

# FOR WHOM THE DIE ROLLS

May 2009

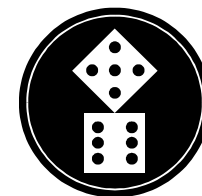
Published by Keith Thomasson

Issue 164

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.



£2.00



## INSIDE STORY

This is FOR WHOM THE DIE ROLLS #164, 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](mailto:Keith@Thomasson.com)

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

Subscription payments can be sent via PayPal to [Keith@Thomasson.com](mailto:Keith@Thomasson.com)

Please specify the currency for international payments as GBP

## 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...*

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

*Games starting in the next issue...*

⚙ 1837 . . . . . Don Smith, Steve Thomas, Stephen Webb, Adam Romoth, Pete Campbell

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

⇨③ 1856 . . . . . Rob Thomasson, John Shelley  
⇨① 1870 . . . . . Lionel Robbins, Don Smith, Rob Thomasson, John Shelley  
② 18GA . . . . . Mike Head  
⇨④ 18Rh1 Rhineland . . . . . Willem Moene  
⇨① Acquire . . . . . Bob Coull, Kevin Lee, Michael Graystone, Tony Wilcock  
⇨④ Acquire (Powers) . . . . . Michael Graystone  
⇨① Age of Steam . . . . . Pete Campbell, Mike Hutton, Marcus Pratt  
⚙ Agricola . . . . . Pete Campbell, Jim Reader, Kevin Lee, Allan Stagg  
⇨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  
⇨⑦ RoboRally . . . . . Allan Stagg  
① Saint Petersburg . . . . . Bob Coull, Rob Thomasson, Kevin Lee  
⑤ Sopwith . . . . . Michael Graystone

*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 #164. This issue is another on-time production, courtesy of just getting down to it. I thought I was missing some key orders but it turned out they were at the bottom of a message that looked like just a short query. So be warned - if you sign off a message early on followed by a long gap, the rest of it might be missed!

If you're undecided about whether to go to the UK Games Expo, which is happening over the weekend of June 5th/6th/7th, this might change your mind.

The organisers are looking for volunteers to help out. It's late, but I'm sure they would welcome some more bodies. They are looking for 3 or more hours of your time in exchange for free entry to the show and some expenses. This could be on the Thursday/Friday to help set up, or during the opening hours Saturday and Sunday doing security and other tasks, or during tear down Sunday evening. If you are interested, e-mail Tony Hyams on [volunteer@ukgamesexpo.co.uk](mailto:volunteer@ukgamesexpo.co.uk).

I won't be able to volunteer because I'll be taking Heron Games to the show. We've always sponsored something, and this year we are sharing sponsorship of the Settlers tournament with Mayfair Games. The main halls are open on the Saturday and Sunday (6th/7th) and there is going to be plenty to do and to review. For more information visit their web site - [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk).

We've been working through some TV series on DVD lately. We started with Stargate SG-1, and are currently part way through season 3. Then we added the X Files after I found the entire series on Amazon for a good price. Most recently we added Smallville, a series we missed on TV but which has been tickling my fancy in the background. You can pick up most of the early seasons for very little, so I took the plunge and we're nearing the end of season one. It's interesting to see what they've done with characters that you might know from reading the comics, giving them a twist that you might not expect, and making you wonder how good friends will turn into mortal enemies as time goes by.

What we usually do is slip a disc in and watch the episodes on that disc over the next few nights, then decide which series to switch to and watch another disc. Smallville has turned out to be good enough to hog the player for a few discs, with Stargate SG-1 running second and the X Files lagging behind. For live TV, nothing beats NCIS.

## DIY ADVENTURES

After the last issue went out the door, I put a day aside to do some reorganising that I had been thinking of for some time. The key part of this was putting a cupboard up above the printers, as that wall space was effectively dead space.

In past times I had found that kitchen cabinets without the doors were very effective, as this didn't need to be excessively pretty. My supplier for those had been MFI, as the main cost of their cupboards was in the doors. Unfortunately, MFI were one of the early casualties of the credit crunch, so I had to look elsewhere.

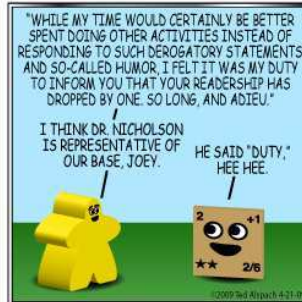
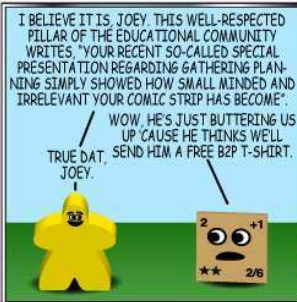
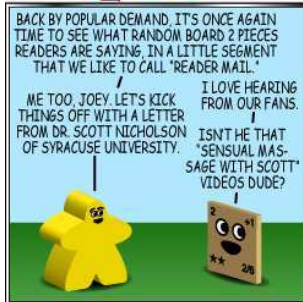
My first port of call was B&Q, if only because Valerie can get 10% off on Wednesdays. I wanted a 1 metre cupboard, but they didn't seem do do anything that large. When I enquired I found that they could supply one, but only with a dividing wall down the middle, which wasn't quite what I wanted, so they were out of the equation.

*(continued on page 62)*



## BOARD 2 PIECES

BY TED ALSPACH



## BOARD 2 PIECES

BY TED ALSPACH



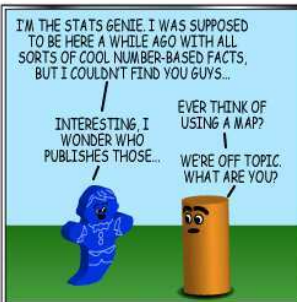
\*GAMERS OF OVERTLY BAD, EVEN REPUGNANT SMELLS.

\*\*EVIL BOARDGAMERS OF LATIN AMERICA

\*\*ERIC MARTIN'S EXTRA NERDY ELDERLY MINIONS  
THAT DON'T EVEN KNOW ABOUT AD ADVERTISING

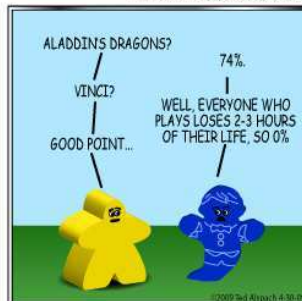
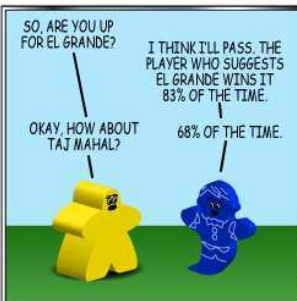
## BOARD 2 PIECES

BY TED ALSPACH



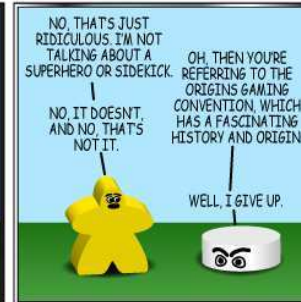
## BOARD 2 PIECES

BY TED ALSPACH



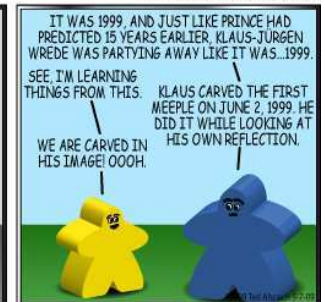
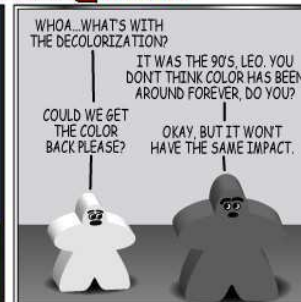
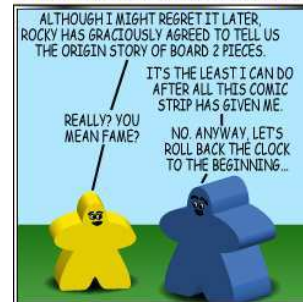
## BOARD 2 PIECES

BY TED ALSPACH



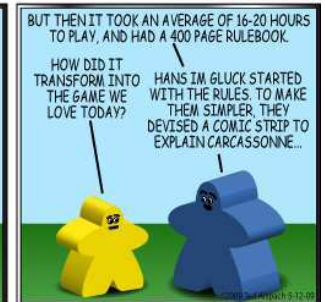
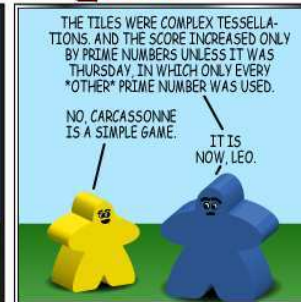
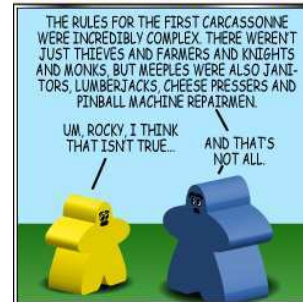
## THE SECRET ORIGIN OF BOARD 2 PIECES

BY TED ALSPACH



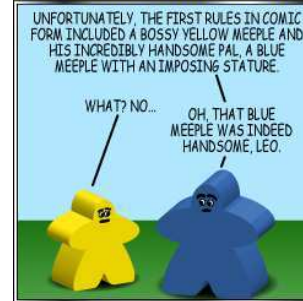
## THE SECRET ORIGIN OF BOARD 2 PIECES

BY TED ALSPACH



## THE SECRET ORIGIN OF BOARD 2 PIECES

BY TED ALSPACH





1825-H27

It's 1825 with everything thrown in.

NEW GAME

This will be a five-player game using everything that 1825 has to offer - all three units, all three regional kits, and all six published kits.

Pete Campbell 39 Water Street, Cambridge, CB4 1NZ  
 Alan Harvey 6 Serina Avenue, Littleover, Derby, DE23 6JT  
 Mike Hutton 57 Ascension Road, Romford, Essex, RM5 3RT  
 Willem Moene Dijkhuizen 4, 1112 SB Diemen, The Netherlands  
 Lionel Robbins 24 Regency Court, Sittingbourne, Kent, ME10 1BZ

Your starting capital is 504, but some of that has already gone in payment for the dealt private companies, which give the following order of play.

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Willem Moene	504	-50	474	504	20.0	1
Lionel Robbins	504	-60	444	504	20.0	1
Mike Hutton	504	-75	429	504	20.0	1
Pete Campbell	504	-130	374	504	20.0	1
Alan Harvey	504	-160	344	504	20.0	1

Portfolio	Privates	LNWR	GWR	Mid	NER	Cal	GER	LSWR	NBR	GCR	GNR	L&YR	SECR
Willem Moene	S&M	-	-	-	-	-	-	-	-	-	-	-	-
Lionel Robbins	TWW	-	-	-	-	-	-	-	-	-	-	-	-
Mike Hutton	C&HP	-	-	-	-	-	-	-	-	-	-	-	-
Pete Campbell	C&W	-	-	-	-	-	-	-	-	-	-	-	-
Alan Harvey	S&D	-	-	-	-	-	-	-	-	-	-	-	-

Bank (new)	10	10	10	10	10	10	10	10	10	10	10	10	10
Price (new)	100	90	82	82	76	76	76	76	71	71	71	71	71
Bank (pool)													
Price (pool)													
Company credit													
Tokens	7	7	4	4	4	4	4	4	3	3	3	3	4
Trains													

Bank cash: 12,935 Certificate limit: 31 Trains: 7 x '2', 6 x '3'

Willem leads the way into the first stock round, with the L&M private company on offer at 210. After that comes the LNWR, and once the LNWR has sold out you can start on the GWR.

The trains in this game will include all the optional trains.

Train	2	3	4	5	3T	U3	6	4T	2+2	7	4+4E
Qty	7	6	5	5	7	5	2	2	3	2	2
Cost	180	300	430	550	370	410	650	480	600	720	830

The trains shaded in yellow are the optional trains. Once the first '5' train has been bought, the '3T' and 'U3' trains can be purchased, but they do not need to be sold in order for the first '6' train to become available. This happens when the last '5' train has been bought. The same is true for the '4T' and '2+2' once the first '6' is bought.

Phase four starts with the sale of the first '6' train. Grey tiles become available and the companies may now own any number of trains. The sale of the first '7' train causes the '3' trains to disappear.

The portfolio in this report does not include all the companies in the game. The GSWR and LBSC start at 67, while there are the ten minor companies as well. More tables will be introduced as the game progresses.

The minor companies will become available when one of the value-71 companies has sold out. The ten companies and the built-in trains they have to pay for are as follows:

Minor	Cam	FR	GNoS	High	LT&S	M&C	MG&N	NS	S&DR	TV
Train	U3	5	5	U3	2+2	3T	4T	3T	5	4T
Cost	410	550	550	410	600	370	480	370	550	480

These are available in any order. Note that the minimum price to set for the minor company must be sufficient to pay for its built-in train once all ten shares have been sold. You can of course set the price higher, high enough to pay for the train once the four-share Director's certificate has been sold. Minor companies float with just the Director's certificate, so it is entirely possible that they will be floated and able to operate before they have paid for their built-in train. The rules for what the company can do before the train is paid for have varied. I'm going with the Unit 3 rules, as they are the latest.

The company cannot run its train, and therefore cannot pay dividends, until the built-in train has been paid for, nor can it buy trains from other companies until this has happened. It can, however, lay track. If such a lay requires payment for terrain, it can only lay the track if the payment would not make it impossible for it to pay for its train (this particular point is not mentioned in the rules but seems self evident).

The current recommendation for player cash is to use the money from one unit. Because we are using extra kits, including the Phase Four kit, an additional 10,000 has been added to make the total cash 15,000.

The certificate limit is based on that published in Unit 3, which is 28 for 5 players, with 3 added for the presence of the minor companies, bringing it up to 31.

The value 30 private company will count towards the certificate limit. Units 1 and 2 are silent on this, but Francis has previously ruled that as it is valued below 50 it does not count. Unit 3, however, specifically states that only public shares below 50 are exempt from the limit, so we'll go with that.

The Unit 2 stock market will be used, which goes up to 500. If someone only has a stock market that goes up to 340, the additional values go up in regular steps of 20 a time.

Maps and tile sheets are enclosed for you. You can also find these on the web site - look in the maps and tile sheets part of the 18xx section and choose '1825 Everything'. If anyone has any queries, now is the best time to make them. Enjoy the game.

Orders required for the following round

By the early deadline

SR1





1826-H25

No new loans, but  
none repaid either.

OR10 - SR7

The SNCF lay for OR9 was 4:M17:3, as that hex contains a small station.

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	PC	516:G9:1	240	Yes	①	165C▲	675	-	10H
B	LQ	513:C13:1	790	Half	-	150B▲	1,190	2	10H
SNCF	PC	513:L14:1	350	Yes	-	122A▲	142	-	E
A	SW	47:M15:1	740	Yes	-	100D▲	155	1	TGV 10H
O	PC	63:H6:1	370	Yes	②	90D▲	7	2	E
GC	JS	8:J14:5	310	Yes	-	82E▲	294	2	E
N	LQ	87:B10:3	600	No	③	50F▼	32	2	TGV E
E	SW	24:G11:6	440	Yes	④	65E▲	80	2	TGV

- Notes: ① 80 to the bank for a token in I13  
 ② 20 to the bank for a token in I7  
 ③ 800 to the B for an 'E' train  
 ④ Run reduced to 340 to pay loan interest

#### Stock Round 7

John	Pete	Lyndon	Stephen
+ A pool	- 1 GC (▼75F) + PO pool	+ A pool	✗
+ A pool	+ PO pool	+ A treasury	✗
+ A treasury	+ PO pool	+ PO pool	✗
+ O pool	+ SNCF pool	+ PO pool	✗
+ O pool	+ O pool	✗	✗
✗	+ O pool	✗	✗
✗	✗	Priority for SR8	

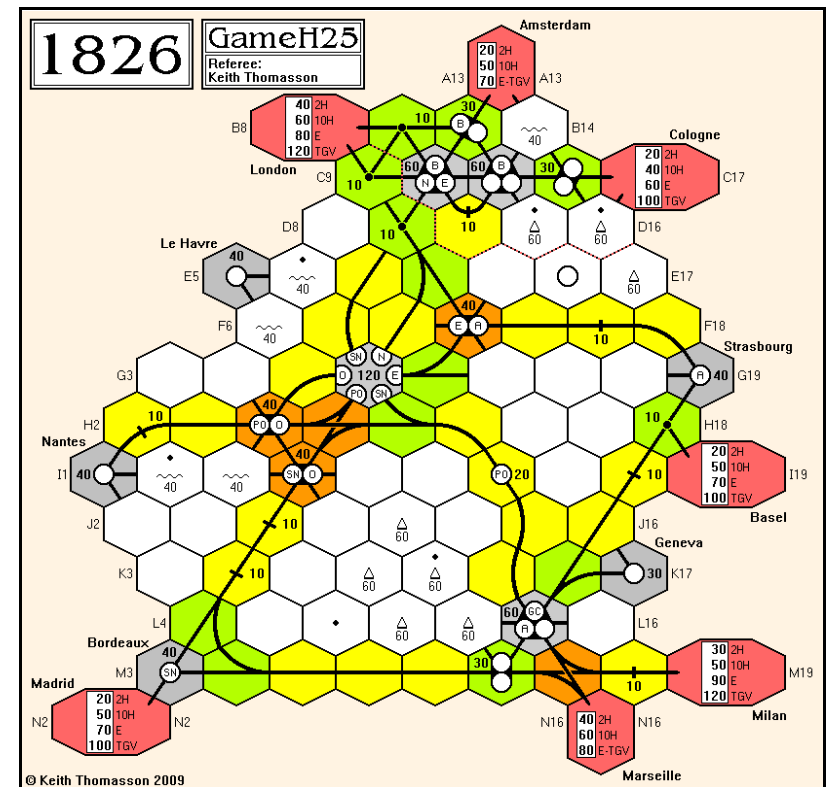
Portfolio	A	B	E	GC	N	O	PO	SNCF	Bonds
Stephen Webb	3P	1	6P	-	5	1	-	-	-
John Shelley	3	3	-	6P	-	2	-	3	-
Pete Campbell	1	-	-	-	-	5P	6P	6P	-
Lyndon Gurr	3	6P	4	-	5P	2	2	-	-

Company type	10	10	10	10	10	10	10	10	
Bank (new)	-	-	-	-	-	-	-	-	
Bank (pool)	-	-	-	2	-	-	-	1	-
Treasury shares	-	-	-	2	-	2	-	-	10
Price	110C	165A	70D	75F	60E	100C	165C	122A	
Loans	1	2	2	2	2	2	-	-	
Company credit	355	1,190	80	294	32	7	675	142	
Tokens	-	1	-	2	1	-	-	4	
Trains	TGV	10H	TGV	E	TGV	E	10H	E	
	10H				E				
Bank cash: 7,744      Certificate limit: 16      Trains: TGV's									
Current operating order: PO, B, SNCF, A, O, GC, E, N									

Cash Flow	b/f	OR10	SR7	c/f	Value	%	Certs
Stephen Webb	109	503	0	612	1,927	20.5▲	9/14
John Shelley	307	411	-480	238	2,079	22.1▼	16
Pete Campbell	454	463	-715	202	2,534	27.0▼	15
Lyndon Gurr	435	524	-530	429	2,859	30.4▼	16/20

The 513 tiles are all laid, but for future reference note that they can only go in C11, C13 and L14 to upgrade Lille, Brussels and Lyon. Also note that companies cannot sell shares if the bank pool is full.

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



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



## 1829-U25

The LSWR bites back.

## OR8 - OR9

ORR	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	14:R10:1	•R12	130	Yes	①	200▲	120	3 2 2 2
GWR	PC	15:V16:3	•W15	170	Yes	-	142▲	200	3 2 2
Mid	JS	15:R16:5	•Q17	100	Yes	② ①	82▲	120	3 2 2
LSWR	LR	15:Q15:2	•R12 !	-	-	-	61▼	760	

Notes: ① 300 to the bank for a '3' train  
② 40 to the bank for a token in Q17

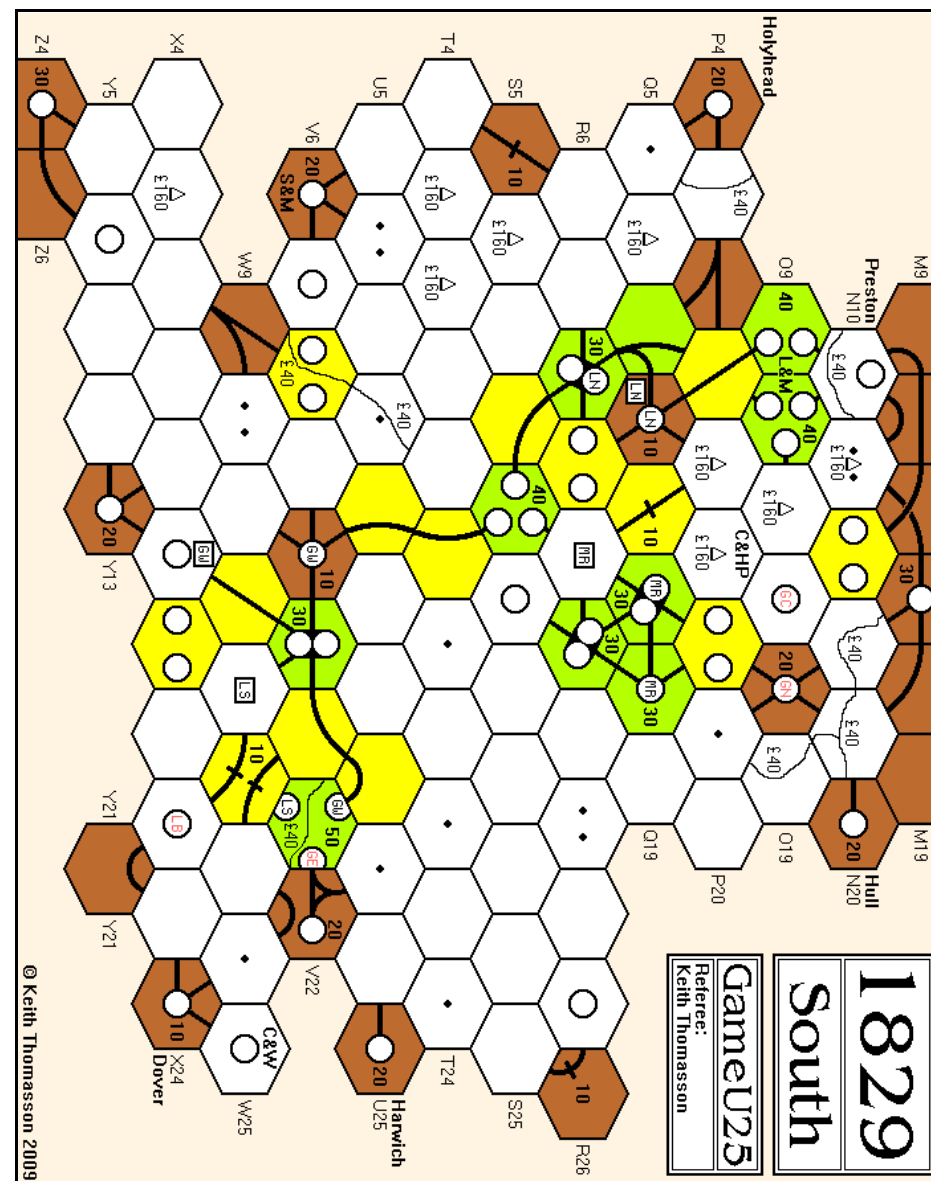
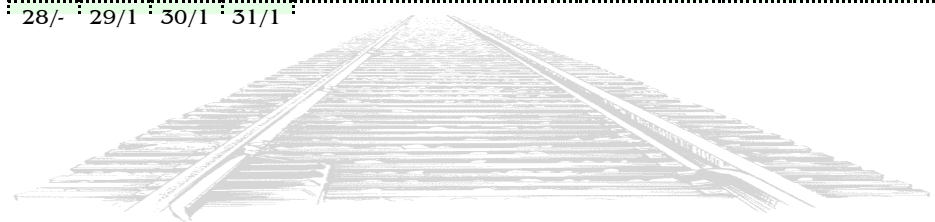
OR9	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	28:Q9:4	►R10	160	Yes	①	225▲	80	3 2 2 2
GWR	PC	9:W15:2	►X14	170	Yes	-	160▲	200	3 2 2
Mid	JS	12:Q17:5	►R14	180	Yes	-	90▲	120	3 2 2
LSWR	LR	-	►W17	-	-	-	58▼	760	-

Notes: ① 40 to the bank for a token in R10

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Rob Thomasson	37	117	135	289	1,989	31.6▲	8
John Shelley	106	96	150	352	1,417	22.5▲	8
Pete Campbell	19	147	150	316	1,791	28.4▲	8
Lionel Robbins	261	53	88	402	1,103	17.5▼	6

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	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)		225	160	90	58				
Company credit		80	200	120	760				
Tokens		4	4	3	4	5	4	4	4
Trains		3 2 2 2	3 2 2	3 2 2	-				
Bank cash: 18,641		Certificate limit: 18				Trains: 3 x '3', 4 x '4'			

[illegible]

Orders required for the following round

*By the early deadline*

SR9



1830-G26

The B&O, PRR and NYC  
join the party.

OR3 - SR4

OR3	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	MHn	-	50	Yes	-	90C▲	550	2 2
C&O	MHd	7:E3:4	110	Yes	①	90C▲	480	2 2

Notes: ① 40 to the bank for a token in F4

#### Stock Round 4

Tony	Mike Head	Mike Hutton	Richard	Willem
+ B&O new	✗	+ B&O pool	- 2 C&O {▼76E} - 2 NYNH {▼76E} + PRR/Pres {90}	- 2 C&O {▼69G} - 1 NYNH {▼71F} - 1 PRR {▼82C} + NYC/Pres {76}
+ B&O new	+ C&O pool	✗	+ PRR new	+ NYC new
✗	✗	✗	+ PRR new	+ NYC new
✗	✗	✗	+ PRR new {floated}	+ NYC new
✗	✗	✗	✗	+ NYC new {floated}
✗	✗	✗	✗	✗
Priority for SR5				

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Mike Head	44	60	-69	35	545	17.6▼	7
Mike Hutton	84	30	-82	32	534	17.3▼	6
Richard Lunn	71	67	-90	48	638	20.6▲	6
Willem Moene	102	62	-138	26	682	22.1▲	7
Tony Sait	183	46	-200	29	692	22.4▼	6

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	SVR	-	1	6P	-	-	-	-	1
Mike Hutton	-	-	1	-	-	-	-	6P	-
Richard Lunn	D&H M&H	-	-	-	-	-	-	-	5P
Willem Moene	C&StL C&A	-	-	-	-	-	6P	-	-
☛ Tony Sait	B&O	-	4P	1	-	-	-	1	-

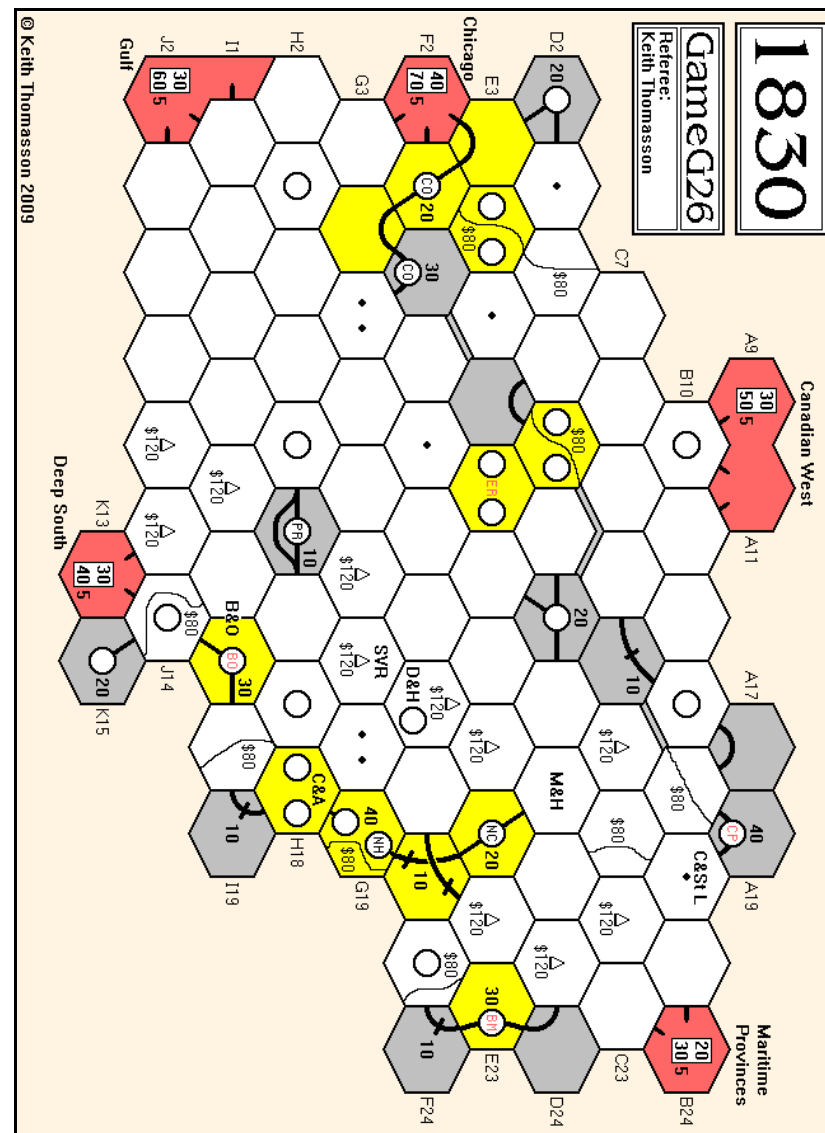
Bank (new)	10	4	-	10	10	4	-	4
Price (par)		100	76			76	71	90
Bank (pool)	-	-	3	-	-	-	3	1
Price (pool)		82C	69G			76D	71F	82C
Company credit		1,000	520			760	550	900
Tokens	2	3	2	4	3	4	1	4
Trains		-	2.2			-	2.2	-

Bank cash: 8,140      Certificate limit: 13      Trains: 2 x '2', 5 x '3'...

Current operating order: B&O, PRR, NYC, 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
-----	-----	-----	-----	-----	-----	-----	------	------	------	------	------



Orders required for the following rounds

By the early deadline

OR4, SR5

Adjudication can pause between rounds if requested



1830-V1-N24

The C&O gets boxed in.

OR11

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	MS	-	260	Yes	①	110D	20	6
B&M	MS	15:E3:2	170	Yes	-	112B	0	5
PRR	AH	9:F4:2	150	Yes	-	100E	85	5
Erie	AH	23:H16:1	290	Yes	-	100A	79	D
C&O	DS	-	210	No	-	67E	210	D
NYC	DS	59:H8:6	70	No	-	66B	71	5
B&O	TS	-	-	-	②	67G	0	D
NYNH	TS	-	250	Yes	-	50I	0	6

Notes: ① 100 to the bank for a token in E15

② 1,100 to the bank for a Diesel, partly funded by 267 from Tony, requiring the sale of 1 CPR (▼100E), 1 C&O (▼65F) and 2 NYNH (▼40I)

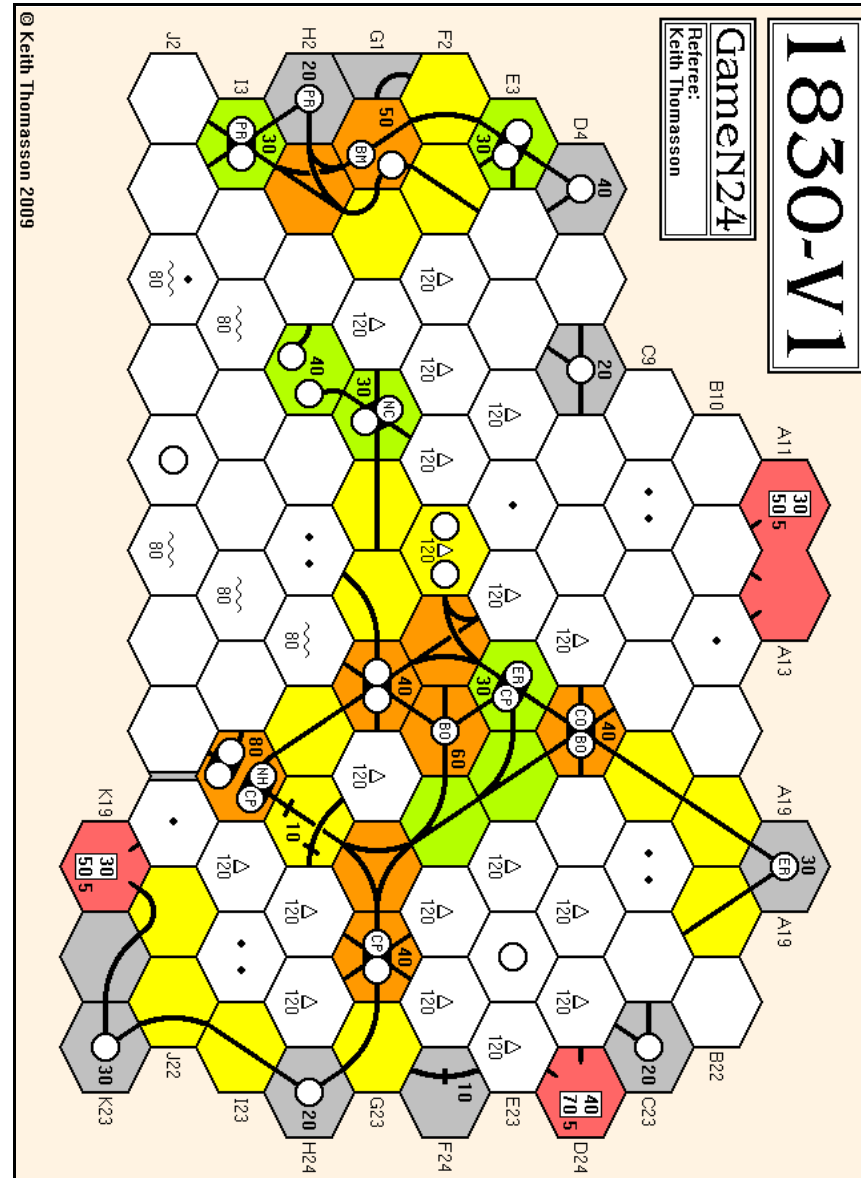
Cash Flow	b/f	OR11	c/f	Value	%	Certs
Stephen Webb	55	275	330	1,555	22.3	12/15
Tony Sait	2	169	171	522	7.5	2/4
Mark Stretch	249	298	547	2,100	30.2	13/14
Don Smith	25	0	25	748	10.7	9
Alan Harvey	229	317	546	2,040	29.3	13/14

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	-	-	-	-	3P	-
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	1	1	-	-	2	2
Price (pool)	112B	67G	65F	100E	100A	66B	50I	100E
Company credit	0	0	210	20	79	71	0	85
Tokens	1	1	2	2	1	3	1	2
Trains	5	D	D	6	D	5	6	5

Bank cash: 9.916 Certificate limit: 13 Trains: Diesels  
Current operating order: B&M, PRR, CPR, Erie, B&O, NYC, C&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	57/4	58/2	69/-	14/1	
15/-	16/1	18/1	19/1	20/1	23/2	24/2	25/1	26/1	27/1	28/1	29/1	53/2	
54/1	59/1	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

OR12, OR13

Adjudication can pause between rounds if requested





1835-C26

The first '3' train creeps out at the end of the round.

OR5 - SR6

OR5	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
B-M	JS	201:15:6	40	Half	①		30	2
B-P	TS	-	70	Half	-		145	2
Mag	WM	-	40	Half	-		80	2
K-M	WM	9:D10:2	30	Half	-		140	2
B-S	LQ	-	50	Half	-		100	2
A-K	LQ	8:C15:5	60	Half	-		120	2
ByE	DS	7:K15:4 9:K15:1	170	Yes	② ③	122C	370	2+2 2 2 2
SxE	LQ	201:H20:5 9:H18:3	120	Yes	④ ⑤	88D	36 3 2+2 2+2 2+2	

- Notes: ① 50 to the bank for terrain costs  
 ② 70 to the bank for terrain costs  
 ③ Free token in L14 - Nunberg-Fürth closes  
 ④ 40 to the bank for a token in H20  
 ⑤ 180 to the bank for a '3' train

Stock Round 6

Lyndon	Willem	John	Tony	Don
+ SxE new	+ SxE new	✗	+ SxE new	✗
✗	✗	4 ByE {112D} + HeE/Dir	✗	✗
+ HeE new	✗	+ HeE new	✗	✗
✗	✗	+ HeE new {floated}	✗	✗
✗	✗	+ HeE new	✗	✗
✗	✗	+ HeE new	✗	✗
✗	✗	+ HeE new	✗	✗
✗	✗	✗	Priority for SR7	

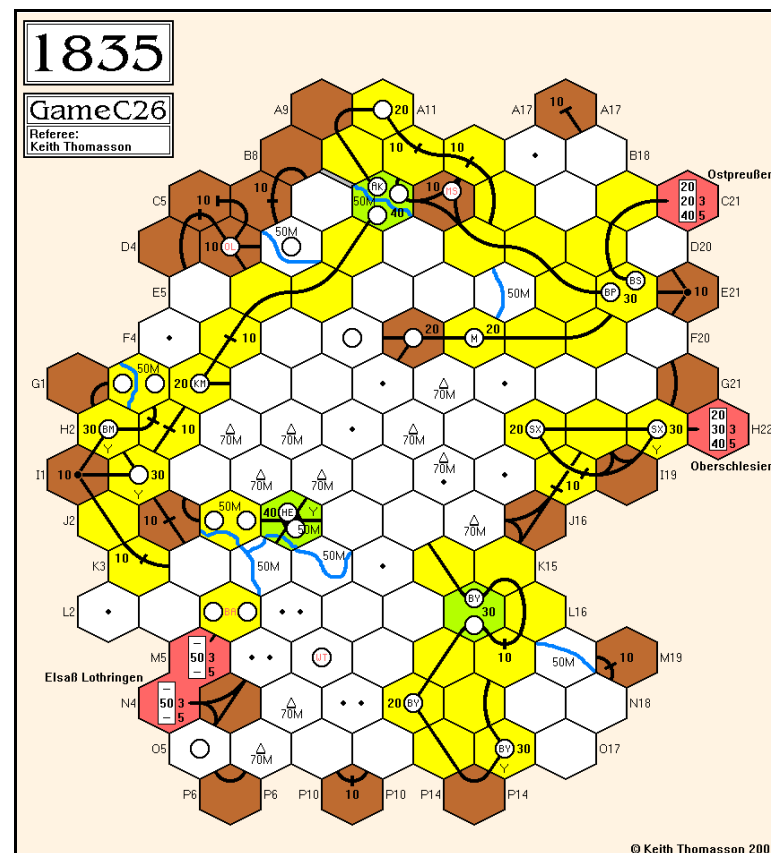
Portfolio	Privs/Minors	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OIE
John Shelley	Ost, Bra, B-M	-	-	-	-	70/6	-	-	-
✱ Tony Sait	Han, B-P	-	10/1	20/2	-	-	-	-	-
Don Smith	-	-	50/4	-	-	-	-	-	-
Lyndon Gurr	Pfa, B-S, A-K	-	-	50/4	-	10/1	-	-	-
Willem Moene	Mag, K-M	-	-	30/3	-	-	-	-	-

Bank (new)	40/4	-	-	100/8	20/1	100/8	100/7	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	40/4	-	-	-	-	-	-
Price (pool)		112D	92C		84D			
Company credit		370	300		672			
Tokens	2	2	1	2	2	2	2	2
Trains		2+2	3		-			
		2 2 2	2+2					
			2+2					
			2+2					

Bank cash: 9.705 Certificate limit: 12 Trains: 3 x '3', 3 x '3+3'...  
 Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE, HeE

Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
John Shelley	24	123	-100	47	965	25.3▲	9
Tony Sait	80	94	-88	86	712	18.7▲	5
Don Smith	32	90	0	122	682	17.9▼	4
Lyndon Gurr	81	118	-172	27	881	23.1▲	8
Willem Moene	85	59	-88	56	572	15.0▲	5

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
1/1	2/-	3/1	4/2	5/1	6/1	7/7	8/5	9/4	55/1	56/1	57/1	58/1
69/1	201/-	202/-	12/2	13/2	14/2	15/2	16/3	18/1	19/2	20/2	23/3	24/3
25/3	26/2	27/2	28/2	29/2	87/2	88/2	203/2	204/2	205/1	206/1	207/2	208/2
209/1	210/1	211/1	212/1	213/1	214/1	215/1						



Orders required for the following rounds

By the early deadline

OR6, OR7

Adjudication can pause between rounds if requested



1837-Y25

John, did you forget that  
you should be running the U3?

OR3 - SR4

OR3	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	JH	4:E13:1	70	20	Half	-		80	1G
RGTE	GH	8:C13:4	30	30	Half	-		90	1G
EOD	JH	3:C15:4	20	20	Half	-		55	1G
EKT	GH	9:D24:1	40	25	Half	-		90	1G
MLB	TR	9:D34:1	40	20	Half	-		80	1G
ZKB	GH	58:I35:4	50	25	Half	-		95	1G
SPB	SW	58:I27:2	30	30	Half	-		85	1G
LRB	JH	402:J26:1	30	25	Half	-		80	1G
BB	TR	7:M15:5	30	35	Half	-		95	1G
EHS	TB	58:F30:1	40	20	Half	-		75	1G
S1	TB	9:I17:3	60	-	Half	-		60	2
S2	TB	-	40	-	Half	-		40	2
S3	SW	-	50	-	Half	-		50	2
S4	GH	1:L6:1	50	-	Half	-		50	2
S5	TR	-	50	-	Half	-		50	2
K1	GH	9:D14:1	50	-	Half	-		50	2
K2	TR	9:G15:3	-	-	Half	① ②		0	2
K3	TR	-	50	-	Half	-		50	2
U1	GH	404:H20:1	-	-	Half	②		90	2
U2	SW	9:J20:1	-	-	Half	②		0	2
U3	JH	-	-	-	Half	-		180	-

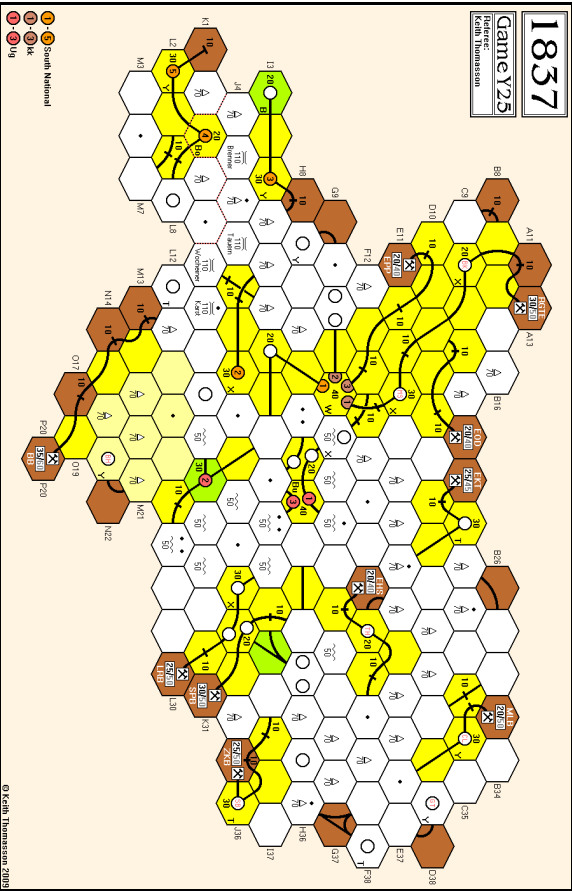
Notes: ① 50 to the bank for terrain costs  
② 90 to the bank for a '2' train

Stock Round 4				
Stephen	Tony B	Tony R	Geoff	John
+ SB/Dir (70)	✗	✗	✗	✗
+ SB new	✗	✗	✗	✗
+ SB new	✗	✗	✗	✗
✗	Priority for SR5			

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ua
John Hopkins	EPP EOD LRB/U3D	-	2D	-	-	-	-	-	-	-	-
Stephen Webb	Arl Woch/SPB/S3/U2	-	-	-	-	-	-	4D	-	-	-
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	4	5	8	5
Price (new)		85			70						
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)		85D			70G						
Credit											
Tokens		3	3	3	3	-	3	3	-	3	-
Trains											
Bank cash: 12,173	Certificate limit: 17	Trains: 4 x '2', 5 x '3' / 6 x '2g'...									
Current operating order:	Coal companies, S1, S2, S3, S4, S5, K1, K2, K3, U1, U2, U3										

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
John Hopkins	5	60	0	65	625	16.0▼	5
Stephen Webb	210	90	-280	20	805	20.6▼	8
Tony Bromley	165	100	0	265	775	19.8▲	6
Tony Robbins	30	130	0	160	860	22.0▲	7
Geoff Hardingham	15	125	0	140	850	21.7▲	8

Tiles		Tile number/Availability		One Operating Round between Stock Rounds									
1/1	2/2	3/3	4/8	5/-	7/8	8/19	9/14	55/1	56/1	57/2	58/6	69/1	
201/3	202/-	401/2	402/1	404/2									



Orders required for the following rounds	By the early deadline
OR4, SR5	Adjudication can pause between rounds if requested



1856-P26

Share shuffling but  
no new flotations.

SR4

### Stock Round 4

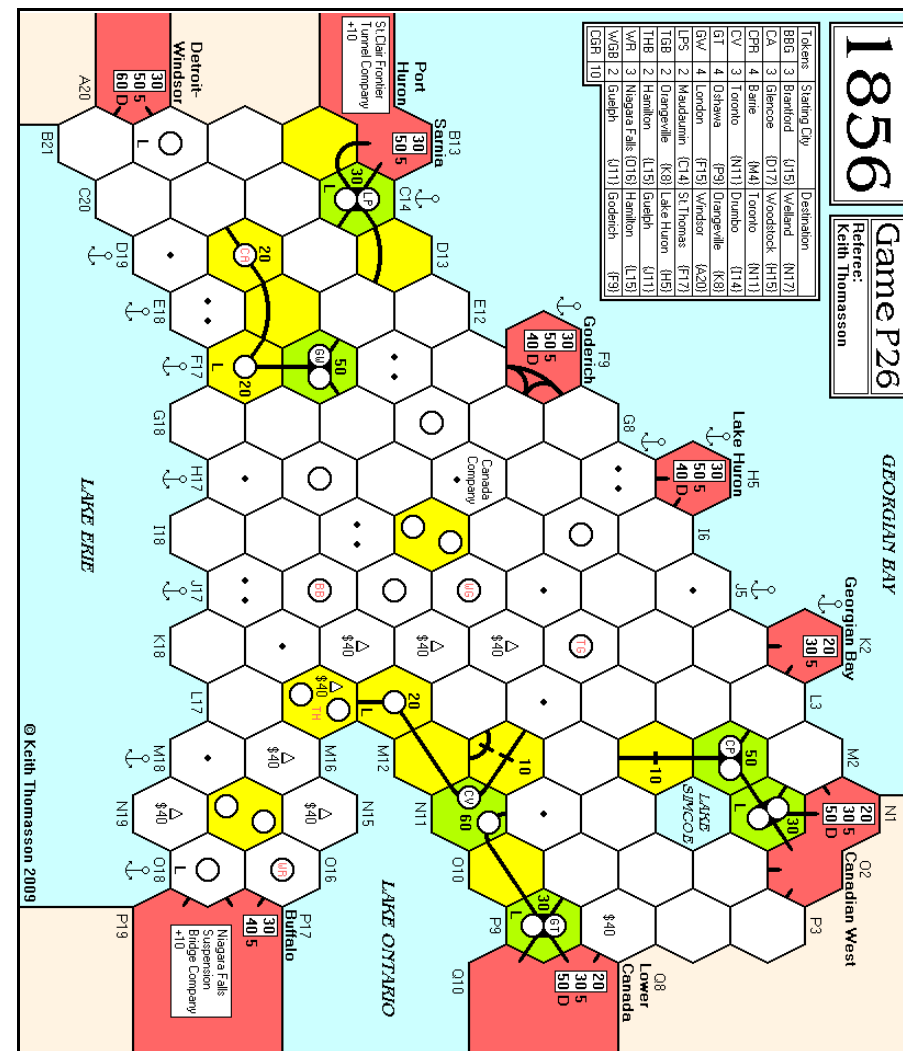
Lyndon	Mike Hutton	Mike Head	Tony	Richard
+ GW new	+ GW new	+ CPR new	+ GT new	+ CV new
- 1 GW {+80E} + CPR new	✗	+ CPR new	+ GT new	+ CV new
+ LPS new	✗	+ CPR new	+ GT new	✗
+ LPS new	✗	+ GW new	+ CV new	✗
+ CV new	✗	- 1 GW {+75F} + LPS new	✗	✗
✗	✗	✗	Priority for SR5	

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Richard Lunn	170	-140	30	480	18.0▼	5
Lyndon Gurr	256	-250	6	596	22.3▲	7
Mike Hutton	122	-75	47	397	14.9▼	4
Mike Head	309	-260	49	614	23.0▲	7
Tony Sait	310	-280	30	580	21.7▲	6

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	SCFTC	-	-	-	5P	-	-	-	-	-	-	-
Lyndon Gurr	-	-	-	1	1	-	-	6P	-	-	-	-
Mike Hutton	CC	-	-	-	1	-	4P	-	-	-	-	-
Mike Head	-	-	-	6P	1	-	-	1	-	-	-	-
Tony Sait	-	-	-	-	1	6P	-	-	-	-	-	-

[illegible]

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 rounds

*By the early deadline*

OR5, OR6

*Adjudication can pause between rounds if requested*





1861-C27

I'm always optimistic about how far we can go in one session.

PRIVATES/N

Stock Round 1 - Privates and minor N

Mike	Pete	Willem	Stephen	Lyndon
25 on TSR	✗	✗	30 on TSR	✗
✗	✗	✗	Gets TSR	30 on BSSC
✗	45 on BSSC	✗	✗	✗
✗	Gets BSSC	40 on MYR	45 on MYR	50 on MYR
60 on MYR	70 on MYR	✗	✗	75 on MYR
✗	✗	✗	✗	Gets MYR
70 on MRR	75 on MRR	✗	✗	✗
✗	Gets MRR	60 on WVR	✗	✗
85 on WVR	✗	90 on WVR	✗	✗
✗	✗	Gets WVR	165 on N and gets it	Priority for SR1 part two

Cash Flow	b/f	Privates/N	c/f	Value	%	Certs
Mike Hutton	252	0	252	252	21.7▲	-
Pete Campbell	252	-120	132	252	21.7▲	2
Willem Moene	252	-90	162	252	21.7▲	1
Stephen Webb	252	-195	57	167	14.4▼	2
Lyndon Gurr	252	-75	177	237	20.5▲	1

Portfolio	Privates/Minors	N	KB	KK	KR	MK	MNN	MV	OK	RP	SPW
Mike Hutton		-	-	-	-	-	-	-	-	-	-
Pete Campbell	BSSC, MRR	-	-	-	-	-	-	-	-	-	-
Willem Moene	WVR	-	-	-	-	-	-	-	-	-	-
Stephen Webb	TSR	1	-	-	-	-	-	-	-	-	-
Lyndon Gurr	MYR	-	-	-	-	-	-	-	-	-	-

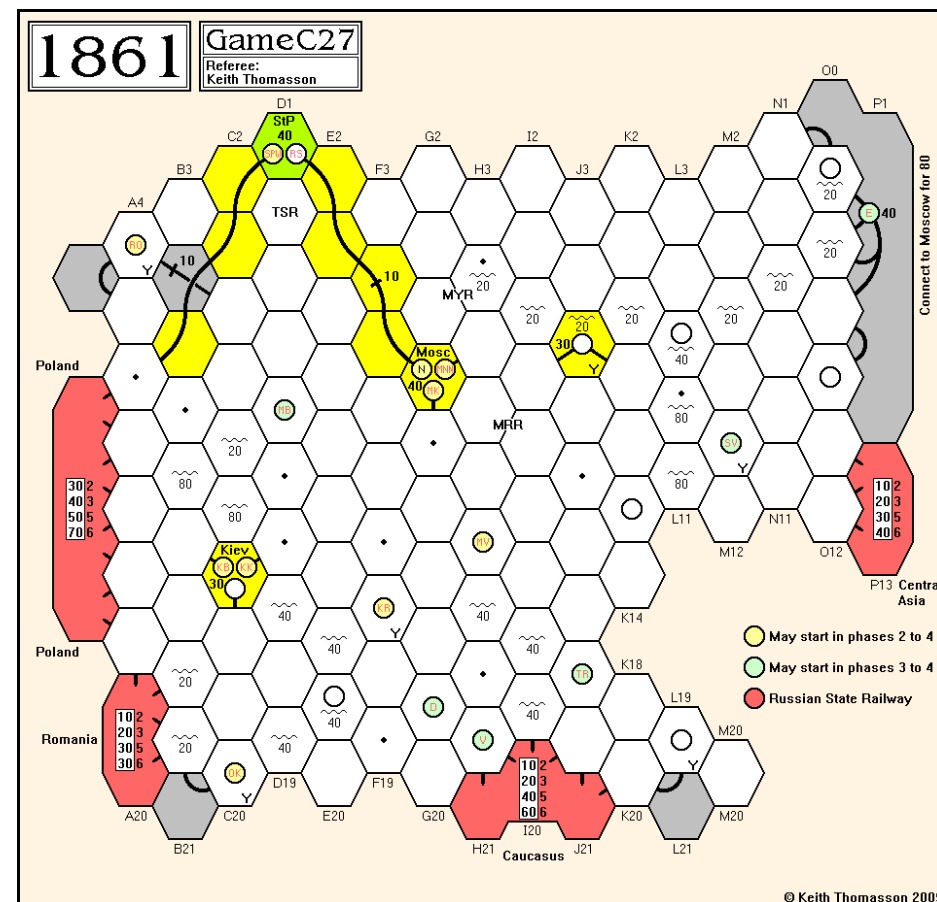
Bank (new)	-	1	1	1	1	1	1	1	1	1	1
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price	80F										
Loans	-										
Company credit	165										
Tokens	-	-	-	-	-	-	-	-	-	-	-
Trains	-										
Bank cash: 14,220	Certificate limit: 13	Trains: 10 x '2', 7 x '3'...									

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds					
3/2	4/4	5/2	6/2	7/★	8/★	9/★	57/2	58/4	201/3	202/3	621/2
★ Yellow track tiles are unlimited											

★ Yellow track tiles are unlimited

Four of the five private companies end up selling for their face value, with the MYR selling above face value.

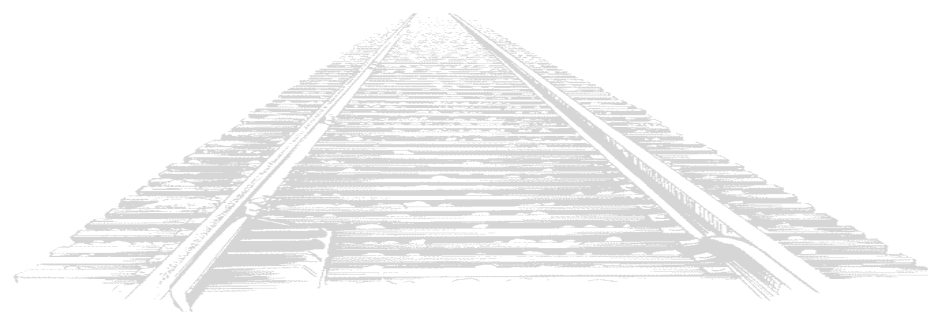
For the second part of the stock round, the remaining early minor companies can be auctioned. These can be in any order, so consider this when preparing your orders.



Orders required for the following round

By the early deadline

SR1 part two





1870-R24

The FW makes its connection run.

OR10

OR10	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	24:L19:1	-	190	Yes	200C	107	5
MP	DS	63:B19:1	-	140	No	100D	426	4
FW	WM	14:D5:2	-	120	Yes	120A	1	6 4
FW	WM	Connection run	270	Yes	②	140A	109	6 4
TP	SW	9:K8:1	8:L9:5	90	Yes	110B	584	5
MKT	RK	8:M16:4	57:M14:5	160	No	82F	449	4 4
GMO	MF	29:L21:4	-	170	No	82D	342	5
SSW	DS	44:H15:1	-	150	Yes	100A	610	5
ATSF	WM	23:I4:2	-	120	No	76D	341	4
SP	RK	8:L7:5	58:M10:6	110	Half	82B	182	6

- Notes: ① \$59 to the ATSF for a '6' train  
 ② Destination marker placed in A2  
 ③ 80 to the bank for terrain costs  
 ④ 1 to the SP for a '4' train

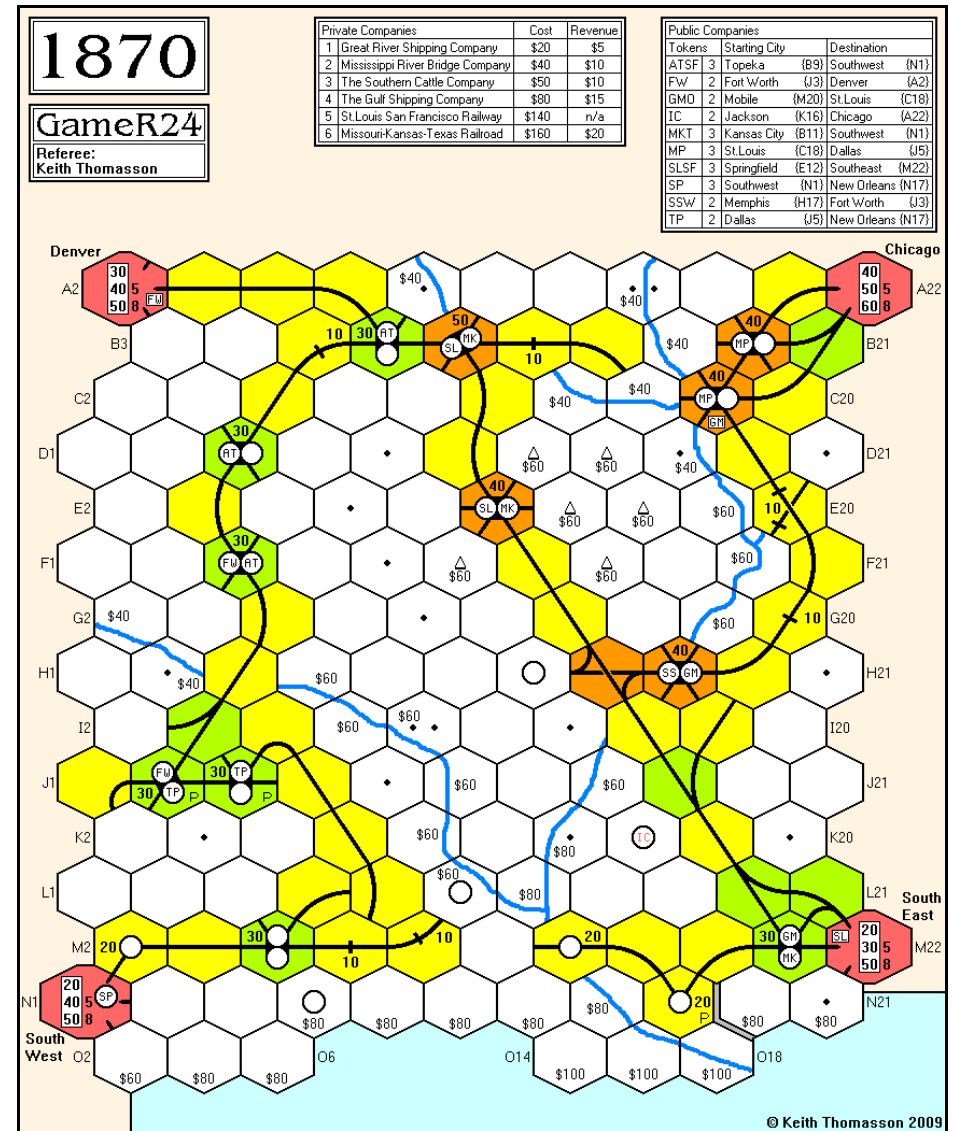
Cash Flow	b/f	OR10	c/f	Value	%	Certs
Willem Moene	91	239	330	1,872	23.0	13
Roger Krueger	46	30	76	1,224	15.0	12
Mark Frueh	322	123	445	2,405	29.5	13
Stephen Webb	85	54	139	1,357	16.7	10
Don Smith	94	90	184	1,284	15.8	9

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)	76D	140A	82D	100A	82F	100D	200C	82B	100A	110B
Company credit	341	109	342		449	426	107	182	610	584
Redeemed shares	-	-	-	-	-	-	2	-	-	-
Tokens	D	-	-	2+D	D	1+D	1	2+D	1+D	D
Trains	4	6 4	5		4 4	4	5	6	5	5

Bank cash: 7,676 Certificate limit: 13 Trains: 1 x '6', 3 x '8'  
 Current operating order: SLSF, FW, TP, MP, SSW, MKT, GMO, SP, ATSF

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/3	5/1	6/1	7/7	8/8	9/10	55/-	56/1	57/4	58/2	
69/1	14/1	15/-	16/2	17/2	18/2	19/2	20/2	23/1	24/3	25/3	26/2	27/2	
28/2	29/1	141/2	142/2	143/1	144/1	39/1	40/2	41/3	42/3	43/2	44/-	45/2	
46/2	47/2	63/1	70/2	145/2	146/2	147/2	170/3	171/1	172/1				



Orders required for the following rounds

By the early deadline

OR11, SR7

Adjudication can pause between rounds if requested



1870-Y26

Two players hang on to their remaining cash.

PUBLICS

Stock Round 1 - Public companies

Mike	Adam	Don	Lyndon	Willem
✗	✗	+ SLSF new	+ MKT/Pres {68}	✗
✗	+ MKT new	+ SLSF new	+ MKT new	✗
✗	+ MKT new {floated}	+ SLSF new {gains Pres}	+ MKT new	✗
✗	✗	+ MKT new	+ MKT new	✗
✗	✗	✗	✗	✗
				Priority for SR2

Cash Flow	b/f	Publics	c/f	Value	%	Certs
Don Smith	375	-368	7	415	19.3	4
Lyndon Gurr	400	-340	60	420	19.6	5
Willem Moene	180	0	180	458	21.3	3
Mike Hutton	335	0	335	415	19.3	1
Adam Romoth	239	-136	103	439	20.4	4

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	MRBC	-	-	-	-	1	-	3P	-	-	-
Lyndon Gurr	GRSC	-	-	-	-	5P	-	-	-	-	-
✗ Willem Moene	SCC, MKT	-	-	-	-	1	-	-	-	-	-
Mike Hutton	GSC	-	-	-	-	-	-	-	-	-	-
Adam Romoth	-	-	-	-	-	2	-	2	-	-	-

Bank (new)	10	10	10	10	1	10	5	10	10	10
Price (par)						68		100		
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)						68F		100A		
Company credit						680		1,000		
Redeemed shares						-		-		
Tokens	3	2	2	2	3	3	3	3	2	2
Trains										
Bank cash: 9,635	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												

It seems that the idea of hanging on to your cash in the first stock round is getting more popular. One of these days everyone is going to do it, after which it may not be quite so popular.

Please note - no pause is offered after the first operating round because very little will have happened, especially with only two companies operating. If you want to base your decisions for stock round 2 on what the companies did in the first operating round, you'll have to tell me what you consider a good move and what you think is not so good.

# 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)

© Keith Thomasson 2009

Orders required for the following rounds

By the early deadline

OR1, SR2





1895-X24

The SD completes its obligation.

OR7 - OR8

OR7	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
SD	RK	9:F20:3	60	Yes	40	①	130D▲	279	6H
STA	ST	8:G11:6	150	Yes	-	-	130D▲	189	6H
OME	TF	58:F4:4	290	Yes	20	-	125C▲	192	5H 5H
NS	RK	887:F12:1	-	-	-	② ③	100A▼	300	8H

Notes: ① 210 to the bank for a '6H' train  
 ② 100 to the bank for a token in F6  
 ③ 320 to the bank for an '8H' train

OR8	Pres	Lays	Run	Pay	Mines	Notes	Price	Credit	Trains
SD	RK	4:G21:3	-	60	Yes	40 ① ②	150D▲	135	8H 6H
STA	ST	57:H10:2 8:J9:3	150	Yes	-	-	150D▲	204	6H
OME	TF	9:E3:3	-	200	No	20 ③	110C▼	372	5H 5H
NS	RK	8:G13:4 3:G15:6	140	Yes	-	-	110A▲	328	8H

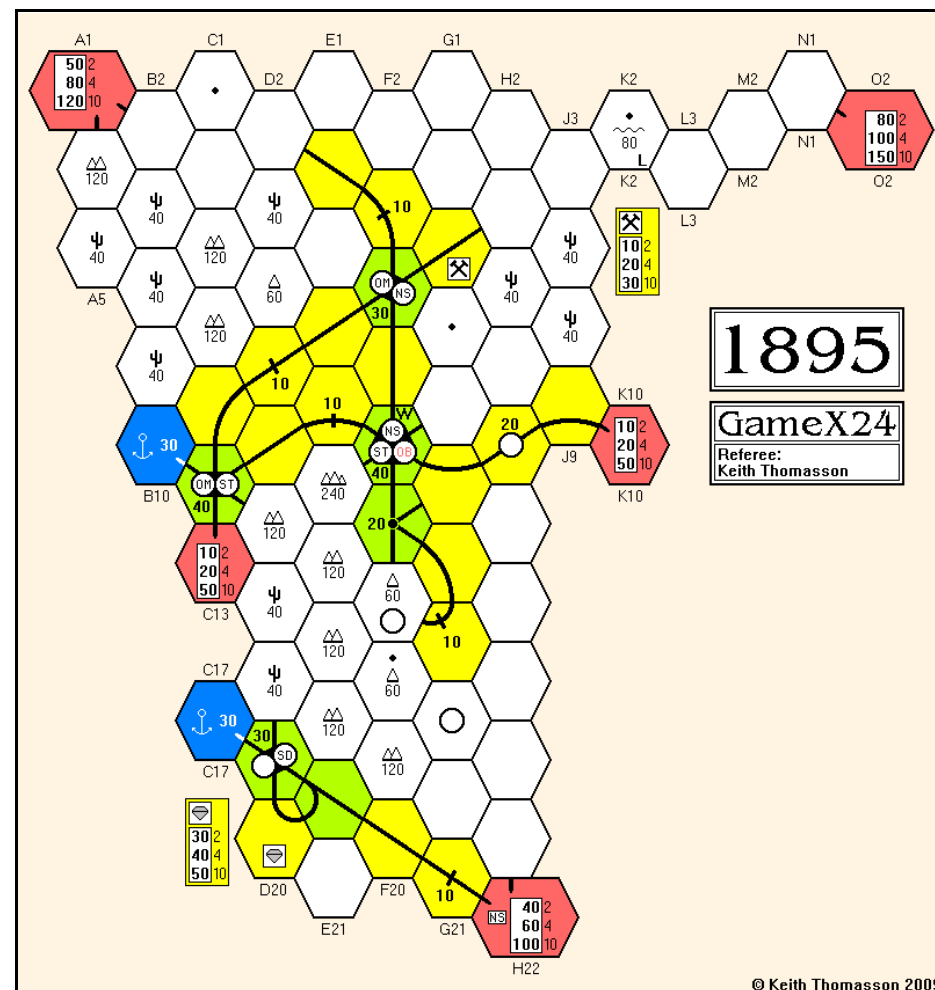
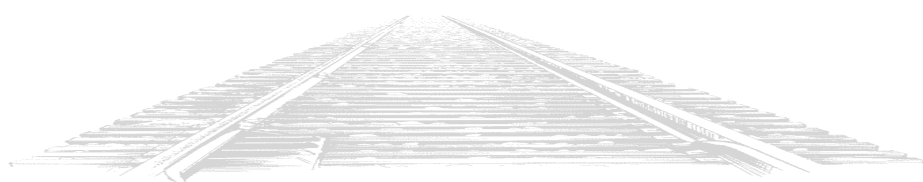
Notes: ① 320 to the bank for an '8H' train  
 ② SD obligation completed  
 ③ 40 to the bank for terrain costs

Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Steve Thomas	323	131	116	570	2,050	41.2▲	10
Tim Franklin	53	195	35	283	1,353	27.2▲	8
Roger Krueger	8	35	105	148	1,568	31.6▼	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 / NS	-	-	6P	2P	5P

Bank (new)	1	-	1	7	2
Bank (pool)	2	3	-		
Price	150D	110C	150D	60F	110A
Company credit	204	372	135		328
Tokens	2	1	2	2	1
Trains	6H	5H 5H	8H 6H		8H
Bank cash: 4 488	Certificate limit: 13		Trains: 2 x '10H', 2 x '12H'...		
Current operating order:	SD, STA, OME, NS				

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



© Keith Thomasson 2009

Orders required for the following round

By the early deadline

SR6



18GA-D26

Welcome to the ACL.

OR4 - SR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	MH	8:E5:4	60	Yes	-	100B▲	540	2
GA	DS	-	50	Yes	-	100B▲	600	2
W&A	LG	-	100	Yes	-	70D▲	330	2.2

### Stock Round 5

Mike	Lyndon	Don	Pete
- 1 CoG {▼90C} + W&A pool	+ CoG pool	✗	- 2 GA {▼80D} - 2 CoG {▼70E} + ACL/Pres {70}
+ GA pool	✗	✗	+ ACL new
✗	✗	✗	+ ACL new
✗	✗	✗	+ ACL new
✗	✗	✗	+ ACL new {floated}
✗	✗	✗	- 1 ACL {▼60D} + SAL/Pres {110}
✗	✗	✗	✗
Priority for SR6			

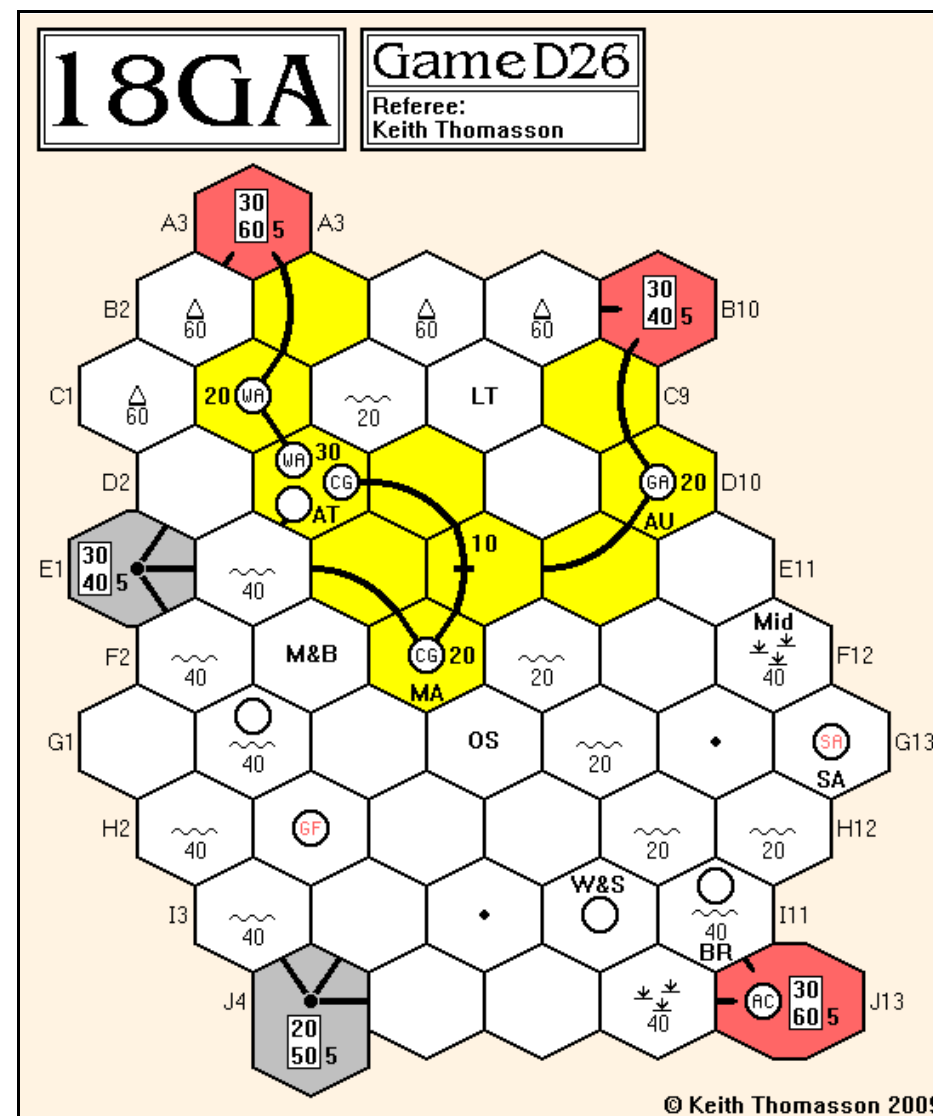
Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
Don Smith	15	41	0	56	626	20.9▼	7
Pete Campbell	184	77	-190	71	961	32.1▲	9
Mike Head	14	56	-50	20	630	21.0▼	8
Lyndon Gurr	36	91	-90	37	777	26.0▲	9

Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
Don Smith	LT	-	1	-	6P	-	-
Pete Campbell	W&S M&B	5P	-	-	1	2P	1
✱ Mike Head	Midland	-	5P	-	1	-	2
Lyndon Gurr	OS	-	2	-	1	-	6P

Bank (new)	4	-	10	-	8	-
Par price	70	70		70	110	55
Bank (pool)	1	2	-	1	-	1
Pool price	60D	70E		80D	110A	70D
Company credit	700	540		600		330
Tokens	4	2	2	3	3	-
Trains	-	2		2		2 2

Bank cash: 5,646	Certificate limit: 13	Trains: 1 x '2', 4 x '3'...
Current operating order:	GA, CoG, W&A, ACL	

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



### Orders required for the following rounds

*By the early deadline*

OR5, SR6

*Adjudication can pause between rounds if requested*



6 NIMMT! 14

All the action in hand 3 takes places on the first row.

ROUND 7

Hand 1 (1-104)      Hand 2 (1-104)

	91		
62	87	96	43
51	71	95	34
50	58	90	25
21	55	86	23
1/6	2/11	3/7	4/5

	103		104
	99		101
25	98		95
19	88	49	94
1/3	2/12	3/1	4/5

Jim (10), Kevin (12), Greg (23) takes row 4 for 7 pts, Michael (25), Virtual Gina (34), Steve (43), Colin (51), Bob (62).

Kevin (19) takes row 1 for 1 pt, Jim (25), Colin (73), Bob (87), Steve (88) takes row 2 for 5 pts, Greg (98), Michael (99), Virtual Gina (103).

Hand 3 (1-84)      Hand 4 (1-84)

	82		83
	79	78	81
57	66	76	80
37	58	73	77
29	53	70	75
1/3	2/9	3/6	4/12

39			
38		43	
37		41	
20	81	35	
8	59	33	34
1/7	2/2	3/9	4/1

Bob (3) takes row 1 for 1 pt, Michael (4), Jim (7), Virtual Gina (8), Steve (13), Colin (29) takes row 1 for 5 pts, Kevin (37), Greg (57).

Michael (9) takes row 4 for 1 pt, Greg (15), Virtual Gina (17), Steve (29), Bob (30), Jim (34) takes row 4 for 8 pts, Colin (38), Kevin (39).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	0	8	1	0	9
Kevin Lee	2	2	3	5	12
Steve Ham	10	13	0	0	23
Michael Graystone	8	12	6	17	43
Greg Payne	14	0	18	11	43
Colin Sharpe	15	13	10	9	47
Virtual Gina	0	10	19	22	51
Jim Reader	17	22	0	19	58

Orders required

Round eight - cards for each hand



ACQUIRE 51

All's well that ends... maybe not so well.

GAME OVER

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

Colin Sharpe (1st): As my second turn in the last round was to lay either 5-F or 6-G to create American if 6-F was laid, then in my following turn lay 6-E and end the game, I guess that it would only have consolidated me lead by being the majority shareholder.

I had the right tiles and was into the right chains at the right time throughout this game, and while skill does enter into the play, I had my share of luck! Thanks to all for an enjoyable game and Keith, as always, for his sterling efforts.

Bob Coull (2nd): The key move was in Round 6 when Colin forced Continental to take over Festival, and then swapped into, and invested in Continental. Meanwhile I kept Festival with a plan to reform it. That was a mistake because I didn't get the opportunity.

Tony Wilcock (4th): Game is over. A handy win for Colin. I managed to avoid coming last.

Michael Graystone (5th): (Talking about taking over from Gina...) What a mistake, and it will teach me to look at the state of play at the time of being asked rather than rely on what Gina's position was at the time of the initial request. Because I could not believe that the game had progressed to the point that I was basically stuffed with no money or tiles that could improve my position. The only saving grace was the game ended swiftly.

Knowing that I could not improve Gina's (my) lot I almost asked to drop out as I knew I would finish last and this would affect my stats, but I felt this was unfair on Keith, anyway I am sure the rest of you had a good game.



A big thank you to Michael for taking on Gina's position - sorry it ended so badly. I didn't analyse her position before asking - if I had realised it was so poor I might have just switched to caretaker mode, laying random tiles and buying no shares.







## ACQUIRE 52

Festival is taken over  
but soon rises once more.

## ROUND 7

Colin	7-F	Forms Festival, one free share. No purchases.
Tony	3-D	Buys 3 Worldwide @ £800.
Michael	6-H	Buys 2 Luxor @ £600, 1 Imperial @ £700.
John M	10-F	Luxor takes over Tower, bonuses for John C (£1,500) and John M (£1,500), John M swaps 6 for 3, sells 5 for £1,000, John C retains 11, Tony sells 3 for £600. Buys 3 Festival @ £400.
John C	9-A	Forms Tower, one free share. Buys 3 American @ £400.
Colin	1-I	No purchases.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	12	6	-	-	2	3	£3,100	£23,200
Colin Sharpe	11	-	-	1	6	1	-	£200	£18,500
Tony Wilcock	-	-	1	-	9	1	5	£1,100	£24,200
Michael Graystone	5	-	-	7	-	5	10	£6,700	£41,000
John Marsden	3	-	2	3	8	-	-	£1,500	£19,700
Bank Stock	6	13	16	14	2	16	7		
Chain Size	9	3	3	3	15	3	5		
Chain Value	600	300	400	400	800	500	700		

Worldwide remains the only safe chain on the board.

Playing sequence
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100

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



## ACQUIRE 53

One more chain is formed.

### ROUND 3

John	9-A	Buys 3 American @ £500.
Colin		{Uses 'Take 5 Tiles' Power}
	9-I	Forms Imperial, one free share. Buys 3 Festival @ £400.
Richard	2-I	Buys 3 Festival @ £400.
Michael	6-G	Buys 3 Luxor @ £200.
John	3-G	Buys 3 Luxor @ £200.

1-A	2-A	3-A	4-A	5-A	F	7-A	8-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		4-G	5-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		3-I	A	A	6-I	7-I	I	I	10-I	11-I	12-I

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	3	-	10	-	-	-	£2,100	£11,700
Michael Graystone	3	-	7	3	-	-	-	£2,400	£10,300
John Collodge	7	-	3	3	-	-	-	£2,700	£9,700
Colin Sharpe	-	4	-	6	-	-	1	£3,000	£16,600
Bank Stock	15	18	15	3	25	25	24		
Chain Size	2	2	2	3	-	-	2		
Chain Value	200	200	300	400	-	-	400		

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

## Playing sequence

Colin, Richard, Michael, John, Colin again
--





## AGRICOLA 1

Pete's larger family  
is showing results.

## ROUND 12

Michael was owed an extra action last time as I hadn't taken into account his new family member. He ploughed one field. Mike and Michael only got one extra animal in the harvest, not two.

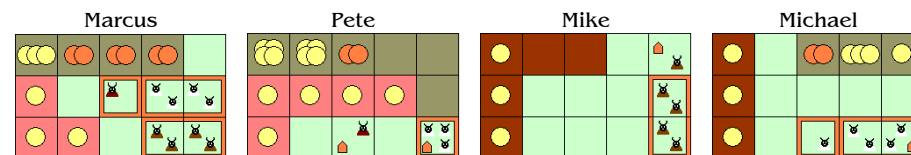
Marcus asked for an extra grain from his Harvest Helper, but the card says you can take a grain, not that you will automatically do so. Anything that is not automatic should be ordered, especially when there is more than one player it can come from.

### Actions

Marcus Plough 1 Field and/or Sow - ploughs 1 field and sows 1 grain and 3 vegetables  
Pete +1 stone (gains 3 stone)  
Mike +3 wood (gains 6 wood)  
Michael +1 clay (gains 5 clay)  
Marcus +1 wild boar (gains 3 wild boar)  
Pete +2 clay (gains 4 clay)  
Mike Family growth  
Michael Major Improvement - Cooking Hearth (costs 5 clay) converts 1 grain to 3 food  
Marcus +1 sheep (gains 3 sheep)  
Pete Renovate (costs 3 clay, 1 reeds) - Mini Pasture (costs 2 food)  
*Pete fences a pasture and passes the Mini Pasture card to Mike*  
Mike Take grain (gains 2 grain, pays Pete 1 food, Pete gains 1 more food)  
*Mike gets the grain for the Corn Scoop, Pete gets the food for the Sycophant*  
Michael Sow and/or Bake Bread - sows 1 grain and 1 vegetable, converts 3 grain to 9 food  
Pete Plough 1 field - ploughs 3 fields using the Furrowing Plough  
Pete +1 cattle (gains 1 cattle)

+1 wood {4 wood}	+2 wood {8 wood}	+3 wood {3 wood}	Private wood {4 wood} {2 food ⇒Mike}	+1 clay {1 clay}	+2 clay {2 clay}
+1 reeds {2 reeds}	+1 food Catch fish {2 food}	+1 food Travelling players {5 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start player and/or Minor Imp	+1 sheep {1 sheep}
1 Major or Minor imp	Fences	Sow and/or Bake Bread	Family growth then 1 minor imp	+1 stone {3 stone}	Renovate then 1 improvement
+1 wild boar {1 wild boar}	Take 1 vegetable	+1 stone {1 stone}	+1 cattle {1 cattle}	Plough 1 field and/or sow	Family growth even without room

Mike, you expected to play an improvement after Family Growth. Check the requirements for the cards you hold - you couldn't meet them, which is why none were played.



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	4	3	-/3	-/6	4	4	1
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	1	1	-	3	Clay/3	3	28	
	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	6	1	2/8	1/2	3	-	1
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	2	-	5	1	Wood/5	5	41	
	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	2/-	-/-	-	5	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	-	1	6	Wood/5	4	11	
	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
	12	3	2	-/4	-/2	5	-	1
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	3	-	-	11	Wood/3	3	15	
	Occupations	Cabinet Maker						
	Improvements	Cooking Hearth {1}						

### Orders required

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



## AGRICOLA 2

No problems during  
the first harvest.

## ROUND 4

### Actions

Marcus	+2 wood {gains 4 wood}
Kevin	+2 clay {gains 4 clay}
Mike	+1 reeds {gains 2 reeds}
Allan	+1 sheep {gains 2 sheep and converts to 4 food using Fireplace}
Marcus	Occupation - Guildmaster {costs 1 food}
	<i>Marcus will receive 4 wood for the Joinery or Cabinetmaker, 4 clay for the Pottery or the Potter, and 3 reeds for the Basketmaker's Workshop or the Basketmaker.</i>
Kevin	Major Improvement - Cooking Hearth {costs 4 clay}
Mike	Sow and/or Bake Bread - bakes 1 grain to 5 food
Allan	+1 clay {gains 4 clay}

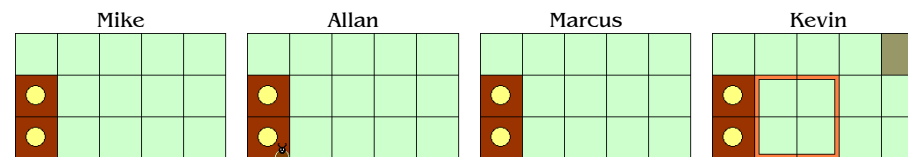
### Harvest

Marcus	Feeds {4 food}
Kevin	Feeds {4 food}
Mike	Feeds {4 food}
Allan	Feeds {4 food}

+1 wood {4 wood}	+2 wood {2 wood}	+3 wood {6 wood}	+1 clay {1 clay}	+2 clay {2 clay}	Private clay pit {3 clay} {3 food ⇒ Mike}
+1 reeds {1 reeds}	+1 food Catch fish {2 food}	+1 food Travelling players {5 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 {1 sheep}	Sow and/or Bake bread	+1 stone {1 stone}		

The remaining Major improvements and their costs are:

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



Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	3	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	1	3	-	-	Wood/2		2	-12	
	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	
	6	-	-	3	Wood/2		2	-11	
	Occupations		Pig Catcher						
	Improvements		Bread Paddle, Fireplace {1}						

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	1	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	2	-	6	Wood/2		2	-8	
	Occupations		Guildmaster, Tutor {2}, Reeve {3}						
	Improvements		Copse {1}						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	1	1	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	1	-	Wood/2		2	-5
	Occupations		None					
	Improvements		Chicken Coop {1}, Cooking Hearth {1}					

### Orders required

Actions for the family, starting with Marcus

Harvest - after round 7







## BREAKING AWAY 18

The field is slowing down.

## ROUND 11

Pos	Riders	New
108	Kalvan Bidford	3
107	-	
106	-	
105	-	
104	Donner Nikki Bull	3
103	Evesham Louis Soares	5
102	-	
101	John Grant Rudolph	3
100	Hestophes	5
99	Stratford Rylla Dixen	6
98	George II	9
97	Evelyn Waugh Sarrask	10
96	Elvis Persshore Karl Lenny Bruce	12
95	-	
94	Blitzen	3
93	Ralf Florian Wolfgang Antony Straker	4

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



*Kalvan* and *Bidford* share the lead at the moment, but *Kalvan* looks the stronger of the two and will most likely pass the finish next time.

The next few riders are struggling for pace, with *John Grant* showing the most promise.

Orders required

Cards for round twelve



## BREAKING AWAY 19

You plays your card  
and takes your chance.

## ROUND 4

Pos	Riders	New
37	Gee Jay	3
36	Moonglum	4
35	Berry Gordy Dingle Fingle Gaynor of the Damned	5
34	-	
33	Pierce Jhary a Conel	3
32	Olmstead	5
31	Barry Gibb Arturo Ward Agricola	6
30	Cheko	10
29	Bob Geldof Betty Grable	11
28	Cocaine	13
27	Alcohol Rakhir the Red Archer	14
26	Tobacco	15
25	Carter	15
24	-	
23	Rhys	3
22	Rene	4
21	Rory Ross	5

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



Having explained why *Gee Jay* had a card upgraded last time it would have made sense to actually do it. He played his 5 this time.

*Riviera Riders* gambled and lost on a trailing strategy. The idea was clearly to pick up lots of points, but a gap in front leaves them woefully short.

Orders required

Cards for round five





Bus Boss 308-YRK

Who has lady luck on his side?

ROUND 12

Yorkshire

Round 12 Runs		YAK	GRUBBY	BUM	BILL	
45	5♥ Ripon	① BUM 13			-2	11
	10♦ Pickering	① BILL 12	+2	+2		16
		③ GRUBBY 5			-2	3
46	6♠ Dewsbury	① GRUBBY 20				20
	2♦ Darlington	② YAK 10		-2		8
		✕ BUM	+2			2
47	10♣ Beverley	① GRUBBY 16		+2/-2		16
	9♠ Wakefield	② BUM 9	+2/-2			9
		③ YAK 5				5
48	4♥ Leyburn	① GRUBBY 20		-2		18
	10♠ Pontefract	② BILL 10				10
		✕ BUM	+2			2
49	6♣ Hull	① YAK 20		+1		21
	3♦ Stockton	② BUM 10	-1			9
50	7♣ Hull	① BUM 11				11
	7♦ Thirsk	① YAK 10				10
		③ GRUBBY 5			-1	4
		④ BILL 4	+1			5
51	2♣ Grimsby	① BILL 30		-1		29
	4♦ Middlesbrough	✕ BUM			+1	1
52	2♥ Richmond	① BUM 13			+2/-3	12
	8♣ Withernsea	① YAK 12			-3	9
		③ BILL 5	+3	+3/-2		9

Scores										
	Runs:	45	46	47	48	49	50	51	52	Score
GRUBBY	365	3	20	16	18	-	4	-	-	426
YAK	359	-	8	5	-	21	10	-	9	412
BILL	291	16	-	-	10	-	5	29	9	360
BUM	263	11	2	9	2	9	11	1	12	320

BUM scored in every run, but it didn't help him get off the bottom. Run 47 set the final tone. There were three entrants, all with a route length of 12. The dice worked for GRUBBY, who came out as the clear winner, while YAK struggled to get the pips and came last. A three-way tie on that run wouldn't have changed the result, but it did show that GRUBBY had the luck.

1st	Michael Graystone	GRUBBY	426
2nd	Pete Campbell	YAK	412
3rd	Don Shailer	BILL	360
4th	Jim Reader	BUM	320

Congratulations to Michael and thanks to everyone for the game. Next month we'll have the round-up, so have your say.



Bus Boss 312-MOR

A three-way tie for third or last, depending on your view.

ROUND 9

Morocco

Round 9 Runs		BRK	LATE	BAM	GRUB	BUM	
12	Q♥ Rabat	① LATE 15		+10			25
	4♣ Berkane	① BAMANA 15	-10				5
16	K♣ Spain	No entrants					
19	4♥ Settat	① GRUBBY 16					16
	10♠ Khemisset	② LATE 9	+1/-3				7
		③ BUM 5			+3/-1		7
21	5♣ Nador	① BAMANA 20	-4			-4	12
	5♦ Inezgane	② BUM 10		+4	-8		6
		✕ GRUBBY				+8	8
22	A♣ Algeria	✕ LATE		+4			4
		① GRUBBY 13					13
		① BAMANA 12	-8				4
		③ LATE 5	-6	+8		-1	6
		✕ BROOKS		+6			6
23	6♦ Agadir	✕ BUM	+1				1
		① BUM 16		+5	+5/-7		19
		② GRUBBY 7		+1		+7/-5	10
		② BAMANA 7			-1	-5	1
		① GRUBBY 30	-3		+3		27
24	J♥ Rabat	✕ BROOKS					3
	2♣ Figuig						
25	5♠ Sefrou	① BUM 13		-1			12
	7♣ Al Hoceima	① LATE 12		+6/-1			17
		③ BAMANA 5	+1/-6			+1	1
26	4♠ Sidi Kacem	① LATE 20				+6/-3	23
		② BUM 10	+3/-6				7

Round 9 routes  
Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Nador - Berkane, Souk el Arba du Rharb - Larache (10)

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)  
Figuig - Oujda (14)

Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)  
Taroudant - Tata (10)

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

Luxury African Transit Experience (LATE) (Pete Campbell, Blue)  
El-Jadida - Safi, Souk el Arba du Rharb - Sidi Kacem (11)

Scores

	Runs:	12	16	19	21	22	23	24	25	26	Builds	Score
LATE	152	25	-	7	4	6	-	-	17	23	-11	223
GRUBBY	92	-	-	16	8	13	10	27	-	-	-14	152
BUM	73	-	-	7	6	1	19	-	12	7	-10	115
BAMANA	102	5	-	-	12	4	1	-	1	-	-10	115
BROOKS	106	-	-	-	-	6	-	3	-	-	-	115

Round 10 Runs

16.	K♠ - Q♦	Spain to Ouarzazate
20.	4♥ - 6♣	Tata to Taza
27.	4♠ - A♦	Sidi Kacem to Western Sahara
28.	2♠ - 6♥	Larache to Berrechid
29.	3♠ - 7♥	Souk el Arba du Rharr to Casablanca
30.	4♣ - K♥	Berkane to Kénitra
31.	K♠ - 6♣	Er Rachidia to Taza
32.	6♠ - 2♦	Fès to Guelmin
33.	9♥ - 2♣	Casablanca to Figuig
34.	10♠ - 7♣	Khemisset to Al Hoceima
35.	A♠ - 5♥	Algeria to Khouribga

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



BUS BOSS 313-MOR

Everyone got some action during the runs.

ROUND 7

Morocco

Round 7 Runs

			TEAR	ODE	MMM	DIM	RAD	
1	J♦ Essaouira 8♠ Azrou	① ODE 16			-5	+5	+7/-3	20
		② RADSHACK 7		+3/-7				3
		② DIM 7		-5				2
		✕ MMM		+5				5
3	10♥ Mohammedia K♦ El-Kelaâ-es-Sraghna	① MMM 16						16
		② RADSHACK 9		+4/-1		-2		10
		③ ODE 5					+1/-4	2
		✕ DIM					+2	2
4	5♠ Sefrou 10♣ Tanger	① TEAR 20		+6/-3				23
		② ODE 10	+3/-6					7



Round 7 routes

Tiznit Expressways Are Rampant (TEAR) (Kevin Lee, Black)  
Taza - Nador (10)

Over Desert's Expanse (ODE) (John Marsden, Orange)  
Tanger - Tetouan, Casablanca - Berrechid - Khouribga (12)

Don In Morocco (DIM) (Don Shailer, Brown)  
Taza - Oujda (10)

Mad Moroccan Motorists (MMM) (Greg Payne, Purple)  
Al Hoceima - Nador, Tetouan - Ceuta (11)

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK) (Rob Thomasson, Red)  
Inezgane - Tiznit (11)

Scores

	Runs:	1	3	4	Builds	Score
ODE	29	20	2	7	-10	48
MMM	33	5	16	-	-11	43
TEAR	26	-	-	23	-10	39
RADSHACK	35	3	10	-	-11	37
DIM	31	2	2	-	-10	25

Round 8 Runs

2.	A♠ - J♠	Taounata to Ceuta	(not yet available)
5.	3♠ - 10♠	Oujda to Khemisset	
6.	4♦ - 4♥	Tata to Settlat	(not yet available)
7.	9♣ - 5♥	Tetouan to Khouribga	
8.	J♠ - 5♣	Khenifra to Nador	
9.	A♠ - 9♦	Algeria to Marrakech	
10.	6♠ - A♥	Taza to Safi	
11.	3♥ - K♠	El-Jadida to Er Rachidia	
12.	Q♣ - 2♥	Spain to Sidi Bennour	(not yet available)
13.	9♠ - 3♦	Meknès to Tiznit	
14.	4♠ - 7♦	Sidi Kacem to Taroudant	
15.	7♠ - 8♥	Fès to Casablanca	
16.	J♥ - 7♣	Rabat to Al Hoceima	
17.	6♠ - 6♦	Fès to Agadir	
18.	8♠ - A♦	Chechaouèn to Western Sahara	

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



BUS BOSS 318-LUZ

More development in and around the capital.

ROUND 2

Luzon  
Spanish Heart On Eastern Shores (SHOES) (Lyndon Gurr, Green)  
Palayan - Baguio, Baclaran - Muntinlupa . . . . . 88 - 12 . . . . . 76

Jim's Energetic Enterprise Produces Now and Every Year (JEEPNEY) (Jim Reader, Yellow)  
Malolos - Bayombong . . . . . 88 - 11 . . . . . 77

Cabarroquis, Olongapo, Lingayen and Ilagan Network (COLIN) (Colin Sharpe, Red)  
Tarlac - Palayan, Malolos - Quezon City - Makati City . . . . . 89 - 12 . . . . . 77

Luzon Island Coach Keepers (LUCK) (Roger Trethewey, Blue)  
Palanan - Ilagan - Tabuk . . . . . 86 - 11 . . . . . 75

Filipino Island Bus (FIB) (Bob Coull, Black)  
Muntinlupa - Baclaran - Quezon City, Pasig - Trece Martires . . . . . 88 - 12 . . . . . 76

Routes

Buy in the order Jim, Colin, Roger, Bob, Lyndon



BUS BOSS 322-IZU

A trip to a new part of Japan.

NEW GAME

Your dealing order is as follows.

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 ORW
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF

The Izu Honto is the latest map from Jim Reader. Honto stands for peninsula, although I found it more commonly spelt Hanto. According to Jim, the peninsula is some 200 miles from greater Tokyo, but other sources say it is only about 100 kilometres away. Perhaps it depends how you get there...

On weekends and during holiday seasons the Izu Peninsula can get quite busy, and traffic jams along the eastern coast are not unusual. We shall assume the presence of bus lanes and ignore the possibility of your buses being slowed down at various times.

Routes

Buy in the order Pete, Jim, John, Bob, Michael

Don't forget company names and colour preferences



INDUSTRIAL WASTE 1

Cash and loans have been reviewed.

ROUND 9

Actions for round 9		
Alan	Growth	Growth up to 18
Marcus	Waste Removal	Waste -1, all others Waste +1
Sharon	Waste Removal	Waste -1, all others Waste +1
Mike	Raw Materials (5)	Marcus bids 6 and gets them
Alan	Order	Produces 3 goods for 18 million with 5 waste
Marcus	Innovation (Advisor)	Workers required down to 2
Sharon	Waste Disposal	Waste -3
Mike	Hiring/Firing	Workers employed down to 4
Alan	Waste Disposal	Waste -3
Marcus	Hiring/Firing	Workers required down to 2
Sharon	Raw Materials (5)	No bids
Mike	Growth	Growth up to 18
Mike	Innovation	Workers required down to 4

Card Combinations for round 10  
Marcus chooses group 4    Order / Advisor / Innovation  
Sharon chooses group 5    Order / Innovation / Raw Materials / Advisor  
Mike chooses group 2    Growth / Raw Materials / Advisor  
Alan chooses group 3    Hiring/Firing / Waste Removal / Waste Disposal / Waste Disposal

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Alan Harvey	18	4	3	3	5
Marcus Pratt	17	2	2	5	3
Sharon Khan	16	4	3	5	2
Mike Head	18	4	4	5	1

Players	Cash	Loans	Raw Materials	Waste	VPs
Alan Harvey	26	20	8	4	24
Marcus Pratt	7	-	10	3	37
Sharon Khan	14	30	8	3	10
Mike Head	20	-	-	8	47

The following card combinations were drawn for round 11.

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

Orders required

Round ten - actions starting with Marcus then card selection starting with Sharon





# CANAL MANIA 1

Two canals were built over in this final round.

# ROUND 13

## Actions

- John Marsden
- 1 Exchanged engineers with Michael
  - 2 Built from the end of his canal to Gloucester (contract complete - 8 VPs)
  - 3 Shipped goods from Preston to Sheffield (5 VPs)
- Alan Harvey
- 1 Exchanged engineers with Don
  - 2 Built from Oxford to Coventry (contract complete - 8 VPs)
  - 3 Shipped goods from Nottingham to Birmingham (4 VPs)
- Michael Longdin
- 1 Exchanged engineers with John
  - 2 Built Weybridge to Arundel (contract complete - 7 VPs)
  - 3 Shipped goods from Guildford to Arundel (2 VPs)

## Incomplete Canals

There are no incomplete canals to score.

## Goods Decline

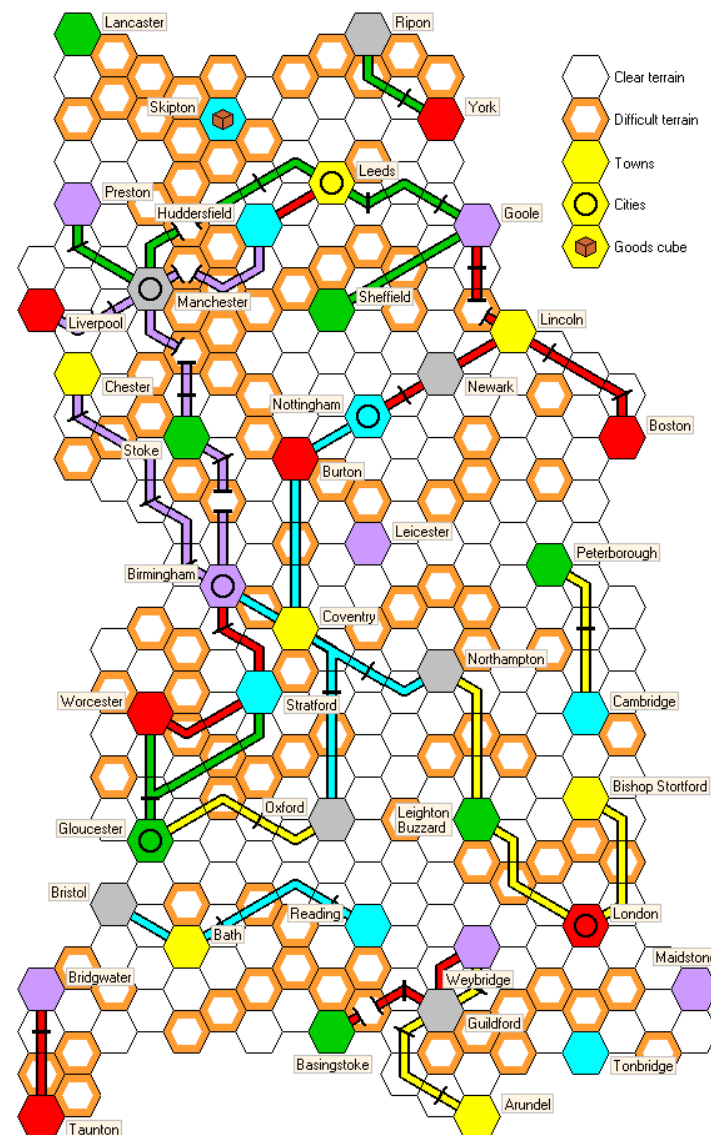
The order of play for Goods Decline is based on the engineers, and will be Michael, Stephen, Don, Alan, John. I apologise for not reminding everyone of this, and also not reminding you which order the engineers were in - but I don't think it actually made any difference.

- Michael Arundel to Weybridge (3 VPs)
- Stephen Huddersfield to Chester (5 VPs)
- Don Newark to Boston (3 VPs)
- Alan Stoke to Nottingham (4 VPs, 2 VPs for Stephen)
- John Manchester to Sheffield (4 VPs)
- Alan Bath to Reading (2 VPs)
- Alan Bristol to Reading (3 VPs)
- Alan Reading to Bristol (3 VPs)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 19 goods cubes
Stephen Webb	(S)	10	6	2	-	62	None	
<i>Mauve</i>								
Don Shailer	(T)	10	5	2	1	68	Tonbridge and Maidstone (3)	
<i>Red</i>								
John Marsden	(B)	7	5	1	2	63	None	
<i>Green</i>								
Alan Harvey	(A)	8	8	-	3	70	None	
<i>Blue</i>								
Michael Longdin	(L-S)	5	7	-	3	53	None	
<i>Yellow</i>								

Alan's independent Bristol-Bath-Reading canal netted him 8 points in Goods Decline that helped to lift him to the top. Congratulations, Alan, and thanks to everyone for playing. It will be round up time next month. Did it work for you? Is there a better way of giving people the first move in a month than the method I chose? I'd like to hear your views.

1st	Alan Harvey	70
2nd	Don Shailer	68
3rd	John Marsden	63
4th	Stephen Webb	62
5th	Michael Longdin	53





OUTPOST 27

We've reached the final phase.

ROUND 13

Commander Actions

Lyndon Auctioned an Orbital Lab for 50. David joined at 65, Jim at 66. David dropped out at 67, Lyndon at 70. Jim got it for 70 (o:2,3 w:4,6,7,8,9 t:9,10,12)

- ▶ Auctioned a Scientists for 40. Willem joined at 41, David at 50. David dropped out at 52, Lyndon at 70. Willem got it for 70 reduced to 60 after Data Library discounts (w:30,30)
- ▶ Bought four Water Factories (o:5 w:30 t:10 m:17,18)
- ▶ Bought four Population Units (o:3,4 w:6,9)

WillemPassed

David Auctioned a Robots for 50 and got it (t:8 n:16,26) plus a free Robot

- ▶ Bought three Robots (w:7,9 r:14)

Marcus Auctioned an Ecoplants for 30 and got it (w:30)

Jim Passed

Mark Bought one Research Factory (w:6 t:11 r:13)

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,10w,1t	12 (13)	1 (12)	2o,2w,2W,1t,2m (124,20)
2	David	2o,4w,1t,1r,2n	5 (5)	4 (5)	1o,1W,1t,4r,2n (135,15)
3	Willem	2o,9w	8 (8)	1 (8)	2w,2W,1r (87,10)
4	Marcus	2o,4w,2n	8 (8)	0 (0)	5o,1W,3r,2m,4n (198,15)
5	Jim	2o,4w,3t	8 (8)	1 (8)	2o,1w,1W,4t,1m (100,15)
6	Mark	2o,6w,2t,2r	5 (5)	0 (0)	2w,3t,2r (70,10)

PO	Name	Colony Cards	Victory Points
1	Lyndon	WH, Nod, OL, OL, Rob, Eco, OP	36 (330)
2	David	WH, HE, Sci, Rob, Lab	27 (225)
3	Willem	DL, Nod, Sci, Rob, Eco, Eco	27 (190)
4	Marcus	WH, Nod, Sci, OL, Eco	25 (170)
5	Jim	WH, HE, Nod, OL, Rob	22 (180)
6	Mark	DL, DL, DL, HE, Lab	18 (155)

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

Orders required

Round fourteen auctions, bids and purchases



PUERTO RICO 10

Three large buildings are erected.

ROUND 11

Allan is the Builder (+1) and builds the Fortress.

Geoff builds the Guild Hall, Jim builds the Residence.

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

Kevin plants Corn, Jim plants Tobacco, Allan plants Coffee (manned).

Kevin is the Trader.

Jim is the Prospector (+1).

Roles

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
1	Ind	Sug	Sug	Tob	Cof	Sug	Cof	-	-	4	30

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	×	RES	×	FOR	×	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: 7				
Chips: 6	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓			Goods: ×
Jim	Small indigo plant	Small sugar mill	Coffee roaster	Office
Reader	Factory	Residence		
Dblns: 6				
Chips: 6	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓			Goods: ×
Allan	Small indigo plant	Small sugar mill	Small warehouse	Hospice
Stagg	Fortress			
Dblns: 1				
Chips: 13	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓			Goods: Crn✓
Geoff	Small indigo plant	Tobacco storage	Small market	Factory
Hardingham	Guild hall			
Dblns: 6				
Chips: 9	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓			Goods: ×

Orders required

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



## PUERTO RICO 11

Two Haciendas plant extra fields this time.

## ROUND 5

Willem is the Settler (+1) and plants Coffee. Jim plants Corn (manned), Kevin gets Indigo from his Hacienda and plants Sugar, Tony gets Sugar from his Hacienda and plants Indigo. Jim is the Craftsman (+1) and produces an extra Sugar. Kevin is the Builder (+1) and builds a Coffee Roaster. Tony builds an Indigo Plant, Willem builds a Coffee Roaster. Tony is the Captain.

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

Quarries: 6  
Plantations (Fields): Ind, Sug, Tob, Cof, Cof  
Trading House: Crn, -, -, -  
Ship: 4  
Supply: 58

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

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

Willem Moene	• Small indigo plant	• Coffee roaster	• Small market
DbIns: 1	Fields: Qry✓ Crn✓ Ind× Cof×	Goods: ×	
Chips: 3			
Jim Reader	• Small indigo plant	• Small sugar mill	• Hospice
DbIns: 1	Fields: Crn✓ Ind✓× Sug✓	Goods: ×	
Chips: 4			
Kevin Lee	• Coffee roaster	• Hacienda	
DbIns: 2	Fields: Qry✓ Crn✓ Ind× Sug×× Cof✓	Goods: ×	
Chips: 3			
Tony Sait	• Indigo plant	• Small market	• Hacienda
DbIns: 0	Fields: Crn✓✓ Ind× Sug× Tob×	Goods: ×	
Chips: 7			

### Orders required

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



## RAILWAY RIVALS 2096-B

Who wins? Your guess is as good as mine.

## ROUND 12

London and Liverpool

Round 12 Runs			PLANT	HOE	GREAT	BUM	TGV	COLIN	
36	44 Leicester 55 Bristol	① PLANT 9 ① BUM 9 ③ COLIN 5 ③ TGV 4 ⑤ GREAT 3	9				-4 -3 -3		5 0 4 14 7
37	63 London 21 Huddersfield	① PLANT 9 ① TGV 9 ③ BUM 5 ③ COLIN 4 ⑤ GREAT 3 × HOE	9	-1	+2	-4	+4	+2	13 5 8 2 1 1
38	41 Derby 33 Shrewsbury	① BUM 16 ② GREAT 9 ③ HOE 5 × PLANT	16	-1			+1		15 9 5 1
39	65 Cambridge 5 Wales	① HOE 16 ② COLIN 7 ② BUM 7 × TGV	16	+1		+1	-3	-1 -1 +3	15 6 6 3
40	54 Newport 32 Stoke	① TGV 30	30						30
41	23 Burnley 12 Hull	① HOE 20 ② PLANT 10	20	-6	+6				14 16
42	11 Grimsby 1 The South	① PLANT 13 ② COLIN 8 ③ HOE 5 ④ GREAT 4	13	-5	+3				8 8 13 1

This was going all the way down to the wire. After TGV's solo run, he was out of it and PLANT had two more runs to come back. After the first of those he was 10 points behind, and facing a final run with three competitors. He won it - but with the payments he had to make, he was 2 points short of TGV's total and 3 points short of the win.

### Scores

	Runs:	36	37	38	39	40	41	42	Score
TGV	241	14	5	-	3	30	-	-	293
PLANT	248	5	13	1	-	-	16	8	291
HOE	169	-	1	5	15	-	14	13	217
BUM	169	0	8	15	6	-	-	-	198
COLIN	178	4	2	-	6	-	-	8	198
GREAT	154	7	1	9	-	-	-	1	172

Congratulations to Simon for the win, squeaked through near the end, and held on to by the skin of his teeth. An honourable mention for Bob, who climbed from fifth to third.

1st	Simon Robertson	TGV	293
2nd	Pete Campbell	PLANT	291
3rd	Bob Coull	HOE	217
4th=	Jim Reader	BUM	198
	Colin Sharpe	COLIN	198
6th	Michael Graystone	GREAT	172

We'll round up next time, so send me your comments. I'll try to remember I have some on file. I don't usually get end-game comments before it has actually finished!



RAILWAY RIVALS 2112-I(N)

BROOKS moves  
from third to first.

ROUND 9

Ireland (North)

Round 9 Runs

			BRK	BEAR	MARS	PADDY	GITCO	
15	61 Dublin to 15 Donaghadee/ Larne	① PADDY 20 ② BEAR 10						20 10
16	33 Collooney/ Drumshambo 54 Carrickmacross/ Kingscourt	① PADDY 11 ② GITCO 7 ③ BEAR 4 ③ BROOKS 4 ③ MARS 4			+2	+7	-7	4 16 4 4 2
17	25 Cookstown/ Portadown 35 Killybegs	① GITCO 15 ① MARS 15 ✕ BROOKS	-7 -7		+3 +7		-3 +7	11 5 14
18	63 Dublin 55 Any Coastal Town	① BROOKS 20 ② PADDY 10						20 10
19	51 Longford/ Roscommon 16 Greenore/ Newcastle	① BEAR 16 ② BROOKS 9 ③ GITCO 5 ✕ PADDY	+1   +1	-1 -1		-1 -1	+1  +1	18 7 3 2
20	44 Ballinrobe/ Castlebar 21 Derry	① MARS 20 ② GITCO 10			+1/-3		+3/-1	22 8
21	45 Athenry/Clara 54 Great Britain	① BROOKS 16 ② BEAR 9 ③ PADDY 5						16 9 5

MARS entered run 21 but his route was more than twice the length of BROOKS', so he was disqualified. GITCO paid more than he expected in run 20, as he thought he had a line to K23. Your round 7 build stopped at L23, Tony.

Round 9 builds

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

Balinrobe Expressways Are Rampant (BEAR) (Kevin Lee, Black)  
None.

Monaghan-Armagh Rural Services (MARS) (John Marsden, Blue)  
None.

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)  
None.

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

U21 - W20 - X20 - Cavan, Derry - Y5 - Y3 - Cardonagh, -9 (builds) +3 (towns) = -6

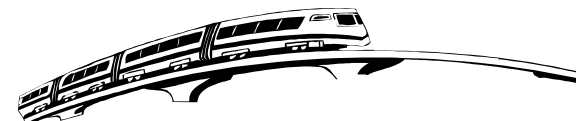
Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
BROOKS	124	-	4	14	20	7	-	16	-	185
GITCO	140	-	16	11	-	3	8	-	-6	172
BEAR	130	10	4	-	-	18	-	9	-	171
PADDY	121	20	4	-	10	2	-	5	-	162
MARS	84	-	2	5	-	-	22	-	-	113

Round 10 Runs

- 22. 54 - 12 Carrickmacross/Kingscourt to Belfast
- 23. 62 - 32 Dublin to Donegal/Omagh
- 24. 14 - 46 Antrim/Bangor to Athlone
- 25. 43 - 51 Boyle/Claremorris to Southern Ireland
- 26. 51 - 65 Longford/Roscommon to Drogheda/Mullingar
- 27. 35 - 21 Killybegs to Derry
- 28. 24 - 54 Cardonagh/Coleraine to Great Britain

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



RAILWAY RIVALS 2117-ND

All round 7 runs  
will be available.

ROUND 6

Northern Germany (13 points for these builds)

Northern Germany Express (NGE) (Tony Bromley, Red)

D14 - D13 - F12 - F11 - J9, E30 - E29, Pasewalk - A74.

45 -2 (TWANG) -1 (TIME) +1/-2 (BUM) +6/-1 (RAG) = 46



Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)  
I22 - I28, D3 - Bad Bentheim - D1, C9 - Bielefeld, F17 - Wolfsburg, D16 - C16.  
44 +9 (towns) +2 (NGE) -6 (TIME) +1 (BUM) +11/-2 (RAG) = 59

Travel In Mainland Europe (TIME) (Bob Coull, Black)  
D4 - C4 - A5, H25 - G26 - G30 - Berlin (E), G6 - Meppen.  
65 +1 (NGE) +6 (TWANG) +1 (BUM) -1 (RAG) = 72

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
F28 - A64 - B64 - Güstrow - D63, J26 - K27.  
40 +2/-1 (NGE) -1 (TIME) -1 (TWANG) -2 (RAG) = 37

Rails Across Germany (RAG) (Don Shailer, Orange)  
Hannover - E13 - G12 - H12 - J11 - J10 - Bremen, E58 - G57 - Kiel.  
31 +1/-6 (NGE) +2/-11 (TWANG) +1 (TIME) +2 (BUM) = 20

- Round 7 Runs
- 1. 23 - 43 Bremerhaven to Greifswald/Neubrandenburg
  - 2. 44 - 12 Güstrow/Neustrelitz to Osnabrück
  - 3. 36 - 26 Ludwigslust/Schwerin to Flensburg
  - 4. 65 - ❶1 Hannover to Netherlands
  - 5. 33 - 55 Altona to Brandenburg/Eberswalde
  - 6. 16 - 61 Emden/Esens to Wolfsburg
  - 7. 54 - ❷5 Berlin (West) to Sweden

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



RAILWAY RIVALS 2124-I(S)

Tipperary gets three new operators.

ROUND 2

Ireland (South) [13 points for these builds]  
Southern Irish Network (SIN) (Pete Campbell, Blue)  
Limerick - R13, Limerick - W16 - Tipperary - A59 - Clonmel, S24 - S25 - R25.  
40 +9 (towns) +1 (CRAIC) +8 (WEAR) +2 (PADDY) = 60

Comfy Ride Across Irish Countryside (CRAIC) (Steve Ham, Purple)  
Z11 - Thurles - Z14 - Y15 - Y16 - Tipperary, H47 - I48 - Athy, O44 - Dun Laoghaire, X16 - X18.  
24 +4 (towns) -1 (SIN) +2/-4 (PADDY) = 25

Wexford Expressways Are Rampant (WEAR) (Kevin Lee, Black)  
R14 - N16 - Newcastle, Limerick - V15, Athenry - S3 - T3 - U3 - V3.  
21 +3 (towns) -8 (SIN) = 16

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)  
Z11 - Thurles - W15 - Limerick, O44 - Dun Laoghaire, I47 - Athy.  
24 +7 (towns) -2 (SIN) +4/-2 (CRAIC) = 31

Colin's Operational Railway Korporation (CORK) (Colin Sharpe, Red)  
Port Laoise - E48 - F47 - F46 - Tullamore, F46 - F45 - I44, Dungarvan - B61 - A62 - Z21.  
29 +3 (towns) = 32

PADDY only ordered 11 points of build - there's nothing missing from the report.

Builds
Up to 12 points excluding payments to rivals



RAILWAY RIVALS 2127-MP

All set to build and ride.

SET UP

Malaysian Peninsula		
Player/Colour	Start	Railroad
Tony Bromley	Butterworth	Thailand Singapore Express
Red		(TSE)
Bob Coull	Butterworth	Railways on Malaysian Peninsula
Black		(ROMP)
Jim Reader	Kota Bharu	Butterworth, Alor and Kangar Engines Travel in
Yellow		Extreme Heat (BAKUTEH)
Lionel Robbins	Johor Bahru	Butterworth, Georgetown and Gerik Railway
Blue		(BUGGER)
Tony Wilcock	Johor Bahru	Best in Transport
Green		(BIT)

I'm not sure that I should allow Jim's company name, as Engines has somehow become U in the acronym. Perhaps there will be a clarification forthcoming. Speaking of which, Jim has supplied some clarifications for the map

Ignore the bridge rules for Penang (Butterworth to Georgetown). This is a standard ferry.

Special run number 3 - East Coast Island Resort - refers to any of the Pulau (island) destinations that you must reach via ferry. The ferry link between Pulau Perhentian and Pulau Redang was included for completeness and can be bought if you wish, but has no real value, as reaching one island is as good as reaching the other.

Builds
Up to 14 points excluding payments to rivals



ROBORALLY 3

One more life falls away.

ROUND 8

Pineapple 196 used his Reverse Gears card on the last phase last time, and backed up one more space to E8, to register the square as an archive location. That means he didn't get conveyed into position to knock another point off President Ford. He picked up a new option card instead - Mini Howitzer.

Starting positions

Diddy-bot K12-E, President Ford C5-N, Pineapple 196 E8-W, Squeelch K14-W [virtual], Bot-i-celli C13-W, Donsbot L9-W.

8.1

Donsbot {920-M3}, Bot-i-Celli {830-M3}, Squeelch {720-M2}, Pineapple 196 {380-RR}, Diddy-bot {340-RR}, President Ford {200-RR}.

Board effects: Bot-i-Celli shoots President For {1}, President Ford shoots Bot-i-Celli {1}.

8.2

Pineapple 196 {730-M2}, Squeelch {620-M1}, Bot-i-celli {610-M1}, President Ford {470-BU}, Diddy-bot {450-BU}, Donsbot {270-RL}.

Board effects: Bot-i-celli is conveyed to E9, Squeelch is conveyed to L11, President Ford radio-controls Pineapple 196, which now has the same program as President Ford.

8.3

Donsbot {760-M2}, Diddy-bot {670-M2}, Squeelch {600-M1}, Bot-i-celli {550-M1}, President Ford {510-M1}, Pineapple 196 {510-M1}.

Board effects: Bot-i-celli updates his archive to E8.

8.4

President Ford {640-M3}, Pineapple 196 {640-M3}, Diddy-bot {360-RR}, Donsbot {320-RR}, Squeelch {140-RR}, Bot-i-celli {0909-RL}.

Board effects: President Ford is conveyed to E9. Pineapple 196 has fallen off the board and loses a life, discarding his Mini-Howitzer option card.

8.5

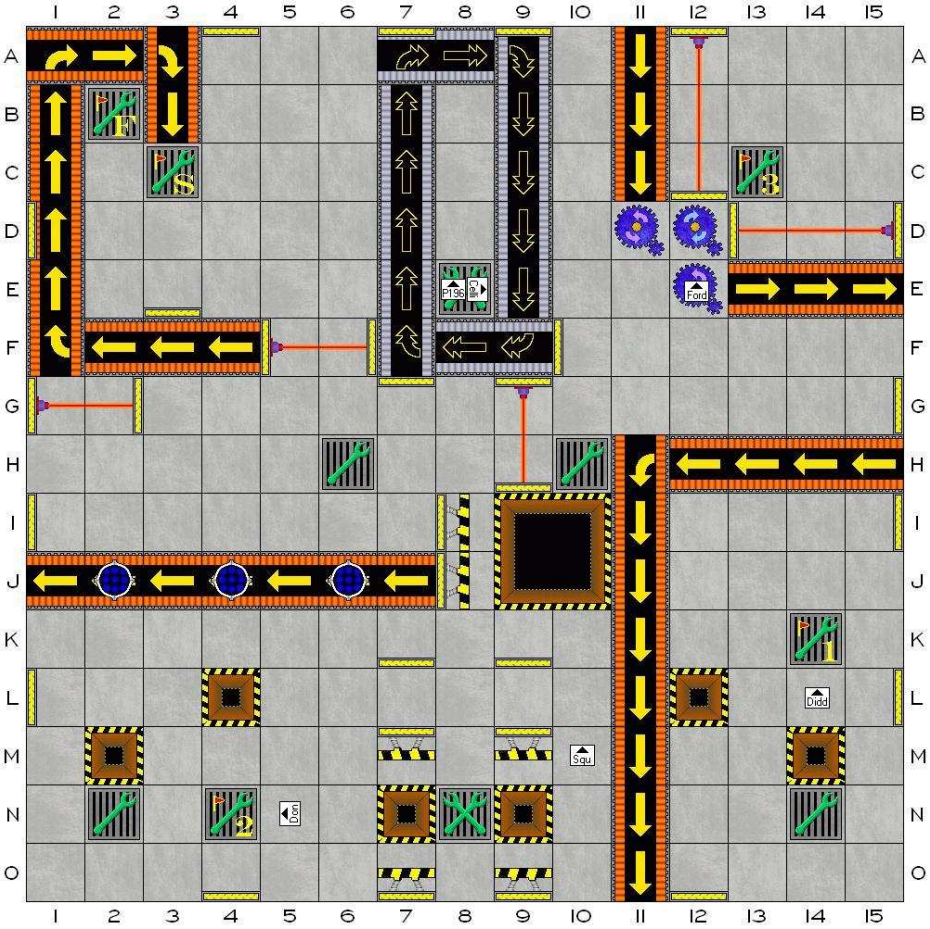
President Ford {790-M3}, Donsbot {650-M1}, Squeelch {440-BU}, Diddy-bot {280-RR}, Bot-i-celli {130-RL}.

Board effects: President Ford is rotated to face north, Bot-i-celli shoots President Ford.

End of turn effects

Bot-i-celli repairs {2} damage, Squeelch ceases to be virtual and pops back into real life.

Pineapple 196 withdraws his first archive copy at E8. Because Bot-i-celli is sitting on this repair site, he rejoins as a virtual bot. Greg, please advise which way you'll face for your moves next time. You can choose to rejoin powered down to repair the 2 points of damage you rejoin with, but I suspect being virtual for the next round is a positive option that will be worth making the most of.



Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	3/1/-	K14	L14-N	-
Roger Krueger	President Ford	3/-/3	E8	E12-N	Radio Control
Greg Payne	Pineapple 196	3/2/2	E8	E8-?	Reverse Gears
Marcus Pratt	Squeelch	3/1/1	K14	M10-N	-
Jim Reader	Bot-i-celli	2/-/1	E8	E8-E	-
Don Shailer	Donsbot	4/1/2	K14	N5-W	Double Barrel Laser

Orders required
Program cards for round nine and any other instructions



SAINT PETERSBURG 2

Just two cards move from the table into hand.

PHASE 3-T

Round 3 - Trading Phase

Marcus		Tony		Pete		Kevin	
Weaving Mill to hand	✕			Peterhof to hand	✕		
✕		✕		✕		✕	

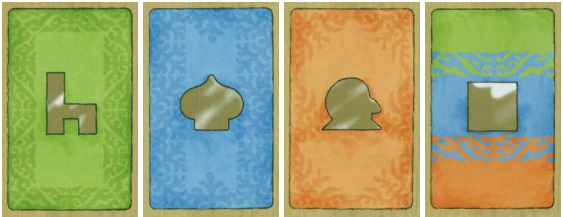


Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	10	5	15r + 2v	0r + 2v	3r + 0v	Worker	10
Marcus	12	4	15r + 1v	0r + 0v	6r + 3v	Aristocrat	20
Tony	4	8	9r + 0v	0r + 6v	4r + 0v	Trading	21
Pete	10	13	15r + 1v	3r + 3v	10r + 4v	Building	11

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	Weaving Mill, 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, Peterhof, Senator	Lumberjack x 2, Fur Trapper, Wharf, St. Isaac's Cathedral, Controller, Mistress of Ceremonies

Orders required

Round four Worker phase led by Kevin

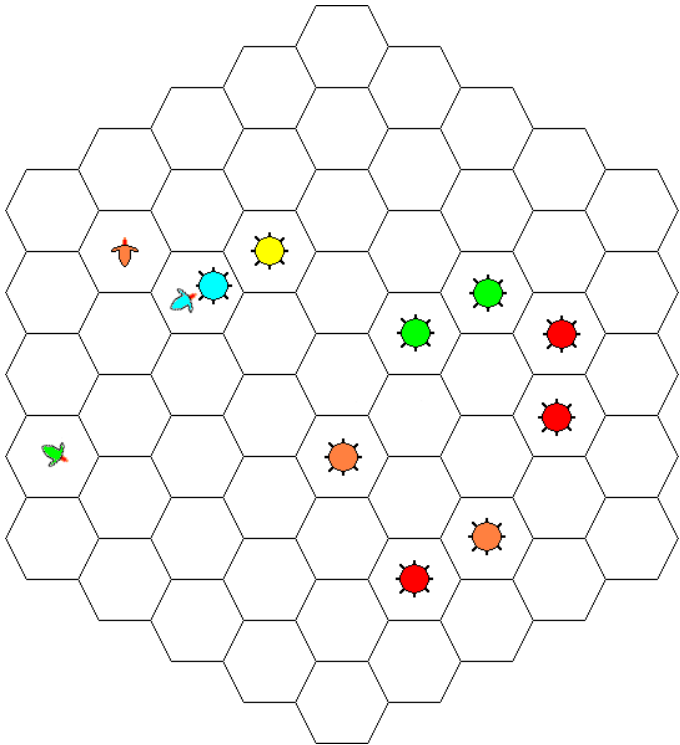


SPACE BLAST 1

The end is getting close.

ROUND 16

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



James White and Major Tom both try to move to the same space and collide, losing one armour point each. Chewbacca heads for unknown space with no turns left.

Orders

0 to 3 actions for round seventeen

(continued from page 3)

Next was Wickes, and I found what I wanted right away. When I enquired further, however, it turned out that the frame on its own was £125, as their practice was to offer large discounts when you bought a complete kitchen, and charge way over the odds when you wanted smaller quantities. Seems silly to me, especially when I was directed to another part of the store where I could buy a complete cupboard unit including doors for £33.28. I suspect the frame is exactly the same as the ones in the kitchen showroom. Job done - or so I thought.

I got home and started by clearing space in my room. Then I cracked open the cupboard pack and found I was short of one key component - the brackets to fix it to the wall. A quick trip back to the shop, where I presented my invoice and my problem, only to be told they didn't have any loose spares. Perhaps I would like to go to the shelves and get some brackets out of another pack. Well, OK, but shouldn't they be doing that? Anyway, off I went, and chose a pack that looked like it had already been opened and resealed. I went back to customer services with the brackets, thanked them, and pointed out that in the pack I had opened one of the cupboard sides had a broken corner. I can't say they looked too interested, and I suspect that that pack will stay on the shelves until some unsuspecting customer takes it away and finds a lack of brackets and a broken side. What I should have done was take the opened pack back to customer services. At least they would have had to actively decide to put it back on the shelves.

By this time I had realised the need for more bits, as a modern cupboard pack does not seem to come with anything to fix the brackets to the wall. After all, how do they know what type of wall you have and what fixings you need? They include two lengths of laminated wood that don't appear anywhere on the diagrams and were not needed to complete the cupboard, but a few screws are obviously one step too far. I didn't want to buy these at Wickes, because the big stores only do screws in packets. So, they don't include any screws in the cupboard pack in case they don't suit your needs, but then make you buy far more than you need, and you end up with far more surplus. I was not going to give them the satisfaction of buying wastefully, so dropped into the local hardware store on the way home where I could buy just what I needed. Such a shame they don't do cupboards as well.

The cupboard went up easily enough, but the final part was not so easy. For 1 metre cupboards they recommended fixing a bracket (fittings not provided) in the centre underneath the cupboard for additional stability. The trouble was, the hole in the bracket was so close to the cupboard that I couldn't drill into the wall. Well, not square on, anyway, and drilling up at an angle was not going to give it the necessary strength. The solution involved one of those surplus bits of wood, screwed to the wall and then attached to the cupboard with some other fittings I had around. Job really done this time.

I have a second cupboard for the stock room. This one will have to wait, but I know I have an interesting challenge. Although it is being fitted to an outside wall, when the extension was done they put the plasterboard on blobs of cement, so there could well be voids between the plasterboard and the solid brick. That will make things interesting.

Don't worry, I've checked. That one has its brackets.

## Change of address

Iain Adams 2 Kelmscott Close, Caversham, Reading, RG4 7DG



## NEWS FROM THE ROCK

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



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

✱ 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.

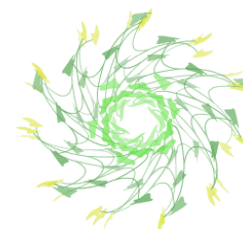
-	Ken Boucher	3.632
▼	Lew Stansby	3.607
-	David Hilbert	2.955
-	Roger Krueger	2.923
▲	Per Hallberg	2.857
-	Chris Rudram	2.800
▼	Victor Cronshaw	2.676
▲	Pete Campbell	2.613
-	Rob Thomasson	2.605
▼	Peter Hawkins	2.510

✱ Completed games and winners:

Princes of Florence e826	Pete Campbell
Acquire e830	Tom Howell
Puerto Rico e831	Per Hallberg
Carcassonne e833	Per Hallberg
Acquire e835 (Powers)	Michael Graystone
Puerto Rico e839	Mick Haytack

✱ New games and start dates:

Puerto Rico e853	Apr 21st
Princes of Florence e854	Apr 22nd
1870 e855 {1870-Q27}	Apr 25th
Acquire e856	May 3rd
Carcassonne e857	May 3rd
1830 e858 {1830-I27}	May 3rd
Puerto Rico e859	May 14th





## PREVIEW

With one game of 1837 under my belt and another on the go, it seems sensible to start another as the list is full, and the more I run the more familiar I will get with the nuances of the game. I plan to run the first stock round via e-mail, hopefully faster than last time.

Mind you, with the summer coming up, it may turn out to be another slow burner while people take their holidays, but at least the players will have a better idea of the situation when they make their decisions.

There is one space left on the standard Acquire list, but it's going to go next month whether that space gets filled or not.

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

#165: 1837, Acquire  
#166: 1870, Agricola



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Apr 21st	...mais n'est-ce pas la gare? 93
Apr 24th	Ode 303
Apr 27th	Devolution #74
May 4th	Minstrel 323

## 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	3.347
-	Lyndon Gurr	3.295
-	Lionel Robbins	3.222
-	Pete Campbell	3.167
-	Mark Frueh	2.750
-	Marcus Pratt	2.717
-	Sharon Khan	2.625
-	Steve Thomas	2.563
-	Geoff Hardingham	2.364
▼	Stephen Webb	2.356
▲	Michael Graystone	2.250
-	Tony Robbins	2.190
-	Alan Harvey	2.167
▼	Colin Sharpe	2.125
-	Rob Thomasson	2.125
-	Richard Lunn	2.000

## 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

Tony Bromley . . . . .	1837-Y25, RR-2117-ND, RR-2127-MP	Willem Moene . . . . .	1825-H27, 1830-G26, 1835-C26,
Simon Brooks . . . . .	BA18, BB-312-MOR, RR-2112-I(N)		1861-C27, 1870-R24, 1870-Y26, OP27,
Pete Campbell . . . . .	1825-H27, 1826-H25, 1829-U25,		PR11
	186-1C27, 18GA-D26, Agr1, BB-308-YRK,	Greg Payne . . . . .	6n14, BA19, BB-313-MOR, Robo3
	BB-312-MOR, BB-322-IZU, RR-2096-B,	Marcus Pratt . . . . .	Agr1, Agr2, IW1, OP27, Robo3, StP2
	RR-2117-ND, RR-2124-I(S), StP2	Jim Reader . . . . .	6n14, BA18, BA19, BB-308-YRK,
John Colledge . . . . .	Acq52, Acq53		BB-312-MOR, BB-318-LUZ, BB-322-IZU,
Bob Coull . . . . .	6n14, BB-312-MOR, BB-318-LUZ,		OP27, PR10, PR11, RR-2096-B,
	BB-322-IZU, RR-2096-B, RR-2117-ND,		RR-2112-I(N), RR-2117-ND, RR-2124-I(S),
	RR-2127-MP, SB1		RR-2127-MP, Robo3
Dennis Frank . . . . .	BA18, BA19	Lionel Robbins . . . . .	1825-H27, 1829-U25, RR-2127-MP
Tim Franklin . . . . .	1895-X24	Tony Robbins . . . . .	1837-Y25
Mark Frueh . . . . .	1870-R24	Simon Robertson . . . . .	RR-2096-B
Michael Graystone . . . . .	6n14, Acq52, Acq53, BB-308-YRK,	Adam Romoth . . . . .	1870-Y26
	BB-312-MOR, BB-322-IZU, RR-2096-B,	Tony Sait . . . . .	1830-G26, 1830-V1-N24, 1835-C26,
	SB1		1856-P26, PR11, RR-2112-I(N)
Lyndon Gurr . . . . .	1826-H25, 1835-C26, 1856-P26,	Don Shailer . . . . .	BB-308-YRK, BB-313-MOR, CM1,
	1861-C27, 1870-Y26, 18GA-D26,		RR-2117-ND, Robo3
	BB-318-LUZ, OP27	Colin Sharpe . . . . .	6n14, Acq52, Acq53, BB-318-LUZ,
Steve Ham . . . . .	6n14, BA18, BA19, Robo3, RR-2124-I(S),		RR-2096-B, RR-2124-I(S)
	SB1	John Shelley . . . . .	1826-H25, 1829-U25, 1835-C26
Geoff Hardingham . . . . .	1837-Y25, PR10	David Smith . . . . .	OP27
Alan Harvey . . . . .	1825-H27, 1830-V1-N24, CM1, IW1	Don Smith . . . . .	1830-V1-N24, 1835-C26, 1870-R24,
Mike Head . . . . .	1830-G26, 1856-P26, 18GA-D26, IW1		1870-Y26, 18GA-D26
John Hopkins . . . . .	1837-Y25	Joakim Spångberg . . . . .	BA18
Mike Hutton . . . . .	1825-H27, 1830-G26, 1856-P26,	Allan Stagg . . . . .	Agr2, PR10
	186-1C27, 1870-Y26, Agr1, Agr2	Mark Stretch . . . . .	1830-V1-N24, BA18, OP27
Sharon Khan . . . . .	IW1	Steve Thomas . . . . .	1895-X24
Roger Krueger . . . . .	1870-R24, 1895-X24, Robo3	Rob Thomasson . . . . .	1829-U25, BB-313-MOR
Kevin Lee . . . . .	6n14, Agr2, BB-313-MOR, PR10, PR11,	Roger Trethewey . . . . .	BA19, BB-318-LUZ
	RR-2112-I(N), RR-2124-I(S), StP2	Stephen Webb . . . . .	1826-H25, 1830-V1-N24, 1837-Y25,
Michael Longdin . . . . .	Agr1, CM1		1861-C27, 1870-R24, CM1
Richard Lunn . . . . .	1830-G26, 1856-P26, Acq53, BA19	Tony Wilcock . . . . .	Acq52, StP2
John Marsden . . . . .	Acq52, BB-313-MOR, BB-322-IZU, CM1,		
	RR-2112-I(N)		



## OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:  
Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ

## CONTENTS

◇ Games ◇	6 nimmt! 14	32	RR-2117-ND	55
*****	Acquire 51	33	RR-2124-I(S)	56
◇ New ◇	Acquire 52	34	RR-2127-MP	57
1825-H27	Acquire 53 (Powers)	35	RoboRally 3	58
Bus Boss 322-IZU	Agricola 1	36	Saint Petersburg 2	60
*****	Agricola 2	38	Space Blast 1	61
	Breaking Away 18	40	*****	
1826-H25	Breaking Away 19	41	◇ Bits and Bobs ◇	
1829-U25 (South)	Bus Boss 308-YRK	42	Board2Pieces	4-5
1830-G26	Bus Boss 312-MOR	43	Deadlines	Below
1830-V1-N24	Bus Boss 313-MOR	44	Game Orders	65
1835-C26	Bus Boss 318-LUZ	46	Game Standards	66
1837-Y25	Canal Mania 1	48	News from the Rock	63
1856-P26	Industrial Waste 1	47	Preview	64
1861-C27	Outpost 27	50	Ratings	64
1870-R24	Puerto Rico 10	51	Waiting Lists	2
1870-Y26	Puerto Rico 11	52	Who Plays What	67
1895-X24	RR-2096-B	53	Zines Received	64
18GA-D26	RR-2112-I(N)	54		

## DEADLINES

Wednesday June 17th 2009

18xx Games - Friday June 12th

Future main deadlines: July 15th August 12th September 9th

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.