

# FOR WHOM THE DIE ROLLS

Nov/Dec 2008

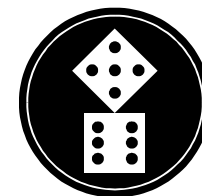
Published by Keith Thomasson

Issue 159

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 #159, 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...

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

### Games starting in the next issue...

⚙ 1856 ..... Mike Hutton, Richard Lunn, Lyndon Gurr, Mike Head, Tony Sait  
 ⚙ Agricola ..... Kevin Lee, Mike Hutton, Allan Stagg, Marcus Pratt

### 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  
 ⇨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  
 ⇨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  
 ⇨⑤ Outpost ..... Willem Moene, Jim Reader, Marcus Pratt, John Marsden, Pete Campbell  
 ⇨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  
 ⇨② Bus Boss ..... Colin Sharpe, Jim Reader, Roger Trethewey  
 ⇨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 #159. The tail end of 2008 sees another double-issue, which is another way of saying that this issue is a few weeks late. It's not double as in double the size, but double as in covering two months instead of one. My apologies to everyone for this. Every day seemed to bring a new set of things that had to be done before the zine, Not only that, but having been forced to take a break, when I did find spare time it was harder to spend it on the zine. Momentum is everything in zine production. At least it is early enough for me to say Merry Christmas!

But it is here now. What is not here is Gina Teh. Having been out of communication for technical reasons for some time, she came back just before her games were farmed out but has now dropped out of contact again. Michael Graystone has taken her place in Acquire 51, I'll be offering her position in Industrial Waste to Alan Harvey, who is next on the waiting list, while her 6 nimmt! game will continue with cards being drawn at random. This gives the other players a new challenge in the game, namely not to finish further down the leader board than she does.

I've got rather more gaming in over the last year than for some time, mostly thanks to the U3A Board Games group. It's small, and it only meets for two hours on a Tuesday morning, but that's enough time to get some good games on the table. In most cases I am introducing the others to new games, although I was pleasantly surprised when they suggested Canal Mania.

For 2009 I'm hoping to extend that and have a Saturday session once a month, aiming for the first Saturday in each month, from 10am until 6pm. That will exclude April and October, when those days are booked for TringCon. The first of these days will be January 3rd. Anyone who would like to come along is more than welcome, but do let me know you're planning on coming beforehand, just in case events conspire to make it less than practical. It doesn't matter how few are interested, but too many would be a problem as this will be in the house, not in the village hall.

Being the end of the year, it's time for the 2009 deadline diary, which is enclosed for those still taking paper copies. For those who get the zine from the web, the diary is available as an extra PDF. Whether you use it or not, timely orders will be most welcome in 2009. There are still some people who seem to send their orders on the deadline itself, rather than sending them early enough to arrive by the deadline. Even earlier is even better.

## The Essen Report

The Essen Games Fair took place in late October as usual, and we were keen to see if there were any signs of the economic downturn. It is always difficult to gauge the footfall just by watching the crowds go by, or by joining the throng to see how easy it is to get round. It was busy throughout, and the post-show report confirmed that numbers were up slightly on last year, with 150,000 people, or tickets, over the four days. That doesn't quite come up to the figures for two years ago, but it does show that people were still keen to look.

People also seemed to be buying games. The huge box for Planet Steam didn't seem to put everyone off. I guess it depended if you were flying or whether your luggage space had more flexibility. The box was the same size as the Fantasy Flight big box games such as Descent, Starcraft and Tide of Iron, so its apparent popularity could have been more to do with people buying it in person rather than having to pay shipping costs.

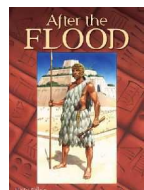
The number of new games on offer just seems to keep growing every year. To mention more than just a few means only brief details, but there isn't enough room or time for in-depth studies of this huge crop. What you have instead is ten pages of brief comments on a selection of games from the show.

The games are listed alphabetically. Each brief is started with the title, publisher and designer(s). The recommended number of players is shown in red, for example [3-4]. If a price appears on the right-hand side, that means that I have it in stock at Heron Games should you be inclined to take a closer look.



**A Castle for All Seasons** - eggertspiele - Inka and Markus Brand £30.00  
[2-4]

Each player is a master builder, who will have to make a tactical choice from a number of character cards each turn. The character cards also cause interaction, making for a surprising and varied game.



**After the Flood** - Warfrog Games - Martin Wallace £22.50  
[3]

Number two in Martin Wallace's Treefrog line (number one was Tinner's Trail), After the Flood is a 3-player game set in ancient Sumer. You have to balance two roles, one developing your cities, the others as the invader.



**Age of Scheme: Routes to Riches**  
[3-6] - Winsome Games - David V H Peters / Harry Wu

Firstly, ignore the title, which owes more to the battle with Martin Wallace over the ownership of the Age of Steam name than the game itself. The game is set in 400 AD, and is about marrying your children into other families to extend your influence. It plays like Wabash Cannonball, which is hardly surprising, as it shares many of the same mechanics.



**Age of Steam Box #1** - AoS Team - Alban Viard  
[3-4]

This box is design to hold expansion maps for Age of Steam. It may be called #1, but the AoS Team did something similar in 2005. Inside the box you'll find two Age of Steam expansions, Washington DC and the Berlin Wall.



**Age of Steam: Essen Spiel and Secret Blueprints of Steam Plan 3**  
[3-6] - Bézier Games - Ted Alspach

This tongue-in-cheek expansion is based on a layout of the Essen halls. The reverse of the map sheets contains the four maps for Secret Blueprints of Steam Plan 3.



**Age of Steam: Secret Blueprints of Steam Plans 1 & 2**  
[3-4] - Bézier Games - Ted Alspach

These two sets of maps are like solitaire versions of the game. Players take one of four similar but not identical maps and, behind screens, devises their secret plan for success.



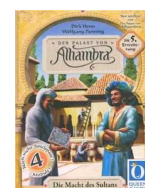
**Age of Steam: Texas, Oklahoma & New Mexico**  
[3-6] - Winsome Games - John Bohrer

Winsome's annual Age of Steam expansions continue with this map. You get 32 cattle cubes, which are placed in open hexes (i.e. not a city, and not a hex with track in it). Cattle Drive and Ranching actions are new options.



**Age of Steam: Vermont / New Hampshire / Central New England** £21.50  
[3-8] - Bézier Games - Ted Alspach

This is Ted's board mounted expansion for Age of Steam this year. On the Vermont map, unused actions get \$1 per player put on them, as in Puerto Rico. For New Hampshire you can only use your own links to deliver goods, and are not allowed to duplicate links between cities. Join the two together to play Central New England, but you'll need two copies for this.



**Alhambra Expansions #5** - Queen Games - Henn / Panning £10.00  
[2-6]

Power of the Sultan is the fifth pack of four mini-expansions for Alhambra. I found it amusing to see this on sale alongside the Complete Alhambra set - which doesn't include this. One of the expansions introduces variable scoring cards, with which the Pavilion may not be the lowest scoring building, nor the Tower the highest.



**Battlestar Galactica** - Fantasy Flight Games - Corey Konieczka £31.50  
[3-6]

Battlestar Galactica is a semi-cooperative game in which you play the role of one of the characters from the television series. Which side are you on? You may not know, and may find out halfway through that you're a Cylon.



**Carcassonne Catapult** - Rio Grande Games - Klaus-Jürgen Wrede £11.50  
[2-6]

The latest Carcassonne expansion introduces a dexterity element. There really is a catapult in the box, and when one of the new tiles with a fairground tent is drawn, you pick a special counter and hurl it onto the board, with various results. Followers can be taken off the board or exchanged for your own, and additional points scored.



**Cavum** - QWG Games - Wolfgang Kramer / Michael Kiesling £31.50  
[2-4]

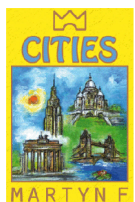
A somewhat chaotic game of digging for precious gems in the mountains. Each player has 12 actions each round, and can use 1 to 4 of them in each turn, so they may end their round sooner than players who take it slow but then know exactly what the situation is. And then, the dynamite goes off and sections of tunnels are wiped out.



**Chicago Express** - Queen Games - Harry Wu £31.50  
[2-6]

Last year's Wabash Cannonball from Winsome Games finds itself a new publisher and a much improved production quality. Great game.





**Cities - Emma Games - Martyn F**

£16.00

(1-4)

Cities gives you the chance to design your own city. Each player has a set of identical tiles, and have to place the tile drawn by the master builder. It's like Take it Easy in this respect. It has a Carcassonne feel as you place tourists on the tiles, aiming to score for parks, attractions and terraces. Water does nothing on its own, but can improve the score from the terraces. When the city is full, the winner is determined.



**Comuni - Tenki Games - Acchitocca**

£27.00

(2-5)

The core of the game is trying to bid for cards that will be transformed into buildings and protective walls. The key element of this game is the ability to plan a successful strategy predicting what will be the situation several turns in advance. The game is balanced, with no luck and no dice.



**Confucius - Surprised Stare Games - Alan Paull**

£31.50

(3-5)

A struggle for power in the Ming Dynasty, but within the confines of Confucian philosophy. The giving and receiving of gifts is an important part of the game, as the number of actions you get each round is depend on the number of gifts given and received.



**Container: The Second Shipment - Valley Games - Kevin Nisbett**

(3-5)

This is an expansion to the 2007 game Container, with shades of the Alhambra expansion boxes. There are four different expansions in the box that can be mixed and matched as players want. This was announced with a limited print run of 1,000.



**Crash by Crash - Czech Board Games - Ivan Dostál / Monika Dilli**

(2 or 4)

One of the latest games to come out of Czechoslovakia has you driving bumper cars at the fair trying to push your opponents off the best spots. This is a 2-player game or a 2-teams of 2 game.



**Dominion - Rio Grande Games - Donald X Vaccarino**

£30.00

(2-4)

Much talked about before the show, this ended up top of the Fairplay list by the end of the show. Start with seven copper cards and 3 victory point cards, and buy cards into your set of cards for use later in the game. The trick is that anything you buy goes into your personal discard, not your hand, and you also discard your unused cards at the end of your turn. Lots of shuffling, but not a serious problem unless people insist of shuffling thoroughly.



**Dorn - Altar Games - Filip Kozak / Jan Drevikovsky / Krystok Kozak**

(2-6)

Dorn is a fantasy strategic role-playing game. One of the players is the Dorn Keeper, who each turn spawns various new monsters. Up to five heroes need to battle the monsters, collect three sacred artifacts and finally defeat the Dorn Keeper.



**Down Under - Bambus Spieleverlag - Günter Cornett**

(2-3)

Each player has an identical set of path tiles. The aim of the game is to connect path tiles in your own colour and the neutral colour to form a single route. The winner has the longest path. The other side of the tiles can be used to play a second path-making game called Sturt's Stony Desert.



**Duck Dealer - Splotter Spellen - Joris Qiersinga / Jeroen Doumen**

(2-5)

Deliberately or otherwise, this got hyped at the show as only 200 complete games were supposed to be available due to component shortages. Comparisons are being made are to Merchant of Venus, with rubber ducks being one of the commodities you can trade.



**Dungeon War - Adventure Planning Service - Kondou Koushi**

(3-6)

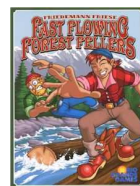
Dungeon War is a light card game in which players travel the Endless Dungeons, seeking to add them to their own Kingdoms. The game ends when a Kingdom has a population of 70, or the Dungeon deck runs out.



**Dutch Golden Age - Mayfair Games - Leo Colovini / Giuseppe Baù**

(3-4)

The Dutch Golden Age was the 17th Century. The aim of the game is to make progress in a variety of fields; culture, trade, arts and the colonies. The first player to accumulate 33 victory points is the winner.



**Fast Flowing Forest Fellers - Rio Grande Games - Friedemann Friese**

(2-5)

£27.00

Courageous lumberjacks are gathering at the river for their traditional river rafting race. They try to outsmart their opponents to get the decisive head start in this eventful race down the river. There is a lot of pushing and blocking, as all means are allowed to be the first team to reach the finish.



**Galaxy Trucker - The Big Expansion - Rio Grande Games - Vlaada Chvátil**

(2-5)

When they say Big Expansion, they mean it. This box is as big as the original and contains stuff for a fifth player, new technology, new ship classes and additional adventure cards. This contains the Rough Roads expansion that was available for download from the Czech Games Edition web site.



**Ghost Stories - Repos Production - Antoine Bauza**

(1-4)

£31.50

Ghost Stories is a cooperative game in which the players try to banish unwanted spirits before they haunt a town. Each player represents a ghost hunter who is working together with the others to fight off waves of spirits and other beings mostly inspired by eastern mythology.



**Giants** - Editions du Matagot - Frabrice Besson £36.00

(3-5)

Easter Island continues to fascinate game designers, and last year's Moai clearly wasn't the end of the trail. This one is in a big box as with other Matagot titles (Khronos, Utopia) with nicely sculpted pieces, although the hats for the Moais don't fit very well.



**Gulf, Mobile & Ohio** - Winsome Games - Eddie Robin

(3-5)

This is the third game in Winsome's Historical Railroads System, following Wabash Cannonball and Preußische Ostbahn. There are rather more railroads in this game - 23 in fact, of which 8 are available at the start.



**Habitat** - Valley Games - Elliot Hogg £11.00

(2-6)

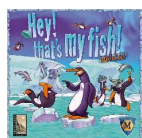
Unlike most of the Valley Games range, this is a small box card game. Your goal is to attract the most complex and diverse animal life to your portion of the great North Woods. When a player has collected the necessary cards and all animals are fed, that player declares a Habitat and wins the game.



**Heads of State** - eggertspiele - Peter Hawes £30.00

(2-5)

A board game with nobles rising to power in the Provinces and the Royal courts of 16th-18th Century Europe. There is a hierarchy of nobles, and players compete to get the best nobles in each area to gain control of countries.



**Hey! That's My Fish! Deluxe** - Mayfair Games £33.50

(2-4)

- Günter Cornett / Alvydas Jakeliunas

The deluxe version of Hey! That's My Fish! is the same as the original game, but comes with larger ice floes and soft plastic sculpted penguins rather than wooden ones. The new penguins were modelled on the penguins on the box.



**Hurry' Cup!** - Hurrican Games - Antoine Bauza £25.00

(3-6)

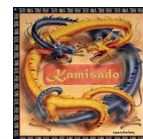
Hurry' Cup! is a car racing game with a track made up from individual hexagonal tiles. Risk-taking, intelligence, quick reactions and luck are all needed. Fuel is decided by the throw of six coloured dice, with the players trying to grab the colour that will give them the fuel they need for the next turn.



**Jet Set** - Wattsalpoag Inc - Kris Gould £18.00

(2-6)

Players aim to complete flight cards, starting with short ones and building up to more ambitious ones. You start the game with two final flight cards, and have to choose one to play for your end game.



**Kamizado** - Burley Games - Peter Burley £22.50

(2)

This game from the Take it Easy! stable features a multi-coloured board with a set of playing pieces in matching colours. The trick is that if you move one of your pieces onto a blue square, your opponent must then move his blue piece. First to get a piece onto your opponent's starting row in the winner.



**Krakow 1325 AD** - Geode Games - Peter Strijf / Melchior van Rijn £27.00

(4)

Krakow 1325 AD is a 4-player card game full of trickery, which interacts with a map board. The players form into two teams of ruthless crooks, who compete for influence and riches using a deck of 56 special Intrigue Cards. But below the surface, things get uglier: every player has a hidden identity and secretly competes against all others, including his own team mate. And there can be only one winner at game end...



**Kriegbot** - Sierra Madre Games - Matt Eklund

(2-6)

Kriegbot simulates the future of robotic combat vehicles. Secretly outfit your robot with weapons like rail guns, EMP blasters and chainsaws. Add a couple of systems like targeting computers, incendiary munitions, or radar. Mount all of this hardware on a unique chassis, like a hovercraft or a helicopter, and then team up and battle it out with other kriegbots.



**Le Havre** - Lookout Games - Uwe Rosenberg £31.50

(1-5)

This is Uwe Rosenberg's follow-up to Agricola, and had people queuing up for up to 90 minutes to pick up their copies from the Lookout Games stand. Just as in Agricola, the Isley Brothers come to mind, chanting 'when will there be a harvest', as you try to develop your economy while keeping the troops fed. This seems more accessible than Agricola, and is already in the top 50 on BoardGameGeek.



**Leader 1** - Ghenos Games - Alain Ollier / Christophe Leclercq £31.50

(2-10)

Leader 1 is a cycling race simulation. The track is laid made up from a number of track hexes representing level ground, rises, mountain passes and downhill sections.



**League of Six Loyal Retinue** - Czech Games Edition - Vladimír Suchý

(3-6)

£18.00

Beside components for a sixth player the game has brand new aspect: when visiting towns, the players get supporters from various social classes and build a retinue.



**Lost Cities Board Game** - Rio Grande Games - Reiner Knizia £27.00

(2-4)

This is the English version of Keltis, which won Reiner the Spiel des Jahres for the first time. The name and the mechanics come from the Lost Cities card game.



**Make You Gunfighters - Adventure Planning Service - Kondou Koushi**

[3-7]

The title of this has clearly suffered during translation from the original Japanese. This is a card game about gunfighting, a light alternative to Bang! that can be easier to learn.

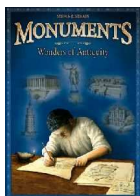


**Master Builder - Valley Games - Wolfgang Kramer / Hartmut Witt**

[2-4]

£36.00

You employ workers to build your buildings, and have to pay their wages from the income gained from completing buildings. Some workers don't turn up every day for various reasons, so your plans may be compromised. The best bit are the buildings themselves, which are 3D models.

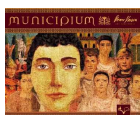


**Monuments: Wonders of Antiquity - Mayfair Games - Stefan Risthaus**

[2-4]

£21.50

A neat card game in which you try to gain sets of cards representing monuments. You not only have to build the monuments, you have to write history to make people remember them. It plays in just an hour as well.

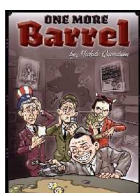


**Municipium - Valley Games - Reiner Knizia**

[2-4]

£36.00

A prime mechanism of Roman expansion and control in the provinces was the municipium. This game takes place in one of these municipalities in a western province. The player best utilising their power will become the most influential family in the municipium.



**One More Barrel - giochix.it - Michele Quondam**

[3-5]

£31.50

Invent a reason to invade a nation rich with petroleum, make everyone believe that your actions are legitimate and done in the name of freedom and justice, make sure the media plays along by giving false information for a long time: this is the formula for becoming rich beyond your wildest dreams. Luckily, this is only a game and would never happen in real life!



**Planet Steam - ProLudo - H.G. Thiemann**

[2-5]

When you use the term 'big box game' there are scales of big box. Planet Steam is right at the top, and many people skipped it simply because it was too big. The board is big as well, so at least the box isn't just big for the look of it. Your job in the game is to harness naturally occurring steam to make your fortune. Great custom made wooden pieces in this one.



**Powerboats - Cwali Games - Corné van Moorsel**

[2-6]

The more boats, the better the competition! Race as fast as you can between the islands and around the buoys on the large modular game board, but be careful not to crash! One of the best things in the game are the three-sided dice. A simple game but great fun.



**Preußische Ostbahn - Winsome Games - Harry Wu**

[3-5]

This game is Harry Wu's follow-up to Wabash Cannonball/Chicago Express, and is set in the mid-1800s in Germany. Each of the eight railroads has an operational feature unique to that railroad.

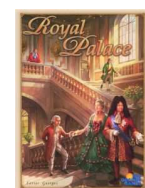


**Princes of Machu Picchu - PD Verlag - Mac Gerdts**

[2-5]

£40.00

Mac Gerdts, King of the Rondel (Antike, Imperial, Hamburgum) does without it in his latest game based in Machu Picchu. Players move around the 15 districts of Machu Picchu to trigger various actions. Could the Llama be the new Camel of gaming?



**Royal Palace - Rio Grande Games - Xavier Georges**

[2-4]

£27.00

Players send their servants to various parts of the palace, aiming to have the majority of servants in each location. The purpose is to earn gold and royal seals, and to use those to recruit the nobles waiting in the castle park. The nobles will be the main source of victory points.



**Sator Arepo Tenet Opera Rotas - Scribabs**

[2-4]

£27.00

- Enrico Pesce / Federica Rinaldi

A card-driven suspenseful head-to-head race with sculpted pieces and a large game board, with paths that players must change to their favour to achieve their goal.



**Settlers of Catan - Deutschland Edition - Kosmos - Klaus Teuber**

[2-4]

Celebrating 20 years since the reunion of Germany, this special edition of The Settlers of Catan features many famous landmarks that can be built during the game.



**Snow Tails - Fragar Games - The Lamont Brothers**

[2-5]

Described as the best game from Fragar Games since Shear Panic, Snow Tails is about husky sled racing. 16 double-sided track sections make it easy to create a new track each time you play. Huskies have one speed - full ahead - so the trick to getting round the corners is to get the dogs on one side to pull harder than those on the other. Contains the Big Paws token - game piece of the show.



**Space Alert - Czech Board Games - Vlaada Chvátil**

[1-5]

£36.00

Space Alert is a team survival game. The pace of the game is set by 10-minute soundtracks on included CDs (or by scenario cards if no CD is available). Players have to work together to complete their mission, or they all fail. As for a 1-player co-operative game, you play with four androids and have to plan actions for all of them in the given time limit. If you want to learn the game, play the solo game but leave out the timing soundtrack.





**Steel Driver** - Warfrog Games - Martin Wallace £22.50

(3-6)

This is number three in the Treefrog line. Steel Driver is a reworking of Martin's Prairie Railroads system, published by Winsome Games, prompted by Harry Wu's similar aim in designing Wabash Cannonball, now reprint as Chicago Express. I've played this one and it works well.



**Strozzi** - Rio Grande Games - Reiner Knizia £26.00

(3-6)

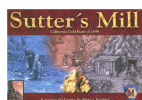
The game is based on choosing vessels from a deck of cards and then deciding if you want to use them to deliver their goods to a particular port. Each port takes one type of goods. You have tokens to add speed, goods, or steal someone else's ship during the round. At the end of the round scores are tabulated based on the fastest ship, most goods produced and most prestige.



**Supernova** - Valley Games - Oliver Harrison £45.00

(3-5)

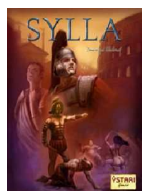
Your sun is steadily approaching Supernova, and you must abandon your home planet and fight for a foothold in a new solar system before the big day. A lavish production with a challenge of getting everything back into the box. A modular board system makes each game different.



**Sutter's Mill** - Mayfair Games - Marco Teubner

(2-4)

In Sutter's Mill the players experience the sudden rise and decline of the Californian town of Coloma during the gold rush. They first build up the town, bring new citizens into it, and, last but not least, dig gold.



**Sylla** - Ystari Games - Dominique Ehrhard £27.00

(3-4)

Sulla was the name of a Roman Consul and dictator, and the name of the game is a reference to his person. The players will try to become the premier Consul of Rome over five years. The game is semi-cooperative as one player alone cannot influence all parts of Roman social or political life.

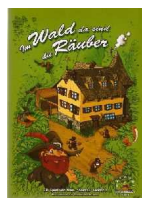


**The 3 Commandments** - Rio Grande Games £26.00

(3-7)

- Friedemann Friese / Fraser Lamont / Gordon Lamont

Players take turns to choose cards that determine which actions are rewarded and which are taboo. The other players have to figure out what is or is not allowed.

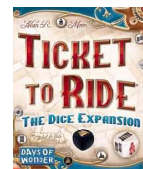


**There are Robbers in the Woods** - Krimsus Krimskrums Kiste

(2-4)

- Mark Sienholz

The players lead bands of robbers through the woods, which they expand every turn by placing hexagonal path tiles. In the woods they knock over farms, inns and hunting lodges, bringing the loot back to their camps and gain victory points. Other players and the patrolling watchman will of course try to interfere.



**Ticket to Ride Dice Expansion** - Days of Wonder - Alan R Moon £12.50

(2-5)

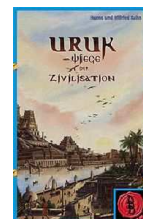
In this expansion for the Ticket to Ride series, players still attempt to complete their destination tickets and claim routes and block each other on the map. But rather than draw and collect train cards, they roll five custom train dice each turn.



**Titan** - Valley Games - Dave A Trampier / Jason B McAllister £50.00

(2-6)

This classic game has been reprinted some 25 years after the Avalon Hill version was published. The quality of the game is excellent, although it is unusual these days for the main board to come in two pieces.



**Uruk** - Wiege der Zivilisation - DDD Verlag - Hanno and Wilfried Kuhn

(2-6)

This card game translates as Uruk: Cradle of Civilisation. You collect invention cards, make inventions, collect resources and build towns or cities. Higher assistance from Sumeric gods like Enlil or Ninnurta will help you, while earthquakes and other catastrophes won't.



**Wabash Cannonball Erie Railroad** - Winsome Games - Harry Wu

(2-6)

This mini-expansion adds the Erie Railroad to Wabash Cannonball. You can also add it to the revised version, Chicago Express. The Erie Railroad comes with a single share, so will be fully owned by a single player.



**Wasabi!** - Z-Man Games - Joshua Cappel / Adam Gertzbein £26.00

(2-4)

Wasabi! is a light and fast game where you compete against other players to assemble your quota of unique sushi recipes in a rapidly dwindling space. Players draw a variety of delicious ingredients into their hand from the pantry and play them one at a time onto the board, building off each other's previously-placed ingredients in the attempt to complete recipes of varying difficulty.



**Wind River** - Argentuem Verlag - Dirk Liekens £27.00

(3-4)

Wind River follows the buffaloes across the prairie. Attractive cardboard tepees represent the Indians tracking the buffaloes as they try to survive without disturbing the balance of nature.

Brief they may be, but if I've counted properly, that's 68 mini-reviews. My favourite? Come on, you don't think I've had the time to play them all...!! Dominion is fascinating and one I'll be aiming to explore some more, and I want to get a closer look at Winsome's Historical Railroads System games - Gulf, Mobile & Ohio for one, and Preußische Ostbahn for another. If I had to pick just one more, it would be Monuments: Wonders of Antiquity. ✱



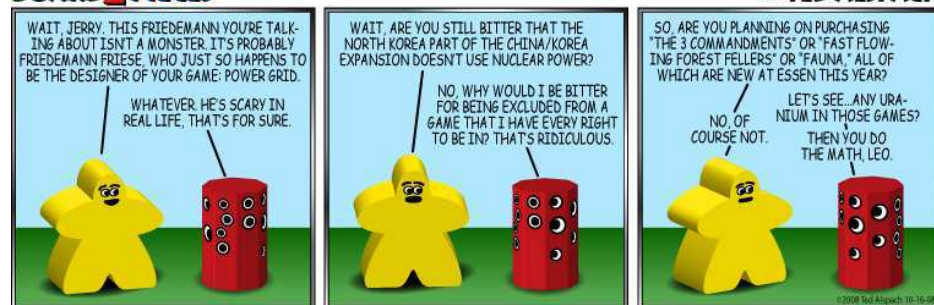
BOARD 2 PIECES

BY TED ALSPACH



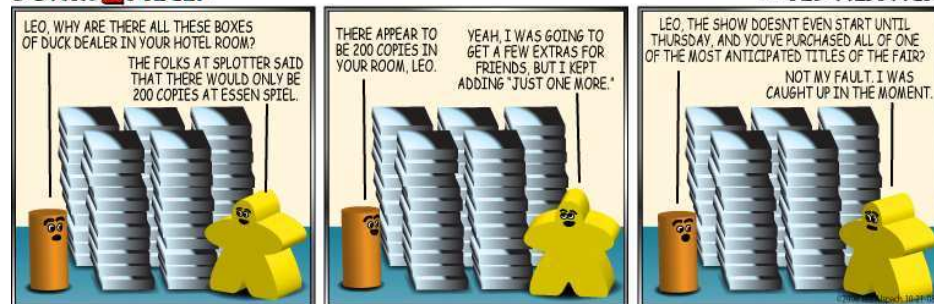
BOARD 2 PIECES

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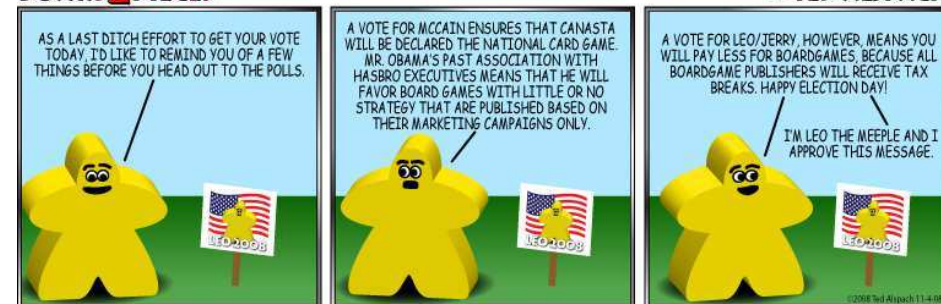
BOARD 2 PIECES

BY TED ALSPACH



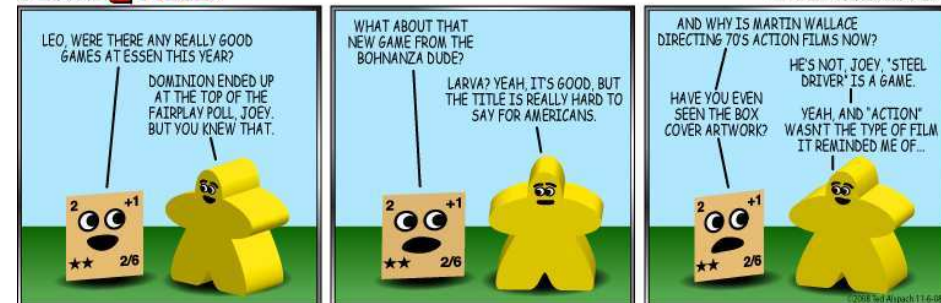
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

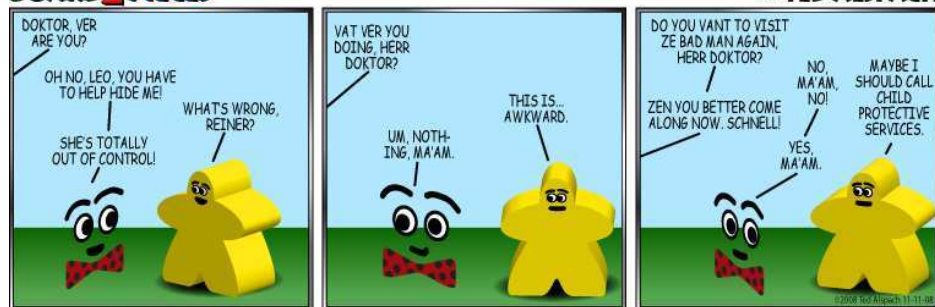
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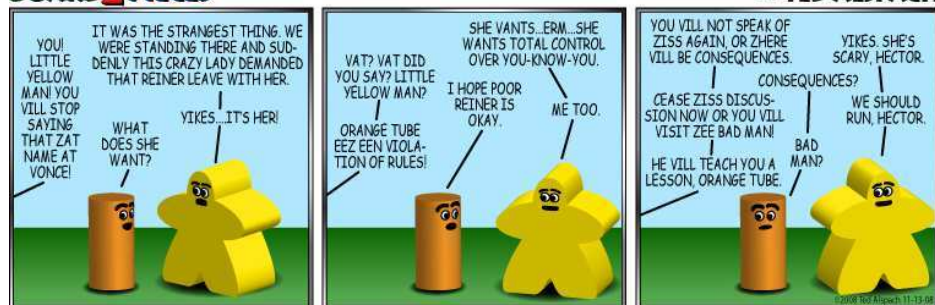
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BOARD 2 PIECES

BY TED ALSPACH



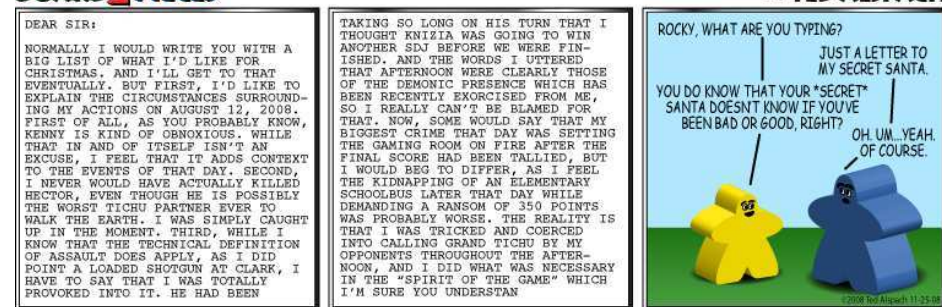
BOARD 2 PIECES

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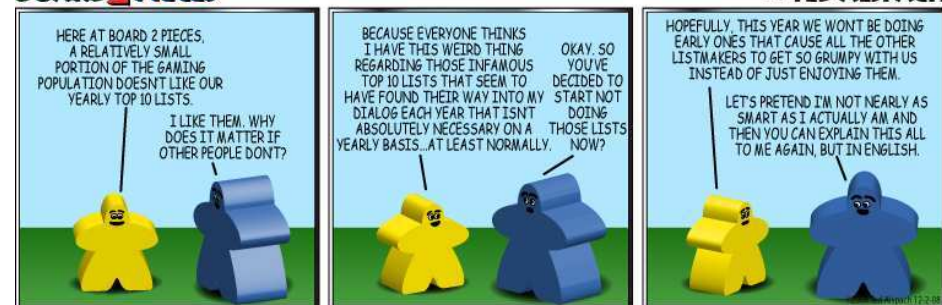
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH





PUERTO RICO 7

Pick your strategy and stick to it.

GAME OVER

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

Kevin Lee (1st): Going into the last round Jim and I were level pegging on 44 points each - in the end I just edged it and was thankful that Willem or Tony did not choose the Settler or the Mayor in the final turn. So ultimately my shipping / harbour strategy just prevailed from Jim's large buildings / quarries approach. A good game and I look forward to renewing rivalries with Jim, Willem and Tony once more in PR11.

Jim Reader (2nd): Congratulations to Kev for an excellent win. I got too overconfident and didn't really follow the other players from about turn 9 when the building strategy became obvious - I had enough money and funds coming in to be able to keep buying big buildings each turn, which is what I did. I'm still surprised not to have won with three of the five large buildings, but it shows you can't relax for a second. Thanks very much for a nice game.

My problem in this game - and others - tends to be a lack of any long-term strategy. If I do decide on one, I'm all too likely to be side-tracked by events instead of sticking to my guns. I doubt I am alone in that!



GOLDEN STRIDER 7

The first man is home.

ROUND 14

63 space standard race	Cards						D	M	B	R	S	P	O
Jim Reader	6/8	1/10	0/11	0/12	0/13	-/14	-	6	0	0	66	1	-
Kevin Lee	10/9	2/10	8/11	1/12	1/13	1/14	-	10	0	1	62	2	1
Joakim Spångberg	1/9	0/10	1/11	1/12	1/13	1/14	-	1	0	1	56	3	-
Steve Ham	6/9	2/10	2/11	5/12	2/13	10/14	-	1	4	10	52	4	-
Roger Trethewey	3/7	5/10	9/11	8/12	10/13	2/14	-	3	0	2	50	5	-
Don Shailer	8/9	2/10	10/11	10/12	0/13	2/14	-	10	0	2	48	6	1
Simon Brooks	0/7	4/10	4/11	2/12	4/13	0/14	-	0	0	0	43	7	1 cf

Jim sails over the finishing line to take first place, but he'll have time to catch his breath before the trophy is awarded, because we have to bring the rest home.

Orders required
Fifteenth card, split between movement and banking



1830-G26

It's another of those classics.

NEW GAME

Welcome to the latest 1830 game. There are five players for this one, and they will be dealing in the following order.

Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Richard Lunn	56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Tony Sait	6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH

You each start with 480 and are looking at six Private Companies, which is all your first orders need to be concerned with. The six companies have the following names and values:

Schuylkill Valley Railroad	SVR	Cost	20	Revenue	5
Champlain & St.Lawrence Railway	C&StL	Cost	40	Revenue	10
Delaware & Hudson Railroad	D&H	Cost	70	Revenue	15
Mohawk & Hudson Railroad	M&H	Cost	110	Revenue	20
Camden & Amboy Railroad	C&A	Cost	160	Revenue	25
Baltimore & Ohio Railroad	B&O	Cost	220	Revenue	30

Check your rule books for the benefits, if any, that these items bring. The locations of the Private Companies are shown on the map by the company abbreviation. When the B&O private is bought, the initial par price for the B&O public company will be set at 100 unless you advise me otherwise.

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 other tile sheets from place to place. This is the tile reference for use with this game, so please file it 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 Mike Head	







1826-H25

Some frustration  
due to a lack of tiles.

OR4 - OR5

OR4	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A	SW	23:K15:5	-	170	Yes ① ②	110A	112	-	4H 2H
B	LQ	619:C11:4	-	290	Yes ③	100D	292	-	4H 2H 2H 2H
PO	PC	619:H6:2	-	200	Yes ④ ⑤	90E	49	-	4H 2H 2H
GC	JS	9:M9:3	-	130	Yes	90E	156	-	2H 2H
O	PC	-	-	100	Yes	90C	110	-	4H

- Notes: ① 100 to the bank for a token in L14  
 ② Mail token placed in L14 - Mail private closed  
 ③ 20 to the bank for a token in C11  
 ④ Train limit for the PO increased by one - Algerian private closed  
 ⑤ 200 to the bank for a '4H' train

OR5	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A	SW	142:H18:2	-	180	Yes	122A	148	-	4H 2H
B	LQ	58:C9:1	-	340	Yes	110D	292	-	4H 2H 2H 2H
PO	PC	-	-	200	Yes	100D	49	-	4H 2H 2H
GC	JS	9:M7:3	-	130	Yes	100D	156	-	2H 2H
O	PC	9:H4:3	-	100	Yes	100C	150	-	4H

Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Stephen Webb	43	207	208	458	1.134	21.4	5
John Shelley	42	195	210	447	1.482	28.0	8
Pete Campbell	57	221	221	499	1.269	24.0	5
Lyndon Gurr	1	248	280	529	1.411	26.6	7

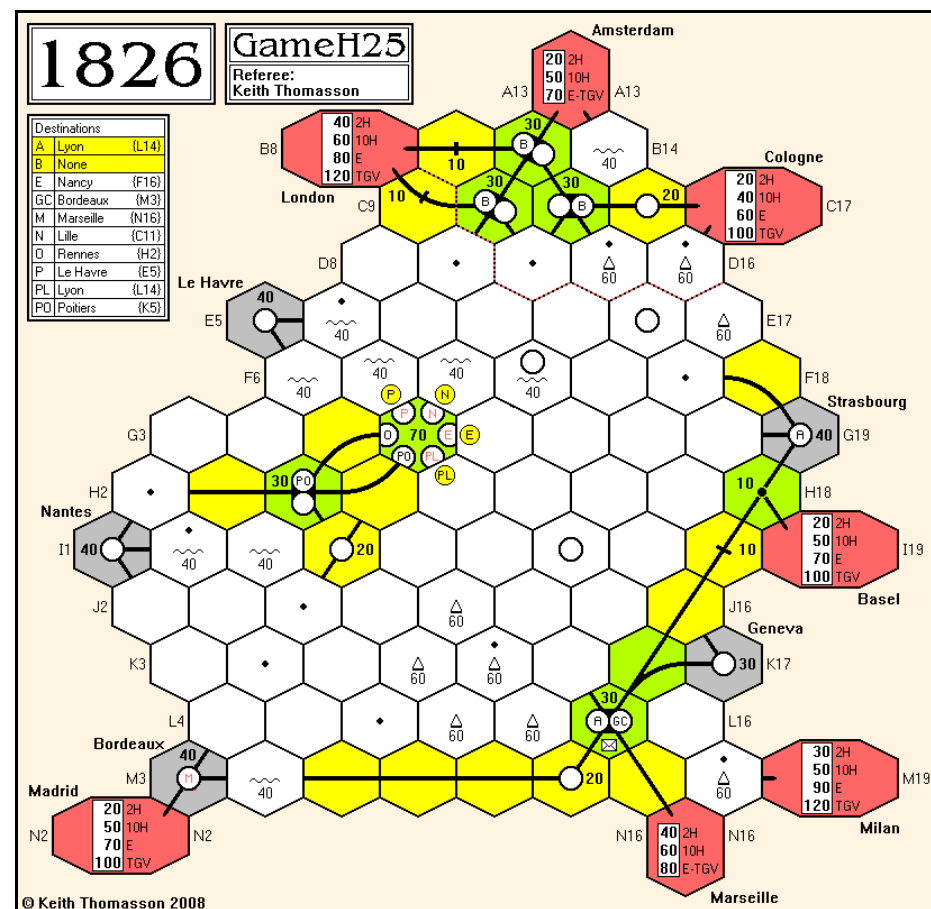
Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
Stephen Webb	-	3P	1	-	1	-	-	-	-	-	1
John Shelley	Bridge, Par	-	3	-	3P	-	-	-	2P	-	-
✱ Pete Campbell	-	-	-	-	1	-	-	3P	-	-	3P
Lyndon Gurr	-	1	6P	-	-	-	-	-	-	-	1

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	122A	110D		100D			100C	110A		100D
Loans	-	-		-			-			-
Company credit	148	292		156			150			49
Tokens	2	2		2			2			1
Trains	4H	4H		2H			4H			4H
		2H		2H						2H
				2H						2H

Bank cash: 9,272 Certificate limit: 13 Trains: 3 x '4H', 6 x '6H'  
 Current operating order: A, B, PO, GC, O

The A has reached its destination and could now convert to a ten-share company if Stephen wants to do so.

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
3/2	4/4	5/2	6/1	7/4	8/13	9/15	57/3	58/5	14/3	15/3	16/1	19/1
20/1	23/4	24/5	26/1	27/1	28/1	19/1	87/2	88/2	141/1	142/-	143/1	203/1
204/2	514/-	619/-										



Orders required for the following round

By the early deadline

SR5



1829-V21

The last two companies come out.

SR15

Stock Round 15

Rob	Lionel	Peter	John	Mike
- 2 LNWR + Highland/Dir	- 2 L&YR	✗	+ Highland new	Closes Hull
- 1 L&YR + Highland new	✗	✗	+ Highland new {floated}	✗
- 1 NER + Highland new	✗	✗	+ Highland new	✗
✗	✗	✗	+ Highland new	✗
✗	✗	✗	+ Highland new	✗
✗	- 1 LNWR + Furness/Dir	✗	+ Furness new	✗
✗	- 1 LNWR + Furness new	✗	+ Furness new {floated}	✗
✗	- 1 GCR + Furness new	✗	+ GCR pool	✗
✗	✗	✗	+ Furness new	✗
✗	✗	✗	✗	✗

Priority for SR16:

Cash Flow	b/f	SR15	c/f	Value	%	Certs
Rob Thomasson	1,679	723	2,402	6,989	23.7	18
Lionel Robbins	3,753	572	4,325	7,547	25.6	18
Peter Berlin	1,458	0	1,458	4,348	14.7	12
John Hopkins	2,233	-510	1,723	4,431	15.0	18
Mike Hutton	1,908	0	1,908	6,211	21.0	18

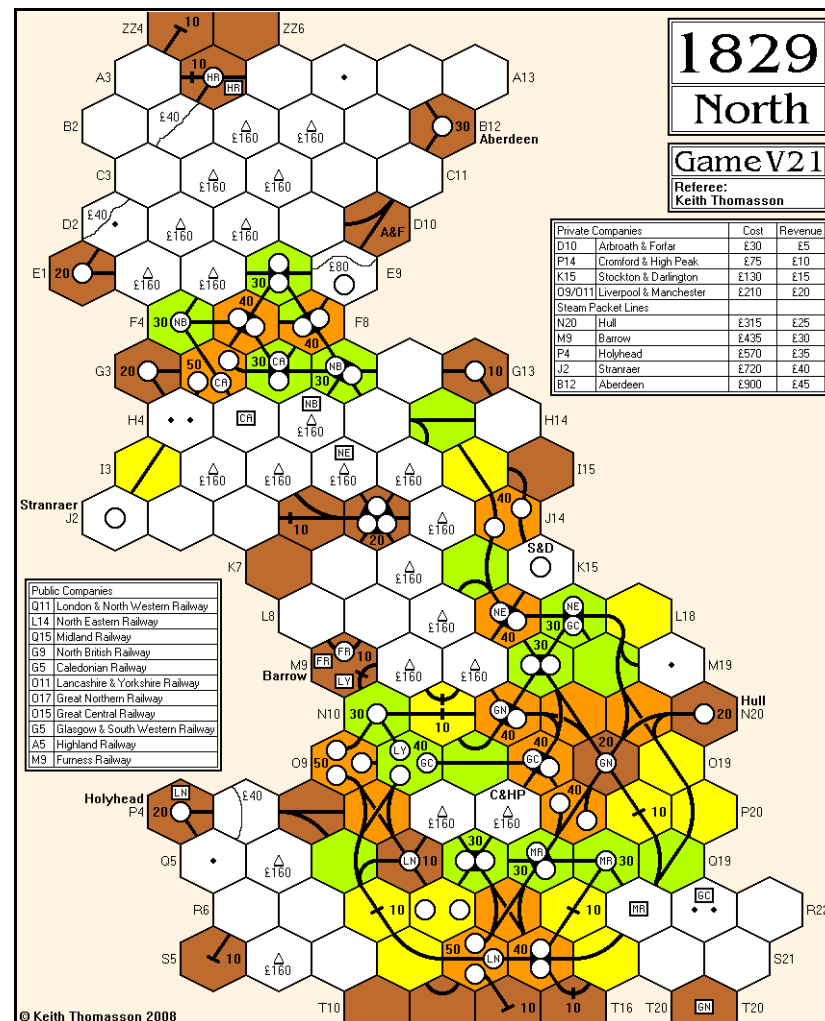
Portfolio	Priv/SP	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	High	Furn
Rob Thomasson	Ba St Ab	-	-	-	8D	4	-	1	-	5D	-
Lionel Robbins	-	-	1	1	2	6D	-	5D	2	-	5D
Peter Berlin	C&HP	5D	-	3	-	-	5D	-	-	-	-
John Hopkins	S&D	-	-	5D	-	-	-	4	1	5	3
Mike Hutton	Holy	1	8D	1	-	-	2	-	7D	-	-

Bank (new)	-	-	-	-	-	-	-	-	-	-	2
Price (new)	100	90	82	76	71	67	64	61	56	53	
Bank (pool)	-	4	1	-	-	-	3	-	-	-	
Price (pool)	345	275	300	180	160	38	142	71	56	53	
Company credit	210	270	70	90	40	0	20	10	560	530	
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: 8,184 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 rounds

By the early deadline

OR25, OR26

Adjudication can pause between rounds if requested





1829-U25

The Midland remains out of reach.

OR3 - SR4

OR3	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	7:Q9:5	•R10	50	Yes	-	112	780	2
GWR	PC	8:T14:5	•V16	50	Yes	-	82	720	2

#### Stock Round 4

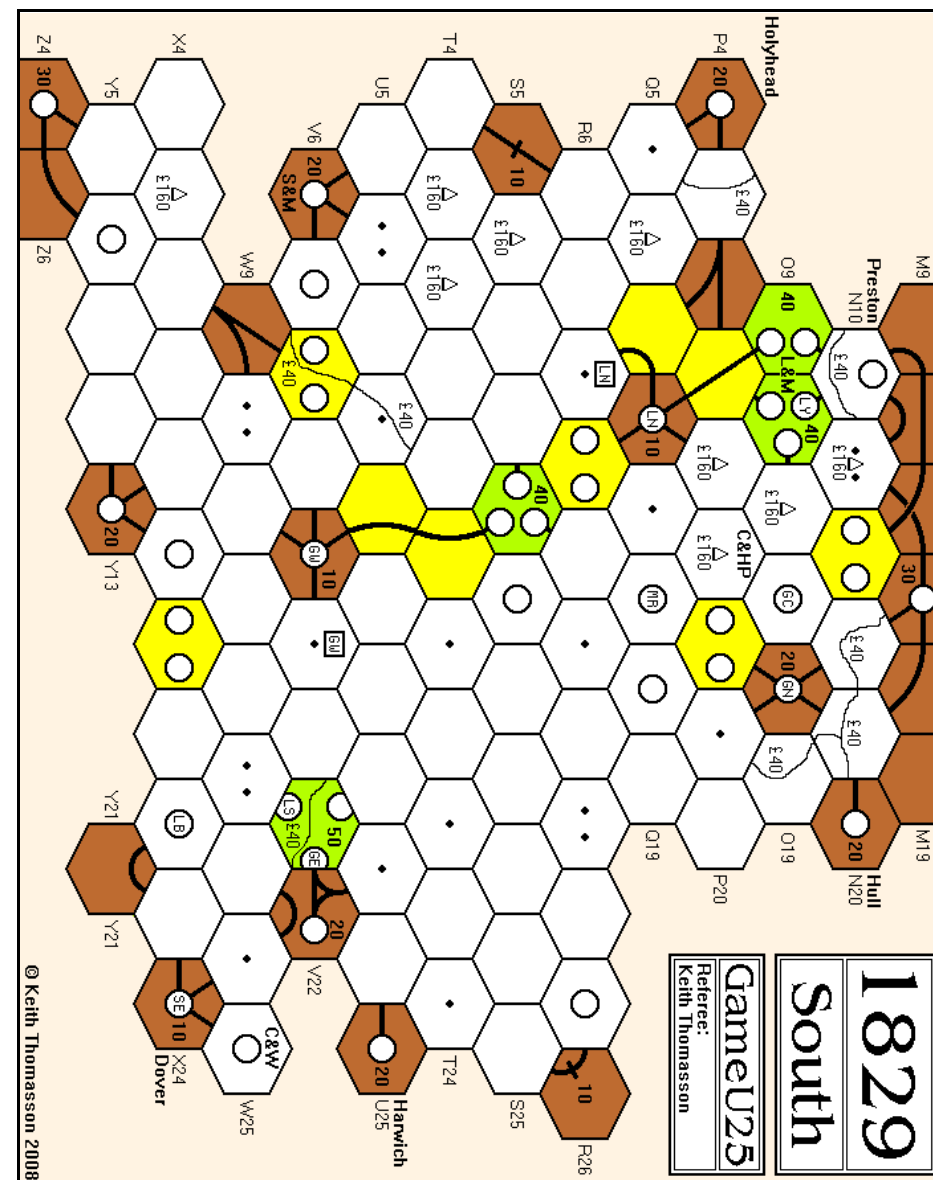
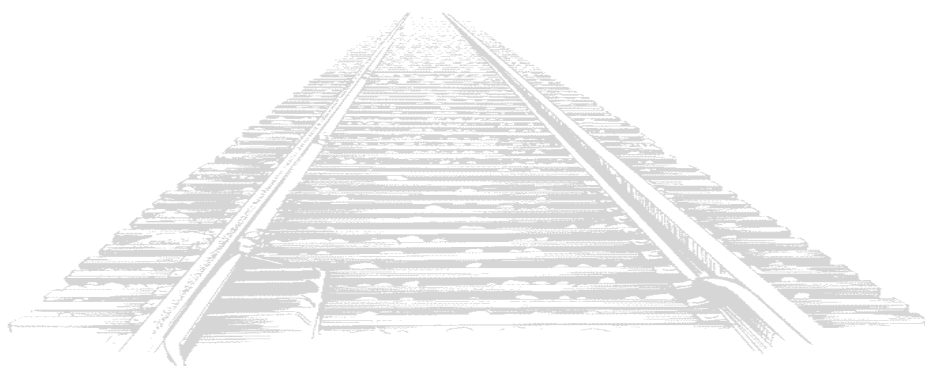
Lionel	Rob	John	Pete
+ GWR new	x	x	+ GWR new
x	x	x	x
Priority for SR5			

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Rob Thomasson	50	35	0	85	727	25.5	6
John Shelley	290	25	0	315	726	25.5	4
Pete Campbell	75	40	-90	25	677	23.7	6
Lionel Robbins	180	35	-90	125	723	25.3	5

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	5D	-	-	-	-	-	-
• Lionel Robbins	L&M	2	2	-	-	-	-	-	-

Bank (new)	Hull	-	1	10	10	10	10	10	10
Price (new)		100	90	82	76	71	67	64	53
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)		112	82						
Company credit		780	720						
Tokens		5	5	5	5	5	4	4	4
Trains		2	2						
Bank cash: 19,450		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	7/3	8/6	9/9



Orders required for the following rounds

By the early deadline

OR4, SR5

Adjudication can pause between rounds if requested



1830-L23

Just the one round,  
but no sign of the Diesels.

OR13

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	WM	47:E21:3	380	Yes	-	250A	19	5 4
B&M	WM	-	240	Yes	-	160A	41	6
NYC	MH	8:D18:4	220	Yes	-	140C	300	5
B&O	TF	9:F14:1	190	Yes	-	140C	653	4
PRR	JS	59:D10:2	300	Yes	① ②	82D	131	6
CPR	JS	8:B18:6	80	Yes	①	82A	284	4
C&O	JS	67:D10:4	240	Yes	-	68H	165	5
Erie	TF	16:G3:1	200	Yes	-	30K	280	4

Notes: ① 80 to the bank for terrain costs  
② 100 to the bank for a token in D10

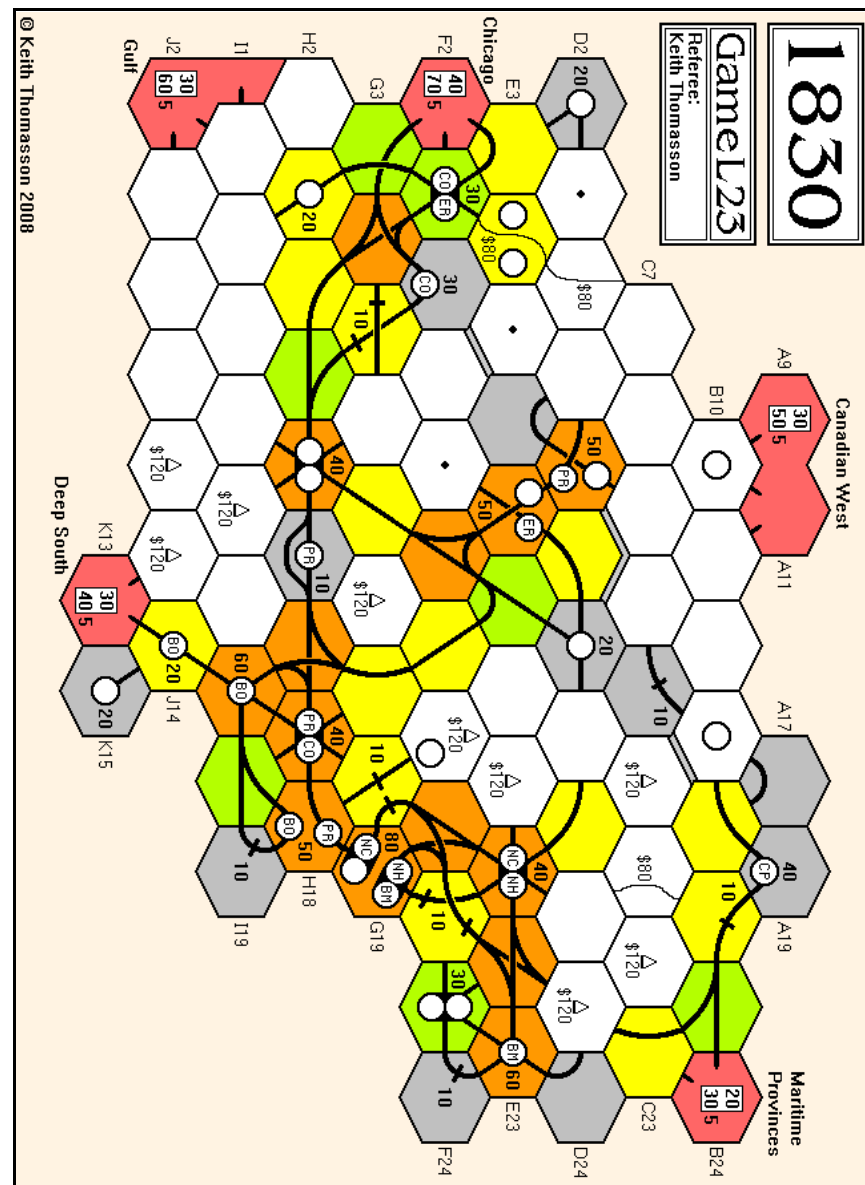
Cash Flow	b/f	OR13	c/f	Value	%	Certs
John Shelley	273	314	587	1,791	12.2	12/13
Mike Head	605	267	872	2,462	16.7	10/11
Richard Lunn	1,316	351	1,667	3,699	25/1	13/14
Tim Franklin	131	390	521	2,197	14.9	13/17
Willem Moene	1,091	508	1,599	4,587	31.1	15/16

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)	160A	140C	68H	82A	30K	140C	250A	82D
Company credit	41	653	165	284	280	300	19	131
Tokens	-	-	-	3	1	2	-	-
Trains	6	4	5	4	4	5	5 4	6

Bank cash: 4,881 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	8/2	9/5	55/-	56/-	57/2	58/1	69/1	14/2		
15/1	16/-	18/1	19/1	20/1	23/1	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/-	61/-	62/-		
63/-	64/1	65/-	66/1	67/-	68/-	70/1								





1830-G24

Two assisted train purchases  
in this single round.

OR9

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	59:D10:1	100	Yes	①	112B	30	-
PRR	DS	70:I17:6	-	-	②	70G	0	6
NYNH	MF	-	260	Yes	-	100E	376	-
C&O	PC	8:H8:1	-	-	③	75F	0	D
CPR	WM	57:B16:3	70	Yes	-	90B	177	5
B&O	SW	28:F18:5	250	Yes	④	70G	118	5
NYC	SW	-	-	-	-	58F	80	6
B&M	MF	-	-	-	⑤ ⑥	54G	0	5

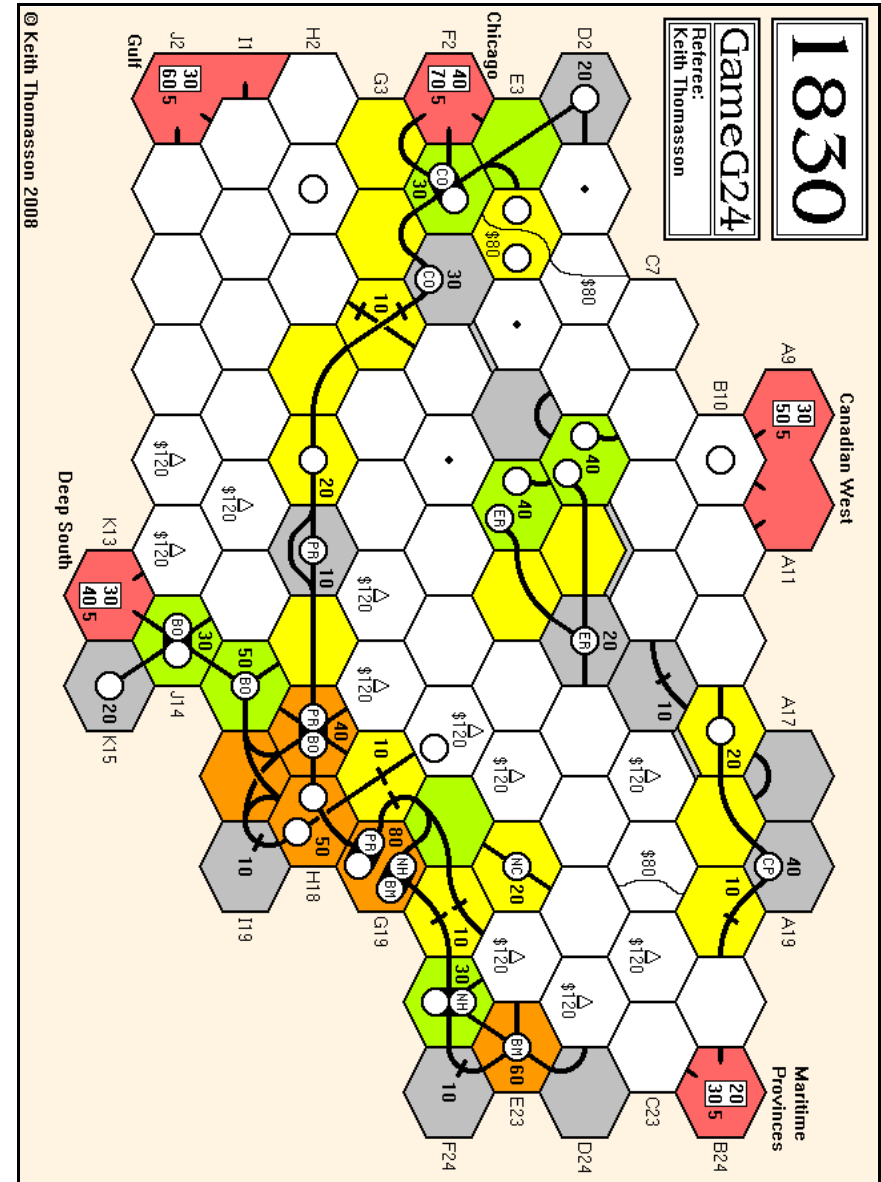
- Notes: ① 80 to the bank for terrain costs  
 ② 630 to the bank for a '6' train, partly funded by 116 from Don  
 ③ 1,100 to the bank for a Diesel, largely funded by 816 from Pete, requiring the sale of 1 NYNH (4+), 2 B&M (63G), 3 PRR (70G), 1 C&O (75F) and 1 B&O (69G)  
 ④ 100 to the bank for a token in H16  
 ⑤ 40 to the bank for a token in G19  
 ⑥ 270 to the NYNH for a '5' train

Cash Flow	b/f	OR9	c/f	Value	%	Certs
Mark Frueh	214	156	370	1,385	29.0	7/11
Willem Moene	61	120	181	1,448	30.3	11
Stephen Webb	76	125	201	841	17.6	4/8
Pete Campbell	222	-157	65	440	9.2	4
Don Smith	159	-65	94	668	14.0	6/7

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	-	-	5P	-	-	-	-	-
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	3	1	-	1	3	4
Price (pool)	54G	70G	75F	90B	112B	58F	100E	70G
Company credit	0	118	0	177	30	80	376	0
Tokens	-	-	1	3	1	3	-	1
Trains	5	5	D	5	-	6	-	6
Bank cash: 10,308		Certificate limit: 13					Trains: Diesels	
Current operating order:		Erie, NYNH, CPR, C&O, PRR, B&O, NYC, B&M						

Tiles		Tile number/Availability										Three Operating Rounds between Stock Rounds	
1/-	2/-	3/2	4/2	7/2	8/5	9/5	55/-	56/1	57/1	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/-	29/-	53/1	
54/1	59/-	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/-							



Orders required for the following round	By the early deadline
SR7	



1830-V1-N24

All eight companies  
are now operational.

SR5

Stock Round 5

Tony	Mark	Don	Alan	Stephen
+ NYNH pool	- 2 PRR {▼90D} - 1 NYNH {▼69G} + B&M/P {90}	- 1 C&O {▼80F} - 1 B&O {▼80F} - 1 B&M {▼82E} - 1 NYNH {▼68H} + NYC/P {90}	+ CPR pool	- 2 CPR {▼70G} + Erie new
+ NYNH pool	+ B&M new	+ NYC new	+ B&O pool	+ Erie new
+ NYNH pool	+ B&M new	+ NYC new	✗	+ Erie new
✗	+ B&M new	+ NYC new	✗	+ Erie new
✗	+ B&M new {floated}	+ NYC new {floated}	✗	+ PRR new - 1 PRR {▼82E}
✗	✗	✗	✗	+ B&O pool
✗	✗	✗	✗	✗
Priority for SR6				

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Stephen Webb	283	-254	29	907	19.1▼	11
Tony Sait	250	-207	43	783	16.5▲	8
Mark Stretch	270	-245	25	915	19.3▼	9
Don Smith	250	-201	49	989	20.9▲	9
Alan Harvey	212	-162	50	1,150	24.2▼	11

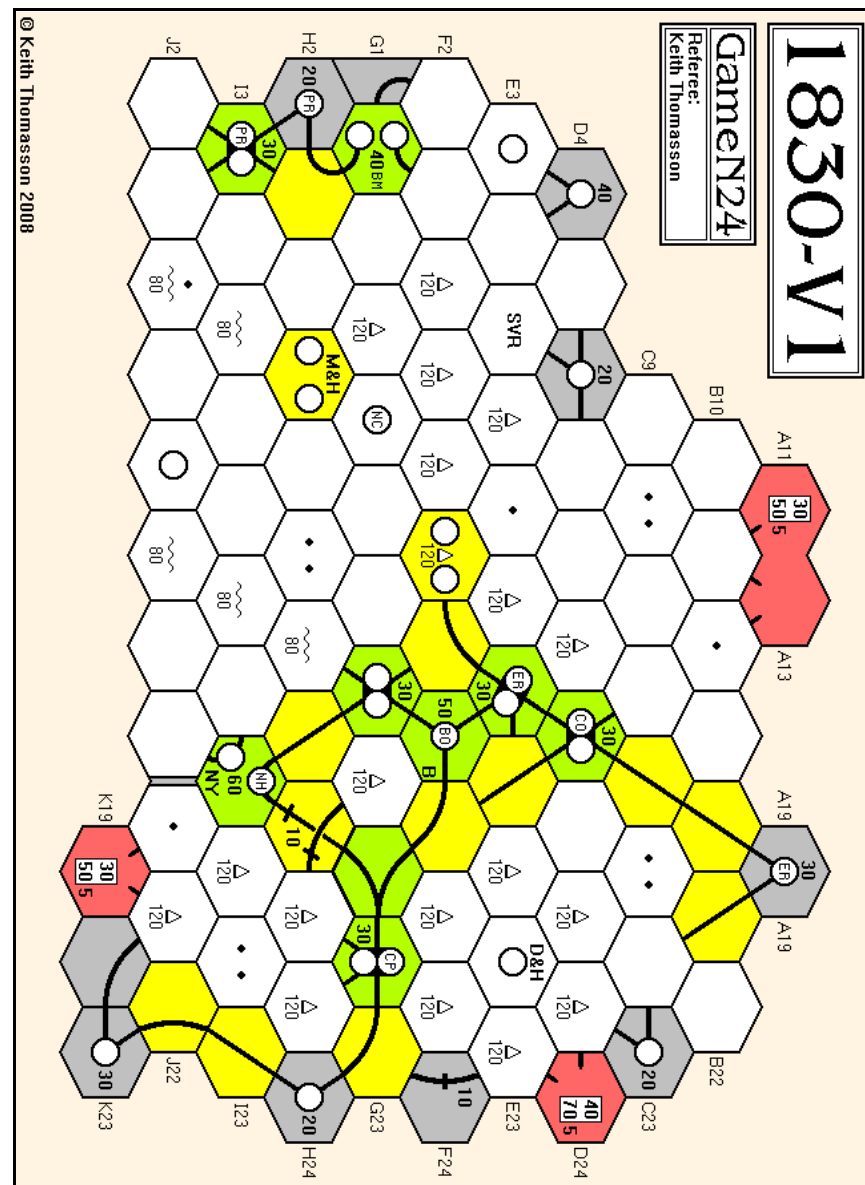
Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	-	1	1	2	4	-	2	1
✗ Tony Sait	-	5P	-	-	-	-	5P	-
Mark Stretch	6P	-	-	5P	-	-	-	-
Don Smith	-	-	5P	-	-	6P	-	-
Alan Harvey	-	1	-	1	6P	-	-	5P

Bank (new)	4	-	-	-	-	4	-	1
Price (par)	90	100	67	76	82	90	71	100
Bank (pool)	-	3	4	2	-	-	3	3
Price (pool)	90B	80F	80F	70G	90B	90B	68H	82E
Company credit	900	316	447	278	30	900	440	210
Tokens	2	2	2	4	1	4	1	2
Trains	-	4 3	3	4 3	5 4	-	3	4 3

Bank cash: 8,283 Certificate limit: 13 Trains: 2 x '5', 2 x '6'...  
Current operating order: B&M, NYC, Erie, PRR, C&O, B&O, CPR, NYNH

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													

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Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested





1835-C26

The Leipzig-Dresdner doesn't make it out of the start packet.

SR1

### Stock Round 1

John	+ B-M minor
Tony	+ B-P minor
Don	+ ByE Directorship
Lyndon	+ B-S minor
Willem	+ K-M minor
Willem	+ Mag minor
Lyndon	+ A-K minor
Don	+ N-F private (with 10% ByE)
Tony	+ Han private
John	+ Bra private
John	+ Ost private (with 10% ByE)
Tony	✗
Don	✗
Lyndon	+ Pfa private (with 10% ByE)
Priority for stock round 2 lies with Willem	

Cash Flow	b/f	SR1	c/f	Value	%	Certs
John Shelley	390	-330	60	482	21.7▲	4
Tony Sait	390	-330	60	390	17.5▼	2
Don Smith	390	-284	106	482	21.7▲	3
Lyndon Gurr	390	-310	80	482	21.7▲	4
Willem Moene	390	-240	150	390	17.5▼	2

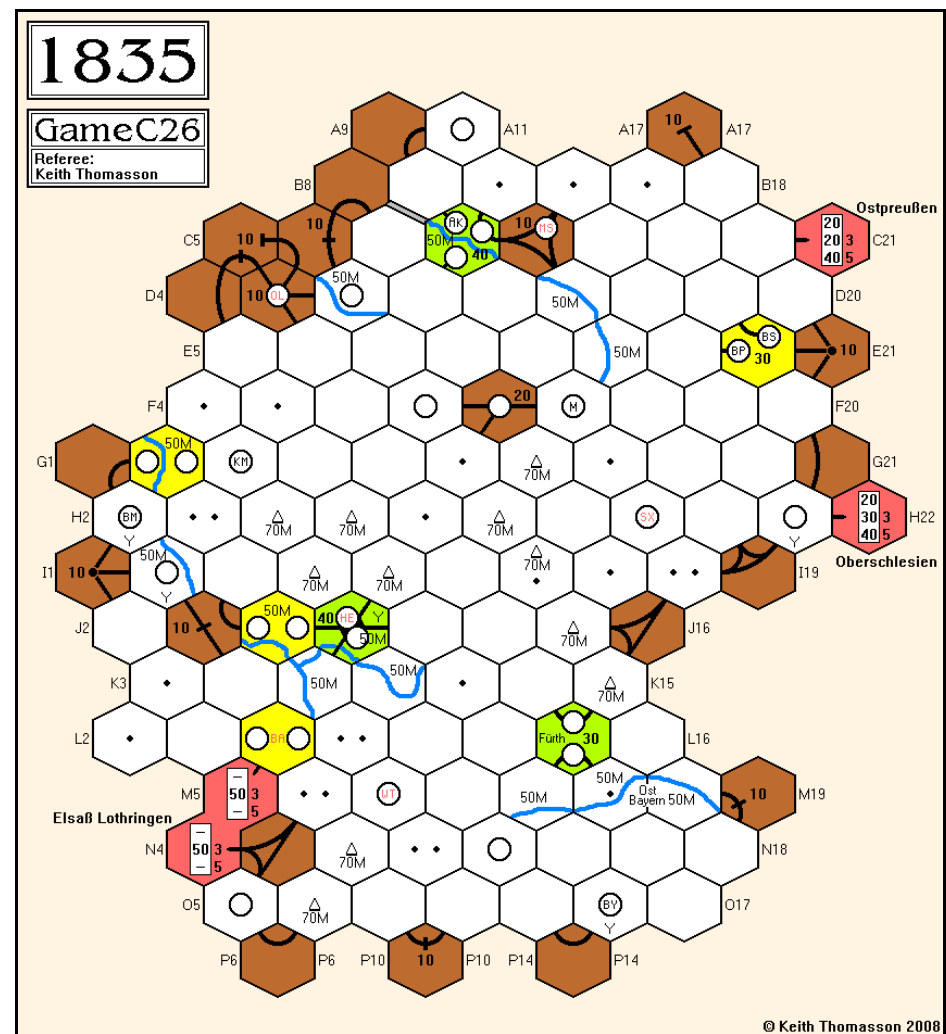
Portfolio	Privs/Minors	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OIE
John Shelley	Ost, Bra, B-M	-	10/1	-	-	-	-	-	-
Tony Sait	Han, B-P	-	-	-	-	-	-	-	-
Don Smith	N-F	-	30/2	-	-	-	-	-	-
Lyndon Gurr	Pfa, B-S, A-K	-	10/1	-	-	-	-	-	-
✗ Willem Moene	Mag, K-M	-	-	-	-	-	-	-	-

Bank (new)	40/4	50/5	100/9	100/8	100/8	100/8	100/7	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	92C							
Company credit	460							
Tokens	2	5	2	2	2	2	2	2

Trains			-		
Bank cash: 10,434	Certificate limit: 12		Trains: 9 x '2', 4 x '2+2'		
Current operating order:	B-M, B-P, Mag, K-M, B-S, A-K, ByE				

The director's holdings will be shown in **red text** in the portfolio.

Tiles	Tile number/Availability					One Operating Round between Stock Rounds							
1/1	2/1	3/2	4/3	5/3	6/3	7/8	8/16	9/12	55/1	56/1	57/2	58/4	
69/2	201/2	202/2											



Orders required for the following rounds

By the early deadline

OR1, SR2



1850-R22

One last set of corrections  
before we come to a close.

OR18 - OR20

Alan bought a second UP and one fewer MP. This changes price changes for being sold out but not the operating order. Stephen's transactions totalled 100 not 460. The CMSP run for OR17 was fine - the token for the UP was placed in L13 later in the round but not listed in the notes.

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NP	SW	8:D15:1	290	Yes	-	400A	286	6
GN	LG	-	520	Yes	-	325A	1	6 6
CMSP	LG	-	350	Yes	-	225A	0	10
CBQ	AH	9:G8:1	410	Yes	-	180B	0	12
MP	SW	47:G14:1	340	Yes	①	160B	146	8
SOO	AH	147:I16:2	430	Yes	-	160A	376	8
UP	TF	14:G4:1	290	Yes	-	100E	167	8
CRIP	SW	9:H7:3	380	Yes	②	64G	80	10
MKT	LG	-	290	Yes	③	60F	140	12

- Notes: ① 100 to the bank for a token in M8  
 ② 100 to the bank for a token in H9  
 ③ The bank has run out of cash

OR19	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NP	SW	-	290	Yes	-	400A	344	6
GN	LG	-	520	Yes	-	350A	1	6 6
CMSP	LG	-	360	Yes	-	250A	0	10
CBQ	AH	8:F7:2	420	Yes	-	200B	0	12
MP	SW	14:F13:2	340	Yes	①	180B	114	8
SOO	AH	-	430	Yes	-	180A	419	8
UP	TF	-	290	Yes	-	110D	225	8
CRIP	SW	-	340	Yes	-	68G	80	10
MKT	LG	-	290	Yes	-	64F	140	12

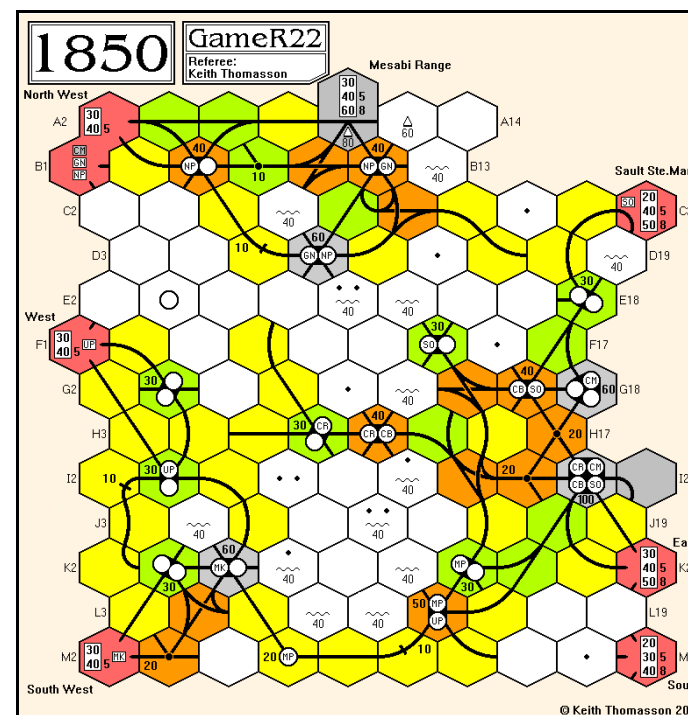
- Notes: ① 100 to the bank for a token in K14

OR20	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NP	SW	-	290	Yes	-	400A	402	6
GN	LG	-	520	Yes	-	375A	1	6 6
CMSP	LG	-	360	Yes	-	275A	0	10
CBQ	AH	9:E8:2	480	Yes	-	225B	0	12
MP	SW	-	340	Yes	-	200B	182	8
SOO	AH	-	430	Yes	-	200A	462	8
UP	TF	-	290	Yes	-	120D	283	8
CRIP	SW	-	380	Yes	-	72G	80	10
MKT	LG	-	290	Yes	-	68F	140	12

Cash Flow	b/f	OR18	OR19	OR20	c/f	Value	%	Certs
Stephen Webb	2,008	722	725	731	4,186	9,292	26.6	18
Alan Harvey	2,220	780	787	829	4,616	8,115	23.3	18
Lyndon Gurr	3,285	1,018	1,025	1,031	6,359	11,951	34.3	23
Tim Franklin	317	553	556	562	1,988	5,501	15.8	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	1	-	6P	2
Lyndon Gurr	1	6P	3	7P	7P	-	-	2	-
Tim Franklin	1	2	-	2	1	1	2	1	6P

Bank (new)	-	-	-	-	-	1	-	-	-
Price (par)	100	90	76	82	68	100	68	90	82
Bank (pool)	-	-	-	-	-	-	-	-	-
Price (pool)	225B	275A	72G	375A	68F	200B	400A	200A	120D
Company credit	0	0	80	1	140	182	402	462	283
Redeemed shares	-	-	-	-	-	1	2	1	2
Tokens	1	1+E	1	1	2	-	-	1	1
Trains	12	10	10	6.6	12	8	6	8	8
Bank cash: -6,699	Certificate limit: 14							Trains: '12's	



1st	Lyndon Gurr	11,951	34.3%
2nd	Stephen Webb	9,292	26.6%
3rd	Alan Harvey	8,115	23.3%
4th	Tim Franklin	5,501	15.8%

Congratulations to Lyndon, apologies for the long learning curve at my end, and thanks to everyone for playing. We'll round up next with your comments on the game.



1856-R23

Two rounds and two new Diesels.

OR11 - OR12

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	LG	1:114:2	270	Yes	-	175D	34	6
THB	PC	14:L13:2	250	Yes	-	125A	9	5
CGR	RT	6:J15:3	380	No	①	100A	841	-
BBG	RT	58:K16:6	-	-	② ③	90A	260	6
WGB	LG	5:J11:4	-	-	-	90A	1,000	-
CV	WM	124:N11:1	650	Yes	-	100A	533	D 5
CPR	DS	58:L9:2	220	Yes	④	75F	406	5

- Notes: ① Diesel borrowed from the bank  
 ② 40 to the bank for a token in L13  
 ③ 700 to the bank for a '6' train  
 ④ 40 to the bank for a token in N11

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	LG	59:112:2	270	Yes	-	200D	34	6
THB	PC	-	230	Yes	-	150A	9	5
CGR	RT	14:J15:3	590	No	① ② ③	100A	231	D
CV	WM	-	650	Yes	-	110A	533	D 5
BBG	RT	6:K16:6	330	Yes	-	100A	260	6
WGB	LG	68:112:2	-	-	④	80A	0	D
CPR	DS	9:L11:1	220	Yes	-	80F	494	5

- Notes: ① Diesel borrowed from the bank  
 ② 100 to the bank for a token in J15  
 ③ 1,100 to the bank for a Diesel  
 ④ 1,100 to the bank for a Diesel, partly funded by 100 from Lyndon

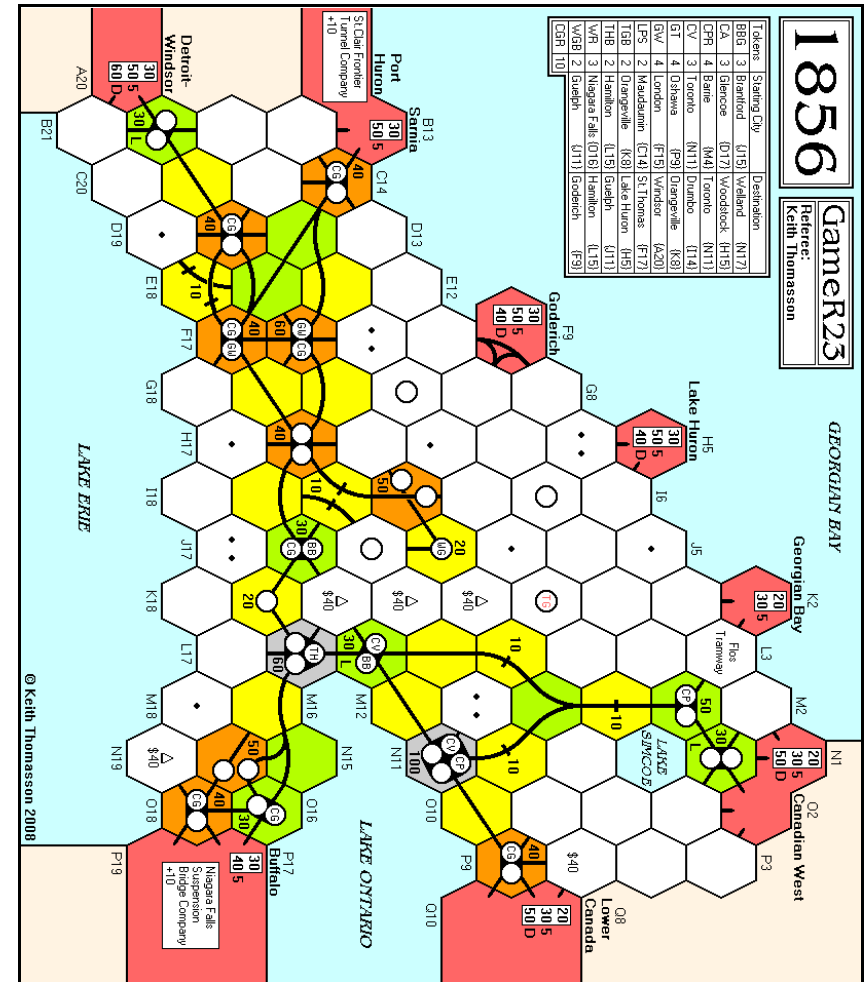
Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Pete Campbell	42	361	349	752	2,772	26.4	11 1/2
Willem Moene	70	417	419	904	2,064	19.7	7 1/2
Lyndon Gurr	209	249	149	607	2,677	25.5	13
Rob Thomasson	99	65	263	427	1,937	18.5	10
Don Smith	27	110	110	247	1,047	10.0	8

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	80F	110A	200D	80C	150A	80A	100A
Company credit	260	494	533	34	9	0	231	
Tokens	1	2	1	2	2	1	1	2
Trains	6	5	D 5	6	5	D	D	

Bank cash: 7,502 Certificate limit: 13 Trains: Diesels  
 Current operating order: GW, THB, CV, CGR, BBG, CPR, WGB

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/-	2/1	3/3	4/2	5/1	6/1	7/7	8/9	9/8	55/1	56/-	57/4	58/1
69/1	14/-	15/3	16/1	17/1	18/1	19/1	20/1	23/4	24/2	25/-	26/1	27/1
28/-	29/1	59/2	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/-	70/1	122/1	125/-	126/-	127/1	123/-
124/-												



Orders required for the following rounds

By the early deadline

OR13, SR7

Adjudication can pause between rounds if requested





1870-K23

One last round and we're done.

OR14

Lionel pointed out a minor and somewhat academic increase in the SP's run for OR13. It went up from 250 to 260.

OR14	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MP	LG	-	-	490	Yes	-	300B	82
SP	LR	8:I6:5	8:H5:2	270	Yes	①	275B	670
SSW	LG	-	-	390	Yes	-	200B	498
GMO	WM	-	-	130	Yes	-	160A	723
SLSF	DS	-	-	140	No	-	100C	631
MKT	DS	-	-	160	Yes	-	110F	48
TP	JS	-	-	180	Yes	-	110D	180
TP	JS	Connection run	-	340	Yes	③	120D	248
IC	JS	9:G18:2	9:F19:2	190	Yes	④ ②	76D	91
IC	JS	Connection run	-	420	Yes	⑤	82D	217
FW	LG	-	-	210	Yes	-	72F	955
ATSF	WM	-	-	160	Yes	-	64C	724

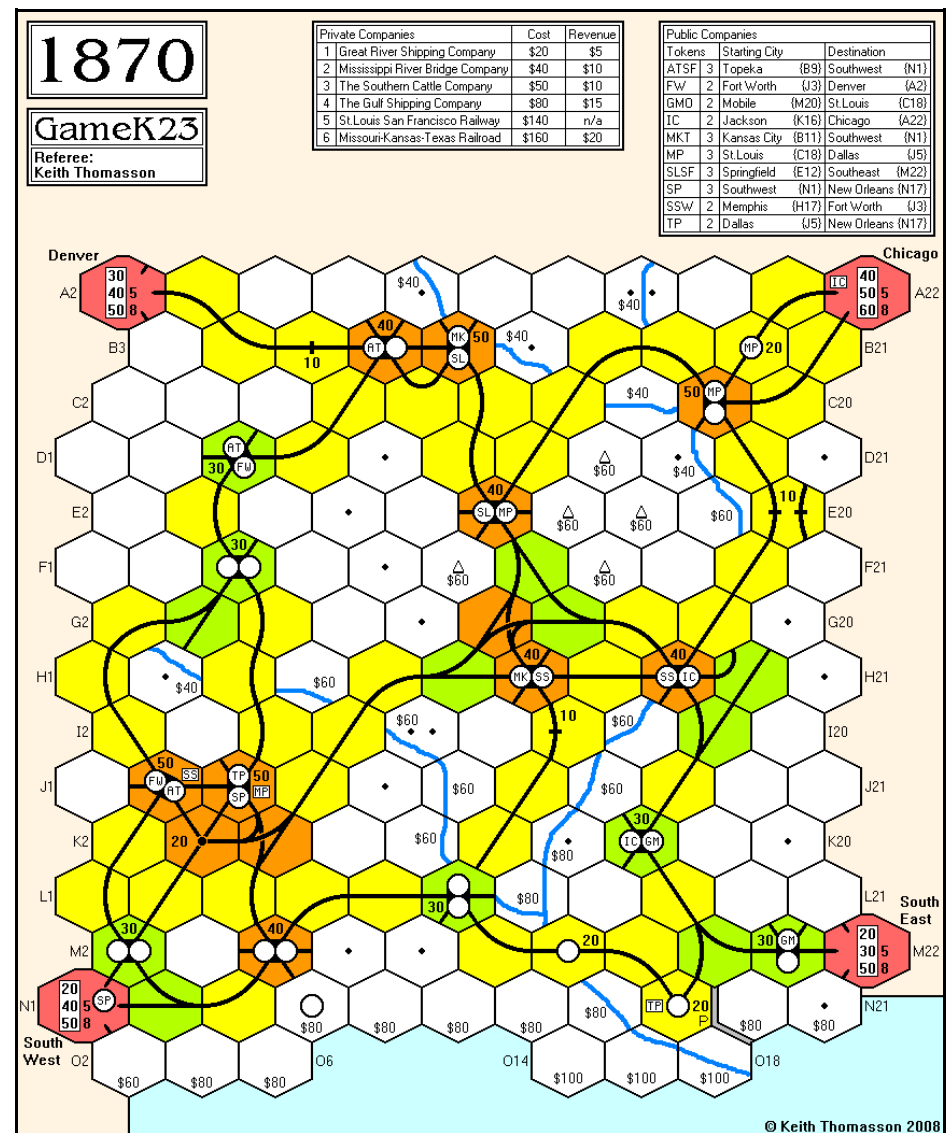
- Notes: ① 40 to the bank for terrain costs  
 ② 630 to the bank for a '6' train  
 ③ Destination marker placed in N17  
 ④ 120 to the bank for terrain costs  
 ⑤ Destination marker placed in A22

Cash Flow	b/f	OR14	c/f	Value	%	Certs
John Shelley	1,313	677	1,990	4,047	18.1	14
Lionel Robbins	2,013	449	2,462	5,490	24.6	12/13
Lyndon Gurr	3,534	783	4,317	8,015	35.9	17/18
Don Smith	823	156	979	2,604	11.7	10
Willem Moene	299	256	555	2,153	9.7	8/13

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)	64C	72F	160A	82D	110F	300B	100C	275B	200B	120D
Company credit	724	955	723	217	48	82	631	670	498	248
Redeemed shares	-	-	-	1	-	-	1	2	-	2
Tokens	D	D	D	-	1+D	-	1+D	1+D	-	1
Trains	4	5	5	6.5	4	5.4	-	-	4	6.4
Bank cash: -3,099	Certificate limit: 13				Trains: 1 x '6', 3 x '8'...					

Congratulations to Lyndon and thanks to everyone for the game. I don't think I've seen an 1870 where the '8' trains didn't make it out of the sheds. We'll round it up next time, so have your say if you have anything to say.



1st	Lyndon Gurr	8,015	35.9%
2nd	Lionel Robbins	5,490	24.6%
3rd	John Shelley	4,047	18.1%
4th	Don Smith	2,604	11.7%
5th	Willem Moene	2,153	9.7%



1870-R24

The SLSF price drops  
and spoils some plans.

SR5

Stock Round 5

Roger	Mark	Stephen	Don	Willem
+ SLSF new - 1 SLSF {♥120D}	- 1 SLSF {♦♦} + GMO/Pres {76}	+ SLSF new - 4 MP {♥100E} - 1 SLSF {♦♦}	+ MP pool	- 1 ATSF {♥82C} + FW/Pres {100}
+ SP/Pres {90}	+ GMO new	+ TP/Pres {100}	+ SLSF pool	+ FW new
+ SP new	+ GMO new	+ IC/Pres {100}	✗	+ FW new
+ SP new	+ GMO new	+ TP new	✗	+ FW new
+ SP new	+ GMO new {floated}	+ TP new	✗	+ FW new {floated}
- 1 MKT {♥100E}	- 1 GMO {♥72E}	+ TP new	✗	✗
+ SP new {floated}	+ ATSF pool			
✗	SLSF redeems from the pool	+ TP new {floated}	✗	✗
✗	✗	- 1 TP {♥90B}	✗	✗
✗	✗	+ IC new	✗	✗
			Priority for SR6	

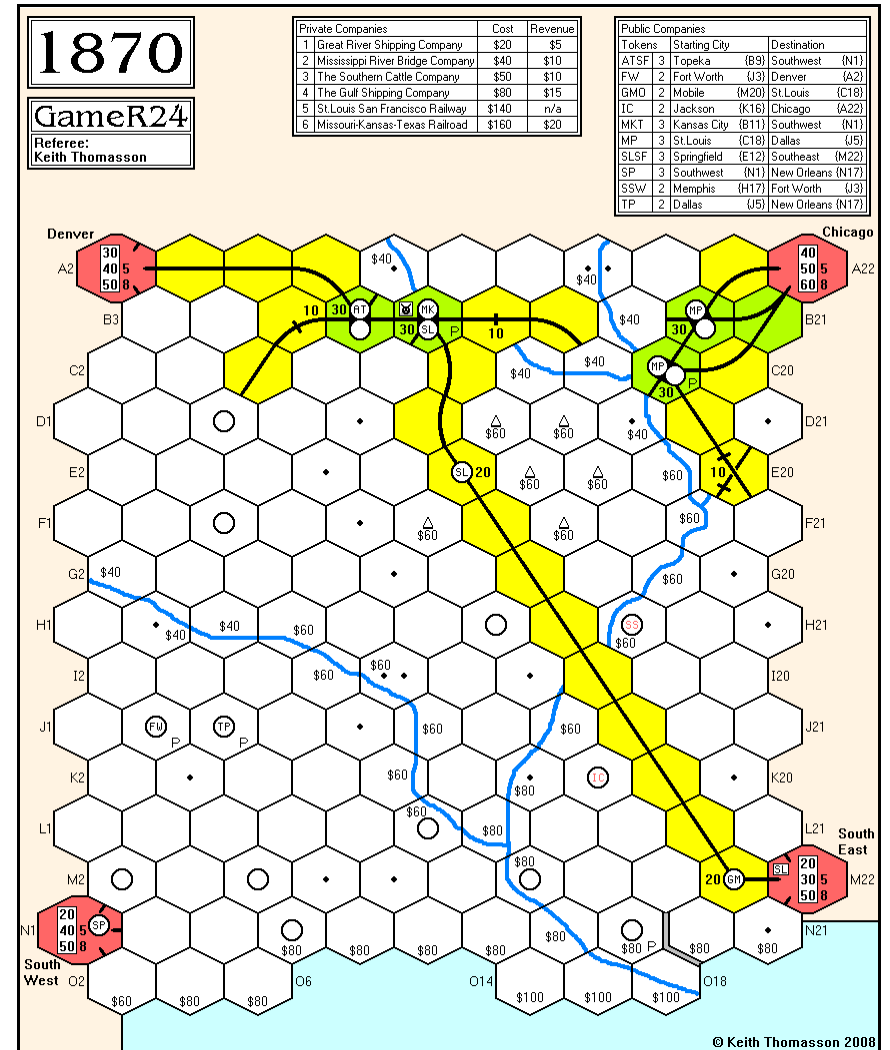
Cash Flow	b/f	SR5	c/f	Value	%	Certs
Willem Moene	512	-510	2	1,092	21.3▲	10
Roger Krueger	260	-210	50	1,090	21.3▲	9
Mark Frueh	353	-342	11	1,053	20.6▼	9
Stephen Webb	278	-220	58	1,028	20.1▲	9
Don Smith	256	-220	36	856	16.7▼	7

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Willem Moene	GSC	5P	6P	-	-	-	-	-	-	-	-
Roger Krueger	-	-	-	-	-	5P	-	-	6P	-	-
Mark Frueh	1	-	-	5P	-	-	-	5P	-	-	-
Stephen Webb	GRSC	-	-	-	3P	2	-	-	-	-	5P
Don Smith	-	-	-	-	-	1	6P	1	-	-	-

Bank (new)	4	4	4	7	-	-	-	4	10	4
Price (par)	90	100	76	100	90	90	100	90		100
Bank (pool)	-	-	1	-	-	-	2	-	-	-
Price (pool)	82C	100A	72E	100A	100E	100E	120D	90B		90B
Company credit	152	1,000	760		520	406	195	900		1,000
Redeemed shares	-	-	-		-	-	2	-		-
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: 6.910	Certificate limit: 13				Trains: 4 x '4', 4 x '5'...					
Current operating order:	SLSF, MP, MKT, FW, SP, TP, ATSF, GMO									

For redemptions, if there is a share in the pool it must be redeemed first, and there must be six shares in player hands and the bank pool after the redemption, otherwise it cannot happen.

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							



Orders required for the following rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested



1895-X24

Here we are again.

OR2 - SR3

This is a major wind back, for a re-run of OR2 and SR3. The reason is simple. A number of us planned for the availability of the green tiles once the first '3H' train had been bought, and I didn't check properly to realise that this does not happen until the first '4H' train is bought! Many thanks for Steve for bringing it to my attention. I call it a major rewind, but it's only two reports, and still having the orders on file it was easy enough to re-run the rounds. The main difference is the tile lay for the SD, which dropped it's dividend by 10.

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
OME	TF	8:C9:2	60	Yes	① ②	100B▲	462	2H 2H
STA	ST	58:E9:3	50	Yes	③ ④ ⑤ ⑥	80D▲	55	3H 3H 2H
SD	RK	7:E19:5	50	Yes	① ⑦	70E▲	145	3H 2H

Notes:

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

### Stock Round 3

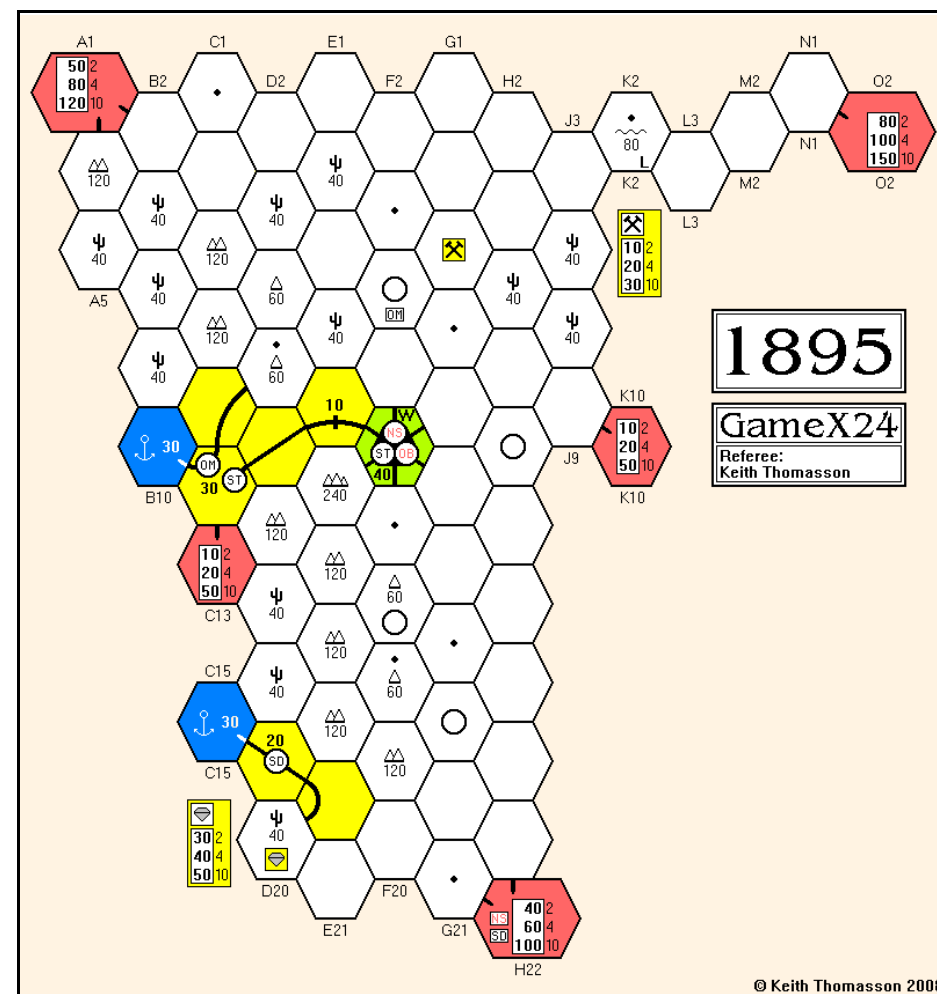
Tim	Roger	Steve
x	x	x
Priority for SR4		

Cash Flow	b/f	OR2	SR5	c/f	Value	%	Certs
Steve Thomas	10	30	0	40	510	29.4▲	7
Tim Franklin	10	36	0	46	646	37.2▼	5
Roger Krueger	10	41	0	51	581	33.4▼	9

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

Bank (new)	3	2	3	10	9
Bank (pool)	-	-	-		
Price	80D	100B	70E		
Company credit	55	462	145		
Tokens	2	2	2	2	2
Trains	3H 3H 2H	2H 2H	3H 2H		
Bank cash: 6,381	Certificate limit: 13			Trains: 2 x '4H', 2 x '5H'	
Current operating order:	OME, STA, SD				

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



The next two rounds will be familiar, and may turn out to be very much the same as the first time around, but rather than revisit your existing orders for these rounds it was only fair to let you take a fresh look.

Orders required for the following rounds	<i>By the early deadline</i>
OR3, OR4	<i>Adjudication can pause between rounds if requested</i>





# 18EU-G23

You can't upgrade yellow to brown.

# OR11 - OR12

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
BN	SW	-	470	Yes	-	200B▲	0	8 5
DR	DS	142:C6:2	600	Yes	-	180A▲	109	8 5
FN	LR	582:J7:5	520	Yes	①	150C▲	217	8 P
RA	MF	15:E20:1	440	Yes	-	135C▲	40	6
RP	SW	146:C6:2	410	Yes	-	122D▲	89	5 P
GS	DS	545:B9:4	360	Yes	-	100D▲	200	8 P
RB	DS	142:B7:6	500	Yes	-	100D▲	120	6
IS	MF	82:F19:6	490	Yes	②	82E▲	4	8

Notes: ① Token placed in J7  
② Token placed in E18

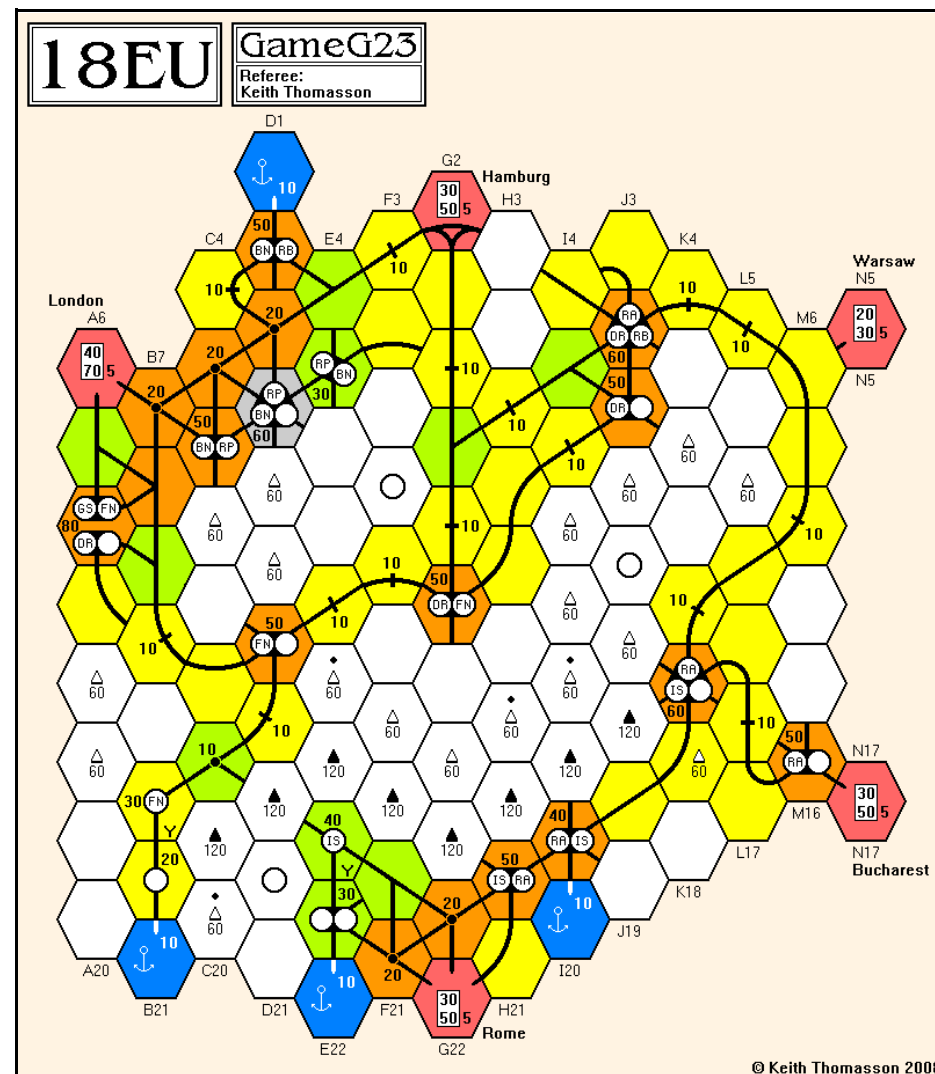
OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
BN	SW	611:D7:6	490	Yes	-	220B▲	0	8 5
DR	DS	147:B7:2	740	Yes	-	200A▲	109	8 5
FN	LR	82:I6:5	580	Yes	① ②	165C▲	217	8 P
RA	MF	14:I18:2	520	Yes	③	150C▲	40	6
RP	SW	513:D7:1	520	Yes	-	135C▲	141	5 P
GS	DS	-	540	Yes	-	110D▲	200	8 P
RB	DS	9:I4:3	520	Yes	-	110D▲	120	6
IS	MF	611:I18:2	510	Yes	②	90E▲	4	8

Notes: ① Token placed in A10  
② The bank has run out of cash  
③ Token placed in I18

Cash Flow	b/f	OR11	OR12	c/f	Value	%	Certs
Peter Berlin	161	72	108	341	561	2.4▲	2
Lionel Robbins	1,708	721	821	3,250	5,800	25.6▼	13
Mark Frueh	1,586	718	800	3,104	5,149	22.8▲	13
Don Smith	1,599	766	954	3,319	5,529	24.4▲	13
Stephen Webb	1,386	703	802	2,891	5,581	24.7▼	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	220B	200A	165C	110D	90E	150C	110D	135C
Company credit	0	109	217	200	4	40	120	141
Tokens	1	1	-	4	-	-	3	2
Trains	8.5	8.5	8 P	8 P	8	6	6	5 P
Bank cash: -1,736	Certificate limit: 13				Trains: 3 x '8' and 2 x Pullman			



1st	Lionel Robbins	5,800	25.6%
2nd	Stephen Webb	5,581	24.7%
3rd	Don Smith	5,529	24.4%
4th	Mark Frueh	5,149	22.8%
5th	Peter Berlin	561	2.4%

Congratulations to Lionel. Stephen thought Don would take the game, but it was not to be. It's round up time next month, so let me know how it was for you.



18GA-D26

Just one bid and no auctions.

PRIVATES

Stock Round 1 - Private Companies

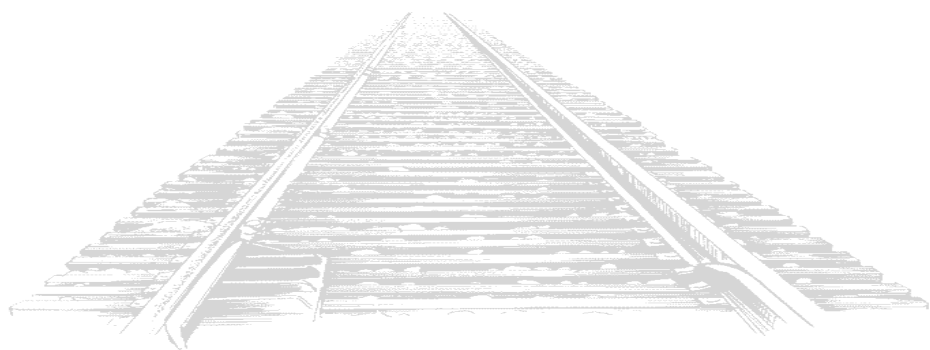
Don	Buys the LT for 20
Pete	Bids 75 on the W&S
Mike	Buys the Midland for 40
	✶ Gets the W&S for 75
Lyndon	Buys the OS for 100
Don	✕
Pete	Buys the M&B for 150
Priority for the remainder if the round lies with Mike	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Don Smith	450	-20	430	450	25.1▲	1
Pete Campbell	450	-225	225	445	24.8▼	2/3
Mike Head	450	-40	410	450	25.1▲	1
Lyndon Gurr	450	-100	350	450	25.1▲	1

Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
Don Smith	FT	-	-	-	-	-	-
Pete Campbell	W&S M&B	-	1	-	-	-	-
✶ Mike Head	Midland	-	-	-	-	-	-
Lyndon Gurr	OS	-	-	-	-	-	-

Bank (new)	10	9	10	10	10	10
Par price						
Bank (pool)	-	-	-	-	-	-
Pool price						
Company credit						
Tokens	4	4	2	4	3	2
Trains						
Bank cash: 6,585		Certificate limit: 13		Trains: 5 x '2', 4 x '3'...		

Tiles	Tile number/Availability					One Operating Round between Stock Rounds				
	3/3	4/3	5/2	6/2	7/5	8/11	9/10	57/4	58/3	451/1



18GA

Game D26

Referee:  
Keith Thomasson

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Orders required for the following round

By the early deadline

SR1, Public companies



18KAAS-P23

Dare I tempt fate and say this  
has been checked yet again...

OR13 - SR8

All checked and updated - not exactly an accurate statement last time, as the share holdings weren't updated for the sales Tony made to fund a Diesel for the B&M. They were, however, right in the adjudicator. The C&O credit has dropped by 40. This was previously corrected for an unpaid token, but probably got lost when I had to restart an adjudication.

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	-	230	Yes	-	185C	148	5
NYC	AH	-	210	Yes	-	155C	0	5
CPR	LG	24:B20:4	160	Yes	-	155C	138	5
NYNH	TS	46:19:5	360	Yes	-	155C	288	D
B&O	AH	16:J16:3	450	Yes	-	140C	310	D
PRR	WM	-	350	Yes	-	69G	350	6
B&M	TS	28:K15:2	570	Yes	-	67F	0	4
C&O	LG	8:N18:3	230	Yes	-	270G	307	6

#### Stock Round 8

Alan	Lyndon	Tony	Willem
- 1 CPR (▼130D)	+ B&O pool	+ NYNH pool	+ NYNH pool
+ B&O pool			
+ NYNH pool	+ NYNH pool	+ Erie pool	✗
✗	+ Erie pool	+ CPR pool	✗
✗	✗	+ CPR pool	✗
✗	✗	+ CPR pool	✗
✗	✗	✗	Priority for SR9

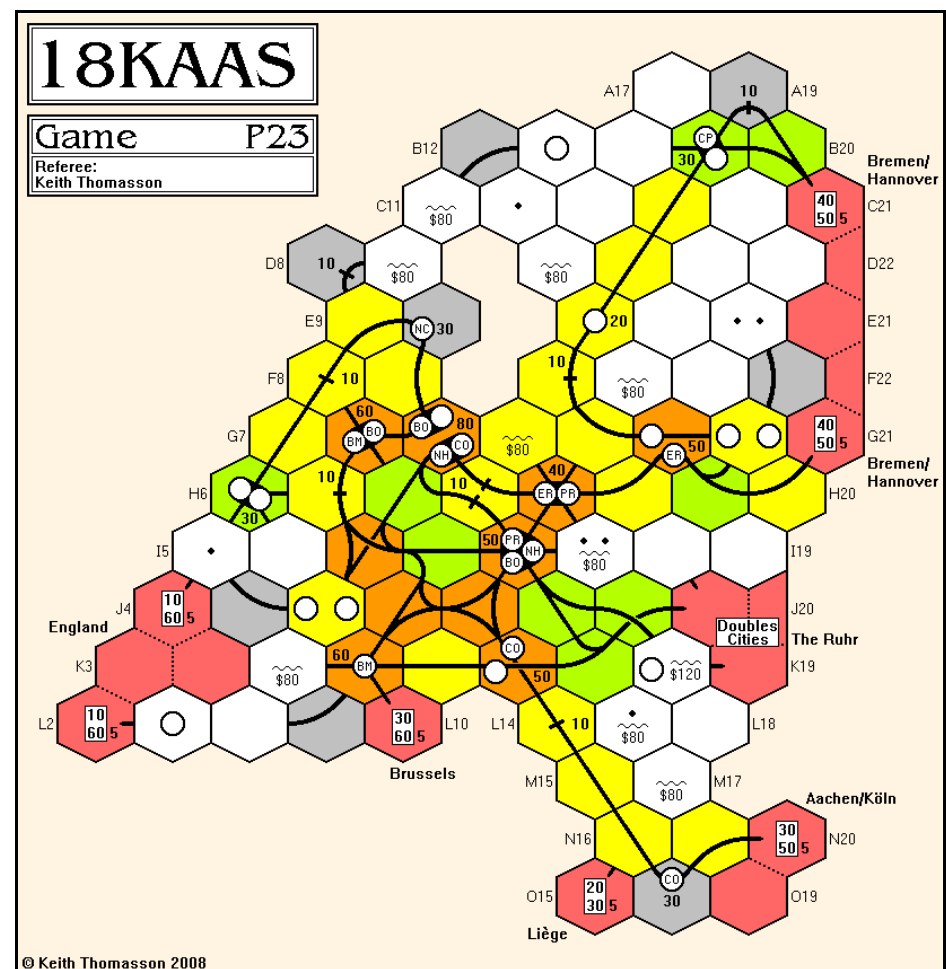
Cash Flow	b/f	OR13	SR8	c/f	Value	%	Certs
Alan Harvey	1,511	553	-140	1,924	4,757	29.6▼	16
Lyndon Gurr	1,602	568	-480	1,690	4,459	27.8▼	15/23
Tony Sait	519	620	-730	409	2,791	17.4▲	16
Willem Moene	970	507	-155	1,322	4,048	25.2▼	16/17

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Alan Harvey	1	6P	-	-	1	6P	2	2
Lyndon Gurr	2	1	9P	6P	2	1	3	1
Tony Sait	6P	3	-	3	1	-	4P	1
✗ Willem Moene	1	-	1	1	6P	3	1	6P

Bank (new)	-	-	-	-	-	-	-	-
Price (par)	67	100	67	100	100	76	67	71
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	71E	160B	34F	155C	220B	180B	180B	71F
Company credit	0	310	307	138	148	0	288	350
Tokens	-	1	1	3	1	3	-	2
Trains	D	D	6	5	5	5	D	6

Bank cash: 5,114 Certificate limit: 16 Trains: Diesels  
Current operating order: Erie, NYC, NYNH, B&O, CPR, PRR, B&M, C&O

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds				
1/-	2/1	3/2	4/-	7/4	8/4	9/1	55/1	56/1	57/3	58/-	69/1	14/2			
15/1	16/-	18/1	19/1	20/1	23/3	24/1	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	46/1	47/1	61/-			
61+/-	62/-	63/2	63+/-	64/1	65/1	66/-	67/1	68/-	70/1						



We're coming up on the last set of operating rounds. Even if two Diesels are bought in the coming rounds, which is highly unlikely, the bank will still go into the red.

Orders required for the following rounds

By the early deadline

OR14, OR15, OR16





6 NIMMT! 14

Gina has gone virtual.

ROUND 2

Gina seems to have dropped off the net once more, so her cards will be drawn at random and she will be known as Virtual Gina. Be careful not to get more points than she does!

Hand 1 (1-104)

7			
6	31	41	
5	29	40	
4	26	37	97
3	24	35	76
1/6	2/4	3/7	4/2

26 (Kevin), 29 (Steve), 31 (Colin), 41 (Michael), 73 (Jim), 74 (Bob), 76 (Greg) takes row 4 for 7 pts, 97 (Virtual Gina).

Hand 2 (1-104)

12			86
11			85
10		65	84
3		64	72
1	58	63	66
1/11	2/1	3/4	4/10

12 (Bob), 29 (Jim), 32 (Kevin), 40 (Greg), 58 (Steve) takes row 2 for 7 pts, 65 (Colin), 85 (Michael), 86 (Virtual Gina).

Hand 3 (1-84)

28	32	68	83
19	31	54	81
17	30	51	80
16	27	39	77
15	26	38	75
1/6	2/7	3/5	4/12

17 (Kevin), 19 (Colin), 28 (Steve), 31 (Greg), 32 (Michael), 68 (Virtual Gina), 81 (Bob), 83 (Jim). No penalties.

Hand 4 (1-84)

		64	83
		56	82
49		55	80
48		53	79
23	11	51	77
1/3	2/5	3/11	4/11

2 (Michael), 3 (Greg), 4 (Colin), 6 (Kevin), 11 (Jim) takes row 2 for 5 pts, 56 (Steve), 64 (Virtual Gina), 83 (Bob).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	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
Jim Reader	0	0	0	5	5
Greg Payne	7	0	0	0	7
Steve Ham	0	7	0	0	7

Orders required

Round three - cards for each hand

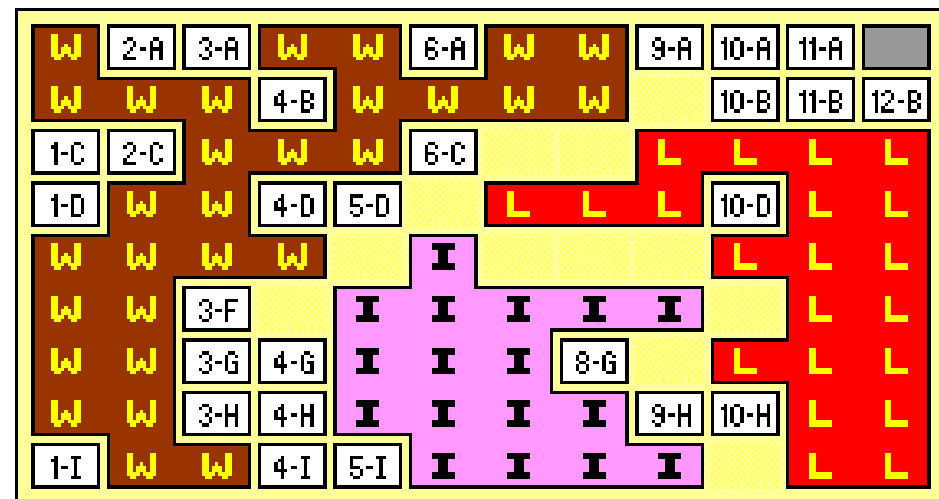


ACQUIRE 50

Three turns and we're done.

ROUND 11

Willem 8-I [Dead tiles: 10-I] No purchases.  
 Michael 8-F [Dead tiles: 8-E 9-E 9-G 10-F] No purchases.  
 Pete 2-H Worldwide takes over Tower, bonuses for Willem (£2,000) and Pete (£1,000), Pete swaps 4 for 2, sells 5 for £1,000, John sells 3 for £600, Lyndon sells 3 for £600, Willem sells 10 for £2,000.  
 Declares the game over as all chains are safe.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	8	-	-	-	-	5	-	£4,000	£14,400
Michael Graystone	-	-	-	-	15	-	12	£8,800	£51,100
Pete Campbell	10	-	-	-	5	2	-	£11,800	£34,600
John Marsden	1	-	-	-	5	-	8	£8,600	£27,900
Lyndon Gurr	6	-	-	-	-	-	3	£9,500	£17,000
Bank Stock	-	25	25	25	-	18	2		
Chain Size	21	-	-	-	29	-	17		
Chain Value	800	-	-	-	900	-	900		

1st	Michael Graystone	£51,100
2nd	Pete Campbell	£34,600
3rd	John Marsden	£27,900
4th	Lyndon Gurr	£17,000
5th	Willem Moene	£14,400

A clear win for Michael - well done. Round up time next time if you'd care to comment.

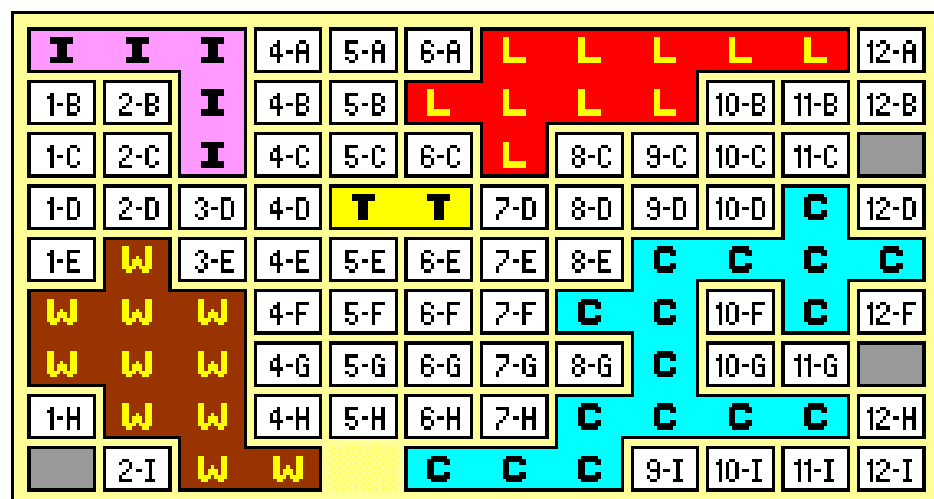


## ACQUIRE 51

Michael replaces Gina,  
who has gone quiet once more.

## ROUND 7

Bob 1-G Buys 3 American @ £300.  
 Kevin 10-E Continental takes over American, bonuses for Bob (£2,300) and Kevin (£2,300), Kevin swaps 6 for 3, Michael sells 4 for £1,200, Bob swaps 6 for 3. (Dead tiles: 5-I) Buys 3 Tower @ £200.  
 Michael 11-D Buys 3 Luxor @ £600.  
 Tony 10-H Buys 3 Worldwide @ £800.  
 Colin 11-A Buys 1 Luxor @ £600, 1 Tower @ £200, 1 Continental @ £900.  
 Bob 11-F Buys 3 Imperial @ £700.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	6	5	-	-	-	7	1	£4,800	£29,000
Bob Coull	-	9	-	6	-	4	8	£6,400	£26,400
Kevin Lee	-	4	-	-	7	7	-	£4,000	£27,500
Michael Graystone	8	-	-	-	1	-	-	£3,300	£14,900
Tony Wilcock	3	-	-	-	12	-	1	£3,100	£25,000
Bank Stock	8	7	25	19	5	7	15		
Chain Size	10	2	-	-	11	16	5		
Chain Value	600	200	-	-	800	900	700		

We have our first dead tile of the game as Continental becomes a permanent chain.

### Playing sequence

Kevin, Michael, Tony, Colin, Bob, Kevin again

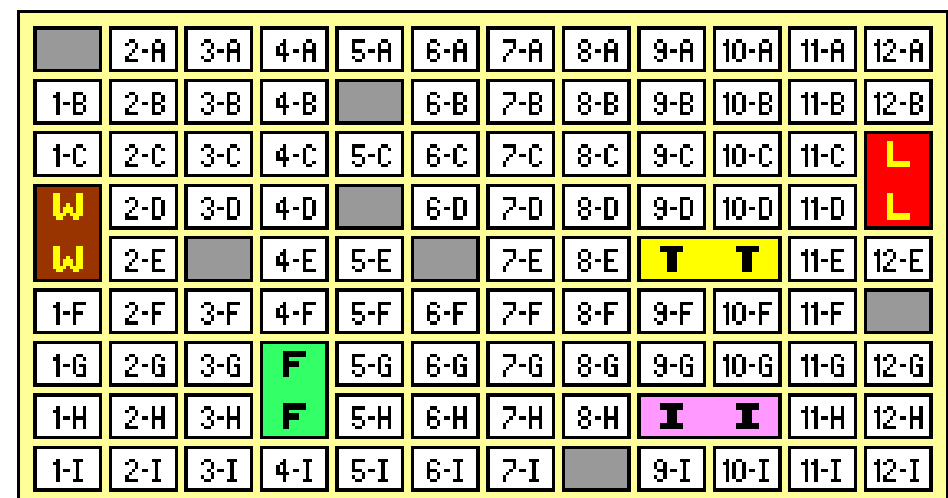


## ACQUIRE 52

Two new chains arrive.

## ROUND 2

Colin 1-D Forms Worldwide, one free share. Buys 1 Luxor @ £200, 2 Worldwide @ £300.  
 Tony 10-H Forms Imperial, one free share. Buys 3 Festival @ £300.  
 Michael 12-F Buys 3 Luxor @ £200.  
 John M 5-D Buys 3 Worldwide @ £300.  
 John C 1-A Buys 3 Imperial @ £400.  
 Colin 8-I No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	4	-	3	-	-	3	£3,300	£13,000
Colin Sharpe	5	-	-	-	3	-	-	£4,600	£10,800
Tony Wilcock	-	-	-	3	-	-	1	£5,100	£9,200
Michael Graystone	3	-	-	4	-	-	-	£4,500	£10,300
John Marsden	-	3	-	-	3	-	-	£4,500	£9,300
Bank Stock	17	18	25	15	19	25	21		
Chain Size	2	2	-	2	2	-	2		
Chain Value	200	200	-	300	300	-	400		

Two chains have yet to make an appearance. Colin - you forgot your second move, so a random tile came out of your hand.

### Playing sequence

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



# AGRICOLA 1

Mike, please put your name on your orders!!!

# ROUND 7

## Actions

Pete Building and/or stables - extends his house {costs 2 clay, 2 wood} and buys 2 stables {costs 4 wood}  
 Mike Family growth - no minor improvement  
 Michael +1 clay {gains 3 clay}  
 Marcus Private wood {gains 10 wood, gives Mike 2 food}  
 Pete +1 sheep {gains 2 sheep}  
 Mike Catch fish {gains 4 food}  
 Michael Plough 1 field  
 Marcus Day Labourer {gains 2 food and 1 vegetable}  
 Pete Take 1 grain {gains 1 grain and 1 food}  
 Marcus Occupation - Harvest Helper {costs 1 food}  
*At the start of the feeding phase in each harvest, Marcus can take 1 grain from 1 field belonging to another player - they take 2 food from the supply*

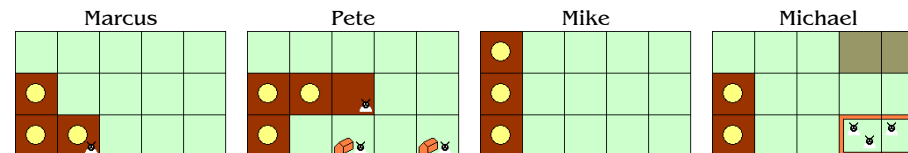
## Harvest

Marcus Takes 1 grain from Michael's field - Michael gains 2 food  
 Pete Feeds {costs 6 food} {gains 1 sheep}  
 Mike Feeds {costs 5 food}  
 Michael Harvests 1 grain, Cabinet Maker converts 1 wood to 2 food, feeds {costs 4 food} {gains 1 sheep}  
 Marcus Feeds {costs 2 food, 1 sheep, 1 vegetable}

+1 wood {4 wood}	+2 wood {4 wood}	+3 wood {9 wood}	Private wood {2 wood} {2 Food ⇒Mike}	+1 clay {1 clay}	+2 clay {4 clay}
+1 reeds {2 reeds}	+1 food Catch fish {1 food}	+1 food Travelling players {4 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start player and/or Minor Imp	+1 sheep {1 sheep}
1 Major or Minor Imp	Fences	Sow and/or Bake Bread	Family growth then 1 Minor Imp	+1 stone {3 stone}	Renovate then 1 Improvement
+1 wild boar {1 boar}	The new action for round 8 is +1 wild boar				

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
	-	-	-	1	1	1	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	11	Wood/3		3	-3
	Occupations		Harvest Helper, Undergardener, Wood Carver					
	Improvements		Fireplace {1 VP}, Fish Trap, Hook Plough					

Pete	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	-	1	-	3	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	-	1	Wood/4		3	0
	Occupations		House Steward, Sycophant					
	Improvements		Axe, Ceramics, Clay Oven {2 VPs} , Clay Roof {1 VP}					

Mike	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	-	Wood/3		3	-9
	Occupations		Carpenter, Master Forester, Pig Catcher					
	Improvements		Cooking Hearth (1 VP), Corn Scoop, Stone Tongs					

Michael	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	2	1	2	-	3	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	3	2	-	5	Wood/2		2	-2
	Occupations		Cabinet Maker					
	Improvements		None					

Orders required	
Actions for the family, starting with Pete	Harvest - after round 9





## BREAKING AWAY 18

There are too many gaps  
for good replacement cards.

## ROUND 6

Pos	Riders	New
66	Rudolph	5
65	-	
64	-	
63	-	
62	-	
61	Stratford George II	3
60	Elvis Hestophes Lenny Bruce Blitzen	5
59	Sarrask Karl	9
58	-	
57	Kalvan Antony Straker	3
56	Ralf	5
55	Evesham Donner Florian Wolfgang Bidford	6
54	-	
53	Dixen Evelyn Waugh	3
52	Pershore	5
51	-	
50	Louis Soares	3
49	Rylla	4
48	Nikki Bull	5
47	John Grant	6

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



*Evesham* was ordered to move 4, but only had a 3 or 5 that was close. I debated whether to count that as an NMR and use his largest card - 14 - but in the end decided to go for the next highest card - the 5.

Orders required

Cards for round seven



## BREAKING AWAY 19

Our first cycling game since the  
UK's success at the Olympics.

## NEW GAME

The team captains for the latest game are:

Dennis Frank	djfrank {at} penn {dot} com
Steve Ham	103 College Road, Norwich, NR2 3JP
Richard Lunn	56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP
Greg Payne	74 Coleford Road, Bristol, BS10 5JL
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
Roger Trethewey	Sea Pines, Hesketh Road, Torquay, Devon, TQ1 2LN

There's no snail mail address for Dennis as this is his second game via the PDF copy on the web site, so if you need to contact him, you'll need to do so via e-mail.

To get started you need to select the card values for your team of four riders. These are the options you get.

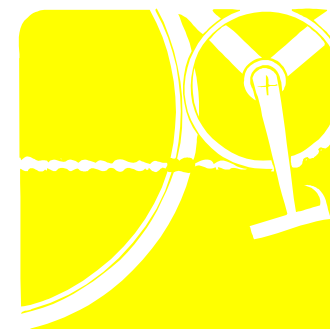
Rider	Number of cards	Card Values Allowed	To total
A	3 or 4	1 to 15	30
B	3	1 to 15	25
C	3	1 to 15	20
D	3	1 to 15	16

We'll be playing under version 2.3 of the rules. If you need a copy you can pull them off the web site ([www.fwtwr.com](http://www.fwtwr.com)).

If any of the totals are out, I shall take the rider's highest card (or one of them if there are two or more the same) and increase or decrease its value until the right total is reached.

Names are required for teams and riders. If more than one of you go for Team GB, first one in will get it.

Set up
Team and riders names, and card values for each rider





**Bus Boss 305-NLD**

Run 2 remains available,  
despite being possible.

**ROUND 10**

Netherlands

Round 10 Runs

			BRK	ODE	BUM	RR	DBC	MAN	
2	A♠ Maastricht 6♦ Heerenveen	No entrants							
21	2♠ Heerlen 4♣ Arnhem	① BROOKS 30							30
22	4♠ Eindhoven J♣ Enschede	① MANGO 20 ② RR 10 ✕ BROOKS	-7			-1		+1 +7	12 11 7
27	2♦ Den Helder 10♠ Terneuzen	① ODE 30 ✕ MANGO		+4				-4	26 4
28	K♠ England 9♦ Leeuwarden	① ODE 20 ② RR 10 ✕ DBC ✕ MANGO		+3		+2	-3	-2	17 8 3 2
29	3♥ Rotterdam 5♦ Emmeloord	① MANGO 13 ② DBC 7 ② RR 6 ④ BUM 4			+3	+3			19 7 3 1
30	A♠ Maastricht 9♥ Amsterdam	① BROOKS 30 ✕ MANGO	+1					-1	29 1
31	J♥ Gouda 2♣ Venlo	① ODE 16 ② MANGO 9 ③ BROOKS 5 ✕ RR	+1/-6 +2			-2 -2		+6/-1	14 4 8 4
32	6♥ Leiden 4♦ Den Oever	① ODE 15 ① DBC 15							15 15
33	8♠ Roosendaal Q♣ Germany	① BUM 11 ① ODE 10 ③ MANGO 5 ④ RR 4 ✕ BROOKS	-1			-2			8 10 4 6 1
34	7♥ Haarlem 4♠ Eindhoven	① DBC 11 ① RR 10 ③ BROOKS 5 ④ MANGO 4 ✕ ODE		-1 -1 -1				+1 +1	10 10 4 3 3
35	A♦ Alkmaar Q♠ Belgium	① BUM 20 ② DBC 10 ✕ ODE		-2	-3 +2		+3		21 7 2

Round 10 Routes

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
None.

Dutch Bus Company (DBC) (Don Shailer, Purple)  
None.

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
None.

Robertson Routemasters (RR) (Simon Robertson, Blue)  
None.

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

Occasional Dutch Excitement (ODE) (John Marsden, Green)  
Groningen - Emmen (-8)

Scores

	Runs:	21	22	27	28	29	30	31	32	33	34	35	Builds	Score
ODE	146	-	-	26	17	-	-	14	15	10	3	2	-8	225
MANGO	135	-	12	4	2	19	1	4	-	5	3	-	-	185
RR	133	-	11	-	8	3	-	4	-	6	10	-	-	175
DBC	124	-	-	-	3	7	-	-	15	-	10	7	-	166
BUM	131	-	-	-	-	1	-	-	-	8	-	21	-	161
BROOKS	49	30	7	-	-	29	8	-	1	4	-	-	-	128

Round 11 Runs

2.	A♠ - 6♦	Maastricht to Heerenveen
36.	5♥ - 5♠	Den Haag to Tilburg
37.	J♣ - 8♥	Enschede to Amsterdam
38.	2♥ - 3♠	Rotterdam to Nijmegen
39.	K♥ - 4♣	Hilversum to Arnhem
40.	A♠ - 8♦	Den Bosch to Hoogeveen
41.	3♠ - 10♦	Roermond to Assen
42.	K♦ - 9♣	Groningen to Groenlo
43.	6♠ - 5♣	Breda to Amersfoort
44.	3♦ - K♣	Lelystad to Germany

Jim, in run 29 you asked me to pay BROOKS for the use of his track, but it was MANGO's. You often get the company names wrong. If you know why, perhaps you could to avoid doing it!

Simon, be wary of changing companies along your routes too often. In run 31, you used RR's track and took the northern route to Venlo, but moving onto and off his track added two to the length of the run. Your southern route may have looked longer, but was actually one shorter because you didn't have any change-over penalties.

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





**Bus Boss 304-EAN**

It was always going to be close in the middle.

**ROUND 12**

East Anglia

Round 12 Runs

			POSH	ODE	YOKEL	ABC	BEAT	
45	2♦ Letchworth 10♠ Fakenham	① POSH 13 ① BEAT 12 ③ YOKEL 5			-3		+3	13 9 8
46	2♣ London K♠ Cromer	① YOKEL 13 ② BEAT 8 ③ ODE 5 ④ POSH 4	+1		-5		+5	19 3 5 3
47	2♠ Spalding 4♣ London	① POSH 20 ② ABC 10						20 10
48	10♦ Braintree 3♣ London	① YOKEL 13 ① ODE 12 ③ ABC 5		+3	-3 -3	+3		19 9 2
49	6♠ Wisbech 2♥ Lowestoft	① ABC 20 ② BEAT 10 ✕ ODE		-2		+2		18 10 2
50	10♠ Romford 5♥ Norwich	① POSH 11 ② YOKEL 7 ③ ODE 5 ④ ABC 4 ④ BEAT 3		-3	+3	-5	+3	14 4 3 9 0
51	K♦ Harwich 10♥ Diss	① POSH 20 ② ODE 10 ✕ YOKEL			-4 -4			16 6 8
52	6♥ Norwich 8♦ Newmarket	① BEAT 16 ② ABC 7 ② YOKEL 7	+4	+4	+4	-4		16 11 3

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
ODE	330	-	5	-	9	2	3	6	-	355
YOKEL	246	8	19	-	19	-	4	8	3	307
ABC	246	-	-	10	2	18	9	-	11	296
BEAT	250	9	3	-	-	10	0	-	16	288
POSH	193	13	3	20	-	-	14	16	-	259

ODE keeps his lead, but BEAT drops from second to fourth.

1st	John Marsden	ODE	355
2nd	Jim Reader	YOKEL	307
3rd	Don Shailer	ABC	296
4th	Colin Sharpe	BEAT	288
5th	Bob Coull	POSH	259

Congratulations, John. We'll round up next time.



**Bus Boss 308-YRK**

BILL struggles in the first set of runs.

**ROUND 7**

I managed to misread the location of Bradford and short-changed YAK last time. His plans were fine. He also bought the Northallerton to Richmond route, as ordered.

Yorkshire

Round 7 Runs

			YAK	GRUBBY	BUM	BILL	
1	5♣ Barton 7♦ Thirsk	① YAK 13 ② GRUBBY 8 ③ BUM 5 ③ BILL 4		+2	+5	-2 -5 +3	11 3 15 1
2	10♥ Keighley 10♠ Beverley	① YAK 16 ② BUM 7 ② GRUBBY 7		+6	+6		28 1 1
3	6♦ Northallerton 4♣ Goole	① GRUBBY 11 ① BUM 10 ③ YAK 5 ④ BILL 4	+5	+4/-2 -5 -3	+2/-4 -2	+3 +2	17 14 0 -1
4	6♥ Boroughbridge A♣ The South	① GRUBBY 20 ② BUM 10					20 10
5	Q♣ Doncaster 7♣ Hull	① BILL 30 ✕ BUM			-5	+5	25 5
7	9♣ Market Weighton Q♦ Scarborough	① YAK 30 ✕ BILL ✕ BUM	+6 +3		-3	-6	21 6 3
8	J♠ Selby 7♥ Harrogate	① BUM 15 ① GRUBBY 15		+2/-2	+2/-2		15 15

Round 7 Routes

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

Northallerton - Leyburn - Richmond, Scarborough - Filey (12)

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)

Boroughbridge - Ripon, Barnsley - Sheffield, Dewsbury - Halifax (12)

Busdrivers in Lemon Leotards (BILL) (Don Shailer, Green)

Thirsk - Ripon - Leyburn (10)

Yorkshire Antiquated Karts (YAK) (Pete Campbell, Blue)

Middlesborough - Redcar, Leeds - Ilkley, Bridlington - Filey (12)

Scores

	Runs:	1	2	3	4	5	7	8	Builds	Score
YAK	34	11	28	0	-	-	21	-	-12	82
BUM	28	15	1	14	10	5	3	15	-12	79
GRUBBY	29	3	1	17	20	-	-	15	-12	73
BILL	31	1	-	-1	-	25	6	-	-10	52



Round 8 Runs

6.	5♥ - 6♣	Ripon to Hull
9.	4♥ - 5♠	Leyburn to Huddersfield
10.	9♠ - J♦	Wakefield to Filey
11.	4♠ - J♣	Barnsley to Great Driffield
12.	8♥ - K♣	Bradford to Hornsea
13.	2♥ - 7♠	Richmond to Leeds
14.	3♦ - 3♠	Stockton to Scunthorpe
15.	K♥ - 2♦	Settle to Darlington . . . . . (not yet available)
16.	4♦ - Q♥	Middlesborough to Skipton
17.	8♠ - 8♣	Leeds to Withernsea . . . . . (not yet available)
18.	Q♣ - 8♦	Bridlington to York

Runs	Routes
Enter up to 5	Buy in the order Don, Michael, Jim, Pete



BUS BOSS 309-YRK

Scoring is close.

ROUND 9

Yorkshire

Round 9 Runs

			EBAY	BEAR	BOY	YRK	
10.	A♣ The South 5♦ Redcar	① EBAY 20 ② YRK 10				+2	22 8
19.	A♥ Lancashire 10♦ Pickering	① EBAY 20 ② BOYCOTT 10	-2		+2		22 8
20.	Q♥ Skipton 4♣ Goole	① EBAY 20 ② BOYCOTT 10	-3		+3		23 7
21.	3♠ Sheffield 9♣ Market Weighton	① YRK 15 ① BEAR 15		+7		-7	22 8
22.	6♦ Northallerton 7♣ Hull	① BEAR 20 ② BOYCOTT 10					20 10
23.	10♣ Beverley 3♦ Stockton	① BOYCOTT 15 ① BEAR 15 ✕ EBAY	-5 -5		+5 +5		10 10 10
24.	6♥ Boroughbridge K♠ Rotherham	① BEAR 16 ② EBAY 9 ③ YRK 5		+2	+2	-2 -2	14 7 9
25.	Q♣ Bridlington A♠ Manchester	① YRK 15 ① BEAR 15 ✕ EBAY	-2	+5		-5 -2	18 10 2
26.	K♦ Whitby 9♥ Halifax	① EBAY 16 ② BOYCOTT 9 ③ YRK 5			+6	+2	24 3 3

Round 9 Routes

Extra Buses Around Yorkshire (EBAY) (Bob Coull, Black)  
Goole - Scunthorpe - Grimsby (12)

Youthful Railway Knight (YRK) (Colin Sharpe, Blue)  
Northallerton - Leyburn - Hawes (10)

Barnsley Expressways Are Rampant (BEAR) (Kevin Lee, Brown)  
Pontefract - Barnsley, Northallerton - Middlesborough (11)

Buses of Yorkshire Conducting Open Top Tours (BOYCOTT) (Tony Robbins, Red)  
Beverley - Hornsea, Pontefract - Doncaster (9)

Scores

	Runs:	10	19	20	21	22	23	24	25	26	Builds	Score
EBAY	93	22	22	23	-	-	10	7	2	24	-12	191
BEAR	135	-	-	-	8	20	10	14	10	-	-11	186
YRK	131	8	-	-	22	-	-	9	18	3	-10	181
BOYCOTT	146	-	8	7	-	10	10	-	-	3	-9	175

Round 10 Runs

7.	3♥ - 7♠	Hawes to Leeds
27.	J♥ - 2♠	Ilkley to Grimsby
28.	8♦ - 6♣	York to Hull
29.	A♥ - Q♠	Lancashire to Doncaster
30.	6♠ - 9♣	Dewsbury to Market Weighton
31.	3♠ - 5♥	Sheffield to Ripon
32.	7♣ - K♥	Hull to Settle
33.	K♦ - 3♥	Whitby to Hawes
34.	5♦ - 8♥	Redcar to Bradford
35.	8♠ - 7♦	Leeds to Thirsk

A close round, with first and last swapping places. Everyone had a share of the lead at some point during the round.

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



BUS BOSS 312-MOR

GRUBBY gets stuck with his fifth choice.

ROUND 4

Morocco

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
Khouribga - Khenifra . . . . . 65 - 9 . . . . . 56

Luxury African Transit Experience (LATE) (Pete Campbell, Blue)  
Fès - Taza, Kénitra - Souk el Arba du Rharb . . . . . 65 - 12 . . . . . 53

Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)  
 Marrakech - Asni, Fès - Meknès - Khemisset ..... 65 - 12 ..... 53

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
 Sidi Bennour - Safi, Kénitra - Souk el Arba du Rharb ..... 64 - 11 ..... 53

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)  
 Marrakech - Ouarzazate ..... 65 - 10 ..... 55

Please note that the route from Kénitra to Souk el Arba du Rharb only shows two spaces but is marked as 3. 3 is correct - a dividing line between the eastern spaces hasn't printed.

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



<b>BUS BOSS 313-MOR</b>	The networks spread into the desert.	<b>ROUND 2</b>
-------------------------	--------------------------------------	----------------

Morocco  
Mad Moroccan Motorists (MMM) (Greg Payne, Purple)  
 Rabat - Khemisset - Meknès, Berrechid - Settat ..... 89 - 12 ..... 77

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK)  
 (Rob Thomasson, Red)  
 Beni Mellal - El-Kelaâ-es-Sraghna - Marrakech ..... 88 - 11 ..... 77

Don In Morocco (DIM) (Don Shailer, Brown)  
 Fès - Meknès - Khemisset, Meknès - Sidi Kacem ..... 88 - 12 ..... 76

Tiznit Expressways Are Rampant (TEAR) (Kevin Lee, Black)  
 Fès - Sefrou, Fès - Sidi Kacem - Souk el Arba du Rharb ..... 88 - 12 ..... 76

Over Desert's Expanse (ODE) (John Marsden, Orange)  
 Rabat - Kénitra, Rabat - Mohammedia - Casablanca ..... 88 - 12 ..... 76

Greg pointed out that the route from Kénitra to Souk el Arba du Rharb only shows two spaces but is marked as 3. 3 is correct - a dividing line between the eastern spaces hasn't printed.

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



<b>INDUSTRIAL WASTE 1</b>	An accident occurs but nobody is affected.	<b>ROUND 4</b>
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Actions for round 4		
Mike	Innovation	Waste Reduction down to 2
Gina	Growth	Growth up to 17
Marcus	Innovation	Waste Reduction down to 4
Sharon	Innovation	Workers Required down to 4
Mike	Raw Materials {5}	Marcus bids 4, Mike gets them for 5
Gina	Raw Materials {10}	Doubled with Advisor - Marcus bids 5, Gina gets them for 6
Marcus	Innovation	Water Reduction down to 3
Sharon	Hiring/Firing	One worker fired
Mike	Order	Produces 5 goods for 16 million with 2 waste
Marcus	Waste Removal	Waste -1, Waste +1 for everyone else
Sharon	Waste Disposal	Waste -3
Marcus	Order	Produces 5 goods for 15 million with 3 waste

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

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Gina Teh	17	5	5	5	5
Marcus Pratt	15	4	4	5	3
Sharon Khan	14	4	4	5	3
Mike Head	16	5	5	5	2

Players	Cash	Loans	Raw Materials	Waste	VPs
Gina Teh	13	10	15	2	16
Marcus Pratt	11	-	5	6	30
Sharon Khan	3	-	0	1	25
Mike Head	14	-	0	7	35

The following card combinations were drawn for round 6.

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

Orders required
Round five - actions starting with Gina, then card selection starting with Marcus



## CANAL MANIA 1

Every city on a delivery route must be a different colour.

## ROUND 8

Alan pointed out that his change of goods shipment, reported last time, should have put the goods cube back on Coventry. He ships it during this session.

### Actions

- Stephen Webb
- 1 Drew a card from the deck
  - 2 Built from Birmingham towards Chester
  - 3 Shipped goods from Stoke to Liverpool [3 VPs]
- Don Shailer
- 1 Took a contract - *Nottingham* and Goole via Newark (5)
  - 2 Drew a card from the deck
  - 3 Shipped goods from Basingstoke to Weybridge [3 VPs]
- John Marsden
- 1 Exchanged engineers with Alan
  - 2 Picked up Stretch, Stretch, Lock, Stretch
  - 3 Your shipping request would have used two green cities - not legal
- Drew a card from the deck
- Alan Harvey
- 1 Exchanged engineers with Michael
  - 2 Built from Bath to Reading [contract complete - 10 VPs]
  - 3 Shipped goods from Coventry to Northampton [2 VPs]

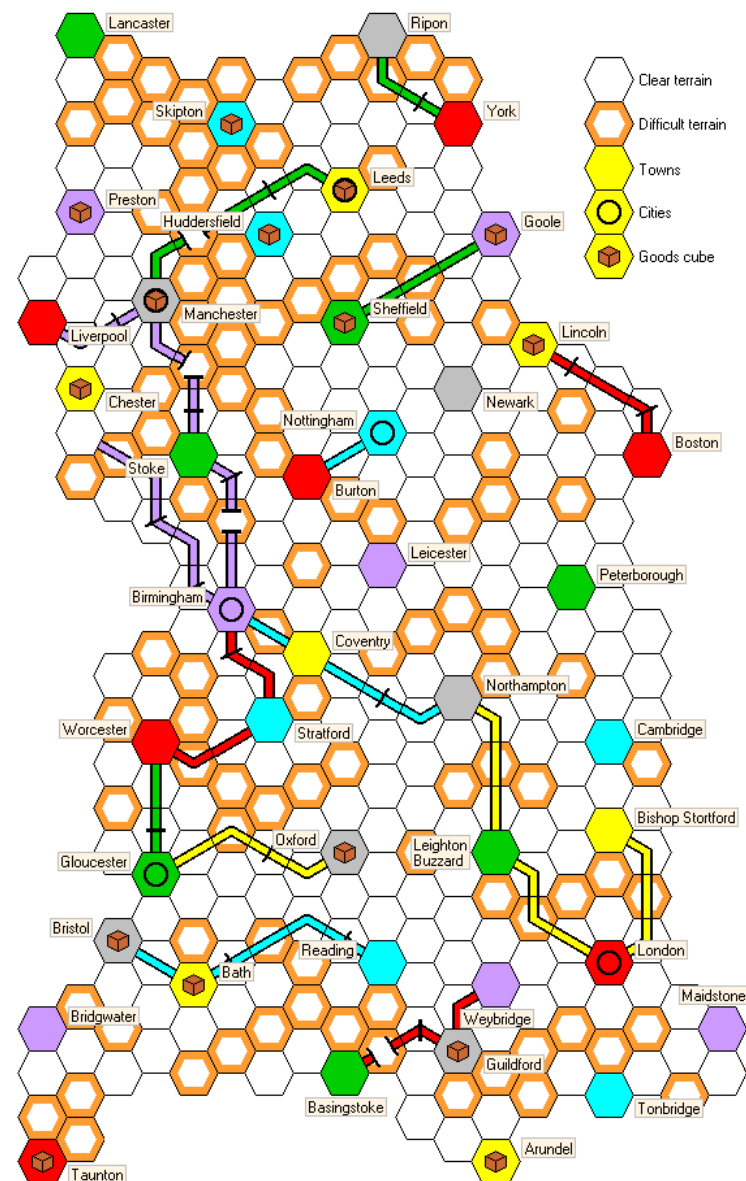
Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 6 goods cubes
Stephen Webb	(L-S)	11	7	3	1	23	<i>Birmingham</i> and Chester (6) Huddersfield and <i>Manchester</i> (3)	
Don Shailer	(S)	12	8	3	2	35	<i>Bridgwater</i> and Taunton (3) <i>Nottingham</i> and Goole via Newark (5)	
John Marsden	(B)	11	9	2	2	22	<i>Manchester</i> and Goole via Leeds (7) <i>Stratford</i> and Gloucester (5)	
Alan Harvey	(A)	11	9	2	3	29	Coventry and <i>Burton</i> (4)	
Michael Longdin	(T)	8	11	-	3	32	<i>Cambridge</i> and Peterborough (4)	

### The Current Contracts

The Current Contracts	The Future Contracts
-	Nottingham and Chester via Stoke (6)
Leeds and Liverpool via Skipton (8)	Northampton and Peterborough (4)
Tonbridge and Maidstone (3)	Nottingham and Northampton via Leic (6)
Weybridge and Arundel via Guildford (4)	Oxford and London via Reading (7)
Oxford and Coventry (5)	Lancaster and Preston (4)

The following Build Cards are on the table

Stretch	Stretch	Stretch/White	Aqueduct	Aqueduct
---------	---------	---------------	----------	----------



### Playing sequence

Don, John, Alan, Michael



OUTPOST 26

Marcus gets the first Moon Base.

ROUND 15

Commander Actions

Lyndon Auctioned an Ecoplants for 30. Jim joined at 31. Lyndon dropped out at 43. Jim got it for 43 (t:44)

- ▶ Auctioned an Outpost for 100 and got it reduced to 80 after Ecoplants discounts (n:88) plus a free Titanium Factory
- ▶ Bought five Population Units (w:6,7 r:12)

Jim Bought five Population Units (o:4 w:5 m:16)

- ▶ Bought six Robots (w:8,8 t:44)

Geoff Auctioned a Planetary Cruiser for 160 and got it (o:2,3 w:30 t:8,11,11,44 m:15,18,18)

Marcus Auctioned a Moon Base for 200 and got it (o:3,4,5 w:4,4,8,9,30 r:10,10,11,13, 14,14,14,14,16,17)

WillemBought one Research Factory (w:4,6,10 r:10)

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,5w,1t,1r,4n	13 (13)	0 (0)	2o,2w,2W,1t,1r,2m,1N (225,20)
2	Marcus	2o,6w,5r	8 (9)	4 (8)	3w,1W,5r,1mo (166,15)
3	Geoff	2o,4w,5t	5 (11)	5 (5)	1o,1W,7t,1m,1ro (160,20)
4	Jim	2o,3w,8t	13 (13)	10 (13)	2o,4w,8t,1m (131,15)
5	Willem	2o,5w,3r	5 (5)	0 (0)	3w,14r (203,10)

PO	Name	Colony Cards	Victory Points
1	Lyndon	WH, Nod, OL, Lab, Eco, Eco, OP	49 (340)
2	Marcus	WH, Nod, Rob, Lab, MB	47 (380)
3	Geoff	WH, HE, OL, Rob, OP, PC	42 (415)
4	Jim	HE, Nod, OL, Rob, Eco, OP	40 (285)
5	Willem	DL, DL, DL, Sci, Sci, Sci, Lab	22 (245)

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

Orders required

Round sixteen auctions, bids and purchases



OUTPOST 27

The last Data Library went, but not to Mark.

ROUND 9

Commander Actions

Lyndon Auctioned an Orbital Lab for 50. Marcus joined at 51, David at 52. David dropped out at 54, Marcus at 61. Lyndon got it for 61 (o:4 w:7,10,10,30)

Jim Bought one Titanium Factory (o:4,5 w:5,6,10)

WillemAuctioned a Scientists for 40. Marcus joined at 41, David at 42, Mark at 43. Willem dropped out at 59, Mark at 67, David at 68. Marcus got it for 68 (w:8,30,30)

- ▶ Auctioned a Scientists for 40. David joined at 41, Mark at 42. Willem dropped out at 60, Mark at 67. David got it for 67 (o:2 w:7,7,30 t:9,12)
- ▶ Bought two Water Factories (o:2,3,5 w:30)

Marcus Passed

David Passed

Mark Auctioned a Heavy Equipment for 30 and got it (w:7,7,8,9)

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,6w	8 (8)	0 (0)	3o,5w,1W,1m (91,15)
2	Marcus	2o,4w	7 (8)	0 (0)	5o,7w,1r (77,15)
3	Jim	2o,4w,1t	6 (8)	0 (0)	2o,1w,1W,1t (53,15)
4	Willem	2o,7w	8 (8)	0 (0)	2o,4w,1W (64,10)
5	David	2o,4w,1t	5 (5)	0 (0)	1w,2W,2t,1r (100,15)
6	Mark	2o,6w	5 (5)	0 (0)	2w,1W (44,10)

PO	Name	Colony Cards	{35 VPs for the final phase}	Victory Points
1	Lyndon	WH, Nod, OL		14 (100)
2	Marcus	WH, Nod, Sci		11 (90)
3	Jim	WH, HE, Nod		11 (80)
4	Willem	DL, Nod		11 (40)
5	David	WH, HE, Sci		10 (95)
6	Mark	DL, DL, DL, HE		9 (75)

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

Orders required

Round ten auctions, bids and purchases





**PUERTO RICO 8**

All the goods in hand are shipped, dumped or traded.

**ROUND 13**

John is the Builder (+1) and builds a Factory.

Allan builds a Harbour, Stephen builds a Small Market.

Allan is the Captain (+1). The Corn ship ('5') is emptied.

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

Jim plants Indigo (manned), John plants Tobacco, Allan plants Indigo.

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

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
-	Ind	Sug	Sug	Tob	Tob	Cof	-	-	-	4	19

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

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

John Hopkins	DbIns: 1	Chips: 15	Fields: Qry✓✓✓ Crn× Ind✓✓× Sug✓✓× Tob×	Goods: ×
Allan Stagg	DbIns: 5	Chips: 16	Fields: Qry✓ Crn✓× Ind✓×× Sug✓× Tob× Cof✓×	Goods: ×
Stephen Webb	DbIns: 6	Chips: 21	Fields: Qry✓✓✓✓ Crn✓✓✓ Ind✓ Sug✓✓✓	Goods: ×
Jim Reader	DbIns: 10	Chips: 18	Fields: Crn✓✓✓✓ Ind✓✓✓✓ Tob✓ Cof✓✓	Goods: ×

Orders required

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



**PUERTO RICO 9**

Pete builds his second large building.

**ROUND 12**

Willem is the Captain (+1). The Corn ship ('6') is emptied.

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

Pete builds the City Hall, Jim builds a Harbour.

Pete is the Mayor.

Jim is the Prospector (+1).

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

Quarries	Plantations (Fields)				Trading House				Ship	Supply
-	Sug	Tob	Tob	Cof	-	-	-	-	6	16

Buildings	VP	SIP	×	SSM	1	SMA	×	HAC	2	CON	1	SWA	×
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	×	UNI	2	HAR	×	WHA	2	
4 VPs	GUI	×	RES	1	FOR	1	CUS	1	CIT	×			

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

Mike Hutton	DbIns: 0	Chips: 6	Fields: Qry✓✓ Crn× Ind✓ Sug✓ Tob✓× Cof××	Goods: Tob✓
Pete Campbell	DbIns: 1	Chips: 5	Fields: Qry✓✓ Crn✓✓ Ind✓× Sug✓✓ Cof✓	Goods: Crn✓
Jim Reader	DbIns: 2	Chips: 26	Fields: Qry✓✓✓ Crn✓✓✓ Ind✓ Sug✓	Goods: ×
Willem Moene	DbIns: 3	Chips: 16	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓✓ Cof×	Goods: Crn✓ Tob✓✓

Orders required

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



**PUERTO RICO 10**

Allan ships goods and reaches double figures in VP chips.

**ROUND 6**

Jim is the Trader (+2) and trades Indigo.

Kevin trades Tobacco. The Trading House is emptied.

Allan is the Captain (+1). The Corn ship ('5') is emptied.

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

Kevin plants Tobacco, Jim plants Coffee, Allan plants Tobacco.

Kevin is the Mayor.

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
5	Crn Crn Ind Tob Cof	- - - -	4	50

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: Indigo
	- - - - -	✓ ✓ ✓ ✓ - -	✓ ✓ - - - - -

Kevin Lee	• Small indigo plant	• Small sugar mill	• Tobacco storage	• Small market
Dblns: 4 Chips: 1	Fields: Ind✓ Sug✓ Tob✓	Goods: ✗		
Jim Reader	• Small indigo plant	• Small sugar mill	• Coffee roaster	
Dblns: 4 Chips: 3	Fields: Qry✓ Ind✗ Sug✓ Cof✓	Goods: ✗		
Allan Stagg	• Small indigo plant	• Small sugar mill	• Small warehouse	
Dblns: 3 Chips: 10	Fields: Crn✓ Sug✓ Tob✗ Cof✗	Goods: ✗		
Geoff Hardingham	• Small indigo plant	• Small market	• Factory	
Dblns: 1 Chips: 5	Fields: Qry✓ Crn✓ Ind✓ Tob✗	Goods: ✗		

Orders required

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



**PUERTO RICO 11**

Welcome to another game of Puerto Rico.

**NEW GAME**

Welcome to the latest Puerto Rico game. Your playing order is:

Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Tony Sait	6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH

Roles	Builder	Captain	Craftsman	Mayor
	Settler	Trader	Prospector	

Quarries	Plantations (Fields)	Trading House	Ship	Supply
8	Sug Tob Tob Tob Cof	- - - -	4	75

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

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

I've reduced the building names to three letter abbreviations to save space. SIP for Small Indigo Plant, LIP for Large Indigo Plant, etc. The game just calls the latter the Indigo Plant, but the addition of 'Large' removes any possible confusion.

The Buildings table shows how many of each building are left. You'll need to refer to your copies of the game for details of cost and number of colonist spaces, as trying to show all of that would take too much room.

Willem and Jim start with one Indigo field each, while Kevin and Tony have Corn fields. I shall be using field instead of plantation as it is easy to confuse plantation and plant.

We're ready to make a start with round one. For a four-player game you start with three doubloons each, so choose your roles and let me know what you'll do when the other players choose theirs. You'll find a summary sheet enclosed that clarifies what I'll be doing if your orders don't cover the situation you find yourselves in. Note that the default actions will not be used to replace orders that are provided but cannot be carried out.

Orders required

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



## RAILWAY RIVALS 2085-KU

TRIKE increases  
his lead.

## ROUND 10

Kyushu

### Round 10 Runs

			TRIKE	JOINT	GREAT	ONSEN	REEK	
22	66 Ebino 21 Miyakonojo	① ONSEN 13 ① TRIKE 12 ③ GREAT 5 ✕ REEKIE	-3  +1		-1  +1	+3	-1	10 14 5 1
23	11 Ibusuki/ Makurazaki 36 Usa	① TRIKE 15 ② ONSEN 15 ✕ GREAT			-4 -5			11 10 9
24	35 Ozu/Yufuin 51 Hirado	① JOINT 20 ② REEKIE 10		+5			-5	15 15
25	15 Kagoshima ✕4 Airports	① TRIKE 16 ② ONSEN 7 ② GREAT 7			+3			19 7 4
26	24 Nishimera 54 Nagasaki	① JOINT 15 ① REEKIE 15		-4			+4	19 11
27	65 Hitoyoshi 41 Kita-Kyushu	① ONSEN 13 ① REEKIE 12 ③ GREAT 5				+6	-6	7 18 5
28	46 Saga ✕1 Honshu	① GREAT 16 ② TRIKE 9 ③ REEKIE 5 ✕ ONSEN ✕ JOINT	-1  +3 +1	-1	-1 +1	-3	+1 +1	16 6 3 3 2

### Round 10 builds

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

None.

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

None.

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

None.

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

None.

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

None.

### Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
TRIKE	206	14	11	-	19	-	-	6	-	256
GREAT	194	5	9	-	4	-	5	16	-	233
JOINT	163	-	-	15	-	19	-	2	-	199
REEKIE	126	1	-	15	-	11	18	3	-	174
ONSEN	105	10	10	-	7	-	7	3	-	142

### Round 11 Runs

29.	22 - 35	Miyazaki to Oita
30.	32 - 43	Saiki/Tsukumi to Fukuoka
31.	25 - 44	Hyuga to Fukuoka
32.	56 - ✕5	Yanagawa to Volcano hex
33.	52 - 14	Isehara/Sasebo to Kushima/Nichinan
34.	13 - 62	Kanoya to Kumamoto
35.	64 - ✕3	Uto/Yatsushiro to Outer Islands

In the coming round, Aso-San erupts and hexes adjacent to the volcano cannot be used. That limits run 32 to the hexes adjacent to Sakurajima, and may restrict movement in other runs to the west of Aso-San.

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



## RAILWAY RIVALS 2096-B

TGV starts with a solo,  
PLANT keeps the lead.

## ROUND 7

London and Liverpool

### Round 7 Runs

			PLANT	HOE	GREAT	BUM	TGV	COLIN	
1	16 Sheffield 35 Liverpool	① TGV 30 ✕ PLANT	-1				+1		29 1
2	21 Huddersfield 52 Birmingham	① PLANT 13 ② GREAT 8 ③ BUM 5 ③ TGV 4 ✕ COLIN	-2		+2		+5/-7	-1	15 5 3 6 1
3	56 Gloucester 44 Leicester	① COLIN 13 ① BUM 12 ③ TGV 5 ✕ GREAT			-4		-3	+4	9 9 8 4
4	26 Manchester ✕6 Any Seaport	① COLIN 20 ② BUM 10				-3		+3	17 13
5	64 London 41 Derby	① COLIN 13 ② HOE 8 ③ PLANT 5 ④ GREAT 4							13 8 5 4
6	11 Grimsby 61 London	① HOE 13 ① COLIN 12 ③ PLANT 5	+9	-9 -9				+9	31 3 -4
7	31 Preston ✕2 East Anglia	① BUM 13 ① PLANT 12 ③ HOE 5 ✕ COLIN		+5		-5 +8		-8	10 12 0 8

TGV was right to assume his route for run 4 would be too long.

Round 7 builds

Preston, London, Any Nice Town (PLANT) (Pete Campbell, Green)  
I24 - D26 - D29. -10 (builds) +1 (GREAT) +2/-1 (TGV) -7 (COLIN) = -15

Heart of England (HOE) (Bob Coull, Black)  
E9 - C8, E8 - E7 - Bolton, D44 - E44 - York, Leeds - N2 - Bradford, E7 - D6.  
-10 (builds) +1 (GREAT) +1/-2 (BUM) +1 (COLIN) = -9

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
B44 - B41, G8 - F7 - Bolton, A70 - Oxford, C55 - C57.  
-10 (builds) -1 (PLANT) -1 (HOE) +1/-1 (BUM) +1 (TGV) -2 (COLIN) = -13

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
I64 - K63 - M64, I71 - K72, I28 - H27 - G28.  
-10 (builds) +2/-1 (HOE) +1/-1 (GREAT) +1/-1 (TGV) -2 (COLIN) = -11

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)  
I8 - I4, A47 - C48. -10 (builds) +1/-2 (PLANT) -1 (GREAT) +1/-1 (BUM) +2 (COLIN) = -10

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Red)  
I25 - D27 - D29, E8 - D8.  
-10 (builds) +7 (PLANT) -1 (HOE) +2 (GREAT) +2 (BUM) -2 (TGV) = -2

Scores

	Runs:	1	2	3	4	5	6	7	Builds	Score
PLANT	89	1	15	-	-	5	-4	12	-15	103
TGV	54	29	6	8	-	-	-	-	-10	87
COLIN	15	-	1	9	17	13	3	8	-2	64
HOE	33	-	-	-	-	8	31	0	-9	63
GREAT	56	-	5	4	-	4	-	-	-13	56
BUM	21	-	3	9	13	-	-	10	-11	45

Round 8 Runs

8.	55 - 12	Bristol to Hull
9.	46 - 25	Peterborough to Manchester
10.	54 - 32	Newport to Stoke
11.	62 - 33	London to The North
12.	33 - 63	Shrewsbury to London
13.	15 - 23	Doncaster to Burnley
14.	42 - 31	Nottingham to The South

BUM's builds were modified slightly. He wanted to build from I70 to I71, but that was already in place. He wanted to build from H27 to G28, but had to build from I28 to H27 first, so the build allowance balanced out.

Pete, please include the run numbers in your orders.

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



RAILWAY RIVALS 2112-I(N)

Eleven new towns connected this time.

ROUND 4

Ireland (North) {17 points for these builds}  
Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
N15 - L16 - L17 - Ballina, B64 - B65 - Mullingar - Y27 - Clara, G66 - Navan,  
Donegal - W9 - X9 - Strabane.  
36 +10 (towns) = 46

Balinrobe Expressways Are Rampant (BEAR) (Kevin Lee, Black)  
Athenry - M28 - Galway, H54 - H52 - G52 - G47, G51 - Cookstown, V23 - Q21.  
41 +6 (towns) -7 (MARS) -2 (GITCO) = 38

Monaghan-Armagh Rural Services (MARS) (John Marsden, Blue)  
M50 - N49 - Larne, G49 - G45 - Coleraine - F43 - Portrush, L25 - L26 - K27 - Galway,  
Claremorris - Ballinrobe, Enniskillen - Z15.  
11 +6 (towns) +7 (BEAR) -1 (PADDY) -2 (GITCO) = 21

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)  
M52 - Bangor - P50 - Donaghadee, Z24 - Z25 - Mullingar, Z25 - Z27 - Clara, Z18 - Z13,  
I47 - I46.  
59 +8 (towns) +1 (MARS) +2 (GITCO) = 70

Green Irish Trains Connecting at Omagh (GITCO) (Tony Sait, Green)  
G53 - H53 - J52, E44 - Portrush, Strabane - Y8 - Letterkenny, J52 - K52 - L52,  
X15 - Clones - D58 - E58.  
45 +6 (towns) +2 (BEAR) +2 (MARS) -2 (PADDY) = 53

It gets rather confusing when you order your builds from the place you're building to, rather than from where you are building from, if you follow me. Some orders nearly got ditched on the basis that they were building from places they were not connected to. Reversing the orders made them legal.

Town 15 on the east coast is Donaghadee - see the note further up the map.

Builds
Up to 13 points excluding payments to rivals







RAILWAY RIVALS 2117-ND

One rivals payments and a couple of towns each.

ROUND 1

Northern Germany {12 points for these builds}  
Northern Germany Express (NGE) (Tony Bromley, Red)  
Hamburg - N20 - Schwerin - C62 - C63 - Rostock - E65.  
20 +7 (towns) = 27

Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)  
Hannover - E13 - D12 - Minden - C10 - C9 - D8 - Osnabrück - D3.  
20 +9 (towns) +1 (BUM) = 30

Travel In Mainland Europe (TIME) (Boh Coull, Black)  
Hamburg - N20 - Schwerin - C62 - C63, Hamburg - Harburg.  
20 +7 (towns) = 27

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Hannover - Wolfsburg - F18 - F23, D13 - D12.  
20 +6 (towns) -1 (TWANG) = 25

Rails Across Germany (RAG) (Don Shailer, Orange)  
Berlin (E) - Berlin (W) - E29 - Brandenburg, Berlin (W) - J27.  
20 +9 (towns) = 29

Builds
Up to 13 points excluding payments to rivals



Try this one for size. This track layout is at Maschen, just south of Hamburg. With a little bit of ingenuity you can probably duplicate this during the game.

Secondly, take care if you travel from Hamburg to Bremen. In August this year a tornado toppled a tree onto a train at Sottrum (somewhere around hex L12).



Finally, here's one in the true spirit of the game, two steam locomotives pushing for all they're worth in the mountains somewhere in northern Germany.



SAINT PETERSBURG 2

The three Aristocrats are gone in no time.

PHASE 2-A

Round 2 - Aristocrat Phase			
Pete	Kevin	Marcus	Tony
Takes Mistress of Ceremonies into hand	+ Warehouse Manager	+ Author	Takes Library into hand
✗	✗	✗	+ Secretary from hand
✗	✗	✗	✗



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	11	3	9r + 0v	0r + 2v	3r + 0v	Trading	23
Marcus	20	0	12r + 0v	0r + 0v	1r + 0v	Building	16
Tony	8	2	9r + 0v	0r + 1v	4r + 0v	Worker	19
Pete	12	5	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, Warehouse Manager
Marcus	Customs House	Lumberjack, Ship Builder, Weaving Mill, Potjomkin's Village, Author
Tony	Customs House, Library	Shepherd, Fur Trapper, Czar and Carpenter, Market, Secretary
Pete	Mistress of Ceremonies, Senator	Lumberjack x 2, Fur Trapper, St.Isaac's Cathedral, Controller

Orders required
Round two Trading phase led by Kevin





ROBORALLY 3

The laser beams  
start to bite.

ROUND 3

Marcus correct me on the use of Radio Control. As it is an optional weapon, it's range is only straight ahead, up to six squares away. It does rather spoil President Ford's fun, but my loose interpretation made Radio Control too powerful.

Bot-i-celli announces his intention to power down. This will happen next time - the current set of program cards must still be executed.

Starting positions

Diddy-bot K5-S, President Ford E8-S, Pineapple 196 H10-E, Squelch K11-E, Bot-i-celli C13-E, Donsbot H7-E.

3.1

Donsbot {130-RL}, Diddy-bot {330-RL}, Pineapple 196 {650-M1}, President Ford {690-M2}, Squelch {800-M3}, Bot-i-celli {820-M3}.

Board effects: Pineapple 1956 is conveyed to I11, Squelch touches Checkpoint 1 and updates his archive to K14. Bot-i-celli has run off the edge of the board and loses a life. An archive copy is placed in C13 - I've guessed you'll come back facing south, but you can choose another direction if you prefer.

3.2

President For {020-UT}, Squelch {050-UT}, Donsbot {510-M1}, Diddy-Bot {590-M1}, Pineapple 196 {640-M1}.

Board effects: Diddy-bot and Squelch shoot each other for one point of damage each.

3.3

Donsbot {440-RR}, Squelch {530-M1}, Diddy-bot {680-M2}, Pineapple 196 {750-M2}, President Ford {840-M3}.

Board effects: Diddy-bot and Squelch shoot each other for one point of damage each.

3.4

President Ford {030-UT}, Pineapple 196 {110-RL}, Diddy-bot {200-RR}, Donsbot {430-BU}, Squelch {490-M1}.

Board effects: Squelch shoots Diddy-bot for one point of damage.

President Ford shoots Diddy-bot for one point of damage.

3.5

Squelch uses his Abort Switch option and draws a new program card at random. Squelch {070-RL}, Pineapple 196 {480-BU}, Donsbot {540-M1}, President Ford {620-M1}, Diddy-bot {830-M3}.

Board effects: President Ford shoots Diddy-bot for one point of damage.

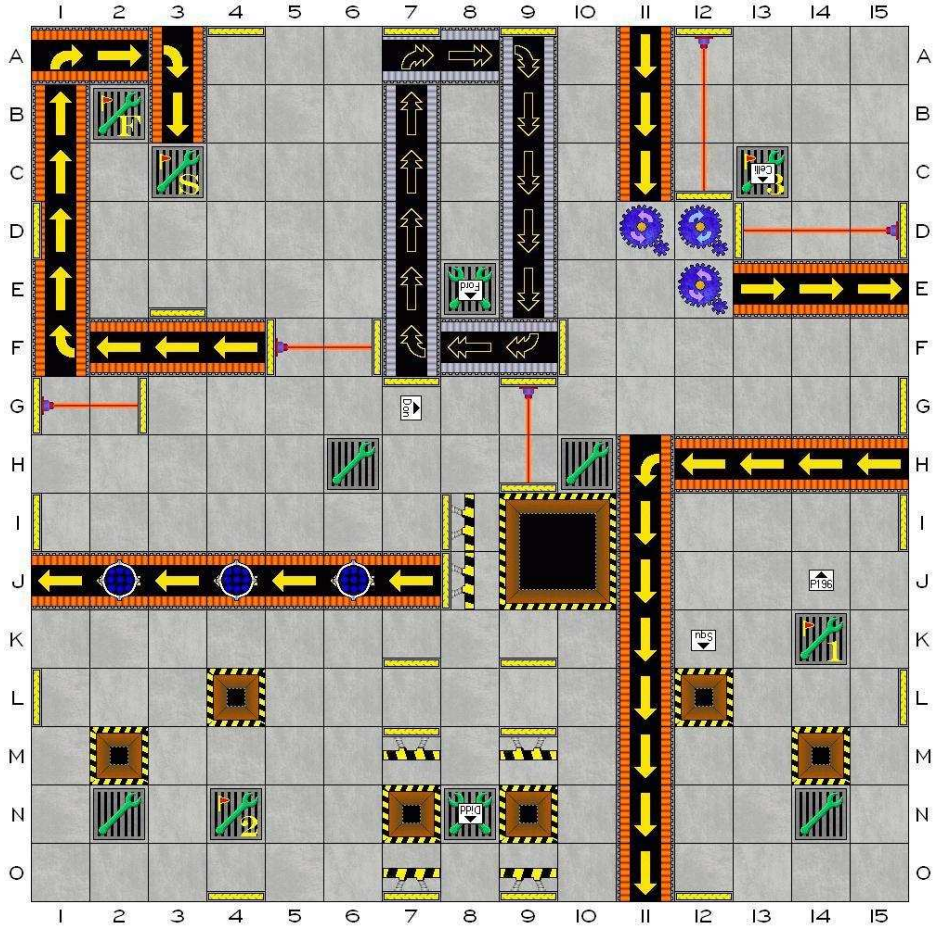
Diddy-bot updates his archive to N8.

End of turn effects

Diddy-bot repairs two points of damage. Bot-i-celli powers down.

President Ford picks up an option card and gets Fourth Gear - he may now choose to move forward 4 squares when executing a Move 3 card. This is optional and may be decided when a Move 3 card is played.

Now that Squelch has touched Checkpoint 1 and two bots have sustained damage, the Lives column on the next page has changed to L/C/D to show Lives, Checkpoints and Damage.



Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	4/-/3	N8	N8-S	-
Roger Krueger	President Ford	4/-/-	E8	E8-S	Radio Control/4th Gear
Greg Payne	Pineapple 196	4/-/-	H10	J14-N	Reverse Gears
Marcus Pratt	Squelch	4/1/2	K14	K12-S	Abort Switch
Jim Reader	Bot-i-celli	3/-/-	C13	C13-S	-
Don Shailer	Donsbot	4/-/-	H6	G7-E	Double Barrel Laser

Orders required
Program cards for round four and any other instructions

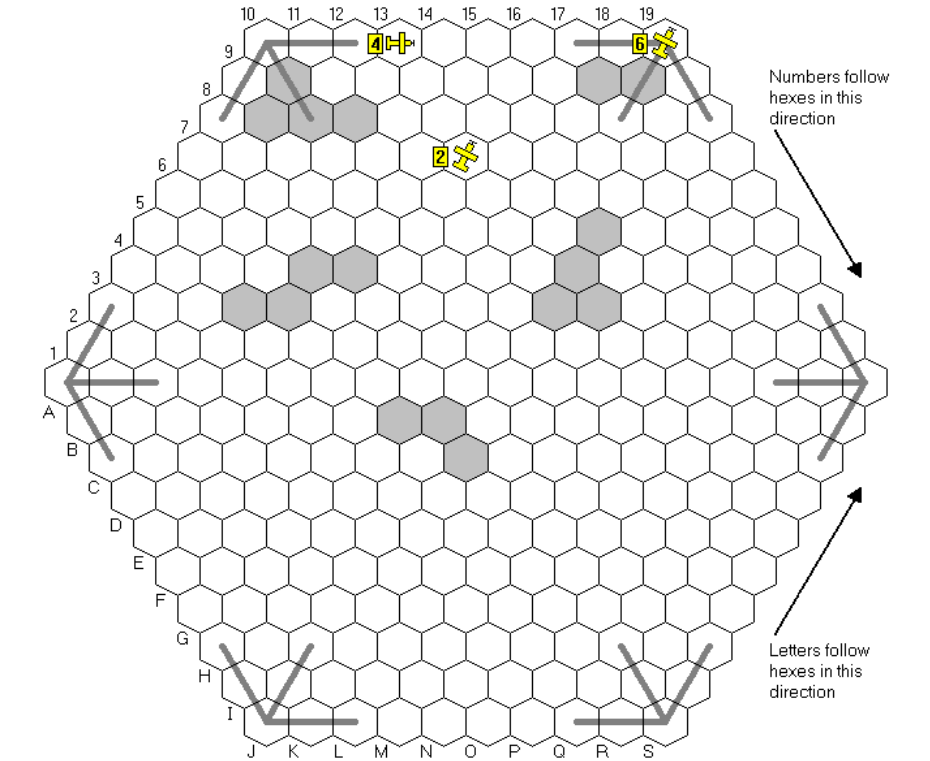


SOPWITH T-340-FW

There's not much left in this one.

ROUND 24

Pilot	Starts	Moves	Ends	A:D:P
2 <i>Mad Ferret</i> Tim Franklin	E12-E	RS-fl.A., RS, LT {Airfield: A10}	G13-NE	08:02:05
4 <i>The Brown Baron</i> Michael Graystone	G15-W	A-fl.A., RS, I {Airfield: S19}	D13-E	10:09:33
6 <i>Lord Flashheart</i> Joakim Spångberg	J16-NE	A, A, A {Airfield: J1}	J19-NE	16:08:10



*Mad Ferret* and *The Brown Baron* traded shots and damage, while *Lord Flashheart* flies through the clouds and heads towards the edge. I'd ignore him, he'll be off the board before anyone can hit him. It's a two-man fight now, with *The Brown Baron* having the edge due to having taken less damage. The clouds moved north east.

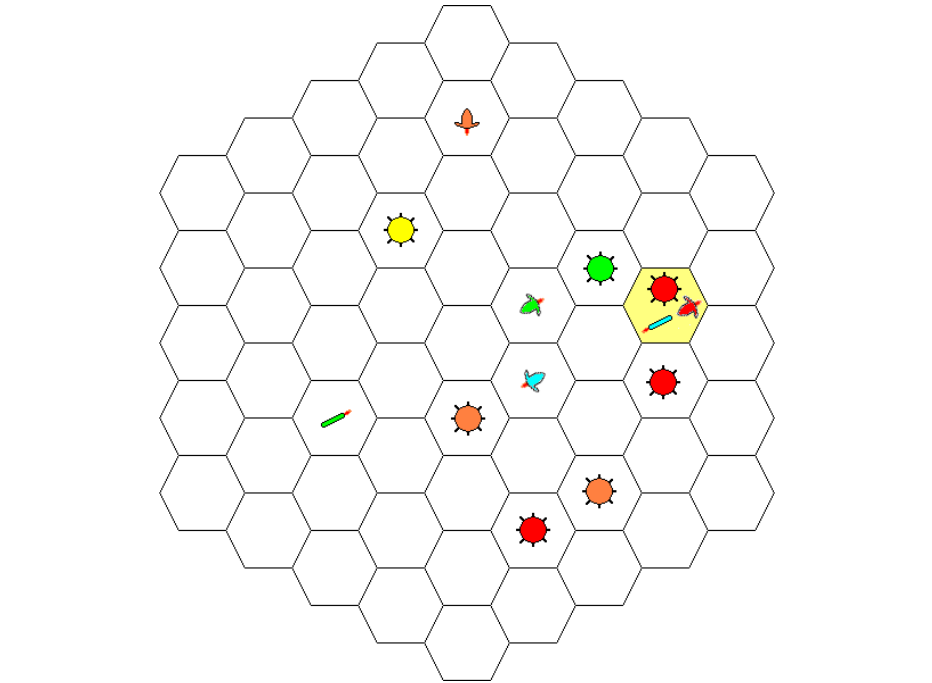


SPACE BLAST 1

And then there were three...

ROUND 11

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



*Chewbacca* and *The Meteor* lose one armour point each as they try to move into the same space. *Chewbacca* then fires a rocket, which finds *The Meteor* and removes his last armour point. Thanks for playing, Don.

Orders
0 to 3 actions for round twelve



## NEWS FROM THE ROCK

[www.fwtwr.com/fwtwr/](http://www.fwtwr.com/fwtwr/)



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

- ✱ It's been a while since I put anything in here other than the statistics and dates for completed and new games. The thing is, there's not been a lot to say. My intention has always been to expand the range and that hasn't changed. Working for myself does mean less time to do these things, and that hasn't changed either.

When I go to gaming weekends I invariably come back all fired up and keen to do something about this game or the other. Time and real life then get in the way and nothing happens.

What has happened on the Rock is that the number of 18xx games has gone up while the number of other games being played has gone down. Part of the reason is the enthusiasm shown by the 18xx players, many of whom are keen to play in more than one game at a time. Five of the thirteen new games since the beginning of November have been 18xx games, so the others continue to draw crowds, just slightly smaller ones.

On the other hand, the lack of new variety in the other games will be partly responsible for the decline in numbers, as people lose interest in repeating the same games. It's dangerous to make promises, but the new year is coming up, so perhaps one resolution should be to work towards getting some new games on offer. That is far as the commitment can go right now.

- ✱ 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	3.646
▲	Ken Boucher	3.632
▼	David Hilbert	3.053
-	Roger Krueger	3.042
▼	Victor Cronshaw	2.800
▲	Chris Rudram	2.800
-	Per Hallberg	2.636
▼	Rob Thomasson	2.611
▲	Pete Campbell	2.588
▼	Peter Hawkins	2.558
▲	Dave Burton	2.468
▼	Michael Bakken	2.200
▲	Michael Longdin	2.187
▲	Dan Zacharias	2.174
▲	Brian O'Farrell	2.100
-	Peter Beck	2.099
▼	Michael Graystone	2.095
▼	Willem Moene	2.047
▲	Mick Haytack	2.035
▼	Gareth Lodge	2.000

- ✱ Completed games and winners:

1870 e771 {1870-K24}	Ken Boucher
1830 e781 {1830-Y24}	Brian O'Farrell
1825 e793 {1825-L25}	Ken Boucher
Puerto Rico e794	Pete Campbell
Ingenious e799	Lew Stansby
Acquire e802	Dan Zacharias
Puerto Rico e803	Dave Burton
Carcassonne e804	Dan Zacharias
Acquire e805	Neil McConnell
Acquire e808	Willem Moene

- ✱ New games and start dates:

Carcassonne e812 {River}	Nov 2nd
1870 e813 {1870-I26}	Nov 4th
1856 e814 {1856-J26}	Nov 17th
Carcassonne e815	Nov 17th
Puerto Rico e816	Nov 17th
1830 e817 {1830-K26}	Nov 17th
Acquire e818 {Powers}	Nov 17th
Durch die Wüste e819	Nov 23rd
Acquire e820	Nov 23rd
Ingenious e821	Nov 29th
1800 e822 {1800-N26}	Nov 29th
Puerto Rico e823	Dec 3rd
1825 e824 {1825-O26}	Dec 7th





## PREVIEW

It's been a quiet time on the waiting lists. A few names go down, but not enough to fill up the lists. Mind you, with me running late in this issue, I guess I shouldn't be too concerned about that.

Next month sees a new 1856 and our second Agricola game. Following that will be a new Acquire game with the Special Powers.

Beyond that, anything could be up next as many lists are close, but no cigar - yet.

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

#160: 1856, Agricola  
#161: Acquire {Powers}



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Oct 15th	Ode 298
Oct 29th	Variable Pig 115
Oct 31st	Strange Meeting 1
Nov 4th	The Abyssinian Prince 316
Nov 8th	Save Your XXs For Me #56
Nov 19th	The Tangerine Terror 43
Nov 21st	...mais n'est-ce pas la gare 88?, Ode 299
Nov 23rd	Minstrel 317
Dec 12th	Counter 43

## 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	3.276
▲	Lionel Robbins	3.118
▼	Mark Frueh	2.909
▼	Marcus Pratt	2.717
▲	Sharon Khan	2.625
-	Steve Thomas	2.563
▼	Geoff Hardingham	2.500
▲	Stephen Webb	2.333
▲	Michael Graystone	2.227
▲	Rob Thomasson	2.159
▼	Colin Sharpe	2.130
-	Tony Robbins	2.050

## WHO PLAYS WHAT

Peter Berlin	1829-V21, 18EU-G23	Greg Payne	6n14, BA19, 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, BA19, BB-304-EAN, #
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		BB-305-NLD, BB-309-YRK, BB-312-MOR, GS7, OP26, OP27, PR8, PR9, PR10, PR11, RR-2085-KU, RR-2096-B, RR-2112-I(N), RR-2117-ND, Robo3
John Colledge	Acq52	Lionel Robbins	1829-V21, 1829-U25, 1870-K23, 18EU-G23
Bob Coull	6n14, Acq51, BB-304-EAN, BB-309-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, RR-2117-ND, SB1	Tony Robbins	BB-309-YRK
Dennis Frank	BA18, BA19	Simon Robertson	BB-305-NLD, RR-2096-B
Tim Franklin	1830-L23, 1850-R22, 1895-X24, Sop340	Tony Sait	1830-G26, 1830-V1-N24, 18Kaas-P23, PR11, RR-2112-I(N)
Mark Frueh	1830-G24, 1870-R24, 18EU-G23	Don Shailer	BB-304-EAN, BB-305-NLD, BB-308-YRK, BB-313-MOR, CM1, GS7, RR-2117-ND, Robo3, SB1
Michael Graystone	6n14, Acq50, Acq51, Acq52, BB-308-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, Sop340, SB1	Colin Sharpe	6n14, Acq51, Acq52, BB-304-EAN, BB-309-YRK, RR-2096-B
Lyndon Gurr	1826-H25, 1835-C26, 1850-R22, 1856-R23, 1870-K23, 18GA-D26, 18Kaas-P23, Acq50, OP26, OP27	John Shelley	1826-H25, 1829-U25, 1830-L23, 1835-C26, 1870-K23
Steve Ham	6n14, BA18, BA19, GS7, Robo3, SB1	David Smith	OP27
Geoff Hardingham	OP26, PR10	Don Smith	1826-E22, 1830-G24, 1830-V1-N24, 1835-C26, 1856-R23, 1870-K23, 1870-R24, 18EU-G23, 18GA-D26
Alan Harvey	1830-V1-N24, 1850-R22, 18Kaas-P23, CM1	Joakim Spångberg	BA18, GS7, Sop340
Mike Head	1830-L23, 1830-G26, 18GA-D26, IW1	Allan Stagg	PR8, PR10
John Hopkins	1829-V21, PR8	Mark Stretch	1830-V1-N24, BA18, BB-305-NLD, OP27
Mike Hutton	1829-V21, 1830-G26, Agri, PR9	Steve Thomas	1895-X24
Sharon Khan	IW1	Rob Thomasson	1829-V21, 1829-U25, 1856-R23, BB-313-MOR, RR-2085-KU
Roger Krueger	1870-R24, 1895-X24, Robo3	Roger Trethewey	BA19, GS7
Kevin Lee	6n14, Acq51, BB-309-YRK, BB-313-MOR, GS7, PR10, PR11, RR-2112-I(N), StP2	Stephen Webb	1826-H25, 1830-G24, 1830-V1-N24, 1850-R22, 1870-R24, 18EU-G23, CM1, PR8
Michael Longdin	Agri, CM1	Tony Wilcock	Acq51, Acq52, StP2
Richard Lunn	1830-L23, 1830-G26, BA19		
John Marsden	Acq50, Acq52, BB-304-EAN, BB-305-NLD, BB-313-MOR, CM1, RR-2112-I(N)		
Willem Moene	1830-L23, 1830-G24, 1830-G26, 1835-C26, 1856-R23, 1870-K23, 1870-R24, 18Kaas-P23, Acq50, OP26, OP27, PR9, PR11		



## OUTSIDE EDGE

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## DEADLINES

Wednesday January 14th 2009

18xx Games - Friday January 9th

Future main deadlines: February 18th March 18th April 15th

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.