FOR WHOM THE DIE ROLLS

September 2009

Published by Keith Thomasson

Issue 167

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.







INSIDE STORY

This is FOR WHOM THE DIE ROLLS #167, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

E-mail: Keith@Thomasson.com

Web site: www.fwtwr.com

Subscription payments can be sent via PayPal to Keith@Thomasson.com
Please specify the currency for international payments as GBP



① means that number of players needed. ⇒③ means up to that number needed. ⇒ means there is no limit. ② means a list is full.

Games starting in this issue...

Canal Mania Geoff Hardingham, Kevin Lee, John Marsden, Jim Reader

Railway Rivals Michael Graystone, Steve Ham, John Marsden, Jim Reader, Colin Sharpe,

Brian Tappenden

Games starting in the next issue...

0	1856	Rob Thomasson, John	Shelley, Lyndon (Gurr, Willem Moene, Don Smith
---	------	---------------------	-------------------	-------------------------------

18GA Mike Head, Mark Stretch, Don Smith

Puerto Rico Willem Moene, Jim Reader, Kevin Lee, Stephen Webb

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

⇒(2)	1826	 Pete	Campbell	John	Shelley.	Don Smith	

1829 (South) Pete Campbell, John Shelley

2 1870 Lyndon Gurr, Willem Moene, Don Smith

⇒3 18Rhl Rhineland Willem Moene, Pete Campbell

⇒3 Acquire Willem Moene, Tony Wilcock

⇒3 Acquire {Powers} Michael Graystone, Richard Lunn

⇒① Age of Steam Pete Campbell, Mike Hutton, Marcus Pratt

Industrial Waste Alan Harvey, Marcus Pratt, Mike Head

⇒② Mystic Wood Jim Reader, Kevin Lee, Roger Trethewey

Outpost Willem Moene, Jim Reader, Marcus Pratt, Pete Campbell, David Smith,

Mark Stretch

Phoenicia Mike Hutton, Lyndon Gurr, Geoff Hardingham, Mark Stretch

3 Puerto Rico Tony Sait

⇒② Railroad Tycoon Michael Longdin, Pete Campbell

□③ RoboRally Allan Stagg, Jim Reader, Mark Stretch, Greg Payne, Don Shailer

Saint Petersburg Bob Coull, Rob Thomasson, Kevin Lee, Tony Wilcock

D Sopwith Michael Graystone, Jim Reader, Mark Stretch, Greg Payne, Don Shailer

I supply everything you need for these...

□② 6 nimmt! Colin Sharpe, Mark Stretch, Kevin Lee, Jim Reader, Bob Coull, Don Shailer �/④ Battle! Michael Graystone, Allan Stagq, Steve Ham, Marcus Pratt, Mark Stretch,

John Marsden, Pete Campbell, Greq Payne

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,

Pete Campbell

Railway Rivals John Marsden, Bob Coull, Roger Trethewey, Tony Sait, Jim Reader,

Pete Campbell, Don Shailer

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



Welcome to issue #167. This issue is almost on time. The plan to complete it by the end of the weekend fell foul of other commitments, but it is only Monday, so it's a lot earlier than most recent issues.

Just arrived from the US is a new 18xx game - the first new one since the Essen crop in 2007. 18EZ is not designed around a particular geographic location, but is instead meant to be an easy (EZ) introduction to the world of 18xx. It is designed by Drew Dane and Clay Murry and allows the player to start learning the game with the Level 1 components and rules, add more for Level 2, and go all the way with Level 3.

Level 1 is purely about railroad operations. There are no shares or extra station markers to be concerned with. Each player runs one railroad company. The trains are kept simple by having a number of trains of each type available that matches the number of players, with railroads limited to owning one of each type. The '2' trains are killed off by the purchase of the first '5' rather than the first '4', and all in all this is very reminiscent of the Railway Game rules from 1829.

Level 2 adds the financial element with the stock market, and introduces the separation of the player and the railroad as separate entities.

Level 3 introduces three more type of companies that players may control. These are private companies, minors, and the Black Line, which is created during the game from the Obsidian private company and the Minor companies. Companies can also pay half dividends in Level 3 games.

There are some oddities throughout, considering it is intended as a teaching system. For example, 18xx players are familiar with the rule that having sold a share in a stock round, you cannot buy a share in the same company for the rest of the stock round. 18EZ adds the rule that having bought a share, you cannot sell a share in the same company for the rest of the stock round. This makes things less aggressive, but should probably only have been applied to the Level 2 game. Another is that as the rules stand, only shares owned by players receive income when a dividend is paid. The company does not receive anything for new shares or bank pool/open market shares. This may be changed at a later date, as they are getting some strong views on this. My view is that the teaching game should reflect what the majority of the other games do, which is to pay the company for bank pool/open market shares. You are obviously at liberty to play it like this. It's just the thought of how confusing it could be for someone who learnt via 18EZ and then moved on to another 18xx game.

However, full marks for the idea, and full marks for the execution. It is very well made and presented. The game costs \$50 + shipping, and can be ordered at nodice.net.

The TringCon attendance list currently stands at 46, with room for up to 60, or possibly a few more. We had 56 last year, but don't feel the need to set a new record each year. However many come, it should be a good day to play games you know and discover games you don't know.

One of the new games for Essen from Czech Games Edition is Dungeon Lords, in which you are trying to build the best dungeon, hiring monsters, buying traps and so on. Vlaada Chvátil (*Through the Ages, Galaxy Trucker, Space Alert*) freely admits the idea comes from the Dungeon Keeper computer games. Sounds like one to watch out for.

BOARD PIECES



THEORY NUMBER ONE: HOUSECATS ARE ACTU-ALLY ALIENS WITH TELEPATHIC AND TELEKI-NETTO POWERS THETO COLLARS GLOW WHEN THEY USE THESE POWERS.

YOU JUST WATCHED UM, YEAH, BUT IT HAD AMAZING EFFECTS FOR THE CAT FROM OUTER SPACE DIDN'T YOUR A 1978 DISNEY MOVIE. WHAT DOES THAT NOTHING BUT IT'S HAVE TO DO WITH A GOOD THEORY... BOARDGAMES?

BY TED ALSDACH



THE BOARD PIECES ESSEN SPIEL PREVIEW



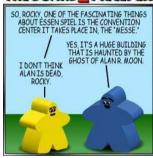
I'M JOINED AS ALWAYS BY ROCKY, WHO HAS AGREED TO GIVE US THE SCOOP ON THE BACK-



BY TED ALSPACH



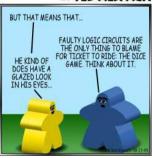
The Board Pieces essen spiel Preview



RIGHT, SURE, AND THERE'S ACTUALLY A GAME DESIGNER WITH THE NAME 'DONALD X, VACCA-RINO, COME ON, LEO, DON'T BE SO NAIVE



BY TED ALSPACH

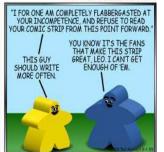


The Board Pieces essen spiel preview

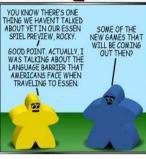


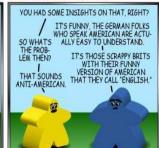
HE WRITES, 'HERE YOU ARE IN WEEK 2 OF YOUR ESSEN PREVIEW, AND YOU HAVE YET TO COVER ANY GAMES THAT ARE COMING OUT FOR ESSEN!" WOW, HE'S REALLY PAYING HE THEN ASKS, WHAT ATTENTION WHAT AN KIND OF MIXED UP WORLD DO YOU LIVE HA HA, WE'RE SMARTER IN? I DON'T GET IT." THAN A TEACHER

BY TED ALSPACH

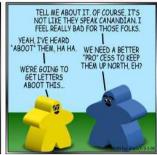


The Board's Pieces essenspiel Preview





BY TED ALSPACH



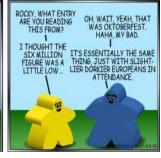
The Board Pieces Essen Spiel Preview





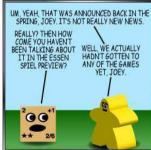


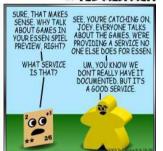
BY TED ALSPACH



The Board Pieces essen spiel Preview







BY TED ALSPACH

1826-H25

A catalogue of disasters.

GAME **O**VER

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

<u>Pete Campbell (2nd)</u>: This was a learning curve for me, and I made quite a few mistakes to learn from! Firstly I tried to lay tiles which were used up. I then floated the PL at the wrong price, which meant that within two turns, 3 shares costing 330 turned into 1 share of the SNCF worth just 110. I then failed to buy the treasury shares from the PO, meaning it only managed to run a TQV for one round.

On the positive side, I gained control of the SNCF without meaning to, which helped develop my network. Elsewhere, Lyndon clearly knew what he was doing, and I thought that Stephen might catch me, but the game ended just in time. The key part of the game seems to be positioning the companies for the mid-game train rush, so I will work on that for next time. Thanks to everybody for making it a good game and to Keith for running it.

<u>Stephen Webb (3rd)</u>: Well done to Lyndon - this game ended for me when I inadvertently supplied orders for only an OR when Keith also wanted an SR. Until then it was looking like a good battle but I never recovered from the loss of the shares I could have acquired.

a good battle but there recovered from the 1955 of the Shares resource have dequired

I won't list my own disasters, where I forgot the key elements of what makes 1826 the game that it is. Suffice to say that you were suitably generous in your willingness to put up with the necessary corrections. Another game right away would seem to be the best way to make those lessons stick.

6 NIMMT! 14

Good game, good score, Bob.

GAME OVER

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

<u>Bob Coull (1st)</u>: I seem to have a knack of doing well at this game, so I wish I could say it was full of skill.

<u>Greq Payne (4rd)</u>: Third? Didn't see that coming. Well done to Bob for dodging all of the bullocks, and thanks to Keith for both running the game and printing that awful pun...

The hands with no spare cards are a lot harder (particularly for someone like me who tries to play for the gaps) so I can definitely see why they are included.

Steve Ham (5th): 29 points in the last two rounds just about explains why I wasn't close to winning. I think I was closer this time but that was probably due to one of my competitors being miss random. Bob's score was very impressive, I have no idea how much luck played a part. Thanks for the game.

.....

Another good game laid to rest - thank you , gentlemen, and miss random, of course.

AGRICOLA 1

Our first Agricola comes to a close.

GAME OVER

	Pete Campbell
2nd	Marcus Pratt
3rd=	Mike Hutton
	Michael Longdin26

<u>Pete Campbell (1st)</u>: This game clearly went well for me. I had a good mix of occupation and minor improvement cards that allowed me to increase my family size at an early point, whilst increasing my food production. With the extra family members it became very difficult for the others to catch up. I thought that the game worked well by zine although I can see that it must be hard for Keith to spot all the special cases. I'm looking forward to the next outing.

Mike Hutton (3rd=): Agricola is an unforgiving game at the best of times, and two major mistakes with harvesting totally messed up my plans. Congrats to Pete for totally trouncing us, and thanks to Keith for hosting. It's certainly a game I'll be wanting to try again.

It certainly is a challenge keeping track of everyone's cards and what effects they may be due, particularly during the later rounds. I'm developing ways to make that easier. Those who like to develop their own shorthand for games made this one interesting as I tried to figure out what on earth they wanted, with the result that the player saved a little time by providing concise orders while I spent a lot more time interpreting them.

INDUSTRIAL WASTE 1

Not such a waste after all.

GAME OVER

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

<u>Mike Head (1st)</u>: Industrial Waste is one of my favourite games, with to my mind only one small problem, that going last in round 1 in four-player games is a disadvantage. So of course with that in mind I was expecting what happened, I was fourth player, but certainly not expecting that even so I would still get my first choice pick. This then set me up nicely for a "high orders / low waste" strategy, and I took an early lead, but a mid-game wobble

developed when I hit cash problems (not helped by failing to spot that I'd been a victim of the adjudication software bug), and Marcus's slow-burn "sack the workers" strategy kicked in impressively.

During the rest of the game it felt like I was Dennis Weaver in the film "Duel", with Marcus's juggernaut getting ever closer in my rear view mirror. I could have ended the game in round 10 but would then have lost the game through the end-of-game accident, so held onto my nerve and my Advisor card (and had a lot of luck not to cop an end-of-round accident anyway, to be honest) to make it look a lot more convincing a win than it deserved to, through one last lucrative order.

Thanks to the surviving players and Keith for making it an intriguing and enjoyable game, my first win in FWTDR!

<u>Alan Harvey (4th)</u>: I enjoyed this game and I look forward to industrial Waste 2. As I have only played this a couple of times face-to-face before, it took me some time to realise the various strategies open to players.

An advantage to me was that once I had checked the adjudication and decided on my actions it only took me a few minutes to type them up as the format was the same each time.

The changed scores above reflect two things - the need to pay basic costs at the end of the final round, the the need to execute an Accident at the end of the game. Fortunately neither of these changed the reported positions.

My special thanks to Alan for stepping into the breach when Gina dropped out.

A

SPACE BLAST 1

And here is the true story...



This confirms it - I hate making corrections to reports. The solution is simple - get it right first time - but I end up thinking I've checked everything, then miss the obvious. What was obvious this time was that if *Chewbaccy* didn't get blown out of the sky, he fired his rocket and took *James White* out of play. So here is the final score and the end-game comments previously supplied.

1st	Michael Graystone	Major Tom 5
2nd	Bob Coull	James White 3
3rd	Steve Ham	Chewbaccy 2
4th	Don Shailer	The Meteor 1
5th	Joakim Spångberg	Major Mat Mason 1
6th	Jim Reader	Wizard Prang0

<u>Michael Graystone (Major Tom, 1st)</u>: I am not sure that I deserve the win because the only option I had for the last round was to move forward and be shot down or turn left and either collide with Steve or hit his mine, either way I was out of the game and as I guessed correctly that Steve was going to use his brake option and fire a rocket that would have taken me out of the game or had hit Bob, I took the only sensible solution and followed the Japanese Kamikaze route and therefore rammed Steve (sorry).

As for the game, I was glad I played it, but it was a bit slow with not enough to do especially when you run out of Chits so I won't be putting my name down for a second game. Thanks to one and all for the game

Steve Ham (Chewbaccy, 3rd): Not quite sure what happened at the end, I thought I would have shot someone and Major Tom appears to be moving into my hex - but nevertheless this was an enjoyable game. As an improvement I'd like to suggest that planned collisions wouldn't be armour-reducing or would qualify for a victory point and that the last ship standing should receive more than 1 VP (I would say that). I also thought it made send to allow ships to shoot mines out of the way. Thanks for the game.

I think the general consensus of 'OK but not brilliant' sums the game up pretty well. Enjoyable it may be, but a little too slow, perhaps, and a little too predictable. Thanks to everyone for playing with me.

Breaking Away 18

Here we are with the lowdown.

GAME OVER

Pos	Riders
	Kalvan
2nd	Bidford
3rd	George II
4th	Elvis
5th	Louis Soares
6th	Evelyn Waugh
7th	Hestophes
8th	John Grant

Team Results	Individual Mention	
1st Flushed Away		
2nd Otherwhen	Kalvan (Otherwhen)	20
3rd Avon Riders	Elvis (Flushed)	18
4th Blue Square Premier	Evelyn Waugh (Flushed)	14
Champs	Stratford (Avon)	11
5th Ditchling Beacon Bykers	Hestophes (Otherwhen)	10
6th Kling Klang Radfahrers		

1st	Steve Ham	Flushed Away 52
2nd	Dennis Frank	Otherwhen 44
3rd	Mark Stretch	Avon Riders
4th	Jim Reader	Blue Square Premier Champs 17
5th	Simon Brooks	Ditchling Beacon Bykers 7
6th	Joakim Spångberg	Kling Klang Radfahrers 0

Steve Ham (Flushed Away, 1st): I think I must consider myself very fortunate to have won this game because after the second sprint I didn't think it would be possible to catch Dennis. I just seemed to be able to build up my replacement cards every round so that I managed to get three scorers at the end. Thanks for the game, everyone.

<u>Dennis Frank (Otherwhen, 2nd)</u>: This was my first Breaking Away game, so I certainly can't complain about the results! Congratulations to Steve, and thanks to Keith for providing the opportunity.

Many thanks to all the riders and their team captains. The bottom two teams took a less active role as the game progressed, which explains their showing on this occasion.

1825-H27

The Midland is floated to make three operational companies.

OR2 - SR3

OR2	Pres	Lo	ay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	8:U19:4	9:P10:1	160	Yes	1	100▲	420	2 2 2
GWR	PC	9:X8:2	9:U13:1	90	Yes		90▲	540	2 2

Notes: 1 40 to the bank for terrain costs

Stock Round 3

Alan	Willem	Lionel	Mike	Pete
+ GWR new	+ GWR new	×	+ GWR new	×
X	X	- 1 GWR + Midland/Dir	×	+ GWR pool
×	X	- 1 LNWR + Midland new	X	X
×		- 1 LNWR + Midland new	X	X
X	X	+ Midland new	×	X
×	×	- I LNWR + Midland new {floated}	×	×
×	×	×	Priority for SR4	

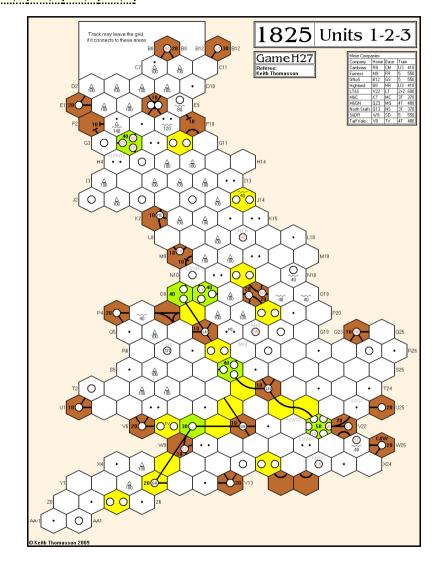
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Willem Moene	79	69	-100	48	578	19.6▲	5
Lionel Robbins	64	67	-102	29	581	29.7▲	6
Mike Hutton	81	60	-90	51	606	20.6▼	5
Pete Campbell	34	56	-90	0	580	19.7▼	5
Alan Harvey	69	73	-90	52	602	20.4	5

Portfolio	Privates	LNWR	GWR	Mid	NER	Cal	GER	LSWR	NBR	GCR	GNR	L&YR	SECR
Willem Moene	S&M	5D	-	~	-	-	-	-	~	-	-	-	-
Lionel Robbins	TWW	-	-	6D	-	-	-	-	-	-	-	-	-
Mike Hutton	C&HP	~	3	-	-	-	-	-	-	-	-	-	-
	L&M												•
Pete Campbell	C&W	-	5D	-	-	-	-	-	-	-	-	-	-
Alan Harvey	S&D	3	1	-	-	-	-	-	-	_	-	-	- :
•													
Bank (new)		-	-	4	10	10	10	10	10	10	10	10	10
Price (new)		100	90	82	82	76	76	76	76	71	71	71	71
Bank (pool)		2	1	-									
Price (pool)		100	90	82									
Company cred	it	420	540	820									
Tokens		5	5	4	4	4	4	4	4	3	3	3	4
Trains		222	2 2	-									
Bank cash: 14	,820	Certif	icate	limit:	31		• • • • • • • • • • • • • • • • • • •		T	rains:	2 x ′	2′, 6 x	′3′

Tiles Tile number/Availability One Operating Round between Stock Rounds

| 1/5 | 2/3 | 3/5 | 4/8 | 5/5 | 6/8 | 7/10 | 8/18 | 9/14 | 55/3 | 56/3 | 58/4 | 69/3 |

| 114/1 | 115/2 | 198/1 | 199/1 |



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

\nearrow			\mathbb{A}		*]💌	×		X X	*	K		X	×	X	lacksquare	$\overline{\mathbf{x}}$		A	•<
		1		A 1.		h	 L				1	_	_	_		_	_	_	_	7

1829-U25

A lot of train transfers but no new '5' train.

OR11 - SR10

OR11 Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR RT	10:R12:3	•U15	250	No	-	225▼	330	3 2 2 2
GWR PC	12:X14:1	►W13	200	Yes	-	200▲	420	3 2
Mid JS	14:015:2	▶R18	190	Yes	1	90▲	300	4 3
LSWR LR	14:W19:1	▶U21!	-	-	2	53▼	10	-
GNR PC	8:N18:5	►N20	50	Yes	3 4	71.	20	4 2
LBSC LR	12:X20:6	►V16	240	Yes	5 6	67▲	190	4332
GER RT	23:T14:1	▶U17	70	Yes	~	64▲	210	4
GCR JS	8:N16:5	►N14	60	Yes	3 7	61▲	40	3 2

Notes: ① 10 to the GCR for a '4' train

② 30 to the LBSC for a '2' train

3 40 to the bank for terrain costs

4 220 to the GWR for a '2' train

5 40 to the bank for a token in V16

10 to the LSWR for a '2' train

② 10 to the Midland for a '3' train

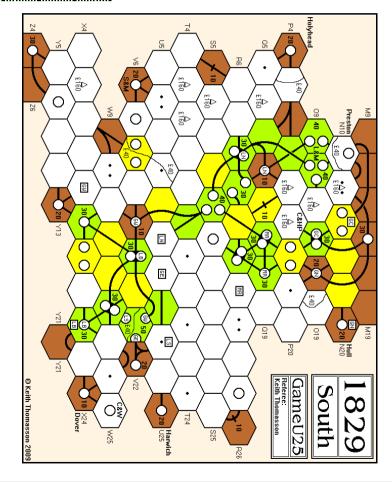
Stock Round 10

Pete	Lionel	Rob	John
+ LBSC pool	- 3 LSWR {►►Receivership} + LBSC pool	+ LBSC pool	- 2 LSWR + GCR new
+ LBSC pool	+ LBSC pool	+ GER pool	+ GCR new
+ GNR pool	+ GNR pool	+ GER pool	+ GER pool
+ GNR pool	+ GNR pool	- 1 LNWR + GER pool	- С&НР + GWR pool
×	×	×	- 1 LNWR + GWR pool
×	×	X	X
Priority for SR4			

	Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
	Rob Thomasson	S&M	5D	1	-	-	-	1	9D	1
	John Shelley	-	-	2	6D	-	-	-	1	8D
0	Pete Campbell	-	1	7D	-	-	6D	2	-	-
	Lionel Robbins	-	-	-	4	-	4	7D	-	1
	Bank (new)	Hull	-	-	-	~	-	-	-	-
	Price (new)		100	90	82	76	71	67	64	61
	Bank (pool)	C&HP	4	-	-	10D	-	-	-	-
		C&W								
		L&M								
	Price (pool)		225	200	90	53	71	67	64	61
	Company credit		330	420	300	10	20	190	210	40
	Tokens		4	4	3	4	4	2	3	3
	Trains		3222	3 2	43		42	4332	4	3 2
	Bank cash: 19,5	21	Certificat	e limit:	18			Trains	: 4 x ′5	′, 4 x ′7′

Cash Flow	b/f	OR11	SR10	c/f	Value	%	Certs	
Rob Thomasson	140	73	-34	179	2,238	30.3▼	16	
John Shelley	88	160	-210	38	1,530	20.7	15	
Pete Campbell	252	160	-276	136	2,321	31.4▲	14	
Lionel Robbins	31	212	-117	126	1,300	17.6▲	15	

,	Tiles Tile number/Availability 1/1 2/2 3/2 4/5 5/2						Two	Operat	ing Rou	ınds be	tween	Stock I	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
OR12, OR13	Adjudication can paus	se between rounds if requested

	1830-G	26		conver				OR	5 - OR	.6
	OR5 Pres	Lay	Ru		ay	Notes		rice	Credit	Trains
	B&O TS	53:115:1	70		es,	1	_	32C▲	540	4
	PRR RL	23:H14:6	60		es,	-		32C 	521	3
	NYC WM	8:F18:2	19	-	(es	-	_	32C₄	400	3 3
	C&O MHd	2:G7:1	17	-	les .	-		30F₄	127	33
	NYNH MHn	24:F18:2				1	6	9 G ▼	163	4
	Notes: ① 300) to the bank	for a '4	′ train						
	OR6 Pres	Lay	Ru	n I	ay	Notes	P	rice	Credit	Trains
	B&O TS	14:J14:2	12	0 Y	(es	-	9	0C 	540	4
	PRR RL	57:H16:3	60) }	(es	-	9	0C 	542	3
	NYC WM	-	19	0 Y	(es	1	9	0C▲	0	3 3
	C&O MHd	8:H8:1	17	0]	No	-	7	75F▼	302	3 3
	NYNH MHn	69:G17:1	11	0 Y	⁄es		7	4D0	196	4
	Notes: ① 400) to Willem fo	or the C	ጵStL an	d C&A	privates				
	Cash Flow	b/f	OR5	0	R6	c/f	Val	ue	%	Certs
	Mike Head	18	128		42	188	8	88	19.0▼	8
	Mike Hutton	22	43		86	151	7	56	16.2▼	7
	Richard Lunn	7	86		80	173	9	68	20.7▼	8
	Willem Moene	61	149	5	49	759	1,2	99	27.84	5
	Tony Sait	13	81		67	161	7	61	16.3▼	6
	Portfolio	Privates	B&M		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
U	Willem Moene	P 92 O	-	, // D	2	-	-	6P	-	-
	Tony Sait	В&О	-	4P	2	-	-	1	-	-
	Bank (new)		10	4	~	10	10	~	-	4
	Price (par)			100	76			76	71	90
	Bank (pool)		-	-	-	-	-	-	3	1
	Price (pool)			90C	75F			90C	70G	90C
	Company credit			540	302			0	196	542
	Tokens		2	2	1	4	3	3	-	3
	Trains			4	3 3			3 3	4	3
	Bank cash: 8,988	3	Certific	ate limi	t: 13		T	rains: 2	2 x '4', 3	5 x '5'
	Current operating	ı order:	В&О, Р	RR, NYC	C, C&O,					
	Tiles Tile num	ber/Availabil	ity	T	wo Ope	rating Ro	ounds l	betwee	n Stock	Rounds
	1/1 2/- 3	/2 4/2 7	² /2 8/	7 9/	7 55	/1 56/-	57/3	58/2	69/-	14/1
	ļ									
	ii.	3/1 19/1 2	0/1 23	/2 24	/2 25/	/1 26/1	27/	ı 28/l	29/1	53/1
	54/- 59/2									

H2 III J2 60 5 Gulf Gulf Weith Thomasson 2009	neG26
\$\frac{10}{\$\frac{1}{20}}\$	Canadian West 50 5 B10 O
20 \$120 K15 \$80 C8A	
H18	

Orders required for the following round	By the early deadline
SR6	

The NYNH slips a blocking token in the middle of the map.

OR14 - OR15

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	MS	~	260	Yes	-	155C▲	72	6
Erie	AH	-	240	Yes	-	142A▲	79	D
PRR	AH	-	200	Yes	-	130D▲	225	5
B&M	MS	-	200	Yes	-	120D▲	40	5
C&O	DS	8:B12:1	240	Yes	-	82E▲	216	D
B&O	TS	8:17:6	270	Yes	1	80F▲	115	D
NYC	DS	8:111:6	200	Yes	-	76C▲	31	5
NYNH	SW	41:H16:1	230	Yes	2	68H ▲	60	6

Notes: ① 80 to the bank for terrain costs

2 40 to the bank for a token in G15

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	MS	-	260	Yes	-	170C▲	72	6
Erie	AΗ	-	180	Yes	-	160A▲	79	D
PRR	AH	-	200	Yes	-	155C▲	285	5
B&M	MS	-	200	Yes	-	130D▲	80	5
C&O	DS	8:G17:6	240	Yes	1	90E▲	216	D
B&O	TS	8:15:3	190	Yes	-	90E▲	115	D
NYC	DS	-	200	Yes	-	82C▲	31	5
NYNH	TS	18:115:1	230	Yes		69G ₄	60	6

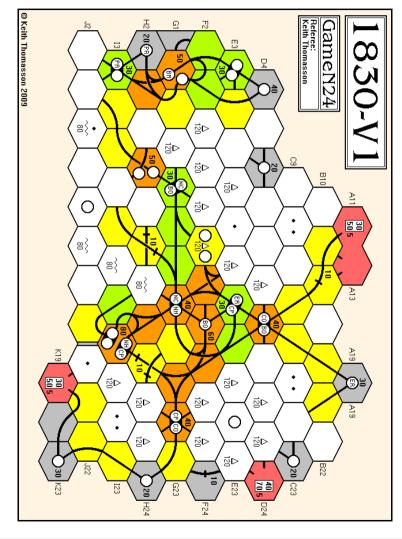
Notes: 1 120 to the bank for terrain costs

Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Stephen Webb	952	388	350	1,690	3,615	22.9▼	15
Tony Sait	61	253	229	543	1,586	10.1	10
Mark Stretch	1,324	370	362	2,056	4,187	26.6▼	14
Don Smith	278	318	302	898	2,110	13.4▲	12
Alan Harvey	1,506	351	297	2,154	4,259	27.0▼	13

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Stephen Webb	~	1	2	3	5	-	5P	-
Tony Sait	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
ž								
Bank (new)	-	-	-	-	-	2	-	1
Price (par)	90	100	67	76	82	90	71	100
Bank (pool)	2	-	-	-	-	-	-	3
Price (pool)	130D	90E	90E	170C	160A	82C	69G	155C
Company credit	80	115	216	72	79	31	60	285
Tokens	1	-	1	1	1	2	-	2
Trains	5	D	D	6	D	5	6	5
Bank cash: 3,721		Certificat	e limit: 1	3			Trains	: Diesels

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

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



Orders required for	the following rounds	By the early deadline
OR16, SR8	Adjudication can paus	e between rounds if requested

*

1835-C26

Just one round while we see what the new companies are up to.

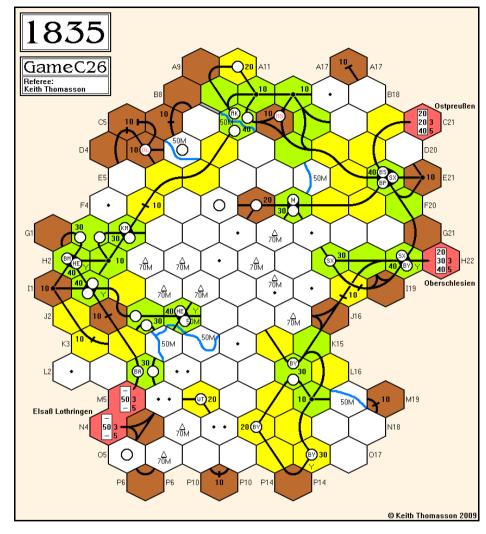
OR8

OR8	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
В-М	JS	87:H4:5	80	Half	-		145	2
B-P	TS	-	190	Half	-		195	3 2
Mag	WM	-	70	Half	-		95	2
K-M	WM	211:G3:3	140	Half	1		130	3 2
B-S	LG	206:H16:1	190	Half	-		191	2
A-K	LG	25:C15:1	100	Half			210	2+2
ByE	DS	24:H18:3	310	Yes	2	154D▲	429	2+2 2 2 2
SxE	LG	87:B14:3	270	Yes	-	122C▲	630	2+2
WtE	TS	6:M9:4	-	-	3	78D ▼	234	3+3
BaE	LG	9:K5:1	-	-	456	78D ▼	293	3 2+2 2
HeE	JS	-	250	Yes	-	86E▲	92	3+3 3

- Notes: ① 50 to the bank for terrain costs
 - ② 140 to the bank for a token in H20
 - 3 270 to the bank for a '3+3' train
 - ① Extra tile lay 215:L6:2 courtesy of the Pfa
 - 5 210 to the SxE for a '2' train and a '2+2' train
 - 6 1 to the BS for a '3' train

	Cash Flow	b/f	OR8		c/f	Valu	ie .	%	Certs	Limit	
	John Shelley	26	333	3	359	1,65	3	24.0▲	12	13	
	Tony Sait	23	183	206		1,280		18.6▼	9	12	
	Don Smith	56	217	2	273		1,351		6	12	
	Lyndon Gurr	109	295	2	404	1,79	2	26.0▼	12	12	
	Willem Moene	19	186	2	205	81	1	11.84	7	12	
	Portfolio	Privs/Minors	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OlE	
	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	-	-	-	-	
0	Willem Moene	Mag, K-M	20/2	-	30/3	-	-	-	-	-	
	5 1 /)					40.=	00/1		100/=		
	Bank (new)		20/2			40/3	20/1	40/3		100/7	
	Price (new)		154	92	88	84	84	84	80	80	
	Bank (pool)		-	10/1	-	-	-	-	-	-	
	Price (pool)			154D	122C	78D	86E	78D			
	Company credit			429	630	293	92	234			
	Tokens		2	1	-	1	-	1	2	2	
	Trains			2+2	2+2	3 2	3+3	3+3			
				222		2+2	3				
	Bank cash: 7,909	· · · · · · · · · · · · · · · · · · ·							3+3′, 3		
	Current operating	order:	B-M, B-I	P, Mag,	K-M, B-	S, A-K,	ByE, Sx	E, HeE,	WtE, B	aE	

	liles	Tile r	ıumber	'/Availa	ibility		Two	Operat	etween	Stock I	Counds			
	1/1	2/1	3/2	4/2	5/3	6/-	7/7	8/7	9/5	55/1	56/1	57/2	58/3	
	69/1	201/2	202/1	12/2	13/2	14/1	15/1	16/2	18/1	19/2	20/2	23/3	24/2	
	25/2	26/-	27/1	28/1	29/2	87/-	88/2	203/2	204/-	205/1	206/-	207/1	208/-	
i	209/-	210/-	211/-	212/1	213/1	214/1	215/-							



Orders required for	r the following rounds	By the early deadline
OR9, SR8	Adjudication can paus	e between rounds if requested

Lots of new trains. 1837-Y25 **OR6 - SR7** and the Th is floated. OR6 Pres Lay Mines Pay Notes Price Credit EPP JH 70 20 Half 245 1G 240 40 30 Half 20 20 Half 145 4:G23:2 60 25 Half 1 175 2 JH 30 25 Half 150

RGTE GH 1G EOD JH 1G EKT GH 1G MLB TR LRB 1G BB TR 4:K13:2 70 35 Half 210 1G TB 210 404:H30:3 Half 1G **S**1 TB 60 Half 180 S2 TB 40 Half 100 SW 125 S3 50 Half **S4** GΗ 50 Half 3 35 22 TR Half 35 GH 125 K1 Half K2 TR 201:H10:3 60 Half 90 <u>K3</u> TR Half GΗ U1 Half U2 SW Half 60 40 56:H18:1 Half TR 58:H32:2 20 **5 6** 114A* 716 3 2G 1G Yes Bk JH 429:C11:1 **(6**) 82D* 270 3 2G Ms TB 406:E17:1 **6 7** 67G▼ 30 3 2 2G Sb SW 25:J30:6 89 71H▲ 575 2G 1G 1G Yes

Notes: ①

- 50 to the bank for terrain costs
- Exchanged for a Cl share **(2**)
- 90 to the bank for a '2' train
- 180 to the bank for a '3' train
- 70 to the bank for terrain costs
- 410 to the bank for a '3' train and a '2G' train
- 120 to the S1 for a '2' train
- 80 to the bank for a token in J28
- 230 to the bank for a '2G' train

Stock Round 7

Geoff	John	Stephen	Tony B	Tony R
+ Th new {floated}	+ Sb pool	+ Bk new - 3 Bk {▼77E}	-1 Ms {•61H} + Sd new	+ Ms new
×	×	+ Sd new	×	+ Ms new
X	X	×	×	×
Priority for SR8				

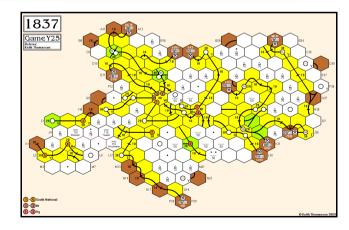
Cash Flow	b/f	OR6	SR7	c/f	Value	%	Certs
John Hopkins	27	72	-71	28	797	14.0▼	8
Stephen Webb	15	95	19	129	1,102	19.3▼	10
Tony Bromley	0	120	-75	45	1,079	18.9▼	12
Tony Robbins	9	196	-140	65	1,471	25.8	13
Geoff Hardingham	16	142	-104	54	1,255	22.04	12

Exchange options: EPP or RGTE for Bk, EOD or EKT for Ms, LRB for Th.

	Portfolio	Mount/Coal/Minor	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
					CI	Uι	1111	1.12	30	Su	111	υg
	John Hopkins	EPP EOD LRB/U3D	-	4D	-	-	-	-	1	-	-	-
	Stephen Webb	Arl Woch/S3/U2D	-	-	-	-	-	-	6D	1	-	-
	Tony Bromley	Kara Semm/EHS/ S1 S2/U1	-	1	-	-	-	5D	~	1	-	-
	Tony Robbins	Karst Tau/BB/ S5/K2 K3	-	-	6D	-	-	2	~	~	-	~
٥	Geoff Hardingham	Bren/RGTE EKT/ S4/K1/U1D U3	-	-	-	-	-	-	1	-	5D	-
	Bank (new)		9	-	4	10	7	-	-	3	3	5
	Price (new)			85	104		120	70	70	142	104	175
	Bank (pool)			3	-			1	2		-	
	Price (pool)			77E	114A		120D	61H	71H	142D	104A	175D
	Credit			270	716			30	575		832	
	Tokens		3	3	3	3	-	3	1	-	3	-
	Trains			3	3			3	2G			
				2G	2G			2	1G			
					1G			2G	1G			

Current operating order: Coal companies, S1-5, K1-3, U1-3, Cl, Th, Bk, Sb, Ms

Tiles										tween Stock Rounds			
1/-	2/2	3/1	4/5	5/-	7/7	8/15	9/11	55/1	56/-	57/2	58/4	69/1	
201/2	202/-	401/1	402/2	404/-	12/2	16/3	17/1	18/1	19/3	20/3	23/12	24/12	
25/4	26/4	27/4	28/3	29/3	30/1	31/1	87/2	88/2	204/2	205/2	206/2	207/4	
208/2	405/4	406/4	408/4	410/2	411/2	412/2	413/2	414/1	415/1	416/1	417/1	418/2	
419/2	420/2	421/2	422/2	423/2	424/2	425/1	426/1	427/1	429/-				



Orders required for the	Orders required for the following rounds				
OR7, OR8	Adjudication can paus	se between rounds if requested			

	NAKKKKKKKKKK

1837-L27	
1001-221	

The second half of the U3 is snapped up.

OR2 - SR3

OR2	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	PC	8:D12:6	10	20	Half	-		25	1G
RGT	E DS	8:B10:2	30	30	Half	-		45	1G
EOD	DS	8:D16:1	10	20	Half	-		25	1G
EKT	PC	401:C23:4	40	25	Half	-		45	1G
MLB	DS	7:D32:1	10	20	Half	~		25	1G
ZKB	DS	7:135:4	40	25	Half	-		45	1G
SPB	PC	404:J28:1	20	30	Half	-		40	1G
LRB	ST	8:K27:1	10	25	Half	-		30	1G
BB	PC	8:N16:4	20	35	Half	-		45	1G
EHS	PC	7:E29:4	30	20	Half			35	1G
S1	ST	5:115:2	60		Half	-		30	2
S2	AR	56:J12:1	40	-	Half	-		20	2
S3	AR	9:15:3	50	-	Half	-		25	2
S 4	AR	9:J6:2	50	-	Half	-		25	2
S5_	ST	8:L4:6	50		Half			25	2
K1	ST	58:E15:3	50	-	Half	-		25	2
K2	SW	404:G13:3	60	-	Half	-		30	2
K3	ST	8:F14:3	50		Half			25	2
U1	SW	8:119:2	60		Half	-		120	2
U2	SW	-	50	-	Half	-		25	2
U3	AR	4:121:2	-	-	Half	1		25	2 2

Notes: 180 to the bank for two '2' trains

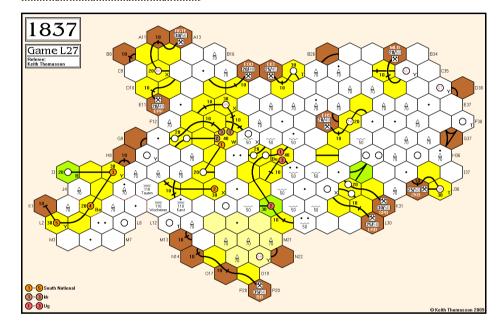
Stock Round 3

Stephen	Pete	Don	Steve	Adam
+ U3 new	×	×	×	×
	Priority for SR4			

Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
S -	-	-	-	-	-	-	-	-	-
ΥВ -	-	-	-	-	-	-	-	-	-
K3 -	-	-	-	-	-	-	-	-	-
3D -	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-
9	8	9	10	7	8	8	5	8	5
3	3	3	3	-	3	3	-	3	-
7		T	rains	: 2 >	ν (2΄,	5 x	′3′/6	3 x ′2	2G′
31, S2, S	53, S	64, S	5, K	1, K	2, K3	5, U1	, U2	, U3	
	S - KB - K3 - (3D - - 9	S KB K3 K3 SD 9 8	S	S	S	S	S	S	S

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Pete Campbell	35	95	0	130	780	22.5▼	6
Don Smith	70	75	0	145	675	19.5▼	5
Steve Thomas	15	125	0	140	690	19.9▲	7
Adam Romoth	15	142	0	157	742	21.4	6
Stephen Webb	80	85	-90	75	575	16.6₹	5

Tiles Tile number/Availability					One Operating Round between Stock Rounds							
1/2	2/3	3/4	4/9	5/-	7/8	8/18	9/16	55/1	56/-	57/1	58/8	69/1
201/3 202/2 401/2 402/2 404/1												



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



1	85	6-I	226
_	\sim	\sim 1	

Almost time for a '5' train, but not just yet.

OR7 - OR8

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
THB	MHd	9:K14:2	-	-	1 2	90A ▼	10	-	4
LPS	LG	15:D17:5	230	Yes	-	100E▲	213	6	3 3
GT	TS	23:M8:3	110	Yes	-	100E▲	107	4	3
CPR	MHd	-	250	No	3	75F ▼	481	6	43
GW	MHn	9:G14:2	140	Yes	-	80F▲	216	-	4
CV	RL	-	130	Yes	3	75F ▲	316	6	3
CA	LG	8:D15:4		-	3 2	65E ▼	90	1	4

- Notes: ① 40 to the bank for terrain costs
 - ② 350 to the bank for a '4' train
 - 3 Government loan secured

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
LPS	LG	9:G16:2	230	Yes	-	110E▲	187	6	3
GT	TS	8:L7:3	110	Yes	1	110E▲	199	5	3
THB	MHd	5:J15:1	130	Yes	1 2 3	100A▲	585	1	4
GW	MHn	9:H13:2	140	Yes	-	90F▲	254	-	4
CPR	MHd	-	140	Yes	1 4	80F▲	0	7	4 3
CV	RL	-	130	Yes	1	80F▲	397	7	3
CA	LG	5:H15:5	140	Yes	156	70E ₄	169	2	4 3

- Notes: ① Government loan secured
 - ② 40 to the bank for a token in L13
 - 3 1 to the CPR for a '3' train
 - 4 526 to the THB for a '3' train
 - ⑤ CA reaches its destination no escrow funds to release
 - 1 to the LPS for a '3' train

Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Richard Lunn	35	121	135	291	1.211	20.7▲	9
Lyndon Gurr	16	140	222	378	1,468	25.1	10
Mike Hutton	73	84	84	241	781	13/4▲	5
Mike Head	74	12	136	222	1,102	18.8▼	8
Tony Sait	10	127	141	278	1.288	22.04	9

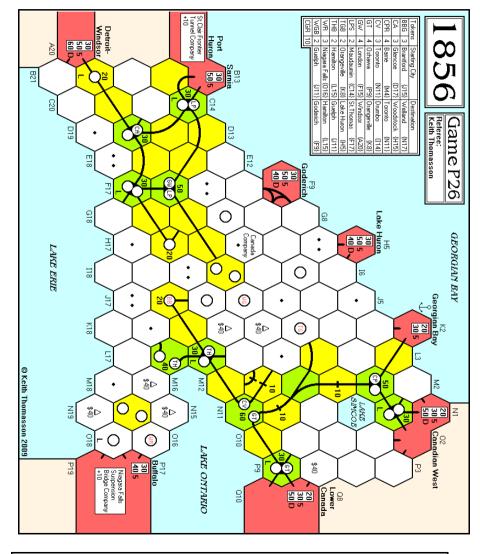
Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Richard Lunn	-	-	-	1	5P	3	-	1	-	-	-	-
Lyndon Gurr	-	-	5P	1	-	-	-	6P	-	-	-	-
Mike Hutton	-	-	-	-	-	-	6P	-	-	-	-	-
Mike Head	-	-	-	6P	-	-	-	-	-	4P	-	-
Tony Sait	-	-	-	1	2	5P	-	2	-	-	-	-
Bank (new)		10	5	-	1	-	2	-	10	6	10	10
Price (par)			70	65	70	70	75	65		100		
Bank (pool)		-	-	1	2	2	2	1	-	-	-	-
Price (pool)			70E	80F	80F	110E	90F	110E		100A		
Company credit			169	0	397	199	254	187		585		
Tokens		3	2	3	2	2	3	-	2	-	2	3
Trains			43	43	3	3	4	3		4		
Bank cash: 8,799	9	Certifi	cate l	imit:]	3			7	Trains	s: 3 x ′	5′, 2 x	′6′
Current operating	g order:	LPS, C	ìT, TH	B, GW	, CPR	, CV, C	CA	•••••				

 Tiles
 Tile number/Availability
 Two Operating Rounds between Stock Rounds

 1/1
 2/ 3/3
 4/2
 5/ 6/2
 7/6
 8/9
 9/4
 55/1
 56/1
 57/3
 58/2

 69/1
 14/1
 15/1
 16/1
 17/1
 18/1
 19/1
 20/1
 23/3
 24/4
 25/1
 26/1
 27/1

 28/1
 29/1
 59/1
 120/ 121/



Orders required for the following round	By the early deadline
SR6	

Z

1861-C27

Three more minors are bought.

SR2

Stock Round 2

Pete	Willem	Stephen	Lyndon	Mike
110 on OK	×	115 on OK	×	×
X	×	Gets OK	120 on RO	×
×	×	×	Gets RO	×
100 on KB	×	×	×	×
Gets KB	×	×	×	×
×	Priority for SR3			

Cash Flow	b/f	SR2	c/f	Value	%	Certs
Mike Hutton	70	0	70	190	17.9▲	2
Pete Campbell	117	-100	17	252	23.8▼	4
Willem Moene	95	0	95	265	25.0▲	2
Stephen Webb	117	-115	2	167	15.7▼	3
Lyndon Gurr	122	-120	2	187	17.6▼	3

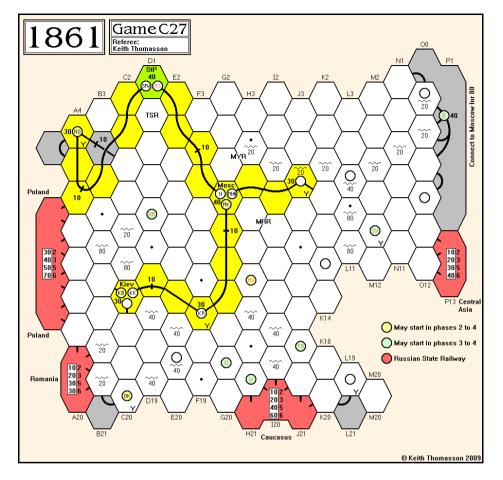
Portfolio Mike Hutton Pete Campbell Willem Moene Stephen Webb Lyndon Gurr	Privates/Minors BSSC, MRR WVR TSR MYR	N 1	KB - 1 - -	KK 1 - - -	KR 1 - - -	MK - 1 - -	MNN - - 1 - -	MV - - - -	OK - - - 1 -	RO - - - - 1	SPW - - - - 1
Bank (new)		-	-	-	-	-	-	1	-	-	-
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price		80F	50H	50H	70F	65G	80F		55H	60G	65G
Loans		-	-	-	-	-	-		-	-	-
Company credit		105	100	35	57	65	97		115	120	45

 Trains
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2
 2</t

Current operating order: N, MNN, KR, MK, SPW, RO, OK, KK, KB

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

Tokens



Orders required for	r the following rounds	By the early deadline
OR3, OR4	Adjudication can paus	e between rounds if requested



1870-R24

This one round sees the '8' trains and the '10' trains come out.

OR12

OR12	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	16:C20:5	-	230	Yes	1	250B₄	99	5
FW	WM	28:J1:4	-	360	Yes	-	160B▲	301	6
TP	SW	15:L11:3	-	240	Yes	-	120B▲	43	6 5
TP	SW	Connection run		230	No	2	120B∢	283	
SP	RK	Connection run		180	Yes	2	82B▲	346	
IC	SW	57:K16:2	9:L15:2	-	-	3	90A ▼	200	8
MP	DS	41:J17:4	-	-	-	4	82D▼	0	8
SP	RK	-	-	190	Yes	-	90B₄	403	6
SSW	DS	23:K18:1	-	150	No	3	76B▼	110	8 5
MKT	RK	-	-	-	-	5	€8G•	0	10
MKT	RK	Connection run		340	Yes	6	72G▲	0	
GMO	MF	8:G16:2	9:F17:2	190	No	-	68E ▼	702	5
ATSF	WM	9:K2:1	8:L3:5			7	_55G▼	0	10

Notes: ①

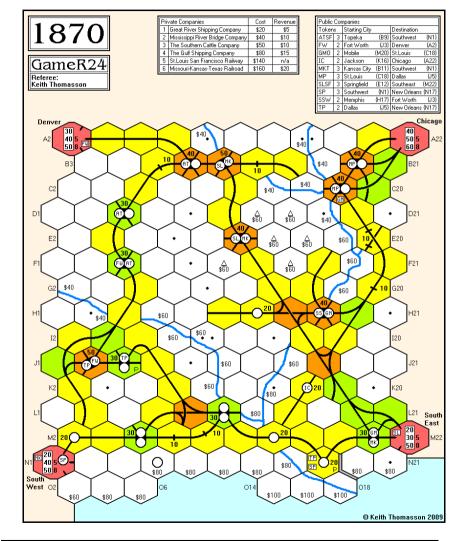
- 100 to the bank for a token in C18
- 2 Destination marker placed in N17
- 3 800 to the bank for an '8' train
- 800 to the bank for an '8' train, partly funded by 234 from Don, sold 1 TP {price protected by Stephen}, 1 SSW {*82B}
- § 950 to the bank for a '10' train, partly funded by 271 from Roger, sold 1 ATSF {*60G}
- 6 Destination marker placed in N1
- © 950 to the bank for a '10' train, mostly funded by 479 from Willem

Cash Flow	b/f		OR12		c/f		Value		%	Certs	
Willem Moene	510		-192		318		1,838		21.0▼	8/13	
Roger Krueger	4		219		223		1,331		15.2	12	
Mark Frueh	536		222		758		3,066		35.1▲	13	
Stephen Webb	1		58		59		1,593		18.2	13	
Don Smith	12		34		46		908		10.4▼	9	
Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP	_
Willom Moone	6P	6 P	1		1			1			-

	Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
	Willem Moene	6P	6P	1	-	1	-	-	1	-	-
	Roger Krueger	-	-	2	-	6P	-	-	6P	-	-
	Mark Frueh	-	1	6P	-	~	-	6P	-	-	2
	Stephen Webb	-	-	-	6P	1	1	-	-	-	7P
0	Don Smith	-	-	-	-	1	5P	-	-	5P	-
	Bank (new)	1	2	-	4	-	-	-	3	4	1
	Price (par)	90	100	76	100	90	90	100	90	100	100
	Bank (pool)	3	1	1	~	1	4	2	-	1	-
	Price (pool)	55G	160B	68E	90A	72G	82D	250B	90B	76B	120B
	Company credit	0	301	702	200	0	0	99	403	110	283
	Redeemed shares	-	-	-		-	-	2	-	-	-
	Tokens	D	-	-	1+D	-	1+D	-	2	1+D	~
	Trains	10	6	5	8	10	8	5	6	8 5	6 5
	Bank cash: 8,498		Certific	ate limi	t: 13					Train	s: ′10′s

Current operating order: SLSF, FW, TP, SP, IC, MP, SSW, MKT, GMO, ATSF

,	Tiles	Tile r	ıumbeı	/Availa	bility		Three Operating Rounds between Stock Round							
	1/1	2/1	3/3	4/3	5/1	6/1	7/8	8/7	9/7	55/-	56/1	57/2	58/2	
	69/1	14/2	15/-	16/1	17/2	18/2	19/2	20/2	23/-	24/3	25/3	26/2	27/2	
	28/1	29/1	141/2	142/2	143/1	144/1	39/1	40/2	41/2	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				



Orders required for	the following rounds	By the early deadline
OR13, OR14	Adjudication can paus	se between rounds if requested

1870-Y26

The GMO becomes the third company to be floated.

OR3 - SR4

OR3	Pres	Lc	ıys	Run	Pay	Notes	Price	Credit	Trains
SLSF	DS	8:112:2	8:J13:5	80	Yes	1 2	110B▲	604	2 2 2
MKT	LG	9:C8:2	9:D7:2	80	Yes	<u>-</u>	82D▲	432	2 2

Notes: ① 40 to the bank for a token in H13

② 80 to the bank for a '2' train

Stock Round 4

Adam	Don	Lyndon	Willem	Mike
×	×	×		- 2 SLSF {▼90D} + GMO/Pres {68}
- 1 MKT {▼76E} + SLSF pool {gains Pres}	×	+ MKT pool	+ SLSF pool	+ GMO new
×	×	×	×	+ GMO new
×	×	×	×	+ GMO new
×	×	×	×	+ GMO new
X	×	×	X	+ GMO new {floated}
×	×	×	×	×
Priority for SR5				

Cash Flow	b/f	OR3	SR4	c/f	Value	%	Certs
Don Smith	47	42	0	89	511	18.5▼	5
Lyndon Gurr	70	45	-76	39	569	20.7▲	6
Willem Moene	92	54	-90	56	630	22.94	6
Mike Hutton	169	31	-188	12	500	18.1▼	6
Adam Romoth	31	40	-8	63	545	19.8∢	4

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	MRBC	-	-	-	-	1	-	3	-	-	-
Lyndon Gurr	GRSC	-	-	-	-	5P	-	1	-	-	-
Willem Moene	SCC, MKT	-	-	-	-	2	-	2	-	-	-
Mike Hutton	GSC	-	-	6P	-	-	-	-	-	-	-
Adam Romoth	-	-	-	-	-	1	-	4P	-	-	-

Adam Nomoth	-	-	-	-	-	1	-	41	-	-	-
Bank (new)		10	10	4	10	-	10	-	10	10	10
Price (par)				68		68		100			
Bank (pool)		-	-	-	-	-	-	-	~	-	~
Price (pool)				68F		82D		100C			
Company credit				680		432		604			
Redeemed shares				-		1		-			
Tokens		3+D	2+D	2+D	2+D	2+D	3+D	1+D	3+D	2+D	2+D
Trains					-	2 2		222			
Bank cash: 10,025		Certifi	cate li	mit: 1	3			Trains	s: 2 x	′2′, 6	x ′3′

Current operating order: SLSF, MKT, GMO

 Tiles
 Tile number/Availability
 One Operating Round between Stock Rounds

 1/1
 2/1
 5/3
 4/6
 5/1
 6/1
 7/9
 8/20
 9/21
 55/1
 56/1
 57/3
 58/4

 69/1

1070	Private Companies Cost Revenue	Public Companies
1870	1 Great River Shipping Company \$20 \$5 2 Mississippi River Bridge Company \$40 \$10	Tokens Starting City Destination ATSF 3 Topeka (B9) Southwest (N1)
1010	3 The Southern Cattle Company \$50 \$10	FW 2 Fort Worth {J3} Denver {A2}
Com - VDC	4 The Gulf Shipping Company \$80 \$15 5 St.Louis San Francisco Railway \$140 n/a	GMO 2 Mobile (M20) St.Louis (C18) IC 2 Jackson (K16) Chicago (A22)
Game Y26	6 Missouri-Kansas-Texas Railroad \$160 \$20	MKT 3 Kansas City {B11} Southwest {N1}
Referee: Keith Thomasson		MP 3 St.Louis (C18) Dallas (J5) SLSF 3 Springfield (E12) Southeast (M22)
		SP 3 Southwest (N1) New Orleans (N17)
		SSW 2 Memphis (H17) Fort Worth (J3)
Denver		Chicago
Deliver 30	\$40	40
A2 40 5 50 8	\$40	50 5 A22
B3 I	• 20 AT (1K) 20 \$40.	\$40 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
	\$40 \\$40	\$40
		P
	\$60 \$60	\$40
	1020 \$60 \$60 \$60	\$60 E20
		\$60 \ F21
G2 \$40		\$60 • G20
H1 \$40 \$40	\$60	\$60 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
12	\$60 \$60 . \$60	120
J O P O P	\$60 \$60	J21
K2 P	\$60) \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
	\$60	
	\$80	L21 South East
M2 O O		GP 30 5 M22
	080	\$80 P \$80 \$80 N21
South West O2	06 014	018
\$60 \$80 \$80	\$100 \ \$10	\$100
		© Keith Thomasson 2009

Orders required fo	r the following rounds	By the early deadline
OR4, SR5	Adjudication can paus	se between rounds if requested

1870-O27

The '2' trains are all bought.

OR1 - SR2

OR1	Pres	Lays		Run	Pay	Notes	Price	Credit	Trains
SLSF	LR	57:E12:1	9:F1 3 :1	~	-	1 1	90A ▼	800	2
MP	DS	5:C18:2	57:B19:2	-	-	3 4 5	72D ▼	560	2 2
MKT	RT	5:B11:5	6:B9:3	-	-	5	68E ▼	520	2 2
SP	JS	9:N3:3	6:M2:3	-	-	5	64F ▼	520	2 2

Notes: 1 120 to the bank for terrain costs

- 2 80 to the bank for a '2' train
- 3 40 to Don for the MRBC private
- Free tile lay on C18
- 5 160 to the bank for two '2' trains

Stock Round 2

Lionel	Rob	John	Don
+ MKT new		SP redeems from John	×
×	X	+ MP new	X
×	×	×	Priority for SR3

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
John Shelley	17	20	-12	25	517	23.8▲	7
Don Smith	29	50	0	79	511	23.5▼	5
Lionel Robbins	119	10	-72	57	559	25.7▼	6
Rob Thomasson	0	20	0	20	588	27.0▲	6

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	GRSC, GSC	-	-	-	-	-	1	-	5P	-	-
Don Smith	-	-	-	-	-	-	6P	-	-	-	-
Lionel Robbins	SCC	-	-	-	-	2	1	2P	1	-	-
Rob Thomasson	MKT	-	-	-	-	6P	-	-	-	-	-
Bank (new)		10	10	10	10	2	2	8	3	10	10
Price (par)						72	76	100	68		
Bank (pool)		-	-	-	-	-	-	-	-	-	-
Price (pool)						68E	72D	90A	64F		
Company credit						520	560	800	456		
Redeemed share	s					-	-	-	1		
Tokens		3+D	2+D	2+D	2+D	2+D	2+D	2+D	2+D	2+D	2+D
Trains						22	2 2	2	22		
Bank cash: 9,483	3	Certifi	cate li	mit: 14	ŀ			Train	s: 6 x	′3′, 5 :	x '4'
Current operating	g order:	SLSF,	MP, M	KT, SP							

Tiles	Tile number/Availability					One Operating Round between Stock F						Rounds
1/1												58/4
69/1												

1870 Game 027 Referee:	Private Companies
Denver 30 A2 40 5	SLSF 3 Springfield (E12) Southeast (M22)
508	\$40
	\$60 \$60 D21
F1 O G2 \$40	\$60 \$60 \$60 F21
H1 \$40 \$40	\$60 PED
12 J1 00 P P	\$60 \$60 J21
K2	\$60 \$80 \$80 \$80 \$20 \$21 South East
M2 28	30 5 M22 50 8 M22 M21
	06 014 \$100 \$100 018 © Keith Thomasson 2009

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

1895-X24

The SD changes hands.

SR7

Stock Round 7

Tokens

Roger	Steve	Tim
- 4 SD {•} {Steve gains Presidency} + OB new	+ STA new {+20% bank fee}	+ STA pool
+ OB new	- 1 OB {▼60F} + SD new	+ STA pool
+ OB new	- 1 NS {▼120B} + SD pool	×
×	X	Priority for SR8

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Steve Thomas	682	-376	306	2,836	38.8▲	13
Tim Franklin	401	-360	41	1,871	25.6▲	13
Roger Krueger	701	520	1,221	2,601	35.6▼	13

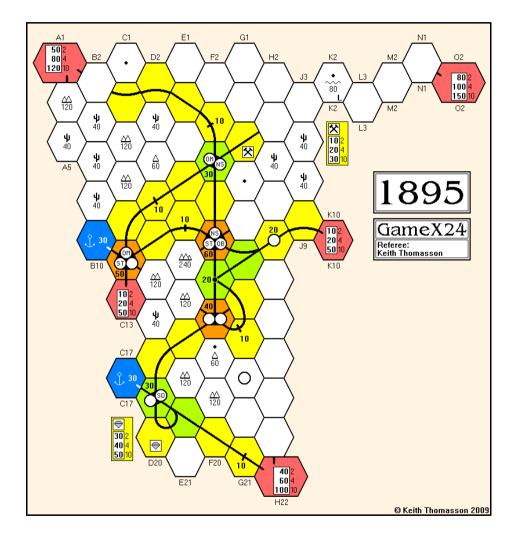
Portfolio	STA	OME	SD	OB	NS
Steve Thomas	7P	4	4P	-	~
🖸 Tim Franklin	3	6P	1	2	2
Roger Krueger	-	-	1	6P	7P
Bank (new)	-	-	~	1	-
Bank (pool)	-	-	4	1	1
Price	190B	120B	180C	60F	120B
Company credit	419	112	335	601	218

 Trains
 6H
 10H
 8H 6H
 10H 8H

 Bank cash: 3,275
 Certificate limit: 13
 Trains: 2 x '12H', 5 x '16H'

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

Tiles	Tile r	ıumber	/Availa	bility		Three	Operat	ing Rou	ınds be	tween	Stock I	₹ounds
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		Α		************	4	***********	A					**********



Orders required for	the following rounds	By the early deadline
OR11, OR12	Adjudication can paus	se between rounds if requested

18GA-D26

The first '5' train is bought and the first brown tiles is laid.

OR7 - OR8

The W&A ran for 120 in OR6 rather than 140. It also gave Lyndon 150 for his private, not 174.

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	MH	15:F6:1	100	No	1 2	100C▼	0	4 3
SAL	PC	6:G13:5	-	-	3	90В▼	350	5
GA	DS	9:D8:3	70	Yes	-	100D▲	451	3
W&A	LG	28:E5:6	130	Yes	4	90E▲	304	4 3
ACL	PC	9:H12:2	110	No	5 6	45D▼	41	4 3
G&F	LG	-	-	-	-	40E▼	1	<u>-</u>

Notes: ① 300 to the bank for a '4' train

- 2 50 to Mike for the Midland private
- 3 750 to the bank for a '4' train and a '5' train
- 1 to the G&F for a '4' train
- 6 239 to the SAL for a '4' train

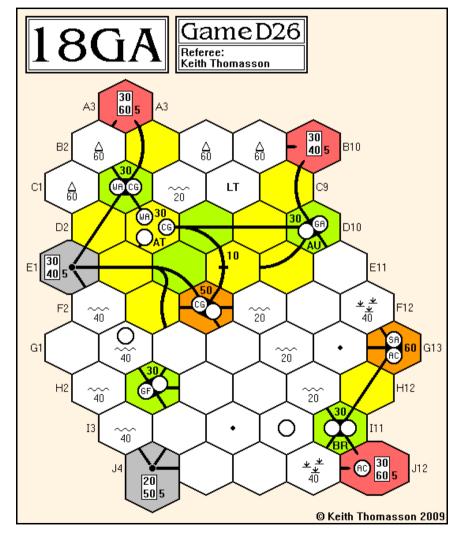
OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GA	DS	23:D6:6	100	Yes	~	110D▲	589	3
CoG	MH	458:F6:1	280	Yes	-	110C*	0	4 3
W&A	LG	8:F4:2	280	Yes	-	100D▲	332	4 3
SAL	PC	454:G13:5	120	Yes	-	100B▲	601	5
ACL	PC	459:G13:5	180	Yes	1	50D ▲	1	4 3
G&F	LG	15:H4:1			-	35F ▼	1	

Notes: ① 40 to the bank for a token in G13

Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Don Smith	16	60	139	215	1,155	21.54	8/9
Pete Campbell	49	13	196	258	1,263	23.6▼	5/13
Mike Head	4	87	244	335	1,405	26.2	9/10
Lyndon Gurr	35	78	270	383	1,537	28.7▲	8/13

Portfolio	ACL	CoG	G&F	GA	SAL	W&A
Don Smith	1	1	-	6P	-	1
Pete Campbell	6P	~	3	~	5P	1
Mike Head	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	110C	35F	110D	100B	100D
Company credit	1	0	1	471	601	332
Tokens	2	1	1	3	2	-
Trains	4 3	4 3	-	3	5	4 3
Bank cash: 5,403	3	Certificate li	mit: 13		Trains: 1 x	′5′, 2 x ′6′

Current operating order: GA, CoG, W&A, SAL, ACL, G&F



Orders required for the following round	By the early deadline
SR8	

ANAMAKANAKANAKANAKANAKANAKA

ACQUIRE 52

This looks like Michael's game, but who will take second?

ROUND 10

Buys 1 Festival @ £400, 2 Worldwide @ £900. John M 2-I

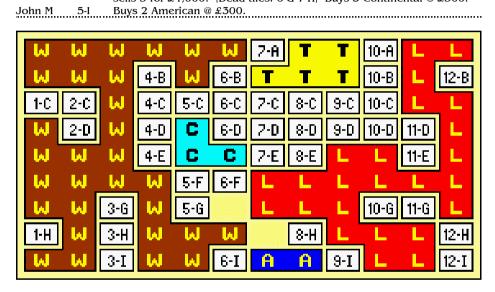
Forms American, one free share. Buys 3 Continental @ £500. John C 7-I

Colin 12-G Buys 1 Festival @ £400.

Worldwide takes over Festival, bonuses for Michael (£4,000), Colin Tony 4-A $\{£1.000\}$ and John M $\{£1.000\}$, Michael sells 4 for £1.600, John M sells 1 for £400, Colin sells 1 for £400. Buys 2 Continental @ £500.

Luxor takes over Imperial, bonuses for Michael (£8,000) and John C Michael 9-F $\{£4,000\}$, Michael sells 13 for £10,400, John C sells 7 for £5,600, Tony sells 5 for £4,000. {Dead tiles: 6-G 7-H} Buys 3 Continental @ £500.

John M 5-I



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	12	2	-	-	7	-	£12,000	£34,400
Colin Sharpe	11	-	-	-	6	1	-	£1,600	£22,900
Tony Wilcock	-	-	-	-	9	3	-	£4,800	£20,300
Michael Graystone	11	-	-	-	-	8	-	£28,800	£52,600
John Marsden	3	-	2	-	10	-	-	£9,300	£34,600
Bank Stock	-	13	21	25	-	6	25		
Chain Size	24	5	2	-	31	3	-		
Chain Value	800	500	300	-	1000	500	-		

P	la١	/ina	seq	luen	Ce

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

ACQUIRE 53 (SP)

Continental goes through the courts and rises once more.

ROUND 6

{Uses 'Trade 2' Power} Trades 2 Luxor and 2 American for 2 Continental. Michael

Worldwide takes over Continental, bonuses for Michael (£4,000) and Colin {£2,000}, Michael retains 5, Colin retains 4, Richard retains 3. Buys

2 Luxor @ £200. 1 Worldwide @ £700.

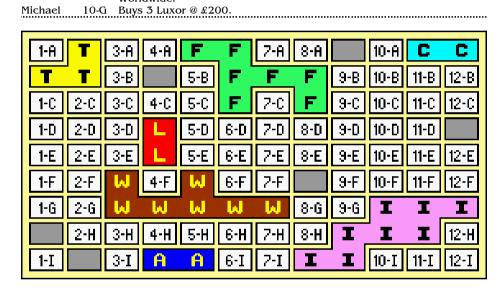
John 1-H No purchases.

Colin Forms Tower, one free share. Buys 3 Luxor @ £200.

Forms Continental, one free share. {Uses '3 Free' Power} Takes 3 Richard

Worldwide.

Michael



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	-	-	10	3	4	1	£3,100	£29,600
Michael Graystone	6	-	5	3	1	5	3	£2,300	£24,200
John Colledge	7	-	3	3	-	-	6	-	£20,700
Colin Sharpe	3	7	-	7	2	4	1	£4,800	£28,700
Bank Stock	9	18	17	2	19	12	14		
Chain Size	2	3	2	7	7	2	8		
Chain Value	200	300	300	700	700	400	800		

Powers used: Richard: 3F/T5 Michael: T2/T5 John: T5 Colin: T5/P4

Playing sequence

John, Colin, Richard, Michael, John again

Acquire 54

Two new chains to bring the total up to four.

ROUND 2

Kevin	4-E	Buys 3	Imperial	@ £500.

Tony 2-H Forms Tower, one free share. Buys 3 Tower @ £200.

Bob 8-F Buys 3 Tower @ £200.

Michael 3-E Forms American, one free share. Buys 3 American @ £300.

Kevin 4-F Buys 3 Luxor @ £300.

1-A	2-A	3-A	4-A	5-A	6-A	2-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
1-0	2-0	3-0	4-0	5-0	6-0	7-0	8-0	9-0	10-0	11-C	12-0
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	A	A	5-E	6-E	7-E	8-E	9-E	10-E	11-E	12-E
	2-F	3-F									
1-G	T	3-G	4-G	5-G	6-G	7-G	I	I	10-G	11-G	12-G
1-H	T	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	_	4	_	_	_	_	£4,200	£14,200
Kevin Lee	7	-	-	-	-	-	3	£2,700	£12,600
Tony Wilcock	-	4	-	-	-	-	-	£5,400	£8,200
Bob Coull	-	3	-	-	-	-	4	£3,900	£13,900
Bank Stock	15	18	21	25	25	25	18		
Chain Size	3	2	3	-	-	-	4		
Chain Value	300	200	400	-	-	-	600		

Playing	seq	uen	ce
---------	-----	-----	----

Tony, Bob, Michael, Kevin, Tony again

•



AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA

Breaking Away 19

There's a good string of riders to help with high replacement cards.

ROUND 7

Pos	Riders	New
66	Betty Grable	3
65	-	
62	-	
61	Tobacco	3
60	Alcohol	4
59	Cocaine	5
58	-	
57	-	
56	-	
55	Rhys Cheko Barry Gibb	3
54	Berry Gordy Dingle Fingle	6
53	Rakhir the Red Archer	8
52	Olmstead Moonglum Arturo	9
51	Pierce	12
50	Rory	13
49	Rene Carter	14
48	Gee Jay	15
47	Ward Agricola	15
46	Bob Geldof Gaynor of the Damned Ross	15
45	-	
44	Jhary a Conel	3

Dennis Frank (11)	Α	rkha	am C	rew
A Olmstead (5)	3	3	5	9
B Pierce (6)		3	4	12
C Carter		3	4	14
D Ward		3	6	15
Steve Ham (13)	•••••	7	'eam	BG
A Bob Geldof	4	5	9	15
B Berry Gordy (8)		3	6	7
C Betty Grable (1)		3	3	11
D Barry Gibb (4)		3	3	3
Richard Lunn (5) Here	e Come	e the	. Clo	wns
A Gee Jay		1	9	15
B Dingle Fingle		5	5	6
C Cheko (2)		3	10	15
D Arturo (3)		3	6	9
Greg Payne	Not M	y Ac	ldicti	ions
A Tobacco	3	8	10	12
B Alcohol		3	4	7
				13
C Cocaine		3	5	13
		3 3	5 3	
D Agricola	ternal	3	3	15
D Agricola Jim Reader (10) <i>E</i>	ternal	3 Com	3 Ipani	15 ions
D Agricola Jim Reader (10) <i>E</i> A Moonglum (10)	ternal 4	3 <i>Com</i> 4	3	15 <i>ons</i> 9
D Agricola Jim Reader (10) E A Moonglum (10) B Rakhir the Red Archer		3 Com	3 <i>pani</i> 4	15 <i>ons</i> 9 8
D Agricola Jim Reader (10) E A Moonglum (10) B Rakhir the Red Archer C Gaynor of the Damned		3 <i>Com</i> 4 3 5	3 1 <i>pani</i> 4 7 9	15 9 8 15
D Agricola Jim Reader (10) E A Moonglum (10) B Rakhir the Red Archer C Gaynor of the Damned D Jhary a Conel	4	3 <i>Com</i> 4 3 5 3	3 1 <i>pani</i> 4 7 9	15 9 8 15
D Agricola Jim Reader (10) E A Moonglum (10) B Rakhir the Red Archer C Gaynor of the Damned D Jhary a Conel Roger Trethewey	4	3 <i>Com</i> 4 3 5 3 <i>ivie</i>	3	15 9 8 15 5
D Agricola Jim Reader (10) E A Moonglum (10) B Rakhir the Red Archer C Gaynor of the Damned D Jhary a Conel Roger Trethewey A Rene	4	3 2 4 3 5 3 <i>ivie</i> 1 4	3 4 7 9 3 <i>ra Ric</i>	15 9 8 15 5 ders
D Agricola Jim Reader (10) E A Moonglum (10) B Rakhir the Red Archer C Gaynor of the Damned D Jhary a Conel Roger Trethewey A Rene B Rhys	4	3 4 3 5 3 <i>ivier</i> 4 3	3 4 7 9 3 <i>ca Rio</i> 4 3	15 9 8 15 5 ders 14
D Agricola Jim Reader (10) E A Moonglum (10) B Rakhir the Red Archer C Gaynor of the Damned D Jhary a Conel Roger Trethewey A Rene	4	3 2 4 3 5 3 <i>ivie</i> 1 4	3 4 7 9 3 <i>ra Ric</i>	15 9 8 15



Tobacco, Alcohol and *Cocaine* find themselves in a group apart form the other riders, so could take the time for a short tactical discussion. *Agricola* is further back, but picks up a maximum 15 replacement card to help him get back into play.

Orders	requirea
--------	----------

Cards for round eight

2

Mike

Kevin

RANKARAKARAKARAKARAKARAKA

AGRICOLA 2

The second harvest is no problem for anyone.

ROUND 7

Allan gains 1 food (Duck Pond). Kevin gains 1 food (Chicken Coop). Kevin buys 1 sheep for 1 food {Animal Handler}.

A	c	П	റ	n	S

Mike +1 stone {qains 3 stone} Allan Cooks a wild boar

+3 wood {gains 4 wood and 1 wild boar}

+2 clay {gains 6 clay} Marcus

Kevin

+1 sheep (gains 3 sheep)
Major Improvement - Cabinet Maker (costs 2 wood + 2 stone) Mike

Allan Occupation - Renovator (costs 1 food)

Allan will pay 2 less clay or stone when renovating his home

Family Growth - Beanfield Marcus

When Marcus sows he can plant vegetables on the Beanfield as if it were a

field

Take 1 grain (gains 1 grain) Kevin

Harvest

..... Mike Feeds (2 food, 1 wood from Cabinet Maker)

Allan Feeds {4 food}

Marcus Feeds {2 food, 1 reeds from Basket Maker}

Feeds (4 food) (gains 1 sheep) Kevin

+1 wood {3 wood}	+2 wood {4 wood}	+3 wood {5 wood}	+1 clay {4 clay}	+2 clay {2 clay}	Private clay pit {6 clay} {3 food ⇒Mike}
+1 reeds {2 reeds}	+1 food Catch Fish {2 food}	+1 food Travelling Players {3 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences
1 Major or Minor imp	+1 sheep {1 sheep}	Sow and/or Bake bread	+1 stone {1 stone}	Family Growth then 1 Minor Imp	Renovate then 1 Improvement
+1 wild boar {1 wild boar}					

The remaining Major improvements and their costs are:

Basket Weaver {2 reeds, 2 stone}

Stone Oven {1 clay, 3 stone}

Fireplace {3 clay}

Pottery {2 clay, 2 stone}

Well {1 wood, 3 stone}

Allan

Mike	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
Hutton	1	1	i	-/-	-/-	ı	1	ř
	Clay	Reeds	Stone	Wood	Ног	use	Family	VPs
	1	4	1	4	Woo	od/2	2	-8
	Occupati	ons	Clay Digg	er, Puppet				
	Improver	nents	Axe, Cab	inet Makeı	r {2}, Clay	Oven {2}		

Marcus

	Allan	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
5	Stagg	3	~	ř	-/-	-/-	~	1	~
		Clay	Reeds	Stone	Wood	Ног	use	Family	VPs
		1	~	ž	7	Woo	od/2	2	-9
		Occupati	ons	Pig Catch	Pig Catcher, Renovator, Wood Carver				
		Improven	nents	Bread Pac Fireplace		king Heart	h {1}, Ducl	k Pond {1},	,

Marcus	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
Pratt	1	1	i	-/-	-/-	1	i	ı	
	Clay	Reeds	Stone	Wood	Hot	use	Family	VPs	
	6	~	ž	1	Woo	od/4	3	0	
	Occupati	ons	Basket Maker, Guildmaster, Reeve {3}, Tutor {3}						
	Improver	nents	Beanfield	Beanfield {1}, Bookshelf {1}, Copse {1}					

Kevin	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
Lee	4	2	1	1/-	-/-	5	1	ı
	Clay	Reeds	Stone	Wood	Ho	use	Family	VPs
	~	2	1		Woo	od/2	2	3
	Occupati	ons	Animal H	Animal Handler				
	Improver	nents	Chicken (Coop {1}, C	Cooking H	earth {1}		

Orders required	
Actions for the family, starting with Mike	Harvest - after round 9

RANKARAKARAKARAKARAKARAKA

AGRICOLA 3

Jim and Kevin are into occupations straight away. ROUND 1

Actions

Jim Occupation - Wood Carver

In each round, Jim pays 1 wood less for an improvement, a room of a wooden

hut, a stable or a fence

Allan 3 wood {gains 3 wood}

Kevin Occupation - Patron {costs 1 food}

In the future, whenever Kevin plays an occupation, he receives 2 food before

he pays the costs of the occupation

Pete Takes 1 reeds, 1 stone, 1 food (gains 1 reeds, 1 stone, 1 food)

Jim +2 clay {gains 2 clay}

Allan Take 2 food - Day Labourer (gains 2 food)

Kevin Plough 1 field

Pete Start Player - Millstone {costs 1 stone}

Whenever Pete bakes 1 or more grain into bread, he receives 2 additional

+1 wood {2 wood}	+2 wood {4 wood}	+3 wood {3 wood}	+1 clay {2 clay}	+2 clay {2 clay}	+1 reeds {2 reeds}
+1 food Catch Fish {2 food}	+1 food Travelling Players {2 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food	Building and/or Stables
Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or Bake Bread	Fences

The remaining Major improvements and their costs are:

Fireplace {2 clay} Basket Weaver {2 reeds, 2 stone}

Cabinet Maker {2 wood, 2 stone} Fireplace {3 clay}

Clay Oven {3 clay, 1 stone} Pottery {2 clay, 2 stone}

Cooking Hearth {4 clay or Fireplace} Stone Oven {1 clay, 3 stone}

Cooking Hearth (5 clay or Fireplace) Well {1 wood, 3 stone}

Jim	Allan	Kevin	Pete			

Jim	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle			
Reader	2	ı	~	-/-	-/-	~	1	ı			
	Clay	Reeds	Stone	Wood	House		Family	VPs			
	2	-	~		Wood/2		2	-14			
	Occupation	ons	Wood Car	ood Carver							
	Improven	nents	None								

Allan	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle			
Stagg	5	-	-	-/-	-/-	-	-	-			
	Clay	Reeds	Stone	Wood	House		Family	VPs			
	~	-	-	5	Wood/2		2	-14			
	Occupations			None							
Improvements			None								

	Kevin	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle		
	Lee	2	1	~	-/-	-/		~	~		
_		Clay	Reeds	Stone	Wood	House		Family	VPs		
		-	~	-	~	Woo	Wood/2		-13		
		Occupations		Patron							
		Improver	nents	None							

Pete		Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle			
Campl	bell	4	~	~	-/-	-/-	-/		1			
		Clay	Reeds	Stone	Wood	House		Family	VPs			
		ž	1	~		Woo	od/2	2	-14			
		Occupations		None	None							
	Improvements				Millstone							

Orders required	
Actions for the family, starting with Pete	Harvest - after round 4

Bus Boss 312-MOR

Two more solo runs for the leader.

ROUND 12

Morocco

Rour	nd 12 Runs			BRK	LATE	BAM	GRUB	BUM	
16	K ≜ Spain Q♦ Ouarzazate	① LATE X GRUBBY	30		+8		-8		22 8
45	10 ♣ Tanger 8♥ Casablanca	① LATE ① BUM	15 15		-3			+3	18 12
46	Q♦ Ouarzazate J♥ Rabat	① GRUBBY ② BROOKS X LATE	20 10	+8	-4		-8 +4		24 2 4
47	6♦ Agadir 4♥ Settat	① GRUBBY ② BROOKS ② BUM ④ BAMANA	13 7 6 4	+10		+1	-10 -7 -1	+7	31 -3 -1 3
48	J ∲ Khenifra 9 ♦ Marrakech	① BAMANA ① BROOKS	15 15						15 15
49	Q ♣ Spain 2♥ Sidi Bennour	① LATE X BUM	30		+5			-5	25 5
50	9 ♠ Meknès 7 ♦ Taroudant	① BAMANA② BROOKS③ GRUBBY	16 9 5	+7/-3		+3/-7 -5	+5		25 5 0
51	7 ♠ Fès 3 ♦ Tiznit	① BAMANA ① GRUBBY ※ LATE	15 15		-4		+4		15 11 4
52	8♦ Asni A♥ Safi	① BROOKS ① LATE ③ BUM	13 12 5	+6/-2 -2	+2/-6			+2	11 16 3

Scores

	Runs:	16	45	46	47	48	49	50	51	52	Score
LATE	404	22	18	4	-	-	25	-	4	16	493
BAMANA	252	-	-	-	3	15	-	25	15	-	310
GRUBBY	217	8	-	24	31	-	-	0	11	-	291
BROOKS	182	-	-	2	-3	15	-	5	-	11	212
BUM	190	~	12	~	-1	~	5	~	~	3	209

LATE ran away with it, while BAMANA slipped behind GRUBBY for a short while.

		LATE	
2nd	Bob Coull	BAMANA	310
3rd	Michael Graystone	GRUBBY	291
4th	Simon Brooks	BROOKS	212
		BUM	

Congratulations to Pete. We'll round it all up next month.

Bus Boss 313-MOR

Three solo runs but little change in position.

ROUND 10

Morocco

Rour	nd 10 Runs		ı	TEAR	ODE	MMM	DIM	RAD	
6	4♦ Tata 4♥ Settat	① RADSHACK	30						30
24	33	① TEAR	15	-			+5		20
	2♠ Larache	① DIM	15	-5					10
27		① RADSHACK	15			•			15
	5♦ Inezgane	① ODE	15		<u> </u>	<u> </u>		<u> </u>	15
28	8♥ Casablanca	① MMM	20					-4	16
	Q ♠ Beni Mellal	② RADSHACK	10		-1	+4	-1		12
		X DIM						+1	1
		X ODE				<u> </u>		+1	1
29	9 ♠ Meknès	① ODE	16	+3		+2/-4		•	17
	10 ♣ Tanger	② MMM	9	+2	+4/-2				13
		3 TEAR	5		-3	-2			0
30	Q♥ Rabat	① TEAR	30		•	:		•	30
	K ∲ Er Rachidia								:
31	8♠ Azrou	① DIM	20		-3	•		+1	18
	5♥ Khouribga	② RADSHACK	10		-3	:	-1		6
		X ODE					+3	+3	6
32	7♣ Al Hoceima	① MMM	20						20
	4♥ Settat	② ODE	10	-1					9
		✗ TEAR			+1				1
33	6♥ Berrechid	① DIM	20			:			20
	4♣ Berkane	2 MMM	10						10
34	J♥ Rabat	① TEAR	9		+2	:		:	11
	4♠ Sidi Kacem	① ODE	9	-2	:	:	•	:	7
		① MMM	8				+3		11
		④ DIM	4			-3			1
35	5 ♣ Nador	① TEAR	30		:	:		-3	27
	J ≜ Khenifra	RADSHACK		+3					3

Round 10 routes

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

Taroudant - Tata (10)

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

Inezgane - Tiznit (5)

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK)

Sidi Bennour - Safi, Beni Mellal - Khouribga (11)

(Rob Thomasson, Red)

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

Chechaouèn - Tetouan - Tanger (8)

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

None.

♦ 49 ♦

68

locus for this round.
Izu Peninsula
Onsen Delights Excursions (ODE) (John Marsden, Orange) Ito - Ito Koen, Shuzenji - Hozoin - Yugashima
Railways Izu Peninsula (RIP) (Bob Coull, Black) Shuzenji - Ito, Mishima - Susono
<u>Graystone Runs Ugly Brown Buses Yet Again (GRUBBY)</u> (Michael Graystone, Brown) Shuzenji - Nirayama - Mishima, Nirayama - Nagaoka
Japanese Auto Motors (JAM) (Pete Campbell, Blue)

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

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

	XXXXXXXX	

Bus Boss 322-IZU	Shuzenji is the focus for this round.	Roun
Izu Peninsula Onsen Delights Excursions (ODE) Ito - Ito Koen, Shuzenji - Hozoin - Yu		. 76 - 12 .
<u>Railways Izu Peninsula (RIP)</u> (Bob C Shuzenji - Ito, Mishima - Susono		. 72 - 12 .
<u> Graystone Runs Ugly Brown Buses Y</u> Shuzenji - Nirayama - Mishima, Nira		•
<u>Japanese Auto Motors (JAM)</u> (Pete Shuzenji - Nirayama, Ito Koen - Ito -		. 80 - 12 .
Original New Setting for Enjoying No Matsuzaki - Shimoda		
Routes		
Buy in the order Rob Michael Pet	te lim John	



Runs:	6	24	27	28	29	30	31	32	33	34	35	Routes	Score
158	-	-	-	16	13	-	-	20	10	11	-	-	228
K 147	30	-	15	12	-	-	6	-	-	-	3	-11	202
158	-	10	-	1	-	-	18	-	20	1	-	-8	200
143	-	-	15	1	17	-	6	9	-	7	-	-5	193
	158 K 147 158	158 - K 147 30 158 -	158 K 147 30 - 158 - 10	158 K 147 30 - 15 158 - 10 -	158 16 K 147 30 - 15 12 158 - 10 - 1	158 16 13 K 147 30 - 15 12 - 158 - 10 - 1 -	158 16 13 - K 147 30 - 15 12 158 - 10 - 1	158 16 13 K 147 30 - 15 12 6 158 - 10 - 1 18	158 16 13 20 K 147 30 - 15 12 6 - 158 - 10 - 1 18 -	158 16 13 20 10 K 147 30 - 15 12 6 158 - 10 - 1 18 - 20	158 16 13 20 10 11 K 147 30 - 15 12 6 158 - 10 - 1 18 - 20 1	158 16 13 20 10 11 - K 147 30 - 15 12 6 3 158 - 10 - 1 18 - 20 1 -	Runs: 6 24 27 28 29 30 31 32 33 34 35 Routes 158 - - 16 15 - - 20 10 11 - - K 147 30 - 15 12 - - 6 - - - 3 -11 158 - 10 - 1 - - 18 - 20 1 - -8 143 - - 15 1 17 - 6 9 - 7 - -5

112 - 20 - - 0 30 - 1 - 11 27 -10 191 **TEAR** Round 11 Runs Oujda to Taroudant 2 💠 -8♦ Figuig to Asni 6**.** -A♥ Taza to Safi Algeria to Fès 9♣ -Tetouan to Marrakech Souk el Arba du Rharb to Western Sahara A♦ Essaouira to Casablanca 9♥ 43. 10♥ - Q♣ Mohammedia to Spain Marrakech to Kénitra 10♦ - K♥

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

RANKARAKARAKARAKARAKARAKA

Bus Boss 318-LUZ

A number of routes push towards the north. ROUND 5

Jim, your orders were to buy from Banaue to Tabuk, but they don't connect. I have presumed you meant Rizal, the town with five connections east of Tabuk and west of Ilagan.

Routes

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

Canal Mania 2

Let's get digging.

New Game

There are four players for this game, who will start in this order.

Geoff Hardingham	48 Caspian Way, Wheaton Aston, Stafford, Staffs, ST19 9PR
Kevin Lee	14 Rother Close, West End, Southampton, SO18 3NJ
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS

All you start the game with is your pet engineer, who will be fickle enough to leave your employ at some point, and one Junction contract, which can be used to build a canal between any two towns requiring no more than two canal tiles.

Player	Engineer	s	L	Α	T	Contracts	Canal Basin: 20
	James Brindley (L-S)	16	12	4	3	Junction	
Kevin Lee	John Rennie (B)	16	12	4	3	Junction	
Jim Reader	William Jessop (T)	16	12	4	3	Junction	
John Marsden	John Smeaton (S)	16	12	4	3	Junction	

The columns headed S, L, A and T show the number of Stretch, Lock, Aqueduct and Tunnel tiles you have. The following contracts are available. The Future Contracts column shows those that will be turned up once the current contracts have been taken.

The Current Contracts	The Future Contracts
Coventry and Burton (4)	Stoke and Manchester (4)
Worcester and Birmingham (4)	Weybridge and Arundel via Guildford (4)
Manchester and Liverpool (3)	Cambridge and Peterborough (4)
Oxford and Gloucester (5)	Birmingham and Northampton (5)
Worcester and Gloucester (4)	Birmingham and Chester (6)

The following Build Cards are on the table.

Stretch/Red	Stretch/Black	Stretch/Blue	Stretch	Stretch

Stretch/Red, Stretch/Black and Stretch /Blue are cards with respectively red, black and blue goods on them. If you take these, please say where you want the second goods cube to go. The first will go on the vacant city at this stage. If you don't provide orders for the placement of goods, I'll follow the normal placement priority, but if faced with a choice, will place the goods cube in a town you have a connection to before any others. Ties will be resolved at random.

Conditional orders should be considered for this one, particularly for the build cards, as later players will not know which cards are on offer. I suggest you tell me what you are looking for and I'll do my best to fit the bill.

The first game solved the problem of the first player going first in each round by only taking orders from some players each time, but that wasn't really satisfactory. The plan for this game is to review the playing order each time, giving the player with the lowest points the first move, and so on. When players are tied on points, they will take their turns in the reverse order of the previous round. This way, every player takes part in each round.

The end phase will be triggered when someone reaches or passes 60 points.

The Engineers and their skills

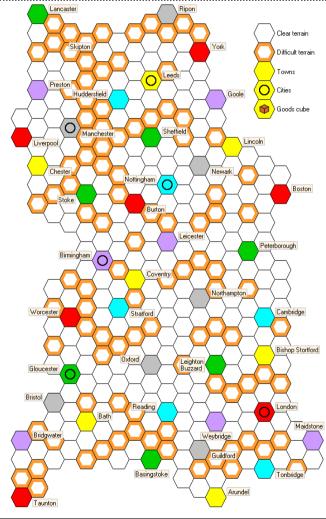
1 James Brindley (L-S) May build either a lock or stretch tile when playing a stretch card.

2 John Smeaton (S) Each Surveyor card may represent any two other build cards to be played one after the other on the same canal.

3 William Jessop (T) Player may use two tunnel cards to build a tunnel tile.

4 Thomas Telford (A) Player may use one aqueduct card to build an aqueduct tile.

5 John Rennie (B) Player may pick up four build cards *or* may pick up one face-up build card instead of drawing one from the deck.



Playing sequence
Geoff, Kevin, Jim, John

2

OUTPOST 27

Lyndon and Marcus are tied with one round to go.

ROUND 16

Commander Actions

Lyndon Auctioned an Outpost for 100. Marcus joined at 101, Mark at 102. Marcus dropped out at 121, Mark at 135. Lyndon got it for 135 reduced to 125 after Ecoplants discounts (w:30,30,30 m:17,18) plus a free Titanium Factory

► Bought two Population Units (o:1 t:9)

Marcus Auctioned an Outpost for 100. Mark joined at 101 and dropped out at 134. Marcus got it for 134 reduced to 124 after Ecoplants discounts (m:14 n:18,20 ro:30,45) plus a free Titanium Factory

- ▶ Bought one New Chemicals Factory (w:30 r:14 n:16)
- ► Bought two Population Units (0:2,3,5)

David Auctioned a Moon Base for 208 and got it (w:30 t:12 r:9,15,15,16,17 n:18,26 ro:50)

► Bought one Population Unit (r:11)

WillemBought one Robot (w:10)

► Bought two Research Factories (w:30,30)

Jim Passed

Mark Bought one New Chemicals Factory (t:13 r:10,11,13,13)

► Bought one Research Factory (t:9 n:22)

PO	Name	Factories	Popu	lation	Ro	obots	Production	
1	Lyndon	20,12w,2t	15	(19)	2	(15)	50,3W,2t,2m,2mo	(259,25)
2	Marcus	20,4w,1t,3n	12	(15)	0	(O)	20,1W,1t,1r,1m,3n,2ro	(216,20)
3	David	20,4w,1t,2r,2n	6	(7)	5	(6)	1W,1t,3r,2n,1ro,1mo	(209, 15)
4	Willem	20,9w,4r	8	(8)	5	(8)	1o,1w,2W,10r	(200, 10)
5	Jim	20,4w,4t,1r	8	(13)	1	(8)	1o,8w,8t,2r,2m	(199,20)
6	Mark	20,6w,2t,3r,2n	5	(5)	0	(0)	6r,2n	(118,10)

гО	name	Colony Cards Vict	.Or y	romis
2 3	Marcus David	WH, Nod, OL, OL, Rob, Eco, OP, OP, MB	65 63	(590) (585)
				,
5	Jim	WH, HE, Nod, OL, Rob, Lab, OP	34	(360)
6	Mark	DL, DL, DL, HE, Sci, Lab	23	(195)

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

Orders required

......

Round seventeen auctions, bids and purchases

_

Allan ships his goods PUERTO RICO 10 ROUND 14 before more is produced. Jim is the Trader and trades Sugar. The Trading House is emptied. Allan is the Captain. Geoff is the Craftsman $\{+1\}$ and produces an extra Indigo. Kevin is the Mayor {+1}. Roles +1 Builder Craftsman Captain Mayor +2 Settler Trader +1 Prospector Plantations (Fields) Ship Supply Quarries Trading House X Ind Ind Sug Sug Sug 9 14 Buildings 1 VP SIP X SSM **SMA** X HAC 2 CON SWA X 1 2 2 VPs LIP 3 LSM 2 HOS OFF 1 LMA LWA 2 TOB X 2 3 VPs COF 2 FAC UNI HAR WHA 4 VPs GUI X RES FOR CUS X CIT Cargo Ships 5: Coffee 6: Tobacco 7: Corn Kevin Small indigo plant Small sugar mill Tobacco storage Small market Lee Harbour Customs house # Small warehouse Dblns: 1 Chips: 10 Fields: Qryv Crnvv Indvx Sugvx Tobvvx Goods: Crn/ Ind// Sug// Tob// Jim Small indigo plant Small sugar mill 🥐 Tobacco storage 💽 Coffee roaster Reader Office Large market Factory Residence Dblns: 10 Chips: 9 Fields: Qryv Crnvv Indvxx SuqvTobv Cofvx Goods: Crn// Ind/ Sug/ Cof// Allan Small indigo plant Small sugar mill Stagg Fortress Dblns: 3 Chips: 19 Fields: QryVVV CrnVV IndV SugVTobX CofVV Goods: CrnV IndV SugVV Geoff Small indigo plant Sugar mill 🦰 Tobacco storage Small market Hardingham Factory Guild hall City hall

Fields: QryVVX CrnVX IndV SugX TobVX CofX Goods: CrnVV IndVV TobV

Orders	req	uirea
--------	-----	-------

Dblns: 7 Chips: 10

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

.

RANKARAKARAKARAKARAKARAKA

PUERTO RICO 11

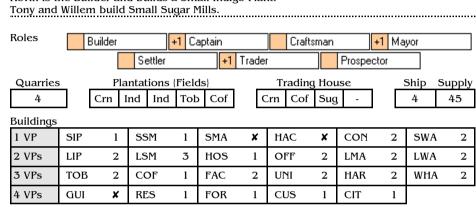
More plantations and more goods.

ROUND 8

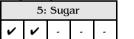
Tony is the Settler (+1), gains a Sugar from the Hacienda and digs a Quarry. Willem plants Sugar, Jim plants Coffee (manned), Kevin gets Sugar from the Hacienda and plants Corn. Willem is the Prospector (+1).

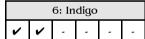
Jim is the Craftsman {+1} and produces extra Sugar.

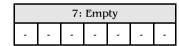
Kevin is the Builder and builds a Small Indigo Plant.



Cargo Ships







Willem	Small indigo plant C Small sugar mill	Coffee roaster	Small market
Moene	oman mago prant	00,100,100,00	o man manter
Dblns: 3			
Chips: 5	Fields: Qry Crn Ind Sug Cof X	(Goods: Crn√ Cof√✓
Jim		·	
Reader	Small indigo plant 💌 Small sugar mill	Range Tobacco storage	Hospice
			1 man in San Juan
Dblns: 3	Fields: Crnv Indvv Sugv Tobv Cofv	Goods:	Crn// Ind/ Sug//
Chips: 5	b		
Kevin	 Small indigo plant Coffee roaster 	Hacienda	Guild hall
Lee	ornali inalge plant ee conce reaster	ridelenda	adila fidir
Dblns: 1			
Chips: 3	Fields: Qry🗸 Crn🗸 Ind🗴 Sug🗶🗶 Tob	X Cof V Go	oods: Crn// Cof//
Tony	Small sugar mill 🔣 Indigo plant	Small market	Hacienda
Sait			
Dblns: 0	Fields: Own // Com // Inde/ SugVV To	- VV	Goods, Cwald Inde
Chips: 7	Fields: Qry🗸 Crn🗸 Ind🗸 Sug🗶 To	J^^	Goods: Crn / Ind/

Orders required

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

RAMARAMANAMANAMANAMANAMA

RAILWAY RIVALS 2112-I(N)

It is as tight a finish as expected.

ROUND 12

Ireland (North)

Rour	nd 12 Runs		BRK	BEAR	MARS	PADDY	GITCO	
36	13 Belfast 64 Dublin	 PADDY 20 BEAR 10 						20 10
37	44 Ballinrobe/ Castlebar 23 Ballymena/ Limavady	① MARS 16 ② GITCO 7 ② BROOKS 7			-3		+3 -7	19 11 0
38	53 Cavan/Oldcastle 26 Ballycastle/ Portrush	① MARS 13 ② GITCO 6 ② BEAR 6 ③ PADDY 5		+5	-5 +4	-4 -3	+3	14 3 1 12
39	56 Dundalk/ Monaghan © 6 Big City Shopping	1 BROOKS 13 1 PADDY 12 3 BEAR 5						13 12 5
40	31 Enniskillen/ Strabane 11 Belfast	① GITCO 13 ① PADDY 12 ③ MARS 5			-2	+2		13 10 7
41	66 Athboy/Navan 45 Athenry/Clara	① BROOKS 30						30
42	36 Glenties/ Letterkenny © 3 Great Britain	① GITCO 16 ② MARS 9 ③ BROOKS 5			+2/-3		+3/-2	15 10 5

Runs:	36	37	38	3 9	40	41	42	Score
265	20	-	12	12	10	-	-	319
269	-	0	-	13	-	30	5	317
258	-	11	3	-	13	-	15	300
255	10	-	1	5	-	-	-	271
176	-	19	14	-	7	-	10	226
	265 269 258 255	265 20 269 - 258 - 255 10	265 20 - 269 - 0 258 - 11 255 10 -	265 20 - 12 269 - 0 - 258 - 11 3 255 10 - 1	265 20 - 12 12 269 - 0 - 13 258 - 11 3 - 255 10 - 1 5	265 20 - 12 12 10 269 - 0 - 13 - 258 - 11 3 - 13 255 10 - 1 5 -	265 20 - 12 12 10 - 269 - 0 - 13 - 30 258 - 11 3 - 13 - 255 10 - 1 5	265 20 - 12 12 10 269 - 0 - 13 - 30 5 258 - 11 3 - 13 - 15 255 10 - 1 5 176 - 19 14 - 7 - 10

Jim was convinced that Simon would win, but it was closer than he expected. Yes, Simon got a solo for run 41, but it wasn't quite enough.

1st		. PADDY	
2nd	Simon Brooks	. BROOKS	17
3rd	Tony Sait	. GITCO	00
4th	Kevin Lee	. BEAR 2	71
5th	John Marsden	. MARS 2	26

Congratulations to Jim and thanks to everyone for the game. We'll round up next time and put it properly to bed.

RAILWAY RIVALS 2117-ND

NGE breaks away and closes on TWANG.

ROUND 9

Northern Germany

Rour	nd 9 Runs			NGE	TWANG	TIME	BUM	RAG	
15	51 Berlin (East) 45 Pasewalk/ Prenzlau	① NGE ② RAG ③ BUM	16 9 5				+1	-1	16 10 4
16	21 Bremen 64 Hannover	① NGE ② RAG ③ TIME X TWANG X BUM	16 9 5	+1	-3	+3	-1	-1	14 10 2 3 1
17	66 Hameln/Minden 35 Harburg	① TWANG ① RAG * NGE	15 15	-3				+3	15 12 3
18	22 Bremen ©2 South Germany	① TIME ① NGE ③ BUM	13 12 5	+1			-1		13 11 6
19	34 Hamburg 41 Rostock	① NGE ② TWANG ③ TIME	16 9 5						16 9 5
20	52 Berlin (East) 11 Bielefeld	① BUM ② TWANG * TIME * RAG	20 10		-5 +1	-1	+5 +1	-1	14 14 1 1
21	15 Leer/ Wilhelmshaven ⊙ 4 Poland	① TWANG ② BUM ※ RAG	20 10		-1		+1 +5	-5	21 4 5

RAG entered run 18 but his route was too long, so he was excluded.

Round 9 builds

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

B53 - Neumünster.

-5 (builds) +1 (TWANG) = -4

Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)

Rostock - F64 - F67 - Stralsund, F67 - F68, G30 - Berlin (E), G30 - Berlin (W).

-10 (builds) -1 (NGE) -3 (TIME) -1 (RAG) = -15

Travel In Mainland Europe (TIME) (Bob Coull, Black)

G32 - H32 - Poland, J9 - H8 - E10.

-10 (builds) +3 (TWANG) = -7

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

None.

Rails Across Germany (RAG) (Don Shailer, Orange)

None. +1 (TWANG) = +1

	Runs:	15		17			20			
TWANG	179						14			
NGE	136	16	14	3	11	16	-	-	-5	191
TIME	115	-	2	-	13	5	1	-	-7	129
BUM	81	4	1	_	6	-	14	4	_	110

12

Round 10 Runs

Scores

RAG

22. 61 - 52 Wolfsburg to Berlin (East)

23. 16 - 24 Emden/Esens to Itzehoe/Neumünster

10

10

24. 41 - 13 Rostock to Bad Bentheim/Meppen

25. 55 - 1 Brandenburg/Eberswalde to Netherlands

26. 44 - 35 Güstrow/Neustrelitz to Harburg

27. 26 - 32 Flensburg to Lübeck

28. 64 - **0**4 Hannover to Poland

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

RAILWAY RIVALS 2134-IN

We're off to 1853 country.

New Game

Michael Graystone 2 Grovelands Road, St. Paul's Cray, Orpington, Kent, BR5 3EF

Steve Ham 103 College Road, Norwich, NR2 3JP

John Marsden 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS Jim Reader 4835 Lexington Court, Center Valley, PA18034, USA

Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN

Brian Tappenden 11 Dayworth Mews, Lundy Lane, Reading, RG30 2RR

Maps are being supplied to all the players. Your starting choices are any seaport, which gives you the choice of Bombay, Calcutta, Calicutt, Madras, Mangalore, Trivandrum or Vishakhaptnam. It will be one player per port, so do remember to give a preference list rather than just a first choice.

The map should be relatively free from confusion, other than which hex sides are counted as rivers. These tend to merge in with some of the international borders on these copies. To clarify these I have highlighted the rivers on the maps you've been sent.

Builds across international borders should be to complete hexes. Note that H73 is in Bangladesh, while G73 and I73 are not.

Set up

Starting town preferences, company names and colour preferences

2

RAILWAY RIVALS 2124-I(S)

Just the south west and the east to connect.

ROUND 5

I should have reported the end of SIN's last build as H59 - I60, not to H60, which would be illegal in any case.

Ireland (South) {14 points for these builds}
Southern Irish Network (SIN) (Pete Campbell, Blue)

R13 - P12 - P11 - Ennis, Cork - U25 - Cobh, I60 - J59 - L60 - N59 - Wexford,

N59 - D60 - Rosslare.

47 + 9 (towns) + 4 (CORK) = 60

Comfy Ride Across Irish Countryside (CRAIC) (Steve Ham, Purple)

Athy - Carlow, K46 - Naas, L22 - K23 - Killarney, E56 - H57 - H58, K23 - J23.

39 + 6 (towns) + 1/-2 (CORK) = 44

Wexford Expressways Are Rampant (WEAR) (Kevin Lee, Black)

Mullingar - G43 - H42 - Johnstown, Tralee - G20 - F19 - E20 - E21 - C22 - Dingle,

Johnstown - K44 - L43.

39 + 3 (towns) - 2 (CORK) = 40

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

R17 - P18 - Newcastle - J19.

27 + 1 (CORK) = 28

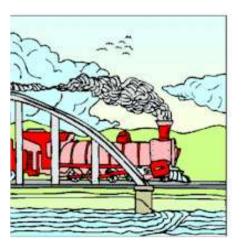
Colin's Operational Railway Korporation (CORK) (Colin Sharpe, Red)

154 - Carlow, Z21 - Youghal - W26 - U25 - Cobh, U25 - Cork - S25, Dublin - P44.

 $\overline{57 + 6}$ (towns) -4 (SIN) +2/-1 (CRAIC) +2 (WEAR) -1 (PADDY) = 61

Builds

Up to 17 points excluding payments to rivals



RAILWAY RIVALS 2127-MP

Parallel and triple building this time.

ROUND 3

Thailand Singapore Express (TSE) (Tony Bromley, Red) Butterworth - L7 - Alor Setar - Q6 - Kangar: 154 - K55 - K59 - 160.

21 + 6 (towns) - 1 (ROMP) + 6 (BAKUTEH) + 2/-1 (BUGGER) = 33

Railways on Malaysian Peninsula (ROMP) (Bob Coull, Black)

Butterworth - L7 - Alor Setar - G6 - Kangar - B6 - Had Yai; F56 - E57 - C56 - B56.

37 + 12 (towns) + 1 (TSE) + 7/-9 (BAKUTEH) + 1 (BUGGER) = 49

Malaysia's Amazing Railway System (MARS) (John Marsden, Green)

H67 - G68 - Pekan, G68 - F67 - Kuantan - C68 - Z29 - Y29 - Kerith - U28 - Dungun,

21 + 18 (towns) = 39

Butterworth, Alor and Kangar Uber-Engines Travel in Extreme Heat (BAKUTEH)

(Jim Reader, Yellow)

Pattani - B8 - A8 - A7 - Kangar - G6 - Alor Setar, B6 - Had Yai, Q19 - Gua Musang.

38 + 3 (towns) -6 (TSE) +9/-7 (ROMP) = 37

Butterworth, Georgetown and Gerik Railway (BUGGER) (Lionel Robbins, Blue)

Buys Port Dickson to Dumai ferry.

K55 - J55, K54 - Shah Alam - I53 - G54 - W9.

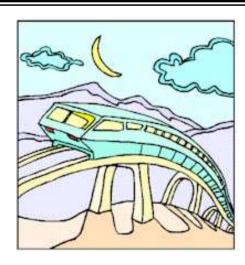
45 -6 (ferry) +1/-2 (TSE) -1 (ROMP) = 37

Jim, the last hex of your build didn't happen. You missed A8 off your orders between B8

and A7, so may have miscounted as a result.

Builds

Up to 14 points excluding payments to rivals



RANDARANARANARANARANARANARA

ROBORALLY 3

A bit of sorting out required before we start. ROUND 11

I managed to get myself confused between Diddy-bot and Pineapple 196 for some unknown reason. Bot-i-celli was shooting and pushing Diddy-bot, not P196 as reported, which explains why Diddy-bot didn't end up where he had hoped to be.

Donsbot also had a move missed, and reached his target of the second checkpoint on N4. Squelch didn't get pushed out of position by Donsbot and starts in M4. Marcus, I've adjusted your moves to get you where you were heading without finding a pit or a crusher along the way.

Starting positions

Diddy-bot N10-S, President Ford Q12-W, Pineapple 196 D8-W, Squelch M4-S, Bot-i-celli E8-E, Donsbot N4-W (powered down).

Bot-i-Celli (690-M2), Diddy-bot (600-M1), President Ford (130-RL), Squelch (080-RR), Pineapple

Board effects: None.

Squelch (500-M1), Pineapple 196 (250-RL), President Ford (180-RR), Bot-i-Celli (140-RR), Board effects: None.

Diddy-bot [840-M3], Pineapple 196 [480-BU], President Ford [360-RR], Bot-i-Celli [160-RR], Squelch {120-RR}. Squelch (120-RR). Board effects: Pineapple 196 is conveyed to B7.

Squelch (780-M2), Bot-i-Celli (770-M2), Diddy-bot (470-BU), Pineapple 196 (370-RL), President

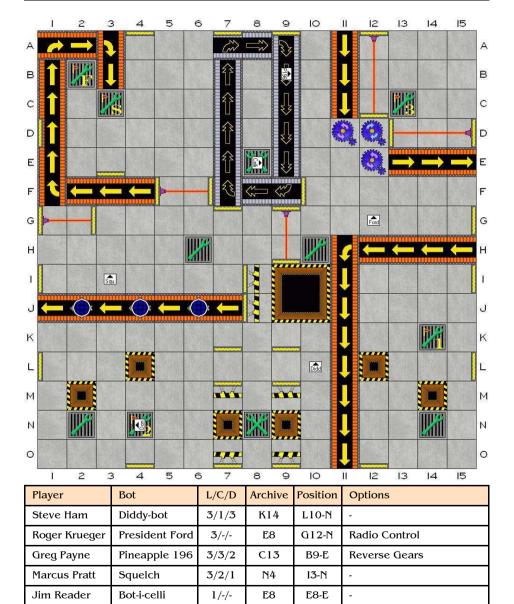
Board effects: Pineapple 196 is conveyed to A8, turning to face east.

Squelch (740-M2), Diddy-bot (610-M1), Pineapple 196 (390-RL), President Ford (330-RL), Bot-i-Celli [020-UT].
Board effects: Pineapple 196 is conveyed to B9, turning to face east.

End of turn effects

Bot-i-Celli repairs 2 points of damage.

Donsbot is no longer powered down.



\sim				•	1
()	ro	ore	rea	IIIro	а

Don Shailer

Program cards for round twelve and any other instructions

4/2/-

N4

N4-W

Double Barrel Laser

Donsbot

RANDARANARANARANARANARANARA

YEAR OF THE DRAGON 1

Peace in our time. For now, at any rate. ROUND 1











{Peace}

Peace

Mongol Invasion

Dragon Festival

Contagion Imperial

Tribute









Contagion



Drought

Imperial Tribute

Dragon Festival

Mongol Invasion

Drought

Actions

Lyndon Privilege - buys a large Privilege for 6 Yuan

Rob Taxes - gains 5 Yuan

Pete Harvest - gains 1 Rice chip

Michael Build (costs 3 Yuan) - Adds a floor to Palace 1 and starts Palace 3

Person Tiles

Craftsman (younger) - moves in to Palace 2 Lyndon Rob Craftsman (younger) - moves in to Palace 1 Pete Pyrotechnist {younger} - moves in to Palace 1

Michael Warrior {elder} - moves in to Palace 3

Peace, brother.

Scoring

2 for Palaces, 2 for Dragons Lyndon

Rob 2 for Palaces Pete 2 for Palaces

Michael 3 for Palaces

Lyndon was the only one to say which Palace his new person was going to occupy, so I'll clarify my defaults for when this is not specified. The first option will be to occupy an empty Palace, while the second option will be to occupy an empty floor in your lowest numbered Palace that has room for the new person.

	Michael	Rob	Pete	Lyndon
Score (now/final)	3 / 10	2 / 11	2 / 10	4 / 12
Person track	9	10	12	13
Yuan (money)	3	11	6	0
Dragons/Fire/Rice	0/0/0	0/0/0	0 / 0 / 1	2 / 0 / 0
Palace 1	Healer 1	Warrior 1	Warrior 1	Monk 1
	-	Craftsman 1	Pyrotechnist 1	-
	1	XXXX	$\times\!\times\!\times\!\times$	$\langle X X X X X \rangle$
Palace 2	Craftsman 1	Tax Collector 3	Craftsman 1	Warrior 1
	-	-	-	Craftsman 1
Palace 3	Warrior 2	$XX\overline{XX}$	\times	XXXX

The cross-hatched areas represent floors you don't have, so don't try to occupy them without building them first!

Action Groups

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

Person Tile Summary		Key: {tiles availa	able}: persor	ı track r	noveme	ent/effect
			Michael	Rob	Pete	Lyndon
Courtesan	Younger {8}: 1/1		/	~	~	'
Craftsman	Younger {4}: 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 {4}: 5/1	Older {3}: 3/2	✓	~	-	~
Scholar	Younger {5}: 4/2	Older {3}: 2/3	✓	~	~	✓
Warrior	Younger {2}: 5/1	Older {2}: 3/2	-	~	~	~
Wild cards			ソソ	VV	VV	VV

Peace will continue next time, after which things will start to get more interesting.

Ordei	rs req	uired
-------	--------	-------

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





SAINT PETERSBURG 2

One Aristocrat each.

PHASE 4-A

Round 4 - Aristocrat Phase

Marcus	Tony	Pete	Kevin
+ Judge	+ Administrator	+ Author into hand	
•			hand















Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	11	13	21r + 2v	0r + 3v	9r + 3v	Worker	10
Marcus	21	10	18r + 1v	0r + 0v	11r + 5v	Aristocrat	15
Tony	11	14	12r + 0v	0r + 6v	6r + 0v	Trading	17
Pete	20	23	18r + 1v	7r + 6v	10r + 4v	Building	7

Players	Cards in hand	Cards in play
Kevin	Hospital, Controller	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, Judge, Warehouse Manager
Tony	Fur Trapper, Customs House	Czar and Carpenter, Fur Trapper, Gold Miner, Shepherd, Market, Library, Administrator, Secretary
Pete	Author, 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 Trading phase led by Tony

•









News from the rock

www.fwtwr.com/fwtwr/



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

• Here are the current web ratings for active players with a rating of 2.0 or more. People are included if they have competed five games.

•	Lew Stansby 3.627
-	Ken Boucher
•	Per Hallberg 3.235
A	Roger Krueger
-	David Hilbert 2.870
-	Chris Rudram 2.800
•	Pete Campbell
•	Victor Cronshaw 2.605
-	Peter Hawkins 2.510
•	Rob Thomasson 2.488
-	Dave Burton 2.431
-	Michael Longdin 2.202
-	Michael Graystone 2.143
-	Willem Moene 2.125
-	Mick Haytack 2.118
-	Peter Beck 2.085
-	Bob Coull 2.000
-	Mark Frueh 2.000
-	Brian O'Farrell 2.000

• Completed games and winners:

Saint Petersburg e847 Mick Haytack
Acquire e850 Lew Stansby
Acquire e856 Willem Moene
Carcassonne e857 Per Hallberg
Ingenious e860 Lew Stansby

New games and start dates:

•



Preview

The tail end of the year always seems to be filled with all sorts of things that take up time. This includes the Essen show, of course, so it's

not all bad. The aim for the final three issues of the year will be to get them done as close to the deadline as possible. This means orders in on time or early, and less leeway for late orders, as any delay on an issue tends to make it harder to get the next issue out on time.



For that reason, the more demanding new games, such as Battle! will not be making their appearance until the new year.

For Battle! in particular I now have two sets of rules that started from a common point but diverged as their referees went slightly different ways, and I need to spend some time deciding whether to go with one of those, or whether there are good things to be taken from both of them to produce the set of rules that will be used for future games of Battle!

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

1856, 18GA, Puerto Rico

#169: Bus Boss, Outpost, Saint Petersburg

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Aug 22nd	
Sep 3rd	Devolution 76
Sep 13th	Minstrel 327

RATINGS

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

-	Roger Krueger	4.200
-	David Smith	
-	Tony Bromley	3.571
A .	Pete Campbell	3.556
-	Lyndon Gurr	3.323
-	Lionel Robbins	3.222
-	Mark Frueh	2.750
-	Marcus Pratt	2.729
-	Steve Thomas	2.563
-	Geoff Hardingham	2.364
-	Stephen Webb	2.326
•	Michael Graystone	2.241
-	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

Simon Brooks BB-312-MOR, RR-2112-I(N)

Pete Campbell . . . 1825-H27, 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

John Colledge . . . Acq52, Acq53

Bob Coull 6n14, Acq54, BB-312-MOR, BB-318-LUZ, BB-322-IZU, RR-2117-ND, RR-2127-MP

Dennis Frank BA19 Tim Franklin 1895-X24

Mark Frueh 1870-R24 Michael Graystone 6n14, Acq52, Acq53, Acq54, BB-312-MOR,

BB-322-IZU, RR-2134-IN

Lyndon Gurr 1835-C26, 1856-P26, 1861-C27, 1870-Y26, 18GA-D26, BB-318-LUZ, OP27

YoD1

Steve Ham 6n14, BA19, Robo3, RR-2124-I(S),

RR-2134-IN

Geoff Hardingham 1837-Y25, CM2, PR10

Alan Harvey 1825-H27, 1830-V1-N24, IW1 Mike Head 1830-G26, 1856-P26, 18GA-D26. IW1

John Hopkins 1837-Y25

Mike Hutton 1825-H27, 1830-G26, 1856-P26, 186-1C27, 1870-Y26, Agr1, Agr2

Sharon Khan IW1

Roger Krueger . . . 1870-R24, 1895-X24, Robo3

Kevin Lee 6n14, Acq54, Agr2, Agr3, BB-313-MOR, CM2. PR10. PR11. RR-2112-I(N).

RR-2124-I(S), StP2

Michael Longdin . . Agr1, YoD1

Richard Lunn 1830-G26, 1856-P26, Acq53, BA19 John Marsden . . . Acq52, BB-313-MOR, BB-322-IZU.

CM2, RR-2112-I(N), RR-2127-MP,

RR-2134-IN

Willem Moene . . . 1825-H27, 1830-G26, 1835-C26,

1861-C27, 1870-R24, 1870-Y26, OP27,

Greg Payne 6n14, BA19, BB-313-MOR, Robo3 Marcus Pratt Agr1, Agr2, IW1, OP27, Robo3, StP2

Jim Reader 6n14, Agr3, BA19, BB-312-MOR,

BB-318-LUZ. BB-322-IZU. CM2. OP27.

PR10, PR11, RR-2112-I(N), RR-2117-ND, RR-2124-I(S), RR-2127-MP, RR-2134-IN,

Robo3

1825-H27, 1829-U25, 1870-O27, Lionel Robbins

RR-2127-MP Tony Robbins 1837-Y25

Adam Romoth ... 1837-L27, 1870-Y26

Tony Sait 1830-G26, 1830-V1-N24, 1835-C26,

1856-P26 PR11 RR-2112-I(N)

Don Shailer BB-313-MOR, RR-2117-ND, Robo3

Colin Sharpe 6n14, Acq52, Acq53, BB-318-LUZ, RR-2124-I(S), RR-2134-IN

John Shelley 1829-U25, 1835-C26, 1870-O27

David Smith 1837-L27, OP27

Don Smith 1830-V1-N24, 1835-C26, 1870-R24,

1870-Y26, 1870-O27, 18GA-D26

Allan Stagg Agr2, Agr3, PR10

Mark Stretch 1830-V1-N24, OP27

Brian Tappenden . RR-2134-IN

Steve Thomas ... 1837-L27, 1895-X24

Rob Thomasson . . 1829-U25, 1870-O27, BB-313-MOR, YoD1

Roger Trethewey . BA19. BB-318-LUZ

Stephen Webb . . . 1830-V1-N24, 1837-Y25, 1837-L27,

1861-C27, 1870-R24

Tony Wilcock Acq52, Acq54, StP2



OUTSIDE EDGE

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



Wednesday October 7th 2009 18xx Games - Friday October 2nd

Future main deadlines: November 18th December 16th January 20th

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.