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.

For Whom The Die Rolls

June/July 2009 Published by Keith Thomasson Issue 165

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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #165, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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WAIT

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

Games starting in this issue...

	1837	Pete Campbell, Adam Romoth, Don Smith, Steve Thomas, Stephen Webb
	Acquire	Bob Coull, Michael Graystone, Kevin Lee, Tony Wilcock

Games starting in the next issue...

⇨①	1870	Lionel Robbins, Don Smith, Rob Thomasson, John Shelley
✪	Agricola	Pete Campbell, Jim Reader, Kevin Lee, Allan Stagg
✪	In the Year of the Dragon	Michael Longdin, Pete Campbell, Rob Thomasson, Lyndon Gurr

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

⇨②	1856	Rob Thomasson, John Shelley, Lyndon Gurr
⇨④	1870	Lyndon Gurr
①	18GA	Mike Head, Mark Stretch
⇨④	18Rhl Rhineland	Willem Moene
⇨④	Acquire (Powers)	Michael Graystone
⇨①	Age of Steam	Pete Campbell, Mike Hutton, Marcus Pratt
⇨①	Canal Mania	Kevin Lee, John Marsden, Geoff Hardingham, Jim Reader
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
⇨⑥	RoboRally	Allan Stagg, Jim Reader
①	Saint Petersburg	Bob Coull, Rob Thomasson, Kevin Lee
④	Sopwith	Michael Graystone, Jim Reader

I supply everything you need for these...

⇨⑦	6 nimmt!	Colin Sharpe
②/⑧	Battle!	Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt
②	Breaking Away	Kevin Lee, Jim Reader, Dennis Frank, Steve Ham
⇨④	Bus Boss	Colin Sharpe
✪	Railway Rivals	John Marsden, Michael Graystone, Jim Reader, Colin Sharpe, Steve Ham

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

START

Welcome to issue #165. I was going to try to avoid delays and combined issues this year, but June got very hectic, starting with the UK Games Expo and carrying on for other reasons, such as orders arriving more than a week late and me being too soft to just get on with things. But it is here now. Better late than rushed, and better late than giving people a really short deadline period to the next issue in an attempt to catch up.

Dominion was nominated for this year's Spiel des Jahres (Game of the Year) award in Germany - probably the most prestigious game award there is. Not only was it nominated, it won the main award, much to the surprise of many, who saw it as being too much of a gamer's game to stand a chance. Well deserved, in my opinion.

My first-Saturday-of-the-month games days at home continue, with the next event being on Saturday August 1st. We had eight on the July day, so do let me know if you're thinking of coming, as we do not have unlimited table space.

We continue to watch our DVD series. So far, the character on the cover has not showed up in Smallville, but there's time yet. If Princes Charles has seen this, he may realise that his call to exterminate the invading grey squirrel to give our red squirrels a chance may prove harder than he had imagined.

I was asked to provide some information about Battle!, which has been on the waiting lists for some time. You'll find a one-page summary on page 70. Take a look - it is a game that is well worth investigating. I would really love to get a 12-player game running, but another 6-player game will be better than nothing.

Want some more Agricola? You can order copies of the Z and O decks from the Z-Man Games web site (www.zmangames.com) while stocks last. The Z deck is the 24 card deck that was included with the first edition of Agricola from Z-Man Games. The O deck is Austrian in origin - so that is O as in Österrich - but these cards are in English.

The price is $10 each or $15 for both, including international shipping. Looking further ahead, there will be a full expansion for Agricola coming out at Essen - Agricola, the Moorland Farmer.

BoardGameNews is a useful resource about board games that includes a detailed preview of what is coming up at the Nuremberg and Essen shows. To view the previews you need to be registered, and to do that you support the site with a modest subscription, but it is well worth the cost. www.boardgamenews.com Here is a sample from the Essen preview.

Funkenschlag: Fabrikmanager is from 2F Spiele. Fabrikmanager is not an expansion to Funkenschlag/Power Grid, it is more of a sister design that requires players to adapt the efficiency and money-handling skills needed in Power Grid to a new business scenario.

More Age of Steam expansions are coming from the AOS Team, these being for Holland and Madagascar. Holland requires navigation of the famous polder, while in Madagascar, one of the poorest countries in the world, players have to deal with negative actions rather

than positive ones. If you want to reserve one of the 150 sets that will be available at Essen, email Alban Viard at ageofsteam09@yahoo.fr. The cost will be 25 Euros, and the set must be picked up on the Thursday morning at the Essen show.

Dungeon Twister: Prison is a standalone second edition of Dungeon Twister that also serves as an expansion in its own right as the components and rules will be compatible with the first edition, while also being 85% new. You now get miniatures as standard rather than cardboard stand-ups, together with introductory scenarios and solitaire rules.

Cwali are releasing expansions for Factory Fun, Gipsy Kings and Powerboats.

JKLM are hoping that Ascendancy, Huang Di and Tulipmania will make it out in time for Essen, along with their reprint of Martin Wallace's Tinners' Trail.

Pillars of the Earth gets a sequel, called World Without End, based once again upon the books of Ken Follett, although it is likely this will only be in German at the show.

Mayfair Games and Phalanx Games will be releasing Rise of Empires from Martin Wallace, which is reputed to breathes new life into the civilization games genre.

R&D Games should be releasing the BoardGameGeek Game, in which players control publishers on the one hand and a team of geeks on the others, the first trying to get their games sold, the second trying to collect sets of games to satisfy their gaming groups.

The joy of computer gaming. Rob suggested a while back that we should investigate playing against each other on-line now that connection speeds make that feasible. The question is, what to play?

He recently mentioned Quake 3 Arena, but setting up the server was not necessarily as simple as it is supposed to be, given that the game was designed for on-line play, and we had some trouble working out how to get our machines to talk to each other. This turned out to be a journey of discovery.

I had not reinstalled the game after my hard disc crash last year, but decided to restore the game folder from the backup as a start. I was surprised to find that it ran from the restored folder, only to have my hopes dashed when it wanted the CD in the drive before it would actually start a game session. And you know why that is a problem. It has been put somewhere safe, of course.

Ah well, with budget prices for older software, that wasn't really a problem. A new copy was purchased and the game was afoot. Connecting on-line was not going to be so easy.

There are several guides available for running your own Quake 3 server, which one of us was going to have to do if we were going to play one-to-one. None of them seemed to provide all the answers, however, and all of them seemed to assume that everything was going to be so easy. Just do this, and everything will work. One reason for this probably lies in the age of the game, which came out before we were all quite so concerned with personal firewalls and wireless routers, which do their best to protect you from the big bad world.

One problem was that neither of us could see any on-line game servers, and until we could do that the chances were we weren't going to connect to a game server the other was running. The guides for playing on-line simply say to choose Multiplayer from the menu and then choose one of the available games from the list you would see. Fixing that turned out to be simple - nobody says that you have to change the server type from Local to Internet

to see any games. It is generally these really simple and theoretically obvious things that let guides down. It is obvious when you know, but if they don't tell you about it, why would you start changing settings they have never mentioned?

With that done I could see and join on-line games, but Rob couldn't unless he turned his firewall off, generally a bad idea. In the end that was relatively simple as well. He told his firewall that Quake 3 was a nice boy and with that done, we were in the same boat. But could we connect for a game? Of course not.

I have never had any formal training in network matters, having picked up what I do know in the course of doing my old job, but one thing I knew was that we would need to specify the public IP address (the Internet equivalent of your telephone number) for connection rather than the private ones on our machines. I now have a page on my web site that tells you what your public IP address is - www.fwtwr.com/ip.asp. Anyone can use this. All it does is to display your public address, and yours alone, so no harm can come from it. You can't just do this once and note it down, though, because most of us mortals do not have what they call static IP addresses. Every time we connect to the Internet we get given one by our service provider. At least with my router I get a new one each day rather than for each session.

So, one step closer. We now know the address to connect to, although it still doesn't work. The next step is to check out port numbers. The traffic to and from machines is associated with a port number, with standard web pages on one port, file transfers on another, mail on a third, and so on. This lets the machine know what to do with the traffic. The standard security these days is to block all incoming traffic, whatever port it is on. You might wonder how you can view web pages and download stuff if that is the case. This is solved by the system recognising something as a response to your request, and letting that through. Anything initiated from outside is blocked, and this was the likely cause of our remaining problems. Not that this is mentioned in any of the guides I read either.

Armed with this snippet of knowledge, I thought I should check out the settings on my wireless router. Good idea, small problem. I need to log in to it - and do I know what the password is? Well, no, but I eventually found the manual and from the notes was able to get access without having to reset the whole thing. It was still little use, though, because I didn't know what to set up.

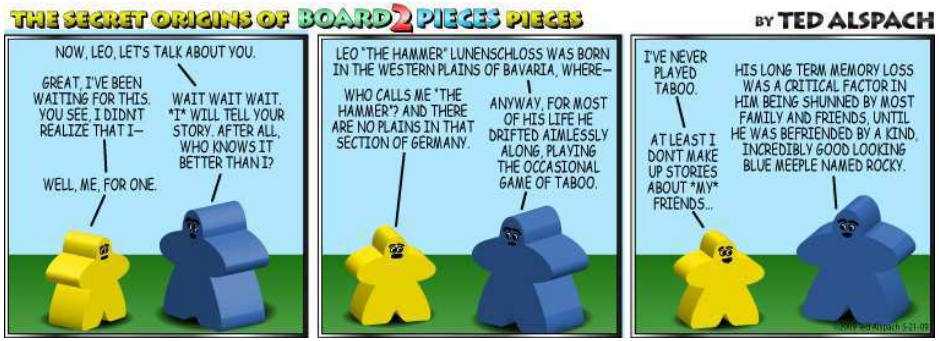
Google to the rescue again, searching for "Quake 3 ports". I found all the information I needed, not only which port numbers needed to be open, but by specifying my router model, detailed information on how to set up the router.

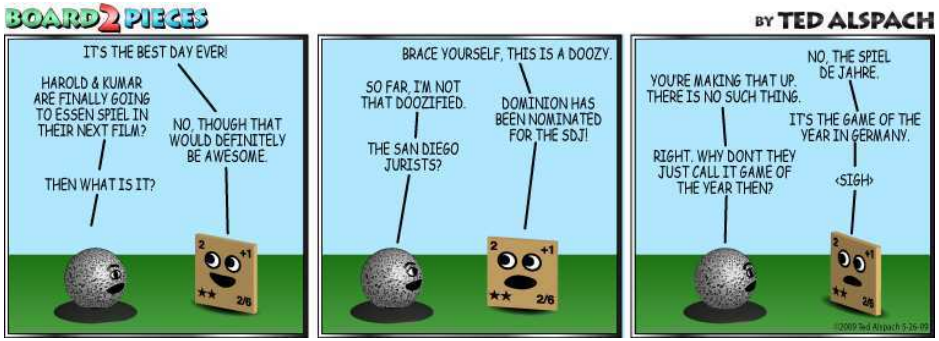
So here we are. We can view generally available game servers on the Internet. We worked out how to run a game server on one machine, which is another story entirely, with its own trail of discovery, but not worth talking about here. But could we actually connect? Yes, we could! Which made all the effort worth it.

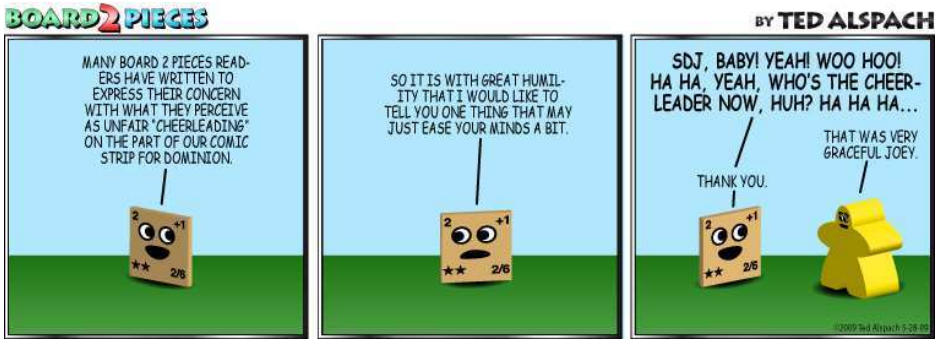
After all that, the first games we played were not actually against each other, but as team mates against the other side, both of which we lost by one point. But consider that there were two of us, and four of them, so some honour is retained.

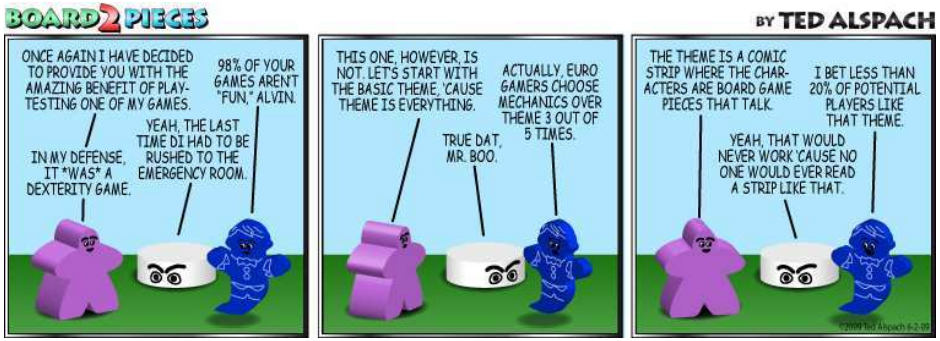
We have not, of course, played again since, but we are at least ready and able. I have to catch up on some things first, though, like getting this issue printed. Time to go! ✪

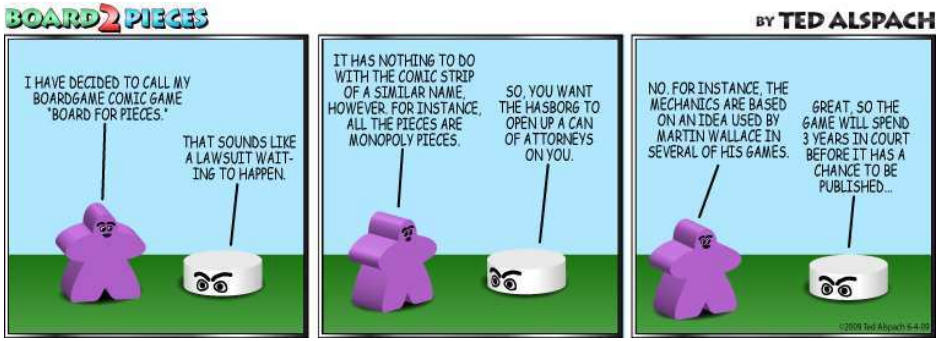
THE SECRET ORIGINS OF BOARD2 PIECES PIECES
BY TED ALSPACH
NOW THAT EVERYONE KNOWS WHERE THE COMIC STRIP CAME FROM, IT'S TIME TO TALK ABOUT THE RESIDENTS. WE'LL START WITH THE HERO AND MAIN CHARACTER OF BOARD 2 PIECES.
WELL, IF YOU INSIST... I WAS BORN INTO A SMALL, RURAL—
WHOA THERE, LITTLE FELLA. NICE TRY. NO, WE'LL START WITH MY STORY.
IT WAS A TIME OF UNREST IN THE GALAXY. EVERYONE LONGED FOR A SAVIOR; SOMEONE TO RIGHT THE WRONGS OF THE HASBORG AND SOMEONE TO DEFEND THE COMMON GAMER.
WHAT? NO, THAT'S JUST PLAIN SILLY.
UNTO THEM CAME A MEEPLE WHO WAS DETERMINED TO REDUCE RANDOMNESS AND LUCK.
THAT MEEPLE OF COURSE, WAS I, ROCKY. NAMED AFTER THE CLASSIC 20TH CENTURY BOXER THAT DEFEATED CLUBBER LANG. I POSSESSED BOTH HIS DETERMINATION AND STAMINA, AS WELL AS A FONDNESS FOR CONSUMING RAW EGGS.
YOU WERE DUMPED OUT OF A CARC BOX, ROCKY.
YOU SEE IT YOUR WAY, I SEE IT MINE...


THE SECRET ORIGINS OF BOARD2 PIECES PIECES
BY TED ALSPACH
NOW, LEO, LET'S TALK ABOUT YOU.
GREAT, I'VE BEEN WAITING FOR THIS. YOU SEE, I DIDN'T REALIZE THAT I—
WAIT WAIT WAIT. *I* WILL TELL YOUR STORY. AFTER ALL, WHO KNOWS IT BETTER THAN I?
WELL, ME, FOR ONE.
LEO "THE HAMMER" LUNENSCHLOSS WAS BORN IN THE WESTERN PLAINS OF BAVARIA, WHERE—
WHO CALLS ME "THE HAMMER"? AND THERE ARE NO PLAINS IN THAT SECTION OF GERMANY.
ANYWAY, FOR MOST OF HIS LIFE HE DRIFTED AIMLESSLY ALONG, PLAYING THE OCCASIONAL GAME OF TABOO.
I'VE NEVER PLAYED TABOO.
AT LEAST I DON'T MAKE UP STORIES ABOUT *MY* FRIENDS...
HIS LONG TERM MEMORY LOSS WAS A CRITICAL FACTOR IN HIM BEING SHUNNED BY MOST FAMILY AND FRIENDS, UNTIL HE WAS BEFRIENDED BY A KIND, INCREDIBLY GOOD LOOKING BLUE MEEPLE NAMED ROCKY.

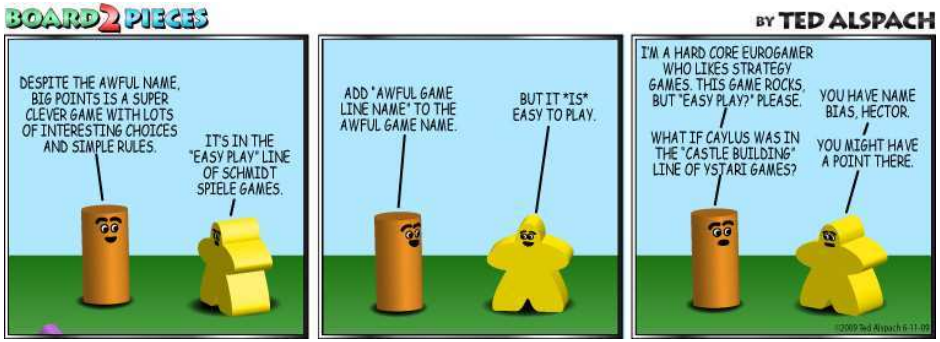

BOARD2 PIECES
BY TED ALSPACH
IT'S THE BEST DAY EVER!
HAROLD & KUMAR ARE FINALLY GOING TO ESSEN SPIEL IN THEIR NEXT FILM?
NO, THOUGH THAT WOULD DEFINITELY BE AWESOME.
THEN WHAT IS IT?
BRACE YOURSELF, THIS IS A DOOZY.
SO FAR, I'M NOT THAT DOOZIFIED.
DOMINION HAS BEEN NOMINATED FOR THE SDJ!
THE SAN DIEGO JURISTS?
NO, THE SPIEL DE JAHRE.
YOU'RE MAKING THAT UP. THERE IS NO SUCH THING.
IT'S THE GAME OF THE YEAR IN GERMANY.
RIGHT. WHY DON'T THEY JUST CALL IT GAME OF THE YEAR THEN?
<SIGH>

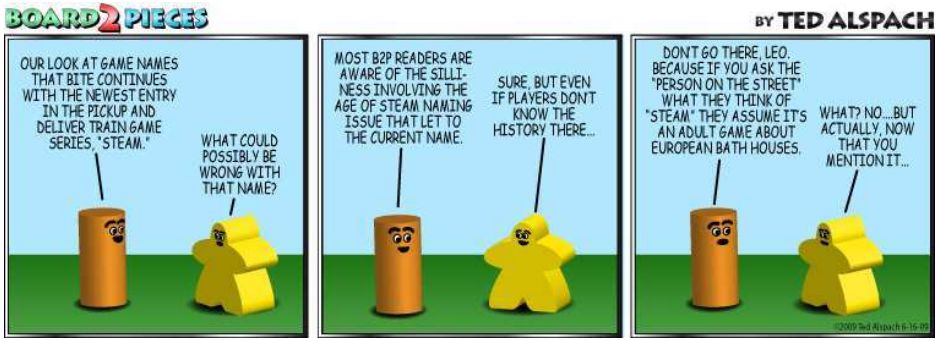

BOARD2 PIECES
BY TED ALSPACH
MANY BOARD 2 PIECES READERS HAVE WRITTEN TO EXPRESS THEIR CONCERN WITH WHAT THEY PERCEIVE AS UNFAIR "CHEERLEADING" ON THE PART OF OUR COMIC STRIP FOR DOMINION.
SO IT IS WITH GREAT HUMILITY THAT I WOULD LIKE TO TELL YOU ONE THING THAT MAY JUST EASE YOUR MINDS A BIT.
SDJ, BABY! YEAH! WOO HOO! HA HA, YEAH, WHO'S THE CHEERLEADER NOW, HUH? HA HA HA...
THANK YOU.
THAT WAS VERY GRACEFUL JOEY.

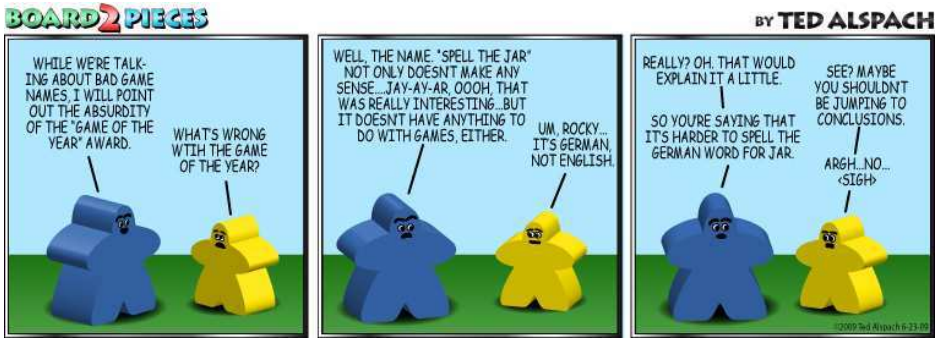

BOARD2 PIECES
BY TED ALSPACH
ONCE AGAIN I HAVE DECIDED TO PROVIDE YOU WITH THE AMAZING BENEFIT OF PLAY-TESTING ONE OF MY GAMES.
98% OF YOUR GAMES AREN'T "FUN," ALVIN.
IN MY DEFENSE, IT *WAS* A DEXTERITY GAME.
YEAH, THE LAST TIME DI HAD TO BE RUSHED TO THE EMERGENCY ROOM.
THIS ONE, HOWEVER, IS NOT. LET'S START WITH THE BASIC THEME, 'CAUSE THEME IS EVERYTHING.
ACTUALLY, EURO GAMERS CHOOSE MECHANICS OVER THEME 3 OUT OF 5 TIMES.
TRUE DAT, MR. BOO.
THE THEME IS A COMIC STRIP WHERE THE CHARACTERS ARE BOARD GAME PIECES THAT TALK.
I BET LESS THAN 20% OF POTENTIAL PLAYERS LIKE THAT THEME.
YEAH, THAT WOULD NEVER WORK 'CAUSE NO ONE WOULD EVER READ A STRIP LIKE THAT.

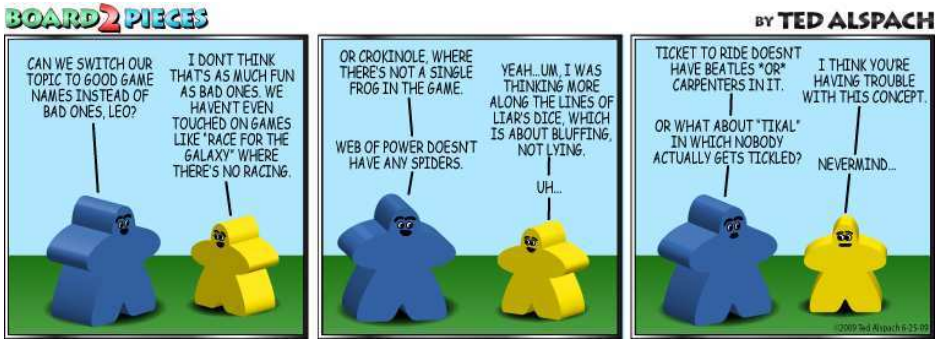

BOARD2 PIECES
BY TED ALSPACH
I HAVE DECIDED TO CALL MY BOARDGAME COMIC GAME "BOARD FOR PIECES."
THAT SOUNDS LIKE A LAWSUIT WAITING TO HAPPEN.
IT HAS NOTHING TO DO WITH THE COMIC STRIP OF A SIMILAR NAME, HOWEVER. FOR INSTANCE, ALL THE PIECES ARE MONOPOLY PIECES.
SO, YOU WANT THE HASBORG TO OPEN UP A CAN OF ATTORNEYS ON YOU.
NO. FOR INSTANCE, THE MECHANICS ARE BASED ON AN IDEA USED BY MARTIN WALLACE IN SEVERAL OF HIS GAMES.
GREAT, SO THE GAME WILL SPEND 3 YEARS IN COURT BEFORE IT HAS A CHANCE TO BE PUBLISHED...

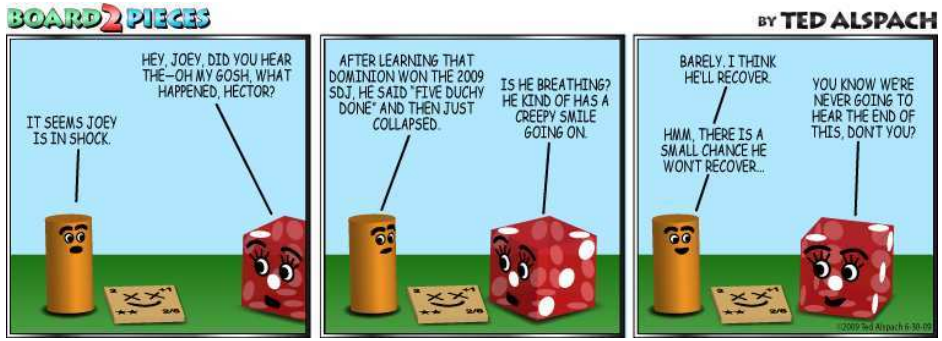
BOARD2 PIECES
BY TED ALSPACH
TODAY IS THE FIRST DAY IN OUR SERIES OF "KICK-#$% GAMES WITH AWFUL NAMES"
UM, YOU CAN'T SAY #$% ON BOARDGAME NEWS.
EDITORS...SHEESH... ANYWAY, GAME #1 IS CALLED "BIG POINTS."
WHAT'S WRONG WITH THAT NAME?
FIRST OF ALL, YOU ACTUALLY GET NORMAL-SIZED POINTS WITH THE GAME, NOT BIG ONES.
I DIDN'T KNOW POINTS CAME IN DIFFERENT SIZES.
YOU SHOULD LIKE THE NAME EVEN LESS THEN.


BOARD2 PIECES
BY TED ALSPACH
DESPITE THE AWFUL NAME, BIG POINTS IS A SUPER CLEVER GAME WITH LOTS OF INTERESTING CHOICES AND SIMPLE RULES.
IT'S IN THE "EASY PLAY" LINE OF SCHMIDT SPIELE GAMES.
ADD "AWFUL GAME LINE NAME" TO THE AWFUL GAME NAME.
BUT IT *IS* EASY TO PLAY.
I'M A HARD CORE EUROGAMER WHO LIKES STRATEGY GAMES. THIS GAME ROCKS, BUT "EASY PLAY?" PLEASE.
YOU HAVE NAME BIAS, HECTOR.
WHAT IF CAYLUS WAS IN THE "CASTLE BUILDING" LINE OF YSTARI GAMES?
YOU MIGHT HAVE A POINT THERE.









I've been publishing the Board2Pieces cartoons since they first started appearing on the BoardGameNews web site, and should thank Ted Alspach more often for his kind permission to reprint them.

Nicely timed for the news that Dominion won the Spiel des Jahres prize for this year, Intrigue is the first expansion for the game and adds another 25 Kingdom cards to make the game more... intriguing. It contains enough cards to play without the original.

The new Kingdom cards tend to involve more player interaction and are recommended for advanced players. I've got it in stock for £31.50.

1825-H27 Two companies are floated as usual. **SR1**

Stock Round 1

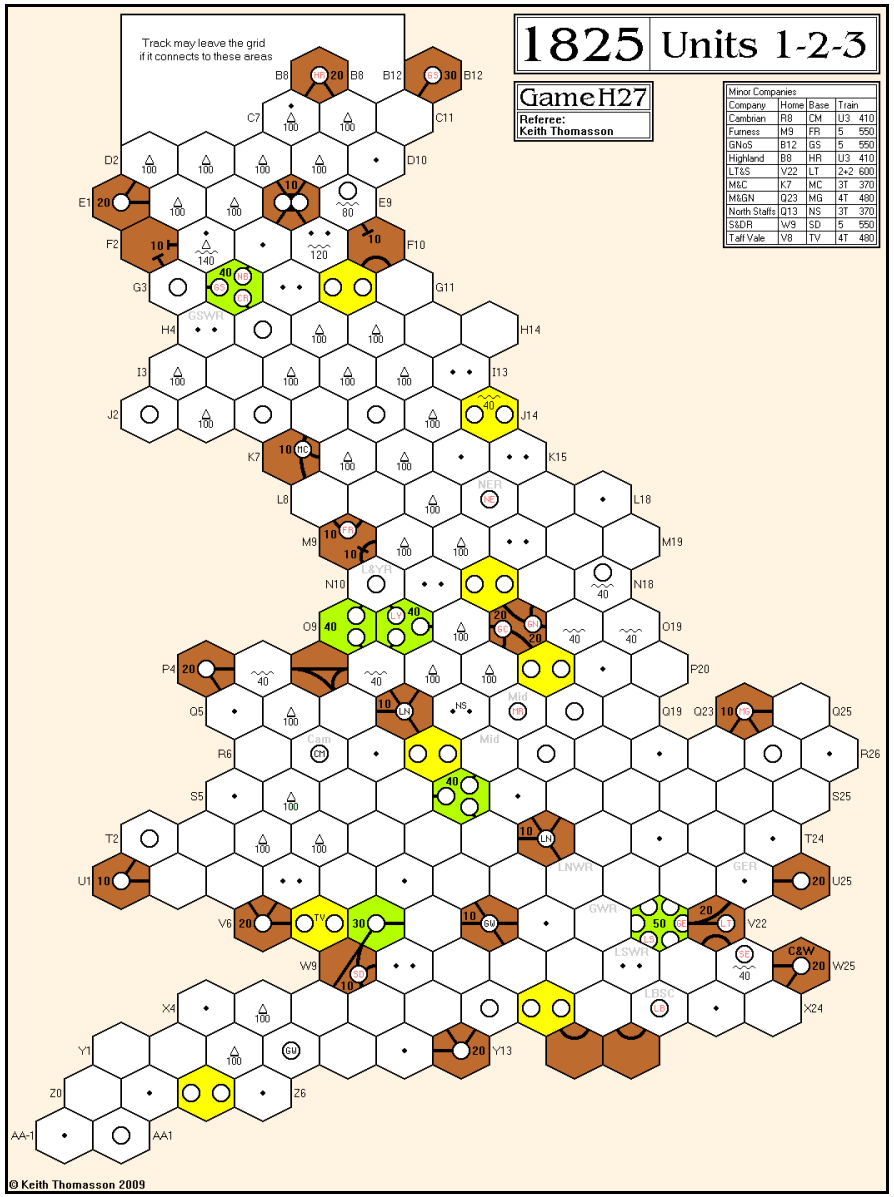
Willem	Lionel	Mike	Pete	Alan
✘	✘	+ L&M private	✘	+ LNWR/Dir
+ LNWR new	+ LNWR new	✘	✘	+ LNWR new
+ LNWR new {floated}	+ LNWR new	✘	✘	✘
+ LNWR new	+ LNWR new	✘	✘	✘
+ LNWR new {gains Dir}	✘	+ GWR/Dir	+ GWR new	✘
✘	+ GWR new	✘	+ GWR new	✘
✘	✘	✘	+ GWR new {floated} {Gains Dir}	✘
✘	✘	✘	+ GWR new	✘
✘	✘	✘	✘	*Priority for SR2*

Cash Flow	b/f	SR1	c/f	Value	%	Certs
Willem Moene	474	-400	74	504	20.0	4
Lionel Robbins	444	-390	54	504	20.0	5
Mike Hutton	429	-390	39	504	20.0	4
Pete Campbell	374	-360	14	504	20.0	4
Alan Harvey	344	-300	44	504	20.0	4

Portfolio	Privates	LNWR	GWR	Mid	NER	Cal	GER	LSWR	NBR	GCR	GNR	L&YR	SECR
Willem Moene	S&M	4D	-	-	-	-	-	-	-	-	-	-	-
Lionel Robbins	TWW	3	1	-	-	-	-	-	-	-	-	-	-
Mike Hutton	C&HP L&M	-	2	-	-	-	-	-	-	-	-	-	-
Pete Campbell	C&W	-	4D	-	-	-	-	-	-	-	-	-	-
✪ Alan Harvey	S&D	3	-	-	-	-	-	-	-	-	-	-	-
Bank (new)		-	3	10	10	10	10	10	10	10	10	10	10
Price (new)		100	90	82	82	76	76	76	76	71	71	71	71
Bank (pool)		-	-										
Price (pool)		100	90										
Company credit		1000	90										
Tokens		7	7	4	4	4	4	4	4	3	3	3	4
Trains		-	-										

Bank cash: 14,775 Certificate limit: 31 Trains: 7 x '2', 6 x '3'...

Tiles	Tile number/Availability			One Operating Round between Stock Rounds							
1/3	2/3	3/5	4/8	5/6	6/8	7/10	8/21	9/18	55/3	56/3	58/4	69/3
114/1	115/2	198/1	199/1									



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

1826-H25	Just one round while some trains are swapped about.	OR11

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	PC	15:I13:4	370	Yes	①	180C▲	749	-	10H
B	LG	611:B12:3	440	Yes	②	180A▲	90	2	TGV 10H
SNCF	PC	63:I13:1	370	Yes	③	135A▲	82	-	E
A	SW	47:E11:2	900	Half	④	135C▲	256	-	TGV
O	PC	24:M11:6	370	Yes	⑤	110C▲	7	2	E
GC	JS	24:J16:5	310	No	⑥	75F◀	4	1	E
E	SW	88:D12:2	600	Half	⑦ ⑧	75D▲	329	2	TGV 10H
N	LG	-	1,000	Yes	⑨	65E▲	32	2	TGV E

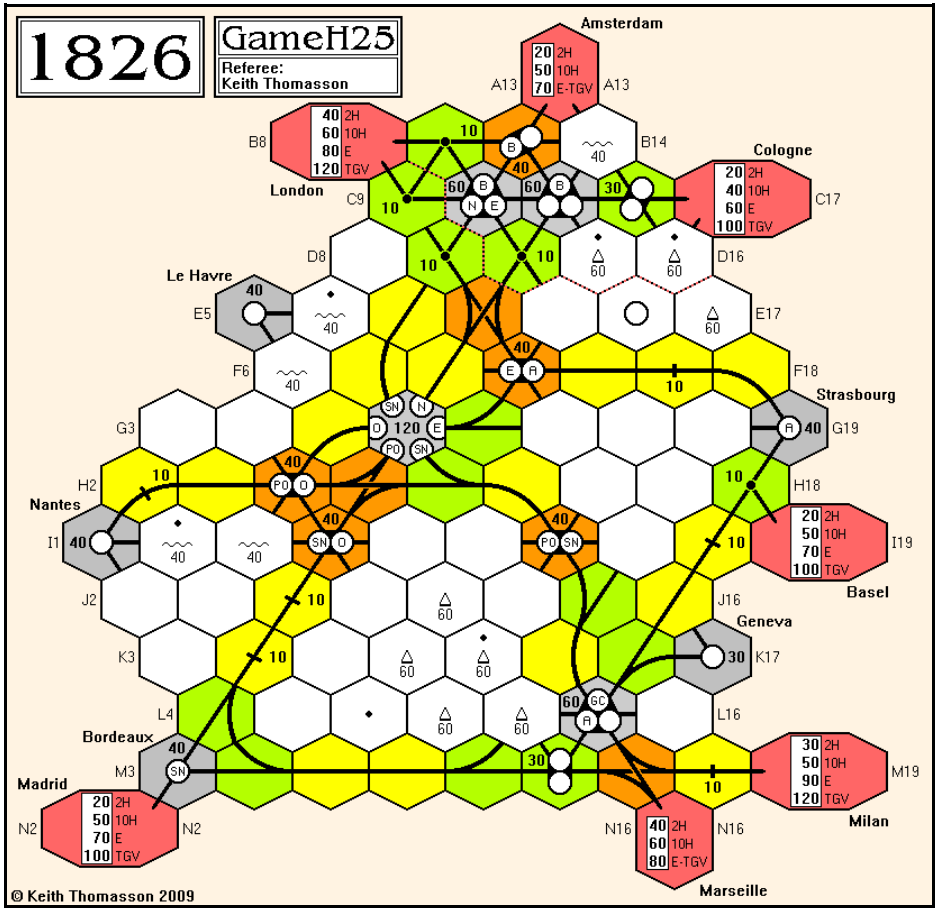
Notes:
① 360 from the bank for two treasury shares
② 1,000 to the bank for a 'TGV' train
③ 60 to the bank for a token in I13
④ Loan repaid {135C▲}
⑤ Run reduced to 270 to pay loan interest
⑥ Loan repaid {75F▲}
⑦ Run reduced to 500 to pay loan interest
⑧ 1 to the A for a '10H' train
⑨ Run reduced to 900 to pay loan interest

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Stephen Webb	612	806	1,418	2,888	21.9▲	14
John Shelley	238	432	670	2,690	20.4▼	16
Pete Campbell	202	624	826	3,401	25.8▼	15
Lyndon Gurr	429	1,077	1,506	4,196	31.9▲	20

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	-	-	2	1	-
Treasury shares	-	-	-	2	-	-	-	-	10
Price	135C	180A	75D	75F	65E	110C	180C	135A	
Loans	-	2	2	1	2	2	-	-	
Company credit	256	90	329	4	32	7	1,109	82	
Tokens	-	1	-	2	1	-	-	3	
Trains	TGV	TGV 10H	TGV 10H	E	TGV E	E	10H	E	

Bank cash: 5,671 Certificate limit: 16 Trains: 'TGV's
Current operating order: PO, B, A, SNCF, O, GC, E, N

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
3/2	4/1	5/2	6/2	7/4	8/12	9/15	57/4	58/5	14/3	15/2	16/1	19/1
20/1	23/2	24/1	26/1	27/1	28/1	29/1	87/1	88/1	141/-	142/-	143/-	203/1
204/2	514/-	619/4	39/1	40/1	41/2	42/2	43/3	44/1	45/2	46/2	47/-	63/1
70/1	515/1	611/1	513/-	516/-								



Orders required for the following rounds	*By the early deadline*
OR12, OR13	*Adjudication can pause between rounds if requested*

1829-U25	One new company each.	SR9

Stock Round 9

Rob	John	Pete	Lionel
+ GWR pool	+ LSWR new	+ LSWR new	+ LSWR pool
✘	+ LSWR new	- 1 LSWR - C&W private + GNR/Dir	+ GNR new
+ GNR new	+ GNR new	+ GNR new {floated}	+ GNR new
✘	+ GNR new	+ GNR new	✘
✘	- 1 LNWR + GNR new	✘	+ LBSC/Dir
- 1 GNR + LBSC new	+ LBSC new	✘	+ LBSC new
✘	+ LBSC new {floated}	✘	- 1 LNWR + LBSC new
✘	+ LBSC new	✘	+ LBSC new
✘	- 1 GNR + LBSC new	✘	✘
- 1 LBSC + GER/Dir	- 1 GNR + GER new	✘	✘
- 1 GWR + GER new	- 1 GNR + GER new	✘	✘
+ GER new {floated}	- 1 LBSC + GER new	✘	✘
- 1 GWR + GER new	- 1 LBSC + GER new	✘	✘
+ GER new	- 2 LBSC + GCR/Dir	✘	+ GCR new
+ GCR new	- 1 GER + GCR new	✘	✘
✘	- 1 GER + GCR new {floated}	✘	✘
✘	- 1 GER + GCR new	✘	✘
✘	- 1 GER + GCR new	✘	✘
✘	✘	*Priority for SR10*	

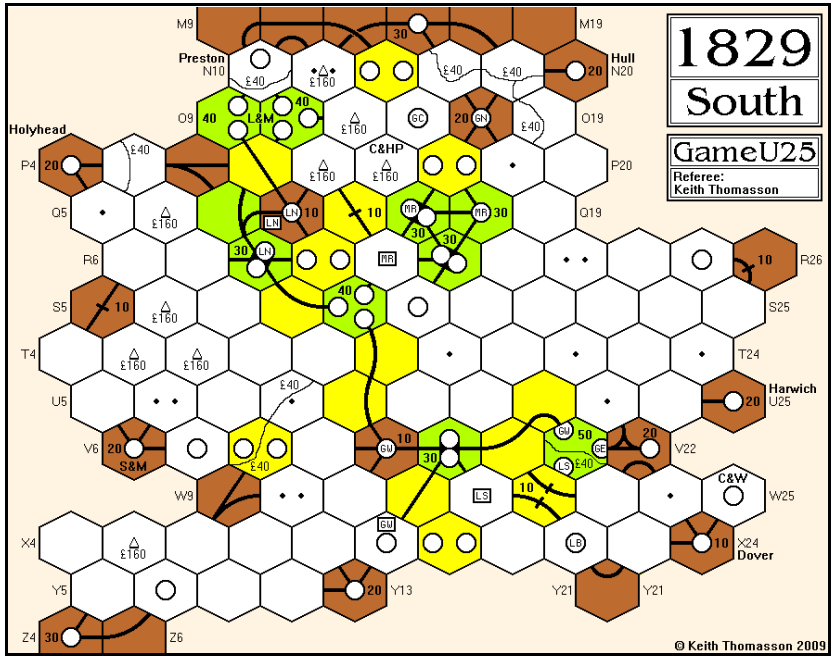
Cash Flow	b/f	SR9	c/f	Value	%	Certs
Rob Thomasson	289	-285	4	1,989	32.0▲	13
John Shelley	352	-293	59	1,381	22.2▼	14
Pete Campbell	316	-202	114	1,743	28.0▼	10
Lionel Robbins	402	-371	31	1,103	17.7▲	13

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
Rob Thomasson	S&M	6D	1	-	-	-	-	6D	1
John Shelley	C&HP	1	-	6D	2	-	-	-	6D
✪ Pete Campbell	-	1	7D	-	-	4D	-	-	-
Lionel Robbins	-	-	-	4	3D	2	5D	-	1
Bank (new)	Hull	-	-	-	-	-	-	-	2
Price (new)		100	90	82	76	71	67	64	61
Bank (pool)	C&W L&M	2	2	-	5	4	5	4	-
Price (pool)		225	160	90	58	71	67	64	61
Company credit		80	200	120	760	710	670	640	610
Tokens		4	4	3	4	5	4	4	4
Trains		3 2 2 2	3 2 2	3 2 2	-				

Bank cash: 19,792 Certificate limit: 18 Trains: 3 x '3', 4 x '4'...

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

Two Operating Rounds between Stock Rounds



Orders required for the following rounds	*By the early deadline*
OR10, OR11	*Adjudication can pause between rounds if requested*

1830-G26	We pause. Could be a long game.	OR4

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	57:J14:2	-	-	①	76C▾	840	2
PRR	RL	9:H14:3	-	-	③ ④	76C▾	420	3 2
NYC	WM	14:E19:2	-	-	⑤	71D▾	400	3 3
NYNH	MHn	54:G19:1	110	Yes	① ⑥	75F▴	463	2 2
C&O	MHd	15:F4:4	140	Yes	⑤ ⑦	70G▴	122	3 3 2 2

Notes:
① 80 to the bank for terrain costs
② 80 to the bank for a '2' train
③ 260 to the bank for a '2' train and a '3' train
④ 140 to Richard for the D&H private
⑤ 360 to the bank for two '3' trains
⑥ 40 to the bank for a token in E19
⑦ 40 to Mike Head for the SVR private

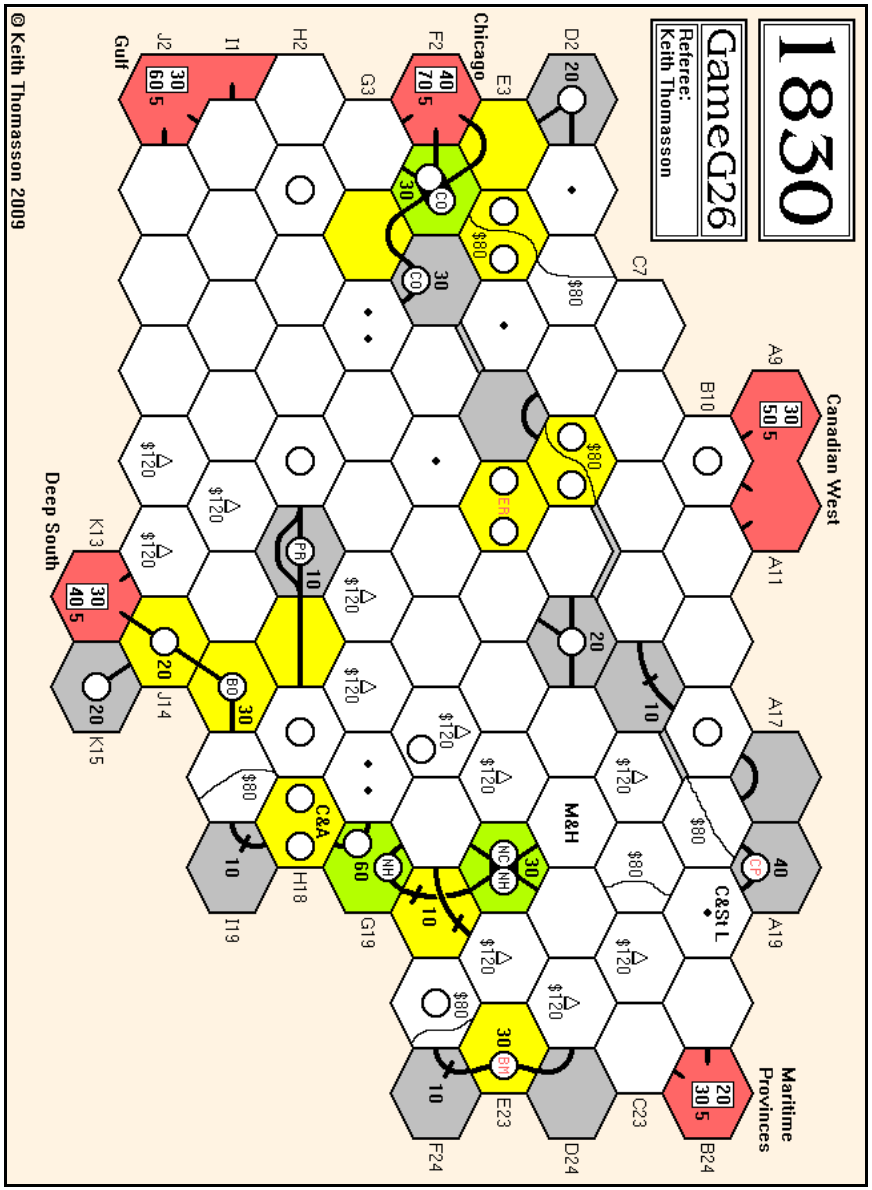
Cash Flow	b/f	OR4	c/f	Value	%	Certs
Mike Head	35	129	164	660	20.5▴	6
Mike Hutton	32	66	98	624	19.4▴	6
Richard Lunn	48	175	223	713	22.2▴	5
Willem Moene	26	35	61	687	21.4▾	7
Tony Sait	29	55	84	533	16.6▾	5

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	-	-	1	6P	-	-	-	-	1
Mike Hutton	-	-	1	-	-	-	-	6P	-
Richard Lunn	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)		76C	70G			71D	75F	76C
Company credit		840	122			400	463	500
Tokens	2	2	1	4	3	3	-	3
Trains		2	3 3 2 2			3 3	2 2	3 2

Bank cash: 9,045 | Certificate limit: 13 | Trains: 4 x '4', 3 x '5'...
Current operating order: B&O, PRR, NYNH, NYC, C&O

Tiles	Tile number/Availability											
Two Operating Rounds between Stock Rounds												
1/1	2/1	3/2	4/2	7/2	8/8	9/6	55/1	56/-	57/3	58/2	69/1	14/2
15/1	16/1	18/1	19/1	20/1	23/3	34/3	25/1	26/1	27/1	28/1	29/1	53/2
54/-	59/2											



Orders required for the following round	*By the early deadline*
SR5	

1830-V1-N24

It's pay, pay, pay.

OR12 - OR13

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	MS	8:E5:5	200	Yes	-	126B▲	0	5
PRR	AH	28:F2:4	200	Yes	-	110D▲	125	5
CPR	MS	-	260	Yes	-	110D▲	46	6
Erie	AH	7:I15:2	290	Yes	-	112A▲	79	D
B&O	TS	9:C15:1	320	Yes	-	69G▲	160	D
NYC	DS	24:G13:3	190	Yes	①	70B▲	31	5
C&O	DS	43:F18:4	240	Yes	②	67F▲	193	D
NYNH	TS	67:H8:4	270	Yes	-	60I▲	54	6

Notes: ① 40 to the bank for a token in G15
② 40 to the bank for a token in G21

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&M	MS	-	200	Yes	-	142B▲	0	5
Erie	AH	7:J16:1	240	Yes	-	126A▲	79	D
PRR	AH	27:F4:5	200	Yes	-	120D▲	165	5
CPR	MS	-	260	Yes	-	120D▲	72	6
NYC	DS	24:G11:6	200	Yes	-	76B▲	31	5
B&O	TS	58:B14:4	270	Yes	①	70G▲	195	D
C&O	DS	-	230	Yes	-	71F▲	216	D
NYNH	TS	55:H12:3	270	Yes	-	67H▲	108	6

Notes: ① 100 to the bank for a token in G9

Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Stephen Webb	330	386	362	1,078	2,573	23.1▲	15
Tony Sait	171	177	162	510	921	8.3▲	4
Mark Stretch	547	365	366	1,278	3,184	28.6▼	14
Don Smith	25	229	235	489	1,300	11.7▲	9
Alan Harvey	546	402	367	1,315	3,141	28.3▼	14

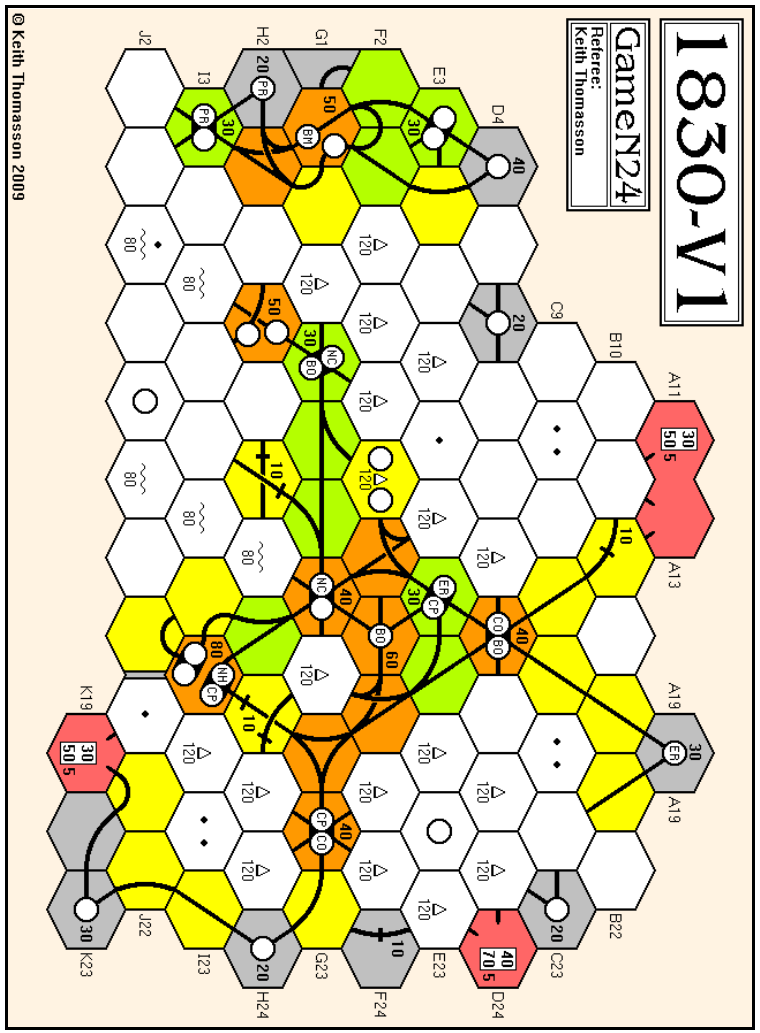
Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	1	1	2	2	4	1	3	1
Tony Sait	-	3P	-	-	-	-	3P	-
Mark Stretch	6P	-	1	6P	-	1	1	1
✪ Don Smith	-	-	5P	-	-	6P	-	-
Alan Harvey	1	1	1	1	6P	-	1	5P

Bank (new)	2	-	-	-	-	2	-	1
Price (par)	90	100	67	76	82	90	71	100
Bank (pool)	-	5	1	1	-	-	2	2
Price (pool)	142B	70G	71F	120D	126A	76B	67H	120D
Company credit	0	195	216	72	79	31	108	165
Tokens	1	-	1	1	1	2	1	2
Trains	5	D	D	6	D	5	6	5

Bank cash: 6,464 Certificate limit: 13 Trains: Diesels

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

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



Orders required for the following round	*By the early deadline*
SR7	

1835-C26 — Double small stations do not upgrade to large stations in 1835. — **OR6 - OR7**

OR6	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
B-M	JS	207:H2:2	70	Half	-		65	2
B-P	TS	209:E19:4	80	Half	①		5	3 2
Mag	WM	15:F14:3	70	Half	②		25	2
K-M	WM	14:G5:3	-	-	① ③		50	3 2
B-S	LG	9:F20:1	80	Half	④		0	3 2
A-K	LG	204:B12:5	60	Half	⑤		110	2+2
ByE	DS	204:M15:1	210	Yes	-	124D▲	454	2+2 2 2 2
SxE	LG	208:H20:3	200	Yes	⑥ ⑦	100C▲	420	2+2 2+2 2
HeE	JS	210:J6:3	-	-	⑧ ⑨	78D▼	172	3+3 3

Notes:
① 180 to the bank for a '3' train
② 100 to the K-M for a '2' train
③ 10 to the Mag for a '2' train
④ 140 to the SxE for a '3' train
⑤ 150 to the SxE for a '2+2' train
⑥ 60 to the bank for a token in E19
⑦ 110 to the A-K for a '2' train
⑧ 50 to the bank for terrain costs
⑨ 450 to the bank for a '3' train and a '3+3' train

OR7	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
B-M	JS	208:I3:1	80	Half	-		105	2
B-P	TS	-	190	Half	-		100	3 2
Mag	WM	-	70	Half	-		60	2
K-M	WM	-	120	Half	-		110	3 2
B-S	LG	28:D14:3	190	Half	-		95	3 2
A-K	LG	26:B10:4	100	Half	-		160	2+2
ByE	DS	26:K15:5	210	Yes	-	138D▲	538	2+2 2 2 2
SxE	LG	27:F20:1	270	Yes	-	110C▲	420	2+2 2+2 2
HeE	JS	7:I5:5	220	Yes	①	84D▲	92	3+3 3

Notes: ① 80 to the bank for a token in H2

Cash Flow	b/f	OR6	OR7	c/f	Value	%	Certs
John Shelley	47	70	229	346	1,264	21.9▼	9
Tony Sait	86	131	200	417	1,105	19.2▲	5
Don Smith	122	105	105	332	1,022	17.7▼	4
Lyndon Gurr	27	185	317	529	1,473	25.6▲	8
Willem Moene	56	95	176	327	897	15.6▲	5

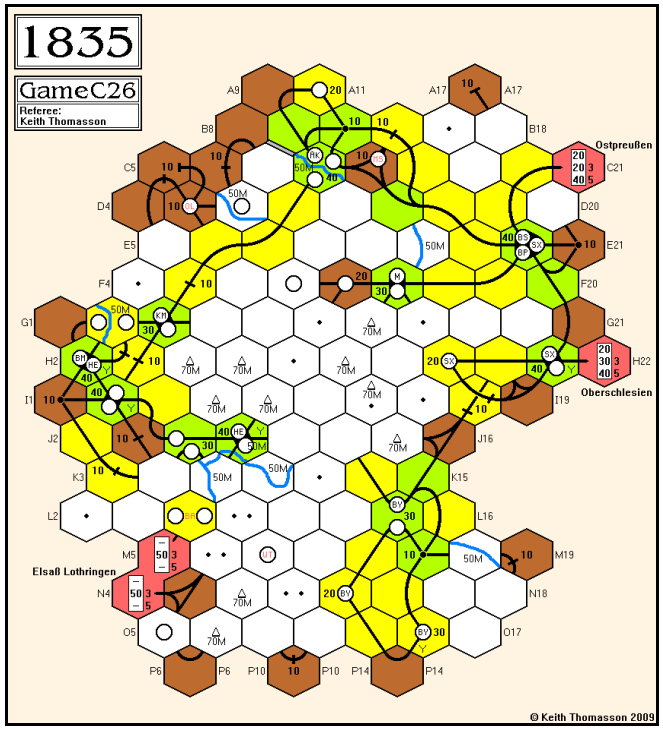
Tiles — Tile number/Availability — Two Operating Rounds between Stock Rounds

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

Portfolio	Privs/Minors	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OlE
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)			138D	110C		84D			
Company credit			538	420		92			
Tokens		2	2	-	2	-	2	2	2
Trains			2+2	2+2		3+3			
			2 2 2	2+2		3			
				2					

Bank cash: 8,369 — Certificate limit: 12 — Trains: 2 x '3+3', 3 x '4'...

Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE, HeE



Orders required for the following round	*By the early deadline*
SR7	

1837-Y25	Only major corporations must own a train - coal/minors do not have to.	OR4 - SR5

OR4	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	JH	-	70	20	Half	-		135	1G
RGTE	GH	-	30	30	Half	-		135	1G
EOD	JH	-	20	20	Half	-		85	1G
EKT	GH	58:E25:5	50	25	Half	①		70	1G
MLB	TR	4:E35:1	50	20	Half	-		125	1G
ZKB	GH	-	50	25	Half	-		145	1G
SPB	SW	8:H28:3	30	30	Half	-		130	1G
LRB	JH	-	30	25	Half	-		120	1G
BB	TR	7:L14:5	30	35	Half	①		75	1G
EHS	TB	3:F32:5	50	20	Half	-		120	1G
S1	TB	8:I19:6	60	-	Half	-		90	2
S2	TB	-	40	-	Half	-		60	2
S3	SW	-	50	-	Half	-		75	2
S4	GH	-	50	-	Half	-		75	2
S5	TR	-	50	-	Half	-		75	2
K1	GH	-	50	-	Half	-		75	2
K2	TR	404:G13:3	60	-	Half	-		30	2
K3	TR	-	50	-	Half	-		75	2
U1	GH	-	60	-	Half	-		120	2
U2	SW	-	40	-	Half	-		20	2
U3	JH	3:I21:1	-	-	Half	②		90	2

Notes: ① 70 to the bank for terrain costs
② 90 to the bank for a '2' train

Stock Round 5

Tony B	Tony R	Geoff	John	Stephen
+ Ms/Dir {70}	+ SB new {floated}	✘	+ Bk new	+ SB new
+ Ms new	+ Sb new	✘	✘	✘
✘	+ Sb new	✘	✘	✘
✘	✘	*Priority for SR6*		

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
John Hopkins	EPP EOD LRB/U3D	-	3D	-	-	-	-	-	-	-	-
Stephen Webb	Arl Woch/S3/U2	-	-	-	-	-	-	6D	-	-	-
Tony Bromley	Kara Semm/EHS/S1 S2/U1	-	-	-	-	-	3D	-	-	-	-
Tony Robbins	Kart Tau/MLB BB/S5/K2 K3	-	-	-	-	-	-	3	-	-	-
✪ Geoff Hardingham	Bren/RGTE EKT/S4/K1/ U1D U3	-	-	-	-	-	-	1	-	-	-
Bank (new)		9	5	9	10	7	5	-	5	8	5
Price (new)			85				70	70			
Bank (pool)			-				-	-			
Price (pool)			85D				70G	72F			
Credit								835			
Tokens		3	3	3	3	-	3	2	-	3	-
Trains								-			

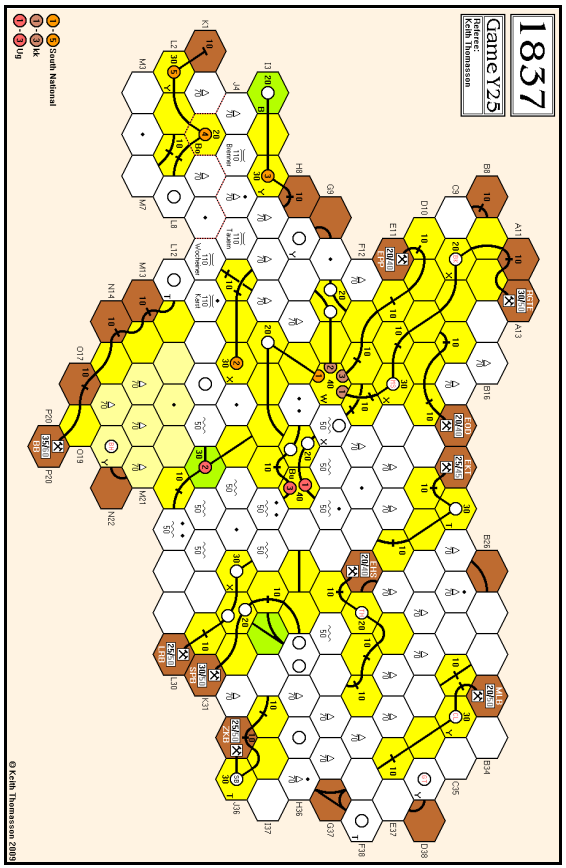
Bank cash: 11,943 Certificate limit: 17 Trains: 3 x '2', 5 x '3'/6 x '2g'..
Current operating order: Coal companies, S1, S2, S3, S4, S5, K1, K2, K3, U1, U2, U3, Sb

The Sb is fully subscribed, so the ZKB and SPB coal companies are exchanged for Sb shares.

Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
John Hopkins	65	60	-85	40	685	15.3▾	6
Stephen Webb	20	110	-70	60	897	20.0▾	9
Tony Bromley	265	120	-210	175	895	20.0▴	8
Tony Robbins	160	165	-210	115	1,031	23.0▴	10
Geoff Hardingham	140	145	0	285	967	21.6▾	8

Tiles Tile number/Availability One Operating Round between Stock Rounds

1/1	2/2	3/1	4/7	5/-	7/7	8/17	9/14	55/1	56/1	57/2	58/5	69/1
201/3	202/-	401/2	402/1	404/1								



Orders required for the following rounds	*By the early deadline*
OR5, SR6	*Adjudication can pause between rounds if requested*

1837-L27

The first round is already over.

NEW GAME

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

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Steve Thomas	168 Orchard Way, Addlestone, Surrey, KT15 1LW
Adam Romoth	E-mail only - nospam at adam-romoth-de
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ

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

Start Packet

Pete	70 for the EKT coal company
Don	70 for the EOD coal company
Adam	150 for the Karawankenbahn + S2
Don	80 for the MLB coal company
Pete	80 for the EPP coal company
Don	80 for the RGTE coal company
Adam	110 for the Brennerbahn + S4
Pete	60 for the BB coal company
Don	100 for the Wocheinerbahn
Steve	120 for the Semmeringbahn + S1
Adam	145 for the Arlbergbahn + S3
Pete	70 on the EHS coal company
Pete	70 for the SPB coal company
Don	80 for the ZKB coal company
Steve	60 for the LRB coal company
Steve	90 for the Karstbahn + S5
Pete	100 for the Tauernbahn
Steve	90 for the K1 minor
Stephen	100 for the K2 minor (purchase price reduced from 140 by prior agreement)
Steve	90 for the K3 minor
Stephen	90 for the U1 minor Directorship
Stephen	90 for the U2 minor
Stephen	90 for the U1 minor
	Priority for stock round 2 lies with Pete

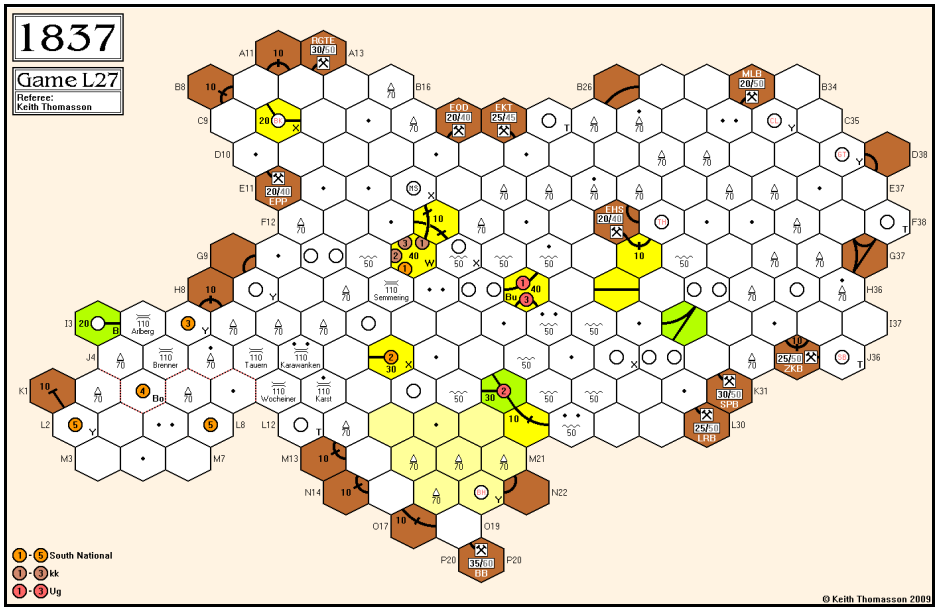
Cash Flow	b/f	S-Packet	c/f	Value	%	Certs
Pete Campbell	450	-450	0	650	23.2▲	6
Don Smith	450	-410	40	570	20.4▲	5
Steve Thomas	450	-450	0	550	19.6▼	7
Adam Romoth	450	-405	45	540	19.3▼	6
Stephen Webb	450	-370	80	490	17.5▼	4

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
✪ Pete Campbell	Tau/EPP EKT SPB BB EHS	-	-	-	-	-	-	-	-	-	-
Don Smith	Woch/RGTE EOD MLB ZKB	-	-	-	-	-	-	-	-	-	-
Steve Thomas	Kars Sem/LRB/S1 S5/K1 K3	-	-	-	-	-	-	-	-	-	-
Adam Romoth	Arl Bren Kara/S2 S3 S4	-	-	-	-	-	-	-	-	-	-
Stephen Webb	K2/U1D U1 U2	-	-	-	-	-	-	-	-	-	-
Bank (new)		9	8	9	10	7	8	8	5	8	5
Price (new)											
Bank (pool)		-	-	-	-	-	-	-			-
Price (pool)											
Company credit											
Trains											

Bank cash: 12,063 Certificate limit: 17 Trains: 14 x '2'/10 x '1g', 5 x '3'/6 x '2g'..

Current operating order: Coal companies, S1, S2, S3, S4, S5, K1, K2, K3, U1, U2

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



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

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

1856-P26	Five new trains and three destinations reached.	OR5 - OR6

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	TS	58:N9:4	90	Yes	① ② ③	90E▲	25	3	3
LPS	LG	9:E14:3	150	Yes	① ④ ⑤ ⑥	80F▲	45	5	3 3
GW	MHn	9:C18:2	80	No	⑦	70F▲	5	-	4
CPR	MHd	8:M8:1	100	Yes	① ⑤ ⑦	75F▲	71	5	4 3
CV	RL	59:L15:5	120	Yes	① ⑧ ⑨	75E▲	100	4	3

Notes:
① Government loan secured
② 40 to the bank for a token in N11
③ 225 to the bank for a '3' train
④ 40 to the bank for a token in F15
⑤ Destination reached - 130 released from escrow
⑥ 450 to the bank for two '3' trains
⑦ 350 to the bank for a '4' train
⑧ 40 to the bank for terrain costs
⑨ 200 to Richard for the SCFTC private

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
GT	TS	-	110	Yes	①	100E▲	105	4	3
LPS	LG	15:F17:6	220	Yes	① ②	90F▲	45	6	3 3
CPR	MHd	9:L3:3	230	Yes	③	80F▲	59	5	4 3
CV	RL	14:L13:2	130	Yes	①	80E▲	225	5	3
GW	MHn	57:B19:2	140	Yes	④ ⑤	75F▲	28	-	4

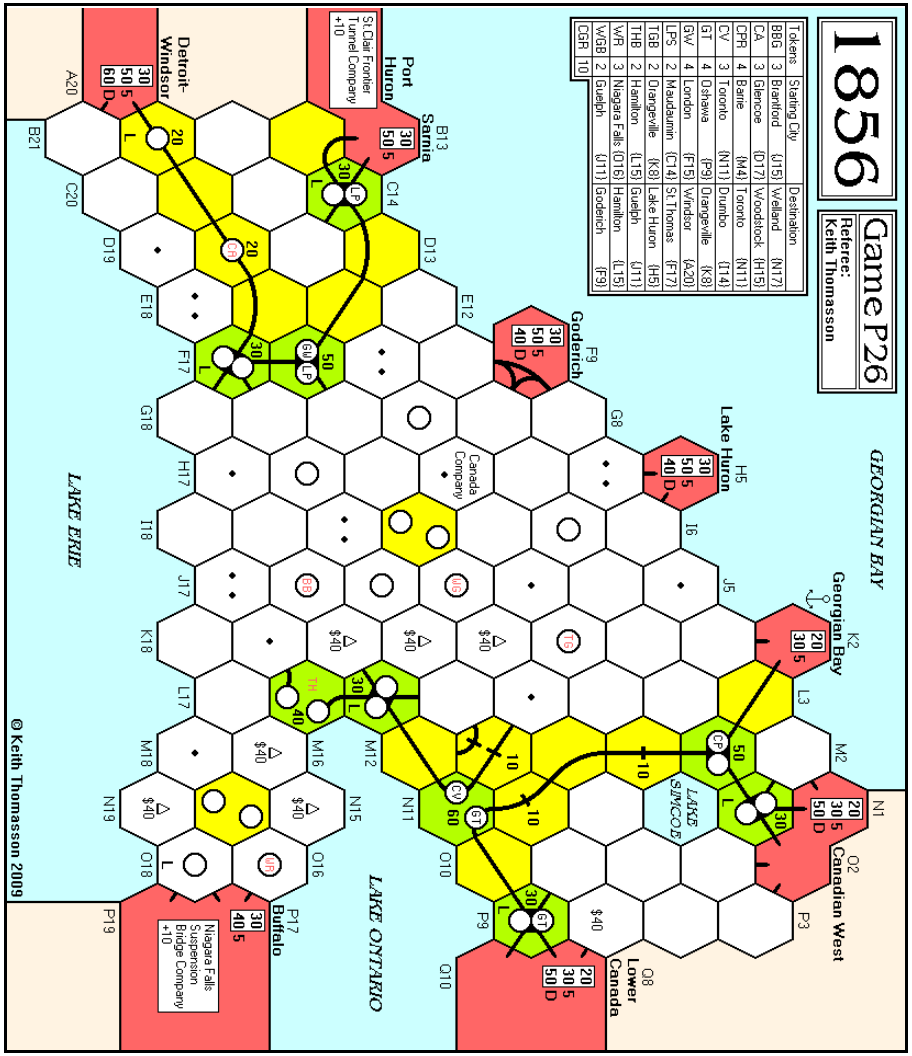
Notes:
① Government loan secured
② 50 to the CV for tunnel rights
③ Port token placed in K2 - GLSC closes
④ Destination reached - 75 released from escrow
⑤ 80 to Mike Hutton for the CC private

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Richard Lunn	30	280	65	375	775	19.0▲	4
Lyndon Gurr	6	112	168	286	986	24.2▲	7
Mike Hutton	47	10	146	203	503	12.3▼	3
Mike Head	49	87	173	309	959	23.5▲	7
Tony Sait	30	66	79	175	855	21.0▼	6

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	-	-	-	-	5P	-	-	-	-	-	-	-
Lyndon Gurr	-	-	-	1	1	-	-	6P	-	-	-	-
Mike Hutton	-	-	-	-	-	-	4P	-	-	-	-	-
Mike Head	-	-	-	6P	1	-	-	1	-	-	-	-
✪ Tony Sait	-	-	-	-	1	6P	-	-	-	-	-	-
Bank (new)		10	10	2	2	4	4	3	10	10	10	10
Price (par)				65	70	70	75	65				
Bank (pool)		-	-	1	-	-	2	-	-	-	-	-
Price (pool)				80F	80E	100E	75F	90F				
Company credit				59	225	105	28	45				
Tokens		3	3	3	2	2	3	-	2	2	2	3
Trains				4 3	3	3	4	3 3				

Bank cash: 10,190 Certificate limit: 13 Trains: 2 x '4', 3 x '5'...
Current operating order: GT, LPS, CPR, CV, GW

Tiles	Tile number/Availability											Two Operating Rounds between Stock Rounds
1/1	2/-	3/3	4/2	5/2	6/2	7/6	8/10	9/8	55/1	56/1	57/2	58/2
69/1	14/1	15/2	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1
28/1	29/1	59/1	120/-	121/-								



Orders required for the following round	*By the early deadline*
SR5	

1861-C27

Five minor companies are started.

MINORS

Stock Round 1 - Minors

Lyndon	Mike	Pete	Willem	Stephen
130 on MNN	✘	✘	162 on MNN	✘
✘	✘	✘	Gets MNN	✘
110 on MK	115 on MK	130 on MK	✘	✘
✘	✘	Gets MK	✘	✘
130 on SPW and gets it	142 on KR and gets it	✘	✘	✘
✘	105 on KK and gets it	✘	✘	✘
✘	✘	*Priority for SR2*		

Cash Flow	b/f	Minors	c/f	Value	%	Certs
Mike Hutton	252	-247	5	125	15.2▾	2
Pete Campbell	132	-130	2	187	22.8▴	3
Willem Moene	162	-162	0	170	20.7▾	2
Stephen Webb	57	0	57	167	20.3▴	2
Lyndon Gurr	177	-130	47	172	21.0▴	2

Portfolio	Privates/Minors	N	KB	KK	KR	MK	MNN	MV	OK	RP	SPW
Mike Hutton	-	-	-	1	1	-	-	-	-	-	-
✪ Pete Campbell	BSSC, MRR	-	-	-	-	1	-	-	-	-	-
Willem Moene	WVR	-	-	-	-	-	1	-	-	-	-
Stephen Webb	TSR	1	-	-	-	-	-	-	-	-	-
Lyndon Gurr	MYR	-	-	-	-	-	-	-	-	-	1
Bank (new)		-	1	-	-	-	-	1	1	1	-
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price		80F		50H	70F	65G	80F				65G
Loans		-		-	-	-	-				-
Company credit		165		105	142	130	162				130
Tokens		-	-	-	-	-	-	-	-	-	-
Trains		-		-	-	-	-				-

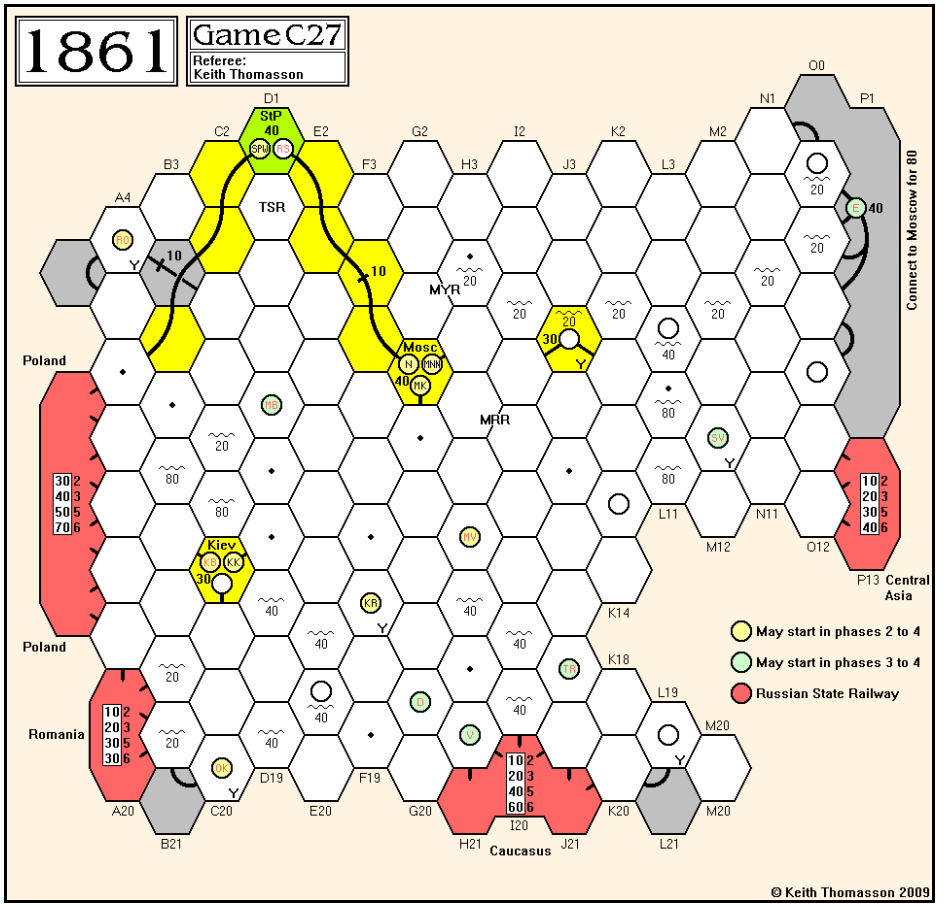
Bank cash: 14,889 Certificate limit: 13 Trains: 10 x '2', 7 x '3'...

Current operating order: N, MNN, KR, MK, SPW, KK

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

Orders varied from one-liners to lists of conditional bids, but in the end I hope everyone got what they were interested in.



Orders required for the following rounds	*By the early deadline*
OR1, OR2	

1870-R24

One round, lots of retained dividends, and one new train.

OR11

OR11	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	63:B9:1	-	230	Yes	-	225C▲	153	5
FW	WM	170:J3:6	-	300	Yes	-	160A▲	229	6 4
TP	SW	25:L9:1	-	100	Half	①	110B◀	19	6 5
MP	DS	23:H19:2	-	140	No	-	90D▼	566	4
SSW	DS	57:H13:3	9:H11:3	150	No	-	90A▼	760	5
MKT	RK	8:M12:1	5:L11:4	290	No	②	76F▼	679	4 4
GMO	MF	-	-	170	No	-	76D▼	512	5
SP	RK	45:L9:3	-	110	No	-	76B▼	292	6
ATSF	WM	8:I2:3	-	130	No	-	72D▼	471	4

Notes: ① 630 to the bank for a '6' train
② 60 to the bank for terrain costs

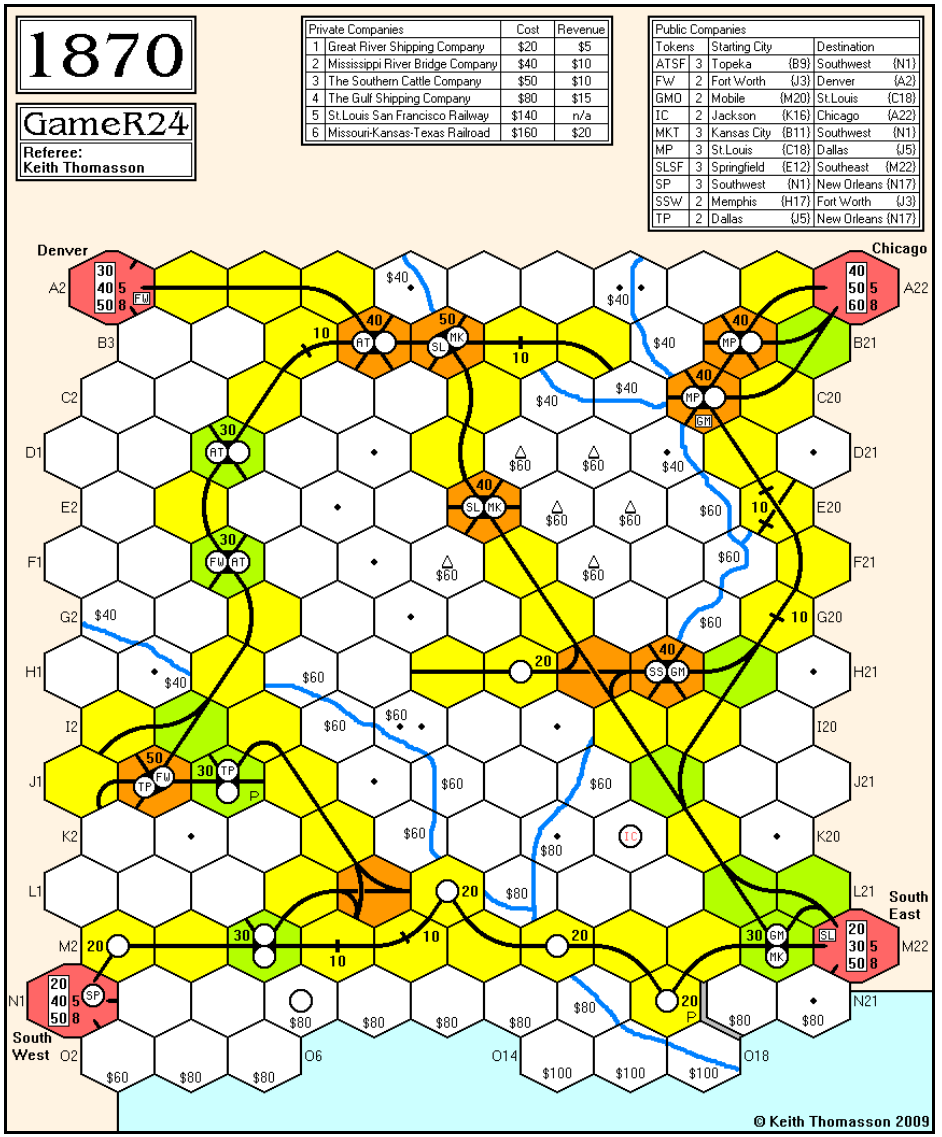
Cash Flow	b/f	OR11	c/f	Value	%	Certs
Willem Moene	330	180	510	2,130	25.2▲	13
Roger Krueger	76	0	76	1,140	13.5▼	12
Mark Frueh	445	143	588	2,652	31.3▲	13
Stephen Webb	139	30	169	1,367	16.2▼	10
Don Smith	184	0	184	1,174	13.9▼	9

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Willem Moene	6P	6P	1	-	1	-	-	1	-	-
✪ Roger Krueger	-	-	2	-	6P	-	-	6P	-	-
Mark Frueh	1	-	6P	-	1	-	6P	-	-	1
Stephen Webb	1	-	1	3P	-	1	-	-	-	6P
Don Smith	-	-	-	-	-	5P	-	-	6P	-
Bank (new)	1	4	-	7	-	-	-	3	4	3
Price (par)	90	100	76	100	90	90	100	90	100	100
Bank (pool)	1	-	-	-	2	4	2	-	-	-
Price (pool)	72D	160A	76D	100A	76F	90D	225C	76B	90A	110B
Company credit	471	229	512		679	566	153	292	760	19
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	6 5

Bank cash: 6,792 Certificate limit: 13 Trains: 3 x '8', 2 x '10'...
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/-	6/1	7/7	8/8	9/9	55/-	56/1	57/3	58/2
69/1	14/2	15/1	16/2	17/2	18/2	19/2	20/2	23/-	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/-	45/1
46/2	47/2	63/-	70/2	145/2	146/2	147/2	170/2	171/1	172/1			

St.Louis (C18) can never be upgraded in this game to the grey 172 tile reserved for it, because it was previously upgraded to a 63. It has to go through tile 170 to get to the grey tile.



Orders required for the following round	*By the early deadline*
SR7	

1870-Y26	Two trains for each company and no more companies floated.	OR1 - SR2

OR1	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	DS	57:E12:1	9:F13:1	-	-	① ②	90A▾	720	2 2
MKT	LG	5:B11:5	6:B9:3	-	-	③ ②	64F▾	480	2 2

Notes: ① 120 to the bank for terrain costs
② 160 to the bank for two '2' trains
③ 40 to the bank for terrain costs

Stock Round 2

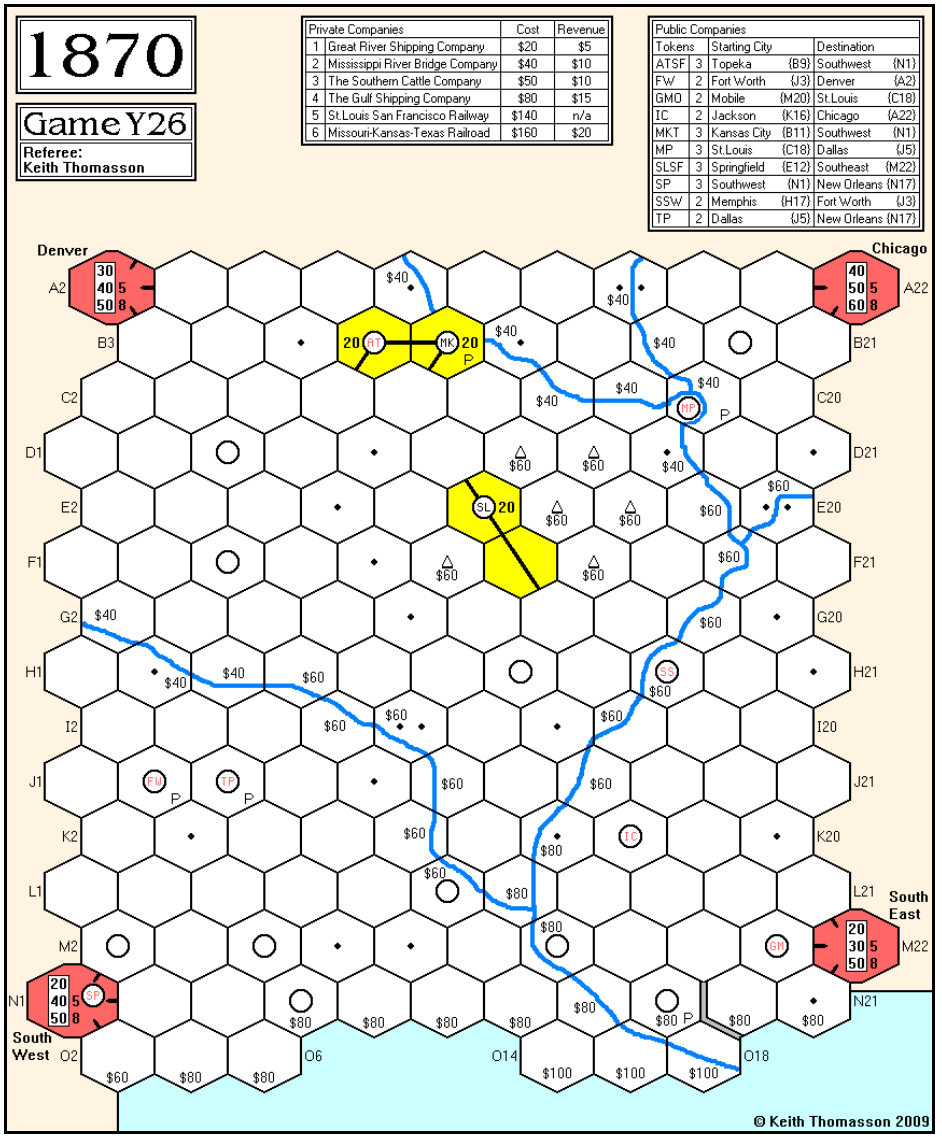
Willem	Mike	Adam	Don	Lyndon
+ MKT new	+ SLSF new	+ SLSF new	✘	MKT redeems from Lyndon
+ SLSF new	✘	✘	✘	+ SLSF new
✘	✘	✘	✘	✘
Priority for SR3				

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Don Smith	7	10	0	17	395	18.7▾	4
Lyndon Gurr	60	5	-36	29	411	19.5▾	5
Willem Moene	180	30	-168	42	478	22.6▴	5
Mike Hutton	335	15	-100	250	420	19.9▴	2
Adam Romoth	103	0	-100	3	409	19.4▾	4

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	MRBC	-	-	-	-	1	-	3P	-	-	-
Lyndon Gurr	GRSC	-	-	-	-	4P	-	1	-	-	-
✪ Willem Moene	SCC, MKT	-	-	-	-	2	-	1	-	-	-
Mike Hutton	GSC	-	-	-	-	-	-	1	-	-	-
Adam Romoth	-	-	-	-	-	2	-	3	-	-	-
Bank (new)		10	10	10	10	-	10	1	10	10	10
Price (par)						68		100			
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)						68E		90A			
Company credit						416		720			
Redeemed shares						1		-			
Tokens		3+D	2+D	2+D	2+D	2+D	3+D	2+D	3+D	2+D	2+D
Trains						2 2		2 2			

Bank cash: 10,523 Certificate limit: 13 Trains: 3 x '2', 6 x '3'...
Current operating order: SLSF, MKT

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



Orders required for the following rounds	*By the early deadline*
OR2, SR3	*Adjudication can pause between rounds if requested*

1895-X24	The OB is floated to make it a full house.	SR6

I failed to increase the SD's run to 100 last time, still with the 40 for the mine. After reducing the SD's value for last month's correction, I forgot to change the order and ran the SD before the STA. Fortunately, their plans did not affect each other.

Stock Round 6

Steve	Tim	Roger
+ OME pool	+ OB new	+ NS new {+20%}
+ OME pool	+ OB new	- 1 SD {◂▸} + OB new {floated: 70E▴}
+ OME pool	+ NS new	✘
✘	✘	*Priority for SR7*

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Steve Thomas	578	-330	248	2,068	39.9▾	13
Tim Franklin	287	-230	57	1,377	26.5▾	11
Roger Krueger	168	-42	126	1,746	33.6▴	13

Portfolio	PC/Obligs	STA	OME	SD	OB	NS
Steve Thomas	-	6P	4	2	1	1
Tim Franklin	-	1	6P	1	2	2
✪ Roger Krueger	ML / NS	-	-	5P	3P	6P

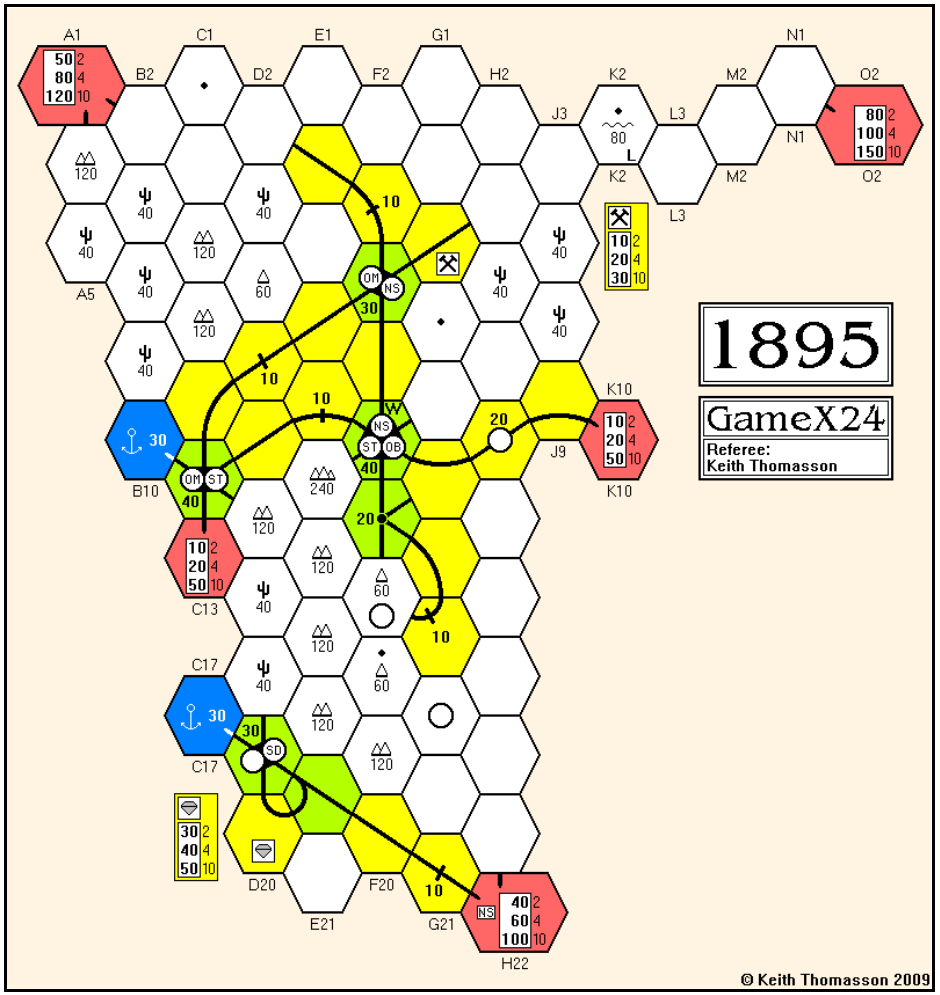
Bank (new)	1	-	1	4	-
Bank (pool)	2	-	1	-	-
Price	150D	110C	150D	70E	110A
Company credit	204	372	139	360	548
Tokens	2	1	2	2	1
Trains	6H	5H 5H	8H 6H	-	8H

Bank cash: 4,474 Certificate limit: 13 Trains: 2 x '10H', 2 x '12H'...

Current operating order: STA, SD, OME, NS, OB

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



Orders required for the following rounds	*By the early deadline*
OR9, OR10	*Adjudication can pause between rounds if requested*

18GA-D26 — The G&F is floated while the SAL stays static. — **OR5 - SR6**

The map has had a couple of tweaks. The red off-board area in the south east should be J12, not J13, and there is no river in I11. There used to be. I made my map from an older copy without checking to see if the newer maps were the same.

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GA	DS	-	50	Yes	-	90D▲	605	2
CoG	MH	9:E3:3	60	Yes	①	80E▲	512	2
W&A	LG	-	100	Yes	-	80D▲	340	2 2
ACL	PC	57:I11:1	-	-	②	55D▼	600	2

Notes: ① 40 to the bank for terrain costs
② 100 to the bank for a '2' train

Stock Round 6

Mike	Lyndon	Don	Pete
- 1 W&A {▼70E} + ACL pool	- 1 GA {▼80E} - 2 CoG {◄►} + G&F/P {55}	+ W&A pool	+ ACL new
+ CoG pool	+ G&F new	✘	✘
✘	+ G&F new	✘	✘
✘	+ G&F new	✘	✘
✘	+ G&F new {floated}	✘	✘
✘	- 1 G&F {▼50E} + ACL new	✘	✘
✘	✘	*Priority for SR7*	

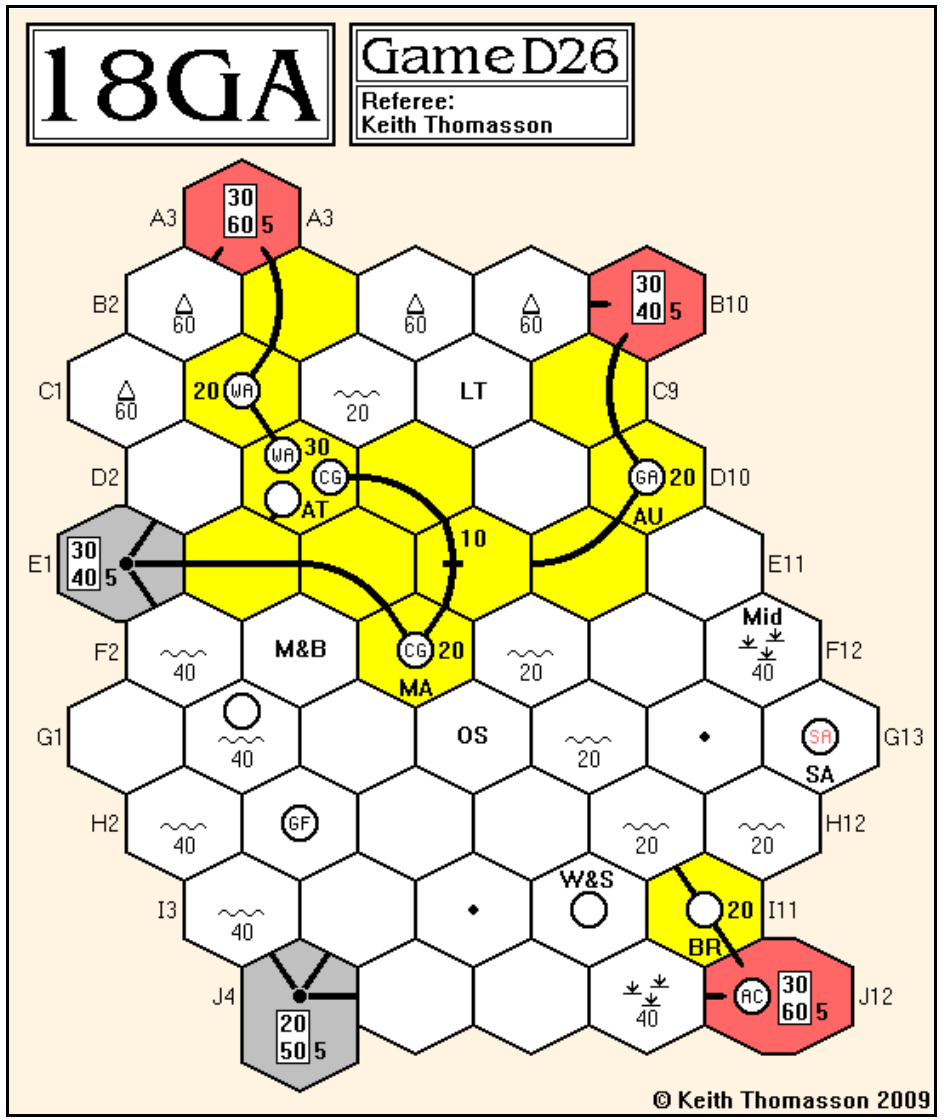
Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
Don Smith	56	41	-70	27	677	20.7▼	8
Pete Campbell	71	55	-70	56	976	29.8▼	10
Mike Head	20	65	-55	30	755	23.1▲	9
Lyndon Gurr	37	97	-95	39	864	26.4▲	7/11

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

Bank (new)	2	-	4	-	8	-
Par price	70	70	55	70	110	55
Bank (pool)	-	3	1	2	-	1
Pool price	55D	80E	50E	80E	110A	70E
Company credit	600	512	550	605		340
Tokens	3	2	2	3	3	-
Trains	2	2	-	2		2 2

Bank cash: 5,241 — Certificate limit: 13 — Trains: 4 x '3', 3 x '4'...
Current operating order: CoG, GA, W&A, ACL, G&F

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



Orders required for the following rounds	*By the early deadline*
OR6, SR7	*Adjudication can pause between rounds if requested*

6 nimmt! 14

No more points for our leader.

Round 8

Hand 1 (1-104)

	91		
	87	96	
	71	95	
	58	90	
69	55	86	61
1/1	2/11	3/7	4/1

Virtual Gina (11) takes row 4 for 5 pts, Kevin (30), Greg (44), Steve (57), Bob (59), Michael (61) takes row 4 for 15 pts, Colin (66), Jim (69) takes row 1 for 11 pts.

Hand 2 (1-104)

	103	96	
	99	77	104
	98	76	101
	88	62	95
45		49	94
1/2	2/12	3/9	4/5

Steve (30), Jim (35), Michael (36), Virtual Gina (45) takes row 1 for 9 pts, Greg (62), Colin (76), Bob (77), Kevin (96).

Hand 3 (1-84)

	82		83
	79	78	81
64	66	76	80
63	58	73	77
62	53	70	75
1/3	2/9	3/6	4/12

Kevin (23) takes row 1 for 3 pts, Virtual Gina (45), Steve (46), Jim (60), Bob (61), Greg (62) takes row 1 for 8 pts, Michael (63), Colin (64).

Hand 4 (1-84)

39			36
38			32
37			22
20	81	74	18
8	59	68	14
1/7	2/2	3/2	4/9

Virtual Gina (14) takes row 4 for 1 pt, Greg (18), Kevin (22), Michael (32), Jim (36), Colin (44), Steve (68) takes row 3 for 14 pts, Bob (74).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	0	8	1	0	9
Kevin Lee	2	2	6	5	15
Steve Ham	10	13	0	14	37
Colin Sharpe	15	13	10	9	47
Greg Payne	14	0	26	11	51
Michael Graystone	23	12	6	17	58
Virtual Gina	5	19	19	23	66
Jim Reader	28	22	0	19	69

Orders required

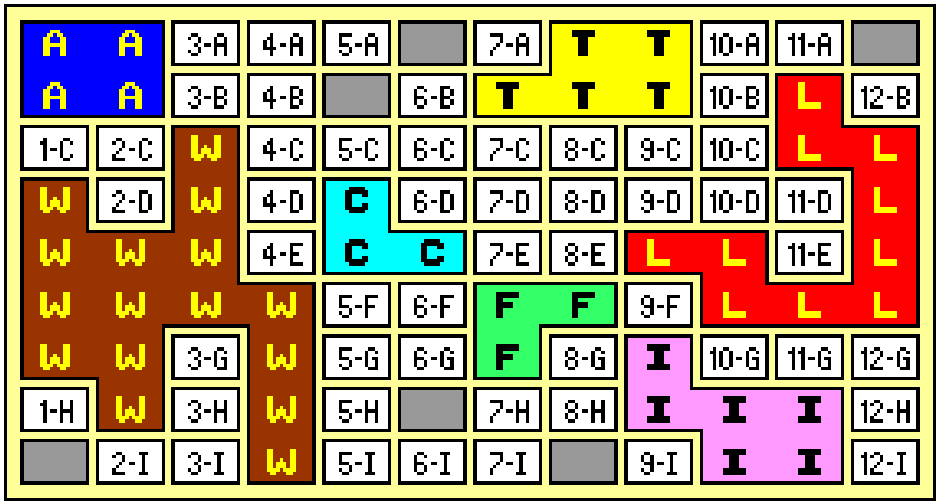
Round nine - cards for each hand - I'll then play round ten with your last cards

Acquire 52

Most people are running out of cash.

Round 8

Tony	2-E	Buys 2 American @ £400.
Michael	9-G	Buys 3 Luxor @ £600.
John M	2-B	Buys 3 American @ £500.
John C	6-A	Buys 3 Imperial @ £800.
Colin	8-B	No purchases.
Tony	11-B	No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	12	6	-	-	2	6	£700	£34,500
Colin Sharpe	11	-	-	1	6	1	-	£200	£18,500
Tony Wilcock	-	-	3	-	9	1	5	£300	£21,500
Michael Graystone	8	-	-	7	-	5	10	£4,900	£43,000
John Marsden	3	-	5	3	8	-	-	-	£20,400
Bank Stock	3	13	11	14	2	16	4		
Chain Size	10	5	4	3	16	3	6		
Chain Value	600	500	500	400	800	500	800		

Playing sequence

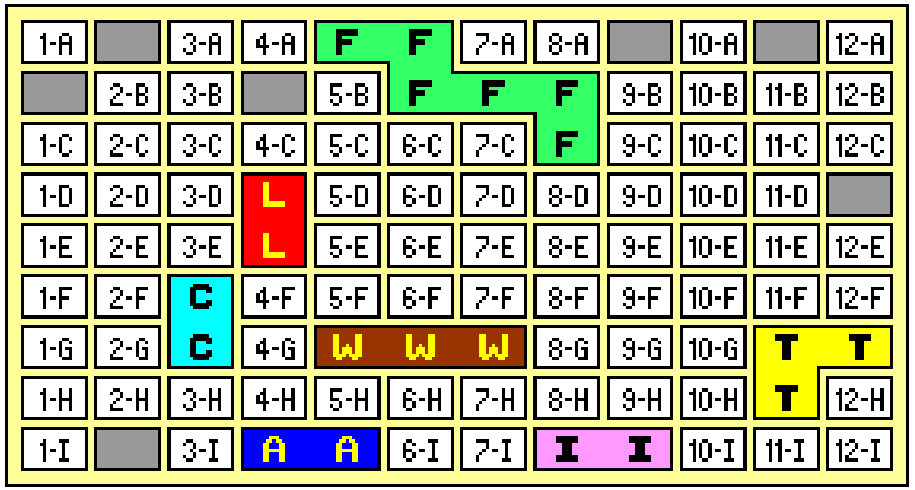
Michael, John M, John C, Colin, Tony, Michael again

ACQUIRE 53

The last two chains pop onto the board with a Place 4 special.

ROUND 4

Colin		{Uses 'Place 4 Tiles' Power}
	3-F	Forms Continental, one free share.
	5-G	Forms Worldwide, one free share.
	7-G	
	5-A	Buys 2 Tower @ £200, 1 Festival @ £500.
Richard		{Uses 'Take 5 Tiles' Power}
	8-C	Buys 2 Tower @ £200, 1 Imperial @ £400.
Michael	11-H	Buys 3 Imperial @ £400.
John	2-A	Buys 3 Imperial @ £400.
Colin	8-B	Buys 3 Continental @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	5	-	10	-	-	1	£1,300	£18,700
Michael Graystone	3	-	7	3	-	-	3	£1,200	£14,200
John Colledge	7	-	3	3	-	-	3	£1,500	£13,600
Colin Sharpe	-	6	-	7	1	4	1	£900	£28,500
Bank Stock	15	14	15	2	24	21	17		
Chain Size	2	3	2	6	3	2	2		
Chain Value	200	300	300	700	400	400	400		

Powers used: Richard: T5 Michael: T5 John: T5 Colin: T5/P4

Playing sequence
Richard, Michael, John, Colin, Richard again

ACQUIRE 54

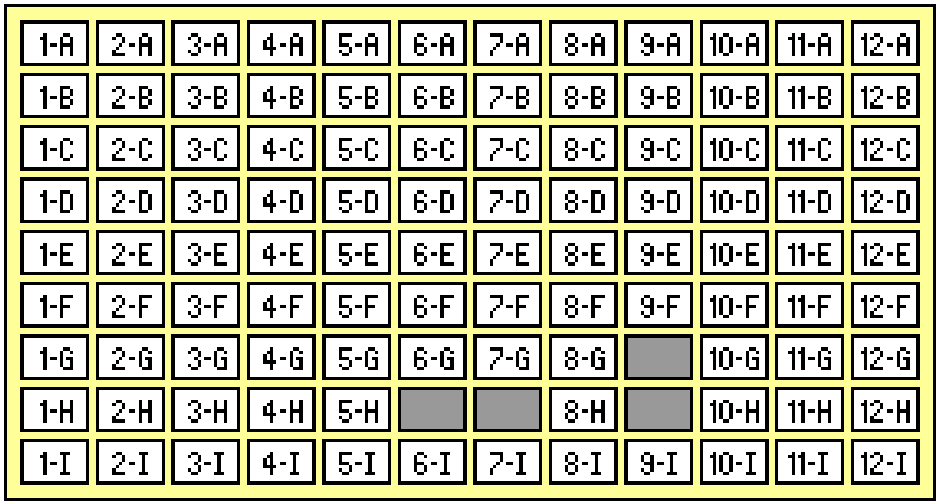
We're off again.

NEW GAME

Welcome to the latest standard Acquire game to hit these pages. You will be dealing in this order.

Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Kevin Lee	14 Rother Close, West End, Southampton, SO18 3NJ
Tony Wilcock	Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 ORW

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



That's an interesting grouping - two pairs for two high value chains, or 8-H for one very expensive launch.

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

Agricola 1

Mike played the Yoke last time.

Round 13

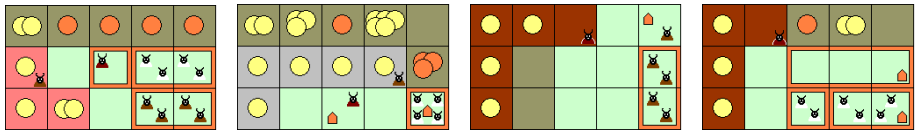
Actions

Marcus	Family growth even without room
Pete	Renovate {costs 3 stone, 1 clay} - Liquid Fertiliser
	Whenever Pete sows, he places 1 additional grain or vegetable or each newly planted field
Mike	Start player - Wooden Path {costs 1 wood}
	The most valuable street receives 2 points at the end of the game
Michael	+1 reeds {gains 2 reeds}
Marcus	Day labourer {gains 2 food, 1 vegetable, 3 stone}
Pete	Sow and/or Bake Bread - sows 1 grain, 1 vegetable, bakes 1 grain for 5 food
Mike	Take 1 vegetable {gains 1 vegetable}
Michael	Fences - {spends 8 wood on fences}
Marcus	Plough 1 field and/or sow - sows 1 vegetable
Pete	+2 wood {gains 8 wood}
Mike	Occupation - Architect {costs 1 food}
	Mike may add a sixth room to his hut at no cost
Michael	Building and/or stables - adds 1 room and 1 stable {costs 2 reeds, 7 wood}
Pete	+1 wild boar {gains 1 wild boar}
Mike	+1 clay {gains 1 clay}
Pete	+1 stone {gains 3 stone}

Harvest

Marcus	+1 grain from Pete, feeds {1 sheep, 2 food, 2 vegetables} {+ sheep, boar}
Pete	Feeds {1 vegetable, 8 food} {+ sheep}
Mike	Feeds {1 grain, 1 vegetable, 1 boar} {+ boar}
Michael	Feeds {4 food, 1 wood}

+1 wood {5 wood}	+2 wood {2 wood}	+3 wood {6 wood}	Private wood {6 wood} {2 food ⇨Mike}	+1 clay {1 clay}	+2 clay {4 clay}
+1 reeds {1 reeds}	+1 food Catch fish {3 food}	+1 food Travelling players {6 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start player and/or Minor Imp	+1 sheep {2 sheep}
1 Major or Minor imp	Fences	Sow and/or Bake Bread	Family growth then 1 minor imp	+1 stone {1 stone}	Renovate then 1 improvement
+1 wild boar {1 wild boar}	Take 1 vegetable	+1 stone {2 stone}	+1 cattle {2 cattle}	Plough 1 field and/or sow	Family growth even without room
Renovate then Fences					



Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	5	3	2/2	2/4	4	5	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	1	3	3	Clay/3		4	35
	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
	1	6	1	3/10	1/4	4	1	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	-	6	9	Stone/5		5	50
	Occupations	House Steward {3}, Stone Carver, Sycophant						
	Improvements	Axe, Ceramics, Clay Oven {2} , Clay Roof {1}, Fireplace {1}, Furrowing Plough, Liquid Fertiliser, Pottery {2}, Renovator						

Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	2	1	-/-	-/-	-	5	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	-	1	4	Wood/5		4	17
	Occupations	Carpenter, Master Forester, Pig Catcher						
	Improvements	Cooking Hearth {1}, Corn Scoop, Planter Box, Sawhorse, Stone Tongs, Well {4}, Wooden Path {2}, Yoke						

Michael Longdin	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	8	3	3	2/2	1/1	6	-	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	3	-	-	-	Wood/4		3	22
	Occupations	Cabinet Maker						
	Improvements	Cooking Hearth {1}						

Orders required	
Actions for the family, starting with Mike	Harvest - after round 14

AGRICOLA 2

Some big resource gains this time.

ROUND 5

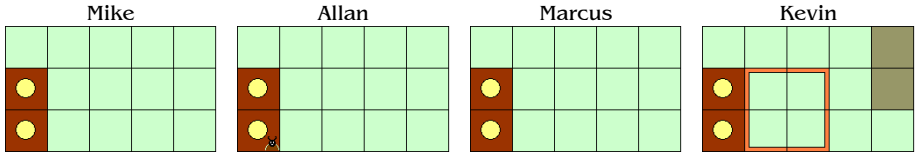
Actions

Marcus	+3 wood {gains 6 wood}
Kevin	Travelling players {gains 5 food}
	Mike uses his Puppeteer to play his Thatcher occupation (costs 1 food}
	Mike will pay 1 reeds less to build each room, for each renovation, and for each of the Water Mill, Half-timbered House, Holiday Home, Mansion and Storehouse
Mike	1 Wood {gains 4 wood}
Allan	Occupation - Wood Carver (costs 1 food}
	Each round, either an improvement, a room of a wooden hut, a stable or a fence costs Allan 1 wood less
Marcus	Start player - Bookshelf {costs 1 wood}
	Whenever Marcus plays 1 occupation, he receives 3 food before he pays for the cost of the occupation
Kevin	Plough 1 field
Mike	Take 1 reeds, 1 stone, 1 food {gains 1reeds, 1 stone, 1 food}
Allan	Major improvement - Cooking Hearth {costs 5 clay}

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

The remaining Major improvements and their costs are:

- ✧ Basket Weaver {2 reeds, 2 stone}
- ✧ Cabinet Maker {2 wood, 2 stone}
- ✧ 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	4	1	4	Wood/2		2	-9
	Occupations	Clay Digger, Puppeteer, Thatcher + {3} from Reeve						
	Improvements	Clay Oven {2}						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	-	-	-/-	-/-	-	1	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	-	-	3	Wood/2		2	-10
	Occupations	Pig Catcher, Wood Carver						
	Improvements	Bread Paddle, Cooking Hearth {1}. Fireplace {1}						

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	-	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	2	-	11	Wood/2		2	-7
	Occupations	Guildmaster, Tutor {2}, Reeve {3}						
	Improvements	Bookshelf {1},Copse {1}						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	7	2	1	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	4	-	1	-	Wood/2		2	-2
	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

Kalvan is our winner!

Round 12

Pos	Riders	Points	New
1st	Kalvan	{20}	
120	-		
119	Bidford		3
113	John Grant George II		3
112	Louis Soares		5
111	-		
110	-		
109	Nikki Bull		3
108	Evesham Pershore Karl		4
107	Donner Sarrask		7
106	Rudolph		9
105	Stratford Rylla Dixen		10
104	Hestophes		13
103	Elvis		15
102	Evelyn Waugh		15
101	-		
100	-		
99	Lenny Bruce		3
98	Blitzen		4
97	Ralf Florian Wolfgang Antony Straker		5

Simon Brooks (7)	*Ditchling Beacon Bykers*				
A	Rudolph (3)	3	3	3	9
B	Donner (4)		3	3	7
C	Dixen		3	3	10
D	Blitzen		3	3	4

Dennis Frank (40)	*Otherwhen*			
A	Kalvan (20)			First
B	Rylla (10)	3	3	10
C	Hestophes (6)	5	5	13
D	Sarrask (4)	3	4	7

Steve Ham (24)	*Flushed Away*			
A	Elvis (8)	1	5	12	15
B	George II (3)		3	4	9
C	Evelyn Waugh (8)		3	10	15
D	Lenny Bruce (5)		3	3	12

Jim Reader (7)	*Blue Square Premier Champs*			
A	John Grant (2)	2	3	3	3
B	Louis Soares		3	5	5
C	Antony Straker (5)		3	3	5
D	Nikki Bull		3	3	4

Joakim Spångberg	*Kling Klang Radfahrers*			
A	Ralf	3	3	4	5
B	Florian		3	3	5
C	Wolfgang		4	4	5
D	Karl		3	3	4

Mark Stretch (14)	*Avon Riders*				
A	Evesham (1)	3	4	5	5
B	Stratford (11)		3	5	10
C	Pershore (2)		3	4	5
D	Bidford		3	3	4

Congratulations to *Kalvan* on crossing the finish first. I hope he's got some strength left to lift the trophy.

Many of the following group are struggling and won't be able to claim a position next time.

Orders required
Cards for round thirteen

Breaking Away 19

All of the first sprint points are taken. On to the second...

Round 5

Pos	Riders	Points	New
46	Olmstead Moonglum Barry Gibb Arturo	{5} {10} {4} {3}	3
45	Berry Gordy Cheko	{8} {2}	7
44	Betty Grable	{1}	9
43	-		
42	-		
41	Rakhir the Red Archer Pierce	 {6}	3
40	Bob Geldof Gee Jay Dingle Fingle Cocaine Gaynor of the Damned		5
39	-		
38	Rhys		3
37	Rene		4
36	Jhary a Conel		5
35	Ross		6
34	Alcohol Ward Agricola		7
33	Tobacco Rory		10
32	-		
31	-		
30	Carter		3

Dennis Frank (11)	*Arkham Crew*			
A	Olmstead (5)	3	3	3	5
B	Pierce (6)		3	3	4
C	Carter		3	4	15
D	Ward		3	6	7

Steve Ham (13)	*Team BG*			
A	Bob Geldof	3	3	4	5
B	Berry Gordy (8)		4	5	7
C	Betty Grable (1)		9	11	13
D	Barry Gibb (4)		3	3	6

Richard Lunn (5)	*Here Come the Clowns*			
A	Gee Jay		1	3	5
B	Dingle Fingle		3	5	5
C	Cheko (2)		7	10	15
D	Arturo (3)		3	3	6

Greg Payne	*Not My Addictions*			
A	Tobacco	10	12	13	15
B	Alcohol		7	12	14
C	Cocaine		5	13	14
D	Agricola		3	6	7

Jim Reader (10)	*Eternal Companions*			
A	Moonglum (10)	3	4	4	4
B	Rakhir the Red Archer		3	3	9
C	Gaynor of the Damned		3	3	5
D	Jhary a Conel		3	5	5

Roger Trethewey	*Riviera Riders*			
A	Rene		4	4	8
B	Rhys		3	3	14
C	Rory		5	10	12
D	Ross		3	5	6

Five riders scrunch up behind the first sprint line tape, only to find that they will be just out of the points - this time.

There's always the second. At least one rider already has enough movement to get there.

Orders required
Cards for round six

BUS BOSS 308-YRK

Farewell to Yorkshire once more.

GAME OVER

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

Pete Campbell (YAK, 2nd): Yep, it was close. Looking at the map at the end, Michael had a strong north-south and east-west route, whereas mine was centred on York. Probably the decisive difference was Michael's monopoly on the Harrogate, Skipton and Settle leg. Thanks to everyone for making it a good game and for Keith for running it.

As far as I can tell, this map always seems to give good games. Long may it continue.

BUS BOSS 312-MOR

Two runs not done this time. Perhaps in the next round.

ROUND 10

Morocco

Round 10 Runs

				BRK	LATE	BAM	GRUB	BUM	
16	K♣ Spain Q♦ Ouarzazate	No entrants							
20	4♥ Tata 6♣ Taza	① BAMANA	30						30
27	4♠ Sidi Kacem A♦ Western Sahara	① GRUBBY ② BAMANA ✘ BUM	20 10			+4/-2 +3	+2/-4 +2	-2 -3	20 5 5
28	2♠ Larache 6♥ Berrechid	① LATE ① BUM	15 15						15 15
29	3♠ Souk el Arba du Rharb 7♥ Casablanca	① LATE ① BUM	15 15						15 15
30	4♣ Berkane K♥ Kénitra	① LATE ② BUM	20 10						20 10
31	K♠ Er Rachidia 6♣ Taza	① BAMANA ② GRUBBY ✘ LATE	20 10		-8		+8		20 2 8
32	6♠ Fès 2♦ Guelmin	① GRUBBY ① BAMANA	15 15						15 15
33	9♥ Casablanca 2♣ Figuig	① GRUBBY	30						30
34	10♠ Khemisset 7♣ Al Hoceima	① LATE ② BUM ③ BAMANA	16 9 5		-4 -6	+6		+4	26 5 -1
35	A♣ Algeria 5♥ Khouribga	No entrants							

Round 10 routes

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

Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)
Taza - Oujda (-10)

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

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Ouarzazte - Tata (15)

Luxury African Transit Experience (LATE) (Pete Campbell, Blue)
Berrechid - Khouribga, Safi - Essaouira (12)

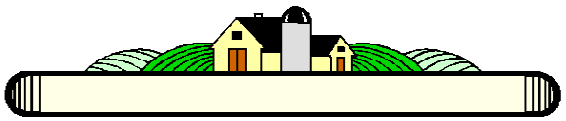
Scores

	Runs:	16	20	27	28	29	30	31	32	33	34	35	Builds	Score
LATE	223	-	-	-	15	15	20	8	-	-	26	-	-12	295
GRUBBY	152	-	-	20	-	-	-	2	15	30	-	-	-15	204
BAMANA	115	-	30	5	-	-	-	20	15	-	-1	-	-10	174
BUM	115	-	-	5	15	15	10	-	-	-	5	-	-	165
BROOKS	115	-	-	-	-	-	-	-	-	-	-	-	-	115

Round 11 Runs

16.	K♠ - Q♦	Spain to Ouarzazate
35.	A♣ - 5♥	Algeria to Khouribga
36.	5♣ - 3♥	Nador to El-Jadida
37.	J♦ - 8♠	Essaouira to Azrou
38.	K♦ - 5♠	El-Kalaâ-es-Sraghna to Sefrou
39.	3♣ - 10♦	Oujda to Marrakech
40.	Q♠ - 4♦	Beni Mellal to Tata
41.	9♣ - 5♦	Tetouan to Inezgane
42.	K♣ - Q♥	Spain to Rabat
43.	8♣ - A♠	Chechaouèn to Taounata
44.	J♣ - 10♥	Ceuta to Mohammedia

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



BUS BOSS 313-MOR

Six solo runs!

ROUND 8

Rob's full set of routes last time were Inezgane - Tiznit - Guelmin, for the price he was charged.

Morocco

Round 8 Runs

					TEAR	ODE	MMM	DIM	RAD	
5	Oujda	①	DIM	20	+6					26
	Khemisset	②	TEAR	10			-4	-6		0
		✘	MMM		+4					4
7	Tetouan	①	MMM	16		-3		+2		15
	Khouribga	②	ODE	9			+3	+3		15
		③	DIM	5		-3	-2			0
8	Khenifra	①	TEAR	30					-3	27
	Nador	✘	RADSHACK		+3					3
9	Algeria	①	DIM	30						30
	Marrakech									
10	Taza	①	DIM	30						30
	Safi									
11	El-Jadida	①	TEAR	30		-10				20
	Er Rachidia	✘	ODE		+10					10
13	Meknès	①	RADSHACK	20		+3				23
	Tiznit	②	ODE	10			-5		-3	2
		✘	MMM			+5				5
14	Sidi Kacem	①	TEAR	30						30
	Taroudant									
15	Fès	①	MMM	16						16
	Casablanca	②	DIM	9						9
		③	ODE	5	-5					0
		✘	TEAR			+5				5
16	Rabat	①	MMM	30						30
	Al Hoceima									
17	Fès	①	RADSHACK	20				-2		18
	Agadir	②	ODE	10	-5					5
		✘	TEAR			+5				5
		✘	DIM						+2	2
18	Chechaouèn	①	RADSHACK	15	-2	+7	-2	-4		14
	Western Sahara	①	ODE	15			-2		-7	6
		✘	DIM						+4	4
		✘	MMM			+2			+2	4
		✘	TEAR						+2	2

MMM offered a joint run to RADSHACK for run 8, but it was not taken up.

Round 8 routes

Don In Morocco (DIM) (Don Shailer, Brown)
Settat - Sidi Bennour, Oujda - Berkane (10)

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK)
Marrakech- Sidi Bennour - El-Jadida (12) (Rob Thomasson, Red)

Tiznit Expressways Are Rampant (TEAR) (Kevin Lee, Black)
Taroudant - Inezgane, Nador - Mellila (Spain), Kénitra - Rabat (12)

Mad Moroccan Motorists (MMM) (Greg Payne, Purple)
Nador - Berkane, Fès - Taounata (10)

Over Desert's Expanse (ODE) (John Marsden, Orange)
Souk el Arba du Rharb - Taounata (9)

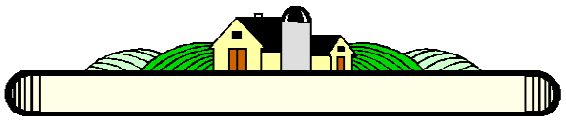
Scores

	Runs:	5	7	8	9	10	11	13	14	15	16	17	18	Builds	Score
DIM	25	26	0	-	30	30	-	-	-	9	-	2	4	-10	116
TEAR	39	0	-	27	-	-	20	-	30	5	-	5	2	-12	116
MMM	43	4	15	-	-	-	-	5	-	16	30	-	4	-10	107
RADSHACK	37	-	-	3	-	-	-	23	-	-	-	18	14	-12	83
ODE	48	-	15	-	-	-	10	2	-	0	-	5	6	-9	77

Round 9 Runs

2.	A♠ - J♣	Taounata to Ceuta	
6.	4♦ - 4♥	Tata to Settat	(not yet available)
12.	Q♣ - 2♥	Spain to Sidi Bennour	
19.	4♣ - 10♦	Berkane to Marrakech	
20.	K♣ - 2♦	Spain to Guelmin	
21.	Q♠ - K♥	Beni Mellal to Kénitra	
22.	9♥- 8♦	Casablanca to Asni	
23.	Q♥ - Q♦	Rabat to Ouarzazate	
24.	2♣ - 2♠	Figuig to Larache	(not yet available)
25.	6♥ - 3♠	Berrechid to Souk el Arba du Rharb	
26.	5♦ - 7♥	Inezgane to Casablanca	

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



BUS BOSS 318-LUZ

LUCK gets a crucial route from the coast to Palayan.

ROUND 3

Luzon

Jim's Energetic Enterprise Produces Now and Every Year (JEEPNEY) (Jim Reader, Yellow)
Muntinlupa - Lucena, Malolos - San Fernando . . . . . 77 - 12 65

Cabarroquis, Olongapo, Lingayen and Ilagan Network (COLIN) (Colin Sharpe, Red)
Makati City - Pasig - Santa Cruz, Makati City - Baclaran . . . . . 77 - 12 65

Luzon Island Coach Keepers (LUCK) (Roger Trethewey, Blue)
Baler - Palayan, Ilagan - Tugugarao . . . . . 75 - 12 63

Filipino Island Bus (FIB) (Bob Coull, Black)
Quezon City - Malolos - San Fernando, Baclaran - Pasig . . . . . 76 - 11 65

Spanish Heart On Eastern Shores (SHOES) (Lyndon Gurr, Green)
Baguio - La Trinidad - Bontac. . . . . 76 - 10 66

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

BUS BOSS 322-IZU

Bob gets the non-stop route from Ashinoko to Amagi Kogen.

ROUND 1

Izu Peninsula

Japanese Auto Motors (JAM) (Pete Campbell, Blue)
Kawazu - Atagawa - Izu Kogen . . . . . 100 - 10 90

Original New Setting for Enjoying Noodles (ONSEN) (Jim Reader, Yellow)
Kumomi - Matsuzaki - Dogashima - Kumo Mura . . . . . 100 - 12 88

Onsen Delights Excursions (ODE) (John Marsden, Orange)
Yugano - Atami - Ajiro - Ito . . . . . 100 - 12 88

Railways Izu Peninsula (RIP) (Bob Coull, Black)
Ashinoko - Amagi Kogen . . . . . 100 - 16 84

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Amagi Kogen - Shuzenji - Shuzenji Onsen . . . . . 100 - 12 88

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

CANAL MANIA 1

Is this a good game for postal play?

GAME OVER

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

Alan Harvey (1st): I was astonished to read that I had won this game! I had mentally written off my chances several turns ago and assumed I was playing merely to avoid last place.

Now that I have played Canal Mania a number of times face-to-face and once postally I admit that I have some reservations about the game.

a) My personal preference in postal games like this is for all players to take part in each round, even if it means placing even more provisional orders. I made a cardinal error on the first round by not submitting provisional orders for any cards I drew.

b) I am not sure that the exchange of engineers works with the present rules. It seems just too easy to steal an engineer from a rival's company.

c) I remain slightly unconvinced about the starting set of canal contracts. Personally I would prefer a large choice of contracts.

Having said all that, I still enjoyed the game, and would be prepared to take part in a new form of the game on slightly different lines. Many thanks for running it, Keith, and to Don, John, Stephen and Michael for taking part.

John Marsden (3rd): I greatly enjoyed this game. It was an interesting battle of wits, with plenty of decisions to be made. Having not played the game before, I started out rather feeling my way along. As such, I think I missed a few tricks - especially in not placing goods tokens on the map when I could that would have brought me points later.

I'm reasonably happy with the way you organised it, although it might be worth the inevitable lengthening of the game if you only had three players ordering per adjudication - this would reduce the need for quite so much in the way of conditional orders. However, as I say I did enjoy the game and would welcome the opportunity to play again.

Stephen Webb (4th): Not very satisfactory by mail as one simply does not know what build cards are available in the face up pile. This has the potential for considerable conditional ordering as well as removing the ability to estimate the likelihood of a particular type of card being in the next draw. That aside, this is a nice little game that I will happily play face-to-face. Thanks, Keith, and congratulations to Alan.

Alan did very well in the late stages with his goods movement, which brought him back from having written himself off.

As for the ease with which engineers can be taken, I don't think the idea was to make it difficult, the idea was that you had to forego any other action for the first phase to get an engineer that could help you. One engineer is quite capable of providing the same service to every player in a single round, if that is what they want.

The point of the starting contracts is to avoid a situation where some expensive contracts come out early and make it difficult for some players to get their economy moving. I think they were also chosen to increase the chance that your first canal could be expanded on to form a network for goods shipment, rather than starting in an isolated area that would be difficult to develop in this way. You may still not like the mix, of course.

Some quite differing views were expressed on the suitability of Canal Mania for postal play.

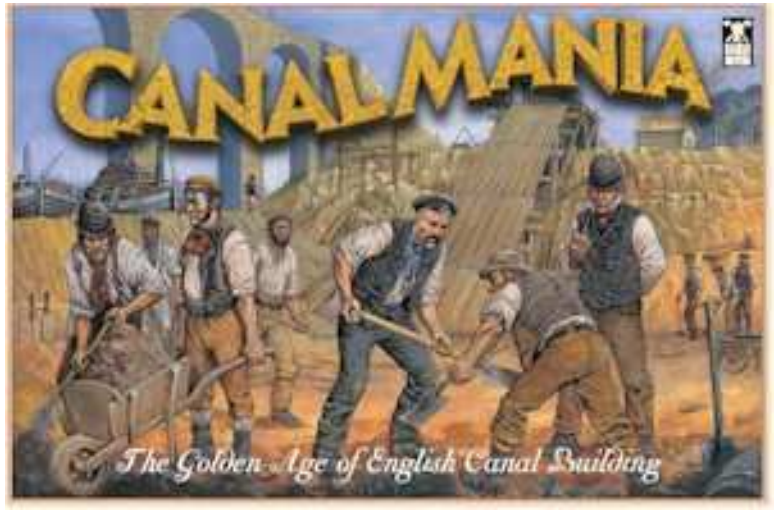
Stephen's biggest issue seemed to be about not knowi□g which build cards were available on his turn. I suspect the answer to that one is to be less concerned with what might be there, and to concentrate instead on what you want.

Orders for taking cards could be phrased along the lines of 'Take Surveyors, then up to 2 Aqueducts, then an even number of locks and stretches'. Some people did provide orders like that. You can extend this approach to say that you'll only take cards if you can get a particular mix, otherwise you'll draw a blind one or build with what you already have.

The other issue must surely be the number of turns you get. I kicked myself for not realising this would be a problem before the game started, and the idea of only doing four players an issue to avoid the same player getting an advantage every time was very much a quick fix. John suggested dropping the number of active players each round to three to reduce the uncertainty for the round, while Alan favours keeping everyone involved, and I have to say I prefer the latter.

We could do something quite different, like changing the playing order each time so that it was in reverse points order, with the current leader going last in the round each time. Tied positions would need to be resolved in some way, and one possibility there would be to reverse the order of those players from one round to the next, so if John went before Alan in one round and they ended the round tied on points, then Alan would go ahead of John the next time.

With four names on the next list, these things could be discussed and agreed upon quickly enough to get another game under way before too long.



Industrial Waste 1

No accident this time...

Round 10

Actions for round 10

Marcus	Order	Produces 5 goods for 17 million with 3 waste
Sharon	Raw Materials {5}	Sharon gets them for 1
Mike	Raw Materials {5}	Mike gets them for 1
Alan	Hiring/Firing	Workers required down to 3
Marcus	Innovation {Advisor}	Waste Reduction down to 1
Sharon	Innovation	Raw Materials down to 4
Mike	Growth	Growth up to 19
Alan	Waste Removal	Waste -1, all others Waste +1
Sharon	Order	Produces 4 goods for 16 million with 2 waste
Alan	Waste Disposal	Waste - 2
Sharon	Advisor	Pays off one loan

Card Combinations for round 11

Sharon chooses group 5	Order / Raw Materials / Advisor
Mike chooses group 4	Order / Waste Disposal / Growth / Advisor
Alan chooses group 3	Innovation / Waste Removal / Waste Disposal / Waste Disposal
Marcus chooses group 1	Waste Disposal / Raw Materials / Growth

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Alan Harvey	18	3	3	3	5
Marcus Pratt	17	2	2	5	1
Sharon Khan	16	4	3	4	2
Mike Head	19	4	4	5	1

Players	Cash	Loans	Raw Materials	Waste	VPs
Alan Harvey	23	20	8	0	22
Marcus Pratt	12	-	5	7	49
Sharon Khan	10	20	9	6	20
Mike Head	15	-	5	9	45

The following card combinations were drawn for round 12.

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

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

OUTPOST 27

The last Scientist goes, the last Laboratories, and the first Cruiser.

ROUND 14

Commander Actions

Lyndon Auctioned a Scientists for 40. David joined at 52, Mark at 53. David dropped out at 54, Lyndon at 61. Mark got it for 61 reduced to 31 after Data Library discounts (w:6,7 t:7,11)
- Bought two Water Factories (w:30 t:10)
- Bought one Robot (o:2 w:9)
- Bought one Population Unit (w:7)

David Bought one Research Factory (w:30)
- Bought one Robot (o:4 t:9)

Willem Auctioned a Laboratory for 99. Jim joined at 100. Willem dropped out at 100. Jim got it for 100 (o:2,3 w:5,30 t:10,10,11,13 m:16) plus a free Research Factory
- Auctioned a Laboratory for 99 and got it reduced to 89 after Data Library discounts (w:8,10,30,30 r:11) plus a free Research Factory

Marcus Auctioned a Planetary Cruiser for 160 and got it (o:4,4,4 w:30 r:14 m:16 n:20,22,22,24)
- Bought one Population Unit (o:5)

Jim Passed

Mark Passed

PO	Name	Factories	Population	Robots	Production
1	Marcus	2o,4w,2n	9 (9)	0 (0)	3o,1W,3r,2m,2n,1ro (192,15)
2	Lyndon	2o,12w,1t	13 (13)	2 (13)	3o,4W,1t,4m (207,20)
3	Willem	2o,9w,1r	8 (8)	1 (8)	2W,2r (86,10)
4	David	2o,4w,1t,2r,2n	5 (5)	5 (5)	1o,1W,1t,7r,4n (214,15)
5	Jim	2o,4w,3t,1r	8 (8)	1 (8)	1o,1W,3t,1r,1m (93,15)
6	Mark	2o,6w,2t,2r	5 (5)	0 (0)	1w,3t,5r (102,10)

PO	Name	Colony Cards	Victory Points
1	Marcus	WH, Nod, Sci, OL, Eco, PC	40 (330)
2	Lyndon	WH, Nod, OL, OL, Rob, Eco, OP	38 (330)
3	Willem	DL, Nod, Sci, Rob, Lab, Eco, Eco	33 (270)
4	David	WH, HE, Sci, Rob, Lab	29 (225)
5	Jim	WH, HE, Nod, OL, Rob, Lab	28 (260)
6	Mark	DL, DL, DL, HE, Sci, Lab	20 (195)

Data Library	0	Sold out	Laboratory	0	Sold out
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	0	Sold out	Planetary Cruiser	2	(1 more)
Orbital Lab	0	Sold out	Moon Base	2	(2 more)
Robots	0	Sold out			

Orders required
Round fifteen auctions, bids and purchases

PUERTO RICO 10

Lots of goods line the quayside.

ROUND 12

Geoff is the Mayor (+1).
Kevin is the Craftsman (+1) and produces an extra Tobacco.
Jim is the Builder and builds a Tobacco Storage.
Geoff builds the City Hall.
Allan is the Settler and digs a Quarry (manned).
Geoff plants Tobacco, Kevin plants Sugar, Jim plants Indigo.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
✘	Ind	Ind	Sug	Sug	Sug	Sug	Cof	-	-	4	24

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

Cargo Ships

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

Kevin Lee — Dblns: 8 — Chips: 6
Small indigo plant | Small sugar mill | Tobacco storage | Small market | Small warehouse | Harbour
Fields: Qry✔ Crn✔✘ Ind✔✘ Sug✔✘ Tob✔✔✘ Goods: Crn✔ Ind✔ Sug✔ Tob✔✔✔

Jim Reader — Dblns: 6 — Chips: 6
Small indigo plant | Small sugar mill | Tobacco storage | Coffee roaster | Office | Factory | Residence
Fields: Qry✔ Crn✔✔ Ind✔✘✘ Sug✔Tob✘ Cof✔✔ Goods: Crn✔✔ Ind✔ Sug✔ Cof✔✔

Allan Stagg — Dblns: 1 — Chips: 13
Small indigo plant | Small sugar mill | Small warehouse | Hospice | Fortress
Fields: Qry✔✔✔ Crn✔✔ Ind✔ Sug✔Tob✘ Cof✔✘ Goods: Crn✔✔✔✔ Ind✔ Sug✔

Geoff Hardingham — Dblns: 2 — Chips: 9
Small indigo plant | Tobacco storage | Small market | Factory | Guild hall | City hall
Fields: Qry✔✔✔ Crn✔✔ Ind✔ Sug✘ Tob✔✘ Cof✘ Goods: Crn✔✔ Ind✔ Tob✔

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

PUERTO RICO 11

Get ready to ship those goods.

ROUND 6

Jim is the Prospector {+1}.
Kevin is the Mayor {+1}.
Tony is the Settler, plants Tobacco (Hacienda) and digs a Quarry.
Willem plants Coffee, Jim plants Tobacco (manned), Kevin plants Tobacco (Hacienda) and Coffee.
Willem is the Craftsman and produces an extra Coffee.

Roles

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

Quarries	Plantations {Fields}					Trading House				Ship	Supply
5	Crn	Ind	Sug	Cof	Cof	Crn	-	-	-	5	51

Buildings

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

Cargo Ships

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

Willem Moene Dblns: 1 Chips: 3
Small indigo plant | Coffee roaster | Small market
Fields: Qry✘ Crn✔ Ind✘ Cof✔✘ Goods: Crn✔ Cof✔✔

Jim Reader Dblns: 3 Chips: 4
Small indigo plant | Small sugar mill | Hospice
Fields: Crn✔ Ind✔✔ Sug✔ Tob✔ Goods: Crn✔ Ind✔ Sug✔

Kevin Lee Dblns: 3 Chips: 3
Coffee roaster | Hacienda
Fields: Qry✔ Crn✔ Ind✘ Sug✘✘ Tob✘ Cof✔✘ Goods: Crn✔ Cof✔

Tony Sait Dblns: 0 Chips: 7
Indigo plant | Small market | Hacienda
Fields: Qry✘ Crn✔✔ Ind✔ Sug✘ Tob✘✘ Goods: ✘

Orders required
Round seven orders in the sequence Kevin, Tony, Willem, Jim

RAILWAY RIVALS 2096-B

The swan song for this version of the map.

GAME OVER

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

Pete Campbell (PLANT, 2nd): I greatly enjoyed my first game of Railway Rivals for over 20 years. It was indeed close. I suspect that where Simon had the edge was that there was less competition on the routes in which he was strong. I'm sure that was a deliberate tactic and I'll try to absorb it into my other games! Thanks to all and for Keith for running it.

Jim Reader (BUM, 4th=): This was one of those horrible games where almost everything I tried went horribly wrong and costed me a fortune in parallel builds. Any attempts to compensate messed up my racing prospects and I think I was dead in the water by turn three. I'm happy not to have finished last, and congratulations to Simon for a close win.

I understand that this map has now been revised, so I guess that any future games will be taking place on the revised map. So thank you, London and Liverpool, we shall see you again in your new life.

RAILWAY RIVALS 2112-I(N)

BROOKS pulls away on only three runs.

ROUND 10

Ireland (North)

Round 10 Runs

					BRK	BEAR	MARS	PADDY	GITCO	
22	54	Carrickmacross/ Kingscourt	①	BEAR	10			+2		12
			①	PADDY	10		-2		+4	12
	12	Belfast	①	GITCO	10			-4		6
23	62	Dublin	①	BROOKS	16			+5		21
	32	Donegal/Omagh	②	GITCO	7					7
			②	MARS	7	-5		-3		-1
			✘	PADDY				+3		3
24	14	Antrim/Bangor	①	PADDY	20					20
	46	Athlone	②	BEAR	10					10
25	43	Boyle/ Claremorris	①	GITCO	15			+1/-1		15
			①	MARS	15				+1/-1	15
	✪1	Southern Ireland								
26	51	Longford/ Roscommon	①	PADDY	13	-3				10
			①	BROOKS	12			+3		15
	65	Drogheda/ Mullingar	③	BEAR	5					5

27	35	Killybegs	①	BROOKS	15					+9/-4	20
	21	Derry	①	GITCO	15	+4/-9					10
28	24	Cardonagh/ Coleraine	①	BEAR	13			-3			10
			①	PADDY	12			-3			9
	✪4	Great Britain	③	MARS	5		+3		+3		11

Round 10 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)
None.

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
BROOKS	185	-	21	-	-	15	20	-	-	241
PADDY	162	12	3	20	-	10	-	9	-	216
GITCO	172	6	7	-	15	-	10	-	-	210
BEAR	171	12	-	10	-	5	-	10	-	208
MARS	113	-	-1	-	15	-	-	11	-	138

Round 11 Runs

29. 55 - 33 Armagh/Dungarvan to Collooney/Drumshambo
30. 34 - 42 Ballyshannon/Sligo to Galway
31. 16 - 22 Greenore/Newcastle to Derry
32. 63 - ✪5 Dublin to Any Coastal Town
33. 61 - 25 Dublin to Cookstown/Portadown
34. 52 - 41 Clones/Newry to Ballina/Westport
35. 15 - ✪2 Donaghadee/Larne to Southern Ireland

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

RAILWAY RIVALS 2117-ND

Building in the marsh costs +1 per half hex.

ROUND 7

Northern Germany

Round 7 Runs					NGE	TWANG	TIME	BUM	RAG	
1	Bremerhaven	①	TWANG	16				-2	+4/-4	14
	Greifswald/	②	TIME	9						9
	Neubrandenburg	③	RAG	5		+4/-4	+2		-2	5
		✘	BUM			+2				2
2	Güstrow/	①	NGE	11		-7	-1	-1		2
	Neustrelitz	②	TIME	7	+1	-2				6
	Osnabrück	③	TWANG	5	+7		+2	+7/-2	+8/-2	25
		④	BUM	4	+1	+2/-7			-2	-2
		⑤	RAG	3		+2/-8		+2		-1
3	Ludwigslust/	①	NGE	30						30
	Schwerin									
	Flensburg									
4	Hannover	①	TWANG	30						20
	Netherlands									
5	Altona	①	BUM	11	-4				-1	6
	Brandenburg/	①	TIME	10	-4					6
	Eberswalde	③	NGE	5			+4	+4		13
		④	RAG	4				+1		5
6	Emden/Esens	①	TWANG	15				+7		22
	Wolfsburg	①	BUM	15		-7				8
7	Berlin (West)	①	BUM	11	-7					4
	Sweden	①	NGE	10				+7	-1	16
		③	TIME	5					-1	4
		④	RAG	4	+1		+1			6

Round 7 builds

Northern Germany Express (NGE) (Tony Bromley, Red)
F11 - Minden, I10 - I5, D14 - D16.
-9 (builds) +1/-1 (TWANG) +1/-1 (TIME) -1 (BUM) +1 (RAG) = -9

Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)
I28 - I29 - G30 - G33 - F33 - Frankfurt. -10 (builds) +1/-1 (NGE) +6/-1 (TIME) -3 (RAG) = -8

Travel In Mainland Europe (TIME) (Bob Coull, Black)
Neumünster - J52, G30 - G32 - F32.
-10 (builds) +1/-1 (NGE) +1/-6 (TWANG) +1 (BUM) +1/-1 (RAG) = -14

Bloody Useless Management (BUM) (Jim Reader, Yellow)
K12 - Cuxhaven. -10 (builds) +1 (NGE) -1 (TIME) = -10

Rails Across Germany (RAG) (Don Shailer, Orange)
Kiel - H55 - H52 - Denmark. -10 (builds) -1 (NGE) +3 (TWANG) +1/-1 (TIME) = -8

Scores

	Runs:	1	2	3	4	5	6	7	Builds	Score
TWANG	59	14	25	-	30	-	22	-	-8	142
NGE	46	-	2	30	-	13	-	16	-9	98
TIME	72	9	6	-	-	6	-	4	-14	83
BUM	37	2	-2	-	-	6	8	4	-10	45
RAG	20	5	-1	-	-	5	-	6	-8	27

Round 8 Runs

8.	25 - 53	Cuxhaven/Heide to Berlin (West)
9.	32 - 13	Lübeck to Bad Bentheim/Meppen
10.	24 - 14	Itzehoe/Neumünster to Oldenburg
11.	46 - ✪6	Frankfurt to Denmark
12.	42 - 63	Stralsund to Hildesheim
13.	62 - 56	Braunschweig to Magdeburg
14.	31 - ✪3	Kiel to South Germany

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

RAILWAY RIVALS 2124-I(S)

Let's put the record straight.

ROUND 3

Ireland (South) {12 points for these builds}

Southern Irish Network (SIN) (Pete Campbell, Blue)
Clonmel - C59 - D58 - Waterford - H59, Nenagh - Z9 - Roscrea, Z9 - Z8 - Birr.
60 +6 (adjustment) -6 (PADDY) -3 (CORK) = 57

Comfy Ride Across Irish Countryside (CRAIC) (Steve Ham, Purple)
X18 - V19 - V20 - Mallow - R22, B50 - Roscrea.
25 +4 (adjustment) -1 (PADDY) = 28

Wexford Expressways Are Rampant (WEAR) (Kevin Lee, Black)
V3 - W4 - Athlone, O16 - Foynes - J16 - Listowel, V15 - V16 - Tipperary, V15 - W15.
16 +7 (adjustment) +12 (towns) -5 (PADDY) = 30

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)
B50 - Roscrea - Z9 - Z8 - Birr - Athlone, Birr - V6.
31 -17 (adjustment) +6 (towns) +6 (SIN) +1 (CRAIC) +5 (WEAR) = 32

Colin's Operational Railway Korporation (CORK) (Colin Sharpe, Red)
D45 - D44 - E44 - Mullingar, Z21 - Lismore, Waterford - H59 - H58 - J57 - K58 - L57, I44 - Johnstown.
32 +12 (towns) +3 (SIN) = 47

PADDY's builds were somewhat mangled by myself last time. He didn't build Z11 - Thurles - W17 - Limerick (which doesn't line up in any case) - he built Z11 - Thurles - V15 - Limerick. I actually drew his line from W15 to Tipperary on my map! The necessary payment adjustments are shown above.

Builds
Up to 15 points excluding payments to rivals

RAILWAY RIVALS 2127-MP

Off into uncharted territory.

ROUND 1

Tony Wilcock has decided not to dip his toes into the Railway Rivals water for now. John Marsden has taken his place and renamed the railway. Thanks, John.

Tony, you said to buy the ferry provided that ... and then I couldn't make sense of the rest. This is one reason I used to ask you for typed orders... I trust it worked out as you wanted.

Malaysian Peninsula {14 points for these builds}

Thailand Singapore Express (TSE) (Tony Bromley, Red)
Buys the Butterworth to Georgetown ferry.
Butterworth - R8 - S8 - Taiping - U9 - U10 - Ipoh - X11 - Y11.
20 -6 (ferry) +14 (towns) -1 (ROMP) = 27

Railways on Malaysian Peninsula (ROMP) (Bob Coull, Black)
Butterworth - R8 - S8 - Taiping - Z11.
20+1 (towns) +1 (TSE) = 22

Malaysia's Amazing Railway System (MARS) (John Marsden, Green)
Johor Bahru - V69 - V68 - T67 - Kluang - Segamat - N63, T67 - S68.
20 +4 (towns) = 24

Butterworth, Alor and Kangar Uber-Engines Travel in Extreme Heat (BAKUTEH)
Kota Bahru - J20 - O18; J20 - J21; K20 - J19. (Jim Reader, Yellow)
20

Butterworth, Georgetown and Gerik Railway (BUGGER) (Lionel Robbins, Blue)
Johor Bahru - V69 - V67 - Kluang - Muar - S62.
20 +4 (towns) = 24

Lionel, please do not give the hex reference for a town after giving the name of that town. This leads me to hunt down that hex as the next place you are heading for, and gets very confusing until I realise it is the same place. Name the towns, and give the references for non-town hexes where lines otherwise start, change direction or end.

As for the question of whether the river next to Muar is a standard river crossing or not, the only special river mentioned on the map is the estuary to Singapore, which I take to be the river that runs along the red border line. No other rivers get mentions, and so should be considered standard rivers at +2 to cross.

Builds
Up to 15 points excluding payments to rivals

ROBORALLY 3

Being virtual has its advantages.

ROUND 9

Starting positions

Diddy-bot L14-N, President Ford E12-N, Pineapple 196 E8-N (virtual), Squelch M10-N, Bot-i-celli E8-E, Donsbot N5-W.

President Ford announces that he will power down for the next round.

9.1

Donsbot (760-M2), Diddy-bot (510-M1), Pineapple 196 (460-BU), Squelch (240-RR), President Ford (170-RL), Bot-i-celli (140-RR).
Board effects: Pineapple 196 is conveyed to E7, President Ford is rotated to face south.

9.2

Bot-i-celli (780-M2), President Ford (520-M1),Donsbot (420-RR), Diddy-bot (350-RL), Squelch (2380-RR), Pineapple 196 (270-RL).
Board effects: Pineapple 196 is conveyed to C7.

9.3

Donsbot (720-M2), Squelch (710-M2), Diddy-bot (650-M1), Pineapple 196 (640-M1), Bot-i-celli (600-M1).
Board effects: Pineapple 196 is conveyed to A8.

9.4

Bot-i-celli (800-M3), Diddy-bot (690-M2), Squelch (400-RR). Donsbot (320-RR), Pineapple 196 (230-RL), President Ford (030-UT).
Board effects: Diddy-bot is conveyed to L11, Pineapple 196 is conveyed to B9, Diddy-bot shoots Donsbot (1), Donsbot shoots Diddy-bot (2).

9.5

Squelch (790-M3), Diddy-bot (730-M2), Pineapple 196 (680-M2), Bot-i-celli (580-M1), Donsbot (390-RL), President Ford (070-RL).
Board effects: Pineapple 196 is conveyed to C11, Diddy-bot shoots Bot-i-celli (1).

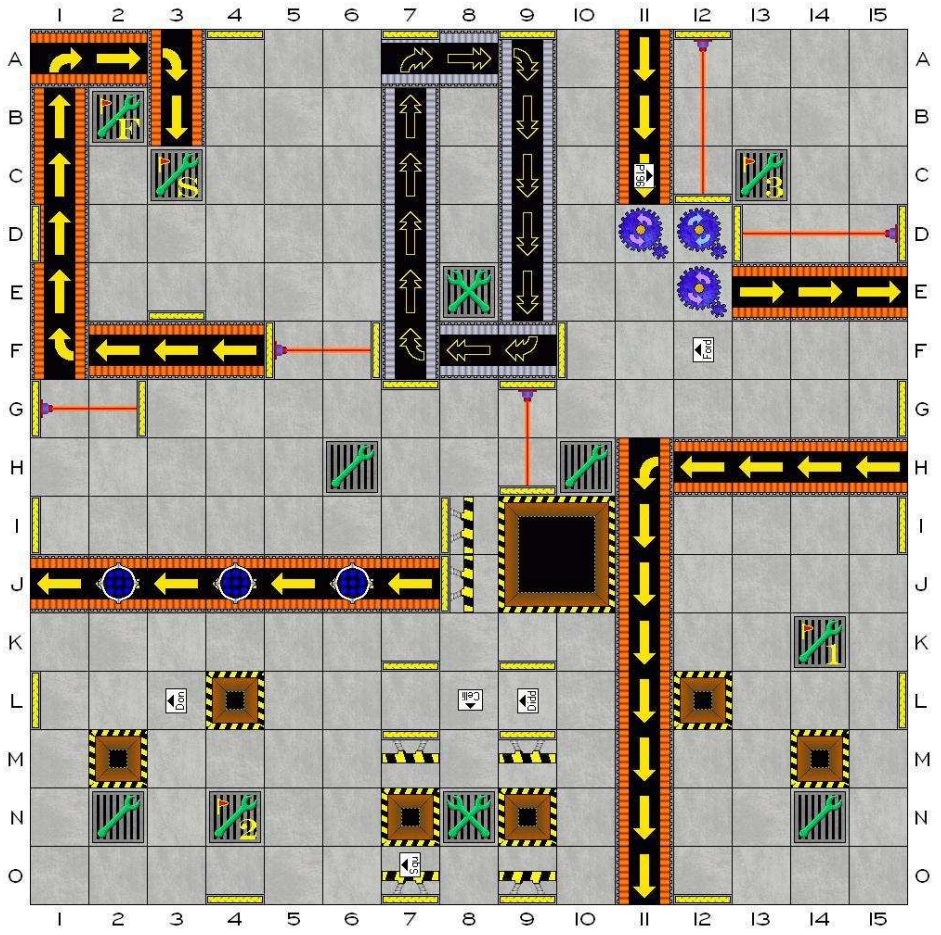
End of turn effects

Pineapple 196 ceases to be virtual, President Ford powers down.

I'm sure Donsbot realised that moving over the second checkpoint in phase 9.1 was not sufficient to register that checkpoint, but I thought I would mention it just to be sure.

President Ford's details in the table are shaded to show that he is powered down, or to remind me of this at least.

Pineapple 196 spent the round as a virtual robot, which meant he could simply plan his round without having to worry about what the rest of you were up to. In some situations it is almost worth losing a life if you can rejoin as a virtual robot and get a worry-free round.



Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	3/1/2	K14	L9-E	-
Roger Krueger	President Ford	3/-/-	E8	F12-W	Radio Control
Greg Payne	Pineapple 196	3/2/2	E8	C11-E	Reverse Gears
Marcus Pratt	Squelch	3/1/1	K14	O7-W	-
Jim Reader	Bot-i-celli	2/-/2	E8	L8-S	-
Don Shailer	Donsbot	4/1/3	K14	L3-N	Double Barrel Laser

Orders required
Program cards for round ten and any other instructions

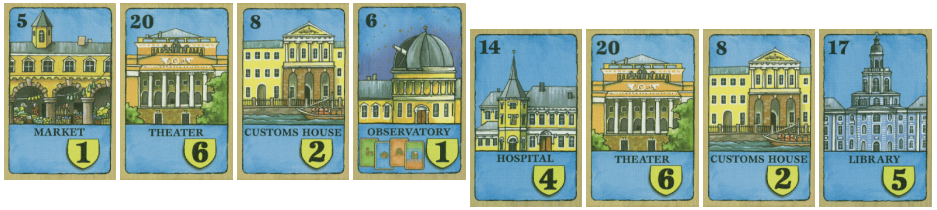
Saint Petersburg 2

Four new workers and one from hand.

Phase 4-W

Round 4 - Worker Phase

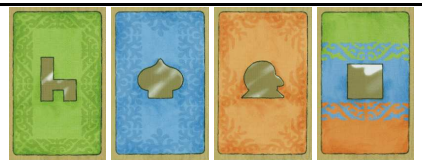
Kevin	Marcus	Tony	Pete
+ Gold Miner	+ Gold Miner	+ Gold Miner	+ Fur Trapper
+ Ship Builder from hand	✘	✘	✘
✘			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	23	7	21r + 2v	0r + 2v	3r + 0v	Worker	10
Marcus	26	5	18r + 1v	0r + 0v	6r + 3v	Aristocrat	20
Tony	12	8	12r + 0v	0r + 6v	4r + 0v	Trading	21
Pete	23	14	18r + 1v	3r + 3v	10r + 4v	Building	7

Players	Cards in hand	Cards in play
Kevin	Mistress of Ceremonies	Fur Shop, Gold Miner x 3, Shepherd, Ship Builder x 2, Market x 2, Warehouse Manager
Marcus	Weaving Mill, Customs House	Gold Miner, Lumberjack, Weaving Mill, Wharf, Potjomkin's Village, Admiral, Warehouse Manager
Tony	Fur Trapper, Customs House	Czar and Carpenter, Fur Trapper, Gold Miner, Shepherd, Market, Library, Secretary
Pete	Pub, Peterhof, Senator	Fur Trapper x 2, Lumberjack x 2, Wharf, St.Isaac's Cathedral, Controller, Mistress of Ceremonies

Orders required
Round four Building phase led by Pete

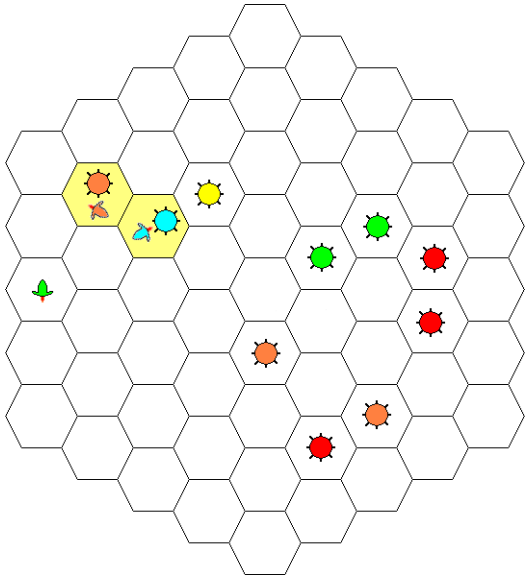


Space Blast 1

One collision and we're done.

Round 17

	Pilot	Colour	Actions	Armour	Chits
1	*James White* Bob Coull	Green 3 VPs	Turn right, fire rocket	-	1T : 3R 0M : 0B
2	*Major Tom* Michael Graystone	Orange 4 VPs	Turn right, lay mine, fire rocket	-	1T : 1R 0M : 0B
3	*Chewbaccy* Steve Ham	Blue 2 VPs	Brake, fire rocket	2	0T : 2R 2M : 0B



Major Tom tries to move into the space occupied by *James White*, who used his brake to stand still. Their collision takes the last armour point off each of them, leaving *Chewbaccy* as last man standing. He gets one more VP for that, which leaves us with this final situation.

1st	Michael Graystone	Major Tom 4
2nd	Bob Coull	James White 3
3rd	Steve Ham	Chewbaccy 2
4th	Don Shailer	The Meteor 1
5th	Joakim Spångberg	Major Mat Mason 1
6th	Jim Reader	Wizard Prang 0

I gave Don fourth place ahead of Joakim because he lasted longer. So although Michael and Bob went out, leaving Steve as the sole survivor, they finish ahead of him on points. We'll round up next month, so do let me know what you thought of this one.

News from the Rock

www.fwtwr.com/fwtwr/

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

✪ Here are the current web ratings for active players with a rating of 2.5 or more. People are included if they have competed five games.

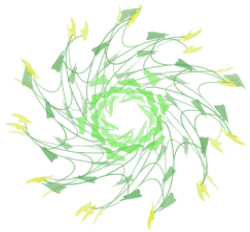
-	Ken Boucher	3.632
▾	Lew Stansby	3.607
-	David Hilbert	2.955
-	Roger Krueger	2.923
▴	Per Hallberg	2.857
-	Chris Rudram	2.800
▾	Victor Cronshaw	2.676
▴	Pete Campbell	2.613
-	Rob Thomasson	2.605
▾	Peter Hawkins	2.510

✪ Completed games and winners:

1856 e789	Jon Tassoff
Puerto Rico e823	Kath Collman
Carcassonne e834 {River}	John Colledge
Princes of Florence e836	Per Hallberg
Acquire e838	Mike Peterson
Ingenious e841	Michael Longdin
Acquire e844	John Colledge
Carcassonne e845	John Colledge

✪ New games and start dates:

None! June was very busy, so I didn't get any new games going. This also meant the zine was delayed, and I felt I needed to get the zine out before starting new web games, so this is the first month since I started doing the web games that no new games have started at all. Once the zine is out I am likely to start catching up on the games that are ready to roll. ✪



Preview

We'll have a new 1870 next time, our third Agricola, and our first game of In the Year of the Dragon.

Canal Mania looks like making a return, currently scheduled for the issue after next. There were different opinions on whether it was a good game for postal play or not, so one thing I aim to do is to check with the players how they want the game to work before we get going.

I have yet to choose the map for the next Railway Rivals game.

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

#166: 1870, Agricola, In the Year of the Dragon
#167: Canal Mania, Railway Rivals ✪

Zines Received

A summary of zines that I've received recently.

Date	Zine/Issue
May 20th	...mais n'est-ce pas la gare? 94
May 31st	Minstrel 324
Jun 3rd	Save Your XXs For Me 62
Jun 17th	...mais n'est-ce pas la gare? 95
Jun 29th	Minstrel 325
Jul 7th	Save Your XXs for Me 63

Ratings

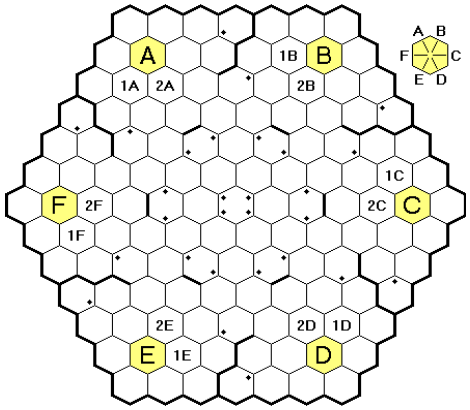
This is the list of subscribers with a rating of 2.0 or greater. People are included if they have completed five games.

-	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

BATTLE!

Battle! Has been sitting on the waiting lists for some time now, and it is quite possible that many of you do not know what the game is about. Without this information you can't make an informed decision about whether to play or not, so here is a one-page summary.

Battle! was designed by Richard Ashley, who ran a number of games in Cut & Thrust before that zine laid itself to rest. The game is over 20 years old, having been designed in 1988. Battle! is for six or twelve players, played on a hex grid incorporating walls (solid hex sides) and power points (dots). The starting grid for a six-player game is shown on the right.



Each player begins the game with a single base hex, marked on the map as hexes A to F, and two battle units. The base supplies 10 power points each round, which can be used to build more units, increase an existing unit's attributes, or research new technology.

New technology arrives at the rate of one new level each round. The different levels are announced at the start of the game, so you know when something is going to become available. The order of research levels can vary from one game to the next, making each game slightly different. Typical research levels are Move, Attack, Defence, Range, Conversion, Build, Hover, and so on. You need to research Move and give your units the ability to move before they can leave their starting positions. Similarly, they need to have some Attack attributes before they can start to do any damage to your opponents.

How effective an attribute is depends on how much was spent. It costs 1 point to get to level 1, and a unit with a Move of 1 can move 1 hex a round. It costs another 2 points to get level 2, after which the unit can move 2 hexes, 3 more points to get level 3, and so on.

Occupying a power point hex with a unit increases the amount of power you have to spend in each round. In addition to that, a number of units in open ground will generate one extra power point. The number of units that generate this extra point depends on which version of the rules you refer to, but it is typically 3 or 4.

The aim of the game is to be last man standing. To eliminate another player you need to eliminate his base, which is destroyed when it has taken 10 points of damage.

You have perfect information at the beginning of the round, although the actions of the other players tend to interfere with what you're trying to do, of course. Each round consists of orders for five separate phases: Builds, Construction, Movement, Combat and Conversion (experienced players note - this also varies according the to the rules version!).

I've played in a couple of games and found them great fun, as were the games I ran myself. If you fancy a go, let me know and I'll add you to the list. I would prefer to get a 12-player game going, but if I can't then a fourth 6-player game will have to suffice. ✪

WHO PLAYS WHAT

Tony Bromley	1837-Y25, RR-2117-ND, RR-2127-MP
Simon Brooks	BA18, BB-312-MOR, RR-2112-I(N)
Pete Campbell	1825-H27, 1826-H25, 1829-U25, 1837-L27, 1861-C27, 18GA-D26, Agr1, BB-312-MOR, BB-322-IZU, RR-2117-ND, RR-2124-I(S), StP2
John Colledge	Acq52, Acq53
Bob Coull	6n14, Acq54, BB-312-MOR, BB-318-LUZ, BB-322-IZU, RR-2117-ND, RR-2127-MP, SB1
Dennis Frank	BA18, BA19
Tim Franklin	1895-X24
Mark Frueh	1870-R24
Michael Graystone	6n14, Acq52, Acq53, Acq54, BB-312-MOR, BB-322-IZU, SB1
Lyndon Gurr	1826-H25, 1835-C26, 1856-P26, 1861-C27, 1870-Y26, 18GA-D26, BB-318-LUZ, OP27
Steve Ham	6n14, BA18, BA19, Robo3, RR-2124-I(S), SB1
Geoff Hardingham	1837-Y25, PR10
Alan Harvey	1825-H27, 1830-V1-N24, IW1
Mike Head	1830-G26, 1856-P26, 18GA-D26, IW1
John Hopkins	1837-Y25
Mike Hutton	1825-H27, 1830-G26, 1856-P26, 186-1C27, 1870-Y26, Agr1, Agr2
Sharon Khan	IW1
Roger Krueger	1870-R24, 1895-X24, Robo3
Kevin Lee	6n14, Acq54, Agr2, BB-313-MOR, PR10, PR11, RR-2112-I(N), RR-2124-I(S), StP2
Michael Longdin	Agr1
Richard Lunn	1830-G26, 1856-P26, Acq53, BA19
John Marsden	Acq52, BB-313-MOR, BB-322-IZU, RR-2112-I(N)
Willem Moene	1825-H27, 1830-G26, 1835-C26, 1861-C27, 1870-R24, 1870-Y26, OP27, PR11
Greg Payne	6n14, BA19, BB-313-MOR, Robo3
Marcus Pratt	Agr1, Agr2, IW1, OP27, Robo3, StP2
Jim Reader	6n14, BA18, BA19, BB-312-MOR, BB-318-LUZ, BB-322-IZU, OP27, PR10, PR11, RR-2112-I(N), RR-2117-ND, RR-2124-I(S), RR-2127-MP, Robo3
Lionel Robbins	1825-H27, 1829-U25, RR-2127-MP
Tony Robbins	1837-Y25
Adam Romoth	1837-L27, 1870-Y26
Tony Sait	1830-G26, 1830-V1-N24, 1835-C26, 1856-P26, PR11, RR-2112-I(N)
Don Shailer	BB-313-MOR, RR-2117-ND, Robo3
Colin Sharpe	6n14, Acq52, Acq53, BB-318-LUZ, RR-2124-I(S)
John Shelley	1826-H25, 1829-U25, 1835-C26
David Smith	1837-L27, OP27
Don Smith	1830-V1-N24, 1835-C26, 1870-R24, 1870-Y26, 18GA-D26
Joakim Spångberg	BA18
Allan Stagg	Agr2, PR10
Mark Stretch	1830-V1-N24, BA18, OP27
Steve Thomas	1837-L27, 1895-X24
Rob Thomasson	1829-U25, BB-313-MOR
Roger Trethewey	BA19, BB-318-LUZ
Stephen Webb	1826-H25, 1830-V1-N24, 1837-Y25, 1837-L27, 1861-C27, 1870-R24
Tony Wilcock	Acq52, Acq54, StP2

OUTSIDE EDGE

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

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DEADLINES

Wednesday August 12th 2009

18xx Games - Friday August 7th

Future main deadlines: September 9th October 7th November 18th

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.

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