

FOR WHOM THE DIE ROLLS

April 2009

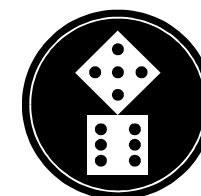
Published by Keith Thomasson

Issue 163

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 #163, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

E-mail: Keith@Thomasson.com

Web site: www.fwtwr.com

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WAIT

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

Games starting in this issue...

1861 Pete Campbell, Lyndon Gurr, Mike Hutton, Willem Moene, Stephen Webb
Railway Rivals Tony Bromley, Bob Coull, Jim Reader, Lionel Robbins, Tony Wilcock
(Malaysia Peninsula)

Games starting in the next issue...

⚙ 1825 (the world) Mike Hutton, Lionel Robbins, Willem Moene, Alan Harvey, Pete Campbell
⚙ Bus Boss Jim Reader, Pete Campbell, John Marsden, Michael Graystone, Bob Coull
(Izu Honto Peninsula)

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

⚙ 1837 Don Smith, Steve Thomas, Stephen Webb, Adam Romoth, Pete Campbell
⇨④ 1856 Rob Thomasson
⇨② 1870 Lionel Robbins, Don Smith, Rob Thomasson
② 18GA Mike Head
⇨④ 18Rhl Rhineland Willem Moene
⇨④ Acquire Bob Coull
⇨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
⇨① In the Year of the Dragon Michael Longdin, Pete Campbell, Rob Thomasson
① Industrial Waste Alan Harvey, Marcus Pratt, Mike Head
⇨② Mystic Wood Jim Reader, Kevin Lee, Roger Trethewey
⇨④ Outpost Willem Moene, Jim Reader, Marcus Pratt, John Marsden, Pete Campbell,
David Smith
⇨② Phoenicia Mike Hutton, Lyndon Gurr, Geoff Hardingham
② Puerto Rico Willem Moene, Jim Reader
⇨② Railroad Tycoon Michael Longdin, Pete Campbell
② Saint Petersburg Bob Coull, Rob Thomasson

I supply everything you need for these...

②/⑧ Battle! Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
③ Breaking Away Kevin Lee, Jim Reader, Dennis Frank
⇨② Railway Rivals John Marsden, Michael Graystone, Jim Reader

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

START

Welcome to issue #163. The last issue only just seems to have gone out the door, and as it was a week late I guess that's not surprising. The deadline schedule is restored with this issue, something that needs to happen if issues are not to be skipped this year. Some of the later deadlines are built around exhibitions and other commitments, so if they slip they disappear completely.

There is a new Bus Boss map from Jim - the Izu Honto Peninsula. As we have a Bus Boss game due to start next month, the new map will join the new game and get an early airing.

So, did you find the hidden tiger? Don't spend too much time looking in the jungle - just take a close look at the tiger's stripes. They read - the hidden tiger.



The first-Saturday-of-the-month games session will be back at my house for May, so do consider it if you're close enough. It starts at 10am and will go on until 6pm, or until everyone has left, whichever comes first. For those that ask, the first Saturday is the 2nd.

Last time I mentioned my hope that Formula One would be more about racing and less about rules lawyers, and I think that is turning out to be true. The failure of the bigger teams to interpret the rules to their advantage has brought the teams much closer together and made the races more interesting. It's just a shame that the organisers didn't realise that it nearly always rains heavily late afternoons in Malaysia, or that moving the China race to April would increase the chances of a wet race - but at least we got a race, rather than a long wait to decide that the Malaysian race was not going to be restarted - a delay much more to do with the time slots booked for international television than to anything else, in my book. They filled those slots with speculation and talk rather than making a quick and fairly obvious decision. But never mind. Brawn, Brawn, Red Bull - who will win next? ⚙

A BOARD 2 PIECES SPECIAL PRESENTATION

BY TED ALSPACH



ALSO STARRING THE REST OF THE BOARD 2 PIECES CREW AS VARIOUS 'GAMERS OF RANDOM IMPORTANCE (GORI)' THIS DRAMATIZATION IS BASED PURELY ON FACTS AND THINGS THAT REALLY HAPPENED DURING THE GREAT 2009 '20TH ANNIVERSARY GATHERING OF FRIENDS PLANNING SESSION'

BOARD 2 PIECES

BY TED ALSPACH



A GATHERING NEWS UPDATE FROM BOARD 2 PIECES

BY TED ALSPACH



A GATHERING NEWS UPDATE FROM BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



1830-L23

Willem has a few words.

GAME OVER

1st	Willem Moene	7,749	28.8%
2nd	Richard Lunn	6,512	24.2%
3rd	Mike Head	4,863	18.1%
4th	Tim Franklin	4,533	16.9%
5th	John Shelley	3,232	12.0%

Willem Moene (1st): Well, what can I say. It seems everything went my way in this game. But really, I shouldn't have had the possibility to float a third company. It made life so easy,

certainly when I could get my greedy hands on a '5' and a '6' train, with not only high share prices but also money to spare on nice track.

It's hard to argue with a strategy which brought a second place, but probably Richard should have launched a second company after cashing in on the C&A. And maybe John would have been better off with the CPR laying no track at all, and just helping to buy permanent trains.

Keith, thank you for running the game. As always I'm looking forward to the next!

Mike Head (3rd): This got off to a fairly disastrous start, which pretty much defined and confined my strategy for the rest of the game - having baulked at going to \$215 and more for the C&A (Richard got it for \$210 and came second, so maybe I should have kept going), I ended up with no Private Companies. So I launched a whole-game company (NYC), concentrated on landing a permanent train as painlessly as possible, and waited for the possibility of picking up a second company through someone else's misfortune. Although I ran my eye over the Erie in SR6, and some of John's companies later when he was really struggling, all opportunities involved either risking losing the NYC or taking over a dog, so I settled for the expectation that Tim wouldn't overhaul me for third, which was correct. So a pretty tame game for me but I still enjoyed it, thanks to Keith for great GMing and congrats to Willem, who ran his own companies well and preyed on others' misfortunes at just the right times.

Thanks for that, and thanks to everyone for the game. I trust you found it enjoyable even if your positions were sinking!



1856-R23

A very tight game.

GAME OVER

1st	Pete Campbell	5,972	23.8%
2nd	Lyndon Gurr	5,765	23.0%
3rd=	Willem Moene	5,693	22.7%
	Rob Thomasson	5,693	22.7%
5th	Don Smith	1,978	7.9%

Pete Campbell (1st): That was certainly close. It ended just in time for me, a few more turns and I might have been caught up. It is not obvious as to how I managed to win this one. Indeed I thought that I was out of contention when I failed to asset strip the WR prior to the CGR forming. In the end I think it was probably just down to getting hold of the best shares and keeping my nose clean. Thanks to all and for Keith for running it.

Rob Thomasson (3rd=): Pretty straightforward. I was outplayed and enjoyed the struggle to regain position. Pete timed it well and my recovery was quite good but not quick enough. Better to have not been in the position to need to recover! But a good struggle and thanks to all for the game.

Thank you, gentlemen. Close indeed, and thankfully there were no calls for recounts on the final runs.



1829-V21

A long one indeed.

GAME OVER

1st	Lionel Robbins	11,096	26.5%
2nd	Rob Thomasson	10,225	24.4%
3rd	Mike Hutton	9,161	21.9%
4th	John Hopkins	6,503	15.5%
5th	Peter Berlin	4,853	11.6%

Lionel Robbins (1st): Well that was a long one! My decision to go for a '5' train early was amply rewarded. It was the only way I could see of ever catching up with and overhauling Rob. With an earlier train rush I doubt I'd have had the time. Once I had caught up I was fairly confident of the eventual win. I'm not sure Rob was closing much at the end, I was £800 ahead for OR27 and remained that way.

Thanks for the game and also to Keith for his patience.

Rob Thomasson (2nd): I got off to an exceptionally inauspicious start by starting the NER in such a way that it could not run a train - impressive. But I got into the NBR and Cal with Lionel and those companies paid well as John was hamstrung with the Midland and Peter was distracted by real life. Mike had got the NER going and I could see both Lionel and he finishing ahead of me as I failed to get a second company.

As the NBR and Cal sat and ran the energy could go to disrupting the later companies and the L&YR & GSWR ownership hurt Mike & John. As the later trains took a while to emerge I eventually had the NBR go - belatedly - for a 3T train but Mike nicked it and the NBR got a short lived 3 train. Then the High fell to me so I could get the NBR up to good earnings and stifle the Cal but Lionel had the flexibility of other companies and used them well.

So thanks to all - Lionel and Mike for a challenging game and appreciation to John and Peter for lasting the course without the run of any luck. And well done to Lionel for the win and to Keith for hosting.

Mike Hutton (3rd): This just goes to show that 1829 PBM is not a game where you can easily control three companies for any length of time. I can't help thinking I snatched defeat from victory - too many mistakes, most prominent of which was picking up the L&YR directorship and not asset stripping / dumping it immediately. Really I should feel some sympathy for Rob as Lionel was the greater beneficiary of Rob messing me around, and without Rob's skilful disruptive play I would likely have run away with the game. That said, congrats to Lionel, well played to Rob after possibly the most inept start of the NER I've ever seen, and a mental note that '29 is rather more cutthroat than I remember. It's not something I'm likely to retry PBM soon as there are too many options. I suspect I'm better off sticking to '25.

It just goes to show that while 1829 can be very cutthroat at times, particularly with survey party blocking, it is also possible to have a poor start and recover well. Many other games do not offer such a chance to pull back from a poor start.





1826-H25

Two busy rounds with lots of loans and train purchases.

OR8 - OR9

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
B	LQ	63:C11:1	240	Yes	-	180B▲	0	-	-
PO	PC	47:H8:3	200	Yes	①	135C▲	147	-	10H
A	SW	619:F12:5	170	Yes	② ③	110D▼	797	-	-
SNCF	PC	20:M15:1	-	-	④	100A▼	202	-	E
O	PC	63:I7:1	-	-	⑤ ④	75D▼	227	2	E
GC	JS	63:L14:1	-	-	⑥ ④	70E▼	252	2	E
N	LQ	63:C13:1	300	No	⑦	75D▲	232	-	10H
E	SW	23:E11:1	170	No	⑧	75C▲	80	-	10H

- Notes: ① 1 to the O for a '10H' train
 ② 80 to the bank for a token in F12
 ③ 675 from the bank for the sale of 5 shares (▼110D)
 ④ 800 to the bank for an 'E' train
 ⑤ Two loans acquired (▼75D)
 ⑥ One loan acquired (▼70E)
 ⑦ One loan redeemed (▲75D)
 ⑧ One loan redeemed (▲75C)

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
B	LQ	3:D12:1	-	-	① ② ③	135B▲	100	2	E 10H
PO	PC	24:L4:2	220	Yes	④	150C▲	707	-	10H
A	SW	141:D10:1	-	-	⑤ ⑥ ⑦ ⑧	90D▼	57	1	TGV 10H
SNCF	PC	9:M17:3	320	Yes	⑨	110A▲	142	-	E
O	PC	23:M5:3	310	Yes	-	82D▲	127	-	E
N	LQ	513:C11:1	-	-	⑩ ⑥	60E▼	332	2	TGV
E	SW	63:F12:1	-	-	⑩ ⑥	60E▼	80	2	TGV
GC	JS	8:K13:2	300	Half	-	75E▲	332	2	E

- Notes: ① Two loans acquired (▼135B)
 ② 800 to the bank for an 'E' train
 ③ 100 to the N for a '10H' train
 ④ 450 from the bank for the sale of 3 shares (▲▼)
 ⑤ One loan acquired (▼90D)
 ⑥ 1,000 to the bank for a 'TGV'
 ⑦ 40 to the E for a '10H' train
 ⑧ 180 to the bank for two pool shares
 ⑨ 60 to the bank for terrain costs
 ⑩ Two loans acquired (▼60E)

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Stephen Webb	3	75	31	109	1,256	18.9▼	14
John Shelley	49	72	186	307	1,492	22.4▲	11
Pete Campbell	43	77	334	454	1,865	28.0▲	11
Lyndon Gurr	212	161	62	435	2,039	30.7▼	16

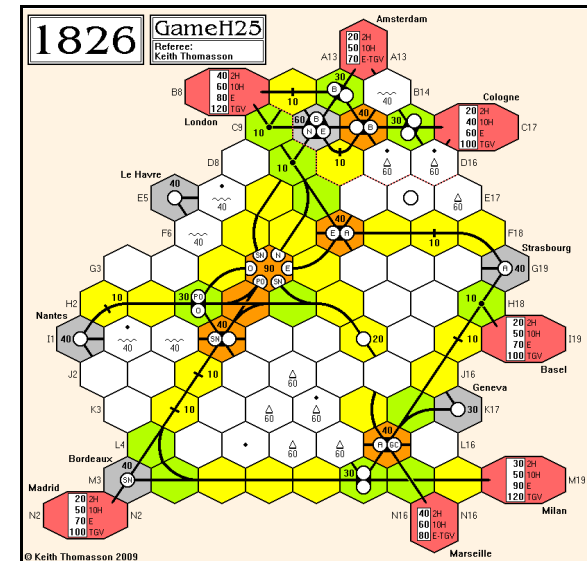
Good conditional orders say 'in this situation do this, otherwise do that'. It's less helpful to have an order that says 'do this - but if this situation exists, do that instead'. The firm 'do this' order could easily get executed by default.

Portfolio	A	B	E	GC	N	O	PO	SNCF	Bonds
Stephen Webb	3P	1	6P	-	5	1	-	-	-
John Shelley	-	3	-	6P	-	-	-	3	-
Pete Campbell	1	-	-	1	-	3P	3P	5P	-
Lyndon Gurr	1	6P	4	-	5P	2	-	-	-

Company type	10	10	10	10	10	10	10	10	
Bank (new)	-	-	-	-	-	-	-	-	-
Bank (pool)	3	-	-	1	-	4	5	2	-
Treasury shares	2	-	-	2	-	-	2	-	10
Price	90D	135B	60E	75E	60E	82D	150C	110A	
Loans	1	2	2	2	2	2	-	-	
Company credit	57	100	80	332	332	127	707	142	
Tokens	-	1	-	2	1	1	1	4	
Trains	TGV	E	TGV	E	TGV	E	10H	E	

Bank cash: 8,818 Certificate limit: 16 Trains: 'TGV's
 Current operating order: PO, B, SNCF, A, O, GC, N, E

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds								
3/1	4/1	5/2	6/2	7/4	8/11	9/13	57/3	58/5	14/3	15/2	16/1	19/1	
20/-	23/1	24/4	26/1	27/1	28/1	29/1	87/2	88/2	141/-	142/-	143/-	203/1	
204/2	514/-	619/2	39/1	40/1	41/2	42/2	43/3	44/1	45/2	46/2	47/2	63/1	
70/1	515/-	611/2	513/2	516/1									



Orders required for the following rounds

By the early deadline

OR10, SR7

Adjudication can pause between rounds if requested



1829-U25

The LNWR Director was heard to say "Oh well, it's gotta be done".

OR7 - SR8

OR7	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	1:W19:1	•R14	110	Yes	-	180	420	2 2 2
GWR	PC	-	•W13	70	Yes	①	126	200	3 2 2
Mid	JS	6:Q17:5	•S15	50	Yes	-	76	460	2 2
LSWR	LR	-	•X18	-	-	-	64	760	-

Notes: ① 300 to the bank for a '3' train

Stock Round 8

Rob	John	Pete	Lionel
- 1 GWR + LNWR pool	x	+ GWR pool	+ LSWR new
x	x	x	- 4 LSWR
Priority for SR9			

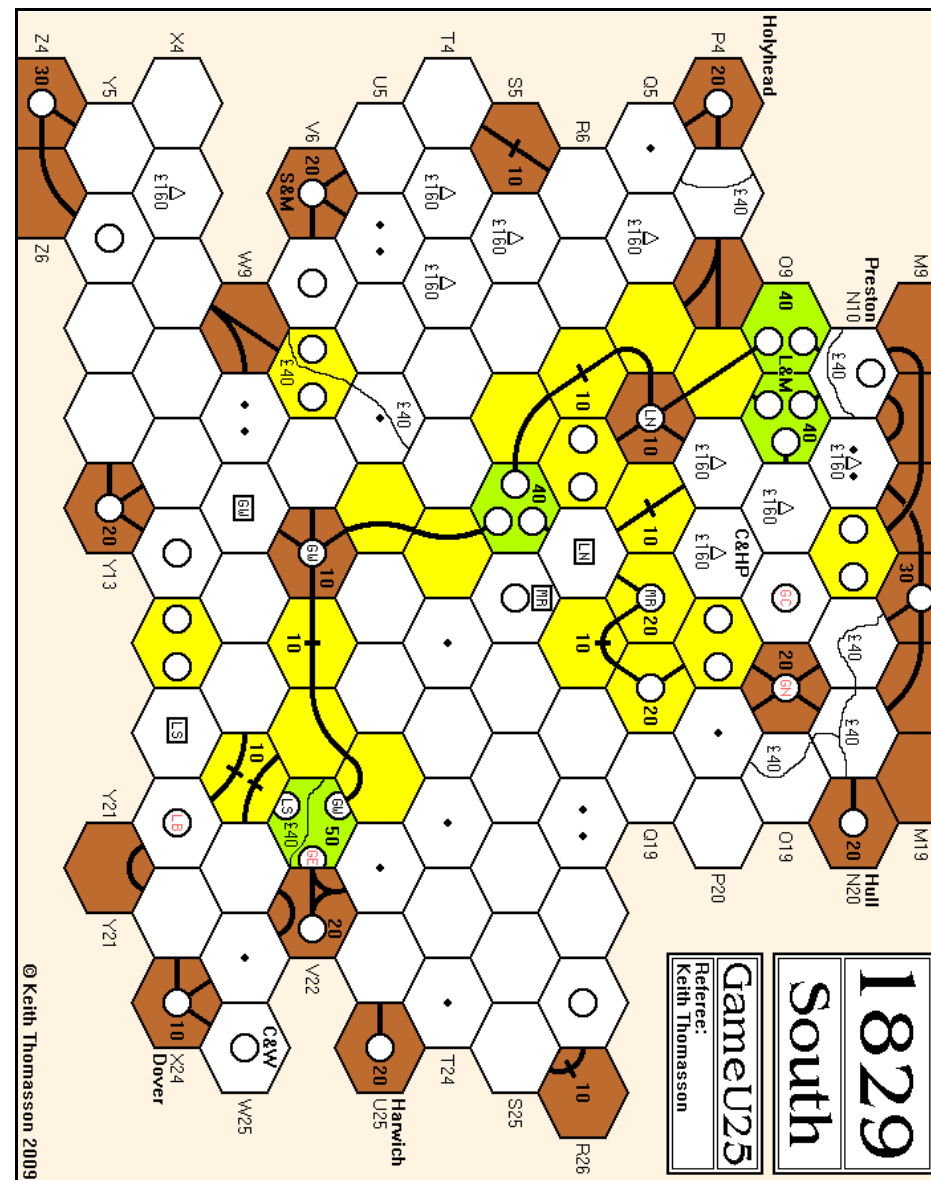
Cash Flow	b/f	OR7	SR8	c/f	Value	%	Certs
Rob Thomasson	10	81	-54	37	1,399	31.2	8
John Shelley	44	62	0	106	997	22.3	8
Pete Campbell	77	68	-126	19	1,211	27.0	8
Lionel Robbins	50	31	180	261	873	19.5	6

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GWR	LBSC	GER	GCR
• Rob Thomasson	S&M	6D	2	-	-	-	-	-	-
John Shelley	C&HP	2	-	6D	-	-	-	-	-
Pete Campbell	C&W	1	7D	-	-	-	-	-	-
Lionel Robbins	-	1	-	4	2D	-	-	-	-

Bank (new)	Hull	-	-	3	10	10	10	10
Price (new)	100	90	82	76	71	67	64	61
Bank (pool)	L&M	-	1	-	5	-	-	-
Price (pool)	180	126	76	64	-	-	-	-
Company credit	420	200	460	760	-	-	-	-
Tokens	5	4	4	4	5	4	4	4
Trains	2 2 2	3 2 2	2 2	-	-	-	-	-
Bank cash: 19,577 Certificate limit: 18 Trains: 5 x '3', 4 x '4'								

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds								
1/2	2/2	3/1	4/3	5/3	6/4	7/2	8/4	9/9	10/3	12/3	13/3	14/3		
15/3	16/1	17/1	18/1	19/2	20/2	21/1	22/1	23/4	24/4	25/2	26/2	27/2		
28/1	29/1	30/1	31/1											

And it was, indeed done. The LSWR will be moribund until the grey phase allows an upgrade that will let it out of London, and in truth, its price is likely to fall to zero and take it out of the game before that happens. Lionel did order a tile lay with the LSWR, but it was for an empty hex the survey party was not on. Not what was intended, I am sure, but that is why there was no tile laid for the LSWR.



Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if request



1830-G26

No more train sales, no more companies to play with.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&O	MHn	57:F4:1	50	Yes	①	82C▲	520	2 2
NYNH	MHn	57:E19:1	50	Yes	-	76D▲	550	2 2

Notes: ① 80 to the bank for terrain costs

Stock Round 3

Mike Head	Mike Hutton	Richard	Willem	Tony
- 1 C&O (▼76D)	✗	✗	+ C&O pool	✗
+ B&O pool	✗	✗	✗	✗
✗	✗	✗	✗	Priority for SR4

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Mike Head	9	35	0	44	556	18.6▲	6
Mike Hutton	54	30	0	84	576	19.3▲	5
Richard Lunn	16	55	0	71	579	19.4▲	6
Willem Moene	133	45	-76	102	548	18.3▼	5/6
Tony Sait	143	40	0	183	731	24.4▼	4

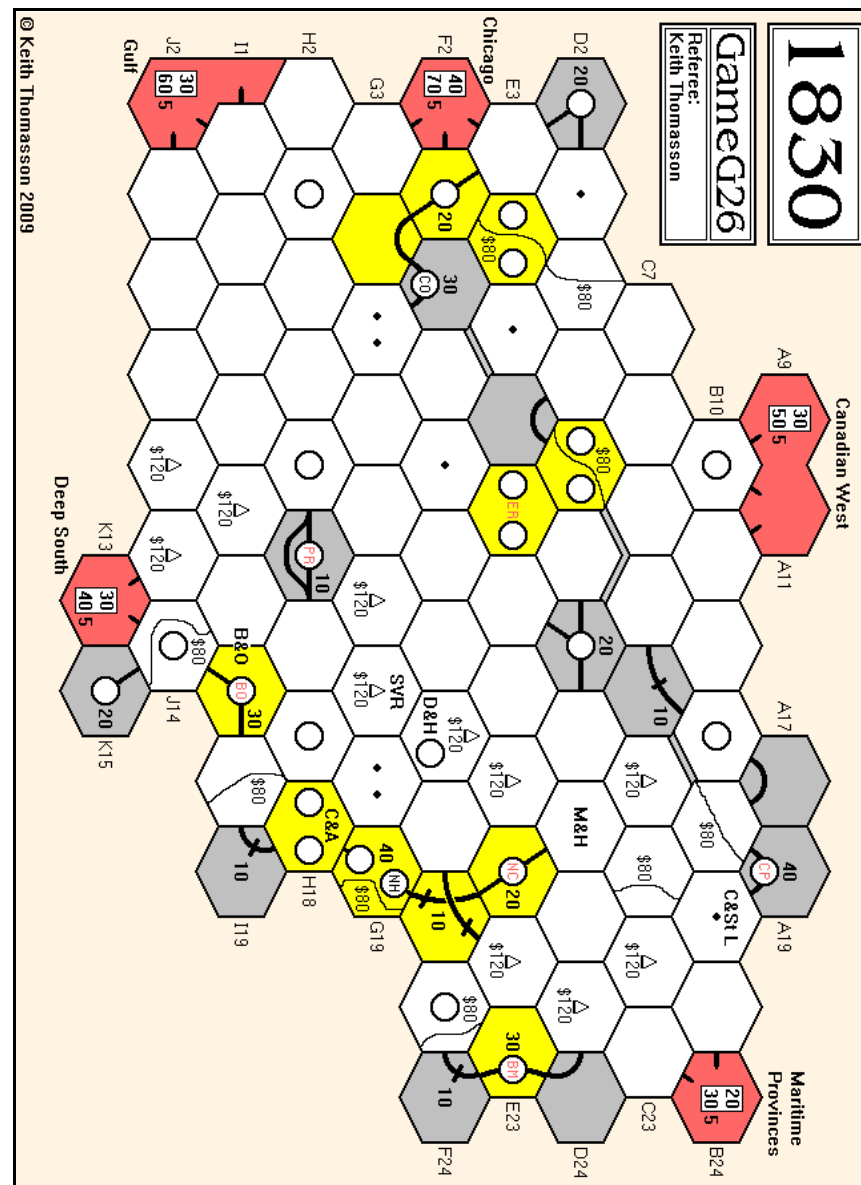
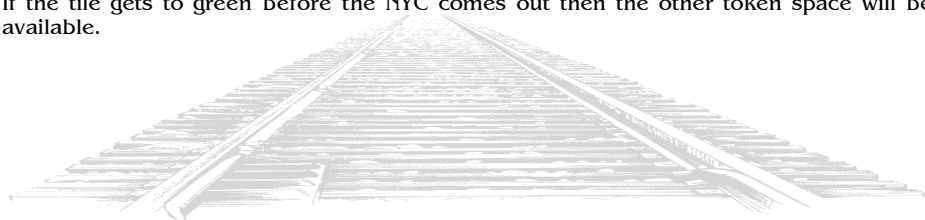
Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	SVR	-	1	5P	-	-	-	-	-
Mike Hutton	-	-	-	-	-	-	-	6P	-
Richard Lunn	D&H M&H	-	-	2	-	-	-	2	-
Willem Moene	C&StL C&A	-	-	2	-	-	-	1	1
✗ Tony Sait	B&O	-	2P	1	-	-	-	1	-

Bank (new)	10	6	-	10	10	10	-	9
Price (par)		100	76				71	
Bank (pool)	-	1	-	-	-	-	-	-
Price (pool)		82C	82C				82C	
Company credit			520				550	
Tokens	2	3	2	4	3	4	1	4
Trains			2 2				2 2	

Bank cash: 10,446 Certificate limit: 13 Trains: 2 x '2' 5 x '3'...
Current operating order: NYNH, C&O

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
	1/1	2/1	3/2	4/2	7/3	8/8	9/7	55/1	56/-	57/2	58/2	69/1

Mike wanted the NYNH to put a token in E19, but that space is reserved for the putative NYC. If the tile gets to green before the NYC comes out then the other token space will be available.



Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested



1830-V1-N24

Similar thoughts on
what is worth buying first.

SR6

Sorry, a correction for the last report. The Erie bought the first Diesel, trading in its '4' train. The B&O then bought a '6' from the NYNH, which bought it back in its turn.

Stock Round 6

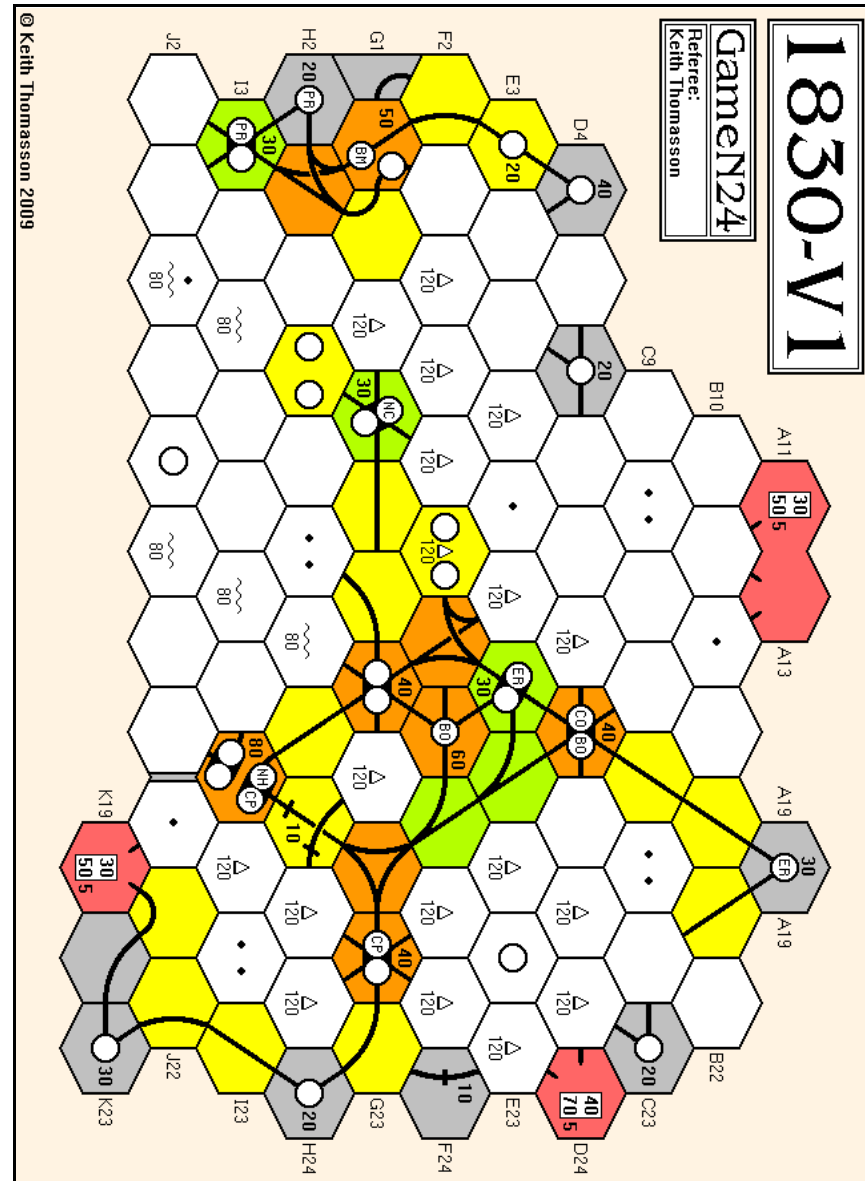
Tony	Mark	Don	Alan	Stephen
- 1 B&O (▼69G)	+ NYNH pool	✗	+ NYNH pool	+ NYNH pool
+ CPR pool				
+ C&O pool	+ CPR pool	✗	+ C&O pool	+ C&O pool
✗	+ C&O pool	✗	+ B&M new	+ B&M new
✗	+ NYC new	✗	✗	+ NYC new
✗	+ PRR pool	✗	✗	✗
✗	✗	Priority for SR7		

Cash Flow	b/f	SR6	c/f	Value	%	Certs.
Stephen Webb	352	-297	55	1,248	20.6▲	12/15
Tony Sait	88	-86	2	650	10.8▲	4/8
Mark Stretch	636	-387	249	1,734	28.7▼	13/14
Don Smith	25	0	25	800	13.2▼	9
Alan Harvey	436	-207	229	1,613	26.7▲	13/14

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	1	1	2	2	4	1	3	1
Tony Sait	-	3P	1	1	-	-	5P	-
Mark Stretch	6P	-	1	6P	-	1	1	1
Don Smith	-	-	5P	-	-	6P	-	-
Alan Harvey	1	1	1	1	6P	-	1	5P

Bank (new)	2	-	-	-	-	2	-	1
Price (par)	90	100	67	76	82	90	71	100
Bank (pool)	-	5	-	-	-	-	-	2
Price (pool)	100B	69G	71E	100D	90A	70B	54G	90E
Company credit	0	833	0	120	79	1	-	55
Tokens	1	1	2	3	1	3	1	2
Trains	5	-	D	6	D	5	6	5
Bank cash: 10,352	Certificate limit: 13						Trains: Diesels	
Current operating order:	CPR, B&M, PRR, Erie, C&O, NYC, B&O, NYNH							

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



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



1835-C26

All the '2+2' trains are bought.

OR4 - SR5

OR4	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
B-M	JS	58:K3:1	40	Half	-	60		2
B-P	TS	-	70	Half	-	110		2
Mag	WM	-	40	Half	-	60		2
K-M	WM	8:E9:6	30	Half	-	125		2
B-S	LQ	-	50	Half	-	75		2
A-K	LQ	58:B14:4	60	Half	-	90		2
ByE	DS	3:M15:1 8:L16:5	100	Yes	① ②	102D▲	440	2+2 2 2 2
SxE	LQ	5:H16:3 69:I17:1	100	Yes	③	84D▼	256	2+2 2+2 2+2

Notes: ① 50 to the bank for terrain costs
 ② 200 to the bank for a '2' train and a '2+2' train
 ③ 360 to the bank for three '2+2' trains

Stock Round 5

Willem	John	Tony	Don	Lyndon
✗	+ ByE pool	✗	+ ByE pool	✗
✗	✗	✗	✗	Priority for SR6

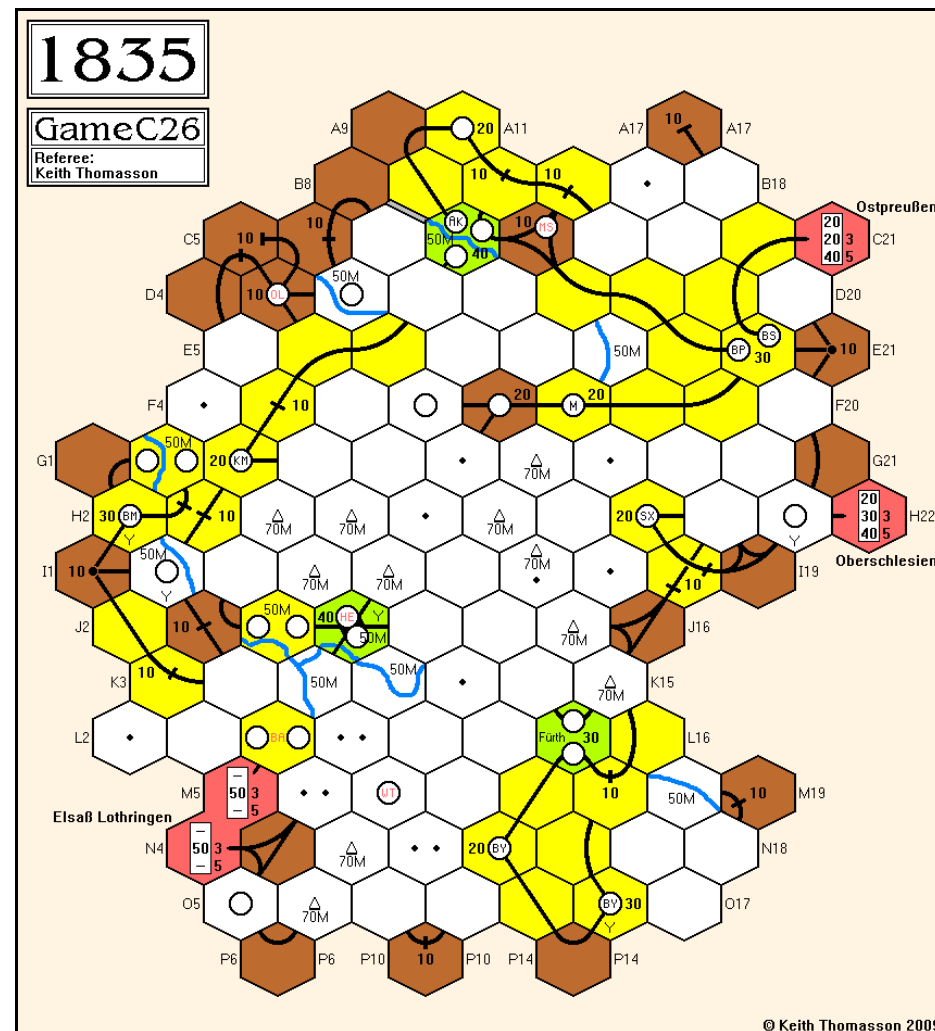
Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
John Shelley	41	85	-102	24	794	24.1▲	7
Tony Sait	5	75	0	80	604	18.3▲	4
Don Smith	89	45	-102	32	682	20.7▲	5
Lyndon Gurr	11	70	0	81	727	22.0▼	6
Willem Moene	30	55	0	85	493	14.9▼	5

Portfolio	Privs/Minors	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OIE
John Shelley	Ost, Bra, B-M	-	40/4	-	-	-	-	-	-
Tony Sait	Han, B-P	-	10/1	10/1	-	-	-	-	-
Don Smith	N-F	-	50/4	-	-	-	-	-	-
✗ Lyndon Gurr	Pfa, B-S, A-K	-	-	40/3	-	-	-	-	-
Willem Moene	Mag, K-M	-	-	20/2	-	-	-	-	-

Bank (new)	L-D	40/4	-	30/3	100/8	100/8	100/8	100/7	100/7
Price (new)		154	92	88	84	84	84	80	80
Bank (pool)		-	-	-	-	-	-	-	-
Price (pool)			110C	84D					
Company credit			440	256					
Tokens		2	3	2	2	2	2	2	2
Trains			2+2	2+2					
			2 2 2	2+2					
				2+2					

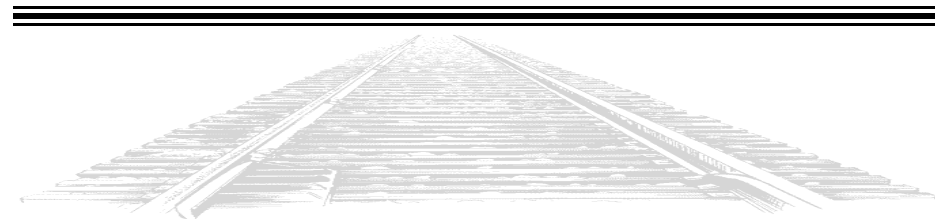
Bank cash: 10,482 Certificate limit: 12 Trains: 4 x '3', 5 x '3+3'
 Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE

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



Orders required for the following rounds *By the early deadline*

OR5, SR6 *Adjudication can pause between rounds if requested*





1837-Y25

The remaining minor company shares are all bought.

OR2 - SR3

The tile lay for the S3 last time was 202:17:6. My error converting from compass to numeric.

OR2	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	JH	8:D12:4	10	20	Half	-		25	1G
RGTE	GH	8:B10:2	30	30	Half	-		45	1G
EOD	JH	8:D16:1	10	20	Half	-		25	1G
EKT	GH	401:C23:4	40	25	Half	-		45	1G
MLB	TR	202:C33:4	40	20	Half	-		40	1G
ZKB	GH	7:I35:4	40	25	Half	-		45	1G
SPB	SW	404:J28:1	20	30	Half	-		40	1G
LRB	JH	-	30	25	Half	-		40	1G
BB	TR	8:N16:4	20	35	Half	-		45	1G
EHS	TB	7:E29:4	30	20	Half	-		35	1G
S1	TB	5:I15:2	60	-	Half	-		30	2
S2	TB	69:J12:1	40	-	Half	-		20	2
S3	SW	9:I5:3	50	-	Half	-		20	2
S4	GH	8:L4:6	50	-	Half	-		25	2
S5	TR	-	50	-	Half	-		25	2
K1	GH	58:E15:1	50	-	Half	-		25	2
K3	TR	8:F14:1	50	-	Half	-		25	2

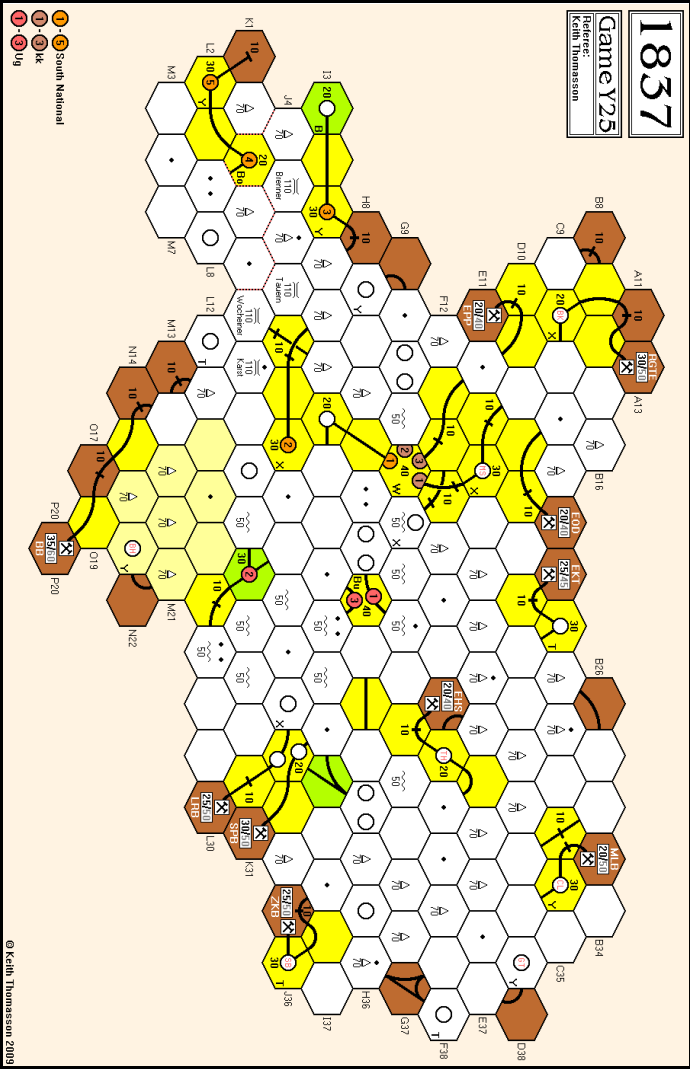
Stock Round 3				
Geoff	John	Stephen	Tony B	Tony R
✗	✗	✗	✗	+ K2
+ U1/Dir	+ U3/Dir	+ U2	+ U1	✗
+ U3	+ BK/Dir	[85]	✗	✗
✗	✗	Priority for SR4		

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
John Hopkins	240	25	-260	5	565	16.6▼	5
Stephen Webb	215	85	-90	210	715	21.0▼	5
Tony Bromley	160	95	-90	165	675	19.8▲	6
Tony Robbins	45	125	-140	30	730	21.4▲	7
Geoff Hardingham	75	120	-180	15	725	21.3▲	8

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Uq
John Hopkins	EPP EOD LRB/U3D	-	2D	-	-	-	-	-	-	-	-
✗ Stephen Webb	Arl Woch/SPB/S3/U2	-	-	-	-	-	-	-	-	-	-
Tony Bromley	Kara Semm/EHS/S1 S2/U1	-	-	-	-	-	-	-	-	-	-
Tony Robbins	Kart Tau/MLB BB/S5/K2 K3	-	-	-	-	-	-	-	-	-	-
Geoff Hardingham	Bren/RGTE EKT ZKB/S4/K1/ U1D U3	-	-	-	-	-	-	-	-	-	-

Bank (new)	9	6	9	10	7	8	8	5	8	5
Price (new)	85									
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	85D									
Bank cash: 12,693	Certificate limit: 17					Trains: 7 x '2', 5 x '3', 6 x '2g'				
Current operating order: Coal companies, S1, S2, S3, S4, S5, K1, K2, K3, U1, U2, U3										

Tiles	Tile number/Availability				One Operating Round between Stock Rounds						
1/2	2/2	3/4	4/9	5/-	7/9	8/20	9/19	55/1	56/1	57/2	58/9
201/3	202/-	401/2	402/2	404/3							



Orders required for the following rounds	By the early deadline
OR3, SR4	Adjudication can pause between rounds if requested



1856-P26

Two operating rounds, not one operating and one stock round.

OR3 - OR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	MHn	121:F15:1	70	Yes	-	80D▲	125	-	2
GT	TS	14:P9:3	60	Yes	①	75E▲	60	2	2
CV	RL	120:N11:1	80	No	② ③	65E▼	205	3	3 2
LPS	LQ	14:C14:3	120	Yes	②	70F▲	300	3	2 2
CPR	MHd	121:M4:1	150	Yes	②	65G▲	215	3	3 2

- Notes: ① 200 to Tony for the NFSBC private
 ② Government loan secured
 ③ 225 to the bank for a '3' train

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GW	MHn	57:D16:2	70	Yes	-	90D▲	125	-	2
GT	TS	-	90	Yes	-	80E▲	60	2	2
LPS	LQ	8:D13:3	120	Yes	① ③	75F▲	280	4	2 2
CPR	MHd	15:N3:5	160	Yes	① ③	70G▲	151	4	3 2
CV	RL	2:M10:3	150	Yes	④	70E▲	135	3	3 2

- Notes: ① Government loan secured
 ② 80 to Lyndon for the WSR private
 ③ 140 to Mike Head for the GLSC private
 ④ 40 to Richard for the FT private

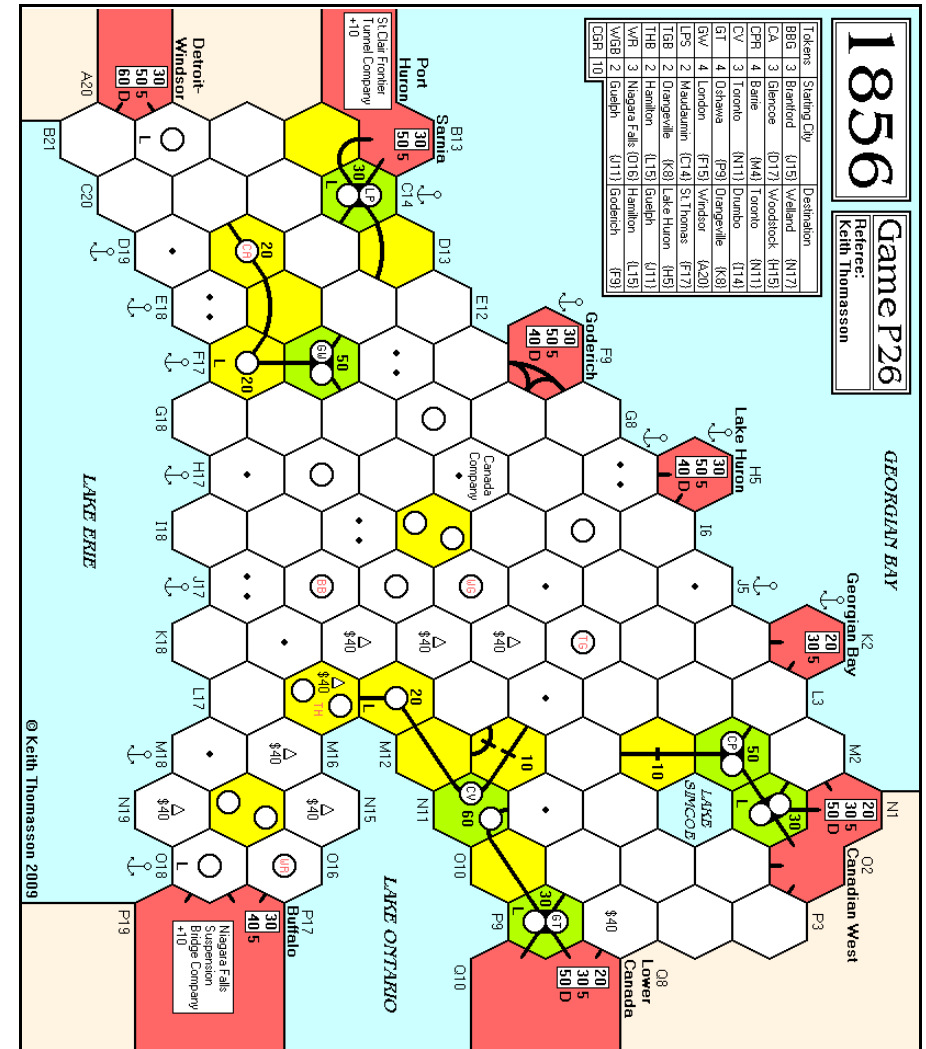
Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
Richard Lunn	35	25	110	170	480	18.3▼	3
Lyndon Gurr	60	58	138	256	556	21.2▲	3
Mike Hutton	60	31	31	122	442	16.9▼	3
Mike Head	15	75	219	309	589	22.5▲	3
Tony Sait	45	238	27	310	550	21.0▲	2

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

Bank (new)	10	10	6	7	7	7	6	10	10	10	10
Price (par)			65	70	70	75	65				
Bank (pool)	-	-	1	-	-	-	-	-	-	-	-
Price (pool)			70G	70E	80E	90D	75F				
Company credit			151	135	60	125	280				
Tokens	3	3	3	2	3	3	1	2	2	2	3
Trains			5.2	5.2	2	2	2.2				
Bank cash: 10,082	Certificate limit: 13				Trains: 3 x '3', 4 x '4'...						
Current operating order:	GW, GT, LPS, CPR, CV										

Even if you are only running one company, I would appreciate it if you could say which company your orders are for. Sometimes I am looking for a player, sometimes I am searching orders for a company.

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/2	5/1	6/1	7/6	8/11	9/11	55/1	56/1	57/3	58/3	
69/1	14/2	15/3	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1	
28/1	29/1	59/2	120/-	121/-									



Orders required for the following round

By the early deadline

SR4



1870-R24

Just one round as the permanent trains come out.

OR9

OR9	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains	
SLSF	MF	7:L21:4	9:118:2	310	Yes	-	180C▲	69	5
MP	DS	63:C18:1	-	230	No	-	110D▼	286	4
MKT	RK	63:E12:1	-	280	No	①	90F▼	370	4
FW	WM	7:J1:3	8:G6:5	90	Yes	② ③	110A▲	12	4
SSW	DS	14:H17:1	-	-	-	④	90A▼	550	5
ATSF	WM	14:F5:2	-	120	No	⑤ ⑥	82D▼	162	6 4
SP	RK	15:M6:6	-	100	No	⑥	82B▼	106	6 4
TP	SW	15:J5:6	-	90	Yes	-	100B▲	557	5
GMO	MF	63:H17:1	-	170	Yes	⑦	90D▲	172	5

- Notes: ① 100 to the bank for a token in M20
 ② 40 to the bank for a token in F5
 ③ 500 to the ATSF for a '3' train
 ④ 450 to the bank for a '5' train
 ⑤ 100 to the bank for a token in F5
 ⑥ 630 to the bank for a '6' train
 ⑦ 40 to the bank for a token in H17

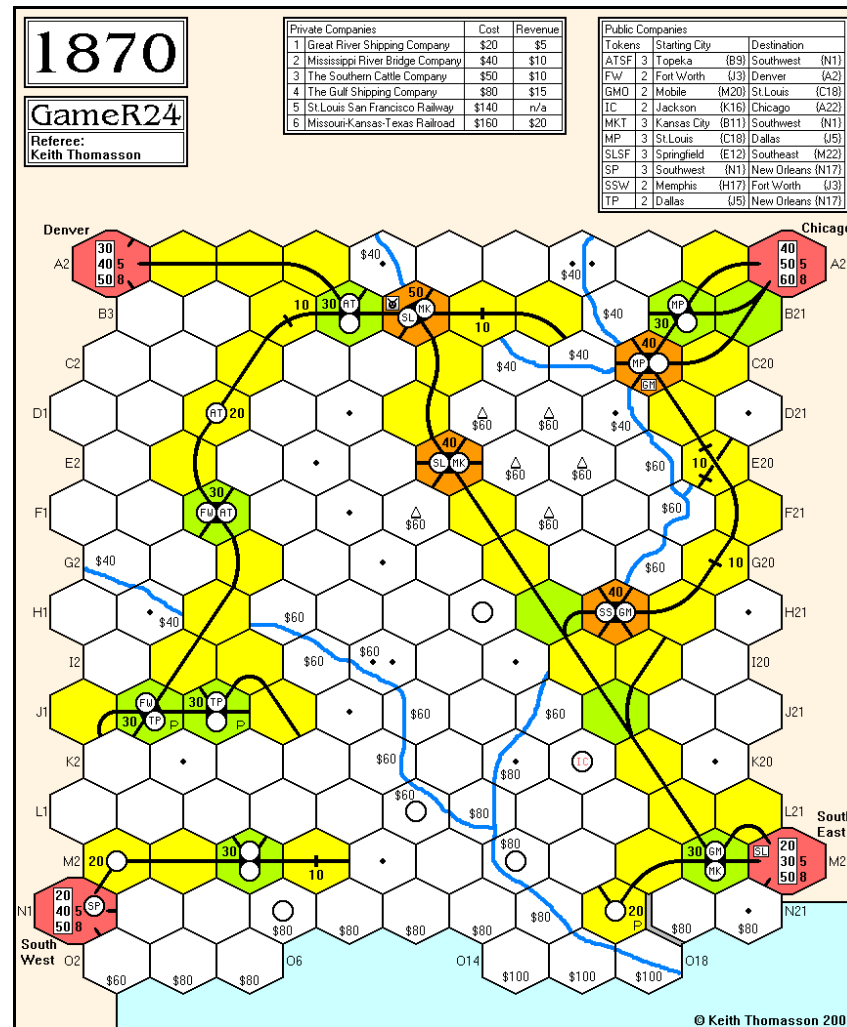
Cash Flow	b/f	OR9	c/f	Value	%	Certs
Willem Moene	20	71	91	1,505	20.3	13
Roger Krueger	12	34	46	1,258	16.9	12
Mark Frueh	25	297	322	2,214	29.8	13
Stephen Webb	14	71	85	1,267	17.1	10
Don Smith	94	0	94	1,184	15.9	9

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

Bank (new)	1	4	-	7	-	-	-	3	4	3
Price (par)	90	100	76	100	90	90	100	90	100	100
Bank (pool)	1	-	-	-	2	4	2	-	-	-
Price (pool)	82D	110A	90D	100A	90F	110D	180C	82B	90A	100B
Company credit	162	12	172	-	370	286	69	106	550	557
Redeemed shares	-	-	-	-	-	-	2	-	-	-
Tokens	D	D	-	2+D	D	1+D	1	2+D	2+D	D
Trains	6 4	4	5	-	4	4	5	6 4	5	5
Bank cash: 9,138 Certificate limit: 15 Trains: 1 x '6', 3 x '8'...										
Current operating order: SLSF, MP, FW, TP, MKT, GMO, SSW, ATSF, SP										

Some confusion was shown on the possible upgrades to tiles 63 and 170. The 170 tile can only be used to upgrade hexes marked 'P'. The first upgrade requested for H17 was tile 170, which will not go there, but the orders included the 63 as a second option. Including options in your orders is good. Some people say that the 63 that the MP laid in C18 is illegal, as that is a 'P' hex. The rules do not prevent it. Bill Dixon has said the 'P' hexes should be for tile 170 only, but not everyone will know of his views, so I go by the rules.

Tiles	Tile number/Availability		Three Operating Rounds between Stock Rounds									
1/1	2/1	3/3	4/3	5/1	6/1	7/6	8/11	9/9	55/-	56/1	57/4	58/3
69/1	14/1	15/-	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	63/2	70/2	145/2	146/2	147/2	170/3	171/1	172/1			



Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1870-Y26

Only one private
needed an auction.

PRIVATES

Stock Round 1 - Private companies

Don	Bids 45 on the MRBC
Lyndon	Bids 165 on the MKT
Willem	Bids 170 on the MKT
Mike	Bids 85 on the GSC
Adam	Bids 181 on the SLSF
Don	✗
Lyndon	Buy the GRSC for 20
	☛ Don gets the MRBC for 45
Willem	Buy the SCC for 50
	☛ Mike gets the GSC for 85
	☛ Adam gets the SLSF for 181, sets par at 100
	☛ Willem gets the MKT for 190
Priority for the second part of this round lies with Mike	

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Don Smith	420	-45	375	415	20.0	1
Lyndon Gurr	420	-20	400	420	20.2	1
Willem Moene	420	-240	180	390	18.8	2/3
Mike Hutton	420	-85	335	415	20.0	1
Adam Romoth	420	-181	239	439	21.1	1

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	MRBC	-	-	-	-	-	-	-	-	-	-
Lyndon Gurr	GRSC	-	-	-	-	-	-	-	-	-	-
Willem Moene	SCC, MKT	-	-	-	-	1	-	-	-	-	-
☛ Mike Hutton	GSC	-	-	-	-	-	-	-	-	-	-
Adam Romoth	-	-	-	-	-	-	-	2P	-	-	-

Bank (new)	10	10	10	10	9	10	8	10	10	10
Price (par)	100									
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	100A									
Company credit	1,000									
Redeemed shares	-									
Tokens	3	2	2	2	3	3	3	3	2	2
Trains	-									
Bank cash: 9,471	Certificate limit: 13					Trains: 7 x '2', 6 x '3'...				

Tiles	Tile number/Availability												One Operating Round between Stock Rounds
1/1	2/1	3/3	4/6	5/2	6/2	7/9	8/22	9/23	55/1	56/1	57/5	58/4	
69/1													

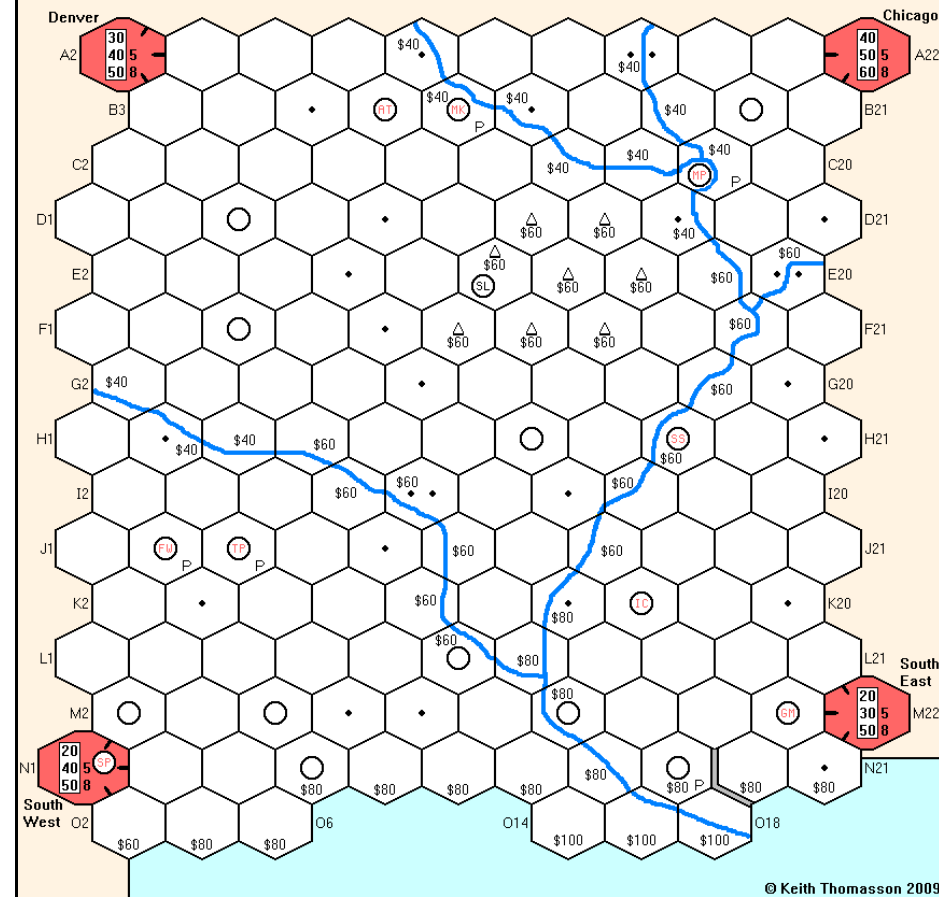
1870

Game Y26

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)	Southwest (M22)
SP	3	Southwest (N1)	New Orleans (N17)
SSW	2	Memphis (H17)	Fort Worth (J3)
TP	2	Dallas (J5)	New Orleans (N17)



Orders required for the following round

By the early deadline

SR1, Public Companies



1895-X24

The last two Presidencies are bought, and one is floated.

SR5

Stock Round 5

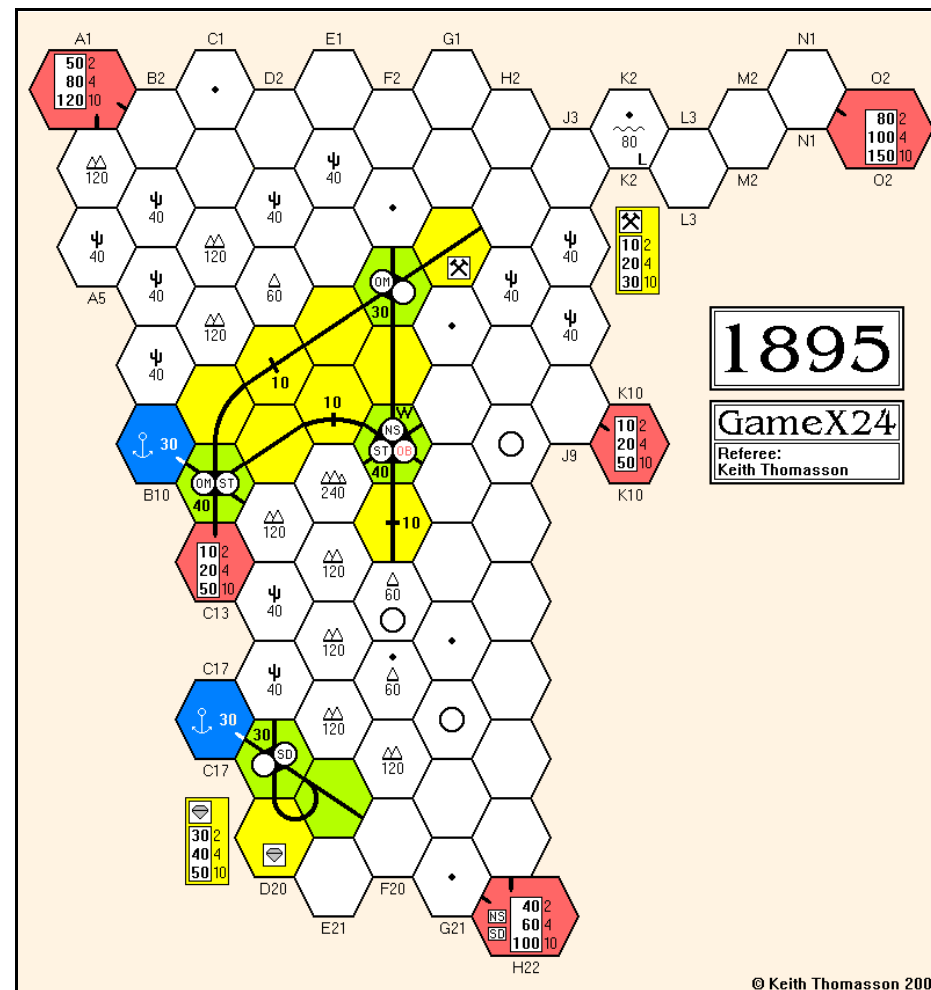
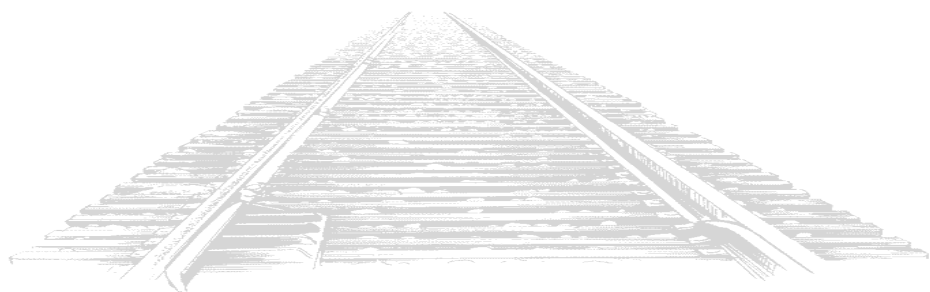
Tim	Roger	Steve
+ SD new	- 2 STA - 1 OME + OB Presidency	- 2 OME {120E} {120B} {60} Tries to buy the NS Presidency Roger intervenes
⇒	+ NS Presidency {100}	+ SD new
+ NS new	+ NS new	+ OB new
✗	+ NS new {floated - 110A}	+ NS new
✗	+ NS new	✗
✗	✗	Priority for SR6

Cash Flow	b/f	SR5	c/f	Value	%	Certs.
Steve Thomas	373	-50	323	1,563	40.0▼	10
Tim Franklin	273	-220	53	1,063	27.2▼	8
Roger Krueger	248	-240	8	1,278	32.7▲	12

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

Bank (new)	1	-	1	7	2
Bank (pool)	2	3	-		
Price	120E	110C	120E	60F	110A
Company credit	174	172	443		720
Tokens	2	1	2	2	2
Trains	6H	5H 5H 4H	4H		-
Bank cash: 6,135	Certificate limit: 13		Trains: 1 x '6H', 2 x '8H'...		
Current operating order:	STA, SD, OME, NS				

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



Orders required for the following rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested



18GA-D26

Pete puts his nearest rival
down with share sales.

OR3 - SR4

The boost in the CoG credit was because I had given it the cost of its '2' train earlier rather than taken it. Apologies for any false sense of wealth.

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
W&A	LG	8:B4:3	100	Yes	①	90A*	310	2 2
CoG	MH	8:D6:4	60	Yes	②	80C*	540	2
GA	DS	8:E9:6	50	Yes	-	80C*	600	2

Notes: ① 40 to the bank for a token in C3
② 40 to the bank for a token in D4

Stock Round 4

Don	Pete	Mike	Lyndon
+ CoG new	- 3 W&A (+60D) + CoG new	+ W&A pool	+ GA new
✗	+ GA new	✗	✗
✗	+ GA new	✗	✗
✗	+ GA new	✗	✗
✗	✗	Priority for SR5	

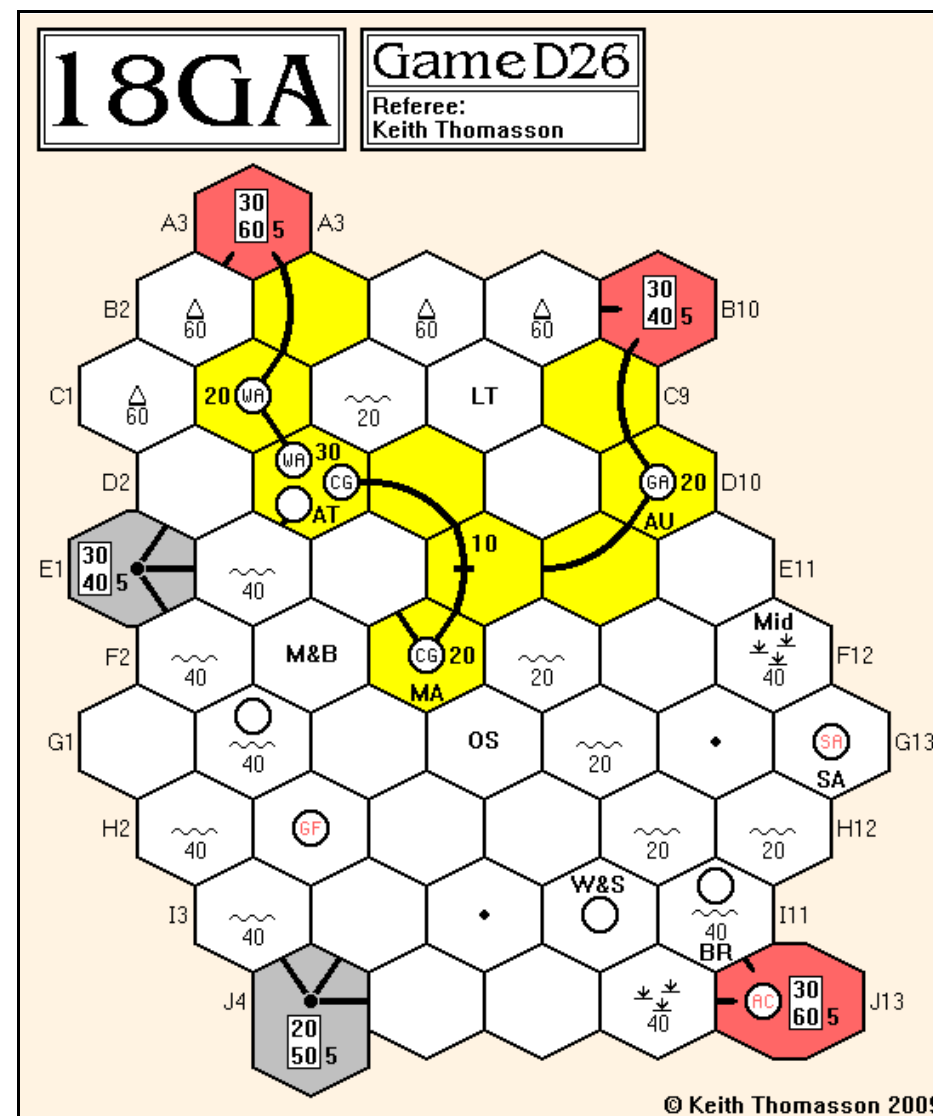
Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Don Smith	50	35	-70	15	665	22.9*	7
Pete Campbell	108	86	-10	184	914	31.4*	8
Mike Head	28	46	-60	14	654	22.5*	7
Lyndon Gurr	20	86	-70	36	676	23.2*	8

Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
Don Smith	LT	-	1	-	6P	-	-
Pete Campbell	W&S M&B	-	2	-	3	-	1
✗ Mike Head	Midland	-	6P	-	-	-	1
Lyndon Gurr	OS	-	1	-	1	-	6P

Bank (new)	10	-	10	-	10	-
Par price		70		70		55
Bank (pool)	-	-	-	-	-	2
Pool price		90B		90B		60D
Company credit		540		600		310
Tokens	4	2	2	3	3	-
Trains		2		2		2 2

Bank cash: 6,501 Certificate limit: 13 Trains: 1 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/- 7/5 8/7 9/10 57/4 58/2 451/1	



Orders required for the following rounds

By the early deadline

OR4, SR5

Adjudication can pause between rounds if requested



1861-C27

It's about time our second visit to Russia took place.

NEW GAME

Welcome to our second game of 1861. The five players for this game will deal in this order:

Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG

The first stock round starts with the sale of the private companies, followed by auctions for the N minor and then other early minors as chosen by the players. I would have preferred to do this via e-mail, but Stephen is going to be out of touch for most of the time between this issue and the next, so we'll do it the old fashioned way.

You each start with 252 and have the following private companies to consider.

Company	Abbreviation	Feature	Min Bid	Face Value	Revenue
Tsarskoye Selo Railway	TSR	-	20	30	10
Black Sea Shipping Company	BSSC	+10 Odessa	30	45	15
Moscow Yaroslavl Railway	MYR	+10 Moscow	40	60	20
Moscow Ryazan Railway	MRR	+10 Moscow	50	75	25
Warsaw Vienna Railway	WVR	+10 Poland	60	90	30

Odessa is in C20. Moscow and Poland are marked on the map.

I'm not sure how much you're going to want to do for this first round.

Unlike other 18xx games, the auctions for the privates do not involve advance bids. Each is taken in turn, with the current player bidding at least the minimum as listed above, or increasing the previous bid by a multiple of 5. When everyone chooses to pass, the private company goes to the highest bidder and the next player starts the auction for the next one.

You should note that if everyone declines to bid the stated minimum for a private, the minimum bid drops by 5 and we go round again. If it reaches zero, the next player takes the private for free. This applies to all five privates, so the minimum bid is only an indication of where the process starts. They could all end up going for less than those minimum bids.

Once all the private companies have been sold, the N minor is on offer with a minimum price of 100. Once this has gone, any of the other early minors are available. These are KB, KK, KR, MK, MNN, MV, OK, RO and SPW.

As a minimum I would like to see the five private companies and the N minor company sold in this session. Those that are feeling brave are welcome to submit orders for the remainder of the first stock round. If everyone goes for this it will happen. I suspect we're more likely to pause after the N is sold, but who knows.

Orders required for the following round	By the early deadline
SR1, Private Companies plus Minor N, plus possibly further minors	



6 NIMMT! 14

Virtual Gina clears some nasty rows out of the way.

ROUND 6

Hand 1 (1-104)

	91		
	87	96	
	71	95	9
	58	90	8
50	55	86	2
21			
1/4	2/11	3/7	4/3

Hand 2 (1-104)

			104
	54		101
	53		95
97	52	49	94
1/1	2/3	3/1	4/5

Colin (8), Steve (9), Bob (16), Greg (17), Kevin (18), Jim (20), Michael (21) takes row 1 for 8 pts, Virtual Gina (50).

Michael (15) takes row 3 for 1 pt, Kevin (17), Bob (21), Virtual Gina (34), Greg (43), Jim (49) takes row 3 for 6 pts, Colin (97) takes row 1 for 13 pts, Steve (104).

Hand 3 (1-84)

	82		83
	79	78	81
	66	76	80
	58	73	77
71	53	70	75
1/1	2/9	3/6	4/12

Hand 4 (1-84)

		43	
37		41	
20	81	35	
8	59	53	84
1/5	2/2	3/9	4/1

Colin (20), Jim (21), Virtual Gina (34) takes row 1 for 7 pts, Michael (35), Kevin (36), Steve (56), Bob (67), Greg (71) takes row 1 for 6 pts.

Greg (8) takes row 1 for 4 pts, Kevin (20), Jim (37), Colin (43), Steve (46), Michael (59) takes row 2 for 8 pts, Bob (81), Virtual Gina (84) takes row 4 for 11 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	0	8	0	0	8
Kevin Lee	2	1	3	5	11
Steve Ham	10	8	0	0	18
Greg Payne	7	0	18	11	36
Michael Graystone	8	12	6	16	42
Colin Sharpe	15	13	5	9	42
Jim Reader	17	22	0	11	50
Virtual Gina	0	10	19	22	51

Orders required
Round seven - cards for each hand



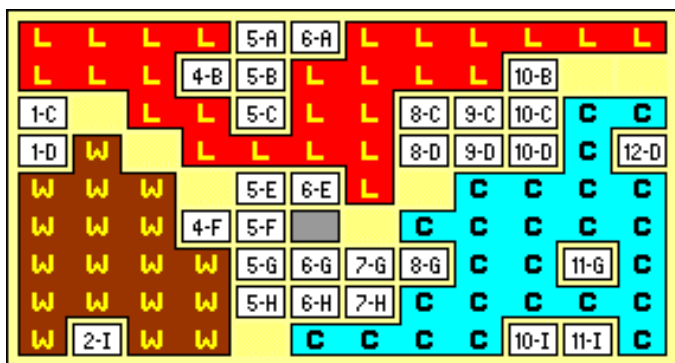


ACQUIRE 51

Five turns but
not a complete round.

ROUND 11

Colin 2-B No purchases.
Bob 4-A Buys 1 Worldwide @ £800.
Kevin 4-H No purchases.
Michael 6-F No purchases.
Tony 4-C Luxor takes over Imperial, bonuses for Bob (£8,000) and Colin (£4,000), Tony sells 4 for £3,200, Colin sells 5 for £4,000, Bob sells 11 for £8,800, Kevin sells 1 for £800, Michael sells 4 for £3,200. (Dead tiles: 2-C) Declares the game over as all chains are safe.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Colin Sharpe	8	-	-	-	-	10	-	£8,100	£38,000
Bob Coull	4	-	-	6	4	5	-	£19,100	£30,500
Kevin Lee	2	-	-	-	7	10	-	£1,400	£30,100
Michael Graystone	8	-	-	-	1	-	-	£3,700	£16,900
Tony Wilcock	3	-	-	-	13	-	-	£3,300	£24,100

Bank Stock	-	25	25	19	-	-	25		
Chain Size	26	-	-	-	18	25	-		
Chain Value	800	-	-	-	800	1000	-		

Tony brings us to a close, as there are no more shares to buy and little chance of any new chains to help anyone improve their position.

1st	Colin Sharpe	£38,000
2nd	Bob Coull	£30,500
3rd	Kevin Lee	£30,100
4th	Tony Wilcock	£24,100
5th	Michael Graystone	£16,900

Congratulations to Colin, joint majority shareholder in two of the final three chains and with the cash to make the difference. Comments are welcome for next month's round up.

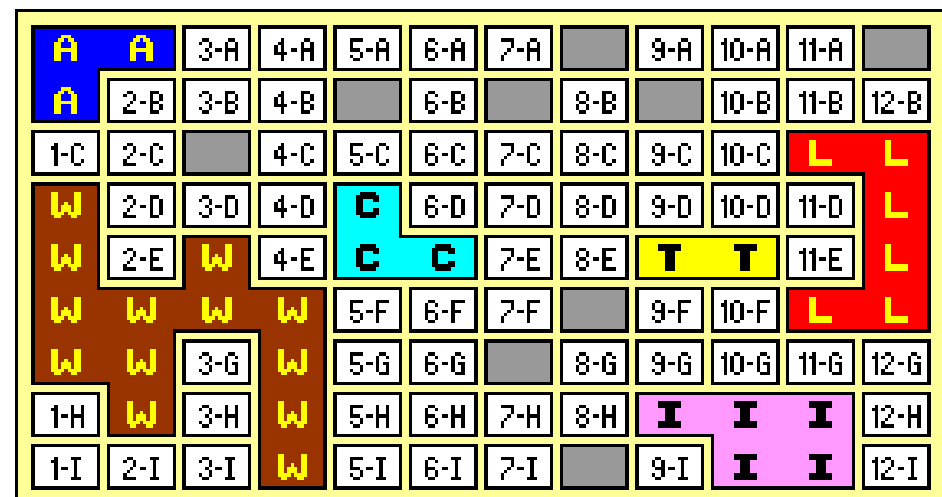


ACQUIRE 52

We get a merger on
the last turn of the round.

ROUND 6

John C 11-H Buys 1 Tower @ £200, 2 Continental @ £500.
Colin 2-G Buys 1 Continental @ £500.
Tony 2-F Buys 1 Continental @ £500, 1 Imperial @ £600.
Michael 11-I Buys 3 Festival @ £500.
John M 2-A Buys 2 American @ £400, 1 Worldwide @ £700.
John C 3-F Worldwide takes over Festival, bonuses for Michael (£5,000), John C (£1,300) and Tony (£1,300), John C sells 3 for £1,500, Tony sells 3 for £1,500, Michael retains 7. No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	11	3	-	-	2	3	£2,800	£17,300
Colin Sharpe	11	-	-	-	6	1	-	£200	£20,100
Tony Wilcock	-	3	1	-	6	1	5	£2,900	£18,200
Michael Graystone	3	-	-	7	-	5	9	£8,600	£34,200
John Marsden	-	11	2	-	8	-	-	£200	£21,100

Bank Stock	11	-	19	18	5	16	8		
Chain Size	6	2	3	-	13	3	5		
Chain Value	600	200	400	-	800	500	700		

Festival is up for grabs if anyone can form a new chain - and there are plenty of loose tiles.

Playing sequence

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



ACQUIRE 53

No powers were used this time.

ROUND 2

Michael 5-I Forms American, one free share. Buys 3 American @ £300.
 John 4-E Forms Luxor, one free share. Buys 3 Luxor @ £200.
 Colin 11-G Forms Tower, one free share. Buys 3 Tower @ £200.
 Richard 1-B Buys 3 Tower @ £200.
 Michael 11-A Buys 3 American @ £300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	3	-	7	-	-	-	£3,300	£11,700
Michael Graystone	-	-	7	3	-	-	-	£3,000	£11,500
John Colledge	4	-	-	3	-	-	-	£4,200	£9,900
Colin Sharpe	-	4	-	3	-	-	-	£4,200	£8,900
Bank Stock	21	18	18	9	25	25	25		
Chain Size	2	2	2	3	-	-	-		
Chain Value	200	200	300	400	-	-	-		

Powers used: Richard: None Michael: T5 John: T5 Colin: None

Playing sequence

John, Colin, Richard, Michael, John again



INDUSTRIAL WASTE 1

Sharon corners Raw Materials but goes into debt to do so.

ROUND 8

Actions for round 8

Mike	Order	Produces 5 goods for 17 million with 2 waste
Alan	Innovation	Materials Required down to 3
Marcus	Order	Produces 5 goods for 17 million with 3 waste
Sharon	Growth	Growth up to 16
Mike	Innovation	Waste Reduction down to 1
Alan	Waste Disposal	Waste -2
Marcus	Waste Disposal	Waste -3
Sharon	Raw Materials	Mike bids 3, Marcus bids 5, Sharon gets them for 6
Mike	Raw Materials	Alan bids 3, Marcus bids 5, Sharon gets them for 9
Alan	Raw Materials	Marcus bids 5, Sharon gets them for 9
Marcus	Hiring/Firing	Workers employed down by 1
Sharon	Order	Produces 5 goods for 16 million with 2 waste

Card Combinations for round 9

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

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Alan Harvey	17	4	3	3	5
Marcus Pratt	17	3	4	5	3
Sharon Khan	16	4	3	5	2
Mike Head	17	5	5	5	1

Players	Cash	Loans	Raw Materials	Waste	VPs
Alan Harvey	3	20	11	-	11
Marcus Pratt	25	-	5	3	39
Sharon Khan	17	40	8	6	1
Mike Head	8	-	-	6	38

The following card combinations were drawn for round 10.

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

Orders required

Round nine - actions starting with Alan then card selection starting with Marcus



AGRICOLA 1

All pastures must be adjacent.

ROUND 11

Grain and vegetables are listed as x/y - x is what you have to eat, y is what is in the fields. All of these count towards your score - I had only been counting what you had to hand.

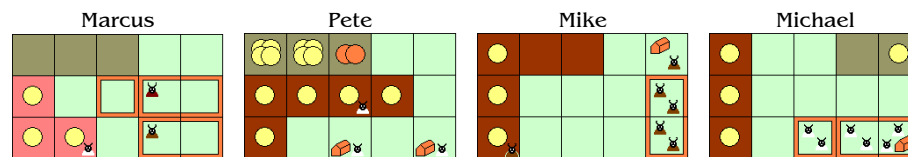
Actions

Marcus +1 reeds {gains 2 reeds, 1 food}
 Pete Family growth - Planter Box
Whenever Pete sows, each newly planted field that is adjacent to a room in his home gets an additional 2 grain or 1 vegetable
 Mike Take 1 reeds, 1 stone, 1 food {gains 1 reeds, 1 stone, 1 food}
 Michael +1 food - Catch Fish {gains 4 food}
 Marcus Fences {costs 3 wood, gains 1 cattle}
 Pete Take 1 vegetable {gains 1 vegetable}
 Mike Building and/or Stables - builds 2 rooms {costs 6 wood, 4 reeds} and 1 stable {free due to Sawhorse}
 Michael Private Wood {gains 8 wood, pays Mike 2 food}
 Marcus Renovate {costs 3 clay, 1 reeds} - Mini Pasture {costs 2 food}
Marcus fences a pasture and passes the Mini Pasture card to Pete
 Pete Sow and/or Bake Bread - plants 2 grain fields and 1 vegetable field
 Mike +1 cattle {gains 1 cattle}
 Pete Occupation - Renovator {costs 1 food}
Pete pays 2 less clay or stone to renovate his hut

Harvest

Marcus Harvests 3 vegetables, Fireplace converts 3 vegetables to 6 food, feeds {costs 6 food}
 Pete Harvest 2 grain and 1 vegetable. Cooks 1 sheep for 2 food, Pottery converts 1 clay to 2 food, Stone Carver converts 1 stone to 3 food, feeds {costs 9 food} {gains 1 sheep}
 Mike Feeds {costs 6 food} {gains 2 wild boar}
 Michael Harvests 2 grain, Converts 1 grain to 1 food, feeds {costs 6 food} {gains 2 sheep}

+1 wood {3 wood}	+2 wood {6 wood}	+3 wood {6 wood}	Private wood {2 wood} {2 food ⇒ Mike}	+1 clay {5 clay}	+2 clay {4 clay}
+1 reeds {1 reeds}	+1 food Catch fish {1 food}	+1 food Travelling players {4 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start player and/or Minor Imp	+1 sheep {3 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 {3 wild boar}	Take 1 vegetable	+1 stone {3 stone}	+1 cattle {1 cattle}	Plough 1 field and/or sow	



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	3	3	1/-	3/-	1	1	1
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	1	1	-	3	Clay/3	3	23	
	Occupations Farmer, Harvest Helper, Undergardener, Wood Carver							
	Improvements Fireplace {1}, Fish Trap, Hook Plough, Quarry {2}							

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	3	-	2/8	1/2	3	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	1	1	2	1	Wood/5	5	26	
	Occupations House Steward {3}, Stone Carver, Sycophant							
	Improvements Axe, Ceramics, Clay Oven {2}, Clay Roof {1}, Fireplace {1}, Furrowing Plough, Pottery {2}, Renovator							

Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	-	1	-/-	-/-	-	6	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	-	1	-	Wood/5	3	5	
	Occupations Carpenter, Master Forester, Pig Catcher							
	Improvements Cooking Hearth {1}, Corn Scoop, Planter Box, Sawhorse, Stone Tongs, Well {4}							

Michael Longdin	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	2	2	5/1	1/-	6	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	3	-	-	11	Wood/3	3	11	
	Occupations Cabinet Maker							
	Improvements None							

Orders required

Actions for the family, starting with Marcus Harvest - after round 13



AGRICOLA 2

Two new occupations,
but not for Marcus.

ROUND 3

Grain and vegetables are listed as x/y - x is what you have to eat, y is what is in the fields.

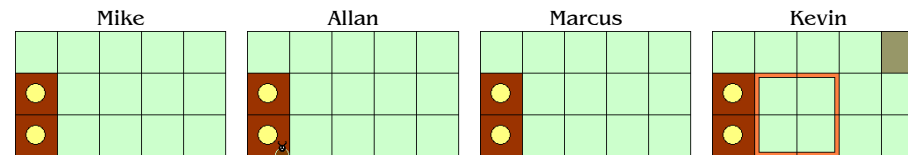
Actions

Kevin +3 wood {gains 6 wood}
 Mike Occupation - Puppeteer {costs 1 food}
Whenever another player chooses the Travelling players option, Mike can pay 1 food to play an occupation
 Allan Occupation - Pig Catcher {costs 1 food}
Whenever Allan takes wood from an action space, he can leave 2 wood behind and take a wild boar instead
 Marcus +1 food - Catch Fish {gains 3 food}
 Kevin Fences {costs 8 wood}
 Mike Major Improvement - Clay Oven {costs 3 clay, 1 stone}
 Allan +1 wood {gains 1 wood, 1 wild boar}
 Marcus Start Player - Copse {costs 2 wood}
When Marcus sows, he can plant up to 2 wood on this card - the wood is treated the same as grain and is harvested during the field phase - this does not count as a field when scoring

+1 wood {3 wood}	+2 wood {4 wood}	+3 wood {3 wood}	+1 clay {4 clay}	+2 clay {4 clay}	Private clay pit {2 clay} {3 food ⇒Mike}
+1 reeds {2 reeds}	+1 food Catch fish {1 food}	+1 food Travelling players {4 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences
1 Major or Minor imp	+1 sheep {2 sheep}	Sow and/or Bake bread			

The remaining Major improvements and their costs are:

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



Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	2	-	-	1/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	1	1	-	-	Wood/2		2	-10	
	Occupations		Clay Digger, Puppeteer						
	Improvements		Clay Oven {2}						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	-	-/-	-/-	-	1	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	2	-	-	3	Wood/2		2	-11
	Occupations		Pig Catcher					
	Improvements		Bread Paddle, Fireplace {1}					

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	6	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	2	-	2	Wood/2		2	-9	
	Occupations		Tutor {1}, Reeve {3}						
	Improvements		Copse {1}						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	4	1	1	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	1	-	Wood/2		2	-6	
	Occupations		None						
	Improvements		Chicken Coop {1}						

Orders required

Actions for the family, starting with Marcus Harvest - after round 4





BREAKING AWAY 18

The field closes up.

ROUND 10

Pos	Riders	New
99	Donner	3
98	-	
97	Hestophes	3
96	Bidford	4
95	Evesham	5
	Rudolph	
94	-	
93	Kalvan	3
	Pershore	
	Karl	
	Lenny Bruce	
92	Elvis	7
91	-	
90	Antony Straker	3
89	Ralf	4
	Florian	
	Wolfgang	
	Nikki Bull	
	Blitzen	
88	Louis Soares	9
	Evelyn Waugh	
	Sarrask	
87	Stratford	12
	Rylla	
	Dixen	
86	John Grant	15
85	George II	15

Simon Brooks (7) <i>Ditchling Beacon Bykers</i>	
A Rudolph (3)	3 3 5 6
B Donner (4)	3 3 5
C Dixen	3 3 12
D Blitzen	3 4 5
Dennis Frank (20) <i>Otherwhen</i>	
A Kalvan	3 3 14 15
B Rylla (10)	3 3 12
C Hestophes (6)	3 4 5
D Sarrask (4)	3 4 9
Steve Ham (24) <i>Flushed Away</i>	
A Elvis (8)	1 4 7 5
B George II (3)	4 13 15
C Evelyn Waugh (8)	3 5 9
D Lenny Bruce (5)	3 3 3
Jim Reader (7) <i>Blue Square Premier Champs</i>	
A John Grant (2)	2 3 12 15
B Louis Soares	3 9 15
C Antony Straker (5)	3 3 3
D Nikki Bull	4 5 15
Joakim Spångberg <i>Kling Klang Radfahrers</i>	
A Ralf	3 3 4 4
B Florian	3 3 4
C Wolfgang	4 4 4
D Karl	3 3 3
Mark Stretch (14) <i>Avon Riders</i>	
A Evesham (1)	3 5 5 8
B Stratford (11)	3 5 12
C Pershore (2)	3 3 5
D Bidford	4 11 12



There may be some gaps, but the field now covers 15 rows. Last time they were spread out over 23 rows, so that's a close up of a third in this round.

Donner shoots to the front this time, which leaves him just 22 rows left to cover.

Orders required

Cards for round eleven



BREAKING AWAY 19

Agricola gets a 15 card this time.

ROUND 3

Pos	Riders	New
32	Gee Jay	3
31	-	
30	-	
29	-	
28	-	
27	-	
26	Bob Geldof	3
25	Berry Gordy	4
24	-	
23	-	
22	Gaynor of the Damned	3
21	Moonglum	4
20	Dingle Fingle	5
	Carter	
	Jhary a Conel	
19	Rene	8
	Pierce	
	Alcohol	
	Rakhrir the Red Archer	
18	Tobacco	12
	Rory	
17	Olmstead	14
	Rhys	
	Cocaine	
	Ross	
16	Barry Gibb	15
	Arturo	
	Ward	
	Agricola	
15	Cheko	15
14	Betty Grable	15

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



I mistakenly considered *Gee Jay* to have broken away when he shared the lead with *Rakhrir the Red Archer* in round 1. In truth he isn't counted as breaking away until he does it on his own, which he did last time. His value 3 replacement card from last time has been upgraded to a 5 to reflect his minor, but significant, break.

Orders required

Cards for round four





Bus Boss 308-YRK

Three solo runs from
three different players.

ROUND 11

Yorkshire

Round 11 Runs

			YAK	GRUBBY	BUM	BILL	
33	Q♣ Bridlington 7♥ Harrogate	① GRUBBY 20 ② YAK 10	+4/-2				22 8
36	Q♥ Sipton J♠ Selby	① YAK 30 ✕ GRUBBY	+2	-2			28 2
37	6♥ Boroughbridge K♠ Rotherham	① GRUBBY 20 ② BUM 10					20 10
38	7♠ Leeds K♥ Settle	① GRUBBY 30 ✕ YAK	-3	+3			27 3
39	J♠ Filey Q♠ Doncaster	① YAK 20 ② BUM 10 ✕ GRUBBY		-3	+3		20 7 3
40	5♣ Barton 3♠ Sheffield	① BUM 20 ② BILL 10			-3	+3	23 7
41	4♣ Goole 3♥ Hawes	① BILL 30 ✕ GRUBBY		-3		+3	27 3
42	4♠ Barnsley J♠ Great Driffield	① BUM 9 ① YAK 9 ① GRUBBY 8 ④ BILL 4			-3	+3	12 9 8 1
43	2♠ Sheffield 9♥ Halifax	① BILL 13 ① GRUBBY 12 ③ BUM 5		-2		+2	11 14 5
44	5♦ Redcar J♥ Ilkley	① YAK 20 ② BILL 10				+3	23 7

Round 11 Routes

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

None.

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

None.

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

None.

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

None.

Scores

	Runs:	33	36	37	38	39	40	41	42	43	44	Builds	Score
GRUBBY	266	22	2	20	27	3	-	3	8	14	-	-	365
YAK	268	8	28	-	3	20	-	-	9	-	23	-	359
BILL	238	-	-	-	-	-	7	27	1	11	7	-	291
BUM	206	-	-	10	-	7	23	-	12	5	-	-	263

Round 12 Runs

45.	5♥ - 10♦	Ripon to Pickering
46.	6♠ - 2♦	Dewsbury to Darlington
47.	10♣ - 9♠	Beverley to Wakefield
48.	4♥ - 10♠	Leyburn to Pontefract
49.	6♣ - 3♦	Hull to Stockton
50.	7♣ - 7♦	Hull to Thirsk
51.	2♣ - 4♦	Grimsby to Middlesborough
52.	2♥ - 8♠	Richmond to Withernsea

Runs

Enter up to 5



Bus Boss 309-YRK

Clearly the territory
for close calls.

GAME OVER

1st	Tony Robbins	BOYCOTT	380
2nd	Bob Coull	EBAY	377
3rd	Colin Sharpe	YRK	361
4th	Kevin Lee	BEAR	359

Tony Robbins (BOYCOTT, 1st): This is one of the best BB maps, and usually produces a good game. With only four players, choice of race entries was always going to be crucial, and I guess I had slightly more luck here than the others. Thanks to Bob, Colin and Kevin for a close and competitive game, and to Keith for the ride!

Bob Coull (EBAY, 2nd): That was some finish. Looking back at the last set of runs, I should have opted to enter run 52 rather than run 51, but I anticipated that Colin would enter run 52 rather than 48. At the start of the final round, I thought (correctly) that if anyone would beat me, it was most likely to be Tony. However, there were a lot of run selection permutations available for me and others. Maybe I should point to a different source for my downfall, which was my round 11 build that didn't even get utilised in the final round. Very good game!

Colin Sharpe (YRK, 3rd): An interesting map and a hard fought game in which anyone could have won. Most enjoyable, so thanks to all and to Keith for his usual sterling efforts.

Kevin Lee (BEAR, 4th): Gosh, that was close, just like previous games of Bus Boss I have played on this map. No disgrace to finish fourth in such a close, competitive game.

Close games do seem to be a feature of this map. In the first game I ran the leader had a margin of 3 points over second, both in the 440s.



BUS BOSS 312-MOR

One solo run for the leader
and one run with no entrants.

ROUND 8

Morocco

Round 8 Runs

			BRK	LATE	BAM	GRUB	BUM	
2	6♥ Berrechid K♠ Er Rachidia	① GRUBBY 20 ② BAMANA 10 ✕ BUM			+1		-1	20 9 1
10	10♥ Mohammedia 7♦ Taroudant	① BAMANA 13 ① BROOKS 12 ③ GRUBBY 5 ✕ BUM ✕ LATE	+7	-1	-7 -3 +3	+3	-3 -3 +1	20 2 1 6 1
11	6♠ Fès 10♦ Marrakech	① BROOKS 13 ② BAMANA 8 ③ GRUBBY 5 ④ BUM 4			-4	+4		13 12 1 4
13	A♠ Taounata 9♥ Casablanca	① BUM 15 ① LATE 15		+3			-3	18 12
14	K♦ El-Kalaâ-es- Sraghna 5♥ Khouribga	① BROOKS 20 ② BAMANA 10	-4		+4			24 6
15	J♦ Essaouira Q♠ Beni Mellal	① GRUBBY 15 ① BUM 15 ✕ BAMANA ✕ BROOKS	-4		-7 -5	+7	+5 +4	8 6 12 4
16	K♠ Spain Q♦ Ouarzazte	No entrants						
17	A♥ Safi 3♠ Oujda	① LATE 30 ✕ BUM		+5			-5	25 5
18	8♠ Azrou 3♦ Tiznit	① BAMANA 20 ② GRUBBY 10 ✕ BROOKS ✕ LATE	-3	-2	+3	-3 +3 +2		17 8 3 2

Morocco

Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)
Khemisset - Rabat, Inezgane - Tiznit (10)

Bloody Useless Management (BUM) (Jim Reader, Yellow)
Al Hoceima - Nador, Sidi Kacem - Meknès (12)

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

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Er Rachidia - Figuig (15)

Luxury African Transit Experience (LATE) (Pete Campbell, Blue)
Taza - Al Hoceima, Oujda - Berkane (12)

Scores

	Runs:	2	10	11	13	14	15	16	17	18	Builds	Score
LATE	124	-	1	-	12	-	-	-	25	2	-12	152
BROOKS	60	-	2	13	-	24	4	-	-	3	-	106
BAMANA	36	9	20	12	-	6	12	-	-	17	-10	102
GRUBBY	69	20	1	1	-	-	8	-	-	8	-15	92
BUM	45	1	6	4	18	-	6	-	5	-	-12	73

Round 9 Runs

12.	Q♥ - 4♠	Rabat to Berkane
16.	K♠ - Q♦	Spain to Ouarzazate
19.	4♥ - 10♠	Settat to Khemisset
20.	4♦ - 6♠	Tata to Taza (not yet available)
21.	5♠ - 5♦	Nador to Inezgane
22.	A♠ - 9♦	Algeria to Marrakech
23.	6♦ - 2♥	Agadir to Sidi Bennour
24.	J♥ - 2♠	Rabat to Figuig
25.	5♠ - 7♠	Sefrou to Al Hoceima
26.	4♠ - 10♠	Sidi Kacem to Tanger

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



BUS BOSS 313-MOR

All this work and not
much choice in the runs.

ROUND 6

Morocco

Over Desert's Expanse (ODE) (John Marsden, Orange)
Essaouira - Agadir - Inezgane 41 - 12 29

Mad Moroccan Motorists (MMM) (Greg Payne, Purple)
Chechaouèn - Al Hoceima 43 - 10 33

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK)
(Rob Thomasson, Red)
Agadir - Inezgane, Azrou - Meknès 43 - 8 35

Don In Morocco (DIM) (Don Shailer, Brown)
Marrakech - Asni, Marrakech - Safi 43 - 12 31

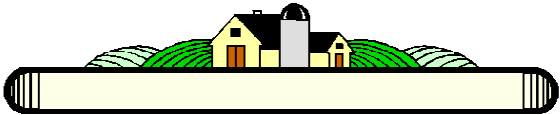
Tiznit Expressways Are Rampant (TEAR) (Kevin Lee, Black)
Ouarzazte - Taroudant 39 - 13 26

Round 7 Runs

1.	J♦ - 8♠	Essaouira to Azrou	
2.	A♠ - J♣	Taounata to Ceuta	(not yet available)
3.	10♥ - K♦	Mohammedia to El-Kelaâ-es-Sraghna	
4.	5♠ - 10♣	Sefrou to Tanger	
5.	3♣ - 10♠	Oujda to Khemisset	(not yet available)
6.	4♦ - 4♥	Tata to Settât	(not yet available)
7.	9♣ - 5♥	Tetouan to Khouribga	(not yet available)
8.	J♠ - 5♣	Khenifra to Nador	(not yet available)
9.	A♣ - 9♦	Algeria to Marrakech	(not yet available)

Only three runs are available for next time, which should simplify things. When ordering your runs, please note that you can not make your entry conditional on how many others are entering the run, as this can lead to contradictory situations. You either enter it or you don't.

Runs	Routes
Enter up to 5	Buy in the order Kevin, John, Don, Greg, Rob



BUS BOSS 318-LUZ	Roger goes for the expensive route to start with.	ROUND 1
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Luzon

<u>Filipino Island Bus (FIB)</u> (Bob Coull, Black)	
Muntinlupa - Lucena - Padre Burgos	100 - 12 88

Spanish Heart On Eastern Shores (SHOES) (Lyndon Gurr, Green)

Baclaran - Malolos - Palayan	100 - 12 88
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Jim's Energetic Enterprise Produces Now and Every Year (JEEPNEY) (Jim Reader, Yellow)

Malolos - Baclaran - Muntinlupa, Baclaran - Pasig	100 - 12 88
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Cabarroquis, Olongapo, Lingayen and Ilaqan Network (COLIN) (Colin Sharpe, Red)

Malolos - Bayombong	100 - 11 89
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Luzon Island Coach Keepers (LUCK) (Roger Trethewey, Blue)

Palanan - Baler	100 - 14 86
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Routes
Buy in the order Lyndon, Jim, Colin, Roger, Bob



OUTPOST 27	This is the correct report for round 12.	ROUND 12
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Commander Actions

Lyndon Auctioned a Laboratory for 80. Mark joined at 81. Lyndon dropped out at 93. Mark got it for 93 reduced to 63 after Data Library discounts (w:4,5,5,7,8 t:11,11,13) plus a free Research Factory

- Auctioned an Orbital Lab for 50. Willem joined at 68, David at 76, Marcus at 77. Willem and David dropped out at 78, Lyndon at 81. Marcus got it for 81 (o:1,3,3 w:30 n:20,24)
- Auctioned an Outpost for 100 and got it reduced to 90 after Ecoplants discounts (o:1 w:6,7,8,30 m:19,19) plus a free Titanium Factory

WillemAuctioned an Ecoplants for 30 and got it (w:30)

- Bought one Water Factory (w:30)

David Bought one New Chemicals Factory (w:8 t:10 r:10 n:14,18)

Jim Bought one Titanium Factory (w:8 t:10,12)

- Bought one Population Unit (o:1,2 w:7)

Marcus Passed

Mark Passed

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,6w,1t	8 (13)	1 (8)	3o,2w,1W,1t,2m (97,20)
2	Willem	2o,9w	8 (8)	1 (8)	2w,2W (74,10)
3	David	2o,4w,1t,1r,2n	5 (5)	0 (0)	2w,1t,3r,2n (103,15)
4	Marcus	2o,4w,2n	8 (8)	0 (0)	3o,1W,2r,1m,2n (122,15)
5	Jim	2o,4w,3t	8 (8)	1 (8)	2o,6w,4t (88,15)
6	Mark	2o,6w,2t,1r	5 (5)	0 (0)	2w,2t,1r (47,10)

PO	Name	Colony Cards	{35 VPs for the final phase}	Victory Points
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1	Lyndon	WH, Nod, OL, OL, Rob, Eco, OP	32 (330)
2	Willem	DL, Nod, Rob, Eco, Eco	25 (150)
3	David	WH, HE, Sci, Lab	20 (175)
4	Marcus	WH, Nod, Sci, OL	20 (140)
5	Jim	WH, HE, Nod, Rob	19 (130)
6	Mark	DL, DL, DL, HE, Lab	17 (155)

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

Orders required
Round thirteen auctions, bids and purchases



CANAL MANIA 1

Don completes another contract.

ROUND 12

Actions

- Alan Harvey
- 1 Drew a card from the deck
 - 2 Picked up Stretch/White (goods in Manchester/Northampton), Stretch/Black (goods in Newark/Bristol), Lock
 - 3 Shipped good from Northampton to Nottingham (4 VPs)
- Michael Longdin
- 1 Took a contract - Weybridge and Arundel via Guildford (4)
 - 2 Picked up Lock, Stretch/Blue (goods in Nottingham/Huddersfield), Stretch
 - 3 Shipped goods from Gloucester to Oxford (2 VPs)
- Stephen Webb
- 1 Drew a card from the deck
 - 2 Picked up Aqueduct, Stretch, Stretch
 - 3 Shipped goods form Chester to Liverpool (5 VPs)
- Don Shailer
- 1 Exchanged engineers with Alan
 - 2 Built from Bridgwater to Taunton (contract complete - 6 VPs)
 - 3 Shipped goods from Taunton to Bridgwater (2 VPs)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 7 goods cubes
Stephen Webb	(S)	10	6	2	-	55	None	
Don Shailer	(A)	10	5	2	1	65	<i>Tonbridge</i> and <i>Maidstone</i> (3)	
John Marsden	(B)	9	7	2	2	46	<i>Stratford</i> and <i>Gloucester</i> (5)	
Alan Harvey	(T)	9	9	1	3	46	<i>Oxford</i> and <i>Coventry</i> (5)	
Michael Longdin	(L-S)	6	10	-	3	41	<i>Weybridge</i> and <i>Arundel</i> via <i>Guildford</i> (4)	

The Current Contracts

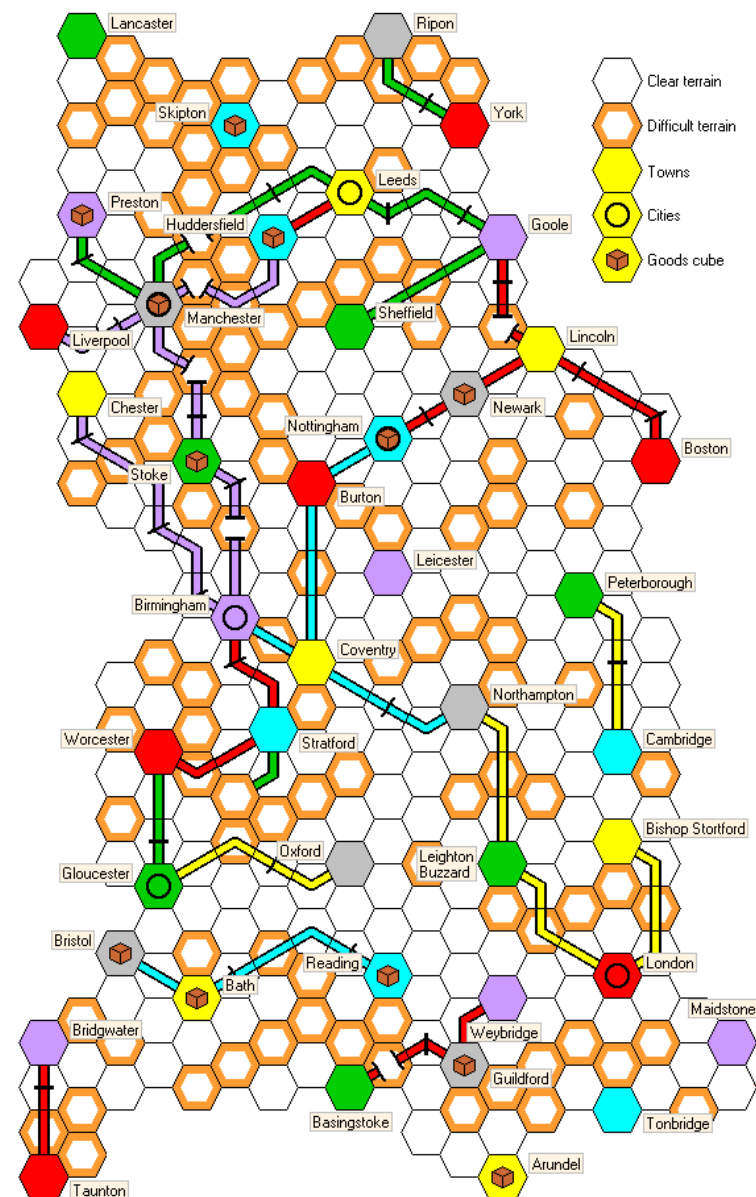
Leeds and Liverpool via Skipton (8)

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

Tunnel Stretch/Green Tunnel Stretch/Black Aqueduct

Only John, Alan and Michael will have normal turns next time. After Michael's turn we will have completed two full turns since Don passed the trigger point on the scoring track. I will then do the goods decline, trying to get as many victory points for each player in turn with points to other players being determined by giving them to the player with the least first.



Playing sequence

John, Alan, Michael, then goods decline



PUERTO RICO 10

Goods arrive, and then go via the Trader and the Captain.

ROUND 10

Jim is the Craftsman (+2) and produces an extra Coffee.

Allan is the Trader (+1) and trades Sugar.

The Trading House is emptied.

Geoff is the Captain (+1).

The Corn ship is emptied.

Kevin is the Mayor.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
2	Crn	Sug	Sug	Tob	Cof	-	-	-	-	4	31

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

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

Kevin	• Small indigo plant	• Small sugar mill	• Tobacco storage	• Small market
Lee	• Small warehouse	• Harbour		
Dblns: 3				
Chips: 6	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓			Goods: Sug✓
Jim	• Small indigo plant	• Small sugar mill	• Coffee roaster	• Office
Reader	• Factory			
Dblns: 9				
Chips: 6	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Cof✓			Goods: Cof✓
Allan	• Small indigo plant	• Small sugar mill	• Small warehouse	• Hospice
Stagg				
Dblns: 7				
Chips: 13	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓			Goods: Crn✓
Geoff	• Small indigo plant	• Tobacco storage	• Small market	• Factory
Hardingham				
Dblns: 13				
Chips: 9	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓			Goods: ✗

Orders required

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



PUERTO RICO 11

Corn is off home, and more looks likely to follow.

ROUND 4

Tony is the Captain (+1).

The Corn ship is emptied.

Willem is the Prospector (+1).

Jim is the Mayor.

Kevin is the Trader (+1) and trades Corn.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
6	Crn	Ind	Ind	Sug	Cof	Crn	-	-	-	4	59

Buildings												
1 VP	SIP	2	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: Empty						6: Empty					
-	-	-	-	-	-	-	-	-	-	-	-
						7: Empty					
						-	-	-	-	-	-

Willem Moene	<div><div>● Small indigo plant</div><div>● Small market</div></div>	
Dblns: 5 Chips: 1	Fields: Qry✓ Crn✓ Ind✗	Goods: Crn✓
Jim Reader	<div><div>● Small indigo plant</div><div>● Small sugar mill</div><div>● Hospice</div></div>	
Dblns: 0 Chips: 0	Fields: Ind✓✗ Sug✓	Goods: ✗
Kevin Lee	<div><div>● Hacienda</div></div>	
Dblns: 5 Chips: 2	Fields: Qry✓ Crn✓ Sug✗ Cof✓	Goods: ✗
Tony Sait	<div><div>● Small market</div><div>● Hacienda</div></div>	
Dblns: 3 Chips: 4	Fields: Crn✓✓ Tob✗	Goods: ✗

Orders required

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



RAILWAY RIVALS 2096-B

PLANT grows taller and takes the lead.

ROUND 11

London and Liverpool

Round 11 Runs		PLANT	HOE	GREAT	BUM	TGV	COLIN	
29	24 Bolton 34 Liverpool	① BUM	10		+3/-2			11
		① HOE	10			+2/-3	+2	11
		① TGV	10		-2		-2	6
		✕ COLIN				+2		2
30	14 York 53 Wolverhampton	① GREAT	11	+3/-3				11
		① BUM	10			+4/-4		10
		③ PLANT	5		+3/-3			5
		③ TGV	4	-1		+4/-4	+1	3
31	26 Manchester 51 Birmingham	✕ HOE						1
		① TGV	9			+4		13
		① GREAT	9			+3		12
		③ BUM	5	+1	-3		-4	-1
32	42 Nottingham 63 The North	④ HOE	4	-2		-1		1
		⑤ COLIN	3					3
		✕ PLANT		+2				2
		① HOE	13	+1				14
33	15 Doncaster 66 Oxford	② GREAT	6					6
		② COLIN	6	-2				4
		② PLANT	5	-1			+2	6
		① COLIN	16			+1		17
34	64 London 46 Peterborough	② GREAT	9	-2				7
		③ TGV	5	-1			-1	3
		✕ PLANT			+2	+1		3
		① PLANT	16					16
35	31 Preston 66 Any Seaport	② HOE	9					9
		③ COLIN	5					5
		① PLANT	15					15
		① BUM	15					15

Round 11 builds

Preston, London, Any Nice Town (PLANT) (Pete Campbell, Green)
None.

Heart of England (HOE) (Bob Coull, Black)
None.

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
None.

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

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)
None.

Coventry, Oxford, London Internal Network (COLIN) (Colin Sharpe, Red)
None.

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
PLANT	201	-	5	2	6	3	16	15	-	248
TGV	216	6	3	13	-	3	-	-	-	241
COLIN	147	2	-	3	4	17	5	-	-	178
BUM	134	11	10	-1	-	-	-	15	-	169
HOE	133	11	1	1	14	-	9	-	-	169
GREAT	118	-	11	12	6	7	-	-	-	154

Round 12 Runs

36. 44 - 55 Leicester to Bristol
37. 63 - 21 London to Huddersfield
38. 41 - 33 Derby to Shrewsbury
39. 65 - 65 Cambridge to Wales
40. 54 - 32 Newport to Stoke
41. 23 - 12 Burnley to Hull
42. 11 - 61 Grimsby to The South

Runs

Enter up to 4



RAILWAY RIVALS 2112-I(N)

MARS trails a close battle.

ROUND 8

Ireland (North)

Round 8 Runs			BRK	BEAR	MARS	PADDY	GITCO		
8	22 Derry 66 Athboy/Navan	① GITCO	13	+3	+3	+1		20	
		② BROOKS	7			-1		-3	3
		② BEAR	6			+5		-3	8
		④ MARS	4	+1	-5			-1	-1
9	56 Dundalk/ Monaghan 46 Athlone	① BEAR	16					16	
		② BROOKS	9				-1		8
		③ PADDY	5	+1					6
10	11 Belfast 43 Boyle/ Claremorris	① PADDY	13					-3	10
		② GITCO	8				+3		11
		③ MARS	5						5
		④ BEAR	4						4
11	24 Coleraine 62 Southern Ireland	① MARS	30		-1		-1		28
		✕ BEAR				+1			1
		✕ PADDY				+1			1

12	32 Donegal/Omagh 13 Belfast	① GITCO 20 ② MARS 10			+1			21 9
13	65 Drogheda/ Mullingar 36 Glenties/ Letterkenny	① PADDY 16 ② GITCO 9 ③ BROOKS 5 ✕ MARS			-1	+2	-2	13 11 5 1
14	52 Clones/Newry ① Southern Ireland	① BROOKS 16 ② BEAR 9 ③ PADDY 5	+3	-3				13 12 5

Round 8 builds

Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
None. +3 (MARS) +8 (PADDY) +1 (GITCO) = +12

Balinrobe Expressways Are Rampant (BEAR) (Kevin Lee, Black)

L54 - L55 - M56 - Newcastle, O52 - Donaghadee. -5 (builds) +3 (towns) = -2

Monaghan-Armagh Rural Services (MARS) (John Marsden, Blue)

F60 - I62, K23 - J22 - I23 - I22 - H21, M27 - N27.
-8 (builds) -3 (BROOKS) -1 (PADDY) -4 (GITCO) = -16

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)

G45 - Ballycastle, K64 - K65 - L65 - L66 - K67 - Dublin.
-8 (builds) +3 (towns) -8 (BROOKS) +1 (MARS) = -12

Green Irish Trains Connecting at Omagh (GITCO) (Tony Sait, Green)

X13 - V12 - U13, H53 - Portadown, M27 - N27 - Athenry.
-6 (builds) -1 (BROOKS) +4 (MARS) = -3

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
GITCO	80	20	-	11	-	21	11	-	-3	140
BEAR	91	8	16	4	1	-	-	12	-2	130
BROOKS	83	3	8	-	-	-	5	13	+12	124
PADDY	98	-	6	10	1	-	13	5	-12	121
MARS	58	-1	-	5	28	9	1	-	-16	84

Round 9 Runs

15. 61 - 15 Dublin to Donaghadee/Larne
16. 33 - 54 Collooney/Drumshambo to Carrickmacross/Kingscourt
17. 25 - 35 Cookstown/Portadown to Killybegs
18. 63 - ⑤ Dublin to Any Coastal Town
19. 51 - 16 Longford/Roscommon to Greenore/Newcastle
20. 44 - 21 Ballinrobe/Castlebar to Derry
21. 45 - ④ Athenry/Clara to Great Britain

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



RAILWAY RIVALS 2117-ND

BUM gets two big payments.

ROUND 5

NGE paid TWANG for a connection last time that should have gone to BUM, and I missed the payment to BUM at K17.

Northern Germany.....[18 points for these builds]
Northern Germany Express (NGE) (Tony Bromley, Red)
 I17 - C14 - Hildesheim, Eberswalde - Berlin (E) - B28 - A29, A71 - Pasewalk.
 42 +3 (towns) +1/-1 (TWANG) -1 (BUM) +1 (RAG) = 45

Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)
 J10 - Bremen - L9 - M10 - Bremerhaven - B48 - Cuxhaven, F17 - D16 - Braunschweig, Leer - Emden, I16 - I22.
 49 +3 (towns) +1/-1 (NGE) +1 (TIME) +1/-11 (BUM) +1 (RAG) = 44

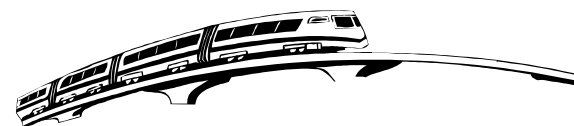
Travel In Mainland Europe (TIME) (Bob Coull, Black)
 Stralsund - I69 - Sassnitz. Buys Sassnitz - Sweden ferry. J7 - D4, N20 - N21 - I24 - I25 - H25.
 71 -6 (ferry) -1 (TWANG) +1 (BUM) +1/-1 (RAG) = 65

Bloody Useless Management (BUM) (Jim Reader, Yellow)
 K6 - Meppen, Harburg - Hamburg - B54 - F56 - Kiel, F20 - Magdeburg.
 17 +3 (towns) +1 (NGE) +11/-1 (TWANG) -1 (TIME) +10 (RAG) = 40

Rails Across Germany (RAG) (Don Shailer, Orange)
 Magdeburg - B20 - C20 - Braunschweig - C15 - Hannover, E58 - E57 - D56 - D55 - B54 - A55 - Altona, C15 - Hildesheim.
 43 -1 (NGE) -1 (TWANG) +1/-1 (TIME) -10 (BUM) = 31

Builds

Up to 13 points excluding payments to rivals



RAILWAY RIVALS 2124-I(S)

SIN doubles his initial points.

ROUND 1

Ireland (South).....[16 points for these builds]
Southern Irish Network (SIN) (Pete Campbell, Blue)
 Cork - S24 - Mallow - Rathluire - Limerick - T13 - T12 - Nenagh.
 20 +15 (towns) +5 (WEAR) = 40

Comfy Ride Across Irish Countryside (CRAIC) (Steve Ham, Purple)
 Dublin - Kildare - Portlaoise - Z11.
 20 +4 (towns) = 24

Wexford Expressways Are Rampant (WEAR) (Kevin lee, Black)
Galway - O4 - P4 - Athenry, P4 - P8 - S10 - S12 - T12 - T13 - Limerick - R14.
20 +6 (towns) -5 (SIN) = 21

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)
Dublin - Kildare - Portlaoise - Z11.
20 +4 (towns) = 24

Colin's Operational Railway Korporation (CORK) (Colin Sharpe, Red)
Waterford - F59 - Kilkenny - E54 - Portlaoise, F59 - D60 - D61 - Dungarvan.
20 +9 (towns) = 29

Builds
Up to 13 points excluding payments to rivals



RAILWAY RIVALS 2127-MP

A new map from Jim Reader.

NEW GAME

Tony Bromley	14 Fairlawnes, Manor Road, Wallington, Surrey, SM6 8BQ
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 ORW
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Lionel Robbins	24 Regency Court, Sittingbourne, Kent, ME10 1BZ
Tony Wilcock	Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER

Maps are enclosed for all. For five players, your starting choices are Butterworth (2), Johor Bahru (2) and Kota Bharu (1).

When you review the special runs, search the map for hexes marked Sn, Fe, Bx and Ti, as these are the Tin, Iron, Bauxite and Titanium destination hexes. I take it that the east coast island resorts are any towns on the east coast. Jim will no doubt advise me if this is wrong.

The green hexes are swamps and cost the same as hills at +1 per half hex. The line between Butterworth and Georgetown is a bridge and costs 8 to build, which comes from your build allowance. As I use a single allowance for the round, the note about combining die rolls is not relevant. The other lines are ferries, which cost 6 to build, taken from your accounts rather than the build allowance. Under normal circumstances, you cannot build beyond the other end of a ferry link. However, I presume that the islands of Pulau Perhentian and Pulau Redang are a special case, and that anyone buying the ferry to either island could also buy the ferry linking the two islands. Once again, Jim, please confirm or deny that assumption.

Set up
Starting town preferences, company names and colour preferences



SAINT PETERSBURG 2

Two Mistresses of Ceremonies are active.

PHASE 3-A

Kevin thought me that he took the Ship Builder into hand last time. Unfortunately, his orders read 'Buy Ship Builder', so it has to stand as such. That doesn't explain why I didn't list the second Ship Builder as one of his cards in play - now corrected.

Kevin	Marcus	Tony	Pete
Mistress of Ceremonies to hand	Buys Warehouse Manager	✗	Buys Mistress of Ceremonies from hand
✗	✗	✗	✗



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	10	5	15r + 2v	0r + 2v	3r + 0v	Aristocrat	20
Marcus	12	4	15r + 1v	0r + 0v	6r + 3v	Trading	21
Tony	4	8	9r + 0v	0r + 6v	4r + 0v	Building	11
Pete	10	13	15r + 1v	3r + 3v	10r + 1v	Worker	14

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

It's not a Warehouse Manager, it's a Warehouse Manager. The first is rather too close to whorehouse! A psychological slip, or just a slip of the fingers? :-) Most likely the latter.

Orders required
Round three Trading phase led by Marcus



ROBORALLY 3

Another life lost,
another checkpoint tagged.

ROUND 7

Starting positions

Diddy-bot M12-E, President Ford I5-S, Pineapple 196 I6-N, Squelch K14-N (virtual), Bot-i-celli K13-E, Donsbot K14-W.

7.1

Donsbot {660-M1} {pushes Bot-i-celli to K12}, Diddy-bot {590-M1}, Pineapple 196 {530-M1}, Squelch {390-RL}, Bot-i-celli {350-RL}, President Ford {120-RR}.
Board effects: Pineapple 196 updates his archive to H6, Donsbot shoots Bot-i-celli {2}.

7.2

Donsbot {620-M1} {pushes Bot-i-celli to K11}, Pineapple 196 {600-M1}, Squelch {290-RL}, Diddy-bot {250-RL}, President Ford {190-RR}, Bot-i-celli {140-RR}.
Board effects: Bot-i-celli is conveyed to L11.

7.3

Diddy-bot {740-M2}, Pineapple 196 {670-M2}, Donsbot {610-M1}, President Ford {570-M1}, Squelch {150-RL}, Bot-i-celli {100-RR}.
Board effects: Bot-i-celli is conveyed to M11, Donsbot is conveyed to L11.

7.4

President Ford {810-M3}, Bot-i-celli {680-M2}, Donsbot {520-M1}, Diddy-bot {360-RR}, Squelch {280-RR}, Pineapple 196 {110-RL}.
Board effects: Bot-i-celli is conveyed off the board and loses a life, Pineapple 196 shoots President Ford {1}.

7.5

President Ford {690-M2}, Diddy-bot {650-M1}, Donsbot {490-M1}, Pineapple 196 {430-BU}, Squelch {180-RR}.
Board effects: Pineapple 196 is conveyed to C7, Pineapple 196 shoots President Ford {1}, Diddy-bot tags checkpoint 1 and updates his archive to K14.

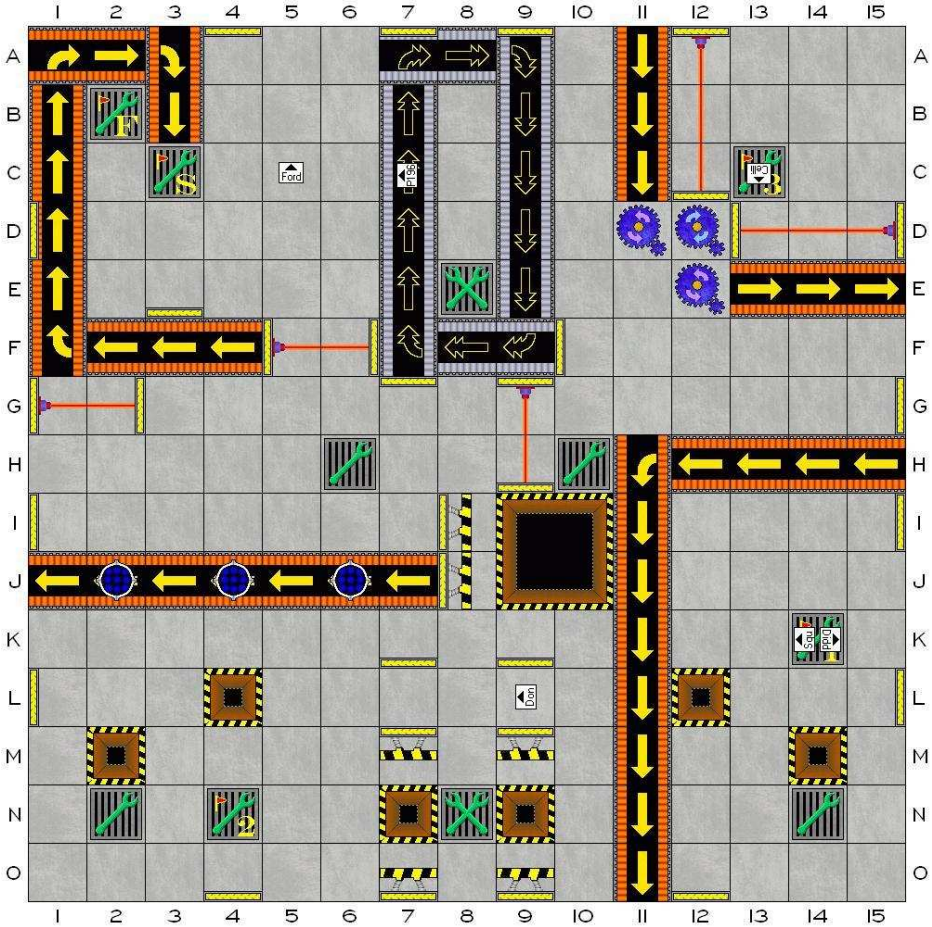
End of turn effects

Squelch repairs damage {1}.

Bot-i-celli withdraws an archive copy on C13. I've shown him facing south as this seems the obvious choice, but he can order whatever facing he wishes. Squelch remains virtual.

I had two sets of orders this time that simply gave me the actions to take in each phase. Please - the most important part to order is the priority number, as this determines when your action takes place as well as what it is. By all means tell me what the action is, but without the priority number I'm going to pick one at random if you have two or more of the same type of card. I would much prefer it if you provided all of the required information yourselves.

Regarding powering down, you announce this after deciding on your program for a round, then execute the round and power down next time. You cannot make it conditional on what happens during the round. If you are destroyed and have to withdraw an archive copy, you can choose to re-enter the game powered down.



Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	3/1/-	K14	K14-E	-
Roger Krueger	President Ford	3/-/2	E8	C5-N	Radio Control
Greg Payne	Pineapple 196	4/2/-	H6	C7-W	Reverse Gears
Marcus Pratt	Squelch	3/1/1	K14	K14-W	-
Jim Reader	Bot-i-celli	2/-/2	C13	C13-?	-
Don Shailer	Donsbot	4/1/2	K14	L9-W	Double Barrel Laser

Orders required
Program cards for round eight and any other instructions



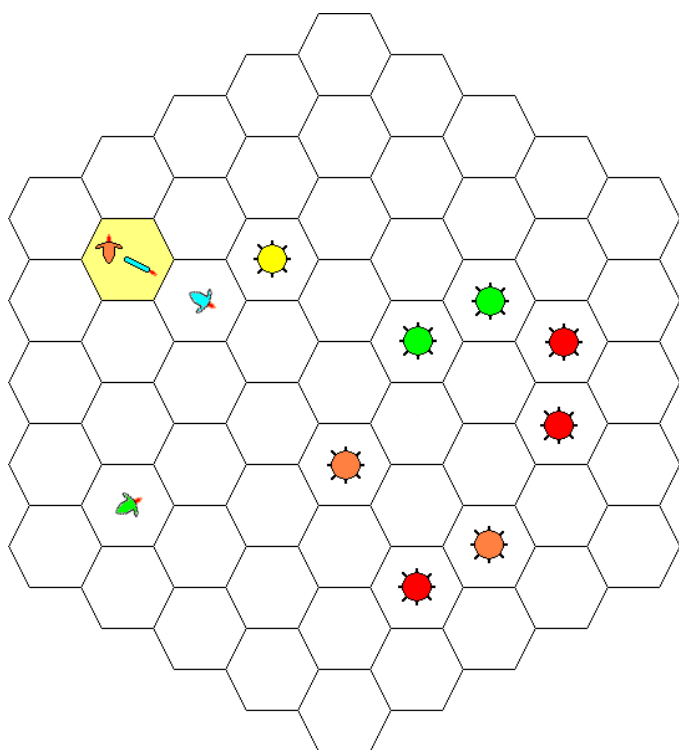


SPACE BLAST 1

One more special power is used.

ROUND 15

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



Chewbacca fires a rocket into the space that *Major Tom* is going to move into. *Major Tom* knows this will happen, so he uses up his special power of Shield, protecting him from damage for this round. Not only is he protected, but *Chewbacca* does not gain any points.

Orders

0 to 3 actions for round sixteen



PUERTO RICO 8

He had a plan...

GAME OVER

1st	Stephen Webb	55
2nd	Allan Stagg	41
3rd	Jim Reader	38
4th	John Hopkins	29

Stephen Webb (1st): Wow, that certainly turned out even better than I could have hoped for. Quarries plus Markets ought to make Building the way to go and for a change that is how it panned out. Thanks to everyone for the game.

It's nice when a plan comes together. So many times you think it ought to but things just don't fit as well as they are supposed to!

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 2.5 or more. People are included if they have competed five games.

-	Ken Boucher	3.632
-	Lew Stansby	3.619
▼	David Hilbert	2.955
-	Roger Krueger	2.923
-	Chris Rudram	2.800
-	Victor Cronshaw	2.722
-	Rob Thomasson	2.605
▲	Pete Campbell	2.586
-	Peter Hawkins	2.542
-	Per Hallberg	2.500

★ Completed games and winners:

Puerto Rico e827 Willem Moene

★ New games and start dates:

1850 e849 {1850-B27}	Apr 7th
Acquire e850 {Powers}	Apr 8th
Euphrat & Tigris e851	Apr 10th
Carcassonne e852 {River}	Apr 15th



PREVIEW

Nobody has commented that a full 1825, with all three units and all the kits, was too much, so that is the plan for next time. I would expect this to become the longest 18xx game I have run, but we shall see.

I still haven't chosen a Bus Boss map for the new game next time. With perfect timing, Jim Reader has sent me his latest map, for the Izu Honto Peninsula. So let's not delay, let's get this map onto the books and into play.

I am debating whether to run a second game of Canal Mania. The current game should finish next time, and with four names on the list another could be started, but I'm not convinced it worked terribly well. I'll wait for the players' comments before making a final decision. I am also unlikely to start another Agricola very soon, as that is the game that takes more time to adjudicate than any other.

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

#164: 1825, Bus Boss

#165: 1837



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Apr 5th	Minstrel 322
Apr 15th	Variable Pig 118
Apr 16th	Save Your XXs For Me #61

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	3.295
▲	Lionel Robbins	3.222
-	Mark Frueh	2.750
-	Marcus Pratt	2.717
-	Sharon Khan	2.625
-	Steve Thomas	2.563
-	Stephen Webb	2.409
-	Geoff Hardingham	2.364
▼	Michael Graystone	2.244
-	Tony Robbins	2.190
▲	Colin Sharpe	2.155
▲	Rob Thomasson	2.125
-	Alan Harvey	2.069
-	Richard Lunn	2.000

WHO PLAYS WHAT

Tony Bromley	1837-Y25, RR-2117-ND, RR-2127-MP	Willem Moene	1830-G26, 1835-C26, 1861-C27, 1870-R24, 1870-Y26, OP27, PR11
Simon Brooks	BA18, BB-312-MOR, RR-2112-I(N)	Greg Payne	6n14, BA19, BB-313-MOR, Robo3
Pete Campbell	1826-H25, 1829-U25, 186-1C27, 18GA-D26, Agr1, BB-308-YRK, BB-312-MOR, RR-2096-B, RR-2117-ND, RR-2124-I(S), StP2	Marcus Pratt	Agr1, Agr2, IW1, OP27, Robo3, StP2
John Colledge	Acq52, Acq53	Jim Reader	6n14, BA18, BA19, BB-308-YRK, BB-312-MOR, BB-318-LUZ, OP27, PR10, PR11, RR-2096-B, RR-2112-I(N), RR-2117-ND, RR-2124-I(S), RR-2127-MP, Robo3
Bob Coull	6n14, BB-312-MOR, BB-318-LUZ, RR-2096-B, RR-2117-ND, RR-2127-MP, SB1	Lionel Robbins	1829-U25, RR-2127-MP
Dennis Frank	BA18, BA19	Tony Robbins	1837-Y25
Tim Franklin	1895-X24	Simon Robertson	RR-2096-B
Mark Frueh	1870-R24	Adam Romoth	1870-Y26
Michael Graystone	6n14, Acq52, Acq53, BB-308-YRK, BB-312-MOR, RR-2096-B, SB1	Tony Sait	1830-G26, 1830-V1-N24, 1835-C26, 1856-P26, PR11, RR-2112-I(N)
Lyndon Gurr	1826-H25, 1835-C26, 1856-P26, 1861-C27, 1870-Y26, 18GA-D26, BB-318-LUZ, OP27	Don Shailer	BB-308-YRK, BB-313-MOR, CM1, RR-2117-ND, Robo3
Steve Ham	6n14, BA18, BA19, Robo3, RR-2124-I(S), SB1	Colin Sharpe	6n14, Acq52, Acq53, BB-318-LUZ, RR-2096-B, RR-2124-I(S)
Geoff Hardingham	1837-Y25, PR10	John Shelley	1826-H25, 1829-U25, 1835-C26
Alan Harvey	1830-V1-N24, CM1, IW1	David Smith	OP27
Mike Head	1830-G26, 1856-P26, 18GA-D26, IW1	Don Smith	1830-V1-N24, 1835-C26, 1870-R24, 1870-Y26, 18GA-D26
John Hopkins	1837-Y25	Joakim Spångberg	BA18
Mike Hutton	1830-G26, 1856-P26, 186-1C27, 1870-Y26, Agr1, Agr2	Allan Stagg	Agr2, PR10
Sharon Khan	IW1	Mark Stretch	1830-V1-N24, BA18, OP27
Roger Krueger	1870-R24, 1895-X24, Robo3	Steve Thomas	1895-X24
Kevin Lee	6n14, Agr2, BB-313-MOR, PR10, PR11, RR-2112-I(N), RR-2124-I(S), StP2	Rob Thomasson	1829-U25, BB-313-MOR
Michael Longdin	Agr1, CM1	Roger Trethewey	BA19, BB-318-LUZ
Richard Lunn	1830-G26, 1856-P26, Acq53, BA19	Stephen Webb	1826-H25, 1830-V1-N24, 1837-Y25, 1861-C27, 1870-R24, CM1
John Marsden	Acq52, BB-313-MOR, CM1, RR-2112-I(N)	Tony Wilcock	Acq52, StP2



OUTSIDE EDGE

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DEADLINES

Wednesday May 13th 2009

18xx Games - Friday May 8th

Future main deadlines: June 17th July 15th August 12th

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.