Caravan (9), Dye House (14), Shipyard (7), Shipyard (7), Smelter (6)   (minimum bid)

Remaining development cards: Phase 3, Phase 4

Stephen, your order to buy the Dye House failed because it wasn't part of the current set on offer. It was listed under remaining development cards, which are the ones yet to be dealt.

Orders required
Round seven auctions, worker assignments and tools - Geoff is the Overlord

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PUERTO RICO 6	One fan and one lost grip.	GAME OVER

1st	Tony Sait	55
2nd	Lionel Robbins	54
3rd	Jim Reader	51
4th	Rob Thomasson	38

Tony Sait (1st): I have been a fan of Puerto Rico for a long time in the FTF environment, usually playing a four-handed game but sometimes three or five. I watched a few of the early PBM games in FWTDR and also other zines, and it appeared to work really well. And so it proved. There are enough choices to make, but it varies round on round. When you go first it is exactly as the FTF game - make your choice after considering what the other players may do. When you go fourth there are a number of possible choices to make, making a few tough decisions. However, unlike 18xx, there are a finite number of possible moves the opponents could do, and a smaller number of probable moves they can make, so making your choice is not so head-ache inducing as some of the other PBM games. And to win my first game is, of course, a welcome bonus!

Thanks to Keith for GMing - the layout you use in FWTDR is very clear and easy to follow. As for Lionel, I think we were neck and neck for quite a long time, so don't beat yourself up on this occasion.

Rob Thomasson (4th): Never seemed to get a grip on this game. Congratulations to all others for a tight finish.

Well done, Tony, and thanks for those comments. The layout I use is a variation of the layout for the web games, and as long as it fits onto one page, I'm happy. Nice to know you like it as well. ▲

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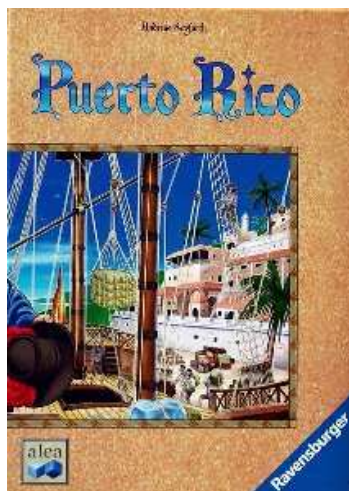
PUERTO RICO 7	Goods are produced, then traded or shipped off to foreign parts.	ROUND 11

Willem is the Craftsman {+2} and produces an extra Sugar (there was no Coffee left).
Tony is the Trader and trades Coffee.
Jim trades Tobacco, Kevin Sugar, Willem Coffee. The Trading House is emptied.
Jim is the Builder {+1} and builds the Residence.
Kevin builds a Large Sugar Mill, Tony builds a Factory.
Kevin is the Captain {+1}. All of the cargo ships are emptied.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
None	Crn	Crn	Ind	Tob	Cof	-	-	-	-	7	29

Buildings

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

Cargo Ships

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

Jim Reader Dblns: 12 Chips: 4	● Small indigo plant	⠿ Tobacco storage	● Office	● Large market
	● Residence ⠿			
	Fields: Qry✔✔✔ Ind✔ Sug✘✘ Tob✔✔✘			Goods: Tob ✔

Kevin Lee Dblns: 6 Chips: 10	● Small indigo plant	● Small sugar mill	⠿ Sugar mill	●● Coffee roaster
	● Construction hut	● Harbour		
	Fields: Qry✔✔ Ind✔ Sug✔✔✘✘ Cof✔✘			Goods: ✘

Willem Moene Dblns: 8 Chips: 11	● Small indigo plant	● Small sugar mill	●● Coffee roaster	● Small market
	● Office			
	Fields: Qry✔ Crn✔✔ Ind✘ Sug✔✘✘ Cof✔✔			Goods: Crn✔

Tony Sait Dblns: 3 Chips: 5	⠿ Sugar mill	●● Coffee roaster	● Small market	● Hacienda
	● Construction hut	● Factory		
	Fields: Qry✔✔ Crn✔✔✘ Ind✘ Sug✔✘ Tob✘ Cof✔✘			Goods: Sug✔

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

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PUERTO RICO 8	Most of the quayside goods have gone home.	ROUND 8

Jim is the Captain {+1}. The Corn and Indigo ships are emptied.
John is the Builder and builds a Large Sugar Mill.
Jim builds a Coffee Roaster.
Allan is the Prospector {+1}.
Stephen is the Trader {+1}.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
3	Crn	Ind	Sug	Sug	Cof	Crn	Ind	-	-	4	37

Buildings

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

Cargo Ships

5: Empty					6: Empty						7: Sugar					
-	-	-	-	-	-	-	-	-	-	-	✔	-	-	-	-	-

John Hopkins Dblns: 0 Chips: 3
Indigo plant | Sugar mill | Small warehouse
Fields: Qry✔✔✗ Ind✔✔ Sug✔✗   Goods: ✗

Allan Stagg Dblns: 3 Chips: 4
Small indigo plant | Coffee roaster | Factory
Fields: Qry✗ Crn✔ Ind✔✗ Sug✔ Tob✗ Cof✔   Goods: Ind✔

Stephen Webb Dblns: 2 Chips: 5
Small indigo plant | Small sugar mill | Hospice | Large market
1 man in San Juan
Fields: Qry✔ Crn✔✔✔ Ind✔ Sug✔✔   Goods: Crn✔

Jim Reader Dblns: 0 Chips: 8
Small indigo plant | Coffee roaster | Small market | Hospice
Fields: Crn✔✔ Ind✔✔ Tob✔ Cof✔✔   Goods: ✗

Orders required

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

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PUERTO RICO 9	The Craftsman and the Trader now have 2-doubloon bonuses.	ROUND 7

Jim is the Prospector {+1}.
Willem is the Mayor.
Mike is the Settler and plants Corn.
Pete plants Coffee, Jim digs a Quarry, Willem plants Coffee.
Pete is the Builder and builds an Office.
Jim and Willem build Small Warehouses, Mike builds a Small Sugar Mill.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
3	Ind	Ind	Ind	Sug	Tob	Sug	Tob	-	-	7	39

Buildings

1 VP	SIP	✗	SSM	1	SMA	✗	HAC	2	CON	1	SWA	✗
2 VPs	LIP	3	LSM	2	HOS	2	OFF	✗	LMA	1	LWA	2
3 VPs	TOB	1	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 Dblns: 0 Chips: 1
Small indigo plant | Small sugar mill | Tobacco storage | Small market
Office
Fields: Qry✔✔Crn✗ Ind✗ Tob✔✗ Cof✗   Goods: ✗

Pete Campbell Dblns: 1 Chips: 1
Small indigo plant | Sugar mill | Small market | Office
Large market
Fields: Qry✔✔ Crn✔✗ Ind✔ Sug✔ Cof✗   Goods: ✗

Jim Reader Dblns: 0 Chips: 11
Small indigo plant | Small sugar mill | Construction hut | Small warehouse
Fields: Qry✗ Crn✔✔✔ Ind✔ Sug✔   Goods: ✗

Willem Moene Dblns: 3 Chips: 4
Small indigo plant | Small sugar mill | Tobacco storage | Small warehouse
Fields: Crn✔ Ind✔ Sug✔ Tob✔✔ Cof✗   Goods: ✗

Orders required

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

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PUERTO RICO 10　　Nice and simple for the start.　　ROUND 1

Kevin is the Builder and builds a Small Market.
Jim and Allan build Small Sugar Mills, Geoff builds a Market.

Jim is the Settler and plants Sugar.
Allan plants Corn, Geoff plants Indigo, Kevin plants Sugar.
Allan is the Mayor.
Geoff is the Prospector.

Roles

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
8	Ind Ind Tob Cof Cof	- - - -	4	70

Buildings

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

Cargo Ships

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

Kevin Lee
Dblns: 3
Chips: 0　　● Small market
Fields: Ind✘ Sug✘　　　　　　　　　　Goods: ✘

Jim Reader
Dblns: 1
Chips: 0　　● Small sugar mill
Fields: Ind✘ Sug✘　　　　　　　　　　Goods: ✘

Allan Stagg
Dblns: 2
Chips: 0　　○ Small sugar mill
Fields: Crn✔✔　　　　　　　　　　Goods: ✘

Geoff Hardingham
Dblns: 4
Chips: 0　　● Small market
Fields: Crn✔ Ind✘　　　　　　　　　　Goods: ✘

Orders required

Round two orders in the sequence Jim, Allan, Geoff, Kevin

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RAILWAY RIVALS 2065-F　　A close finish.　　ROUND 12

South Scotland

Round 12 Runs

				BORD	ODI	HOOTS	TGV	GITCO
31	35 Dunbar	① ODI	16					16
	15 Glasgow	② TGV	7					7
		② GITCO	7			-3		4
		✘ HOOTS					+3	3
32	34 Musselburgh	① ODI	16				+2	+1/-2	17
	22 Falkirk	② GITCO	9	-1	+2/-1			9
		③ TGV	5		-2	-1		2
		✘ BORDERS					+1	1
		✘ HOOTS				+1		1
33	56 Cumnock	① ODI	13			-5		8
	66 Berwick/Carlisle	② HOOTS	7	+8	+5			20
		② BORDERS	6			-8		-2
		④ GITCO	4					4
34	23 Coatbridge	① ODI	16				+1	17
	51 Girvan	② TGV	9		-1	+5		13
		③ HOOTS	5				-5	0
35	45 Stranraer	① TGV	20				+2	22
	11 Edinburgh/ Falkirk/Glasgow	② HOOTS	10			-2		8
36	62 Galashiels	① HOOTS	16				-10	6
	41 Carlisle	② GITCO	9		+10			19
		③ BORDERS	5					5

Scores

	Runs:	31	32	33	34	35	36	Score
TGV	287	7	2	-	13	22	-	331
ODI	253	16	17	8	17	-	-	311
GITCO	216	4	9	4	-	-	19	252
HOOTS	157	3	1	20	0	8	6	195
BORDERS	169	-	1	-2	-	-	5	173

ODI was leading by two points after run 34, but had no more runs to enter and got no more payments from anyone else. TGV's entry in run 35 put him back in the lead.

1st	Simon Robertson	TGV	331
2nd	John Marsden	ODI	311
3rd	Tony Sait	GITCO	252
4th	Jim Reader	HOOTS	195
5th	Steve Ham	BORDERS	173

Congratulations to Simon on the win and thanks to everyone for taking part. Next month it will be round-up time, so send in those thoughts.

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RAILWAY RIVALS 2085-KU	Nobody seems to mind building through hills.	**ROUND 5**

Kyushu   {17 points for these builds}

Transit in Kyushu Express (TRIKE) (Tony Bromley, Orange)
T53 - Makurazaki, W23 - W22 - S20 - S19 - P17 - P16 - O16 - Fukuoka.
    74 +3 (towns) +1 (JOINT) +3/-2 (GREAT) +1 (REEKIE) = 80

Japanese Outer Island Network Transport (JOINT) (Bob Coull, Black)
Isehara - A51 - Shimbara; Nishimera - K61 - L61 - N60.
    46 +6 (towns) -2 (TRIKE) +1 (REEKIE) = 51

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Beppu - Usa, Hitoyoshi - K57 - Ebino - N58 - O58, F65 - H64 - I65.
    44 +6 (towns) +2/-3 (TRIKE) +1 (ONSEN) = 50

Original Nifty Steam Engines are Neat (ONSEN) (Jim Reader, Yellow)
Kurume - R16 - Fukuoka, W25 - T26, Chiran - V55 - W56.
    29 -1 (GREAT) = 28

Rails Ever Extending Kyushu Internal Energy (REEKIE) (Rob Thomasson, Red)
G60 - I59 - N61.
    28 -1 (TRIKE) -1 (JOINT) = 26

Builds
Up to 15 points excluding payments to rivals   ▣

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RAILWAY RIVALS 2066-G	HOOTS does well with his northern lines.	**ROUND 10**

Central Scotland

Round 10 Runs

			GREAT	PEAR	HOOTS	KILT	
19	54 Buckhaven	① HOOTS	30	-1	-2		27
	45 Crieff	✘ PEAR			+2		2
		✘ GREAT			+1		1
20	26 Kirkintilloch	① PEAR	20	-3			17
	43 Callander	② GREAT	10		+3		13
21	64 Blairgowrie	① HOOTS	30			-1	29
	21 Coatbridge	✘ KILT			+1		1

			GREAT	PEAR	HOOTS	KILT		
22	62 Dundee	① PEAR	11	+4			+8	23
	12 Glasgow	① HOOTS	10					10
		③ GREAT	5		-4			1
		④ KILT	4		-8			-4
23	31 Grangemouth	① PEAR	16	+4				20
	56 St Andrews	② KILT	9					9
		③ GREAT	5		-4			1
24	14 Glasgow	① GREAT	11		-2		-2	7
	32 Boness	① HOOTS	10				-5	5
		③ KILT	5	+2	+2	+5		14
		③ PEAR	4	+2			-2	4

Round 10 builds

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

Perth Expressways Are Rampant (PEAR) (Kevin Lee, Pink)
None.

Horrid Orange Original Trains For Sassenachs (HOOTS) (Jim Reader, Yellow)
None.

Kirkcaldy's Inter-Local Trains (KILT) (Don Shailer, Black)
None.

Scores

	Runs:	19	20	21	22	23	24	Builds	Score
HOOTS	155	27	-	29	10	-	5	-	226
GREAT	187	1	13	-	1	1	7	-	210
PEAR	141	2	17	-	23	20	4	-	207
KILT	180	-	-	1	-4	9	14	-	200

Round 11 Runs

25.	13 - 24	Glasgow to Motherwell
26.	11 - 41	The South to Alloa
27.	34 - 65	Edinburgh to Perth
28.	22 - 33	The South to Bathgate
29.	53 - 63	Kirkcaldy to Cupar
30.	46 - 55	Falkirk to The East

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

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| RAILWAY RIVALS 2073-DC | GREAT gets a solo to put him on top. | ROUND 11 |

Devon and Cornwall

Round 11 Runs

			GREAT	GITCO	COLIN	
25	23 Bodmin	① GITCO 15				15
	16 Newquay	① GREAT 15				15
26	32 Plymouth	① GITCO 15			+1	16
	66 Bideford	① COLIN 15	-3	-1		11
		✘ GREAT			+3	3
27	26 Looe	① COLIN 13	-1	+2		14
	51 Seaton	① GREAT 12		+2	+1	15
		③ GITCO 5	-2		-2	1
28	63 Lynton	① GREAT 15			+7	22
	45 Exeter	① COLIN 15	-7			8
29	33 Plymouth	① COLIN 15		+2		17
	44 Sidmouth	① GITCO 15			-2	13
30	54 Taunton	① GREAT 30				30
	11 Penzance					

Round 11 builds

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Q34 - Newton Abbot.   -3 (builds) = -3

Gorma Is Tony's (Spouse's Cornish Origin) (GITCO) (Tony Sait, Green)
U35 - T35, L30 - L31, N15 - N16.   -5 (builds) +2/-2 (COLIN) = -5

Cornwall Operations Linking Internal Networks (COLIN) (Colin Sharpe, Blue)
J13 - J10 - I10.   -6 (builds) +2/-2 (GITCO) = -6

Scores

	Runs:	25	26	27	28	29	30	Builds	Score
GREAT	292	15	3	15	22	-	30	-3	374
GITCO	321	15	16	1	-	13	-	-5	361
COLIN	249	-	11	14	8	17	-	-6	293

Round 12 Runs

31.	35 - 24	Okehampton to St Austell
32.	65 - 12	Launceston to St Ives
33.	61 - 22	Ilfracombe to Wadebridge
34.	36 - 56	Kingsbridge to Dulverton
35.	41 - 13	Torquay to Redruth
36.	42 - 52	Newton Abbot to Honiton

GITCO's last build seems to go off into unconnected territory, so he won't get to use that. If you believe you are connecting to track in N16, Tony, tell me when it was built.

| Runs |
| Enter up to 4 | ▲ |

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| RAILWAY RIVALS 2096-B | Eleven towns get connected this time. | ROUND 2 |

London and Liverpool   {12 points for these builds}
Preston, London, Any Nice Town (PLANT) (Pete Campbell, Green)
A45 - A44 - York, A44 - Leeds, M4 - Bradford, A50 - A51 - B51, N4 - Huddersfield, York - G43.
    32 +24 (towns) +1 (HOE) = 57

Heart of England (HOE) (Bob Coull, Black)
D52 - D53 - Derby, D53 - Nottingham, Derby - N15 - N16, Doncaster - D44 - B43.
    26 +12 (towns) -1 (PLANT) = 37

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
K20 - Wolverhampton, K20 - K18 - Nottingham, A56 - Derby.
    32 +6 (towns) = 38

Bloody Useless Management (BUM) (Jim Reader, Yellow)
H9 - Manchester - Bolton, D7 - Liverpool, Manchester - K6, I14 - J14.
    10 +18 (towns) = 28

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
I16 - Wolverhampton - I20 - Birmingham - L21, D10 - D9 - Liverpool.
    36 -2 (COLIN) = 34

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Red)
D60 - Coventry - N22 - Birmingham, D60 - Leicester - D56 - C56.
    20 +6 (towns) +2 (TGV) = 28

| Builds |
| Up to 15 points excluding payments to rivals | ▲ |

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| RAILWAY RIVALS 2112-I(N) | We're off to the Emerald Isle. | NEW GAME |

Simon Brooks	7 Birling Way, Uckfield, East Sussex, TN22 1LP
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Tony Sait	6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH

Maps are enclosed for all. For five players, your starting choices are Belfast, Derry, Dublin and Sligo. Two players will start from Dublin. The map features numerous Loughs/Lakes that you'll have to go round because you can't build across.

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

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SAINT PETERSBURG 1	Time to start thinking of emptying your hand.	PHASE 6-B

Round 6 - Building Phase

Geoff	Sharon	Rob	Mike
+ Hospital	+ Author from hand	+ Potjemkin's Village	Upgrade Market to Peterhof
Observe Aristocrats: + Author	Upgrades Author to Pope from hand	Upgrades Village to Harbour	✘
✘	✘	Observe Aristocrats: Admin into hand	✘
5 VPs from the Pub			5 VPs from the Pub

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	22	19	18r + 0v	0r + 7v	18r + 4v	Building	1
Sharon	17	63	18r + 0v	3r + 18v	12r + 2v	Worker	0
Rob	19	51	21r + 2v	7r + 16v	15r + 2v	Aristocrat	0
Mike	27	45	33r + 1v	7r + 11v	11r + 4v	Trading	16

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, Hospital, Warehouse, Observatory, Author x 2, Administrator, Warehouse Manager, Secretary, Controller, Admiral
Sharon	Patriarch	Lumberjack x 2, Shepherd, Weaving Mill, Zar-Superstar, Library x 3, Pub, St.Isaac's Cathedral, Warehouse Manager, Secretary, Controller, Pope
Rob	Administrator, Secretary, Controller	Lumberjack, Gold Miner x 2, Shepherd, Fur Trapper, Ship Builder, Fur Shop, Customs House, Firehouse, Hospital, Observatory, Church of the Resurrection, Harbour, Author, Warehouse Manager, Secretary, Builder, Senator
Mike	Czar, Black Market, Pickpocket	Lumberjack, Gold Miner, Shepherd, Fur Trapper x 4, Ship Builder x 2, Wharf, Market x 2, Firehouse, Pub, Mariinskij Theatre, Peterhof, Hermitage, Author, Administrator, Warehouse Manager, Judge, Chamber Maid

Discards: Shepherd, Fur Trapper, Ship Builder x 2, Market, Customs House x 3, Firehouse, Hospital, Theatre, Academy, Potjemkin's Village (1/4) (2/6) (3/8), Author x 2, Administrator, Warehouse Manager

Orders required
Round six Aristocrat phase led by Rob (or Mike using the Pickpocket)

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SAINT PETERSBURG 2	The two Aristocrats are picked up quickly.	PHASE 1-A

Round 1 - Aristocrat Phase

Tony	Pete	Kevin	Marcus
+ Secretary (hand)	+ Controller	✘	✘
+ Customs House (hand)	✘	✘	✘
✘			

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	16	1	6r + 0v	0r + 1v	0r + 0v	Building	20
Marcus	23	0	6r + 0v	0r + 0v	0r + 0v	Worker	23
Tony	15	1	6r + 0v	0r + 1v	0r + 0v	Aristocrat	25
Pete	12	1	6r + 0v	0r + 0v	4r + 1v	Trading	27

Players	Cards in hand	Cards in play
Kevin	-	Gold Miner, Fur Trapper, Market
Marcus	-	Lumberjack, Shepherd
Tony	Customs House, Secretary	Shepherd, Fur Trapper, Market
Pete	-	Lumberjack, Fur Trapper, Controller

Orders required
Round one Trading phase led by Pete

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SCEPTRE OF ZAVANDOR 2   More active gems are lost.   ROUND 14

Actions

Lyndon   Auctioned a Magic Wand for 60. Kevin joined at 64. Lyndon dropped out at 64. Kevin got it for 64 reduced to 54 {-10 6th place} {54}

▸ Auctioned a Magic Wand for 60 and got it {+10 1st place -10 Artifacts} {60}

▸ Bought two Opals {20}

Marcus   Bought a Diamond and an Opal {50}

Michael   Auctioned a Cloak of Camouflage for 80 and got it for 55 {-10 Artifacts -15 Spellbook} - puts his value 40 knowledge chip in the Pentagon - Lyndon, Marcus and Simon lose an active Opal, Roger and Kevin lose active Sapphires

▸ Increased knowledge of Fire to level 2 {10}

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

Roger   Passed

Kevin   Passed

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Kobold	o:1 s:5 d:1	7/9	4	S:1 s:3 e:2 d:1 r:1	10
2	Michael	Mage	e:2 d:1	3/7	-	e:2 d:2 r:2	9
3	Marcus	Fairy	o:2 s:2 d:4	8/9	28	s:2 D:1	11
4	Simon	Elf	o:2 s:1	3/5	14	s:1 e:1 r:4	5
5	Kevin	Witch	s:4	4/7	2	S:1	8
6	Roger	Druid	s:1	1/7	-	s:4 r:2	9

PO	Name	Artifacts	Ge	En	Fi	Sa	Ar	Ac	New K Chips	VPs/Gems
			Knowledge							
1	Lyndon	MM CP CP EL MC MW CF	-	-	-	4	4	4	25/30/35	32/8
2	Michael	SB CB MB EL MC CF CC	-	-	2	4	4	-	30/35/{40}	28/6
3	Marcus	CB MB EL MC MW	-	4	-	4	3	-	30/35/40	27/12
4	Simon	SB RS RS MM CP CF CC	-	3	-	4	3	-	25/30/{35}	21/3
5	Kevin	SB MW	4	-	-	2	-	4	30/35/40	12/4
6	Roger	RS CB MB MM	-	-	4	4	2	-	30/35/{40}	11/1

Artifacts on offer: 2 Cloaks of Camouflage, 3 Talismans

If you want to buy/enchant Diamonds, you must first own an Elixir.

Orders required
Round fifteen gem dealing, knowledge improvement, auctions and bids   ▣

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SOPWITH T-340-FW   No more damage, but some close flying.   ROUND 20

	Pilot	Starts	Moves	Ends	A:D:P
1	*Not Only But Also* Don Shailer	C7-E	LS, A, LT {Airfield: A1}	D10-NE	16:07:08
2	*Mad Ferret* Tim Franklin	D13-E	RT, RT-fA, A-fA {Airfield: A10}	E11-SW	14:06:01
4 ♠	*The Brown Baron* Michael Graystone	P16-W	RT, A, A {Airfield: S19}	M16-NW	16:12:18
6 ♠	*Lord Flashheart* Joakim Spångberg	J-4-NE	A, A, A {Airfield: J1}	J7-NE	16:12:10
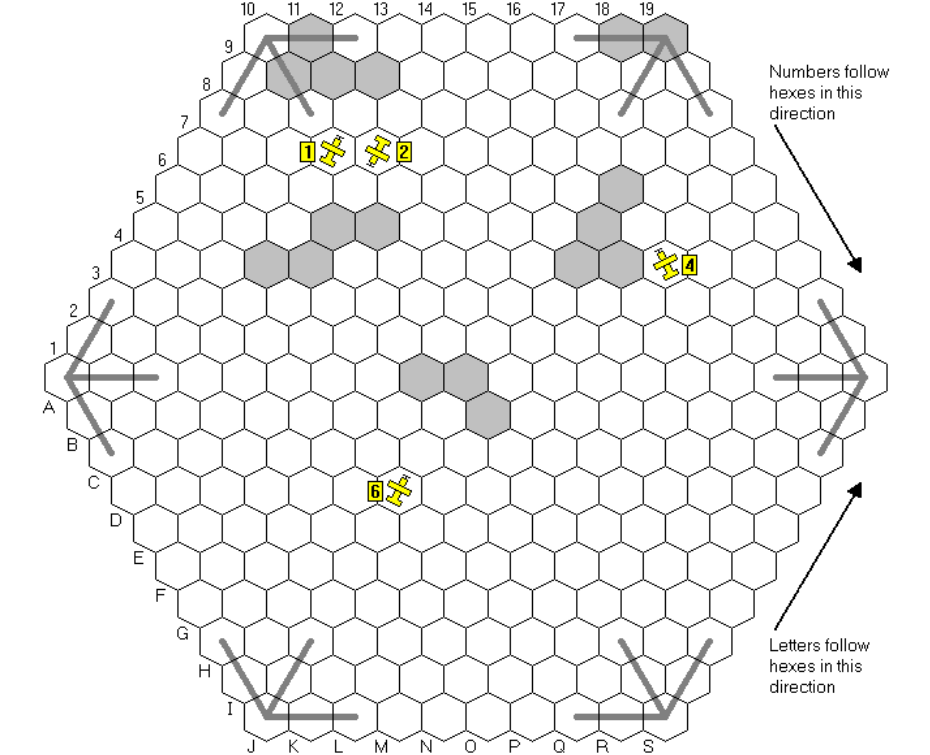
*Mad Ferret* fires off a couple of shots but his target wasn't where he hoped he would be. The clouds moved north east.   ▣

SPACE BLAST 1

Another ship leaves the game.

ROUND 7

	Pilot	Colour	Actions	Armour	Chits
1	*James White* Bob Coull	Green 1 VP	Turn left	3	6T : 7R 3M : 1B
2	*Major Tom* Michael Graystone	Orange 4 VPs	Turn right	2	7T : 4R 1M : 1B
3	*Chewbaccy* Steve Ham	Blue	Turn right	4	6T : 7R 3M : 2B
4	*Wizard Prang* Jim Reader	Yellow	- Out in round 6	0	7T : 8R 2M : 2B
5	*The Meteor* Don Shailer	Red 1 VP	- Power - Super Armour	3	5T : 6R 2M : 1B
6	*Major Mat Mason* Joakim Spångberg	White 1 VP	- Out in round 7	0	7T : 6R 3M : 2B
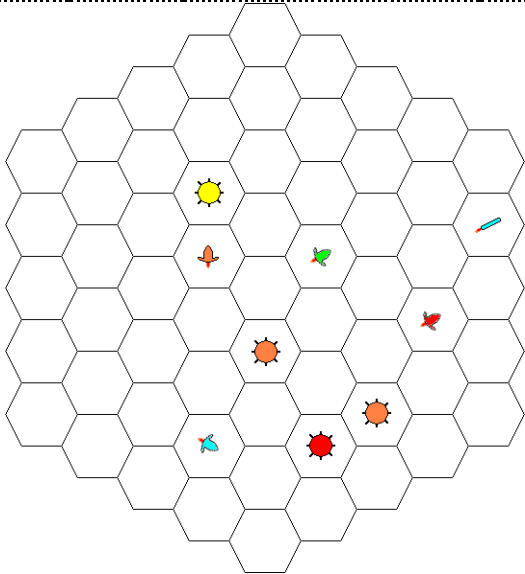
The Meteor uses his special power of Super Armour and recovers one armour point. *Major Mat Mason* is on auto-pilot and flies off the playing grid.

Orders
0 to 3 actions for round eight

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/

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.

- ▾ Lew Stansby 3.636
- ▴ David Hilbert 3.188
- ▴ Roger Krueger 3.174
- ▾ Ken Boucher 3.154
- ▴ Rob Thomasson 2.656
- ▾ Peter Hawkins 2.650
- - Michael Bakken 2.444
- ▾ Willem Moene 2.205
- - Michael Longdin 2.178
- - Peter Beck 2.146
- ▴ Michael Graystone 2.075
- ▾ Mick Haytack 2.065

✪ Completed games and winners:

1856 e719 {1856-S22} . . . . Ken Boucher
1870 e742 {1870-F23} . . . . Brian O'Farrell
Carcassonne e777 . . . . Lew Stansby

✪ New games and start dates:

Carcassonne e788 . . . . Apr 23rd
1856 e789 {1856-I25} . . . . Apr 23rd
Saint Petersburg e790 . . . . Apr 23rd
1800 e791 {1800-K25} . . . . Apr 24th
Acquire e792 . . . . Apr 24th
1825 e793 {1825-L25} {Unit 2} . . . . Apr 25th
Puerto Rico e794 . . . . Apr 26th
Carcassonne e795 {River} . . . . May 13th
1830 e796 {1830-M25} . . . . May 16th

PREVIEW

The 1837 game didn't start this time because Stephen went on holiday shortly after the zine was published, and I'll be away in June, so the idea of running the first round via e-mail doesn't work without everyone able to respond. I'll check with the players and set an appropriate time to get this one started.

There has been enough interest in Buss Boss, or perhaps in Simon's new Morocco map, to fill the list and then some, so I'll keep the remainder on another list for Morocco.

A couple of people asked why they weren't on some lists, expecting to be added to new lists as they are opened. I'm sure I've mentioned this before - I don't maintain background lists or automatic entry to new lists. This can lead to lists filling as they open, making it impossible for others to join in. It also avoids problems where people's preferences change and they end up on a list they no longer want to be on.

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

#155:   1829 {South}, Bus Boss {Morocco}, RoboRally   ✪

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Apr 23rd	...mais n'est-ce pas la gare? 81
Apr 26th	Save Your XXs For Me 52
Apr 27th	Minstrel 311
May 9th	Devolution 69

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	3.619
-	Tony Bromley	3.333
-	Simon Robertson	3.239
-	Mark Frueh	3.200
▲	Lyndon Gurr	3.180
-	Lionel Robbins	3.000
-	Marcus Pratt	2.711
-	Steve Thomas	2.563
-	Geoff Hardingham	2.429
▲	Stephen Webb	2.333
-	Sharon Khan	2.286
-	Colin Sharpe	2.246
▼	Rob Thomasson	2.134
-	Michael Graystone	2.127
-	Richard Lunn	2.000

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-V21, 18EU-G23
Tony Bromley RR-2085-KU
Simon Brooks BA18, BB-205-NLD, GS7
Pete Campbell . . . 1826-H25, 1830-G24, 1856-R23, Acq50, Agr1, BB-308-YRK, PR9, RR-2096-B, RR-2112-I(N), StP2
John Colledge . . . 6n13
Bob Coull 6n13, Acq51, BB-304-EAN, BB-309-YRK, RR-2085-KU, RR-2096-B, SB1
Simon Cutforth . . . Sceptre 2
Dennis Frank BA18
Tim Franklin 1830-L23, 1850-R22, 1895-X24, Sop340
Mark Frueh 1830-G24, 1870-R24, 18EU-G23
Michael Graystone 6n13, Acq50, BB-308-YRK, RR-2066-G, RR-2073-DC, RR-2085-KU, RR-2096-B, Sop340, SB1
Lyndon Gurr . . . . . 1826-H25, 1850-R22, 1856-M22, 1856-R23, 1861-B23, 1870-K23, 18Kaas-P23, Acq49, Acq50, OP26, OP27, Phoenicia 1, Sceptre 2
Steve Ham BA18, GS7, RR-2065-F, SB1
Geoff Hardingham 1861-B23, OP26, Phoenicia 1, PR10, StP1
Alan Harvey 1830-V1-N24, 1850-R22, 18Kaas-P23, CM1
Mike Head 1830-L23, 1856-D22, 1856-M22, IW1
John Hopkins 1829-V21, PR8
Mike Hutton 1829-V21, 1861-B23, Agr1, PR9, StP1
Sharon Khan IW1, StP1
Roger Krueger . . . 1870-R24, 1895-X24
Kevin Lee . . . . 6n13, Acq49, Acq51, BA17, BB-309-YRK, GS7, PR7, PR10, RR-2066-G, RR-2112-I(N), StP2, Sceptre 2
Michael Longdin . . Agr1, 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, RR-2112-I(N)
Bill McKinley BB-308-YRK
Willem Moene . . . 1830-L23, 1830-G24, 1856-D22, 1856-M22, 1856-R23, 1861-B23, 1870-K23, 1870-R24, 18Kaas-P23, Acq50, OP26, OP27, PR7, PR9

Marcus Pratt . . . . . Agr1, IW1, OP26, OP27, StP2, Sceptre 2
Jim Reader . . . . . . 6n13, BA17, BA18, BB-304-EAN, BB-305-NLD, BB-309-YRK, GS7, OP26, OP27, PR7, PR8, PR9, PR10, RR-2065-F, RR-2066-G, RR-2085-KU, RR-2096-B, RR-2112-I(N)
Lionel Robbins . . . 1829-V21, 1870-K23, 18EU-G23
Tony Robbins 1856-D22, BB-309-YRK
Simon Robertson . BB-305-NLD, RR-2065-F, RR-2096-B
Tony Sait . . . . 1830-V1-N24, 1856-M22, 18Kaas-P23, PR7, RR-2065-F, RR-2073-DC, RR-2112-I(N)
Don Shailer 6n13, BB-304-EAN, BB-305-NLD, CM1, GS7, RR-2066-G, Sop340, SB1
Colin Sharpe 6n13, Acq49, Acq51, BB-304-EAN, BB-309-YRK, RR-2073-DC, RR-2096-B
John Shelley 1826-H25, 1830-L23, 1856-D22, 1870-K23
David Smith OP27
Don Smith 1826-E22, 1830-G24, 1830-V1-N24, 1856-R23, 1870-K23, 1870-R24, 18EU-G23
Joakim Spångberg BA17, BA18, GS7, Sop340
Allan Stagg BA17, PR8, PR10
Mark Stretch . . . . . 1830-V1-N24, 1861-B23, 6n13, BA18, BB-305-NLD, OP27, Phoenicia 1
Gina Teh Acq51, IW1
Steve Thomas . . . 1895-X24
Rob Thomasson . . 1829-V21, 1856-M22, 1856-R23, RR-2085-KU, StP1
Roger Trethewey . BA17, GS7, Sceptre 2
Stephen Webb . . . 1826-H25, 1830-G24, 1830-V1-N24, 1850-R22, 1870-R24, 18EU-G23, CM1, Phoenicia 1, PR8
Tony Wilcock Acq49, Acq51, StP2

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CONTENTS

DEADLINES

Wednesday June 18th 2008
18xx Games - Friday June 13th

Future main deadlines: July 16th   August 6th   September 10th

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.