

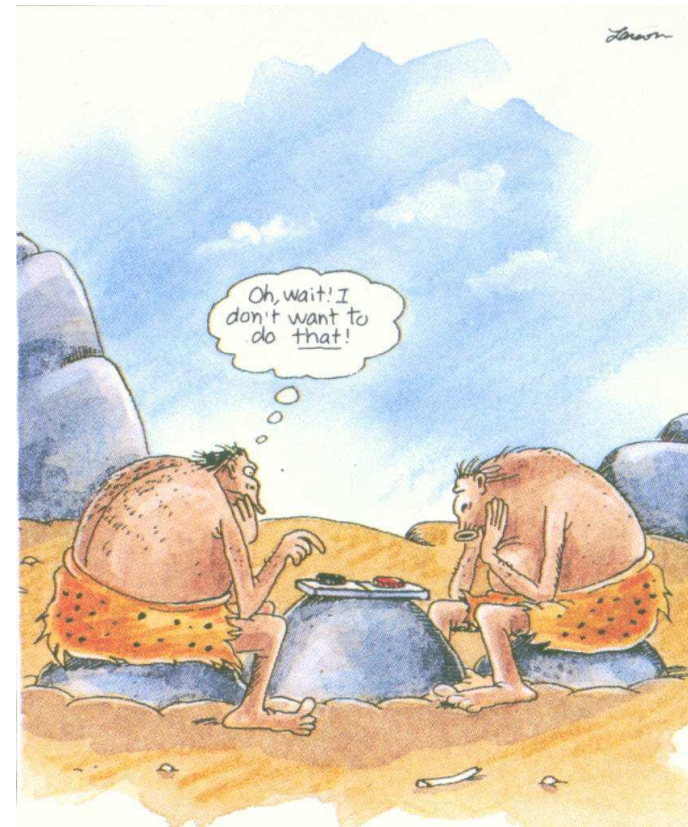
FOR WHOM THE DIE ROLLS

June/July 2008

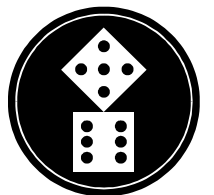
Published by Keith Thomasson

Issue 155

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 #155, 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

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...

- ⇨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

Games starting in the next issue...

- ⇨① Acquire [Standard] Michael Graystone, John Marsden, Tony Wilcock, John Colledge
- ⚡ Railway Rivals Pete Campbell, Bob Coull, Don Shailer, Tony Bromley, Jim Reader (North Germany)

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

- ⇨② 1835 Tony Sait, John Shelley, Don Smith
- ⚡ 1837 Tony Bromley, Geoff Hardingham, John Hopkins, Tony Robbins, Stephen Webb
- ⇨④ 1837 Don Smith
- ① 18GA Mike Head, Don Smith
- ⇨④ 18Rhl Rhineland Willem Moene
- ⇨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
- ⇨② In the Year of the Dragon Michael Longdin, Pete Campbell, Gina Teh
- 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...

- ⇨③ 6 nimmt! Gregory Payne, Colin Sharpe, Jim Reader, Gina Teh, Michael Graystone
- ②/⑧ Battle! Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
- ⑤ Breaking Away Gregory Payne, Jim Reader
- ⇨③ Bus Boss Gregory Payne, Don Shailer (Morocco)

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

START

Welcome to issue #155, a somewhat delayed and combined issue that covers both June and July. That doesn't mean twice as many reports, though, just one less issue for those two months.

The reasons are many and varied. One was the unrealistic expectation of being able to get back from holiday and just get down to it. Too many other things needed attention when we got back, and those things didn't have the luxury of hanging around. The biggest problem, however, was the hard disc crash I suffered a week or so after the May issue came out.

Before I tell that story, however, please note that there is a vacancy in Bus Boss 308-YRK (Yorkshire). I have been unable to get a response from Bill McKinley, so if anyone wants his place, let me know. Make it soon, as I will need to send you the current state of play.

I had a spare drive to put into the computer, and it wouldn't have been so bad if I had been able to restore from the backup, but there were reasons why this was a problem. My machine had two discs set up as a RAID pair, which is a system that lets the two discs work together. Due to confusion during the ordering process when I bought the machine I ended up with the discs configured as RAID 0, which means that the information is shared across the two discs, a bit on one disc and another bit on the second. This set up gives you faster access to your data, but no redundancy. What I had wanted was RAID 1, where the two discs are mirrors, with all the information on one disc and a copy of everything maintained on the second. There's no easy way to switch from one set up to the other unless you're prepared to rebuild the machine, so that's how they stayed.

After the crash, I had to decide - rebuild the new disc in the same way, or switch to the mirrored set up, which gives redundancy. If one of the discs fails in this set up, the other carries on while you replace the faulty disc. That had to be the way for me, and if I didn't do it now I would regret it, so a rebuild it was rather than a straight restore from the backup.

Needless to say, that made life harder, but the end result was going to be worth it. It took some time to locate all the discs I needed, but most of the system was back in a couple of days. The data, such as copies of the zine, reports and adjudicators, was easily recovered from the backup, which was only a week old at the time of the crash.

I made a note of the steps I took to rebuild the machine, but lost count after step 60 or so. What caught me out was the fine detail of setting up the programs to work they way they used to, and I would discover the need to do something just when I was trying to get something else done. However, it is almost done now, and some of the minor niggles I had before have been resolved in the process.

One thing I did along the way was to build a store of information that I would need if I had to do this again. This included the dial-up number for my ISP, software patches for programs, updated printer drivers and copies of programs that had migrated from machine to machine over the years and for which I had no original discs. These now live in a special folder which can be recovered from the backup to make any future rebuild - or new build on another machine - more straightforward. I strongly recommend anyone does the same.

I took the opportunity to update things during the rebuild, For example, instead of locating the original disc for my colour printer, I downloaded the latest printer driver from the web site. Fine - except that now the printer would feed card stock through at full speed instead of recognising that it needed to go through more slowly. The fix for that involved a couple of support calls and the download of a firmware update for the printer itself (firmware

is software that is firmly embedded in a machine, and retained after the power is turned off). The support desk had some problems helping me do this, because although my printer can be plugged into a network, I don't use it like this, and their method for updating the firmware relied on a network connection. They found a way round it in the end, thankfully.

One other update I did was to install version 9 of the file transfer software I use. I've had the disc for ages but had kept on using version 7 because it worked. After a couple of weeks of struggling with the new features in version 9 that were not at all helpful or friendly, and indeed were in some cases downright confusing and misleading, I finally gave in and reinstalled version 7. Some of the problems were simple. When I select a folder to transfer from or to, it is nice to see the folder name on the screen to confirm you're in the right place. The new version didn't display enough characters to let me be sure I was in the right place, and the amount of space to display the information couldn't be adjusted. Another problem confused me to the point where I wasn't updating the database for private info on the web site. The new program insisted on listing files with the newest ones at the bottom, which is not very intuitive or useful, and again didn't seem to be adjustable, so the data file wasn't even visible when I connected and I kept forgetting it needed updating on the live site.

Sometimes, as they say, the old ones are the best.

Speaking of the old ones being the best, I do seem to have spent some time looking back recently. While we were on holiday, I remembered a series of books I had read. I could remember that there were ten of them, the author's surname began with a C, and the titles were all in the the style of "The W and the W", although I couldn't remember any of the specific titles. I could even remember what the general style of the covers was, but did I have any chance of finding out who or what I was half remembering?

Our host was kind enough to let me use his office machine, so I was able to do a little searching on the Internet, and on my second attempt I struck gold. The author's name was Hugh Cook, and the books were in a series called Chronicles of an Age of Darkness. The first book in the series was The Wizards and the Warriors, so all my half-remembered facts had proved to be correct. The question now was whether I could find them (they were in storage) and whether they would live up to the memory.

I got the chance to raid the store a few days after we got back, and considering that we've got some 100+ boxes of stuff in the store was pleased to find them in the third box I checked. As for living up to the memory, very much so. I remembered details as the book unfolded, but never enough to spoil it. One feature was a magic green bottle. With the right magic ring on your finger, you twisted the ring to be transported inside the bottle. One character was trapped in the bottle. While hunting for a suitable magic ring to get himself out, he found something that looked promising, put it on and twisted it, and was transported inside a blue bottle that was already inside the green bottle.

The author's plan was for a series of 60 books (!) But the series was drawn to a close after the tenth volume due to disappointing sales. Even so, they were apparently reprinted in 2006. My prized originals can be seen on Amazon, available new and used from 0.01p.

Another thing from the past that came to mind on holiday was a program I wrote in the 70s when I worked at Marconi Space and Defence. In between the official projects, a group of us were trying to produce a dungeon adventure game. I got the job of writing the program to generate the dungeon as it was explored, and I had fond memories of that. The whole thing never got finished, but you could explore the dungeon, trying to find the preset but randomly located treasure room. I spent one afternoon when it was wet and windy (*very* wet

and *very* windy...) trying to recreate some of it. While sorting through the loft a couple of weeks ago, I found a listing of the original program that I took when I left Marconi. Browsing through that showed me that I had completely forgotten about a number of features. I'm unlikely to do any more work on it, but it was a strange coincidence.

Things are happening with those 100+ boxes in storage. I got a letter from the storage company telling me that due to problems with their data storage company, they had lost my licence agreement, and would I please complete a new licence agreement. I contacted them and told them I could provide them with a copy of the original agreement, but that wasn't good enough, they needed an original signature, so I had to fill out the new agreement. Call me cynical, but it sounded like a ploy to get people to sign up to revised agreements whether they wanted to or not. After all, I could always give them another original signature on the copy of the original agreement.

Our current arrangement runs out in mid-September, so we decided to move from self-storage back to self-self-storage. We now have a new shed in the garden and have been moving stuff out of the store into the shed. This was also the reason why we did some sorting in the loft, as there's plenty of stuff up there that can probably go for auction or simply to the tip. That throws up another load of work, as while some stuff can be identified for disposal quite easily, other stuff will need going through to see what goes and what stays.

A new edition of Acquire was published recently, 46 years after the game was first released. Most of the company names changed for the 1999 release, and they've changed again, so I thought it would be interesting to list the changes over the years. I can only comment on the copies I have. If anyone knows what names the earlier 3M editions used, please let me know.

Edition	1976/1995	1999	2008
Cheap chains	Luxor	Sackson	Sackson
	Tower	Zeta	Worldwide
Mid-price chains	American	American	American
	Festival	Fusion	Festival
	Worldwide	Hydra	Imperial
Expensive chains	Continental	Phoenix	Continental
	Imperial	Quantum	Tower

When the game was republished in 1995, none of the names changed, although this was the edition that introduced the Special Power variant, which did not appear in later sets. They obviously felt the need to update the feel of the game for the 1999 release, with only American surviving from the original set of names. If you think these are odd names for hotels, that's because the theme switched to technology companies in this set.

The latest edition is quite fascinating, though. They have reverted to most of the original names, with the exception of Luxor, which got dropped in favour of Sackson. For some reason they decided to shift the names around, though, which could be confusing for long time players of the game. Worldwide is now a cheap chain, Imperial has become a mid-price chain, while Tower has become one of the big boys. There doesn't seem a lot of point to this, unless you think the design team would have got some evil or childish pleasure in

disturbing the balance of nature. If you find yourself playing a game with a 2008 set, check before you start Tower hoping for cheap shares. The only name you can count on is American, which has stayed as a mid-price hotel chain throughout the life of the game.

There is one rule change for the new edition. If you have a full hand of unplayable tiles, you can reveal them, exchange the whole hand and then play a tile from your new hand. Note that this is not about dead tiles, which lie between two safe chains. You can still replace those at the start of your turn. Unplayable tiles are tiles that would start a chain, but cannot be played because all the chains are in play. A rare situation, but one that leaves you unable to play a tile for that turn.

I was asked if I still had the Airlines game, and how it was played. Yes, I still have it, and after the decision to pull out of storage, I even have it at home. It has similarities to Acquire, in that players are competing to become majority stockholders in airline companies. Each turn, a player chooses from one of two actions: expand an airline and put stock into his hand, or play stock from his hand. Scoring cards turn up a random intervals, and at that point you score for the cards you have played. The cards in your hand do not count.

Airlines was updated by the later Union Pacific, which is considered a better game. Some of the features of both turned up in Ticket to Ride, although there is no stock element in that far more popular game.

I was also asked if I could send someone the rules for Canal Mania. Sorry, not without sending you the rules from my own copy of the game. If you can read other languages (French, German, Italian...) you can find the rules on the BoardGameGeek web site, but not the English rules.

Another request I got was for a handful of e-mail addresses so that deals could be discussed in a game. I don't give e-mail addresses out without the owner's permission, as some people are very sensitive about this. If you have a message for another player I can forward your e-mail to them, and they can decide whether to respond to you or not. The other option, of course, is to write to their published postal address well before you need to discuss game matters via e-mail.

The hard disc crash wasn't the sole reason for the delay on this issue, of course. The fact that the deadline was now a month later suppressed the urgency flag for the work, and time slipped by faster than expected, as it has a habit of doing. I got diverted briefly in searches for old computer games after I found The Ancient Art of War (1984) in the loft, considered by some to be the grand-daddy of the real-time strategy game. I couldn't get this to run on my system, but I found a download of the game on the Internet that worked first time, so the diskette I had for the game must have been corrupted.

One thing led to another, and I ended up with a copy of the Advanced Civilization computer game from Abandonia (www.abandonia.com). This is the Avalon Hill version that was a faithful recreation of the board game. This was followed by 1830, Telengard and History of the World, all AH titles. I got History of the World from another site, Home of the Underdogs (www.the-underdogs.info). People regularly post to the 18xx forum about problems running 1830 on XP. It ran straight away for me, the key being to run it via DosBox, a free utility for running old DOS programs on newer systems. ★



Heron
Games

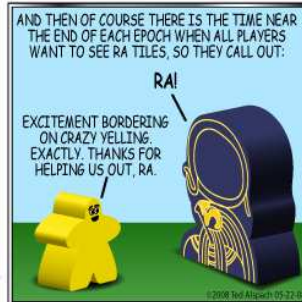
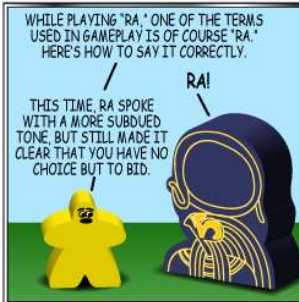
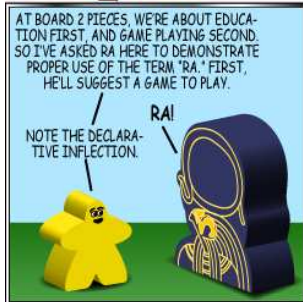
Latest arrivals and restocks

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

	<p>£18.00</p> <p>46 years after it was first published, Acquire makes another appearance in what is probably the cheapest version to be released.</p>		<p>£36.00</p> <p>This is the English version, out at last. The RRP is £40 or £45, depending on which supplier you refer to.</p>
	<p>£31.50</p> <p>Galactic Emperor is causing quite a stir, with Puerto Rico style role selection. A second print run is reputedly already in preparation.</p>		<p>£22.50</p> <p>Ice Flow got the award for best game at this year's UK Games Expo, second year in a row for Ludorum Games.</p>
	<p>£22.50</p> <p>New games from the Ragnar Brothers are rare. This debuted at the UK Games Expo.</p>		<p>£27.00</p> <p>Egypt remains a popular theme for board games. Nefertiti is an auction game in which you try to buy the best gifts for Queen Nefertiti.</p>
	<p>£22.50</p> <p>Tinnert's Trail is the first game in Warfrog's Tree Frog line, a series of limited edition games from designer Martin Wallace.</p>		<p>£31.50</p> <p>Tribune was voted top in the FairPlay poll at last year's Essen show, and is now available in an English release.</p>

BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



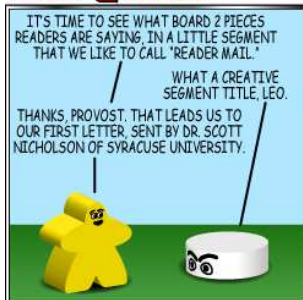
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



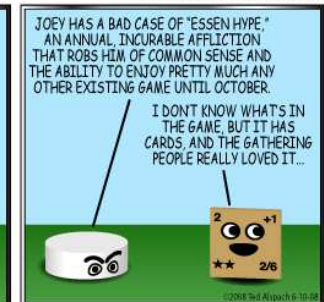
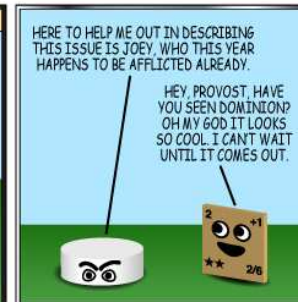
BOARD 2 PIECES

BY TED ALSPACH



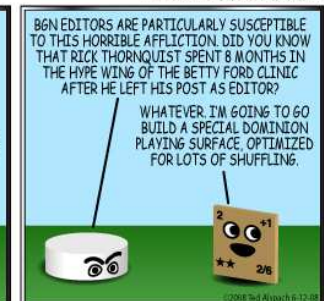
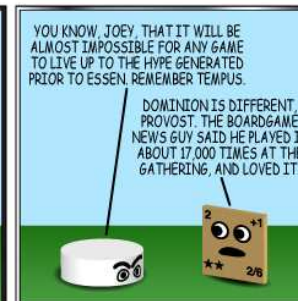
BOARD 2 PIECES

BY TED ALSPACH



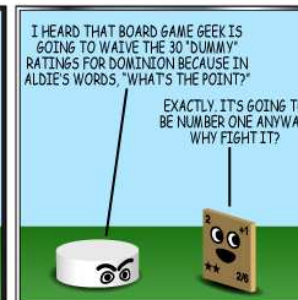
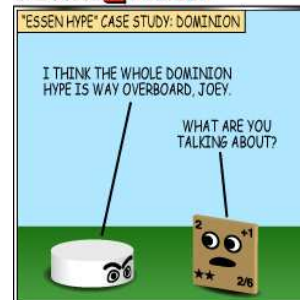
BOARD 2 PIECES

BY TED ALSPACH



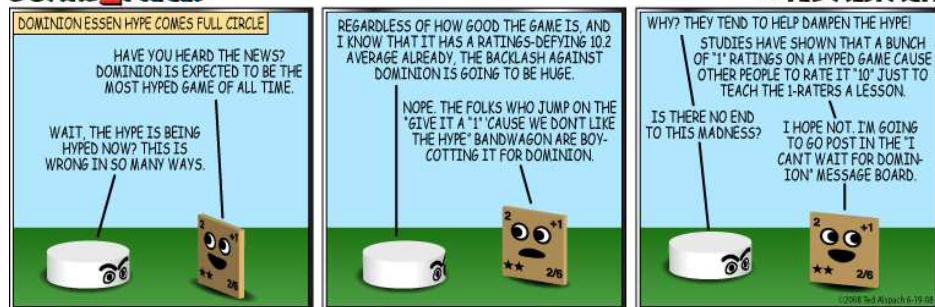
BOARD 2 PIECES

BY TED ALSPACH



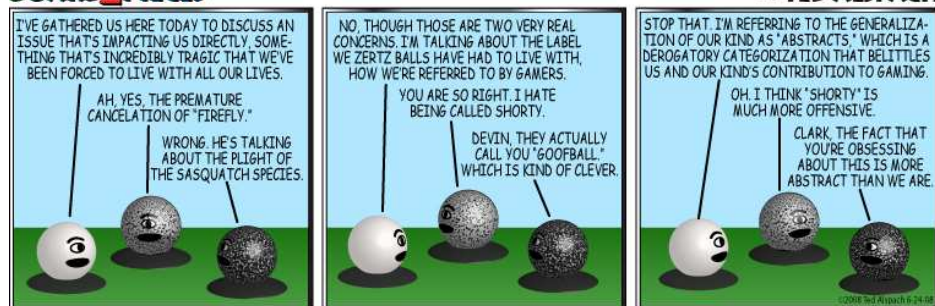
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



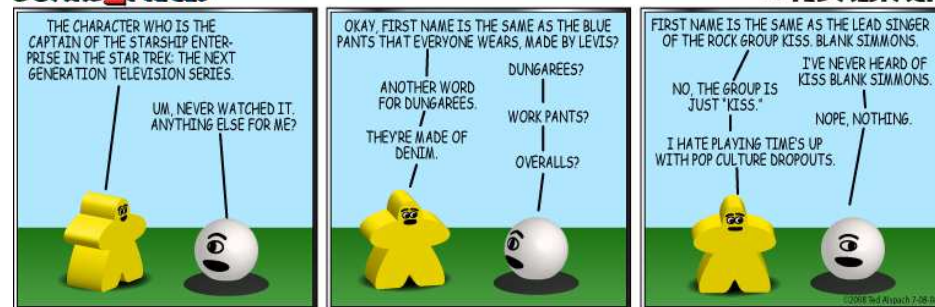
BOARD 2 PIECES

BY TED ALSPACH



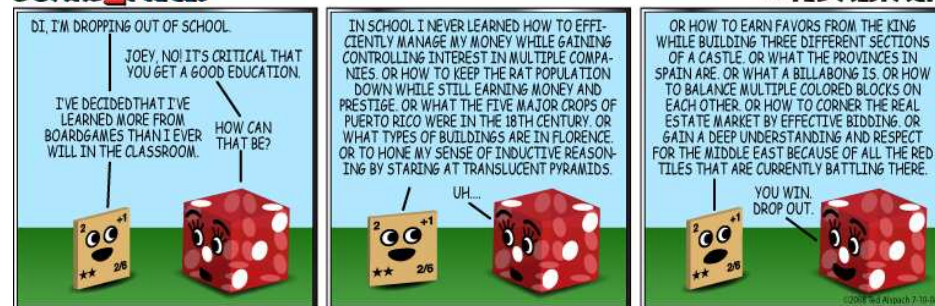
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



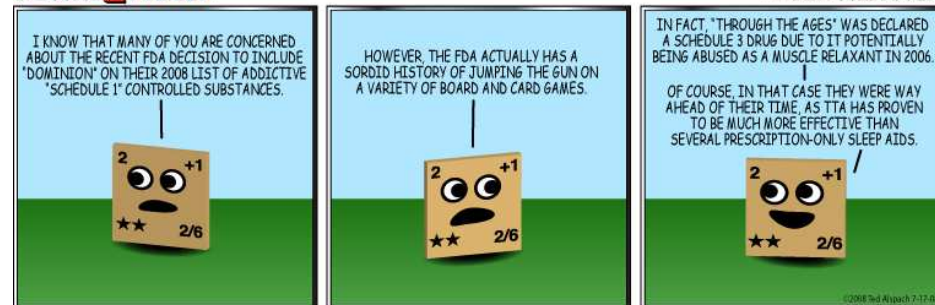
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH





1829-U25

Back to square one with another where it all started.

NEW GAME

Welcome to a new 1829 game, on the southern board. This one is four players, who will deal shares in this order:

Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Lionel Robbins	24 Regency Court, Sittingbourne, Kent, ME10 1BZ

You have 630 in your kitties. I have taken the liberty of assuming that extension kit MSK1 and the PC rule be adopted. The former adds type '60' and '67' tiles for phase four, while the PC rule allows players to sell private companies back to the bank for 30 below the listed price. When owned by the bank, laying a tile on a private company's home hex closes the company. Private companies also close under this rule when the first '7' train is bought.

Maps and tile sheets are enclosed for those getting this on paper. If you're getting this via PDF download, you can get these resources from the web site - www.fwtwr.com/18xx/. Please be sure to use the tile sheet for this game.

As there are no bids for private companies, we can cover the first share dealing round in one go. After the private companies have gone, the LNWR will be on offer at its fixed price of 100 a share, followed by the GWR at 90 and the Midland at 82 a share. All ten shares of one company need to be sold by the bank before the next company is available.

Private companies		Cost	Revenue
Swansea & Mumbles	S&M	30	5
Cromford & High Peak	C&HP	75	10
Canterbury & Whitstable	C&W	130	15
Liverpool & Manchester	L&M	210	20

Trains	'2'	'3'	'4'	'5'	'7'
Quantity	7	6	4	4	4
Cost	180	300	430	550	720

In 1829, the '2' trains rust when the first '5' train is bought, and the '3' trains go with the purchase of the first '7' train, which is also the start of phase four.

1829 uses survey parties for track building, which requires a little more forward planning. If anyone needs a reminder on the rules for survey parties, let me know.

One common error in 1829 relates to the yellow hexes on the board that upgrade to the double-green station tiles (#10). This is a tile lay, not an upgrade, and your survey party has to be on the hex before you can lay those tiles. No such restriction applies to upgrades of the green station hexes for London, Birmingham, Liverpool and Manchester.

Orders required for the following round	By the early deadline
SRI	



1856-D22

Ah, warnings, who pays attention to those?

GAME OVER

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%

Tony Robbins (1st): This was quite a close game until the CGR formed earlier than anyone expected. The distribution of trains and shares at that point - and being able to pay off the CA's loans - helped me to jump ahead of the field, and stay in front to the end. Amazing! Thanks to all for the game, and to Keith for running it.

Mike Head (5th): Well, despite all the warnings, I decided to try and make a fist of launching the Welland, but sadly the advice was sound and 5th place was my just desserts. It just doesn't start quickly enough, other players quite rightly avoided it like the plague, and I had to pump too much cash in to get it to limp along. I think the move into the THB was at about the right time, but where I really lost all hope of avoiding last place was the stock round order after the CGR was formed. I was at the back, and my CGR stock got wiped, I simply passed out the whole round. Congratulations to Tony - I really thought he had launched the CA too low for comfort but fortune certainly favoured the brave, and thanks to Keith for GMing.



I'm in the same camp as Mike. Whatever people tell me about which companies are good or bad I'll take my own look and can easily decide to ignore the comments because something looks worth doing. I find it easy to make that choice without seeing all the possibilities and problems inherent in the decision, and live to regret it.



BUS BOSS 312-MOR

A new area for bus services.

NEW GAME

This map is a recent production by Simon Robertson. Your dealing order is as follows.

Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Jim Reader	Moving around...
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EP
Simon Brooks	7 Birling Way, Uckfield, East Sussex, TN22 1LP
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ

Maps are enclosed for Bob and Pete, while the others got the map as a PDF through the mail.

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





1826-H25

Only one Parisian company is floated.

PUBLIC

Stock Round 1 - Public Companies

John	Pete	Lyndon	Stephen
+ GC/Pres {82}	+ PO/Pres {75}	+ B/Pres {82}	+ A new {floated}
+ GC new {floated}	+ PO new {floated}	+ B new	✗
✗	✗	+ B new {floated}	✗
✗	✗	✗	Priority for SR2

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Stephen Webb	185	-110	75	665	28.7▼	4
John Shelley	265	-246	19	670	28.9▼	5
Pete Campbell	380	-225	155	450	19.4▼	3
Lyndon Gurr	340	-328	12	532	23.0▲	5

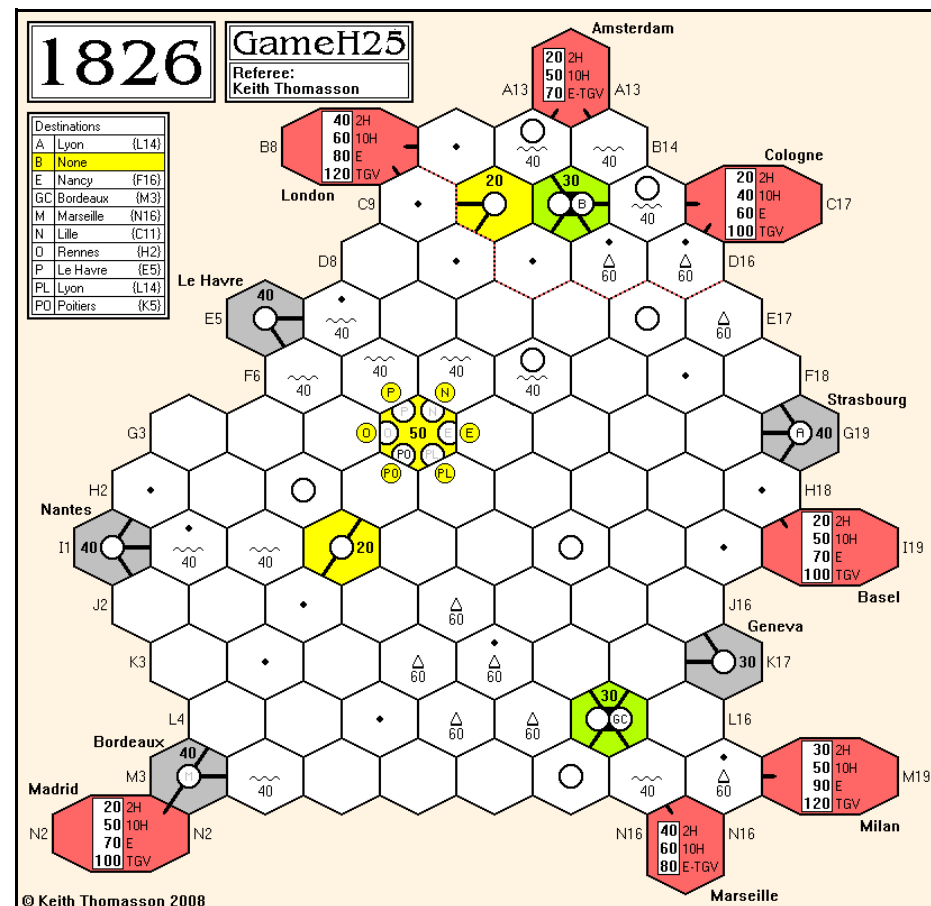
Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
✗ Stephen Webb	Mail, Als	3P	-	-	-	-	-	-	-	-	-
John Shelley	Bridge, Par	-	-	-	3P	-	-	-	2P	-	-
Pete Campbell	Algerian	-	-	-	-	-	-	-	-	-	3P
Lyndon Gurr	Belgian	-	5P	-	-	-	-	-	-	-	-

Company type	5	10	-	5	-	-	-	5	-	5
Bank (new)	5	-	10	5	10	10	10	8	10	5
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Treasury shares	2	5	-	2	-	-	-	-	-	2
Price	110A	82D	-	82D	-	-	-	110A	-	75E
Loans	-	-	-	-	-	-	-	-	-	-
Company credit	330	410	-	246	-	-	-	-	-	225
Tokens	2	3	-	2	-	-	-	-	-	2
Trains	-	-	-	-	-	-	-	-	-	-

Bank cash: 10,528 Certificate limit: 13 Trains: 8 x 2' 7 x 4' Current operating order: A, GC, B, PO

Tiles	Tile number/Availability					One Operating Rounds between Stock Rounds		
3/2	4/6	5/2	6/2	7/4	8/16	9/21	57/4	58/6

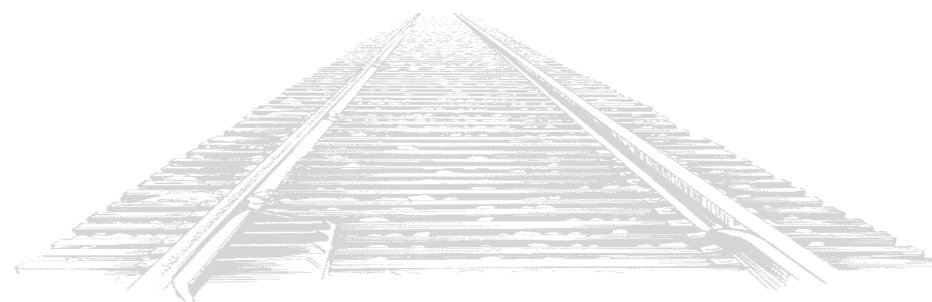
All of the tile availability lists are now colour coded, which reduces the space required slightly once more tiles come into play. This seems so obvious that I don't know why I didn't do it before.



Orders required for the following rounds

By the early deadline

OR1, SR2





1829-V21

The L&YR gets a route.
The GSWR does not.

OR19 - OR20

OR19	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	•P8	200	Yes	-	520▲	90	3T 3
NER	MH	-	•R18 !	180	Yes	①	250▲	10	5 3
Mid	JH	-	•S17	230	Yes	-	180▲	70	5 4
NBR	RT	-	•J6	210	Yes	-	160▲	10	3T 3
Cal	LR	47:P10:2	•H4 !	340	Yes	-	90▲	40	5 4
L&YR	PB	-	•N10	-	-	-	14▼	50	-
GNR	LR	-	•T16	250	Yes	-	82▲	20	4 3
GCR	MH	9:O13:3	•O17	150	No	②	56▼	230	4
GSWR	JH	-	•I5	-	-	-	21▼	30	3

Notes: ① 100 to the GCR for a '3' train
② 160 to the bank for terrain costs

OR20	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	•P8	200	Yes	-	535▲	100	3T
NER	MH	-	•P20	290	Yes	-	275▲	10	5 3
Mid	JH	8:S17:6	•Q19	230	Yes	-	200▲	70	5 4
NBR	RT	-	•H4 !	210	Yes	-	180▲	10	3T 3
Cal	LR	47:R14:2	•H10	340	Yes	-	100▲	40	5 4
L&YR	PB	5:N10:4	•M9	-	-	① ②	7▼	0	3
GNR	LR	-	•H4 !	250	Yes	-	90▲	20	4 3
GCR	MH	-	•O11	150	Yes	③	58▲	130	4
GSWR	JH	9:I5:2	•J2	-	-	-	14▼	30	3

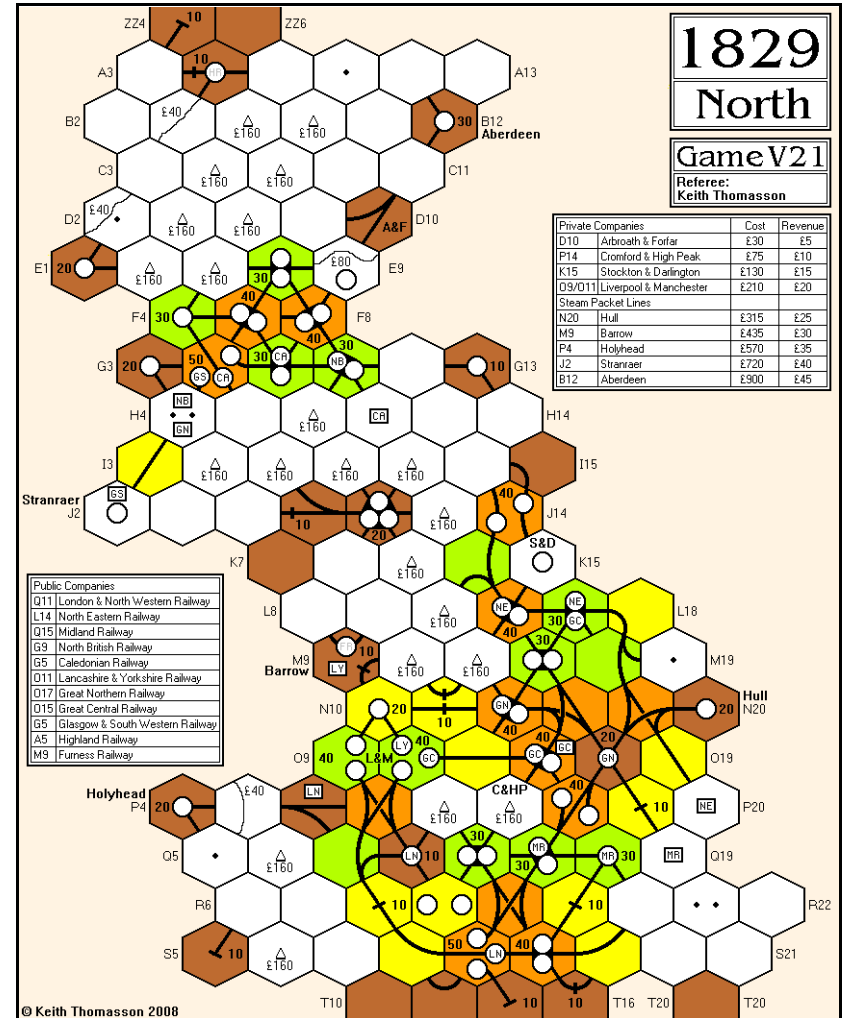
Notes: ① 40 to the bank for terrain costs
② 10 to the LNWR for a '3' train
③ ③100 to the bank for a token in O11

Cash Flow	b/f	OR19	OR20	c/f	Value	%	Certs
Rob Thomasson	95	457	468	1,020	5,122	24.8▲	17/20
Lionel Robbins	951	452	508	1,911	4,850	23.5▲	18
Peter Berlin	409	179	179	767	3,152	15.3▼	8/12
John Hopkins	853	230	230	1,313	2,887	14.0▼	9/13
Mike Hutton	288	227	420	935	4,626	22.4▼	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	53
Bank (pool)		-	-	-	-	-	5	-	-	-	-
Price (pool)		335	275	200	180	100	7	90	58	14	
Company credit		100	10	70	10	40	0	20	130	30	
Tokens		3	3	3	3	2	3	2	1	2	3
Trains		3T	5 3	5 4	3T 3	5 4	3	4 3	4	3	
Bank cash: 14,054	Certificate limit: 18	Trains: 2 x '6', 1 x '3T', 2 x '2+2'...									

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



Orders required for the following rounds

By the early deadline

OR21, SR14

Adjudication can pause between rounds if requested



1830-L23

Just one round, which sees the first '6' train on the rails.

OR9

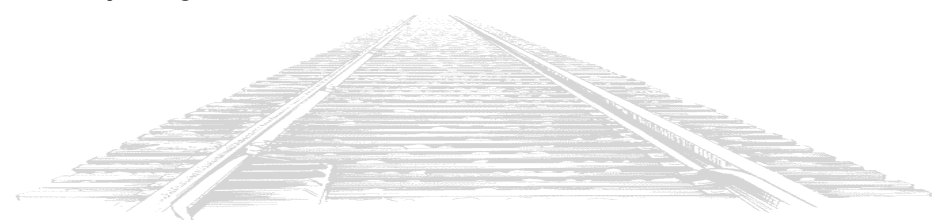
OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TF	61:115:1	280	Yes	-	160B	533	-
NYNH	WM	8:E12:3	170	Yes	① ②	160A	19	5 4
B&M	WM	61:E23:4	150	Yes	③ ④	100A	6	6
CPR	JS	9:B22:3	80	No	⑤	76B	914	-
NYC	MH	63:E19:1	220	No	-	75F	300	5
PRR	JS	46:H14:6	-	-	⑥	71F	1	5
C&O	JS	63:H10:1	-	-	⑦	67G	1	4
Erie	TF	-	140	No	⑧	20J	1	4 4

- Notes: ① 120 to the bank for terrain costs
 ② 450 to the bank for a '5' train
 ③ 40 to the bank for a token in G19
 ④ 630 to the bank for a '6' train
 ⑤ 1 to the PRR for a '5' train
 ⑥ 254 to the CPR for a '5' train
 ⑦ 430 to the CPR for a '4' train
 ⑧ 473 to the B&O for a '4' train

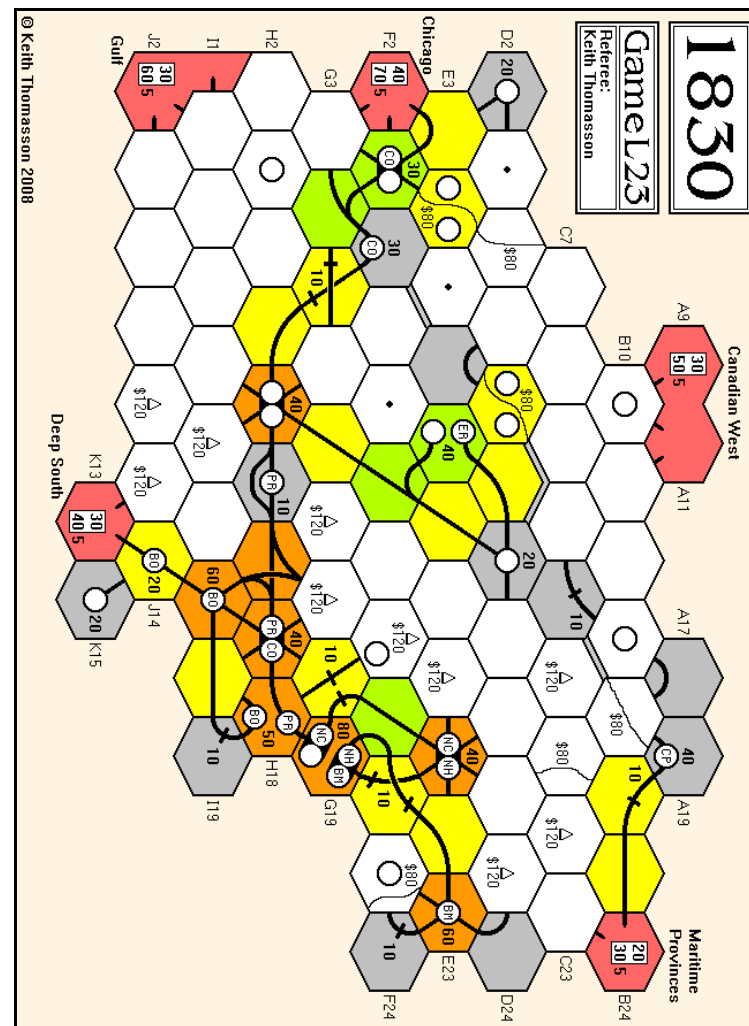
Cash Flow	b/f	OR9	c/f	Value	%	Certs
John Shelley	41	0	41	1,045	14.4	11
Mike Head	151	45	196	998	13.7	7/9
Richard Lunn	281	135	416	1,881	25.8	13
Tim Franklin	180	168	348	1,463	20.1	6/9
Willem Moene	143	192	335	1,895	26.0	10

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	-

Bank (new)	4	-	-	4	1	-	-	2
Price (par)	100	100	67	90	71	76	90	71
Bank (pool)	-	-	2	-	3	-	-	4
Price (pool)	100A	160B	67G	76B	20J	75F	160A	71F
Company credit	6	533	1	914	1	300	19	1
Tokens	-	-	-	3	2	2	-	1
Trains	6	-	4	-	4 4	5	5 4	5
Bank cash: 8,774	Certificate limit: 13				Trains: 1 x '6', Diesels			
Current operating order:	B&O, NYNH, B&M, CPR, NYC, PRR, C&O, Erie							



Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
1/1	2/-	3/2	4/2	7/3	8/5	9/3	55/-	56/-	57/3	58/1	69/1	14/2	
15/2	16/1	18/-	19/1	20/1	23/3	24/3	25/1	26/-	27/1	28/-	29/1	53/2	
54/1	59/1	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/1	47/1	61/-	62/-	
63/-	64/1	65/-	66/1	67/1	68/1	70/1							



Orders required for the following round

By the early deadline

SR7

1830-G24

Two more companies to
make it six out of eight.

SR5

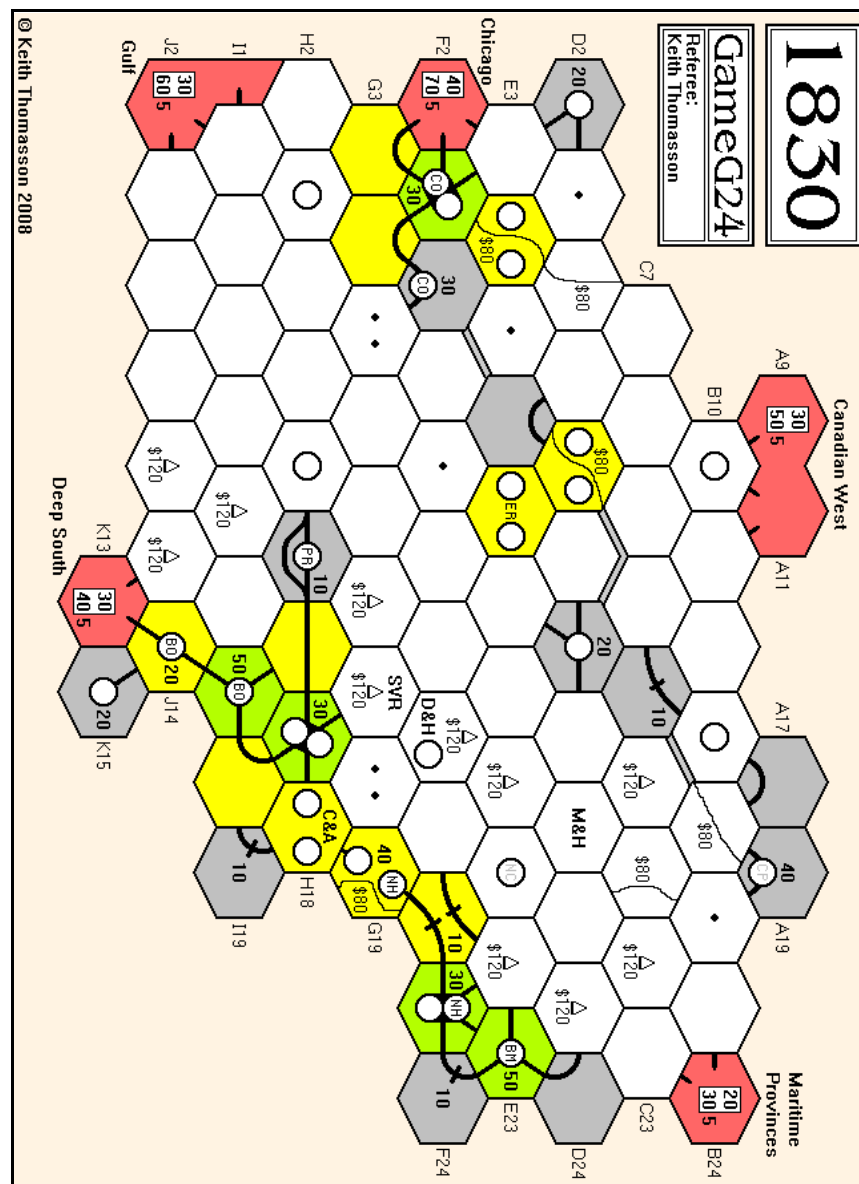
Stock Round 5

Mark	Willem	Stephen	Pete	Don
- 1 B&O {▼82E}	- 1 B&O {▼75F}	+ C&O new	+ NYNH pool	+ NYNH pool
- 1 C&O {▼82E}	- 1 C&O {▼75F}			
- 1 NYNH {▼75F}	- 1 NYNH {▼70G}			
+ B&M/Pres {82}	- 1 PRR {▼76D}			
	+ Erie/Pres {90}			
+ B&M new	+ Erie new	+ NYNH new	+ PRR pool	✗
+ B&M new	+ Erie new	+ NYNH new - 1 C&O {▼70G}	+ PRR new	✗
+ B&M new	+ Erie new	+ PRR new	✗	✗
+ B&M new {floated}	+ Erie new {floated}	✗	✗	✗
- 1 B&M {▼76D}	✗	✗	✗	✗
+ PRR new				
✗	Priority for SR6			

Cash Flow	b/f	SR5	c/f	Value	%	Certs.
Mark Frueh	271	-230	41	847	24.2▼	9
Willem Moene	253	-219	34	844	24.1▲	7
Stephen Webb	233	-225	8	594	16.9▼	7
Pete Campbell	252	-228	24	666	19.0▼	8
Don Smith	105	-70	35	555	15.8▲	6

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mark Frueh	-	5P	-	-	-	-	-	5P	1
★ Willem Moene	M&H, C&A	-	-	-	-	6P	-	-	-
Stephen Webb	-	-	4P	1	-	-	-	2	1
Pete Campbell	-	-	-	6P	-	-	-	1	2
Don Smith	D&H	-	-	-	-	-	-	1	5P

Bank (new)	4	2	-	10	4	10	1	1
Price (par)	82	100	76		90		71	82
Bank (pool)	1	4	3	-	-	-	-	-
Price (pool)	76D	75F	70G		90B		70G	76D
Company credit	820	648	120		900		20	640
Tokens	2	1	1	4	3	4	-	3
Trains	-	2, 2	3, 3, 2, 2		-		3, 3, 2, 2	3
Bank cash: \$ 7,710	Certificate limit:	13					Trains: 4 x '4', 3 x '5'...	
Current operating order:	Erie, PRR, B&M, B&O, NYNH, C&O							

[illegible]

Orders required for the following rounds

By the early deadline

OR6, OR7

Adjudication can pause between rounds if requested



1830-V1-N24

We've got the '3' trains
and two new companies.

OR3 - SR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	DS	9:C17:2	40	Yes	①	90C▲	510	2 2
B&O	TS	57:G21:3	50	Yes	①	90A▲	720	2 2
NYNH	MS	-	50	Yes	② ③	76E▲	290	3.2.2

- Notes: ① 80 to the bank for a '2' train
 ② 260 to the bank for a '2' train and a '3' train
 ③ 80 to Mark for the C&StL private

Stock Round 4

Mark	Don	Alan	Stephen	Tony
- 4 NYNH (▼68H) + CPR/Pres (76)	+ NYNH pool	- 4 C&O (▼69G) - 1 NYNH (▼) + PRR/Pres (100)	+ C&O pool	+ NYNH new
+ CPR new	✗	+ PRR new	✗	✗
+ CPR new	✗	+ PRR new	✗	✗
+ CPR new	✗	+ PRR new (floated)	✗	✗
+ CPR new (floated)	✗	✗	✗	✗
✗	Priority for SR5			

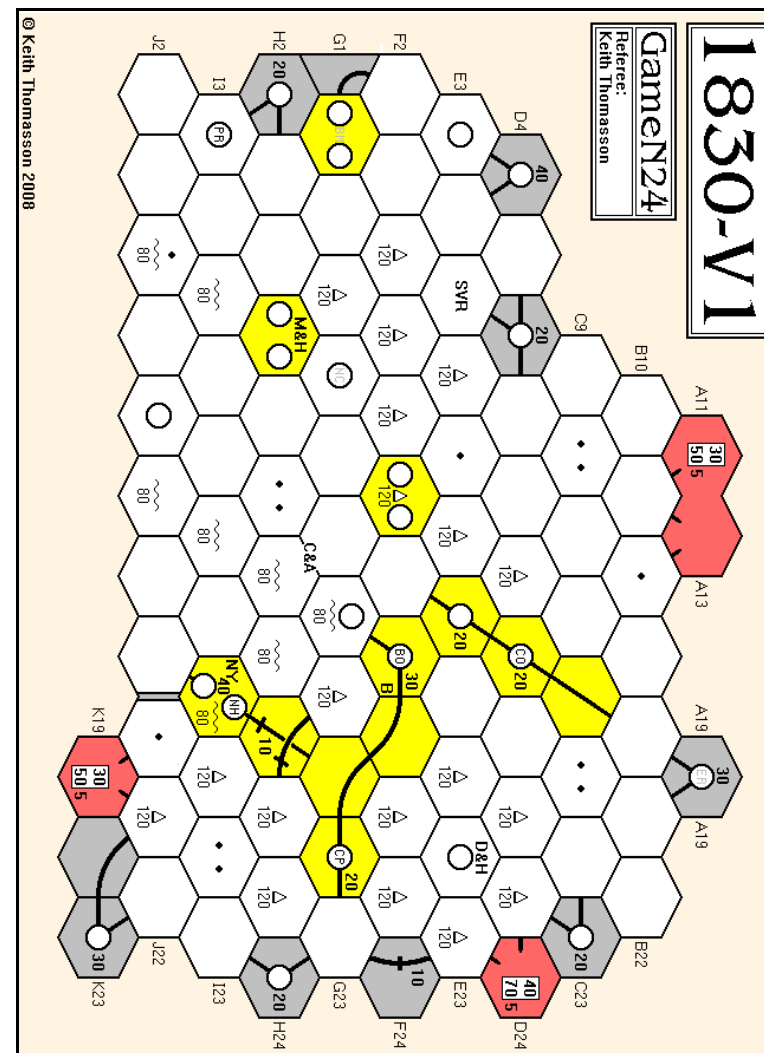
Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Stephen Webb	34	45	-69	10	547	19.3▲	7
Tony Sait	49	25	-71	3	499	17.6▲	5
Mark Stretch	64	120	-152	32	624	22.0▲	6
Don Smith	62	39	-68	33	585	20.6▼	7
Alan Harvey	47	46	-72	21	581	20.5▼	6

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	SVR, M&H	-	3	1	-	-	-	1	-
Tony Sait	-	-	4P	-	-	-	-	2	-
Mark Stretch	-	-	-	-	6P	-	-	2P	-
Don Smith	D&H	-	-	6P	-	-	-	1	-
Alan Harvey	C&A	-	-	-	-	-	-	-	6P

Bank (new)	10	3	-	4	10	10	1	4
Price (par)		100	67	76			71	100
Bank (pool)	-	-	3	-	-	-	4	-
Price (pool)		90A	69G	76D			68H	100A
Company credit		720	510	760			290	1,000
Tokens	2	2	2	4	3	4	1	4
Trains		2.2	2.2	-			3.2.2	-

Bank cash: 8,621 Certificate limit: 13 Trains: 4 x '3' 4 x '4'...
 Current operating order: PRR, B&O, CPR, C&O, NYNH

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



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



1850-R22

A company can only redeem one share in an entire stock round.

OR14 - SR10

The MKT and UP runs were only 250 last time, so each paid share loses its owner 1.

OR14	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
NP	SW	8:D11:6	290	Yes	-	500B▲	145	6
GN	LG	47:B9:3	290	Yes	-	180C▲	10	6
CBQ	AH	145:H17:2	260	Yes	-	120C▲	10	5
CMSP	LG	24:F17:2	460	Yes	-	120B▲	368	6.5
MP	SW	135:L13:2	210	Yes	-	100B▲	120	8
SOO	AH	8:C18:3	380	Yes	①	90B▲	195	8
UP	TF	19:L5:1	250	Yes	-	72G▲	254	8
CRIP	SW	15:K14:2	260	Half	-	55H▲	585	5
MKT	LG	138:K6:1	260	Half	-	40H▲	169	10

Notes: ① 50 to the bank for an Edge token in C20

Stock Round 10

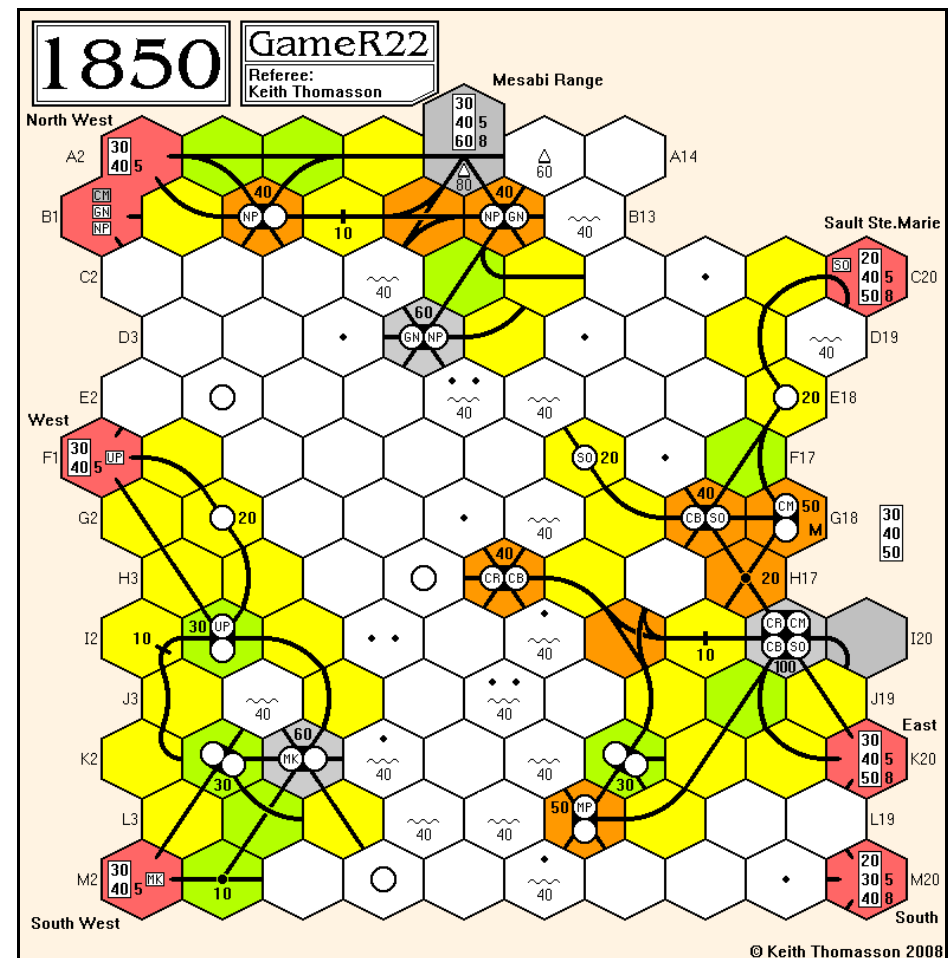
Alan	Lyndon	Tim	Stephen
+ CMSP new	+ MKT new	+ MP new	+ CRIP pool
+ CRIP new	+ CRIP new	+ CMSP new	+ CRIP new
+ CRIP new	+ SOO new	UP redeems from the pool	+ CMSP new
✗	✗	✗	+ CMSP new
✗	✗	✗	✗
Priority for SR11			

Cash Flow	b/f	OR14	SR10	c/f	Value	%	Certs
Stephen Webb	453	407	-311	549	3,804	30.2▼	18/19
Alan Harvey	637	494	-242	889	3,074	24.4▲	17/18
Lyndon Gurr	1,032	624	-234	1,422	4,254	33.7▼	16/22
Tim Franklin	325	256	-190	391	1,473	11.7▲	10/11

Portfolio	CBQ	CMSP	CRIP	GN	MKT	MP	NP	SOO	UP
Stephen Webb	1	2	5P	1	1	6P	6P	-	-
Alan Harvey	7P	1	3	1	1	-	1	6P	-
Lyndon Gurr	-	6P	2	7P	7P	-	1	1	1
Tim Franklin	1	1	-	1	1	1	-	1	6P

Bank (new)	-	-	-	-	-	3	-	2	-
Price (par)	100	90	76	82	68	100	68	90	82
Bank (pool)	1	-	-	-	-	-	-	-	2
Price (pool)	120C	140A	60G	200B	50G	100B	325A	90B	72G
Company credit	10	368	585	10	169	120	145	195	182
Redeemed shares	-	-	-	-	-	-	2	-	1
Tokens	1	1+E	2	1	2	2	-	1	2
Trains	5	6.5	5	6	10	8	6	8	8
Bank cash: 6,965	Certificate limit: 14				Trains: 1 x '10', '12's				
Current operating order: NP, GN, CMSP, CBQ, MP, SOO, UP, CRIP, MKT									

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/3	5/2	6/1	7/5	8/8	9/13	55/1	56/-	57/4	58/4
69/1	128/-	14/4	15/-	16/1	17/1	18/1	19/-	20/1	23/3	24/1	25/1	26/1
27/-	28/1	29/1	129/1	132/1	141/1	142/-	143/1	144/1	39/1	40/1	41/3	44/1
45/2	46/2	47/1	63/-	70/1	130/1	133/-	135/2	145/-	146/1	147/2	131/-	134/1
138/-												



Orders required for the following rounds

By the early deadline

OR15, OR16

Adjudication can pause between rounds if requested

1856-M22

There's only time for
the operating round.

OR16

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
TGB	LQ	8:L11:2	570	Yes	-	225B	606	6 5
CGR	RT	43:O10:5	820	Yes	-	175A	52	D
BBG	RT	63:J15:1	310	Yes	-	175A	160	6
CV	TS	-	390	Yes	-	125D	0	D
THB	WM	1:J17:3	160	Yes	-	125D	229	D
WGB	WM	-	290	Yes	①	110D	175	5
CPR	MH	-	290	Yes	-	100E	48	5

Notes: ① The bank has run out of cash

Cash Flow	b/f	OR16	c/f	Value	%	Certs
Mike Head	1,818	536	2,354	4,629	20.4	13
Lyndon Gurr	2,828	742	3,570	6,420	28.3	12½
Tony Sait	718	328	1,046	2,371	10.4	8½
Rob Thomasson	1,611	617	2,228	5,103	22.5	13
Willem Moene	1,341	491	1,832	4,167	18.4	13

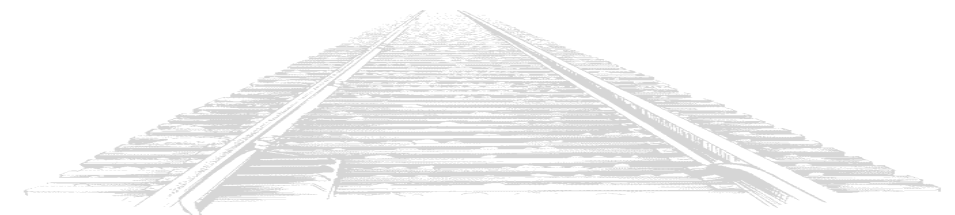
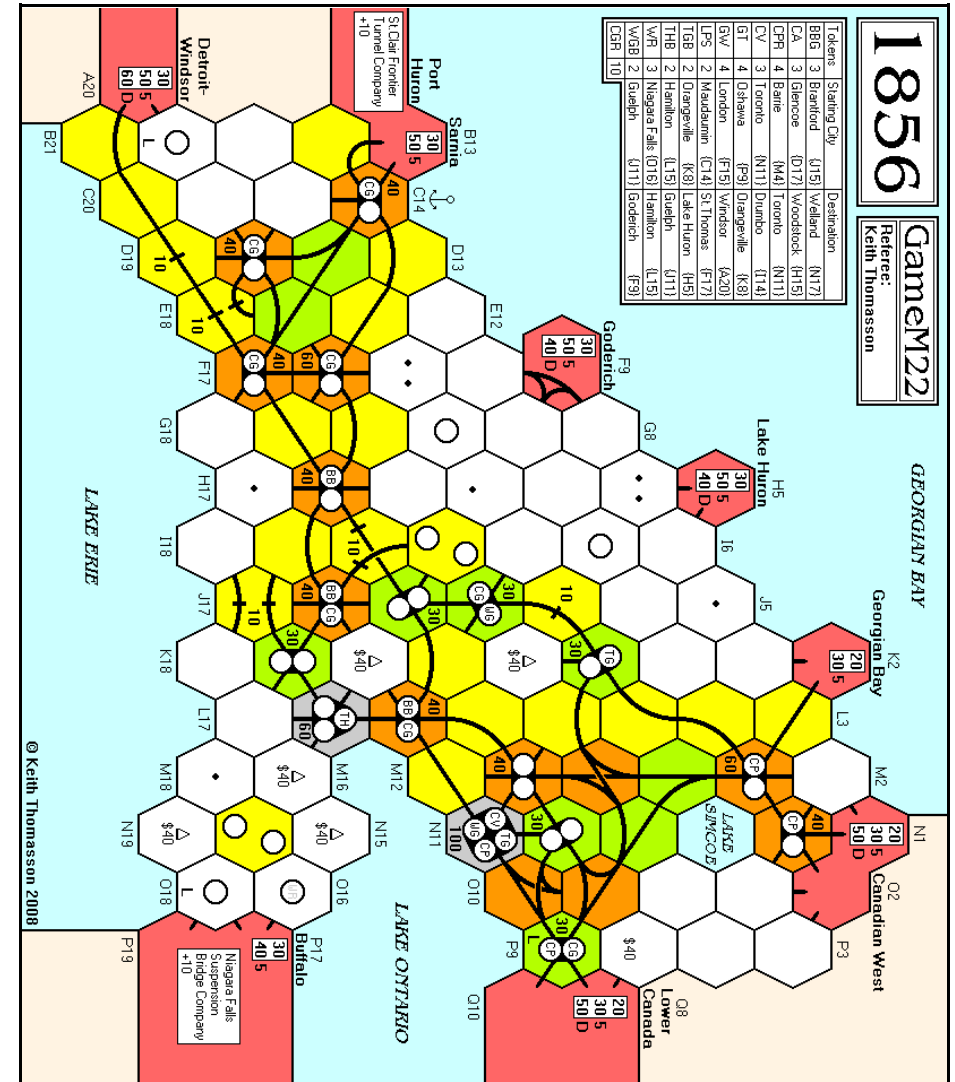
Portfolio	BBG	CPR	CV	TGB	THB	WGB	WR	CGR
Mike Head	3	6P	-	3	1	-	-	2
Lyndon Gurr	-	-	5	6P	-	-	-	5
Tony Sait	1	1	5P	-	2	-	-	1
Rob Thomasson	6P	3	-	-	1	-	-	8P
Willem Moene	-	-	-	1	6P	6P	-	4

Bank (new)	-	-	-	-	-	2	10	-
Price (par)	100	65	70	100	90	100	-	100
Bank (pool)	-	-	-	-	-	2	-	-
Price (pool)	175A	100E	125D	225B	125D	110D	-	175A
Company credit	160	48	0	606	229	175	-	52
Tokens	-	-	2	-	1	-	3	2
Trains	6	5	D	6.5	D	5	-	D
Bank cash: -300		Certificate limit: 13			Trains: Diesels			

My optimism for another stock round was shown to be unfounded, as the bank ran out when the WGB took its turn.

1st	Lyndon Gurr	6,420	28.3%
2nd	Rob Thomasson	5,103	22.5%
3rd	Mike Head	4,629	20.4%
4th	Willem Moene	4,167	18.5%
5th	Tony Sait	2,371	10.4%

Congratulations to Lyndon on the win and my thanks to everyone for the game. We'll round it up next time, so let me have your memories of the game.





1856-R23

The THB and the CV are floated.

SR5

Stock Round 5

Don	Pete	Willem	Lyndon	Rob
- 1 GT {↔}	- 1 WR {↖90C}	- 1 GW {↔}	- 2 CA {↔}	+ CPR pool
+ CPR pool	- 1 GW {↖90F}	- 1 GT {↔}	+ CPR pool	
	- 1 CA {↖80F}	+ CV/Pres (100)		
	+ THB/Pres (100)			
+ CPR new	+ GT new	+ CV new	+ CPR new	+ CPR new
+ CPR new	+ GT new	+ CV new	+ CPR new	+ LPS new
✗	+ GT new	+ CV new	+ GT pool	+ CA new
✗	- 2 GT {↔}	+ CV new (floated)	+ GT pool	+ CA pool
	+ THB new	✗	+ GT pool	✗
✗	+ THB new	✗	+ GT pool (gains Pres)	✗
✗	+ THB new (floated)	✗	+ GT pool	✗
✗	✗	✗	✗	Priority for SR6

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Pete Campbell	395	-345	50	1,180	22.4▲	10
Willem Moene	449	-430	19	1,179	22.4▼	11
Lyndon Gurr	461	-435	26	1,146	21.8▼	12
Rob Thomasson	429	-340	89	1,209	23.0▲	13
Don Smith	125	-115	10	550	10.4▲	7

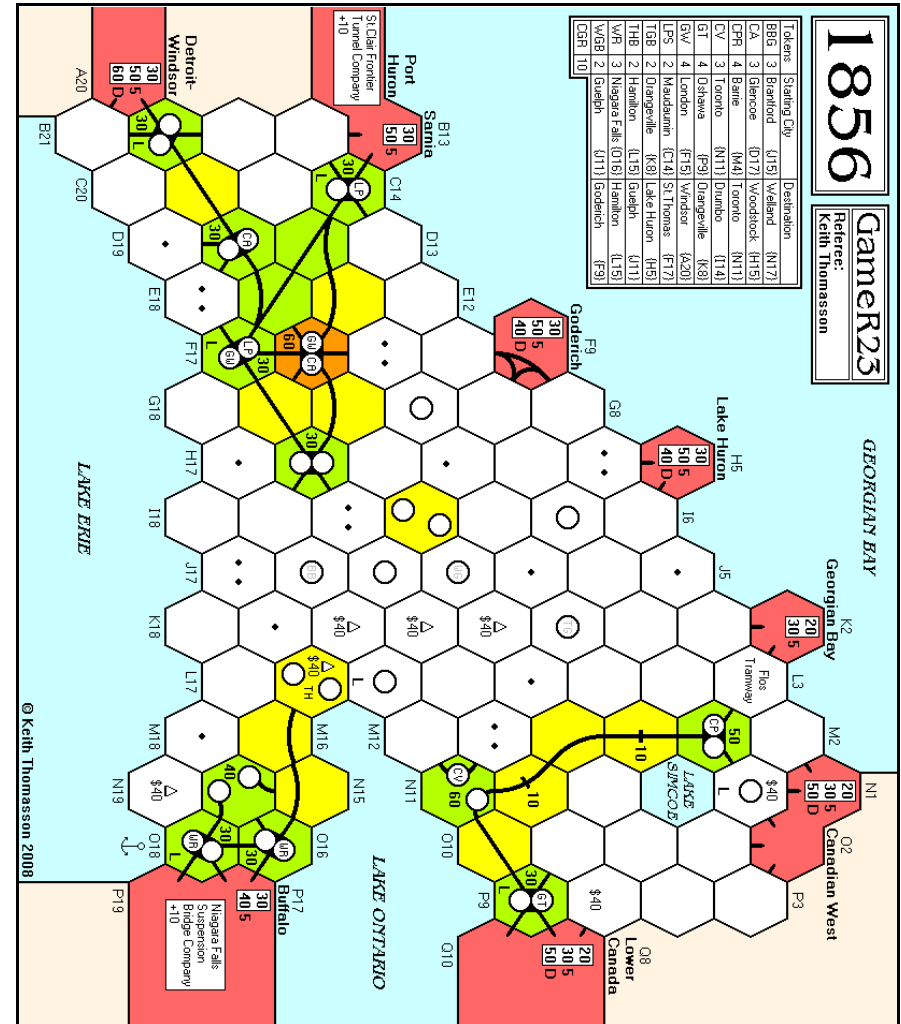
Portfolio	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Pete Campbell	-	-	-	-	1	-	-	-	6P	-	5P
Willem Moene	-	6P	-	6P	-	-	1	-	-	-	-
Lyndon Gurr	-	-	3	-	5P	6P	-	-	-	-	-
✗ Rob Thomasson	-	2	2	-	-	-	6P	-	-	-	4
Don Smith	-	-	5P	-	3	-	-	-	-	-	-

Bank (new)	10	-	-	4	-	-	-	10	4	10	-
Price (par)		70	70	100	65	70	65		100		80
Bank (pool)	-	2	-	-	1	4	3	-	-	-	1
Price (pool)		80F	60G	100A	80F	90F	80F		100A		90C
Company credit		395	48	600	291	97	209		600		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: 9,566 Certificate limit: 13 Trains: 2 x '5', 2 x '6'

Current operating order: THB, CV, GW, WR, LPS, GT, CA, CPR

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
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	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	59/1	40/1	41/3	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				



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



1861-B23

Two '8' trains are out so we have just one more operating round.

OR11 - OR12

The SW and MKV shares should not have dropped in price for sales by other than the President, so the prices have been adjusted to where they should be and suitable cash adjustments made. This also meant that Lyndon could not afford his last purchase. The operating order remains unchanged.

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	MH	9:K6:2	9:L5:2	650	Half	220C▲	1,704	-	5
SE	GH	23:A12:3	9:A10:1	280	Yes	220C▲	455	-	7
MKN	LG	801:A4:2	-	670	Yes	200C▲	1,457	-	5
MVR	LQ	63:D9:1	-	390	Yes	200C▲	0	-	6.5
NW	WM	-	-	330	Yes	165C▲	744	-	5
MK	MS	-	-	370	Yes	150D▲	362	-	6
MKV	GH	88:A8:2	-	-	-	100D▼	30	-	8.7
SW	WM	-	-	-	-	45H▼	90	-	8

- Notes: ① 20 to the bank for terrain costs
 ② 20 to the bank for a second tile lay
 ③ 322 to the MKV for a '7' train
 ④ 100 to the bank for a token in M10
 ⑤ 491 to the MKN for a '5' train
 ⑥ 1,000 to the bank for an '8' train

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	MH	9:M4:2	9:N3:2	370	Yes	245C▲	184	-5+5E	5
SE	GH	20:A6:1	-	450	Yes	245C▲	80	-2+2	7
MKN	LG	4:D11:1	-	370	Yes	220C▲	68	-5+5E	5
MVR	LQ	-	-	550	Yes	220C▲	220	-	6.5
NW	WM	-	-	320	Yes	180C▲	240	-2+2	5
MK	MS	-	-	370	Yes	165D▲	510	-	6
MKV	GH	24:C2:2	9:B3:2	510	Yes	110D▲	10	-	8
SW	WM	-	-	450	Yes	50H▲	225	-	8

- Notes: ① 1,500 to the bank for a '5+5E' train
 ② 600 to the bank for a '2+2' train
 ③ 20 to the bank for a second tile lay

Portfolio	GRR	MK	MKN	MKV	MVR	NW	SE	SW
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

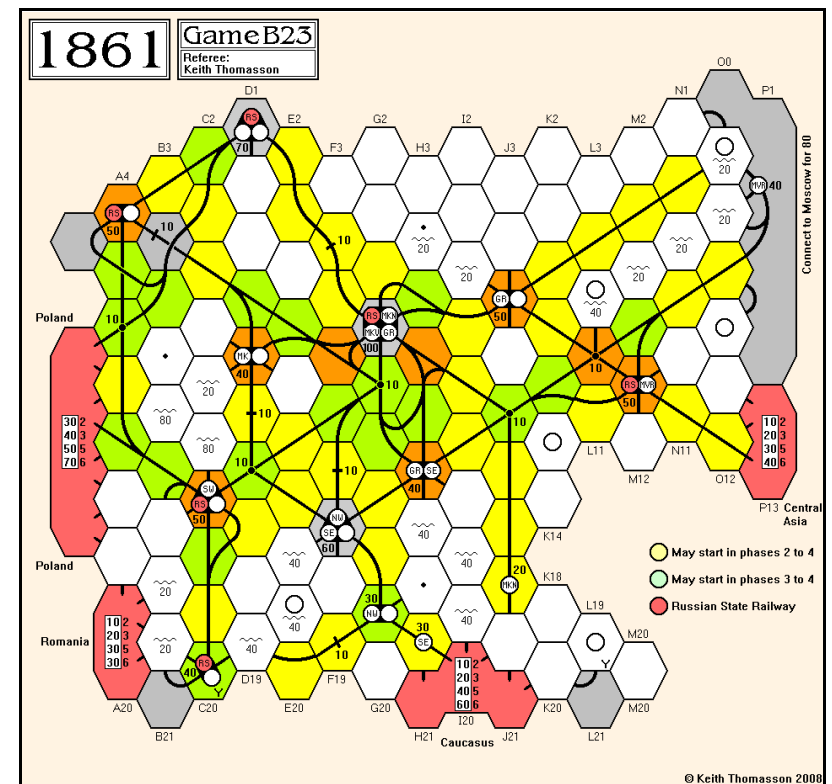
Treasury	-	4	3	-	4	3	5	3
Bank (pool)	2	-	-	3	-	1	-	4
Price	245C	165D	220C	110D	220C	180C	245C	50H
Loans	-	-	-	-	-	-	-	-
Credit	184	510	68	10	220	240	80	225
Tokens	-	2	1	2	1	1	-	2
Trains	5+5E	5	6	5+5E	5	8	6.5	2+2.5

Bank cash: 9,434 Certificate limit: 13 Trains: '8's
 Current operating order: GRR, SE, MKN, MVR, NW, MK, MKV, SW

Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Willem Moene	83	165	250	498	1,498	11.6▼	5
Geoff Hardingham	27	173	461	661	2,506	19.3▼	8
Mike Hutton	64	390	273	727	2,307	17.8▲	6
Lyndon Gurr	101	766	626	1,493	4,623	35.7▲	13
Mark Stretch	6	289	355	650	2,020	15.6▲	8

Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds						
5/2	4/1	5/2	6/2	7/3	8/3	9/3	57/-	58/4	201/3	202/3	621/2	14/2		
15/2	16/2	17/2	18/2	19/2	20/1	21/2	22/2	23/-	24/-	25/4	26/2	27/1		
28/1	29/1	30/2	31/2	32/1	33/1	34/1	35/1	36/1	37/1	38/1	39/1	40/1	41/1	42/1
43/1	44/1	45/1	46/1	47/1	48/1	49/1	50/1	51/1	52/1	53/1	54/1	55/1	56/1	57/1
58/1	59/1	60/1	61/1	62/1	63/1	64/1	65/1	66/1	67/1	68/1	69/1	70/1	71/1	72/1

Yellow track tiles are unlimited



Orders required for the following round

By the early deadline

OR13



1870-K23

All the companies
are now floated.

OR8 - SR6

The FW should have laid 14:J3:1 last time.

OR8	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	DS	24:K6:5	-	110	Yes	-	120D	43
SP	LR	170:J5:5	-	200	Yes	-	120B	664
MP	LQ	43:K6:5	-	140	Yes	①	110D	82
TP	JS	4:K4:2	9:L3:2	240	Yes	-	100C	246
SSW	LQ	141:K4:2	-	190	Yes	②	90B	113
ATSF	WM	6:D5:3	8:E4:2	80	Yes	③	82C	212
MKT	DS	15:H17:3	-	130	Yes	-	72H	48
FW	LQ	147:K4:1	-	190	Half	-	60G	365
MP	LQ	Connection run	-	320	Yes	④	120D	82
SSW	LQ	Connection run	-	190	Yes	⑤	100B	249

- Notes: ① 450 to the bank for a '5' train
② 40 to the bank for a token in H13
③ 40 to the bank for a token in D5
④ Destination marker placed in J5
⑤ Destination marker placed in J3

Stock Round 6

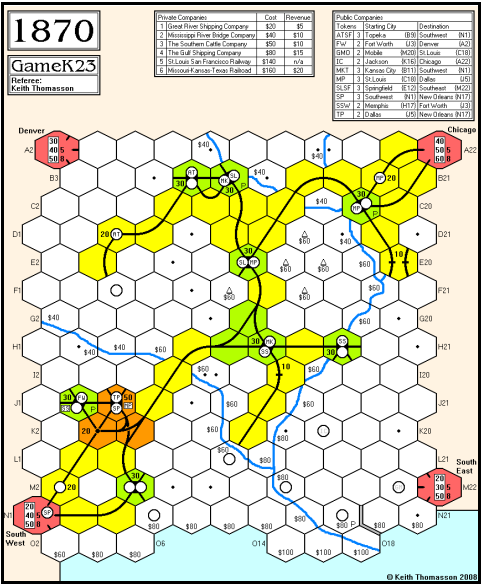
Don	Willem	John	Lionel	Lyndon
+ SLSF pool	- 1 MP {PP} + GMO/Pres\$100}	⇒	⇒	Price protects 1 MP
+ SLSF pool	+ GMO new	- 1 SP {PP} + IC/Pres {82}	Price protects 1 SP	+ FW pool
✗	+ GMO new	+ IC new	SP redeems from Lionel	+ TP new
✗	+ GMO new	TP redeems from John	+ TP new	+ ATSF new
✗	+ GMO new {floated}	+ IC new	+ SSW new	+ MKT pool
✗	✗	+ IC new	+ SSW new	✗
✗	✗	+ IC new	+ ATSF new	✗
✗	✗	- 1 IC {+76D}		
✗	✗	+ FW new	✗	✗
✗	✗	+ SSW new	✗	✗
✗	✗	+ MKT pool	✗	✗
✗	✗	✗	Priority for SR7	

Cash Flow	b/f	OR8	SR6	c/f	Value	%	Certs
John Shelley	194	241	-420	15	1,577	19.3	13/14
Lionel Robbins	309	236	-344	201	1,823	22.3	12
Lyndon Gurr	199	503	-416	286	2,350	28.7	13/18
Don Smith	179	153	-240	92	1,212	14.8	9
Willem Moene	387	105	-480	12	1,224	14.9	11

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	-	1	-	5P	1	1	1	1	1	5P
Lionel Robbins	1	-	-	-	-	2	-	6P	2	2
Lyndon Gurr	1	6P	-	-	1	6P	-	-	6P	1
Don Smith	-	-	-	-	5P	1	4P	1	-	-
Willem Moene	6P	-	6P	-	-	-	1	-	-	-

Bank (new)	2	3	4	4	-	-	-	-	1	-
Price (par)	82	68	100	82	72	76	100	100	90	82
Bank (pool)	-	-	-	1	2	-	3	-	-	-
Price (pool)	82C	60G	100A	76D	72H	140C	120D	140C	100B	110B
Company credit	212	365	1,000	820	48	82	43	544	249	146
Redeemed shares	-	-	-	-	-	-	1	2	-	2
Tokens	1+D	1+D	2+D	2+D	1+D	-	1+D	1+D	-	1+D
Trains	4	5	3	-	4	5	4	3	3	4
Bank cash: 7,885	Certificate limit: 13				Trains: 2 x '5', 3 x '6'...					
Current operating order:	MP, SP, SLSF, TP, SSW, GMO, ATSF, IC, MKT, FW									

Titles		Tile number/Availability		Three Operating Rounds between Stock Rounds									
1/-	2/1	3/3	4/6	5/2	6/2	7/8	8/13	9/13	55/1	56/1	57/3	58/3	
69/1	14/-	15/-	16/2	17/2	18/2	19/2	20/2	23/4	24/1	25/3	26/2	27/2	
28/2	29/2	141/2	142/2	143/1	144/1	39/1	40/2	41/3	42/3	43/1	44/1	45/2	
46/2	47/2	63/5	70/2	145/2	146/2	147/1	170/3						



Orders required for the following rounds
OR9, OR10
By the early deadline
Adjudication can pause between rounds if requested



1870-R24

The first '3' train just pops out before the stock round.

OR2 - SR3

OR2	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	8:D11:2	9:G14:1	40	Yes	-	100A	820 2
MP	DS	8:C20:6	9:B21:2	160	Yes	-	90B	606 2 2 2
MKT	RK	6:B9:1	8:A8:4	80	Yes	① ② ③	82C	372 3.2.2.2

- Notes: ① 260 to the bank for a '2' train and a '3' train
 ② 100 to Roger for the SCC private
 ③ Cattle token placed in B11

Stock Round 3

Roger	Mark	Stephen	Don	Willem
x	+ MP new	x	x	x
x	x	Priority for SR4		

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Willem Moene	20	63	0	83	605	22.8	5
Roger Krueger	15	142	0	157	485	18.3	3
Mark Frueh	75	16	-90	1	501	18.9	4
Stephen Webb	37	69	0	106	526	19.8	5
Don Smith	70	64	0	134	534	20.2	3

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Willem Moene	GSC, MKT	-	-	-	-	1	1	1	-	-	-
Roger Krueger	-	-	-	-	-	4P	-	-	-	-	-
Mark Frueh	-	-	-	-	-	-	1	4P	-	-	-
Stephen Webb	GRSC	-	-	-	-	-	4	-	-	-	-
Don Smith	-	-	-	-	-	-	4P	-	-	-	-

Bank (new)	10	10	10	10	4	-	5	10	10	10
Price (par)					90	90	100			
Bank (pool)	-	-	-	-	1	-	-	-	-	-
Price (pool)					82C	100A	100A			
Company credit					372	606	820			
Redeemed shares					-	-	-	-	-	-
Tokens	3+D	2+D	2+D	2+D	2+D	1+D	2+D	3+D	2+D	2+D
Trains					3 2	2 2 2	2			

Bank cash: 9,721 Certificate limit: 13 Trains: 5 x '3', 5 x '4'...
 Current operating order: SLSF, MP, MKT

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

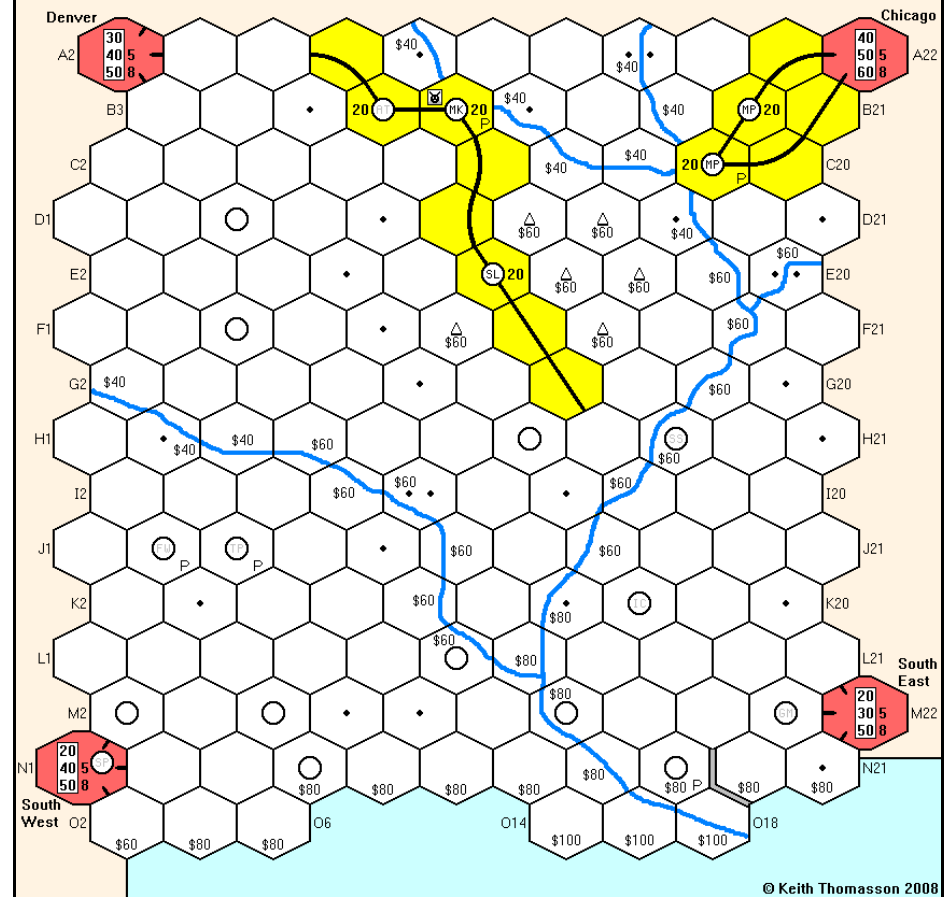
1870

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)	Southwest (M22)
SP	3	Southwest (N1)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)



Orders required for the following rounds

By the early deadline

OR3, OR4

Adjudication can pause between rounds if requested



1895-X24

One '2H' train each, so we stay with one operating round.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
OME	TF	815:C11:1	-	-	①	90B	610	2H
STA	ST	9:D10:2	-	-	② ①	70D	270	2H
SD	RK	57:D18:3	-	-	①	60E	260	2H

Notes: ① 40 to the bank for a '2H' train
② 120 to the bank for terrain costs

Stock Round 2

Steve	Tim	Roger
+ SD treasury	x	x
x	Priority for SR3	

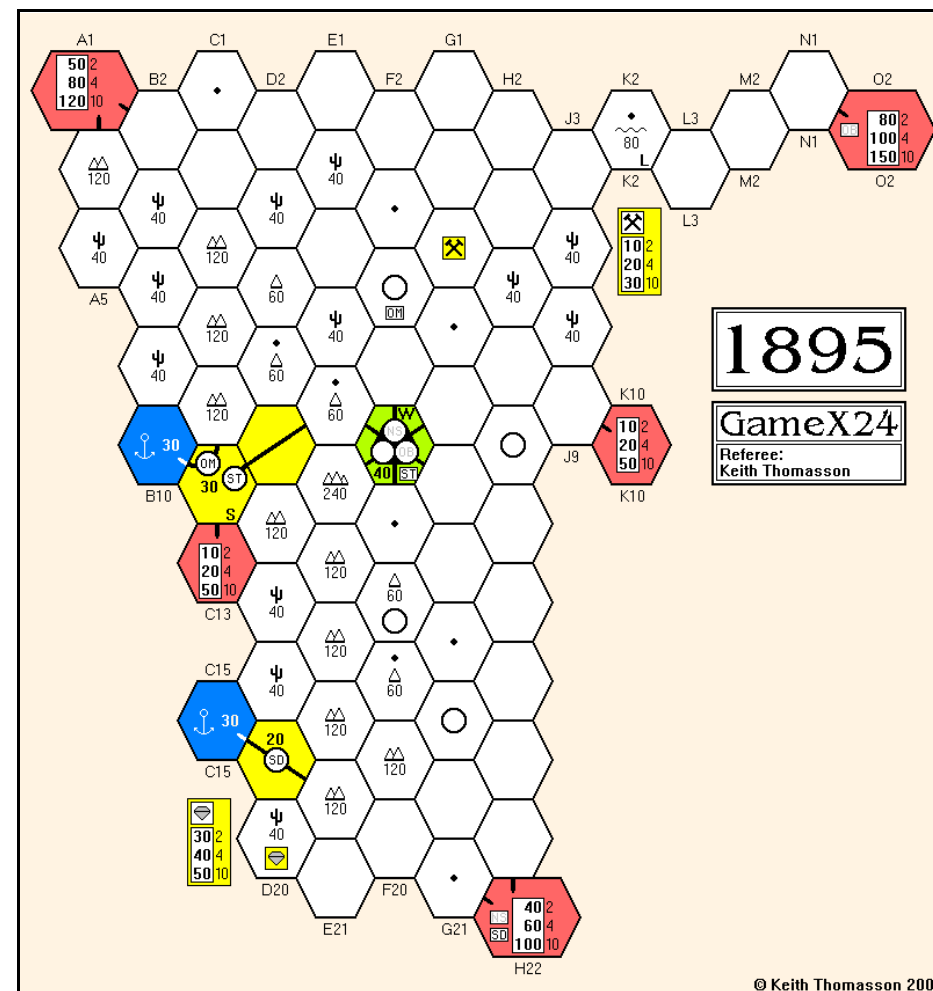
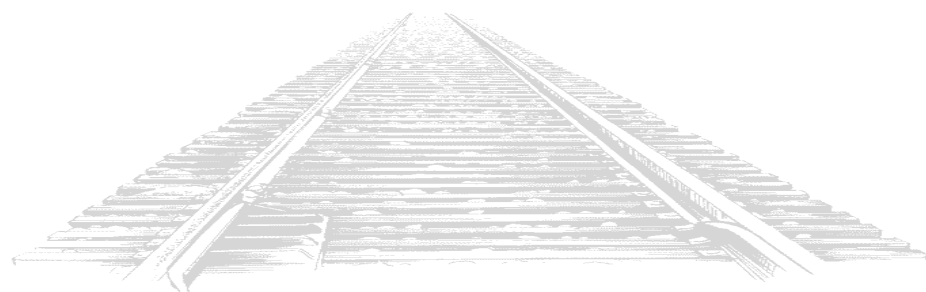
Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Steve Thomas	70	0	-60	10	420	29.2	7
Tim Franklin	10	0	0	10	550	38.2	5
Roger Krueger	5	5	0	10	470	32.6	9

Portfolio	PC/Obligs	STA	OME	SD	OB	NS
Steve Thomas	STA OME	5P	-	1	-	-
Tim Franklin	-	-	6P	-	-	-
Roger Krueger	ML / SD NS	1	1	5P	-	-

Bank (new)	3	2	3	10	9
Bank (pool)	-	-	-	-	-
Price	70D	90B	60E		
Company credit	270	610	320		
Tokens	3	2	2	2	2
Trains	2H	2H	2H		
Bank cash: 6,487	Certificate limit: 13			Trains: 1 x '2H', 3 x '3H'...	

Tiles	Tile number/Availability					One Operating Round between Stock Rounds				
	3/2	4/2	7/5	8/12	9/11	57/2	58/3	814/1	815/-	

Steve pointed out that I had left the shares for the operating companies that come with the obligations in the bank, which suggests that they are available for sale. Good point, and not something that was intended. They've now been removed.



Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



18EU-G23

Contrary to the rumours,
Peter does not go bankrupt.

OR8

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
FN	LR	80:B9:4	-	-	①	110D▼	81	8
BN	SW	582:C8:6	350	Yes	①	122D▲	0	8.5
DR	DS	82:E4:2	390	No	①	110C▼	109	8.5
GS	PB	-	-	-	②	75F▼	0	8
RP	SW	15:D7:5	210	Yes	③	100C▲	59	5
RA	MF	582:H19:4	430	Yes	-	90E▲	40	6
RB	DS	141:D5:5	410	Yes	-	82D▲	120	6
IS	MF	146:F21:6	320	Yes	-	65G▲	4	8

- Notes: ① 800 to the bank for an '8' train
 ② 800 to the bank for an '8' train, mostly funded by 619 from Peter, requiring the sale of 1 BN (▼122D) and 4 GS (▼75F)
 ③ Places a token in C8

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Peter Berlin	142	-121	21	171	2.5▼	1
Lionel Robbins	382	156	538	1,952	28.2▼	12
Mark Frueh	219	375	594	1,589	23.0▲	10
Don Smith	274	205	479	1,439	20.8▲	8
Stephen Webb	264	280	544	1,764	25.5▲	9

Portfolio	BN	DR	FN	GS	IS	RA	RB	RP
Peter Berlin	-	-	-	2P	-	-	-	-
Lionel Robbins	2	3	6P	-	-	2	-	-
Mark Frueh	-	1	1	-	5P	5P	-	-
Don Smith	-	5P	-	-	-	-	5P	-
Stephen Webb	5P	1	-	-	-	-	-	5P

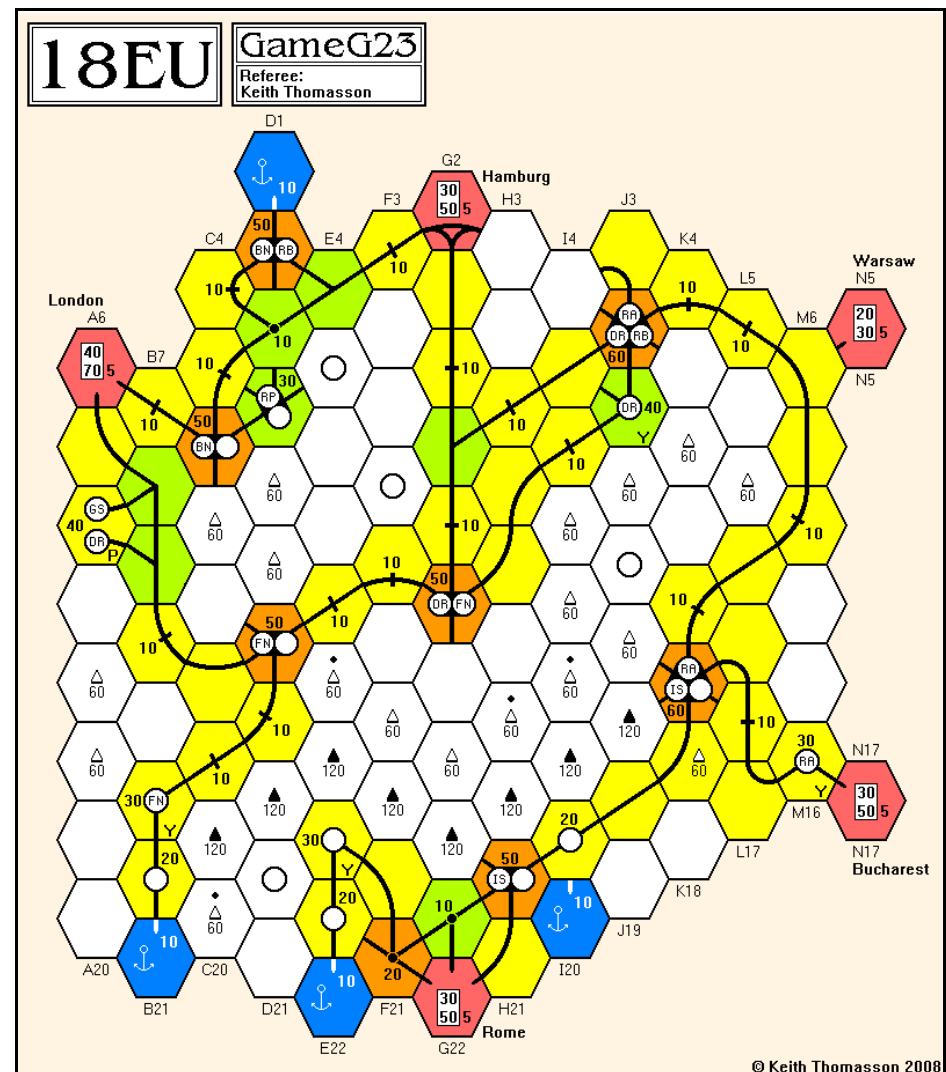
Bank (new)	-	-	-	-	-	-	-	-
Bank (pool)	3	-	3	4	5	3	5	5
Treasury shares	-	-	-	4	-	-	-	-
Price	122D	110C	110D	75F	65G	90E	82D	100C
Company credit	0	109	81	0	4	40	120	59
Tokens	3	1	2	4	2	2	3	3
Trains	8.5	8.5	8	8	8	6	6	5

Bank cash: 9,411 Certificate limit: 13 Trains: 3 x '8'

Also Pullman x 5
 Current operating order: BN, FN, DR, RP, RA, RB, GS, IS

Tiles Tile number/Availability Two Operating Rounds between Stock Rounds

3/6	4/-	7/1	8/8	9/10	57/4	58/6	201/5	202/6	14/4	15/3	80/3	81/4
82/2	83/3	141/4	142/3	143/2	144/2	576/4	577/4	578/2	579/3	580/1	581/2	145/4
146/4	147/4	544/3	545/3	546/3	582/4	583/1	584/-	611/8	513/5			



Orders required for the following round

By the early deadline

SR4



18KAAS-P23

No sign of a Diesel
hitting the rails just yet.

OR8 - OR9

The PRR token laid in OR6 was missing from the map last time. Its presence cut the NYNH run by 20, which only affected Lyndon and Tony in a minor way. I missed the last of Tony's stock orders - I must have tried to spend someone else's money and decided he couldn't afford anything else. He bought new Erie, NYNH and CPR shares. The NYNH was then sold out and went up in price, to operate before the CPR.

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	AH	25:J12:2	200	Yes	① ②	142B*	150	4 4
Erie	WM	66:G17:5	180	Yes	-	126B*	19	5
NYNH	LG	63:H14:1	180	Yes	③	110D*	1	6 4
CPR	LG	9:C17:2	80	Yes	-	112A*	71	5
NYC	AH	4:F8:2	180	Yes	-	82D*	80	5
B&M	TS	26:I11:6	200	No	-	69G*	275	4
C&O	LG	-	-	-	-	45G*	148	-
PRR	WM	68:K13:1	240	Yes	-	50I*	0	6

Notes: ① 100 to the bank for a token in I13
② 70 to the NYC for a '4' train
③ 108 to the C&O for a '6' train

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	AH	7:K15:1	390	No	-	126B*	540	4 4
Erie	WM	7:H18:1	180	Yes	-	142B*	37	5
CPR	LG	57:E15:2	100	Yes	-	126A*	71	5
NYNH	LG	8:G15:5	410	Yes	-	120D*	1	6 4
NYC	AH	9:G7:2	180	Yes	①	90D*	0	5
B&M	TS	-	200	No	-	67G*	475	4
PRR	WM	4:L14:1	240	Yes	-	60I*	0	6
C&O	LG	-	-	-	-	36G*	148	-

Notes: ① 80 to the bank for terrain costs

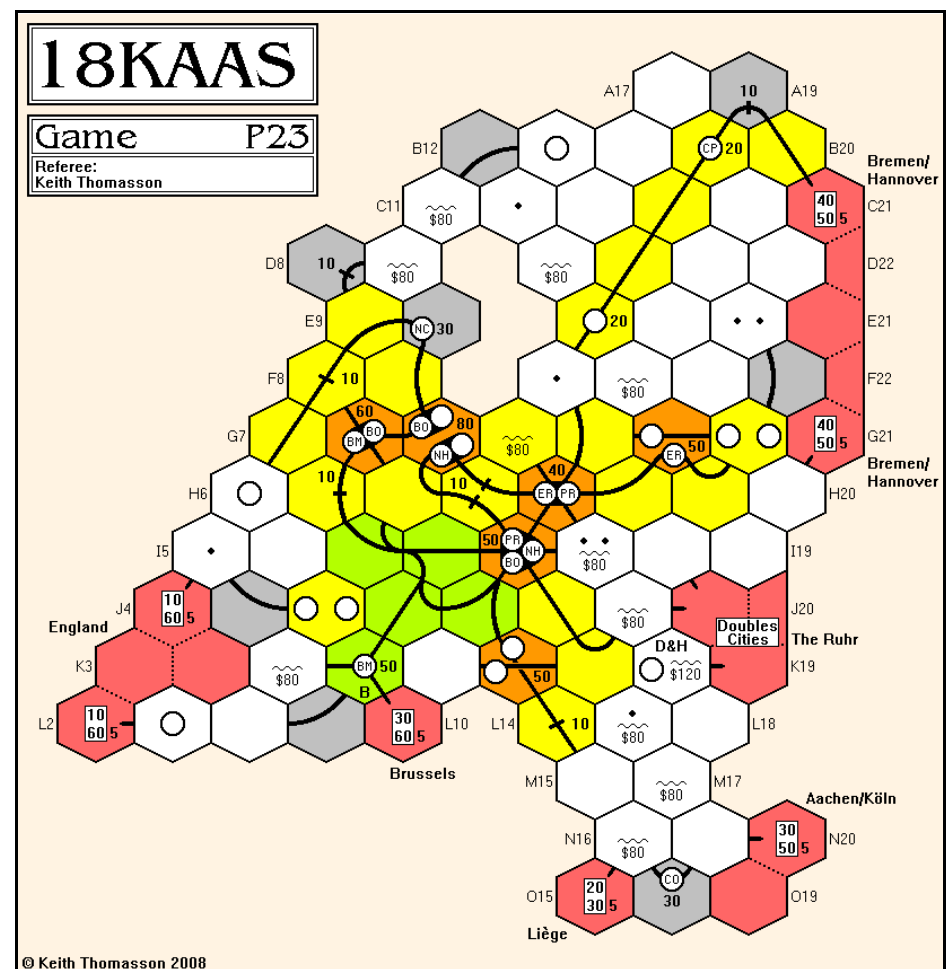
Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Alan Harvey	11	292	215	518	2,070	23.8*	11/13
Lyndon Gurr	40	216	366	622	2,637	30.4*	13/18
Tony Sait	25	222	193	440	2,302	26.5*	13/14
Willem Moene	75	234	234	543	1,680	19.3*	5/10

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	-	3	1
Willem Moene	1	-	-	-	5P	-	-	6P

Bank (new)	-	-	4	3	-	3	-	-
Price (par)	67	100	67	100	100	76	67	71
Bank (pool)	2	-	1	-	1	-	-	-
Price (pool)	67G	126B	36G	126A	142B	90D	120D	60I
Company credit	475	540	148	71	37	0	1	0
Tokens	-	1	2	3	1	3	-	2
Trains	4	4 4	-	5	5	5	6 4	6

Bank cash: 8,605 Certificate limit: 16 Trains: Diesels
Current operating order: Erie, B&O, CPR, NYNH, NYC, B&M, PRR, C&O

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
1/-	2/1	3/2	4/-	7/1	8/5	9/2	55/1	56/1	57/2	58/1	69/1	14/3	
15/2	16/1	18/1	19/1	20/1	23/3	24/3	25/-	26/-	27/-	28/-	29/1	53/-	
53+/1	54/1	59/2	59/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/1	
61+/-	62/-	63/2	63+/-	64/1	65/1	66/-	67/1	68/-	70/1				



61:K9:3 isn't a legal upgrade, and there's more than one valid option, so no lay.

Orders required for the following rounds	By the early deadline
OR10, SR7	Adjudication can pause between rounds if requested



6 NIMMT! 13

Jim wins the competition
for who gets the most points.

ROUNDS 9-10

Round 9

Hand 1 (1-104)

102	29		104
94	17	92	103
82	9	86	101
1/3	2/6	3/2	4/3

Hand 2 (1-104)

84			92
82	98		85
80	96		66
64	93		43
63	70	74	41
1/7	2/6	3/1	4/10

Jim (29), Kevin (30), Michael (52),
Don (54), Mark (71), Bob (77), Colin (86)
takes row 3 for 9 pts, John (92).

Don (29) takes row 3 for 5 pts, John (32),
Michael (34), Mark (51), Bob (69),
Jim (74) takes row 3 for 5 pts,
Kevin (82), Colin (84).

Hand 3 (1-84)

	78		69
65	76		68
63	74		67
55	72		66
15	71	82	62
1/12	2/5	3/1	4/9

Hand 4 (1-84)

			72
		30	65
68	82	21	53
56	80	13	52
1/2	2/3	3/5	4/6

Colin (15) takes row 1 for 1 pt, Bob (55),
Don (63), Jim (65), Kevin (67), John (68),
Michael (69), Mark (82) takes row 3 for
11 pts.

Bob (13) takes row 3 for 1 pt, Mark (21),
Kevin (30), Don (32), Colin (56) takes row
1 for 6 pts, John (68), Jim (80) takes row
2 for 11 pts, Michael (82).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	1	0	10	12	23
John Colledge	14	4	2	7	27
Kevin Lee	8	17	0	13	38
Michael Graystone	5	21	0	21	47
Colin Sharpe	16	9	17	6	48
Don Shailer	15	14	21	0	50
Mark Stretch	23	13	25	12	73
Jim Reader	12	26	22	40	100

The halfway stage sees Bob retain his lead, taking just one point, while John has no penalties in the round.



Round 10

Hand 1 (1-104)

102			104
94			103
82	96	11	101
1/3	2/1	3/5	4/3

Hand 2 (1-104)

			92
	98		85
	96		66
	93	78	43
86	70	77	41
1/1	2/6	3/1	4/10

Michael (11) takes row 3 for 2 pts,
Mark (62), Bob (65) takes row 2 for 7 pts,
John (66), Don (69), Jim (85), Kevin (91),
Colin (96) takes row 1 for 11 pts.

Bob (19) takes row 3 for 1 pt, Jim (26),
John (35), Mark (47), Michael (65), Kevin
(77) takes row 3 for 7 pts, Don (78),
Colin (86) takes row 1 for 7 pts.

Hand 3 (1-84)

70		64	69
65		61	68
63		36	67
55	84	30	66
15	83	16	62
1/15	2/2	3/7	4/9

Hand 4 (1-84)

	84		
	82		81
			78
28	80	64	74
1/1	2/4	3/1	4/3

Colin (16) takes row 3 for 1 pt,
Kevin (30), Jim (36), John (61), Don (64),
Michael (70), Mark (83) takes row 2 for 5
pts, Bob (84).

Don (28) takes row 1 for 2 pts, Jim (43),
Colin (63), Mark (64) takes row 3 for 7
pts, Kevin (74) takes row 4 for 6 pts,
Bob (78), John (81), Michael (83).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
John Colledge	14	4	2	7	27
Bob Coull	8	1	10	12	31
Michael Graystone	7	21	0	21	49
Kevin Lee	8	24	0	19	51
Don Shailer	15	14	21	2	52
Colin Sharpe	27	16	18	6	67
Mark Stretch	23	13	30	19	85
Jim Reader	12	26	22	40	100

Bob didn't find this round so easy to keep clean, and took 8 points in the first two hands.
John had another penalty-free round, which was enough to put him in the lead.
Congratulations, John. Round up next time if anyone wants to comment.





ACQUIRE 49

Thank you for your comments.

GAME OVER

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

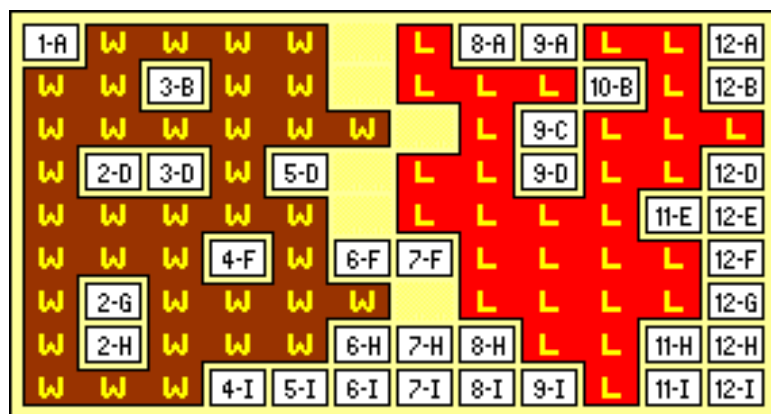
Kevin Lee (1st): One of those games where everything fell into place for me. There were three key moments that contributed to the clear win. Firstly in round 6 (my double turn), I gambled and decided to buy four Luxor shares - this gamble paid off in round 7 when Colin played 5-A for the Worldwide take over of Festival which generated sufficient cash for me to buy the remaining two Luxor shares and guarantee me equal first in Luxor holdings - fortunately at that time Colin did not have the cash to buy any more Luxor shares.

At the end of round 9 I was fortunate enough to pick up tile 5-E which I played in round 10 for the Worldwide take over of American - at that time American was just small enough for a takeover with 9 hotels on the board. I was then able to swap 10 American for 5 Worldwide and buy a further three American which got me into first place for Worldwide.

From that point of the game I could relax and enjoy the victory.

Tony Wilcock (3rd): A very easy win for Kevin. My congratulations to him.

Colin Sharpe (4th): As there was a clear winner and a clear loser, I saw no reason in prolonging my agony any longer! Thanks fellow players and Keith for the usual enjoyment and good adjudicating.



Having the majority in the largest chain and sharing the majority in the only other chain on the board certainly helped Kevin in his win. The trick is to spot the chains that will survive, or perhaps just being in the right place at the right time.

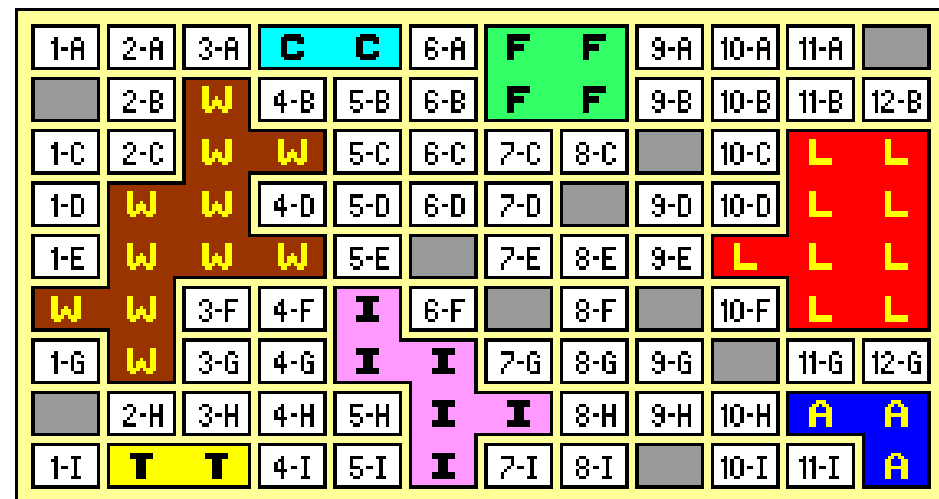


ACQUIRE 50

No mergers this time.
Worldwide is now safe.

ROUND 7

Michael	6-H	Buys 3 Continental @ £400.
Pete	9-C	Buys 3 Continental @ £400.
John	4-E	Buys 1 Worldwide @ £800.
Lyndon	10-E	No purchases.
Willem	7-B	Buys 1 Tower @ £200.
Michael	8-B	Buys 3 Continental @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	8	10	-	-	-	5	-	-	£13,800
Michael Graystone	-	-	3	7	6	9	5	£3,800	£41,900
Pete Campbell	10	5	-	4	-	6	-	£300	£23,200
John Marsden	-	-	10	1	5	-	6	£600	£28,900
Lyndon Gurr	6	-	10	-	-	4	-	£200	£12,400
Bank Stock	1	10	2	13	14	1	14		
Chain Size	9	2	3	4	11	2	6		
Chain Value	600	200	400	500	800	400	800		

Playing sequence

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





ACQUIRE 51

All seven chains are now in play.

ROUND 4

Gina 8-F Forms Festival, one free share. Buys 3 Tower @ £200.
 Tony 2-A Forms Imperial, one free share. Buys 3 Worldwide @ £400.
 Colin 8-B Buys 2 Luxor @ £600, 1 Tower @ £200.
 Bob 12-C Buys 3 Tower @ £200.
 Kevin 4-I Buys 3 Tower @ £200.
 Gina 9-G Buys 1 Tower @ £200, 1 Worldwide @ £500.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	5	4	-	-	-	-	1	£7,800	£17,500
Bob Coull	-	7	3	-	-	1	5	£4,000	£18,400
Kevin Lee	-	9	-	-	3	4	-	£2,100	£18,300
Gina Teh	5	4	4	1	1	-	-	£2,600	£22,000
Tony Wilcock	3	1	-	-	9	-	1	£2,200	£15,100
Bank Stock	12	-	18	24	12	20	18		
Chain Size	8	2	2	3	4	4	2		
Chain Value	600	200	300	400	500	600	400		

When you lay a tile that forms a chain and more than one chain is available (or might be...) Then you should tell me which chain to form. My default will be the cheapest, then random. If you're not first to play, specifying just one chain is a risk as it may have been created.

Playing sequence

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



INDUSTRIAL WASTE 1

A repeat, but with the correct information for the card groups.

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 / {Order}
 Mike chooses group 5 Order / Innovation / Growth / {Growth}
 Gina chooses group 4 Order / Waste Removal / Waste Disposal / {Advisor}
 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	8	10	10	0	13
Marcus Pratt	14	0	10	6	27
Sharon Khan	14	0	0	2	26
Mike Head	7	0	5	0	22

The following card combinations were drawn for round 4.

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

This is almost the same report as last time, but with some corrections. In addition, cards you carried over from the previous round are shown in {braces} after the group you took. Gina took out a loan because she didn't have the cash to pay basic costs.

Orders required

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



AGRICOLA 1

Marcus gains a pet.

ROUND 3

Actions

Mike +2 clay (gains 4 clay)

Michael Occupation (costs 0 food) - Cabinet Maker

In each harvest, the Cabinet Maker can convert up to 2 wood to 2 food

Marcus +1 sheep (gains 3 sheep, kills 2 sheep for 4 food)

Pete Start player, plays Axe (costs 1 wood, 1 stone)

When Pete adds a room to his wooden hut, he only pays 2 wood and 2 reeds

Mike Occupation (costs 1 food) - Carpenter

To extend his home, Mike only needs 3 of the main resource and 2 reeds

Michael Catch fish (gains 3 food)

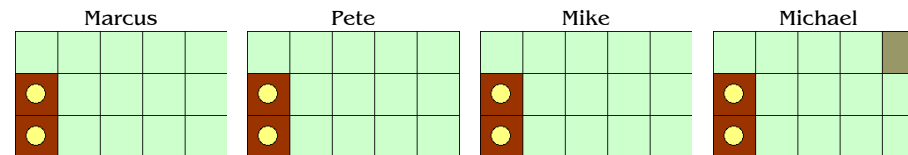
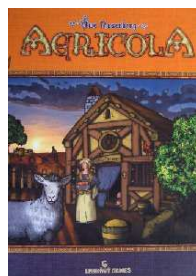
Marcus +3 wood (gains 3 wood)

Pete Take 1 grain (gains 1 grain and 1 food (Sycophant))

+1 wood {4 wood}	+2 wood {4 wood}	+3 wood {3 wood}	Private wood {3 wood} {2 Food ⇒ Mike}	+1 clay {4 clay}	+2 clay {2 clay}
+1 reeds {2 reeds}	+1 food Catch fish {1 food}	+1 food Travelling players {4 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 {1 sheep}
1 Major or Minor Imp	Fences	Sow and/or Bake Bread			

The new action for round 4 is Sow and/or Bake Bread.

After the next round we have the joy of the harvest. As nobody has the chance to increase their family, that means you each need 4 food to feed yourselves. Only Mike is short of this at the moment, although anyone could spend food during the round to do other things, and if not careful could find themselves short of food for the harvest.



Marcus	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	6	-	-	-	-	1 (pet)	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	2	-	3	Wood/2		2	-11
	Occupations		Wood Carver					
	Improvements		Fireplace					

Pete	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	-	-	1	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	2	1	3	Wood/2		2	-12
	Occupations		House Steward, Sycophant					
	Improvements		Axe					

Mike	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	-	4	Wood/2		2	-14
	Occupations		Carpenter, Master Forester					
	Improvements		Corn Scoop					

Michael	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	6	1	-	1	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	5	Wood/2		2	-11
	Occupations		Cabinet Maker					
	Improvements		None					

Orders required

Actions for the family, starting with Pete

Harvest - after round 4



BREAKING AWAY 17

The finishing line is in sight.

ROUND 15

Pos	Riders	New
116	Orlando Gardner Ralf	3
115	-	
114	Rhapsody	3
113	DiNozzo Discovery	4
112	-	
111	Mayflower The Other	3
110	-	
109	Florian Wolfgang Deadly Boggy	3
108	-	
107	Terry Gibbs Fran Symphony	3
106	Victory	7
105	-	
104	-	
103	Mister Sellars	3
102	-	
101	-	
100	Harmony	3
99	Endeavour	4

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



With a spread of gaps in the field, the best replacement card is a 7, and there's only one of those. Many riders are down to a collection of 3s, so at least the ordering gets easier.

Orders required

Cards for round sixteen



BREAKING AWAY 18

This one could be quicker than most.

ROUND 2

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

Simon Brooks		<i>Ditchling Beacon Bykers</i>			
A	Rudolph	3	8	15	15
B	Donner	15	15	15	
C	Dixen	3	15	15	
D	Blitzen	7	14	15	
Dennis Frank		<i>Otherwhen</i>			
A	Kalvan	3	10	10	12
B	Rylla	2	15	15	
C	Hestophes	10	11	15	
D	Sarrask	2	10	15	
Steve Ham		<i>Flushed Away</i>			
A	Elvis	1	5	9	11
B	George II	6	7	15	
C	Evelyn Waugh	6	15	15	
D	Lenny Bruce	4	15	15	
Jim Reader		<i>Blue Square Premier Champs</i>			
A	John Grant	2	10	10	15
B	Louis Soares	1	15	15	
C	Antony Straker	9	13	15	
D	Nikki Bull	1	10	12	
Joakim Spångberg (15)		<i>Kling Klang Radfahrers</i>			
A	Ralf	4	5	6	12
B	Florian	3	3	6	
C	Wolfgang	4	4	9	
D	Karl	3	6	12	
Mark Stretch		<i>Avon Riders</i>			
A	Evesham	3	4	7	14
B	Stratford	6	7	15	
C	Pershore	7	8	11	
D	Bidford	7	8	9	



In a complete contrast to game 17, where most riders picked up replacement cards of value 3, almost half the field in this game gained value 15 cards. Donner has no choice for the next round, but this is usually because a rider has three 3s, not because they have three 15s.

Orders required

Cards for round three





Bus Boss 304-EAN

One more solo run
for the leader.

ROUND 9

East Anglia

Round 9 Runs

			POSH	ODE	YOKEL	ABC	BEAT	
14	A♦ The West K♣ Basildon	① POSH 15 ① ODE 15		+3				18 12
19	3♠ Peterborough 10♦ Braintree	① BEAT 15 ① POSH 15 X YOKEL			-8 -8			7 7 16
20	K♦ Harwich 6♠ Wisbech	① YOKEL 16 ② ABC 9 ③ POSH 5 X BEAT	+4		-4 -4 +6	+4	-6	18 5 1 6
21	10♥ Diss 2♠ Spalding	① ABC 20 ② BEAT 10					+9	29 1
22	2♦ Letchworth K♠ Cromer	① BEAT 16 ② ABC 9 ③ YOKEL 5 X POSH	-5		-5	+5 +5	+5	11 -1 15 5
23	J♥ Saxmundham 4♦ Bishop's Stortford	① ODE 15 ① YOKEL 15		-9	+9			24 6
24	7♥ Thetford 9♣ Chelmsford	① YOKEL 16 ② ABC 9 ③ ODE 5 X POSH	-5	+4		-4		11 13 1 5
25	J♦ Colchester 4♥ Beccles	① ODE 30						30
26	9♠ Swaffham 9♦ Haverhill	① YOKEL 20 ② BEAT 10 X ODE		+4		-4 -5	+5	16 5 9

Round 9 Routes

Yellow Omnibuses Navigating Eastern Lands (YOKEL) (Jim Reader, Yellow)
Sudbury - Braintree - Chelmsford (12)

Port Out Starboard Home (POSH) (Bob Coull, Black)
Ipswich - Diss, Basildon - Southend (12)

Anglian Bus Company (ABC) (Don Shailer, Red)
None.

Best East Anglian Transport (BEAT) (Colin Sharpe, Blue)
Norwich - Beccles - Lowestoft (10)

Omnibuses Drive East (ODE) (John Marsden, Orange)
Great Yarmouth - Cromer - Sheringham (12)

Scores

	Runs:	14	19	20	21	22	23	24	25	26	Builds	Score
ODE	161	12	-	-	-	-	24	1	30	9	-12	225
ABC	118	-	-	5	29	-1	-	13	-	-	-	164
YOKEL	74	-	16	18	-	15	6	11	-	16	-12	144
BEAT	124	-	7	6	1	11	-	-	-	5	-10	144
POSH	79	18	7	1	-	5	-	5	-	-	-12	103

Round 10 Runs

27.	J♣ - 9♥	Tilbury to Sudbury
28.	4♥ - 7♣	Beccles to Welwyn
29.	K♥ - K♣	Felixstowe to Basildon
30.	A♦ - J♠	The West to Wells
31.	5♣ - J♦	London to Colchester
32.	3♥ - 4♠	Great Yarmouth to Huntingdon
33.	5♦ - 9♠	Saffron Walden to Swaffham
34.	7♦ - 6♣	Cambridge to London
35.	J♥ - Q♣	Saxmundham to Southend

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



Bus Boss 305-NLD

The first round shakes
out with ODE on top.

ROUND 7

Netherlands

Round 7 Runs

			BRK	ODE	BUM	RR	DBC	MAN	
3	A♣ Den Bosch 9♦ Leeuwarden	① RR 11 ① BUM 10 ③ MANGO 5 ④ DBC 4 X BROOKS	-4		+7		+3 -4 -6	+3	20 -1 -4 11 4
4	5♠ Tilburg 3♠ Nijmegen	① ODE 13 ② DBC 8 ③ MANGO 5 ③ BUM 4		+4/-2 -3 -2	+2 +2		+2/-4	+3	16 10 4 0
5	J♥ Gouda 6♠ Breda	① MANGO 13 ② ODE 6 ② BUM 6 ② RR 5		+2/-2	+2			+2/-2 -2	15 6 4 5
7	10♠ Terneuzen 2♣ Venlo	① ODE 30							30
8	7♦ Zwolle 2♥ Rotterdam	① RR 16 ② MANGO 9 ③ BUM 5				+2		-2	14 11 5



CANAL MANIA 1

This round is all about getting the right engineer on the project.

ROUND 5

Actions

- Don Shailer**
- 1 Took the Lock and Stretch engineer from Michael.
 - 2 Built from Lincoln to Boston (contract complete - 6 VPs)
 - 3 Shipped goods from Birmingham to Worcester (3 VPs)
- John Marsden**
- 1 Took the Aqueduct engineer from Michael.
 - 2 Built from Sheffield to Goole (contract complete - 6 VPs)
 - 3 Shipped goods from Goole to Sheffield (2 VPs)
- Alan Harvey**
- 1 Took the Aqueduct engineer from John.
 - 2 Built from Birmingham to Northampton (contract complete - 8 VPs)
 - 3 Drew a card from the top of the deck.
- Michael Longdin**
- 1 Took the Aqueduct engineer from Alan.
 - 2 Built from Northampton to London (contract complete - 13 VPs)
 - 3 Shipped goods from Leighton Buzzard to Bishops Stortford (3 VPs)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 0 goods cubes
Stephen Webb <i>Mauve</i>	(S)	14	10	4	2	12	<i>Birmingham</i> and <i>Chester</i> (6)	

Don Shailer <i>Red</i>	(L-S)	13	9	3	3	16	-	
John Marsden <i>Green</i>	(T)	13	10	2	3	20	<i>Manchester</i> and <i>Goole</i> via <i>Leeds</i> (7)	

Alan Harvey <i>Blue</i>	(B)	13	11	3	3	12	<i>Coventry</i> and <i>Burton</i> (4)	
----------------------------	-----	----	----	---	---	----	---------------------------------------	--

Michael Longdin <i>Yellow</i>	(A)	10	12	1	3	19	<i>Oxford</i> and <i>Gloucester</i> (5)	
----------------------------------	-----	----	----	---	---	----	---	--

The Current Contracts

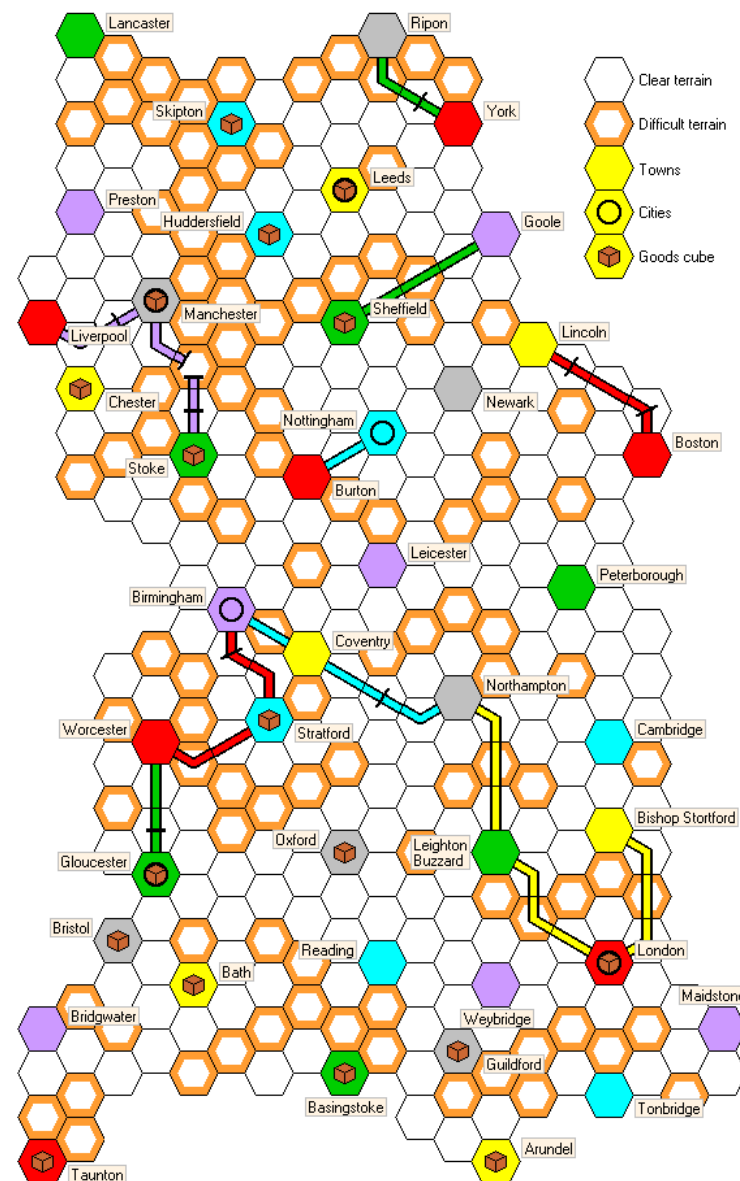
-
- Bridgwater and Taunton (3)
-
-

The Future Contracts

- Basingstoke and Weybridge (4)
- Reading and Bristol via Bath (6)
- 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
--------	---------------	----------------	---------------	---------



Playing sequence

Stephen, Don, John, Alan



GOLDEN STRIDER 7

Jim takes the lead.

ROUND 11

63 space standard race	Cards	D	M	B	R	S	P	O
Jim Reader	8/4 10/7 6/8 10/9 1/10 0/11	2	6	0	0	41	1	1
Joakim Spångberg	5/6 6/7 10/8 1/9 0/10 1/11	2	3	0	1	39	2	-
Roger Trethewey	9/6 3/7 8/8 8/9 5/10 9/11	-	5	4	9	39	2	1
Steve Ham	8/6 10/7 8/8 6/9 2/10 2/11	2	8	0	2	38	4	-
Kevin Lee	10/5 10/6 10/8 10/9 2/10 8/11	-	7	3	8	35	5	1
Don Shailer	0/6 8/7 8/8 8/9 2/10 10/11	-	4	4	10	34	6	-
Simon Brooks	5/5 6/6 0/7 8/9 4/10 4/11	-	3	2	4	31	7	-

Nobody is forced to play any particular card next time, so all options are available.

Orders required

Twelfth card, split between movement and banking



OUTPOST 26

Marcus buys the last Robots upgrade.

ROUND 11

Commander Actions

Lyndon Auctioned an Orbital Lab for 50. Geoff joined at 51. Lyndon dropped out at 69. Geoff got it for 69 (w:5,7,30 t:7,9,12)

- ▶ Bought one New Chemicals Factory (w:5,7,7,10 r:12 m:19)

Marcus Auctioned a Robots for 51. Willem joined at 52 and dropped out at 79. Marcus got it for 79 (o:4,5 w:4,8,8,10,30 r:12) plus a free Robot

Jim Bought two Titanium Factories (o:3 w:5,6,7,9 t:9,10,11)

WillemBought one Research Factory (w:30)

Geoff Passed

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,6w,1r	8 (8)	1 (8)	2o,2w,1W,1r (63,15)
2	Lyndon	2o,5w,1r,1n	6 (8)	0 (0)	1w,1W,1r,1m,1n (87,15)
3	Jim	2o,3w,5t	8 (8)	1 (8)	1o,3w,6t (84,10)
4	Geoff	2o,4w,2t	5 (5)	2 (5)	2o,1W,3t,1m (83,15)
5	Willem	2o,5w,2r	5 (5)	0 (0)	7w,4r (101,10)

PO Name Colony Cards {35 VPs for the final phase} Victory Points

1	Marcus	WH, Nod, Rob, Lab	21 (180)
2	Lyndon	WH, Nod, OL, Lab	20 (180)
3	Jim	HE, Nod, Rob	20 (105)
4	Geoff	WH, HE, OL, Rob	17 (155)
5	Willem	DL, DL, DL, Lab	15 (125)

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

Orders required

Round twelve auctions, bids and purchases



OUTPOST 27

The Nodules are sold out.

ROUND 5

Commander Actions

Marcus Bought one Water Factory (o:2 w:5,6,7)

Lyndon Bought one Population Unit (o:3 w:7)

- ▶ Bought one Water Factory (o:4 w:8,9)

Mark Bought one Water Factory (o:4,5 w:5,6)

- ▶ Bought one Population Unit (o:1 w:9)

Jim Bought one Water Factory (o:4 w:7,9)

David Auctioned a Nodule for 30. Willem joined at 31. David dropped out at 37. Willem got it for 37 (o:2,3 w:4,4,5,9,10)

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

WillemPassed

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Lyndon	2o,4w	6p (8,0)	Nod	3o,4w (37,10)	8 (25)
2	Mark	2o,3w	5p (5,0)	DL, DL	2o,3w (27,10)	7 (30)
3	Marcus	2o,4w	5p (8,0)	Nod	2o,4w (34,10)	7 (25)
4	Willem	2o,4w	5p (8,0)	Nod	1o,1w,1W (40,10)	7 (25)
5	Jim	2o,3w	5p (8,0)	Nod	4o,3w (33,10)	7 (25)
6	David	2o,4w	5p (5,0)	HE	3o,1w,1W (46,10)	6 (30)

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

Orders required

Round six auctions, bids and purchases





PHOENICIA 1

That's the last of the
Phase 2 cards sorted out.

ROUND 7

Actions

Geoff Auctioned a Dye House for 14. Stephen joined at 15. Geoff dropped out at 15. Stephen got it for 15 reduced to 8 for Dyer discount (5/5 cards - 2 change)

- ▶ Auctioned a Caravan for 9. Lyndon joined and dropped out at 10. Geoff got it for 11 reduced to 8 for Tracker discount (5/5 cards - 3 change)
- ▶ Trained a worker and sent him to Mining (5 card + 5 wealth)

Lyndon Auctioned a Shipyard for 7 and got it (5 card + 2 wealth)

- ▶ Auctioned a Shipyard for 7 and got it (5/4 card - 2 change)

Mark Auctioned a Smelter for 6. Michael joined at 7 and dropped out at 8. Mark got it for 8 reduced to 7 for Prospector discount (5/4 cards - 2 change)

Stephen Trained a worker (2 wealth)

Michael Trained a worker and sent him Farming (5/4 cards - 2 change)

Name	VPs	Prod	Activities	U	T	Tools	Limits	In Hand	Discounts
							(c+t)	(c+t)	
O Geoff	18	16	1f 3ah 1im	1	-	-	7+6	4+0	-3 Caravan -1 Smelter -7 Public Works
1 Lyndon	14	14	3f 0h 1c	-	-	1h	6+6	5+0	-8 Ships -8 Trade Fleet -8 Port
2 Mark	10	13	2f 1h 1im	-	-	2h	4+3	4+3	-1 Smelter
3 Stephen	12	10	1f 2h 0c	2	1	-	4+3	3+0	-7 Dye House
4 Michael	9	10	4f 2h	-	-	-	4+6	3+0	-4 Dye House

Development cards owned

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

Development cards on offer

Merchant Quarter (9), Public Works (12), Refuge Settlement (8), Refuge Settlement (8), Ships (14)

Remaining development cards: Merchant Quarter, Public Works x 2, Ships x 2, Phase 4

Orders required

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



PUERTO RICO 7

The quayside is pretty full.

ROUND 12

Tony is the Mayor (+1).

Jim is the Builder and builds the City Hall.

Willem builds a Factory, Tony builds a Large Warehouse.

Kevin is the Prospector (+1).

Willem is the Craftsman and produces an extra Coffee.

Roles

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

Quarries

None

Plantations (Fields)

Crn	Crn	Ind	Tob	Cof
-----	-----	-----	-----	-----

Trading House

-	-	-	-
---	---	---	---

Ship Supply

8	20
---	----

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	1
3 VPs	TOB	2	COF	×	FAC	×	UNI	2	HAR	2	WHA	2
4 VPs	GUI	1	RES	×	FOR	1	CUS	1	CIT	×		

Cargo Ships

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

Jim Reader

Dblns: 6

Chips: 4

Small indigo plant	Tobacco storage	Office	Large market
Residence	City hall		
Fields: Qry✓✓✓ Ind✓ SugXX Tob✓✓✓	Goods: Ind✓ Tob✓✓✓		

Kevin Lee

Dblns: 8

Chips: 10

Small indigo plant	Small sugar mill	Sugar mill	Coffee roaster
Construction hut	Harbour		
Fields: Qry✓✓ Ind✓ Sug✓✓✓ Cof✓	Goods: Ind✓ Sug✓✓ Cof✓		

Willem Moene

Dblns: 2

Chips: 11

Small indigo plant	Small sugar mill	Coffee roaster	Small market
Office	Factory		
Fields: Qry✓ Crn✓ Ind✓ SugXX Cof✓	Goods: Crn✓✓✓ Sug✓ Cof✓✓		

Tony Sait

Dblns: 2

Chips: 5

Sugar mill	Coffee roaster	Small market	Hacienda
Construction hut	Large warehouse	Factory	
Fields: Qry✓✓ Crn✓✓ IndX Sug✓ TobX Cof✓✓	Goods: Crn✓✓✓ Sug✓✓ Cof✓✓		

Orders required

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



PUERTO RICO 8

Goods are produced and instantly shipped to foreign parts.

ROUND 9

John is the Mayor (+1).

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

Stephen is the Captain.

The Corn and Indigo ships are emptied.

Jim is the Settler (+1) and plants Corn (manned).

John plants Sugar, Allan plants Coffee, Stephen plants Sugar (manned).

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
3	Ind Ind Sug Tob Tob	Crn Ind - -	4	30

Buildings	VPs	SIP	SSM	SMA	HAC	CON	SWA
1 VP	1	1	3	1	2	2	1
2 VPs	2	LIP	2	LSM	2	HOS	2
3 VPs	3	TOB	1	COF	1	UNI	2
4 VPs	4	GUI	1	RES	1	FOR	1

Cargo Ships	5: Empty	6: Empty	7: Sugar
	- - - - -	- - - - -	✓ ✓ ✓ ✓ - - -

John Hopkins	DbIns: 1	Chips: 7	Indigo plant	Sugar mill	Small warehouse	Fields: Qry✓✓✓ Ind✓✓ Sug✓✓✓	Goods: X
Allan Stagg	DbIns: 6	Chips: 6	Small indigo plant	Coffee roaster	Factory	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓	Goods: Cof✓
Stephen Webb	DbIns: 2	Chips: 12	Small indigo plant	Small sugar mill	Hospice	Fields: Qry✓ Crn✓✓ Ind✓ Sug✓✓	Goods: X
Jim Reader	DbIns: 1	Chips: 10	Small indigo plant	Coffee roaster	Small market	Fields: Crn✓✓ Ind✓ Tob✓ Cof✓	Goods: Cof✓

Orders required

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



PUERTO RICO 9

No sign of any new colonists.

ROUND 8

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

Mike is the Captain (+1).

The Sugar ship is emptied.

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

Jim is the Prospector.

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
3	Ind Ind Ind Sug Tob	Sug Tob Crn -	7	39

Buildings	VPs	SIP	SSM	SMA	HAC	CON	SWA
1 VP	1	1	3	1	2	2	1
2 VPs	2	LIP	2	LSM	2	HOS	2
3 VPs	3	TOB	1	COF	1	UNI	2
4 VPs	4	GUI	1	RES	1	FOR	1

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

Mike Hutton	DbIns: 1	Chips: 3	Small indigo plant	Small sugar mill	Tobacco storage	Small market	Fields: Qry✓✓ CrnX IndX Tob✓ CofX	Goods: X
Pete Campbell	DbIns: 6	Chips: 3	Small indigo plant	Sugar mill	Small market	Office	Fields: Qry✓ Crn✓ Ind✓ Sug✓ CofX	Goods: X
Jim Reader	DbIns: 1	Chips: 12	Small indigo plant	Small sugar mill	Construction hut	Small warehouse	Fields: QryX Crn✓✓ Ind✓ Sug✓	Goods: Sug✓
Willem Moene	DbIns: 5	Chips: 8	Small indigo plant	Small sugar mill	Tobacco storage	Small warehouse	Fields: Crn✓ Ind✓ Sug✓ Tob✓ CofX	Goods: Sug✓

Orders required

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



PUERTO RICO 10

Allan only had one doubloon at the end of the last round.

ROUND 2

Jim is the Mayor.

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

Geoff is the Settler and digs a Quarry.

Kevin is the Builder and builds a Small Indigo Plant.

Jim and Geoff build Small Indigo Plants.

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
7	Ind Ind Sug Tob Cof	- - - -	4	65

Buildings

1 VP	SIP	1	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	Small indigo plant	Small market
Lee		
Dblns: 3	Fields: Ind✓ Sug× Tob×	Goods: ×
Chips: 0		
Jim	Small indigo plant	Small sugar mill
Reader		
Dblns: 0	Fields: Ind✓ Sug✓ Cof×	Goods: Sug✓
Chips: 0		
Allan	Small sugar mill	
Stagg		
Dblns: 2	Fields: Crn✓✓ Cof×	Goods: Crn✓✓✓
Chips: 0		
Geoff	Small indigo plant	Small market
Hardingham		
Dblns: 2	Fields: Qry× Crn✓ Ind×	Goods: Crn✓
Chips: 0		

Orders required

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



RAILWAY RIVALS 2065-F

The west coast lines do the business.

GAME OVER

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

Simon Robertson (TGV, 1st): I think this may be a case of winning by having a slightly different route to everyone else, or perhaps it was just avoiding the long trek towards England. I aimed for the Kilmarnock / Peebles axis from the start and had been hoping to get further east, but I was fortunate enough to be the first to the far south west to give me a small monopoly. Many thanks Keith for running it and to everyone else for a good game.

John Marsden (ODI, 2nd): Well, by my reckoning I won the running rounds; Simon only won the game because of the parallel payment on the Edinburgh-Dunbar line. Memo to self - be more careful in future!

I reckon Simon and I had the best lines, but it was a well-fought game - many thanks to everyone, and especial thanks for the usual excellent GMing.

Tony Sait (GITCO, 3rd): Good map - I enjoyed this one... lots to keep you interested. I threw away six points on round 2 by indecisiveness when trying to work out when to go through the mountains at K27... and then didn't write in an alternate six points of track. OK, I came third by 50 points, but having those extra builds in the bag may have given me the edge somewhere else... and who knows where it could have gone?! I may have been just a dozen points off the third place! Congratulations to Simon and John - interesting that the two winners were the west coast specialists... my Edinburgh engineers may have to review that policy next time.



RAILWAY RIVALS 2066-G

And the last shall be first...

ROUND 11

Central Scotland

Round 11 Runs

			GREAT	PEAR	HOOTS	KILT	
25	13 Glasgow	① PEAR	13	-4		-2	7
	24 Motherwell	② GREAT	6	+4	+2		12
		② KILT	6	+2	+1		9
		② HOOTS	5	-2		-1	2
26	11 The South	① HOOTS	16	-6			10
	41 Alloa	② GREAT	7		+6		13
		② KILT	7				7

27	34 Edinburgh 65 Perth	① KILT ✕ HOOTS ✕ PEAR	30		-2	-5	+5 +2	23 5 2
28	22 The South 33 Bathgate	① KILT ② GREAT	20 10					20 10
29	53 Kirkcaldy 63 Cupar	① PEAR ① HOOTS ③ GREAT ✕ KILT	13 12 5	+3/-2 -1	-3 +2/-3 +3	+3 +1 +1	-3 -1	14 7 5 4
30	46 Falkirk 55 The East	① PEAR ① HOOTS	15 15		-5	+5		20 10

Round 11 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:	25	26	27	28	29	30	Builds	Score
KILT	200	9	7	23	20	4	-	-	263
HOOTS	226	2	10	5	-	7	10	-	260
GREAT	210	12	13	-	10	5	-	-	250
PEAR	207	7	-	2	-	14	20	-	250

Round 12 Runs

31.	44 - 35	The North to Edinburgh
32.	36 - 23	Edinburgh to Airdrie
33.	66 - 42	The East to Stirling
34.	25 - 52	Hamilton to Cowdenbeath
35.	15 - 61	Glasgow to Dundee
36.	16 - 51	Glasgow to Dunfermline

I was tempted to dock KILT some points for referring to the 4th bridge. It's not like first, second third, fourth, it's the bridge over the Firth of Forth. It's too close to resort to casual point docking, however. Everyone has a chance to take this game.

Runs

Enter up to 4



RAILWAY RIVALS 2073-DC

A strong push from GITCO.

ROUND 12

Devon and Cornwall

Round 12 Runs

			GREAT	GITCO	COLIN	
31	35 Okehampton 24 St Austell	① GITCO ② GREAT ✕ COLIN	20 10	+2 -2 +4	-4 -4	18 4 8
32	65 Launceston 12 St Ives	① COLIN ② GREAT ③ GITCO	16 9 5	-6 -3 +3	+6 +4	6 12 12
33	61 Ilfracombe 22 Wadebridge	① GREAT ② GITCO ✕ COLIN	20 10		-2 -3	18 7 5
34	36 Kingsbridge 56 Dulverton	① GREAT ② COLIN ✕ GITCO	20 10	+4/-5 +3	+5/-4	18 9 3
35	41 Torquay 13 Redruth	① COLIN ② GITCO ✕ GREAT	20 10	-1 -1	+6/-2 +1	23 5 2
36	42 Newton Abbot 52 Honiton	① COLIN	30			30

Scores

	Runs:	31	32	33	34	35	36	Score
GREAT	374	4	12	18	18	2	-	428
GITCO	361	18	12	7	3	5	-	406
COLIN	293	8	6	5	9	23	30	374

GITCO's start in the round put him one point ahead of GREAT, but he tailed off near the end of the round.

1st	Michael Graystone	GREAT	428
2nd	Tony Sait	GITCO	406
3rd	Colin Sharpe	COLIN	374

Congratulations to Michael. We'll round up next month.





RAILWAY RIVALS 2085-KU

All of the first round runs are available.

ROUND 6

Kyushu {15 points for these builds}

Transit in Kyushu Express (TRIKE) (Tony Bromley, Orange)

Miyakonojo - Q62 - Kanoya, R61 - Kushima, S19 - Kurume, V21 - Ozu - Z20.

80 +6 (towns) +1 (JOINT) +1 (GREAT) +1 (REEKIE) = 89

Japanese Outer Island Network Transport (JOINT) (Bob Coull, Black)

L61 - Nichinan, O63 - Q62, T10 - Karatsu, T13 - Yanagawa.

51 +6 (towns) -1 (TRIKE) +4 (ONSEN) +1 (REEKIE) = 61

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)

O58 - R59 - R60 - T61 - Kushima, Q20 - P20 - L18 - K19 - Kita-Kyushu, Y21 - Z21.

50 -1 (TRIKE) -1 (REEKIE) = 48

Original Nifty Steam Engines are Neat (ONSEN) (Jim Reader, Yellow)

Kurume - S11 - W9 - X9 - Y9 - Z9, W56 - Ibusuki.

28 +3 (towns) -4 (JOINT) +1/-4 (REEKIE) = 24

Rails Ever Extending Kyushu Internal Energy (REEKIE) (Rob Thomasson, Red)

N61 - O62 - Miyakonojo - Q61 - Kushima, N61 - Miyazaki, Z19 - Z21, I59 - J58, I59 - Hitoyoshi.

26 +3 (towns) -1 (TRIKE) -1 (JOINT) +1 (GREAT) +4/-1 (ONSEN) = 31

Round 7 Runs

- 31 - 66 Takachiho to Ebino
- 32 - 56 Tsukumi to Yanagawa
- 51 - 64 Hirado to Uto/Yatsushiro
- 15 - ❶1 Kagoshima to Honshu
- 44 - 24 Fukuoka to Nishimera
- 43 - 13 Fukuoka to Kanoya
- 21 - ❷5 Miyakonojo to Volcano hex

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



RAILWAY RIVALS 2096-B

A lot of building in the centre.

ROUND 3

GREAT paid HOE 1 point for the junction in N16, while COLIN earned 6 points for Coventry.

London and Liverpool {15 points for these builds}

Preston, London, Any Nice Town (PLANT) (Pete Campbell, Green)

B51 - B52 - A53 - Derby, B52 - F54 - F57 - J59.

57 +1/-1 (HOE) -1 (GREAT) +3/-1 (COLIN) = 58

Heart of England (HOE) (Bob Coull, Black)

N16 - N18 - A59 - Coventry - J66.

38 +1 (PLANT) +12 (BUM) -16 (TGV) = 35

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)

C55 - C50 - B49 - B44 - Bradford, Wolverhampton - H18.

37 +1/-1 (HOE) +1 (BUM) +1 (COLIN) = 39

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

J14 - N16 - N17 - Leicester, A58 - Coventry - A64.

28 -12 (HOE) -1 (GREAT) +5/-2 (TGV) -2 (COLIN) = 16

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

L21 - N20 - A61 - Coventry - F64, I11 - I8 - Manchester, A61 - C60.

34 +15 (HOE) +2/-5 (BUM) = 46

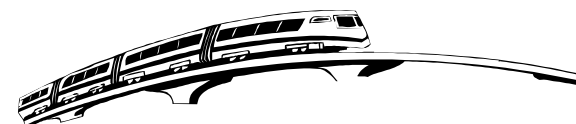
Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Red)

C56 - Derby - A53, Coventry - A63 - B63 - B66, G62 - Peterborough, L64 - M64 - Cambridge.

34 +12 (towns) -1 (GREAT) +1/-3 (PLANT) +1 (BUM) = 44

Builds

Up to 17 points excluding payments to rivals



RAILWAY RIVALS 2112-I(N)

Derry was the most popular choice.

SET UP

Ireland (North)

Player/Colour	Start	Railroad
Simon Brooks	Dublin	Is it the same as usual? Please say!
Orange		(BROOKS)
Kevin Lee	Dublin	Ballinrobe Expressways Are Rampant
Black		(BEAR)
John Marsden	Sligo	Monaghan-Armagh Rural Services
Blue		(MARS)
Jim Reader	Belfast	Powerful Automated Delivery and Distribution
Yellow		in Yellow (PADDY)
Tony Sait	Derry	Green Irish Trains Connection at Omagh
Green		(GITCO)

The dice had to be used to choose start towns as first choices were all Derry or Belfast. John got a colour he didn't list, because his first three choices were all colours used regularly by other players.

Builds

Up to 17 points excluding payments to rivals



ROBORALLY 3

Better late than never.

NEW GAME

After various delays, this game has finally got the green light. The six players aiming to guide their robots through the factory are:

Steve Ham	103 College Road, Norwich, NR2 3JP
Roger Krueger	10587 Caminito Glenellen, San Diego, CA 92126, USA
Greg Payne	74 Coleford Road, Bristol, BS10 5JL
Marcus Pratt	14 Clifton Road, Brighton, BN1 3HN
Jim Reader	Moving around...
Don Shailer	8 Clifton Green, Aylesbury, Bucks, HP19 3JW

I was asked which version of the rules would be used for this game. When I last ran a game the only copy around was the original from Wizards of the Coast, but the game has since been reprinted under the Avalon Hill banner. I wasn't sure of the answer, but thought it would most likely be the Avalon Hill version as that one was to hand while the original was in the store. Now that time has passed, the Avalon Hill version is hiding, but the original has come back from the store, so the answer is the original.

As far as I can tell there are only a few differences between the two. The original uses the concept of virtual bots to handle the start, when everyone begins on the same space. The AH version allows bots to tag checkpoints and update its archive location while they are powered down, while the original specifically forbids this. The crushers that appeared on one of the original boards got left out of the reprint. One of the option card - the Mechanical Arm - can be used diagonally in the reprint, but could only be used to tag orthogonally adjacent squares in the original. If there are other differences I apologise for omitting them. When my AH version comes out of hiding I'll be able to check more thoroughly.

The factory layout is shown opposite. Your journey starts in the top left corner on square C3. Your targets are flag 1 on K14, flag 2 on N4m flag 3 on C13, then the finish on B2.

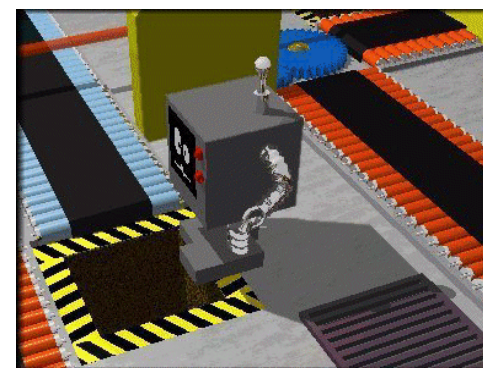
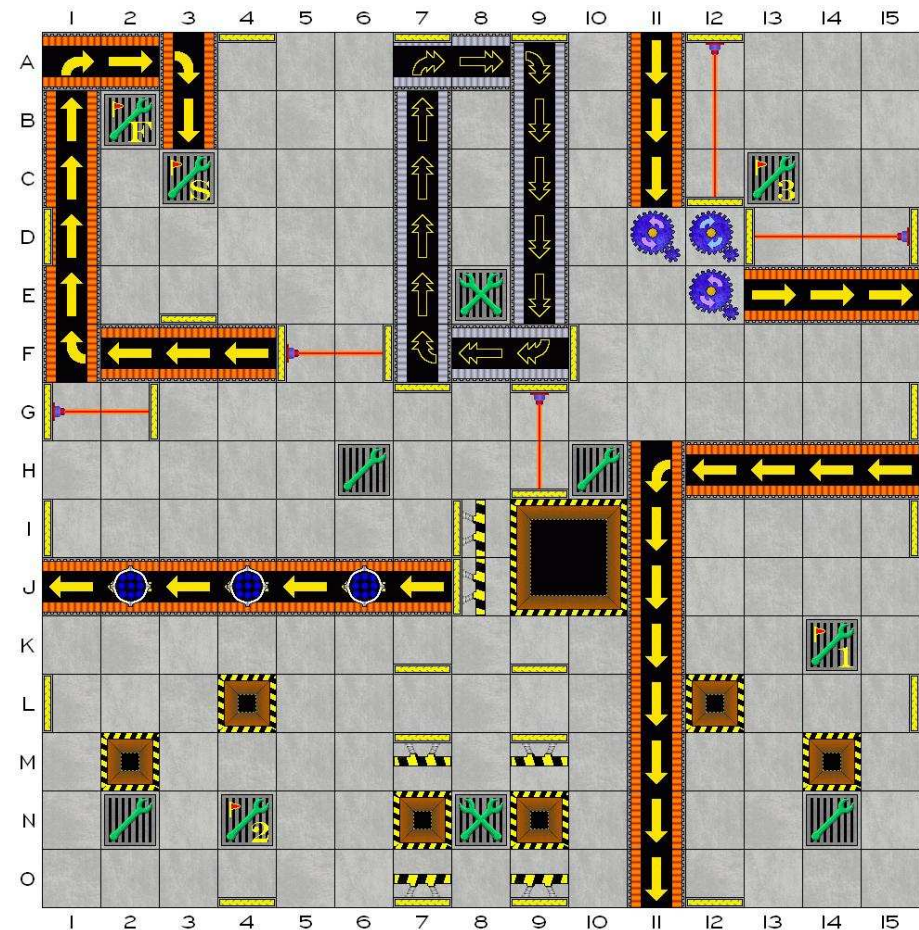
The crushers (J2, J4 and J6) will operate after register phases 1 and 5, while the pushers (I8, J8, N7, N9, O7 and O9) will operate after register phases 2 and 4.

In the first games I chickened out of using the option cards, but I think we should go for broke this time. Bots that end a complete turn on a single or double wrench square can repair one or two points of damage respectively. A bot on a double wrench square can choose to take an option card instead. If a player hasn't specified whether they'll repair damage or take an option card, the default will be to repair damage if it exists and take an option card if not. Don't worry about the option cards too much at this stage. As and when they get picked up I'll explain how they work, but you'll find things like enhanced weapons, armour, and features that allow you to do things against the normal flow of the game.

You will have received information on the nine programming cards you hold and will be ready to leave the start square on your journey of discovery.

Feel free to name your bot before I do it for you, and don't forget to say which way you're facing before your program starts operating for the first round.

If you have any questions then just ask, and may the best, or most devious, bot win.





SAINT PETERSBURG 1

No Pub VPs for Geoff because it was Sharon's.

PHASE 6-A

Round 6 - Aristocrat Phase

Mike	Geoff	Sharon	Rob
Plays Pickpocket + Mistress of Ceremonies	+ Discard	+ Administrator to hand	+ Controller from hand
+ Judge (hand)	+ Mistress of Ceremonies (from hand)	+ Administrator from hand	✗
✗	✗	Upgrade Secretary to Patriarch	



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	28	26	18r + 0v	0r + 7v	24r + 7v	Building	1
Sharon	17	69	18r + 0v	5r + 18v	10r + 6v	Worker	0
Rob	24	54	21r + 2v	7r + 16v	19r + 3v	Aristocrat	0
Mike	26	52	33r + 1v	7r + 11v	17r + 7v	Trading	12

Players	Cards in hand	Cards in play
Geoff	Minister of Foreign Affairs, Discard	Lumberjack x 2, Gold Miner x 3, Shepherd, Market x 2, Hospital, Warehouse, Observatory, Author x 2, Administrator, Warehouse Manager, Secretary, Controller, Mistress of Ceremonies, Admiral
Sharon		Lumberjack x 2, Shepherd, Weaving Mill, Zar-Superstar, Library x 3, Pub, St.Isaac's Cathedral, Administrator, Warehouse Manager, Controller, Pope, Patriarch
Rob	Administrator, Secretary	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, Controller, Builder, Senator
Mike	Czar, Judge, Black Market	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, Mistress of Ceremonies, 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 Trading phase led by Mike



SAINT PETERSBURG 2

All new cards go into your hands.

PHASE 1-T

Round 1 - Trading Phase

Pete	Kevin	Marcus	Tony
+ St.Isaac's Cathedral to hand	✗	+ Weaving Mill to hand	✗
+ Senator to hand	✗	+ Customs House to hand	✗



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	16	1	6r + 0v	0r + 1v	0r + 0v	Trading	20
Marcus	23	0	6r + 0v	0r + 0v	0r + 0v	Building	23
Tony	15	1	6r + 0v	0r + 1v	0r + 0v	Worker	19
Pete	12	1	6r + 0v	0r + 0v	4r + 1v	Aristocrat	27

Players	Cards in hand	Cards in play
Kevin		Gold Miner, Fur Trapper, Market
Marcus	Weaving Mill, Customs House	Lumberjack, Shepherd
Tony	Customs House, Secretary	Shepherd, Fur Trapper, Market
Pete	St.Isaac's Cathedral, Senator	Lumberjack, Fur Trapper, Controller

When you pick up a card from the display you then play it or put it in your hand - so please do not just order cards to be picked up, say what you are going to do with them as well.

Orders required

Round two Workers phase led by Tony



SCEPTRE OF ZAVANDOR 2

The last Cloak of Camouflage is bought.

ROUND 15

Actions

Lyndon Bought a Sapphire and an Opal {30}

Michael Bought two Opals {20}

- Started researching knowledge of Gems {2}

Marcus Bought an Opal {10}

- Increased knowledge of Artifacts to level 4 {16}

Simon Increased knowledge of Artifacts to level 4 {16}

- Auctioned a Cloak of Camouflage for 80 and got it reduced to 55 {-10 Artifacts -15 Spellbook} - puts his value 30 knowledge chip in his Pentagon - Lyndon, Michael and Marcus lose active Opals, Kevin and Roger lose active Sapphires

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

Roger Bought three Opals and one Sapphire {50}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Kobold	o:1 s:6 d:1	8/9	6	S:2 s:2 e:3 d:1 r:2	10
2	Marcus	Fairy	o:2 s:2 d:4	8/9	19	s:4 D:2	11
3	Michael	Mage	o:1 e:2 d:1	4/7	4	e:4 d:2 r:2	8
4	Simon	Elf	o:2 s:1	3/5	12	s:1 e:1 r:2	5
5	Roger	Druid	o:3 s:1	4/7	10	s:1	9
6	Kevin	Witch	s:5	3/7	10	s:3 d:2	8

PO	Name	Artifacts	Knowledge	New K Chips	VPs/Gems
			Ge En Fi Sa Ar Ac		
1	Lyndon	MM CP CP EL MC MW CF	- - - 4 4 4	25/30/35	33/9
2	Marcus	CB MB EL MC MW	- 4 - 4 4 -	30/35/40	29/12
3	Michael	SB CB MB EL MC CF CC	2 - 2 4 4 -	30/35	29/7
4	Simon	SB RS RS MM CP CF CC CC	- 3 - 4 4 -	25/{30}/{35}	28/3
5	Roger	RS CB MB MM	- - 4 4 2 -	30/35/{40}	14/4
6	Kevin	SB MW	4 - - 3 - 4	30/35/40	11/3

Artifacts on offer: 3 Talismans

The second Cloak of Camouflage on offer last time was a mirage - all three have now been bought, leaving just the Talismans and the Sentinels on offer.

Orders required

Round sixteen gem dealing, knowledge improvement, auctions and bids

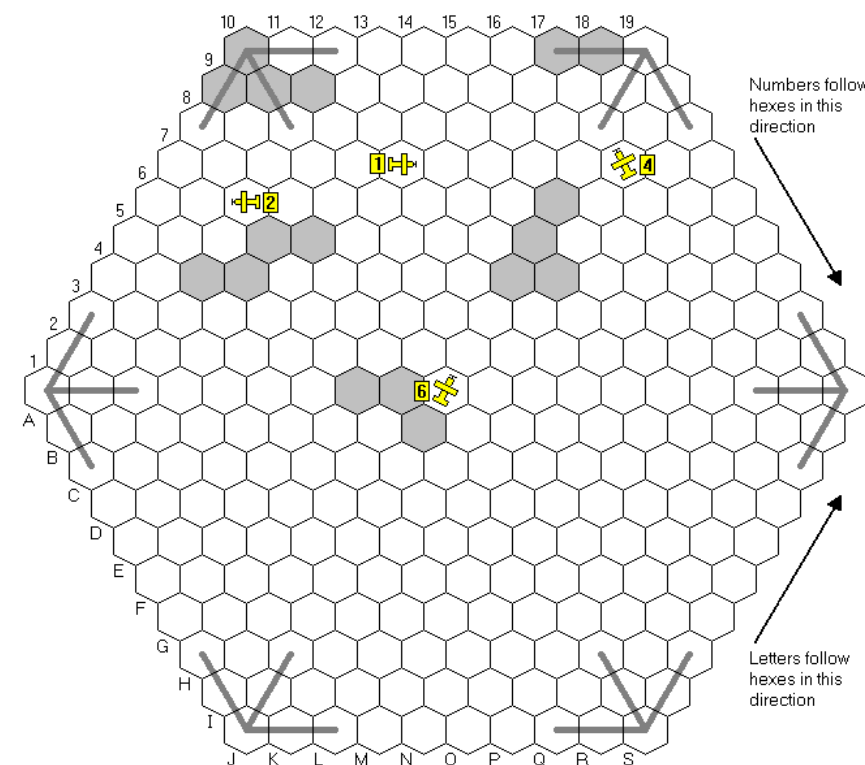


SOPWITH T-340-FW

The clouds do their worst.

ROUND 21

	Pilot	Starts	Moves	Ends	A:D:P
1	<i>Not Only But Also</i> Don Shailer	D10-NE	RS, RT, 0 {Airfield: A1}	F12-E	16:07:08
2	<i>Mad Ferret</i> Tim Franklin	E11-SW	A, RT, A {Airfield: A10}	C8-W	14:06:01
4	<i>The Brown Baron</i> Michael Graystone	M16-NW	RS, A, A {Airfield: S19}	K17-NW	16:12:18
6	<i>Lord Flashheart</i> Joakim Spångberg	J7-NE	A, A, A {Airfield: J1}	J10-NE	16:11:10



The clouds moved west. The only damage this time was a hit on *Lord Flashheart* from the clouds.

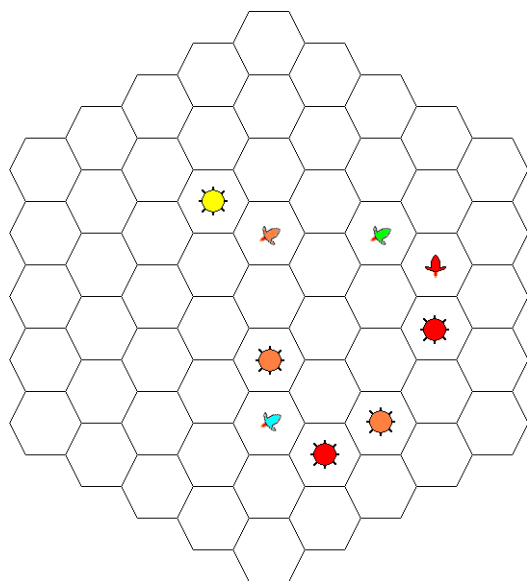


SPACE BLAST 1

The Meteor lays another mine.

ROUND 8

	Pilot	Colour	Actions	Armour	Chits
1	<i>James White</i> Bob Coull	Green 1 VP	-	3	6T : 7R 3M : 1B
2	<i>Major Tom</i> Michael Graystone	Orange 4 VPs	Turn right	2	6T : 4R 1M : 1B
3	<i>Chewbacca</i> Steve Ham	Blue	Turn left	4	5T : 7R 3M : 2B
4	<i>Wizard Prang</i> Jim Reader	Yellow	-	0	7T : 8R 2M : 2B
5	<i>The Meteor</i> Don Shailer	Red 1 VP	Turn left, lay mine	3	4T : 6R 1M : 1B
6	<i>Major Mat Mason</i> Joakim Spångberg	White 1 VP	-	0	7T : 6R 3M : 2B



No damage this time, but three pilots are heading in roughly the same direction.

Orders

0 to 3 actions for round nine

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 completed five games.

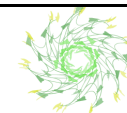
▲	Didier Renard	4.714
▲	Lew Stansby	3.652
▲	Ken Boucher	3.267
-	David Hilbert	3.188
▼	Roger Krueger	3.042
▲	Victor Cronshaw	2.882
▲	Rob Thomasson	2.667
▲	Peter Hawkins	2.659
▲	Per Hallberg	2.636
-	Michael Bakken	2.444
▲	Dave Burton	2.413
-	Michael Longdin	2.178
-	Peter Beck	2.146
▼	Willem Moene	2.140
▲	Michael Graystone	2.111
▲	Gareth Lodge	2.107
▼	Mick Haytack	2.043
▲	Pete Campbell	2.000
▲	Brian O'Farrell	2.000

✱ Completed games and winners:

Princes of Florence e766	Lew Stansby
Puerto Rico e775	Kath Collman
Acquire e786 [Powers]	Michael Graystone

✱ New games and start dates:

Puerto Rico e797	May 24th
Princes of Florence e798	Jul 8th
Ingenious e799	Jul 9th
Euphrat & Tigris e800	Jul 9th
1870 e801 [1870T25]	Jul 10th
Acquire e802	Jul 17th
Puerto Rico e803	Jul 20th
Carcassonne e804	Jul 23rd



PREVIEW

There are two games lined up for the next issue, a standard Acquire with room for one more player, and Railways Rivals on the North Germany map. Beyond that the sequence depends on what people sign up for.

The 1837 game will be starting off-line, so to speak, when I finally get to mail the players for the start packet. I've decided to get this done at whatever pace suits the availability of the players, and will reveal the results with the official start within these pages.



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

#156: Acquire {Standard}, Railway Rivals {North Germany}



ZINES RECEIVED

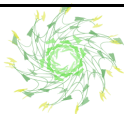
A summary of zines that I've received recently.

Date	Zine/Issue
Jun 21st	...mais n'est-ce pas la gare? 83
Jun 24th	Ode 295, Save Your XXs For Me 53
Jun 26th	Minstrel 313
Jul 18th	Devolution 70
Jul 21st	...mais n'est-ce pas la gare? 84

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	3.277
▲	Lyndon Gurr	3.212
-	Mark Frueh	3.200
-	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	2.162
▲	Michael Graystone	2.151
▲	Rob Thomasson	2.134
▲	Richard Lunn	2.125
▲	Tony Robbins	2.050



WHO PLAYS WHAT

Peter Berlin	1829-V21, 18EU-G23	Willem Moene	1830-L23, 1830-G24, 1856-M22, 1856-R23, 1861-B23, 1870-K23,
Tony Bromley	RR-2085-KU		1870-R24, 18Kaas-P23, Acq50, OP26, OP27, PR7, PR9
Simon Brooks	BA18, BB-205-NLD, BB-312-MOR, GS7	Greg Payne	Robo3
Pete Campbell	1826-H25, 1829-U25, 1830-G24, 1856-R23, Acq50, Agr1, BB-308-YRK, BB-312-MOR, PR9, RR-2096-B, RR-2112-I(N), StP2	Marcus Pratt	Agr1, IW1, OP26, OP27, Robo3, StP2, Sceptre 2
John Colledge	6n13	Jim Reader	6n13, BA17, BA18, BB-304-EAN, BB-305-NLD, BB-309-YRK, BB-312-MOR, GS7, OP26, OP27, PR7, PR8, PR9, PR10, RR-2066-G, RR-2085-KU, RR-2096-B, RR-2112-I(N), Robo3
Bob Coull	6n13, Acq51, BB-304-EAN, BB-309-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, SB1	Lionel Robbins	1829-V21, 1829-U25, 1870-K23, 18EU-G23
Simon Cutforth	Sceptre 2	Tony Robbins	BB-309-YRK
Dennis Frank	BA18	Simon Robertson	BB-305-NLD, RR-2096-B
Tim Franklin	1830-L23, 1850-R22, 1895-X24, Sop340	Tony Sait	1830-V1-N24, 1856-M22, 18Kaas-P23, PR7, RR-2073-DC, RR-2112-I(N)
Mark Frueh	1830-G24, 1870-R24, 18EU-G23	Don Shailer	6n13, BB-304-EAN, BB-305-NLD, CM1, GS7, RR-2066-G, Robo3, Sop340, SB1
Michael Graystone	6n13, Acq50, BB-308-YRK, BB-312-MOR, RR-2066-G, RR-2073-DC, RR-2085-KU, RR-2096-B, Sop340, SB1	Colin Sharpe	6n13, Acq51, BB-304-EAN, BB-309-YRK, RR-2073-DC, RR-2096-B
Lyndon Gurr	1826-H25, 1850-R22, 1856-M22, 1856-R23, 1861-B23, 1870-K23, 18Kaas-P23, Acq50, OP26, OP27, Phoenicia 1, Sceptre 2	John Shelley	1826-H25, 1829-U25, 1830-L23, 1870-K23
Steve Ham	BA18, GS7, Robo3, SB1	David Smith	OP27
Geoff Hardingham	1861-B23, OP26, Phoenicia 1, PR10, StP1	Don Smith	1826-E22, 1830-G24, 1830-V1-N24, 1856-R23, 1870-K23, 1870-R24, 18EU-G23
Alan Harvey	1830-V1-N24, 1850-R22, 18Kaas-P23, CM1	Joakim Spångberg	BA17, BA18, GS7, Sop340
Mike Head	1830-L23, 1856-M22, IW1	Allan Stagg	BA17, PR8, PR10
John Hopkins	1829-V21, PR8	Mark Stretch	1830-V1-N24, 1861-B23, 6n13, BA18, BB-305-NLD, OP27, Phoenicia 1
Mike Hutton	1829-V21, 1861-B23, Agr1, PR9, StP1	Gina Teh	Acq51, IW1
Sharon Khan	IW1, StP1	Steve Thomas	1895-X24
Roger Krueger	1870-R24, 1895-X24, Robo3	Rob Thomasson	1829-V21, 1829-U25, 1856-M22, 1856-R23, RR-2085-KU, StP1
Kevin Lee	6n13, Acq51, BA17, BB-309-YRK, GS7, PR7, PR10, RR-2066-G, RR-2112-I(N), StP2, Sceptre 2	Roger Trethewey	BA17, GS7, Sceptre 2
Michael Longdin	Agr1, CM1, Phoenicia 1, Sceptre 2	Stephen Webb	1826-H25, 1830-G24, 1830-V1-N24, 1850-R22, 1870-R24, 18EU-G23, CM1, Phoenicia 1, PR8
Richard Lunn	1830-L23, BA17	Tony Wilcock	Acq51, StP2
John Marsden	Acq50, BB-304-EAN, BB-305-NLD, CM1, RR-2112-I(N)		
Bill McKinley	BB-308-YRK		



OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:

Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ

CONTENTS

◇ Games ◇

◇ New ◇

1829-U25 {South}	12	6 nimmt! 13	42	RR-2066-G	65
Bus Boss 312-MOR	13	Acquire 49	44	RR-2073-DC	67
RoboRally 3	70	Acquire 50	45	RR-2085-KU	68
*****		Acquire 51	46	RR-2096-B	68
1826-H25	14	Agicola 1	48	RR-2112-I(N)	69
1829-V21 {North}	16	Breaking Away 17	50	Saint Petersburg 1	72
1830-L23	18	Breaking Away 18	51	Saint Petersburg 2	73
1830-Q24	20	Bus Boss 304-EAN	52	Sceptre of Zavandor 2	74
1830-V1-N24	22	Bus Boss 305-NLD	53	Sopwith T340FW	75
1850-R22	24	Bus Boss 308-YRK	55	Space Blast 1	76
1856-D22	13	Bus Boss 309-YRK	55	*****	
1856-M22	26	Canal Mania 1	56	◇ Bits and Bobs ◇	
1856-R23	28	Golden Strider 7	58	Board2Pieces	4-7
1861-B23	30	Industrial Waste 1	47	Deadlines	Below
1870-K23	32	Outpost 26	58	Heron Games	7
1870-R24	34	Outpost 27	59	News from the Rock	77
1895-X24	36	Phoenicia 1	60	Preview	78
18EU-G23	38	Puerto Rico 7	61	Ratings	78
18Kaas-P23	40	Puerto Rico 8	62	Waiting Lists	2
		Puerto Rico 9	63	Who Plays What	79
		Puerto Rico 10	64	Zines Received	78
		RR-2065-F	65		

DEADLINES

Wednesday August 13th 2008

18xx Games - Friday August 8th

Future main deadlines: September 10th October 8th November 12th

E-mail orders must be sent as plain text messages. Do not send as e-mail attachments.
Unreadable submissions may be treated as No Move Received.