

FOR WHOM THE DIE ROLLS

February 2009

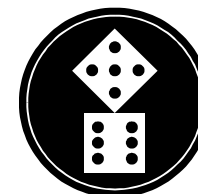
Published by Keith Thomasson

Issue 161

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



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #161, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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WAIT

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

Games starting in this issue...

1837	Tony Bromley, Geoff Hardingham, John Hopkins, Tony Robbins, Stephen Webb
Acquire [Powers]	John Colledge, Michael Graystone, Richard Lunn, Colin Sharpe
Railway Rivals	Pete Campbell, Steve Ham, Kevin Lee, Jim Reader, Colin Sharpe (Ireland (South))

Games starting in the next issue...

⚙	1870	Mike Hutton, Willem Moene, Lyndon Gurr, Adam Romoth, Don Smith
⚙	Bus Boss	Colin Sharpe, Jim Reader, Roger Trethewey, Lyndon Gurr, Bob Coull (Luzon)

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

⇨①	1825 {multi-unit?}	Mike Hutton, Lionel Robbins, Willem Moene, Alan Harvey
⇨①	1837	Don Smith, Steve Thomas, Stephen Webb, Adam Romoth
⇨①	1861	Mike Hutton, Willem Moene, Lyndon Gurr, Stephen Webb
⇨④	1870	Lionel Robbins
②	18GA	Mike Head
⇨④	18Rh1 Rhineland	Willem Moene
⇨①	Age of Steam	Pete Campbell, Mike Hutton, Marcus Pratt
②	Agricola	Pete Campbell, Jim Reader
⇨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
②	Puerto Rico	Willem Moene, Jim Reader
⇨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 Staggs, Steve Ham, Marcus Pratt
③	Breaking Away	Kevin Lee, Jim Reader, Dennis Frank
⇨⑤	Bus Boss	Waiting
⚙	Railway Rivals	Tony Wilcock, Bob Coull, Jim Reader, Tony Bromley, Lionel Robbins
⇨④	Railway Rivals	John Marsden

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

START

Welcome to issue #161. Before I forget, I must mention the next TringCon event, which will be happening all day on Saturday April 4th in Marsworth Village Hall. I've tended to think of it for the March issue of the zine, which gives people very little time to decide if they want to come. £10 for the day covers your entrance and refreshments. You provide the games and the company.

The next Saturday games day at my place will be on March 7th. Due to a need to be on the south coast for Saturday evening, this will close at around 3pm, but still leaves some five hours for gaming from 10 am. Please let me know if you're coming.

Turn to page 7 to find out which games are in the Clearance Sale that is now on. There are some good games in there at good prices. Later on, Heron Games will be launching it's March Sale, with a lot more on offer. A small selection of those can be found on page 71.

Every now and then someone disagrees with the way I adjudicate their orders. The most recent incident surrounds my inability to understand Marcus Pratt's orders for the current Saint Petersburg game, where he asked me to pick certain cards without saying what to do with them once picked.

His orders arrived on the deadline day, and began "I must admit to being so incensed by your interpretation that I didn't look at the zine again until yesterday. Pick means to hand. Buy means buy."

This raises a number of points, which it is worth everyone bearing in mind.

- ◇ If you have a problem with an adjudication, do not leave it until the last minute to let me know about it.
- ◇ If you are going to use your own terminology in your orders (never recommended), do try and make me aware of what you mean. Whether you are taking a card into hand or buying it, the first thing you do is pick it, or select it, so why I should be expected to understand what to do next is somewhat beyond me.
- ◇ If your next set of orders arrives right on the deadline with the stated assumption that I will be fixing the problem now that you've told me what you meant, I am far less likely to be amenable to the idea than if you had contacted me earlier on.

Marcus felt his position in the game had been destroyed by my actions. I believe that his orders were the root cause of the problem. He may feel that what I did was not sensible, but I can not follow everyone's position as closely as they do, nor can I know what their game plan may be. Another point is that bad orders should not be rewarded by the referee doing 'the right thing', which will vary in any case from one person's opinion to another.

I usually manage to destroy my chances in Saint Petersburg by spending too much too early and not getting my income sorted out. As things stand, Marcus has the best income during the Workers phase, which has just been adjudicated, so does not appear to be badly off at all. Not as I see it, anyway.

It's time to warm up the printer and get cranking. See you in March.



BOARD 2 PIECES

BY TED ALSPACH



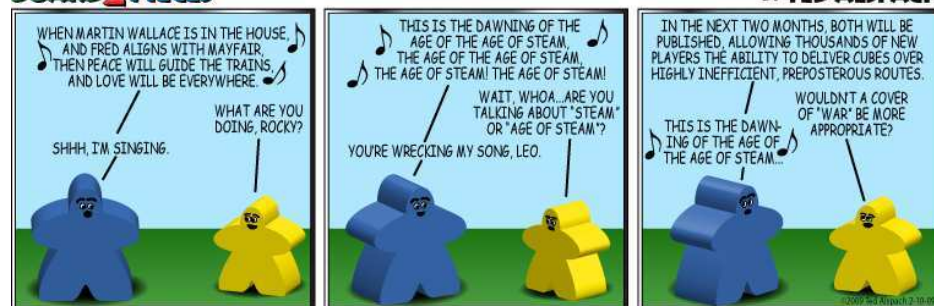
BOARD 2 PIECES

BY TED ALSPACH



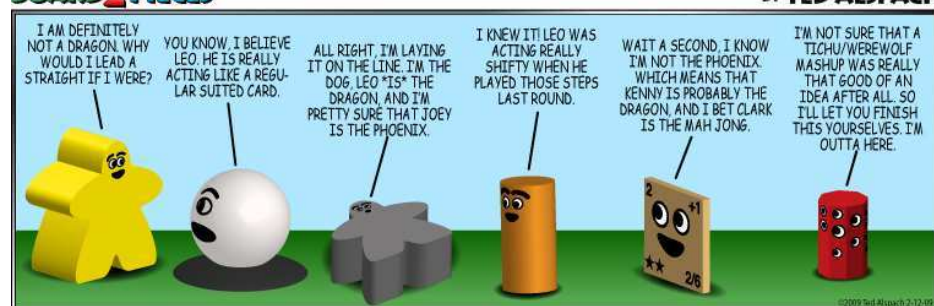
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



CLEARANCE SALE

The following games are on special offer while stocks last. Some of these games are non-English titles. I can supply the rules in some cases, or point you to where they can be found. It doesn't mention anything about language, it has English rules. There's more information on these at the web site (www.herongames.com) and even more can be found at www.boardgamegeek.com.

Bohnanza Fan Edition	£5.00	The base game of Bohnanza, with artwork by the fans. German. English rules available on BoardGameGeek and the Amigo web site.
Ghost for Sale	£9.00	A game about buying Scottish castles.
Gumball Rally	£5.50	Go-kart racing card game by Ted Cheatham.
John Silver	£5.00	A neat card game from eggertspiele, better know for their larger games.
Kill the Hippies	£9.00	A non-politically correct card game about trying to get rid of the hippies.
Little Amadeus Maestro	£17.00	Try to collect the musicians to play the works of Mozart. Comes with a 60-minute CD of Mozart's work.
Masquerade	£7.00	A card game of world domination.
Mimic	£8.50	A set-collecting card game with special powers to bend the rules.
Section X	£14.00	A strategic game of tunnelling to freedom. I will supply English rules. There is no other text in the game.
Seenot im Rettungsboot	£17.50	The German version of Lifeboats, a great game. Comes with English rules.
Shazamm!	£10.50	A duelling game between two wizards.
The Indomitable Citadel	£14.00	A development game in which you try to do your best to protect the citizens. I will supply English rules and English paste-ups for the cards.
Top oder Flop	£10.50	Choose which of five movies to invest in, while playing cards to determine the successes and flops. German. English Rules available on the Argentum Verlag web site.
Wadi	£10.50	Wadi is a tile laying game of managing water in ancient Egypt.



1826-H25

Does the Etat form? No.
Does the SNCF form? Oh yes.

OR6 - OR7

OR6	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
B	LQ	58:D10:2	-	550	Half	135C▲	462	-	4H
A	SW	4:F16:3	-	180	Yes	122B▼	495	-	4H
P	JS	8:F8:2	9:E9:2	-	③ ④	100A▼	90	-	4H
PL	PC	8:H10:1	8:H12:4	-	④	100A▼	130	-	4H
M	JS	9:L4:2	4:K5:2	-	④	100A▼	130	-	4H
PO	PC	58:H2:3	-	280	Yes	110D▲	49	-	4H
GC	JS	15:M13:6	-	130	Yes	110D▲	156	-	-
O	PC	14:I7:2	-	130	Yes	① ⑤ ⑥ ⑦ 90E▼	625	-	6H 4H
E	SW	8:G11:6	6:F12:3	-	③ ⑧ ⑨ ⑥	82C▼	480	1	6H
N	LQ	9:F10:2	8:E11:5	-	③ ① ⑩ ⑨ ①	70E▼	155	1	6H 6H

- Notes: ① Converts to a 10-share company
② 135 from the bank for the sale of 1 share (▼122B)
③ 40 to the bank for terrain costs
④ 200 to the bank for a '4H' train
⑤ 40 to the bank for a token in H6
⑥ 300 to the bank for a '6H' train
⑦ 550 from the bank for the sale of 5 shares (▼90E)
⑧ 40 to the bank for a token in F12
⑨ Loan acquired
⑩ 80 to the bank for a token in C11
① 600 to the bank for two '6H' trains

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
B	LQ	143:C9:1	140	No	①	122C▼	0	-	6H
A	SW	9:F14:3	110	Yes	② ③	122B▲	117	-	6H
PO	PC	24:H8:6	130	Yes	④	122D▲	48	-	6H
GC	JS	9:M5:3	-	-	⑤ ⑥ ⑦ ②	100D▼	356	1	6H
P	JS	-	-	-	-	90A▼	90	-	-
PL	PC	57:I13:1	90	Yes	-	100A▲	166	-	-
M	JS	4:J6:2	90	Yes	⑧	100A▲	86	-	-
O	PC	23:H10:3	140	Yes	⑨ ⑩	100D▲	26	-	10H
E	SW	515:G9:1	160	No	⑥ ⑨	75C▼	40	1	10H 6H
N	LQ	14:C15:1	230	Yes	⑨	75E▲	272	1	10H 6H

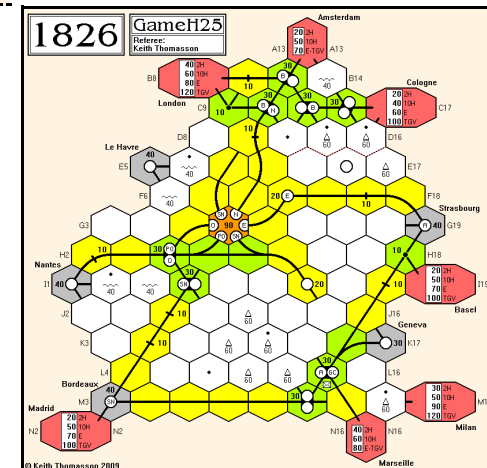
- Notes: ① 602 to the N for a '6H' train
② 300 to the bank for a '6H' train
③ 122 to the bank for 1 share
④ 1 to the O for a '6H' train
⑤ Free lay on river hex by the Bridge private
⑥ Converts to a 10-share company
⑦ Loan acquired
⑧ 80 to the bank for a token in I7
⑨ 600 to the bank for a '10H' train
⑩ The SNCF forms, absorbing the P, PL and M. John is the President.

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
Stephen Webb	38	154	105	297	1,382	23.3▲	9
John Shelley	7	162	84	253	1,249	21.0▼	8
Pete Campbell	47	251	185	483	1,481	24.9▲	7
Lyndon Gurr	14	208	134	356	1,832	30.8▲	12

Portfolio	A	B	E	GC	N	O	PO	SNCF	Bonds
Stephen Webb	3P	1	3P	1	2	-	1	1	-
John Shelley	-	3	-	3P	-	-	-	-	-
Pete Campbell	1	-	-	1	-	3P	3P	3P	-
Lyndon Gurr	1	6P	1	-	3P	2	1	1	-

Company type	10	10	10	10	10	10	10	10
Bank (new)	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	5	-	6
Treasury shares	5	-	6	5	5	-	5	-
Price	122B	122C	75C	100D	75E	100D	122D	110A
Loans	-	-	1	1	1	-	-	-
Company credit	117	0	40	356	272	26	48	1,002
Tokens	1	1	1	2	1	1	1	4
Trains	6H	6H	10H 6H	6H	10H 6H	10H	6H	-
Bank cash: 8.750		Certificate limit: 13					Trains: 4 x 'E', 'TGV's	
Current operating order: PO, B, A, SNCF, GC, O, N, E								

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
3/2	4/1	5/2	6/1	7/4	8/10	9/10	57/3	58/4	14/1	15/2	16/1	19/1	
20/1	23/3	24/4	26/1	27/1	28/1	19/1	87/2	88/2	141/1	142/-	143/-	203/1	
204/2	514/-	619/-	39/1	40/1	41/2	42/2	43/3	44/1	45/2	46/2	47/3	63/5	
70/1	515/-	611/2											



Orders required for the following round

By the early deadline

SR6



1829-V21

Companies do not sell trains, so please don't order them to do so.

OR27 - SR16

The GNR token in N14 had disappeared, and the 38 tile in N10 was a phantom. That shouldn't be a problem, there are three available for next time. The Caledonian only ran for 140 last tie. The NER token couldn't go to L10 this time, as that would follow the Highland token. The tile in P16 only upgrades to a 51, not a 50.

OR27	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB		►P4	110	No	-	300▼	650	-
NER	MH	34:O11:5	►M9 !	300	No	-	300▼	570	5 3T
Mid	JH	46:R18:5	►S19	250	Yes	-	345▲	70	5 4
NBR	RT	166:G7:1	►J6	160	Yes	①	200▲	20	4+4E 3T
Cal	LR	15:N12:6	►L8	320	Yes	-	180▲	20	4
L&YR	PB		►K7	-	-	②	14▼	10	3T
GNR	LR	7:M11:6	►M9 !	350	Yes	③	200▲	10	5 4
GCR	MH	50:O11:2	►J12	210	Yes	-	90▲	10	4
High	RT	51:F6:3	►L8 !	-	-	-	38▼	10	-
Furn	LR	7:L10:4	►L12	-	-	④	29▼	40	6

- Notes: ① 830 to the bank for a '4+4E' train
 ② 110 to the LNWR for a '3T' train
 ③ 160 to the bank for terrain costs
 ④ 10 to the Caledonian for a '6' train

Stock Round 16

Mike	Rob	Lionel	Peter	John
+ NER pool	- 5 Highland {Dir to John} + L&YR pool	✗	✗	- 5 Highland {Receivership}
+ LNWR pool	+ L&YR pool	✗	✗	✗
+ Furness new	+ L&YR pool	✗	✗	✗
+ Furness new	✗	✗	✗	✗
✗	Priority for SR17			

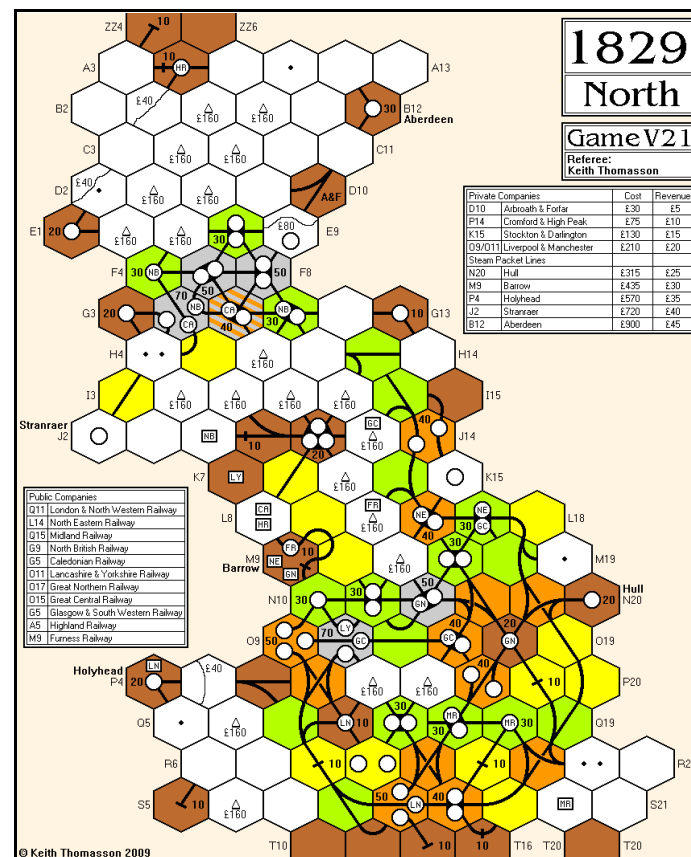
Portfolio	SPs	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	High	Furn
✗ Rob Thomasson Ba St Ab	-	-	-	8D	4	3	1	-	-	-	-
Lionel Robbins	-	-	1	1	2	6D	-	5D	2	-	5D
Peter Berlin	-	5D	-	3	-	-	5D	-	-	-	-
John Hopkins	-	-	-	5D	-	-	-	4	1	-	3
Mike Hutton	Holy	2	9D	1	-	-	2	-	7D	-	2

Bank (new)	-	-	-	-	-	-	-	-	-	-	-
Price (new)	-	100	90	82	76	71	67	64	61	56	53
Bank (pool)	-	3	-	-	-	-	-	-	-	10D	-
Price (pool)	-	300	300	345	200	180	14	200	90	38	29
Company credit	-	650	570	70	20	20	10	10	10	10	40
Tokens	-	3	3	3	1	2	3	2	1	2	2
Trains	-	5 3T	5 4	4+4E	4	3T	5 4	4	-	-	6

Bank cash: 4,642 Certificate limit: 18 Trains: 1 x '6', 2 x '2+2', 1 x '4+4E'

Cash Flow	b/f	OR27	SR16	c/f	Value	%	Certs
Rob Thomasson	2,914	406	148	3,468	8,115	23.7▲	15/18
Lionel Robbins	4,852	466	0	5,318	8,978	26.2▲	15/18
Peter Berlin	1,622	75	0	1,697	4,302	12.6▼	7/11
John Hopkins	2,220	286	190	2,696	5,398	15.8▲	9/12
Mike Hutton	2,678	207	-706	2,179	7,425	21.7▼	18/22

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds								
1/2	2/2	3/2	4/3	5/4	6/4	7/-	8/6	9/7	10/3	12/-	13/3	14/-	
15/-	16/1	17/1	18/-	19/2	20/2	21/1	22/1	23/4	24/2	25/2	26/1	27/1	
28/-	29/-	30/-	31/1	33/-	34/1	35/1	36/-	37/-	38/3	39/1	40/1	41/2	
42/2	43/-	44/1	45/-	46/-	47/-	49/1	50/-	51/-	60/2	166/3			



Orders required for the following rounds

By the early deadline

OR28, OR29, OR30



1829-U25

Two simple rounds with
some very confusing orders.

OR5 - SR6

OR5	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	8:S11:1	•Q13	110	Yes	-	142▲	420	2 2 2
GWR	PC	8:V18:6	•U19	50	Yes	-	100▲	720	2
Mid	JS	5:Q15:4	•R16	-	-	①	76▼	640	2
LSWR	LR	-	•W19	-	-	-	71▼	760	-

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

Stock Round 6

Rob	John	Pete	Lionel
- 1 GWR + LNWR pool	+ Midland pool	+ GWR pool	+ Midland pool
✗	✗	✗	- 1 LSWR + Midland pool
✗	✗	✗	✗
Priority for SR7			

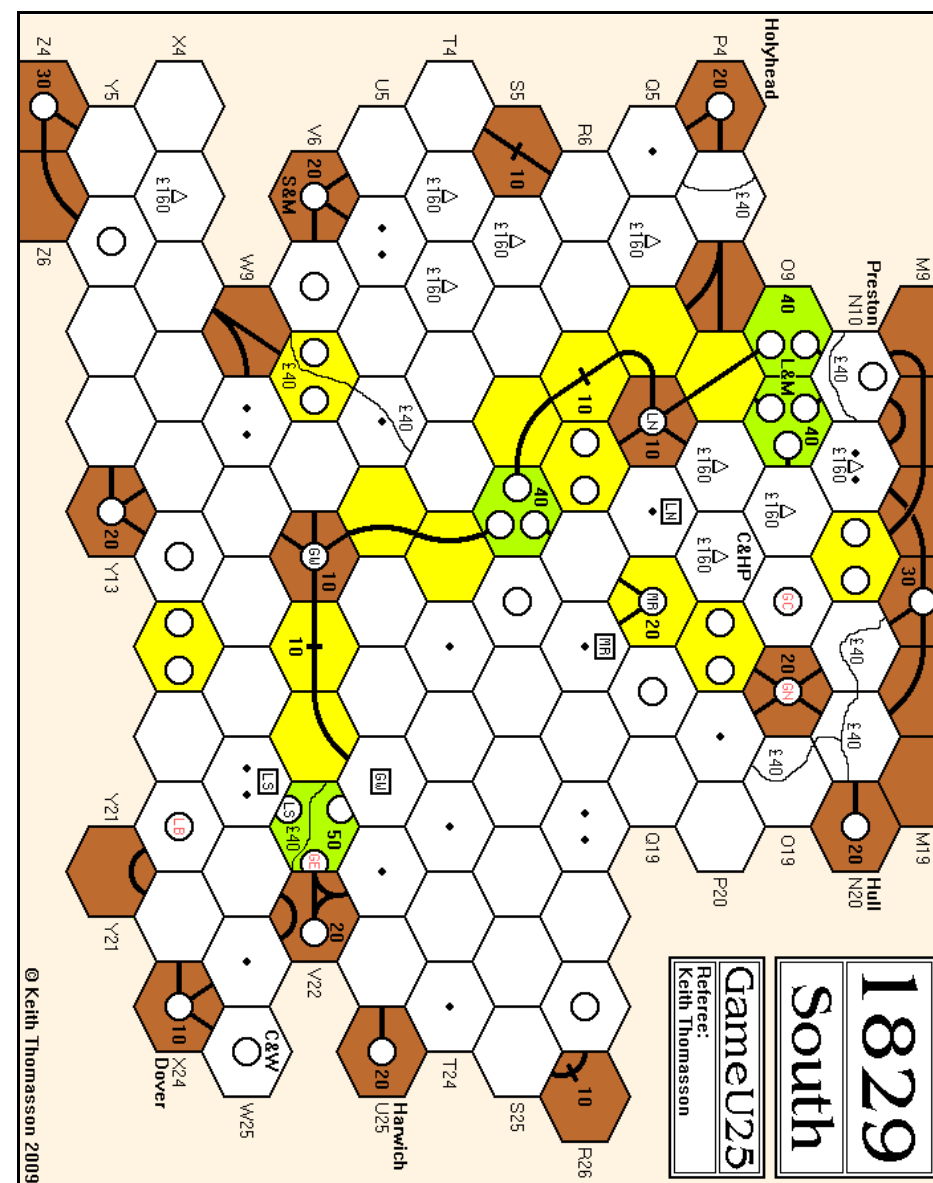
Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
Rob Thomasson	30	64	-42	52	992	28.2▲	7
John Shelley	56	32	-76	12	827	23.5▼	8
Pete Campbell	70	51	-100	21	893	25.4▲	7
Lionel Robbins	69	22	-81	10	801	22.8▼	8

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GWR	LBSC	GER	GCR
✗ Rob Thomasson	S&M	5D	2	-	-	-	-	-	-
John Shelley	C&HP	2	-	6D	-	-	-	-	-
Pete Campbell	C&W	1	6D	-	-	-	-	-	-
Lionel Robbins	-	2	-	2	5D	-	-	-	-

Bank (new)	Hull	-	-	-	4	10	10	10	10
Price (new)		100	90	82	76	71	67	64	61
Bank (pool)	L&M	-	2	2	1	-	-	-	-
Price (pool)		142	100	76	71				
Company credit		420	720	640	760				
Tokens		5	5	4	4	5	4	4	4
Trains		2 2 2	2	2	-				
Bank cash: 19,905	Certificate limit: 18				Trains: 2 x '2', 6 x '3'				

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

Two orders gave me cause to pause this time. The first was a multiple negative - 'If neither A nor B is not in line with C' - semantically equivalent to 'If A or B is in line with C', but much harder to read quickly and make sense of. Avoid double (or triple) negatives at all costs! The other was 'If condition is true then buy this else buy that'. So, I buy this if the condition is true, and buy that if the condition is not true. In fact, due to what followed, the 'else' in this statement appeared to mean 'If this statement is true, buy this, or buy that if this is not available'. In both cases, I hope you got what you intended.



Orders required for the following rounds

By the early deadline

OR6, SR7

Adjudication can pause between rounds if requested



1830-L23

The Erie finds a new master.

SR9

The Erie was able to run for 200 in each of the operating rounds last time. I got too focused on the token the NYC laid and forgot about the Erie token to the west.

Stock Round 9

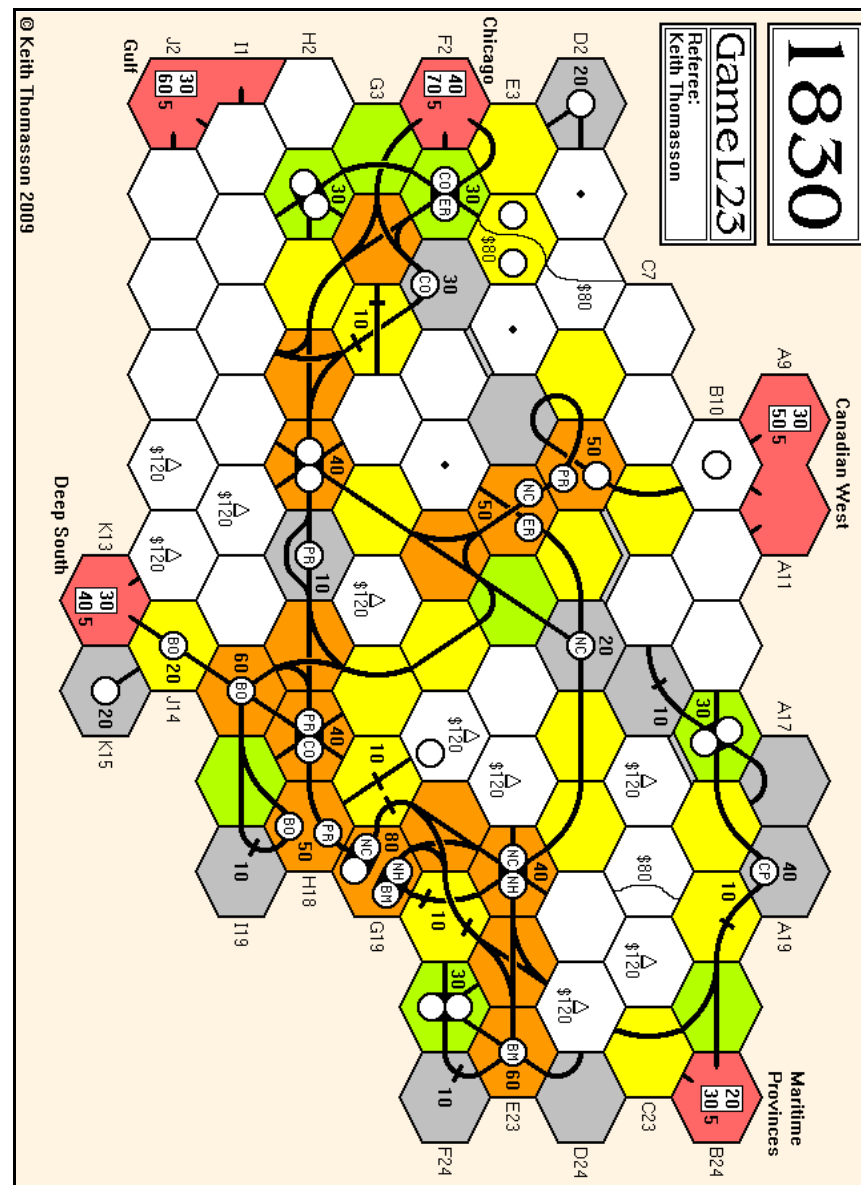
Willem	John	Mike	Richard	Tim
- 2 C&O	+ C&O pool	✗	- 1 CPR [v90B]	- 5 Erie [v40K]
+ Erie pool			+ C&O pool	(Pres to Willem)
+ Erie pool	✗	✗	✗	✗
+ Erie pool	✗	✗	✗	✗
+ Erie pool	✗	✗	✗	✗
+ Erie pool	✗	✗	✗	✗
+ Erie pool	✗	✗	✗	✗
✗	Priority for SR10			

Cash Flow	b/f	SR9	c/f	Value	%	Certs
John Shelley	1,255	-70	1,185	2,705	12.7	13/14
Mike Head	1,413	0	1,413	3,528	16.6	10/11
Richard Lunn	2,370	30	2,400	5,011	23.6	13/14
Tim Franklin	1,353	250	1,603	3,666	17.3	13
Willem Moene	2,605	-131	2,474	6,335	29.8	13/19

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
John Shelley	-	-	5P	6P	1	-	-	5P
Mike Head	2	1	1	1	1	5P	1	-
Richard Lunn	2	1	2	-	1	4	3	1
Tim Franklin	-	6P	2	2	-	1	-	3
Willem Moene	6P	2	-	-	7P	-	6P	1

Bank (new)	-	-	-	-	-	-	-	-
Price (par)	100	100	67	90	71	76	90	71
Bank (pool)	-	-	-	1	-	-	-	-
Price (pool)	200A	200B	75F	90B	50J	200B	300A	111C
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: 1,252			Certificate limit: 13			Trains: Diesels		
Current operating order:		NYNH, NYC, B&O, B&M, PRR, CPR, C&O, Erie						

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							



Orders required for the following rounds

By the early deadline

OR16, OR17, OR18



1830-G24

So, how vicious were
the forced train purchases?

OR10 - OR11

Mark's last purchase was a B&M, not a B&O as reported. The holdings were correct.

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	MF	43:F18:3	-	-	①	80F▼	0	D
CPR	WM	-	70	Yes	-	71F▼	177	5
B&O	SW	61:I15:1	260	Yes	②	70G▼	143	6 5
C&O	PC	14:H10:3	210	Yes	-	70G▼	63	D
Erie	WM	-	-	-	③	69G▼	0	D
PRR	DS	-	320	Yes	-	75F▲	160	6
NYC	SW	-	-	-	-	45G▼	81	-
B&M	MF	-	260	Yes	-	50I▼	52	5

- Notes: ① 1,100 to the bank for a Diesel, mostly funded by 724 from Mark
 ② 1 to the NYC for a '6' train
 ③ 1,100 to the bank, mostly funded by 1,070 from Willem requiring the sale of 1 B&M (▼40I), 1 B&O (▼70G), 1 C&O (▼70G), 4 CPR (▼71F), 1 NYC (▼54G) and 1 NYNH (▼80F)

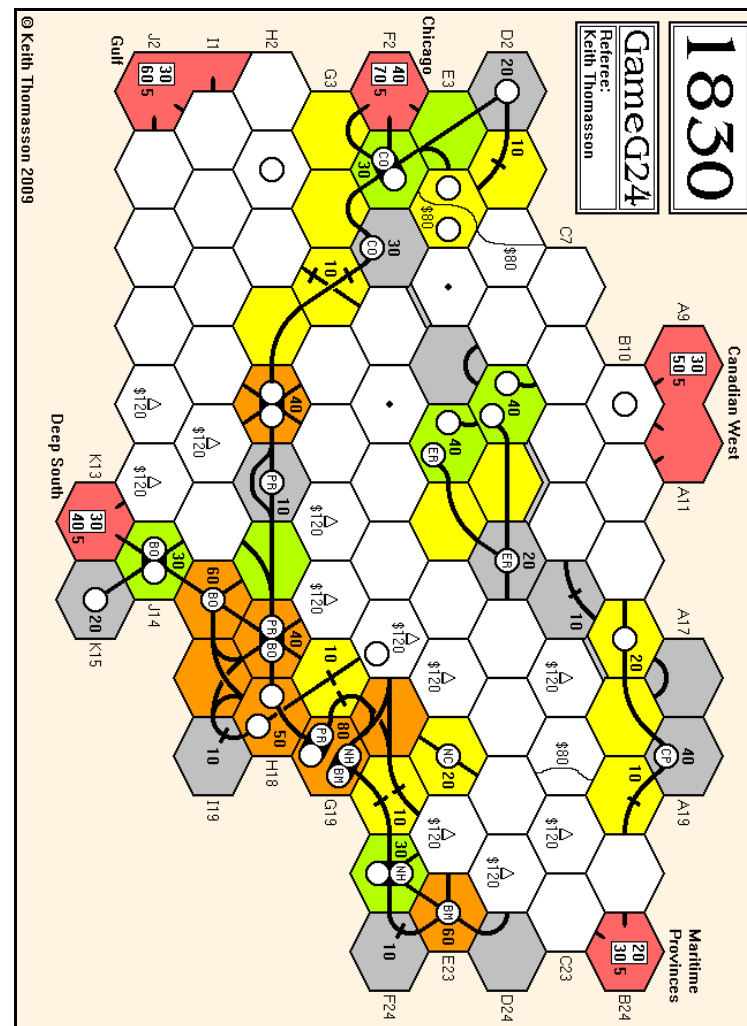
OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	MF	-	370	Yes	-	90E▲	185	D
PRR	DS	24:H14:3	320	Yes	-	80F▲	320	6
CPR	WM	-	70	Yes	①	70G▼	204	D 5
B&O	SW	63:H10:1	490	Yes	-	75F▲	241	6 5
C&O	PC	58:D4:4	220	Yes	-	75F▲	151	D
Erie	WM	-	-	-	②	67G▼	108	-

- Notes: ① 1 to the Erie for a Diesel
 ② Sells 1 CPR (▼70G) (Pres to Stephen), gives the Erie 108 and goes bankrupt

Cash Flow	b/f	OR10	OR11	c/f	Value	%	Certs
Mark Frueh	333	-165	148	316	926	22.3▼	3/7
Willem Moene	251	-233	-18	0	204	4.9▼	2
Stephen Webb	1	144	259	404	1,144	27.5▲	5/9
Pete Campbell	11	131	110	252	677	16.3▲	4/5
Don Smith	19	233	268	520	1,210	29.1▲	7/8

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mark Frueh	5P	-	-	-	-	-	4P	-
Willem Moene	-	-	-	1	2P	-	-	-
Stephen Webb	-	5P	-	2P	-	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)	2	2	4	5	5	1	5	5
Price (pool)	50I	75F	75F	70G	67G	45G	90E	80F
Company credit	52	241	151	204	108	81	185	320
Tokens	-	-	1	3	1	3	-	1
Trains	5	6 5	D	D 5	-	-	D	6
Bank cash: 9,166		Certificate limit: 13			Trains: Diesels			



1st	Don Smith	1,210	29.1%
2nd	Stephen Webb	1,144	27.5%
3rd	Mark Frueh	926	22.3%
4th	Pete Campbell	677	16.3%
5th	Willem Moene	204	4.9%

Congratulations to Don for coming out on top after the carnage of the forced train purchases. Rarely have I seen such an engineered bankruptcy, as Willem's companies both had permanent trains at the end of OR10, but I can't reject orders for such content. There will be time for comments next month, and I suspect there will be some this time.



1830-G26

Two companies will
operate next time.

PUBLICS

Stock Round 1, Public Companies

Mike Head	Mike Hutton	Richard	Willem	Tony
+ C&O/Pres [76]	+ NYNH/Pres[71]	+ NYNH new	+ B&O new	✗
+ C&O new	+ NYNH new	+ C&O new	+ B&O new	✗
+ C&O new	+ NYNH new	+ NYNH new (floated)	✗	✗
+ C&O new (floated)	+ NYNH new	✗	✗	✗
+ C&O new	+ NYNH new	✗	✗	✗
✗	✗	Priority for SR2		

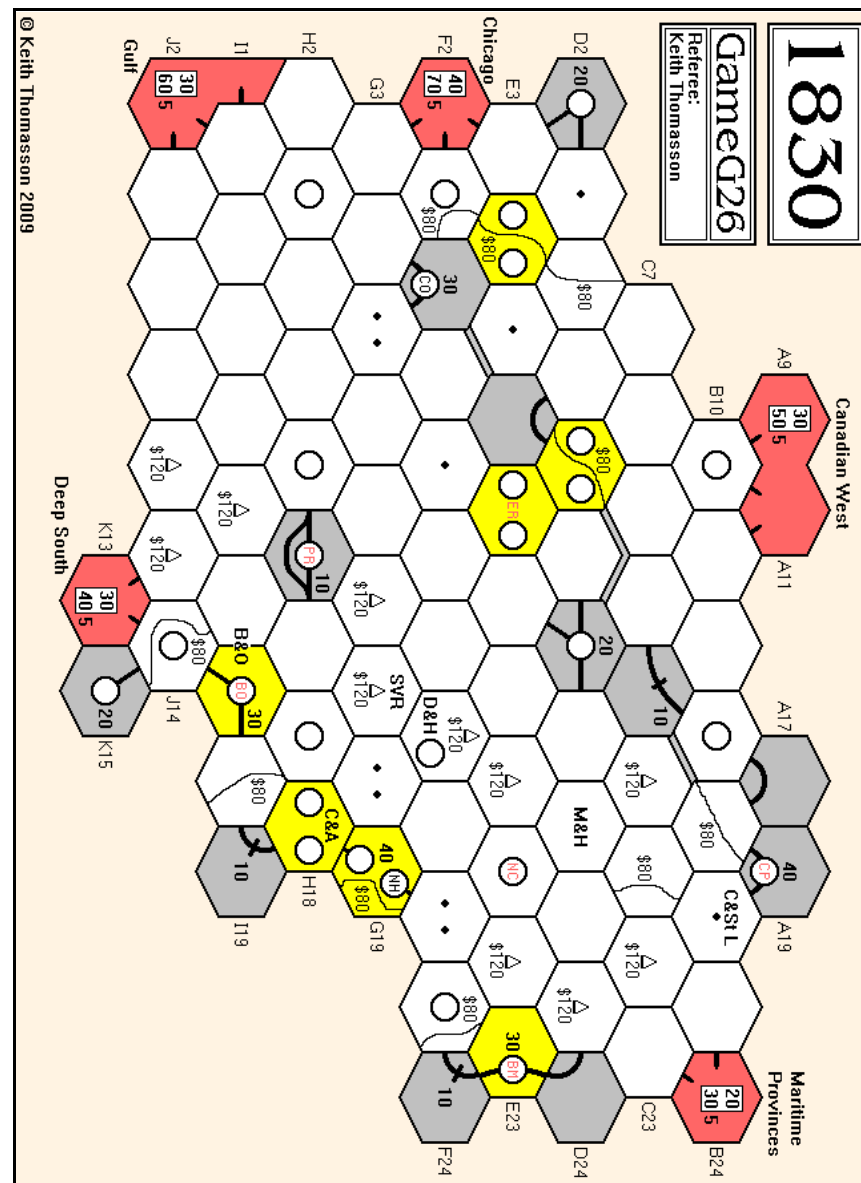
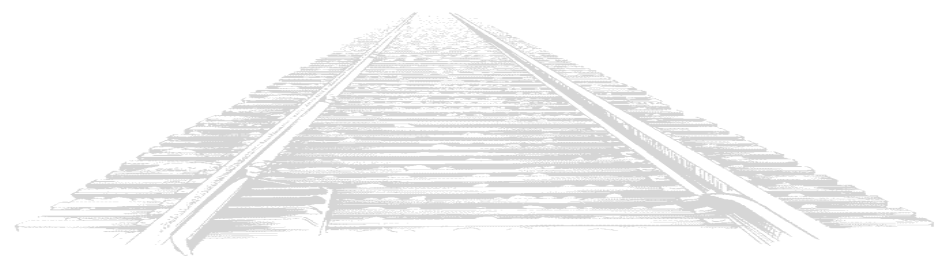
Cash Flow	b/f	Publics	c/f	Value	%	Certs
Mike Head	460	-456	4	480	18.9*	6
Mike Hutton	480	-426	54	480	18.9*	5
Richard Lunn	275	-218	57	455	17.9*	5
Willem Moene	245	-200	45	445	17.5*	4/5
Tony Sait	260	0	260	680	26.8*	2

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	SVR	-	-	6P	-	-	-	-	-
Mike Hutton	-	-	-	-	-	-	-	6P	-
Richard Lunn	D&H M&H	-	-	1	-	-	-	2	-
Willem Moene	C&StL C&A	-	2	-	-	-	-	-	1
Tony Sait	B&O	-	2P	-	-	-	-	-	-

Bank (new)	10	6	3	10	10	10	2	9
Price (par)		100	76				71	
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)		100A	76D				71E	
Company credit			760				710	
Tokens	2	3	3	4	3	4	2	4

Trains			-	-
Bank cash: 10,110	Certificate limit: 13	Trains: 6 x '2', 5 x '3'...		
Current operating order:	C&O, NYNH			

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 rounds

By the early deadline

OR1, SR2



1830-V1-N24

Only one round, but no Diesels.

OR9

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	MS	8:F2:2	100	Yes	-	90B	0	5
NYC	DS	14:G9:3	-	-	-	76B	700	-
Erie	AH	24:E17:4	240	No	-	76B	879	4
B&O	TS	62:I17:1	220	No	-	75F	583	4
PRR	AH	43:H4:5	100	Yes	①	82E	1	5 4
C&O	DS	-	180	No	-	71F	377	5
CPR	MS	-	370	Yes	②	80F	160	6 4
NYNH	TS	19:F14:6	250	No	-	60H	250	6

Notes: ① 359 to the Erie for a '5' train
② 40 to the bank for a token in I17

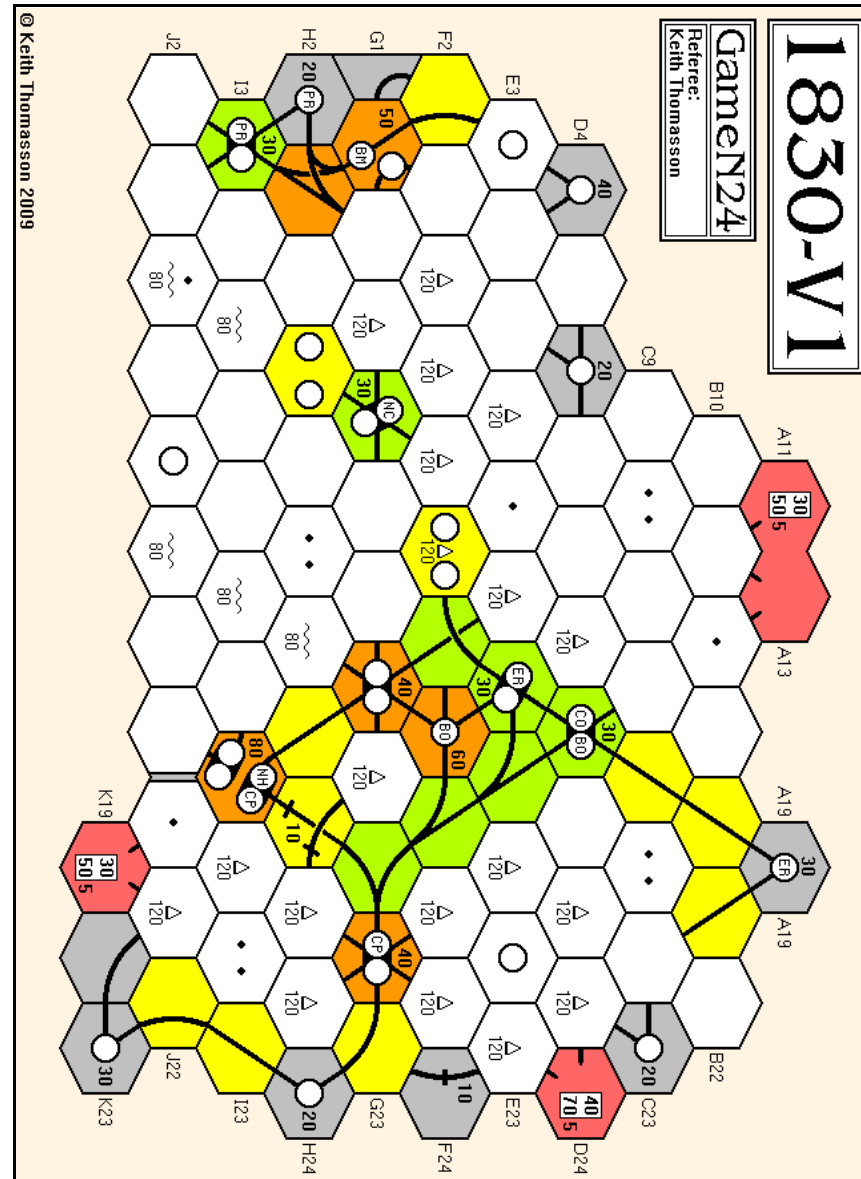
Cash Flow	b/f	OR9	c/f	Value	%	Certs
Stephen Webb	86	84	170	982	19.6	11
Tony Sait	88	0	88	688	13.7	7
Mark Stretch	95	245	340	1,280	25.5	9
Don Smith	49	0	49	860	17.2	9
Alan Harvey	93	87	180	1,201	24.0	11

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)	90B	75F	71F	80F	76B	76B	60H	82E
Company credit	0	583	377	160	879	700	250	1
Tokens	1	1	2	3	1	3	1	2
Trains	5	4	5	6 4	4	-	6	5 4

Bank cash: 8,223 Certificate limit: 13 Trains: Diesels
Current operating order: B&M, PRR, CPR, NYC, Erie, B&O, C&O, NYNH

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



Orders required for the following rounds

By the early deadline

OR10, SR6

Adjudication can pause between rounds if requested



1835-C26

Nobody can afford the
Leipzig-Dresdener yet.

OR2 - SR3

OR2	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
B-M	JS	2:H4:5	40	Half	-	20	20	2
B-P	TS	8:D16:4	-	-	①	90	20	2
Mag	WM	9:F16:3	40	Half	-	20	20	2
K-M	WM	4:F6:2	30	Half	-	95	20	2
B-S	LQ	8:C19:3	50	Half	-	25	25	2
A-K	LQ	6:A11:4	60	Half	-	30	30	2
ByE	DS	6:N12:2	9:M13:2	100	Yes ② ③	92C▲	210	2 2

Notes: ① 80 to the bank for a '2' train
 ② 50 to the bank for terrain costs
 ③ 40 to the bank for a token in N12

Stock Round 3

Willem	John	Tony	Don	Lyndon
x	x	x	x	x
Priority for SR4				

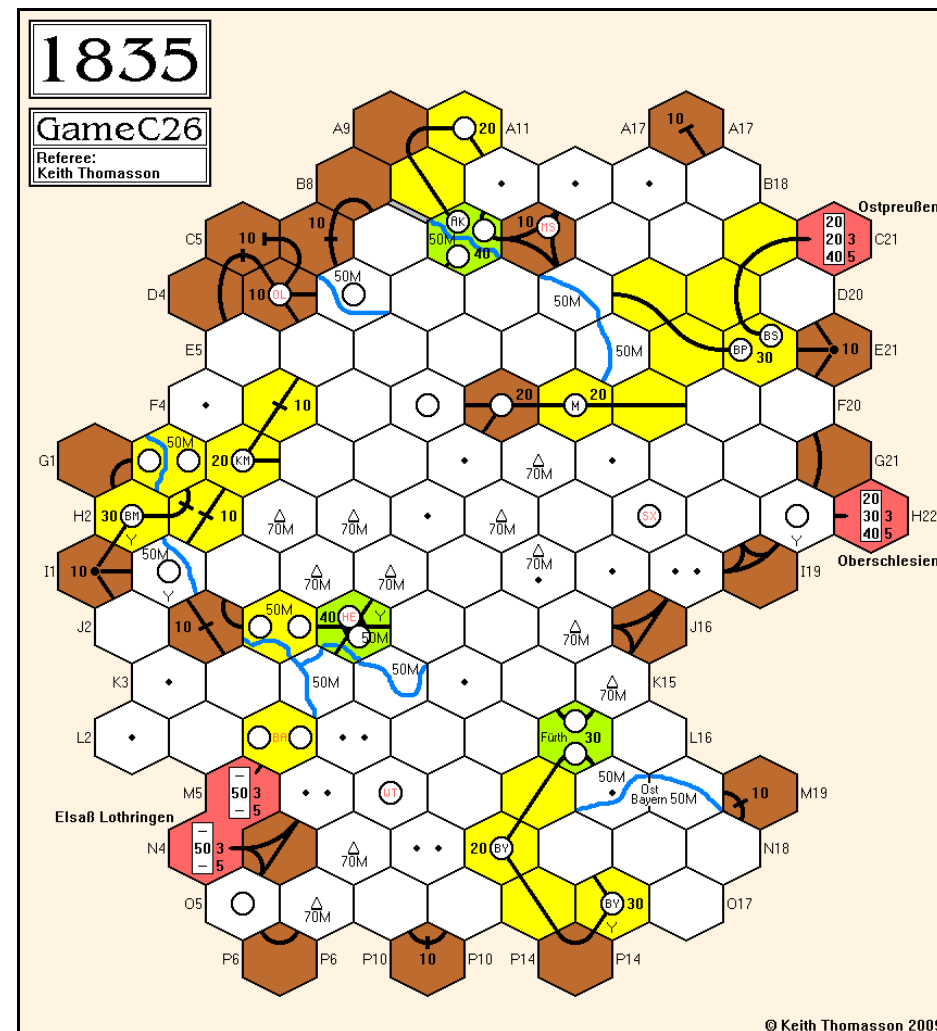
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
John Shelley	95	65	0	160	582	22.8▲	4
Tony Sait	90	30	0	120	450	17.6▼	2
Don Smith	111	35	0	146	522	20.4▼	3
Lyndon Gurr	95	80	0	175	577	22.6▲	4
Willem Moene	150	35	0	185	425	16.6▼	2

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

Bank (new)	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)			92C						
Company credit			210						
Tokens		2	3	2	2	2	2	2	2
Trains			2 2						

Bank cash: 10,724 Certificate limit: 12 Trains: 1 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/-	3/2	4/2	5/2	6/1	7/8	8/12	9/8	55/1	56/1	57/1	58/4
69/2	201/2	202/-										

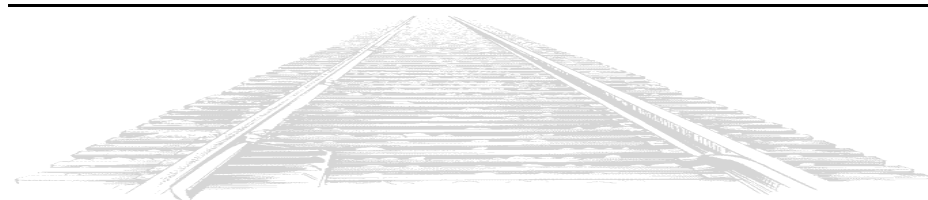


Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested





1837-Y25

Out of the shadows and into the light, a game that started by e-mail.

NEW GAME

Welcome to the second 1837 to run in these pages. The players will deal in this order.

John Hopkins	Drumallan Grange, Durris, By Banchory, AB31 5AY
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Tony Bromley	14 Fairlawnes, Manor Road, Wallington, Surrey, SM6 8BG
Tony Robbins	Lincoln House, Creaton Road, Hollowell, Northants, NN6 8RP
Geoff Hardingham	48 Caspian Way, Wheaton Aston, Stafford, Staffs, ST19 9PR

The start packet has been running via e-mail for some time, slowed down for various good reasons, but it is now finished and this is where we stand.

Start Packet

Tony	90 for the BB coal company
John	80 for the EPP coal company
Tony B	120 for the Semmeringbahn mountain company with S1
Geoff	70 for the EKT coal company
John	70 for the EOD coal company
Geoff	70 for the RGTE coal company
Tony B	140 for the Karawankenbahn mountain company + S2
Tony R	70 for the MLB coal company
Stephen	60 for the SPB coal company
Geoff	70 for the ZKB coal company
Geoff	100 for the Brennerbahn mountain company + S4
Stephen	90 for the Wocheinerbahn mountain company
Tony R	100 for the Tauernbahn mountain company
Stephen	135 for the Arlbergbahn mountain company + S3
Tony B	60 for the EHS coal company
John	60 for the LRB coal company
Tony R	100 for the Kartsbahn mountain company + S5
Geoff	90 for K1
John	✗
Stephen	✗
Tony B	✗
Tony R	90 for K3
	Priority for stock round 2 lies with Geoff

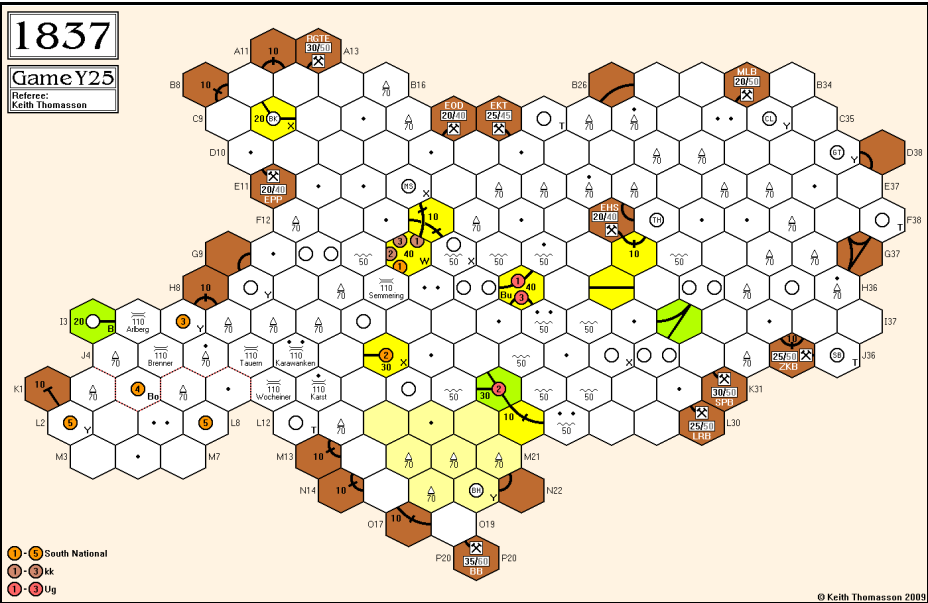
Cash Flow	b/f	S-Packet	c/f	Value	%	Certs
John Hopkins	450	-210	240	540	19.1▼	3
Stephen Webb	450	-285	165	580	20.6▲	4
Tony Bromley	450	-320	130	550	19.5▼	5
Tony Robbins	450	-450	0	560	19.9▼	6
Geoff Hardingham	450	-390	60	590	20.9▲	6

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Uq
John Hopkins	EPP EOD LRB	-	-	-	-	-	-	-	-	-	-
Stephen Webb	Arl Woch/SPB/S3	-	-	-	-	-	-	-	-	-	-
Tony Bromley	Kara Semm/EHS/S1 S2	-	-	-	-	-	-	-	-	-	-
Tony Robbins	Kart Tau/MLB BB/S5/K3	-	-	-	-	-	-	-	-	-	-
✶ Geoff Hardingham	Bren/RGTE EKT ZKB/S4/K1	-	-	-	-	-	-	-	-	-	-

Bank (new)	9	8	9	10	7	8	8	5	8	5
Price (new)										
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)										
Company credit										

Trains
Bank cash: 12,043 Certificate limit: 17 Trains: 14 x 2/10 x 14 5 x 3/6 x 24
Current operating order: Coal companies, S1, S2, S3, S4, S5, K1, K3

Tiles	Tile number/Availability					One Operating Round between Stock Rounds					
1/2	2/3	3/6	4/10	5/2	7/12	8/28	9/22	55/1	56/1	57/3	58/12 69/2
201/3	202/3	401/4	402/3	404/4							



The players have a full size map and tile sheets, which they should make sure they use for this game. Other tile sheets may exist with some tiles in different orientations, so please use these to avoid confusion and errors.

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



1856-R23

Just one more round to go, surely.

OR14 - OR15

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	LQ	63:J11:1	270	Yes	-	250C	34	6
THB	PC	8:K14:1	230	Yes	①	200A	69	5
CV	WM	16:K14:6	510	Yes	-	150A	533	D 5
CGR	RT	63:J15:1	600	Yes	-	125A	249	D
BBG	RT	57:J13:1	330	Yes	-	125A	160	6
CPR	DS	8:L7:3	270	Yes	-	100E	1,310	-
WGB	LQ	8:H15:2	260	Yes	-	100A	0	D
TGB	DS	57:K8:2	-	-	② ③	75C	160	5

- Notes: ① 40 to the bank for terrain costs
 ② 40 to the bank for a token in N11
 ③ 600 to the CPR for a '5' train

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	LQ	58:J9:2	280	Yes	-	275C	34	6
THB	PC	8:K12:2	230	Yes	①	225A	29	5
CV	WM	-	510	Yes	-	175A	533	D 5
CGR	RT	14:K8:2	720	Yes	②	150A	149	D
BBG	RT	39:N15:3	330	Yes	-	150A	160	6
CPR	DS	127:M4:1	-	-	③	90E	210	D
WGB	LQ	-	260	Yes	-	110A	0	D
TGB	DS	24:L7:3	280	Yes	-	80C	160	5

- Notes: ① 40 to the bank for terrain costs
 ② 100 to the bank for a token in K8
 ③ 1,100 to the bank for a Diesel

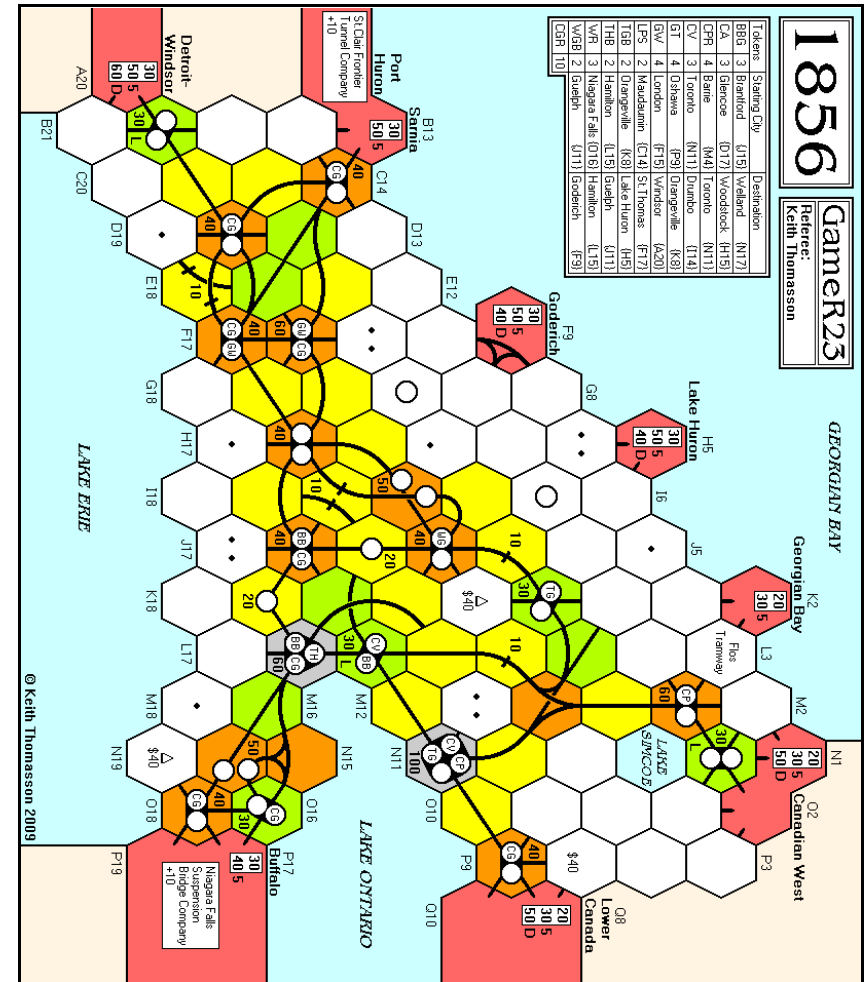
Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Pete Campbell	1,238	465	490	2,193	5,098	24.5	13
Willem Moene	834	595	593	2,022	4,672	22.4	13
Lyndon Gurr	1,048	459	483	1,990	4,925	23.6	12½
Rob Thomasson	420	573	629	1,622	4,597	22.1	12½
Don Smith	302	135	168	605	1,535	7.4	9

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)	150A	90E	175A	275C	80C	225A	110A	150A
Company credit	160	210	533	34	160	29	0	149
Tokens	-	2	1	2	-	1	1	-
Trains	6	D	D 5	6	5	5	D	D

Bank cash: 2,295 Certificate limit: 13 Trains: Diesels
 Current operating order: GW, THB, CV, CGR, BBG, WGB, CPR, TGB

Tiles	Tile number/Availability		Three Operating Rounds between Stock Rounds									
1/-	2/1	3/3	4/3	5/2	6/1	7/6	8/6	9/7	55/1	56/-	57/3	58/1
69/1	14/-	15/3	16/-	17/1	18/1	19/1	20/1	23/4	24/-	25/1	26/1	27/1
28/1	29/1	59/2	120/1	121/2	39/-	40/1	41/3	42/3	43/2	44/1	45/1	46/2
47/2	63/-	64/1	65/1	66/-	67/1	68/-	70/1	122/1	125/-	126/-	127/-	123/-
124/-												



Orders required for the following round

By the early deadline

OR16



1856-P26

The top privates pay 20, not 30.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	MHn	5:F17:6	-	-	①	70D▼	125	-	2
GT	TS	57:P9:2	-	-	② ①	65E▼	130	1	2
CV	RL	9:M12:2	-	-	② ①	65E▼	130	1	2
LPS	LQ	5:C14:5	-	-	② ③	60F▼	150	1	2 2
CPR	MHd	6:N3:5	-	-	② ④ ①	60F▼	145	1	2

- Notes: ① 100 to the bank for a '2' train
 ② Government loan secured
 ③ \$200 to the bank for two '2' trains
 ④ \$40 to the bank for terrain costs

Stock Round 2

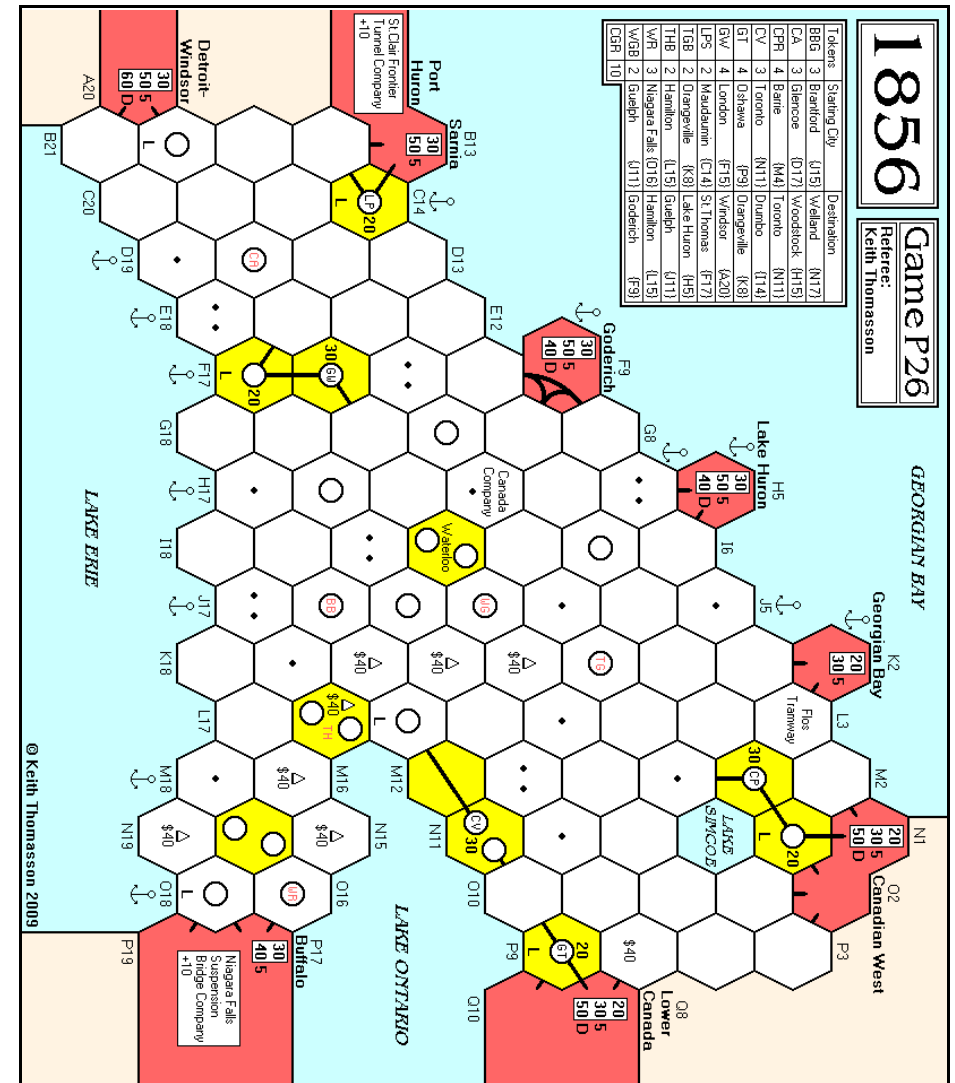
Mike Hutton	Mike Head	Tony	Richard	Lyndon
✗	✗	+ GT new	+ CPR new	✗
✗	✗	✗	✗	Priority for SR3

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Richard Lunn	40	25	-65	0	310	20.7▲	4
Lyndon Gurr	0	10	0	10	290	19.3▼	4
Mike Hutton	25	10	0	35	295	19.7▼	3
Mike Head	35	15	0	50	300	20.0▲	3
Tony Sait	60	20	-70	10	305	20.3▲	3

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	FT, SCFTC	-	-	1	2P	-	-	-	-	-	-	-
Lyndon Gurr	WSR	-	-	-	-	-	-	4P	-	-	-	-
Mike Hutton	CC	-	-	-	-	-	3P	-	-	-	-	-
Mike Head	GLSC	-	-	3P	-	-	-	-	-	-	-	-
Tony Sait	NFSBC	-	-	-	-	3P	-	-	-	-	-	-

Bank (new)	10	10	7	8	7	7	7	10	10	10	10
Price (par)			65	70	70	75	65				
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price (pool)			60F	65E	65E	70D	60F				
Company credit			210	130	200	125	150				
Tokens	3	3	3	2	3	3	1	2	2	2	3
Trains			2	2	2	2	2 2				
Bank cash: 11,080	Certificate limit: 13		Trains: 5 x '3', 4 x '4'...								
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/-	6/1	7/7	8/13	9/12	55/1	56/1	57/3	58/3
69/1												



Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested

1870-R24

We pause because a train was bought in this round.

OR8

OR8	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	23:J17:4	-	120	Yes	① 160C	7	5 3
MP	DS	8:H19:6	57:H17:3	210	Yes	② 120D	56	4 3
MKT	RK	170:B11:3	-	260	Yes	- 120D	190	4 3
ATSF	WM	8:E4:2	57:F5:1	190	Yes	- 100C	272	4 3
FW	WM	9:I4:2	9:H5:2	40	Yes	③ 100A	516	4
SP	RK	57:M6:4	4:M8:3	90	Yes	- 90B	636	4
TP	SW	14:J3:3	-	50	Yes	④ 90B	530	5
GMO	MF	26:H15:4	-	200	Yes	⑤ 72E	120	5 3
GMO	MF	Connection run	-	230	Yes	⑤ 76E	212	

Notes: ① 450 to the bank for a '5' train
 ② 60 to the bank for terrain costs
 ③ 40 to the bank for terrain costs
 ④ 40 to the bank for a token in J3
 ⑤ Destination marker placed in C18

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Willem Moene	257	119	376	1,476	20.9▼	9
Roger Krueger	100	184	284	1,424	20.2▲	9
Mark Frueh	147	294	441	1,721	24.4▲	9
Stephen Webb	83	77	160	1,150	16.3▼	8
Don Smith	130	164	294	1,294	18.3▲	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	-	-	-

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)	100C	100A	76E	100A	120D	120D	160C	90B	-	90B
Company credit	272	516	212	-	190	56	7	636	-	530
Redeemed shares	-	-	-	-	-	-	2	-	-	-
Tokens	1+D	1+D	1	2+D	1+D	1+D	1	2+D	2+D	D
Trains	4 3	4	5 3	-	4 3	4 3	5 3	4	-	5

Bank cash: 8,026 Certificate limit: 13 Trains: 1 x '3', 1 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	4/3	5/1	6/-	7/8	8/12	9/10	55/-	56/1	57/1	58/3	
69/1	14/1	15/1	16/2	17/2	18/2	19/2	20/2	23/2	24/4	25/3	26/1	27/2	
28/2	29/2	141/2	142/2	143/1	144/1	39/1	40/2	41/3	42/3	43/2	44/1	45/2	
46/2	47/2	63/5	70/2	145/2	146/2	147/2	170/3						

1870

GameR24

Referee:
Keith Thomasson

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

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

Roger, you didn't provide any orders for the stock round. Please note that a pause only happens if someone asks for one. Failure to provide orders is not a request to pause.

Orders required for the following round	<i>By the early deadline</i>
SR6	



1895-X24

The OME sells out.

SR4

Stock Round 4

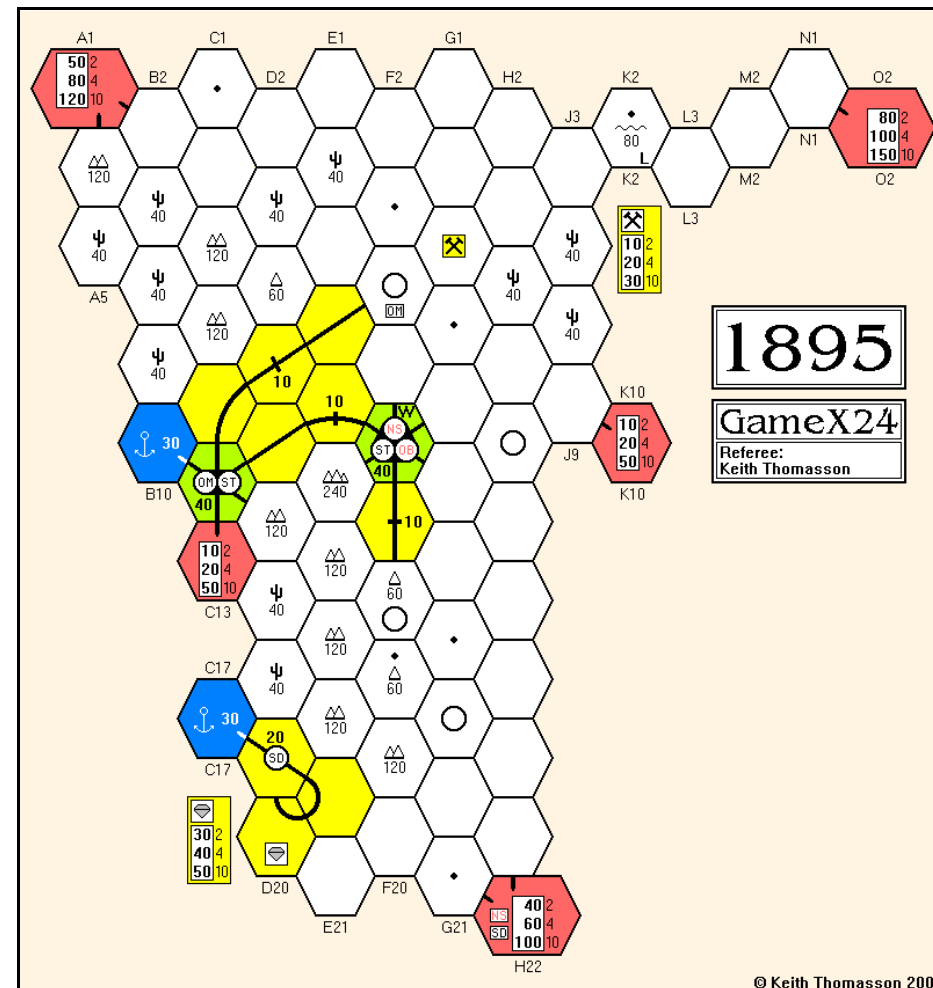
Tim	Roger	Steve
+ STA new	X	+ OME new
X	+ STA new	+ OME new
X	X	X
Priority for SR5		

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Steve Thomas	246	-200	46	956	37.4▼	9
Tim Franklin	106	-100	6	766	30.0▲	6
Roger Krueger	173	-100	73	833	32.6▼	10

Portfolio	PC/Obligs	STA	OME	SD	OB	NS
Steve Thomas	OME	6P	2	1	-	-
Tim Franklin	-	1	6P	-	-	-
Roger Krueger	ML / SD NS	2	1	5P	-	-

Bank (new)	1	-	3	10	9
Bank (pool)	-	-	-		
Price	100D	110A	90B		
Company credit	351	462	87		
Tokens	2	2	2	2	2
Trains	3H 3H	4H	4H 3H		
Bank cash: 6,395	Certificate limit: 15			Trains: 2 x 5H / 2 x 6H	
Current operating order:	OME, STA, 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	



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Orders required for the following rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested





18GA-D26

One '2' train each.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	MH	5:F6:1	-	-	①	60C	600	2
GA	DS	6:D10:5	-	-	①	60C	600	2
W&A	LG	451:D4:1	-	-	①	55C	450	2

Notes: ① 100 to the bank for a '2' train

Stock Round 2

Pete	Mike	Lyndon	Don
✗	+ CoG new	✗	✗
✗	✗	Priority for SR3	

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Don Smith	10	5	0	15	395	21.2	6
Pete Campbell	5	40	0	45	565	30.4	7
Mike Head	60	10	-70	0	400	21.5	6
Lyndon Gurr	20	20	0	40	500	26.9	6

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

Bank (new)	10	3	10	4	10	-
Par price		70		70		55
Bank (pool)	-	-	-	-	-	-
Pool price		60C		60C		60B
Company credit		600		600		450
Tokens	4	3	2	3	3	1
Trains		2		2		2

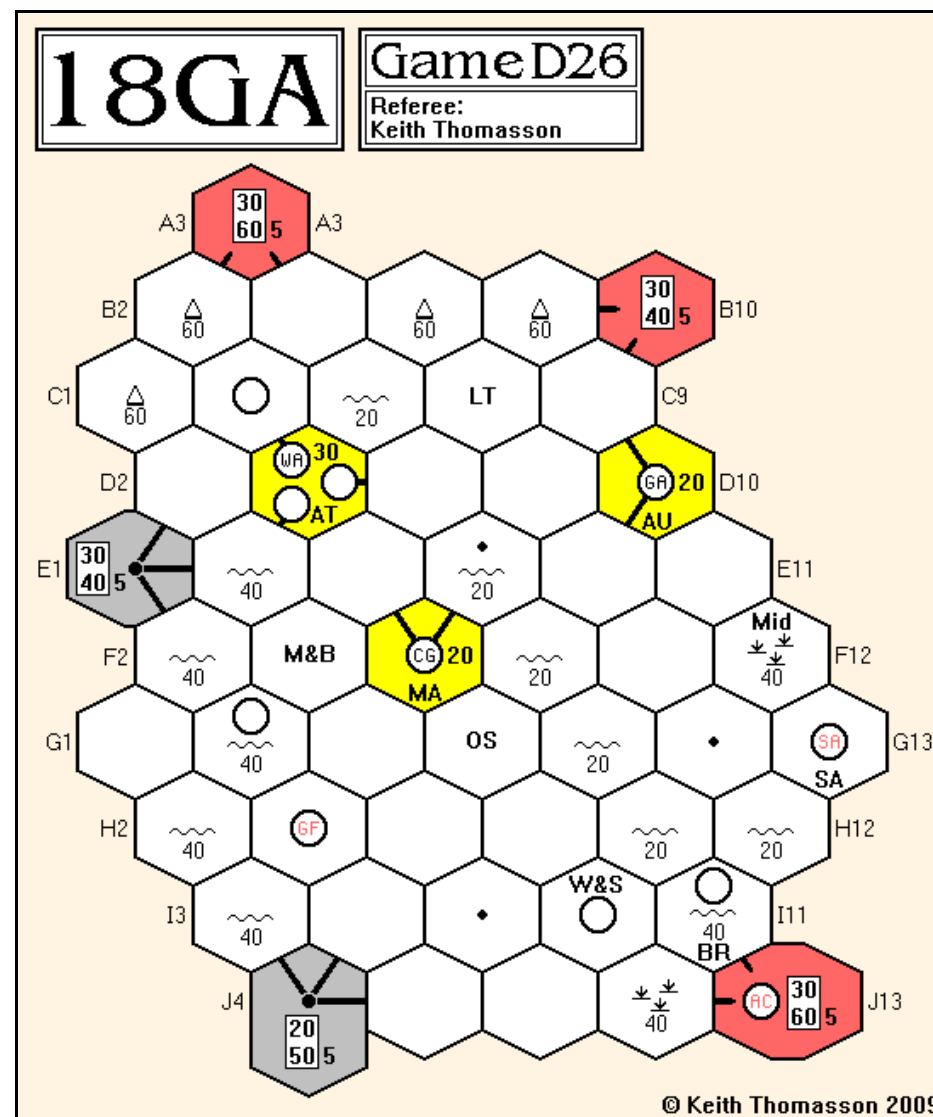
Bank cash: 6,050 Certificate limit: 15 Trains: 2 x '2' 4 x '3'
Current operating order: CoG, GA, W&A

Tiles Tile number/Availability One Operating Round between Stock Rounds

3/3	4/3	5/1	6/1	7/5	8/11	9/10	57/4	58/3	451/1
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So far so good. I'm using a new version of the spreadsheet I use for games that Rob's adjudicator won't handle. This one is somewhat more intelligent than earlier versions, in that it handles the movement of funds as stock is bought and sold, and also checks whether the tile you're laying is valid for the hex, and whether the chosen orientation is legal. Any upgrade costs for a hex are applied automatically.

The only glitch so far has been the routine that updates companies after the operating round. It tried to update all the companies, rather than just those that had operated. If you see something strange going on in the game it could be that I've missed another glitch somewhere. I'm sure you'll let me know if that looks likely.



Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



6 NIMMT! 14

Bob will find it harder to keep on zero as the game goes on.

ROUND 4

Hand 1 (1-104)

7	33		
6	31		
5	29	95	104
4	26	90	103
3	24	86	102
1/6	2/9	3/6	4/4

Hand 2 (1-104)

61		82	86
60	50	70	85
59	46	65	84
55	24	64	72
48	22	63	66
1/13	2/10	3/8	4/10

Bob (83), Kevin (84), Greg (85), Steve (86) takes row 3 for 10 pts, Michael (90), Virtual Gina (95), Colin (103), Jim (104).

Bob (4), Virtual Gina (7), Michael (13), Kevin (14), Jim (22) takes row 2 for 5 pts, Greg (24), Colin (46), Steve (50).

Hand 3 (1-84)

	82		83
	79	25	81
74	66	22	80
59	58	10	77
49	53	9	75
1/3	2/9	3/11	4/12

Hand 4 (1-84)

			83
	45		82
	42		80
78	40	24	79
73	31	5	77
1/2	2/7	3/3	4/11

Virtual Gina (9) takes row 3 for 5 pts, Colin (10), Greg (22), Kevin (25), Michael (49) takes row 1 for 6 pts, Jim (59), Steve (74), Bob (82).

Kevin (5) takes row 3 for 1 pt, Steve (24), Bob (42), Michael (45), Jim (52), Greg (73) takes row 1 for 7 pts, Colin (75), Virtual Gina (78).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	0	0	0	0	0
Kevin Lee	0	1	0	5	6
Michael Graystone	0	0	6	1	7
Greg Payne	7	0	0	7	14
Steve Ham	10	8	0	0	18
Virtual Gina	0	0	12	11	23
Colin Sharpe	11	0	5	9	25
Jim Reader	8	16	0	5	29

However hard it was, Bob is still on zero points. Colin didn't score any more points this time, but being last-but-one at the moment will not be expecting a win - but you can never tell.

Orders required

Round five - cards for each hand



ACQUIRE 51

Imperial survives, with no new chains.

ROUND 9

Michael 2-D Buys 1 Imperial @ £700.
 Tony 3-E No purchases.
 Colin 7-E {Dead tiles: 7-F 8-E} Buys 3 Imperial @ £700.
 Bob 10-F Buys 3 Imperial @ £700.
 Kevin 1-H No purchases.
 Michael 1-B No purchases.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	8	-	-	-	-	10	4	£900	£34,500
Bob Coull	4	-	-	6	-	5	11	£5,500	£30,100
Kevin Lee	2	-	-	-	7	10	1	£600	£29,900
Michael Graystone	8	-	-	-	1	-	4	£500	£17,400
Tony Wilcock	3	-	-	-	13	-	3	£900	£23,800
Bank Stock	-	25	25	19	4	-	2		
Chain Size	14	-	-	-	15	24	6		
Chain Value	700	-	-	-	800	1000	800		

Playing sequence

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





ACQUIRE 52

Continental relocates
after a takeover.

ROUND 4

Michael 12-E Luxor takes over Continental, bonus for Michael (£6,000), Michael retains 4. Buys 3 Imperial @ £400.
John M 8-A Buys 3 Tower @ £200.
John C 10-I Buys 3 Tower @ £200.
Colin 11-C Buys 3 Luxor @ £600.
Tony 8-F Buys 3 Tower @ £200.
Michael 5-E Forms Continental, one free share. Buys 3 Imperial @ £500.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	7	3	3	-	-	3	£1,800	£14,800
Colin Sharpe	11	-	-	-	3	-	-	£2,200	£15,700
Tony Wilcock	-	3	1	3	6	-	1	£2,700	£11,400
Michael Graystone	3	-	-	4	-	5	6	£6,600	£33,600
John Marsden	-	6	-	-	6	-	-	£3,000	£9,300
Bank Stock	11	9	21	15	10	20	15		
Chain Size	6	2	2	2	2	3	3		
Chain Value	600	200	300	300	300	500	500		

Playing sequence

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



ACQUIRE 53

Acquire with knobs on.

NEW GAME

Welcome to the latest Special Powers Acquire game. You will be dealing in this order.

Richard Lunn 56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP
Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
John Colledge Dunorroch, 24 Brunstane Bank, Edinburgh, EH15 2NR
Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN

£6,000 rests in your bank accounts, and the board looks like this.

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

Remember - if you use the 'Take 5 Tiles' power, this happens at the start of your turn, so you can include conditional orders to play one of your new tiles.

Playing sequence

Richard, Michael, John, Colin, Richard again





AGRICOLA 1

Still no need for
any begging cards.

ROUND 9

Actions

Mike	+1 reeds {gains 3 reeds}
Michael	+2 wood {gains 6 wood}
Marcus	Day labourer {gains 2 food and 1 vegetable}
Pete	Occupation - Stone Carver
	<i>In each harvest, Pete can convert up to 1 stone to 3 food</i>
Mike	+1 wild boar {gains 2 wild boar}
Michael	Building and/or stables - builds a room and a stable {costs 2 reeds and 7 wood}
Marcus	Sow and/or bake bread - plants 3 vegetables and bakes 1 grain
Pete	+1 wood {gains 5 wood}
Mike	Take 1 grain {gains 2 grain}
Marcus	+1 sheep {gains 2 sheep, converts 1 into 2 food}
Pete	Start player - Furrowing Plough {costs 3 wood}
	<i>Twice during the game Pete can plough 3 fields instead of 1</i>
Pete	Plough 3 fields {using Furrowing Plough}

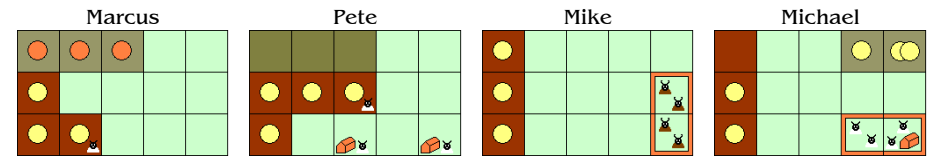
Harvest

Marcus	Takes 1 grain from Michael's field - Michael gains 2 food
Mike	Bakes 2 grain for 6 food, feeds {costs 6 food} {gains 1 wild boar}
Michael	Harvests 2 grain, Cabinet Maker converts 1 wood to 2 food, feeds {costs 4 food} {gains 1 sheep}
Marcus	Harvests 3 vegetables, feeds {costs 6 food}
Pete	Cooks 1 sheep for 2 food, Pottery converts 1 clay to 2 food, Stone Carver converts 1 stone to 3 food, feeds {costs 8 food} {gains 1 sheep}

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

The remaining Major improvements are:

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



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	3	-	1	3	1	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	-	11	Wood/3		3	5
	Occupations		Harvest Helper, Undergardener, Wood Carver					
	Improvements		Fireplace {1VP}, Fish Trap, Hook Plough					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	3	-	1	-	3	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	2	3	Wood/4		4	12
	Occupations		House Steward, Stone Carver, Sycophant					
	Improvements		Axe, Ceramics, Clay Oven (2VPs) , Clay Roof (1VP), Fireplace (1VP), Pottery (2VPs) Furrowing Plough					

Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	1	-	-	-	4	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	3	-	1	Wood/3		3	-2
	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	4	-	4	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	3	-	-	3	Wood/3		2	2
	Occupations		Cabinet Maker					
	Improvements		None					

Orders required

Actions for the family, starting with Pete

Harvest - after round 11





AGRICOLA 2

Most orders were clear.

ROUND 1

Actions

Mike Occupation - Clay Digger
Mike has a private Clay Pit, which starts with 3 clay and adds 1 per round - any player that uses this action must pay Mike 3 food

Allan +3 wood (gains 3 wood)

Marcus Occupation - Tutor (costs 1 food)
Marcus will receive 1 bonus point at the end of the game for every Occupation card played after this one

Kevin Take 1 reeds, 1 stone, 1 food (gains 1 reeds, 1 stone, 1 food)

Mike Take 1 grain (gains 1 grain)

Allan Start Player - Bread Paddle (costs 1 wood)
Whenever Allan plays an Occupation, he may also take the Bake bread action

Marcus Day labourer (gains 2 food)

Kevin Plough 1 field

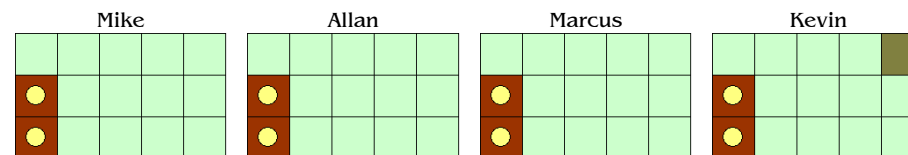
+1 wood {2 wood}	+2 wood {4 wood}	+3 wood {3 wood}	+1 clay {2 clay}	+2 clay {4 clay}	Private clay pit {4 clay} {2 Food ⇒ Mike}
+1 reeds {2 reeds}	+1 food Catch fish {2 food}	+1 food Travelling players {2 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences
1 Major or Minor imp	The new action for round 2 is 1 major or minor improvement.				

The Major improvements and their costs are:

- ◇ Basket Weaver {2 reeds, 2 stone}
- ◇ Cabinet Maker {2 wood, 2 stone}
- ◇ Clay Oven {3 clay, 1 stone}
- ◇ Cooking Hearth {4 clay}
- ◇ Cooking Hearth {5 clay}
- ◇ Fireplace {2 clay}
- ◇ Fireplace {3 clay}
- ◇ Pottery {2 clay, 2 stone}
- ◇ Stone Oven {1 clay, 3 stone}
- ◇ Well {1 wood, 3 stone}

Marcus, you do seem to specialise in submitting orders that are not easy to understand on first reading. In the first game I asked more than once that players specify the role, not the result. This time, you asked for +2 food, but there is no such role. The Day labourer was the only role that gave 2 food at this stage, so that is presumably what you wanted, but why couldn't you just order Day labourer and make it crystal clear? +2 food will be ambiguous next time, so this is a bad habit to get into.

The most confusing orders are those where the player makes up their own notation or wording. I don't have unlimited time to figure out what people mean, and certainly don't have the ability to read your thoughts. If your orders are unclear, you run the risk of me getting it wrong, or just ignoring an option because it cannot be understood.



Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	2	-	-	1	-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	-	-	Wood/2		2	-12	
	Occupations		Clay Digger						
	Improvements		None						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	3	-	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	2	Wood/2		2	-14
	Occupations		None					
	Improvements		Bread Paddle					

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	4	-	-	-	-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	-	-	Wood/2		2	-14	
	Occupations		Tutor						
	Improvements		None						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	1	-	-	-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	1	-	Wood/2		2	-13
	Occupations		None					
	Improvements		None					

Orders required

Actions for the family, starting with Allan

Harvest - after round 4





BREAKING AWAY 18

There are lots of high value replacement cards this time.

ROUND 8

Pos	Riders	New
90	Hestophes (6 pts)	4
89	-	
88	-	
87	-	
86	Elvis (8 pts)	3
85	-	
84	Antony Straker (5 pts)	3
83	Sarrask (4 pts)	4
82	-	
81	Stratford (10 pts)	3
80	-	
79	-	
78	-	
77	Rudolph Pershore	3
76	Evesham Bidford Nikki Bull	5
75	Louis Soares	8
74	Kalvan Karl	9
73	Dixen	11
72	John Grant Ralf Donner Florian Wolfgang	12
71	Lenny Bruce	15
70	Evelyn Waugh	15
69	Blitzen	15
68	Rylla	15
67	George II	15

Simon Brooks (4) <i>Ditchling Beacon Bykers</i>			
A	Rudolph	3	3 5 6
B	Donner (4)		3 12 15
C	Dixen		3 3 11
D	Blitzen		5 5 15
Dennis Frank (20) <i>Otherwhen</i>			
A	Kalvan	3	9 14 15
B	Rylla (10)		3 4 15
C	Hestophes (6)		4 4 5
D	Sarrask (4)		2 3 4
Steve Ham (24) <i>Flushed Away</i>			
A	Elvis (8)	1	3 4 5
B	George II (3)		3 4 15
C	Evelyn Waugh (8)		3 5 15
D	Lenny Bruce (5)		3 7 15
Jim Reader (7) <i>Blue Square Premier Champs</i>			
A	John Grant (2)	2	6 8 12
B	Louis Soares		3 5 8
C	Antony Straker (5)		3 3 3
D	Nikki Bull		5 5 8
Joakim Spångberg <i>Kling Klang Radfahrers</i>			
A	Ralf	3	3 4 12
B	Florian		3 3 12
C	Wolfgang		4 4 12
D	Karl		3 3 9
Mark Stretch (11) <i>Avon Riders</i>			
A	Evesham	3	5 6 8
B	Stratford (11)		3 3 3
C	Pershore		3 5 6
D	Bidford		5 11 12



Five sprint positions have been taken, and at the moment it looks like a battle between *Flushed Away* and *Otherwhen*.

With double points available at the finish, though, someone else could get back into the game.

Orders required

Cards for round nine



BREAKING AWAY 19

Gee Jay and Rakhir the Red Archer lead the way.

ROUND 1

Pos	Riders	New
14	Gee Jay Rakhir the Red Archer	3
13	-	
12	-	
11	Bob Geldof	3
10	-	
9	-	
8	Olmstead	3
7	Pierce	4
6	Alcohol Carter	5
5	Rene Tobacco Dingle Fingle Barry Gibb Ward	3
4	Rhys Cocaine	8
3	Berry Gordy Cheko Rory	10
2	Gaynor of the Damned Argicola ◇ Arturo ◇ Ross	3
1	Moonglum Betty Grable Jhary a Conel	7

Dennis Frank <i>Arkham Crew</i>			
A	Olmstead	3	3 4 15
B	Pierce		4 4 14
C	Carter		5 5 9
D	Ward		3 3 8
Steve Ham <i>Team BG</i>			
A	Bob Geldof	2	3 4 13
B	Berry Gordy		7 10 15
C	Betty Grable		6 7 13
D	Barry Gibb		1 3 10
Richard Lunn <i>Here Come the Clowns</i>			
A	Gee Jay	1	3 15
B	Dingle Fingle		3 5 15
C	Cheko		2 10 15
D	Arturo		3 4 10
Greg Payne <i>Not My Addictions</i>			
A	Tobacco	3	7 8 10
B	Alcohol		5 7 12
C	Cocaine		5 8 11
D	Agricola		1 3 13
Jim Reader <i>Eternal Companions</i>			
A	Moonglum	4	7 10 15
B	Rakhir the Red Archer		2 3 9
C	Gaynor of the Damned		3 5 13
D	Jhary a Conel		3 7 12
Roger Trethewey <i>Riviera Riders</i>			
A	Rene		3 10 15
B	Rhys		6 8 15
C	Rory		5 10 12
D	Ross		3 4 10



Only two rows were struck by overcrowding, which is pretty good going. A few riders got good replacement cards this time.

The diamond symbols ◇ mark riders of the same level who played the same cards and have exactly the same cards in hand.

Orders required

Cards for round two





INDUSTRIAL WASTE 1

Another accident happens,
once again with no effect.

ROUND 6

Actions for round 6

Marcus	Growth	Growth up to 17
Sharon	Innovation	Waste Reduction down to 2
Mike	Raw Materials	Marcus bids 5, Mike gets them for 6
Alan	Order	Produces 5 goods for 17 million with 5 waste
Marcus	Order (Advisor)	Produces 5 goods for 22 million with 3 waste
Sharon	Waste Removal	Waste -1, Waste +1 for everyone else
Mike	Order	Produces 5 goods for 16 million with 2 waste
Alan	Waste Disposal	Waste -3
Marcus	Raw Materials	Sharon bids 1, Mike bids 4, Marcus gets them for 5
Sharon	Raw Materials	Mike bids 4, Marcus gets them for 5
Mike	✗	
Alan	Hiring/Firing	Workers employed down by 1

Card Combinations for round 7

Sharon chooses group 4	Bribery / Order / Innovation / Growth
Mike chooses group 1	Innovation / Waste Disposal / Raw Materials / Growth
Alan chooses group 3	Waste Disposal / Innovation / Waste Removal / Waste Disposal
Marcus chooses group 2	Hiring/Firing / Waste Disposal / Advisor

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

Players	Cash	Loans	Raw Materials	Waste	VPs
Alan Harvey	25	20	11	6	16
Marcus Pratt	19	-	10	8	36
Sharon Khan	12	10	-	3	24
Mike Head	19	-	-	6	37

The following card combinations were drawn for round 8.

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

Orders required
Round seven - actions starting with Sharon then card selection starting with Mike



Bus Boss 305-NLD

ODE expected a bad round,
and was not disappointed.

ROUND 12

Netherlands

Round 12 Runs		BRK	ODE	BUM	RR	DBC	MAN	
45	6♣ Apeldoorn J♦ Winschoten	① RR 15 ① BUM 15 ✗ BROOKS	-3	+3	-3 +3			15 12 3
46	7♠ Bergen op Zoom Q♥ Utrecht	① RR 13 ② BUM 7 ② ODE 6 ④ MANGO 4		+6 -6	-3 -1		+1	17 10 0 3
47	8♣ Almelo J♠ Belgium	① RR 30 ✗ ODE	-2		+2			28 2
48	4♥ Hoek van Holland 9♠ Vlissingen	① MANGO 13 ① BUM 12 ③ ODE 5 ✗ RR	+2	+2	-7		-2 -2 +7	10 10 3 7
49	7♦ Zwolle 10♥ Schipol	① MANGO 11 ① RR 10 ③ DBC 5 ④ BROOKS 4	+2		+1	+3 -1	-3 -2	16 9 3 2
50	6♦ Heerenveen 2♠ Heerlen	① BROOKS 20 ② ODE 10 ✗ RR	+7 -7 +6		-6 -3			21 0 9
51	A♥ Zienkzee 7♣ Deventer	① BUM 30						30
52	10♣ Hengelo Q♦ Emmen	① RR 15 ① BUM 15		+6/-5	+5/-6			16 14

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
RR	241	15	17	28	7	9	9	-	16	342
BUM	224	12	10	-	10	-	-	30	14	300
ODE	250	-	0	2	3	-	0	-	-	255
MANGO	225	-	3	-	10	16	-	-	-	254
BROOKS	198	3	-	-	-	2	21	-	-	224
DBC	212	-	-	-	-	3	-	-	-	215

1st	Simon Robertson	RR	342
2nd	Jim Reader	BUM	300
3rd	John Marsden	ODE	255
4th	Mark Stretch	MANGO	254
5th	Simon Brooks	BROOKS	224
6th	Don Shailer	DBC	215

OK, ODE was disappointed. Congratulations to Simon, round up next time.





BUS BOSS 308-YRK

Solo runs help GRUBBY
and BILL move up the table.

ROUND 9

Yorkshire

Round 9 Runs

		YAK	GRUBBY	BUM	BILL	
15	K♥ Settle 2♦ Darlington	① GRUBBY 30				30
17	8♠ Leeds 8♠ Withernsea	① BUM 16 ② BILL 7 ② YAK 7	+3	+3	-3	13 13 4
19	10♠ Pontefract 9♦ Malton	① BILL 30				30
20	K♠ Rotherham A♦ The North	① GRUBBY 16 ② BUM 7 ② YAK 7	+4/-2	+1	-1	15 10 5
21	6♠ Dewsbury 5♦ Redcar	① YAK 20 ② BUM 10 ✕ BILL	-1 +2	+1	-2	19 9 2
23	A♠ Manchester K♦ Whitby	① BILL 20 ② BUM 10		+4	-4	24 6
24	9♥ Halifax 2♠ Sheffield	① GRUBBY 16 ② YAK 9 ③ BUM 5	+3	-3		19 6 5
25	J♥ Ilkley 2♣ Grimsby	① BILL 20 ② GRUBBY 10 ✕ YAK	-3	+4	-4 +3	21 6 3
26	A♥ Lancashire 3♠ Sheffield	① GRUBBY 20 ② YAK 10 ✕ BUM	+3	-3		20 7 3

Round 9 Routes

Busdrivers in Lemon Leotards (BILL) (Don Shailer, Green)
Leyburn - Hawes, Huddersfield - Sheffield (12)

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Hull - Beverley - Great Driffield, Middlesbrough - Redcar (12)

Graystone Runs Ugly Brown Buses Yet-again (GRUBBY) (Michael Graystone, Brown)
York - Malton - Scarborough (12)

Yorkshire Antiquated Karts (YAK) (Pete Campbell, Blue)
York - Selby - Doncaster (11)

Scores

	Runs:	15	17	19	20	21	23	24	25	26	Builds	Score
GRUBBY	134	30	-	-	15	-	-	19	6	20	-12	212
YAK	152	-	4	-	5	19	-	6	3	7	-11	185
BILL	96	-	13	30	-	2	24	-	21	-	-12	174
BUM	131	-	13	-	10	9	6	5	-	3	-12	165

Round 10 Runs

22.	3♥ - 10♦	Hawes to Pickering
27.	9♣ - 6♦	Market Weighton to Northallerton
28.	A♠ - K♦	Manchester to Whitby
29.	A♣ - 9♦	The South to Malton
30.	5♠ - 3♣	Huddersfield to Scunthorpe
31.	K♣ - 8♥	Hornsea to Bradford
32.	10♥ - 8♦	Keighley to York
33.	Q♣ - 7♥	Bridlington to Harrogate
34.	A♦ - 8♠	The North to Leeds
35.	A♥ - Q♦	Lancashire to Scarborough

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



BUS BOSS 309-YRK

Four new routes
at the eleventh hour.

ROUND 11

Yorkshire

Round 11 Runs

		EBAY	BEAR	BOY	YRK	
36	10♥ Keighley Q♣ Bridlington	① EBAY 13 ① YRK 12 ③ BOYCOTT 5	+2/-2 -4	+4	+2/-2	17 12 1
37	10♦ Pickering 8♠ Withernsea	① BEAR 30 ✕ EBAY	-2 +2			29 2
38	2♥ Richmond K♠ Hornsea	① BOYCOTT 20 ② YRK 10				20 10
39	Q♦ Scarborough 2♠ Sheffield	① EBAY 20 ② YRK 10 ✕ BOYCOTT	+1 +3	-3	-1	16 11 3
40	9♦ Malton K♠ Rotherham	① EBAY 15 ① BEAR 15	+2/-4	+4/-2		17 13
41	J♣ Great Driffield 7♥ Harrogate	① EBAY 16 ② YRK 7 ② BOYCOTT 7	+4	-4 +3	-3	12 10 8
42	10♠ Pontefract 4♦ Middlesbrough	① EBAY 15 ① BEAR 15				15 15
43	2♦ Darlington 10♠ Beverley	① BEAR 20 ② BOYCOTT 10		-3	+3	23 7
44	J♠ Selby 4♥ Leyburn	① BOYCOTT 16 ② YRK 7 ② BEAR 7	-3 +3	+3	-3	13 1- 7

Round 11 Routes

Barnsley Expressways Are Rampant (BEAR) (Kevin Lee, Brown)

Ilkley - Skipton (4)

Extra Buses Around Yorkshire (EBAY) (Bob Coull, Black)

Redcar - Whitby (7)

Buses of Yorkshire Conducting Open Top Tours (BOYCOTT) (Tony Robbins, Red)

None.

Youthful Railway Knight (YRK) (Colin Sharpe, Blue)

Bradford - Halifax, Wakefield - Huddersfield (12)

Scores

	Runs:	36	37	38	39	40	41	42	43	44	Builds	Score
EBAY	244	17	2	-	16	17	12	15	-	-	-7	316
BOYCOTT	261	1	-	20	3	-	8	-	7	13	-	313
YRK	267	12	-	10	11		10	-	-	10	-12	308
BEAR	214	-	28	-	-	13	-	15	23	7	-4	296

Round 12 Runs

45. 6♥ - 4♣ Boroughbridge to Goole
46. 6♦ - A♠ Northallerton to Manchester
47. 5♣ - 4♠ Barton to Barnsley
48. A♠ - Q♥ The South to Skipton
49. 7♠ - 3♦ Leeds to Stockton
50. 5♠ - 3♣ Huddersfield to Scunthorpe
51. 9♠ - A♦ Wakefield to The North
52. J♦ - 9♥ Filey to Halifax

Runs
Enter up to 5



BUS BOSS 312-MOR

Eight out of the first nine runs are possible.

ROUND 6

Morocco

Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)

Taroudant - Inezgane, El-Kelaâ-es-Sraghna - Settlat 41 - 12 29

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

Sidi Kacem - Fès - Taounata 41 - 10 31

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)

Inezgane - Tiznit - Guelmin 43 - 11 32

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)

Fès - Chechaouèn 46 - 10 36

Luxury African Transit Experience (LATE) (Pete Campbell, Blue)

Larache - Tanger, Chechaouèn - Tetouan - Ceuta 42 - 12 30

Round 7 Runs

1. 8♣ - 2♠ Chechaouèn to Larache
2. 6♥ - K♠ Berrechid to Er Rachidia (not yet available)
3. Q♣ - 5♠ Spain to Souk el Arba du Rharb
4. 9♣ - 8♦ Tetouan to Asni
5. K♥ - 2♦ Kénitra to Guelmin
6. 9♠ - 8♥ Meknès to Casablanca
7. J♣ - 3♥ Ceuta to El-Jadida
8. 7♠ - 7♥ Fès to Casablanca
9. J♠ - A♦ Khenifra to Western Sahara

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



BUS BOSS 313-MOR

Souk el Arba du Rharb is popular this time.

ROUND 4

Morocco

Don In Morocco (DIM) (Don Shailer, Brown)

Berrechid - Settlat - Marrakech 64 - 11 53

Tiznit Expressways Are Rampant (TEAR) (Kevin Lee, Black)

Souk el Arba du Rharb - Larache, Souk el Arba du Rharb - Kénitra . . 63 - 10 53

Over Desert's Expanse (ODE) (John Marsden, Orange)

El-Jadida - Safi, Souk el Arba du Rharb - Larache 65 - 12 53

Mad Moroccan Motorists (MMM) (Greg Payne, Purple)

Souk el Arba du Rharb - Chechaouèn - Tetouan 65 - 10 55

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK)

(Rob Thomasson, Red)

Marrakech - Asni, Marrakech - Settlat 65 - 12 53

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





CANAL MANIA 1

Don triggers the end-game.

ROUND 10

John's last build was south west from Stratford. I managed to put the canal stretch south from Sheffield. As for Alan shipping goods twice - John's last action got swapped with Alan's first for some reason. John shipped the goods, Alan drew the card.

Actions

Stephen Webb	1	Draws a card from the deck (Stretch/Green - goods to Gloucester and Stoke)
	2	Picked up three Surveyors
	3	Shipped goods from Leeds to Birmingham (3 VPs, 2 VPs for John)
Don Shailer	1	Takes his Junction contract - starts in Huddersfield
	2	Built from Huddersfield to Leeds (contract complete - 2 VPs)
	3	Shipped goods from Goole to Nottingham (4 VPs)
John Marsden	1	Takes his Junction contract - starts in Manchester
	2	Picks up Aqueduct, Stretch, Stretch
	3	Drew a card from the deck
Alan Harvey	1	Takes a contract - <i>Oxford</i> and Coventry
	2	Built from Burton to Coventry (contract complete - 6 VPs)
	3	Shipped goods from Nottingham to Northampton (4 VPs)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 8 goods cubes
Stephen Webb	(L-S)	11	7	3	1	26	<i>Birmingham</i> and Chester (6)	
<i>Mauve</i>							Huddersfield and <i>Manchester</i> (3)	
Don Shailer	(T)	10	6	3	1	54	<i>Bridgwater</i> and Taunton (3)	
<i>Red</i>								
John Marsden	(S)	9	7	2	2	43	<i>Stratford</i> and Gloucester (5)	
<i>Green</i>							Junction - <i>Manchester</i> to ??	
Alan Harvey	(A)	9	9	1	3	42	<i>Oxford</i> and Coventry (5)	
<i>Blue</i>								
Michael Longdin	(B)	8	11	-	3	34	<i>Cambridge</i> and Peterborough (4)	
<i>Yellow</i>								

The Current Contracts

-	Leeds and Liverpool via Skipton (8)
-	Tonbridge and Maidstone (3)
-	Weybridge and Arundel via Guildford (4)
-	-

The Future Contracts

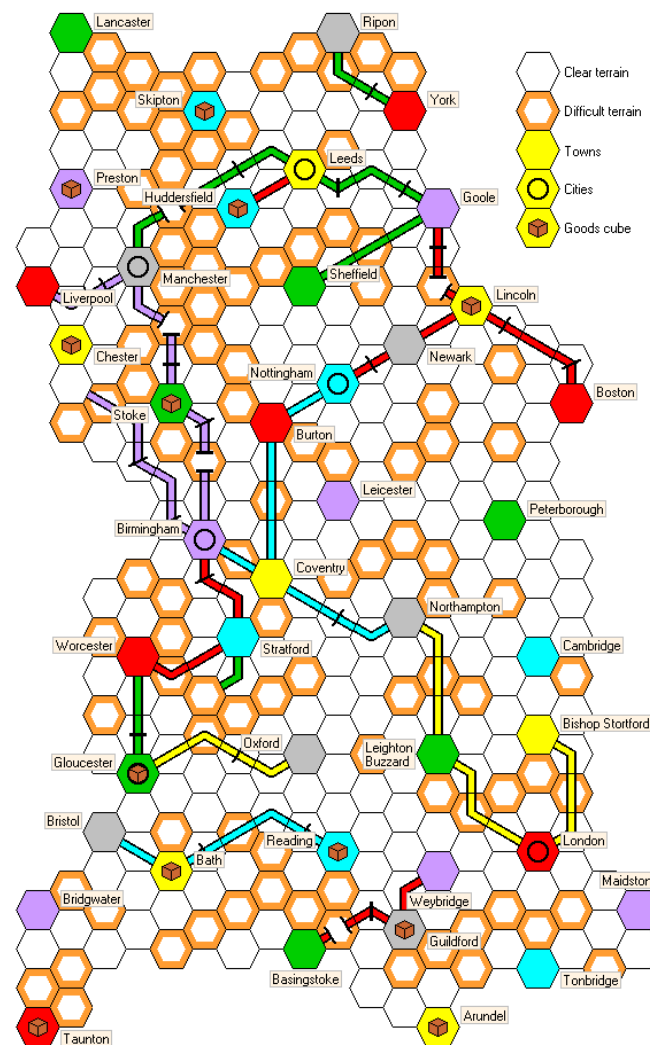
-	Nottingham and Chester via Stoke (6)
-	Northampton and Peterborough (4)
-	Nottingham and Northampton via Leic (6)
-	Oxford and London via Reading (7)
-	Lancaster and Preston (4)

The following Build Cards are on the table

Surveyor	Aqueduct	Stretch/White	Stretch/Black	Stretch
----------	----------	---------------	---------------	---------

As Don has passed the trigger of 50 points, there will be two more complete rounds.

As Stephen started, Michael's next move will complete the current round, and we'll actually have three more rounds in the zine to reach the right point. After that, incomplete canals will be scored and the goods decline will take place. I'm happy enough to do the goods decline on automatic, shipping goods for everyone in turn, moving those that score best first. Let me know if you would prefer something else.



Playing sequence

Michael, Stephen, Don, John



OUTPOST 26

The Moon Bases go to those that already have one.

ROUND 17

Commander Actions

Lyndon Auctioned a Moon Base for 200 and got it (o:4,4,4 w:6 t:9 r:13 m:17 n:88 mo:55)

- Bought one Population Unit (o:5)
- Bought one Research Factory (w:30)

Geoff Auctioned a Space Station for 120. Jim joined at 121, Willem at 180. Willem and Geoff dropped out at 182. Jim got it for 182 (w:30 t:12,13,13,44,44 m:16,20)

- Auctioned a Space Station for 120. Willem joined at 180. Willem dropped out at 181. Geoff got it for 181 (o:2 w:30 t:10,44 m:15 om:35 ro:45)
- Bought one Population Unit (m:16)

Marcus Auctioned a Moon Base for 200 and got it (w:30 r:9,10,13,14,15,17 mo:45,50)

- Bought two Ore Factories (o:5 r:15)
- Bought one Population Unit (r:10)
- Bought two Robots (w:9 r:11)

Jim Passed

Willem Passed

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,5w,1t,2r,4n	15 (15)	0 (0)	o,1w,1W,1t,3r,1m,1N,2mo (294,20)
2	Marcus	4o,6w,7r	9 (10)	9 (9)	3o,3w,1W,7r,2mo (251,15)
3	Geoff	2o,4w,5t	7 (13)	5 (7)	1W,1t,1T,1m,2om,1ro (201,20)
4	Jim	2o,4w,8t	13 (14)	13 (13)	2o,1W,2T,1m,1om (171,15)
5	Willem	2o,5w,3r	6 (6)	0 (0)	5w,15r,2om (290,10)

PO Name Colony Cards Victory Points

1	Lyndon	WH, Nod, OL, Lab, Eco, Eco, OP, MB, MB	90 (740)
2	Marcus	WH, Nod, Rob, Lab, MB, MB	74 (580)
3	Geoff	WH, HE, OL, Rob, OP, SS, SS, PC	62 (655)
4	Jim	HE, Nod, OL, Rob, Eco, OP, SS	51 (405)
5	Willem	DL, DL, DL, Sci, Sci, Sci, Lab, SS	32 (365)

With two Moon Bases, it is hardly surprising to find Lyndon topping the table. Mind you, Marcus has two as well.

1st	Lyndon Gurr	90 (740)
2nd	Marcus Pratt	74 (580)
3rd	Geoff Hardingham	62 (655)
4th	Jim Reader	51 (405)
5th	Willem Moene	32 (365)

Congratulations to Lyndon. We'll round up next time and put this one to sleep.



OUTPOST 27

Lyndon starts all the auctions for this round.

ROUND 11

Commander Actions

Lyndon Auctioned a Laboratory for 80. David joined at 81, Mark at 84. Mark and Lyndon dropped out at 86. David got it for 86 (w:5,7,8,9,30 t:13 r:14) plus a free Research Factory

- Auctioned an Ecoplants for 30. Willem joined at 31. Lyndon dropped out at 39. Willem got it for 39 (w:4,5,6,6,9,9)
- Auctioned an Ecoplants for 30 and got it (w:30)
- Auctioned a Robots for 50 and got it (o:1,2,3 w:7,7 m:14,16) plus a free Robot

Jim Bought one Titanium Factory (w:6,7,7,10)

- Bought one Population Unit (o:5,5)

Willem Bought one Water Factory (w:10,10)

Marcus Bought one New Chemicals Factory (w:30 r:13 n:20)

- Bought one Population Unit (o:2,4,4)

David Passed

Mark Bought one Titanium Factory (w:30)

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,6w	8 (8)	1 (8)	2o,3w,1W,2m (91,15)
2	Willem	2o,8w	8 (8)	1 (8)	1o,1w,2W (70,10)
3	David	2o,4w,1t,1r,1n	5 (5)	0 (0)	2w,1t,2r,2n (90,15)
4	Jim	2o,4w,2t	7 (8)	1 (7)	2o,4w,3t (64,15)
5	Marcus	2o,4w,2n	8 (8)	0 (0)	4o,1W,1r,2n (95,15)
6	Mark	2o,6w,2t	5 (5)	0 (0)	5w,3t (65,10)

PO Name Colony Cards [35 VPs for the final phase] Victory Points

1	Lyndon	WH, Nod, OL, OL, Rob, Eco	25 (230)
2	Willem	DL, Nod, Rob, Eco	20 (120)
3	David	WH, HE, Sci, Lab	18 (175)
4	Jim	WH, HE, Nod, Rob	17 (130)
5	Marcus	WH, Nod, Sci	17 (90)
6	Mark	DL, DL, DL, HE	11 (75)

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

Orders required

Round twelve auctions, bids and purchases



PUERTO RICO 8

Everything gets emptied.

ROUND 15

Stephen is the Trader (+1). The Trading House is emptied.

Jim is the Captain (+1). All cargo ships are emptied.

John is the Builder and builds a Tobacco Storage.

Allan builds a Tobacco Storage, Stephen builds the Fortress, Jim builds a Wharf.



























Allan is the Mayor.

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
-	Ind Sug Sug Tob Tob	- - - -	4	9

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

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

John Hopkins DbIns: 3 Chips: 17	<div><div> Indigo plant</div><div> Sugar mill</div><div> Tobacco storage</div><div> Small warehouse</div></div> <div><div> Factory</div></div> <div>Fields: Qry✓✓✓ Crn✓ IndXXX Sug✓✓✓ Tob✓ Goods: Ind✓ Sug✓</div>
Allan Stagg DbIns: 3 Chips: 21	<div><div> Small indigo plant</div><div> Small sugar mill</div><div> Tobacco storage</div><div> Coffee roaster</div></div> <div><div> Factory</div><div> Harbour</div><div> Wharf</div></div> <div>Fields: Qry✓ Crn✓✓ Ind✓XX Sug✓X Tob✓ Cof✓X Goods: Cof✓</div>
Stephen Webb DbIns: 2 Chips: 21	<div><div> Small indigo plant</div><div> Small sugar mill</div><div> Small market</div><div> Small warehouse</div></div> <div><div> Hospice</div><div> Large market</div><div> Residence</div><div> Fortress</div></div> <div>Fields: Qry✓✓✓✓ Crn✓✓✓ Ind✓ Sug✓✓✓ Goods: Crn✓✓✓ Ind✓</div> <div>1 man in San Juan</div>
Jim Reader DbIns: 0 Chips: 23	<div><div> Small indigo plant</div><div> Coffee roaster</div><div> Small market</div><div> Hospice</div></div> <div><div> Office</div><div> Harbour</div><div> Wharf</div></div> <div>Fields: Crn✓✓✓✓ Ind✓✓✓✓ Tob✓ Cof✓✓ Goods: Cof✓</div>

Orders required

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



PUERTO RICO 9

Jim thought he had more cash in hand.

ROUND 14

Pete is the Captain (+1). The Indigo and Sugar ships are emptied.

Jim is the Builder and builds a Sugar Mill.

Mike builds a Large Market, Pete builds an Indigo Plant.

Willem is the Craftsman and produces an extra Sugar.

Mike is the Trader. The Trading House is emptied.

Roles	+1 Mayor	Settler	+1 Prospector
-------	----------	---------	---------------

Quarries	Plantations (Fields)	Trading House	Ship	Supply
-	Crn Ind Ind Ind Sug	- - - -	6	16

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

Mike Hutton	DbIns: 8	Chips: 8	Small indigo plant	Small sugar mill	Tobacco storage	Coffee roaster					
			Small market	Office	Large market	Factory					
			Harbour								
			Fields: Qry✓✓ CrnX Ind✓ Sug✓ Tob✓XX CofXX				Goods: Ind✓ Sug✓ Tob✓				
Pete Campbell	DbIns: 9	Chips: 7	Small indigo plant	Indigo plant	Sugar mill	Tobacco storage					
			Coffee roaster	Small market	Office	Large market					
			Guild hall	City hall							
			Fields: Qry✓✓ Crn✓✓ Ind✓X Sug✓✓ TobX Cof✓				Goods: Crn✓✓✓ Ind✓ Sug✓✓				
Jim Reader	DbIns: 0	Chips: 28	Small indigo plant	Small sugar mill	Sugar mill	Construction hut					
			Small warehouse	Hospice	Harbour	2 men in San Juan					
			Fields: Qry✓✓✓ Crn✓✓✓ Ind✓ Sug✓ TobX				Goods: Crn✓✓✓✓ Ind✓ Sug✓✓				
Willem Moene	DbIns: 11	Chips: 17	Small indigo plant	Small sugar mill	Tobacco storage	Small warehouse					
			Factory								
			Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓✓✓ CofXX				Goods: Crn✓ Ind✓ Sug✓✓✓ Tob✓✓✓✓✓				

Pete fills his city, bringing us to a close, catching some by surprise, I suspect.

1st	Pete Campbell	40
2nd	Jim Reader	39
3rd	Mike Hutton	27
4th	Willem Moene	26

Congratulations to Pete, just one point clear of Jim. With just one point between Mike and Willem, it was a game of two close halves. We'll have the usual round-up next time.



PUERTO RICO 10

Geoff had Corn, not Sugar, on his quayside.

ROUND 8

Geoff is the Trader (+1). The Trading House is emptied.
 Kevin is the Captain (+1). The Sugar ship is emptied.
 Jim is the Mayor (+1).
 Allan is the Settler and digs a Quarry.
 Geoff plants Sugar, Kevin plants Corn, Jim plants Indigo.

Roles

+1 Builder

Captain

+1 Craftsman

Mayor

Settler

Trader

+1 Prospector

Quarries

Plantations (Fields)

Trading House

Ship

Supply

3

Crn Crn Sug Tob Tob

- - - -

5

44

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: Corn

6: Empty

7: Indigo

✓ ✓ ✓ - -

- - - - -

✓ ✓ ✓ - - - -

Kevin Lee	<div> <div>Small indigo plant</div> <div>Small sugar mill</div> <div>Tobacco storage</div> <div>Small market</div> </div>
DbIns: 6	<div> <div>Small warehouse</div> </div>
Chips: 4	<div> <div>Fields: Qry✓ Crn× Ind× Sug✓ Tob×</div> <div>Goods: ×</div> </div>
Jim Reader	<div> <div>Small indigo plant</div> <div>Small sugar mill</div> <div>Coffee roaster</div> <div>Office</div> </div>
DbIns: 6	<div> <div>Fields: Qry✓ Crn✓ Ind× Sug✓ Cof✓</div> <div>Goods: Cof✓</div> </div>
Chips: 4	
Allan Stagg	<div> <div>Small indigo plant</div> <div>Small sugar mill</div> <div>Small warehouse</div> <div>Hospice</div> </div>
DbIns: 3	<div> <div>Fields: Qry× Crn✓ Ind✓ Sug✓ Tob× Cof×</div> <div>Goods: ×</div> </div>
Chips: 12	
Geoff Hardingham	<div> <div>Small indigo plant</div> <div>Small market</div> <div>Factory</div> </div>
DbIns: 8	<div> <div>Fields: Qry✓ Crn✓ Ind✓ Sug× Tob× Cof×</div> <div>Goods: ×</div> </div>
Chips: 6	

Orders required

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



PUERTO RICO 11

The Corn gets shipped.

ROUND 2

Jim is the Prospector (+1).
 Kevin is the Captain (+1).
 Tony is the Trader (+1).
 Willem is the Builder and builds a Small Indigo Plant.
 Jim builds a Small Sugar Mill, Tony builds a Small Market.

Roles

Builder

Captain

+1 Craftsman

Mayor

+1 Settler

Trader

Prospector

Quarries

Plantations (Fields)

Trading House

Ship

Supply

7

Crn Crn Ind Sug Tob

- - - -

4

70

Buildings												
1 VP	SIP	3	SSM	3	SMA	✖	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: Corn

6: Empty

7: Empty

✓ ✓ ✓ - -

- - - - -

- - - - -

Willem Moene	<div> <div>Small indigo plant</div> <div>Small market</div> </div>
DbIns: 2	
Chips: 0	<div> <div>Fields: Qry✓ Ind×</div> <div>Goods: ×</div> </div>
Jim Reader	<div> <div>Small sugar mill</div> <div>Hospice</div> </div>
DbIns: 0	<div> <div>Fields: Ind× Sug×</div> <div>Goods: ×</div> </div>
Chips: 0	
Kevin Lee	<div> <div>Hacienda</div> </div>
DbIns: 2	<div> <div>Fields: Crn✓ Cof×</div> <div>Goods: ×</div> </div>
Chips: 2	
Tony Sait	<div> <div>Small market</div> <div>Hacienda</div> </div>
DbIns: 1	<div> <div>Fields: Crn✓ Tob×</div> <div>Goods: ×</div> </div>
Chips: 2	

Orders required

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



RAILWAY RIVALS 2085-KU

GREAT takes the lead. Briefly.

ROUND 12

Kyushu

Round 12 Runs

			TRIKE	JOINT	GREAT	ONSEN	REEK	
36	55 Hondo	① ONSEN 20			-4			16
	45 Karatsu/Kurume	② GREAT 10		+4				14
37	61 Shimbara	① JOINT 10				+4		14
	34 Beppu	② GREAT 10				+2		12
		③ REEKIE 10	-1	-4	-2			3
		✕ TRIKE				+1		1
38	42 Hita/Munakato	① GREAT 16	-3					13
	16 Kagoshima	② ONSEN 9				-3		6
		③ TRIKE 5			+3			8
		✕ REEKIE				+3		3
39	23 Saito	① TRIKE 15			+1			16
	22 Shikoku	② GREAT 15	-1					14
40	63 Kumamoto	① REEKIE 13		-1				12
	53 Nagasaki	① JOINT 12				+2	+1	15
		③ ONSEN 5		-2				3
41	12 Chiran	① TRIKE 20						20
	26 Nobeoka	② ONSEN 10						10
42	31 Takachiho	① TRIKE 15						15
	26 Onsen hex	① REEKIE 15						15

Scores

	Runs:	36	37	38	39	40	41	42	Score
TRIKE	309	-	1	8	16	-	20	15	369
GREAT	292	14	12	13	14	-	-	-	345
JOINT	225	-	14	-	-	15	-	-	254
REEKIE	212	-	3	3	-	12	-	15	245
ONSEN	176	16	-	6	-	3	10	-	211

Michael got ahead of Tony, but then ran out of races, while Tony was able to put another two together to pull away again.

1st	Tony Bromley	TRIKE	369
2nd	Michael Graystone	GREAT	345
3rd	Bob Coull	JOINT	254
4th	Rob Thomasson	REEKIE	245
5th	Jim Reader	ONSEN	211

Congratulations to Tony. He finished his orders with 'good game', so that's thanks from him to David Watts for designing the game, Jim Reader for designing the map, or me for running it - or all three. Whatever, my thanks to everyone for taking part. The proper round up time will be next month.



RAILWAY RIVALS 2096-B

TGV and PLANT swap over but remain close.

ROUND 9

TGV's build went on to K1 for an extra point spent, which entitles him to use that route for the run to the north. Apologies for repeating last round's runs - this is one area where e-mail is very useful, as I was able to update everyone on the correct runs for this round. Michael asked me to check his builds, but didn't say what he thought might be amiss. I couldn't see anything wrong with the payments.

London and Liverpool

Round 9 Runs

			PLANT	HOE	GREAT	BUM	TGV	COLIN	
15	34 Liverpool	① COLIN 16			-2		-1		13
	43 Lincoln	② PLANT 9				-1			9
		③ HOE 5							4
		✕ GREAT						+2	2
		✕ TGV						+1	1
		✕ BUM		+1					1
16	13 Leeds	① BUM 9							9
	45 Coventry	① COLIN 9		-2					7
		① PLANT 8				-2			6
		④ HOE 4					+2		6
		✕ TGV	+2						2
17	66 Oxford	① COLIN 16			-3		+1		14
	53 Wolverhampton	② GREAT 9						+3	12
		③ TGV 5						-1	4
18	14 York	① TGV 20	-7						13
	25 Wales	② BUM 10					+7		10
		✕ PLANT							7
19	65 Cambridge	① PLANT 13				+1		+3	17
	22 Bradford	② COLIN 8	-3			+1			6
		③ BUM 5	-1					-1	3
		④ HOE 4							4
20	24 Bolton	① HOE 15					+4/-3	-2	14
	36 Birkenhead	① TGV 15		+3/-4				-1	13
		✕ COLIN	+2				+1		3
21	51 Birmingham	① PLANT 13			+3				16
	24 The North	② BUM 7					-7		0
		② TGV 6				+7			13
		④ GREAT 4	-3						1

Round 9 builds

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

Lincoln - J49.

-2 (builds) -1 (HOE) = -3

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

Lincoln - L52 - L59 - Peterborough.

-10 (builds) +1 (PLANT) +3 (GREAT) +1 (TGV) = -5

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

I52 - I48 - J47, Manchester - H6 - I6, B41 - C41.

-8 (builds) -3 (HOE) +1/-1 (TGV) = -11

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

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
F11 - I10, K1 - N2. -6 (builds) -1 (HOE) +1/-1 (GREAT) = -7

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Red)
Lincoln - M50 - Grimsby. -10 (builds) = -10

Scores	Runs:	15	16	17	18	19	20	21	Builds	Score
PLANT	124	9	6	-	7	17	-	16	-3	176
TGV	131	1	2	4	13	-	13	13	-7	170
COLIN	94	13	7	14	-	6	3	-	-10	127
HOE	79	4	6	-	-	4	14	-	-5	102
BUM	78	1	9	-	10	3	-	0	-	101
GREAT	76	2	-	12	-	-	-	1	-11	80

Round 10 Runs		
22.	13 - 43	Leeds to Lincoln
23.	16 - 35	Sheffield to Liverpool
24.	62 - 36	London to Birkenhead
25.	56 - 62	Gloucester to East Anglia
26.	61 - 52	London to Birmingham
27.	22 - 45	Bradford to Coventry
28.	25 - 64	Manchester to The North

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



RAILWAY RIVALS 2124-I(S)

And now, the south.

NEW GAME

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Steve Ham	103 College Road, Norwich, NR2 3JP
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN

Maps are enclosed for all. For five players, your starting choices are Cork, Dublin, Galway and Waterford. Two players will start from Dublin. There are far fewer loughs/lakes than on the northern map, but a lot of hills.

Set up
Starting town preferences, company names and colour preferences



RAILWAY RIVALS 2112-I(N)

Lots of small builds.

ROUND 6

Ireland (North) {16 points for these builds}
Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
Castlebar - Westport, J20 - Ballinrobe, J21 - Claremorris, Donegal - R11 - Q11 - Killybegs,
H60 - Carrickmacross, H60 - Dundalk, Y27 - W26, Ballyshannon - T13 - U13.
47 +6 (towns) -5 (BEAR) -1 (PADDY) +1/-3 (GITCO) = 45

Balinrobe Expressways Are Rampant (BEAR) (Kevin Lee, Black)
Claremorris - Castlebar, J55 - N53 - N51 - Belfast, N52 - O52 - Bangor.
39 +5 (BROOKS) -1 (PADDY) +7 (GITCO) = 50

Monaghan-Armagh Rural Services (MARS) (John Marsden, Blue)
A52 - A49 - Y8, M50 - Belfast, I49 - I48 - Ballymena.
20 +3/-2 (PADDY) -2 (GITCO) = 19

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)
Z14 - Omagh - Z8, I46 - G45.
69 +1 (BROOKS) +1 (BEAR) +2/-3 (MARS) +3/-4 (GITCO) = 69

Green Irish Trains Connecting at Omagh (GITCO) (Tony Sait, Green)
Roscommon - S25, B45 - Limavady, H60 - Dundalk, I65 - I67,
Roscommon - Q23 - P23 - O23 - M24 - M27.
59 +3 (towns) +3/-1 (BROOKS) -7 (BEAR) +2 (MARS) +4/-3 (PADDY) = 60

Round 7 Runs		
1.	42 - 64	Galway to Dublin
2.	62 - 55	Dublin to Armagh/Dungarvan
3.	26 - 12	Portrush to Belfast
4.	14 - 64	Antrim/Bangor to Great Britain
5.	41 - 31	Ballina/Westport to Enniskillen/Strabane
6.	53 - 23	Cavan/Oldcastle to Ballymena/Limavady
7.	34 - 66	Ballyshannon/Sligo to Big City Shopping

For run 4, be aware of the minimum run length of six hexes. Donaghadee cannot be your port for Great Britain if you run from Bangor, and Larne will be too close to Antrim, and possibly to Bangor as well.

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





RAILWAY RIVALS 2117-ND

Three more ferries are bought.

ROUND 3

Northern Germany {15 points for these builds}

Northern Germany Express (NGE) (Tony Bromley, Red)
Buys Warnemünde - Sweden ferry. C67 - A68 - Neubrandenburg - Prenzlau,
Heide - G51 - Flensburg - Denmark.
33 +6 (towns) -6 (ferry) +1 (RAG) = 34

Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)
Harburg - Hamburg - C57 - Lübeck - Travemünde, B56 - Neumünster - Kiel, J12 - J10.
30 +6 (towns) +5/-13 (TIME) +4 (BUM) +2 (RAG) = 34

Travel In Mainland Europe (TIME) (Bob Coull, Black)
C63 - Güstrow, Bremen - J9 - J7 - Oldenburg - Esens, M6 - Wilhelmshaven,
Neumünster - Kiel. Buys Kiel - Bagenkop ferry. Lübeck - Travemünde.
42 +15 (towns) -6 (ferries) +13/-5 (TWANG) +1/-2 (RAG) = 58

Bloody Useless Management (BUM) (Jim Reader, Yellow)
F19 - L16 - L15 - Harburg, I18 - I13 - J12, F27 - F28.
37 -4 (TWANG) = 33

Rails Across Germany (RAG) (Don Shailer, Orange)
K27 - K22 - Ludwigslust - C59 - Lübeck - Travemünde. Buys Travemünde - Sweden ferry.
Travemünde - E58 - F58.
47 - 6 (ferry) -1 (NGE) -1 (TWANG) +2/-1 (TIME) = 40

Builds
Up to 14 points excluding payments to rivals



18KAAS-P23

Is the B&O too strong?

GAME OVER

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%

Alan Harvey (1st): I think that the B&O is a little too strong on this map. Both postal games have finished with the B&O president winning the game. I noticed the same trend in games of Steam Over Holland, where the Amsterdam-based NRS appears to have a distinct advantage. Maybe the map is not quite balanced.

Balancing an 18xx map must be a tricky business, as the very nature of the game means things are not symmetrical. Mind you, the B&O didn't end the game with the highest share price, nor did it have the highest dividend. A trend of two games may be too little to tell if this is a real imbalance, or just good performance by the B&O throughout both games.



SAINT PETERSBURG 2

It's a bit late to tell me what your orders mean.

PHASE 3-W

Round 3 - Worker Phase

Pete	Kevin	Marcus	Tony
Takes Wharf into hand	Buys Shepherd	✗	Takes Fur Trapper into hand
Buys Ship Builder	Takes Ship Builder into hand	✗	✗
Upgrades Ship Builder to Wharf			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	18	3	12r + 0v	0r + 2v	3r + 0v	Aristocrat	22
Marcus	16	0	15r + 1v	0r + 0v	3r + 3v	Trading	25
Tony	17	2	9r + 0v	0r + 1v	4r + 0v	Building	11
Pete	15	6	15r + 1v	3r + 3v	4r + 1v	Worker	14

Players	Cards in hand	Cards in play
Kevin	Fur Shop, Ship Builder	Gold Miner x 2, Shepherd, Fur Trapper, Market x 2, Warehouse Manager
Marcus	Customs House	Lumberjack, Weaving Mill, Wharf, Potjomkin's Village, Admiral
Tony	Fur Trapper, Customs House, Library	Shepherd, Fur Trapper, Czar and Carpenter, Market, Secretary
Pete	Mistress of Ceremonies, Senator	Lumberjack x 2, Fur Trapper, Wharf, St. Isaac's Cathedral, Controller

Marcus will no doubt be further incensed at my failure to modify his orders from last time. I've gone into this in more detail in the editorial, but you can't tell me a month late what the wording in your orders actually means and expect me to just roll over and say OK. As for destroying your position in the game, I rather doubt that. You have the joint top income for the Worker's phase and would appear to be quite able to compete with the others.

Orders required
Round three Building phase led by Tony





ROBORALLY 3

Pineapple 196 finds the second checkpoint.

ROUND 5

President Ford discards his 4th gear option.

Starting positions

Diddy-bot N8-N (powered down), President Ford E8-S, Pineapple 196 L9-W, Squelch L6-S, Bot-i-celli C13-S, Donsbot F12-S.

5.1

Donsbot (840-M3), Pineapple 196 (810-M3) (pushes Squelch), Bot-i-celli (720-M2), President Ford (540-M1), Squelch (440-BU).

Board effects: President Ford is conveyed to E7, Bot-i-celli is conveyed to E14.

5.2

Bot-i-celli (620-M1), Donsbot (550-M1), Pineapple 196 (310-RL), Squelch (030-UT), President For (020-UT).

Board effects: President Ford is conveyed to C7.

5.3

Pineapple 196 (760-M2), Squelch (680-M2), President Ford (640-M1), Donsbot (610-M1), Bot-i-celli (520-M1).

Board effects: None.

5.4

Squelch (650-M1), Bot-i-celli (500-M1), Donsbot (290-RL), Pineapple 196 (280-RR), President Ford (080-RR).

Board effects: Bot-i-celli is conveyed to H13, President Ford shoots Diddy-bot for 1 point of damage.

5.5

President Ford (710-M2), Pineapple 196 (700-M2, Donsbot (660-M1), Squelch (210-RL), Bot-i-celli (200-RR).

Board effects: Bot-i-celli is conveyed to H12, President Ford shoots Diddy-bot for 1 point of damage, Bot-i-celli shoots Squelch for 1 point of damage, Pineapple 196 touches checkpoint 2 and updates his archive to N4.

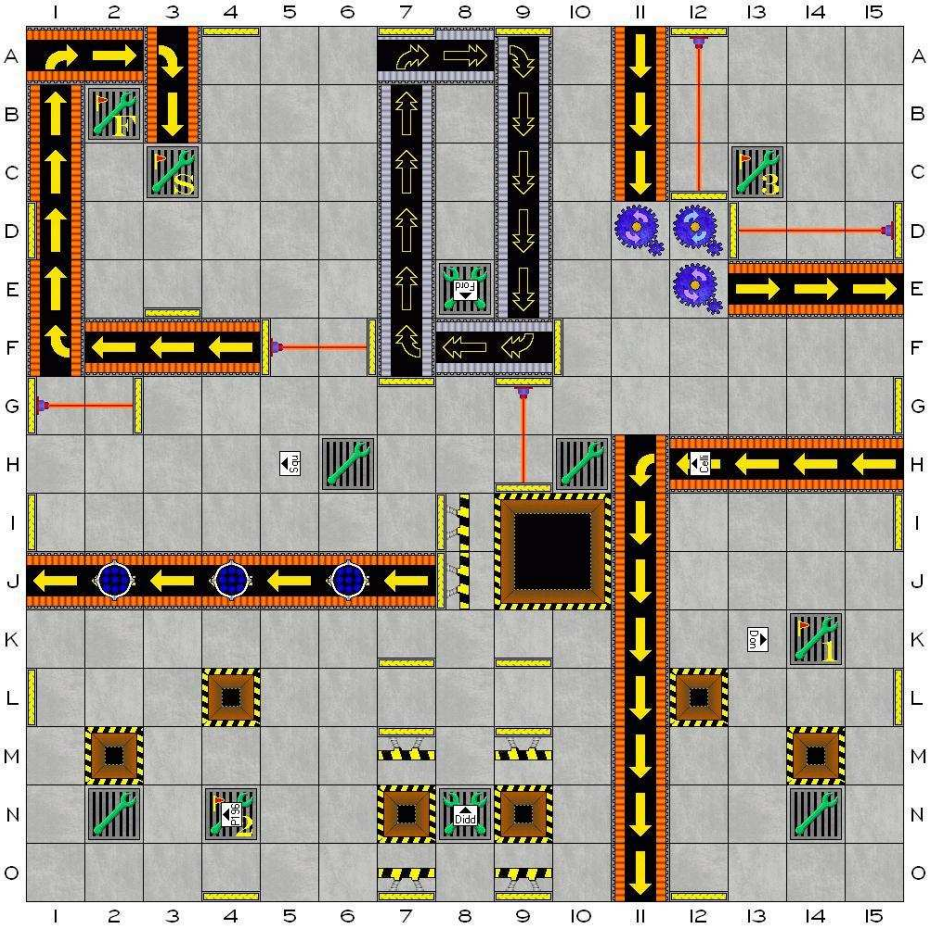
End of turn effects

Diddy-bot and President Ford repair 2 points of damage.

Squelch powers down for round 6.

As his damage is all repaired while powered down, nobody is suffering from any damage right now.

Pineapple 196 is two checkpoints up on most of the field, with Squelch on one checkpoint, but static for the next round, and Donsbot on the verge of reaching the first checkpoint.



Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	3/-/-	N8	N8-N	-
Roger Krueger	President Ford	3/-/-	E8	E8-S	Radio Control
Greg Payne	Pineapple 196	4/2/-	N4	N4-W	Reverse Gears
Marcus Pratt	Squelch	4/1/6	K14	H5-W	Abort Switch
Jim Reader	Bot-i-celli	3/-/-	C13	H12-W	-
Don Shailer	Donsbot	4/-/-	H6	K13-E	Double Barrel Laser

Orders required
Program cards for round six and any other instructions

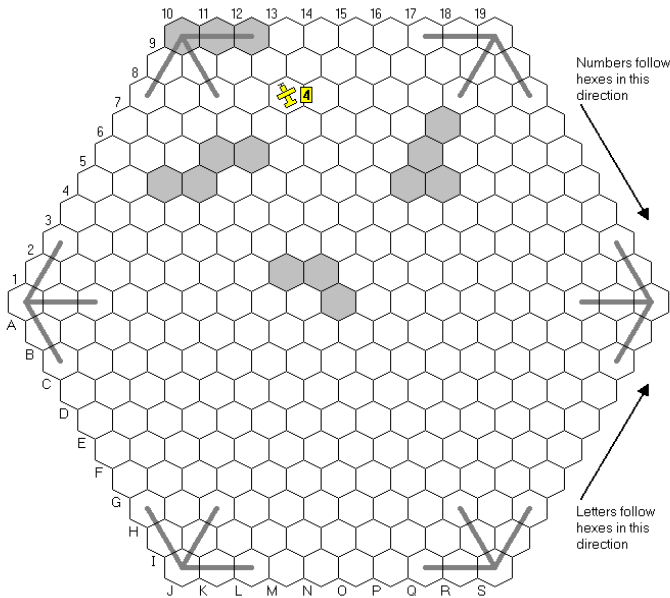


SOPWITH T-340-FW

One move, one shot,
and the job is done.

ROUND 25

Pilot	Starts	Moves	Ends	A:D:P
2 <i>Mad Ferret</i> Tim Franklin	E13-W	LT {Airfield: A10}	Dead	06:00:04
4 <i>The Brown Baron</i> ♠ Michael Graystone	E13-SE	I-FL, LS-FLA, 0 {Airfield: S19}	E12-NW	06:09:44



And there you have it. Two years in the making, and over in an instant. Many thanks to everyone for playing. If you've a yen for more, remember that Sopwith games can be played on the web site, at a somewhat faster pace. Michael is already signed up for games there, but we need another three willing pilots to get a game going.

1st	Michael Graystone	. The Brown Baron	. . . Won 25/1
2nd	Tim Franklin Mad Ferret Shot down	. . . 25/1
3rd	Joakim Spångberg	. Lord Flashheart	. . . Crashed	. . . 24/2
4th	Don Shailer Not Only But Also	. . . Shot down	. . . 23/1
5th	Jim Reader Wizard Prang Shot down	. . . 9/1
6th	Simon Brooks Roland Slide Crashed 5/3

Congratulations to Michael, and to Steve for surviving long enough to take part in the final dogfight. We'll round it up next time.

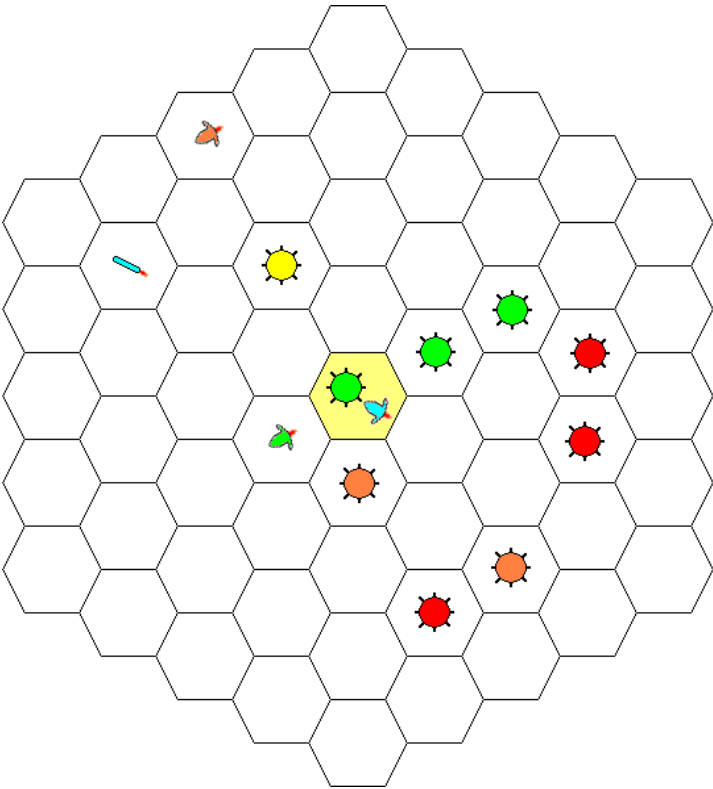


SPACE BLAST 1

Everyone is down to
two armour points.

ROUND 13

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



Chewbacca duly loses an armour point breaking through the minefield. That was the last mine for *James White*, should that be any consolation.

Orders
0 to 3 actions for round fourteen

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	3.634
-	Ken Boucher	3.632
▲	David Hilbert	3.150
-	Roger Krueger	3.042
-	Chris Rudram	2.800
-	Victor Cronshaw	2.722
▲	Pete Campbell	2.636
-	Per Hallberg	2.636
▼	Rob Thomasson	2.605
▲	Peter Hawkins	2.578
-	Dave Burton	2.468
▲	Dan Zacharias	2.240
▲	Willem Moene	2.225
-	Michael Bakken	2.200
▲	Michael Longdin	2.196
-	Michael Graystone	2.140
-	Brian O'Farrell	2.100
▼	Peter Beck	2.078
-	Mick Haytack	2.035
▲	Mark Frueh	2.000

- ✱ Completed games and winners:

Saint Petersburg e790	David Hilbert
1856 e806 {1856-Z25}	Rob Thomasson
1830 e809 {1830-B26}	Willem Moene
Carcassonne e812 {River}	Willem Moene
Carcassonne e815	Willem Moene
Ingenious e821	Lew Stansby
1800 e822 {1800-N26}	Peter Hawkins
Carcassonne e825	Dan Zacharias

- ✱ New games and start dates:

Carcassonne e833	Jan 27th
Carcassonne e834 {River}	Jan 31st
Acquire e835 {Powers}	Jan 31st
Princes of Florence e836	Feb 1st
1830 e837 {1830-U26}	Feb 2nd
Acquire e838	Feb 5th
Puerto Rico e839	Feb 6th
1870 e840 {1870-Q26}	Feb 6th
Ingenious e841	Feb 11th



Heron Games

March is SALE month

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

March is SALE month, with over 500 games reduced in price this time. There's no room to list everything here, so do visit the web site to see what is available.

These prices apply to orders placed during March 2009 and are on a first come, first served basis while stocks last. Contact me for information on shipping costs if you're interested in any of these. If your order is over £100 then shipping is free in the UK. Furthermore, every order over £50 will find something extra in their parcel.

10 Days in Africa	£10.00	Naval Battles	£10.00
Acquire	£18.00	New England	£20.00
Age of Discovery	£15.00	Nottingham	£5.00
Aquaretto	£22.50	On the Underground	£13.50
Batavia	£36.00	Origins: How We Became Human	£20.00
Before the Wind	£10.00	Origins: The Age of Reason	£7.50
Cash 'n' Guns	£18.00	Oshi	£10.00
Colossal Arena	£5.00	Owner's Choice	£10.00
Chicago Poker	£8.00	Pandemic	£22.50
Chinatown	£30.00	Phoenicia	£15.00
Diplomacy	£18.00	PitchCar	£30.00
Duel in the Dark	£20.00	Queen's Necklace	£7.50
Egyptians	£10.00	Quest of the Grail	£10.00
Eketorp	£17.50	Race for the Galaxy:	
Empire Builder	£15.00	The Gathering Storm	£16.00
End of the Triumvirate	£20.00	Revolution	£30.00
Euphrates & Tigris Card Game	£7.50	Roll Through the Ages	£17.50
Fagin's Gang	£15.00	Samurai {Knizia}	£22.50
Fields of Fire	£35.00	Samurai {GMT}	£30.00
Formula D (new version)	£20.00	Settlers of Catan Third Edition	£10.00
Formula Dé (original version)	£15.00	Starcraft	£40.00
Galaxy Trucker	£40.00	Starcraft: Brood War Expansion	£30.00
Galaxy Trucker: The Big Expansion	£30.00	Supernova	£35.00
Ghost Stories	£25.00	Talua	£15.00
Heads of State	£30.00	Tannhauser	£20.00
Horus	£15.00	Through the Ages	£30.00
Incan Gold	£10.00	Titan	£40.00
Indonesia	£40.00	Ultimate Werewolf	£13.50
Jantaris	£15.00	Utopia	£27.00
Justinian	£15.00	Viking Fury	£13.50
Key Harvest	£15.00	Vikings	£20.00
Kings and Castles	£10.00	Warcraft	£22.50
League of Six	£17.50	Warcraft Expansion	£17.50
League of Six: Loyal Retinue	£13.50	World Cup Game	£20.00
Mission: Red Planet	£20.00	Ys	£20.00
Monastery	£15.00	Yspahan	£20.00
Mr. Jack	£15.00	Zooloretto	£25.00
Mr. Jack Extension	£7.50	Zooloretto XXL	£20.00

PREVIEW

After a pause from new 18xx titles, we have an 1870 starting next month. Beyond that there is the possibility of an 1825 game that uses all three units, all three regional kits and just about everything else that can be piled into play. I'm running one to this scale on the web site, so the ground work has already been done. It will, of course, take somewhat longer through these pages. The next 18xx games to start are likely to be 1837 and 1861, as each list has just one space, which does not have to be filled in order before the games get the green light.



Issue 163 has a new Railway Rivals game scheduled. I haven't chosen a map for this game yet, so if any of the players want to make any suggestions - helpful ones - then by all means do so.

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

#162: 1870, Bus Boss (Luzon)
#163: Railway Rivals (map TBA)



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Feb 4th	Save Your XXs For Me #59
Feb 9th	Ode 301
Feb 17th	Devolution #73
Feb 18th	...mais n'est-ce pas la gare? #91

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	3.571
▲	Simon Robertson	3.313
▲	Lyndon Gurr	3.300
-	Lionel Robbins	3.118
▼	Mark Frueh	2.750
-	Marcus Pratt	2.717
-	Sharon Khan	2.625
-	Steve Thomas	2.563
▲	Peter Hawkins	2.514
▼	Geoff Hardingham	2.364
▲	Stephen Webb	2.349
▲	Michael Graystone	2.273
-	Colin Sharpe	2.130
▼	Rob Thomasson	2.129
-	Alan Harvey	2.069
-	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	John Marsden . . .	Acq52, BB-305-NLD, BB-313-MOR, CM1, RR-2112-I(N)
Tony Bromley	1837-Y25, RR-2085-KU, RR-2117-ND	Willem Moene . . .	1830-L23, 1830-G24, 1830-G26, 1835-C26, 1856-R23, 1870-R24, OP26, OP27, PR9, PR11
Simon Brooks	BA18, BB-305-NLD, BB-312-MOR, GS7	Greg Payne	6n14, BA19, BB-313-MOR, Robo3
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, RR-2124-I(S), StP2	Marcus Pratt	Agr1, Agr2, IW1, OP26, OP27, Robo3, StP2
John Colledge	Acq52, Acq53	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, RR-2124-I(S), Robo3
Bob Coull	6n14, Acq51, BB-309-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, RR-2117-ND, SB1	Lionel Robbins . . .	1829-V21, 1829-U25
Dennis Frank	BA18, BA19	Tony Robbins	1837-Y25, BB-309-YRK
Tim Franklin	1830-L23, 1895-X24, Sop340	Simon Robertson .	BB-305-NLD, RR-2096-B
Mark Frueh	1830-G24, 1870-R24	Tony Sait	1830-G26, 1830-V1-N24, 1856-P26, PR11, RR-2112-I(N)
Michael Graystone .	6n14, Acq51, Acq52, Acq53, BB-308-YRK, BB-312-MOR, RR-2085-KU, RR-2096-B, Sop340, SB1	Don Shailer	BB-305-NLD, BB-308-YRK, BB-313-MOR, CM1, GS7, RR-2117-ND, Robo3, SB1
Lyndon Gurr	1826-H25, 1835-C26, 1856-R23, 1856-P26, 18GA-D26, OP26, OP27	Colin Sharpe	6n14, Acq51, Acq52, Acq53, BB-309-YRK, RR-2096-B, RR-2124-I(S)
Steve Ham	6n14, BA18, BA19, GS7, Robo3, RR-2124-I(S), SB1	John Shelley	1826-H25, 1829-U25, 1830-L23, 1835-C26
Geoff Hardingham .	1837-Y25, OP26, PR10	David Smith	OP27
Alan Harvey	1830-V1-N24, CM1	Don Smith	1826-E22, 1830-G24, 1830-V1-N24, 1835-C26, 1856-R23, 1870-R24, 18GA-D26
Mike Head	1830-L23, 1830-G26, 1856-P26, 18GA-D26, IW1	Joakim Spångberg .	BA18, GS7, Sop340
John Hopkins	1829-V21, 1837-Y25, PR8	Allan Stagg	Agr2, PR8, PR10
Mike Hutton	1829-V21, 1830-G26, 1856-P26, Agr1, Agr2, PR9	Mark Stretch	1830-V1-N24, BA18, BB-305-NLD, OP27
Sharon Khan	IW1	Steve Thomas	1895-X24
Roger Krueger	1870-R24, 1895-X24, Robo3	Rob Thomasson . . .	1829-V21, 1829-U25, 1856-R23, BB-313-MOR, RR-2085-KU
Kevin Lee	6n14, Acq51, Agr2, BB-309-YRK, BB-313-MOR, GS7, PR10, PR11, RR-2112-I(N), RR-2124-I(S), StP2	Roger Trethewey . .	BA19, GS7
Michael Longdin . . .	Agr1, CM1	Stephen Webb	1826-H25, 1830-G24, 1830-V1-N24, 1837-Y25, 1870-R24, CM1, PR8
Richard Lunn	1830-L23, 1830-G26, 1856-P26, Acq53, BA19	Tony Wilcock	Acq51, Acq52, StP2



OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:

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

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DEADLINES

Wednesday March 18th 2009

18xx Games - Friday March 13th

Future main deadlines: April 15th May 13th June 17th

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.