FOR WHOM THE DIE ROLLS
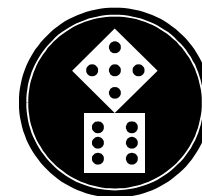
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so that reports that appear on facing pages
in the paper copy are shown side-by-side.

£2.00

INSIDE STORY

This is FOR WHOM THE DIE ROLLS #156, 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
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WAIT

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

Games starting in this issue...

Railway Rivals . . . .   Tony Bromley, Pete Campbell, Bob Coull, Jim Reader, Don Shailer

Games starting in the next issue...

✪	6 nimmt!	Gregory Payne, Colin Sharpe, Jim Reader, Gina Teh, Michael Graystone, Steve Ham, Kevin Lee, Bob Coull
⇨①	Acquire {Standard}	John Colledge, Michael Graystone, John Marsden, Tony Wilcock
✪	Bus Boss	Gregory Payne, Don Shailer, John Marsden, Roger Trethewey, Kevin Lee {Morocco}

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

⇨④	1825 {multi-unit?}	Mike Hutton
⇨④	1830	Mike Hutton
⇨②	1835	Tony Sait, John Shelley, Don Smith
✪	1837	Tony Bromley, Geoff Hardingham, John Hopkins, Tony Robbins, Stephen Webb
⇨③	1837	Don Smith, Steve Thomas
⇨④	1856	Mike Hutton
⇨④	1870	Mike Hutton
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
⇨③	Agricola	Kevin Lee
⇨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
⇨①	Mystic Wood	Gina Teh, Jim Reader, Kevin Lee, Roger Trethewey
⇨⑥	Outpost	Willem Moene, Jim Reader, Marcus Pratt, John Marsden
⇨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...

②/⑧	Battle!	Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
②	Breaking Away	Gregory Payne, Jim Reader, Dennis Frank, Roger Trethewey

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

START

Welcome to issue #156, smallest than usual due to some held over games. The missing games are Acquire 51, Industrial Waste 1 and Saint Petersburg 2. Gina Teh is one of those out of contact at the moment, as she had a major computer failure and is waiting for a new machine. The other is Tony Wilcock, who is a paper recipient, so I don't know whether the zine got lost on its way to him, his orders got lost coming back, or something else happened.

Tony's absence has also prompted a delayed start for the next Acquire game.

18XX BASES

This note is for 18xx players. I put a note in four months ago about non-operating bases being shown in grey rather than black, and nobody commented until this month, when some people found they didn't show up terribly well. Actually, they thought the bases were missing entirely from the maps. That was my mistake for using the screen to check visibility, but it was surprising that it took this long for anyone to report a problem. To resolve this I am now showing non-operating base letters in red.

TRINGCON

TringCon XVII is just around the corner, all set for Saturday October 4th. We have 19 definites and 3 maybes signed up for the event, but on past experience the final tally will be around the 40 mark.

For those who don't know, TringCon is a one-day games event held close to Tring, running from 9am to 9pm. Inaugurated many years ago by Alan Parr, I took it over last year and then had the audacity to move it to my local village hall. However, this gives us more space, a higher ceiling and a better kitchen, not to mention a lower hire charge.

The cost for the day remains the same at £10, which gets you in the door and feeds you throughout the day. If you're interested, then do contact me to book a space. Pre-booking helps us to measure the amount of food we need to buy for the event. As proceeds from the event go to the Iain Rennie Hospice at Home charity, the less we waste on food the more there is for the charity.

The games you play depend largely on the games you bring. You know what you like, so take the opportunity to get your favourite games onto the table.

I will also have my Heron Games hat on for the day, with a selection of games on offer. Anyone who wants to buy anything specific is advised to pre-order for collection on the day.

TringCon takes place at the Marsworth Millennium Hall.   ✪
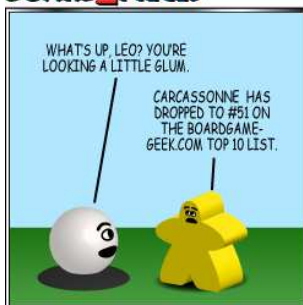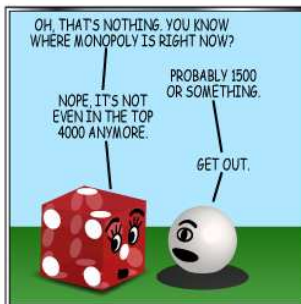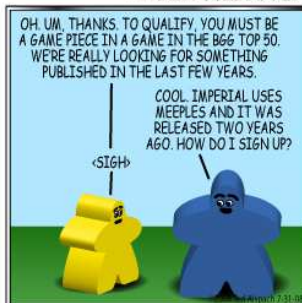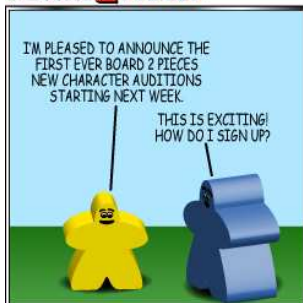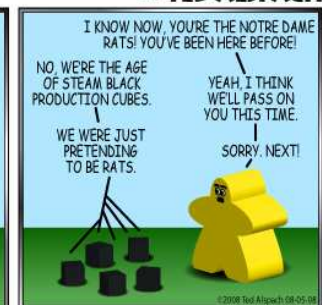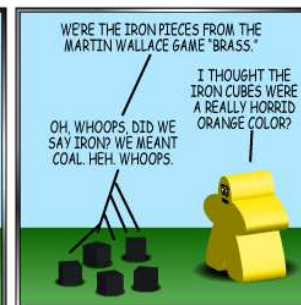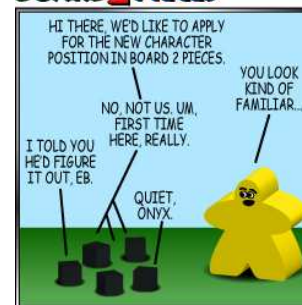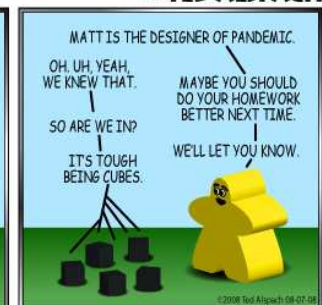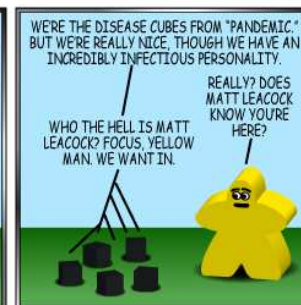
1826-H25   Seven '2H' trains are shared out among the four companies.   OR1 - SR2

OR1	Pres	Lays		Run	Pay	Notes	Price	Credit	Loans	Trains
A	SW	4:H18:2	4:I17:2	-	-	①	100A▾	230	-	2H
GC	JS	6:M13:6	8:K15:3	-	-	②	75D▾	46	-	2H 2H
B	LG	6:B12:4	4:B10:3	-	-	③ ④ ⑤	75D▾	50	-	2H 2H 2H
PO	PC	8:H8:6	-	-	-	①	70E▾	125	-	2H

Notes:
- ① 100 to the bank for a '2H' train
- ② 200 to the bank for two '2H' trains
- ③ 40 to the bank for terrain costs
- ④ 20 to the bank for a token in B12
- ⑤ 300 to the bank for three '2H' trains

Stock Round 2

	Stephen		John		Pete		Lyndon
+ GC treasury		✘		+ GC treasury		✘
✘		✘		+ B treasury		✘
✘		✘		✘		*Priority for SR3*

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Stephen Webb	75	40	-75	40	675	22.9▾	4
John Shelley	19	30	0	49	679	34.1▴	5
Pete Campbell	155	15	-150	20	450	22.6▴	5
Lyndon Gurr	12	20	0	32	407	20.4▾	4

Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
Stephen Webb	Mail	3P	-	-	1	-	-	-	-	-	-
John Shelley	Bridge, Par	-	-	-	3P	-	-	-	2P	-	-
Pete Campbell	Algerian	-	1	-	1	-	-	-	-	-	3P
✪ Lyndon Gurr	-	-	5P	-	-	-	-	-	-	-	-

Company type	5	10	-	5	-	-	-	5	-	5
Bank (new)	5	-	10	5	10	10	10	8	10	5
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Treasury shares	2	4	-	-	-	-	-	-	-	2
Price	100A	75D		75D				110A		70E
Loans	-	-		-						-
Company credit	230	125		196						125
Tokens	2	2		2						2
Trains	2H	2H		2H						2H
		2H		2H						
		2H								

Bank cash: 11,183   Certificate limit: 13   Trains: 1 x '2H', 7 x '4H'...
Current operating order: A, GC, B, PO

Tiles   Tile number/Availability   One Operating Round between Stock Rounds
3/2   4/3   5/2   6/-   7/4   8/14   9/21   57/4   58/6

Pete meant to lay two tiles, but his second had run out when the PO's turn came around.

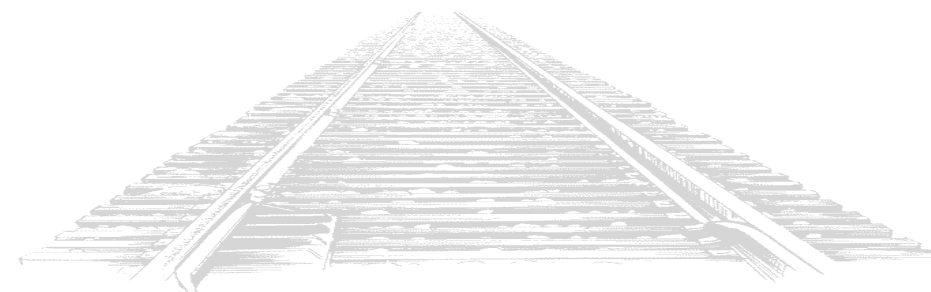| Orders required for the following rounds	*By the early deadline*
OR2, SR3	*Adjudication can pause between rounds if requested*

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1829-V21

No surprises, the last GSWR share is not sold.

OR21 - SR14

OR21	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	▸P8	100	Yes	-	345▲	100	3T
NER	MH	8:P20:5	▸I13	260	Yes	-	300▲	10	5 3
Mid	JH	8:Q19:5	▸R18	230	Yes	-	225▲	70	5 4
NBR	RT	-	▸L8	210	Yes	-	200▲	10	3T 3
Cal	LR	18:O13:6	▸H4 !	340	Yes	-	112▲	40	5 4
L&YR	PB	12:N10:3	▸M11	110	Yes	-	14▲	0	3
GNR	LR	-	▸T16	250	Yes	-	100▲	20	4 3
GCR	MH	-	▸R18 !	150	Yes	-	61▲	130	4
GSWR	JH	-	▸H4 !	-	-	-	7▼	30	3

Stock Round 14

	Peter	John	Mike	Rob	Lionel
	✗	✗	+ L&YR pool	+ Aberdeen SP	+ L&YR pool
	✗	✗	+ L&YR pool	+ L&YR pool	+ L&YR pool
	✗	✗	+ LNWR pool	✗	✗
	✗	✗	✗	*Priority for SR15*	

Cash Flow	b/f	OR21	SR14	c/f	Value	%	Certs
Rob Thomasson	1,020	445	-914	551	5,809	24.8◂	18/22
Lionel Robbins	1,911	485	-28	2,368	5,576	23.8▲	18/20
Peter Berlin	767	184	0	951	3,496	14.9▼	8/12
John Hopkins	1,313	230	0	1,543	3,240	13.9▼	9/13
Mike Hutton	935	396	-353	958	5,268	22.5▲	17/19

Portfolio	Priv/SP	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
✪ Rob Thomasson	Ba St Ab	2	1	-	8D	4	1	1	-	3	-	-
Lionel Robbins	-	2	1	1	2	6D	2	5D	3	-	-	-
Peter Berlin	C&HP	5D	-	3	-	-	5D	-	-	-	-	-
John Hopkins	S&D	-	-	5D	-	-	-	4	-	6D	-	-
Mike Hutton	Hull Hol	1	8D	1	-	-	2	-	7D	-	-	-
Bank (new)	-	-	-	-	-	-	-	-	-	1	10	10
Price (new)		100	90	82	76	71	67	64	61	58	56	53
Bank (pool)	-	-	-	-	-	-	-	-	-			
Price (pool)		345	300	225	200	112	14	10	61	7		
Company credit		100	10	70	10	40	0	20	130	30		
Tokens		3	3	3	3	2	3	2	1	2	3	3
Trains		3T	5 3	5 4	3T 3	5 4	3	4 3	4	3		

Bank cash: 13,629   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	5/4	6/4	7/3	8/4	9/8	10/3	12/-	13/3	14/-
15/-	16/1	17/1	18/-	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/-								

1829 North

Game V21

Referee: Keith Thomasson

Private Companies

		Cost	Revenue
D10	Arbroath & Forfar	£30	£5
P14	Cromford & High Peak	£75	£10
K15	Stockton & Darlington	£130	£15
O9/O11	Liverpool & Manchester	£210	£20

Steam Packet Lines

N20	Hull	£315	£25
M9	Barrow	£435	£30
P4	Holyhead	£570	£35
J2	Stranraer	£720	£40
B12	Aberdeen	£900	£45

Public Companies

Q11	London & North Western Railway
L14	North Eastern Railway
Q15	Midland Railway
G9	North British Railway
G5	Caledonian Railway
O11	Lancashire & Yorkshire Railway
O17	Great Northern Railway
O15	Great Central Railway
G5	Glasgow & South Western Railway
A5	Highland Railway
M9	Furness Railway

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Orders required for the following rounds	*By the early deadline*
OR22, OR23	*Adjudication can pause between rounds if requested*

| 1829-U25 | Pete delays LNWR sales and is offered the GWR Directorship. | SR1 |

Stock Round 1

Rob	John	Pete	Lionel
+ S&M private	+ C&HP private	+ C&W private	+ L&M private
+ LNWR/Dir	+ LNWR new	✗	+ LNWR new
+ LNWR new	+ LNWR new {floated}	+ LNWR new	+ LNWR new
+ LNWR new	+ LNWR new	+ GWR/Dir	+ GWR new
+ GWR new	✗	+ GWR new	✗
+ GWR new {floated}	✗	+ GWR new	✗
✗	✗	✗	*Priority for SR2*

Cash Flow	b/f	SR1	c/f	Value	%	Certs
Rob Thomasson	630	-610	20	630	25.0◂	6
John Shelley	630	-375	255	630	25.0◂	4
Pete Campbell	630	-590	40	630	25.0◂	5
Lionel Robbins	630	-500	130	630	25.0◂	4

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
Rob Thomasson	S&M	4D	2	-	-	-	-	-	-
John Shelley	C&HP	3	-	-	-	-	-	-	-
Pete Campbell	C&W	1	4D	-	-	-	-	-	-
✪ Lionel Robbins	L&M	2	1	-	-	-	-	-	-

Bank (new)	Hull	-	3	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	53
Bank (pool)	-	-	-	-	-	-	-	-	
Price (pool)		100	90						
Company credit		1,000	900						
Tokens		6	6	5	5	5	4	4	4
Trains		-	-						
Bank cash: 19,555	Certificate limit: 18					Trains: 7 x '2', 6 x '3'...			

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

| 1/2 | 2/2 | 3/2 | 4/6 | 5/4 | 6/4 | 7/4 | 8/8 | 9/10 |

John wanted to check exactly what happened when a private company closes when using the PC rule, and is right to do so. In the standard game, private companies that close still count towards a player's total at the end of the game. Under the PC rule, when they are closed they are removed from the game and do *not* count towards anyone's value.

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1829 South GameU25
Referee: Keith Thomasson
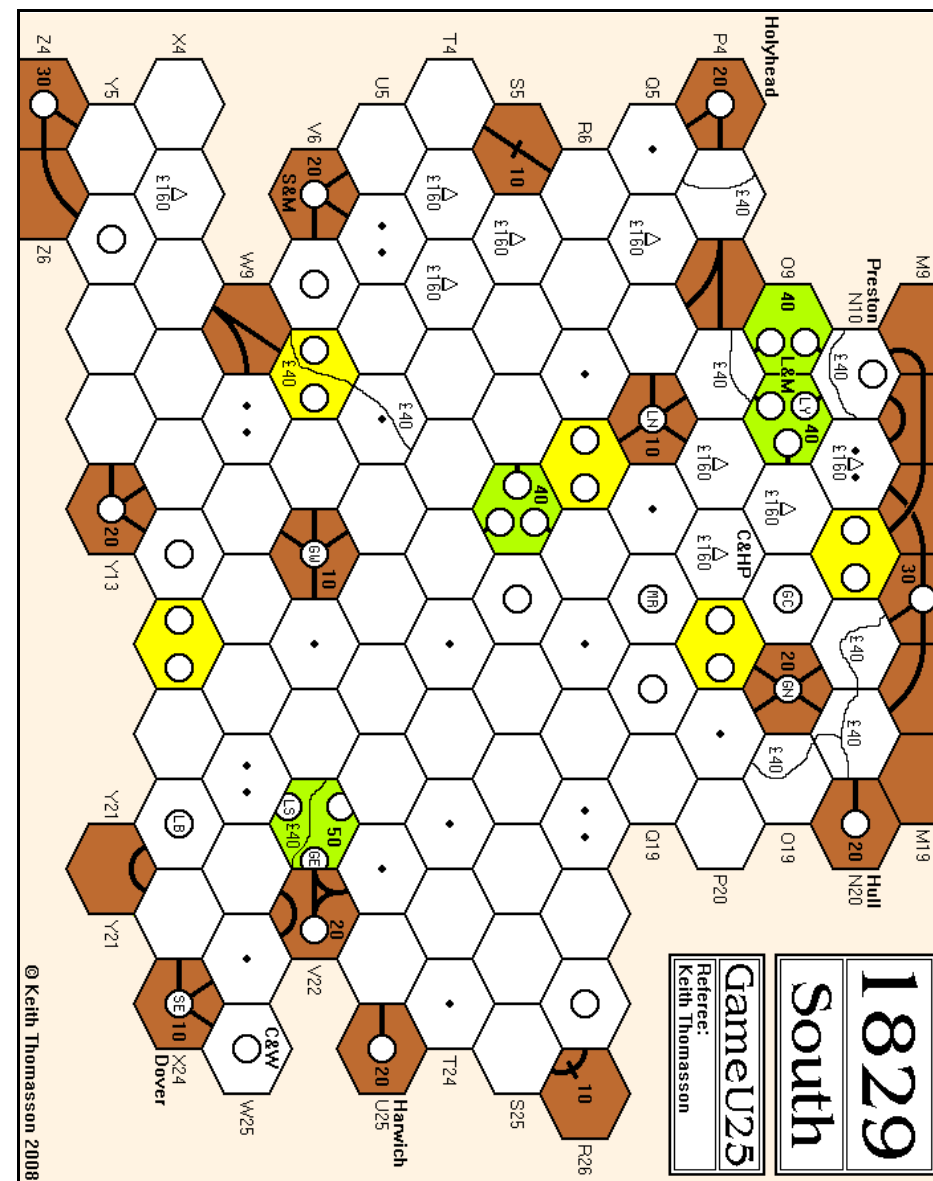
1830-L23 | The C&O moves into the cheap seats. | SR7

Stock Round 7

	Tim	Willem	John	Mike	Richard
	+ PRR pool	+ Erie pool	- 2 C&O {▼60I} + PRR new	- 2 Erie {▼10K} - 1 B&O {▼140C} + B&M new	- 3 B&O {▼120D} - 1 C&O {▼50J} + B&M new
	+ PRR pool	+ B&O pool	+ PRR new	+ B&M new	+ B&M new
	+ PRR pool	+ PRR pool	+ Erie pool	+ CPR new	+ Erie pool
	✗	+ C&O pool	✗	✗	+ CPR new
	✗	✗	✗	✗	✗

Priority for SR8

Cash Flow	b/f	SR7	c/f	Value	%	Certs
John Shelley	41	-18	23	1,019	14.7▲	9/12
Mike Head	196	-90	106	1,002	14.4▲	8/9
Richard Lunn	416	180	596	1,816	26.2▲	11/13
Tim Franklin	348	-213	135	1,205	17.4▼	9/12
Willem Moene	335	-261	74	1,890	27.3▲	12/14

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
John Shelley	-	-	3P	6P	1	-	-	5P
Mike Head	2	-	1	1	-	5P	1	-
Richard Lunn	2	-	1	1	1	4	3	1
✪ Tim Franklin	-	6P	-	-	4P	1	-	3
Willem Moene	6P	1	1	-	1	-	6P	1
Bank (new)	-	-	-	2	1	-	-	-
Price (par)	100	100	67	90	71	76	90	71
Bank (pool)	-	3	4	-	2	-	-	-
Price (pool)	100A	120D	50J	76B	10K	82E	160A	76E
Company credit	121	533	1	914	1	300	19	1
Tokens	-	-	-	3	2	2	-	1
Trains	6	-	4	-	4 4	5	5 4	5

Bank cash: 9,176   Certificate limit: 13   Trains: 1 x '6', Diesels
Current operating order: NYNH, B&O, B&M, NYC, PRR, CPR, 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						

1830 Game L23
Referee: Keith Thomasson
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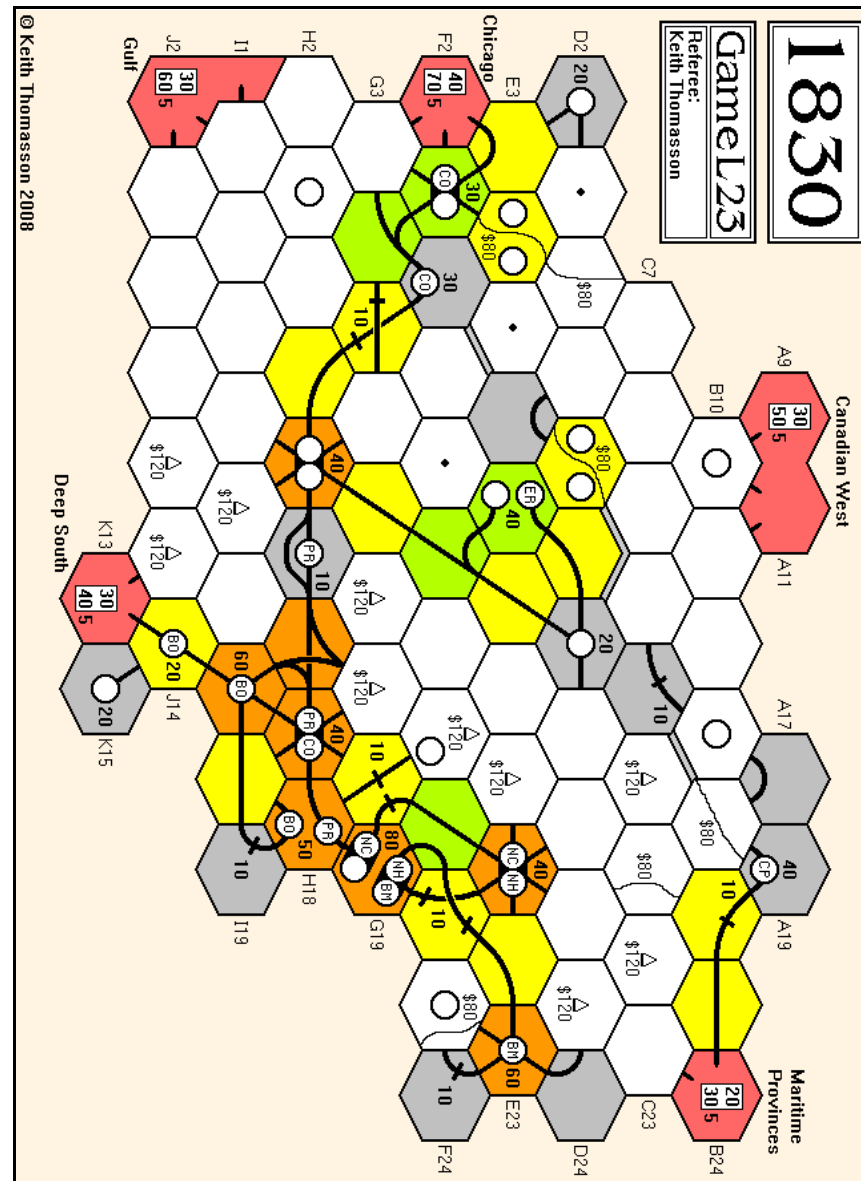
Orders required for the following rounds	*By the early deadline*
OR10, OR11	*Adjudication can pause between rounds if requested*

▲▼

| 1830-G24 | All of the '4' trains are sold. Bar one. | OR6 - OR7 |

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	59:E11:1	-	-	① ②	82B▾	60	4
PRR	DS	59:H18:4	120	Yes	③	82D▴	600	3
B&M	MF	54:G19:1	-	-	④ ① ⑤	71D▾	20	4 3
B&O	SW	14:J14:2	-	-	①	71F▾	353	4
NYNH	MF	7:F18:4	100	Yes	⑥	75F▴	450	3
C&O	PC	9:E3:1	190	Yes	-	75F▴	177	3 3

Notes:
① 300 to the bank for a '4' train
② 540 to Willem for the M&H and C&A privates
③ 40 to the bank for a token in H16
④ 80 to the bank for terrain costs
⑤ 420 to the NYNH for a '3' train
⑥ Lays 58:B20:1 courtesy of the C&StL

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	DS	57:H10:3	120	Yes	-	90D▴	600	3
Erie	WM	8:E13:6	60	Yes	-	90B▴	105	4
NYNH	MF	2:G17:1	130	Yes	-	80F▴	460	3
C&O	PC	26:E3:4	190	Yes	-	80F▴	234	3 3
B&O	SW	29:I17:6	150	Yes	-	75F▴	418	4
B&M	MF	-	100	Yes	-	76D▴	30	4 3

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Mark Frueh	41	62	127	230	1,100	22.1▾	9
Willem Moene	34	585	36	655	1,195	24.0▾	5
Stephen Webb	8	51	117	176	806	16.2▾	7
Pete Campbell	24	148	151	323	1,063	21.4▴	8
Don Smith	35	85	88	208	808	16.3▴	6

Portfolio	PCs	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mark Frueh	-	5P	-	-	-	-	-	5P	1
✪ Willem Moene	-	-	-	-	-	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	80F		90B		80F	90D
Company credit		30	418	234		105		460	600
Tokens		1	1	1	4	2	4	-	2
Trains		4 3	4	3 3		4		3	3

Bank cash: 8,561   Certificate limit: 13   Trains: 1 x '4', 3 x '5'…

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

Tiles	Tile number/Availability						Two Operating Rounds between Stock Rounds					
1/-	2/-	3/2	4/2	7/1	8/7	9/6	55/1	56/1	57/3	58/1	69/1	14/1
15/-	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/-	27/1	28/1	29/-	53/-
54/-	59/-											
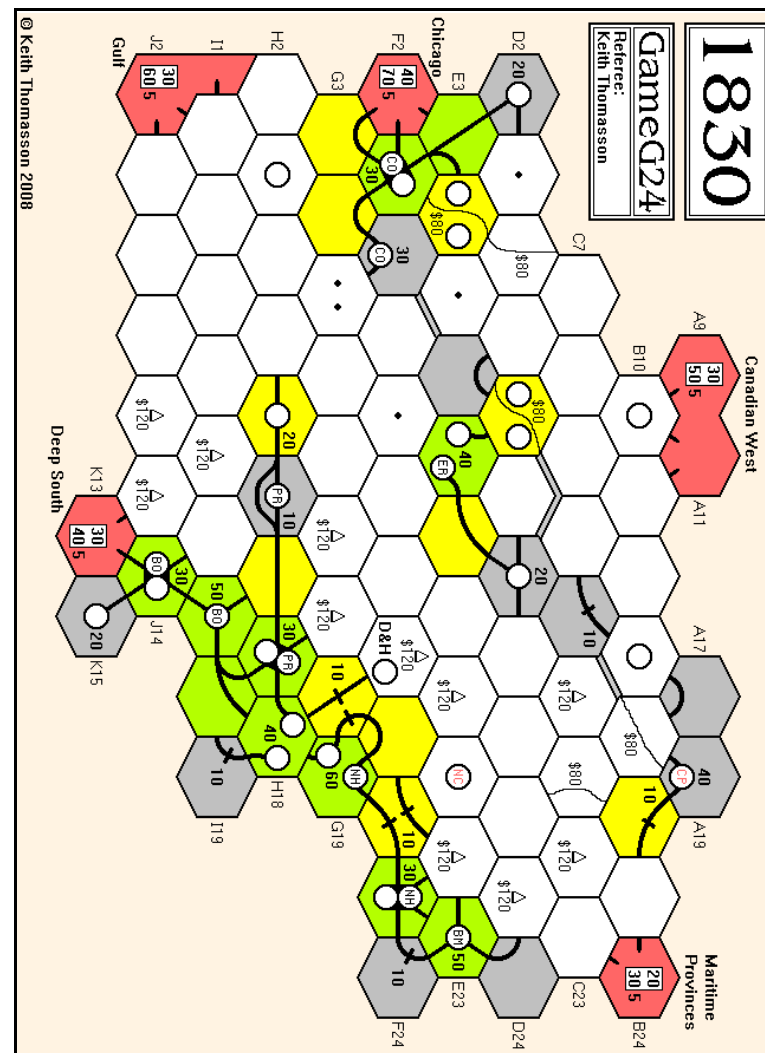
Orders required for the following round	By the early deadline
SR6	

▲▲

1830-V1-N24   The PRR buys the first '4' train.   **OR4 - OR5**

The B&M, Erie and NYC bases hadn't disappeared from the map, but they were harder to read. I made a change four months ago to show non-operating bases in grey, but it was more visible on screen than when printed. I've changed that to red now, so hopefully they can be seen more easily.

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	AH	57:I3:1	-	-	①	90A▾	820	3
B&O	TS	53:F16:1	70	Yes	①	100A▴	540	3 2 2
CPR	MS	25:G19:3	-	-	① ②	71D▾	578	3 2 2
C&O	DS	9:B18:2	90	Yes	①	70G▴	357	3 2 2
NYNH	MS	15:G21:3	80	Yes	-	69G▴	334	3

Notes: ①   180 to the bank for a '3' train
       ② $2 to the NYNH for two '2' trains

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	57:G15:2	150	Yes	①	112A▴	460	3
PRR	AH	7:H4:6	40	Yes	② ③	100A▴	500	4 3
CPR	MS	8:G23:4	100	Yes	-	76D▴	578	3
C&O	DS	14:D16:2	80	Yes	-	75F▴	381	3
NYNH	MS	54:I17:1	100	Yes	-	70G▴	384	3

Notes: ①   80 to the bank for terrain costs
       ②   320 to Alan for the C&A private
   ③   300 to the bank for a '4' train

Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Stephen Webb	10	42	88	140	751	19.0▾	7
Tony Sait	3	16	80	99	687	17.4▾	5
Mark Stretch	32	16	80	128	724	18.3▾	6
Don Smith	33	77	73	183	773	19.6▾	7
Alan Harvey	21	25	369	415	1,015	25.7▴	5

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	-	-	-	-	-	-	-	-	6P

Bank (new)		10	3	-	4	10	10	-	4
Price (par)			100	67	76			71	100
Bank (pool)		-	-	3	-	-	-	4	-
Price (pool)			112A	75F	76D			70G	100A
Company credit			460	381	578			384	200
Tokens		2	2	2	4	3	4	1	3
Trains			3	3	3			3	4 3

Bank cash: 9,032   Certificate limit: 13   Trains: 3 x '4', 3 x '5'.
Current operating order: B&O, PRR, CPR, C&O, NYNH

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

The B&M home base in G3 is like the Erie in standard 1830. You start with a 59 tile. The B&O base is the only 'B' hex on this map where the 53 and 61 tiles are laid.

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1830-V1
GameN24
Referee: Keith Thomasson
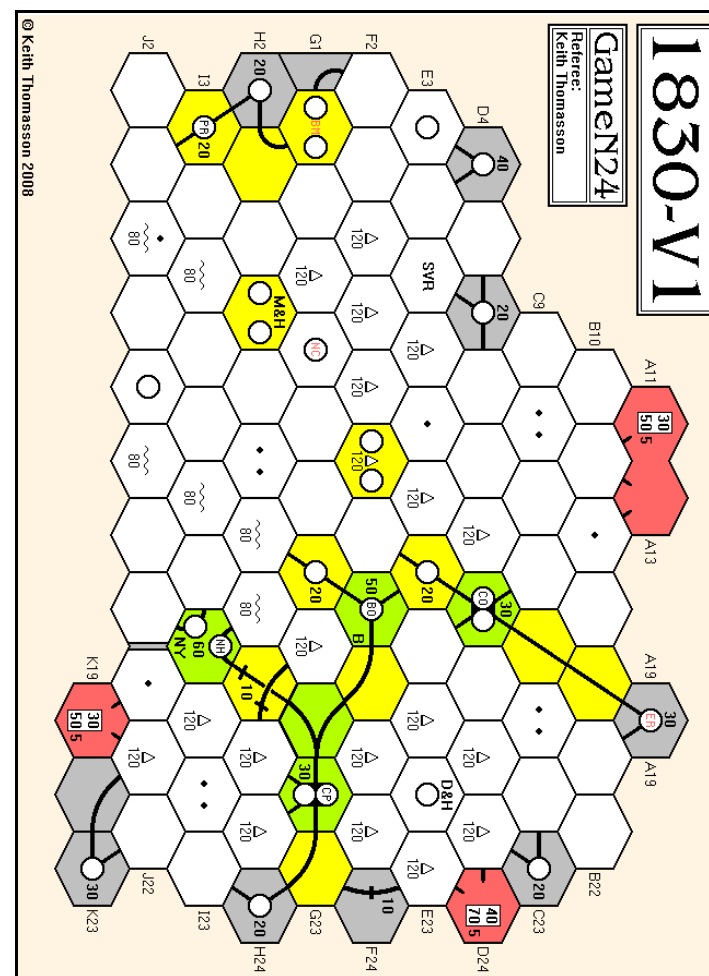
Orders required for the following round	*By the early deadline*
SR4	

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1850-R22	Three director's assist their companies in buying big trains.	OR15 - OR16

I forgot to note the placement of a token by the NP in D9 last time, and also only charged the NP 40 for it - should have charged another 60.

OR15	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
NP	SW	24:C12:3	290	Yes	①	350A▲	0	6
GN	LG	58:D7:1	290	Yes	②	225B▲	1	6 6
CMSP	LG	134:G18:1	270	Yes	③	160A▲	0	10
CBQ	AH	15:E18:5	270	Yes	-	140C▲	10	-
MP	SW	8:H15:5	220	Yes	-	110B▲	186	8
SOO	AH	-	430	Yes	-	100B▲	281	8
UP	TF	6:M8:1	260	Yes	-	76F▲	208	8
CRIP	SW	25:H13:4	-	-	④	55G▼	0	10
MKT	LG	146:M4:6	-	-	⑤	40G▼	0	12

Notes: ①   143 to the CRIP for a '5' train
         ②   9 to the CMSP for a '6' train
         ③   377 to the MKT for a '10' train
         ④   950 to the bank for a '10' train, partly funded by 222 from Stephen
         ⑤   1,100 to the bank for a '12' train, partly funded by 554 from Lyndon

OR16	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
NP	SW	46:C12:3	290	Yes	-	375A▲	58	6
GN	LG	9:C6:1	520	Yes	-	250B▲	1	6 6
CMSP	LG	142:I16:6	390	Yes	-	180A▲	0	10
CBQ	AH	-	-	-	①	120C▼	0	12
MP	SW	24:G14:1	220	Yes	-	120B▲	252	8
SOO	AH	-	430	Yes	-	110B▲	367	8
UP	TF	9:M10:3	260	Yes	-	82F▲	234	8
CRIP	SW	8:M14:1	390	Yes	-	60G▲	0	10
MKT	LG	46:L5:5	240	Half	-	40G◄	120	10

Notes: ①   1,100 to the bank for a '12' train, mostly funded by 1,090 from Alan

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	180A	60G	250B	40G	120B	375A	110B	82F
Company credit	0	0	0	1	120	252	58	367	234
Redeemed shares	-	-	-	-	-	-	2	-	1
Tokens	1	1+E	2	1	2	2	-	1	2
Trains	12	10	10	6 6	12	8	6	8	8

Bank cash: 5,536   Certificate limit: 14   Trains: '12's
Current operating order: NP, GN, CMSP, CBQ, MP, SOO, UP, CRIP, MKT

Cash Flow	b/f	OR15	OR16	c/f	Value	%	Certs
Stephen Webb	549	194	643	1,386	5,426	31.7▲	18/19
Alan Harvey	889	532	-583	838	3,363	19.7▼	17/18
Lyndon Gurr	1,422	-91	858	2,189	5,986	35.0▲	16/22
Tim Franklin	391	304	324	1,019	2,331	13.6▲	10/11

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds			
1/1	2/1	3/2	4/4	5/2	6/1	7/5	8/8	9/12	55/1	56/-	57/4	58/3
69/1	128/-	14/4	15/-	16/1	17/1	18/1	19/1	20/1	23/3	24/-	25/-	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/-	47/1	63/-	70/1	130/1	133/-	135/2	145/-	146/-	147/2	131/-	134/-
138/-												
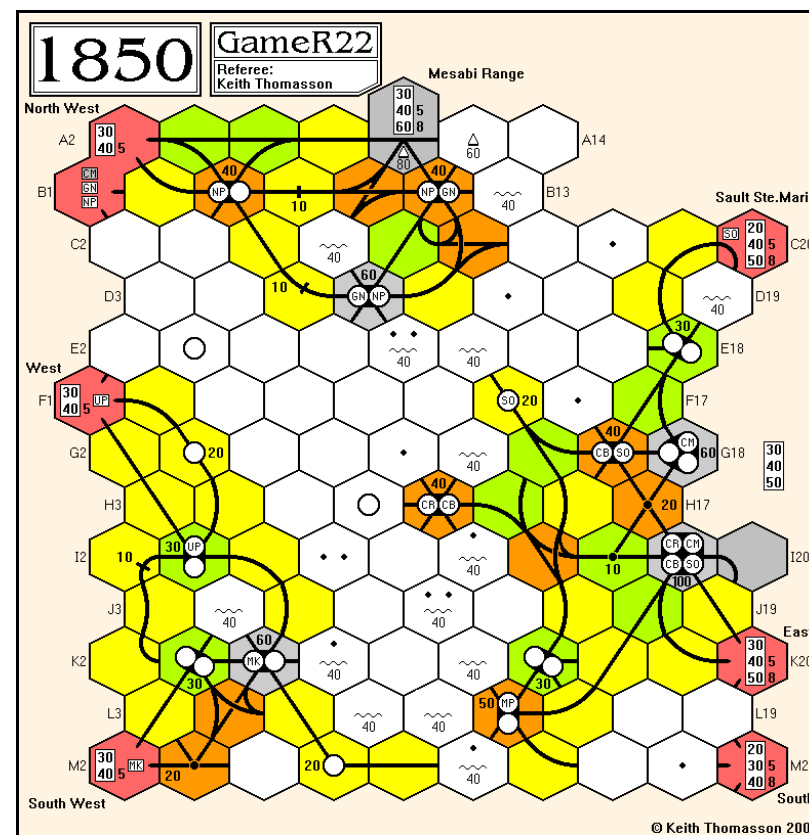
Orders required for the following rounds   *By the early deadline*

OR17, SR11   *Adjudication can pause between rounds if requested*

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1856-R23 The last of the '5' trains find homes. OR8 - OR9

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
THB	PC	59:L15:3	-	-	① ②	90A▼	10	-	5
CV	WM	9:M12:2	-	-	② ③	90A▼	624	-	5
GW	LG	125:F17:6	310	Yes	④	100E▲	1	-	4 3
WR	PC	125:O18:6	290	Yes	⑤	100C▲	79	5	3 3
LPS	RT	125:C14:3	330	Yes	-	90F▲	258	5	4 4
GT	LG	122:N11:1	140	Yes	⑤	90F▲	345	6	3
CA	WM	63:H15:1	160	No	⑤ ⑥	75F▼	1	8	4 3
CPR	DS	57:N3:2	180	Yes	①	65G▲	8	-	5

Notes:
① 40 to the bank for terrain costs
② 550 to the bank for a '5' train
③ 1 to the CA for a '4' train
④ Two government loans redeemed
⑤ Government loan secured
⑥ 575 to the CV for a '4' train

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	LG	63:D17:1	330	Yes	-	110E▲	658	-	4
WR	PC	66:N17:6	300	Yes	①	110E▲	150	6	3
LPS	RT	56:E18:5	350	Yes	-	100E▲	313	5	4 4
GT	LG	125:P9:6	150	No	① ②	80F▼	0	7	3 3
THB	PC	28:N15:5	210	Yes	③	100A▲	9	-	5 3
CV	WM	6:L13:2	100	Yes	④ ⑤	100A▲	583	-	5 4
CA	WM	-	160	Yes	⑥	80F▲	18	8	3
CPR	DS	25:M8:1	180	Yes	-	70G▲	8	-	5

Notes:
① Government loan secured
② 525 to the GW for a '3' train
③ 1 to the WR for a '3' train
④ 40 to the bank for a token in L13
⑤ 1 to the CA for a '4' train
⑥ Run reduced to 80 to pay loan interest

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	70G	100A	80F	110E	100E		100A		110C
Company credit		18	8	583	0	658	313		9		150
Tokens	3	1	3	1	3	2	-	2	1	2	1
Trains		3	5	5 4	3 3	4	4 4		5 3		3

Bank cash: 7,940 Certificate limit: 13 Trains: 2 x '6', Diesels
Current operating order: GW, WR, LPS, THB, CV, GT, CA, CPR

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Pete Campbell	50	159	276	485	1,715	21.6▼	10
Willem Moene	19	33	143	195	1,375	17.3▼	11
Lyndon Gurr	26	310	252	588	1,858	23.4▲	12
Rob Thomasson	89	350	382	821	2,161	27.3▲	13
Don Smith	10	132	90	232	822	10.4◄	7

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds			
1/1	2/1	3/3	4/2	5/2	6/1	7/7	8/10	9/9	55/1	56/-	57/3	58/2
69/1	14/3	15/3	16/1	17/1	18/1	19/1	20/1	23/4	24/2	25/-	26/1	27/1
28/-	29/1	59/1	120/1	121/1	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2
47/2	63/2	64/1	65/1	66/-	67/1	68/1	70/1	122/-	125/-	126/-	127/1
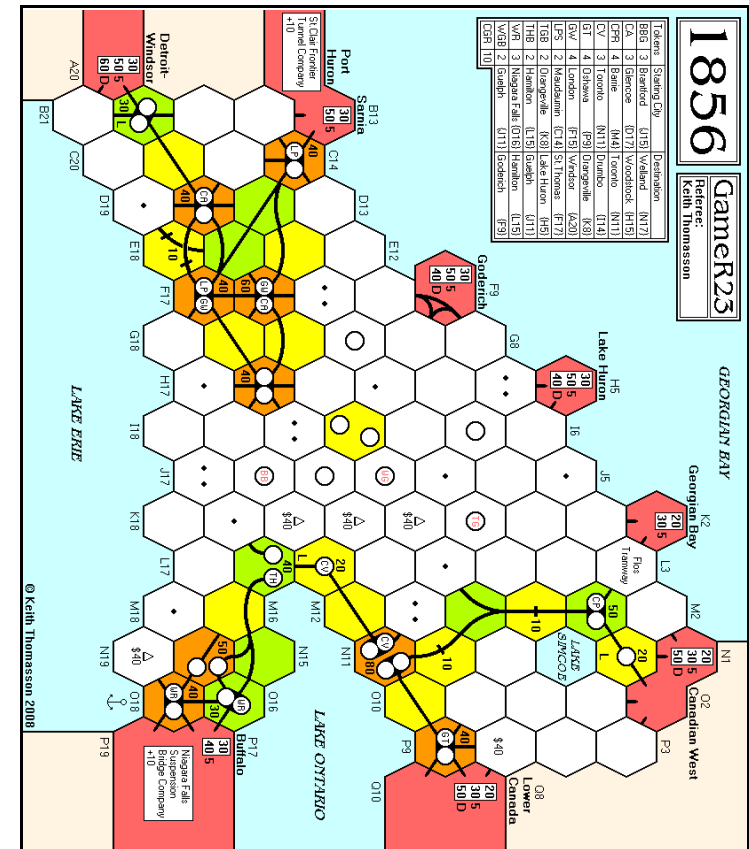
Orders required for the following rounds	*By the early deadline*
OR10, SR6	*Adjudication can pause between rounds if requested*

1861-B23   Time for the final countdown.   OR13

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GRR	MH	6:O2:3	-	1,100	Yes	①	270C▲	164	-	5+5E 5
SE	GH	-	-	760	Yes	-	270C▲	460	-	2+2 7
MKN	LG	15:O2:3	-	1,100	Yes	-	245C▲	398	-	5+5E 5
MVR	LG	611:O2:4	-	680	Yes	-	245C▲	492	-	6 5
NW	WM	-	-	650	Yes	-	200C▲	435	-	2+2 5
MK	MS	-	-	370	Yes	-	180D▲	658	-	6
MKV	GH	-	-	530	Yes	-	120D▲	10	-	8
SW	WM	15:H19:3	-	450	Yes	-	55H▲	360	-	8

Notes: ①   20 to the bank for terrain costs

Cash Flow	b/f	OR13	c/f	Value	%	Certs
Willem Moene	498	415	913	2,023	11.6◄	5
Geoff Hardingham	661	657	1,318	3,348	19.3◄	8
Mike Hutton	727	713	1,440	3,180	18.3▲	6
Lyndon Gurr	1,493	1,288	2,781	6,261	36.0▲	13
Mark Stretch	650	430	1,080	2,580	14.8▼	8

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	270C	180D	245C	120D	245C	200C	270C	55H
Loans	-	-	-	-	-	-	-	-
Credit	164	658	398	10	492	435	460	360
Tokens	-	2	1	2	1	1	-	2
Trains	5+5E 5	6	5+5E 5	8	6 5	2+2 5	2+2 7	8

Bank cash: 4,491   Certificate limit: 13   Trains: '8's

The last operating round saw just four tile lays, and three of those were on the same hex. Some seriously respectable dividends were paid by the GRR and MKN using the same routes. However, nothing was wild enough to change the positions from the last round.

1st	Lyndon Gurr	6,261	36.0%
2nd	Geoff Hardingham	3,348	19.3%
3rd	Mike Hutton	3,180	18.3%
4th	Mark Stretch	2,580	14.8%
5th	Willem Moene	2,023	11.6%

Congratulations to Lyndon on a clear win, and thanks to everyone for coping with my first postal game of 1861. We'll round up next month, so let me have any comments you have.

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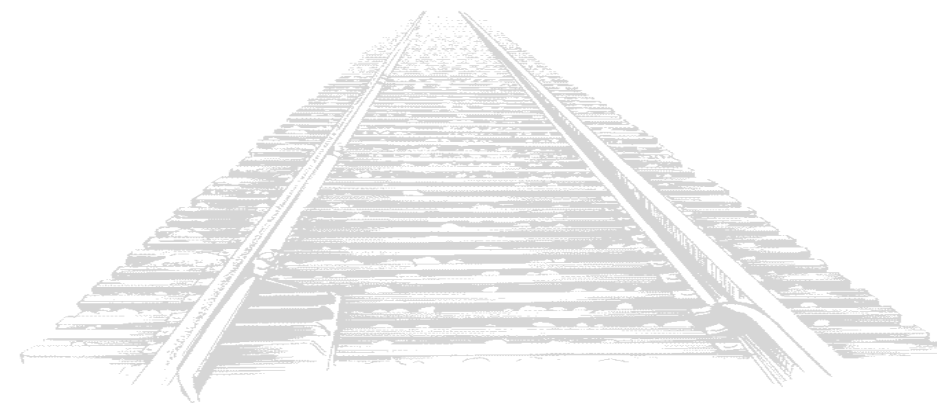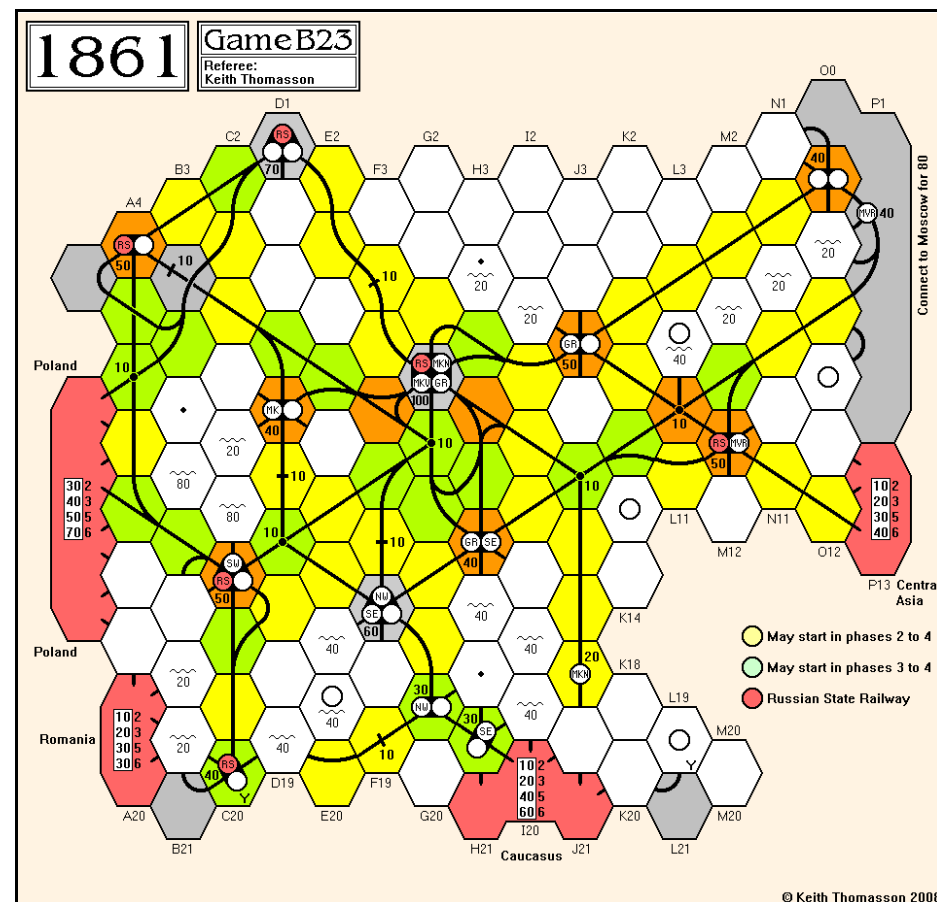
1870-K23	No '6' trains yet, so a number of companies stay on the train limit.	OR9 - OR10

The MP and SSW connection runs were short-changed. The MP should have run for 390, the SSW for 250.

OR9	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
MP	LG	170:C18:2	-	420	Yes	-	160C▲	82	5 4
SP	LR	170:J3:4	-	240	Yes	-	160C▲	592	3 3
SLSF	DS	63:E12:1	-	140	Yes	-	140D▲	57	3
TP	JS	43:G12:2	-	290	Yes	-	120B▲	384	4
SSW	LG	14:M2:2	-	340	Yes	-	110B▲	307	4 3
GMO	WM	57:M20:3	8:M18:1	-	-	①	90A▼	550	5
ATSF	WM	57:F5:1	8:G6:5	100	No	-	76C▼	312	4
IC	JS	57:K16:2	9:J17:2	-	-	① ②	72D▼	0	5 3
MKT	DS	170:B11:5	-	150	Yes	-	76G▲	48	4
FW	LG	63:H13:1	-	200	Yes	-	64G▲	425	5 3

Notes: ①   450 to the bank for a '5' train
        ②   180 to the TP for a '3' train

OR10	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
MP	LG	23:N3:3	-	460	Yes	-	180C▲	82	5 4
SP	LR	8:L7:3	9:L9:3	240	Yes	-	180C▲	640	3 3
SLSF	DS	-		140	Yes	-	160C▲	71	3
TP	JS	9:G14:3	8:G16:4	170	Yes	-	140B▲	418	4
SSW	LG	-		350	Yes	-	120B▲	342	4 3
GMO	WM	9:L17:1	-	50	Yes	-	100A▲	570	5
MKT	DS	63:B9:1	-	160	Yes	-	82G▲	48	4
ATSF	WM	14:F5:2	-	140	No	-	72C▼	312	4
IC	JS	8:I18:5	7:H19:6	90	Yes	-	76D▲	226	5 3
FW	LG	-		280	No	-	60G▼	705	5 3

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)	72C	60G	100A	76D	82G	180C	160C	180C	120B	140B
Company credit	312	705	570	226	48	82	71	640	342	418
Redeemed shares	-	-		-	-	1	2	-	2	
Tokens	1+D	1+D	1+D	1+D	1+D	-	1+D	1+D	-	1+D
Trains	4	5 3	5	5 3	4	5 4	3	3 3	4 3	4

Bank cash: 5,021   Certificate limit: 13   Trains: 3 x '6', 3 x '8'…
Current operating order: MP, SP, SLSF, TP, SSW, GMO, MKT, IC, ATSF, FW

Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
John Shelley	15	294	265	581	2,443	19.5▲	13/14
Lionel Robbins	201	354	340	909	2,941	23.5▲	12
Lyndon Gurr	286	620	519	1,496	3,950	31.6▲	13/18
Don Smith	92	197	206	502	1,912	15.3▲	9
Willem Moene	12	14	44	77	1,269	10.1▼	11

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds			
1/-	2/1	3/3	4/6	5/2	6/2	7/7	8/8	9/10	55/1	56/1	57/2	58/3
69/1	14/1	15/3	16/2	17/2	18/2	19/2	20/2	23/3	24/2	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/-	44/1	45/2
46/2	47/2	63/2	70/2	145/2	146/2	147/1	170/-					
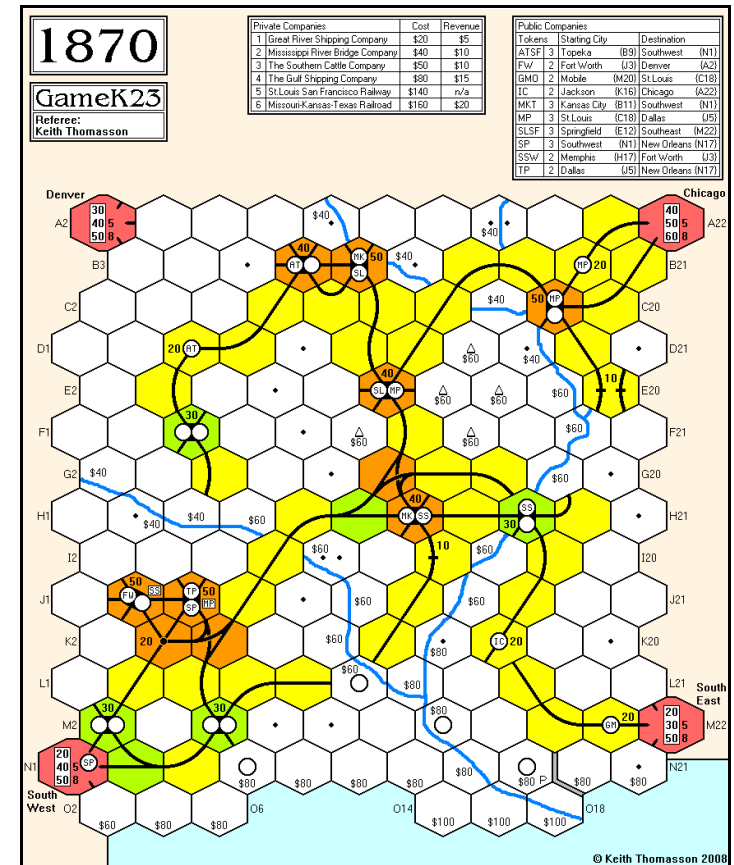
Orders required for the following rounds	By the early deadline
OR11, SR7	Adjudication can pause between rounds if requested

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1870-R24	No room in the sheds for those that want to buy '4' trains.	OR3 - OR4

Please note that I have never been comfortable with tile laying orders that say 'lay anything to connect me to this point'. This seems unfair to people who take time to consider the possibilities, and can also leave me having to choose between two or more different ways to make the connection. I am not supposed to be choosing your track but building to your orders. On that basis, I don't make those choices. The counter-argument is that you don't know what has been laid. The general solution is to give conditional orders based on which connections for your target are available, such as if there is track to the west edge of this hex, do this, otherwise do that. That is part of what the postal game is about.

OR3	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	15:B11:3	-	50	Yes	①	110A▲	805	2
MP	DS	15:C18:2	-	180	Yes	②	110A▲	436	3 2 2 2
MKT	RK	4:B13:3	8:B15:4	170	Yes	③	90C▲	410	3 2 2 2

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

OR4	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	9:H15:1	9:I16:1	50	Yes	①	120A▲	770	2
MP	DS	14:B19:3	-	200	Yes	-	120A▲	446	3 2 2 2
MKT	RK	9:A6:3	9:A4:3	200	Yes	-	100C▲	500	3 2 2 2

Notes: ① 60 to the bank for terrain costs

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Willem Moene	83	75	80	238	818	21.8▼	5
Roger Krueger	157	68	80	305	705	18.9▲	3
Mark Frueh	1	38	40	79	679	18.2▼	4
Stephen Webb	106	77	85	268	768	20.6▲	5
Don Smith	134	72	80	286	766	20.5▲	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)						100C	120A	120A			
Company credit						500	446	770			
Redeemed shares						-	-	-			
Tokens		3+D	2+D	2+D	2+D	2+D	1+D	1+D	3+D	2+D	2+D
Trains						3 2	3 2	2			
						2 2	2 2				

Bank cash: 9,108   Certificate limit: 13   Trains: 4 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	4/5	5/2	6/1	7/9	8/16	9/16	55/1	56/1	57/4	58/4
69/1	14/3	15/2	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							

Orders required for the following round	By the early deadline
SR4	

🚂🚂

1895-X24   All of the '3H' trains are bought.   OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
OME	TF	8:C9:2	60	Yes	① ②	100B▲	462	2H 2H
STA	ST	58:E9:3	50	Yes	③ ④ ⑤ ⑥	80D▲	55	3H 3H 2H
SD	RK	14:D18:1	60	Yes	⑦	70E▲	268	3H 2H

Notes:
- ①   120 to the bank for terrain costs
- ②   40 to the bank for a '2H' train
- ③   60 to the bank for terrain costs
- ④   Destination reached - obligation met - 70 for the reserved share
- ⑤   100 to the bank for a token in F10
- ⑥   140 to the bank for two '3H' trains
- ⑦   70 to the bank for a '3H' train

Stock Round 3

	Tim	Roger	Steve
	✗	✗	✗
Priority for SR5			

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Steve Thomas	10	36	0	46	596	32.6▲	7
Tim Franklin	10	36	0	46	646	35.3▼	5
Roger Krueger	10	46	0	56	586	32.1▼	9

Portfolio	PC/Obligs	STA	OME	SD	OB	NS
Steve Thomas	OME	6P	-	1	-	-
⊘ Tim Franklin	-	-	6P	-	-	-
Roger Krueger	ML / SD NS	1	1	5P	-	-
Bank (new)		3	2	3	10	9
Bank (pool)		-	-	-		
Price		80D	100B	70E		
Company credit		55	462	268		
Tokens		2	2	2	2	2
Trains		3H 3H 2H	2H 2H	3H 2H		

Bank cash: 6,370   Certificate limit: 13   Trains: 2 x '4H', 2 x '5H'...
Current operating order: OME, STA, SD

Tiles	Tile number/Availability						Two Operating Rounds between Stock Rounds					
3/2	4/2	7/5	8/11	9/11	57/3	58/4	814/1	815/-	14/1	15/2	16/1	17/1
18/1	19/1	20/1	23/2	24/2	25/2	26/2	27/2	28/2	29/2	38/1	887/1	888/1
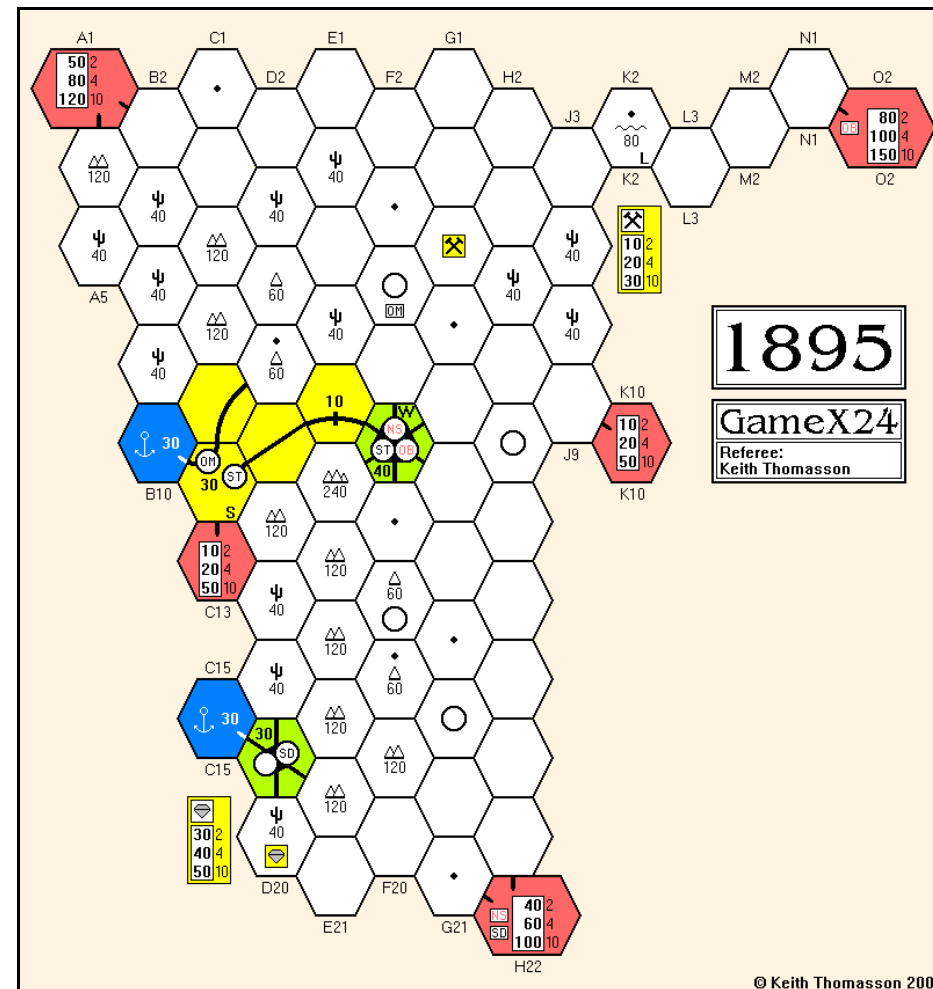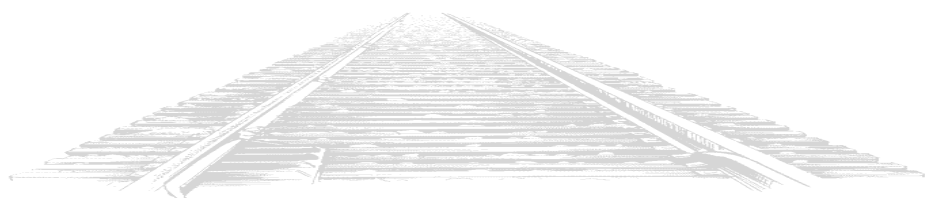
Orders required for the following rounds	*By the early deadline*
OR3, OR4	*Adjudication can pause between rounds if requested*

18EU-G23	Don takes the GS away from Peter.	SR4

Stock Round 4

Mark	Don	Stephen	Peter	Lionel
+ BN pool	+ GS treasury	+ BN pool	✗	+ BN pool
+ RA pool	+ GS treasury	+ RA pool	✗	− 1 FN {◂▸}
				+ RB pool
+ IS pool	+ GS treasury {gains Pres}	+ RA pool	✗	✗
✗	+ GS treasury	+ RB pool	✗	✗
✗	+ GS pool	✗	✗	✗
✗	+ GS pool	✗	✗	✗
✗	✗	*Priority for SR5*		

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Peter Berlin	21	0	21	171	2.4▾	2
Lionel Robbins	538	−94	444	2,047	28.2◂	13
Mark Frueh	594	−277	317	1,674	23.0◂	13
Don Smith	479	−450	29	1,499	20.6▾	13
Stephen Webb	544	−384	160	1,874	25.8▴	13

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

	BN	DR	FN	GS	IS	RA	RB	RP
Bank (new)	-	-	-	-	-	-	-	-
Bank (pool)	-	-	4	2	4	-	3	5
Treasury shares	-	-	-	-	-	-	-	-
Price	135C	122BC	110D	75F	65G	100D	82D	100C
Company credit	0	109	81	300	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: 10,316   Certificate limit: 13   Trains: 3 x '8' and Pullman x 5
Current operating order: BN, DR, FN, RA, RP, 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			

18EU GameG23
Referee: Keith Thomasson

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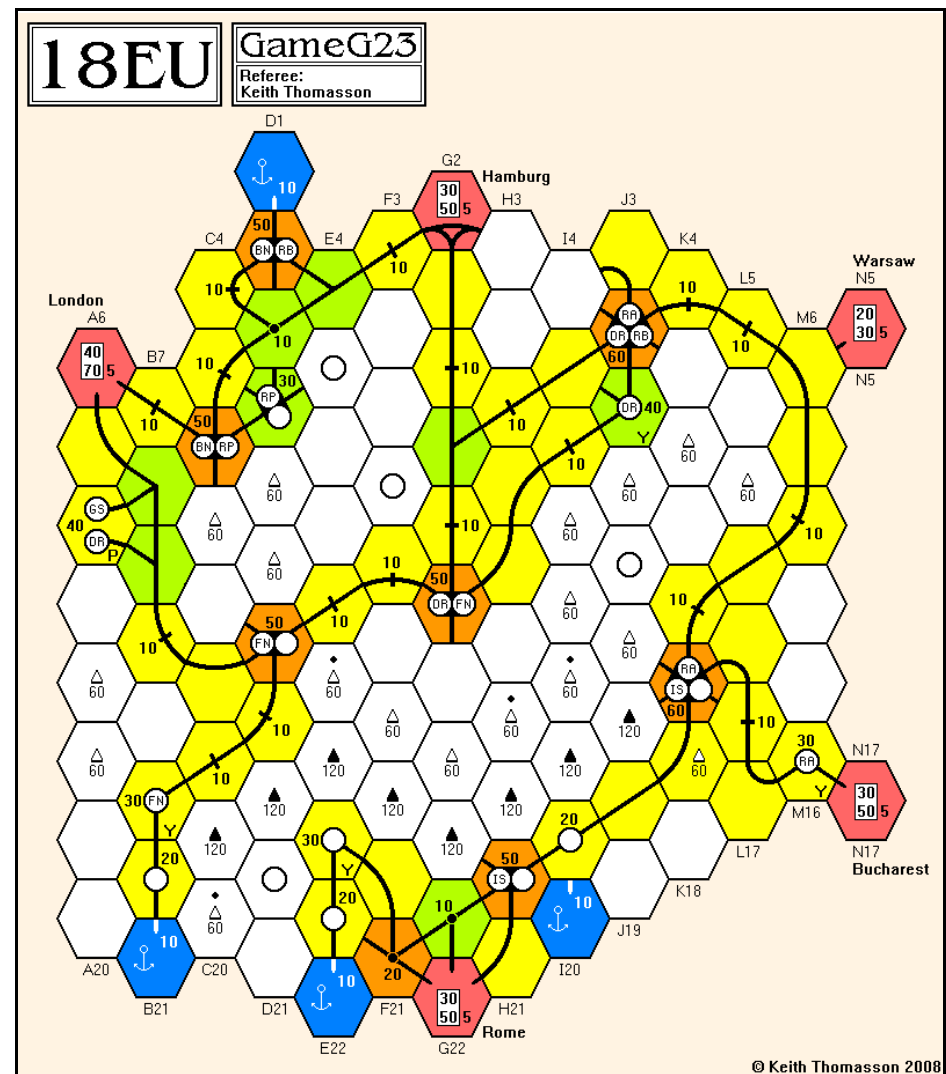
Orders required for the following rounds	*By the early deadline*
OR9, OR10	*Adjudication can pause between rounds if requested*

▲▲

| 18KAAS-P23 | Diesels?
There's no call for them. | OR10 |

The NYNH tile lay in G15 for OR9 was illegal, as the NYNH couldn't trace a route to the hex. The company did not lay any other tile.

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	29:H18:1	190	Yes	-	160B▲	56	5
B&O	AH	8:J16:3	270	No	①	112B▼	730	4 4
CPR	LG	58:F14:2	110	Yes	-	142A▲	71	5
NYNH	LG	9:M15:1	530	Yes	-	130D▲	2	4
NYC	AH	57:H6:2	200	Yes	-	100D▲	0	5
B&M	TS	40:J10:2	200	Yes	-	69G▲	515	4
PRR	WM	-	350	No	-	50I▼	350	6
C&O	LG	9:N16:1	-	-	①	27G▼	27	6

Notes: ①   80 to the bank for terrain costs

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Alan Harvey	518	192	710	2,260	22.7▼	11/13
Lyndon Gurr	622	443	1,065	3,211	32.3▲	13/18
Tony Sait	440	328	768	2,644	26.6◄	13/14
Willem Moene	543	115	658	1,827	18.4▼	5/10

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Alan Harvey	-	5P	-	-	1	6P	1	2
✪ Lyndon Gurr	1	-	5P	6P	1	1	6P	1
Tony Sait	6P	5	-	1	2	-	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)	69G	112B	27G	142A	160B	100D	130D	50I
Company credit	515	730	27	71	56	0	2	350
Tokens	-	1	1	3	1	3	-	2
Trains	4	4 4	6	5	5	5	4	6

Bank cash: 7,048   Certificate limit: 16   Trains: Diesels
Current operating order: Erie, CPR, NYNH, B&O, NYC, B&M, PRR, C&O

Tiles   Tile number/Availability   Three Operating Rounds between Stock Rounds

1/-	2/1	3/2	4/-	7/2	8/6	9/-	55/1	56/1	57/1	58/-	69/1	14/3
15/2	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/-	27/-	28/-	29/-	53/-
53+/1	54/1	59/2	39/1	40/-	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			

When running a train to the Ruhr off-board area, which doubles the value of cities, remember that it only doubles the cities, not the small value towns on the route. For example, the B&O ran from G11 (80) through H12 (10) and I13 (50), terminating in the Ruhr area. This doubles the cities in G11 and I13, but does not double the town in H12.
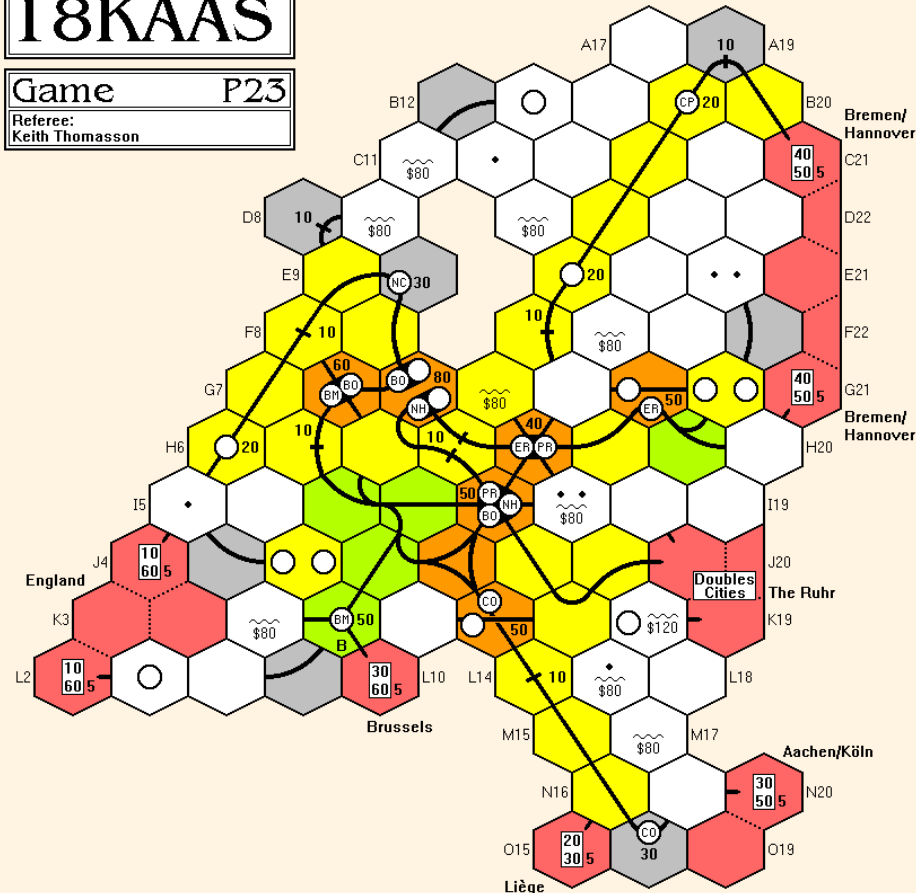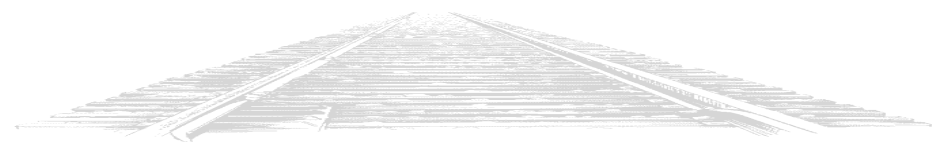
We pause before the stock round as some people wanted to know how much cash they would have. Some said pause if a Diesel is purchased and provided stock round orders if one was not. Please consider this rather than just asking for a pause for a situation that may not in fact occur.

Orders required for the following round	By the early deadline
SR7	

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6 NIMMT! 13	All done here, with the next one ready to get started.	GAME OVER

1st	John Colledge	27
2nd	Bob Coull	31
3rd	Michael Graystone	49
4th	Kevin lee	51
5th	Don Shailer	52
6th	Colin Sharpe	67
7th	Mark Stretch	85
8th	Jim Reader	100

John Colledge (1st): Good grief! I've won a game of 6 nimmt! That didn't take long..... like only the best part of 20 years! Now, if I could only do as well in my Acquire games...

Thanks for running that game Keith, and now that I have finally unravelled the mysteries of the game, it seems only right and proper that I should join another.

Bob Coull (2nd): I was disappointed to fall from pole position in the very last round. When I sent in my final orders I made the comment "for hand 1, I shut my eyes and selected a card at random!", and so it transpired that my one random guess let me down. I wanted to console myself that by playing the cards the other way round it wouldn't have mattered, but to my utter frustration, not only would I have avoided picking up 7, but it would have resulted in John picking up 7 and I would have won by 10 points. OUCH... I am not a bitter man, honest.

Colin Sharpe (6th): Thirty-five penalty points of my forty-eight in the last two rounds!!!???

I suppose I was lucky they weren't in the earlier rounds, which they could well have been. Oh well, the luck of the draw!

Thanks all for the fun of it as usual.

Wow, it's taken John 20 years to win a game of 6 nimmt! The first 6 years were not a surprise, as the game wasn't released until 1994, so it must have seemed a lot longer than it actually was! ▣

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ACQUIRE 50	Two mergers confirm Worldwide's status as the game's major chain.	ROUND 8

Pete	5-B	Buys 1 Tower @ £200.
John	1-E	Buys 3 Tower @ £200.
Lyndon	8-H	No purchases.
Willem	11-I	No purchases.
Michael	5-C	Worldwide takes over Continental, bonuses for Michael {£5,000} and Pete {£2,500}, Michael swaps 8 for 4, sells 1 for £500, Pete sells 4 for £2,000, retains 2, Lyndon sells 4 for £2,000, Willem retains 5. Buys 2 Worldwide @ £800, 1 Imperial @ £800.
Pete	6-B	Worldwide takes over Festival, bonuses for Michael {£5,000} and Pete {£2,500}, Pete sells 4 for £2,000, John sells 1 for £500, Michael swaps 6 for 3, sells 1 for £500. Buys 3 Tower @ £200.

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	8	10	-	-	-	5	-	-	£11,800
Michael Graystone	-	-	3	-	15	-	6	£12,400	£47,200
Pete Campbell	10	9	-	-	-	2	-	£8,500	£23,300
John Marsden	-	3	10	-	5	-	6	£500	£29,700
Lyndon Gurr	6	1	10	-	-	-	-	£2,000	£14,600
Bank Stock	1	2	2	25	5	18	13		
Chain Size	9	2	4	-	21	-	7		
Chain Value	600	200	500	-	900	-	800		

Playing sequence
John, Lyndon, Willem, Michael, Pete, John again

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AGRICOLA 1	The first harvest passes by without any anguish.	ROUND 4

Mike's private wood should have had 4 wood on it.

Actions

Pete	+1 clay {gains 4 clay}
Mike	Travelling players {gains 4 food}
Michael	Sow and/or Bake Bread - sows 1 grain
Marcus	+2 wood {gains 4 wood}
Pete	Building and/or Stables - extends his house {costs 2 wood, 2 reeds}
Mike	+1 reeds {gains 2 reeds}
Michael	+1 wood {gains 4 wood}
Marcus	Start player, plays Hook Plough {costs 3 wood}
	Once during the game, when Marcus uses the Plough Fields action he can plough 3 fields instead of 1.

Harvest

Pete	Feeds {costs 4 food}
Mike	Feeds {costs 4 food}
Michael	Harvests 1 grain, Cabinet Maker converts 1 wood to 2 food, feeds {costs 4 food}
Marcus	Feeds {costs 4 food}

+1 wood {1 wood}	+2 wood {2 wood}	+3 wood {6 wood}	Private wood {6 wood} {2 Food ⇨Mike}	+1 clay {1 clay}	+2 clay {4 clay}
+1 reeds {1 reeds}	+1 food Catch fish {2 food}	+1 food Travelling players {1 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 {2 sheep}
1 Major or Minor Imp	Fences	Sow and/or Bake Bread	Family growth then 1 Minor Imp		

The new action for round 5 is Family growth then 1 Minor Imp. Note that you cannot take the Minor Improvement without increasing the size of your family.
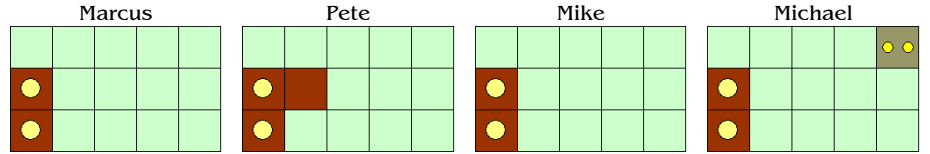
Marcus	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	-	-	-	1 (pet)	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	2	-	4	Wood/2		2	-12
	Occupations		Wood Carver					
	Improvements		Fireplace, Hook Plough					

Pete	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	-	-	1	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	1	1	Wood/3		2	-11
	Occupations		House Steward, Sycophant					
	Improvements		Axe					

Mike	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	2	-	4	Wood/2		2	-12
	Occupations		Carpenter, Master Forester					
	Improvements		Corn Scoop					

Michael	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	1 {2g}	-	1	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	8	Wood/2		2	-11
	Occupations		Cabinet Maker					
	Improvements		None					

Orders required	
Actions for the family, starting with Marcus	Harvest - after round 7

BREAKING AWAY 17 — ROUND 16

The first three riders cross the finishing line.

Pos	Riders		New
1st	Orlando Gardner	{20 pts}	
2nd	Ralf	{16 pts}	
3rd	Rhapsody	{12 pts}	
118	Mayflower DiNozzo		3
117	Discovery		5
116	Symphony		6
115	The Other		7
114	Wolfgang		8
113	Florian Victory		9
112	Deadly Boggy		11
111	Terry Fran		13
110	Gibbs		15
109	-		
108	-		
107	-		
106	Mister Sellars		3
105	-		
104	Harmony		3
103	Endeavour		4

Kevin Lee (30) — *Ships Ahoy*

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

Richard Lunn (8) — *Mustn't Grumble*

A	Terry	3	3	4	13
B	Fran (8)	3	3	13	
C	Deadly	3	3	11	
D	Boggy	3	3	11	

Jim Reader (27) — *Otherland*

A	Orlando Gardner (23)			First
B	Xabbu			Dropped
C	Mister Sellars	3	3	3
D	The Other (4)	3	3	7

Joakim Spångberg (31) *Kling Klang Radfahrers*

A	Ralf (24			Second
B	Florian (2)	3	4	9
C	Wolfgang (5)	3	4	8
D	Karl			Dropped

Allan Stagg (21) — *Destiny's Angels*

A	Harmony (6)	3	3	3	4
B	Melody			Dropped	
C	Rhapsody (12)			Third	
D	Symphony (3)	3	3	6	

Roger Trethewey (9) — *NCIS*

A	Gibbs (6)	3	3	15
B	DiNozzo (3)	3	3	4
C	Abby			Dropped
D	McGee			Dropped

Next time we'll see the final places being awarded to *Mayflower*, *DiNozzo*, *Discovery*, *Symphony* and *The Other*. That puts Kevin's team on the top spot with 46 points, followed by Joakim on 31, Jim on 29 and Allan on 25. We'll round it up next time, so let me have any comments, individually or as a team.

Orders required
Cards for round seventeen and game-end statements

BREAKING AWAY 18 — ROUND 3

George II takes a royal lead.

Pos	Riders	New
33	George II	3
32	-	
31	Ralf	3
30	-	
29	John Grant Rylla Evelyn Waugh	3
28	Louis Soares	6
27	Lenny Bruce Karl	7
26	Antony Straker	9
25	Kalvan Donner Florian Wolfgang Nikki Bull	10
24	Stratford Pershore Sarrask Blitzen	15
23	Evesham Bidford	15
22	Rudolph	15
21	Elvis	15
20	Hestophes Dixen	15

Simon Brooks — *Ditchling Beacon Bykers*

A	Rudolph	3	8	15	15
B	Donner	10	15	15	
C	Dixen	3	15	15	
D	Blitzen	7	14	15	

Dennis Frank — *Otherwhen*

A	Kalvan	3	10	10	12
B	Rylla	2	3	15	
C	Hestophes	10	15	15	
D	Sarrask	2	15	15	

Steve Ham — *Flushed Away*

A	Elvis	1	9	11	15
B	George II	3	6	7	
C	Evelyn Waugh	3	6	15	
D	Lenny Bruce	4	7	15	

Jim Reader — *Blue Square Premier Champs*

A	John Grant	2	3	10	10
B	Louis Soares	1	6	15	
C	Antony Straker	9	9	13	
D	Nikki Bull	1	10	12	

Joakim Spångberg — *Kling Klang Radfahrers*

A	Ralf	3	4	5	6
B	Florian	3	3	10	
C	Wolfgang	4	4	10	
D	Karl	3	6	7	

Mark Stretch — *Avon Riders*

A	Evesham	3	7	14	15
B	Stratford	7	15	15	
C	Pershore	8	11	15	
D	Bidford	8	9	15	

Another round with high replacement cards, with ten riders get the maximum 15.

The first sprint line is in sight, and half of those places could be grabbed next time.

Orders required
Cards for round four

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BUS BOSS 304-EAN

ODE extends his lead without any more solo runs.

ROUND 10

East Anglia

Round 10 Runs

				POSH	ODE	YOKEL	ABC	BEAT	
27	J♣ Tilbury	① YOKEL	13	-2	-3		+4		12
	9♥ Sudbury	① ABC	12	-2		-4			6
		③ ODE	5	-2	+3				6
		✗ POSH			+2	+2	+2		6
28	4♥ Beccles	① BEAT	16			+4			20
	7♣ Welwyn	② ABC	9		-5	+3			7
		③ YOKEL	5				-3	-4	-2
		✗ ODE				+5			5
29	K♥ Felixstowe	① ODE	15	+3/-2					16
	K♣ Basildon	① POSH	15		+2/-3				14
30	A♦ The West	① POSH	20			-2		+5	23
	J♠ Wells	② BEAT	10	-5		-5			0
		✗ YOKEL		+2				+5	7
31	5♣ London	① ODE	13						13
	J♦ Colchester	② YOKEL	6						6
		② POSH	6						6
		② ABC	5						5
32	3♥ Great Yarmouth	① BEAT	16		+4		+4/-5		19
	4♠ Huntingdon	② ABC	9					+5/-4	10
		③ ODE	5					-4	1
33	5♦ Saffron Walden	① BEAT	20		-9				11
	9♠ Swaffham	② YOKEL	10		-3				7
		✗ ODE				+3		+9	12
34	7♦ Cambridge	① POSH	9			+5			14
	6♣ London	① ABC	9						9
		① BEAT	8						8
		④ YOKEL	4	-5					-1
35	J♥ Saxmundham	① ODE	15	+5					20
	Q♣ Southend	① POSH	15		-5				10

Round 10 Routes

Port Out Starboard Home (POSH) (Bob Coull, Black)
Diss - Norwich, Fakenham - Sheringham (12)

Best East Anglian Transport (BEAT) (Colin Sharpe, Blue)
Newmarket - Bury St Edmunds, Newmarket - Haverhill (11)

Yellow Omnibuses Navigating Eastern Lands (YOKEL) (Jim Reader, Yellow)
Swaffham - Kings Lynn, Chelmsford - Basildon (11)

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

Omnibuses Drive East (ODE) (John Marsden, Orange)
Sheringham - Wells (5)

Scores

	Runs:	27	28	29	30	31	32	33	34	35	Builds	Score
ODE	225	6	5	16	-	13	1	12	-	20	-5	293
ABC	164	6	7	-	-	5	10	-	9	-	-	201
BEAT	144	-	20	-	0	-	19	11	8	-	-11	191
POSH	103	6	-	14	23	6	-	-	14	10	-12	164
YOKEL	144	12	-2	-	7	6	-	7	-1	-	-11	162

Round 11 Runs

36.	8♠ - Q♦	Hunstanton to Clacton
37.	7♠ - 4♦	Kings Lynn to Bishop's Stortford
38.	8♣ - 8♥	Harlow to Bury St Edmunds
39.	3♦ - 9♣	Stevenage to Chelmsford
40.	A♠ - 6♦	The North to Cambridge
41.	9♦ - Q♥	Haverhill to Ipswich
42.	Q♠ - 7♥	Sheringham to Thetford
43.	A♥ - 3♠	Southwold to Peterborough
44.	A♣ - 5♠	The South to Ely

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

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

BUS BOSS 312-MOR

First choices all round.

ROUND 1

Morocco

Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)
Beni Mellal - Khenifra - Azrou . . . . 100 - 12 88

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Casablanca - Mohammedia - Rabat - Kénitra . . . . 100 - 12 88

Graystone Runs Ugly Brown buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Marrakech - Agadir . . . . 100 - 12 88

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Asni - Marrakech - Settat . . . . 100 - 12 88

Luxury African Transit Experience (LATE) (Pete Campbell, Blue)
Beerichid - Casablanca - Mohammedia - Rabat . . . . 100 - 11 89

Routes
Buy in the order Jim, Michael, Simon, Pete, Bob

🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺🔺

BUS BOSS 305-NLD   You can't buy routes you are not connected to.   **ROUND 8**

Netherlands

Round 8 Runs

#	Cards / Cities	Entry		BRK	ODE	BUM	RR	DBC	MAN	Score
1	3♦ Lelystad	① DBC	30	-5						25
	9♣ Groenlo	✗ BROOKS						+5		5
6	2♦ Den Helder	① ODE	30		-4					26
	9♠ Vlissingen	✗ MANGO							+4	4
10	10♣ Hengelo	① RR	15			+6				21
	K♦ Groningen	① BUM	15				-6			9
11	K♣ Germany	① MANGO	16	+3						19
	10♥ Schipol	② BROOKS	9						-3	6
		③ DBC	5		-6					-1
		✗ ODE						+6		6
12	A♦ Alkmaar	① RR	16						-3	13
	Q♥ Utrecht	② MANGO	7				+3			10
		② ODE	7	-4						3
		✗ BROOKS			+4					4
13	J♠ Belgium	① ODE	20							20
	6♥ Leiden	② DBC	10							10
14	K♥ Hilversum	① BUM	16		-2		+2			16
	Q♠ Belgium	② RR	9		-2	-2				5
		③ MANGO	5					-3		2
		✗ ODE				+2	+2			4
		✗ DBC							+3	3
15	5♣ Amersfoort	① RR	16			+3/-2				17
	8♦ Hoogeveen	② BUM	7				+2/-3		+4/-3	7
		② MANGO	7			+3/-4				6
16	Q♣ Germany	① BROOKS	16		-1				-3	12
	7♥ Haarlem	② ODE	7	+1					+1	9
		② MANGO	7	+3	-1					9
17	A♥ Zienkzee	① BUM	20		+4/-1			-3		20
	8♠ Roosendaal	② ODE	10			+1/-4				7
		✗ DBC				+3				3
18	Q♦ Emmen	① RR	16		-1	-5				10
	7♠ Bergen op	② BUM	9				+5	+7/-3		18
	Zoom	③ DBC	5			+3/-7			-3	-2
		✗ MANGO						+3		3
		✗ ODE				+1				1

DBC entered run 14 but his route was too long.

Round 8 Routes

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Groenlo - Germany (4)   {You're not connected to Amsterdam...}

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Hilversum - Amsterdam, Deventer - Almelo (10)

Making A New Game Overseas (MANGO) (Mark Stretch, Red)
None.

Dutch Bus Company (DBC) (Don Shailer, Purple)
Amsterdam - Den Oever, Den Haag - Hoek van Holland (12)

Robertson Routemasters (RR) (Simon Robertson, Blue)
Roosendaal - Bergen Op Zoom - Vlissingen (11)

Occasional Dutch Excitement (ODE) (John Marsden, Green)
Den Oever - Leeuwarden (9)

Scores

	Runs:	1	6	10	11	12	13	14	15	16	17	18	Builds	Score
ODE	74	-	26	-	6	3	20	4	-	9	7	1	-9	141
RR	57	-	-	21	-	13	-	5	17	-	-	10	-11	112
MANGO	50	-	4	-	19	10	-	2	6	9	-	3	-	103
BUM	42	-	-	9	-	-	-	16	7	-	20	18	-10	102
DBC	52	25	-	-	-1	-	10	3	-	-	3	-2	-12	78
BROOKS	21	5	-	-	6	4	-	-	-	12	-	-	-4	44

Round 9 Runs

2.	A♠ - 6♦	Maastricht to Heerenveen . . . . (not yet available)
19.	J♦ - K♠	Winschoten to England
20.	3♥ - 3♠	Rotterdam to Roermond
21.	2♠ - 4♣	Heerlen to Arnhem . . . . (not yet available)
22.	4♠ - J♣	Eindhoven to Enschede
23.	5♦ - 9♥	Emmeloord to Amsterdam
24.	10♦ - 4♥	Assen to Hoek van Holland
25.	7♣ - 4♦	Deventer to Den Oever
26.	8♣ - 8♥	Almelo to Amsterdam

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

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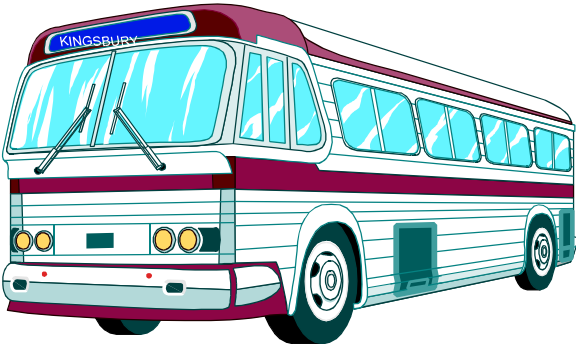
| BUS BOSS 308-YRK | Don Shailer has taken Bill's position - many thanks. | ROUND 5 |

Yorkshire
Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Pontefract - Goole - Scunthorpe . . . . 52 - 11 41

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Northallerton - Middlesborough, Selby - Leeds . . . . 52 - 12 40

Busdrivers in Lemon Leotards (BILL) (Don Shailer, Green)
Leeds - Pontefract - Doncaster . . . . 53 - 10 43

Yorkshire Antiquated Karts (YAK) (Pete Campbell, Blue)
Thirsk - Northallerton, Beverley - Hull, Beverley - Hornsea . . . . 54 - 12 42

Routes
Buy in the order Jim, Don, Pete, Michael

▲▲▲

| BUS BOSS 309-YRK | First choices all round, and six runs are available. | ROUND 6 |

Yorkshire
Extra Buses Around Yorkshire (EBAY) (Bob Coull, Black)
Pontefract - Goole - Hull . . . . 41 - 11 30

Barnsley Expressways Are Rampant (BEAR) (Kevin Lee, Brown)
Hull - Withernsea, York - Thirsk . . . . 42 - 11 31

Buses of Yorkshire Conducting Open Top Tours (BOYCOTT) (Tony Robbins, Red)
Ripon - Leyburn, Skipton - Settle . . . . 40 - 12 28

Youthful Railway Knight (YRK) (Colin Sharpe, Blue)
Great Driffield - Hornsea, Great Driffield - Scarborough . . . . 40 - 11 29

Round 7 Runs
1. 7♥ - J♠ Harrogate to Selby
2. A♦ - 10♥ The North to Keighley
3. 7♦ - 6♠ Thirsk to Dewsbury
4. 8♦ - K♥ York to Settle
5. 9♠ - 2♦ Wakefield to Darlington . . . . (not yet available)
6. 8♥ - J♣ Bradford to Great Driffield
7. 3♥ - 7♠ Hawes to Leeds . . . . (not yet available)
8. 2♥ - 4♠ Richmond to Barnsley . . . . (not yet available)
9. 8♣ - 2♠ Withernsea to Sheffield

Runs	Routes
Enter up to 5	Buy in the order Tony, Colin, Bob, Kevin

▲▲▲

| SAINT PETERSBURG 1 | The final round is about minimising your penalties. | PHASE 6-T |

Round 6 - Trading Phase

	Mike	Geoff	Sharon	Rob
	Warehouse Manager ⇨ Weapon Master	Author ⇨ Minister of Foreign Affairs	✗	+ Secretary from hand
	+ Judge from hand	✗	✗	+ Administrator from hand
	Judge ⇨ Czar			

Players	Rubles	VPs	Aristocrats	Cash VPs	Final VPs
Sharon	17	69	15	1	85
Rob	6	54	28	0	82
Mike	2	52	28	0	80
Geoff	12	26	36	1	63

The Aristocrats didn't decide the outcome this time, as Sharon got the least from those cards but still managed to stay in front.

1st	Sharon Khan 85
2nd	Rob Thomasson 82
3rd	Mike Hutton 80
4th	Geoff Hardingham 63

Congratulations to Sharon and thanks to everyone for the game. Next month we'll round it up, so have your say.

▲▲▲

| 1856-M22 | And another one goes to bed. | GAME OVER |

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%

Rob Thomasson (2nd): Well, given that I screwed up right at the start I am pleased to finish second. It was a long road back but it came good at the right time. Lyndon had the tempo from early on so it did seem that second was my best realistic finish and I was fortunate to be able to limit the earnings of others with garrisons by the BBG & CGR. Thanks to all and especially Keith for hosting.

Thanks once again for what looked like a good game from my side of the fence.

▲▲

| CANAL MANIA 1 | All up to date this time. | ROUND 6 |

Apologies to onlookers - the map wasn't updated last time, so didn't show the new canals and goods cubes.

Actions

Stephen Webb	1	Drew a card from the top of the deck.
	2	Built from Birmingham to Stoke
	3	Shipped goods from Stratford to Liverpool {4 VPs - 2 VPs for Don}
Don Shailer	1	Took two contracts - *Bridgwater* and Taunton (3) and *Basingstoke* and Weybridge (4)
	2	Picked up Tunnel, Stretch/Mauve (Birmingham and Goole) and Stretch/Yellow (Lincoln/Coventry)
	3	Shipped goods from Birmingham to Worcester {3 VPs}
John Marsden	1	Discards the build cards (Lock, Stretch x 3, Stretch/Black)
	2	Picks up Tunnel, Lock and Stretch/Green (Leighton Buzzard)
	3	Drew a card from the top of the deck
Alan Harvey	1	Took a contract - Reading and *Bristol* via Bath (6)
	2	Built from Bristol to Bath
	3	Shipped goods from Coventry to Northampton {2 VPs}

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 1 goods cube
Stephen Webb *Mauve*	(S)	13	9	4	1	16	*Birmingham* and Chester (6)	
Don Shailer *Red*	(L-S)	13	9	3	3	21	*Bridgwater* and Taunton (3) *Basingstoke* and Weybridge (4)	
John Marsden *Green*	(T)	13	10	2	3	20	*Manchester* and Goole via Leeds (7)	
Alan Harvey *Blue*	(B)	12	11	3	3	14	Coventry and *Burton* (4) Reading and *Bristol* via Bath (6)	
Michael Longdin *Yellow*	(A)	10	12	1	3	19	*Oxford* and Gloucester (5)	

The Current Contracts	The Future Contracts
-	Nottingham and Goole via Newark (5)
-	Leeds and Liverpool via Skipton (8)
Stratford and Gloucester (5)	Tonbridge and Maidstone (3)
Huddersfield and Manchester (3)	Weybridge and Arundel via Guildford (4)
Cambridge and Peterborough (4)	Oxford and Coventry (5)

The following Build Cards are on the table

Stretch	Stretch/White	Aqueduct	Aqueduct	Stretch
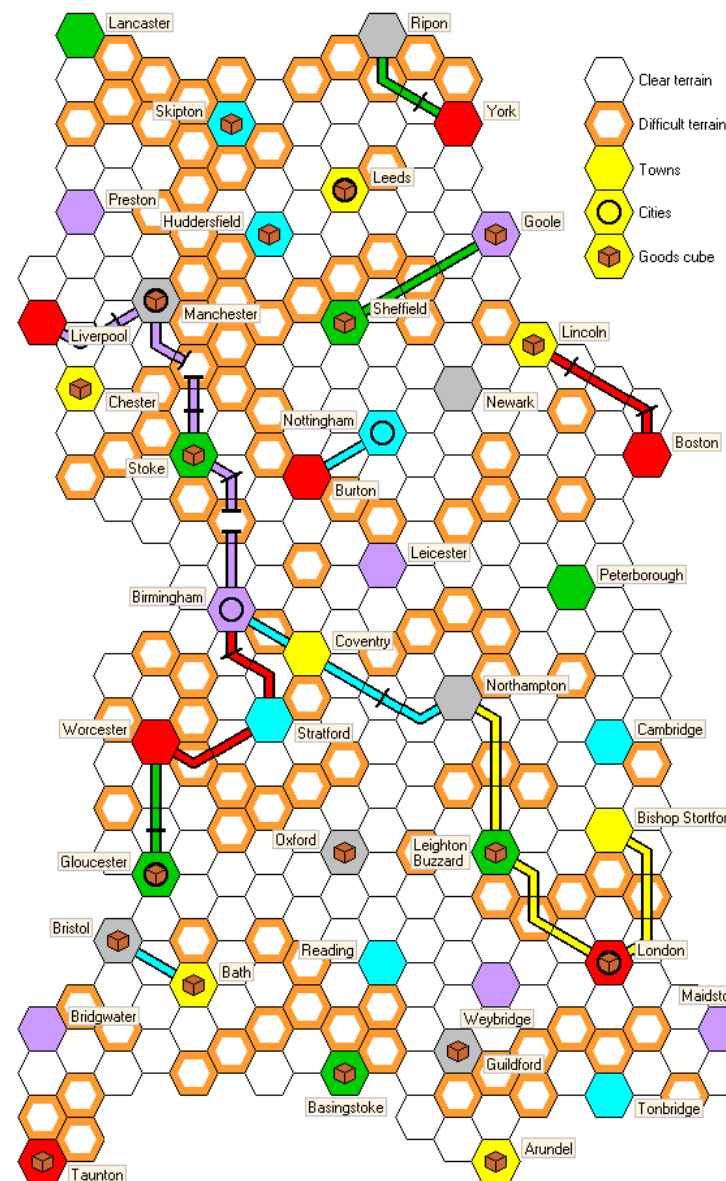
Playing sequence
Michael, Stephen, Don, John

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| OUTPOST 26 | Marcus gets the auctions out of the way and the it's factories and men. | ROUND 12 |

Commander Actions

Marcus   Auctioned a Scientists for 40. Lyndon joined at 41, Jim at 42, Geoff at 43, Willem at 44. Marcus dropped out at 54, Geoff at 72, Lyndon at 76, Jim at 90. Willem got it for 90 reduced to 60 after Data Library discounts (w:5,6,6,6,7,7,8 r:15)

    ‣ Auctioned an Orbital Lab for 50. Lyndon joined at 51, Jim at 52, Geoff at 53. Marcus dropped out at 65, Geoff at 73, Lyndon at 77. Jim got it for 77 (o:3 w:4,7,8 t:9,10,11,12,13)

    ‣ Bought two Research Factories (w:8,9,30 r:15)

Lyndon   Bought one New Chemicals Factory (w:30 r:15 m:17)

    ‣ Bought two Population Units (n:20)

Jim   Bought one Robot (t:12)

Geoff   Bought one Titanium Factory (w:30)

    ‣ Bought two Robots (t:9,11)

Willem Passed

PO	Name	Factories	Population		Robots		Production	
1	Lyndon	2o,5w,1r,2n	8	(8)	0	(0)	2w,1W,1r,1m,2n	(114,15)
2	Jim	2o,3w,5t	8	(8)	2	(8)	2o,3w,5t,1m	(94,10)
3	Marcus	2o,6w,3r	8	(8)	1	(8)	2o,2w,1W,3r	(89,15)
4	Geoff	2o,4w,3t	5	(5)	4	(5)	4o,4w,4t,2m	(114,15)
5	Willem	2o,5w,2r	5	(5)	0	(0)	3w,6r	(99,10)

PO	Name	Colony Cards	{35 VPs for the final phase}	Victory Points
1	Lyndon	WH, Nod, OL, Lab		24 (180)
2	Jim	HE, Nod, OL, Rob		24 (155)
3	Marcus	WH, Nod, Rob, Lab		23 (180)
4	Geoff	WH, HE, OL, Rob		20 (155)
5	Willem	DL, DL, DL, Sci, Lab		17 (165)

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

Orders required
Round thirteen auctions, bids and purchases

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| OUTPOST 27 | Two unopposed auctions. | ROUND 6 |

Commander Actions

Lyndon   Bought one Population Unit (w:4,6)

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

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

Marcus   Auctioned a Warehouse for 25 and got it (o:3 w:6,7,9)

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

Willem Bought three Population Units (w:30)

Jim   Auctioned a Heavy Equipment for 30 and got it (o:3,4 w:7,8,9)

David   Bought one Titanium Factory (w:30)

PO	Name	Factories	Operators	Colony Cards	Production		VPs	
1	Marcus	2o,4w	6p (8,0)	WH, Nod	2o,1W	(36,15)	9	(50)
2	Lyndon	2o,5w	7p (8,0)	Nod	3o,5w	(44,10)	9	(25)
3	Jim	2o,3w	5p (8,0)	HE, Nod	4o,3w	(33,10)	8	(55)
4	Willem	2o,4w	8p (8,0)	Nod	3o,5w	(44,10)	8	(25)
5	David	2o,4w,1t	5p (5,0)	HE	3o,5w,1t	(54,10)	7	(30)
6	Mark	2o,4w	5p (5,0)	DL, DL	2o,1w,1W	(43,10)	7	(30)

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

Orders required
Round seven auctions, bids and purchases

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| GOLDEN STRIDER 7 | Jim is two rounds from home and looks safe. | ROUND 12 |

63 space standard race		Cards						D	M	B	R	S	P	O
Jim Reader	**10/7**	6/8	10/9	1/10	0/11	0/12		1	9	0	0	50	1	-
Joakim Spångberg	**6/7**	10/8	1/9	0/10	1/11	1/12		-	6	0	1	45	2	-
Steve Ham	**8/6**	8/8	6/9	2/10	2/11	5/12		-	6	2	5	44	3=	1
Kevin Lee	**10/6**	10/8	10/9	2/10	8/11	1/12		1	9	0	1	44	3=	2
Roger Trethewey	3/7	**8/8**	8/9	5/10	9/11	8/12		1	4	3	8	43	5	-
Don Shailer	0/6	**8/7**	8/9	2/10	10/11	10/12		-	4	4	10	38	6	-
Simon Brooks	**6/6**	0/7	8/9	4/10	4/11	2/12		-	5	1	2	36	7	-

Don will have to play his 0/6 card next time, which makes his move as easy as it can get.

Orders required
Thirteenth card, split between movement and banking

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PHOENICIA 1   Geoff extends his lead by a couple of points.   ROUND 8

Actions

Geoff   Auctioned Ships for 14. Lyndon joined at 15, Michael at 16. Michael and Geoff dropped out at 18. Lyndon got it for 18 reduced to 10 for Shipyard discount {5/5 cards}

▸ Auctioned Public Works for 12 and got it reduced to 5 for City Centre discount {5 card}

Lyndon   Moved a worker from Farming to Clothmaking {4/4/4 cards - 1 change}

Mark   Auctioned Merchant Quarter for 9 and got it {6 card + 3 wealth}

▸ Sent his new trained worker Mining {5/5 cards - 2 change}

Stephen   Sent a worker Clothmaking {6/5 cards}

▸ Converts a production card {4} to wealth {3}

Michael   Auctioned a Refugee Settlement for 8 and got it {6/6 cards - 4 change}

▸ Auctioned a Refugee Settlement for 8 and got it {6 card + 2 change}

▸ Sent a new trained worker Farming {2 wealth}

Name	VPs	Prod	Activities	U	T	Tools	Limits {c+t}	In Hand {c+t}	Discounts
O Geoff	23	16	1f 3ah 1im	1	-	-	7+6	7+0	-3 Caravan
									-4 City Walls
									-1 Smelter
									-7 Public Works
1 Lyndon	17	20	2f 0h 2c	-	-	1f 1h	8+6	5+1	-8 Ships
									-8 Trade Fleet
									-8 Port
2 Mark	14	17	2f 1h 2im	-	-	1h	6+3	6+0	-1 Smelter
3 Stephen	14	14	1f 2h 1c	2	-	-	5+3	4+1	-7 Dye House
4 Michael	10	12	5f 2h	6	1	-	4+6	3+0	-4 Dye House

Development cards owned

Geoff Hardingham   Caravan x 2 / City Centre x 2 / Fort / Granary / Prospector / Public Works / Smelter / Tracker x 2

Lyndon Gurr   Dye House / Glassmaking / Granary / Indentured Worker / Ships / Shipyard x 2

Mark Stretch   Caravan / Glassmaking x 2 / Indentured Worker / Merchant Quarter / Prospector / Smelter

Stephen Webb   Dyer x 2 / Dye House x 2 / Fort

Michael Longdin   Dyer / Granary / Fort / Refugee Settlement x 2

Development cards on offer

Merchant Quarter (9), Public Works {12}, Public Works {12}, Ships {14}, Ships {14}

Remaining development cards: Phase 4

Orders required

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

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PUERTO RICO 7   Only one large building remains.   ROUND 13

Jim is the Builder and builds the Fortress.
Kevin builds the Guild Hall, Willem builds a Small Warehouse.
Kevin is the Captain {+1}. The Sugar ship {5} is emptied.
Willem is the Trader {+1} and trades Coffee. Jim trades Tobacco.
Tony is the Settler {+2} and plants Corn.
Jim plants Corn, Kevin plants Coffee, Willem plants Tobacco.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
None	Crn	Ind	Ind	Tob	Tob	Cof	Tob	-	-	8	20

Buildings

1 VP	SIP	1	SSM	2	SMA	✗	HAC	1	CON	✗	SWA	1
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	✗	RES	✗	FOR	✗	CUS	1	CIT	✗		

Cargo Ships

5: Empty						6: Indigo						7: Corn					
-	-	-	-	-		✔	✔	-	-	-	-	✔	✔	✔	✔	✔	✔	-

Jim Reader   Dblns: 5   Chips: 5

● Small indigo plant	●● Tobacco storage	● Office	■ Large market
● Residence	▪ Fortress	● City hall	▪

Fields: Qry✔✔✔ Crn✗ Ind✔ Sug✗✗ Tob✔✗✔   Goods: ✗

Kevin Lee   Dblns: 1   Chips: 16

● Small indigo plant	● Small sugar mill	●○ Sugar mill	●● Coffee roaster
● Construction hut	● Harbour	● Guild hall	▪

Fields: Qry✔✔ Ind✔ Sug✔✔✔✗ Cof✔✗✗   Goods: Cof✔

Willem Moene   Dblns: 7   Chips: 15

● Small indigo plant	● Small sugar mill	●● Coffee roaster	■ Small market
● Small warehouse	● Office	● Factory	

Fields: Qry✔ Crn✔✔ Ind✔ Sug✔✗✗ Tob✗ Cof✔✔   Goods: ✗

Tony Sait   Dblns: 4   Chips: 10

●○ Sugar mill	●● Coffee roaster	■ Small market	■ Hacienda
● Construction hut	○ Large warehouse	● Factory	

Fields: Qry✔✔ Crn✔✔✔✗ Ind✗ Sug✔✗ Tob✗ Cof✔✔   Goods: Cof✔

Orders required

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

Left Page

PUERTO RICO 8	When you Settler, don't look at the Trading House for what is on offer.	ROUND 10

Allan is the Trader {+1} and trades Coffee.
Stephen is the Settler and digs a Quarry (manned).
Jim plants Indigo (manned), John plants Indigo, Allan plants Sugar.
Jim is the Prospector {+1}.
John is the Craftsman and produces an extra Sugar.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
2	Crn	Crn	Crn	Sug	Tob	Crn	Ind	Cof	-	4	28

Buildings

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

Cargo Ships

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

John Hopkins Dblns: 1 Chips: 7

🔵 Indigo plant	Sugar mill	⚪ Small warehouse

Fields: Qry✔✔✔ Ind✔✔✘ Sug✔✔✘   Goods: Ind✔✔ Sug✔✔✔

Allan Stagg Dblns: 14 Chips: 6

🔵 Small indigo plant	Coffee roaster	Factory

Fields: Qry✔ Crn✔ Ind✔✘ Sug✔✘ Tob✘ Cof✔✘   Goods: Crn✔ Ind✔ Cof✔

Stephen Webb Dblns: 2 Chips: 12

🔵 Small indigo plant	Small sugar mill	Hospice	Large market

2 men in San Juan
Fields: Qry ✔✔ Crn✔✔✔ Ind✔ Sug✔✔✔   Goods: Crn✔✔✔ Ind✔ Sug✔

Jim Reader Dblns: 3 Chips: 10

🔵 Small indigo plant	Coffee roaster	Small market	Hospice

Fields: Crn✔✔✔ Ind✔✔✘ Tob✔ Cof✔✔   Goods: Crn✔✔✔ Ind✔ Cof✔✔✔

Orders required
Round eleven orders in the sequence Stephen, Jim, John, Allan

Right Page

PUERTO RICO 9	Pete is the Builder and is the only one to build.	ROUND 9

Mike is the Mayor {+1}.
Pete is the Builder {+1} and builds a Coffee Roaster.
Jim is the Settler {+1} and digs a Quarry.
Willem plants Tobacco, Mike plants Sugar, Pete plants Indigo.
Willem is the Craftsman and produces an extra Tobacco.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
2	Ind	Sug	Tob	Cof	Cof	Sug	Tob	Crn	-	6	32

Buildings

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

Cargo Ships

5: Tobacco					6: Empty					7: Indigo				
✔	✔	✔	-	-	-	-	-	-	-	✔	✔	✔	✔	✔	-	-

Mike Hutton Dblns: 2 Chips: 3

🔵 Small indigo plant	Small sugar mill	🟤 Tobacco storage	Small market
🔵 Office			

Fields: Qry✔✔ Crn✔ Ind✔ Sug✘ Tob✔✘ Cof✘   Goods: Crn✔ Ind✔ Tob✔

Pete Campbell Dblns: 4 Chips: 3

🔵 Small indigo plant	Sugar mill	🟤 Coffee roaster	Small market
🔵 Office	Large market		

Fields: Qry✔✔ Crn✔✘ Ind✔✘ Sug✔ Cof✘   Goods: Crn✔ Ind✔ Sug✔

Jim Reader Dblns: 2 Chips: 12

🔵 Small indigo plant	Small sugar mill	Construction hut	Small warehouse

1 man in San Juan
Fields: Qry✔✘ Crn✔✔✔ Ind✔ Sug✔   Goods: Crn✔✔✔ Ind✔ Sug✔

Willem Moene Dblns: 5 Chips: 8

🔵 Small indigo plant	Small sugar mill	🟤 Tobacco storage	Small warehouse

Fields: Crn✔ Ind✔ Sug✔ Tob✔✔✘ Cof✘   Goods: Crn✔ Ind✔ Sug✔✔ Tob✔✔✔

Orders required
Round ten orders in the sequence Pete, Jim, Willem, Mike

PUERTO RICO 10

Goods are traded and shipped, then new goods are produced.

ROUND 3

Allan is the Trader {+2} and trades Corn.
Jim trades Sugar.
Geoff is the Captain {+2}.
Kevin is the Prospector {+1}.
Jim is the Craftsman and produces an extra Sugar.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
7	Ind	Ind	Sug	Tob	Cof	Crn	Sug	-	-	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: Corn	6: Empty	7: Empty
✔ ✔ ✔ - -	- - - - - -	- - - - - -

Kevin Lee
Dblns: 5
Chips: 0

◉ Small indigo plant	● Small market

Fields: Ind✔ Sug✘ Tob✘   Goods: ✘

Jim Reader
Dblns: 2
Chips: 0

◉ Small indigo plant	● Small sugar mill

Fields: Ind✔ Sug✔Cof✘   Goods: Sug✔✔

Allan Stagg
Dblns: 5
Chips: 2

● Small sugar mill

Fields: Crn✔✔ Cof✘   Goods: Crn✔✔

Geoff Hardingham
Dblns: 4
Chips: 2

◉ Small indigo plant	● Small market

Fields: Qry✘ Crn✔ Ind✘   Goods: Crn✔

Orders required
Round four orders in the sequence Geoff, Kevin, Jim, Allan

RAILWAY RIVALS 2066-G

It was as close as expected.

ROUND 12

Central Scotland

Round 12 Runs

				GREAT	PEAR	HOOTS	KILT	
31	44 The North	①	GREAT	15				15
	35 Edinburgh	①	HOOTS	15			-6	9
		✘	KILT				+6	6
32	36 Edinburgh	①	GREAT	13			+1/-1	-1	12
	23 Airdrie	①	HOOTS	12	+1/-1			-6	6
		③	KILT	5	+1		+6		12
33	66 The East	①	PEAR	15			+3		18
	42 Stirling	①	HOOTS	15		-3			12
34	25 Hamilton	①	GREAT	16			-2	-1	13
	52 Cowdenbeath	②	KILT	7	+1	+2			10
		②	PEAR	7			-1	-2	4
		✘	HOOTS		+2	+1			3
35	15 Glasgow	①	HOOTS	15					15
	61 Dundee	①	PEAR	15					15
36	16 Glasgow	①	GREAT	16		+3			19
	51 Dunfermline	②	PEAR	9	-3				6
		③	KILT	5					5

Scores

	Runs:	31	32	33	34	35	36	Score
GREAT	250	15	12	-	13	-	19	309
HOOTS	260	9	6	12	3	15	-	305
KILT	263	6	12	-	10	-	5	296
PEAR	250	-	-	18	4	15	6	293

It was a very tight final round, which saw KILT leading after run 34, HOOTS after run 35, and GREAT taking over after the all-important final run.

1st	Michael Graystone . . . . GREAT 309
2nd	Jim Reader . . . . HOOTS 305
3rd	Don Shailer . . . . KILT 296
4th	Kevin Lee . . . . PEAR 296

Don ignored my comments about the Forth Bridge last time, referring to it by name but still giving it the wrong name - the Fourth Bridge. It's a good job he wasn't running his trains by SatNav, as that route wouldn't have been found.

Congratulations to Michael on a close win, and commiserations to those who were only just off the pace - which was everyone else. Round up will take place next month.

▲▲

| RAILWAY RIVALS 2073-DC | The last visit to Devon and Cornwall for now. | GAME OVER |

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

Colin Sharpe (COLIN, 3rd): Not having played the map before, which I believe the other two had, I made the initial mistake by not building to Exeter, so lost getting into the 1s and 2s early or far enough to compete effectively. Getting into some of the other sectors first helped but did not give a monopoly to make up for the lack of network to the other two sectors. I'm pleased to have pulled up so much in the last round, but it was never going to be enough.

Thanks to all and Keith for the experience!

....

The other two had indeed played the map before, although that isn't always a guarantee of good performance.   ⬛

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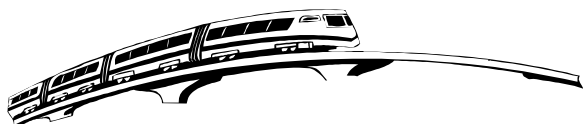
| RAILWAY RIVALS 2085-KU | Three wheels seems to be the way to go. | ROUND 7 |

TRIKE owes REEKIE 5 points for his build from R61 to Kushima.

Kyushu

Round 7 Runs

					TRIKE	JOINT	GREAT	ONSEN	REEK	
1	31 Takachiho	①	ONSEN	15						15
	66 Ebino	①	TRIKE	15			-1			14
		✘	GREAT		+1					1
2	32 Tsukumi	①	GREAT	20				+4		24
	56 Yanagawa	②	ONSEN	10			-4		-1	5
		✘	REEKIE					+1		1
3	51 Hirado	①	JOINT	20			-3		-2	15
	64 Uto/Yatsushiro	②	REEKIE	10		+2	-2			10
		✘	GREAT		+3				+2	5
4	15 Kagoshima	①	TRIKE	20						20
	❂1 Honshu	②	ONSEN	10			-1			9
		✘	GREAT					+1		1
5	44 Fukuoka	①	ONSEN	13		-5				8
	24 Nishimera	①	JOINT	12				+5		17
		③	TRIKE	5						5
6	43 Fukuoka	①	REEKIE	16	-4					12
	13 Kanoya	②	JOINT	9	-5					4
		③	TRIKE	5		+5			+4	14
7	21 Miyakonojo	①	REEKIE	30						30
	❂5 Volcano hex									

Round 7 builds

Transit in Kyushu Express (TRIKE) (Tony Bromley, Orange)
R18 - Hita, Yufuin - T25 - Beppu.   -8 (builds) +1 (JOINT) +1 (GREAT) +1 (ONSEN) = -5

Japanese Outer Island Network Transport (JOINT) (Bob Coull, Black)
S15 - R15 - R17 - O19 - L17, P18 - Hita.
                              -10 (builds) -1 (TRIKE) +1/-2 (GREAT) +2/-1 (ONSEN) -1 (REEKIE) = -12

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Hita - P17, O58 - P57 - P56, T14 - T13, C67 - Nobeoka.
                              -10 (builds) -1 (TRIKE) +2/-1 (JOINT) +1 (ONSEN) = -9

Original Nifty Steam Engines are Neat (ONSEN) (Jim Reader, Yellow)
Ebino - L59 - M60 - M61, Z9 - A50 - A51, Takachiho - B66 - Nobeoka.
                              -10 (builds) -1 (TRIKE) +1/-2 (JOINT) -1 (GREAT) +6/-1 (REEKIE) = -8

Rails Ever Extending Kyushu Internal Energy (REEKIE) (Rob Thomasson, Red)
Z20 - A61 - A63 - B63 - Takachiho - B65.   -10 (builds) +1 (JOINT) +1/-6 (ONSEN) = -14

Scores

	Runs:	1	2	3	4	5	6	7	Builds	Score
TRIKE	84	14	-	-	20	5	14	-	-5	132
JOINT	61	-	-	15	-	17	4	-	-12	85
REEKIE	36	-	1	10	-	-	12	30	-14	75
GREAT	48	1	24	5	1	-	-	-	-9	70
ONSEN	24	15	5	-	9	8	-	-	-8	53

Round 8 Runs

8.	45 - 54	Karatsu/Kurume to Nagasaki
9.	35 - 26	Ozu/Yufuin to Nobeoka
10.	46 - 61	Saga to Shimbara
11.	62 - ❂6	Kumamoto to Onsen hex (but not Z21 - too close)
12.	36 - 14	Usa to Kushima/Nichinan
13.	12 - 25	Chiran to Hyuga
14.	53 - ❂2	Nagasaki to Shikoku

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

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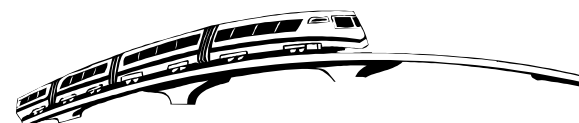
| RAILWAY RIVALS 2096-B | The Nottingham/Lincoln corridor is very busy. | ROUND 4 |

London and Liverpool   {17 points for these builds}
Preston, London, Any Nice Town (PLANT) (Pete Campbell, Green)
E54 - Lincoln, Derby - M16 - M20 - Birmingham, G43 - J44 - Hull.
    58 +6 (towns) -7 (HOE) +14/-1 (GREAT) +4/-1 (BUM) +14 (COLIN) = 87

Heart of England (HOE) (Bob Coull, Black)
H50 - Lincoln, D46 - H44, N18 - M19 - M20, J66 - L65, J66 - J67 - K68 - K71.
    35 +6 (towns) +7 (PLANT) +1 (BUM) +1/-1 (COLIN) = 49

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Nottingham - Lincoln, H18 - Shrewsbury, I27 - K26 - L26 - L28 - N29.
    39 +6 (towns) +1/-14 (PLANT) +2/-6 (BUM) +15 (COLIN) = 43

Bloody Useless Management (BUM) (Jim Reader, Yellow)
A63 - K25 - K26 - I27 - I28 - Gloucester, K6 - Huddersfield - M4 - Leeds, M16 - N15.
    16 +1/-4 (PLANT) -1 (HOE) +6/-2 (GREAT) = 16

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
I20 - H20 - H26 - G27 - G28 - Newport, C60 - Leicester, F64 - F65.
    46 +6 (towns) = 52

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Red)
B66 - Oxford, D56 - Nottingham - Lincoln, F53 - F51, A53 - M12 - M11 - L10.
    44 +6 (towns) -14 (PLANT) +1/-1 (HOE) -15 (GREAT) = 21

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

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| RAILWAY RIVALS 2112-I(N) | Heavy payments in the first round. | ROUND 1 |

Ireland (North)   {17 points for these builds}
Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Dublin - Athboy - C64 - B64 - Z23 - Y24 - Longford - W22 - U21.
    20 +4 (towns) = 24

Balinrobe Expressways Are Rampant (BEAR) (Kevin Lee, Black)
Dublin - Athboy - E63 - C62 - Oldcastle - A62 - Z22 - Y22 - Longford, Z22 - Z21.
    20 +4 (towns) = 24

Monaghan-Armagh Rural Services (MARS) (John Marsden, Blue)
Sligo - Q16 - R16 - T15 - U16 - Enniskillen - X13 - A52 - B52 - D51.
    20 +3 (towns) -18 (GITCO) = 5

Powerful Automated Delivery and Distribution in Yellow (PADDY (Jim Reader, Yellow)
Belfast - B52 - Portadown - Armagh - Monaghan - Clone - Z18 - Cavan - Z21.
    20 + 15 (towns) = 35

Green Irish Trains Connecting at Omagh (GITCO) (Tony Sait, Green)
Derry - Z8 - Strabane - Y11 - Omagh - Z12 - X13 - Enniskillen, Omagh - B52 - D51 - Dungarvan.
    20 +9 (towns) +15 (MARS) = 44

MARS got caught by the river south of Sligo, and didn't plan for the extra points needed to cross it.

| Builds |
| Up to 12 points excluding payments to rivals |

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| RAILWAY RIVALS 2117-ND | Mainland Europe is our next railway destination. | NEW GAME |

Welcome to the latest Railway Rivals game, which will take place in Northern Germany.

Tony Bromley	14 Fairlawnes, Manor Road, Wallington, Surrey, SM6 8BG
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Don Shailer	8 Clifton Green, Aylesbury, Bucks, HP19 3JW

Maps are enclosed for all. Your starting choices are Hannover (two), Hamburg (two) and Berlin (one). The Berlin starter should specify West Berlin or East Berlin.

I wasn't able to include the key for payments on the map, so I'll summarise them here.

Rivers (light blue) are +2 to cross. Estuaries and lakes (dark blue) cannot be crossed - but note the pre-built bridges by Stralsund and Westerland. These can be used as if they were normal terrain. Marsh hexes (tufty green stuff) cost +1 per half hex, hills (orange borders) cost +2 per half hex. The black borders are international borders and do not affect building costs. Note that for the international destinations of Denmark, The Netherlands and Poland, you must connect to the red dot hexes, not just any hex across the border.

Some of the town names completely obscure a few hex sides. Where this happens, those hex sides have no additional features that affect building costs.

For the ferries to Denmark or Sweden, connect to Kiel or the appropriate red dot hex, then pay 6 points off your account to buy the ferry, regardless of the length of the ferry route. If you want to use another player's ferry during the runs, you pay them 5 points for the privilege, once again regardless of the length.

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

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| ROBORALLY 3 | Steve Ham chooses a different direction. | ROUND 1 |

With everyone starting off as a virtual bot, there is really no need to worry about the program card priorities, as you can all do your own thing, but I'll report it as if it was a normal round so that you can see how I plan to report the game. The bot names you've chosen or been given are in the table at the end of the report. Individual positions will not be given after each turn. You can play it through to check exactly what happened.

Starting positions
Diddy-bot C3-South, Rog-bot, Pineapple 196, Squelch, Bot-i-celli and Donsbot C3-East

1.1
Squelch {320-RR}, Rog-bot {650-M1}, Donsbot {670-M2}, Diddy-bot {750-M2}, Bot-i-celli {770-M2}, Pineapple 196 {800-M3}.

1.2
Squelch {190-RL}, Diddy-bot {410-RL}, Bot-i-celli {660-M1}, Rog-bot {730-M2}, Donsbot {790-M3}, Pineapple 196 {830-M3}.
Board effects: Pineapple 196 conveyed to E9.

1.3
Pineapple 196 {130-RL}, Donsbot {300-RR}, Bot-i-celli {530-M1}, Diddy-bot {580-M1}, Rog-bot {780-M2}, Squelch {840-M3}.
Board effects: Bot-i-celli conveyed to A7, Pineapple 196 conveyed to F8.

1.4
Pineapple 196 {230-RL}, Diddy-bot {280-RR}, Bot-i-celli {350-RL}, Rog-bot {420-RR}, Donsbot {760-M2}, Squelch {810-M3}.
Board effects: Bot-i-celli conveyed to A9, Squelch conveyed to E9, Pineapple 196 conveyed to A7.

1.5
Donsbot {120-RR}, Bot-i-celli {270-RL}, Rog-bot {440-BU}, Squelch {460-BU}, Pineapple 196 {500-M1}, Diddy-bot {740-M2}.
Board effects: Bot-i-celli conveyed to C9. Donsbot, Squelch and Pineapple 196 update their archive to E8.

End of turn effects
Donsbot, Squelch and Pineapple 196 pick up option cards.
Donsbot gets Double Barrel Laser - he now does two damage when he fires and hits.
Squelch gets Abort Switch - can be used at any time in a turn. Once activated, current and future program cards for the round are ignored, with future actions based on random draws from the deck.
Pineapple 196 gets Reverse Gears - he may now choose to back-up 2 spaces when playing a back-up card. This needs to be ordered, or a back-up card will move you just one space.
Diddy-bot, Rog-bot and Bot-i-celli lose their virtual status. The others remain virtual.

If anyone ends up on a double-wrench space without saying if they want an option card, my default will be to repair if they have two or more points of damage, and take an option card otherwise.

You can choose to take damage on an option card instead of yourself, which destroys the option. You need to tell me if and when you want to do this.

When you draw up your orders, by all means miss out what type of card you are playing, but please do not omit the card's priority number, which is much more important.
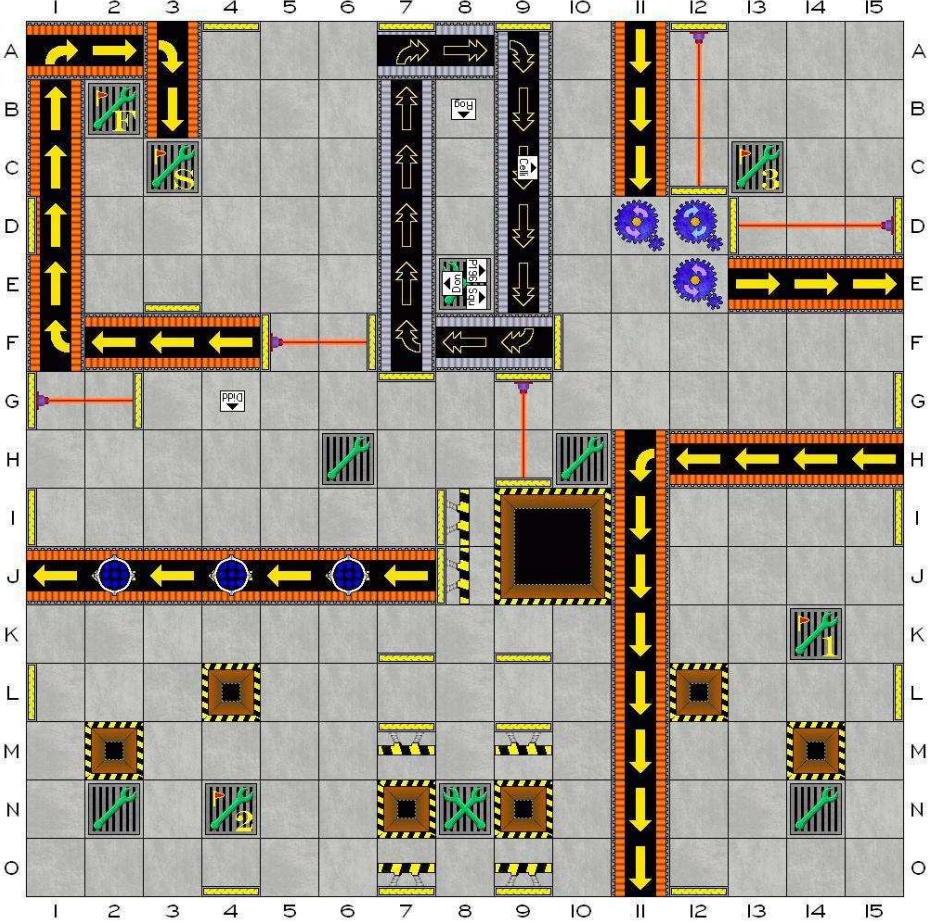
Player	Bot	Lives	Archive	Position	Options
Steve Ham	Diddy-bot	4	C3	G4-S	-
Roger Krueger	Rog-bot	4	C3	B8-S	-
Greg Payne	Pineapple 196	4	E8	E8-E {v}	Reverse Gears
Marcus Pratt	Squelch	4	E8	E8-E {v}	Abort Switch
Jim Reader	Bot-i-celli	4	C3	C9-E	-
Don Shailer	Donsbot	4	E8	E8-W {v}	Double Barrel Laser

Orders required
Program cards for round two and any other instructions

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| SCEPTRE OF ZAVANDOR 2 | Two Sentinels are sold. | ROUND 16 |

The discount for a Sentinel given by the Mask of Charisma is shown as 10 in the English rules I got from the Internet - it should be 20. This was raised before so you should all have been advised of this change.

Actions

Lyndon Auctioned the Fox for 120 and got it {+20 1st place -20 Mask of Charisma} {120} - sold one Opal {+5}

Marcus Auctioned the Tomcat for 120 and got it reduced to 110 {+10 2nd place -20 Mask of Charisma} {110}

Michael Increased knowledge of Gems to level 2 {4}
  ‣ Bought a Diamond {32}

Simon Sold a Sapphire {+10}
  ‣ Increased knowledge of Energy Flow to level 4 {24}
  ‣ Bought an Opal {10}
  ‣ Bought an Emerald {30}

Roger Increased knowledge of Artifacts to level 3 {8}

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

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Lyndon	Kobold	s:6 d:1	7/9	2	S:1 s:2 e:2 d:1 r:1	10
2	Marcus	Fairy	o:2 s:2 d:4	8/9	25	s:2 D:1	11
3	Simon	Elf	o:3 e:1	4/5	22	e:2 r:1	5
4	Michael	Mage	o:1 e:2 d:2	5/7	6	e:3 d:3 r:3	8
5	Roger	Druid	o:3 s:1	4/7	12	s:2	9
6	Kevin	Witch	s:3	3/7	2	s:3 d:2 r: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 Fox	-	-	-	4	4	4	25/30/35	49/8
2	Marcus	CB MB EL MC MW Tomcat	-	4	-	4	4	-	30/35/40	38/12
3	Simon	SB RS RS MM CP CF CC CC	-	4	-	4	4	-	25/{30}/{35}	32/5
4	Michael	SB CB MB EL MC CF CC	2	-	2	4	4	-	30/35	31/9
5	Roger	RS CB MB MM	-	-	4	4	3	-	30/35/{40}	14/4
6	Kevin	SB MW	4	-	-	3	-	4	30/35/40	13/3

Artifacts on offer: 3 Talismans

With the Fox and the Tomcat gone, three more Sentinel sales will end the game.

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

▲▲

| SOPWITH T-340-FW | Shots and damage, the first for some time. | ROUND 22 |

	Pilot	Starts	Moves	Ends	A:D:P
1	*Not Only But Also* Don Shailer	F12-E	LS, LS, RT-fA {Airfield: A1}	C10-E	15:04:08
2	*Mad Ferret* Tim Franklin	C8-W	RT, RT, RT-fA {Airfield: A10}	G14-SE	13:06:02
4 ♠	*The Brown Baron* Michael Graystone	K17-NW	A-fL, LT, A {Airfield: S19}	H15-W	15:12:20
6 ♠	*Lord Flashheart* Joakim Spångberg	J10-NE	A, A, A {Airfield: J1}	J12-NE	16:10:10
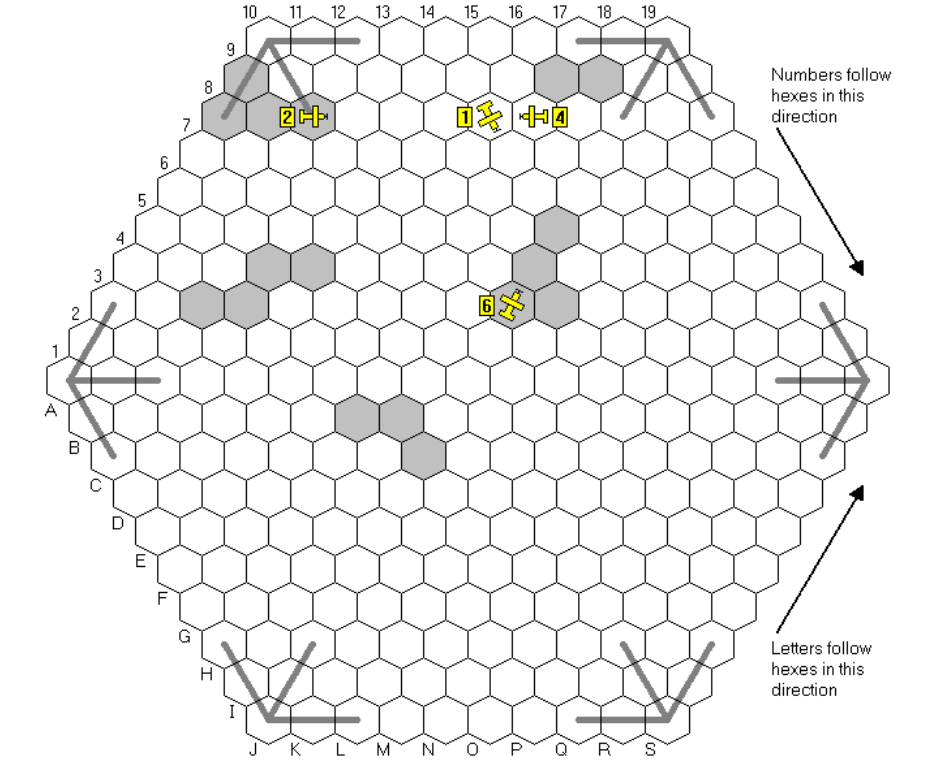
Not Only But Also lives up to his his name, as not only is he hit by *The Brown Baron* at the start of the round, but also hit by *Mad Ferret* at the end. The clouds moved south west. ☒

SPACE BLAST 1

You don't break, you brake!

ROUND 9

	Pilot	Colour	Actions	Armour	Chits
1	*James White* Bob Coull	Green 2 VPs	Turn right, break, fire rocket	3	5T : 6R 3M : 0B
2	*Major Tom* Michael Graystone	Orange 4 VPs	Brake, fire rocket	2	6T : 3R 1M : 0B
3	*Chewbaccy* Steve Ham	Blue	-	4	5T : 7R 3M : 2B
4	*Wizard Prang* Jim Reader	Yellow	- Out in round 6	0	7T : 8R 2M : 2B
5	*The Meteor* Don Shailer	Red 1 VP	Turn left, brake	3	3T : 6R 1M : 0B
6	*Major Mat Mason* Joakim Spångberg	White 1 VP	- Out in round 7	0	7T : 6R 3M : 2B
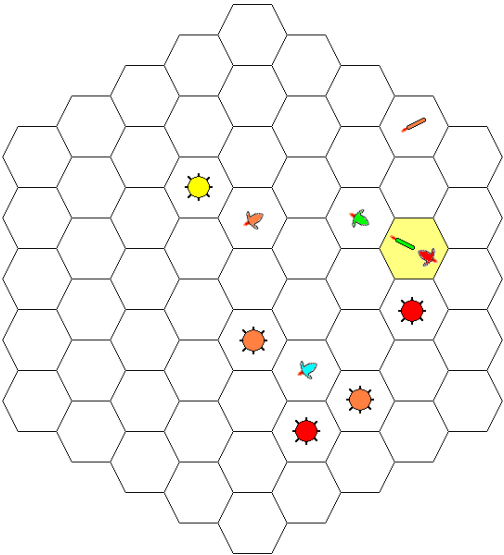
James White and *The Meteor* had similar ideas, but only *James White* fired a rocket, which blew up when it hit *The Meteor* for 1 point of armour damage and 1 victory point.

Orders
0 to 3 actions for round ten

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/

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

✪ It's been a slow month on the web games, with one finisher and one starter. I have other games lined up to start, but they're all 18xx games, and with 13 on the go at the moment I have to be sensible and limit how many I run at the same time.

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

-    Didier Renard 4.714
- ▼   Lew Stansby 3.645
-    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:

Samurai e787 . . . . John Colledge

✪ New games and start dates:

Acquire e805 {Powers} . . . . Aug 2nd
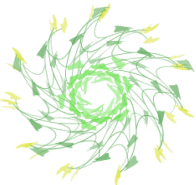
PREVIEW

The new Acquire game didn't start, as Tony Wilcock has not been in touch. Rather than drop him or start with him and find there is a longer term problem, I decided to delay the start. That is now scheduled for next month, together with 6 nimmt! and Bus Boss.

I should have started the e-mail opening round of the 1837 round by the time you read this. All I needed to do was to send the first message to get the ball rolling, after that it will run as fast as the availability of the players allows. The trick was getting that first message off.

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

#157:　　6 nimmt!, Acquire {Standard}, Bus Boss {Morocco}　　　　❂

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jul 27th	Ode 296
Aug 1st	Minstrel 314
Aug 9th	Variable Pig 114
Aug 18th	...mais n'est-ce pas la gare? 85

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	3.245
-	Mark Frueh	3.200
-	Lionel Robbins	3.000
-	Marcus Pratt	2.711
-	Steve Thomas	2.563
▲	Geoff Hardingham	2.500
-	Stephen Webb	2.333
-	Sharon Khan	2.286
▲	Michael Graystone	2.189
-	Colin Sharpe	2.162
▲	Rob Thomasson	2.147
-	Richard Lunn	2.125
-	Tony Robbins	2.050
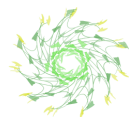
WHO PLAYS WHAT

Player	Games
Peter Berlin	1829-V21, 18EU-G23
Tony Bromley	RR-2085-KU, RR-2117-ND
Simon Brooks	BA18, BB-305-NLD, BB-312-MOR, GS7
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), RR-2117-ND, StP2
Bob Coull	Acq51, BB-304-EAN, BB-309-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, RR-2117-ND, SB1
Simon Cutforth	Sceptre 2
Dennis Frank	BA18
Tim Franklin	1830-L23, 1850-R22, 1895-X24, Sop340
Mark Frueh	1830-G24, 1870-R24, 18EU-G23
Michael Graystone	Acq50, BB-308-YRK, BB-312-MOR, RR-2073-DC, RR-2085-KU, RR-2096-B, Sop340, SB1
Lyndon Gurr	1826-H25, 1850-R22, 1856-R23, 1861-B23, 1870-K23, 18Kaas-P23, Acq50, OP26, OP27, Phoenicia 1, Sceptre 2
Steve Ham	BA18, GS7, Robo3, SB1
Geoff Hardingham	1861-B23, OP26, Phoenicia 1, PR10, StP1
Alan Harvey	1830-V1-N24, 1850-R22, 18Kaas-P23, CM1
Mike Head	1830-L23, IW1
John Hopkins	1829-V21, PR8
Mike Hutton	1829-V21, 1861-B23, Agr1, PR9, StP1
Sharon Khan	IW1, StP1
Roger Krueger	1870-R24, 1895-X24, Robo3
Kevin Lee	Acq51, BA17, BB-309-YRK, GS7, PR7, PR10, RR-2112-I(N), StP2, Sceptre 2
Michael Longdin	Agr1, CM1, Phoenicia 1, Sceptre 2
Richard Lunn	1830-L23, BA17
John Marsden	Acq50, BB-304-EAN, BB-305-NLD, CM1, RR-2112-I(N)
Willem Moene	1830-L23, 1830-G24, 1856-R23, 1861-B23, 1870-K23, 1870-R24, 18Kaas-P23, Acq50, OP26, OP27, PR7, PR9
Greg Payne	Robo3
Marcus Pratt	Agr1, IW1, OP26, OP27, Robo3, StP2, Sceptre 2
Jim Reader	BA17, BA18, BB-304-EAN, BB-305-NLD, BB-309-YRK, BB-312-MOR, GS7, OP26, OP27, PR7, PR8, PR9, PR10, RR-2085-KU, RR-2096-B, RR-2112-I(N), RR-2117-ND, Robo3
Lionel Robbins	1829-V21, 1829-U25, 1870-K23, 18EU-G23
Tony Robbins	BB-309-YRK
Simon Robertson	BB-305-NLD, RR-2096-B
Tony Sait	1830-V1-N24, 18Kaas-P23, PR7, RR-2073-DC, RR-2112-I(N)
Don Shailer	BB-304-EAN, BB-305-NLD, BB-308-YRK, CM1, GS7, RR-2117-ND, Robo3, Sop340, SB1
Colin Sharpe	Acq51, BB-304-EAN, BB-309-YRK, RR-2073-DC, RR-2096-B
John Shelley	1826-H25, 1829-U25, 1830-L23, 1870-K23
David Smith	OP27
Don Smith	1826-E22, 1830-G24, 1830-V1-N24, 1856-R23, 1870-K23, 1870-R24, 18EU-G23
Joakim Spångberg	BA17, BA18, GS7, Sop340
Allan Stagg	BA17, PR8, PR10
Mark Stretch	1830-V1-N24, 1861-B23, BA18, BB-305-NLD, OP27, Phoenicia 1
Gina Teh	Acq51, IW1
Steve Thomas	1895-X24
Rob Thomasson	1829-V21, 1829-U25, 1856-R23, RR-2085-KU, StP1
Roger Trethewey	BA17, GS7, Sceptre 2
Stephen Webb	1826-H25, 1830-G24, 1830-V1-N24, 1850-R22, 1870-R24, 18EU-G23, CM1, Phoenicia 1, PR8
Tony Wilcock	Acq51, StP2

OUTSIDE EDGE

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

CONTENTS

DEADLINES

Wednesday September 10th 2008
18xx Games - Friday September 5th

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.