

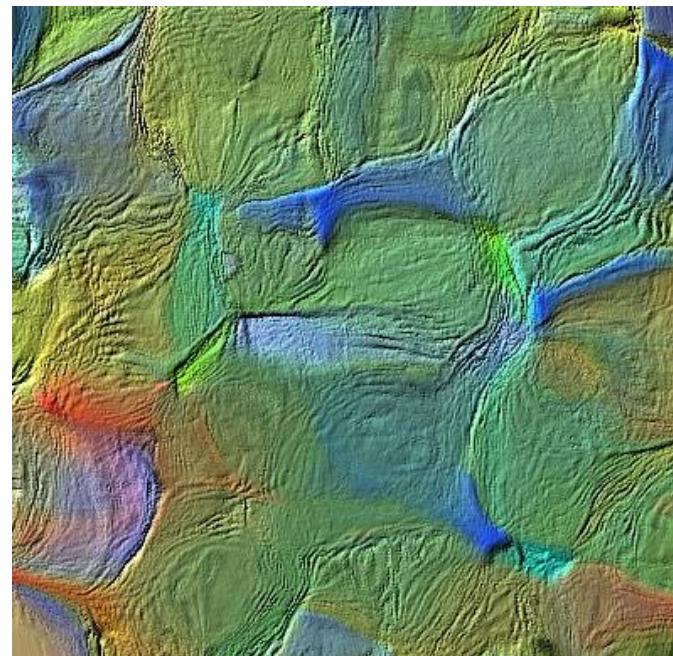
FOR WHOM THE DIE ROLLS

August 2009

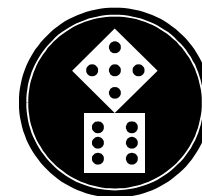
Published by Keith Thomasson

Issue 166

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



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #166, 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...

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

Games starting in the next issue...

⇨① Canal Mania Kevin Lee, John Marsden, Geoff Hardingham, Jim Reader
* Railway Rivals John Marsden, Michael Graystone, Jim Reader, Colin Sharpe, Steve Ham, Brian Tappenden

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

⇨④ 1826 Pete Campbell
⇨④ 1829 (South or North) .. Pete Campbell
* 1856 Rob Thomasson, John Shelley, Lyndon Gurr, Willem Moene, Don Smith
⇨② 1870 Lyndon Gurr, Willem Moene, Don Smith
* 18GA Mike Head, Mark Stretch, Don Smith
⇨③ 18Rh Rhineland Willem Moene, Pete Campbell
⇨④ Acquire Willem Moene
⇨③ Acquire (Powers) Michael Graystone, Richard Lunn
⇨① Age of Steam Pete Campbell, Mike Hutton, Marcus Pratt
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, Pete Campbell, David Smith, Mark Stretch
* Phoenicia Mike Hutton, Lyndon Gurr, Geoff Hardingham, Mark Stretch
* Puerto Rico Willem Moene, Jim Reader, Kevin Lee, Stephen Webb
⇨② Railroad Tycoon Michael Longdin, Pete Campbell
⇨④ RoboRally Allan Stagg, Jim Reader, Mark Stretch, Greg Payne
① Saint Petersburg Bob Coull, Rob Thomasson, Kevin Lee
② Sopwith Michael Graystone, Jim Reader, Mark Stretch, Greg Payne

I supply everything you need for these...

⇨④ 6 nimmt! Colin Sharpe, Mark Stretch, Kevin Lee, Jim Reader
* /④ Battle! Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt, Mark Stretch, John Marsden, Pete Campbell, Greg Payne
① Breaking Away Kevin Lee, Jim Reader, Dennis Frank, Steve Ham, Greg Payne
* Bus Boss Colin Sharpe, Kevin Lee, John Marsden, Jim Reader, Bob Coull, Mike Hutton
⇨③ Railway Rivals John Marsden, Bob Coull

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

START

Welcome to issue #166. This issue is running to a much better timetable than the last. I had most of the game completed by the end of the deadline day, with just a few orders outstanding. I was almost ready to print on the Saturday, but decided to hold on for a bit. It was worth it, as the first stock round for the new 1870 game is now complete.

Our first game of Space Blast finished last time - or at least, I thought it did. I managed to get blue and green mixed up, so it's not quite over yet. It is, however, just a matter of time, as one of the remaining pilots is close to the edge of the board with no means of turning this ship, and when he leaves the board that will be the end of it - unless it finishes for real before then. The revised report is on page 68.

Saturday September 5th will be our next at-home games day, for those in a position to take advantage. For October the situation changes, as the first Saturday is the 3rd, put aside for TringCon XIX in our local village hall. As such there will be even more opportunity for playing games, with a wider range of opponents.

Geoff Cousins is planning on bringing a work-in-progress 18xx game along, provisionally titled 1836 London. The board is apparently huge, with twelve main companies. Mind you, things may well have changed since I last saw a set of rules. Mike Hutton may well challenge that with another outing for 18EA, but if 18xx isn't your thing there will be lots of other games to play.

If you're interested, drop me a line. The day costs £10 and you get fed as well as watered.

This month's cover comes, like many of them do, from the Internet. I discovered this from a Google Images search for 'August blues', although I'm not sure now why I decided to do that search. The picture is by K Talat Muskara, and is one of a series of images he has done that are available for free non-commercial use. If you want to see more of his stuff, visit my.opera.com/talatkm/albums/.

Following on from last month, here is some more news about what to expect at the Essen show, or for those not going, what will become available afterwards.

Alderac Entertainment Group have a veritable host of titles lined up for the show. Some of these appeared on a pre-order sheet suggesting they would be out in July, but there's no sign of the real thing, so perhaps they've pushed them all back to October.

Abandon Ship is a Reiner Knizia design in which rats are trying to leave a sinking ship. You decide at the start of the game which three rats you want to save, and then the game starts, with the players moving the rats up or down the ship, hoping to save their preferred rats before the ship sinks.

Arcana is one of the new breed of Dominion follow-on games, with a mechanism about building your deck of cards while you play. It will be worth a look, at least.

Infinite City is a tile game where players become corporation leaders building an ever-sprawling city, manoeuvring to control the largest districts while holding to on the most valuable buildings.

In Monkey Lab you play a monkey, with the aim of releasing more moOnkeys from a research lab than your fellow simians.

They are also releasing Myth: Pantheons, Pressure Matrix, Rush n' Crush, The Adventurers, The Isle of Dr. Necreaux and Thunderstone. That's ten titles for Essen, and they haven't even included Tomb: Cryptmaster, their expansion for last year's Tomb.

alea have a new game out at Essen, which makes a change. Their games usually appear at Essen as pre-production versions, with the release happening at the Nurneburg show in February. The new game is another from Stefan Feld, who seems to have made alea his own. This one is called Macao. There's not much information on this one yet. The game uses action stones that pile up turn by turn in various colours and quantities. Once those stones become available to their owner, the player can use those stones for certain actions depending on their colours.

Fantasy Flight are listed as having Middle-Earth Quest for Essen, but it is in fact here already. Middle-Earth Quest is set in the seventeen-year period between Bilbo's birthday party and the Ring's departure from the Shire, as described in J.R.R. Tolkien's novel The Lord of the Rings. One player takes the role of Sauron, who is attempting to dominate Middle-Earth with his nefarious plots and evil minions. Up to three other players take the roles of heroes who must hold the darkness at bay until Gandalf's plans have matured. To do so, the heroes must embark on dangerous quests and consult with the famous characters of Middle-Earth to gain favour and knowledge.

Fragor Games have a new offering in the form of Savannah Tails. As the name suggests, it is a sequel of sorts to Snow Tails, but apart from the tails, not much is the same. In this game players are ostriches on the run through the African Savannah. Winning the race is the least of your worries. Cheetahs will try to eat you. Crocodiles will try to eat you. Warthogs will probably try to ignore you. Elephants are just in the way. The less said about porcupines the better.

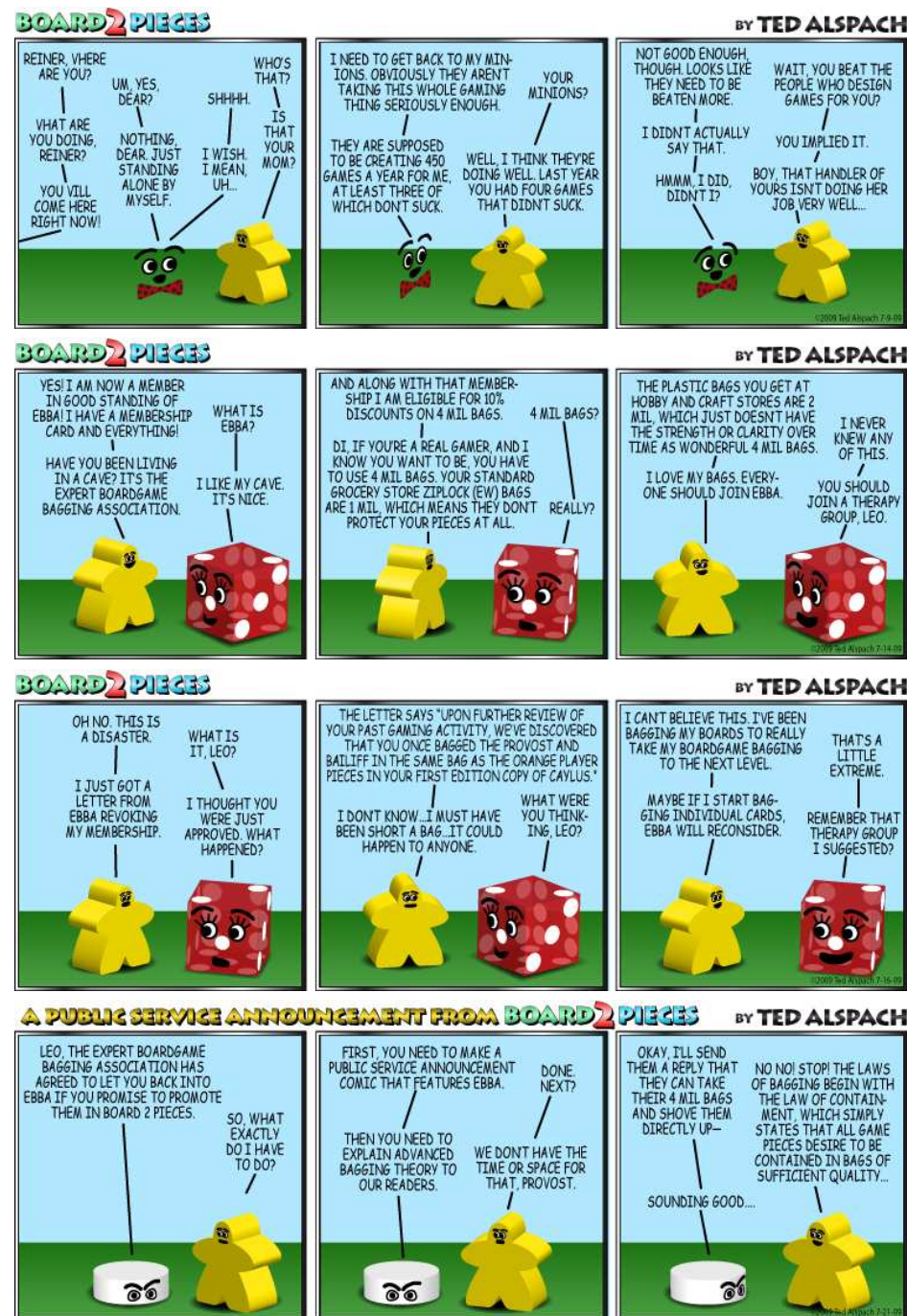
The game will include 25 track sections, so like Snow Tails, you can design your own courses. Special sections involving a rope bridge, quicksand and a sand dune are included.

The Fragor Games edition will be limited to 1,000 copies and will cost €23 at Essen. You can pre-order the game by e-mail. Send a message to fragorpreorder@yahoo.co.uk and specify in the subject line how many copies you want and whether you plan to pick the game up at Essen or want to have it posted elsewhere.

The Ragnar Brothers will be releasing a cut-down version of their classic History of the World. This one is called A Brief History of the World, designed to play roughly the same as the original but with a shorter playing time and less down time for the players. You can pre-order this one for collection at Essen by mailing Gary Dicken - dicken@ntlworld.com. Show price will be €35.

For more information on any of these, take a visit to www.boardgamenew.com or www.boardgamegeek.com.

It looks like I'm ready to roll. I'll only be rolling so far today, as I won't be able to print everything before leaving for my niece's wedding. It looks like a great day for it, so the plans to hold the ceremony outdoors should pay off. Braetach will have to spend the afternoon and evening in the kitchen, but he'll pay us back for that later on. ☆



BOARD 2 PIECES

BY TED ALSPACH

LEO HAS BEEN CONTINUING HIS DISSERTATION ON ADVANCED BAGGING FOR 48 HOURS ...

MEANWHILE, DON'T THINK YOU'RE DONE BAGGING WHEN YOU FINALLY HAVE ALL THE PIECES PROPERLY SORTED INTO THEIR APPROPRIATELY-SIZED 2 MIL BAGGIES. BECAUSE YOU'RE NOT, A TRUE MASTER INCLUDES A BACKUP SET OF BAGS UNDER THE INSERT IN THE BOX SO THAT WHEN THE ORIGINAL SET WEARS OUT, YOU CAN QUICKLY RE-BAG WITH FRESH ONES.



AND THAT SPARE SET OF BAGS? YEP, YOU GUESSED IT. THOSE GO IN A BAG OF THEIR OWN. I KNOW MANY OF YOU ARE ASKING THE QUESTION I DID... IS THERE A SPARE BAG NEEDED TO REPLACE THE BAG THAT HOLDS THE SPARE BAGS? THE ANSWER IS NO. THAT BAG WILL NOT NEED TO BE DIRECTLY REPLACED. HOWEVER, I KNOW SOME GAMERS WHO HAVE TWO SETS OF BAGS STOWED UNDER THEIR INSERTS JUST IN CASE. WE CALL THOSE GAMERS "TWO-BAGGERS."



IN REGARDS TO BOX BAGGING, THIS IS A HOTLY DEBATED ITEM AMONG GAMERS. MY PERSONAL VIEW ON THIS IS THAT IT IS INDEED OVERKILL, BUT I'VE OFTEN WONDERED IF THIS IS INDEED THE RIGHT CHOICE. AS MANY TIMES MY BOXES WILL SUFFER A SCRATCH OR DENT HERE OR THERE, AND I KNOW DEEP DOWN THAT BAGGING THE GAME BOX WOULD HAVE AT A MINIMUM REDUCED THE AMOUNT OF DAMAGE, AND QUITE POSSIBLY PREVENTED IT ENTIRELY....



BOARD 2 PIECES

BY TED ALSPACH

HEY, JERRY. ARE YOU UP FOR A GAME OF A GAME OF THRONES?

ARE YOU STUTTERING? NO, OF COURSE I'M NOT UP FOR THAT.



HEY HEY, WHAT'S WITH THE ATTITUDE?

I'VE DETERMINED THAT 70% OF THE GAMES I PLAY ARE BECAUSE I FEEL BAD FOR THE PEOPLE WHO WANT TO PLAY THEM. THIS WILL HAPPEN NO LONGER.



THAT'S A LITTLE SELFISH, DON'T YOU THINK?

THAT'S TOO MANY GAMES OF JERRY.



IT'S ALSO SELFISH TO THINK YOU COULD SUBJECT ANYONE TO A GAME OF A GAME OF A GAME OF THRONES.

ONE IS TOO MANY. I'M OUTTA HERE.



BOARD 2 PIECES

BY TED ALSPACH

HEY JERRY, WANT TO PLAY RACE FOR THE GALAXY?

GREAT. REALLY, I HAVE ABSOLUTELY NOTHING BETTER TO DO.



OKAY, HOW ABOUT THE LATEST EXPANSION?

SURE. JUST AS SOON AS I FINISH STICKING THIS FORK INTO MY EYES REPEATEDLY.



WHAT DO YOU HAVE AGAINST THE RACE EXPANSIONS?

I MUST HAVE MISSED THAT ONE...



I GOT BURNED OUT ON RFTG WAY BEFORE THE "TOM LEHMANS REALLY BIZARRE IDEAS THAT WE TURNED INTO AN EXPANSION BECAUSE WE'RE SADISTS" EXPANSION CAME OUT.

I DOUBT YOU "MISSED" IT...



BOARD 2 PIECES

BY TED ALSPACH

I AM SO DEPRESSED.

DEPRESSED? WHY? THERE ARE ALL THESE GREAT GAMES TO PLAY, AND MORE ON THE WAY IN OCTOBER FROM ESSEN!



THAT'S JUST IT. ESSEN IS "SO" FAR AWAY. I WANT ESSEN NOW.

WELL, IF IT WAS NOW, THEN YOU'D ONLY HAVE THE GAMES THAT ARE READY, WHICH WOULD BE THE SAME GAMES YOU'RE PLAYING RIGHT NOW.



YOUR LOGIC DISTURBS ME.

I AM RIGHT THERE WITH YOU.



WHAT WE NEED IS TO HAVE ALL THE PUBLISHERS SHIP THEIR GAMES EARLY. "THAT" WOULD MAKE ME HAPPY.

I'LL START AN EMAIL CAMPAIGN.



BOARD 2 PIECES

BY TED ALSPACH

AN OPEN LETTER TO BOARDGAME PUBLISHERS

DEAR PUBLISHER, MY NAME IS LEO LUNEN-SCHLOSS, AND I'M WRITING ON BEHALF OF GAMERS AROUND THE WORLD TO ASK YOU TO SHIP ALL OF YOUR ESSEN RELEASES NOW INSTEAD OF IN OCTOBER.



THERE ARE MANY BENEFITS TO DOING THIS. FIRST, YOU WOULD GET THE MONEY FROM ALL OF YOUR ESSEN SALES NOW INSTEAD OF IN OCTOBER. YOU COULD USE THAT MONEY TO MAKE MORE GAMES THAT YOU COULD THEN RELEASE AT ESSEN. THIS SYSTEM ALLOWS YOU TO MAKE MORE GAMES AND MORE MONEY, AND ALLOWS GAMERS TO PLAY MORE GAMES. EVERYONE WINS.



SECOND, THINK OF THE GOOD WILL YOU'LL RECEIVE FROM GAMERS WHO DON'T HAVE TO TRAVEL TO ESSEN OR PAY OUTRAGEOUS PRICES FROM THE BOARDGAME EQUIVALENT OF SCALPERS WHO DO MANAGE TO GET COPIES OF YOUR GAMES. THIRD, YOU ARE HELPING OUT THE ECONOMIC RECOVERY BY PUTTING MORE GOODS INTO THE MARKET. I MADE THAT LAST ONE UP.



BOARD 2 PIECES

BY TED ALSPACH

RA!

RA RA!



RA!

RA RA!



RA!

WITH RA: THE DICE GAME FINALLY PUBLISHED, MINI RA WILL BE HANGING OUT HERE A LOT....



BOARD 2 PIECES

BY TED ALSPACH

THERE ARE A NUMBER OF PROBLEMS WITH RA: THE DICE GAME. THE FIRST BEING THAT THERE IS NO AUCTION, WHICH IS FUNDAMENTALLY WHAT RA IS ALL ABOUT.



YES, THE LITTLE RA ("MINI RA") TOKEN IS CUTE, EVEN ADORABLE BY GAMING PIECE STANDARDS, BUT A CUDDLY CHUNK OF WOOD DOES NOT A GOOD GAME MAKE.



THE BIGGEST ISSUE IS THAT USUALLY NOBODY WANTS THE SUNS ("RA") TO APPEAR ON THE DICE. SO THERE'S VERY LITTLE CHANTING OF "RA! RA! RA!" BY THE OTHER PLAYERS.

OF COURSE, NONE OF THAT MATTERS BECAUSE OF THE ADORABLE MINI RA. <SIGH>



BOARD 2 PIECES

BY TED ALSPACH

ROCKY, I THINK I HAVE STUMBLED UPON ONE OF THE GREAT CONSPIRACIES OF THE BOARDGAME WORLD!

NO, EVERYONE ALREADY KNEW THAT WAS THE CASE.



OH NO, DID SOMEONE FIGURE OUT THAT THOSE INSIPID "PERFECT" AND "BEST EVER" COMMENTS FOR THE BARLING COMICS ON BOARDGAMEGEEK ARE ACTUALLY GENERATED EN MASSE BY A "COMPLIMENTS" GENERATION SERVER LOCATED SOMEWHERE IN TEXAS?

OH, I GUESS THAT MAKES SENSE CONSIDERING THE PEOPLE WHO COMMENT ON IT.



SO THEN, I WAS AFRAID THIS DAY MIGHT COME. THE SECRET IS OUT. UWE ROSENBERG SOLD HIS SOUL FOR A #1 GAME RANKING.

NO, THAT'S ALREADY BEEN DOCUMENTED IN SPIELBOX MAGAZINE.

I MIGHT, IF YOU LET ME GET A WORD IN EDGEWISE.



ARE YOU EVER GOING TO TELL ME WHAT THE ACTUAL CONSPIRACY IS?

YOU DON'T HAVE TO BE SNARKY ABOUT IT.





1825-H27

Nothing out of the ordinary
for the first two rounds.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	8:T14:1	8:U17:1	-	①	90▼	460	2 2 2
GWR	PC	9:V12:3	5:Y7:2	-	②	82▼	540	2 2

- Notes: ① 540 to the bank for three '2' trains
 ② 360 to the bank for two '2' trains

Stock Round 2

Alan	Willem	Lionel	Mike	Pete
✗	✗	✗	✗	✗
Priority for SR3				

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Willem Moene	74	5	0	79	469	19.0▼	4
Lionel Robbins	54	10	0	64	476	19.3▼	5
Mike Hutton	39	42	0	81	530	21.5▲	4
Pete Campbell	14	20	0	34	492	20.0▲	4
Alan Harvey	44	25	0	69	499	20.2▲	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	-	2	-	-	-	-	-	-	-	-	-	-
	L&M	-	-	-	-	-	-	-	-	-	-	-	-
Pete Campbell	C&W	-	4D	-	-	-	-	-	-	-	-	-	-
✱ Alan Harvey	S&D	3	-	-	-	-	-	-	-	-	-	-	-
Bank (new)	-	3	10	10	10	10	10	10	10	10	10	10	10
Price (new)	100	90	82	82	76	76	76	76	71	71	71	71	71
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	90	82	-	-	-	-	-	-	-	-	-	-	-
Company credit	460	540	-	-	-	-	-	-	-	-	-	-	-
Tokens	5	5	4	4	4	4	4	4	3	3	3	3	4
Trains	2,2,2	2,2	-	-	-	-	-	-	-	-	-	-	-
Bank cash: 14,673		Certificate limit: 31				Trains: 2 x '2', 6 x '3'...							

Tiles	Tile number/Availability												One Operating Round between Stock Rounds
1/3	2/3	3/5	4/8	5/5	6/8	7/10	8/19	9/17	55/3	56/3	58/4	69/3	
114/1	115/2	198/1	199/1										

Please note that there are three '6' trains in this game, not the two that were listed in the game start. This is because the three '6' trains in the Phase Four kit should replace the two '6' trains from Unit 2.

Track may leave the grid
if it connects to these areas

1825 Units 1-2-3

Game H27

Referee:
Keith Thomasson

Minor Companies			
Company	Home	Base	Train
Canbrian	R8	CM	U3 410
Furness	M9	FR	5 550
Glouce	B12	GS	5 550
Highland	B8	HR	U3 410
LT&S	V22	LT	242 600
M&C	K7	MC	3T 370
M&GN	Q23	MG	4T 480
North Staffs	Q13	NS	3T 370
S&DR	W9	SD	5 550
Taff Vale	V9	TV	4T 480

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Orders required for the following rounds	<i>By the early deadline</i>
OR2, SR2	



1826-H25

The bank breaks near the end of the last round.

OR12 - OR13

The GC tile lay for last time was 24:J16:2. I tried to put it in the wrong hex, then rotated it to make it fit there. The correct tile lay allows the GC to run for an extra 30.

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
PO	PC	8:L12:3	380	Yes	① ②	200B▲	49	-	TGV 10H
B	LQ	611:C15:4	1,050	Half	③ ④	220A▲	60	1	TGV 10H
A	SW	4:D14:2	560	Yes	①	150C▲	196	-	TGV
SNCF	PC	-	380	Yes	-	150A▲	82	-	E
O	PC	-	380	Yes	⑤	122C▲	7	2	E
GC	JS	87:I17:5	340	Half	-	82E▲	188	1	E
E	SW	9:E13:2	1,100	Half	⑥	90D▲	279	1	TGV 10H
N	LQ	-	980	Yes	⑦	70E▲	32	2	TGV E

- Notes: ① 60 to the bank for terrain costs
 ② 1,000 to the bank for a 'TGV' train
 ③ Run reduced to 950 to pay loan interest
 ④ One loan repaid (▲220A)
 ⑤ Run reduced to 280 to pay loan interest
 ⑥ One loan repaid (▲90D)
 ⑦ Run reduced to 880 to pay loan interest

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
B	LQ	-	1,050	Half	①	270A▲	30	-	TGV 10H
PO	PC	-	880	Yes	-	220B▲	49	-	TGV 10H
A	SW	-	560	Yes	-	165C▲	196	-	TGV
SNCF	PC	-	380	Yes	-	165A▲	82	-	E
O	PC	-	380	Yes	②	135C▲	7	2	E
E	SW	-	1,100	Half	③ ④	110D▲	279	-	TGV 10H
GC	JS	9:H16:1	340	Half	⑤	90E▲	302	1	E
N	LQ	-	980	Yes	⑥	75E▲	32	2	TGV E

- Notes: ① One loan repaid (▲270A)
 ② Run reduced to 280 to pay loan interest
 ③ The bank has run out of cash
 ④ One loan repaid (▲110D)
 ⑤ 40 to the bank for a token in K17
 ⑥ Run reduced to 880 to pay loan interest

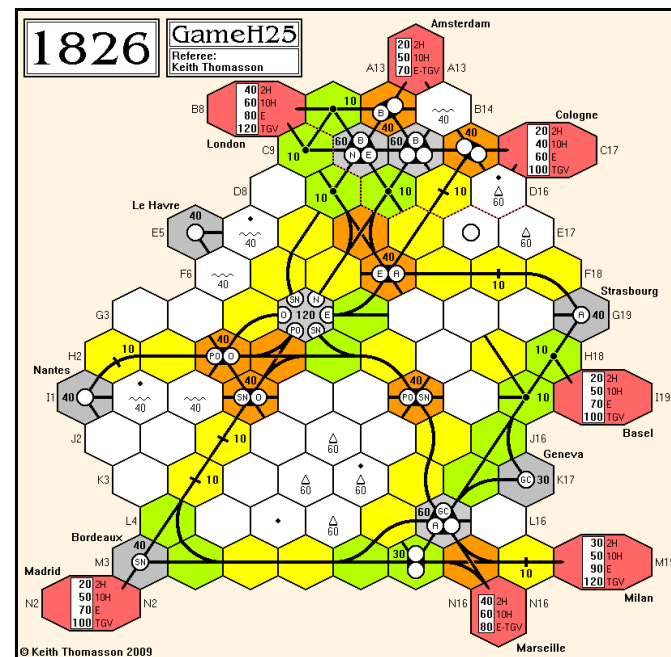
Companies without outstanding loans have their value reduced by 50 for each outstanding loans. This brings the GC down to 40, the N down to -25 and the O down to 35.

Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Stephen Webb	1,418	1,014	1,019	3,451	4,786	22.9▲	14
John Shelley	670	584	599	1,853	3,963	19.0▼	16
Pete Campbell	826	652	916	2,394	5,044	24.2▼	15
Lyndon Gurr	1,506	1,248	1,366	4,120	7,060	33.9▲	20

Lyndon was unconcerned about the price of the N going negative, as he had plenty of leeway at the top. Stephen closed up on Pete but was unable to take second place from him.

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	165C	270A	110D	40	-25	35	220B	165A
Loans	-	-	-	{1}	{2}	{2}	-	-
Company credit	196	30	279	302	32	7	49	82
Tokens	-	1	-	1	1	-	-	3
Trains	TGV	TGV	TGV	E	TGV	E	TGV	E
	10H	10H	10H	E			10H	
Bank cash: -795	Certificate limit: 16						Trains: 'TGV's	



1st	Lyndon Gurr	7,060	33.9%
2nd	Pete Campbell	5,044	24.2%
3rd	Stephen Webb	4,786	22.9%
4th	John Shelley	3,963	19.0%

Congratulations to Lyndon, and thank to everyone for their part in the game. We'll round it all up next time and look forward to our next trip to Paris.



1829-U25

Just one round as the
great train shuffle takes place.

OR10

OR10	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	20:P10:2	•R12	190	Yes	-	250▲	80	3 2 2 2
GWR	PC	5:X14:2	•X14	170	Yes	-	180▲	200	3 2 2
Mid	JS	9:R14:2	•P16	220	No	①	82▼	300	3 3
LSWR	LR	8:W17:3	•X18	-	-	② ③	56▼	30	-
GNR	PC	-	•N18	-	-	④	67▼	280	4
LBSC	LR	5:X20:1	•V22	-	-	⑤ ④	64▼	210	4 3 3 2
GER	RT	18:U19:3	•U21	-	-	④	61▼	210	4
GCR	JS	6:O15:5	•N16	-	-	④ ⑥	58▼	80	4 2

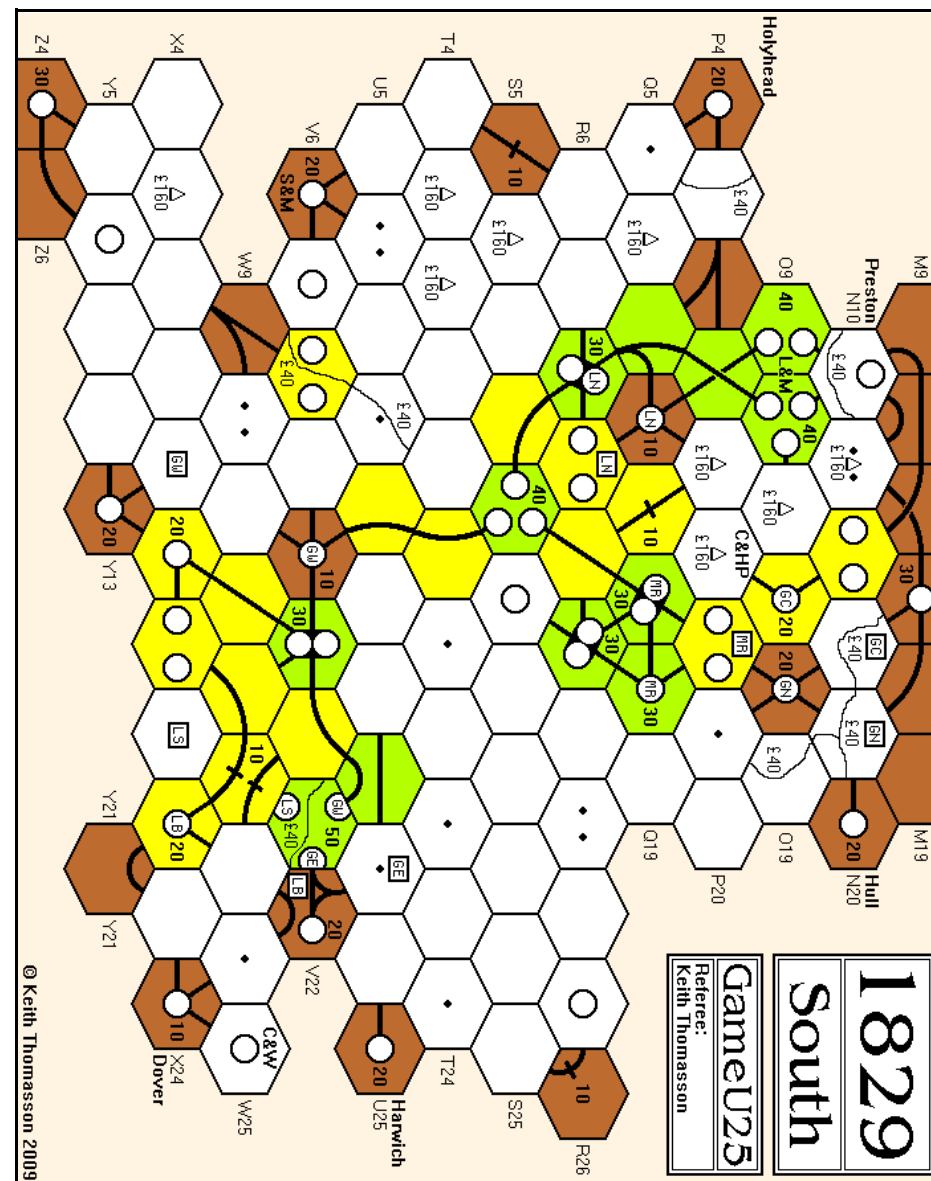
- Notes: ① 300 to the bank for a '3' train
 ② 160 to the Midland for a '2' train
 ③ 600 to the bank for two '3' trains
 ④ 430 to the bank for a '4' train
 ⑤ 30 to the LSWR for a '2' train and two '3' trains
 ⑥ 100 to the Midland for a '2' train

Cash Flow	b/f	OR10	c/f	Value	%	Certs
Rob Thomasson	4	136	140	2,274	33.9▲	13
John Shelley	59	29	88	1,365	20.3▼	14
Pete Campbell	114	138	252	2,030	30.3▲	10
Lionel Robbins	31	0	31	1,039	15.5▼	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	2	2	-	5	4	5	4	-
	L&M								
Price (pool)		250	180	82	56	67	64	61	58
Company credit		80	200	300	30	280	210	210	80
Tokens		4	4	3	4	4	3	3	3
Trains		3 2 2 2	3 2 2	3 3	-	4	4 3 3 2	4	4 2
Bank cash:		19 489	Certificate limit: 18				Trains: 4 x '5', 4 x '7'		

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



Orders required for the following rounds

By the early deadline

OR11, SR10

Adjudication can pause between rounds if requested



1830-G26

No new companies, just
some shuffling of assets.

SR5

Stock Round 5

Tony	Mike Head	Mike Hutton	Richard	Willem
- 1 NYNH (▼70G)	- NYC new	- 1 NYNH (▼)	+ NYC new	✗
+ C&O pool		+ C&O pool		
+ NYC new	+ NYNH pool	+ NYC new	+ C&O pool	✗
✗	✗	✗	+ NYNH pool	✗
✗	✗	✗	✗	Priority for SR6

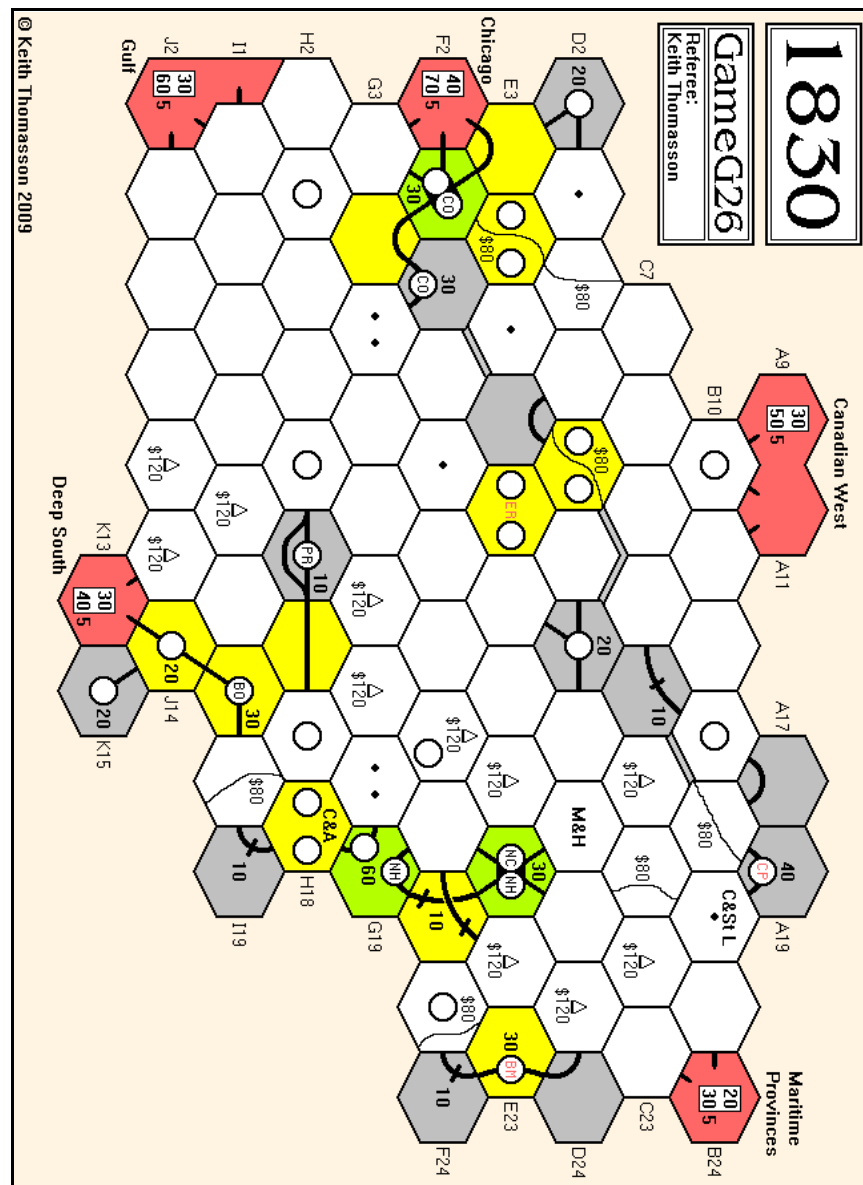
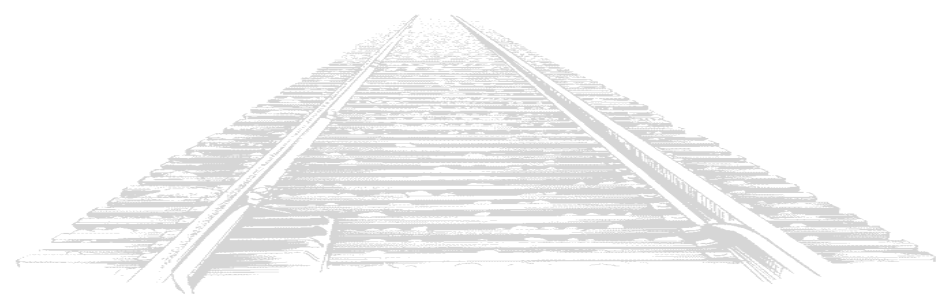
Cash Flow	b/f	SR5	c/f	Value	%	Certs
Mike Head	164	-146	18	690	21.1▲	8
Mike Hutton	98	-76	22	599	18.3▼	7
Richard Lunn	223	-216	7	718	22.0▼	8
Willem Moene	61	0	61	717	21.9▲	7
Tony Sait	84	-71	13	543	16.6▲	6

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	-	-	1	6P	-	-	1	1	-
Mike Hutton	-	-	1	1	-	-	1	5P	-
Richard Lunn	M&H	-	-	1	-	-	1	1	5P
✗ Willem Moene	C&StL C&A	-	-	-	-	-	6P	-	-
Tony Sait	B&O	-	4P	2	-	-	1	-	-

Bank (new)	10	4	-	10	10	-	-	4
Price (par)		100	76		76	71	90	
Bank (pool)	-	-	-	-	-	3	1	
Price (pool)		76C	75F		76C	70G	76C	
Company credit		840	122		400	463	500	
Tokens	2	2	1	4	3	3	-	3
Trains		2	3	3	2	2	3	2

Bank cash: 9,554 Certificate limit: 13 Trains: 4 x 4 / 3 x 5
Current operating order: B&O, PRR, NYC, C&O, NYNH

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 rounds

By the early deadline

OR5, OR6

Adjudication can pause between rounds if requested



1830-V1-N24

The NYNH dips into the yellow zone before rising back into the white.

SR7

The NYNH only ran for 230 in OR13, the end of its old route being blocked by the new B&O token.

Stock Round 7

Don	Alan	Stephen	Tony	Mark
+ B&O pool	- 1 B&M (▼125C) - 1 Erie (▼112B) + B&O pool	- 1 B&M (▼110D) - 1 PRR (↔) - 1 NYC (▼70C) + NYNH pool (gains Pres)	+ NYNH pool	- 1 PRR (↔)
+ B&O pool	- 1 NYNH (▼60I) + B&O pool	+ NYNH pool	+ B&M new	+ B&O pool
+ C&O pool	✗	+ Erie pool	+ B&M new	✗
✗	✗	+ CPR pool	+ NYC pool	✗
✗	✗	✗	+ PRR pool	✗
✗	✗	✗	✗	✗
Priority for SR8				

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Stephen Webb	952	-114	952	2,564	23.0▼	15
Tony Salt	498	-437	61	970	8.7▲	10
Mark Stretch	1,274	50	1,324	3,118	27.9▼	14
Don Smith	489	-211	278	1,340	12.0▲	12
Alan Harvey	1,311	195	1,506	3,177	28.4▲	13

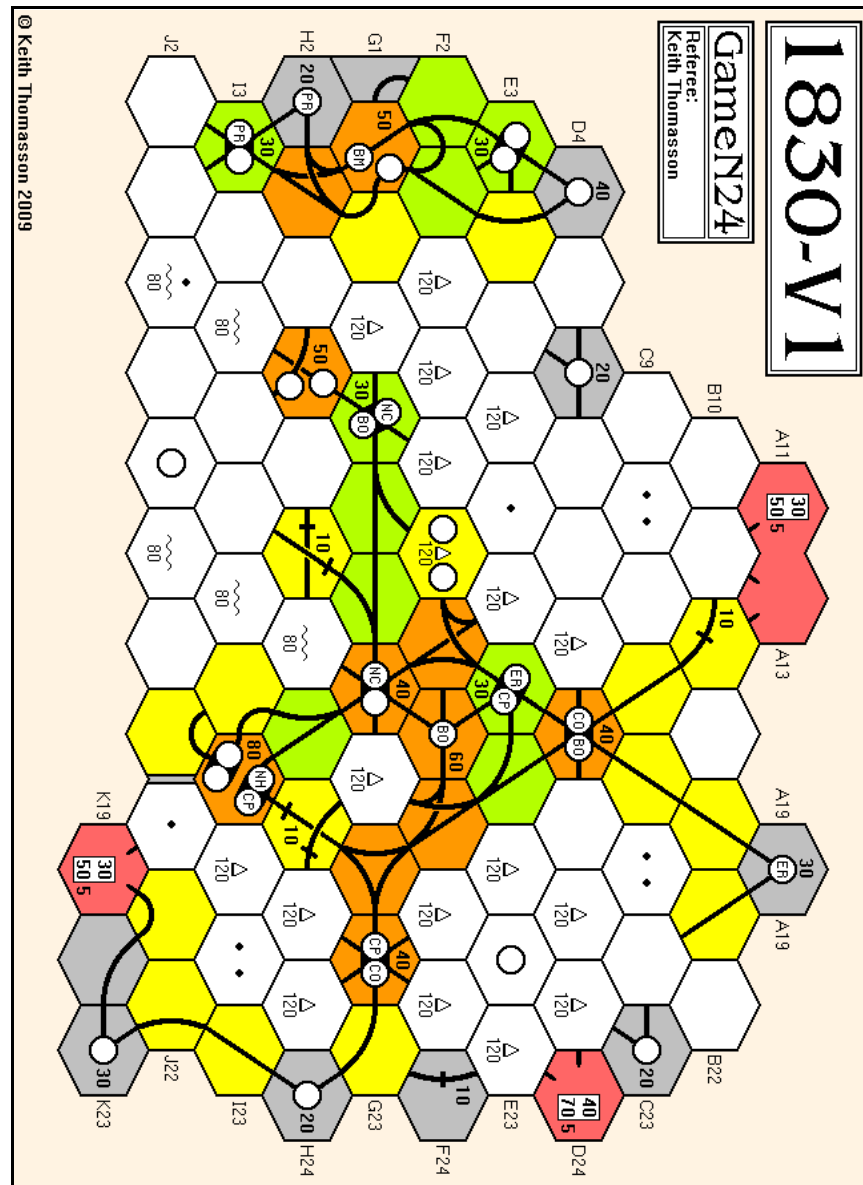
Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	-	1	2	3	5	-	5P	-
Tony Salt	2	3P	-	-	-	1	4	1
✗ Mark Stretch	6P	1	1	6P	-	1	1	-
Don Smith	-	2	6P	-	-	6P	-	-
Alan Harvey	-	3	1	1	5P	-	-	5P

Bank (new)	-	-	-	-	-	2	-	1
Price (par)	90	100	67	76	82	90	71	100
Bank (pool)	2	-	-	-	-	-	-	3
Price (pool)	110D	75F	76E	140C	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: 7,021 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							

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Orders required for the following rounds

By the early deadline

OR14, OR15

Adjudication can pause between rounds if requested



1835-C26

Two new companies
to spice things up.

SR7

Stock Round 7

Tony	Don	Lyndon	Willem	John
+ WtE/Dir - 1 SxE (▼102D)	+ ByE pool	- 1 HeE (▼80E) + BaE/Dir	+ PrE new	+ SxE pool
+ WtE new	+ ByE pool	+ BaE new	+ PrE new	+ ByE pool
+ WtE new	✗	+ BaE new	✗	+ HeE pool
+ WtE new (floated)	✗	+ BaE new (floated)	✗	✗
+ WtE new	✗	+ BaE new	✗	✗
✗	✗	✗	Priority for SR8	

Cash Flow	b/f	SR7	c/f	Value	%	Certs	Limit
John Shelley	346	-320	26	1,244	22.9▲	12	13
Tony Sait	417	-394	23	1,105	20.3▲	9	12
Don Smith	332	-276	56	1,022	18.8▲	6	12
Lyndon Gurr	529	-420	109	1,473	27.1▲	12	12
Willem Moene	327	-308	19	589	10.8▼	7	12

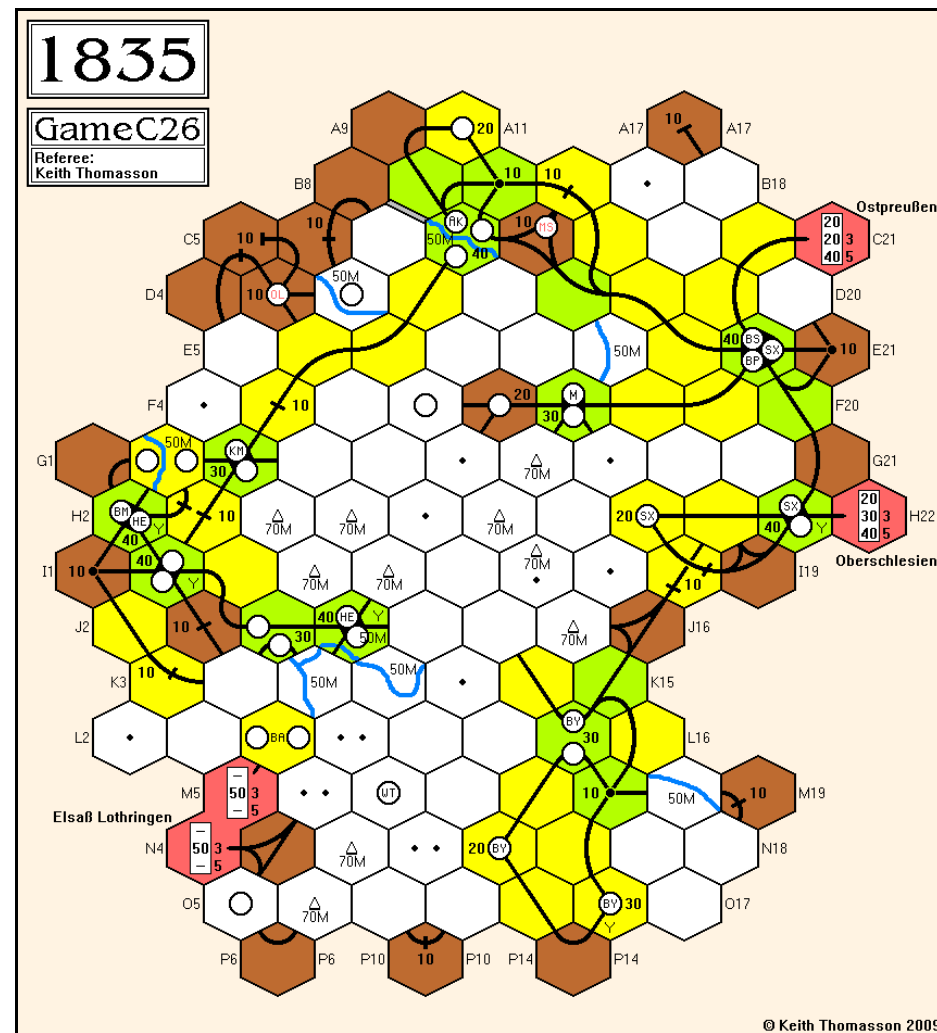
Portfolio	Privs/Minors	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OIE
John Shelley	Ost, Bra, B-M	-	10/1	10/1	-	80/7	-	-	-
Tony Sait	Han, B-P	-	10/1	10/1	-	-	60/5	-	-
Don Smith	-	-	70/6	-	-	-	-	-	-
Lyndon Gurr	Pfa, B-S, A-K	-	-	50/4	60/5	-	-	-	-
✗ Willem Moene	Mag, K-M	20/2	-	30/3	-	-	-	-	-

Bank (new)	20/2	-	-	40/3	20/1	40/3	100/7	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	10/1	-	-	-	-	-	-
Price (pool)	-	138D	110C	84D	80E	84D	-	-
Company credit	-	538	420	504	92	504	-	-
Tokens	2	2	-	2	-	2	2	2
Trains	-	2+2	2+2	-	3+3	-	-	-
	-	2 2 2	2+2	-	3	-	-	-
	-	-	2	-	-	-	-	-

Bank cash: 9,079 Certificate limit: See above Trains: 2 x '3+3', 3 x '4'...

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	-	-	-	-	-	-

John now has 80% of the HeE and his certificate limit goes up by one. Please note that the certificate limits will now appear in the right-hand column of the Cash Flow table.

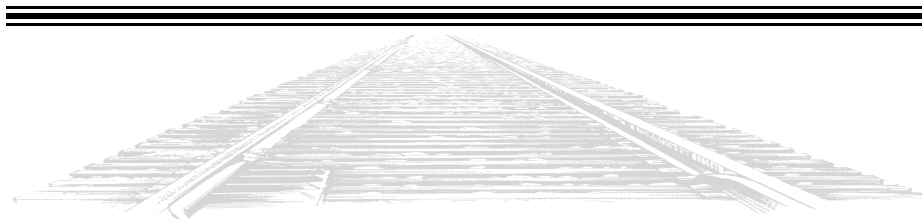


Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested





1837-Y25

You can't buy a train from another company until a '3' train is out.

OR5 - SR6

OR5	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	JH	-	70	20	Half	①	100	2	1G
RGTE	GH	-	40	30	Half	-	190	1G	
EOD	JH	-	20	20	Half	-	115	1G	
EKT	GH	9:F24:2	50	25	Half	-	120	1G	
MLB	TR	9:F36:1	50	20	Half	-	170	1G	
LRB	JH	8:I25:4	30	25	Half	②	110	1G	
BB	TR	40:I12:2	60	35	Half	-	140	1G	
EHS	TB	9:G31:2	50	20	Half	-	165	1G	
S1	TB	-	60	-	Half	①	30	2	2
S2	TB	-	40	-	Half	-	80	2	
S3	SW	-	50	-	Half	-	100	2	
S4	GH	-	50	-	Half	-	100	2	
S5	TR	-	50	-	Half	-	100	2	
K1	GH	-	50	-	Half	-	100	2	
K2	TR	8:H12:6	60	-	Half	-	60	2	
K3	TR	-	50	-	Half	-	100	2	
U1	GH	-	60	-	Half	-	150	2	
U2	SW	-	40	-	Half	-	40	2	
U3	JH	1:I23:1	50	-	Half	②	65	2	
Sb	SW	8:I31:3	50	25	Yes	-	73G▲	860	1G 1G

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

Stock Round 6				
Geoff	John	Stephen	Tony B	Tony R
+ TH/Dir {104}	+ Bk new	+ Bk new {floated}	+ Ms new	- 3 Sb {•68H}
				+ Cl/Dir {104}
+ TH new	✗	+ Bk new	+ Bk new	+ Cl new
+ Th new	✗	✗	+ Ms new {floated}	+ Cl new
✗	✗	✗	+ Ms new	+ Cl new {floated}
✗	✗	✗	✗	✗
Priority for SR7				

Cash Flow	b/f	OR5	SR6	c/f	Value	%	Certs
John Hopkins	40	72	-85	27	757	14.8▼	7
Stephen Webb	60	125	-170	15	998	19.5▼	11
Tony Bromley	175	120	-295	0	1,015	19.9▼	12
Tony Robbins	115	195	-301	9	1,229	24.1▲	11
Geoff Hardingham	290	142	-416	16	1,110	21.7▲	11

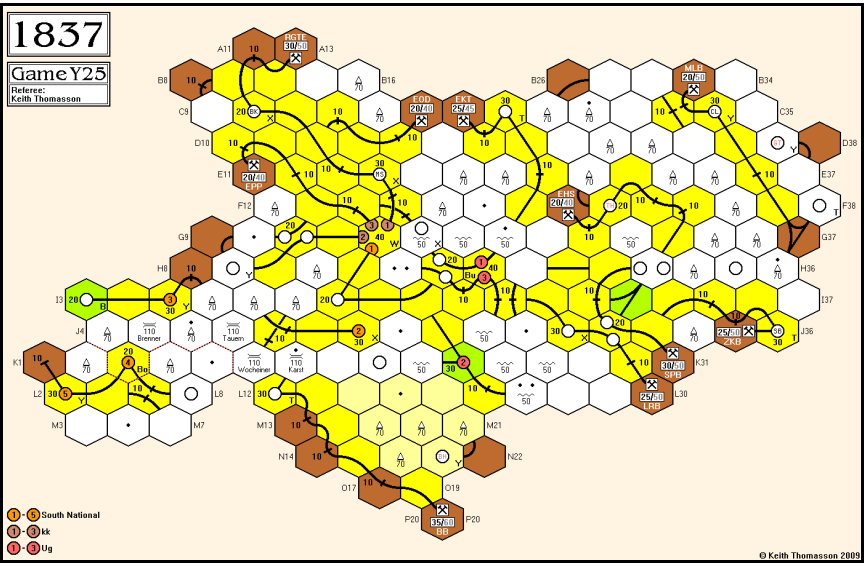
With the flotation of the Bk, Cl and Ms, the EPP and RGTE can be exchanged for Bk shares, the MLB can be exchanged for a Cl, and the EOD and EKT can be exchanged for Ms shares. In the absence of specific instructions I will assume the exchanges do not take place.

Portfolio	Mount/Coal/Minor	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
John Hopkins	EPP EOD LRB/U3D	-	4	-	-	-	-	-	-	-	-
Stephen Webb	Arl Woch/S3/U2	-	2	-	-	-	-	6D	-	-	-
Tony Bromley	Kara Semm/EHS/ S1 S2/U1	-	1	-	-	-	6	-	-	-	-
Tony Robbins	Karst Tau/MLB BB/ S5/K2 K3	-	-	5D	-	-	-	-	-	-	-
Geoff Hardingham	Bren/RGTE EKT/ S4/K1/U1D U3	-	-	-	-	-	-	1	-	4D	-

Bank (new)	9	1	4	10	7	2	-	5	4	5
Price (new)	85	104			120	70	70	142	104	175
Bank (pool)	-	-					3			
Price (pool)	85D	104A			120D	70G	68H	142D	104A	175D
Credit	680	936				560	860			
Tokens	3	3	3	3	-	3	2	-	3	-
Trains	-	-				-	1G			
							1G			

Bank cash: 12,166 Certificate limit: 17 Trains: 1 x '2', 5 x '3', 6 x '2G'..
Current operating order: Coal companies, S1-5, K1-3, U1-3, Cl, Bk, Ms, Sb

Tiles		Tile number/Availability		One Operating Round between Stock Rounds							
1/-	2/2	3/1	4/7	5/-	7/7	8/14	9/11	55/1	56/1	57/2	58/5
201/3	202/-	401/1	402/1	404/1							



Orders required for the following rounds

By the early deadline

OR6, SR7

Adjudication can pause between rounds if requested



1837-L27

No great surprises
for the first rounds.

OR1 - SR2

OR1	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	PC	3:D10:3	-	-	-	①		0	1G
RGTE	DS	7:B11:1	-	-	-	①		0	1G
EOD	DS	58:D18:6	-	-	-	①		0	1G
EKT	PC	3:D22:1	-	-	-	①		0	1G
MLB	DS	69:C31:2	-	-	-	①		0	1G
ZKB	DS	401:J36:6	-	-	-	①		0	1G
SPB	PC	8:J30:4	-	-	-	①		0	1G
LRB	ST	58:K29:4	-	-	-	①		0	1G
BB	PC	8:O19:4	-	-	-	①		0	1G
EHS	PC	57:F28:2	-	-	-	①		0	1G
S1	ST	9:H16:2	-	-	-	②		0	2
S2	AR	9:J14:3	-	-	-	②		0	2
S3	AR	5:I7:5	-	-	-	②		0	2
S4	AR	57:K5:2	-	-	-	②		0	2
S5	ST	202:L2:1	-	-	-	②		0	2
K1	ST	402:E17:4	-	-	-	②		0	2
K2	SW	9:G15:3	-	-	-	③ ②		0	2
K3	ST	58:F16:4	-	-	-	②		0	2
U1	SW	404:H20:3	-	-	-	②		90	2
U2	SW	9:J20:1	-	-	-	②		0	2

- Notes: ① 100 to the bank for a '1G' train
② 90 to the bank for a '2' train
③ 50 to the bank for terrain costs

Stock Round 2

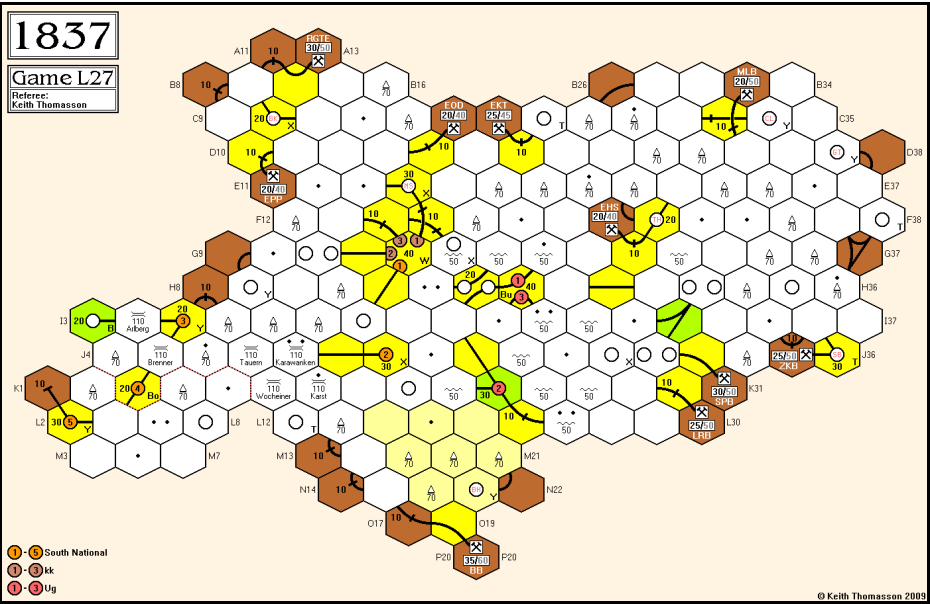
Pete	Don	Steve	Adam	Stephen
✗	✗	✗	+ U3 Director	✗
✗	✗	✗	✗	Priority for SR3

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Uq
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/U3D	-	-	-	-	-	-	-	-	-	-
✶ Stephen Webb	K2/U1D U1 U2	-	-	-	-	-	-	-	-	-	-

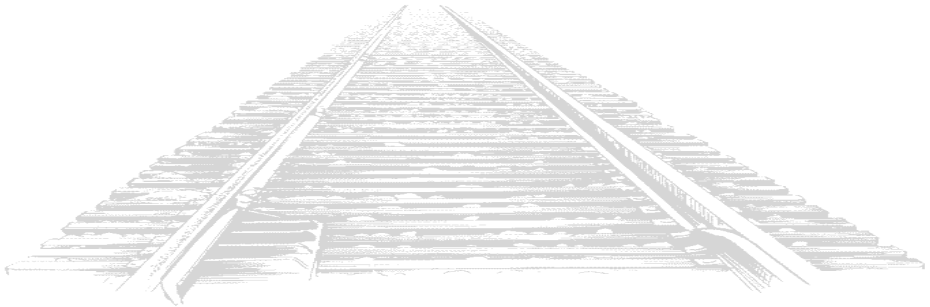
Bank (new)	9	8	9	10	7	8	8	5	8	5
Price (new)										
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)										
Company credit										
Trains										
Bank cash: 13,783	Certificate limit: 17	Trains: 4 x '2' / 5 x '3' / 6 x '2G'...								
Current operating order: Coal companies, S1, S2, S3, S4, S5, K1, K2, K3, U1, U2, U3										

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Pete Campbell	0	35	0	35	685	23.3▲	6
Don Smith	40	30	0	70	600	20.4▲	5
Steve Thomas	0	15	0	15	565	19.2▼	7
Adam Romoth	45	60	-90	15	600	20.4▲	6
Stephen Webb	80	0	0	80	490	16.7▼	4

Tiles	Tile number/Availability										One Operating Round between Stock Rounds				
	1/2	2/3	3/4	4/10	5/1	7/11	8/26	9/18	55/1	56/1	57/1	58/9	69/1		
	201/3	202/2	401/3	402/2	404/3										



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





1856-P26

Two new companies are floated.

SR5

Stock Round 5

Tony	Richard	Lyndon	Mike Hutton	Mike Head
+ LPS new	+ LPS new	- 1 CV {+75F} + CA/Pres {70}	+ GT new	- 1 CV {+70G} - 1 LPS {+••} + THB/Pres {100}
- 1 GT {+90F} + LPS new	+ CPR new	+ CA new	- 1 GT {+••} + GW new	+ THB new
+ CPR new	+ GT new	+ CA new	+ GW new	+ THB new
+ CV new	+ GT new	+ CA new	✗	✗
✗	+ GT new	✗	✗	✗
✗	✗	Priority for SR6		

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Richard Lunn	375	-340	35	825	19.9▲	9
Lyndon Gurr	286	-270	16	986	23.8▼	10
Mike Hutton	203	-130	73	523	12.6▲	5
Mike Head	309	-235	74	954	23.0▼	8
Tony Salt	175	-165	10	860	20.7▼	9

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	-	-	-	1	5P	3	-	1	-	-	-	-
✗ Lyndon Gurr	-	-	5P	1	-	-	-	6P	-	-	-	-
Mike Hutton	-	-	-	-	-	-	6P	-	-	-	-	-
Mike Head	-	-	-	6P	-	-	-	-	-	4P	-	-
Tony Salt	-	-	-	1	2	5P	-	2	-	-	-	-

Bank (new)	10	5	-	1	-	2	-	10	6	10	10
Price (par)		70	65	70	70	75	65		100		
Bank (pool)	-	-	1	2	2	2	1	-	-	-	-
Price (pool)		70E	80F	70G	90F	75F	90F		100A		
Company credit		350	189	225	105	178	240		400		
Tokens	3	3	3	2	2	3	-	2	2	2	3
Trains		-	4.3	3	3	4	3.3		-		

Bank cash: 10, 105 Certificate limit: 15 Trains: 2 x '4', 3 x '5'
Current operating order: THB, LPS, GT, CPR, GW, CV, CA

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/-									

Please note that in 1856, an order to buy and immediately sell a share will not work unless you already own another share of the same type. You are specifically prohibited from selling a certificate you have just purchased. If I get an order like this I will buy the share and sell it in the next stock turn. You just have to hope that the price has not fallen in the meantime.



Mike Head, please advise which station the THB home token will occupy. It is reasonably obvious, but you never know, sneaky plans and all that!

Orders required for the following rounds	By the early deadline
OR7, OR8	Adjudication can pause between rounds if requested



1861-C27

A few stumbling blocks, but nothing impossible to overcome.

OR1 - OR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	SW	-	-	-	①	70F▼	65	-	2
MNN	WM	8:H7:3	-	-	①	70F▼	62	-	2
KR	MH	202:F15:6	-	-	①	65F▼	42	-	2
MK	PC	4:G10:1	-	-	①	60G▼	30	-	2
SPW	LQ	3:A8:1	9:A6:1	-	② ①	60G▼	10	-	2
KK	MH	58:D13:3	-	-	①	45H▼	5	-	2

Notes: ① 100 to the bank for a '2' train
② 20 to the bank for a second tile lay

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	SW	-	-	80	Half	80F▲	105	-	2
MNN	WM	8:I8:6	-	70	Half	80F▲	97	-	2
KR	MH	8:G14:5	9:G12:1	70	Half	70F▲	57	-	2
MK	PC	-	-	70	Half	65G▲	65	-	2
SPW	LQ	201:A4:3	-	70	Half	65G▲	45	-	2
KK	MH	9:E14:3	-	60	Half	50H▲	35	-	2

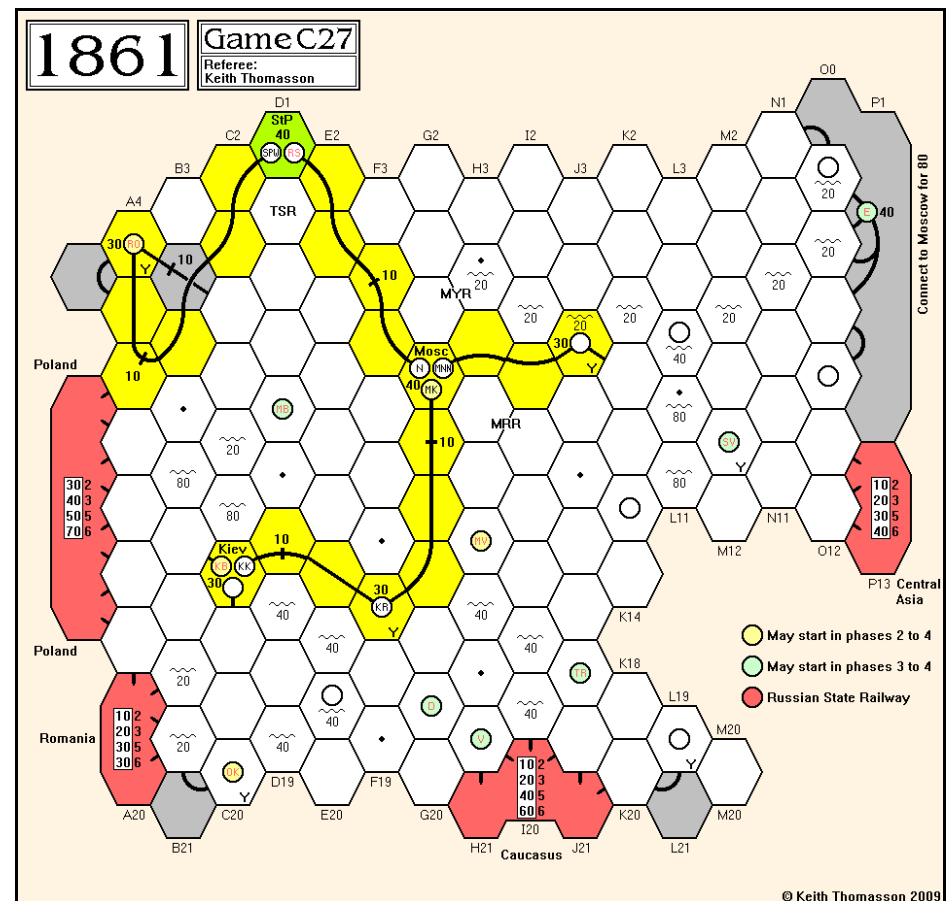
Notes: ① 20 to the bank for a second tile lay

Cash Flow	b/f	OR1	OR2	c/f	Value	%	Certs
Mike Hutton	5	0	65	70	190	15.4▲	2
Pete Campbell	2	40	75	117	302	24.5▲	3
Willem Moene	0	30	65	95	26	21.5▲	2
Stephen Webb	57	10	50	117	227	18.5▼	2
Lyndon Gurr	47	20	55	122	247	20.1▼	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	105	35	57	65	97					45
Tokens	-	-	-	-	-	-	-	-	-	-
Trains	2	2	2	2	2					2
Bank cash: 14 479	Certificate limit: 13					Trains: 4 x '2', 7 x '3'				
Current operating order:	N, MNN, KR, MK, SPW, KK									

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds				
	3/1	4/3	5/2	6/2	7/⚙	8/⚙	9/⚙	57/2	58/3	201/2 202/2 621/2
⚙ Yellow track tiles are unlimited										



The stumbling blocks I mentioned at the top of the report were generally simple things that caused me to stumble and back up a few times. For example, orders to lay tiles in hexes that did not exist, or that required expenditure that was not available. Perhaps it was rushed orders, but I would prefer you to take a little more time so that I don't end up wasting mine.

I also have a strong aversion to orders that say 'please lay track to achieve this aim'. As this effectively means I am running your company, I won't act on similar orders in future. Please look at the options and give orders to achieve what you want. I suspect the player thought there were too many options. I believe there were at most five, and three were unlikely.

Finally, please do not ask for a pause unless the order prompt says that the adjudication can pause if requested. When there is little going on, it makes little sense to offer a pause.

Orders required for the following round

By the early deadline

SR2



1870-R24

The IC is floated to make it a full house.

SR7

Stock Round 7

Roger	Mark	Stephen	Don	Willem
+ ATSF pool	- 1 ATSF {▼68E} - 1 MKT {▼72G} + FW new	+ FW new	+ TP new	✗
✗	+ TP new	- 1 FW {▼140B} - 1 ATSF {▼64F} - 1 GMO {▼72E} + IC new	+ MKT pool	✗
✗	✗	+ IC new	✗	✗
✗	✗	+ IC new (floated)	✗	✗
✗	✗	+ MKT pool	✗	✗
✗	✗	✗	Priority for SR8	

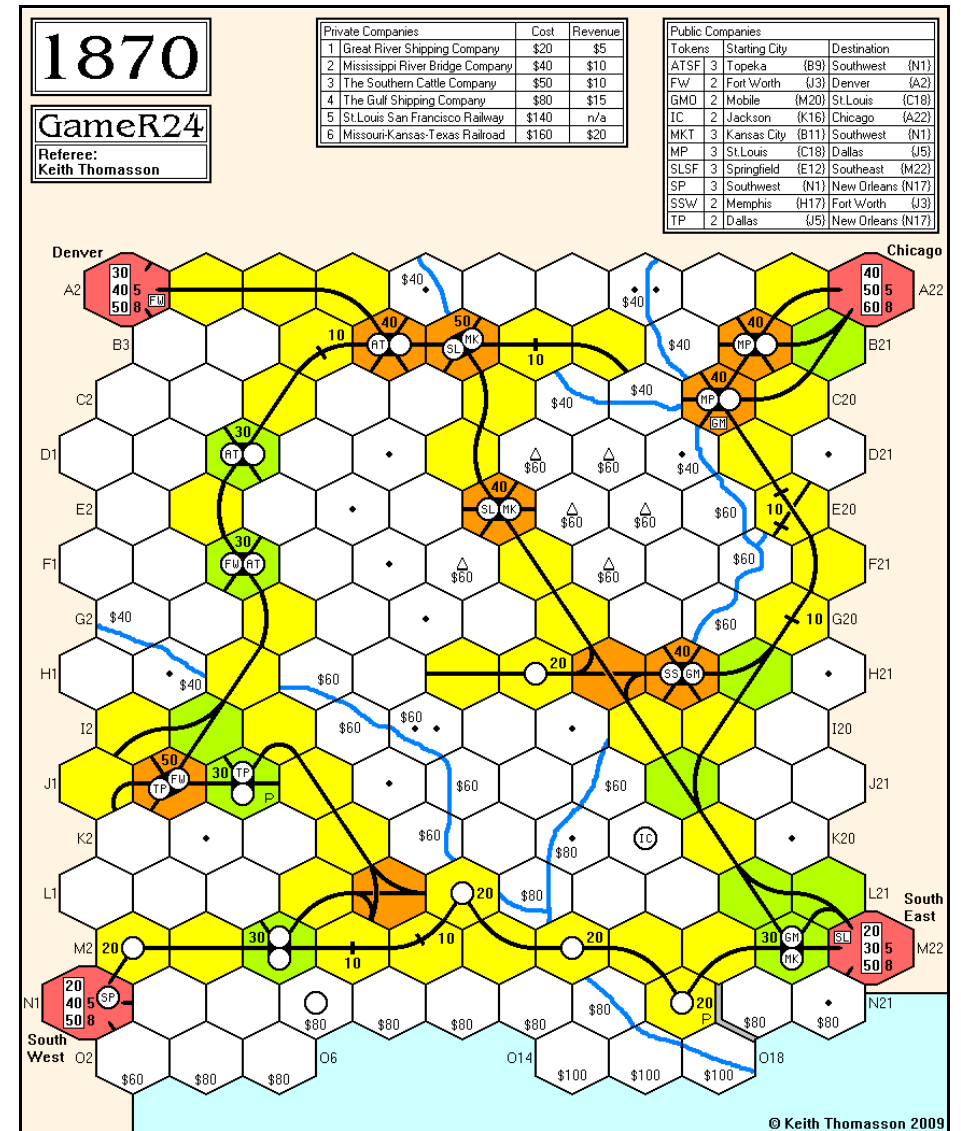
Cash Flow	b/f	SR7	c/f	Value	%	Certs
Willem Moene	510	0	510	1,954	23.4▼	13
Roger Krueger	76	-72	4	1,100	13.2▼	13
Mark Frueh	588	-52	536	2,678	32.1▲	13
Stephen Webb	169	-168	1	1,423	17.1▲	12
Don Smith	184	-172	12	1,184	14.2▲	11

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

Bank (new)	1	2	-	4	-	-	-	3	4	1
Price (par)	90	100	76	100	90	90	100	90	100	100
Bank (pool)	2	1	1	-	1	4	2	-	-	-
Price (pool)	64F	140B	72E	100A	72G	90D	225C	76B	90A	110B
Company credit	471	229	512	1,000	679	566	153	292	760	29
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: 6,246 Certificate limit: 15 Trains: 3 x '8', 2 x '10'...										
Current operating order: SLSF, FW, TP, IC, MP, SSW, SP, MKT, GMO, 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				

The TP ran for 110 last time, not 100. The extra 10 goes to the company, as with a half dividend the company gets 50% of the earnings rounded up to the nearest 10.



Orders required for the following rounds

By the early deadline

OR12, OR13

Adjudication can pause between rounds if requested



1870-Y26

We still have just
two operating companies.

OR2 - SR3

OR2	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	DS	8:G14:5	57:H13:2	40	Yes	-	100A	724 2 2
MKT	LG	8:C10:2	9:D11:1	80	Yes	-	72E	424 2 2

Stock Round 3

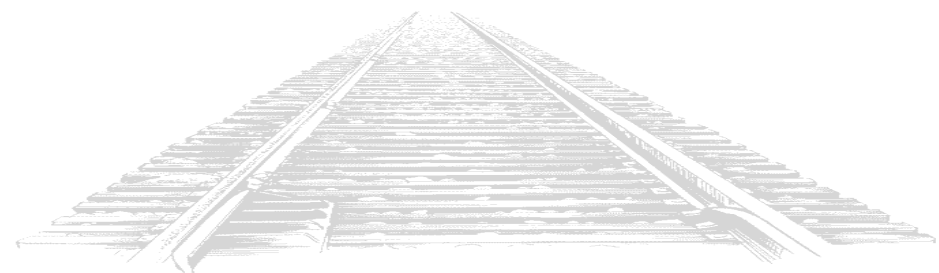
Willem	Mike	Adam	Don	Lyndon
x	+ SLSF new	x	x	x
x	x	Priority for SR4		

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Don Smith	17	30	0	47	463	19.0	4
Lyndon Gurr	29	41	0	70	494	20.2	5
Willem Moene	42	50	0	92	554	22.7	5
Mike Hutton	250	19	-100	169	449	18.4	3
Adam Romoth	3	28	0	31	483	19.8	5

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	-	-	-	-	-	-	2	-	-	-
Adam Romoth	-	-	-	-	-	2	-	3	-	-	-

Bank (new)	10	10	10	10	-	10	-	10	10	10
Price (par)					68		100			
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)					76D		100B			
Company credit					424		724			
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: 10.445	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	8/20	9/21	55/1	56/1	57/3	58/4
69/1												



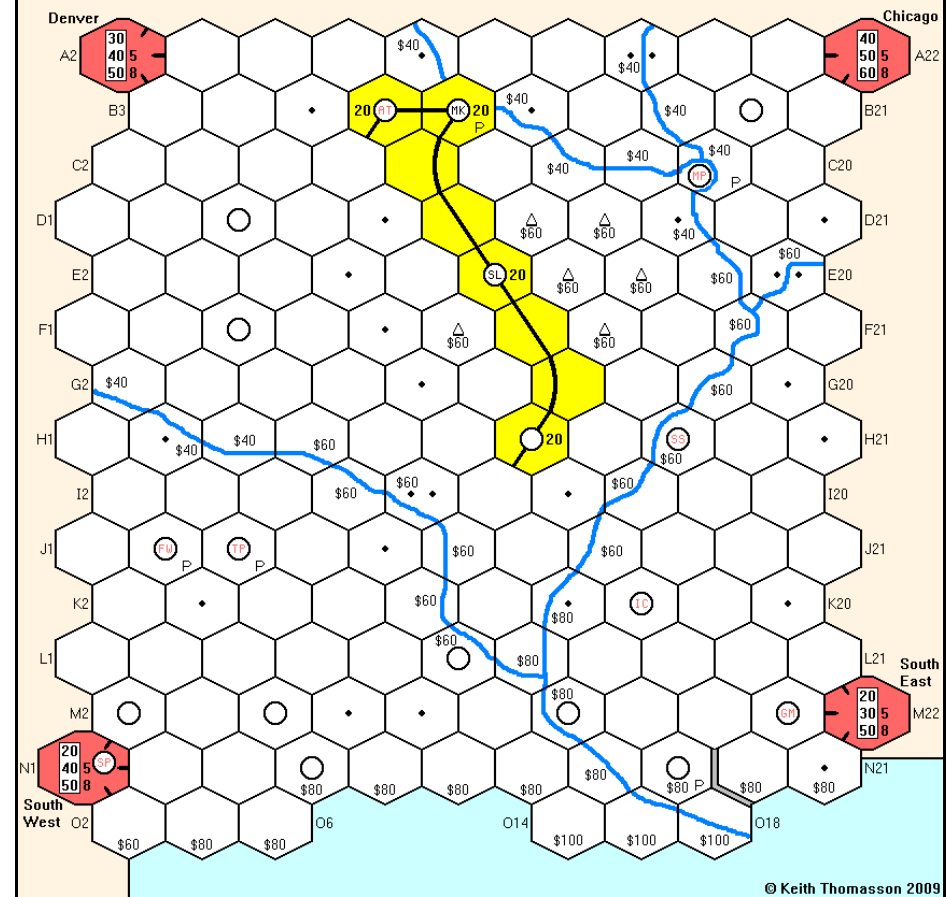
1870

Game Y26

Referee:
Keith Thomasson

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

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



Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested



1870-O27

A new game, with
SR1 already complete.

SR1

Welcome to the latest game of 1870 to grace these pages. The players are:

John Shelley 59 Avenue de la Republique, 33820 St Ciers sur Gironde, France
Don Smith 16 Gilchrist Way, Braintree, Essex, CM7 7SY
Lionel Robbins 24 Regency Court, Sittingbourne, Kent, ME10 1BZ
Rob Thomasson 205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN

Stock Round 1

John	Don	Lionel	Rob
+ GRSC	+ MRBC	+ SCC	Bids 165 on MKT
+ GSC	✗	+ SLSF [100]	Gets MKT for 165
⇒	⇒	⇒	+ MKT/Pres [72]
+ SP/Pres [68]	+ MP/Pres [76]	+ SP new	+ MKT new
+ SP new	+ MP new	+ MP new	+ MKT new
+ SP new	+ MP new	+ MKT new {floated}	+ MKT new
+ SP new {floated}	+ MP new {floated}	✗	✗
+ SP new	+ MP new	✗	✗
✗	✗	Priority for SR1 Pt 2	

Cash Flow	b/f	SR1	c/f	Value	%	Certs
John Shelley	525	-508	17	525	23.6	7
Don Smith	525	-496	29	525	23.6	6
Lionel Robbins	525	-406	119	585	26.3	5
Rob Thomasson	525	-525	0	592	26.6	6

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	GRSC, GSC	-	-	-	-	-	-	-	6P	-	-
Don Smith	MRBC	-	-	-	-	-	6P	-	-	-	-
Lionel Robbins	SCC	-	-	-	-	1	1	2P	1	-	-
Rob Thomasson	MKT	-	-	-	-	6P	-	-	-	-	-

Bank (new)	10	10	10	10	3	3	8	3	10	10
Price (par)					76	72	100	68		
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)					76D	72E	100A	68F		
Company credit					760	720	1,000	680		
Redeemed shares					-	-	-	-		
Tokens	3	2	2	2	3	3	3	3	2	2
Trains					-	-	-	-		
Bank cash: 8,675	Certificate limit: 14				Trains: 7 x '2', 6 x '3'...					
Current operating order:	SLSF, MP, MKT, SP									

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

1870

GameO27
Referee:
Keith Thomasson

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

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

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Orders required for the following rounds

By the early deadline

OR1, SR2



1895-X24

The '10H' trains come out, bringing the brown tiles with them.

OR9 - OR10

OR9	Pres	Lays	Run	Pay	Mines	Notes	Price	Credit	Trains
STA	ST	-	-	150	Yes	-	160C	219	6H
SD	RK	8:D16:2	-	160	Yes	40 ①	160C	197	6H
OME	TF	8:D2:5	-	220	No	20 ②	100C	112	10H
NS	RK	23:G11:2	-	160	Yes	20 ②	120A	68	10H 8H
OB	RK	850:F10:1	-	-	-	③	60E	318	8H

- Notes: ① 40 to the bank for terrain costs
 ② 500 to the bank for a '10H' train
 ③ 42 to the SD for a '6H' train

OR10	Pres	Lays	Run	Pay	Mines	Notes	Price	Credit	Trains
STA	ST	849:C11:1	-	200	Yes	-	180C	239	6H
SD	RK	9:E15:2 57:F14:2	170	Yes	-	①	180C	155	-
NS	RK	15:F14:5	410	Yes	30	②	130A	218	10H 8H
OME	TF	8:C3:6	200	Yes	-	-	110C	112	10H
OB	RK	125:F14:6	210	Yes	-	③	70E	401	8H 6H

- Notes: ① 180 to the bank for terrain costs
 ② NS obligation completed
 ③ 1 to the SD for a '6H' train

Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
Steve Thomas	248	138	296	682	2,762	37.8	13
Tim Franklin	57	63	281	401	1,821	24.9	11
Roger Krueger	126	181	394	701	2,721	37.3	13

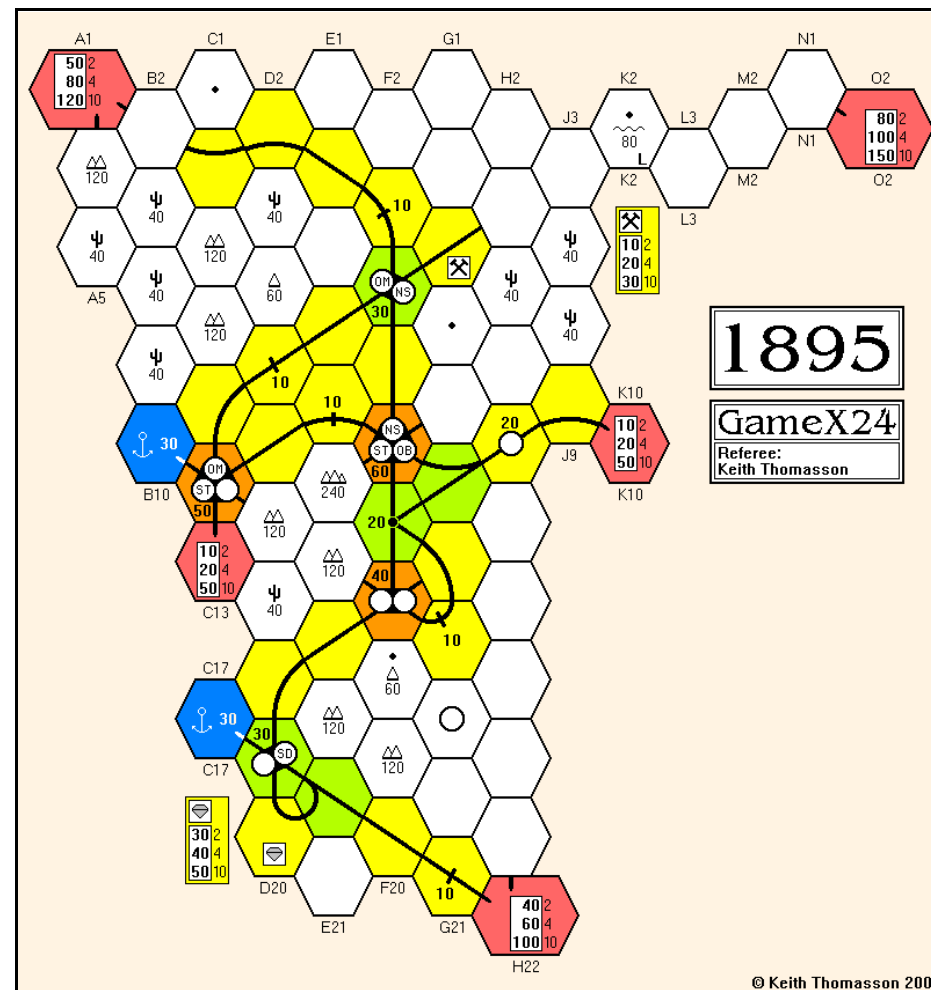
Portfolio	STA	OME	SD	OB	NS
Steve Thomas	6P	4	2	1	1
Tim Franklin	1	6P	1	2	2
✶ Roger Krueger	-	-	5P	3P	7P

Bank (new)	1	-	1	4	-
Bank (pool)	2	-	1	-	-
Price	180C	110C	180C	70E	130A
Company credit	239	112	155	401	218
Tokens	2	1	2	2	1
Trains	6H	10H	-	8H 6H	10H 8H
Bank cash: 3,619		Certificate limit: 13		Trains: 2 x '12H', 5 x '16H'	
Current operating order:		STA, SD, NS, OME, OB			

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds										
	3/1	4/-	7/4	8/6	9/6	57/2	58/1	814/1	815/1	14/-	15/2	16/1	17/1			
	18/1	19/1	20/1	23/1	24/2	25/2	26/1	27/2	28/2	29/2	38/1	887/-	888/1			
	39/1	40/1	41/1	42/1	43/1	44/1	45/1	46/1	47/1	70/1	125/2	849/-	850/-			
	889/1															

Steve, I assumed references in your orders to tile 611 were in fact for tile 125. They're the same basic design, but they're not numbered 611 in my set.

I had to be somewhat flexible to get the clearly intended results this time. Roger, your upgrade from yellow to green for F14 wasn't legal in the orientation, so I used the one that allowed the NS to fulfil its obligation. In turn, the upgrade to brown was illegal, so you got what worked. Tim, your track to the north west skirted C1 because the only remaining type '58' tile is reserved for K2 and is not available for use elsewhere. You may need a reminder that you can lay two yellow tiles in a round now that the first '8H' train has been bought.



Orders required for the following round

By the early deadline

SR7



18GA-D26

The '3' trains, a '4' trains, the SAL,
it is a busy pair a rounds.

OR6 - SR7

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	MH	9:D2:2	60	Yes	①	90E▲	332	3
GA	DS	15:D10:4	60	Yes	①	90E▲	437	3
W&A	LG	14:C3:2	140	Yes	① ②	80E▲	250	3
ACL	PC	14:I11:2	60	No	① ③	50D▼	150	3
G&F	LG	57:H4:1	-	-	④ ⑤	45E▼	0	4

Notes:

- ① 180 to the bank for a '3' train
- ② 174 to Lyndon for the OS private - W&A gains special OS '2' train
- ③ 330 to Pete for the W&S and M&B privates
- ④ 250 to the W&A for a '2' train
- ⑤ 300 to the bank for a '4' train

Stock Round 7

Don	Pete	Mike	Lyndon
+ ACL new	- 1 GA {→} + G&F pool	+ GA pool	+ CoG pool
✗	+ SAL new	✗	+ CoG pool
✗	+ SAL new	✗	+ CoG pool
✗	+ SAL new	✗	✗
✗	+ SAL new {floated}	✗	✗
✗	- 1 SAL {→100B} + G&F new	✗	✗
✗	+ G&F new	✗	✗
✗	✗	Priority for SR8	

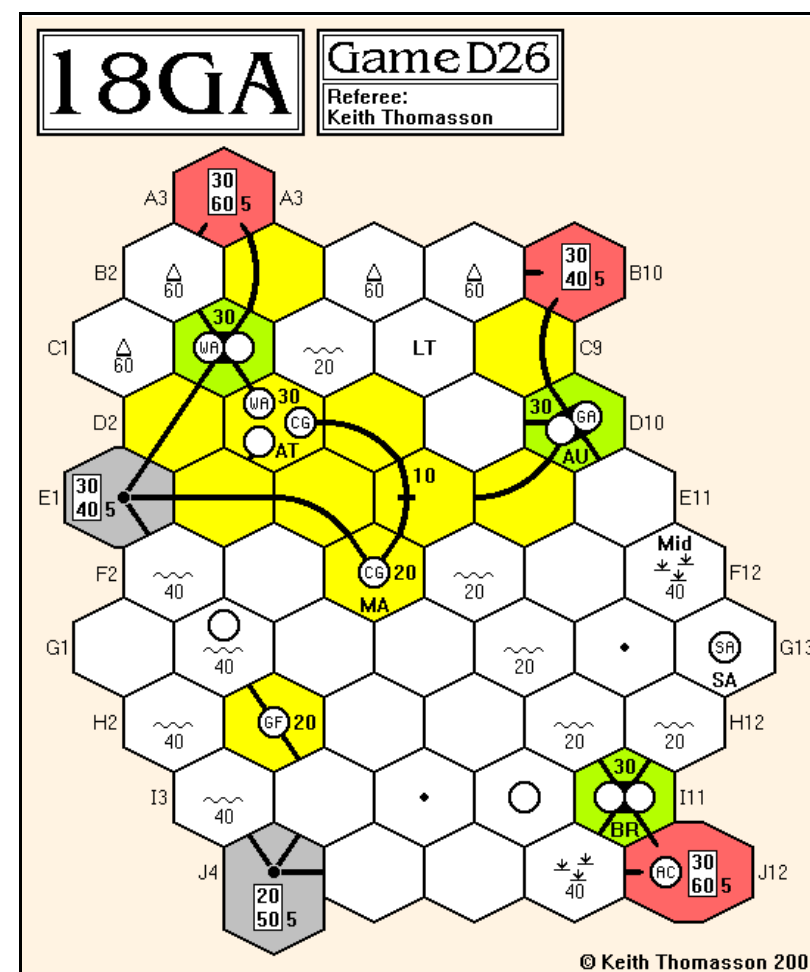
Cash Flow	b/f	OR6	SR7	c/f	Value	%	Certs
Don Smith	27	61	-70	18	808	20.6▼	8/9
Pete Campbell	56	390	-395	51	1,066	27.1▼	5/13
Mike Head	30	66	-90	6	956	24.3▲	9/10
Lyndon Gurr	39	278	-270	47	1,102	28.0▲	8/13

Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
Don Smith	LT	1	1	-	6P	-	1
Pete Campbell	-	6P	-	3	-	5P	1
✱ Mike Head	Midland	1	6P	-	2	-	1
Lyndon Gurr	-	1	3	5P	-	-	6P

Bank (new)	1	-	2	-	4	-
Par price	70	70	55	70	110	55
Bank (pool)	-	-	-	2	1	1
Pool price	50D	100D	45E	90E	100B	80E
Company credit	150	350	0	437	1,100	250
Tokens	3	2	1	3	3	-
Trains	5	5	4	3	-	5
Bank cash: 5,591	Certificate limit: 13			Trains: 2 x '4', 2 x '5'		
Current operating order:	CoG, SAL, GA, W&A, ACL, G&F					

[illegible]

The special OS '2' train that the W&A gained when it bought the OS private company from Lyndon cannot be sold to another company. In all other respects it is a normal '2' train.



Orders required for the following rounds	<i>By the early deadline</i>
OR7, OR8	<i>Adjudication can pause between rounds if requested</i>



6 NIMMT! 14

One person avoids all penalties in the last two rounds.

ROUNDS 9 - 10

Round 9

Hand 1 (1-104)

49			
47		96	
32		95	88
27		90	70
22	92	86	61
1/9	2/1	3/7	4/9

Hand 2 (1-104)

		96	
	103	77	104
90	99	76	101
81	98	62	95
78	88	49	94
1/5	2/12	3/9	4/5

Colin (22) takes row 1 for 1 pt, Bob (27), Kevin (32), Jim (47), Steve (49), Greg (70), Virtual Gina (88), Michael (92) takes row 2 for 11 pts.

Virtual Gina (8) takes row 1 for 2 pts, Jim (37), Kevin (41), Bob (69), Greg (71), Colin (78) takes row 1 for 5 pts, Michael (81), Steve (90).

Hand 3 (1-84)

	82		83
	79	78	81
72	66	76	80
69	58	73	77
65	53	70	75
1/3	2/9	3/6	4/12

Hand 4 (1-84)

			36
		76	32
		74	22
		68	18
70	10		14
1/3	2/3	3/3	4/9

Jim (11) takes row 1 for 3 pts, Kevin (40), Colin (41), Greg (42), Virtual Gina (47), Steve (65) takes row 1 for 11 pts, Michael (69), Bob (72).

Virtual Gina (10) takes row 2 for 2 pts, Jim (54) takes row 1 for 7 pts, Michael (61), Greg (62), Kevin (66), Bob (67), Steve (70) takes row 1 for 9 pts, Colin (76).

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
Greg Payne	14	0	26	11	51
Colin Sharpe	16	18	10	9	53
Steve Ham	10	13	11	23	57
Virtual Gina	5	20	19	25	69
Michael Graystone	34	12	6	17	69
Jim Reader	28	22	3	26	79

Halfway through the final report and Bob still holds the lead, a few points under Kevin. Neither of them picked up any points in this round. Jim is at the other end of the scale, straining towards a three-figure total.



Round 10

Hand 1 (1-104)

			94
81		96	93
68		95	88
65	48	90	70
53	45	86	61
1/5	2/3	3/7	4/11

Hand 2 (1-104)

	103		
90	99		
81	98		89
78	88	100	83
1/5	2/12	3/3	4/2

Virtual Gina (45) takes row 2 for 1 pt, Jim (48), Colin (53) takes row 1 for 9 pts, Steve (65), Kevin (68), Bob (81), Greg (93), Michael (94).

Michael (20) takes row 4 for 5 pts, Virtual Gina (33), Jim (38), Steve (74), Colin (79), Kevin (83) takes row 4 for 11 pts, Bob (89), Greg (100) takes row 3 for 9 pts.

Hand 3 (1-84)

			83
		78	81
		76	80
		73	77
55		70	75
50	84		
1/3	2/1	3/6	4/12

Hand 4 (1-84)

		76	
		74	
71	21	68	69
70	10		
1/4	2/4	3/3	4/1

Michael (6) takes row 1 for 3 pts, Greg (33), Colin (43), Kevin (44), Virtual Gina (48), Jim (50) takes row 1 for 13 pts, Bob (55), Steve (84) takes row 2 for 9 pts.

Jim (21), Virtual Gina (57) takes row 4 for 9 pts, Greg (58), Steve (60), Bob (63), Colin (65), Kevin (69) takes row 4 for 8 pts, Michael (71).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Bob Coull	0	8	1	0	9
Kevin Lee	2	13	6	13	34
Greg Payne	14	9	26	11	60
Colin Sharpe	25	18	10	9	62
Steve Ham	10	13	20	23	66
Michael Graystone	34	17	9	17	77
Virtual Gina	6	20	19	34	79
Jim Reader	28	22	16	26	92

1st	Bob Coull	9
2nd	Kevin Lee	34
3rd	Greg Payne	60
4th	Colin Sharpe	62
5th	Steve Ham	66
6th	Michael Graystone	77
7th	Virtual Gina	79
8th	Jim Reader	92

No penalties for Bob gives him the victory - well done. Round up next month.



ACQUIRE 52

Two chains are swallowed up, one comes back.

ROUND 9

Michael 8-G Imperial takes over Festival, bonuses for Michael (£4,000) and John M (£2,000), Michael swaps 6 for 3, sells 1 for £400, John M sells 3 for £1,200, Colin sells 1 for £400. Buys 3 Luxor @ £600.

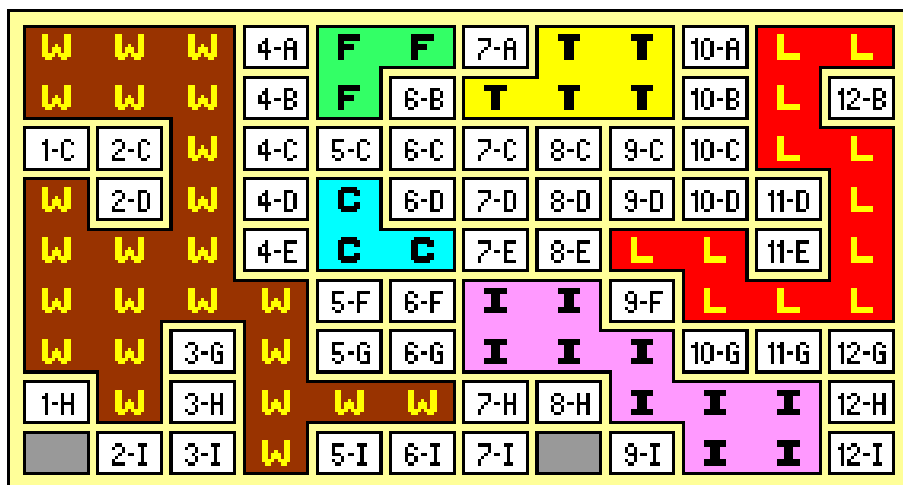
John M 5-H Buys 3 American @ £500.

John C 3-B Worldwide takes over American, bonuses for John M (£5,000) and John C (£2,500), John C sells 5 for £2,500, retains 1, Tony sells 3 for £1,500, John M sells 8 for £4,000. Buys 2 Continental @ £500, 1 Imperial @ £800.

Colin 11-A No purchases.

Tony 3-A No purchases.

Michael 5-A Forms Festival, one free share. Buys 3 Festival @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	12	1	-	-	4	7	£3,900	£31,500
Colin Sharpe	11	-	-	-	6	1	-	£600	£19,500
Tony Wilcock	-	-	-	-	9	1	5	£1,800	£23,400
Michael Graystone	11	-	-	4	-	5	13	£6,300	£52,800
John Marsden	3	-	-	-	8	-	-	£10,700	£24,500
Bank Stock	-	13	24	21	2	14	-		
Chain Size	12	5	-	3	24	3	10		
Chain Value	700	500	-	400	900	500	800		

Playing sequence

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



ACQUIRE 53

No new powers used.

ROUND 5

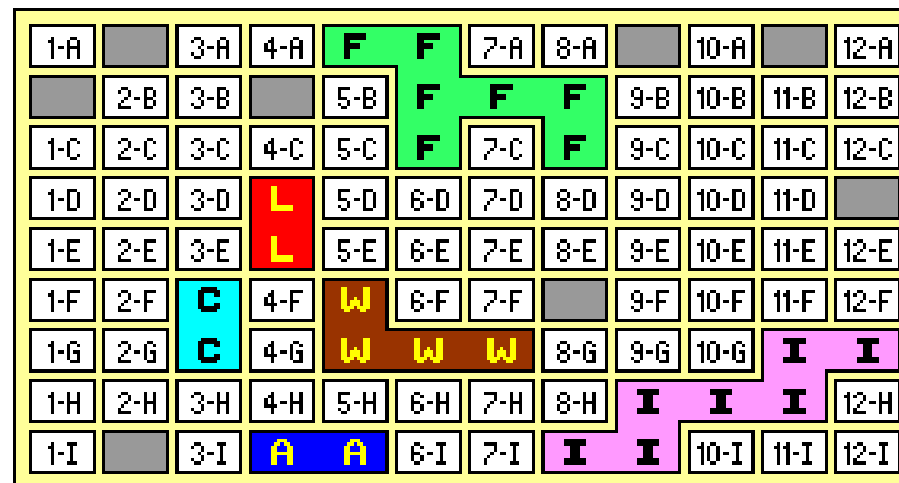
Richard 6-C Buys 3 Continental @ £400.

Michael 9-H Buys 3 Continental @ £400.

John 5-F Buys 3 Imperial @ £500.

Colin 8-F Buys 1 Worldwide @ £500.

Richard 10-H Imperial takes over Tower, bonuses for Colin (£3,000) and Richard (£1,500), Richard sells 5 for £1,500, Colin retains 6. No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	-	-	10	-	3	1	£3,100	£20,100
Michael Graystone	3	-	7	3	-	3	3	-	£17,400
John Colledge	7	-	3	3	-	-	6	-	£20,700
Colin Sharpe	-	6	-	7	2	4	1	£3,400	£26,700
Bank Stock		15	19	15	2	23	15	14	
Chain Size		2	-	2	7	4	2	7	
Chain Value		200	-	300	700	500	400	800	

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

Playing sequence

Michael, John, Colin, Richard, Michael again





ACQUIRE 54

One cheap chain and one expensive chain.

ROUND 1

Michael	1-F	No purchases.
Kevin	6-I	Forms Luxor, one free share. Buys 3 Luxor @ £300.
Tony	2-G	No purchases.
Bob	8-G	Forms Imperial, one free share. Buys 3 Imperial @ £500.
Michael	12-D	Buys 3 Luxor @ £300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	-	-	-	-	-	-	£5,100	£7,500
Kevin Lee	4	-	-	-	-	-	-	£5,100	£9,300
Tony Wilcock	-	-	-	-	-	-	-	£6,000	£6,000
Bob Coull	-	-	-	-	-	-	4	£4,500	£14,000
Bank Stock	18	25	25	25	25	25	21		
Chain Size	3	-	-	-	-	-	3		
Chain Value	300	-	-	-	-	-	500		

Playing sequence

Kevin, Tony, Bob, Michael, Kevin again



AGRICOLA 3

Our third visit to the farm.

NEW GAME

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

Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Allan Stagg	32 Chepstow Drive, Bletchley, Milton Keynes, Bucks, MK3 5NB
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ

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

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

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

	Jim	Allan	Kevin	Pete
Food	2	3	3	3
House type/size	Wood/2	Wood/2	Wood/2	Wood/2
Family members	2	2	2	2

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

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

Orders required

Actions for the family

Harvest - after round 4





AGRICOLA 1

No problems with
the final harvest.

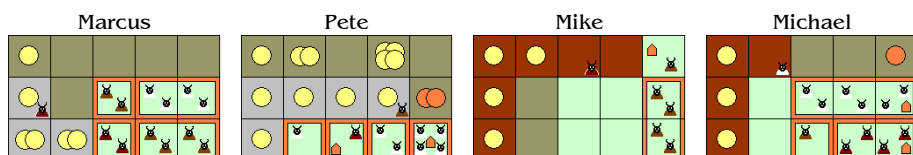
ROUND 14

Actions

Mike +2 clay (gains 4 clay)
 Michael +1 cattle (gains 2 cattle)
 Marcus Family growth even without room
 Pete Fences - fence three pastures (costs 9 wood)
 Mike +1 food (Travelling players) (gains 6 food)
 Mike Mike adds a sixth room to his house, courtesy of his Architect
 Michael +1 wild boar (gains 1 wild boar)
 Marcus Renovate then fences (costs 1 reeds, 3 stone, 1 wood) (gains 1 cattle)
 Pete Major/minor improvement - Stone oven (costs 1 clay, 3 stone)
 Bakes 2 grain for 8 food
 Mike Family growth - no improvement
 Michael Plough 1 field or sow - sows vegetables
 Marcus Plough 1 field
 Pete +1 sheep (gains 2 sheep)
 Mike Take 1 vegetable
 Marcus Take 2 food (Day Labourer) (gains 2 food, 3 stone, 1 vegetable)
 Pete +1 food (Catch fish) (gains 3 food)
 Pete Sow and/or bake bread

Harvest

Mike Feeds (7 food, 1 wild boar) (+1 wild boar)
 Michael Feeds (6 food) (+1 sheep, +1 cattle)
 Marcus Takes 1 grain from Michael's field (Harvest Helper)
 Feeds (2 food, 3 vegetables, 1 sheep) (+1 sheep, +1 wild boar, +1 cattle)
 Pete Feeds (10 food) (+1 sheep)



Mike's plans for the last round were hampered by his orders for the last harvest, which told me to cook a boar if I had to, but didn't say to keep grain and vegetables before getting to that point, so he didn't need to cook his boar... Never assume something will be done because it is sensible or otherwise, I will do as ordered first and consider sensibility second.

He was further compromised in his plans to renovate his house, as he had no reeds available to redo his roof.

The key thing I have discovered in running this is that I cannot expect to remember all the special options that you have, so reminders in orders are essential. I've got all the information, it just takes a very long time to check and recheck all the cards every time an action is carried out.

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	6	4	4/1	4/-	4	6	3
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	-	3	2	Stone/3		5	45
	Occupations		Farmer, Harvest Helper, Undergardener, Wood Carver					
	Improvements		Fireplace {1}, Fish Trap, Hook Plough, Quarry {2}					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	6	4	4/7	3/2	7	1	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	3	-	Stone/5		5	57
	Occupations		House Steward, Stone Carver, Sycophant					
	Improvements		Axe, Ceramics, Clay Oven {2} , Clay Roof {1}, Fireplace {1}, Furrowing Plough, Liquid Fertiliser, Pottery {2}, Renovator, Stone Oven {3}					

Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	2	1	-/-	1/-	-	5	1
	Clay	Reeds	Stone	Wood	House		Family	VPs
	5	-	1	4	Wood/6		5	26
	Occupations		Architect, Carpenter, Master Forester, Pig Catcher, {3} from House Steward					
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
	4	3	3	3/-	2/1	7	1	4
	Clay	Reeds	Stone	Wood	House		Family	VPs
	3	-	-	-	Wood/4		3	26
	Occupations		Cabinet Maker					
	Improvements		Cooking Hearth {1}					

Pete didn't get the points from his House Steward, as Mike ended up with the most rooms in his house, but didn't need them.

1st	Pete Campbell	57
2nd	Marcus Pratt	45
3rd=	Mike Hutton	26
	Michael Longdin	26

Congratulations to Pete and thanks to everyone for this first game. Comments are welcome for next month's round up.



AGRICOLA 2

Everyone plays a card with their first actions.

ROUND 6

Actions

Marcus	Occupation - Basketmaker {costs 1 food} {gains 3 food, 3 reeds} <i>In each harvest, the Basketmaker can convert 1 reeds to 3 food</i>
Kevin	Occupation - Animal Handler {costs 1 food} <i>Kevin can buy 1 sheep in round, 1 wild board in round 10 and cattle in round 14 for 1 food each</i>
Mike	Start player - Axe {costs 1 wood, 1 stone} <i>When Mike adds a room to his wooden hut, he only pays 2 wood and 2 reeds</i>
Allan	Major/minor improvement - Duck Pond <i>Allan will get 1 food at the start of rounds 7, 8 and 9</i>
Marcus	Building and/or stables - builds 2 rooms {costs 4 reeds, 10 wood}
Kevin	+1 reeds {gains 2 reeds}
Mike	+2 wood {gains 4 wood}
Allan	+1 food (Catch fish) {gains 3 food}

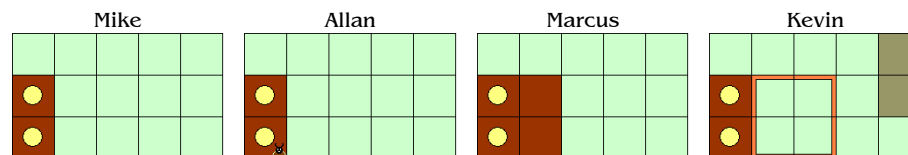
+1 wood {2 wood}	+2 wood {2 wood}	+3 wood {6 wood}	+1 clay {3 clay}	+2 clay {5 clay}	Private clay pit {5 clay} {3 food ⇒ Mike}
+1 reeds {1 reeds}	+1 food Catch fish {1 food}	+1 food Travelling players {2 food}	Take 1 grain	Take 2 food Day labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences
1 Major or Minor imp	+1 sheep {3 sheep}	Sow and/or Bake bread	+1 stone {3 stone}	Family growth then 1 minor imp	Renovate then 1 improvement

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}

As you will all be much more familiar with the cards you hold than I am, when you gain an advantage from one or more cards, such as the +3 food and +3 reeds Marcus got for playing the Basketmaker (from the Bookshelf and Guildmaster respectively), please tell me what is giving you this benefit so that I can check quickly rather than having to look through all the cards to work out where it comes from. You know where it comes from, I don't want to spend time working it out when you can just tell me.

Please be careful how you order the actions to avoid confusion. For example, the +1 stone space that has 3 stone on it should be ordered as +1 stone, not +3 stone. If you want to be particularly clear, say +1 stone {gain 3 stone}, as some already do. If you just refer to the total that you want, you may end up getting the wrong action if your order matches the name of another action space.



Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	3	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	1	4	-	7	Wood/2		2	-12	
	Occupations		Clay Digger, Puppeteer, Thatcher						
	Improvements		Axe, Clay Oven {2}						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	4	-	-	-/-	-/-	-	1	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	1	-	-	3	Wood/2		2	-9	
	Occupations		Pig Catcher, Wood Carver						
	Improvements		Bread Paddle, Cooking Hearth {1}, Duck Pond {1}, Fireplace {1}						

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	3	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	1	-	1	Wood/4		2	-5	
	Occupations		Basketmaker, Guildmaster, Tutor {3}, 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
	-	2	1	-	Wood/2		2	-2
	Occupations		Animal Handler					
	Improvements		Chicken Coop {1}, Cooking Hearth {1}					

Orders required

Actions for the family, starting with Mike

Harvest - after round 7





BREAKING AWAY 18

Two more riders
pass the finish line.

ROUND 13

Pos	Riders	Points	New
1st	Kalvan	{20}	
2nd	Bidford	{16}	
3rd	George II	{12}	
120	-		
119	-		
118	-		
117	Elvis Louis Soares Evelyn Waugh Hestophes		3
116	John Grant		7
115	Rudolph Stratford Rylla Dixen		8
114	Donner Sarrask		12
113	Evesham Persshore Nikki Bull		14
112	Karl		15
111	Lenny Bruce		15
110	-		
105	-		
102	Ralf Florian Wolfgang Antony Straker Blitzen		3

Simon Brooks (7) <i>Ditchling Beacon Bykers</i>			
A	Rudolph (3)	3	3 3 8
B	Donner (4)		3 3 12
C	Dixen		3 3 8
D	Blitzen		3 3 3
Dennis Frank (40) <i>Otherwhen</i>			
A	Kalvan (20)		First
B	Rylla (10)		3 3 8
C	Hestophes (6)		3 5 5
D	Sarrask (4)		3 4 12
Steve Ham (36) <i>Flushed Away</i>			
A	Elvis (8)	1	3 5 12
B	George II (15)		Third
C	Evelyn Waugh (8)		3 3 10
D	Lenny Bruce (5)		3 3 15
Jim Reader (7) <i>Blue Square Premier Champs</i>			
A	John Grant (2)	2	3 3 7
B	Louis Soares		3 3 5
C	Antony Straker (5)		3 3 3
D	Nikki Bull		3 3 14
Joakim Spångberg <i>Kling Klang Radfahrers</i>			
A	Ralf	3	3 3 4
B	Florian		3 3 3
C	Wolfgang		3 4 4
D	Karl		3 3 15
Mark Stretch (30) <i>Avon Riders</i>			
A	Evesham (1)	3	4 5 14
B	Stratford (11)		3 5 8
C	Persshore (2)		3 4 14
D	Bidford (16)		Second



The final moves will be a formality, as anything else other than as fast as you can suggests a lack of will. The result will be *Flushed Away* in first with 52, followed by *Otherwhen* with 44 and *Avon Riders* with 30. Individual mention goes to Kalvan on 20, and Elvis on 18. For next time, what I really want are your end-game comments so that we can round it all up.

Orders required

Cards for round fourteen and end-game comments



BREAKING AWAY 19

Time to get into position
for the second sprint line.

ROUND 6

Pos	Riders	New
57	Betty Grable	3
56	-	
55	-	
54	Cocaine	3
53	-	
52	Rhys Cheko	3
51	-	
50	-	
49	Olmstead Moonglum Berry Gordy Barry Gibb Arturo	3
48	Tobacco	8
47	-	
46	Alcohol	3
45	Rene Rory Carter	4
44	Rakhrir the Red Archer Pierce	7
43	Bob Geldof Gee Jay Dingle Fingle Gaynor of the Damned	9
42	-	
41	Agricola Jhary a Conel Ross	3
40	Ward	6

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



Betty Grable takes her position centre stage, a few spaces ahead of *Cocaine*. Being just three spaces clear, her breaking away bonus is also three.

The previous leading group slide forward three spaces and are joined by *Berry Gordy*.

Orders required

Cards for round seven



BUS BOSS 312-MOR

Two solo runs for the leader.

ROUND 11

Morocco

Round 11 Runs			BRK	LATE	BAM	GRUB	BUM	
16	K♠ Spain Q♦ Ouarzazate	No entrants						
35	A♣ Algeria 5♥ Khouribga	① LATE 13 ② BAMANA 8 ③ BUM 5 ④ GRUBBY 4 ✕ BROOKS	-4	-3 -3	+4	+3	+3	19 4 2 1 4
36	5♣ Nador 3♥ El-Jadida	① LATE 20 ② BUM 10		+3/-4			+4/-3	21 9
37	J♦ Essauira 8♠ Azrou	① LATE 16 ② BUM 9 ③ GRUBBY 5 ✕ BROOKS ✕ BAMANA	-3 -3 -3	+3	-2	+3 +2	+3	13 6 0 9 2
38	K♦ El-Kalaâ-es-Sraghna 5♠ Sefrou	① BAMANA 15 ① BROOKS 15	+1		-1			16 14
39	3♣ Oujda 10♦ Marrakech	① BAMANA 16 ② GRUBBY 9 ③ BUM 5 ✕ LATE		-2			+2	16 9 3 2
40	Q♠ Beni Mellal 4♦ Tata	① BAMANA 20 ② GRUBBY 10 ✕ BROOKS	-7			+7		20 3 7
41	9♣ Tetouan 5♦ Inezgane	① BAMANA 30 ✕ BROOKS ✕ LATE	-8	-2	+8 +2			20 8 2
42	K♣ Spain Q♥ Rabat	① LATE 30						30
43	8♣ Chechaouèn A♠ Taounata	① BROOKS 20 ② BUM 10		+3/-8			+8/-3	25 5
44	J♣ Ceuta 10♥ Mohammedia	① LATE 30						30

Round 11 routes
Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)
None.

Buses Around Morocco And North Africa (BAMANA) (Bob Coull, Black)
None.

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

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
None.

Luxury African Transit Experience (LATE) (Pete Campbell, Blue)
Safi - Marrakech (8)

Scores		Runs:	16	35	36	37	38	39	40	41	42	43	44	Routes	Score
LATE	295	-	19	21	13	-	2	-	2	30	-	30	-	8	404
BAMANA	174	-	4	-	2	16	16	20	20	-	-	-	-	-	252
GRUBBY	204	-	1	-	0	-	9	3	-	-	-	-	-	-	217
BUM	165	-	2	9	6	-	3	-	-	-	5	-	-	-	190
BROOKS	115	-	4	-	9	14	-	7	8	-	25	-	-	-	182

Round 12 Runs		
16.	K♠ - Q♦	Spain to Ouarzazate
45.	10♣ - 8♥	Tanger to Casablanca
46.	Q♦ - J♥	Ouarzazate to Rabat
47.	6♦ - 4♥	Agadir to Settat
48.	J♠ - 9♦	Khenifra to Marrakech
49.	Q♣ - 2♥	Spain to Sidi Bennour
50.	9♠ - 7♦	Meknès to Taroudant
51.	7♠ - 3♦	Fès to Tiznit
52.	8♦ - A♥	Asni to Safi

Runs

Enter up to 5



BUS BOSS 318-LUZ

General Nakar gets two new services.

ROUND 4

Luzon
Cabarroquis, Olongapo, Lingayen and Ilagan Network (COLIN) (Colin Sharpe, Red)
Pasig - General Nakar, Santa Cruz - Lucena 65 - 12 53

Luzon Island Coach Keepers (LUCK) (Roger Trethewey, Blue)
Palayan - General Nakar, Tabuk - Rizal 63 - 12 51

Filipino Island Bus (FIB) (Bob Coull, Black)
San Fernando - Tarlac - Lingayen 65 - 12 53

Spanish Heart On Eastern Shores (SHOES) (Lyndon Gurr, Green)
Muntinlupa - Tagaytay, Bontoc - Bangued 66 - 11 55

Jim's Energetic Enterprise Produces Now and Every Year (JEEPNEY) (Jim Reader, Yellow)
Lucena - Daet 65 - 13 52

Routes

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





BUS BOSS 313-MOR

Still close at the top.

ROUND 9

Morocco

Round 9 Runs

			TEAR	ODE	MMM	DIM	RAD	
2	A♠ Taounata J♣ Ceuta	① MMM 15 ① DIM 15			-6	+6		21 9
12	Q♣ Spain 2♥ Sidi Bennour	① ODE 20 ② DIM 10 ✕ MMM ✕ RADSHACK			-3	+3	-3	17 7 3 3
19	4♣ Berkane 10♦ Marrakech	① DIM 20 ② MMM 10						20 10
20	K♣ Spain 2♦ Guelmin	① {RADSHACK} 8 {MMM} 8 ② ODE 9 ③ TEAR 5	+7	+7				22 9 2 -2
21	Q♠ Beni Mellal K♥ Kénitra	① TEAR 16 ② ODE 9 ③ RADSHACK 5 ✕ DIM	+10 -2	-10 -3		-2	+2 +3 +2	8 22 -2 2
22	9♥ Casablanca 8♦ Asni	① RADSHACK 20 ② DIM 10 ✕ ODE		-1		-1	+1 +1	18 11 1
23	Q♥ Rabat Q♦ Ouarzazate	① RADSHACK 16 ② MMM 9 ③ TEAR 5 ✕ ODE		-4	+8/-2		+2/-8 +4	18 3 5 4
25	6♥ Berrechid 3♠ Souk el Arba du Rharb	① ODE 13 ② DIM 8 ③ TEAR 5 ③ MMM 4	+5	-5	-2	+2		18 6 0 6
26	5♦ Inezgane 7♥ Casablanca	① RADSHACK 20 ② ODE 10 ✕ DIM		-1		-1	+1 +1	18 11 1

Round 9 routes

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

Taounata - Al Hoceima (9)

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK)

Tiznit - Tata (13) (Rob Thomasson, Red)

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

None.

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

Er Rachidia - Figuig (15)

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

Oujda - Figuig (14)

Scores

	Runs:	2	12	19	20	21	22	23	25	26	Routes	Score
MMM	107	21	3	10	8	-	-	3	6	-	-	158
DIM	116	9	7	20	-	2	11	-	6	1	-14	158
RADSHACK	83	-	3	-	22	-2	18	18	-	18	-13	147
ODE	77	-	17	-	2	22	1	4	18	11	-9	143
TEAR	116	-	-	-	-2	8	-	5	0	-	-15	112

Round 10 Runs

6.	4♦ - 4♥	Tata to Settati
24.	2♣ - 2♠	Figuig to Larache
27.	3♥ - 5♦	El-Jadida to Inezgane
28.	8♥ - Q♠	Casablanca to Beni Mellal
29.	9♠ - 10♣	Meknès to Tanger
30.	Q♥ - K♠	Rabat to Er Rachidia
31.	8♠ - 5♥	Azrou to Khouribga
32.	7♣ - 4♥	Al Hoceima to Settati
33.	6♥ - 4♣	Berrechid to Berkane
34.	J♥ - 4♠	Rabat to Sidi Kacem
35.	5♠ - J♠	Nador to Khenifra

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



BUS BOSS 322-IZU

Yugano has a split personality.

ROUND 2

Izu Peninsula

Original New Setting for Enjoying Noodles (ONSEN) (Jim Reader, Yellow)

Kumo Mura - Toi - Shunzenji Onsen 88 - 11 77

Onsen Delights Excursions (ODE) (John Marsden, Orange)

Yugano - Ashinoko, Ajiro - Shuzenji 88 - 12 76

Railways Izu Peninsula (RIP) (Bob Coull, Black)

Amagi Kogen - Atagawa, Mishima - Atami 84 - 12 72

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

Shunzenji Onsen - Heda Mura, Shuzenji - Ajiro 88 - 12 76

Japanese Auto Motors (JAM) (Pete Campbell, Blue)

Izu Kogen - Ito Koen - Shuzenji 90 - 10 80

Pete spotted that there are tow towns called Yugano on the map - 6♣ and 8♦. They're far enough apart to avoid problems for route buying, but be careful when we get to the runs.

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



YEAR OF THE DRAGON 1

Our first venture to the Year of the Dragon.

NEW GAME

Michael Longdin 29 Woolborough Road, Crawley, West Sussex, RH10 8HE
Rob Thomasson 205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
Pete Campbell 39 Water Street, Cambridge, CB4 1NZ
Lyndon Gurr 15b Hedley Street, Maidstone, Kent, ME14 1UG

The event tiles were mixed up and came out in this order.



The final part of preparation is each player choosing two subjects, who must be different, and each pair must be different to the pair any other player chooses. This was done via e-mail. The results appear below.

	Michael	Rob	Pete	Lyndon
Score (now/final)	- / 6	- / 6	- / 6	- / 8
Person track	6	8	7	11
Yuan (money)	6	6	6	6
Dragons/Fire/Rice	0 / 0 / 0	0 / 0 / 0	0 / 0 / 0	0 / 0 / 0
Palace 1	Healer 1	Warrior 1	Warrior 1	Monk 1
	-	-	-	-
Palace 2	Craftsman 1	Tax Collector 3	Craftsman 1	Warrior 1
	-	-	-	-

Lyndon gets a small amount of kudos for being the only player to respond to the question of whether to put both subjects in the same palace or different ones. My default was to place them in different palaces, so you don't have to be concerned about decay right away.

The scores shown are those you currently have, and the final scores if the game were to end now, which is subject to quite a bit of change. The number after a person tile is the effect of that tile. For example, Healer 1 allows that Healer to reduce the effect of Contagion and release one fewer person.

Action Groups

Privilege	Harvest	Build	Research
Military Parade	Firework Display	Taxes	Get up to 3 Yuan

These are the action groups available for this round, for example, Privilege and Military Parade are in the first group. Research is in a group of its own. Tell me which action you want to use. For those playing later in the round, please make it clear whether you will pay 3 Yuan to use an action in a group that has already been taken. By default I will assume you do not want to pay for this.

Action Card Summary

- Build** Gain palace floors, one for the action plus one for each Craftsman. Don't forget to say where to put these new floors. By default I will add to existing palaces as evenly as possible, only starting a new palace if required.
- Firework Display** Gain fireworks tiles, one for the action plus one for each Pyrotechnist.
- Harvest** Gain rice tiles, one for the action plus one for each Farmer.
- Military Parade** Move your marker forward on the person track, one space for the action plus one for each Warrior.
- Privilege** Buy a small privilege {1 VP} for 2 Yuan, or a large privilege {2 VPs} for 6 Yuan. If you don't say which one you want I will buy the small privilege.
- Research** Move your marker forward on the scoring track, one space for the action plus one for each Scholar.
- Taxes** Gain Yuan, two for the action plus three for each Tax Collector.
- Get up to 3 Yuan** Remember, this brings your money up to 3 Yuan, it does not necessarily give you 3 Yuan.

Person Tile Summary

			Michael	Rob	Pete	Lyndon
Courtesan	Younger {8}: 1/1		✓	✓	✓	✓
Craftsman	Younger {6}: 2/1		✓	✓	✓	✓
Tax Collector	Younger {7}: 3/3		✓	✓	✓	✓
Farmer	Younger {5}: 4/1	Older {3}: 1/2	✓	✓	✓	✓
Healer	Younger {4}: 4/1	Older {3}: 1/2	✓	✓	✓	✓
Monk	Younger {4}: 6/1	Older {3}: 2/2	✓	✓	✓	✓
Pyrotechnist	Younger {5}: 5/1	Older {3}: 3/2	✓	✓	✓	✓
Scholar	Younger {5}: 4/2	Older {3}: 2/3	✓	✓	✓	✓
Warrior	Younger {2}: 5/1	Older {3}: 3/2	✓	✓	✓	✓
Wild cards			✓✓	✓✓	✓✓	✓✓

The ticks show which cards you have left. At the moment that is all of them, of course.

Orders required
Actions and person tile selection in the order Lyndon, Rob, Pete, Michael



INDUSTRIAL WASTE 1

We don't get to the card selection for the next round.

ROUND 11

Actions for round 11

Sharon	Order	Produces 4 goods for 16 million with 2 waste
Mike	Growth	Growth up to 20 - game will end after this round
Alan	Innovation	Workers required down to 2
Marcus	Growth	Growth up to 18
Sharon	Raw Materials {4}	No bids - no sale
Mike	Waste Disposal	Waste -3
Alan	Waste Removal	All others Waste +1
Marcus	Waste Disposal	Waste -3
Sharon	Advisor	Pay off one loan
Mike	Order {Advisor}	Produces 5 goods for 25 million with 1 waste
Alan	Waste Disposal	-

Players	Growth	Workers Employed	Workers Required	Materials Required	Waste Reduction
Alan Harvey	18	3	2	3	5
Marcus Pratt	18	2	2	5	1
Sharon Khan	16	4	3	4	2
Mike Head	20	4	4	5	1

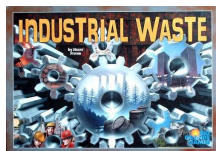
Players	Cash	Loans	Raw Materials	Waste	VPs
Alan Harvey	18	20	8	0	24
Marcus Pratt	12	-	5	5	50
Sharon Khan	16	10	5	9	33
Mike Head	40	-	-	8	59

With Mike's growth increase to 20, we come to a close. His final order gives him a major cash boost and places him at the head of the queue.

1st	Mike Head	59
2nd	Marcus Pratt	50
3rd	Sharon Khan	33
4th	Alan Harvey	24

Congratulations to Mike and thanks to everyone for working through our first outing for this game. Special thanks to Alan for taking over from Gina.

We'll have the usual round up next month, so let me know how it was for you.



OUTPOST 27

One Moon Base is sold, the rest are on offer.

ROUND 15

Commander Actions

Marcus Auctioned a Planetary Cruiser for 160. David joined at 161. Marcus dropped out at 163. David got it for 163 (o:1 w:30 t:8 r:10,13,15,16 n:14,16,18,22)

- Auctioned a Planetary Cruiser for 160 and got it (w:30 r:12,12,14 m:15,17 n:20 ro:40)

- Bought one Population Unit (o:2,3)

Lyndon Auctioned a Moon Base for 200 and got it (w:30,30,30,30 t:10 m:15,17,18,20)

WillemBought three Robots (w:30)

- Bought one Research Factory (w:30)

David Passed

Jim Auctioned an Outpost for 100 and got it reduced to 85 after Heavy Equipment discounts (w:30 t:8,9,11 r:15 m:18) plus a free Titanium Factory

Mark Bought one New Chemicals Factory (w:4 t:7,9,12 r:12,16)

PO	Name	Factories	Population	Robots	Production
1	Lyndon	2o,12w,1t	13 (14)	2 (13)	4o,3W,1t,2m,1mo (196,20)
2	Marcus	2o,4w,2n	10 (10)	0 (0)	3o,1W,1r,1m,3n,2ro (209,15)
3	David	2o,4w,1t,2r,2n	5 (6)	5 (5)	1W,1t,6r,2n,1ro (198,15)
4	Willem	2o,9w,2r	8 (8)	4 (8)	1o,1w,2W,5r (135,10)
5	Jim	2o,4w,4t,1r	8 (13)	1 (8)	1o,4w,4t,1r,1m (101,20)
6	Mark	2o,6w,2t,2r,1n	5 (5)	0 (0)	2t,6r,1n (118,10)

PO	Name	Colony Cards	Victory Points
----	------	--------------	----------------

1	Lyndon	WH, Nod, OL, OL, Rob, Eco, OP, MB	57 (530)
2	Marcus	WH, Nod, Sci, OL, Eco, PC, PC	55 (490)
3	David	WH, HE, Sci, Rob, Lab, PC	43 (385)
4	Willem	DL, Nod, Sci, Rob, Lab, Eco, Eco	37 (270)
5	Jim	WH, HE, Nod, OL, Rob, Lab, OP	34 (360)
6	Mark	DL, DL, DL, HE, Sci, Lab	22 (195)

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

Orders required

Round sixteen auctions, bids and purchases



PUERTO RICO 10

Kevin builds the last large building.

ROUND 13

Kevin is the Builder and builds the Customs House.

Jim builds a Large Market, Geoff build a Sugar Mill.

Jim is the Captain (+2). The Indigo ship is emptied.

Allan is the Prospector (+1).

Geoff is the Trader (+1) and trades Indigo.

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

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

Buildings

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

Cargo Ships

5: Coffee	6: Tobacco	7: Empty
✓ ✓ - - -	✓ ✓ ✓ ✓ ✓ -	- - - - - - -

Kevin Lee	• Small indigo plant	• Small sugar mill	• Tobacco storage	• Small market
Dblns: 0	• Small warehouse	• Harbour	• Customs house	
Chips: 10	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓	Goods: Ind✓ Sug✓		
Jim Reader	• Small indigo plant	• Small sugar mill	• Tobacco storage	• Coffee roaster
Dblns: 4	• Office	• Large market	• Factory	• Residence
Chips: 9	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓	Goods: Sug✓		
Allan Stagg	• Small indigo plant	• Small sugar mill	• Small warehouse	• Hospice
Dblns: 3	• Fortress			
Chips: 14	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓	Goods: Crn✓✓✓ Sug✓		
Geoff Hardingham	• Small indigo plant	• Sugar mill	• Tobacco storage	• Small market
Dblns: 4	• Factory	• Guild hall	• City hall	
Chips: 10	Fields: Qry✓✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓	Goods: X		

Orders required

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



PUERTO RICO 11

Most of the goods have been shipped.

ROUND 7

Kevin is the Trader (+2) and trades Coffee. Jim trades Sugar.

Tony is the Mayor.

Willem is the Captain (+1). The Corn ship is emptied.

Jim is the Builder (+1) and builds a Tobacco Storage.

Kevin builds the Guild Hall.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
5	Crn	Ind	Sug	Cof	Cof	Crn	Cof	Sug	-	4	46

Buildings

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

Cargo Ships

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

Willem Moene	• Small indigo plant	• Coffee roaster	• Small market
Dblns: 2			
Chips: 5	Fields: Qry✓ Crn✓ Ind✓ Cof✓	Goods: Cof✓	
Jim Reader	• Small indigo plant	• Small sugar mill	• Tobacco storage
Dblns: 2			• Hospice
Chips: 5	Fields: Crn✓ Ind✓ Sug✓ Tob✓	Goods: Crn✓	
Kevin Lee	• Coffee roaster	• Hacienda	• Guild hall
Dblns: 1			
Chips: 3	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓ Cof✓	Goods: Crn✓	
Tony Sait	• Indigo plant	• Small market	• Hacienda
Dblns: 0			
Chips: 7	Fields: Qry✓ Crn✓ Ind✓ Sug✓ Tob✓	Goods: X	

Orders required

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



RAILWAY RIVALS 2112-I(N)

It's shaping up for a tight finish.

ROUND 11

Ireland (North)

Round 11 Runs		BRK : BEAR : MARS : PADDY : GITCO					
29	55 Armagh/ Dungarvan	① GITCO 16			+2/-1	+1	18
	33 Collooney/ Drumshambo	② PADDY 9				-1	8
		③ MARS 5				+1/-2	4
30	34 Ballyshannon/ Sligo	① MARS 15	+2				17
		① BROOKS 15			-2		13
31	16 Greenore/ Newcastle	① GITCO 15		+3/-1		-1	16
		① BEAR 15				+1/-3	13
		✕ PADDY				+1	1
32	63 Dublin ☉5 Any Coastal Town	① BROOKS 10					10
		① PADDY 10					10
		① GITCO 10		-2			8
		✕ BEAR				+2	2
33	61 Dublin 25 Cookstown/ Portadown	① PADDY 20		+1			21
		② BEAR 10			-1		9
34	52 Clones/Newry 41 Ballina/Westport	① MARS 16	-1			-5	10
		② BEAR 9	+3/-2				10
		③ BROOKS 5		+2/-3	+1		5
		✕ GITCO			+5		5
35	15 Donaghadee/ Larne	① BEAR 13			+1		13
		② PADDY 8					9
		③ MARS 5			-1	+3	7
		③ GITCO 4			-3		1
	☉2 Southern Ireland						

Round 11 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:	29	30	31	32	33	34	35	Builds	Score
BROOKS	241	-	13	-	10	-	5	-	-	269
PADDY	216	8	-	1	10	21	-	9	-	265
GITCO	210	18	-	16	8	-	5	1	-	258
BEAR	208	-	-	13	2	9	10	13	-	255
MARS	138	4	17	-	-	-	10	7	-	176

Round 12 Runs
36. 13 - 64 Belfast to Dublin
37. 44 - 23 Ballinrobe/Castlebar to Ballymena/Limavady
38. 53 - 26 Cavan/Oldcastle to Ballycastle/Portrush
39. 56 - ☉6 Dundalk/Monaghan to Big City Shopping
40. 31 - 11 Enniskillen/Strabane to Belfast
41. 66 - 45 Athboy/Navan to Athenry/Clara
42. 36 - ☉3 Glenties/Letterkenny to Great Britain

Runs

Enter up to 4



RAILWAY RIVALS 2117-ND

BUM follows TWANG.
RAG follows both of them.

ROUND 8

Northern Germany

Round 8 Runs		NGE : TWANG : TIME : BUM : RAG				
8	25 Cuxhaven/Heide 53 Berlin (West)	① BUM 16				16
		② TWANG 9			-1	7
		③ NGE 5				4
		✕ RAG	+1	+1		2
		✕ TIME		+1		1
9	32 Lübeck 13 Bad Bentheim/ Meppen	① TIME 20				20
		② TWANG 10				10
10	24 Itzehoe/ Neumünster	① BUM 13			-1	12
		① TWANG 12				12
		③ TIME 5			+1	6
11	46 Frankfurt ☉6 Denmark	① NGE 16			+2/-2	14
		② RAG 7	+2		+2	11
		② TIME 7	+2/-2			5
12	42 Stralsund 63 Hildesheim	① NGE 20				20
		② RAG 10				10
13	62 Braunschweig 56 Magdeburg	① RAG 20				20
		② BUM 10				10

14	31 Kiel	① TWANG	9				9
	33 South Germany	① NGE	9		-4	+5/-3	7
		③ RAG	5				5
		③ BUM	4	+3/-5			2
		⑤ TIME	3	+4			7

Round 8 builds

Northern Germany Express (NGE) (Tony Bromley, Red)
15 - Leer - Netherlands. -8 (builds) +1 (TIME) = -7

Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)
Harburg - J13, Lübeck - C61 - E62 - Rostock.
-10 (builds) +3 (TIME) +4 (BUM) +5/-3 (RAG) = -1

Travel In Mainland Europe (TIME) (Bob Coull, Black)
Harburg - K14 - D17. -9 (builds) -1 (NGE) -3 (TWANG) +4/-3 (BUM) +5 (RAG) = -7

Bloody Useless Management (BUM) (Jim Reader, Yellow)
K12 - K14 - Harburg, K27 - K28 - L28 - L30 - M31 - Prenzlau.
-10 (builds) -4 (TWANG) +3/-4 (TIME) +11 (RAG) = -4

Rails Across Germany (RAG) (Don Shailer, Orange)
J11 - K12 - K14 - Harburg, L27 - L30 - M31 - Prenzlau.
-10 (builds) +3/-5 (TWANG) -5 (TIME) -11 (BUM) = -28

Scores	Runs:	8	9	10	11	12	13	14	Builds	Score
TWANG	142	7	10	12	-	-	-	9	-1	179
NGE	98	4	-	-	14	20	-	7	-7	136
TIME	83	1	20	6	5	-	-	7	-7	115
BUM	45	16	-	12	-	-	10	2	-4	81
RAG	27	2	-	-	11	10	20	5	-28	47

Round 9 Runs

15. 51 - 45 Berlin (East) to Pasewalk/Prenzlau
16. 21 - 64 Bremen to Hannover
17. 66 - 35 Hameln/Minden to Harburg
18. 22 - 32 Bremen to South Germany
19. 34 - 41 Hamburg to Rostock
20. 52 - 11 Berlin (East) to Bielefeld
21. 15 - 34 Leer/Wilhelmshaven to Poland

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



RAILWAY RIVALS 2124-I(S)

All straight now.

ROUND 4

Ireland (South) {15 points for these builds}
Southern Irish Network (SIN) (Pete Campbell, Blue)
Z8 - Z7 - C46 - Tullamore - C43 - Mullingar, Clonmel - B57 - F55, H59 - H60.
57 -7 (CRAIC) -5 (WEAR) +3 (PADDY) -1 (CORK) = 47

Comfy Ride Across Irish Countryside (CRAIC) (Steve Ham, Purple)
Z14 - A55 - A56 - C57 - E56, V20 - Fermoy, R22 - Q22 - P22 - O22 - M23 - L22.
28 +3 (towns) +7 (SIN) +1 (WEAR) = 39

Wexford Expressways Are Rampant (WEAR) (Kevin Lee, Black)
Athlone - A44 - Mullingar, Listowel - H18 - Tralee, W15 - Y16.
30 +3 (towns) +5 (SIN) -1 (CRAIC) +2 (PADDY) = 39

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)
V6 - U6 - T6 - P4, Q5 - Athenry, W15 - W16 - Rathluire - R17, W16 - Tipperary,
Dun Laoghaire - Q46.
32 -3 (SIN) -2 (WEAR) = 27

Colin's Operational Railway Korporation (CORK) (Colin Sharpe, Red)
Kilkenny - G55 - I54, L57 - Wexford - Rosslare, L57 - M57, I44 - K43 - M44 - O43 - Dublin.
47 +9 (towns) +1 (SIN) = 57

Builds
Up to 14 points excluding payments to rivals





RAILWAY RIVALS 2127-MP

Chasing along the coast...

ROUND 2

Malaysian Peninsula (15 points for these builds)
 Thailand Singapore Express (TSE) (Tony Bromley, Red)
 Y11 - B49 - Bagan Dartoh, A50 - I54 - Shah Alam - K53 - Port Klang.
 Buys Port Klang - Belawan ferry.
 27 +3 (towns) -6 (ferry) -3 (ROMP) = 21

Railways on Malaysian Peninsula (ROMP) (Bob Coull, Black)
 Z11 - Bidor - F54 - G54 - Kuala Lumpur - J54 - Shah Alam - K53 - Port Klang. F54 - F56.
 Buys Port Klang - Dumai ferry.
 22 +18 (towns) -6 (ferry) +3 (TSE) = 37

Malaysia's Amazing Railway System (MARS) (John Marsden, Green)
 S68 - Tanjung Leman, N63 - H66 - H67.
 Buys Tanjung Leman - Pulau Sibü ferry.
 24 +3 (towns) -6 (ferry) = 21

Butterworth, Alor and Kangar Uber-Engines Travel in Extreme Heat (BAKUTEH) (Jim Reader, Yellow)
 J19 - Narathiwat - F15 - B13 - Pattani, J21 - Kuala Besat, O18 - Dabong - Q19.
 20 +18 (towns) = 38

Butterworth, Georgetown and Gerik Railway (BUGGER) (Lionel Robbins, Blue)
 S62 - R61 - R60 - Tampin - P58 - Serembahn - L56 - Putrajaya - K55 - K54, P58 - Port Dickson, R60 - Malacca.
 24 +21 (towns) = 45

TSE and ROMP got 1 point each for building to Taiping last time, because it is a 3-point town (Gerik is the other of the pair) and they were tied on points at the time. If players are not tied, the poorer player would get the other point. The colour difference and font sizes between 3-point and 6-point towns is marginal - I am checking to see if any other towns have the same number before deciding how many points to award.

Builds
Up to 17 points excluding payments to rivals



SAINT PETERSBURG 2

Two active players, two very passive.

PHASE 4-B

Round 4 - Worker Phase

Pete	Kevin	Marcus	Tony
+ Observatory	+ Market	✗	✗
+ Customs House	+ Mistress of Ceremonies from hand	✗	✗
Customs House ⇨ Peterhof from hand	+ Hospital into hand	✗	✗
+ Pub from hand	✗	✗	✗
Observes Aristocrats + Judge into hand			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	2	10	21r + 2v	0r + 3v	9r + 3v	Worker	10
Marcus	26	5	18r + 1v	0r + 0v	6r + 3v	Aristocrat	15
Tony	12	14	12r + 0v	0r + 6v	4r + 0v	Trading	21
Pete	10	19	18r + 1v	7r + 6v	10r + 4v	Building	7

Players	Cards in hand	Cards in play
Kevin	Hospital	Fur Shop, Gold Miner x 3, Shepherd, Ship Builder x 2, Market x 3, Mistress of Ceremonies, 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	Judge, Senator	Fur Trapper x 2, Lumberjack x 2, Wharf, Observatory, Peterhof, Pub, St.Isaac's Cathedral, Controller, Mistress of Ceremonies

Orders required
Round four Aristocrat phase led by Marcus





ROBORALLY 3

Pineapple 196 touches his third checkpoint.

ROUND 10

President Ford’s move for 9.3 was missed last time. He moved one space further south.

Starting positions
Diddy-bot L9-W, President Ford G12-W (powered down), Pineapple 196 C11-E, Squelch O7-W, Bot-i-celli L8-S, Donsbot L3-N.

10.1
Squelch {800-M3}, Pineapple 196 {730-M2}, Diddy-bot {620-M1} (pushes Bot-i-Celli), Bot-i-Celli {190-RL}, Donsbot {170-RL}.
Board effects: Pineapple 196 shoots Bot-i-Celli {1}, Bot-i-Celli shoots Pineapple 196 {1}, Pineapple 196 touches checkpoint 3 and updates his archive space to C13.

10.2
Bot-i-Celli {820-M3} (pushes Pineapple 196), Donsbot {660-M1}, Pineapple 196 {480-BU} (using Reverse Gears), Diddy-bot {390-RL}, Squelch {220-RR}.
Board effects: Pineapple 196 is conveyed to D11, Diddy-bot is conveyed to M11, Pineapple 196 is rotated to face north.

10.3
Bot-i-celli {780-M2} (falls into a pit), Pineapple 196 {610-M1}, Donsbot {600-M1}, Squelch {490-M1}, Diddy-bot {200-RR}.
Board effects: Pineapple 196 is conveyed to D11, Diddy-bot is conveyed to N11, Pineapple 196 is rotated to face west, Squelch touches checkpoint 2 and updates his archive space to N4.

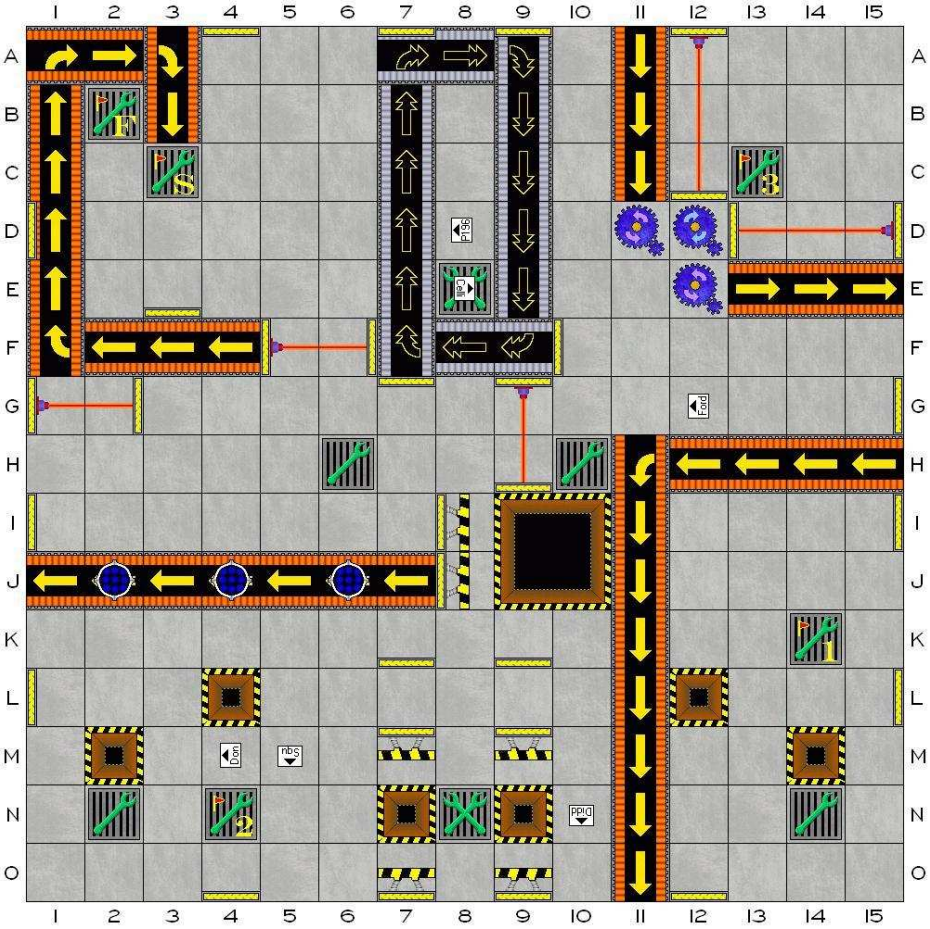
10.4
Diddy-bot {650-M1}, Squelch {640-M1}, Pineapple 196 {550-M1}, Donsbot {400-RR}.
Board effects: None.

10.5
Pineapple 196 {680-M2}, Donsbot {430-BU} (pushes Squelch), Diddy-bot {250-RL}, Squelch {010-UT}.
Board effects: None.

End of turn effects
None.

Donsbot chooses to Power Down for the next round.

Bot-i-Celli withdraws an archive copy (his last...) on E8. He must choose his facing before he moves. The facing he is shown as having is just my best guess as to which way he might want to go.



Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	3/1/2	K14	N10-S	-
Roger Krueger	President Ford	3/-/-	E8	G12-W	Radio Control
Greg Payne	Pineapple 196	3/3/3	C13	D8-W	Reverse Gears
Marcus Pratt	Squelch	3/2/1	N4	M5-S	-
Jim Reader	Bot-i-celli	1/-/2	E8	E8-?	-
Don Shailer	Donsbot	4/1/-	K14	M4-W	Double Barrel Laser

Orders required

Program cards for round eleven and any other instructions





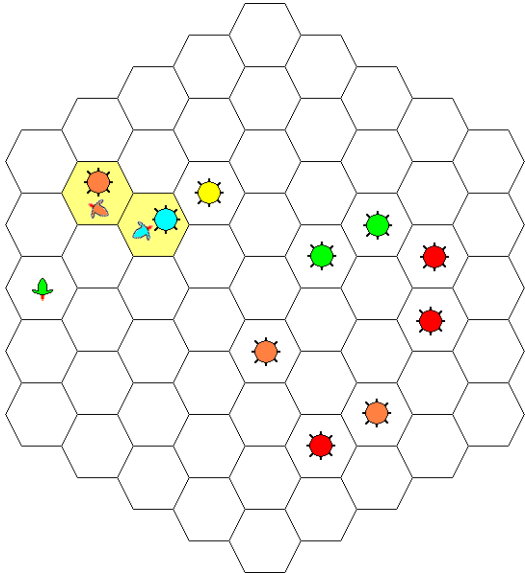
SPACE BLAST 1

The end was not as close as I thought.

ROUND 17

My worst nightmare - getting a move wrong on the last round of a game and calling it too early. I got one of the protagonists in the collision wrong, so there are still two pilots out there. In fact, it was less of a collision, more of a ram by *Major Tom*, so although he loses his last armour point and takes no further part, he gains another VP, making it pretty impossible for *James White* or *Chewbacca* to catch him up.

	Pilot	Colour	Actions	Armour	Chits
1	<i>James White</i> Bob Coull	Green 3 VPs	Turn right, fire rocket	1	1T : 3R 0M : 0B
2	<i>Major Tom</i> Michael Graystone	Orange 5 VPs	Turn right, lay mine, fire rocket	-	1T : 1R 0M : 0B
3	<i>Chewbacca</i> Steve Ham	Blue 1 VP	Brake, fire rocket	1	0T : 2R 2M : 0B



Major Tom tries to move into the space occupied by *Chewbacca*, who used his brake to stand still. Their collision takes the last armour point off *Major Tom*, leaving *Chewbacca* and *James White* to fight it out.

Orders

0 to 3 actions for round eighteen



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.

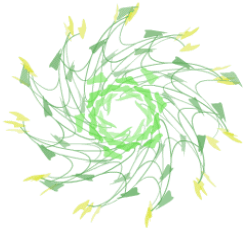
▼	Lew Stansby	3.602
▼	Ken Boucher	3.450
▲	Per Hallberg	3.522
▲	Roger Krueger	2.923
▼	David Hilbert	2.870
-	Chris Rudram	2.800
▲	Pete Campbell	2.706
-	Victor Cronshaw	2.676
▼	Rob Thomasson	2.550
-	Peter Hawkins	2.510

✧ Completed games and winners:

1870 e782	Pete Campbell
1830 e796	Willem Moene
Euphrat & Tigris e851	Per Hallberg

✧ New games and start dates:

Ingenious e860	Jul 9th
Saint Petersburg e861	Jul 10th
Carcassonne e862 (River)	Jul 10th
Puerto Rico e8663	Jul 10th
Acquire e864	Jul 10th
Carcassonne e865	Jul 16th
Ra e866	Jul 17th
Princes of Florence e867	Jul 29th
Saint Petersburg e868	Aug 9th



PREVIEW

The article about Battle! resulted in some new names on the waiting list, and we currently have eight, which tempts me to hang on for a while to see if another four turn up to let us run a game on the twelve-player map. I have someone who is probably ready to join in, and someone else that I think would enjoy it, leaving just two space to fill.



On other fronts we have new 18xx coming up in the form of 1856 and 18GA, our second Canal Mania, our twelfth Puerto Rico and a Railway Rivals that I still haven't chosen a map for. Beyond those there will be new Bus Boss, another stab at Phoenicia, and the time to start planning for the next RoboRally game.

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

#167: Canal Mania, Railway Rivals
#168: 1856, 18GA, Puerto Rico



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Jul 9th	Devolution 75
Jul 13th	Ode 305
Jul 24th	...mais n'est-ce pas la gare? 96, The Tangerine Terror 46
Aug 16th	Minstrel 326
Aug 19th	...mais n'est-ce pas la gare? 97

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
▲	Pete Campbell	3.375
▲	Lyndon Gurr	3.323
-	Lionel Robbins	3.222
-	Mark Frueh	2.750
▲	Marcus Pratt	2.729
-	Steve Thomas	2.563
▼	Sharon Khan	2.444
-	Geoff Hardingham	2.364
▼	Stephen Webb	2.326
▲	Michael Graystone	2.256
-	Tony Robbins	2.190
-	Rob Thomasson	2.125
▼	Alan Harvey	2.097
-	Colin Sharpe	2.096
-	Richard Lunn	2.000

WHO PLAYS WHAT

Tony Bromley	1837-Y25, RR-2117-ND, RR-2127-MP	Willem Moene	1825-H27, 1830-G26, 1835-C26, 1861-C27, 1870-R24, 1870-Y26, OP27, PR11
Simon Brooks	BA18, BB-312-MOR, RR-2112-I(N)	Greg Payne	6n14, BA19, BB-313-MOR, Robo3
Pete Campbell	1825-H27, 1826-H25, 1829-U25, 1837-L27, 1861-C27, 18GA-D26, Agr1, Agr3, BB-312-MOR, BB-322-IZU, RR-2117-ND, RR-2124-I(S), StP2, YoD1	Marcus Pratt	Agr1, Agr2, IW1, OP27, Robo3, StP2
John Colledge	Acq52, Acq53	Jim Reader	6n14, Agr3, 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
Bob Coull	6n14, Acq54, BB-312-MOR, BB-318-LUZ, BB-322-IZU, RR-2117-ND, RR-2127-MP, SB2	Lionel Robbins	1825-H27, 1829-U25, 1870-O27, RR-2127-MP
Dennis Frank	BA18, BA19	Tony Robbins	1837-Y25
Tim Franklin	1895-X24	Adam Romoth	1837-L27, 1870-Y26
Mark Frueh	1870-R24	Tony Sait	1830-G26, 1830-V1-N24, 1835-C26, 1856-P26, PR11, RR-2112-I(N)
Michael Graystone	6n14, Acq52, Acq53, Acq54, BB-312-MOR, BB-322-IZU	Don Shailer	BB-313-MOR, RR-2117-ND, Robo3
Lyndon Gurr	1826-H25, 1835-C26, 1856-P26, 1861-C27, 1870-Y26, 18GA-D26, BB-318-LUZ, OP27, YoD1	Colin Sharpe	6n14, Acq52, Acq53, BB-318-LUZ, RR-2124-I(S)
Steve Ham	6n14, BA18, BA19, Robo3, RR-2124-I(S), SB2	John Shelley	1826-H25, 1829-U25, 1835-C26, 1870-O27
Geoff Hardingham	1837-Y25, PR10	David Smith	1837-L27, OP27
Alan Harvey	1825-H27, 1830-V1-N24, IW1	Don Smith	1830-V1-N24, 1835-C26, 1870-R24, 1870-Y26, 1870-O27, 18GA-D26
Mike Head	1830-G26, 1856-P26, 18GA-D26, IW1	Joakim Spångberg	BA18
John Hopkins	1837-Y25	Allan Stagg	Agr2, Agr3, PR10
Mike Hutton	1825-H27, 1830-G26, 1856-P26, 1861-C27, 1870-Y26, Agr1, Agr2	Mark Stretch	1830-V1-N24, BA18, OP27
Sharon Khan	IW1	Steve Thomas	1837-L27, 1895-X24
Roger Krueger	1870-R24, 1895-X24, Robo3	Rob Thomasson	1829-U25, 1870-O27, BB-313-MOR, YoD1
Kevin Lee	6n14, Acq54, Agr2, Agr3, BB-313-MOR, PR10, PR11, RR-2112-I(N), RR-2124-I(S), StP2	Roger Trethewey	BA19, BB-318-LUZ
Michael Longdin	Agr1, YoD1	Stephen Webb	1826-H25, 1830-V1-N24, 1837-Y25, 1837-L27, 1861-C27, 1870-R24
Richard Lunn	1830-G26, 1856-P26, Acq53, BA19	Tony Wilcock	Acq52, Acq54, StP2
John Marsden	Acq52, BB-313-MOR, BB-322-IZU, RR-2112-I(N)		



OUTSIDE EDGE

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CONTENTS

◇ Games ◇	1870-Y26	30	Puerto Rico 11	59
*****	1895-X24	34	RR-2112-I(N)	60
◇ New ◇	18GA-D26	36	RR-2117-ND	61
1870-O27	6 nimmt! 14	38	RR-2124-I(S)	63
Agricola 3	Acquire 52	40	RR-2127-MP	64
Year of the Dragon 1	Acquire 53 (Powers)	41	RoboRally 3	66
*****	Acquire 54	42	Saint Petersburg 2	65
1825-H27	Agricola 1	44	Space Blast 1	68
1826-H25	Agricola 2	46	*****	
1829-U25 (South)	Breaking Away 18	48	◇ Bits and Bobs ◇	
1830-Q26	Breaking Away 19	49	Board2Pieces	5-7
1830-V1-N24	Bus Boss 312-MOR	50	Deadlines	Below
1835-C26	Bus Boss 313-MOR	52	News from the Rock	60
1837-Y25	Bus Boss 318-LUZ	51	Preview	70
1837-L27	Bus Boss 322-IZU	53	Ratings	70
1856-P26	Industrial Waste 1	56	Waiting Lists	2
1861-C27	Outpost 27	57	Who Plays What	71
1870-R24	Puerto Rico 10	58	Zines Received	70

DEADLINES

Wednesday September 9th 2009
18xx Games - Friday September 4th

Future main deadlines: October 7th November 18th December 16th

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.