

FOR WHOM THE DIE ROLLS

October 2008

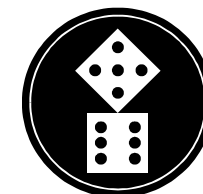
Published by Keith Thomasson

Issue 158

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



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #158, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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WAIT

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

Games starting in this issue...

1835 Lyndon Gurr, Willem Moene, Tony Sait, John Shelley, Don Smith
18GA Mike Head, Don Smith, Lyndon Gurr, Pete Campbell

Games starting in the next issue...

✱ 1830 Mike Hutton, Richard Lunn, Willem Moene, Mike Head, Tony Sait
✱ Breaking Away Gregory Payne, Jim Reader, Dennis Frank, Roger Trethewey, Richard Lunn, Steve Ham
✱ Puerto Rico Tony Sait, Willem Moene, Jim Reader, Kevin Lee

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

⇨② 1825 {multi-unit?} Mike Hutton, Lionel Robbins, Willem Moene
✱ 1837 Tony Bromley, Geoff Hardingham, John Hopkins, Tony Robbins, Stephen Webb
⇨③ 1837 Don Smith, Steve Thomas
✱ 1856 Mike Hutton, Richard Lunn, Lyndon Gurr, Mike Head, Tony Sait
⇨③ 1861 Mike Hutton, Willem Moene
⇨① 1870 Mike Hutton, Willem Moene, Lyndon Gurr
② 18GA Mike Head
⇨④ 18Rhl Rhineland Willem Moene
⇨① Acquire {Powers} Michael Graystone, Colin Sharpe, John Colledge, Richard Lunn
⇨① Age of Steam Pete Campbell, Mike Hutton, Marcus Pratt
✱ Agricola Kevin Lee, Mike Hutton, Allan Stagg, Marcus Pratt
⇨① Canal Mania Kevin Lee, John Marsden, Geoff Hardingham, Jim Reader
⇨② In the Year of the Dragon Michael Longdin, Pete Campbell
① Industrial Waste Alan Harvey, Marcus Pratt, Mike Head
⇨② Mystic Wood Jim Reader, Kevin Lee, Roger Trethewey
⇨⑥ Outpost Willem Moene, Jim Reader, Marcus Pratt, John Marsden
⇨③ Phoenicia Mike Hutton, Lyndon Gurr
⇨② Railroad Tycoon Michael Longdin, Pete Campbell

I supply everything you need for these...

②/⑧ Battle! Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
⑤ Breaking Away Kevin Lee
⇨③ Bus Boss Colin Sharpe, Jim Reader
⇨① Railway Rivals Colin Sharpe, Pete Campbell, Jim Reader, Kevin Lee

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

START

Welcome to issue #158. This is the last issue before this year's major games show at Essen. You can find a preview on page 70, which given the huge number of games coming out is just a dip into the water. Next month should see more information on what was actually there and what was worth looking at.

The please last month for early orders didn't work as well as last year, with some key players leaving it until right on the deadline, but the zine will be out in time, so no great harm. What wasn't much fun was my ISP having a problem with their mail servers right around the deadline, which made me wonder if that was going to push things back too far. In the end everyone's orders arrived bar those from Roger Krueger, who has either gone away or suffered his own technical issues.

TringCon came and went at the beginning of October, and although only just over a week ago, seems like a dream now. The head count for the day was 46, and everyone seemed to have a great time. 57 games were played, 45 of them different and 12 duplicated, or in the case of Agricola, triplicated. Roll on April 2009...

The next convention on the horizon is, of course, the world's best - Essen. A one-page preview with not nearly enough information can be found on page 70. Valerie and I will be on the Mayfair Games stand for a lot of the show. I'll also be seen at the press conference, and for the first time, I have an invitation to the Deutscher Spiele Preis dinner on the Wednesday night. So, pack the suit as well, and try to keep up appearances. Expect it all to be in German, with the occasional "so far so good" popping up in English.

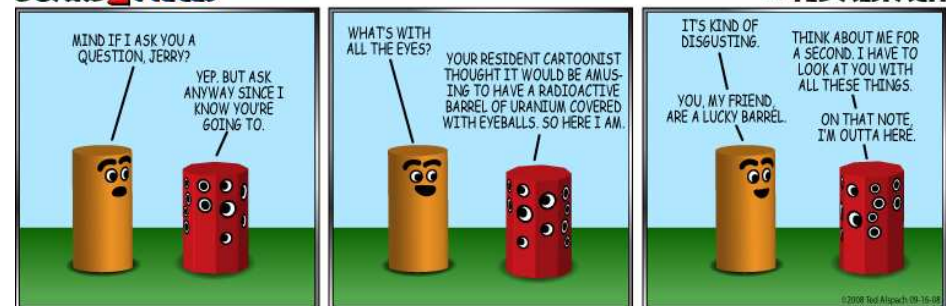
I recently heard *The Turn of a Friendly Card* by *The Alan Parsons Project* on the radio, which prompted me to dig out their albums and give them another listen. I was rather taken by some lyrics on the first album (*I Robot*, 1977).

Could it be that somebody else is looking into my mind
Some other place, somewhere, some other time

So what makes that special? Not a lot, except that I'm reading *City at the End of Time* by *Greg Bear*, which features people whose dreams take them into the minds of other people at the end of time. It's just one of those strange coincidences where two items that are more than thirty years apart happen to come to my attention at the same time. ✱

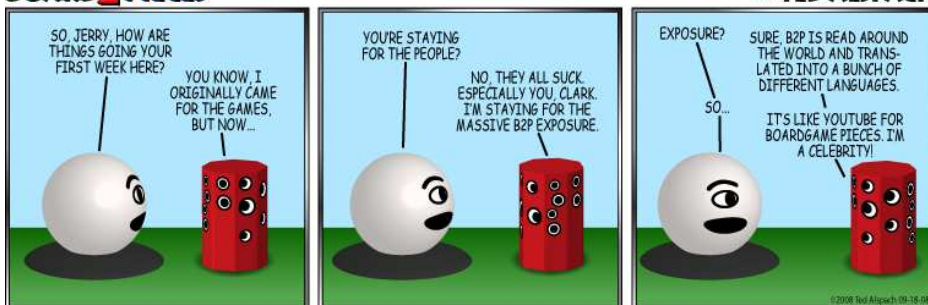
BOARD 2 PIECES

BY TED ALSPACH



BOARD2PIECES

BY TED ALSPACH



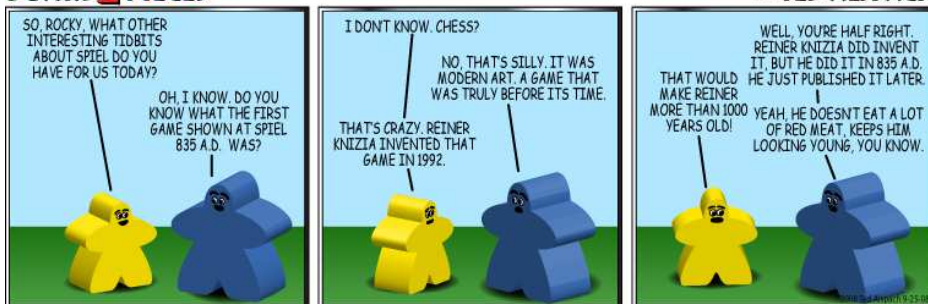
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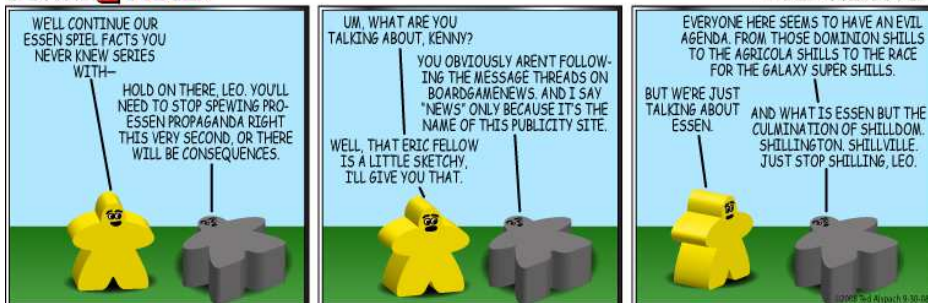
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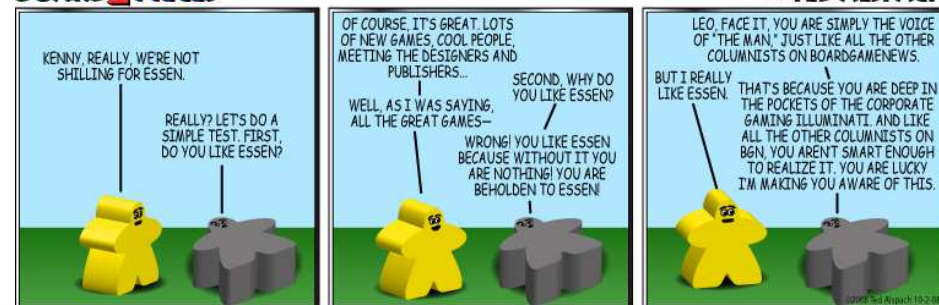
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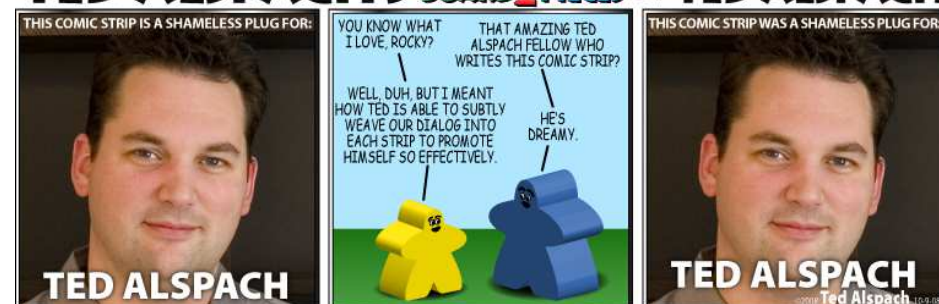
BOARD2PIECES

BY TED ALSPACH



EDITOR'S NOTE: BY POPULAR REQUEST OF SOME VERY LOUD, EXCEEDINGLY OBNOXIOUS READERS OF BOARDGAME NEWS, TODAY'S STRIP WAS PUBLISHED THE WAY THOSE FOLKS SEE IT. THEY ARE OBVIOUSLY TRULY ENLIGHTENED, AND THEY WANTED THE 'REGULAR FOLKS WHO DON'T KNOW ANY BETTER' TO SEE THE WORLD THE WAY THEY DO. I HAVE TO GIVE THEM BIG PROPS FOR UNMASKING THE SCURIOUS PRACTICE OF CORPORATE ADS POSING AS EDITORIALS AND OTHER CONTENT. IT'S DESPICABLE, HORRIBLE, REALLY, I CAN'T BELIEVE THEY'VE BEEN GETTING AWAY WITH THIS SORT OF THING FOR SO LONG. DISGUSTING.

TED ALSPACH'S BOARD2PIECES BY TED ALSPACH



EDITOR'S NOTE: THOSE LOUD, EXCEEDINGLY OBNOXIOUS READERS OF BOARDGAME NEWS HAVE UNCOVERED A HEINOUS PLOT BY NONE OTHER THAN TED ALSPACH TO USE HIS COMIC STRIP AS A PLATFORM TO GENERATE NAME AWARENESS FOR HIMSELF. SO WE'VE UNCOVERED THE TRUTH BEHIND THAT OTHER 'FAKE' TRUTH, AND ARE NOW PRESENTING THAT TO YOU WITHOUT ANYTHING WHATSOEVER MASKING IT. IT'S FORTUNATE THAT TED ALSPACH IS SUCH A FANTASTIC GUY OR WE'D PROBABLY LECTURE HIM, AS SHAMELESS SELF PROMOTION HAS NO PLACE ON THE WORLD'S BEST BOARDGAME NEWS SITE.



1835-C26

Our eighth game of 1835.

NEW GAME

Your sequence for share dealing is as follows.

John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP
Tony Sait	6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands

Maps and tile sheets are enclosed for all. The numbers on the left of the tile sheet are the tile orientations. When you find the picture showing how you want to lay a tile, use the orientation number to match your intention with the way the adjudicator handles things.

You each begin with 390 in cash and will be working to a certificate limit of 12. All 1835 games I've run use the Thompson variant, which affects the sequence in which items become available. For a change I'm going to use the Half-Thompson variant, in which the main companies become available in groups rather than all at once. These are the changes for this variant:

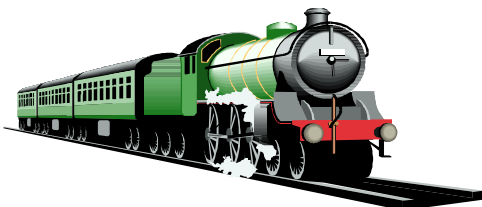
- ✱ The items on the Start Packet do not become available in blocks but are all available from the start.
- ✱ To reduce the advantage this can give to the first player, the playing sequence for purchases from the Start Packet is 1-2-3-4-5-5-4-3-2-1-1-2-3-4-5 etc. until all Start Packet items are sold.
- ✱ Once the ByE and SxE are sold out, the BaE, HeE and WtE become available. Once all of these shares have been sold the MsE and OIE become available.
- ✱ Once one share of the BaE, HeE or WtE has been sold, the Prussian becomes available.

When you refer to a minor company, please do so by name rather than number, as it is the names that the adjudicator displays. We'll aim to cover all of stock round 1 in this first outing, as there is unlikely to be enough cash around to dent the public companies. Enjoy the game.

Orders required for the following round

By the early deadline

SR1



18GA-D26

A new 18xx variant
for these pages.

NEW GAME

Welcome to our first game of 18GA. I had limited the list to three players for some reason, but the game will actually take up to five. I doubt I would go with that, but I think we can squeeze a fourth in. The next 18GA game will be a three-player game. You will be dealing in the following order.

Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG

You each start with 450 cash and are looking at five private companies, which is all your first orders need to be concerned with. The five companies have the following names and values:

Lexington Terminal Railroad	LT	Cost	20	Revenue	5
Midland Railroad Company	Mid	Cost	40	Revenue	10
Waycross & Southern Railroad	W&S	Cost	70	Revenue	15
Ocilla Southern Railroad	OS	Cost	100	Revenue	20
Macon & Birmingham Railroad	M&B	Cost	150	Revenue	25

Check your rule books for the benefits, if any, that these items bring. To make life easier, and in recognition of the fact that there have been a number of versions of the 18GA rule book, I've supplied you all with a copy of the latest version. The locations of the four more expensive private companies are shown on the map by their company abbreviations.

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

If anyone fancies orders like 'buy any', please let me know if you mean any one (and only one), or any (and all) that are offered to you. I've hit that particular problem before, and it an easy one to avoid once you know of it.

Maps and tile sheets are enclosed for everyone, but put those in a safe place until you need them. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies. Please take note and let me know if you have any queries on this topic.

Also note that the tile sheets use my coordinated orientation system, so they may differ from tile sheets from other sources. These are the tile references to use with this game, so please file them appropriately.

After the sale of the private companies we'll have the tail end of the first stock round before we hit the first operating round. Enjoy the game.

Orders required for the following round

By the early deadline

Stock Round 1, Private Companies only, starting with Don



1826-H25

Still just two of the Parisian companies operating.

OR3 - SR4

OR3	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A	SW	8:F18:4	-	60	Yes ①	100A	78	-	4H 2H
O	PC	8:G7:3	-	-	- ①	82C	70	-	4H
PO	PC	514:G9:1	-	180	Yes ②	82E	85	-	2H 2H
GC	JS	9:M11:3	-	130	Yes -	82E	156	-	2H 2H
B	LG	619:B12:4	-	230	Yes ①	82E	148	-	4H 2H 2H 2H

Notes: ① 200 to the bank for a '4H' train
② 40 to the bank for a token in H6

Stock Round 4

Lyndon	Stephen	John	Pete
+ PO treasury	+ PO treasury	+ B treasury	+ GC pool
+ A treasury	✗	+ B treasury	✗
✗	✗	✗	Priority for SR5

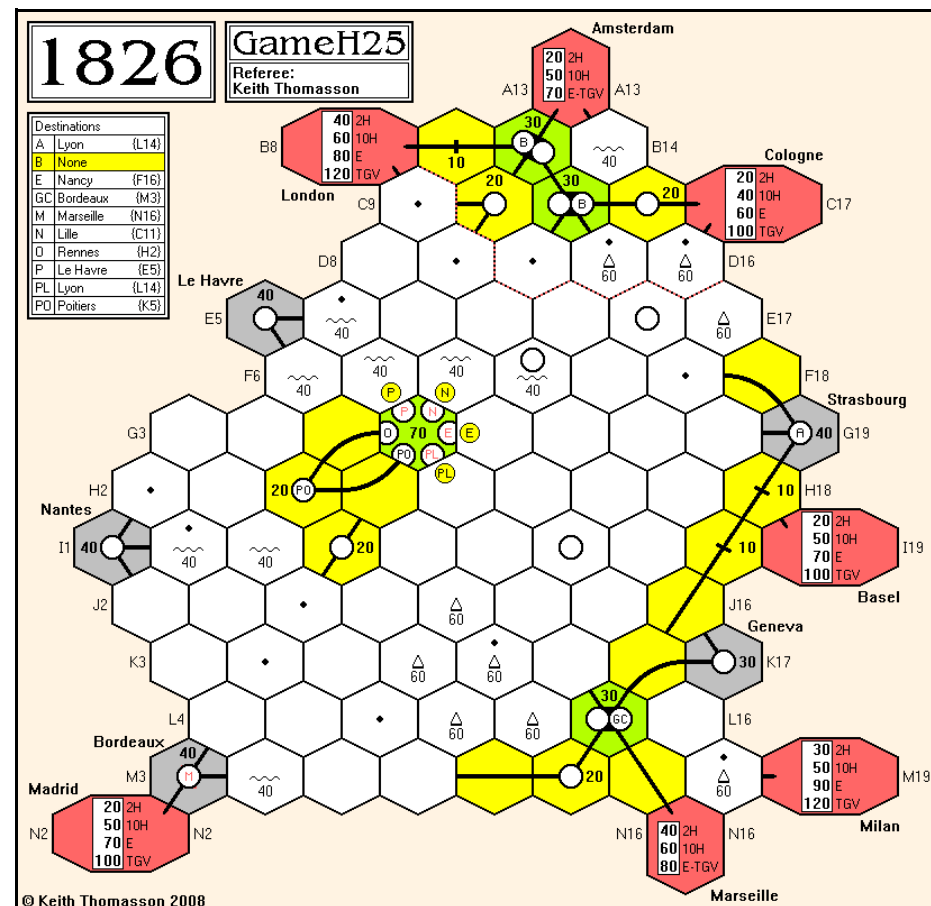
Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Stephen Webb	30	95	-82	43	637	21.1	6
John Shelley	75	131	-164	42	963	31.8	8
Pete Campbell	16	123	-82	57	701	23.8	6
Lyndon Gurr	45	138	-182	1	723	23.9	7

Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
Stephen Webb	Mail	3P	1	-	1	-	-	-	-	-	1
John Shelley	Bridge, Par	-	3	-	3P	-	-	-	2P	-	-
✗ Pete Campbell	Algerian	-	-	-	1	-	-	3P	-	-	3P
Lyndon Gurr	-	1	6P	-	-	-	-	-	-	-	1

Company type	5	10	-	5	-	-	5	5	-	5
Bank (new)	5	-	10	5	10	10	5	8	10	5
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Treasury shares	1	-	-	-	-	-	2	-	-	-
Price	100A	90D	-	82E	-	-	82C	110A	-	82E
Loans	-	-	-	-	-	-	-	-	-	-
Company credit	178	312	-	156	-	-	70	-	-	249
Tokens	2	2	-	2	-	-	2	-	-	1
Trains	4H	4H	-	2H	-	-	4H	-	-	2H
				2H	-	-		-	-	2H
				2H	-	-		-	-	

Bank cash: 10,892 Certificate limit: 13 Trains: 5 x '4H', 6 x '6H'...
Current operating order: A, B, PO, GC, O

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds			
3/2	4/3	5/1	6/1	7/4	8/12	9/18	57/3	58/6	14/3	15/3	16/1	19/1		
20/1	23/5	24/5	26/1	27/1	28/1	19/1	87/2	88/2	141/1	142/1	143/1	203/1		
204/2	514/-	619/2												

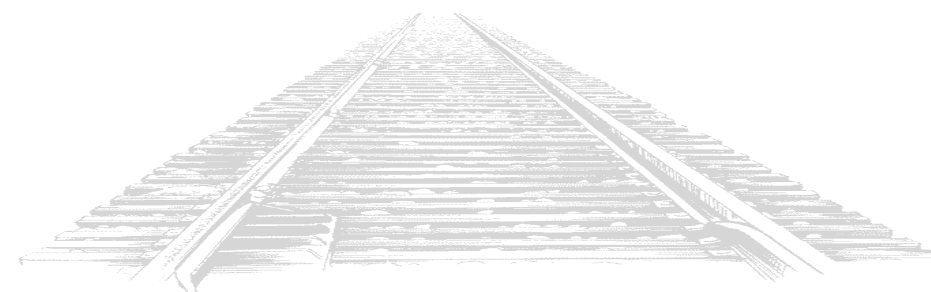


Orders required for the following rounds

By the early deadline

OR4, OR5

Adjudication can pause between rounds if requested





1829-V21

Just the operating round this time.

OR24

The Caledonian only ran for 290 in OR23, while the GCR ran for 260.

OR24	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	33:09:1	►P4	110	No	-	345▼	210	3T
NER	MH	9:113:1	►I9	250	No	-	275▼	270	5 3T
Mid	JH	-	►R18 !	230	Yes	-	300▲	70	5 4
NBR	RT	26:H12:6	►H8	310	Yes	-	180▲	90	3T 3 3
Cal	LR	-	►H6	290	Yes	-	160▲	40	5 4
L&YR	PB	-	►M9	120	Yes	-	38▲	0	3
GNR	LR	-	►T20	250	Yes	-	142▲	20	4 3
GCR	MH	-	►R20	260	Yes	-	71▲	10	4 3

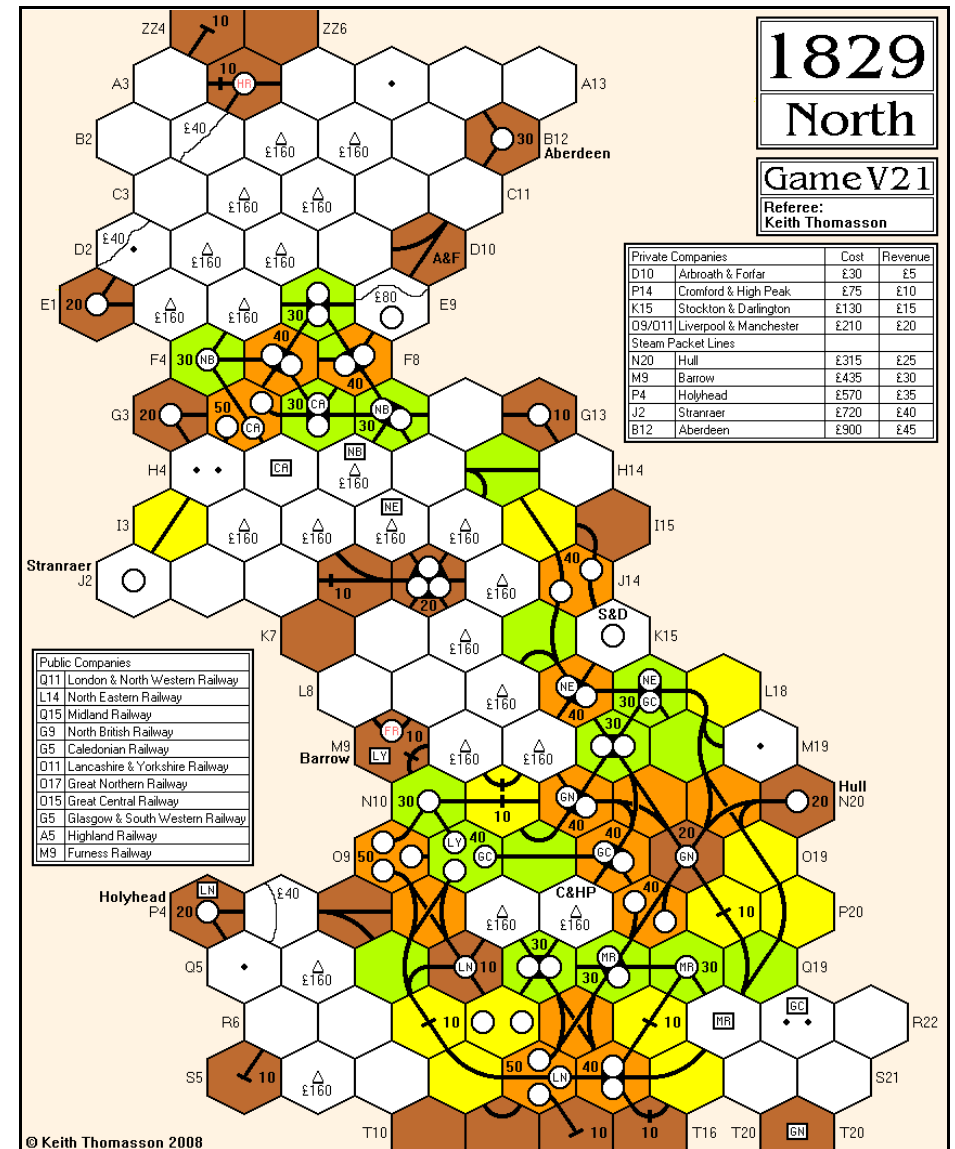
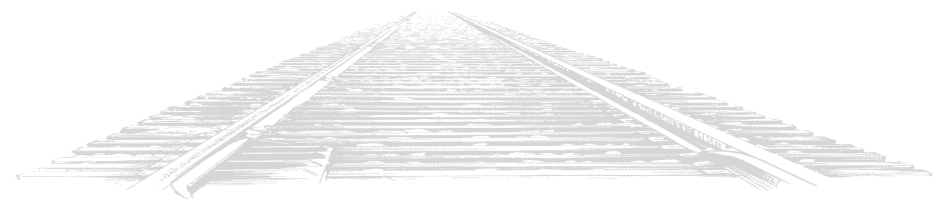
Cash Flow	b/f	OR24	c/f	Value	%	Certs
Rob Thomasson	1,163	516	1,679	6,989	23.7▲	19
Lionel Robbins	3,246	507	3,753	7,547	25.7▲	20
Peter Berlin	1,319	139	1,458	4,348	14.7▼	12
John Hopkins	2,003	230	2,233	4,431	15.0▲	9
Mike Hutton	1,570	338	1,908	6,211	21.0▼	19

Portfolio	Priv/SP	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	High	Furn
Rob Thomasson	Ba St Ab	2	1	-	8D	4	1	1	-	-	-
Lionel Robbins	-	2	1	1	2	6D	2	5D	3	-	-
Peter Berlin	C&HP	5D	-	3	-	-	5D	-	-	-	-
John Hopkins	S&D	-	-	5D	-	-	-	4	-	-	-
Mike Hutton	Hull Hol	1	8D	1	-	-	2	-	7D	-	-

Bank (new)	-	-	-	-	-	-	-	-	10	10
Price (new)	100	90	82	76	71	67	64	61	56	53
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	345	275	300	180	160	38	142	71	-	-
Company credit	210	270	70	90	40	0	20	10	-	-
Tokens	3	3	3	2	2	3	2	1	3	3
Trains	3T	5 3T	5 4	3T	5 4	3	4 3	4 3	-	-

Bank cash: 8,969 Certificate limit: 18 Trains: 2 x '6', 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	8/5	9/7	10/3	12/-	13/3	14/-		
15/-	16/1	17/1	18/-	19/2	20/2	21/1	22/1	23/4	24/3	25/2	26/1	27/2		
28/-	29/-	30/-	31/1	33/-	34/-	35/1	36/-	37/-	38/-	39/1	40/1	41/2		
42/2	43/-	44/1	45/-	46/1	47/-									



Orders required for the following round

By the early deadline

SR15



1829-U25

First dividend for the LNWR.

OR2 - SR3

OR2	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	9:P10:1	Q9	50	Yes	①	100▲	780	2
GWR	PC	8:U13:2	T14	-	-	②	76▼	720	2

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

Stock Round 3

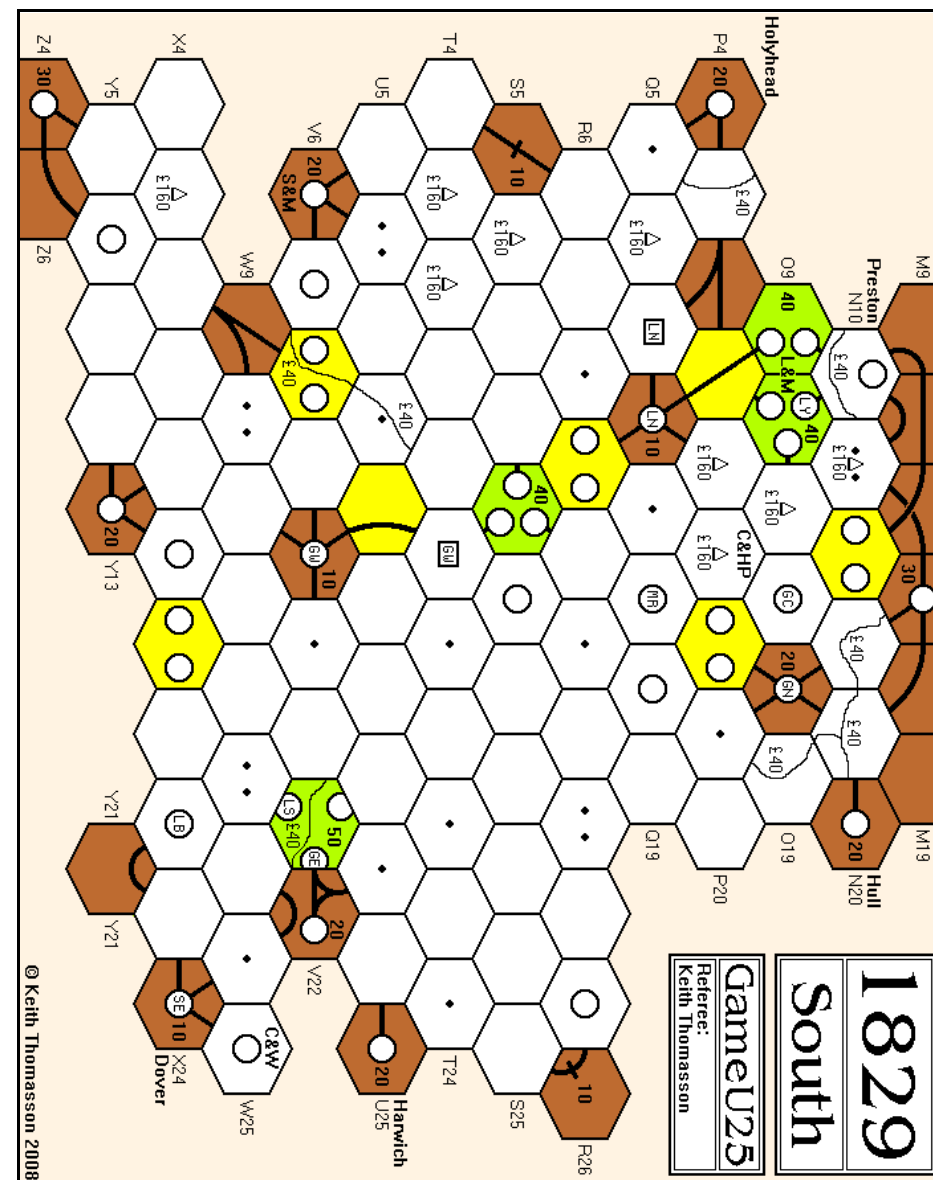
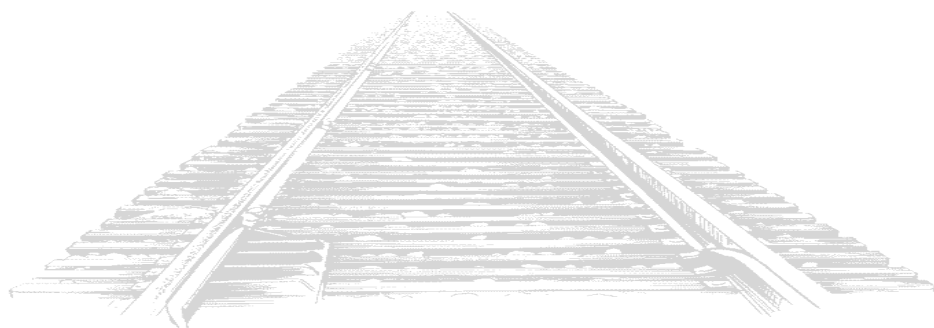
Lionel	Rob	John	Pete
x	x	x	x
Priority for SR4			

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Rob Thomasson	25	25	0	50	632	24.6▲	6
John Shelley	265	25	0	290	665	25.8▲	4
Pete Campbell	55	20	0	75	609	23.7▼	5
Lionel Robbins	150	30	0	180	666	25.9▲	4

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GWR	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	76						
Company credit		780	720						
Tokens		5	5	5	5	5	4	4	4
Trains		2	2						
Bank cash: 19,405		Certificate limit: 18		Trains: 5 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	8/7	9/9		



Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested



1830-L23

No trains are bought or sold.

OR12 - SR8

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	WM	-	380	Yes	-	225A	19	5 4
B&M	WM	-	240	Yes	-	142A	41	6
NYC	MH	-	220	Yes	-	110D	300	5
B&O	TF	8:G15:5	170	Yes	①	110D	653	4
PRR	JS	68:E11:2	310	No	-	71E	311	6
CPR	JS	-	80	No	-	70B	364	4
C&O	JS	57:H4:1	230	Yes	-	60I	165	5
Erie	TF	26:E13:5	190	Yes	②	20K	280	4

Notes: ① 120 to the bank for terrain costs
② 40 to the bank for a token in F4

Stock Round 8				
Tim	Willem	John	Mike	Richard
+ C&O pool	+ B&O pool	+ C&O pool	+ B&O pool	+ B&O pool
+ C&O pool	+ C&O pool	✗	+ Erie pool	✗
+ CPR new	✗	✗	✗	✗
+ CPR new	✗	✗	✗	✗
+ Erie pool	✗	✗	✗	✗
✗	Priority for SR9			

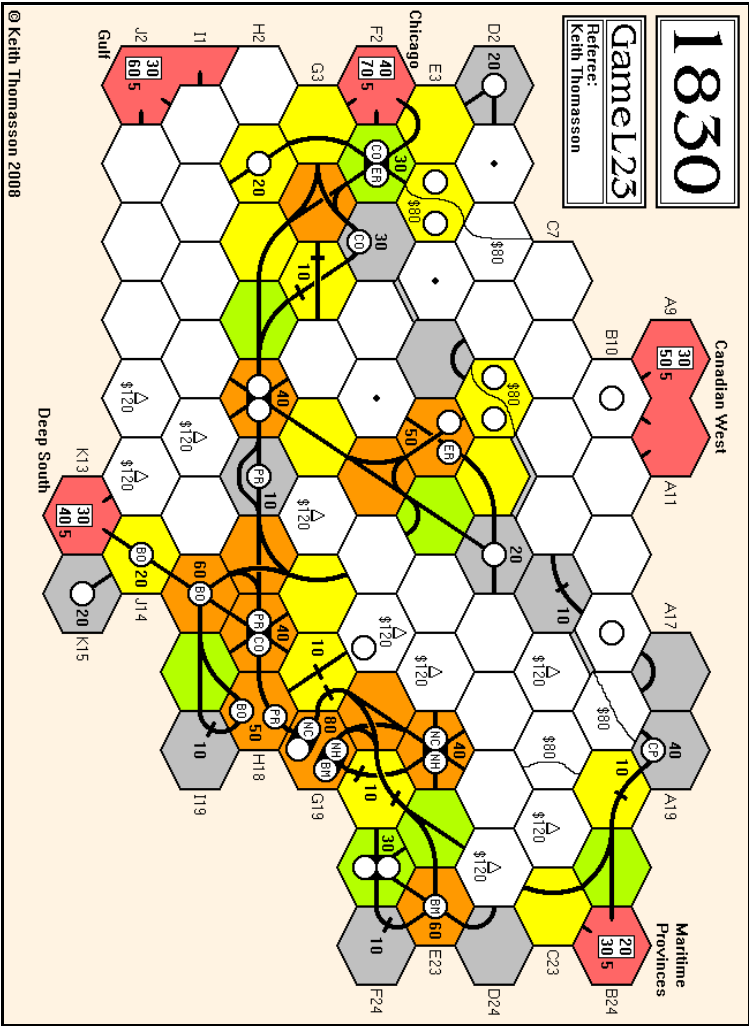
Cash Flow	b/f	OR12	SR8	c/f	Value	%	Certs
John Shelley	245	88	-60	273	1,397	11.7	12/13
Mike Head	516	219	-130	605	2,027	16.9	10/11
Richard Lunn	1,134	292	-110	1,316	3,139	26.3	13/14
Tim Franklin	251	200	-320	131	1,620	13.5	13/17
Willem Moene	830	431	-170	1,091	3,773	31.6	15/16

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

Bank (new)	-	-	-	-	1	-	-	-
Price (par)	100	100	67	90	71	76	90	71
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	142A	125C	67H	76A	20K	125C	225A	76D
Company credit	41	653	165	364	280	300	19	311
Tokens	-	-	-	3	1	2	-	1
Trains	6	4	5	4	4	5	5 4	6

Bank cash: 6,451 Certificate limit: 13 Trains: Diesels
Current operating order: NYNH, B&M, NYC, B&O, PRR, CPR, C&O, Erie

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



Orders required for the following rounds	By the early deadline
OR13, OR14	Adjudication can pause between rounds if requested



1830-G24

Just one round, which see
the first '6' train bought.

OR8

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	9:D12:3	60	Yes	①	100B▲	110	4
CPR	WM	8:B18:6	-	-	② ③	82B▼	170	5 4
PRR	DS	67:H18:6	140	Yes	④	90E▲	514	-
NYNH	MF	62:G19:1	170	Yes	⑤	90E▲	54	5
C&O	PC	55:G7:2	250	Yes	-	90E▲	284	-
B&O	SW	63:H16:1	220	No	⑤	71F▼	193	5 4
B&M	MF	61:E23:4	280	No	-	67E▼	310	4
NYC	SW	57:E19:2	-	-	⑥	65F▼	80	6

- Notes: ① 40 to the bank for a token in D14
 ② 80 to the bank for terrain costs
 ③ 750 to the bank for a '4' train and a '5' train
 ④ 100 to the bank for a token in G19
 ⑤ 450 to the bank for a '5' train
 ⑥ 630 to the bank for a '6' train

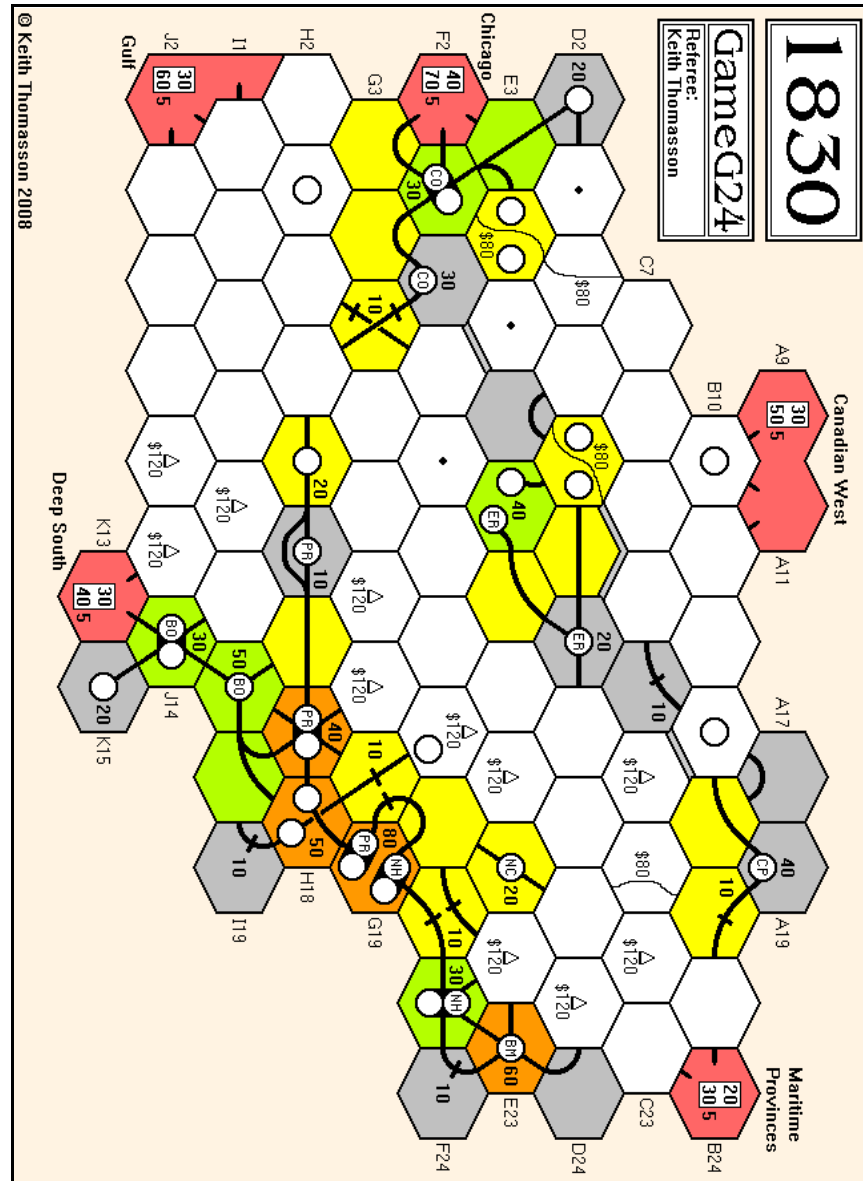
Cash Flow	b/f	OR8	c/f	Value	%	Certs
Mark Frueh	73	141	214	1,269	23.4▲	11
Willem Moene	0	61	61	1,232	22.7▼	11
Stephen Webb	76	0	76	756	14.0▼	8
Pete Campbell	13	209	222	1,327	24.5▲	12
Don Smith	57	102	159	837	15.4▼	7

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mark Frueh	5P	-	1	-	-	-	6P	1
Willem Moene	-	1	1	5P	6P	-	-	-
Stephen Webb	-	5P	-	-	-	5P	-	-
Pete Campbell	2	1	6P	-	-	-	1	3
Don Smith	1	1	-	-	-	-	1	5P

Bank (new)	2	2	-	4	4	4	-	-
Price (par)	82	100	76	100	90	71	71	82
Bank (pool)	-	-	2	1	-	1	2	1
Price (pool)	67E	71F	90E	82B	100B	65F	90E	90E
Company credit	310	193	284	170	110	80	54	514
Tokens	1	1	1	3	1	3	-	1
Trains	4	5 4	-	5 4	4	6	5	-

Bank cash: 9,553 Certificate limit: 13 Trains: 1 x '6', Diesels
 Current operating order: Erie, PRR, NYNH, C&O, CPR, B&O, B&M, NYC

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds								
1/-	2/-	3/2	4/2	7/1	8/6	9/5	55/-	56/1	57/2	58/1	69/1	14/2	
15/-	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/-	27/1	28/1	29/-	53/1	
54/1	59/1	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/1	62/-	
63/2	64/1	65/1	66/1	67/-	68/1	70/1							



Orders required for the following rounds

By the early deadline

OR9, SR7

Adjudication can pause between rounds if requested



1830-V1-N24

The CPR runs before the C&O.

OR6 - OR7

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	AH	59:G3:2	100	Yes	①	100B▲	185	4 3
Erie	AH	15:E15:2	-	-	② ③	76C▼	480	4
B&O	TS	14:G15:2	110	Yes	③	82E▲	204	4 3
CPR	MS	9:J23:2	100	Yes	③	82D▲	278	4 3
C&O	DS	8:F14:6	110	Yes	-	80F▲	414	3
NYNH	TS	9:H16:1	140	Yes	④	75F▲	290	3

Notes: ① 40 to the bank for a token in H2
 ② 40 to the bank for a token in E15
 ③ 300 to the bank for a '4' train
 ④ 80 to the bank for terrain costs

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
PRR	AH	14:I3:2	110	Yes	-	112B▲	210	4 3
B&O	TS	-	280	Yes	-	90E▲	316	4 3
CPR	MS	8:J22:2	180	Yes	-	90D▲	278	4 3
C&O	DS	9:E17:1	110	Yes	-	90E▲	447	3
Erie	AH	9:B20:1	140	Yes	①	82C▲	30	5 4
NYNH	TS	-	140	No	-	71F▼	440	3

Notes: ① 450 to the bank for a '5' train

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Stephen Webb	50	114	119	283	987	19.2▼	8
Tony Sait	27	83	140	250	842	16.4▲	5
Mark Stretch	74	84	112	270	1,015	19.7▲	7
Don Smith	7	116	127	250	1,041	20.2▲	8
Alan Harvey	23	50	139	212	1,264	24.5▼	9

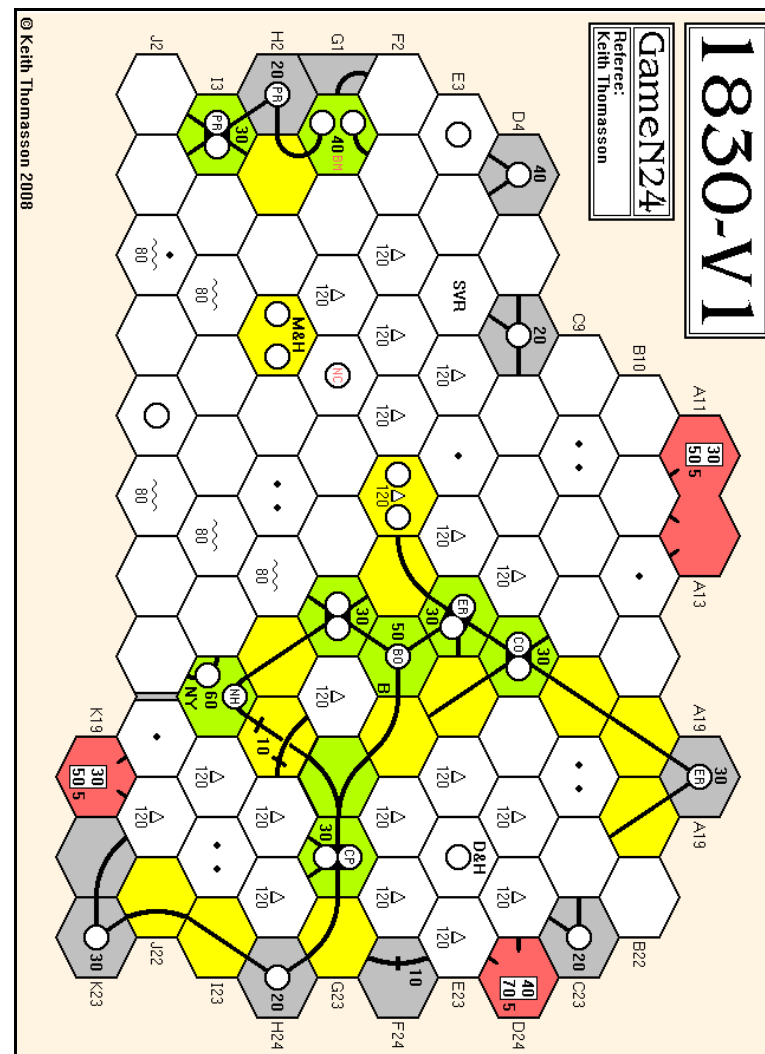
Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	-	-	1	4	-	-	2	1
⚡ Tony Sait	-	5P	-	-	-	-	2P	-
Mark Stretch	-	-	-	5P	-	-	1	2
Don Smith	-	1	6P	1	-	-	1	-
Alan Harvey	-	-	-	-	6P	-	-	5P

Bank (new)	10	-	-	-	4	10	-	2
Price (par)		100	67	76	82		71	100
Bank (pool)	-	4	3	-	-	-	4	-
Price (pool)		90E	90E	90D	82C		71F	112B
Company credit		316	447	278	30		440	210
Tokens	2	2	2	4	1	4	1	2
Trains		4 3	3	4 3	5 4		3	4 3

Bank cash: 9.014 Certificate limit: 13 Trains: 2 x '5' 2 x '6'
 Current operating order: PRR, B&O, C&O, CPR, Erie, NYNH

The B&M base in G3 is identical in style to the Erie base in standard 1830, so any relevant rules should be applied. This includes 19.1, which for this variant would read "No other token may be placed here until the B&M has established its base".

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



Orders required for the following round

By the early deadline

SR5



1850-R22

This looks like the last chance to deal.

SR11

The MKT credit increased with the revised dividend because that dividend was split between payout and retention. With an extra 40 on the dividend, the company retained an extra 20.

Stock Round 11

Alan	Lyndon	Tim	Stephen
- 1 NP (+350B)	- 1 NP (+82F)	+ NP pool	- 1 CRIP (+55H)
- 1 GN (+82F)	- 1 UP (+82F)		
- 1 CMSP (+180B)			
SOO redeems from Alan	+ CRIP pool	+ NP pool	MP redeems from Stephen
+ SOO new	+ SOO new	+ GN pool	+ MP new
+ UP pool	+ CBQ pool	+ CMSP pool	✗
+ MP new	✗	UP redeems from the pool	✗
+ MP new	✗	✗	✗
✗			Priority for SR12

Cash Flow	b/f	SR11	c/f	Value	%	Certs
Stephen Webb	1,908	460	2,368	6,353	30.4▲	17/18
Alan Harvey	1,604	598	2,202	4,479	21.5▲	17/18
Lyndon Gurr	3,130	155	3,285	7,185	34.4▼	17/23
Tim Franklin	1,472	-1,155	317	2,869	13.7▼	14/15

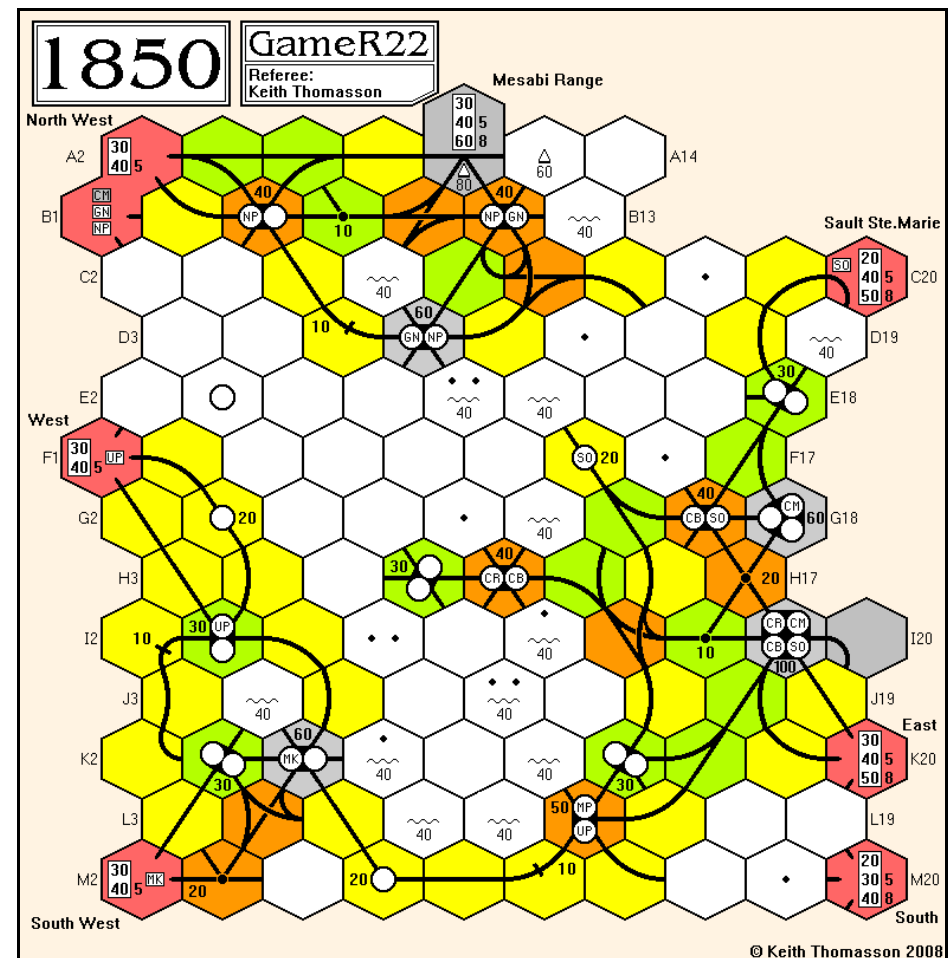
Portfolio	CBQ	CMSP	CRIP	GN	MKT	MP	NP	SOO	UP
Stephen Webb	1	2	4P	1	1	6P	6P	-	-
Alan Harvey	7P	-	3	-	1	2	-	6P	1
Lyndon Gurr	1	6P	3	7P	7P	-	-	2	-
Tim Franklin	1	2	-	2	1	1	2	1	6P

Bank (new)	-	-	-	-	-	-	-	-	-
Price (par)	100	90	76	82	68	100	68	90	82
Bank (pool)	1	-	-	-	-	-	-	-	1
Price (pool)	160B	200A	60G	300A	55F	160A	375A	140A	82F
Company credit	0	0	180	1	140	178	228	333	109
Redeemed shares	-	-	-	-	-	1	2	1	2
Tokens	1	1+E	2	1	2	2	-	1	1
Trains	12	10	10	6.6	12	8	6	8	8
Bank cash: 2,659	Certificate limit: 14								Trains: 12's
Current operating order: NP, GN, CMSP, CBQ, MP, SOO, UP, CRIP, MKT									

A company can only redeem one share in a complete share dealing round.

The bank is unlikely to last through the next operating round, so we'll run the last set of operating rounds and be done.

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/4	5/2	6/1	7/5	8/7	9/13	55/1	56/-	57/4	58/3
69/1	128/-	14/3	15/-	16/1	17/1	18/1	19/1	20/1	23/2	24/-	25/-	26/1
27/-	28/1	29/1	129/1	132/1	141/-	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

OR18, OR19, OR20

1856-R23

Don buys five TGB, but six are needed to start operations.

SR6

Stock Round 6

Rob	Don	Pete	Willem	Lyndon
+ BBG/P {100}	- 1 CGR {↔} + TGB/P {80}	+ CV new	+ GW pool	- 2 CPR {↔70G} + WGB/P {100}
+ CV new	+ TGB new	+ CV new	✗	+ CV new
+ CGR pool	+ TGB new	+ GW pool	✗	+ WGB new
+ CGR pool	+ TGB new	+ GW pool	✗	+ WGB new
+ CGR pool	✗	+ GW pool	✗	+ WGB new {floated}
+ CGR pool	✗	✗	✗	✗
- 1 CPR {↔} + BBG new	✗	✗	✗	✗
- 1 CPR {↔} + BBG new	✗	✗	✗	✗
- 1 CGR {↔} + BBG new	✗	✗	✗	✗
- 1 CGR {↔} + BBG new	✗	✗	✗	✗
✗	Priority for SR7			

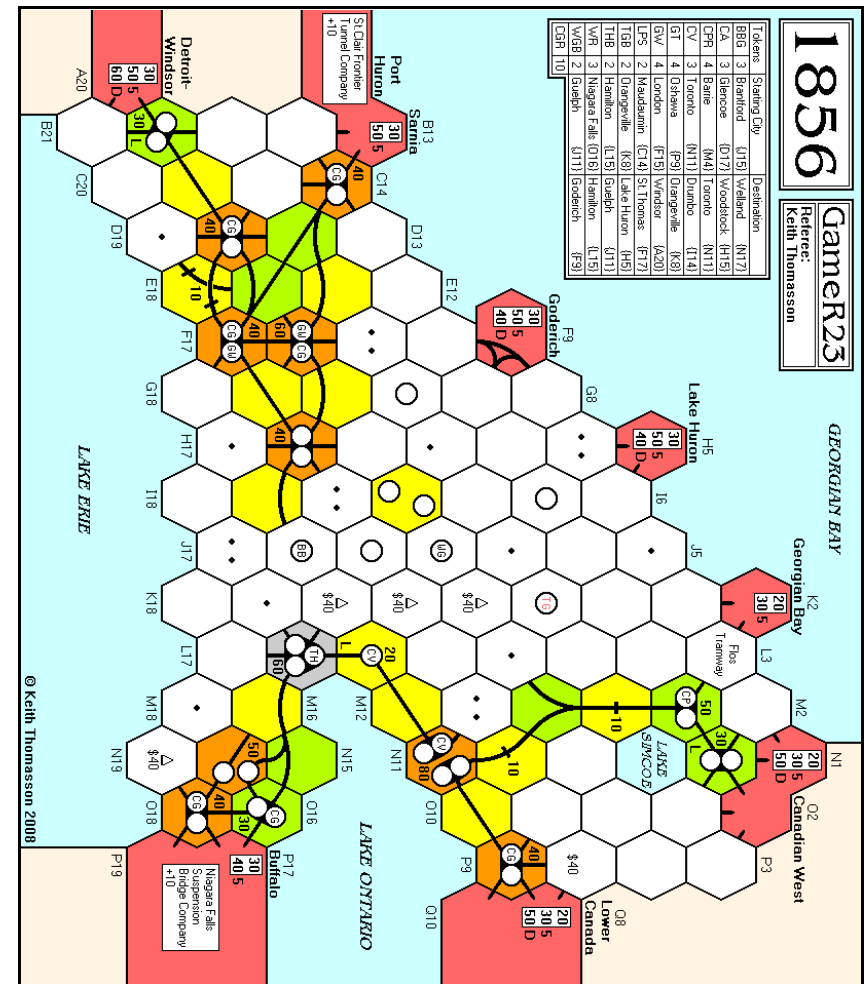
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Pete Campbell	617	-575	42	1,632	22.9▲	11 1/2
Willem Moene	195	-125	70	1,060	14.9▲	7 1/2
Lyndon Gurr	759	-550	209	2,069	29.0▲	13
Rob Thomasson	859	-760	99	1,589	22.3▼	10
Don Smith	327	-300	27	777	10.9▼	8

Portfolio	BBG	CPR	CV	GW	TGB	THB	WGB	CGR
Pete Campbell	-	-	2	3	-	6P	-	3
Willem Moene	-	-	6P	1	-	-	-	3
Lyndon Gurr	-	1	1	6P	-	-	6P	2
Rob Thomasson	6P	-	1	-	-	-	-	8P
✗ Don Smith	-	5P	-	-	5P	-	-	-

Bank (new)	4	-	-	-	5	4	4	-
Price (par)	100	70	100	70	80	100	100	100
Bank (pool)	-	4	-	-	-	-	-	4
Price (pool)	100A	70G	90A	150D	80C	110A	100A	100A
Company credit	1,000	358	533	34	-	9	1,000	461
Tokens	3	3	1	2	2	1	2	3
Trains	-	5	D 5	6	-	5	-	-

Bank cash: 8,158 Certificate limit: 13 Trains: 1 x '6', Diesels
 Current operating order: GW, THB, CGR, BBG, WGB, CV, CPR

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	59/1	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	123/-
124/1												



Orders required for the following rounds	By the early deadline
OR11, OR12	Adjudication can pause between rounds if requested



1870-K23

Don't look now, but
the game is ending.

OR12 - OR13

OR12	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MP	LG	23:G4:2	-	480	Yes	-	250B	82
SP	LR	6:L11:4	8:M12:1	260	Yes	①	225B	684
SLSF	DS	-	-	140	No	-	120C	351
SSW	LG	4:B7:3	8:B5:1	390	Yes	-	160B	420
GMO	WM	24:I18:5	-	170	Yes	-	120A	645
TP	JS	57:M14:3	8:M16:4	180	Half	②	110D	666
MKT	DS	-	-	160	Yes	-	90F	48
IC	JS	25:M18:1	-	300	Half	③	72D	589
ATSF	WM	14:D5:2	-	170	No	④	64C	522
FW	LG	8:A4:4	-	330	Yes	⑤	64F	955

- Notes: ① 60 to the bank for terrain costs
 ② 80 to the bank for terrain costs
 ③ 40 to the bank for a token in H17
 ④ 100 to the bank for a token in J3
 ⑤ 40 to the bank for a token in D5

OR13	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MP	LG	-	-	470	Yes	-	275B	82
SP	LR	5:N17:1	-	250	Yes	①	250B	654
SSW	LG	-	-	390	Yes	②	180B	459
SLSF	DS	-	-	140	No	-	110C	491
GMO	WM	18:H19:5	-	130	Yes	-	140A	684
TP	JS	15:L11:3	-	180	Half	-	100D	774
MKT	DS	-	-	160	Yes	-	100F	48
IC	JS	-	-	300	Half	-	72D	784
FW	LG	-	-	330	Yes	-	68F	955
ATSF	WM	-	-	170	No	-	60C	692

- Notes: ① 80 to the bank for terrain costs
 ② The bank has run out of cash

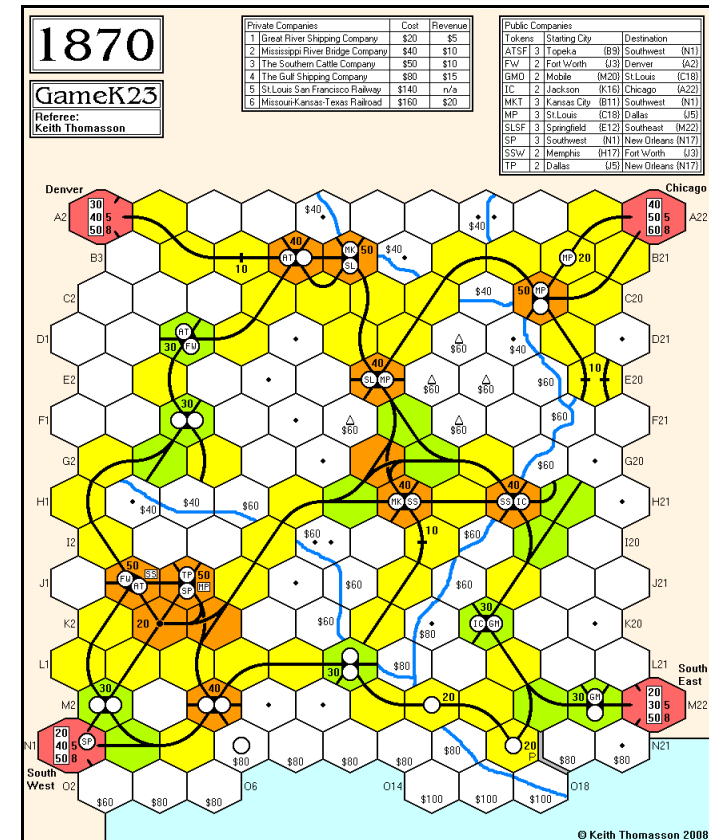
Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	-	2	-	4P	1	1	1	1	1	5P
Lionel Robbins	1	1	1	1	-	2	-	6P	2	-
Lyndon Gurr	1	6P	-	1	-	6P	-	-	6P	1
Don Smith	-	-	-	-	5P	1	5P	1	-	-
Willem Moene	6P	1	6P	1	-	-	1	-	-	-

Bank (new)	2	-	3	2	-	-	-	-	1	-
Price (par)	82	68	100	82	72	76	100	100	90	82
Bank (pool)	-	-	-	-	3	-	2	-	-	2
Price (pool)	60C	68F	140A	72D	100F	275B	110C	250B	180B	100D
Company credit	692	995	684	784	48	82	491	654	459	774
Redeemed shares	-	-	-	1	-	-	1	2	-	2
Tokens	D	D	D	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: -1,597 Certificate limit: 13 Trains: 3 x '6', 3 x '8'
 Current operating order: MP, SP, SSW, GMO, SLSF, MKT, TP, IC, FW, ATSF

Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
John Shelley	714	300	298	1,312	3,151	16.6	14
Lionel Robbins	1,229	395	383	2,007	4,757	25.1	12/13
Lyndon Gurr	2,052	744	738	3,534	6,904	36.4	17/18
Don Smith	516	154	152	822	2,397	12.7	10
Willem Moene	23	150	126	299	1,749	9.2	8/13

Titles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
1/-	2/1	3/3	4/5	5/1	6/2	7/8	8/4	9/9	55/1	56/1	57/3	58/3	
69/1	14/-	15/-	16/2	17/2	18/1	19/2	20/2	23/-	24/1	25/2	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/-	70/2	145/2	146/2	147/1	170/-						



Orders required for the following round

By the early deadline

OR14



1870-R24

The SLSF makes its connection run.

OR5 - OR6

OR5	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	9:J17:1	9:K18:1	110	Yes	① 120B	183	3 3 3
MP	DS	23:B21:2	-	200	Yes	- 120B	456	3
MKT	RK	-	-	200	Yes	- 100D	510	3
ATSF	WM	15:B9:6	-	-	②	82B	420	4 3

Notes: ① 360 to the bank for two '3' trains
② 480 to the bank for a '3' train and a '4' train

OR6	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	9:L19:1	6:M20:1	210	Yes	- 140B	246	3 3 3
SLSF	MF	Connection run	-	230	Yes	① 160B	315	3 3 3
MP	DS	9:D19:1	55:E20:2	100	Yes	② 140B	406	3
MKT	RK	-	-	100	Yes	- 110D	520	3
ATSF	WM	58:B7:3	9:C6:2	130	Yes	③ 90B	152	4 3

Notes: ① Destination marker placed in M22
② 60 to the bank for terrain costs
③ 320 to Willem for the MKT private

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Willem Moene	44	35	433	512	1,132	20.0	6
Roger Krueger	25	131	104	260	1,080	19.0	6
Mark Frueh	23	66	264	353	1,313	23.2	5
Stephen Webb	88	125	65	278	1,078	19.0	7
Don Smith	76	120	60	256	1,066	18.8	5

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Willem Moene	GSC	6P	-	-	-	-	-	-	-	-	-
✶ Roger Krueger	-	-	-	-	-	6P	-	1	-	-	-
Mark Frueh	-	-	-	-	-	-	-	6P	-	-	-
Stephen Webb	GRSC	-	-	-	-	2	4	-	-	-	-
Don Smith	-	-	-	-	-	1	5P	-	-	-	-

Bank (new)	4	10	10	10	-	-	2	10	10	10
Price (par)	90				90	90	100			
Bank (pool)	-	-	-	-	1	1	-	-	-	-
Price (pool)	90B				110D	140B	160B			
Company credit	152				520	406	315			
Redeemed shares	-				-	-	1			
Tokens	2+D	2+D	2+D	2+D	2+D	1+D	1	3+D	2+D	2+D
Trains	4 3				3	3	3 3 3			
Bank cash: 8.948					Certificate limit: 13			Trains: 4 x '4' 4 x '5'...		
Current operating order:	SLSF, MP, MKT, ATSF									

It was an interesting adjudication, with Mark giving the wrong orientation for his straight track (should be 1, not 3) and Don giving me the wrong hex (should be B21 not B19) and the MKT running on autopilot as Roger was absent for some reason.

Titles	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	9/12	55/-	56/1	57/4	58/3
69/1	14/3	15/1	16/2	17/2	18/2	19/2	20/2	23/3	24/4	25/3	26/2	27/2
28/2	29/2	141/2	142/2	143/1	144/1							

1870

GameR24

Referee:
Keith Thomasson

Private Companies	Cost	Revenue
1 Great River Shipping Company	\$20	\$5
2 Mississippi River Bridge Company	\$40	\$10
3 The Southern Cattle Company	\$50	\$10
4 The Gulf Shipping Company	\$80	\$15
5 St.Louis San Francisco Railway	\$140	n/a
6 Missouri-Kansas-Texas Railroad	\$160	\$20

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

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Orders required for the following round

By the early deadline

SR5



1895-X24

Steve floats a new company.

SR4

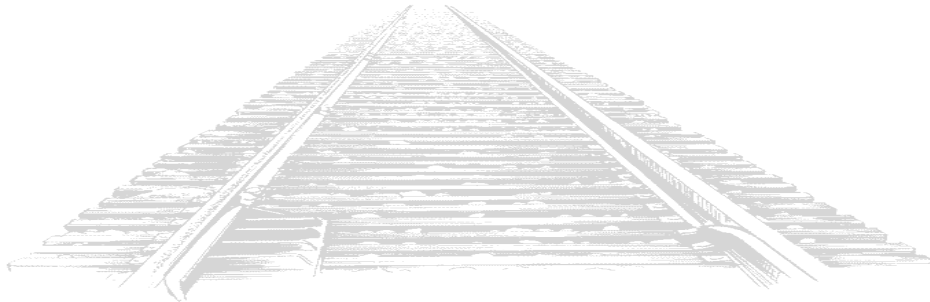
Stock Round 4			
Tim	Roger	Steve	
+ STA new	x	- 2 STA - 1 SD + OB/Pres	{+90E {+80F {100}
x	x	+ OB new	
x	x	+ OB new	
x	x	+ OB new	
x	x	+ OB new	{+110A}
x	x	x	
Priority for SR5			

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Steve Thomas	328	-310	18	1,038	37.6▲	9
Tim Franklin	184	-100	84	894	32.3▲	6
Roger Krueger	223	0	223	833	30.1▼	9

Portfolio	PC/Obligs	STA	OME	SD	OB	NS
Steve Thomas	OME	4P	-	-	6P	-
Tim Franklin	-	1	6P	-	-	-
Roger Krueger	ML / SD NS	1	1	5P	-	-

Bank (new)	2	2	3	4	9
Bank (pool)	2	-	-	-	
Price	90E	120B	80F	110A	
Company credit	287	408	222	600	
Tokens	2	2	2	2	2
Trains	3H 3H 2H	2H 2H	3H 2H	-	
Bank cash: 6,193	Certificate limit: 13		Trains: 2 x '4H', 2 x '5H'...		
Current operating order:	OME, OB, STA, SD				

Tiles		Tile number/Availability		Two Operating Rounds between Stock Rounds											
3/2	4/1	7/3	8/11	9/9	57/3	58/4	814/1	815/1	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/-	387/1	888/1			



A1
50 2
80 4
120 10

B2

C1

D2

E1

F2

G1

H2

J3

K2

L3

M2

N1

O2
80 2
100 4
150 10

A5

B10

C13

C15

D20

E21

F20

G21

H22

K10

J9

L3

M2

N1

O2

A5

B10

C13

C15

D20

E21

F20

G21

H22

K10

J9

L3

M2

N1

O2

1895

GameX24

Referee:
Keith Thomasson

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



18EU-G23

Portfolios are adjusted before
the final pair of operating rounds.

SR5

The FN couldn't lay the tile in D17 in OR10. I carefully preserved the need to pay for upgrading the hex to green, but didn't check whether the FN could afford the 120 needed to lay the tile in the first place - and it couldn't. The FN dividend drops to 430, the IS dividend falls to 340 and it does not place a token in D13.

Stock Round 5

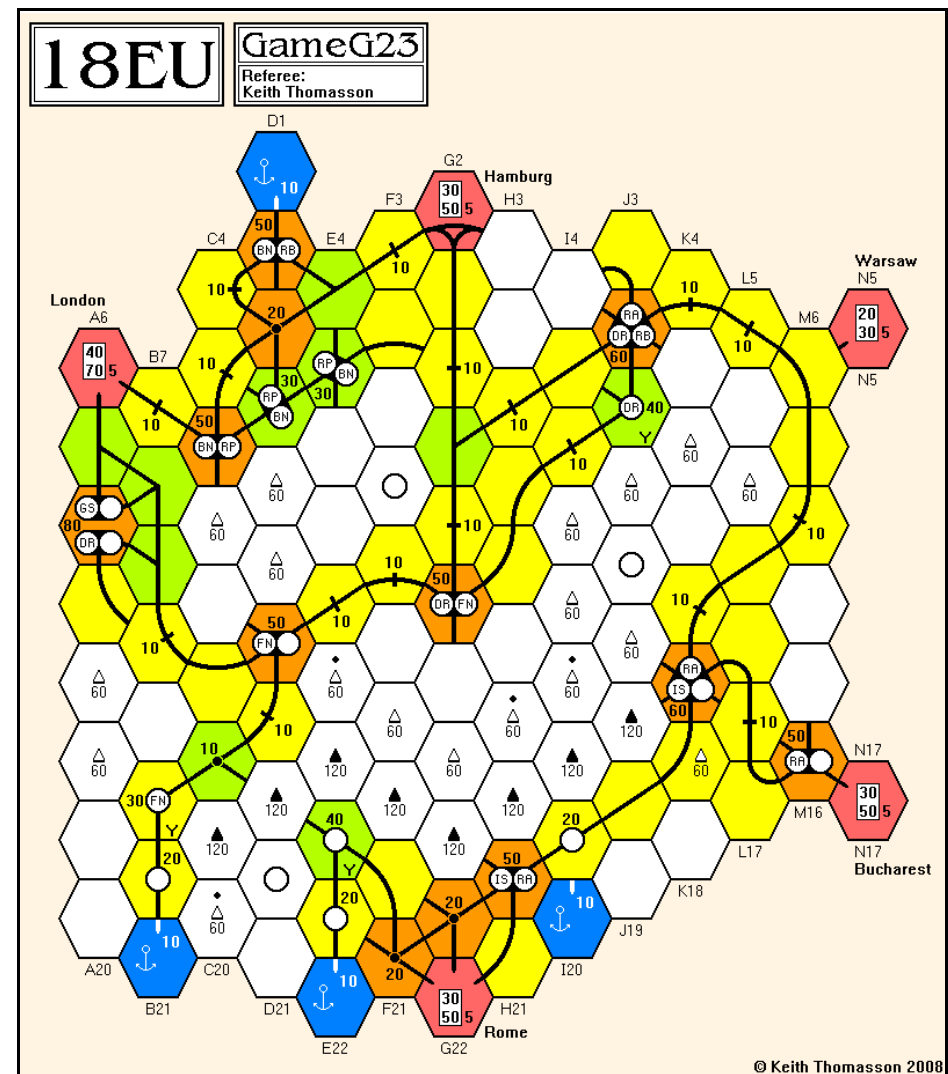
Stephen	Peter	Lionel	Mark	Don
- 1 RB (▼90E) ✗		- 1 RB (↔) ✗	- 1 IS (↔) ✗	
+ FN treasury		+ FN pool	+ RP pool	
- 1 RA (↔) ✗			- 1 RP (▼110D) ✗	
+ FN pool			+ FN pool	
✗	✗	✗	- 1 FN (▼122D) ✗	✗
			+ RB pool	
- 1 RA (↔) ✗		✗	✗	✗
+ FN pool				
✗	Priority for SR5			

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Peter Berlin	161	0	161	341	2.4	2
Lionel Robbins	1,743	-35	1,708	3,797	26.4	13
Mark Frueh	1,601	-15	1,586	3,263	22.6	13
Don Smith	1,599	0	1,599	3,414	23.7	13
Stephen Webb	1,421	-35	1,386	3,586	24.9	13

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

Bank (new)	-	-	-	-	-	-	-	-
Treasury shares	-	-	-	-	-	-	-	1
Bank (pool)	-	-	-	2	5	2	4	4
Price	180B	165A	135C	90E	75F	122D	90E	110D
Company credit	0	109	217	200	4	40	120	48
Tokens	1	1	2	4	2	1	3	2
Trains	8.5	8.5	8 P	8 P	8	6	6	5 P
Bank cash: 4 822	Certificate limit: 13				Trains: 3 x '8' and 2 x Pullman			
Current operating order:	BN, DR, FN, RA, RP, GS, RB, IS							

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



Orders required for the following rounds

By the early deadline

OR11, OR12



18KAAS-P23

Apologies for the odd incorrect figure, all checked and updated.

OR11 - OR12

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	8:H20:6	230	Yes	-	155C	56	5
NYNH	TS	-	-	-	①	120D	0	D
CPR	LG	8:G15:1	110	Yes	-	125C	82	5
B&O	AH	61:K9:2	450	Yes	-	111C	130	D
NYC	AH	15:H6:2	210	Yes	-	125C	0	5
B&M	TS	-	-	-	①	58F	0	D
PRR	WM	-	360	Yes	-	60H	350	6
C&O	LG	41:J10:5	160	No	-	25F	227	6

Notes: ① 2 to the B&M for a Diesel
 ② 1,100 to the bank for a Diesel, mostly funded by 1,098 from Tony, requiring the sales of 2 Erie (▼155C), 1 CPR (▼125C) and 2 B&O (▼111C)

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	-	230	Yes	-	170C	102	5
NYC	AH	-	210	Yes	-	140C	0	5
CPR	LG	14:B18:3	120	Yes	-	140C	106	5
NYNH	LG	24:J14:1	360	Yes	-	130D	144	D
B&O	AH	-	450	Yes	-	125C	220	D
PRR	WM	-	360	Yes	-	68H	350	6
B&M	TS	9:K11:3	300	Yes	-	65F	0	4
C&O	LG	27:H10:2	220	No	①	18G	347	6

Notes: ① 100 to the bank for a token in G11

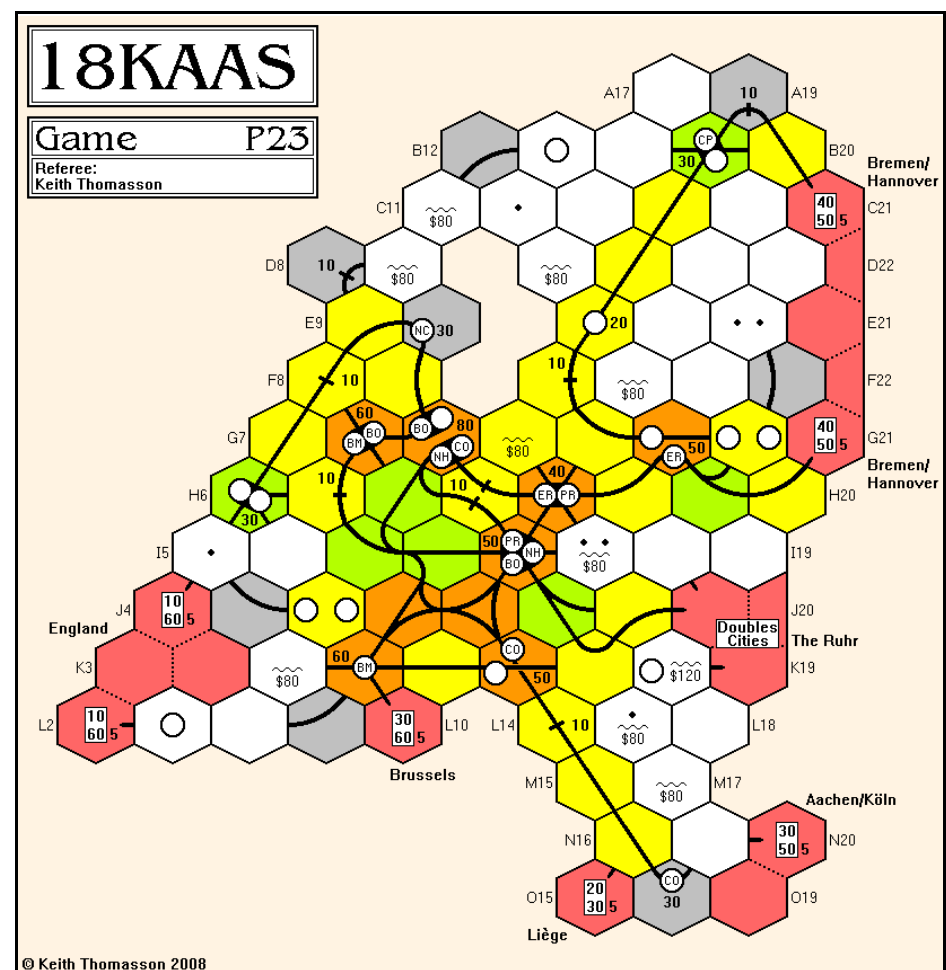
Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Alan Harvey	530	457	524	1,511	3,617	30.7	15
Lyndon Gurr	1,172	146	284	1,602	3,372	28.7	12/20
Tony Sait	14	46	459	519	1,742	14.8	16
Willem Moene	83	428	459	970	3,041	25.8	15/16

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Alan Harvey	1	5P	-	1	1	6P	1	2
Lyndon Gurr	2	-	9P	6P	1	1	2	1
Tony Sait	6P	5	-	1	2	-	3P	1
Willem Moene	1	-	1	1	6P	3	-	6P

Bank (new)	-	-	-	-	-	-	-	-
Price (par)	67	100	67	100	100	76	67	71
Bank (pool)	-	-	-	1	-	-	4	-
Price (pool)	65F	125C	18G	140C	170C	140C	130D	68H
Company credit	0	220	347	106	102	0	144	350
Tokens	-	1	1	3	1	3	-	2
Trains	D	D	6	5	5	5	D	6

Bank cash: 6,129 Certificate limit: 16 Trains: Diesels
 Current operating order: Erie, NYC, CPR, NYNH, B&O, PRR, B&M, C&O

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



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Orders required for the following rounds By the early deadline
 OR13, SR8 Adjudication can pause between rounds if requested



6 NIMMT! 14

No unexpected penalties in the first round.

ROUND 1

Apologies to Greg Payne for missing him off the list of players. The eighth hand was for Gina Teh, who has now been reconnected with the world.

Greg Payne	74 Coleford Road, Bristol, BS10 5JL
Gina Teh	Blk 406, Jurong West St 42, #05-601, S(640406), Singapore

Hand 1 (1-104)

7

6

5

4

3

1/6

2/1

40

37

35

3/6

72

63

60

4/5

Hand 2 (1-104)

11

10

3

1

1/10

27

26

2/2

64

63

3/2

84

72

66

4/7

4 (Gina), 5 (Michael), 6 (Colin), 7 (Kevin), 37 (Steve), 40 (Greg), 63 (Jim), 72 (Bob). No penalties.

1 (Kevin) takes row 1 for 1 pt, 3 (Bob), 10 (Jim), 11 (Steve), 27 (Greg), 64 (Colin), 72 (Michael), 84 (Gina).

Hand 3 (1-84)

16

15

1/3

30

27

26

2/5

54

51

39

38

3/4

80

77

75

4/10

Hand 4 (1-84)

49

48

23

1/3

1

2/1

55

53

51

3/9

82

80

79

77

4/10

16 (Colin), 27 (Gina), 30 (Greg), 39 (Michael), 51 (Steve), 54 (Jim), 77 (Kevin), 80 (Bob). No penalties.

1 (Michael) takes row 2 for 1 pt, 48 (Gina), 49 (Colin), 53 (Steve), 55 (Jim), 79 (Bob), 80 (Greg), 82 (Kevin).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	0	0	0	0	0
Steve Ham	0	0	0	0	0
Greg Payne	0	0	0	0	0
Jim Reader	0	0	0	0	0
Colin Sharpe	0	0	0	0	0
Gina Teh	0	0	0	0	0
Michael Graystone	0	0	0	1	1
Kevin Lee	0	1	0	0	1

The only penalties were due to low cards displacing existing rows.

Orders required
Round two - cards for each hand

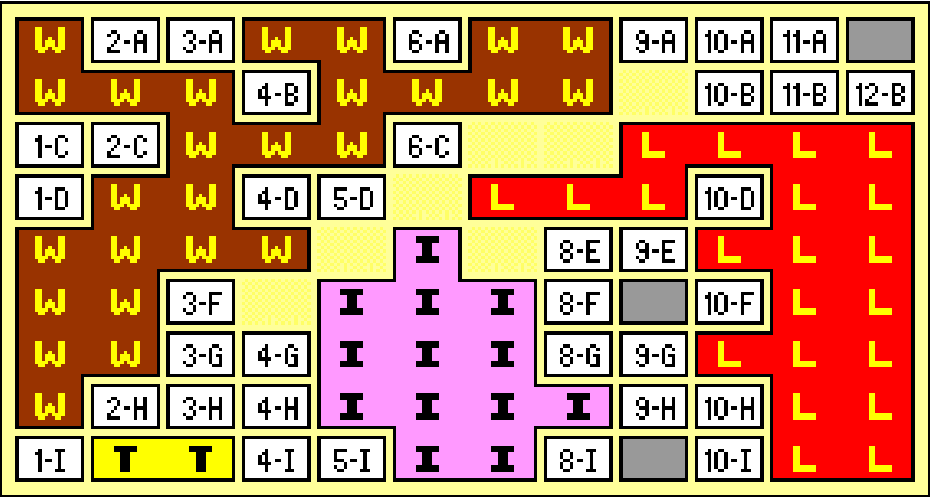


ACQUIRE 50

The options for new chains are distinctly limited.

ROUND 10

Lyndon	7-D	{Dead tiles: 7-C} Buys 2 Tower @ £200.
Willem	11-G	Luxor takes over American, bonuses for Lyndon (£5,000) and John (£2,500), Michael sells 3 for £1,500, John sells 10 for £5,000, Lyndon sells 12 for £6,000. No purchases.
Michael	7-I	{Dead tiles: 4-F 5-E 7-E} Buys 3 Imperial @ £900.
Pete	6-F	{Dead tiles: 6-D} Buys 3 Worldwide @ £900.
John	1-A	No purchases.
Lyndon	12-G	Buys 3 Imperial @ £900.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	8	10	-	-	-	5	-	-	£14,400
Michael Graystone	-	-	-	-	15	-	12	£8,800	£51,100
Pete Campbell	10	9	-	-	3	2	-	£9,800	£31,300
John Marsden	1	3	-	-	5	-	8	£8,000	£30,100
Lyndon Gurr	6	3	-	-	-	-	3	£8,900	£17,000
Bank Stock	-	-	25	25	2	18	2		
Chain Size	21	2	-	-	26	-	13		
Chain Value	800	200	-	-	900	-	900		

Tower will need to be swallowed up before the game can end.

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



ACQUIRE 51

Two mergers and
one reformation.

ROUND 6

Colin 3-A Imperial takes over Tower, bonuses for Bob (£2,000) and Colin (£1,000), Colin retains 4, Bob retains 8, Kevin retains 1. Buys 3 Festival @ £400.
Bob 5-D Forms Tower, one free share. Buys 3 Festival @ £400.
Kevin 1-F Buys 3 American @ £300.
Gina 9-E Buys 3 Festival @ £500.
Tony 3-G No purchases.
Colin 9-H Continental takes over Festival, bonuses for Colin (£2,500), Bob (£2,500) and Tony (£2,500), Colin swaps 6 for 3, Bob retains 6, Gina sells 4 for £2,000, Tony sells 6 for £3,000. Buys 3 Continental @ £800.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	5	4	-	-	-	6	1	£6,500	£31,100
Bob Coull	-	9	3	6	-	1	5	£7,100	£23,100
Kevin Lee	-	1	6	-	7	4	-	£2,300	£22,900
Gina Teh	5	-	4	-	1	-	-	£3,900	£14,800
Tony Wilcock	3	-	-	-	9	-	1	£5,500	£23,100
Bank Stock	12	11	12	19	8	14	18		
Chain Size	9	2	2	-	10	9	5		
Chain Value	600	200	300	-	700	800	700		

Playing sequence

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



ACQUIRE 52

Three chains start us off.

ROUND 1

John C 10-E Forms Tower, one free share. Buys 3 Tower @ £200.
Colin 12-D Forms Luxor, one free share. Buys 3 Luxor @ £200.
Tony 3-E No purchases.
Michael 4-H Forms Festival, one free share. Buys 3 Festival @ £300.
John M 6-E Buys 3 Tower @ £200.
John C 1-E Buys 3 Festival @ £300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	4	-	3	-	-	-	£4,500	£9,700
Colin Sharpe	4	-	-	-	-	-	-	£5,400	£9,200
Tony Wilcock	-	-	-	-	-	-	-	£6,000	£6,000
Michael Graystone	-	-	-	4	-	-	-	£5,100	£9,300
John Marsden	-	3	-	-	-	-	-	£5,400	£7,000
Bank Stock	21	18	25	18	25	25	25		
Chain Size	2	2	-	2	-	-	-		
Chain Value	200	200	-	300	-	-	-		

Playing sequence

Colin, Tony, Michael John M, John C, Colin again





AGRICOLA 1

Are you getting ready
for next round's harvest?

ROUND 6

Actions

Mike Building and/or stables - extends his house {costs 2 reeds, 3 wood}

Michael +2 wood {gains 4 wood}

Marcus Family growth then 1 Minor imp - Fish Trap

Whenever Marcus uses the Catch Fish action space or receives reeds from an action space, he receives 1 additional food

Pete +2 clay {gains 6 clay}

Mike Occupation - Pig Catcher {costs 1 food}

Whenever Mike uses an action space to take wood, he can leave 2 of the wood on the space and take a wild boar instead

Michael +1 reeds {gains 2 reeds}

Marcus Day Labourer {gains 2 food and 1 vegetable}

Pete Major or Minor improvement - Clay Oven {costs 3 clay, 1 stone} and Bakes Bread (1 grain ⇒ 5 food)

Pete Start player, plays Ceramics {costs 1 clay, gains 2 food}

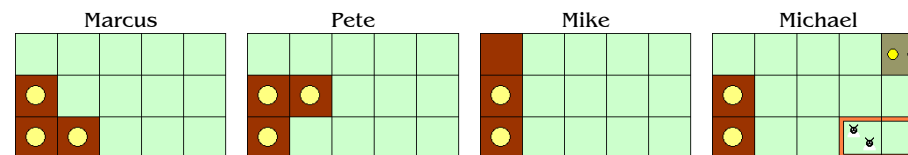
Pete received 2 food when this card was player - from now on the Pottery is a Minor improvement for Pete and costs him nothing

+1 wood {3 wood}	+2 wood {2 wood}	+3 wood {6 wood}	Private wood {10 wood} {2 Food ⇒ Mike}	+1 clay {3 clay}	+2 clay {2 clay}
+1 reeds {1 reeds}	+1 food Catch fish {4 food}	+1 food Travelling players {3 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start player and/or Minor Imp	+1 sheep {2 sheep}
1 Major or Minor Imp	Fences	Sow and/or Bake Bread	Family growth then 1 Minor Imp	+1 stone {2 stone}	Renovate then 1 Improvement

The new action for round 7 is Renovate then 1 Improvement.

The remaining Major improvements are:

- ◇ Basket Weaver {2 reeds, 2 stone}
- ◇ Cabinet Maker {2 wood, 2 stone}
- ◇ Cooking Hearth {5 clay}
- ◇ Fireplace {3 clay}
- ◇ Pottery {2 clay, 2 stone}
- ◇ Stone Oven {1 clay, 3 stone}
- ◇ Well {1 wood, 3 stone}.



Marcus	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	3	-	-	-	1	1 (pet)	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	-	-	1	Wood/3	3	-5	
	Occupations		Undergardener, Wood Carver					
	Improvements		Fireplace {1 VP}, Fish Trap, Hook Plough					

Pete	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	7	-	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	6	-	-	7	Wood/3	3	-7	
	Occupations		House Steward, Sycophant					
	Improvements		Axe, Ceramics, Clay Oven {2 VPs} , Clay Roof {1 VP}					

Mike	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	-	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	-	-	-	Wood/3	2	-12	
	Occupations		Carpenter, Master Forester, Pig Catcher					
	Improvements		Cooking Hearth {1 VP}, Corn Scoop, Stone Tongs					

Michael	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	1 {2g}	1	1	-	2	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	2	-	6	Wood/2	2	-5	
	Occupations		Cabinet Maker					
	Improvements		None					

Orders required

Actions for the family, starting with Pete

Harvest - after round 7



BREAKING AWAY 18

The final first sprint points confirm *Flushed Away*'s leader status.

ROUND 5

Pos	Riders	New
53	Blitzen	3
52	-	
51	Rudolph Ralf	3
50	Evesham Donner (4 pts) Florian Dixen Wolfgang	5
49	Louis Soares Karl	10
48	Antony Straker Lenny Bruce	12
47	Kalvan Persshore Evelyn Waugh Nikki Bull	14
46	Stratford (1 pt) Rylla George II (3 pts) Bidford	15
45	Elvis Hestophes	15
44	John Grant (2 pts) Sarrask	15

Simon Brooks (4) <i>Ditchling Beacon Bykers</i>				
A	Rudolph	3	3	8 15
B	Donner (4)		3	5 15
C	Dixen		3	5 15
D	Blitzen		3	5 7
Dennis Frank (10) <i>Otherwhen</i>				
A	Kalvan	3	10	14 14
B	Rylla (10)		3	3 15
C	Hestophes		15	15 15
D	Sarrask		2	15 15
Steve Ham (16) <i>Flushed Away</i>				
A	Elvis	1	11	15 15
B	George II (3)		3	3 15
C	Evelyn Waugh (8)		3	6 14
D	Lenny Bruce (5)		6	7 12
Jim Reader (2) <i>Blue Square Premier Champs</i>				
A	John Grant (2)	2	3	10 15
B	Louis Soares		1	5 10
C	Antony Straker		9	12 15
D	Nikki Bull		1	14 14
Joakim Spångberg <i>Kling Klang Radfahrers</i>				
A	Ralf	3	3	4 5
B	Florian		3	3 5
C	Wolfgang		4	4 5
D	Karl		3	6 10
Mark Stretch (1) <i>Avon Riders</i>				
A	Evesham	3	5	7 14
B	Stratford (1)		5	15 15
C	Persshore		5	11 14
D	Bidford		9	12 15



After the first spring *Flushed Away* lead the team table, with *Otherwhen* in second place. The individual leader is *Rylla*, whose performance gives *Otherwhen* their second placing.

Orders required

Cards for round six



BUS BOSS 304-EAN

ODE has a bad round but is still well in the lead.

ROUND 11

East Anglia							
Round 11 Runs		POSH	ODE	YOKEL	ABC	BEAT	
36	8♠ Hunstanton Q♦ Clacton	① YOKEL 16 ② ODE 9 ③ POSH 5	+3 +6				25 3 2
37	7♠ Kings Lynn 4♦ Bishop's Stortford	① ABC 16 ② YOKEL 7 ③ POSH 7	-3 +4				13 11 6
38	8♣ Harlow 8♥ Bury St Edmunds	① YOKEL 10 ① ABC 10 ① ODE 10 ✕ BEAT		+6			16 7 4 3
39	3♦ Stevenage 9♣ Chelmsford	① POSH 9 ① YOKEL 9 ① ODE 8 ④ ABC 4 ✕ BEAT		+7	+2		18 7 1 2 2
40	A♠ The North 6♦ Cambridge	① BEAT 16 ② ABC 7 ② POSH 7					16 7 7
41	9♦ Haverhill Q♥ Ipswich	① ODE 20 ② BEAT 10 ✕ YOKEL		-4	-4	+4	24 2 4
42	Q♠ Sheringham 7♥ Thetford	① YOKEL 15 ① BEAT 15				+6	21 9
43	A♥ Southwold 3♠ Peterborough	① BEAT 20 ② ODE 10	+9/-4			+4/-9	25 5
44	A♣ The South 5♠ Ely	① ABC 16 ② BEAT 7 ② POSH 7	+4				16 11 3

Round 11 Routes
Yellow Omnibuses Navigating Eastern Lands (YOKEL) (Jim Reader, Yellow)
None.

Port Out Starboard Home (POSH) (Bob Coull, Black)
Fakenham - Norwich (7)

Best East Anglian Transport (BEAT) (Colin Sharpe, Blue)
Haverhill - Colchester (9)

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

Omnibuses Drive East (ODE) (John Marsden, Orange)
None.

Scores												
	Runs:	36	37	38	39	40	41	42	43	44	Builds	Score
ODE	293	3	-	4	1	-	24	-	5	-	-	330
BEAT	191	-	-	3	2	16	2	9	25	11	-9	250
YOKEL	162	25	11	16	7	-	4	21	-	-	-	246
ABC	201	-	13	7	2	7	-	-	-	16	-	246
POSH	164	2	6	-	18	7	-	-	-	3	-7	193

Round 12 Runs

45.	2♦ - 10♠	Letchworth to Fakenham
46.	2♣ - K♠	London to Cromer
47.	2♠ - 4♣	Spalding to London
48.	10♦ - 3♣	Braintree to London
49.	6♠ - 2♥	Wisbech to Lowestoft
50.	10♣ - 5♥	Romford to Norwich
51.	K♦ - 10♥	Harwich to Diss
52.	6♥ - 8♦	Norwich to Newmarket

Runs
Enter up to 5



BUS BOSS 305-NLD

It remains very close.

ROUND 9

Apologies for confusion - run 22 was not available as Enschede was not connected.

Netherlands

Round 9 Runs

			BRK	ODE	BUM	RR	DBC	MAN	
19	J♦ Winschoten K♠ England	① RR 20 ② BUM 10 ✕ MANGO			+3			-2	21
20	3♥ Rotterdam 3♠ Roermond	① ODE 13 ② BROOKS 7 ② MANGO 6 ④ DBC 4 ✕ BUM	-4	+4	-6		+4	+4	9 13 2 0 6
23	5♦ Emmeloord 9♥ Amsterdam	① DBC 11 ① BUM 10 ③ MANGO 5 ④ RR 4			+7		-7		18 3 8 1
24	10♦ Assen 4♥ Hoek van Holland	① MANGO 16 ② BUM 7 ② RR 7			+2/-7 -5	+2 +5		+7/-2 -2	13 17 0
25	7♣ Deventer 4♦ Den Oever	① DBC 20 ② MANGO 10 ✕ ODE ✕ BUM		-4	-4			+4 +4	20 2 4 4

26	8♣ Almelo 8♥ Amsterdam	① DBC 11 ① MANGO 10 ③ RR 5 ③ BUM 4 ✕ BROOKS			-3 -5 +4			+3 +5	8 5 10 3 4
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Round 9 Routes

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
 Roermond - Maastricht, Roermond - Heerlen (12)

Dutch Bus Company (DBC) (Don Shailer, Purple)

None.

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

Amersfoort - Apeldoorn, Amsterdam - Alkmaar (11)

Making A New Game Overseas (MANGO) (Mark Stretch, Red)

None.

Robertson Routemasters (RR) (Simon Robertson, Blue)

Tilburg - Eindhoven, Hengelo - Enschede - Germany (11)

Occasional Dutch Excitement (ODE) (John Marsden, Green)

Leeuwarden- Groningen (8)

Scores									
	Runs:	19	20	22	24	25	26	Builds	Score
ODE	141	-	9	-	4	-	-	-8	146
MANGO	103	2	2	8	13	2	5	-	135
RR	112	21	-	1	0	-	10	-11	133
BUM	102	7	6	3	17	4	3	-11	131
DBC	78	-	0	18	-	20	8	-	124
BROOKS	44	-	13	-	-	-	4	-12	49

Round 10 Runs

2.	A♠ - 6♦	Maastricht to Heerenveen
21.	2♠ - 4♣	Heerlen to Arnhem
22.	4♠ - J♠	Eindhoven to Enschede
27.	2♦ - 10♠	Den Helder to Terneuzen
28.	K♠ - 9♦	England to Leeuwarden
29.	3♥ - 5♦	Rotterdam to Emmeloord
30.	A♠ - 9♥	Maastricht to Amsterdam
31.	J♥ - 2♣	Gouda to Venlo
32.	6♥ - 4♦	Leiden to Den Oever
33.	8♠ - Q♣	Roosendaal to Germany
34.	7♥ - 4♠	Haarlem to Eindhoven
35.	A♦ - Q♠	Alkmaar to Belgium

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



BUS BOSS 312-MOR

You connect to destinations,
not from them.

ROUND 3

- Morocco
- Graystone Runs Ugly Brown buses Yet Again (GRUBBY) (Michael Graystone, Brown)
- Berrechid - Casablanca - Khemisset 77 - 12 65
- Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
- Beni Mellal - Rabat 77 - 12 65
- Luxury African Transit Experience (LATE) (Pete Campbell, Blue)
- Khemisset - Meknès - Fès, Rabat - Kénitra 77 - 12 65
- Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)
- Azrou - Fès - Taza 77 - 12 65
- Bloody Useless Management (BUM) (Jim Reader, Yellow)
- Sidi Bennour - Marrakech, Kénitra - Sidi Kacem 76 - 12 64

I find it easier to locate the routes you want to buy if the first town you give is one you're already connected to, rather than one you want to get connected to.

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



BUS BOSS 313-MOR

I hope your engines
are dust-proofed.

ROUND 1

- Morocco
- Over Desert's Expanse (ODE) (John Marsden, Orange)
- Rabat - Beni Mellal 100 - 12 88
- Mad Moroccan Motorists (MMM) (Greg Payne, Purple)
- Rabat - Mohammedia - Casablanca - Berrechid 100 - 11 89
- Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK) (Rob Thomasson, Red)
- Beni Mallal - Khenifra - Azrou 100 - 12 88
- Don In Morocco (DIM) (Don Shailer, Brown)
- Taza - Fès - Azrou 100 - 12 88
- Tiznit Expressways Are Rampant (TEAR) (Kevin Lee, Black)
- Taza - Fès - Azrou 100 - 12 88

Routes
Buy in the order Greg, Rob, Don, Kevin, John



SAINT PETERSBURG 2

Three buildings are bought,
one of those is upgraded.

PHASE 2-B

Round 2 - Building Phase

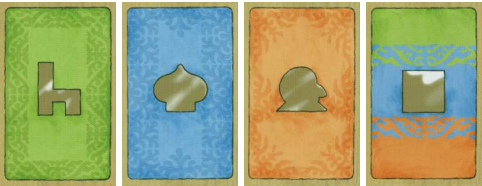
Marcus	Tony	Pete	Kevin
+ Potjomkin's Village	✕	+ Firehouse	+ Market
✕	✕	Upgrade Firehouse to St.Isaac's Cathedral from hand	✕
✕	✕	✕	



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	18	3	9r + 0v	0r + 2v	0r + 0v	Trading	27
Marcus	23	0	12r + 0v	0r + 0v	0r + 0v	Building	16
Tony	16	2	9r + 0v	0r + 1v	0r + 0v	Worker	19
Pete	8	4	9r + 0v	3r + 3v	4r + 1v	Aristocrat	22

Players	Cards in hand	Cards in play
Kevin	-	Gold Miner x 2, Fur Trapper, Market x 2
Marcus	Customs House	Lumberjack, Ship Builder, Weaving Mill, Potjomkin's Village
Tony	Customs House, Secretary	Shepherd, Fur Trapper, Czar and Carpenter, Market
Pete	Senator	Lumberjack x 2, Fur Trapper, St.Isaac's Cathedral, Controller

Orders required
Round two Aristocrat phase led by Pete





CANAL MANIA 1

All of the contracts
are now revealed.

ROUND 7

Alan shipped goods from Leighton Buzzard to Birmingham last time - 3 VPs for Alan, 2 VPs for Michael. I must remember to check the latest position, not the position at the start of the round!

Actions

- Michael Longdin 1 Took a contract - *Cambridge* and Peterborough (4)
- 2 Built from Oxford to Gloucester (contract complete - 8 VPs)
- 3 Shipped goods from London to Northampton (3 VPs)
- Stephen Webb 1 Took a contract - Huddersfield and *Manchester* (3)
- 2 Picks up Aqueduct, Stretch/White (Birmingham and Preston), Stretch
- 3 Shipped goods from Birmingham to Liverpool (4 VPs)
- Don Shailer 1 Took the Surveyor engineer from Stephen
- 2 Built from Basingstoke to Weybridge (contract complete - 8 VPs)
- 3 Shipped goods from Gloucester to Birmingham (3 VPs, 2VPs for John)
- John Marsden 1 Took a contract - *Stratford* and Gloucester (5)
- 2 Built from Manchester to Leeds
- 3 Drew a card from the deck

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 3 goods cubes
Stephen Webb <i>Mauve</i>	(L-S)	13	9	4	1	20	<i>Birmingham</i> and Chester (6) Huddersfield and <i>Manchester</i> (3)	
Don Shailer <i>Red</i>	(S)	12	8	3	2	32	<i>Bridgwater</i> and Taunton (3)	
John Marsden <i>Green</i>	(T)	11	9	2	2	22	<i>Manchester</i> and Goole via Leeds (7) <i>Stratford</i> and Gloucester (5)	
Alan Harvey <i>Blue</i>	(B)	12	11	3	3	17	Coventry and <i>Burton</i> (4) Reading and <i>Bristol</i> via Bath (6)	
Michael Longdin <i>Yellow</i>	(A)	8	11	-	3	32	<i>Cambridge</i> and Peterborough (4)	

The Current Contracts

- Nottingham and Goole via Newark (5)
- Leeds and Liverpool via Skipton (8)
- Tonbridge and Maidstone (3)
- Weybridge and Arundel via Guildford (4)
- Oxford and Coventry (5)

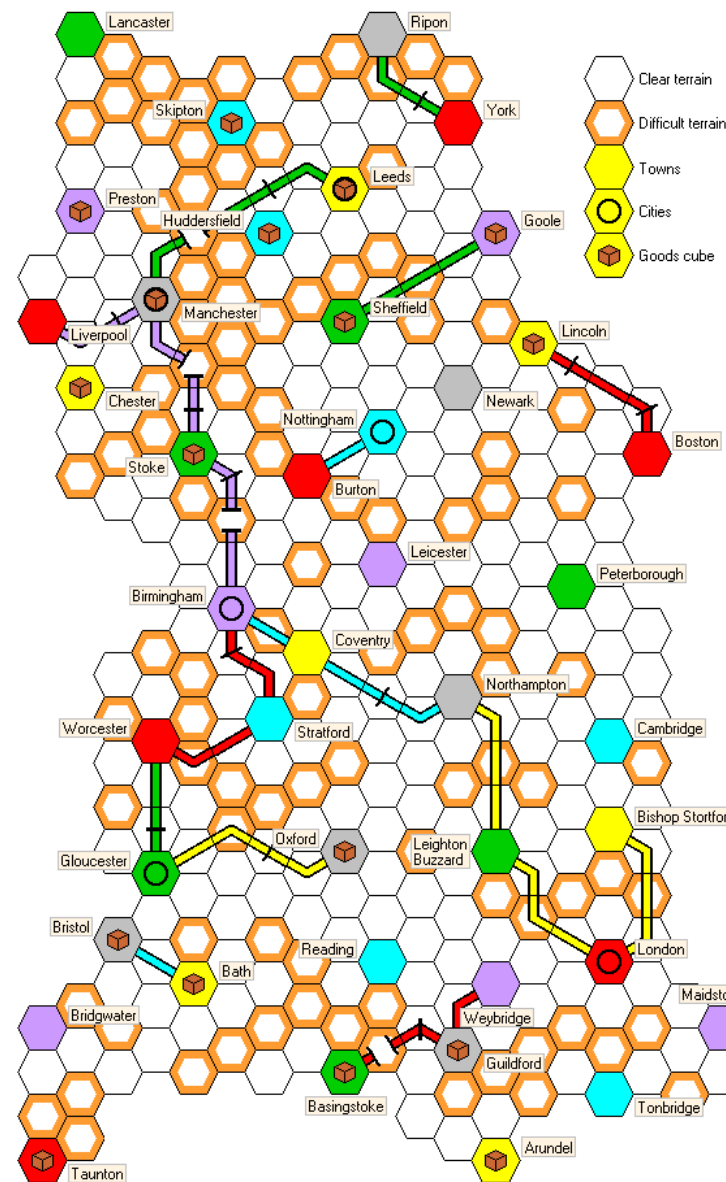
The Future Contracts

- Nottingham and Chester via Stoke (6)
- Northampton and Peterborough (4)
- Nottingham and Northampton via Leic (6)
- Oxford and London via Reading (7)
- Lancaster and Preston (4)

The following Build Cards are on the table

Stretch Stretch Lock Aqueduct Stretch

You do not place goods cubes on the map when you build with your cards, only when you pick the cards up.



Playing sequence

Stephen, Don, John, Alan



GOLDEN STRIDER 7

0/6 means no movement.

ROUND 13

63 space standard race	Cards						D	M	B	R	S	P	O
Jim Reader	6/8	10/9	1/10	0/11	0/12	0/13	-	10	0	0	60	1	-
Joakim Spångberg	10/8	1/9	0/10	1/11	1/12	1/13	-	10	0	1	55	2	-
Kevin Lee	10/8	10/9	2/10	8/11	1/12	1/13	2	8	0	1	52	3	-
Steve Ham	8/8	6/9	2/10	2/11	5/12	2/13	1	7	0	2	51	4	-
Roger Trethewey	3/7	8/9	5/10	9/11	8/12	10/13	-	4	4	10	47	5	-
Simon Brooks	0/7	8/9	4/10	4/11	2/12	4/13	-	7	1	4	43	6	1
Don Shailer	0/6	8/9	2/10	10/11	10/12	0/13	-	0	0	0	38	7	-

I'm sorry to tell you, Don, but your 0/6 card was zero points from round 6, so you couldn't use 6 points to move and/or bank - you had to take a complete rest.

Forced cards for next time are for Roger and Simon. It will be Simon's turn to take a complete rest with his 0/7 card.

Orders required

Fourteenth card, split between movement and banking



PHOENICIA 1

Do we run another, or do we let this lie?

GAME OVER

1st	Geoff Hardingham	58
2nd	Lyndon Gurr	19
3rd	Stephen Webb	18
4th	Mark Stretch	17
5th	Michael Longdin	12

A quiet comments session, other than Stephen's opinion that the game doesn't work terribly well by post and needs the greater focus on what is going on that you get from a face-to-face session. That begs the question of whether the current waiting list needs to be reviewed, but I'll leave it there for now.



INDUSTRIAL WASTE 1

We're back, with Raw Materials first on the agenda.

ROUND 3

Actions for round 3		
Sharon	Raw Materials (5)	Mike bids 2, Marcus bids 5, Sharon gets them for 6
Mike	Growth	Growth up to 15
Gina	Order with Advisor	Produces 5 goods for 21 million with 5 waste
Marcus	Waste Disposal	Waste -3
Sharon	Innovation	Waste Reduction down to 3
Mike	Growth	Growth up to 16
Gina	Waste Disposal	Waste -3
Marcus	Bribery	Discarded
Sharon	Order	Produces 5 goods for 14 million with 3 waste
Mike	Innovation	Waste Reduction down to 3
Gina	Waste Removal	Waste -1, Waste +1 for everyone else
Sharon	Waste Disposal	Waste -3
Mike	Order	Produces 5 goods for 16 million with 3 waste

Card Combinations for round 4	
Mike chooses group 5	Order / Innovation / Raw Materials
Gina chooses group 2	Growth / Raw Materials / Advisor
Marcus chooses group 4	Order / Waste Removal / Innovation / (Innovation)
Sharon chooses group 3	Hiring/Firing / Waste Disposal / Innovation

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Gina Teh	16	5	5	5	5
Marcus Pratt	15	4	4	5	5
Sharon Khan	14	5	5	5	3
Mike Head	16	5	5	5	3

Players	Cash	Loans	Raw Materials	Waste	VPs
Gina Teh	24	10	5	1	21
Marcus Pratt	10	0	10	4	25
Sharon Khan	12	0	0	3	28
Mike Head	13	0	0	4	30

The following card combinations were drawn for round 5.

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

Orders required

Round four - actions starting with Mike, then card selection starting with Gina





OUTPOST 26

The big stuff arrives.

ROUND 14

Commander Actions

Jim Auctioned an Outpost for 100. Lyndon joined at 101 and dropped out at 118. Jim got it for 118 reduced to 103 after Heavy Equipment discounts (w:8,9 t:8,8,9,10,11,12,12 m:16) plus a free Titanium Factory

Geoff Auctioned a Scientists for 44. Lyndon joined at 45, Willem at 46. Lyndon dropped out at 74, Geoff at 79. Willem got it for 79 reduced to 49 after Data Library discounts (w:7,7 r:11,11,13)

▶ Auctioned an Ecoplants for 30. Lyndon joined at 31. Geoff dropped out at 35. Lyndon got it for 35 (m:17 n:20)

▶ Auctioned an Ecoplants for 30. Lyndon joined at 31. Geoff dropped out at 35. Lyndon got it for 35 (n:20,24)

▶ Bought one Titanium Factory (w:30)

Marcus Bought one Research Factory (w:30)

Lyndon Bought one New Chemicals Factory (w:30 r:13 n:24)

Willem Passed

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,5w,1r,4n	8 (8)	0 (0)	3w,1W,1r,1m,1N (169,15)
2	Jim	2o,3w,8t	8 (13)	4 (8)	1o,4w,2T,1m (136,15)
3	Geoff	2o,4w,5t	5 (10)	5 (5)	3o,1W,5t,1T,3m (184,20)
4	Marcus	2o,6w,5r	8 (8)	4 (8)	3o,5w,1W,10r (204,15)
5	Willem	2o,5w,2r	5 (5)	0 (0)	4w,9r (145,10)

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

1	Lyndon	WH, Nod, OL, Lab, Eco, Eco	38 (240)
2	Jim	HE, Nod, OL, Rob, OP	34 (255)
3	Geoff	WH, HE, OL, Rob, OP	28 (255)
4	Marcus	WH, Nod, Rob, Lab	28 (180)
5	Willem	DL, DL, DL, Sci, Sci, Sci, Lab	21 (245)

Data Library	0	Sold out	Laboratory	0	Sold out
Warehouse	0	Sold out	Ecoplants	1	(none left)
Heavy Equipment	1	(none left)	Outpost	1	(none left)
Nodule	0	Sold out	Space Station	0	(4 more)
Scientists	0	Sold out	Planetary Cruiser	1	(3 more)
Orbital Lab	0	Sold out	Moon Base	1	(3 more)
Robots	0	Sold out			

Orders required

Round fifteen auctions, bids and purchases



OUTPOST 27

Mark will have his beady eye on the new Scientists.

ROUND 8

Commander Actions

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

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

Marcus Bought one Population Unit (o:3,3,4)

Willem Auctioned a Data Library for 15. Mark joined at 16. Willem dropped out at 38. Mark got it for 38 (o:4 w:5,6,7,8,9)

▶ Bought one Water Factory (w:30)

Lyndon Auctioned a Warehouse for 25 and got it (w:30)

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

David Passed

Mark Passed

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Lyndon	2o,6w	8p (8,0)	WH, Nod	2o,6w,1W (78,15)	11 (50)
2	Jim	2o,4w	6p (8,0)	WH, HE, Nod	3o,4w (37,15)	10 (80)
3	Willem	2o,5w	8p (8,0)	DL, Nod	4o,1w,1W (49,10)	10 (40)
4	Marcus	2o,4w	7p (8,0)	WH, Nod	3o,4w,2W (97,15)	9 (50)
5	David	2o,4w,1t	5p (5,0)	WH, HE	1o,3w,2W,3t (114,15)	8 (55)
6	Mark	2o,6w	5p (5,0)	DL, DL, DL	5w (35,10)	8 (45)

Data Library	0	Sold out	Orbital Lab	1	(3 more)
Warehouse	0	Sold out	Robots	1	(3 more)
Heavy Equipment	2	(none left)	Laboratory	0	(4 more)
Nodule	0	Sold out	Ecoplants	0	(4 more)
Scientists	2	(2 more)	Outpost	0	(4 more)

Apologies for the historic nature of last month's report - a lot of the information didn't get updated for some reason. I must have got distracted and thought I had done the necessary.

Orders required

Round nine auctions, bids and purchases





PUERTO RICO 7

Jim fills his city and brings us to a close.

ROUND 15

Willem is the Trader (+1) and trades Coffee.

Tony trades Sugar. The Trading House is emptied.

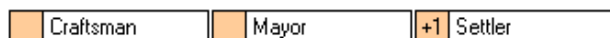
Tony is the Prospector (+2).

Jim is the Builder and builds a Hospice.

Willem builds a Tobacco Storage, Tony builds a Hospice.

Kevin is the Captain. The Coffee and Corn ships are emptied.

Roles



Quarries

None

Plantations (Fields)

Crn Ind Ind Tob Tob

Trading House

- - - -

Ship Supply

8 11

Cargo Ships

5: Empty
- - - - -

6: Indigo
✓ ✓ ✓ ✓ - -

7: Empty
- - - - - - -

Jim Reader DbIns: 0 Chips: 6	Small indigo plant	Tobacco storage	Hospice	Office
	Large market	University	Residence	Fortress
	City hall			

Fields: Qry✓✓✓ CrnX Ind✓ SugXX Tob✓✓✓ Goods: Tob✓

Kevin Lee DbIns: 0 Chips: 24	Small indigo plant	Small sugar mill	Indigo plant	Sugar mill
	Coffee roaster	Construction hut	Harbour	Guild hall

Fields: Qry✓✓ Ind✓ Sug✓✓✓ Cof✓✓ Goods: Sug✓

Willem Moene DbIns: 3 Chips: 16	Small indigo plant	Small sugar mill	Tobacco storage	Coffee roaster
	Small market	Small warehouse	Office	Factory
	Wharf			

Fields: Qry✓ CrnX Ind✓ SugXX TobX Cof✓ Goods: Sug✓ Cof✓

Tony Sait DbIns: 5 Chips: 13	Sugar mill	Coffee roaster	Small market	Hacienda
	Construction hut	Hospice	Large warehouse	Factory
	Harbour			

Fields: Qry✓✓ Crn✓✓ IndX Sug✓✓ TobX Cof✓ Goods: Crn✓

1st	Kevin Lee	49
2nd	Jim Reader	48
3rd	Willem Moene	34
4th	Tony Sait	31

Congratulations to Kevin and thanks to everyone for the game. We'll have the usual round-up next time.



PUERTO RICO 8

Don't say you'll take anything. You'll could well get nothing.

ROUND 12

Jim is the Mayor (+2).

John is the Prospector (+1).

Allan is the Craftsman and produces an extra Coffee.

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

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

Roles



Quarries

1

Plantations (Fields)

Ind Ind Tob Cof Cof

Trading House

- - - -

Ship Supply

4 21

Buildings

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

Cargo Ships

5: Empty
- - - - -

6: Empty
- - - - -

7: Empty
- - - - -

John Hopkins DbIns: 3 Chips: 10	Indigo plant	Sugar mill	Small warehouse

Fields: Qry✓✓✓ CrnX Ind✓✓ Sug✓✓ Goods: Ind✓ Sug✓

Allan Stagg DbIns: 11 Chips: 10	Small indigo plant	Coffee roaster	Factory	Wharf

Fields: Qry✓ CrnX IndX SugX TobX CofX Goods: Crn✓ Ind✓ Cof✓

Stephen Webb DbIns: 6 Chips: 15	Small indigo plant	Small sugar mill	Small warehouse	Hospice
	Large market			

Fields: Qry✓✓ Crn✓✓ Ind✓ Sug✓ Goods: Crn✓ Ind✓ Sug✓

Jim Reader DbIns: 3 Chips: 15	Small indigo plant	Coffee roaster	Small market	Hospice
	Office			

Fields: Crn✓✓ Ind✓✓ Tob✓ Cof✓ Goods: Crn✓ Ind✓ Cof✓

Orders required

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



PUERTO RICO 9

The quayside is pretty full.

ROUND 11

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

Willem is the Trader and trades Tobacco.

Mike trades Tobacco, Pete trades Sugar, Jim Indigo. The Trading House is emptied.

Mike is the Builder (+1) and builds a Harbour.

Pete builds the Guild Hall, Willem builds a Factory.

Pete is the Mayor (+1).

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
-	Sug	Tob	Tob	Tob	Cof	-	-	-	-	8	23

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	1	UNI	2	HAR	1	WHA	2
4 VPs	GUI	✕	RES	1	FOR	1	CUS	1	CIT	1		

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

Mike Hutton DbIns: 4 Chips: 4	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Tobacco storage</div> <div>Small market</div>
Pete Campbell DbIns: 9 Chips: 4	<div>Office</div> <div>Harbour</div>
Jim Reader DbIns: 5 Chips: 18	<div>Small indigo plant</div> <div>Sugar mill</div> <div>Coffee roaster</div> <div>Small market</div>
Willem Moene DbIns: 2 Chips: 11	<div>Office</div> <div>Large market</div> <div>Guild hall</div>
	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Construction hut</div> <div>Small warehouse</div>
	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Tobacco storage</div> <div>Small warehouse</div>
	<div>Factory</div>

Orders required

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



PUERTO RICO 10

Geoff's Quarry was already manned.

ROUND 5

Kevin is the Mayor.

Jim is the Prospector (+1).

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

Geoff is the Builder and builds a Factory.

Kevin builds a Small Sugar Mill, Jim builds a Coffee Roaster, Allan a Small Indigo Plant.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
6	Crn	Sug	Tob	Tob	Cof	Crn	Sug	-	-	4	55

Buildings												
1 VP	SIP	✕	SSM	1	SMA	✕	HAC	2	CON	2	SWA	1
2 VPs	LIP	3	LSM	3	HOS	2	OFF	2	LMA	2	LWA	2
3 VPs	TOB	2	COF	2	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: Sugar	7: Empty
	- - - - -	✓ ✓ - - -	- - - - -

Kevin Lee DbIns: 0 Chips: 0	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Tobacco storage</div> <div>Small market</div>
Jim Reader DbIns: 0 Chips: 2	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Coffee roaster</div>
Allan Stagg DbIns: 2 Chips: 5	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Small warehouse</div>
Geoff Hardingham DbIns: 0 Chips: 2	<div>Small indigo plant</div> <div>Small market</div> <div>Factory</div>

Orders required

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



RAILWAY RIVALS 2085-KU

Two joint runs,
one involving JOINT.

ROUND 9

Kyushu

Round 9 Runs			TRIKE	JOINT	GREAT	ONSEN	REEK	
15	22 Miyazaki 52 Isehara/Sasebo	① REEKIE 15 ① JOINT 15		+2/-1				+1/-2 16 14
16	11 Ibusuki/ Makurazaki 55 Hondo	① {GREAT} 10 {TRIKE} 10 ② ONSEN 10				+4		14 10 6
17	65 Hitoyoshi 16 Kagoshima	① GREAT 16 ② ONSEN 7 ② TRIKE 7	+4/-3					17 7 6
18	33 Oita 3 Outer Islands	① {GREAT} 7 {JOINT} 6 ② ONSEN 7 ② REEKIE 6 ④ TRIKE 4	+2			+1	+6	16 6 6 0 2
19	34 Beppu 42 Hita/Munakato	① GREAT 20 ② TRIKE 10						20 10
20	63 Kumamoto 23 Saito	① JOINT 16 ② REEKIE 7 ② ONSEN 7 X TRIKE X GREAT	-3 -5 -3	-5	-1 -1 -1	+5		17 1 -2 11 3
21	41 Kita-Kyushu 4 Airports	① REEKIE 20 ② JOINT 10 X TRIKE X GREAT	-3	+2 +3 +1	-1		-2	22 4 3 1

Round 9 builds
Transit in Kyushu Express (TRIKE) (Tony Bromley, Orange)
None. +1 (GREAT) +1 (REEKIE) = +2

Japanese Outer Island Network Transport (JOINT) (Bob Coull, Black)
None.

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
I65 - K66 - M65, R60 - Q61, T16 - Kurume.
-6 (builds) -1 (TRIKE) -2 (ONSEN) +1/-1 (REEKIE) = -9

Original Nifty Steam Engines are Neat (ONSEN) (Jim Reader, Yellow)
None. +2 (GREAT) = +2

Rails Ever Extending Kyushu Internal Energy (REEKIE) (Rob Thomasson, Red)
U23 - U24, U22 - T21. -2 (builds) -1 (TRIKE) +1/-1 (GREAT) = -3

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
TRIKE	162	-	10	6	2	10	11	3	+2	206
GREAT	132	-	14	17	16	20	3	1	-9	194
JOINT	122	14	-	-	6	-	17	4	-	163
REEKIE	90	16	-	-	0	-	1	22	-3	126
ONSEN	86	-	6	7	6	-	-2	-	+2	105

Round 10 Runs

22. 66 - 21 Ebino to Miyakonojo
23. 11 - 36 Ibusuki/Makurazaki to Usa
24. 35 - 51 Ozu/Yufuin to Hirado
25. 15 - 4 Kagoshima to Airports
26. 24 - 54 Nishimera to Nagasaki
27. 65 - 41 Hitoyoshi to Kita-Kyushu
28. 46 - 1 Saga to Honshu

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



RAILWAY RIVALS 2117-ND

Most first choices
have been granted.

SET UP

Northern Germany		
Player/Colour	Start	Railroad
Tony Bromley	Hamburg	Northern Germany Express
Red		(NGE)
Pete Campbell	Hannover	Trains Winding Across Northern Germany
Blue		(TWANG)
Bob Coull	Hamburg	Travel in Mainland Europe
Black		(TIME)
Jim Reader	Hannover	Bloody Useless Management
Yellow		(BUM)
Don Shailer	Berlin (East)	Rails Across Germany
Orange		(RAG)

Tony queried the breaks in the estuaries next to Westerland and Stralsund. These are the pre-built bridges referred to in the first report, which can be treated as normal terrain. These are the only places you can cross the dark blue estuary lines.

Builds
Up to 12 points excluding payments to rivals





RAILWAY RIVALS 2096-B

Plenty of small track payments.

ROUND 6

London and Liverpool {14 points for these builds}
Preston, London, Any Nice Town (PLANT) (Pete Campbell, Green)
Birmingham - K22 - J22 - J23 - I24, M20- N20, Cambridge - N68 - M69 - M72 - London.
90 -2 (GREAT) +1/-1 (TGV) +1 (COLIN) = 89

Heart of England (HOE) (Bob Coull, Black)
G14 - E13 - E8, G14 - F14 - F15 - Shrewsbury, B43 - Leeds.
39 +1/-9 (BUM) +1/-1 (TGV) +2 (COLIN) = 33

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
D30 - C30, B49 - Sheffield, N29 - C71 - E70 - K73 - London.
51 +2 (PLANT) +1 (BUM) +1/-1 (TGV) +2 (COLIN) = 56

Bloody Useless Management (BUM) (Jim Reader, Yellow)
I12 - F13 - F15 - Shrewsbury - A18, Leeds - D41 - York.
10 +9/-1 (HOE) -1 (GREAT) +1/-1 (TGV) +4 (COLIN) = 21

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
H69 - L71 - London, D29 - Bristol, G28 - Gloucester, N7 - A48.
53 +1/-1 (PLANT) +1/-1 (HOE) +1/-1 (GREAT) +1/-1 (BUM) +4/-3 (COLIN) = 54

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Red)
L21 - J22 - J24 - I25, K9 - Manchester - G7 - E8, C46 - C43.
25 -1 (PLANT) -2 (HOE) -2 (GREAT) -4 (BUM) +3/-4 (TGV) = 15

Round 7 Runs		
1.	16 - 35	Sheffield to Liverpool
2.	21 - 52	Huddersfield to Birmingham
3.	56 - 44	Gloucester to Leicester
4.	26 - 06	Manchester to Any Seaport
5.	64 - 41	London to Derby
6.	11 - 61	Grimsby to London
7.	31 - 02	Preston to East Anglia

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



RAILWAY RIVALS 2112-I(N)

Just one river to cross...

ROUND 3

Ireland (North) {14 points for these builds}
Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Drumshambo - Boyle, Collooney - Sligo - Q14 - Ballyshannon - Donegal, Collooney - N15.
29 +8 (towns) -3 (MARS) +1 (PADDY) +1 (GITCO) = 36

Balinrobe Expressways Are Rampant (BEAR) (Kevin Lee, Black)
V23 - Athlone - S28 - R27 - O29 - Athenry, J56 - J55 - H54.
29 +9 (towns) +5/-2 (PADDY) = 41

Monaghan-Armagh Rural Services (MARS) (John Marsden, Blue)
D51 - Cookstown - F49 - G49 - H49 - I49 - Antrim - K50 - L49 - M50.
11 +5 (towns) +3 (BROOKS) -8 (PADDY) = 11

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)
Z21 - Z24 - Athlone, Belfast - M50 - L49 - K50 - Antrim - Ballymena - I47.
51 +4 (towns) -1 (BROOKS) +2/-5 (BEAR) +8 (MARS) = 59

Green Irish Trains Connecting at Omagh (GITCO) (Tony Sait, Green)
Drumshambo - Boyle, T19 - T20 - U21 - U23 - Roscommon, Derry - A45 - B45 - E44 - Coleraine.
39 +7 (towns) -1 (BROOKS) = 45

BROOKS must have missed my previous comment about the river south of Sligo, as he didn't account for the cost. Mind you, he would have been several points over the allowance in any case, and not all of his ordered builds could have made it onto the map.

Builds
Up to 17 points excluding payments to rivals



SCEPTRE OF ZAVANDOR 2

All done, all dusted.

GAME OVER

1st	Lyndon Gurr	59
2nd	Marcus Pratt	48
3rd	Michael Longdin	42
4th	Simon Cutforth	32
5th	Kevin Lee	16/6
6th	Roger Trethewey	16/4

With no player comments I can't be sure how good it was for you. I am becoming aware of the blind spots I have for this game, but it doesn't always help me to avoid mistakes, for which I apologise. If we have another one I should get better!





ROBORALLY 3

Rog-bot is now known as President Ford.

ROUND 2

In the last report I asked that people include the priority number of their program cards. I meant it - when you have two of the same, you should tell me which specific card you are using. This can be crucial as this determines your order of movement and can affect how your orders work out. To make my life easier, please use the names as given on the card. For example, it is Move 1 or M1, not 1F. When you use your own abbreviations you risk me failing to work out what you mean. This is particularly true should you combine a lack of priority number with your own terminology, which is most definitely a recipe for disaster.

Starting positions

Diddy-bot G4-S, President Ford B8-S, Pineapple 196 E8-E, Squelch E8-E, Bot-i-celli C9-E, Donsbot E8-E.

2.1

Bot-i-celli {500-M1}, President Ford {520-M1}, Diddy-bot {670-M2}, Donsbot {680-M2}, Pineapple 196 {710-M2}, Squelch {840-M3}.

2.2

Donsbot {090-RL}, Diddy-bot {170-RL}, Pineapple 196 {300-RR}, Squelch {340-RR}, President Ford {460-BU}, Bot-i-celli {720-M2}.

Board effects: Bot-i-celli takes one point of damage from a board laser.

2.3

President Ford {550-M1}, Squelch {570-M1}, Diddy-bot {580-M1}, Bot-i-celli {610-M1}, Pineapple 196 {700-M2}, Donsbot {820-M3}.

Board effects: Bot-i-celli updates his archive to C13, Donsbot updates his archive to H6.

2.4

Donsbot {230-RL}, Diddy-bot {360-RR}, President Ford {440-BU}, Pineapple 196 {590-M1}, Bot-i-celli {660-M1}, Squelch {830-M3}.

Board effects: Squelch is conveyed to J11, Pineapple 196 updates his archive to H10.

2.5

Squelch {070-RL}, Pineapple 196 {410-RL}, Bot-i-celli {430-BU}, Donsbot {640-M1}, Diddy-bot {780-M2}, President Ford {790-M3}.

Board effects: Squelch is conveyed to K11, President Ford updates his archive to E8.

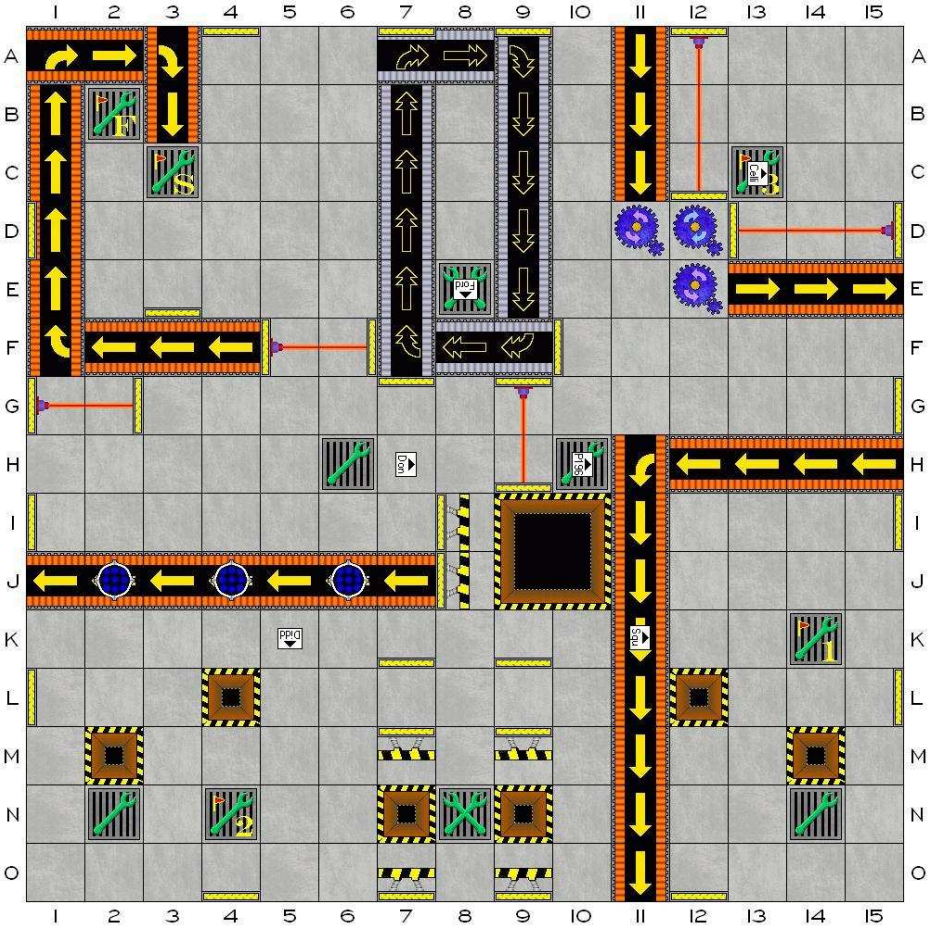
End of turn effects

President Ford picks up an option card and gets Radio Control - this is an optional weapon that can be used instead of his main laser. Radio Control targets a robot within 6 squares, and replaces that robot's entire program with a copy of President Ford's program. Regarding priority, the targeted robot moves after President Ford. Note that this can be used every time the laser could be fired, which is after each register phase, but needs to be ordered and needs to indicate who is to be targeted. Should Squelch suffer from being Radio Controlled he could play his Abort Switch to start drawing random cards instead.

Bot-i-celli repairs his one point of damage.

Pineapple 196, Squelch and Donsbot lose their virtual status.

I probably need to clarify how I will handle the range of 6 squares given for the Radio Control option. I take that to mean a move of six spaces orthogonally, so as things stand, Donsbot and Pineapple 196 are at ranges of 4 and 5 squares respectively (3 south and 1 west/2 east), while Bot-i-celli is out of range at 7 squares (5 east and 2 north).



Player	Bot	Lives	Archive	Position	Options
Steve Ham	Diddy-bot	4	C3	K5-S	-
Roger Krueger	President Ford	4	E8	E8-S	President Ford
Greg Payne	Pineapple 196	4	H10	H10-E	Reverse Gears
Marcus Pratt	Squelch	4	E8	K11-E	Abort Switch
Jim Reader	Bot-i-celli	4	C13	C13-E	-
Don Shailer	Donsbot	4	H6	H7-E	Double Barrel Laser

Orders required
Program cards for round three and any other instructions

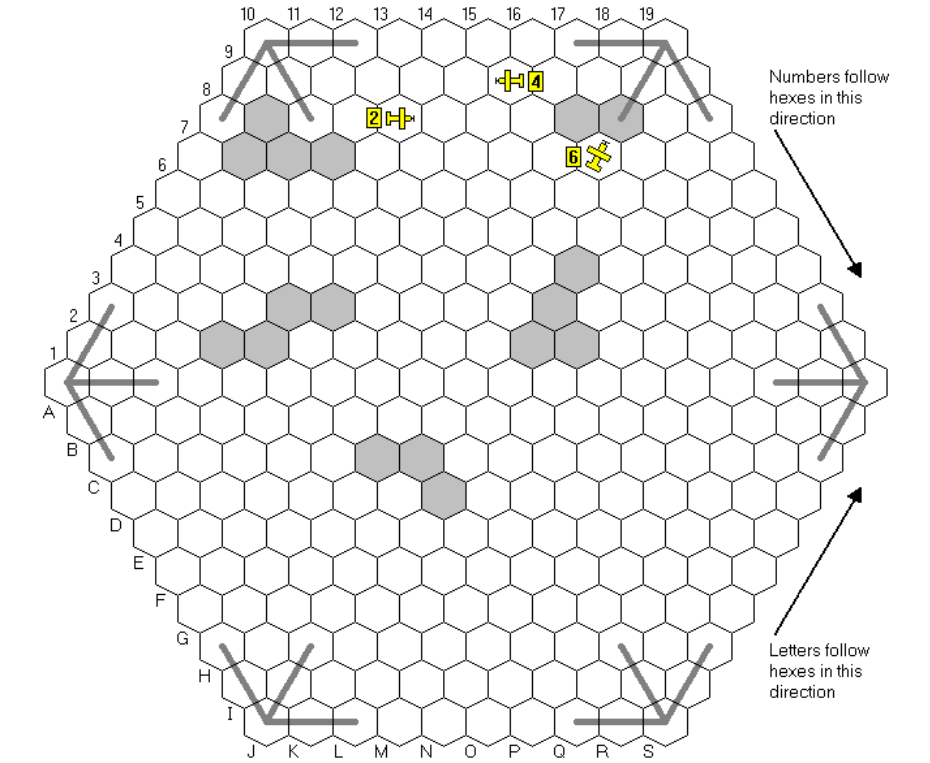


SOPWITH T-340-FW

And then the were three.

ROUND 23

Pilot	Starts	Moves	Ends	A:D:P
1 <i>Not Only But Also</i> Don Shailer	C10-E	LS, shot down {Airfield: A1}	-	15:00:03
2 <i>Mad Ferret</i> Tim Franklin	G14-SE	LS-fA, A-fA, RS-fA {Airfield: A10}	E12-E	10:06:02
4 <i>The Brown Baron</i> ♠ Michael Graystone	H15-W	I-fA+R, I-fA, RS {Airfield: S19}	G15-W	12:12:29
6 <i>Lord Flashheart</i> ♠ Joakim Spångberg	J12-NE	A, A, A {Airfield: J1}	J16-NE	16:09:10



The Brown Baron flips over and takes *Not Only But Also* out of play. He then flips back and is ready to face off with *Mad Ferret* next time. The clouds moved south east.

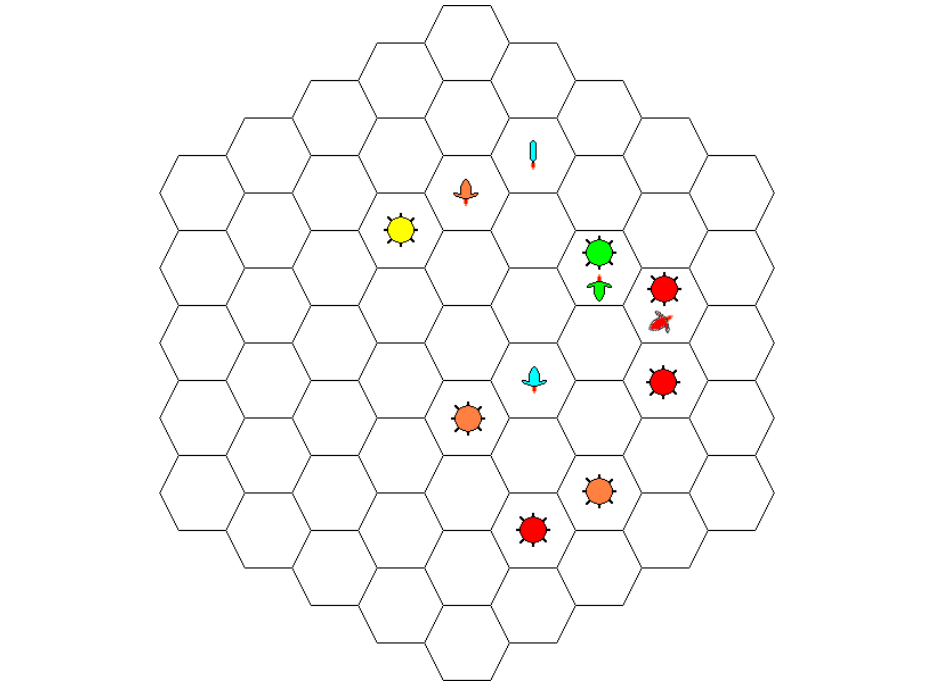


SPACE BLAST 1

Not so much mines,
more of a minefield now.

ROUND 10

Pilot	Colour	Actions	Armour	Chits
1 <i>James White</i> Bob Coull	Green 2 VPs	Turn right, lay mine, fire rocket	2	4T : 5R 2M : 0B
2 <i>Major Tom</i> Michael Graystone	Orange 4 VPs	Turn left	2	5T : 3R 1M : 0B
3 <i>Chewbacca</i> Steve Ham	Blue	Turn left, fire rocket	4	4T : 6R 3M : 2B
5 <i>The Meteor</i> Don Shailer	Red 1 VP	Turn right, lay mine	2	2T : 6R 0M : 0B



James White and *The Meteor* lay mines, but then find themselves trying to move into the same hex, so take one point of armour damage each and do not move. Their mines remain inactive until their ships leave their hexes.

Orders
0 to 3 actions for round eleven

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



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

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

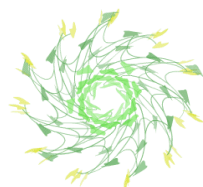
▲	Lew Stansby	3.674
-	Ken Boucher	3.375
▼	David Hilbert	3.167
-	Roger Krueger	3.042
-	Victor Cronshaw	2.882
▲	Rob Thomasson	2.686
-	Per Hallberg	2.636
-	Peter Hawkins	2.595
-	Michael Bakken	2.444
-	Dave Burton	2.413
▲	Pete Campbell	2.333
-	Michael Longdin	2.178
-	Michael Graystone	2.146
▼	Peter Beck	2.099
▼	Willem Moene	2.089
-	Gareth Lodge	2.069
-	Mick Haytack	2.043

- ★ Completed games and winners:

Puerto Rico e783	Pete Campbell
1800-e791 {100-K25}	Chris Rudram
E&T e800	Rob Thomasson

- ★ New games and start dates:

1830 e809 {1830-B26}	Sep 17th
Carcassonne e810 {River}	Sep 21st



PREVIEW

After a period with no new 18xx games, we have two new ones this month - 1835 and 18GA. The next two months see an 1830 and an 1856 starting. The 18GA game was touted as a three-player game, but I realised I could accommodate all four people on the list and did so. The next 18GA game will be restricted to three players at Mike Head's request for a little variety.



Also coming up in the next couple of months are new games for Breaking Away, Puerto Rico and Agricola.

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

#159:	1830, Breaking Away, Puerto Rico
#160:	1856, Agricola

ZINES RECEIVED

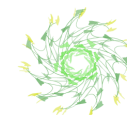
A summary of zines that I've received recently.

Date	Zine/Issue
Sep 23rd	...mais n'est-ce pas la gare? 86
Sep 26th	Save All Your XXs For Me 55
Oct 11th	Devolution 71
Oct 13th	Minstrel 316

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	3.273
-	Mark Frueh	3.200
-	Lionel Robbins	3.000
-	Geoff Hardingham	2.778
-	Marcus Pratt	2.717
-	Steve Thomas	2.563
-	Stephen Webb	2.300
-	Sharon Khan	2.286
-	Michael Graystone	2.189
-	Colin Sharpe	2.162
-	Rob Thomasson	2.147
-	Tony Robbins	2.050



GAME ORDERS

Please observe these guidelines when sending your orders.

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

Handling NMRs (No Move Received)

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

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

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

Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

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

ESSEN PREVIEW

The Essen preview published on the BoardGameNews web site takes 210 pages when printed out, so I'll do my best to pick some goodies from that for this one page.

For me, the starting point is the regular releases that get pre-ordered, so I'll be picking up the Winsome Games Essen set, which this year includes a Texas, Oklahoma and New Mexico expansion for Age of Steam, an expansion to last year's Wabash Cannonball, adding the Erie Railroad to the game, and two new games in the same style as Wabash Cannonball, Preußische Ostbahn and Gulf, Mobile & Ohio.

Then there are the ever-present Age of Steam expansions from other sources, such as Ted Alspach and the AoS Team. You're either into those or you're not, and by now you've either pre-ordered or you haven't.

The other regular pre-order for me is the new game from the Fragar Brothers. This year it is Snow Trails and dog sled racing with teams of huskies. When Valerie and I had dinner with the Lamont brothers last year we did suggest their next game should feature dogs, but we were talking about the trials associated with training them rather than racing them. There will not be little husky models in this game, as the scale wouldn't allow it.

Past the pre-orders, what else looks interesting? Spлотter games have always been worth looking out for, ever since their massive Roads and Boats box hit the scene. They didn't have anything new last year, so it's good to see them back with Duck Dealer, a game of intergalactic trade and racing your opponent to that one great opportunity. This is likely to be rather more than a duck-themed version of Space Dealer.

Stratamax Games will have Days of Steam, which, despite the title, is nothing like Age of Steam. It does involve trains, however. Players start with a single town in the centre of the board and build out from there, either laying another tile or moving their train to pick up and deliver goods.

Days of Wonder will have a number of new expansions for Memoir '44, as well as Ticket to Ride: The Dice Expansion. These dice replace the train cards in any other version of Ticket to Ride, either for variety or for a quicker game. Fantasy Flight, on the other hand, will have an Epic Adventure map for BattleLore. BattleLore was originally published by Days of Wonder, but Fantasy Flight took over publication from this September.

Lookout Games will have a giveaway postcard expansion for Agricola, and Uwe Rosenberg's new game, Le Havre.

JKLM Games plan to release three new titles at the show - Ascendancy, Huang Di and Tulipmania 1637. Word is that production problems with Ascendancy and Huang Di mean that while the game should be at the show, bulk stock may take a while to arrive through the supply chain.

Martin Wallace's new line of games, Treefrog Games, will see After the Flood and Steel Driver released at the show. This could well be one of those frustrating things for people who don't go, as they are limited edition runs of 1,500 copies, and it's uncertain whether any will be left for the rest of you.

Needless to say, there will be more to look at than there is time available. ✱

WHO PLAYS WHAT

Peter Berlin	1829-V21, 18EU-G23	Greg Payne	6n14, BB-313-MOR, Robo3
Tony Bromley	RR-2085-KU, RR-2117-ND	Marcus Pratt	Agri, IW1, OP26, OP27, Robo3, StP2
Simon Brooks	BA18, BB-305-NLD, BB-312-MOR, GS7	Jim Reader	6n14, 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
Pete Campbell	1826-H025, 1829-U25, 1830-G24, 1856-R23, 18GA-D26, Acq50, Agri, BB-308-YRK, BB-312-MOR, PR9, RR-2096-B, RR-2112-I(N), RR-2117-ND, StP2	Lionel Robbins	1829-V21, 1829-U25, 1870-K23, 18EU-G23
John Colledge	Acq52	Tony Robbins	BB-309-YRK
Bob Coull	6n14, Acq51, BB-304-EAN, BB-309-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, RR-2117-ND, SB1	Simon Robertson	BB-305-NLD, RR-2096-B
Dennis Frank	BA18	Tony Sait	1830-V1-N24, 18Kaas-P23, PR7, RR-2112-I(N)
Tim Franklin	1830-L23, 1850-R22, 1895-X24, Sop340	Don Shailer	BB-304-EAN, BB-305-NLD, BB-308-YRK, BB-313-MOR, CM1, GS7, RR-2117-ND, Robo3, SB1
Mark Frueh	1830-G24, 1870-R24, 18EU-G23	Colin Sharpe	6n14, Acq51, Acq52, BB-304-EAN, BB-309-YRK, RR-2096-B
Michael Graystone	6n14, Acq50, Acq52, BB-308-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, Sop340, SB1	John Shelley	1826-H25, 1829-U25, 1830-L23, 1835-C26, 1870-K23
Lyndon Gurr	1826-H25, 1835-C26, 1850-R22, 1856-R23, 1870-K23, 18GA-D26, 18Kaas-P23, Acq50, OP26, OP27	David Smith	OP27
Steve Ham	6n14, BA18, GS7, Robo3, SB1	Don Smith	1826-E22, 1830-G24, 1830-V1-N24, 1835-C26, 1856-R23, 1870-K23, 1870-R24, 18EU-G23, 18GA-D26
Geoff Hardingham	OP26, PR10	Joakim Spångberg	BA18, GS7, Sop340
Alan Harvey	1830-V1-N24, 1850-R22, 18Kaas-P23, CM1	Allan Stagg	PR8, PR10
Mike Head	1830-L23, 18GA-D26, IW1	Mark Stretch	1830-V1-N24, BA18, BB-305-NLD, OP27
John Hopkins	1829-V21, PR8	Steve Thomas	1895-X24
Mike Hutton	1829-V21, Agri, PR9	Rob Thomasson	1829-V21, 1829-U25, 1856-R23, BB-313-MOR, RR-2085-KU
Sharon Khan	IW1	Roger Trethewey	GS7
Roger Krueger	1870-R24, 1895-X24, Robo3	Stephen Webb	1826-H25, 1830-G24, 1830-V1-N24, 1850-R22, 1870-R24, 18EU-G23, CM1, PR8
Kevin Lee	6n14, Acq51, BB-309-YRK, BB-313-MOR, GS7, PR7, PR10, RR-2112-I(N), StP2	Tony Wilcock	Acq51, Acq52, StP2
Michael Longdin	Agri, CM1		
Richard Lunn	1830-L23		
John Marsden	Acq50, Acq52, BB-304-EAN, BB-305-NLD, BB-313-MOR, CM1, RR-2112-I(N)		
Willem Moene	1830-L23, 1830-G24, 1835-C26, 1856-R23, 1870-K23, 1870-R24, 18Kaas-P23, Acq50, OP26, OP27, PR7, PR9		



OUTSIDE EDGE

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Future main deadlines: December 17th January 21st February 18th

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.