FOR WHOM THE DIE ROLLS
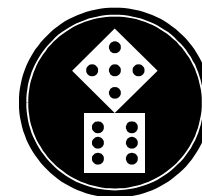
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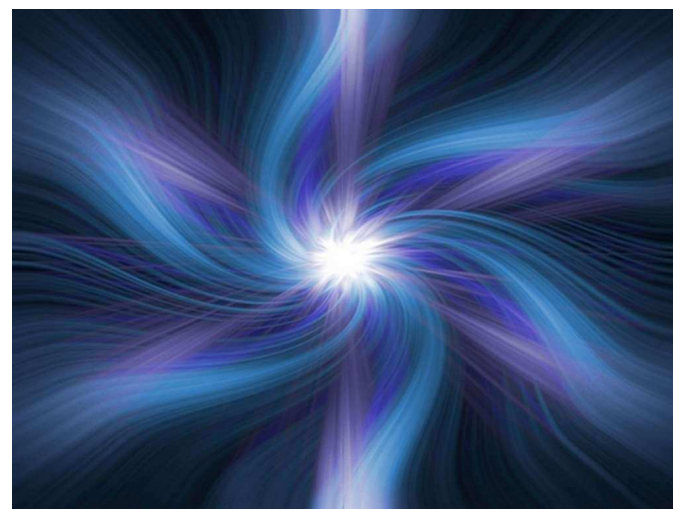
£2.00

INSIDE STORY

This is FOR WHOM THE DIE ROLLS #160, 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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Subscription payments can be sent via PayPal to Keith@Thomasson.com
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WAIT

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

Games starting in this issue...

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

Games starting in the next issue...

⇨① Acquire {Powers} . . . . . . Michael Graystone, Colin Sharpe, John Colledge, Richard Lunn
✪ Railway Rivals . . . . Colin Sharpe, Pete Campbell, Jim Reader, Kevin Lee, Steve Ham
                {Ireland (South)}

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
⇨② 1837 . . . . Don Smith, Steve Thomas, Stephen Webb
⇨② 1861 . . . . Mike Hutton, Willem Moene, Lyndon Gurr
⇨① 1870 . . . . Mike Hutton, Willem Moene, Lyndon Gurr
② 18GA . . . . Mike Head
⇨④ 18Rhl Rhineland . . . . . . Willem Moene
⇨① Age of Steam . . . . Pete Campbell, Mike Hutton, Marcus Pratt
③ Agricola . . . . Pete Campbell
⇨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
⇨② Phoenicia . . . . Mike Hutton, Lyndon Gurr, Geoff Hardingham
③ Puerto Rico . . . . Willem Moene
⇨② Railroad Tycoon . . . . . . Michael Longdin, Pete Campbell
③ Saint Petersburg . . . . . . Bob Coull

I supply everything you need for these...

②/⑧ Battle! . . . . Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
④ Breaking Away . . . . Kevin Lee, Jim Reader
✪ Bus Boss . . . . Colin Sharpe, Jim Reader, Roger Trethewey, Lyndon Gurr, Bob Coull
                {Luzon}
⇨③ Railway Rivals . . . . Tony Wilcock, Bob Coull

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

START

Welcome to issue #160. The first issue of 2009 is on time and within budget, although the timetable may slip a little. We have a new 1856 game in these pages and I've been conducting an experiment, as all of the players are on e-mail.

They were given the choice of ordering for the first stock round by e-mail, with the current game position available on my web site. There were some delays as people were away over the Christmas period, but it went smoothly enough for me to push on to the rest of the stock round. Completing that means that two months has been cut from the life of the game. I may well do the same again for future games, subject to agreement from the players.

Given that I have started over 50 18xx games on the web site and run 37 to completion, this may not seem like a big step, but the difference is that the people playing the web games expect to get prompts for action every few days. Those who sign up for games in the zine do not expect the same, nor do they necessarily want to play that way.

Tom Tweedy, who ran the first postal Sopwith games, passed away on Christmas day in the company of his family. As is often the way with the postal hobby, I never met him, but that doesn't prevent the feeling of loss that comes with knowing someone has left us for good.

In recent years Tom had been the driving force behind the Diplomacy 2000 web site. He had been ill for some time, and had the foresight to arrange for the site to continue in his absence.

His funeral was well attended. Indeed, it was standing room only. There was very little reference to games during the service, with tributes coming from an old service colleague from bomb disposal days, a fellow Dalmatian lover, and his son, Stuart. The service closed with Spirit in the Sky by Norman Greenbaum. Most apt - "When I die and I lay me to rest, I'm gonna go to the place that's the best...".

Board2Pieces continues to be reprinted here from www.boardgamenews.com - with thanks to Ted Alspach for giving his permission. Sometime during December the usual flow changed to reprints from Knucklebones magazine, with no explanation. Either Ted is very busy, is suffering from writer's block, or is unable to produce new strips for some reason. Anyway, that's the reason why the size changes partway through this month's collection.

The first Saturday games session at our house duly took place, with two ladies from the Tring U3A Board Games group, myself and my brother. We played Blokus, Felix The Cat in the Sack and Hey! That's My Fish in the morning, with Dominion and Ingenious for the afternoon. The next event will be on February 7th, from 10 until 6. Do let me know if you decide to come. I have some confirmations already, so it will definitely be happening. It's just to know how many to expect.

It's not too early to be thinking of other gaming events for 2009. April 4th is the date for TringCon XVIII, while the third UK Games Expo convention is set for June 5th/6th/7th. The 5th will be roleplaying sessions in a local hotel, with the main event on the Saturday and Sunday. Heron Games will be there, I hope you will be too.   ✪

BOARD 2 PIECES   BY TED ALSPACH

JOEY, YOUR ÜBER STRATEGY FOR DOMINION HAS BEEN THE TALK OF ALL THE FORUMS AS OF LATE.

WELL, IT'S PROBABLY 'CAUSE I'M 158 AND 0 FOR GAMES PLAYED.

YOU'VE NEVER LOST?

HOW IS THAT POSSIBLE?

NOPE.

LIKE I SAID, IT'S AN ÜBER STRATEGY.

IT SEEMS TO ME THAT EITHER (1) YOU'RE CHEAT-ING, OR (2) DOMINION IS BROKEN

SO YOU ADMIT THAT DOMINION IS BROKEN?

WAIT, THOSE ARE THE ONLY TWO POSSIBILITIES?

I WOULD SOONER ADMIT TO PALMING THREE PROVINCES WHENEVER I TAKE ONE.

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BOARD 2 PIECES   BY TED ALSPACH

WOW, THAT WAS SOME SERI-OUS GAMING WE HAD THERE JUST NOW, LIKE THE TIME I TOTALLY OWNED EVERYONE BACK IN '06. SO WHO'S UP FOR SOME FAST-PACED SUSHIZOCK IM GOCKELWOK?

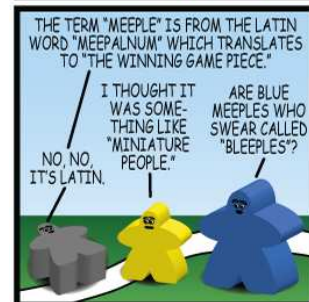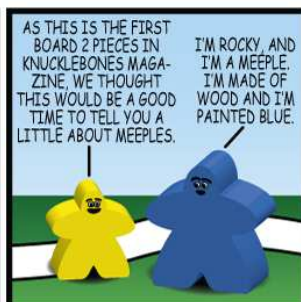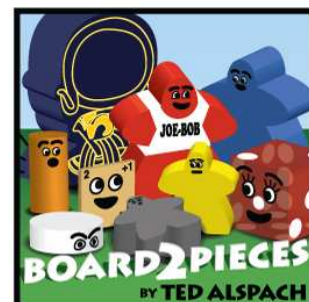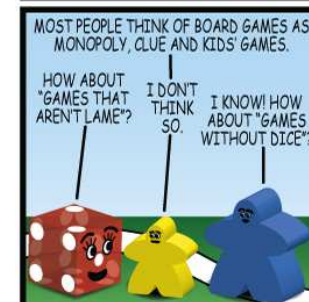WHAT? THAT SOUNDS STUPID. I'M OUT OF HERE.

SIOUXSIE AND THE BANSHEES THE BOARDGAME?

IT'S THE NEW KNIZIA TILE GAME FOLLOWUP TO PICKOMINO. SERIOUSLY, IT'S LIKE AN ALL NIGHT EXCURSION TO MY FAVORITE SUSHI RESTAURANT, LIKE THE TIME BACK IN '86 WHEN ME AND SAMMY, YOU REMEMBER SAMMY, RIGHT? WELL, SAMMY AND I WERE OUT DRINKING, HEH—

DO NOT SAY DAT NAME, MR. TALKY RED MAN!

SUE ME IN THE GOBBLEDEGOOK?

—AND SAMMY—HE'S A WILD CARD, YOU KNOW, HE'S LIKE A REVERSE SAKI HYDRANT, AND THE TWO OF US, WE ARE SO OUT OF IT, WHICH IS FUNNY 'CAUSE PREVIOUSLY WE HAD BEEN DOING RED BULL SHOTS WITH RAW EGGS ANY TIME ANYONE SAID 'DIE MACHER' WHICH WAS WHEN IT JUST CAME OUT BUT NO ONE IN THE U.S. WAS PLAYING IT YET...

SCOOBY DOO IN THE GODFATHER?

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BOARD 2 PIECES   BY TED ALSPACH

AS THIS IS THE FIRST BOARD 2 PIECES IN KNUCKLEBONES MAGA-ZINE, WE THOUGHT THIS WOULD BE A GOOD TIME TO TELL YOU A LITTLE ABOUT MEEPLES.

I'M ROCKY, AND I'M A MEEPLE. I'M MADE OF WOOD AND I'M PAINTED BLUE.

KENNY HERE IS A FARMER FROM THE GAME CARCASSONNE, WHICH HAS A LONG TRADITION OF USING MEEPLES AS GAME PIECES. HE'LL BE OUR INSTRUCTOR TODAY.

THANKS, LEO. I'D LIKE TO START BY EXPLAINING THE ORIGINS OF MEEPLEKIND.

KENNY KNOWS A WHOLE LOT OF STUFF.

THE TERM "MEEPLE" IS FROM THE LATIN WORD "MEEPALNUM" WHICH TRANSLATES TO "THE WINNING GAME PIECE."

NO, NO, IT'S LATIN.

I THOUGHT IT WAS SOME-THING LIKE "MINIATURE PEOPLE."

ARE BLUE MEEPLES WHO SWEAR CALLED "BLEEPLES"?

THE CREATOR OF THE FIRST MEEPLE WAS KLAUS VAN MEEPENSCHLOSS, A WOOD CRAFTER IN BAVARIA. HIS GRANDSON, REINER KNIZIA, IS A GAME DESIGNER.

THAT CAN'T BE TRUE. IT JUST DOESN'T MAKE ANY SENSE.

LOOK IT UP.

NO, I THINK HE'S RIGHT. KNIZIA *IS* A GAME DESIGNER.

A GAMER WHO PEEKS INTO GAME BOXES TO FIND PIECES IS A "MEEPING TOM."

YOU MADE EVERYTHING UP, DIDN'T YOU?

WHEN MEEPLES FALL OUT OF A BOX, IT'S CALLED "MEEPAGE."

OOOH, KENNY...TELL US HOW MEEPLES ARE REALLY PAINTED WITH MEEPLE SYRUP!

<SIGH>

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REPRINTED FROM THE SEPTEMBER 2006 ISSUE OF *KNUCKLEBONES* MAGAZINE

BOARD 2 PIECES   BY TED ALSPACH

JOE-BOB

ROCKY, THERE IS ONE GREAT MYSTERY THAT PLAGUES THOSE OF US IN THE GAMING WORLD.

UM, NO. BUT THAT IS A GREAT SUBJECT FOR DISCUSSION.

"SHOULD I KEEP OR THROW OUT MY SPRUES*?"

I'M TALKING ABOUT WHAT TO CALL THESE GAMES WE ALL LOVE. EUROGAMES? GERMAN GAMES? DESIGNER GAMES? STRATEGY GAMES?

WHAT'S WRONG WITH "BOARD GAMES"?

THAT EXCLUDES CARD GAMES, DEXTERITY GAMES, AND PRETTY MUCH ANYTHING WITHOUT A BOARD, DI.

*CARDBOARD FRAMES LEFT OVER AFTER PUNCHING OUT GAME PIECES.

MOST PEOPLE THINK OF BOARD GAMES AS MONOPOLY, CLUE AND KIDS' GAMES.

HOW ABOUT "GAMES THAT AREN'T LAME"?

I DON'T THINK SO.

I KNOW! HOW ABOUT "GAMES WITHOUT DICE"?

LOTS OF GOOD GAMES HAVE DICE, LIKE SETTLERS OF CATAN AND AGE OF STEAM.

WE NEED A NAME THAT SAYS FUN, ENGAGING GAMEPLAY, WHERE CLEVER MECHANICS ARE THE NORM.

WHAT ABOUT "GAMES THAT ROCKY LIKES"?

LET'S HIRE A MADISON AVENUE FIRM TO COME UP WITH A NAME AND AT THE SAME TIME A WORLDWIDE CAMPAIGN TO SPREAD THE WORD OF GREAT GAMES!

BECAUSE THE GAME PUBLISHERS DON'T KNOW WHAT ELSE TO DO WITH ALL THEIR EXTRA PROFITS?

"CHICKEN OR EGG GAMES"?

REPRINTED FROM THE NOVEMBER 2006 ISSUE OF *KNUCKLEBONES* MAGAZINE

BOARD 2 PIECES   BY TED ALSPACH

JOE-BOB

LEO, THERE'S A NON-GAMER COMING OVER TO PLAY GAMES WITH US. ANY SUGGESTIONS ON WHAT TO PLAY?

YOU'RE LOOKING FOR WHAT GAMERS CALL A "GATE-WAY GAME."

THE PEOPLE WHO MAKE COMPUTERS? NO, I WANTED TO PLAY A BOARDGAME WITH THEM.

A GATEWAY GAME IS A GAME THAT EXPOSES NEW GAMERS TO A FEW NEW IDEAS THAT HELP BRIDGE THE GAP BETWEEN GAMES THEY KNOW AND NEWER-STYLE GAMES.

OH, LIKE DIPLOMACY. THAT'S EASY.

WHY WOULD THEY HATE ME?

NO, THEY'LL ALL HATE YOU IF YOU PLAY DIPLOMACY, JOEY.

IT'S DIPLOMACY, JOEY. EVERYONE HATES EVERYONE AFTER PLAYING THAT GAME.

A BETTER IDEA MIGHT BE CARCASSONNE.

CARCASSONNE IS TOO HARD TO PRONOUNCE.

YOU KNOW, THERE AREN'T ANY ACTUAL SETTLERS. JUST ROADS AND HOUSES.

WELL THEN, HOW ABOUT SETTLERS OF CATAN?

WELL, YOU CAN'T GO WRONG WITH TICKET TO RIDE FOR NEW GAMERS.

WHICH ONE?

BUT I REALLY LIKE MARKLIN BETTER.

THE ORIGINAL. IT'S SIMPLE.

YOU'RE ON YOUR OWN, JOEY.

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REPRINTED FROM THE JANUARY 2007 ISSUE OF *KNUCKLEBONES* MAGAZINE

IN THE FUTURE, EUROGAMES HAVE BECOME AS UBIQUITOUS AS MONOPOLY IS NOW.

I JUST RECEIVED A BUNCH OF NEW GAMES PORTED IN VIA FEDEX, LEO.

GREAT, HECTOR! HOW DOES THIS YEAR'S CROP LOOK?

WE HAVE TO PLAY THE NEW "SETTLERS OF THE 2028 NFL SEASON" LICENSED EDITION.

I DON'T KNOW, ISN'T THAT SOMEWHAT DERIVATIVE OF LAST YEAR'S "SETTLERS OF CORPORATE AMERICA"?

HOW ABOUT "CARCASSONNE: SKYWAYS AND SPACE TRAMS"?

I THINK AFTER "CARCASSONNE: DOGWALKERS," I FINALLY REACHED CARCASSONNE SATURATION.

THEN THERE'S "CAYLUS XII: REMODELING THE MEDIEVAL BARBERSHOP."

YOU KNOW, MAYBE WE SHOULD STICK TO SOMETHING MORE STANDARD. DID YOU PICK UP THE LATEST AGE OF STEAM EXPANSION?

OF COURSE. "AGE OF STEAM: 90210." YOU BUILD TRAINS TO TO AND FROM A BEVERLY HILLS HIGH SCHOOL.

THEY WERE ALMOST OUT OF WORDS.

I'M NOT SURE IF MOVING TO THE ZIP CODE SYSTEM TO NAME AGE OF STEAM EXPANSIONS WAS SUCH A GOOD IDEA.

YEAH, THAT WAS INEVITABLE.

REPRINTED FROM THE MARCH 2007 ISSUE OF KNUCKLEBONES MAGAZINE

HEY LEO, LET'S PLAY A GAME OF THROUGH THE AGES, THE NEW CIV-LIKE CARD GAME.

SORRY, HECTOR, BUT THAT GAME IS A LITTLE TOO HEAVY FOR ME.

DON'T BE SILLY, LEO. IT'S A CARD-BASED GAME. IT PROBABLY WEIGHS LESS THAN TWO POUNDS.

I CAN BENCH PRESS 300 POUNDS, HECTOR, SO I'M UP FOR PLAYING.

NO, NOT THAT KIND OF HEAVY.

OH, YOU MEAN, "DUDE, THAT GAME IS HEAVY."

I MEAN THAT IT'S A LITTLE TOO COMPLEX.

YOU NEED TO STOP LIVING IN THE 80'S, LEO.

AND A LIGHT GAME IS MORE SIMPLISTIC.

CAN A HEAVY GAME BE LIGHT?

I PLAY LASER BEAM CHASE WITH MY CATS. THAT'S A "LIGHT" GAME, RIGHT?

WELL, DEXTERITY GAMES ARE HEAVY GRAVITY-WISE, BUT MOST ARE ALSO LIGHT IN TERMS OF GAMEPLAY.

LEO, MAYBE YOU SHOULD JUST SAY WHAT YOU MEAN FROM NOW ON.

I LIKE PLAYING DARK GAMES LIKE FURY OF DRACULA.

REPRINTED FROM THE JULY 2007 ISSUE OF KNUCKLEBONES MAGAZINE

BOARDGAMES HAVE FINALLY HIT THE BIG TIME, LEO.

I KNOW, JOEY! MORE PEOPLE ARE PLAYING BOARD GAMES THAN EVER BEFORE!

WELL, YEAH, THAT'S NICE. BUT WHAT I MEAN IS THAT THERE ARE NOW MOVIE ADAPTATIONS OF OUR FAVORITE GAMES.

WOW. I CAN'T WAIT TO SEE WHO PLAYS THE BLUE MEEPLE IN "CARCASSONNE: A TALE OF A CITY WITH LOTS OF WALLS AND CONSONANTS."

UM, NO, I DON'T THINK THEY'RE MAKING THAT ONE, ROCKY.

OH, HOW ABOUT A MEDIEVAL THRILLER BASED ON PRINCES OF FLORENCE, DIRECTED BY DAVID FINCHER?

UM, ACTUALLY, I THINK YOU'RE OVER-REACHING.

PUERTO RICO? I CAN ONLY IMAGINE HOW HOLLYWOOD WILL HANDLE THE "COLONISTS."

I WAS TALKING ABOUT STAR WARS TRIVIAL PURSUIT AND THAT NEAT "WAR OF THE RING" GAME.

BUT THE MOVIES CAME FIRST ON THOSE, RIGHT?

IT'S A START.

HOW ABOUT "EL GRANDE" STAR-RING ANTONIO BANDERAS?

REPRINTED FROM THE MAY 2007 ISSUE OF KNUCKLEBONES MAGAZINE

WHO WANTS TO JOIN ME FOR A QUICK GAME OF SETTLERS OF CATAN?

HEY, I'M UP FOR THAT, SET IT UP AND I'LL SEE IF I CAN FIND TWO MORE PLAYERS.

DON'T WORRY ABOUT IT. THERE ARE LOTS OF PLAYERS WAITING TO PLAY AT ALL TIMES.

THERE ARE? WHERE?

ONLINE. I'LL JUST TURN ON MY XBOX 360.

WAIT, WE'RE GOING TO PLAY CATAN ONLINE ON XBOX 360?

SURE. AND THEN WE CAN PLAY ALHAMBRA AND CARCASSONNE ON THERE TOO.

I THINK WE SHOULD PLAY BOARDGAMES ON BOARDS, NOT ON SCREENS.

OKAY, SURE. I'LL SET UP A GAME OF RAILROAD TYCOON FOR US, INSTEAD.

OR MAYBE WE SHOULD PLAY DOOM?

WORLD OF WARCRAFT THE BOARDGAME?

THANKS. HEY...

OKAY, YOU MADE YOUR POINT.

YOU'RE REALLY NOT THAT FUNNY.

See the online version of Board 2 Pieces at www.boardgamenews.com

REPRINTED FROM THE SEPTEMBER 2007 ISSUE OF KNUCKLEBONES MAGAZINE

1850-R22

Now there's just Bill
Dixon's 1832 to run…

GAME OVER

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%

Stephen Webb (2nd): Well done to Lyndon for a game settled reasonably early and sealed with the extra permanent train in his seven-share holding company. Thanks to everyone involved, including you of course.

Tim Franklin (4th): Congratulations to Lyndon, thanks to everyone for playing and to Keith for running.

I'd like to try this one again to see if the railroads take as long to link up as they did in this game. Others, such as 1856, develop with small disconnected networks that link up later in the game, but this one seemed to have more isolated networks. ◱

18EU-G23

Success in spite of a hamstring.

GAME OVER

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%

Lionel Robbins (1st): In running the FN I been somewhat hamstrung by Peter's NMRs, which meant that Paris wasn't upgraded and the FN was down on the expected income at a couple of critical points. I think Mark and Don opened their RA, RB and IS too low, probably in order to prevent me opening one at 100. In chess it's zugzwang - a forced losing move. So after being limited to one company I simply invested as best I could. It was just enough to counteract the extra shares the other players held.

Thanks to the other players and to Keith for (patiently) running the game despite my errors and queries.

Stephen Webb (2nd): A close game and a good tussle. Well done to Lionel and a good effort by Don. Again, thanks to everyone involved including, of course, your good self.

Not to mention my errors. Lionel found a better run for the FN in the last round, but it wasn't enough to affect the positions so we'll leave things as they are. Peter's failure to be active in the latter stages was a disappointment, but by the time it was clear he wasn't going to be doing so, I felt his position was too far gone to offer to anyone else. ◱

1870-K23

It was my fault - no, it was his.

GAME OVER

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%

Lyndon Gurr (1st): Strange game. I really don't understand why Lionel dumped the MP on me. It fitted very well with the SLSF and led to an early connection run for the MP. Being able to subsequently drop the SLSF in Don's lap was a bonus. Towards the end, I guess none of the other players wanted to prolong the agony by rusting the '3' and '4' trains until it was effectively over. Thanks to everyone for the game.

Lionel Robbins (2nd): That the '8' trains did not appear is down to Don's potential bankruptcy, which loomed large over the middle game. Anyone starting a train rush would have ended the game forthwith while taking a hit on their share value. That's as far as my insight goes as I'm still very much a novice at 1870. Well done Lyndon and thanks to Keith for running the game.

John Shelley (3rd): Keith commented that he hadn't seen an 1870 finish without an '8' train being in play. The fact that it happened in this game is my fault. Because of a pre-occupation with my house move I didn't pay enough attention to my analysis prior to making my orders for OR12 and OR13, and didn't realise that I'd be able to buy a '6' train. My apologies to you all for this lapse. Having said that I think that Lyndon would almost certainly have won had the game gone the distance, but I'd have been pushing Lionel closer for second, so it looks like I'm the loser for my oversight (which is how it should be). Thanks to you all for the game and to Keith for making it possible.

There's no need to assign blame, different games run to different patterns, and this one was clearly destined to finish before the big trains came out. I can't complain, as the bigger the train, the harder it can be to work out the revenue. ◱

ACQUIRE 50

The silence of the hoteliers.

GAME OVER

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

No comments on this one, so it just leaves me to say thanks to the players for the game, and hope you had a good time. ◱

1826-H25 — The remaining ordinary companies are all floated. — SR5

Stock Round 5

	Pete	Lyndon	Stephen	John
	+ PL/Pres {110}	+ N/Pres {75}	+ E/Pres {90}	+ M/Pres {110}
	+ A treasury	+ O treasury	+ E new {floated}	+ M new {floated}
	+ PL new {floated}	+ O treasury	+ N new {floated}	+ P new {floated}
	✗	+ N new	+ N new	✗
	✗	+ E treasury	✗	✗
	✗	✗	*Priority for SR6*	

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Stephen Webb	458	-420	38	1,146	21.4◂	9
John Shelley	447	-440	7	1,518	28.4▴	11
Pete Campbell	499	-452	47	1,199	22.4▾	8
Lyndon Gurr	529	-515	14	1,483	27.8▴	12

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

	A	B	E	GC	M	N	O	P	PL	PO
Company type	5	10	5	5	5	5	5	5	5	5
Bank (new)	5	-	5	5	5	5	5	5	5	5
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Treasury shares	-	-	1	-	2	-	-	2	2	-
Price	122A	122C	90C	100D	110A	75E	100C	110A	110A	100D
Loans	-	-	-	-	-	-	-	-	-	-
Company credit	270	292	360	156	330	375	350	330	330	49
Tokens	1	1	3	2	3	3	2	3	3	1
Trains	4H	4H	-	2H	-	-	4H	-	-	4H
	2H	2H		2H						2H
		2H								2H
		2H								

Bank cash: 9,052   Certificate limit: 13   Trains: 3 x '4H', 6 x '6H'...

Current operating order: B, A, P, PL, M, PO, GC, O, E, N

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/-									
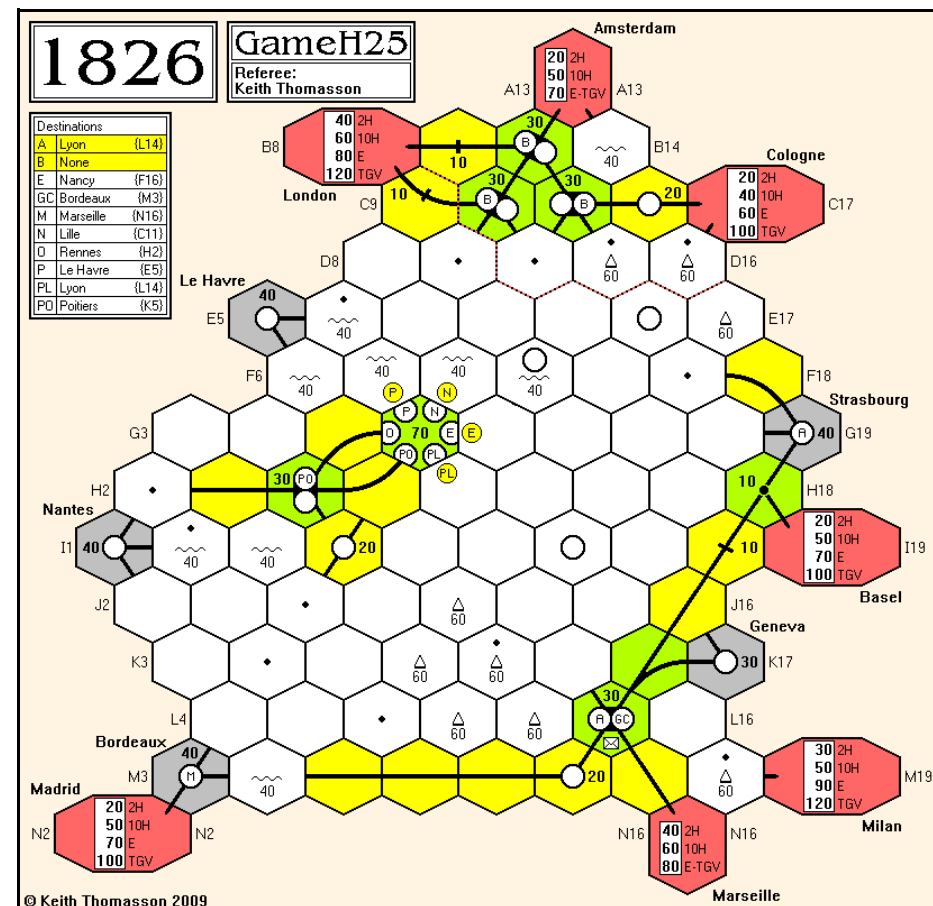
Orders required for the following rounds	*By the early deadline*
OR6, OR7	*Adjudication can pause between rounds if requested*

▲▲▲
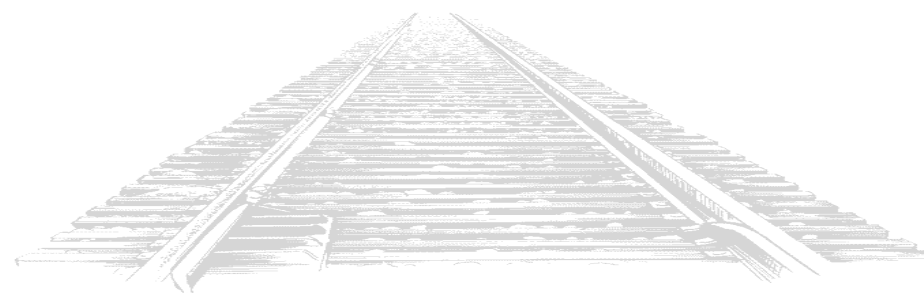
| 1829-V21 | The first '6' trains finds an owner. | OR25 - OR26 |

Lionel and Mike lose a little cash due to financial irregularities during OR 24.

OR25	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	▶P4	110	No	-	335▼	320	3T
NER	MH	-	▶L12	250	Yes	-	300▲	270	5 3T
Mid	JH	7:R18:2	▶S19	230	Yes	-	320▲	70	5 4
NBR	RT	27:I13:4	▶H6 !	310	No	-	160▼	960	3T 3
Cal	LR	24:S11:1	▶K9	290	No	①	142▼	660	4
L&YR	PB	-	▶M9 !	120	Yes	-	29▼	120	3
GNR	LR	-	▶L12 !	140	Yes	②	160▲	170	5 4
GCR	MH	27:R18:2	▶C5	270	Yes	-	76▲	10	4 3
High	RT	-	▶A13	-	-	③	53▼	0	3
Furn	LR	-	▶L8	-	-	④	47▼	50	3

Notes:
① 160 to the GNR for a '3' train
② 10 to the Caledonian for a '5' train
③ 560 to the NBR for a '3' train
④ 480 to the Caledonian for a '3' train

OR26	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	▶P4	110	No	-	320▼	430	3T
NER	MH	-	▶L8 !	250	Yes	-	320▲	270	5 3T
Mid	JH	-	▶R20	250	Yes	-	335▲	70	5 4
NBR	RT	7:H6:6	▶G5	220	Yes	① ②	180▲	850	3T
Cal	LR	9:K9:2	▶L10	170	Yes	③	160▲	10	6 4
L&YR	PB	-	▶M9	-	-	-	21▼	120	-
GNR	LR	51:N14:6	▶M11	330	Yes	-	180▲	170	5 4
GCR	MH	-	▶A3	150	Yes	-	82▲	10	4
High	RT	51:F8:5	▶I5	-	-	-	47▼	10	-
Furn	LR	50:G5:3	▶L10 !	-	-	-	38▼	50	-

Notes:
① 100 to the bank for a token in G5
② 10 to the Highland for a '3' train
③ 650 to the bank for a '6' train

Portfolio	SPs	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	-	5D	-	3	-	-	5D	-	-	-	-
John Hopkins	-	-	-	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)		320	320	335	180	160	21	180	82	47	38
Company credit		430	270	70	850	10	120	170	10	10	50
Tokens		3	3	3	1	2	3	2	1	2	2
Trains		3T	5 3T	5 4	3T 3	6 4	-	5 4	4	-	-

Bank cash: 5,714   Certificate limit: 18   Trains: 1 x '6', 2 x '2+2', 2 x '4+4E'...

Cash Flow	b/f	OR25	OR26	c/f	Value	%	Certs
Rob Thomasson	2,402	129	383	2,914	7,494	23.0▼	18
Lionel Robbins	4,304	172	376	4,852	8,291	25.5▼	18
Peter Berlin	1,458	79	85	1,622	4,332	13.3▼	7/11
John Hopkins	1,723	213	284	2,220	5,046	15.5▲	17
Mike Hutton	1,859	447	372	2,678	7,394	22.7▲	16/18

Tiles   Tile number/Availability   Three Operating Rounds between Stock Rounds

1/2	2/1	3/2	4/3	5/4	6/4	7/2	8/6	9/8	10/3	12/1	13/3	14/-
15/-	16/1	17/1	18/-	19/2	20/2	21/1	22/1	23/4	24/2	25/2	26/1	27/-
28/-	29/-	30/-	31/1	33/1	34/1	35/1	36/-	37/-	38/2	39/1	40/1	41/2
42/2	43/-	44/1	45/-	46/1	47/-	49/1	50/1	51/1	60/2	166/4		
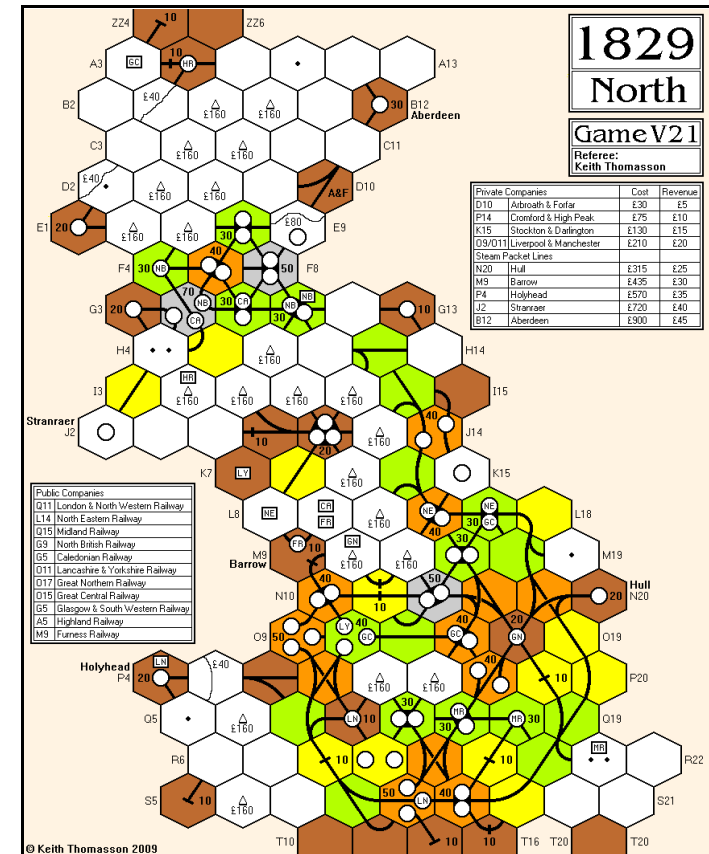
Orders required for the following rounds	By the early deadline
OR27, SR16	Adjudication can pause between rounds if requested

▲▲

1829-U25	The Midland and the LSWR are floated.	OR4 - SR5

OR4	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	4:R10:1	►S11	50	Yes	①	126▲	420	2 2 2
GWR	PC	4:V16:3	►V18	50	Yes	-	90▲	720	2

Notes: ①   360 to the bank for two '2' trains

Stock Round 5

	Lionel	Rob	John	Pete
	+ GWR new	✘	+ Midland/Dir	✘
	- 1 GWR + Midland new	+ GWR pool	+ Midland new	✘
	+ Midland new	✘	+ Midland new {floated}	✘
	- 1 GWR + Midland new	✘	- 1 LNWR + Midland new	✘
	- 1 GWR + Midland new	✘	✘	✘
	- L&M + Midland new	✘	✘	✘
	- 1 Midland + LSWR/Dir	✘	✘	✘
	- 1 Midland + LSWR new	✘	✘	✘
	- 1 Midland + LSWR new	✘	✘	✘
	- 1 Midland + LSWR new	✘	✘	✘
	- 1 Midland + LSWR new {floated}	✘	✘	✘
	✘	*Priority for SR6*		

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
✪ Rob Thomasson	S&M	4D	3	-	-	-	-	-	-
John Shelley	C&HP	2	-	5D	-	-	-	-	-
Pete Campbell	C&W	1	5D	-	-	-	-	-	-
Lionel Robbins	-	2	-	-	6D	-	-	-	-
Bank (new)	Hull	-	-	-	4	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61
Bank (pool)	L&M	1	2	5	-	-	-	-	-
Price (pool)		126	90	82	76				
Company credit		420	720	820	760				
Tokens		5	5	5	5	5	4	4	4
Trains		2 2 2	2	-	-				

Bank cash: 19,775   Certificate limit: 18   Trains: 3 x '2', 6 x '3'...

Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
Rob Thomasson	85	35	-90	30	834	26.2▲	7
John Shelley	315	25	-284	56	793	24.9▼	7
Pete Campbell	25	45	0	70	776	24.4▲	6
Lionel Robbins	125	40	-96	69	777	24.4▼	7

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

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

1829 South GameU25
Referee: Keith Thomasson
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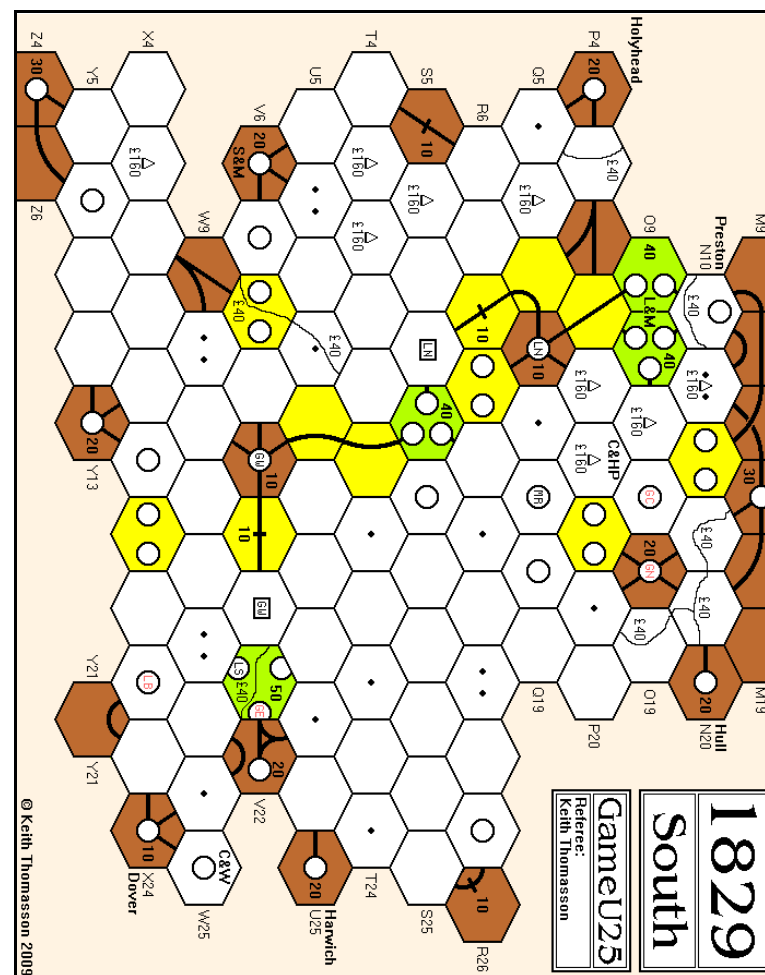
Orders required for the following rounds	*By the early deadline*
OR5, SR6	*Adjudication can pause between rounds if requested*

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1830-L23

There seems to be no desire
to bring out the Diesels.

OR14 - OR15

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	WM	-	360	Yes	-	275A▲	19	5 4
B&M	WM	-	240	Yes	-	180A▲	41	6
NYC	MH	9:D16:3	220	Yes	①	155C▲	200	5
B&O	TF	-	220	Yes	-	155C▲	653	4
PRR	JS	7:D8:3	310	Yes	-	90D▲	131	6
CPR	JS	57:B16:3	100	Yes	-	90A▲	284	4
C&O	JS	45:H8:3	240	Yes	-	69G▲	165	5
Erie	TF	-	70	Yes	-	40K▲	280	4

Notes: ① 100 to the bank for a token in D14

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	WM	-	360	Yes	-	300A▲	19	5 4
B&M	WM	-	240	Yes	-	200A▲	41	6
NYC	MH	-	220	Yes	①	170C▲	100	5
B&O	TF	-	220	Yes	-	170C▲	653	4
PRR	JS	8:C11:5	310	Yes	-	100D▲	131	6
CPR	JS	14:B16:3	110	Yes	-	100A▲	284	4
C&O	JS	15:H4:1	240	Yes	-	70G▲	165	5
Erie	TF	-	70	Yes	-	50J▲	280	4

Notes: ① 100 to the bank for a token in E11

Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
John Shelley	587	318	324	1,229	2,659	13.1▲	12/13
Mike Head	872	257	258	1,387	3,327	16.4▼	10/11
Richard Lunn	1,667	338	339	2,344	4,814	23.7▼	13/14
Tim Franklin	521	350	352	1,223	3,303	16.3▼	13/17
Willem Moene	1,599	490	490	2,579	6,209	30.6▼	15/16

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
John Shelley	-	-	4P	6P	1	-	-	5P
Mike Head	2	1	1	1	1	5P	1	-
Richard Lunn	2	1	1	1	1	4	3	1
Tim Franklin	-	6P	2	2	5P	1	-	3
✪ Willem Moene	6P	2	2	-	1	-	6P	1
Bank (new)	-	-	-	-	1	-	-	-
Price (par)	100	100	67	90	71	76	90	71
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	200A	170C	70G	100A	50J	170C	300A	100D
Company credit	41	653	165	284	280	100	19	131
Tokens	-	-	-	3	1	-	-	-
Trains	6	4	5	4	4	5	5 4	6

Bank cash: 1,565   Certificate limit: 13   Trains: Diesels

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

The NYC made good use of its last two tokens, while the Erie had no plans to cope with the possibility, and was left with a two-station run.

Tiles   Tile number/Availability   Three Operating Rounds between Stock Rounds

1/1	2/-	3/2	4/2	7/2	8/1	9/4	55/-	56/-	57/3	58/1	69/1	14/1
15/-	16/-	18/1	19/1	20/1	23/2	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	45/1	46/-	47/-	61/-	62/-
63/-	64/1	65/-	66/1	67/-	68/-	70/1						

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1830   GameL23   Referee: Keith Thomasson

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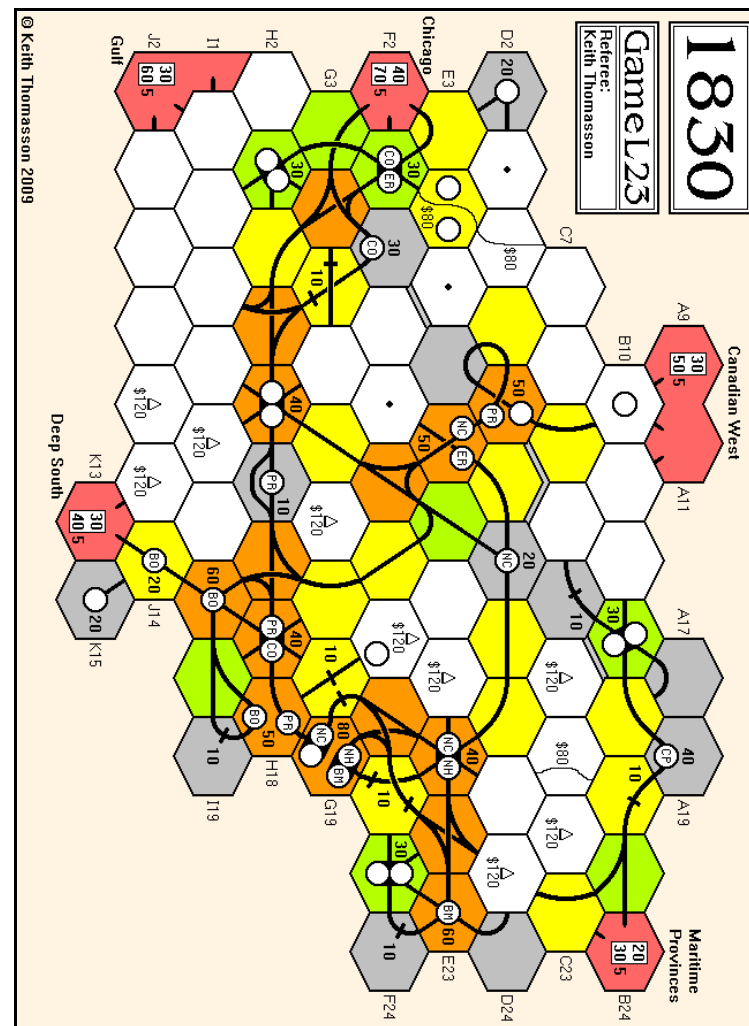
1830-G24	Getting ready for the big Diesel dash.	SR7

Stock Round 7

Stephen	Pete	Don	Mark	Willem
+ CPR new	+ B&M pool	+ C&O pool	+ Erie new	- 4 Erie {▾70G}
			- 1 Erie {▾100C}	+ CPR pool
			- 1 C&O {▾70G}	
			- 2 NYNH	
+ CPR new	✗	✗	+ PRR pool	+ B&M new
✗	✗	✗	+ PRR pool	+ NYC pool
✗	✗	✗	+ PRR pool	+ NYNH pool
✗	✗	✗	+ PRR pool	✗
✗	✗	✗	+ B&O pool	✗
✗	✗	✗	✗	*Priority for SR8*

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Mark Frueh	370	-37	333	1,432	30.9▲	8/13
Willem Moene	181	70	251	1,283	27.7▾	9/11
Stephen Webb	201	-200	1	821	17.7▲	6/10
Pete Campbell	65	-54	11	415	8.9▾	4/5
Don Smith	94	-75	19	688	14.8▲	7/8

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

Bank (new)	1	2	-	2	3	4	-	-
Price (par)	82	100	76	100	90	71	71	82
Bank (pool)	-	1	3	-	5	-	4	-
Price (pool)	54G	70G	70G	90B	70G	58F	100E	75F
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: 10,604   Certificate limit: 13   Trains: Diesels

Current operating order: NYNH, CPR, PRR, B&O, C&O, Erie, 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/-						

The two leaders will need to buy Diesels for their companies next time unless they prefer to start train-swapping, and by my reckoning they can both afford to do it.

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1830
GameG24
Referee:
Keith Thomasson
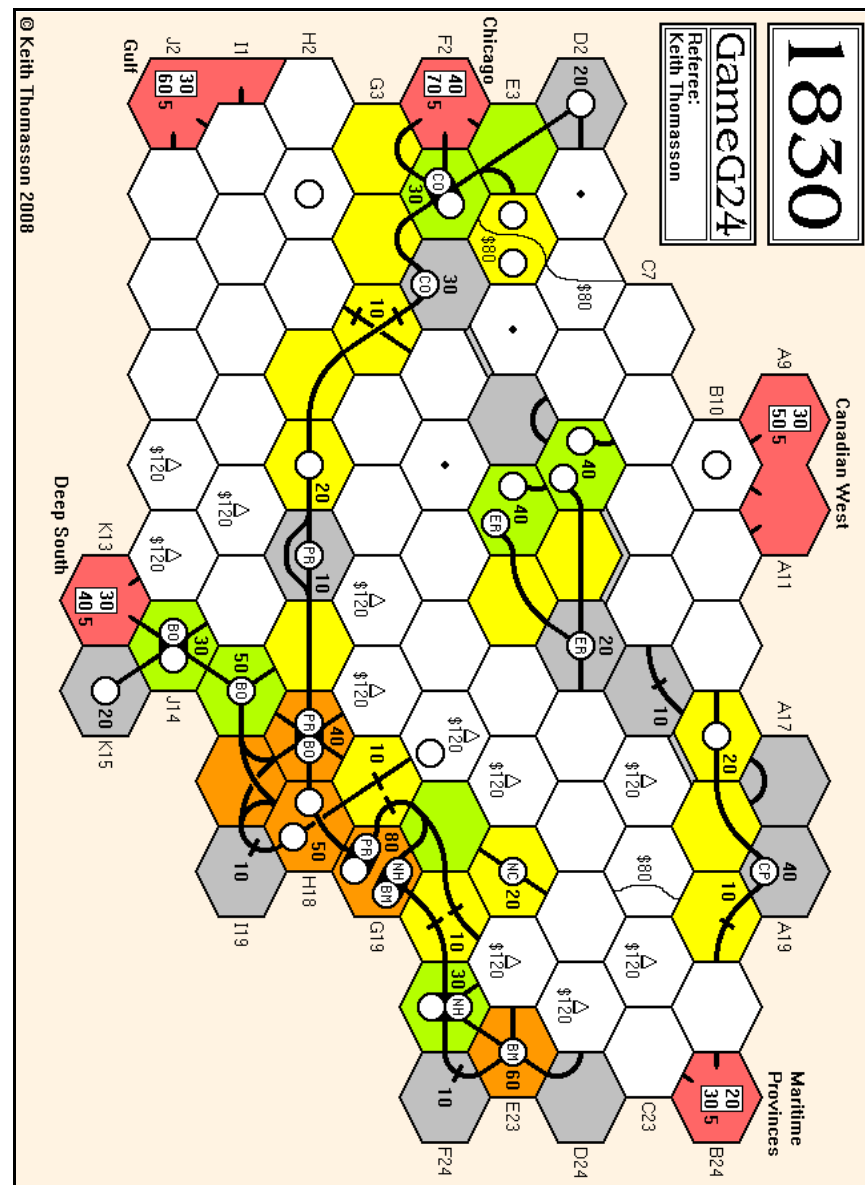
Orders required for the following rounds	*By the early deadline*
OR10, OR11	*Adjudication can pause between rounds if requested*

▲▼

1830-G26	Plenty of bids for this one, with four interested in the C&A.	**PRIVATES**

Privates

Mike Hd	Bids 165 on the C&A
Mike Hn	Bids 75 on the D&H
Richard	Bids 80 on the D&H
Willem	Bids 170 on the C&A
Tony	Bids 175 on the C&A
Mike Hd	Buys the SVR for 20
Mike Hn	Bids 180 on the C&A
Richard	Bids 115 on the M&H
Willem	Buys the C&StL for 40
	✪ Richard gets the D&H for 90
	✪ Richard gets the M&H for 115
	✪ Willem gets the C&A for 195
Tony	Buys the B&O for 220, par set at 100 by default
	Priority for the rest of the round lies with Mike Head

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Mike Head	480	-20	460	480	18.9▾	1
Mike Hutton	480	0	480	480	18.9▾	-
Richard Lunn	480	-205	275	455	17.9▾	2
Willem Moene	480	-235	245	445	17.5▾	2/3
Tony Sait	480	-220	260	680	26.8▴	2

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
✪ Mike Head	SVR	-	-	-	-	-	-	-	-
Mike Hutton		-	-	-	-	-	-	-	-
Richard Lunn	D&H M&H	-	-	-	-	-	-	-	-
Willem Moene	C&StL C&A	-	-	-	-	-	-	-	1
Tony Sait	B&O	-	2P	-	-	-	-	-	-
Bank (new)		10	8	10	10	10	10	10	9
Price (par)			100						
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)			100A						
Company credit									
Trains									-
Redeemed shares									-

Bank cash: 10,280   Certificate limit: 13   Trains: 6 x '2', 5 x '3'…

Tiles	Tile number/Availability											One Operating Round between Stock Rounds
	1/1	2/1	3/2	4/2	7/4	8/8	9/7	55/1	56/1	57/4	58/2	69/1
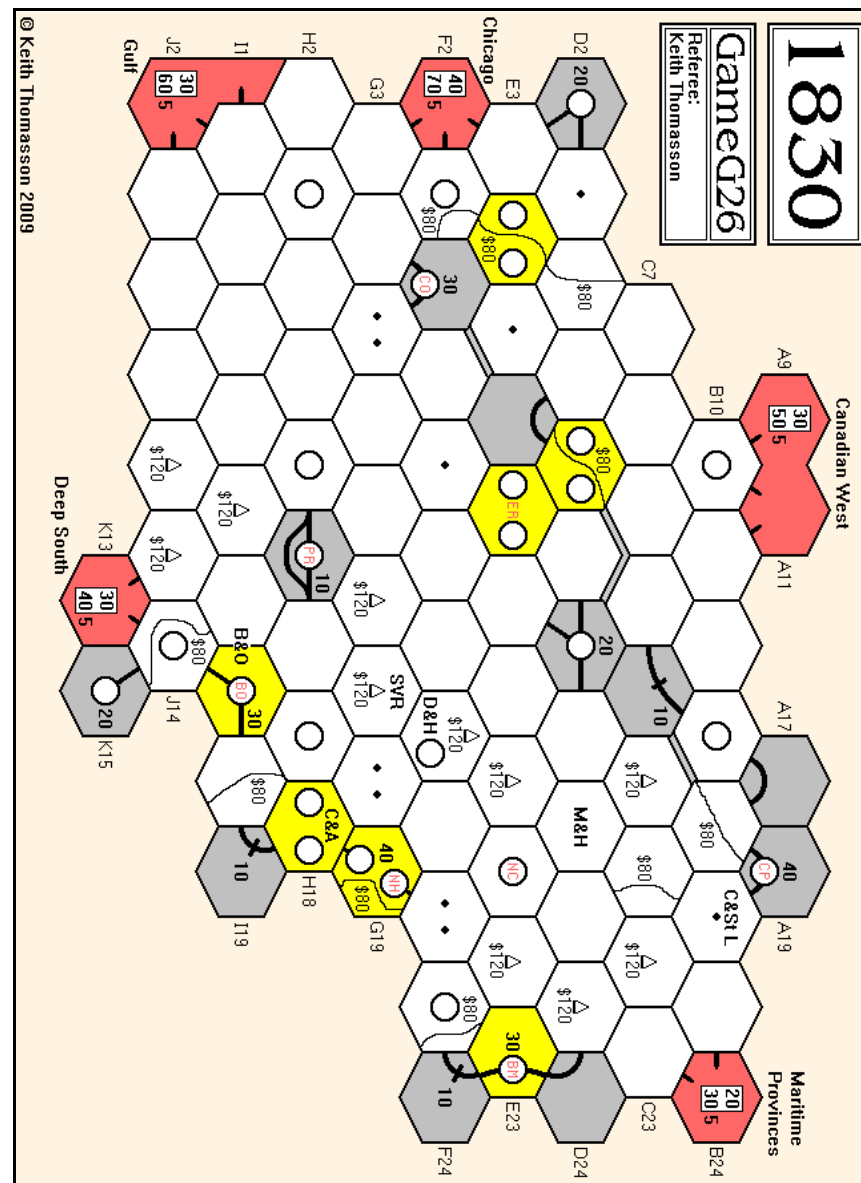
Orders required for the following round	*By the early deadline*
SR1, Public Companies	

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| 1830-V1-N24 | The '6' trains are sold, but the C&O is forced to buy the last '5'. | OR8 |

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	MS	28:H4:1	-	-	① ②	82B▾	0	5
NYC	DS	57:G9:2	-	-	③	82B▾	700	-
Erie	AH	24:F18:4	250	No	-	82B▾	280	5 4
PRR	AH	66:G3:1	120	No	-	76E▾	330	4
C&O	DS	-	-	-	①	75F▾	197	5
B&O	TS	63:G15:1	290	Yes	-	80F◄	363	4
CPR	MS	63:G21:1	140	Yes	④	75F▴	126	6 4
NYNH	TS	61:F16:5	-	-	⑤	67H▾	0	6

Notes:
① 450 to the bank for a '5' train
② 450 to the CPR for a '3' train
③ 200 to the C&O for a '3' train
④ 630 to the bank for a '6' train
⑤ 630 to the bank for a '6' train, partly funded by 190 from Tony, requiring the sales of 1 B&O {▾80F}

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Stephen Webb	29	57	86	929	19.9▴	11
Tony Sait	43	45	88	743	15.9▾	7
Mark Stretch	25	70	95	962	20.6▴	9
Don Smith	49	0	49	916	19.6▾	9
Alan Harvey	50	43	93	1,120	24.0▾	11

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	-	1	1	2	4	-	2	1
✪ Tony Sait	-	4P	-	-	-	-	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)	-	4	4	2	-	-	3	3
Price (pool)	82B	80F	75F	75F	82B	82B	67H	76E
Company credit	0	363	197	126	280	700	0	330
Tokens	1	1	2	4	1	3	1	2
Trains	5	4	5	6 4	5 4	-	6	4

Bank cash: 9,593   Certificate limit: 13   Trains: Diesels
Current operating order: B&M, NYC, Erie, B&O, PRR, C&O, CPR, NYNH

Tiles   Tile number/Availability   Three Operating Rounds between Stock Rounds

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

1830-V1 — Game N24 — Referee: Keith Thomasson — © Keith Thomasson 2009
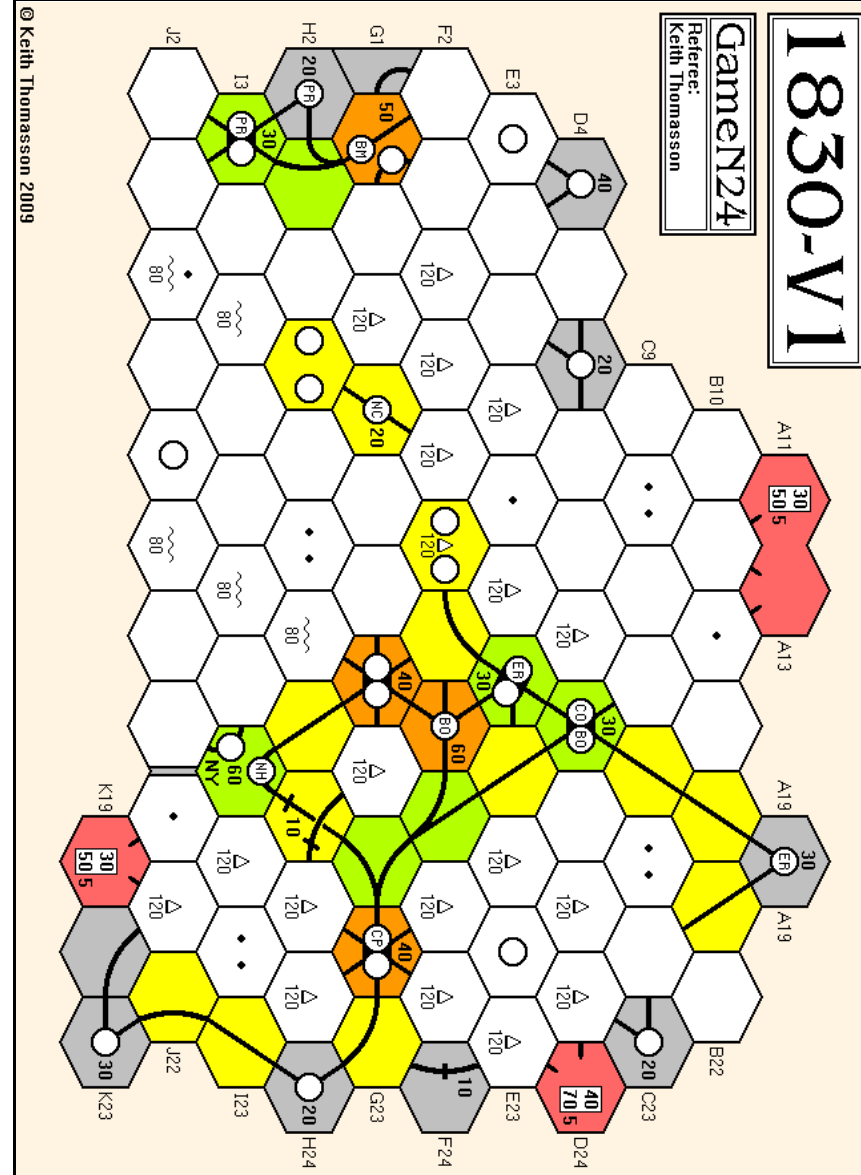
Orders required for the following rounds	By the early deadline
OR9, OR10	Adjudication can pause between rounds if requested

⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐⚐

1835-C26	We're still waiting for the Leipzig-Dresdner to be sold.	OR1 - SR2

OR1	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
B-M	JS	202:H2:3	-	-	①		0	2
B-P	TS	8:E17:1	-	-	-		170	-
Mag	WM	57:F14:3	-	-	①		0	2
K-M	WM	5:G5:2	-	-	①		80	2
B-S	LG	8:D18:2	-	-	①		0	2
A-K	LG	9:B10:1	-	-	①		0	2
ByE	DS	202:O15:5 9:O13:1	-	-	②	86C▼	300	2 2

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

Stock Round 2

	Willem	John	Tony	Don	Lyndon
	✘	✘	✘	✘	✘
Priority for SR3					

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
John Shelley	60	35	0	95	511	22.4▲	4
Tony Sait	60	30	0	90	420	18.4▲	2
Don Smith	106	5	0	111	469	20.6▼	3
Lyndon Gurr	80	15	0	95	491	21.5▼	4
Willem Moene	150	0	0	150	390	17.1▼	2

Portfolio	Privs/Minors	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OlE
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)	L-D	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)			86C						
Company credit			300						
Tokens		2	4	2	2	2	2	2	2
Trains		2 2							

Bank cash: 10,909   Certificate limit: 12   Trains: 2 x '2', 4 x '2+2'
Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

1/1	2/1	3/2	4/3	5/2	6/3	7/8	8/14	9/10	55/1	56/1	57/1	58/4
69/2	201/2	202/-										

Don, you appear to be using a different tile reference to the one I sent out with the game.
Either that, or you got the hex reference wrong for your second tile. I trust I have made the
right interpretation of your ByE orders. Please make sure you're using my tile sheet so that
you get the correct orientations.

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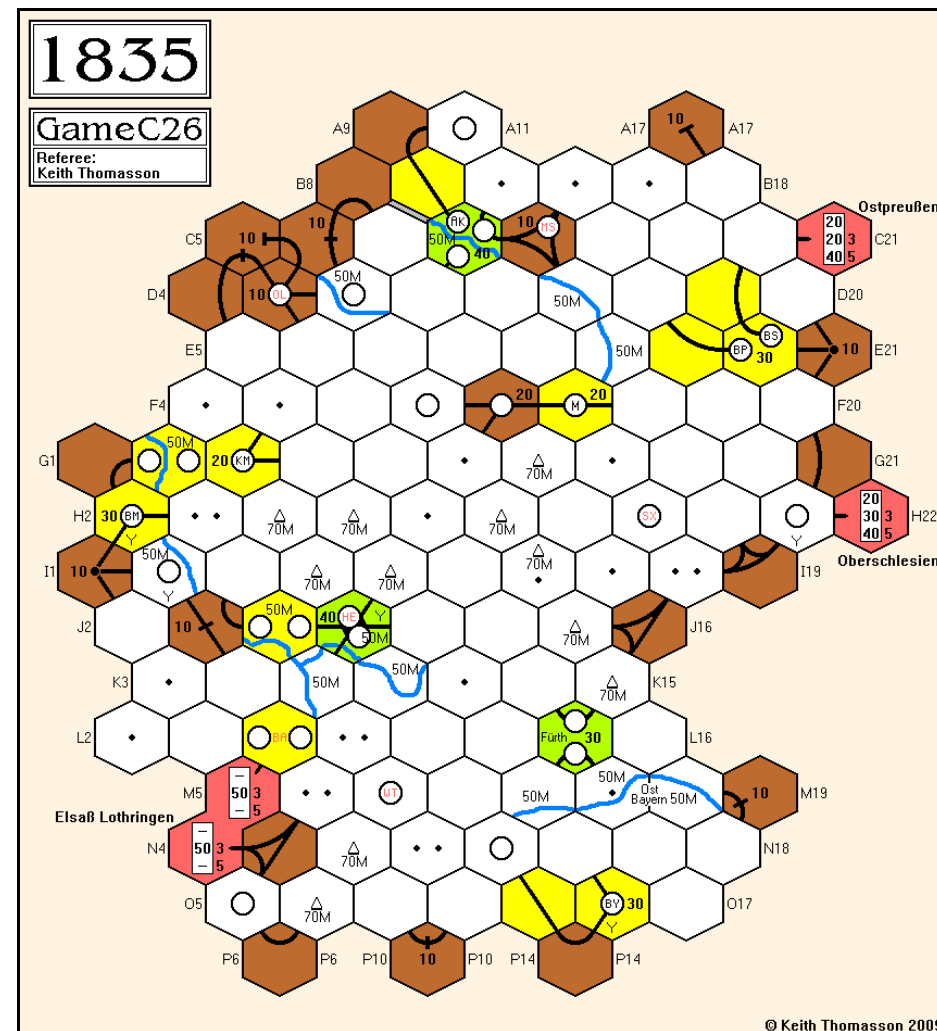
Orders required for the following rounds	*By the early deadline*
OR2, SR3	

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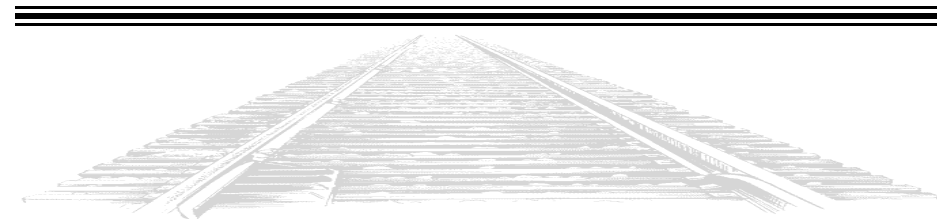
| **1856-R23** | The TGB goes live for next time. | **OR13 - SR7** |

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	LG	7:I10:3	270	Yes	-	225C▲	34	6
THB	PC	24:M16:6	230	Yes	-	175A▲	9	5
CV	WM	8:N9:4	690	Yes	-	125A▲	533	D 5
CGR	RT	8:C16:1	590	Yes	①	110A▲	249	D
BBG	RT	9:M6:1	330	Yes	①	110A▲	160	6
CPR	DS	45:M8:3	270	Yes	-	90F▲	602	5
WGB	LG	15:J11:4	240	Yes	-	90A▲	0	D

Notes: ①   100 to the bank for a token in L15

Stock Round 7

	Don	Pete	Willem	Lyndon	Rob
	+ TGB new {floated}	- 2 GW {▼200D} + CGR pool	+ CGR pool	- 1 CPR {◆▶} + CGR pool	+ CGR pool
	✗	+ WGB new	+ THB new	✗	+ GW pool
	✗	+ WGB new	+ WGB new	✗	+ GW pool
	✗	+ WGB new	+ BBG new	✗	✗
	✗	✗	+ CPR pool	✗	✗
	✗	✗	+ BBG new	✗	✗
	✗	✗	✗	*Priority for SR8*	

Cash Flow	b/f	OR13	SR7	c/f	Value	%	Certs
Pete Campbell	752	446	40	1,238	3,473	25.6▼	13
Willem Moene	904	530	-600	834	2,824	20.8▲	13
Lyndon Gurr	607	461	-20	1,048	3,393	25.0▼	12½
Rob Thomasson	427	503	-510	420	2,645	19.5▲	12½
Don Smith	247	135	-80	302	1,232	9.1▼	9

Portfolio	BBG	CPR	CV	GW	TGB	THB	WGB	CGR
Pete Campbell	-	-	2	1	-	6P	3	4
Willem Moene	2	1	6P	1	-	1	1	4
✪ Lyndon Gurr	-	-	1	6P	-	-	6P	3
Rob Thomasson	6P	-	1	2	-	-	-	9P
Don Smith	-	5P	-	-	6P	-	-	-
Bank (new)	2	-	-	-	4	3	-	-
Price (par)	100	70	100	70	80	100	100	100
Bank (pool)	-	4	-	-	-	-	-	-
Price (pool)	110A	90F	125A	225C	80C	175A	90A	110A
Company credit	160	602	533	34	800	109	0	249
Tokens	-	2	1	2	2	1	1	1
Trains	6	5	D 5	6	-	5	D	D

Bank cash: 5,671   Certificate limit: 13   Trains: Diesels
Current operating order: GW, THB, CV, CGR, BBG, CPR, WGB, TGB

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
1/-	2/1	3/3	4/3	5/2	6/1	7/6	8/8	9/7	55/1	56/-	57/4	58/2
69/1	14/-	15/2	16/1	17/1	18/1	19/1	20/1	23/4	24/1	25/1	26/1	27/1
28/-	29/1	59/2	120/1	121/1	39/1	40/1	41/3	42/3	43/2	44/1	45/1	46/2
47/2	63/2	64/1	65/1	66/-	67/1	68/-	70/1	122/1	125/-	126/-	127/1	123/-
124/-												
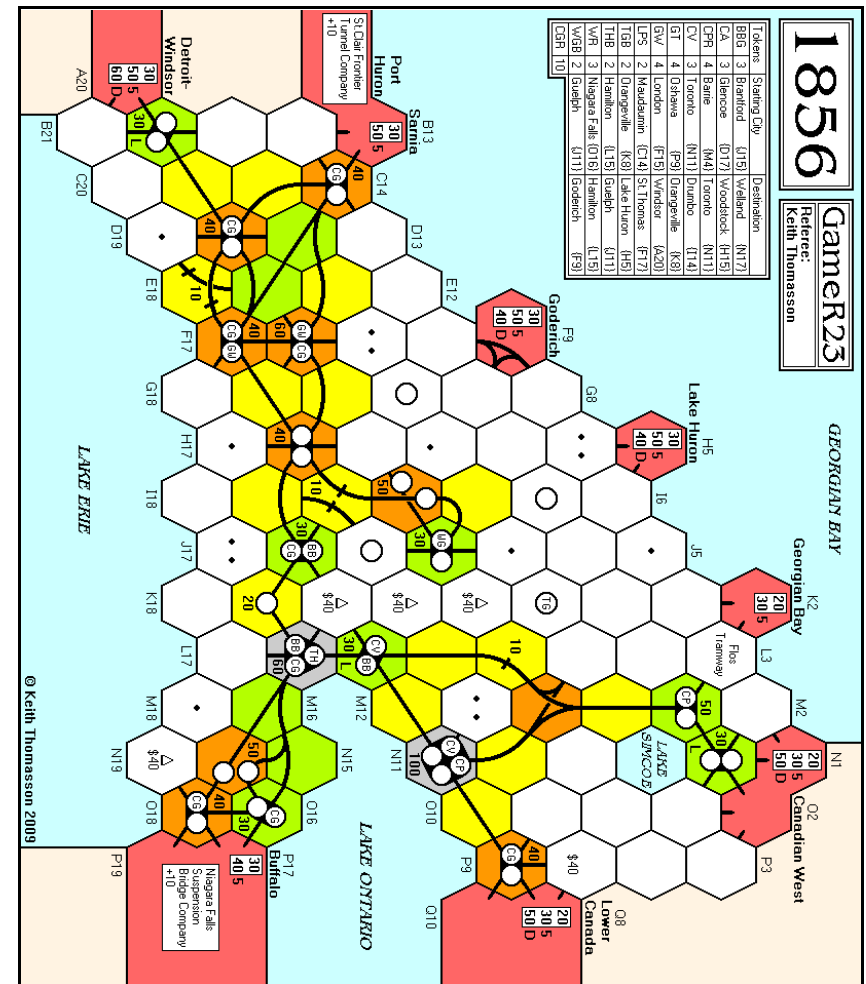
Orders required for the following rounds	*By the early deadline*
OR14, OR15	*Adjudication can pause between rounds if requested*

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1856-P26	Not just a game start, but the first stock round as well.	NEW GAME

Welcome to the latest 1856 game in the zine. Your initial dealing order is as follows.

Richard Lunn	56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH
Tony Sait	6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH

I tried an experiment and ran the private auction via e-mail, one turn at a time. The result was no auctions, just each private being bought in turn. We then went on to do the remainder of the first stock round, saving us two months of playing time!

Stock Round 1, Privates

Richard	Lyndon	Mike Hutton	Mike Head	Tony
+ FT	+ WSR	+ CC	+ GLSC	+ NFSBC
+ SCFTC	+ LPS/Pres {65}	+ GW/Pres {75}	+ CPR/Pres {65}	+ GT/Pres {70}
+ CV/Pres {70}	+ LPS new	+ GW new	+ CPR new	✘
✘	+ LPS new	✘	✘	✘
✘	✘	*Priority for SR2*		

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Richard Lunn	300	-260	40	300	20.0◄	3
Lyndon Gurr	300	-300	0	300	20.0◄	4
Mike Hutton	300	-275	25	300	20.0◄	3
Mike Head	300	-200	35	300	20.0◄	2
Tony Sait	300	-240	60	300	20.0◄	2

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	FT, SCFTC	-	-	-	2P	-	-	-	-	-	-	-
Lyndon Gurr	WSR	-	-	-	-	-	-	4P	-	-	-	-
✪ Mike Hutton	CC	-	-	-	-	-	3P	-	-	-	-	-
Mike Head	GLSC	-	-	3P	-	-	-	-	-	-	-	-
Tony Sait	NFSBC	-	-	-	-	2P	-	-	-	-	-	-

		BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Bank (new)		10	10	8	8	8	7	7	10	10	10	10
Price (par)				65	70	70	75	65				
Bank (pool)		-	-	-	-	-	-	-	-	-	-	-
Price (pool)				65F	70E	70E	75D	65F				
Company credit				195	140	140	225	260				
Tokens		3	3	4	3	4	4	2	2	2	2	3
Trains				-	-	-	-	-				

Bank cash: 10,880   Certificate limit: 13   Trains: 6 x '2', 5 x '3'...
Current operating order: GW, GT, CV, LPS, CPR

Tiles   Tile number/Availability   One Operating Round between Stock Rounds

1/1	2/1	3/3	4/3	5/2	6/2	7/7	8/13	9/13	55/1	56/1	57/4	58/3
69/1												

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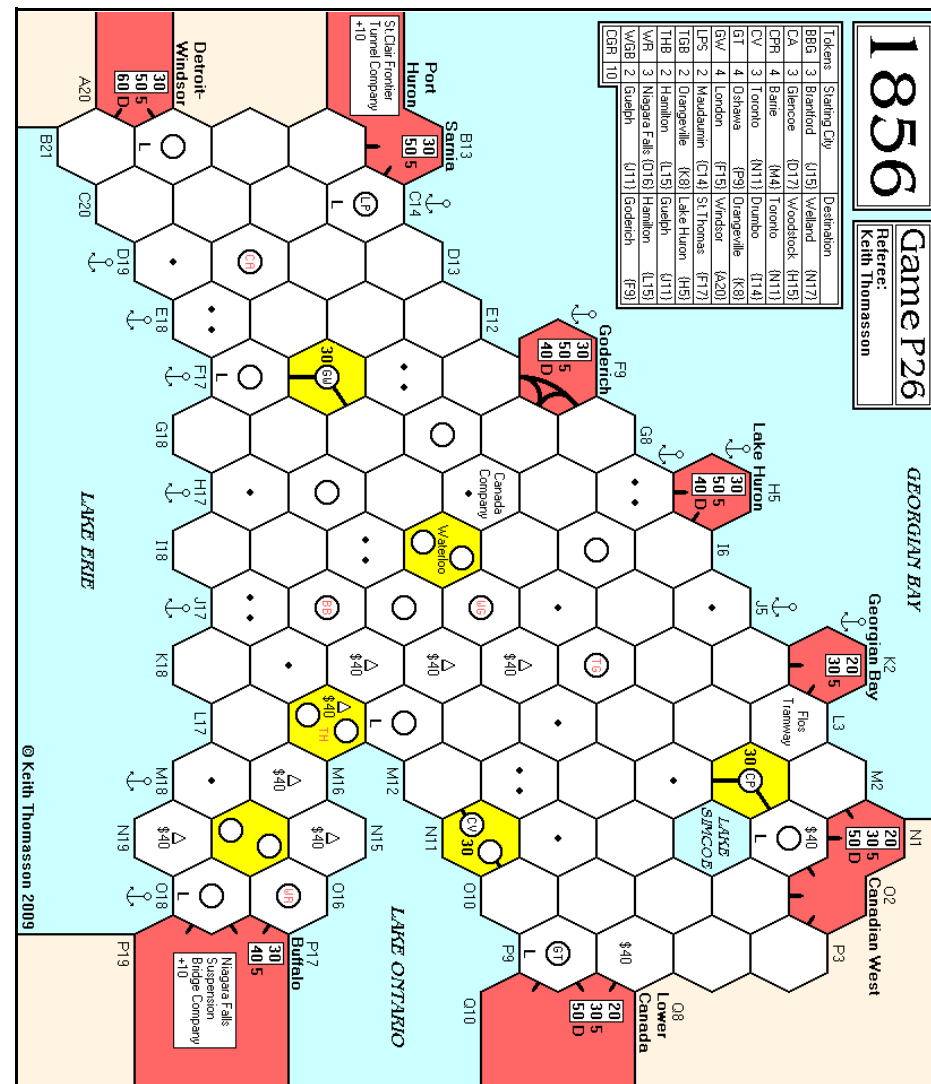
Orders required for the following rounds	*By the early deadline*
OR1, SR2	

▲▲

1870-R24	The '5' trains are out and the brown tiles beckon.	OR7

OR7	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	15:M20:6	-	240	Yes	-	140D▲	433	3
MP	DS	8:F21:5	4:G20:5	100	Yes	①	110D▲	116	4 3
MKT	RK	14:E12:2	-	100	Yes	② ①	110D▲	190	4 3
FW	WM	5:J3:2	6:J5:6	-	-	① ③	90A▲	540	4
SP	RK	6:M2:3	9:M4:3	-	-	①	82B▾	600	4
TP	SW	7:I6:4	9:J7:1	-	-	④ ⑤	82B▾	550	5
ATSF	WM	57:D5:2	-	160	Yes	⑥	90C▲	196	4 3
GMO	MF	8:M18:3	5:N17:1	-	-	⑦ ⑧ ④	68E▾	40	5 3

Notes:
①   300 to the bank for a '4' train
②   40 to the bank for a token in E12
③   160 to Willem for the GSC private
④   450 to the bank for a '5' train
⑤   SLSF returns a '3' train to the bank
⑥   40 to the bank for a token in D5
⑦   80 to the bank for terrain costs
⑧   190 to the SLSF for a '3' train

Cash Flow	b/f	OR7	c/f	Value	%	Certs
Willem Moene	2	255	257	1,247	21.8▲	9
Roger Krueger	50	50	100	1,142	20.0▾	9
Mark Frueh	11	136	147	1,277	20.6◄	9
Stephen Webb	58	25	83	1,013	17.7▾	8
Don Smith	36	94	130	1,040	18.2▲	7

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

	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Bank (new)	4	4	4	7	-	-	-	4	10	4
Price (par)	90	100	76	100	90	90	100	90		100
Bank (pool)	-	-	1	-	2	4	2	-	-	1
Price (pool)	90C	90A	68E	100A	110D	110D	140D	82B		82B
Company credit	196	540	40		190	116	433	600		550
Redeemed shares	-	-	-	-	-	-	2	-		-
Tokens	1+D	1+D	1+D	2+D	1+D	1+D	1	2+D	2+D	1+D
Trains	4 3	4	5 3		4 3	4 3	3	4		5

Bank cash: 8,618   Certificate limit: 13   Trains: 1 x '3', 2 x '5', 3 x '6'...
Current operating order: SLSF, MP, MKT, ATSF, FW, SP, TP, GMO

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds						
1/1	2/1	3/3	4/4	5/-	6/-	7/8	8/14	9/10	55/-	56/1	57/4	58/3
69/1	14/2	15/-	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	39/1	40/1	41/3	42/3	43/2	44/1	45/2
46/2	47/2	63/5	70/2	145/2	146/2	147/2	170/4					

Orders required for the following rounds	By the early deadline
OR8, SR6	Adjudication can pause between rounds if requested

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

| 1895-X24 | We've nearly caught up... | OR3 - OR4 |

OR3	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	TF	4:D8:2	100	Yes	-	①	110B▲	422	-
STA	ST	4:F12:1	140	Yes	-	-	90D▲	97	3H 3H
SD	RK	7:D20:1	70	Yes	30	② ③	80E▲	36	4H 3H

Notes:
    ①   60 to the bank for terrain costs
    ②   40 to the bank for terrain costs
    ③   120 to the bank for a '4H' train

OR4	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	TF	9:E7:2	-	-	-	① ②	100B▼	262	4H
STA	ST	38:C11:1	180	Yes	-	-	100D▲	151	3H 3H
SD	RK	-	70	Yes	30	-	90E▲	87	4H 3H

Notes:
    ①   40 to the bank for terrain costs
    ②   120 to the bank for a '4H' train

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Steve Thomas	40	91	115	246	936	38.0▲	7
Tim Franklin	46	60	0	106	706	28.6▼	5
Roger Krueger	51	64	58	173	823	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	-	-

		STA	OME	SD	OB	NS
Bank (new)		3	2	3	10	9
Bank (pool)		-	-	-		
Price		100D	100B	90B		
Company credit		151	262	87		
Tokens		2	2	2	2	2
Trains		3H 3H	4H	4H 3H		

| Bank cash: 5,993 | Certificate limit: 13 | Trains: 2 x '5H', 2 x '6H'... |

Current operating order: STA, OME, SD

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
3/2	4/-	7/3	8/11	9/10	57/2	58/2	814/1	815/1	14/2	15/2	16/1	17/1
18/1	19/1	20/1	23/2	24/2	25/2	26/2	27/2	28/2	29/2	38/-	887/1	888/1

Roger was ordering tiles that were in play last time, so was clearly confused, or perhaps cut and paste was getting the better of him. I didn't feel I could lay tiles that hadn't been ordered, even if I could see how he wanted to develop, so the SD track remains all yellow.

Tim delayed buying a '4H' train until the second round, leaving the OME without any trains for the runs in OR4.

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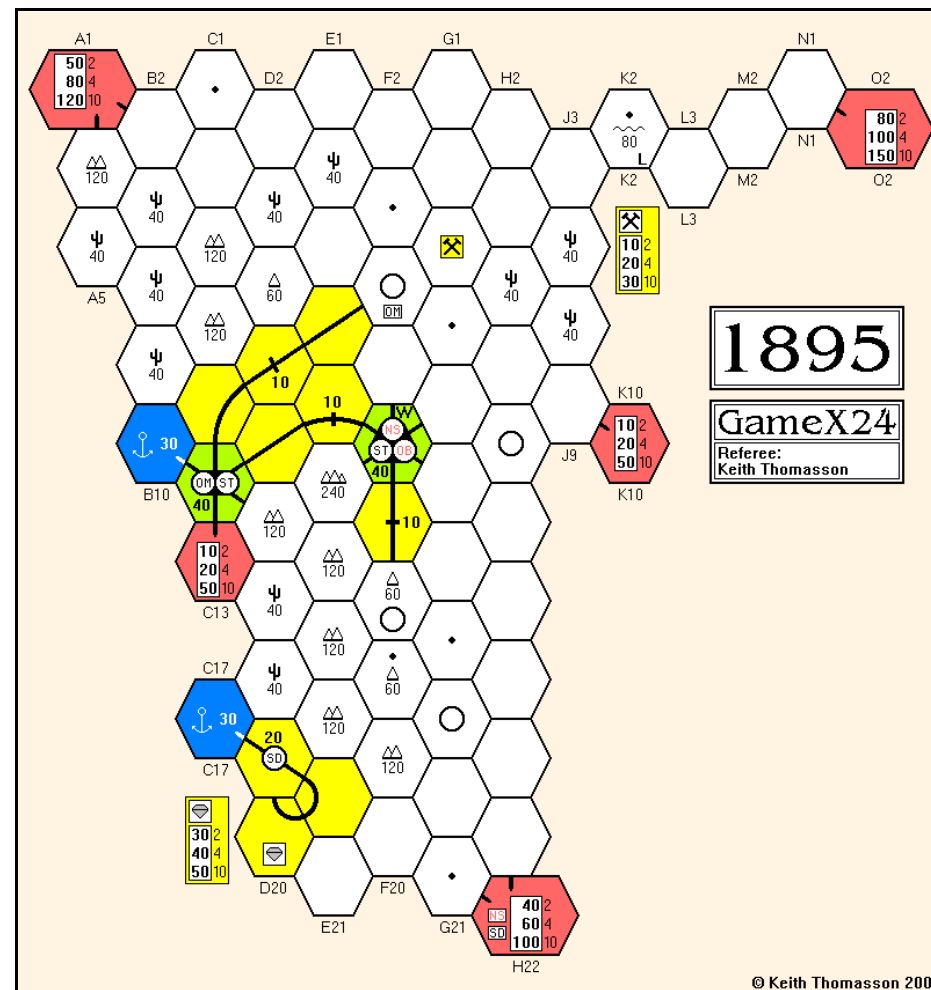
Orders required for the following rounds	*By the early deadline*
SR4	
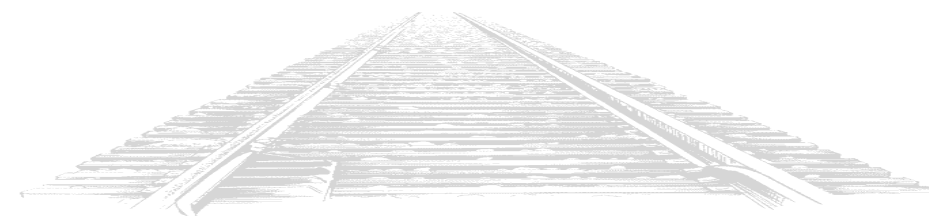
18GA-D26   Three companies between the four players.   PUBLICS

Stock Round 1 - Public Companies

Mike	Lyndon	Don	Pete
+ CoG/Pres {70}	+ W&A/Pres {55}	+ GA/Pres {70}	+ W&A new
+ CoG new	+ W&A new	+ GA new	+ W&A new
+ CoG new	+ W&A new {floated}	+ GA new	+ W&A new
+ CoG new {floated}	+ W&A new	+ GA new	+ W&A new
✗	+ W&A new	+ GA new {floated}	✗
✗	✗	✗	*Priority for SR2*

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Don Smith	430	-420	10	450	23.5▾	6
Pete Campbell	225	-220	5	535	27.9▴	7
Mike Head	410	-350	60	450	23.5▾	5
Lyndon Gurr	350	-330	20	480	25.1◂	6

Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
Don Smith	FT	-	-	-	6P	-	-
✪ Pete Campbell	W&S M&B	-	1	-	-	-	4
Mike Head	Midland	-	5P	-	-	-	-
Lyndon Gurr	OS	-	-	-	-	-	6P

Bank (new)		10	4	10	4	10	-
Par price			70		70		55
Bank (pool)		-	-	-	-	-	-
Pool price			70C		70C		60C
Company credit			700		700		550
Tokens		4	4	2	4	3	2
Trains			-		-		-

Bank cash: 5,955   Certificate limit: 13   Trains: 5 x '2', 4 x '3'...
Current operating order: CoG, GA, W&A

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 |
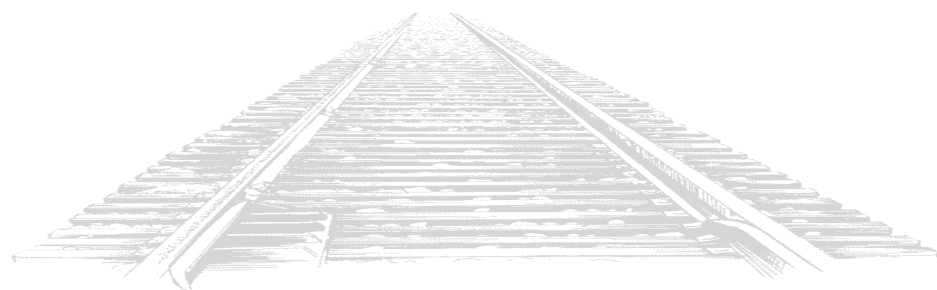
18GA Game D26
Referee: Keith Thomasson

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

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18KAAS-P23

The bank breaks right at the end of the second round.

OR14 - OR16

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	-	230	Yes	-	240B▲	148	5
NYC	AH	-	210	Yes	-	200B▲	0	5
NYNH	TS	57:K17:1	360	Yes	①	200B▲	168	D
B&O	AH	14:K17:1	510	Yes	-	180B▲	310	D
CPR	LG	15:E15:2	170	Yes	②	170C▲	98	5
PRR	WM	-	350	Yes	-	75F▲	350	6
B&M	TS	43:J16:3	630	Yes	-	76E▲	0	D
C&O	LG	-	230	Yes	-	42F▲	307	6

Notes: ①   120 to the bank for terrain costs
         ②   40 to the bank for a token in G17

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	-	230	Yes	-	260B▲	148	5
NYC	AH	-	210	Yes	-	220B▲	0	5
NYNH	TS	-	420	Yes	-	220B▲	168	D
B&O	AH	63:K17:1	530	Yes	-	200A▲	310	D
CPR	LG	59:G19:4	170	Yes	-	185C▲	98	5
B&M	TS	-	650	Yes	-	82E▲	0	D
PRR	WM	-	350	Yes	-	80F▲	350	6
C&O	LG	-	230	Yes	①	50F▲	307	6

Notes: ①   The bank has run out of cash

OR16	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	-	230	Yes	-	280B▲	148	5
NYC	AH	-	210	Yes	-	240B▲	0	5
NYNH	TS	-	440	Yes	-	240B▲	168	D
B&O	AH	-	530	Yes	-	220B▲	310	D
CPR	LG	-	170	Yes	-	200C▲	98	5
B&M	TS	-	650	Yes	-	90E▲	0	4
PRR	WM	-	350	Yes	-	90E▲	350	6
C&O	LG	-	230	Yes	-	58F▲	307	6

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)	90E	220B	58F	200C	280B	240B	240B	90E
Company credit	0	310	307	98	148	0	168	350
Tokens	-	1	1	2	1	3	-	2
Trains	D	D	6	5	5	5	D	6

Bank cash: -3,016   Certificate limit: 16   Trains: Diesels

Cash Flow	b/f	OR14	OR15	OR16	c/f	Value	%	Certs
Alan Harvey	1,924	660	686	690	3,960	7,750	27.9▼	16
Lyndon Gurr	1,690	696	720	726	3,832	7,564	27.2▼	15/23
Tony Sait	409	784	826	834	2,853	5,983	21.5▲	16
Willem Moene	1,322	550	558	560	2,990	6,518	23.4▼	16/17
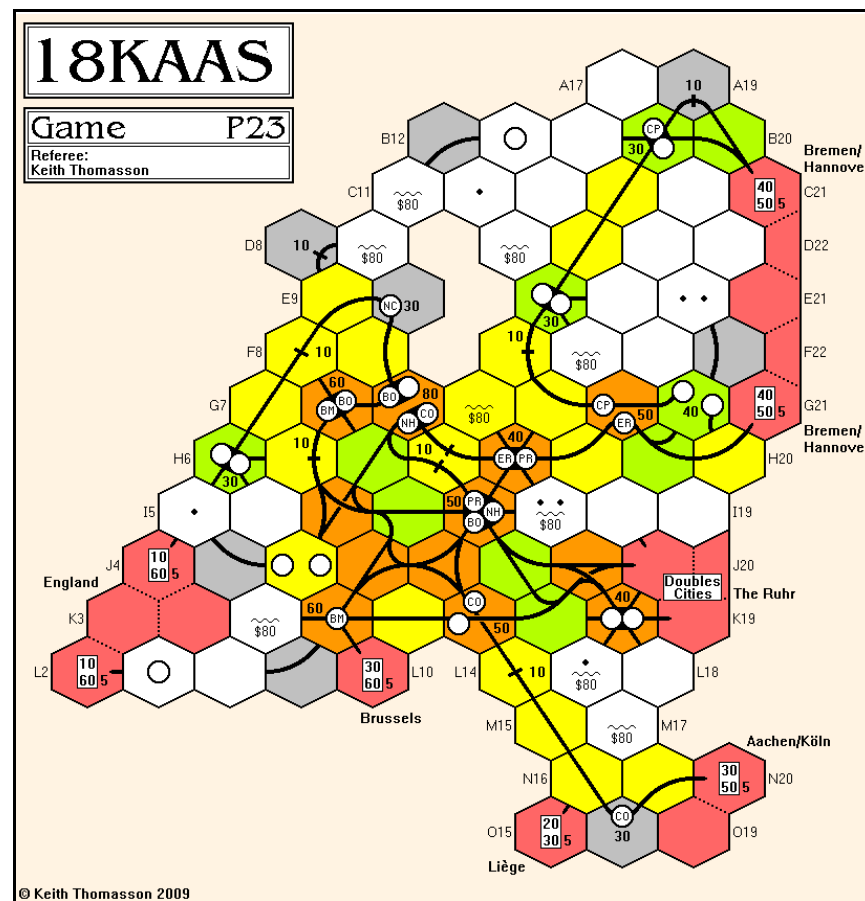
1st	Alan Harvey	7,750	27.9%
2nd	Lyndon Gurr	7,564	27.2%
3rd	Willem Moene	6,518	23.4%
4th	Tony Sait	5,983	21.5%

Congratulations to Alan, definitely a case of hanging on in until the end, which arrived early enough to see him keep his lead. Tony was closing up on Willem at the back, but not fast enough to make any difference. We'll round it up next time, so let us know how you found the game.

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ACQUIRE 51	Three of the four chains are safe.	ROUND 8

Kevin	12-H	Buys 3 Continental @ £900.
Michael	11-C	Buys 3 Imperial @ £700.
Tony	7-D	Luxor takes over Tower, bonuses for Bob {£2,000} and Colin {£1,000}, Colin swaps 4 for 2, sells 1 for £200, Bob swaps 8 for 4, sells 1 for £200, Kevin swaps 4 for 2. {Dead tiles: 11-B} Buys 1 Worldwide @ £800, 2 Imperial @ £700.
Colin	12-F	Buys 3 Continental @ £1,000.
Bob	9-I	Buys 1 Continental @ £1,000.
Kevin	12-I	Buys 1 Imperial @ £700.
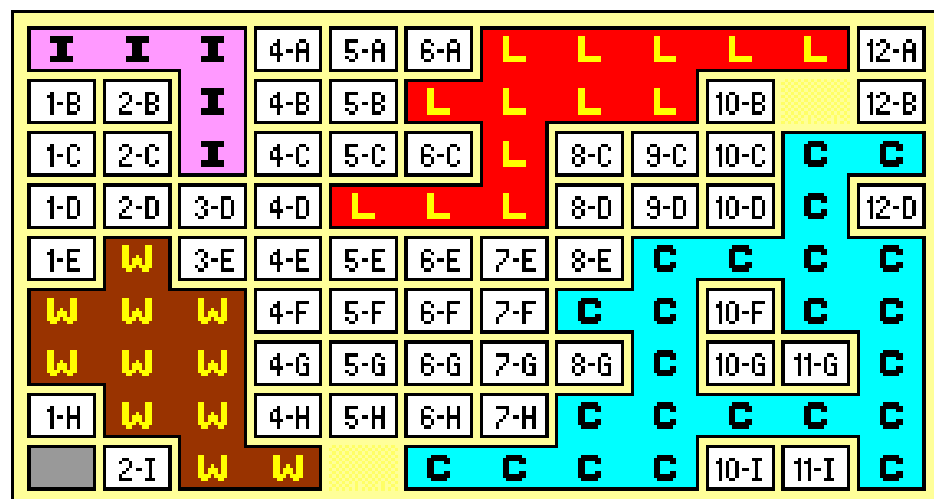
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	8	-	-	-	-	10	1	£3,000	£32,100
Bob Coull	4	-	-	6	-	5	8	£7,600	£28,000
Kevin Lee	2	-	-	-	7	10	1	£600	£29,800
Michael Graystone	8	-	-	-	1	-	3	£1,200	£16,800
Tony Wilcock	3	-	-	-	13	-	3	£900	£25,300
Bank Stock	-	25	25	19	4	-	9		
Chain Size	13	-	-	-	11	23	5		
Chain Value	700	-	-	-	800	1000	700		

Playing sequence
Michael, Tony, Colin, Bob, Kevin, Michael again

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ACQUIRE 52	The last two chains are formed.	ROUND 3

Tony	1-B	Forms American, one free share. Buys 3 Worldwide @ £300.
Michael	11-F	Forms Continental, one free share. Buys 3 Continental @ £400.
John M	1-G	Buys 3 Worldwide @ £300.
John C	9-B	Buys 3 American @ £300.
Colin	7-G	Buys 3 Luxor @ £200.
Tony	7-B	Buys 3 Worldwide @ £300.
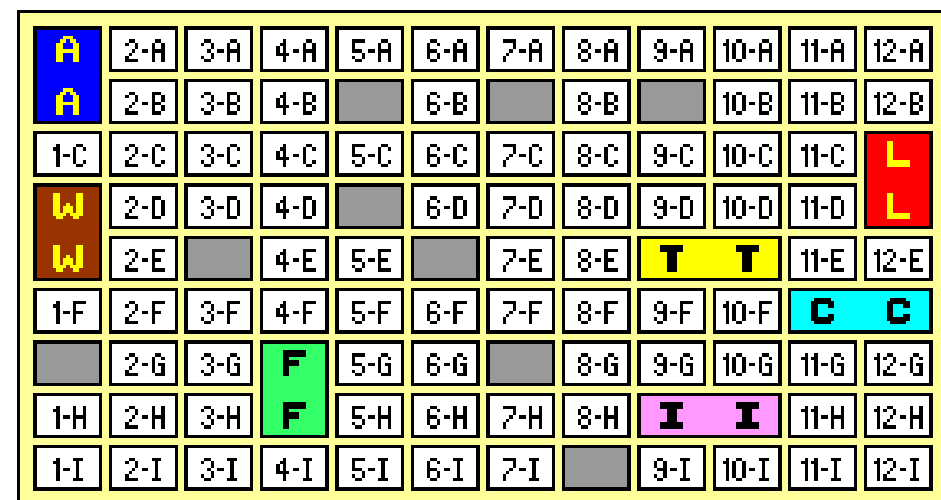
	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	4	3	3	-	-	3	£2,400	£16,000
Colin Sharpe	8	-	-	-	3	-	-	£4,000	£8,500
Tony Wilcock	-	-	1	3	6	-	1	£3,300	£13,300
Michael Graystone	3	-	-	4	-	4	-	£3,300	£16,700
John Marsden	-	3	-	-	6	-	-	£3,600	£9,300
Bank Stock	14	18	21	15	10	21	21		
Chain Size	2	2	2	2	2	2	2		
Chain Value	200	200	300	300	300	400	400		

Colin, I had to pick a random tile for you, as the one you chose could not be played and you hadn't provided an alternative.

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

▲▲▲

| AGRICOLA 1 | You need an empty room to add to your family. | ROUND 8 |

Actions

Pete   +1 stone {gains 3 stone}
Mike   +3 wood {gains 7 wood and 1 wild boar}
Michael   Sow and/or bake bread {sows 2 fields}
Marcus   Plough 3 fields {using Hook Plough}

Pete   Major or minor improvement {Fireplace - costs 3 clay}
Mike   Start player - Sawhorse {costs 2 wood}
            The next stable Mike places in his farmyard, as well as his 3rd, 6th, 9th, 12th
            and 15th fences, costs him nothing
Michael   +1 food (Travelling players) {gains 4 food}
Marcus   Day labourer {gains 2 food and 1 vegetable}

Pete   Family Growth - Pottery {free as minor improvement due to Ceramics}
Mike   Fences - builds 6 fences {costs 4 wood}
Marcus   +2 clay {gains 4 clay}

+1 wood {5 wood}	+2 wood {6 wood}	+3 wood {3 wood}	Private wood {4 wood} {2 Food ⇨Mike}	+1 clay {2 clay}	+2 clay {2 clay}
+1 reeds {3 reeds}	+1 food Catch fish {2 food}	+1 food Travelling players {1 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start player and/or Minor Imp	+1 sheep {2 sheep}
1 Major or Minor imp	Fences	Sow and/or Bake Bread	Family growth then 1 minor imp	+1 stone {1 stone}	Renovate then 1 improvement
+1 wild boar {2 wild boar}	Take 1 vegetable	The new action for round 9 is Take 1 vegetable			

The remaining Major improvements are:

✧   Basket Weaver {2 reeds, 2 stone}   ✧   Stone Oven {1 clay, 3 stone}
✧   Cabinet Maker {2 wood, 2 stone}   ✧   Well {1 wood, 3 stone}
✧   Cooking Hearth {5 clay}

Marcus   Pete   Mike   Michael
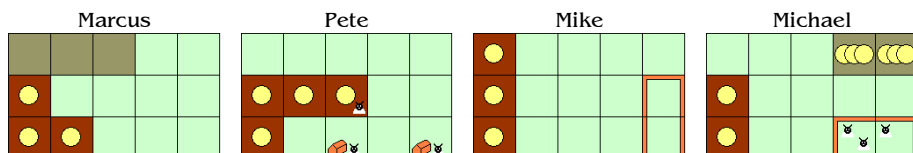
Marcus ate his sheep during the harvest - that was just a picture of his ex-pet in his house, now taken down.

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	3	-	1	2	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	-	11	Wood/3		3	2
	Occupations		Harvest Helper, Undergardener, Wood Carver					
	Improvements		Fireplace {1VP}, Fish Trap, Hook Plough					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	-	1	-	3	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	-	3	1	Wood/4		4	6
	Occupations		House Steward, Sycophant					
	Improvements		Axe, Ceramics, Clay Oven {2VPs} , Clay Roof {1VP}, Fireplace {1VP}, Pottery {2VPs}					

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

Michael Longdin	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	6	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 Mike   Harvest - after round 9

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| **Agricola 2** | Another four farmers take to the fields. | **New Game** |

Welcome to your new Agricola game. You will play in the following order.

Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Allan Stagg	32 Chepstow Drive, Bletchley, Milton Keynes, Bucks, MK3 5NB
Marcus Pratt	14 Clifton Road, Brighton, BN1 3HN
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER

You each have a sheet listing the Occupation and Minor Improvement cards you have been dealt, including the card text and hopefully everything you need to decide when to play them.

+1 wood {1 wood}	+2 wood {2 wood}	+3 wood {3 wood}	+1 clay {1 clay}	+2 clay {2 clay}	+1 reeds {1 reeds}
+1 food Catch fish {1 food}	+1 food Travelling players {1 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food	Building and/or Stables
Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences	

These are the roles currently available. The roles that add resources each round are those that start +1, +2, etc., with the current quantity of resources below. For example, +1 Wood is a role that adds 1 Wood a round, and the current amount is shown as {1 Wood}. The two roles for playing Occupations are followed by {0-1 Food} and {1-1-2 Food}. For the first this means that your first occupation is free and subsequent ones cost 1 Food, for the second the first two cost 1 Food and subsequent ones cost 2 Food.

	Mike	Allan	Marcus	Kevin
Food	2	3	3	3
House type/size	Wood/2	Wood/2	Wood/2	Wood/2
Family members	2	2	2	2

Mike starts the first round. Tell me which actions your family members are going to take, bearing in mind that you will need to be conditional, especially wit the second member, as the action you really want may well have been taken by someone else.

If you take an action that involves your farm, such as ploughing a field, tell me which space in your farm to use. Your farm is five spaces wide and three deep, with your wooden hut occupying the bottom two spaces of the left-most column. These will be included in future reports once they start developing.

Orders required
Actions for the family   Harvest - after round 4

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| **6 nimmt! 14** | Our virtual player picks up two sets of penalties. | **Round 3** |

Hand 1 {1-104}

7	33		
6	31		
5	29		
4	26	82	
3	24	77	102
1/6	2/9	3/6	4/2

Greg (33), Michael (52), Jim (77) takes row 3 for 8 pts, Steve (82), Bob (98), Kevin (99), Virtual Gina (100), Colin (102) takes row 4 for 11 pts.

Hand 2 {1-104}

61		82	86
60		70	85
59		65	84
55		64	72
48	2	63	66
1/13	2/1	3/8	4/10

Steve (2) takes row 2 for 1 pt, Jim (48) takes row 1 for 11 pts, Virtual Gina (55), Michael (59), Greg (60), Kevin (61), Colin (70), Bob (82).

Hand 3 {1-84}

28			83
19	79	24	81
17	66	14	80
16	58	5	77
15	53	1	75
1/6	2/8	3/5	4/12

Colin (1) takes row 3 for 5 pts, Steve (5), Michael (14), Greg (24), Virtual Gina (53) takes row 2 for 7 pts, Jim (58), Kevin (66), Bob (79).

Hand 4 {1-84}

			83
50			82
49			80
48	40		79
23	31	72	77
1/6	2/4	3/1	4/11

Jim (12), Greg (13), Kevin (16), Michael (19), Colin (31) takes row 2 for 9 pts, Steve (40), Bob (50), Virtual Gina (72) takes row 3 for 11 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	0	0	0	0	0
Michael Graystone	0	0	0	1	1
Kevin Lee	0	1	0	0	1
Greg Payne	7	0	0	0	7
Steve Ham	0	8	0	0	8
Virtual Gina	0	0	7	11	18
Jim Reader	8	11	0	5	24
Colin Sharpe	11	0	5	9	25

A simple question - can conditional orders be used with this game? My initial reaction would be no, but there is one situation where they apply. Once all cards are revealed, if you have the lowest card and need to take a column of cards as your penalty, you can be as conditional as you like in choosing which column to take. Mind you, if my head starts hurting working out the combinations I may feel the need to go with the default choice.

Orders required
Round four - cards for each hand

BREAKING AWAY 18

Nobody is at risk of being dropped. Will they all finish?

ROUND 7

Pos	Riders	New
76	Stratford	3
75	Elvis	4
	Hestophes	
74	Rudolph	6
73	-	
72	Antony Straker	3
71	-	
70	-	
69	-	
68	Sarrask	3
	Karl	
67	Evelyn Waugh	5
66	-	
65	Lenny Bruce	3
64	Rylla	4
	George II	
63	Pershore	6
	Blitzen	
62	Evesham	8
	John Grant	
	Nikki Bull	
61	Ralf	11
	Donner	
	Florian	
	Wolfgang	
	Bidford	
60	Kalvan	15
	Louis Soares	
59	-	
58	Dixen	3

Simon Brooks (4) — *Ditchling Beacon Bykers*

	Rider				
A	Rudolph	3	3	5	6
B	Donner (4)		3	11	15
C	Dixen		3	3	15
D	Blitzen		5	5	6

Dennis Frank (10) — *Otherwhen*

	Rider				
A	Kalvan	3	14	14	15
B	Rylla (10)		3	4	4
C	Hestophes		4	5	15
D	Sarrask		2	3	15

Steve Ham (16) — *Flushed Away*

	Rider				
A	Elvis	1	4	5	11
B	George II (3)		3	3	4
C	Evelyn Waugh (8)		3	3	5
D	Lenny Bruce (5)		3	6	7

Jim Reader (2) — *Blue Square Premier Champs*

	Rider				
A	John Grant (2)	2	6	8	10
B	Louis Soares		3	5	15
C	Antony Straker		3	3	12
D	Nikki Bull		5	8	14

Joakim Spångberg — *Kling Klang Radfahrers*

	Rider				
A	Ralf	3	3	4	11
B	Florian		3	3	11
C	Wolfgang		4	4	11
D	Karl		3	3	6

Mark Stretch (1) — *Avon Riders*

	Rider				
A	Evesham	3	6	8	14
B	Stratford (1)		3	3	5
C	Pershore		5	6	14
D	Bidford		11	12	15

Five of the second sprint places can be claimed next time, and why wouldn't they be?

The current leading teams will reinforce their positions at this point, but cannot ignore the need for a good finish.

Orders required
Cards for round eight

BREAKING AWAY 19

All teams scrutinised and passed as fit for the event.

SET UP

Dennis Frank — *Arkham Crew*

	Rider				
A	Olmstead	3	4	8	15
B	Pierce		4	7	14
C	Carter		5	6	9
D	Ward		3	5	8

Steve Ham — *Team BG*

	Rider				
A	Bob Geldof	2	4	11	13
B	Berry Gordy		3	7	15
C	Betty Grable		1	6	13
D	Barry Gibb		1	5	10

Richard Lunn — *Here Come the Clowns*

	Rider				
A	Gee Jay		1	14	15
B	Dingle Fingle		5	5	15
C	Cheko		2	3	15
D	Arturo		2	4	10

Greg Payne — *Not My Addictions*

	Rider				
A	Tobacco	5	7	8	10
B	Alcohol		6	7	12
C	Cocaine		4	5	11
D	Agricola		1	2	13

Jim Reader — *Eternal Companions*

	Rider				
A	Moonglum	1	4	10	15
B	Rakhir the Red Archer		2	9	14
C	Gaynor of the Damned		2	5	13
D	Jhary a Conel		1	3	12

Roger Trethewey — *Riviera Riders*

	Rider				
A	Rene		5	10	15
B	Rhys		4	6	15
C	Rory		3	5	12
D	Ross		2	4	10

Some interesting teams in there. Steve thought I might be expecting his Team BG, although I'm not sure why. True to the concept, none of the members are British. Greg's list of non-addictions raises the question of whether everything he did not list are, indeed, his addictions. Jim' is suitably obscure, as I find with most of his teams. The clue is in the team name, of course - Michael Moorcock's Eternal Champion, I believe.

Orders required
Cards for round one

BUS BOSS 304-EAN

Ah, the good old A12.

GAME OVER

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

John Marsden (ODE, 1st): So the A12 proves its worth again. The direct route from Lowestoft to London (and being first to complete it) made all the difference. Thanks to all players, and many thanks for the efficient GMing.

Thanks for that, John, and thanks to everyone for the game.

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BUS BOSS 305-NLD

A poor round for ODE, but he keeps his lead.

ROUND 11

Netherlands

Round 11 Runs

					BRK	ODE	BUM	RR	DBC	MAN	
2	A♠ Maastricht	①	BROOKS	30				-6			24
	6♦ Heerenveen	✗	RR		+6						6
36	5♥ Den Haag	①	ODE	13					+2/-1	+4	18
	5♠ Tilburg	②	RR	7					-2		5
		②	MANGO	6		-4			-2		0
		④	DBC	4		+1/-2		+2		+2	7
37	J♣ Enschede	①	BUM	13				-2			11
	8♥ Amsterdam	②	MANGO	7				-7			0
		②	RR	6	+4		+2			+7	19
		④	BROOKS	4				-4			0
38	2♥ Rotterdam	①	MANGO	13							13
	3♣ Nijmegen	②	DBC	6		+4					10
		②	BUM	6							6
		②	ODE	5					-4		1
39	K♥ Hilversum	①	MANGO	15	+2						17
	4♣ Arnhem	①	BROOKS	15						-2	13
40	A♣ Den Bosch	①	BUM	20				+2	-4		18
	8♦ Hoogeveen	②	RR	10	-4		-2				4
		✗	DBC				+4				4
		✗	BROOKS					+4			4
41	3♠ Roermond	①	BUM	20	-9	+2					13
	10♦ Assen	②	ODE	10	-4		-2				4
		✗	BROOKS			+4	+9				13
42	K♦ Groningen	①	BUM	20	-5						15
	9♣ Groenlo	②	RR	10	-8						2
		✗	BROOKS				+5	+8			13
43	6♠ Breda	①	RR	20							20
	5♣ Amersfoort	②	MANGO	10		-2					8
		✗	ODE							+2	2
44	3♦ Lelystad	①	DBC	30	-3					-2	25
	K♣ Germany	✗	BROOKS						+3		3
		✗	MANGO						+2		2

ODE was excluded from run 44 as his route was too long.

Round 11 Routes

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

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

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

Scores

	Runs:	2	36	37	38	39	40	41	42	43	44	Builds	Score
ODE	225	-	18	-	1	-	-	4	-	2	-	-	250
RR	175	6	5	19	-	-	4	-	12	20	-	-	241
MANGO	185	-	0	0	13	17	-	-	-	8	2	-	225
BUM	161	-	-	11	6	-	18	13	15	-	-	-	224
DBC	166	-	7	-	10	-	4	-	-	-	25	-	212
BROOKS	128	24	-	0	-	13	4	13	13	-	3	-	198

Round 12 Runs
45. 6♣ - J♦ Apeldoorn to Winschoten
46. 7♠ - Q♥ Bergen op Zoom to Utrecht
47. 8♣ - J♠ Almelo to Belgium
48. 4♥ - 9♠ Hoek van Holland to Vlissingen
49. 7♦ - 10♥ Zwolle to Schipol
50. 6♦ - 2♠ Heerenveen to Heerlen
51. A♥ - 7♣ Zienkzee to Deventer
52. 10♣ - Q♦ Hengelo to Emmen

Runs
Enter up to 5

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BUS BOSS 308-YRK

Two solo runs, two positions exchanged.

ROUND 8

Yorkshire

Round 8 Runs

					YAK	GRUBBY	BUM	BILL	
6	5♥ Ripon	①	BUM	16		-1			15
	6♣ Hull	②	YAK	9				+4/-2	11
		③	BILL	5	+2/-4				3
		✗	GRUBBY				+1		1
9	4♥ Leyburn	①	BILL	30					30
	5♠ Huddersfield								
10	9♠ Wakefield	①	BUM	15		-2			13
	J♦ Filey	①	YAK	15		-4			11
		✗	GRUBBY		+4		+2		6
11	4♠ Barnsley	①	GRUBBY	30					30
	J♣ Great Driffield								

Run		Co.	Val	m1	m2	m3	m4	Final
12	8♥ Bradford	① YAK	20				+2	22
	K♣ Hornsea	② BILL	10	-2				8
13	2♥ Richmond	① YAK	13					13
	7♠ Leeds	② BUM	6		+4		+2	12
		② BILL	6		+2	-2		6
		② GRUBBY	5			-4	-2	-1
14	3♦ Stockton	① GRUBBY	20	-5		-2		13
	3♣ Scunthorpe	② BUM	10	-2	+2			10
		✗ YAK			+5	+2		7
16	4♦ Middlesborough	① GRUBBY	15			+6/-5		16
	Q♥ Skipton	① BUM	15		+5/-6			14
18	Q♣ Bridlington	① YAK	10		+2		+2	14
	8♦ York	① GRUBBY	10	-2				8
		① BILL	10	-2				8

Round 8 Routes

Busdrivers in Lemon Leotards (BILL) (Don Shailer, Green)
Hornsea - Withernsea - Hull (11)

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
Skipton - Settle, Goole - Hull (12)

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Leeds - Bradford - Halifax, Leeds - Dewsbury (12)

Yorkshire Antiquated Karts (YAK) (Pete Campbell, Blue)
Leeds - Wakefield - Barnsley (8)

Scores

		Runs:	6	9	10	11	12	13	14	16	18	Builds	Score
YAK	82		11	-	11	-	22	13	7	-	14	-8	152
GRUBBY	73		1	-	6	30	-	-1	13	16	8	-12	134
BUM	79		15	-	13	-	-	12	10	14	-	-12	131
BILL	52		3	30	-	-	8	6	-	-	8	-11	96

Round 9 Runs

15.	K♥ -	2♦	Settle to Darlington
17.	8♠ -	8♣	Leeds to Withernsea
19.	10♠ -	9♦	Pontefract to Malton
20.	K♠ -	A♦	Rotherham to The North
21.	6♠ -	5♦	Dewsbury to Redcar
22.	3♥ -	10♦	Hawes to Pickering . . . . (not yet available)
23.	A♠ -	K♦	Manchester to Whitby
24.	9♥ -	2♠	Halifax to Sheffield
25.	J♥ -	2♣	Ilkley to Grimsby
26.	A♥ -	3♠	Lancashire to Sheffield

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

BUS BOSS 309-YRK

The last two take the two top places.

ROUND 10

Yorkshire

Round 10 Runs

Run		Co.	Val	EBAY	BEAR	BOY	YRK	Final
7	3♥ Hawes	① YRK	15			+3		18
	7♠ Leeds	① BOYCOTT	15				-3	12
27	J♥ Ilkley	① EBAY	20		-3			17
	2♣ Grimsby	② BEAR	10	+3				13
28	8♦ York	① BEAR	15					15
	6♣ Hull	① BOYCOTT	15					15
29	A♥ Lancashire	① BOYCOTT	30					30
	Q♠ Doncaster							
30	6♣ Dewsbury	① YRK	13		+4			17
	9♣ Market Weighton	① BOYCOTT	12		+3			15
		③ BEAR	5			-3	-4	-2
31	3♠ Sheffield	① YRK	15	+1				16
	5♥ Ripon	① EBAY	15				-1	14
32	7♣ Hull	① BOYCOTT	20	+4				24
	K♥ Settle	② EBAY	10			-4		6
33	K♦ Whitby	① YRK	30					30
	3♥ Hawes							
34	5♦ Redcar	① EBAY	20		+1			21
	8♥ Bradford	② BEAR	10	-1			-2	7
		✗ YRK			+2			2
35	8♠ Leeds	① YRK	16			-2		14
	7♦ Thirsk	② EBAY	7					7
		② BEAR	7					7
		✗ BOYCOTT					+2	2

Round 10 Routes

Buses of Yorkshire Conducting Open Top Tours (BOYCOTT) (Tony Robbins, Red)
Filey - Bridlington - Hornsea, Filey - Scarborough (12)

Youthful Railway Knight (YRK) (Colin Sharpe, Blue)
Selby - Goole, Hornsea - Withernsea (11)

Barnsley Expressways Are Rampant (BEAR) (Kevin Lee, Brown)
Northallerton - Darlington, Doncaster - Rotherham - Sheffield (12)

Extra Buses Around Yorkshire (EBAY) (Bob Coull, Black)
York - Great Driffield, Leeds - Dewsbury (12)

Scores

		Runs:	7	27	28	29	30	31	32	33	34	35	Builds	Score
YRK	181		18	-	-	17	16	-	30	2	14		-11	267
BOYCOTT	175		12	-	15	30	15	-	24	-	-	2	-12	261
EBAY	191		-	17	-	-	-	14	6	-	21	7	-12	244
BEAR	186		-	13	15	-	-2	-	-	-	7	7	-12	214

Round 11 Runs
```
36.  10♥ -  Q♣    Keighley to Bridlington
37.  10♦ -  8♣    Pickering to Withernsea
38.   2♥ -  K♣    Richmond to Hornsea
39.   Q♦ -  2♠    Scarborough to Sheffield
40.   9♦ -  K♠    Malton to Rotherham
41.   J♣ -  7♥    Great Driffield to Harrogate
42.  10♠ -  4♦    Pontefract to Middlesborough
43.   2♦ - 10♣    Darlington to Beverley
44.   J♠ -  4♥    Selby to Leyburn
```

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

GOLDEN STRIDER 7   Nearly there...   ROUND 15

63 space standard race

	Cards						D	M	B	R	S	P	O
Kevin Lee	2/10	8/11	1/12	1/13	1/14	1/15	1	7	0	1	▸67	2	-
Steve Ham		6/9	2/10	2/11	2/13	10/14	1/15	-	10	0	1	62	3	1
Roger Trethewey	5/10	9/11	8/12	10/13	2/14	2/15	-	10	0	2	60	4	1
Don Shailer		8/9	2/10	10/12	0/13	2/14	2/15	1	9	0	2	57	5	1
Joakim Spångberg	0/10	1/11	1/12	1/13	1/14	2/15	-	0	0	2	56	6	-
Simon Brooks	4/10	4/11	2/12	4/13	0/14	0/15	1	3	0	0	46	7	-

The final positions can be seen now, as three more runners will cross the finish line next time. So, with no more delay, the result.

```
1st  . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .  Jim Reader
2nd  . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .  Kevin Lee
3rd  . . . . . . . . . . . . . . . . . . . . . . . . . . . . .  Roger Trethewey
4th  . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .  Steve Ham
5th  . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .  Don Shailer
6th  . . . . . . . . . . . . . . . . . . . . . . . . . . . .  Joakim Spångberg
7th  . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . .  Simon Brooks
```

Congratulations to Jim and many thanks to everyone for the game.

BUS BOSS 312-MOR   One round left to find a way out of Morocco.   ROUND 5

Morocco

Luxury African Transit Experience (LATE) (Pete Campbell, Blue)
Souk el Arba du Rharb - Larache, Souk el Arba du Rharb - Chechaouèn 53 - 11 42

Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)
Asni - Taroudant, Fès - Sefrou . . . . 53 - 12 41

Bloody Useless Management (BUM) (Jim Reader, Yellow)
El Jadida - Essaouira . . . . 53 - 12 41

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Agadir - Essaouira, Agadir - Inezgane . . . . 55 - 12 43

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Khenifra - Azrou - Fès . . . . 56 - 10 46

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

BUS BOSS 313-MOR   RADSHACK keeps going west, while TEAR heads south.   ROUND 3

Morocco

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK)
(Rob Thomasson, Red)
Marrakech - Agadir . . . . 77 - 12 65

Don In Morocco (DIM) (Don Shailer, Brown)
Khemisset - Casablanca - Berrechid . . . . 76 - 12 64

Tiznit Expressways Are Rampant (TEAR) (Kevin Lee, Black)
Azrou - Er Rachidia . . . . 76 - 13 63

Over Desert's Expanse (ODE) (John Marsden, Orange)
Kénitra - Souk el Arba du Rharb, Casablanca - El-Jadida . . . . 76 - 11 65

Mad Moroccan Motorists (MMM) (Greg Payne, Purple)
Meknès - Fès, Meknès - Sidi Kacem - Souk el Arba du Rharb . . . . 77 - 12 65

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

▲▲

| CANAL MANIA 1 | Don is close to the end-game trigger of 50 points. | ROUND 9 |

Actions

Don Shailer	1	Exchanged engineers with Michael
	2	Built from Nottingham to Goole {contract complete - 10 VPs}
	3	Shipped goods from Sheffield to Boston {3 VPs, 2VPs for John}
John Marsden	1	Drew a card from the deck
	2	Built from Leeds to Goole {contract complete - 13 VPs}
		Built south from Stratford.
	3	Drew a card from the deck
Alan Harvey	1	Shipped goods from Manchester to Sheffield {4 VPs}
	2	Picked up Aqueduct, Aqueduct and Stretch/White {new goods cubes on Nottingham and Reading}
	3	Shipped goods from Bristol to Reading {3 VPs}
Michael	1	Exchanged engineers with John
	2	Picked up Stretch, Stretch, Stretch, Stretch
	3	Shipped goods from Oxford to Gloucester {2 VPs}

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 7 goods cubes
Stephen Webb *Mauve*	(L-S)	11	7	3	1	23	*Birmingham* and Chester (6) Huddersfield and *Manchester* (3)	
Don Shailer *Red*	(T)	11	6	3	1	48	*Bridgwater* and Taunton (3)	
John Marsden *Green*	(S)	9	7	2	2	41	*Stratford* and Gloucester (5)	
Alan Harvey *Blue*	(A)	11	9	2	3	32	Coventry and *Burton* (4)	
Michael Longdin *Yellow*	(B)	8	11	-	3	34	*Cambridge* 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 | Surveyor | Aqueduct | Surveyor | Surveyor |

Michael was unlucky with the build card pick up - there were five plain Stretch cards on offer. The selection is rather more enticing now.
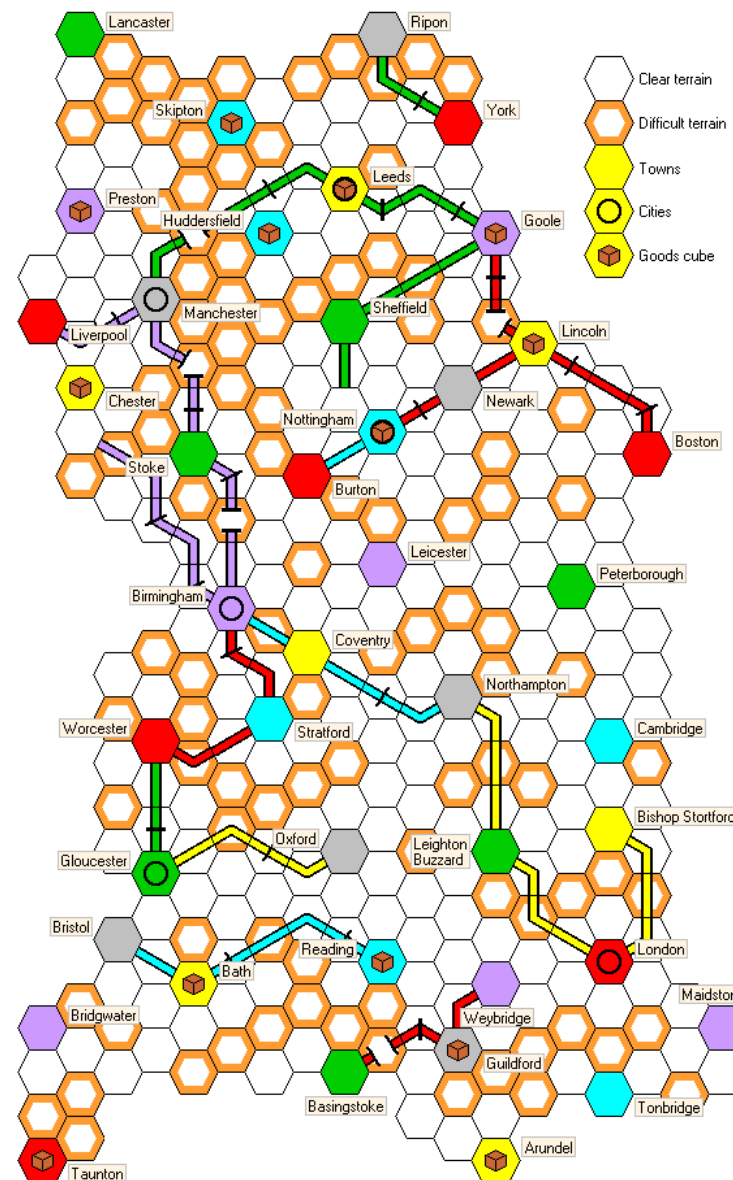
Playing sequence
Stephen, Don, John, Alan

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INDUSTRIAL WASTE 1	Alan Harvey has taken over from Gina Teh.	ROUND 5

Actions for round 5

Alan	Innovation (Advisor)	Workers required and Material required down to 4
Marcus	Growth	Growth up to 16
Sharon	Waste Disposal	Waste -1
Mike	Raw Materials {5}	Marcus bids 5, Sharon gets them for 6 {takes a loan}
Alan	✗	
Marcus	Waste Disposal	Waste -3
Sharon	Order	Produces 5 goods for 14 million with 3 waste
Mike	Waste Disposal	Waste -3
Alan	✗	
Marcus	✗	
Sharon	✗	
Mike	Waste Removal	Waste -1, Waste +1 for everyone else

Card Combinations for round 6

Marcus chooses group 2	Growth / Raw Materials / Advisor / Order
Sharon chooses group 1	Innovation / Waste Removal / Raw Materials / Bribery
Mike chooses group 5	Order / Innovation / Raw Materials
Alan chooses group 3	Hiring/Firing / Waste Disposal / Order / Waste Disposal

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Alan Harvey	17	5	4	4	5
Marcus Pratt	16	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
Alan Harvey	8	20	15	3	15
Marcus Pratt	7	-	5	4	31
Sharon Khan	17	10	-	4	24
Mike Head	9	-	-	3	35

The following card combinations were drawn for round 7.

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

Orders required

Round six - actions starting with Marcus, then card selection starting with Sharon

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OUTPOST 26	More Moon Bases, but still no Planetary Cruisers.	ROUND 16

Commander Actions

Lyndon   Auctioned a Moon Base for 200 and got it (w:6,30,30 t:13 m:14,19 n:88)

     ‣ Bought one Population Unit (w:9)

Marcus   Bought two Research Factories (w:7,7,10 r:12,12,12)

     ‣ Bought three Robots (w:30)

Geoff   Auctioned a Space Station for 120. Willem joined at 121. Geoff dropped out at 131. Willem got it for 131 (w:4,7 r:9,9,11,11,12,13,13,13,14,15)

     ‣ Auctioned a Space Station for 120 and got it (w:30 t:7,7,8,10,11,13 ro:35)

     ‣ Bought one Population Unit (t:10)

Jim   Bought one Water Factory (o:1,3 w:5,5,6)

     ‣ Bought three Robots (t:10,10,10)

Willem Bought one Population Unit (r:11)

PO	Name	Factories	Population		Robots		Production	
1	Lyndon	2o,5w,1t,1r,4n	14	(14)	0	(0)	4o,1w,1W,1t,2r,1m,1N,1mo	(240,20)
2	Geoff	2o,4w,5t	6	(12)	5	(6)	1o,1W,1t,1T,2m,1om,1ro	(191,20)
3	Marcus	2o,6w,7r	8	(9)	7	(8)	1o,2w,1W,9r,2mo	(264,15)
4	Jim	2o,4w,8t	13	(13)	13	(13)	1W,3t,2T,2m	(182,15)
5	Willem	2o,5w,3r	6	(6)	0	(0)	3w,9r,1om	(168,10)

PO	Name	Colony Cards	Victory Points	
1	Lyndon	WH, Nod, OL, Lab, Eco, Eco, OP, MB	69	(540)
2	Geoff	WH, HE, OL, Rob, OP, SS, PC	52	(535)
3	Marcus	WH, Nod, Rob, Lab, MB	52	(380)
4	Jim	HE, Nod, OL, Rob, Eco, OP	41	(285)
5	Willem	DL, DL, DL, Sci, Sci, Sci, Lab, SS	32	(365)

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	(none left)
Scientists	0	Sold out	Planetary Cruiser	0	(3 more)
Orbital Lab	0	Sold out	Moon Base	2	(none left)
Robots	0	Sold out			

Orders required

Round seventeen auctions, bids and purchases

▲▲▲

OUTPOST 27	The Orbital Lab gets the early interest, while Willem and Jim get Robots.	ROUND 10

Commander Actions

Lyndon Auctioned an Orbital Lab for 50. Marcus joined at 66, David at 67. Marcus dropped out at 68, David at 86. Lyndon got it for 86 (o:4,5 w:4,8,9,9,30 m:17)

Marcus Bought one New Chemicals Factory (o:2,3 w:4,5,6,6,7,8 r:13)

Jim Auctioned a Robots for 50. Willem joined at 51. Jim dropped out at 51. Willem got it for 51 (o:1,4 w:8,8,30) plus a free Robot

  ▸ Auctioned a Robots for 50 and got it (o:2,5 w:7,30 t:7) plus a free Robot

Willem Passed

David Bought one New Chemicals Factory (w:30 t:8,12 r:12)

Mark Bought one Titanium Factory (w:30)

PO	Name	Factories	Population		Robots		Production	
1	Lyndon	2o,6w	8	(8)	0	(0)	3o,3w,1W,2m	(94,15)
2	Jim	2o,4w,1t	6	(8)	1	(6)	2o,4w,1t	(44,15)
3	Willem	2o,7w	8	(8)	1	(8)	1o,9w	(66,10)
4	Marcus	2o,4w,1n	7	(8)	0	(0)	5o,1W,1r,1n	(78,15)
5	David	2o,4w,1t,1n	5	(5)	0	(0)	4w,1W,1t,1r,1n	(101,15)
6	Mark	2o,6w,1t	5	(5)	0	(0)	2w,1W,1t	(54,10)

PO	Name	Colony Cards	{35 VPs for the final phase}	Victory Points	
1	Lyndon	WH, Nod, OL, OL	. . . .	17	(150)
2	Jim	WH, HE, Nod, Rob	. . . .	15	(130)
3	Willem	DL, Nod, Rob	. . . .	15	(90)
4	Marcus	WH, Nod, Sci	. . . .	14	(90)
5	David	WH, HE, Sci	. . . .	12	(95)
6	Mark	DL, DL, DL, HE	. . . .	10	(75)

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

Orders required
Round eleven auctions, bids and purchases

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PUERTO RICO 8	The first of the big buildings is bought.	ROUND 14

Allan is the Mayor {+1}.
Stephen is the Builder and builds the Residence.
Jim builds a Harbour, Allan builds a Small Sugar Mill.
Jim is the Craftsman {+1} and produces an extra Coffee.
John is the Prospector {+1}.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
-	Ind	Sug	Sug	Tob	Tob	Cof	-	-	-	4	14

Buildings

1 VP	SIP	1	SSM	2	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	✗	WHA	1
4 VPs	GUI	1	RES	✗	FOR	1	CUS	1	CIT	1		

Cargo Ships

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

John Hopkins Dblns: 3 Chips: 15
Indigo plant | Sugar mill | Small warehouse | Factory
Fields: Qry✔✔✔ Crn✔ Ind✔✔✗ Sug✔✔✗ Tob✗ Goods: Crn✔ Ind✔✔ Sug✔✔

Allan Stagg Dblns: 7 Chips: 16
Small indigo plant | Small sugar mill | Coffee roaster | Factory
Harbour | Wharf
Fields: Qry✔ Crn✔✔ Ind✔✗✗ Sug✔✗ Tob✗ Cof✔✗ Goods: Crn✔✔ Ind✔ Cof✔

Stephen Webb Dblns: 1 Chips: 21
Small indigo plant | Small sugar mill | Small market | Small warehouse
Hospice | Large market | Residence | 2 men in San Juan
Fields: Qry ✔✔✔✔ Crn✔✔✔ Ind✔ Sug✔✔ Goods: Crn✔✔✔ Ind✔ Sug✔

Jim Reader Dblns: 3 Chips: 18
Small indigo plant | Coffee roaster | Small market | Hospice
Office | Harbour | 1 man in San Juan
Fields: Crn✔✔✔ Ind✔✔✔ Tob✔ Cof✔✔ Goods: Crn✔✔✔ Ind✔ Cof✔✔✔

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

▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲

PUERTO RICO 9   Pete only needs one more building to fill his island.   ROUND 13

Mike is the Trader {+1}.
Pete is the Builder and builds a Tobacco Storage.
Jim builds a Hospice, Mike builds a Coffee Roaster.
Jim is the Craftsman {+1} and produces an extra Corn.
Willem is the Settler {+2} and plants Coffee.
Mike, Pete and Jim plant Tobacco.

Roles

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

Quarries	Plantations {Fields}	Trading House	Ship	Supply
-	Crn Ind Ind Ind Sug	Tob Crn - -	6	16

Cargo Ships

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

Mike Hutton Dblns: 4 Chips: 6
Small indigo plant | Small sugar mill | Tobacco storage | Coffee roaster
Small market | Office | Factory | Harbour
Fields: Qry✔✔ Crn✘ Ind✔ Sug✔ Tob✔✘✘ Cof✘✘   Goods: Ind✔ Sug✔ Tob✔

Pete Campbell Dblns: 2 Chips: 5
Small indigo plant | Sugar mill | Tobacco storage | Coffee roaster
Small market | Office | Large market | Guild hall
City hall
Fields: Qry✔✔ Crn✔✔ Ind✔✘ Sug✔✔ Tob✘ Cof✔
   Goods: Crn✔✔ Ind✔ Sug✔✔ Cof✔

Jim Reader Dblns: 1 Chips: 26
Small indigo plant | Small sugar mill | Construction hut | Small warehouse
Hospice | Harbour   2 men in San Juan
Fields: Qry✔✔✔ Crn✔✔✔✔ Ind✔ Sug✔ Tob✘   Goods: Crn✔✔✔✔✔ Ind✔ Sug✔

Willem Moene Dblns: 8 Chips: 16
Small indigo plant | Small sugar mill | Tobacco storage | Small warehouse
Factory
Fields: Qry✔ Crn✔ Ind✔ Sug✔ Tob✔✔✔ Cof✘✘
   Goods: Crn✔✔ Ind✔ Sug✔ Tob✔✔✔

Something has to go to keep the report on a single page, and as usual, it is the list of available buildings.

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

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PUERTO RICO 10   Geoff hangs on to his money.   ROUND 7

Allan is the Builder {+1} and builds a Hospice.
Kevin builds a Small Warehouse, Jim builds an Office.
Geoff is the Prospector {+1}.
Kevin is the Settler and digs a Quarry.
Jim plants Corn, Allan plants Indigo, Geoff plants Coffee.
Jim is the Craftsman {+1} and produces an extra Coffee.

Roles

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

Quarries	Plantations {Fields}	Trading House	Ship	Supply
4	Crn Ind Ind Sug Cof	- - - -	4	50

Buildings

1 VP	SIP	✘	SSM	1	SMA	✘	HAC	2	CON	2	SWA	✘
2 VPs	LIP	3	LSM	3	HOS	1	OFF	1	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 Dblns: 1 Chips: 1
Small indigo plant | Small sugar mill | Tobacco storage | Small market
Small warehouse
Fields: Qry✘ Ind✔✘ Sug✔ Tob✔✘   Goods: Ind✔ Sug✔ Tob✔

Jim Reader Dblns: 1 Chips: 3
Small indigo plant | Small sugar mill | Coffee roaster | Office
Fields: Qry✔ Crn✘ Ind✘ Sug✔Cof✔✘   Goods: Sug✔ Cof✔✔

Allan Stagg Dblns: 1 Chips: 10
Small indigo plant | Small sugar mill | Small warehouse | Hospice
Fields: Crn✔✔ Ind✘ Sug✔Tob✘ Cof✘   Goods: Crn✔✔ Sug✔

Geoff Hardingham Dblns: 4 Chips: 5
Small indigo plant | Small market | Factory
Fields: Qry✔✘ Crn✔ Ind✔ Tob✘ Cof✘   Goods: Sug✔ Ind✔

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

▲▲

PUERTO RICO 11	Everyone makes a fairly standard start.	**ROUND 1**

Willem is the Settler and digs a Quarry.
Jim plants Sugar, Kevin plants Coffee, Tony plants Tobacco.
Jim is the Builder and builds a Hospice.
Kevin and Tony build Haciendas, Willem builds a Small Market.
Kevin is the Mayor.
Tony is the Craftsman and produces an extra Corn.

Roles

Builder	+1 Captain	Craftsman	Mayor

Settler	+1 Trader	+1 Prospector

Quarries	Plantations {Fields}	Trading House	Ship	Supply
7	Crn Crn Ind Sug Tob	- - - -	4	70

Buildings

1 VP	SIP	4	SSM	4	SMA	1	HAC	✘	CON	2	SWA	2
2 VPs	LIP	3	LSM	3	HOS	1	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
- - - - -	- - - - - -	- - - - - - -

Willem Moene Dblns: 2 Chips: 0
⦿ Small market
Fields: Qry✔ Ind✘   Goods: ✘

Jim Reader Dblns: 0 Chips: 0
⦿ Hospice
Fields: Ind✘ Sug✘   Goods: ✘

Kevin Lee Dblns: 1 Chips: 0
● Hacienda
Fields: Crn✔ Cof✘   Goods: Crn✔

Tony Sait Dblns: 1 Chips: 0
⦿ Hacienda
Fields: Crn✔ Tob✘   Goods: Crn✔✔

Orders required

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

▲▲

RAILWAY RIVALS 2085-KU	This is more like a detection game.	**ROUND 11**

If your runs or payments didn't work out quite as you expected, here are a few reasons. Jim, you're confusing black and brown in this game. The hexes adjacent to Aso-San are inaccessible this round, as noted at the end of the last report. The volcano is erupting, so no runs can go to or through the vicinity this time. Blue isn't a colour in this game, but when payments to blue were ordered it was assumed that brown was intended.

Kyushu

Round 11 Runs

				TRIKE	JOINT	GREAT	ONSEN	REEK
29	22 Miyazaki 33 Oita	① GREAT	20	+2/-1		+1/-2		21
		② TRIKE	10					9
30	32 Saiki/Tsukumi 43 Fukuoka	① GREAT	16	+5/-3			+4	22
		② TRIKE	9		+3/-5			7
		③ ONSEN	5		-4			1
31	25 Hyuga 44 Fukuoka	① TRIKE	16				+1	17
		② ONSEN	9					9
		③ REEKIE	5	-1		-1		3
		✘ GREAT					+1	1
32	56 Yanagawa ✪5 Volcano hex	① {GREAT JOINT}	10 10	-1 -1				9 9
		② ONSEN	10				-1	9
		✘ TRIKE			+1	+1		2
		✘ REEKIE					+1	1
33	52 Isehara/Sasebo 14 Kushima/ Nichinan	① REEKIE	20		-1			19
		② JOINT	10				+1	11
34	13 Kanoya 62 Kumamoto	① REEKIE	20	-4		-1		15
		② JOINT	10	-5				5
		✘ TRIKE			+5		+4	9
		✘ GREAT					+1	1
35	64 Uto/Yatsushiro ✪3 Outer Islands	① TRIKE	13			+3/-3	-4	9
		② ONSEN	7	+4	+3	+1		15
		② GREAT	6	+3/-3			-1	5
		④ JOINT	4				-3	1

Round 11 builds
<u>Transit in Kyushu Express (TRIKE)</u> (Tony Bromley, Orange)
None.

<u>Japanese Outer Island Network Transport (JOINT)</u> (Bob Coull, Black)
None.

<u>Graystone Railways Entertain Another Territory (GREAT)</u> (Michael Graystone, Brown)
None.

<u>Original Nifty Steam Engines are Neat (ONSEN)</u> (Jim Reader, Yellow)
None.

<u>Rails Ever Extending Kyushu Internal Energy (REEKIE)</u> (Rob Thomasson, Red)
None.

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
TRIKE	256	9	7	17	2	-	9	9	-	309
GREAT	233	21	22	1	9	-	1	5	-	292
JOINT	199	-	-	-	9	11	5	1	-	225
REEKIE	174	-	-	3	1	19	15	-	-	212
ONSEN	142	-	1	9	9	-	-	15	-	176

Round 12 Runs

36. 55 - 45   Hondo to Karatsu/Kurume
37. 61 - 34   Shimbara to Beppu
38. 42 - 16   Hita/Munakato to Kagoshima
39. 23 - ✿2   Saito to Shikoku (ferry from Beppu)
40. 63 - 53   Kumamoto to Nagasaki
41. 12 - 26   Chiran to Nobeoka
42. 31 - ✿6   Takachiho to Onsen hex

Runs
Enter up to 4

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RAILWAY RIVALS 2096-B	Lots of building payments.	**ROUND 8**

London and Liverpool

Round 8 Runs

				PLANT	HOE	GREAT	BUM	TGV	COLIN	
8	55	Bristol	① HOE 10							10
	12	Hull	① GREAT 10							10
			② PLANT 10					-3		7
			✘ TGV	+3						3
9	46	Peterborough	① COLIN 15				+5			20
	25	Manchester	① BUM 15							10
10	54	Newport	① TGV 20			+3				23
	32	Stoke	② GREAT 10			-1		-3		6
			✘ BUM			+1				1
11	62	London	① HOE 9					+1		10
	✿3	The North	① BUM 9			-1				8
			① COLIN 8	-2						6
			④ PLANT 4						+2	6
12	33	Shrewsbury	① TGV 13			-5				8
	63	London	② HOE 8					+1		9
			③ BUM 5			-1				4
			③ GREAT 4					+5		9
13	15	Doncaster	① COLIN 16	-7						9
	23	Burnley	② PLANT 9					+2	+7	18
			③ TGV 5	-2						3

14	42 Nottingham	① BUM 11		-1				-5	5
	✿1 The South	② COLIN 6				+5			11
		② GREAT 6	+1						7
		④ HOE 4				+1			5
		④ PLANT 3			-1				2

Round 8 builds

Preston, London, Any Nice Town (PLANT) (Pete Campbell, Green)
C5 - C7 - B7 - Liverpool, F53 - F54, N4 - A44, N20 - B59 - C60.

          -9 (builds) -1 (HOE) -1 (BUM) -1 (TGV) = -12

Heart of England (HOE) (Bob Coull, Black)
D50 - C50, E13 - B11 - B10, E10 - H8, A59 - C60.

     -10 (builds) +1 (PLANT) +4/-2 (GREAT) -2 (BUM) +1/-2 (TGV) +1/-9 (COLIN) = -18

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Shrewsbury - B15 - B10, B15 - A16, C57 - D57.

       -9 (builds) +2/-4 (HOE) -2 (TGV) +2/-1 (COLIN) = -12

Bloody Useless Management (BUM) (Jim Reader, Yellow)
None.   +1 (PLANT) +2 (HOE) +2 (COLIN) = +5

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
F66 - B68, C11 - A12, I4 - I2 - H1.

     -9 (builds) +1 (PLANT) +2/-1 (HOE) +2 (GREAT) +13/-1 (COLIN) = +7

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Red)
I8 - A12, D8 - C9.   -9 (builds) +9/-1 (HOE) +1/-2 (GREAT) -2 (BUM) +1/-13 (TGV) = -16

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
TGV	87	3	-	23	-	8	3	-	+7	131
PLANT	103	7	-	-	6	-	18	2	-12	124
COLIN	64	-	20	-	6	-	9	11	-16	94
HOE	63	10	-	-	10	9	-	5	-18	79
BUM	45	-	10	1	8	4	-	5	+5	78
GREAT	56	10	-	6	-	9	-	7	-12	76

Round 9 Runs

8.   55 - 12   Bristol to Hull
9.   46 - 25   Peterborough to Manchester
10. 54 - 32   Newport to Stoke
11. 62 - ✿3   London to The North
12. 33 - 63   Shrewsbury to London
13. 15 - 23   Doncaster to Burnley
14. 42 - ✿1   Nottingham to The South

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

△△

RAILWAY RIVALS 2112-I(N)   Only one key number remains unconnected.   ROUND 5

Ireland (North)   {13 points for these builds}
Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Ballina - K20 - Castlebar, Navan - H63 - H60, V9 - S8 - Glenties.
   46 +6 (towns) +3/-8 (GITCO) = 47

Balinrobe Expressways Are Rampant (BEAR) (Kevin Lee, Black)
Q21 - Collooney, Q21 - P21 - P22 - N23 - Claremorris, Athlone - Clara.
    38 +1 (PADDY) = 39

Monaghan-Armagh Rural Services (MARS) (John Marsden, Blue)
Z15 - C54 - D54 - D55 - F56 - F58.
    21 +1/-1 (PADDY) -1 (GITCO) = 20

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)
Athlone - S25 - Q26 - P25 - M27 - M28, O26 - L24.
    70 -1 (BEAR) +1/-1 (MARS) = 69

Green Irish Trains Connecting at Omagh (GITCO) (Tony Sait, Green)
E58 - G59 - Carrickmacross - H60 - H63 - I64 - I65, H63 - Navan, I64 - Drogheda.
    53 +8/-3 (BROOKS) +1 (MARS) = 59

Builds
Up to 16 points excluding payments to rivals

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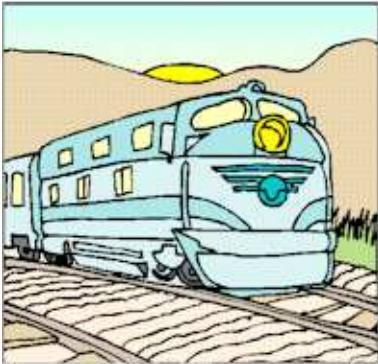
RAILWAY RIVALS 2117-ND   Tony buys the first ferry.   ROUND 2

UM built from Hannover to D12 via D13 last time.

Northern Germany   {13 points for these builds}
Northern Germany Express (NGE) (Tony Bromley, Red)
Hamburg - Altona - Itzehoe - Heide, E65 - E66 - C67, Rostock - Warnemünde.
Buys Warnemünde - Gedser ferry.
    27 +12 (towns) -6 (ferry) = 33

Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)
Hannover - I16 - K15 - L15 - Harburg, J51 - J12.
    30

Travel In Mainland Europe (TIME) (Boh Coull, Black)
N16 - Lübeck, Harburg - M21 - K11 - Bremen, A57 - Neumünster.
    27 +15 (towns) = 42

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Wolfsburg - Braunschweig - B16 - Hildersheim, F23 - F27.
    25 +12 (towns) = 37

Rails Across Germany (RAG) (Don Shailer, Orange)
Brandenburg - D26 - D23 - Magdeburg, J27 - K27 - Neustrelitz - Neubrandenburg - C70.
    29 +18 (towns) = 47

Builds
Up to 15 points excluding payments to rivals

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

| ROBORALLY 3 | Two lives lost this time. | ROUND 4 |

Bot-i-celli spends this round powered down. Just for a change, I'm going to execute the cards from highest priority to lowest, as the rules say. So far it hasn't made a difference, and as nobody pushed anybody else this time, it wouldn't have mattered for this round - but it should be done right.

Starting positions
Diddy-bot N8-S, President Ford E8-S, Pineapple 196 J14-N, Squelch K12-S, Bot-i-celli C13-S, Donsbot G7-E.

4.1
President Ford {810-M3+1 using 4th Gear}, Donsbot {800-M3}, Diddy-bot {460-BU}, Pineapple 196 {450-BU}, Squelch {300-RR}.
Board effects: President Ford shoots Diddy-bot with his Remote Control beam - Diddy-bot's program is replaced by President Ford's for the rest of the round.
Pineapple 196 touches checkpoint 1 and updates his archive to K14.

4.2
Donsbot {540-M1}, Squelch {510-M1}, President Ford {500-M1}, Diddy-bot {500-M1}, Pineapple 196 {330-RL}.
Board effects: Squelch is conveyed to L11, the Pusher in J8 pushes President Ford into the big pit - he loses a life.

4.3
Pineapple 196 {840-M3}, Diddy-bot {770-M2}, Squelch {710-M2}, Donsbot {550-M1}.
Board effects: Pineapple 196 is conveyed to L11, Diddy-bot has left the board and loses a life.
Pineapple 196 shoots Squelch for 1 point of damage.

4.4
Squelch {820-M3}, Pineapple 196 {660-M1}, Donsbot {280-RR}.
Board effects: Pineapple 196 shoots Squelch for 1 point of damage.

4.5
Pineapple 196 {650-M1}, Donsbot {430-BU}, Squelch {210-RL}.
Board effects: Pineapple 196 shoots Squelch for 1 point of damage.

End of turn effects
None.

President Ford withdraws an archive copy on E8. He must choose one option card to discard, takes two damage chits, and must decide which way to face and whether to re-enter the game powered down.

Diddy-bot withdraws an archive copy on N8. He takes two damage chits, and must decide which way to face and whether to re-enter the game powered down.

The facings for President Ford and Diddy-bot on the map are my best guess, and may not match their final choices.

A reminder - Crushers crush on phases 1 and 5, Pushers push on phases 2 and 4.
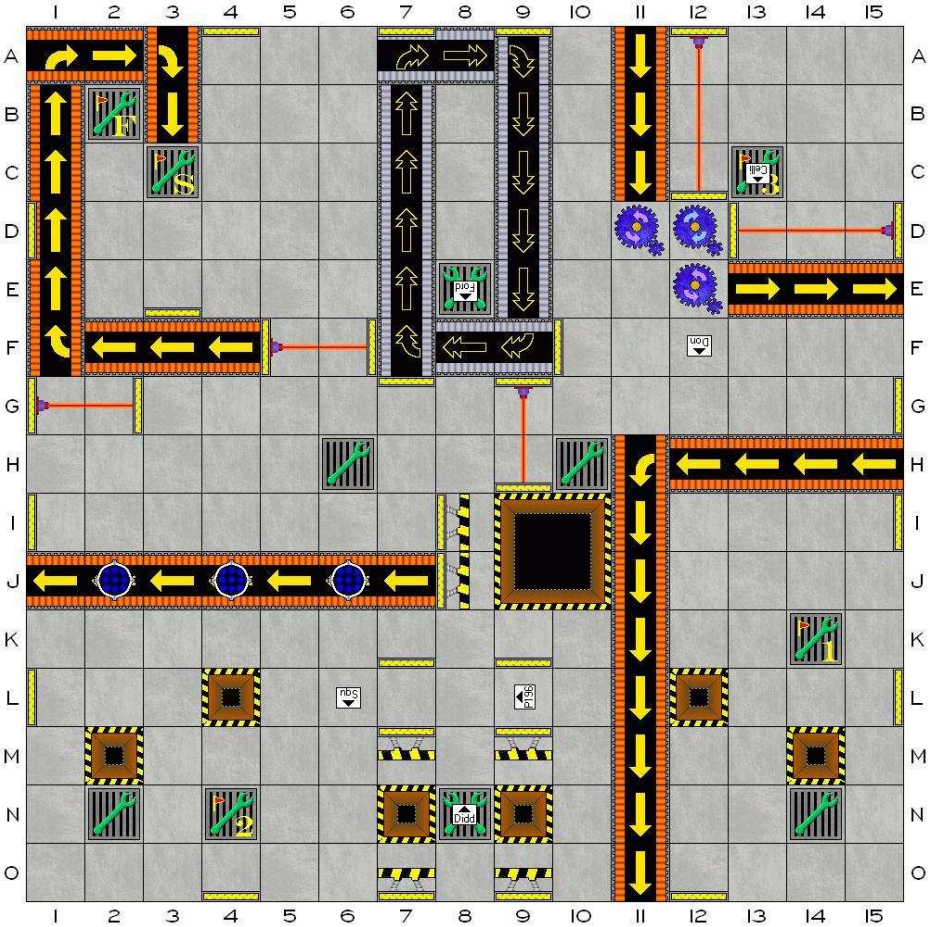
Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	3/-/5	N8	N8-?	-
Roger Krueger	President Ford	3/-/2	E8	E8-?	Radio Control/4th Gear
Greg Payne	Pineapple 196	4/1/-	K14	L9-W	Reverse Gears
Marcus Pratt	Squelch	4/1/5	K14	L6-S	Abort Switch
Jim Reader	Bot-i-celli	3/-/-	C13	C13-S	-
Don Shailer	Donsbot	4/-/-	H6	F12-S	Double Barrel Laser

Orders required
Program cards for round five and any other instructions

SAINT PETERSBURG 2

I hope I've chosen
the right default.

PHASE 2-T

Round 2 - Trading Phase

Kevin	Marcus	Tony	Pete
Takes Fur Shop into hand	Upgrades Author to Admiral	✘	✘
✘	Upgrades Ship Builder to Wharf	✘	✘
✘	✘		

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	11	3	9r + 0v	0r + 2v	3r + 0v	Aristocrat	22
Marcus	1	0	15r + 1v	0r + 0v	3r + 3v	Trading	23
Tony	8	2	9r + 0v	0r + 1v	4r + 0v	Building	16
Pete	12	5	9r + 0v	3r + 3v	4r + 1v	Worker	14

Players	Cards in hand	Cards in play
Kevin	Fur Shop	Gold Miner x 2, Fur Trapper, Market x 2, Warehouse Manager
Marcus	Customs House	Lumberjack, Wharf, Weaving Mill, Potjomkin's Village, Admiral
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

Marcus simply ordered cards to be 'picked', which says nothing about what is to happen to them. My default is to buy them if possible, and with both cards this time, they were upgrade cards with only one choice of which card to replace.

My advice is to be precise with your orders. For example, buy a card, take a card into your hand, play a card from your hand, upgrade this with that, and so on. Anything that does not say what happens to a card runs the risk that I'll end up doing something you didn't want.

Orders required
Round three Worker phase led by Pete

SOPWITH T-340-FW

There's not much
left in this one.

ROUND 24

	Pilot	Starts	Moves	Ends	A:D:P
2	*Mad Ferret* Tim Franklin	G13-NE	A-fL, LT-fR, LT {Airfield: A10}	E13-W	06:02:09
4 ♠	*The Brown Baron* Michael Graystone	D13-E	RT-fA, 0, 0 {Airfield: S19}	E13-SE	09:09:37
6 ♠	*Lord Flashheart* Joakim Spångberg	J19-NE	A, crashes {Airfield: J1}	Dead	16:00:00

Numbers follow hexes in this direction

Letters follow hexes in this direction
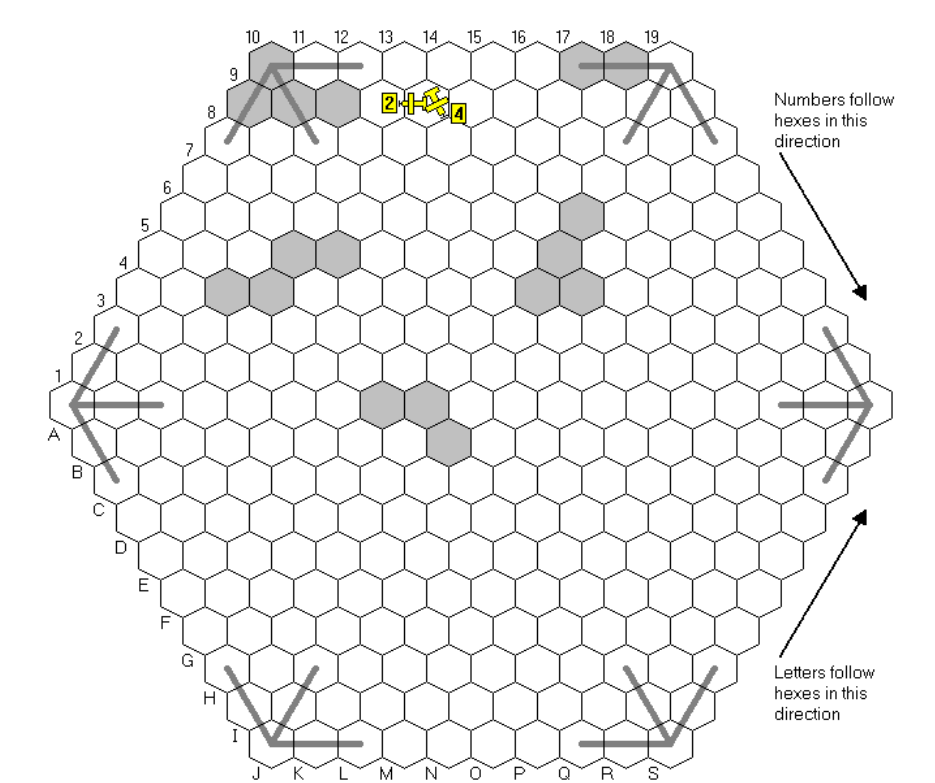
The clouds moved north west. *Mad Ferret* and *The Brown Baron* find themselves alone in the sky, and in the same space! If it comes to trading shots, *The Brown Baron* has the edge by seven damage points. But we shall see.
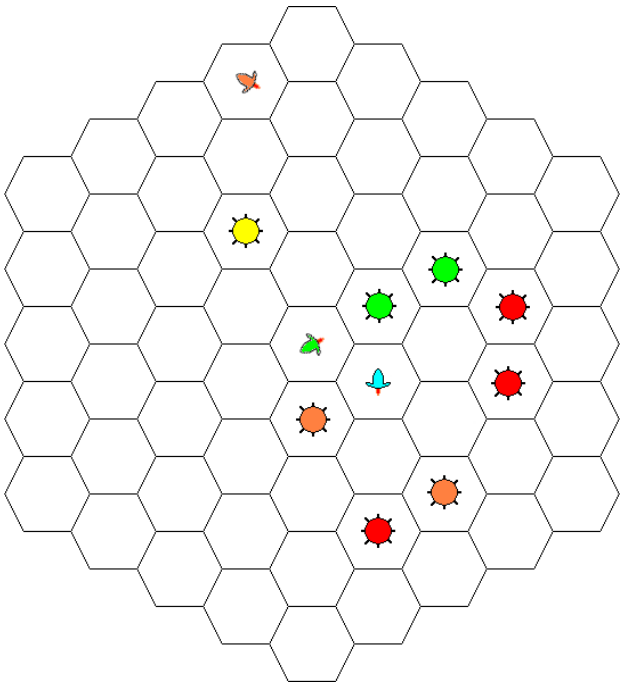
SPACE BLAST 1

James White lays a trap for *Chewbaccy*.

ROUND 12

	Pilot	Colour	Actions	Armour	Chits
1	*James White* Bob Coull	Green 2 VPs	Lay mine	2	3T : 4R 1M : 0B
2	*Major Tom* Michael Graystone	Orange 4 VPs	Turn left	2	4T : 3R 1M : 0B
3	*Chewbaccy* Steve Ham	Blue 1 VP	Turn left, brake	3	2T : 5R 3M : 1B

Chewbaccy looks like he's going to be boxed in, and will lose an armour point breaking out of the minefield. Meanwhile *Major Tom* has the luxury of open space.

Orders
0 to 3 actions for round thirteen

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/

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

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

-    Lew Stansby 3.646
-    Ken Boucher 3.632
-    David Hilbert 3.053
-    Roger Krueger 3.042
-    Chris Rudram 2.800
▾   Victor Cronshaw 2.722
-    Per Hallberg 2.636
-    Rob Thomasson 2.611
▾   Pete Campbell 2.579
▾   Peter Hawkins 2.523
-    Dave Burton 2.468
-    Michael Bakken 2.200
-    Michael Longdin 2.187
-    Dan Zacharias 2.174
▴   Willem Moene 2.106
▴   Michael Graystone 2.106
-    Brian O'Farrell 2.100
-    Peter Beck 2.099
-    Mick Haytack 2.035
-    Gareth Lodge 2.000

✪ Completed games and winners:

Puerto Rico e807 . . . . Pete Campbell
Carcassonne e810 {River} . . . . Tom Howell
Acquire e820 . . . . Willem Moene

✪ New games and start dates:

Carcassonne e825 . . . . Dec 29th
Princes of Florence e826 . . . . Dec 30th
Puerto Rico e827 . . . . Dec 31st
1870 e828 {1870-Q26} . . . . Jan 1st
Torres e829 {Action Card} . . . . Jan 8th
Acquire e830 . . . . Jan 16th
Puerto Rico e831 . . . . Jan 16th
1856 e832 {1856-S26} . . . . Jan 18th

PREVIEW

Next month will see a new game of Acquire, using the Special Powers variant, and a Railway Rivals game. I've chosen the Ireland (South) map for this, to complement the game already under way on the northern half of the country. The month after will see our next Bus Boss hit these pages, which will be the second outing on the Luzon map by Jim Reader. Jim subtitled his map Jeepney Boss in tribute to the jeeps used for buses in the Philippines. And that, at the moment, is all that is planned.

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

#161:   Acquire {Powers}, Railway Rivals {Ireland (South)}
#62:   Bus Boss {Luzon}   ✪

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Dec 15th	Minstrel 318
Dec 17th	...mais n'est-ce pas la gare? 89, Variable Pig 116
Dec 22nd	Devolution #72
Dec 27th	Ode 300
Jan 2nd	Save Your XXs For Me #58
Jan 11th	Minstrel 319
Jan 13th	Strange Meeting 3 (I did see #2, just didn't list it for some reason!)
Jan 15th	The Tangerine Terror 44
Jan 20th	...mais n'est-ce pas la gare? 90

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	3.271
-	Lionel Robbins	3.118
-	Mark Frueh	2.909
-	Marcus Pratt	2.717
-	Sharon Khan	2.625
-	Steve Thomas	2.563
▴	Peter Hawkins	2.514
-	Geoff Hardingham	2.500
-	Stephen Webb	2.333
-	Michael Graystone	2.227
-	Rob Thomasson	2.159
-	Colin Sharpe	2.130
-	Tony Robbins	2.050

GAME ORDERS

Please observe these guidelines when sending your orders.

✪ The game name *and game number* must be given for each set of orders.

✪ Your own name and where relevant, your company name and game colour, must be given for all game orders, preferably at the top of the orders.

✪ When you need to refer to other players in a game, you should use their company name *and* colour if these are present in the game.

✪ Do not use both sides of the same sheet of paper for different games.

✪ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.

✪ E-mail orders should be sent to one address only. You may know of more than one address that can reach me, but they all converge on one mailbox. When orders are sent to more than one source, I have to check they are in fact identical.

✪ Leave a reasonable space between orders for different games so that they can be easily separated and filed. If you're typing your orders, put at least three blank lines between orders for different games. I expect a minimum of two inches of paper for each game. On the other hand, please do not submit orders using double-line spacing throughout, as this tends to push a simple set of orders onto two sheets of paper.

✪ Remember that the deadlines given are when the orders should reach me, *not* when orders should be sent. Please do not rely on speedy postal delivery, or on instant e-mail delivery.

Handling NMRs (No Move Received)

✪ If you normally post orders to me and I do not have an e-mail address for you, I cannot remind you but will give as much time as possible for late orders to arrive.

✪ If I have an e-mail address for you, I will usually send a reminder the day after the deadline, although this is not guaranteed.

✪ If you are unable to provide orders straight away, it is of immense help if you can reply to any reminder and let me know when you hope to provide orders.

✪ Games will not normally be held over due to a shortage of orders.

✪ My actions for a player with no orders depends on the game, but usually involves holding still unless the game has specific rules for NMRs. For Bus Boss and Railway Rivals runs, I will take a brief look at the game and enter the player runs that cost the least, to avoid skewing the results for the other players.

✪ If orders arrive once I have adjudicated a game, I may rerun it, but this is entirely at my discretion and depends on how much time I have.   ✪

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

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

Bus Boss and Railway Rivals

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

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

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

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

Rules for carried over runs:

> **Bus Boss:**
>
> The limit of five runs applies at all times.

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

✪

WHO PLAYS WHAT

Peter Berlin 1829-V21
Tony Bromley RR-2085-KU, RR-2117-ND
Simon Brooks BA18, BB-305-NLD, BB-312-MOR, GS7
Pete Campbell . . . 1826-H025, 1829-U25, 1830-G24, 1856-R23, 18GA-D26, Agr1, BB-308-YRK, BB-312-MOR, PR9, RR-2096-B, RR-2112-I(N), RR-2117-ND, StP2
John Colledge . . . Acq52
Bob Coull 6n14, Acq51, BB-309-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, RR-2117-ND, SB1
Dennis Frank BA18, BA19
Tim Franklin 1830-L23, 1895-X24, Sop340
Mark Frueh 1830-G24, 1870-R24
Michael Graystone 6n14, Acq51, Acq52, BB-308-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, Sop340, SB1
Lyndon Gurr 1826-H25, 1835-C26, 1856-R23, 1856-P26, 18GA-D26, 18Kaas-P23, OP26, OP27
Steve Ham 6n14, BA18, BA19, GS7, Robo3, SB1
Geoff Hardingham OP26, PR10
Alan Harvey 1830-V1-N24, 18Kaas-P23, CM1
Mike Head 1830-L23, 1830-G26, 1856-P26, 18GA-D26, IW1
John Hopkins 1829-V21, PR8
Mike Hutton 1829-V21, 1830-G26, 1856-P26, Agr1, Agr2, PR9
Sharon Khan IW1
Roger Krueger . . . 1870-R24, 1895-X24, Robo3
Kevin Lee . . . . 6n14, Acq51, Agr2, BB-309-YRK, BB-313-MOR, GS7, PR10, PR11, RR-2112-I(N), StP2
Michael Longdin . . Agr1, CM1
Richard Lunn 1830-L23, 1830-G26, 1856-P26, BA19
John Marsden . . . Acq52, BB-305-NLD, BB-313-MOR, CM1, RR-2112-I(N)

Willem Moene . . . 1830-L23, 1830-G24, 1830-G26, 1835-C26, 1856-R23, 1870-R24, 18Kaas-P23, OP26, OP27, PR9, PR11
Greg Payne 6n14, BA19, BB-313-MOR, Robo3
Marcus Pratt Agr1, Agr2, IW1, OP26, OP27, Robo3, StP2
Jim Reader . . . . . . 6n14, BA18, BA19, 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
Lionel Robbins . . . 1829-V21, 1829-U25
Tony Robbins BB-309-YRK
Simon Robertson . BB-305-NLD, RR-2096-B
Tony Sait . . . . 1830-G26, 1830-V1-N24, 1856-P26, 18Kaas-P23, PR11, RR-2112-I(N)
Don Shailer BB-305-NLD, BB-308-YRK, BB-313-MOR, CM1, GS7, RR-2117-ND, Robo3, SB1
Colin Sharpe 6n14, Acq51, Acq52, BB-309-YRK, RR-2096-B
John Shelley 1826-H25, 1829-U25, 1830-L23, 1835-C26
David Smith OP27
Don Smith 1826-E22, 1830-G24, 1830-V1-N24, 1835-C26, 1856-R23, 1870-R24, 18GA-D26
Joakim Spångberg BA18, GS7, Sop340
Allan Stagg Agr2, PR8, PR10
Mark Stretch 1830-V1-N24, BA18, BB-305-NLD, OP27
Steve Thomas . . . 1895-X24
Rob Thomasson . . 1829-V21, 1829-U25, 1856-R23, BB-313-MOR, RR-2085-KU
Roger Trethewey . BA19, GS7
Stephen Webb . . . 1826-H25, 1830-G24, 1830-V1-N24, 1870-R24, CM1, PR8
Tony Wilcock Acq51, Acq52, StP2

OUTSIDE EDGE

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CONTENTS

DEADLINES

Wednesday February 18th 2009
18xx Games - Friday February 13th

Future main deadlines: March 18th   April 15th   May 13th

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.