

FOR WHOM THE DIE ROLLS

Nov/Dec 2009

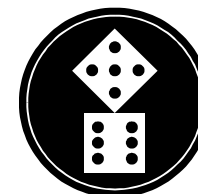
Published by Keith Thomasson

Issue 169

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



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #169, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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WAIT

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

Games starting in this issue...

Bus Boss (England) Bob Coull, Kevin Lee, John Marsden, Jim Reader, Colin Sharpe
Outpost Pete Campbell, Lyndon Gurr, Willem Moene, Marcus Pratt, Jim Reader,
David Smith, Mark Stretch
Saint Petersburg Bob Coull, Kevin Lee, Rob Thomasson, Tony Wilcock

Games starting in the next issue...

⚙ 1826 Pete Campbell, John Shelley, Don Smith, Stephen Webb, Lyndon Gurr
⚙ Acquire Willem Moene, Tony Wilcock, Lyndon Gurr, John Marsden, Bob Coull
⚙ Phoenicia Mike Hutton, Lyndon Gurr, Geoff Hardingham, Mark Stretch

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

⇨③ 1829 (South) Pete Campbell, John Shelley
⇨① 1870 Lyndon Gurr, Willem Moene, Don Smith, Pete Campbell
⇨② 18Rh1 Rhineland Willem Moene, Pete Campbell, Alan Harvey
⇨② Acquire (Powers) Michael Graystone, Richard Lunn, John Colledge
⇨① Age of Steam Pete Campbell, Mike Hutton, Marcus Pratt
⇨② Agricola Marcus Pratt, Jim Reader
① Industrial Waste Alan Harvey, Marcus Pratt, Mike Head
⇨② Mystic Wood Jim Reader, Kevin Lee, Roger Trethewey
③ Puerto Rico Tony Sait, Jim Reader, Willem Moene
⇨② Railroad Tycoon Michael Longdin, Pete Campbell
⇨③ RoboRally Allan Stagg, Jim Reader, Mark Stretch, Greg Payne, Don Shailer
⇨⑤ Sceptre of Zavandor Marcus Pratt
① Sopwith Michael Graystone, Jim Reader, Mark Stretch, Greg Payne, Don Shailer

I supply everything you need for these...

⚙ 6 nimmt! Colin Sharpe, Mark Stretch, Kevin Lee, Jim Reader, Bob Coull, Don Shailer,
John Colledge, Michael Graystone
⚙/④ Battle! Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt, Mark Stretch,
John Marsden, Pete Campbell, Greg Payne
① Breaking Away Kevin Lee, Jim Reader, Dennis Frank, Steve Ham, Greg Payne
⇨② Bus Boss Mike Hutton, Pete Campbell, Jim Reader
⚙ 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

START

Welcome to issue #169. The cover for this issue is one of the works by Stefan Godecki hanging in the restaurant of the Messe Essen, this one being called Spartakus. When you consider that the original is nearly six feet tall, you can imagine the impact it has.

It will not have escaped your attention that the November issue did not appear during November, and has merged with this issue. This is becoming something of a habit. 2006 saw the first double-issue, with another following in 2007. 2008 saw two, and this year has also seen two. Most of these have occurred around this time of year, and it is about time I admitted that it is a very busy time of year, and actually plan to merge November and December into one issue.

I'll go one further for 2010, and declare June an FWTDR-free month. Our diary of events suggests that what with a late May break and two major conventions to attend in June, there will not be time to produce an issue, or if there is, it will be tight, so it is better to recognise the shortage of time than get beaten down by it.

So, there you have it. FWTDR is now officially down to ten issues a year.

I've noticed an increase in the number of orders where the player has introduced terminology that is new to me, new to the game report, and often completely new to the game, or left key terminology out. This isn't always a problem, but there are times when I am left wondering what on earth the orders mean. Here are a few examples, including some from the web games.

18xx "Buy 10 NYC." What, buy 10 shares? The rules don't allow that! Oh, you mean by a share from the IO - Initial Offering. When the font makes it impossible to tell the difference between 1 and I, zero and O, it can be confusing. What is wrong with "Buy NYC new"?

"Buy bank NYC." Ah, but when there are new shares in the bank and shares in the bank pool, which one should I buy - especially when they're the same price? Say new, old or pool to be clear.

"Run for cash." Well, you always run for cash. The real question is whether the cash is kept by the company or paid out to the shareholders.

Carcassonne "I decline to move the wood." Presumably this means that you don't want to place a follower.

Saint Petersburg "Take a Lumberjack." OK, but take it and play it, or take it into your hand? Two different things, which only needs a little extra to make clear.

What I'm saying here is quite simple. Please check your orders to see if you've used some words or phrases that may only be meaningful to yourself. And by the way, telling me what you mean later on does not mean I'm comfortable with you using those words or phrases in future orders, because that means learning each player's individual vocabulary for the games rather than trusting the one that comes with the game.

It is round about now that you're wondering where the report from the Essen show has got to. Well, like the time I wanted for adjudicating games and putting the rest of the zine together, it just seems to have disappeared.

Suffice to say that no one game stood out head and shoulders above the crowd.

Dungeon Lords, from Czech Games Edition and Z-Man Games, got a positive response and topped the popularity polls during the show. There were plenty of copies around at the show, but frustratingly the game has yet to appear through the regular distribution channels. Rumour has it that this will happen some time in January.

Hansa Teutonica didn't make a huge splash at the show but has had good reviews since, and is currently rated 431 on BoardGameGeek. 431 doesn't sound high, but given that there are now over 40,000 games on BGG, 431 represents a rating near the top 1%. It is Argentum Verlag's best-rated game to date, ahead of their reprint of Lifeboats and last year's Wind River.

Dominion: Seaside slipped out at Essen and arrived from the distributor shortly after. I wouldn't say it has made a big impact, but the games I have played that include the new cards have all been interesting, and it looks like a worthwhile addition to the Dominion family.

Carson City is a game about getting control of land in the new town of Carson City, and controlling the best mix of resources and properties to score the most points. It uses a worker placement system, but unlike most, you can put your worker on a spot that someone else has already chosen. When it is time to play that action out, the players competing for that spot shoot it out in true Western style to decide who gets the job done. This one is by Xavier Georges, who did last year's Royal Palace. I have heard it said that Carson City is not as good as Royal Palace, and considering how well I like Carson City, I'd better take another look at his older game.

Medievalia Action is an expansion set for the card game Medievalia, released a couple of years ago by giochix.it. The game intrigued me from the start, but was not easy to get into. With the expansion set you get version 2 of the rules, designed to clear up some of the confusion in the first edition and it now deserves a fresh look.

Last but not least, I must wish everyone a merry Christmas and a happy New Year. Let us hope that 2010 brings you all you desire, all you deserve, and more. ✪



OUTPOST 27

In space, no one can hear your comments.

GAME OVER

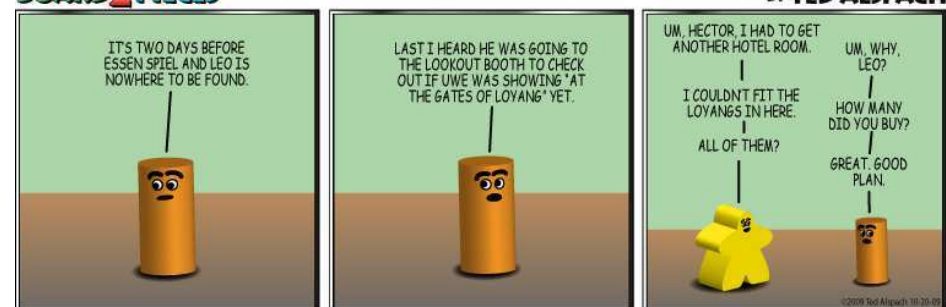
1st	Lyndon Gurr	87 (830)
2nd	David Smith	82 (785)
3rd	Marcus Pratt	80 (750)
4th	Willem Moene	49 (390)
5th	Jim Reader	43 (480)
6th	Mark Stretch	25 (225)

No comments on this one. I'll just say that people don't often get two Moon Bases, and in this game two people managed it. I guess that just the way the final turn worked out, with three players over 60 points before we went into it. ☒

BOARD 2 PIECES



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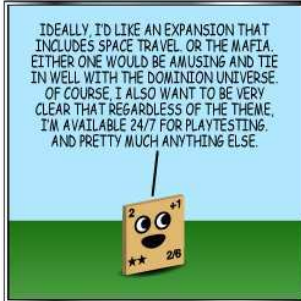


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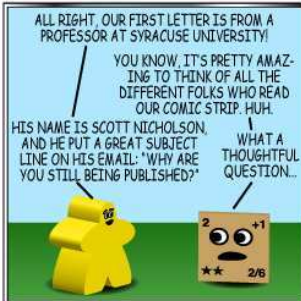
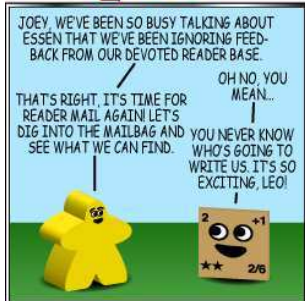
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BY TED ALSPACH



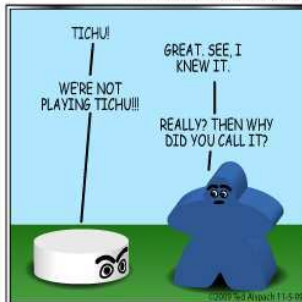
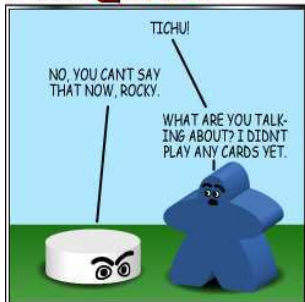
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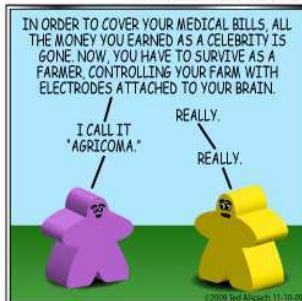
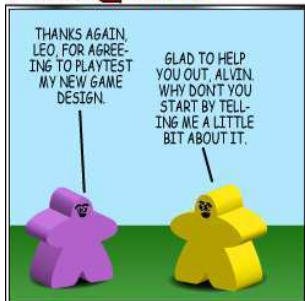
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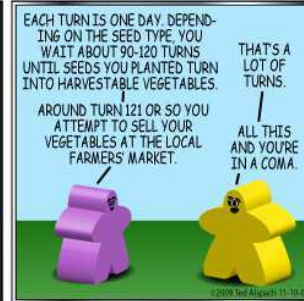
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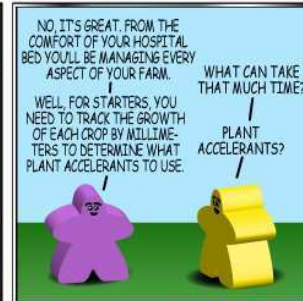
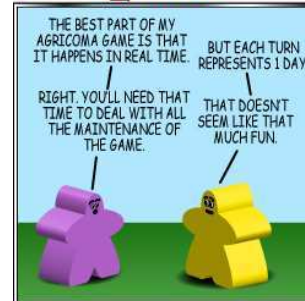
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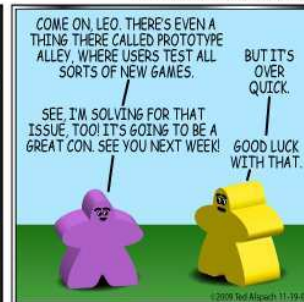
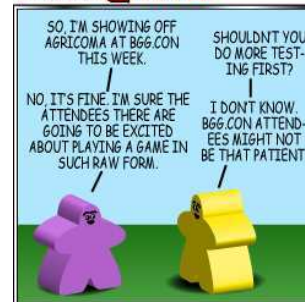
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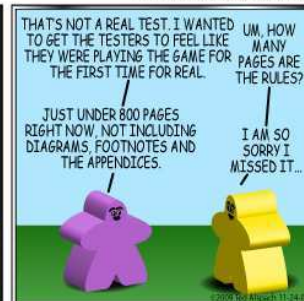
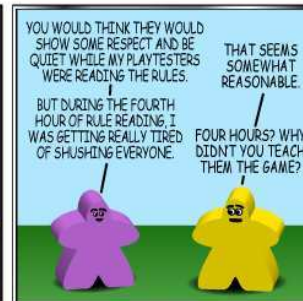
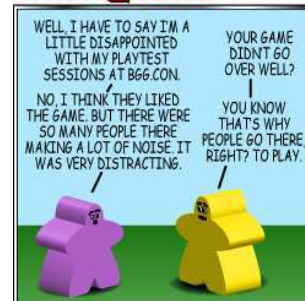
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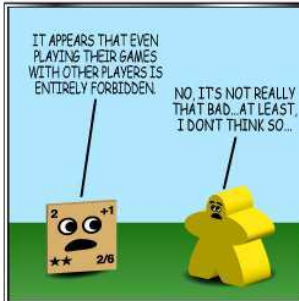
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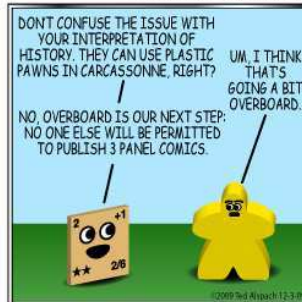
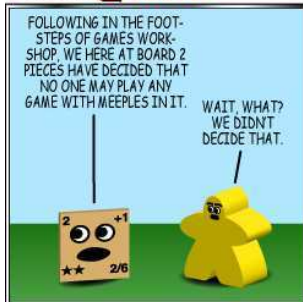


THIS PANEL HAS BEEN REMOVED DUE TO THE UNREASONABLE DEMANDS OF THE WEENIES AT GAMES WORKSHOP

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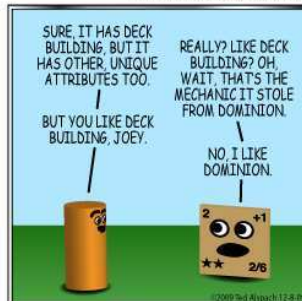
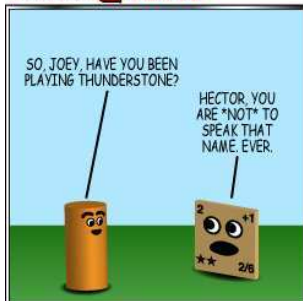
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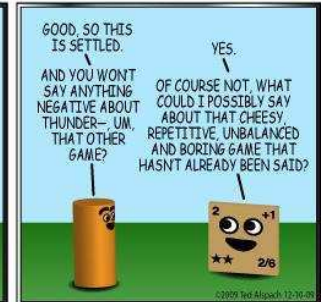
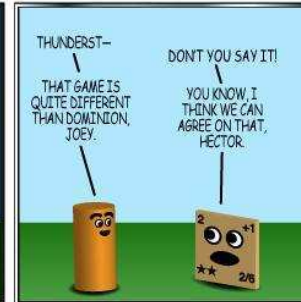
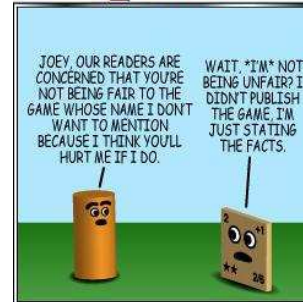
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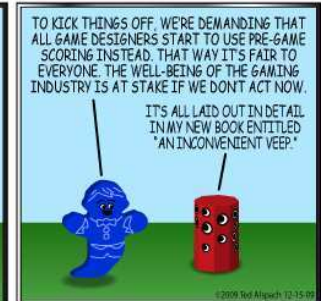
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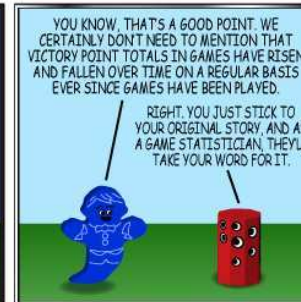
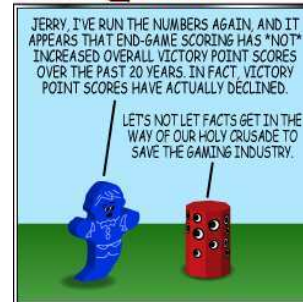
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1825-H27

We're into the green phase and need two operating rounds.

OR4 - OR5

Sorry for asking for the wrong rounds last time. I seem to have closed my eyes to the '3' train bought by the Midland, which brought out the green tiles and moved us to two operating rounds between stock rounds.

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	19:P10:6	-	160	Yes	126▲	120	3 2 2 2
GWR	PC	7:S11:3	9:V18:3	140	Yes	112▲	60	3 2 2 2
Mid	LR	9:R14:2	5:Q17:6	100	Yes	82▲	40	3 3 2

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

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	6:R16:4	-	250	Yes	142▲	120	3 2 2 2
GWR	PC	15:V16:3	-	250	Yes	126▲	60	3 2 2 2
Mid	LR	52:P16:4	-	160	Yes	90▲	0	3 3 2

Notes: ① 40 to the bank for a token in Q17

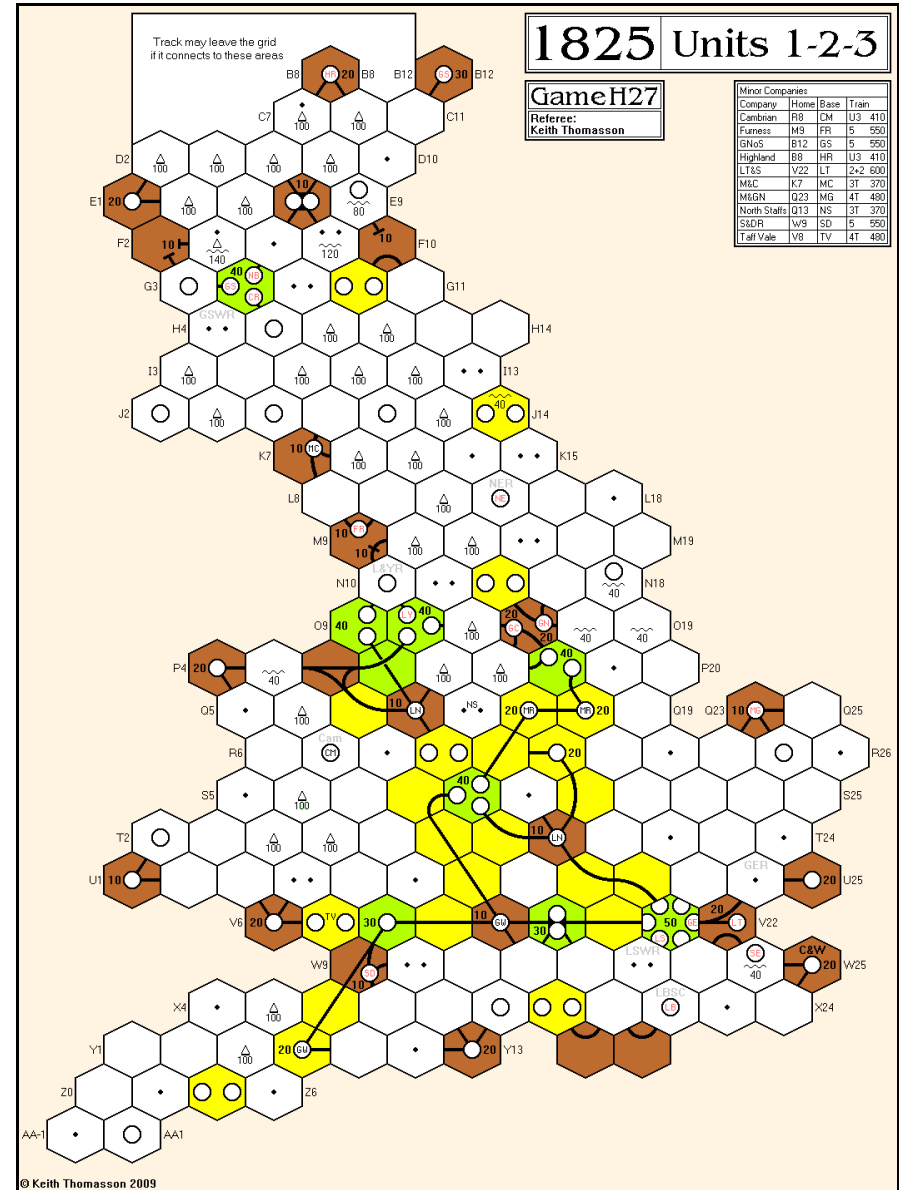
Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Willem Moene	21	101	143	265	1,147	22.5▲	6
Lionel Robbins	39	70	106	215	815	16.0▼	6
Mike Hutton	81	76	124	281	965	18.9▼	6
Pete Campbell	65	90	135	290	1,050	20.6▼	5
Alan Harvey	22	103	140	265	1,119	22.0▲	6

Portfolio	Privates	LNWR	GWR	Mid	NER	Cal	GER	LSWR	NBR	GCR	GNR	L&YR	SECR
Willem Moene	S&M	6D	-	-	-	-	-	-	-	-	-	-	-
Lionel Robbins	TWW	-	-	6D	-	-	-	-	-	-	-	-	-
Mike Hutton	-	-	4	2	-	-	-	-	-	-	-	-	-
Pete Campbell	C&W	-	5D	-	-	-	-	-	-	-	-	-	-
Alan Harvey	S&D	4	1	-	-	-	-	-	-	-	-	-	-

Bank (new)	-	-	2	10	10	10	10	10	10	10	10	10	10
Price (new)	100	90	82	82	76	76	76	76	71	71	71	71	71
Bank (pool)	C&HP	-	-	-	-	-	-	-	-	-	-	-	-
	L&M	-	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	142	126	90	-	-	-	-	-	-	-	-	-	-
Company credit	120	60	0	-	-	-	-	-	-	-	-	-	-
Tokens	5	5	2	4	4	4	4	4	3	3	3	4	4
Trains	3 2	3 2	3 3	-	-	-	-	-	-	-	-	-	-
	2 2	2 2	2	-	-	-	-	-	-	-	-	-	-

Bank cash: 15,684... Certificate limit: 51... Trains: 2 x '3', 5 x '4'...

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds			
1/3	2/3	3/5	4/8	5/4	6/6	7/9	8/16	9/12	55/3	56/3	58/4	69/3	114/1	115/2	198/1	199/1
10/2	11/4	12/7	13/3	14/9	15/7	16/3	17/1	18/2	19/3	20/2	21/1	22/1	23/9	24/9	25/2	26/3
27/3	28/4	29/4	30/1	31/1	52/5	81/1	82/1	83/1	87/1	88/1	-	-	-	-	-	-



Orders required for the following round
SR5

By the early deadline



1829-U25

The tile manifest is now up to date.

OR13 - SR11

OR13	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	5:U21:4	•P16 !	250	No	-	180•	830	3
GWR	PC	16:N16:4	•S13	200	No	① ②	160•	110	5 3
Mid	JS	29:N18:5	•R18	250	Yes	-	112•	140	4 3 3
LSWR	Rcvr	-	•V22	-	-	-	38•	10	-
GNR	PC	38:N14:3	•N10	120	Yes	-	82•	40	4
LBSC	LR	46:V18:6	•X22	150	Yes	-	76•	350	4 3
GER	RT	34:S13:6	•T12	70	Yes	-	71•	210	4
GCR	JS	17:U13:2	•P16 !	100	Yes	-	67•	40	3

Notes: ① 100 to the bank for a token in S13
② 550 to the bank for a '5' train

Stock Round 11

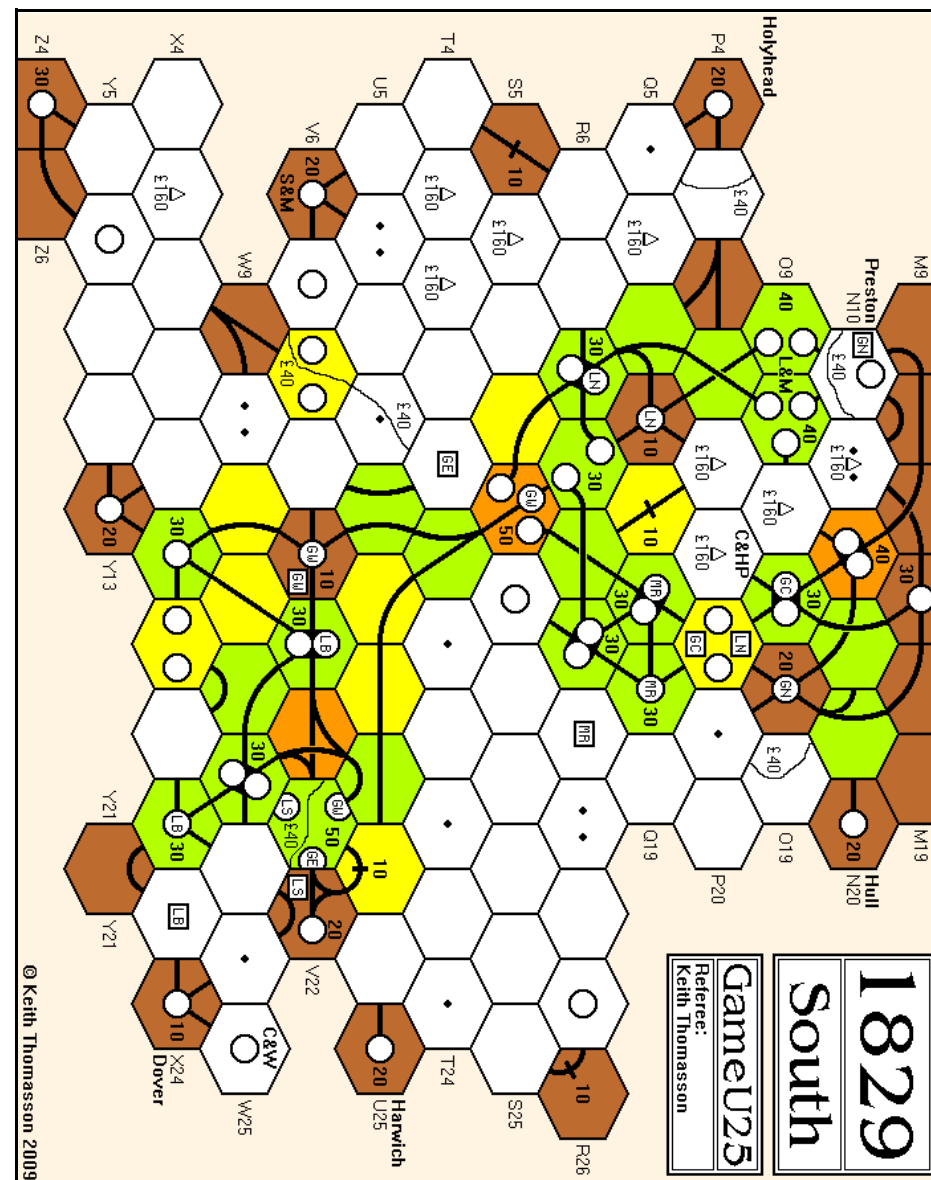
Pete	Lionel	Rob	John
+ LNWR pool	+ LNWR pool	+ LNWR pool	+ LNWR pool
✗	+ L&M	✗	+ Hull
✗	✗	✗	✗
Priority for SR12			

Cash Flow	b/f	OR13	SR11	c/f	Value	%	Certs
Rob Thomasson	277	93	-180	190	2,242	26.0•	17
John Shelley	273	237	-495	15	2,109	24.4•	17
Pete Campbell	220	102	-180	142	2,266	26.2•	15
Lionel Robbins	384	263	-390	257	2,022	23.4•	17

Portfolio	Priv/SP	LNWR	GWR	Mid	LSWR	GNR	LBSC	GER	GCR
Rob Thomasson	S&M	6D	1	-	-	-	1	9D	1
John Shelley	Hull	1	2	6D	-	-	-	1	8D
✗ Pete Campbell	-	2	7D	-	-	6D	2	-	-
Lionel Robbins	L&M	1	-	4	-	4	7D	-	1

Bank (new)	Preston	-	-	-	-	-	-	-
Price (new)	100	90	82	76	71	67	64	61
Bank (pool)	C&HP	-	-	10D	-	-	-	-
	C&W	-	-	-	-	-	-	-
Price (pool)	180	160	112	38	82	76	71	67
Company credit	830	110	140	10	40	350	210	40
Tokens	4	3	3	4	4	2	3	3
Trains	3	5.3	4.3.3	-	4	4.3	4	3
Bank cash: 19,396		Certificate limit: 18		Trains: 3 x 5, 4 x 7				

Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds						
1/1	2/2	3/1	4/5	5/4	6/4	7/4	8/5	9/8	10/2	12/-	13/3	14/-		
15/-	16/-	17/-	18/-	19/2	20/-	21/-	22/1	23/3	24/4	25/2	26/2	27/2		
28/-	29/-	30/1	31/1	32/1	33/1	34/-	35/1	36/1	37/1	38/5	39/1	40/1		
41/2	42/2	43/1	44/1	45/1	46/-	47/2								



Orders required for the following rounds

By the early deadline

OR14, OR15

Adjudication can pause between rounds if requested



1830-G26

The first '5' train is out and the
privates have all been retired.

OR7

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
Erie	WM	59:E11:1	-	-	①	90A	700	4
B&O	TS	9:I17:3	120	Yes	②	100C	460	4
PRR	RL	59:H18:4	70	Yes	③	100C	517	3
C&O	MHd	57:H10:5	180	No	④	76E	387	3 3
CPR	WM	8:B18:6	-	-	② ⑤	76C	1	3
NYNH	MHn	15:H16:6	110	Yes	-	75F	207	4
NYC	WM	8:D20:5	100	Yes	⑥ ⑦	70G	64	5 4

- Notes: ① 300 to the bank for a '4' train
 ② 80 to the bank for terrain costs
 ③ 40 to the bank for a token in H18
 ④ 100 to the bank for a token in H10
 ⑤ 739 to the NYC for a '3' train
 ⑥ 750 to the bank for a '4' train and a '5' train
 ⑦ Returns to '3' train to the bank

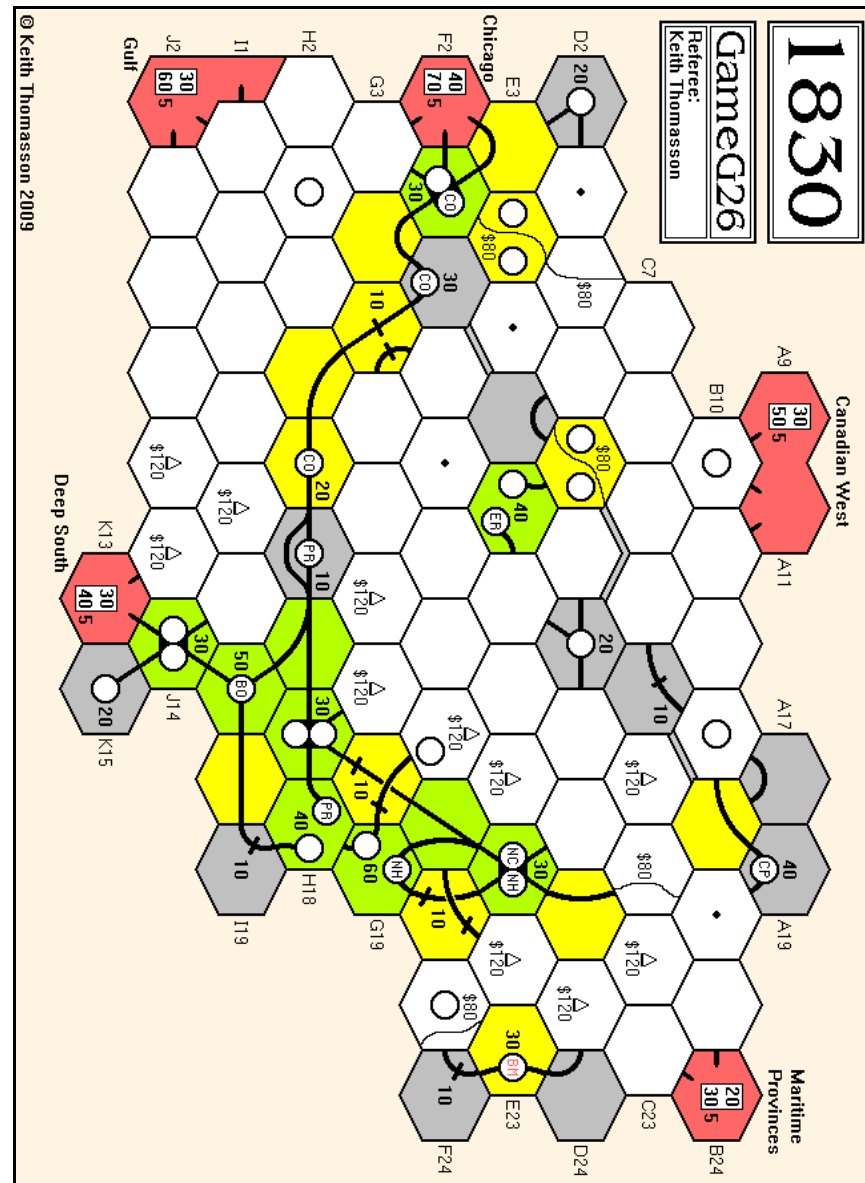
Cash Flow	b/f	OR7	c/f	Value	%	Certs
Mike Head	28	51	79	955	19.7	10
Mike Hutton	61	84	145	866	17.8	8
Richard Lunn	13	94	107	1,003	20.6	9
Willem Moene	27	20	47	1,183	24.3	11
Tony Sait	61	70	131	853	17.6	7

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	-	1	6P	-	-	1	2	1
Mike Hutton	-	1	1	-	-	1	5P	1
Richard Lunn	-	-	1	-	-	1	2	6P
Willem Moene	-	-	-	6P	6P	2P	-	-
✱ Tony Sait	-	5P	2	-	-	1	-	-

Bank (new)	10	3	-	4	4	-	-	2
Price (par)		100	76	82	100	76	71	90
Bank (pool)	-	-	-	-	-	4	1	-
Price (pool)		100C	76E	76C	90A	70G	75F	100C
Company credit		460	387	1	700	64	207	517
Tokens	2	2	-	3	2	3	-	2
Trains		4	3 3	3	4	5 4	4	3

Bank cash: 9,155 Certificate limit: 13 Trains: 1 x '3', 2 x '5'...
 Current operating order: B&O, PRR, Erie, C&O, CPR, NYNH, NYC

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds									
1/1	2/-	3/2	4/2	7/2	8/5	9/6	55/1	56/-	57/3	58/2	69/-	14/1		
15/-	16/1	18/1	19/1	20/1	23/2	24/2	25/1	26/1	27/1	28/1	29/1	53/1		
54/-	59/-	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/2	47/1	61/2	62/1		
63/3	64/1	65/1	66/1	67/1	68/1	70/1								



Orders required for the following rounds

By the early deadline

OR8, SR7

Adjudication can pause between rounds if requested



1830-V1-N24

We run to the end.

OR17 - OR19

OR17	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	MS	-	230	Yes	-	240B▲	72	6
PRR	AH	29:17:6	400	Yes	①	220B▲	144	D 5
B&M	MS	-	200	Yes	-	170C▲	160	5
Erie	SW	46:E17:4	-	-	②	110D▼	0	6
C&O	DS	-	250	Yes	-	120D▲	96	D
B&O	TS	-	190	Yes	-	120D▲	115	D
NYC	DS	23:11:2	210	Yes	-	90D▲	31	5
NYNH	SW	8:H14:2	-	-	③ ④	71F▼	0	D

- Notes: ① 100 to the bank for a token in G3
 ② 80 to the NYNH for a '6' train
 ③ 80 to the bank for terrain costs
 ④ 1,100 to the bank for a Diesel, mostly funded by 1,040 from Stephen

OR18	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	MS	-	300	Yes	-	260B▲	72	6
PRR	AH	-	400	Yes	-	240B▲	144	D 5
B&M	MS	-	200	Yes	-	185C▲	200	5
C&O	DS	-	250	Yes	-	130D▲	96	D
B&O	TS	-	190	Yes	-	130D▲	115	D
Erie	SW	24:C17:2	180	Yes	-	120D▲	90	6
NYC	DS	-	280	Yes	-	100D▲	31	5
NYNH	SW	-	410	Yes	①	75F▲	0	D

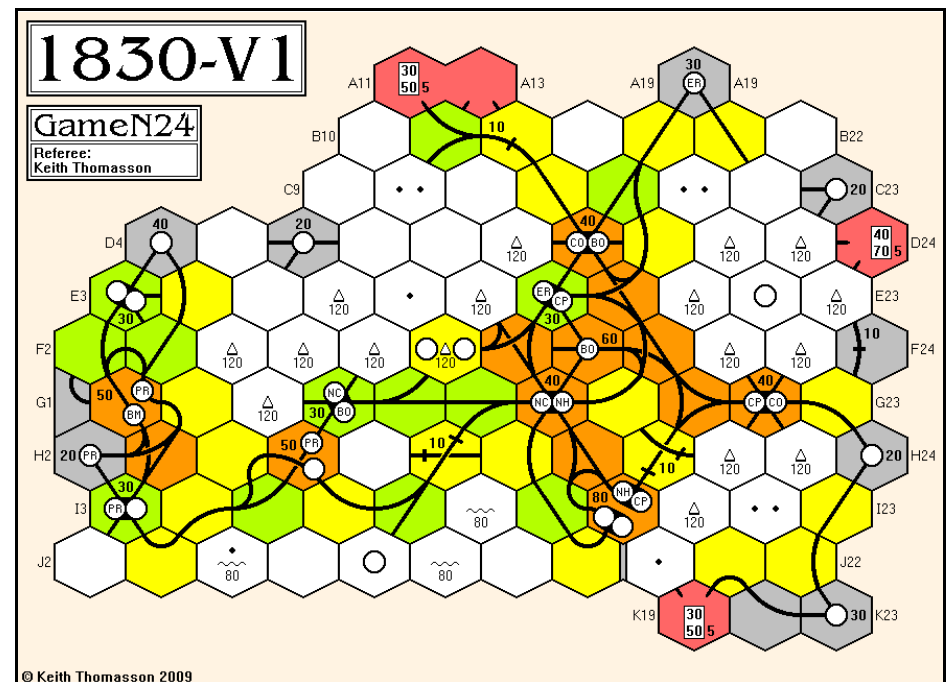
- Notes: ① The bank has run out of cash

OR19	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CPR	MS	-	300	Yes	-	280B▲	72	6
PRR	AH	-	400	Yes	-	260B▲	144	D 5
B&M	MS	-	200	Yes	-	200C▲	240	5
C&O	DS	-	250	Yes	-	155C▲	96	D
B&O	TS	-	190	Yes	-	155C▲	115	D
Erie	SW	8:D18:5	180	Yes	-	130D▲	180	6
NYC	DS	-	280	Yes	-	110D▲	31	5
NYNH	SW	-	410	Yes	-	80F▲	0	D

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

Bank (new)	-	-	-	-	-	1	-	-
Price (par)	90	100	67	76	82	90	71	100
Bank (pool)	2	-	-	-	5	-	-	-
Price (pool)	200C	155C	155C	280B	130D	110D	80F	260B
Company credit	240	115	96	72	180	31	0	144
Tokens	1	-	1	1	1	2	-	-
Trains	5	D	D	6	6	5	D	D 5
Bank cash: -2,390	Certificate limit: 13				Trains: Diesels			

Cash Flow	b/f	OR17	OR18	OR19	c/f	Value	%	Certs
Stephen Webb	2,160	-902	436	436	2,130	4,355	16.7▼	13
Tony Sait	262	278	449	449	1,438	3,773	14.5▲	13
Mark Stretch	2,508	302	385	385	3,580	6,850	26.3▼	13
Don Smith	1,200	314	356	356	2,226	4,126	15.8▲	12
Alan Harvey	2,899	387	426	426	4,138	6,948	26.7▼	13



Apologies for making it look as though the NYC price had risen at the end of the stock round. In truth, I had forgotten to drop it when Mark sold his share at the start of the round.

This had no effect on the outcome. It may have been close between Mark and Alan at that the start of these rounds, but Alan drew ahead and kept going, largely due to having two trains in the PRR. Alan's deficit of 30 turned into a lead of 98 by the end of the game.

1st	Alan Harvey	6,948	26.7%
2nd	Mark Stretch	6,850	26.3%
3rd	Stephen Webb	4,355	16.7%
4th	Don Smith	4,126	15.8%
5th	Tony Sait	3,773	14.5%

Congratulations to Alan and thanks to everyone for playing on this variant map. I annoyed myself more than once with basic errors. I hope they didn't spoil the game for you.

We'll wrap it all up next time. Let me know if you fancy a go at the other variant map.



1835-C26

The Prussian is forced to form,
then everything is forced to convert.

OR10

OR10	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
B-M	JS	8:G7:6	-	-	①	-	-	-
B-P	TS	4:G15:1	-	-	②	-	-	-
Mag	WM	-	-	-	-	-	-	-
K-M	WM	-	80	Half	-	-	-	-
B-S	LG	23:D18:4	100	Half	-	-	-	-
A-K	LG	58:B16:4	100	Half	-	-	-	-
ByE	DS	8:J12:4	100	No	③ ④	154D	119	4+4
SxE	LG	24:C17:4	290	Yes	-	138D	87	4 3+3
BaE	LG	8:J10:6	370	Yes	⑤	92C	340	4 4
WtE	TS	9:K7:2	130	Yes	⑥ ⑦	88D	498	3+3
HeE	JS	9:F8:2	140	Yes	⑧ ⑨	88D	498	3+3 3

- Notes: ① 185 to the HeE for a '3' train
 ② 360 to the WtE for a '3' train
 ③ 440 to the bank for a '4+4' train
 ④ The Prussian is forced to form - Mag, K-M, B-S and A-K convert to Prussian
 ⑤ 60 to the bank for a token in I3
 ⑥ 50 to the bank for terrain costs
 ⑦ 60 to the bank for a token in J8
 ⑧ 500 to the bank for a '5' train - BaE returns a '3' train to the bank
 ⑨ Bra, Hand and B-M forced to convert to Prussian

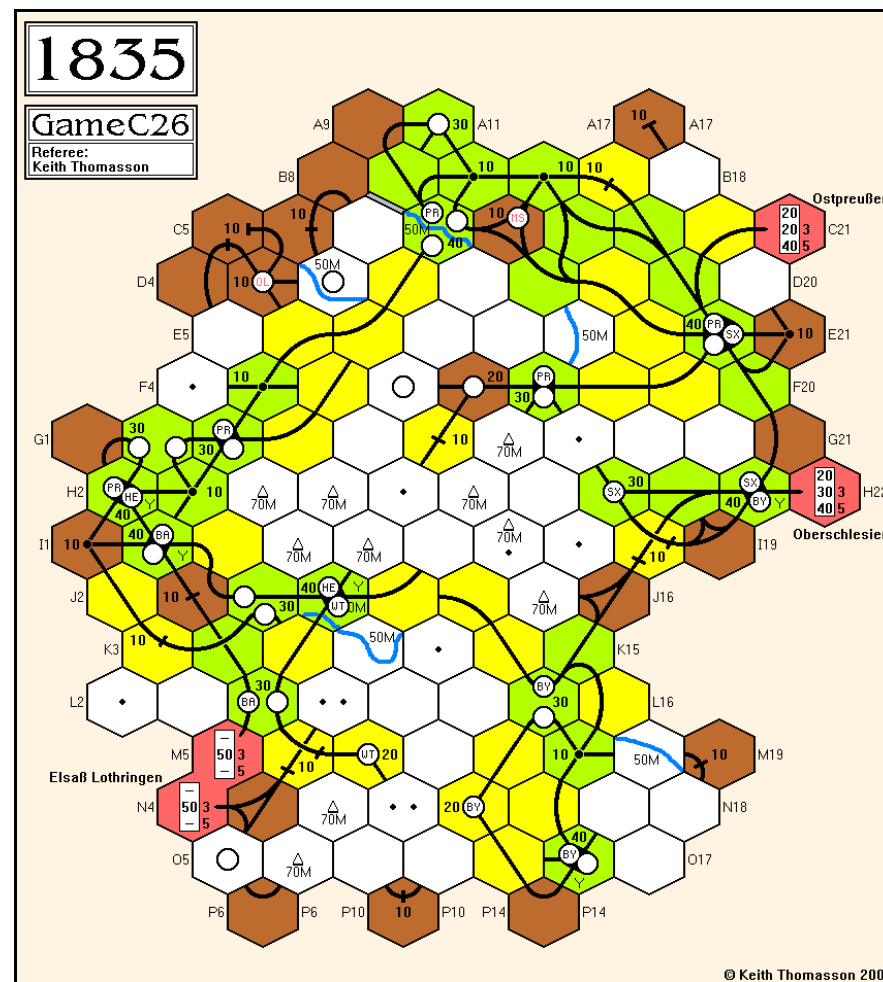
Cash Flow	b/f	OR10	c/f	Value	%	Certs	Limit
John Shelley	310	278	588	2,021	22.1	12	13
Tony Sait	323	174	497	1,717	18.7	10	12
Don Smith	143	50	193	1,605	17.5	9	13
Lyndon Gurr	613	481	1,095	2,491	27.2	11	12
Willem Moene	748	40	788	1,327	14.5	4	12

Portfolio	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OIE
John Shelley	15/2	-	10/1	20/1	100/8	-	-	-
Tony Sait	20/2	10/1	10/1	10/1	-	60/5	-	-
Don Smith	-	80/7	-	10/1	-	10/1	-	-
Lyndon Gurr	10/2	-	50/4	60/5	-	-	-	-
Willem Moene	35/4	-	-	-	-	-	-	-

Bank (new)	20/2	-	-	-	-	30/2	100/7	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	10/1	30/3	-	-	-	-	-
Price (pool)	154D	154D	138D	92C	88D	88D		
Company credit	778	119	87	340	195	498		
Tokens	2	1	-	-	-	-	2	2
Trains	3 3 3	4+4	4 3+3	4 4	3+3	5 3+3		
Bank cash: 6.822	Certificate limit: 12/13		Trains: 1 x '3', 1 x '5', 1 x '5+5'					
Current operating order:	ByE, PrE, SxE, BaE, WtE, HeE							

With the arrival of the first '5' train we enter the late stage of the game, with the Prussian in play and all of the privates and minors closed or converted into Prussian shares.

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/1	5/3	6/1	7/7	8/5	9/4	55/1	56/1	57/2	58/2
69/-	201/2	202/2	12/1	13/2	14/1	15/1	16/2	18/1	19/1	20/2	23/2	24/1
25/2	26/-	27/1	28/1	29/2	87/-	88/1	203/2	204/-	205/1	206/-	207/-	208/-
209/-	210/-	211/-	212/1	213/1	214/1	215/-	59/1	40/1	41/2	42/2	43/1	44/2
45/2	46/2	47/2	63/3	70/1	216/4	217/2	218/2	219/2	220/1	221/1	-	-



Orders required for the following rounds

By the early deadline

OR11, SR9

Adjudication can pause between rounds if requested



1837-Y25

We've not reached the '5' trains, but they're not far off.

OR8

The EOD and the EKT join the Ms and the LRB joins the Th.

OR8	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
BB	TR	207:H10:1	120	35	Half	-	-	150	2G
K1	GH	-	110	-	Half	-	-	57	-
K2	TR	58:G11:3	120	-	Half	-	-	179	3
K3	TR	412:G11:3	-	-	-	①	-	100	3+1
U1	GH	413:G23:5	-	-	-	② ③	-	158	3 2G
U2	SW	421:L22:1	-	-	-	-	-	1	-
U3	JH	-	110	-	Half	-	-	55	3
Sd	TB	9:K15:2	130	-	No	④	157D▲	58	3 3G
Cl	TR	207:C33:3	130	20	Yes	⑤	132A▲	65	4+1 2G
Th	GH	422:G27:2	110	-	Yes	-	121A▲	312	4 3+1
Bk	JH	402:G19:1	180	20	Yes	⑥ ⑦	83E▲	223	4 2G
Gt	SW	411:E35:4	150	20	Yes	⑧	75F▲	21	4 2G
Ms	TB	406:G19:1	220	20	No	⑨ ⑩	68H▲	75	4E 3 2G
Sb	SW	408:J28:4	210	25	Yes	-	66I▲	140	4 3G

- Notes: ① 60 to the Cl for a '3+1' train
② 50 to the Sd for a '2G' train
③ 1 to the K1 for 1 '3' train
④ 1,090 to the bank for a '3G' train and a '4E' train
⑤ 530 to the bank for a '4+1' train
⑥ 50 to the bank for terrain costs
⑦ 120 to the bank for a token in G19
⑧ 40 to the bank for a token in C33
⑨ 40 to the bank for a token in G19
⑩ 14 to the Sd for a '4E' train

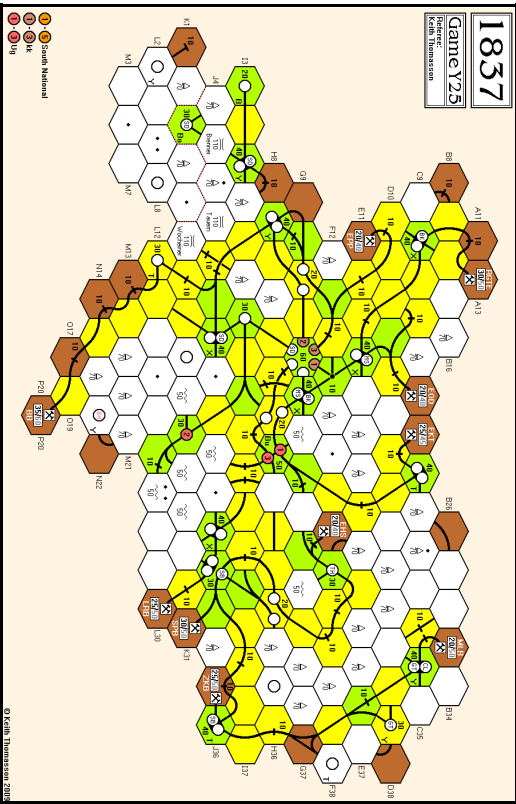
Portfolio	Mount/Coal/Minor	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Uq
John Hopkins	U3D	-	5D	-	-	-	1	1	-	1	-
Stephen Webb	Arl Woch/U2D	-	-	-	5D	-	-	5D	1	-	-
Tony Bromley	Kara Semm/U1	-	1	-	-	-	5D	-	3D	1	-
Tony Robbins	Karst Tau/BB/ K2 K3	-	1	6D	-	-	1	-	1	-	-
⚡ Geoff Hardingham	Bren/K1/U1D U3	-	1	-	-	-	1	1	1	5D	-

Bank (new)	9	-	4	5	7	1	-	4	3	5
Price (new)		85	104	75	120	70	70	142	104	175
Bank (pool)		2	-	-	-	1	3	-	-	-
Price (pool)		83E	132A	75F	120D	68H	66I	157D	121A	175D
Credit		223	65	21	-	75	140	38	312	-
Tokens	3	1	2	1	-	1	1	-	2	-
Trains		4	4+1	4	-	4E 3	4	3	4	-
		2G	2G	2G	-	2G	3G	2G	3+1	-

Bank cash: 11,235 Certificate limit: 17 Trains: 1 x '4+2' 2 x '5'
Current operating order: Coal companies, K1-3, U1-3, Sd, Cl, Th, Bk, Gt, Ms, Sb

Cash Flow	b/f	OR8	c/f	Value	%	Certs
John Hopkins	138	171	309	1,069	12.0▲	8
Stephen Webb	128	243	371	1,638	18.5▲	12
Tony Bromley	292	208	500	1,925	21.7▼	12
Tony Robbins	343	296	639	2,339	26.4▲	13
Geoff Hardingham	288	226	514	1,903	21.4▼	12

Tiles	Two Operating Rounds between Stock Rounds											
1/1	2/2	3/2	4/7	5/2	7/7	8/18	9/10	55/1	56/1	57/3	58/5	69/1
201/2	202/3	401/3	402/3	404/1	12/1	16/3	17/1	18/1	19/3	20/3	23/12	24/12
25/2	26/3	27/4	28/3	29/3	30/-	31/1	87/1	88/2	204/2	205/2	206/1	207/2
208/1	405/2	406/2	408/3	410/2	411/1	412/1	413/1	414/1	415/1	416/1	417/1	418/2
419/2	420/2	421/1	422/1	423/2	424/2	425/1	426/-	427/-	429/-			



Orders required for the following round

SR8



1837-L27

The Bk buys a '3' train to move us into the next phase.

OR4 - SR5

The RGTE joins the Bk.

OR4	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP	PC	-	30	20	Half	-		100	1G
EOD	DS	-	20	20	Half	-		85	1G
EKT	PC	3:E25:1	50	25	Half	①		70	1G
MLB	DS	8:C29:1	50	20	Half	-		115	1G
ZKB	DS	8:I31:1	50	25	Half	-		145	1G
SPB	PC	9:H28:2	30	30	Half	-		130	1G
LRB	ST	58:J24:1	40	25	Half	-		115	1G
BB	PC	7:L14:5	30	35	Half	①		75	1G
EHS	PC	9:G29:2	50	20	Half	②		70	1G
S1	ST	69:H18:1	60	-	Half	-		90	2
S2	AR	-	40	-	Half	-		60	2
S3	AR	-	50	-	Half	-		75	2
S4	AR	-	50	-	Half	-		75	2
S5	ST	-	50	-	Half	-		75	2
K1	ST	-	50	-	Half	-		75	2
K2	SW	201:H10:2	60	-	Half	-		90	2
K3	ST	-	50	-	Half	-		75	2
U1	SW	7:G25:6	110	-	Half	-		65	2 2
U2	SW	9:K19:3	50	-	Half	②		25	2
U3	AR	-	50	-	Half	-		50	2 2
Bk	DS	-	40	30	Yes	③	85E	495	3 2 1G

- Notes: ① 70 to the bank for terrain costs
② 50 to the bank for terrain costs
③ 270 to the bank for a '2' train and a '3' train

Stock Round 5

Pete	Don	Steve	Adam	Stephen
+ CL/Dir {75}	+ Bk new	+ Bk new	+ Sd new	+ Bk new
+ Cl new	✗	+ Th new	✗	✗
+ Cl new	✗	✗	✗	✗
+ Cl new {floated}	✗	✗	✗	✗
✗	Priority for SR6			

Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
Pete Campbell	255	130	-375	10	1,035	21.8	10
Don Smith	15	102	-80	37	892	18.8	8
Steve Thomas	67	140	-184	23	970	20.5	10
Adam Romoth	157	142	-142	157	1,026	21.7	9
Stephen Webb	12	130	-80	62	817	17.2	8

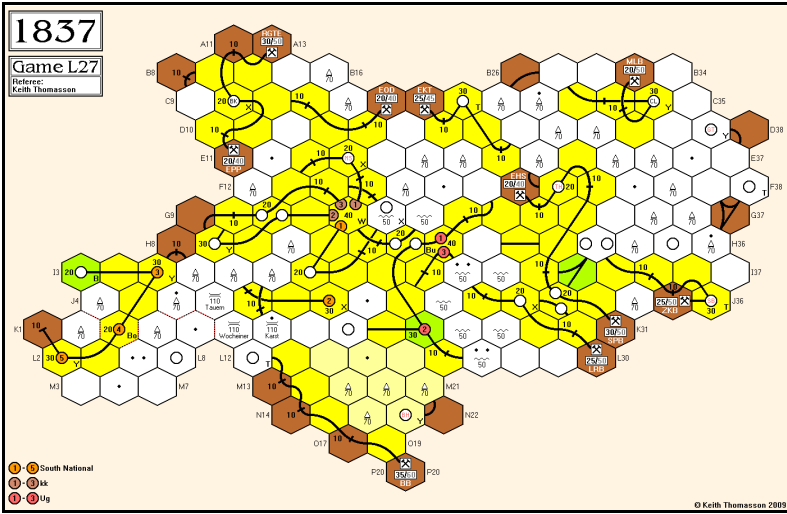
The EPP (Pete) and MLB (Pete) can be exchanged before the operating round for shares in the Bk and CL respectively. The default will be no exchange unless you order it.

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Pete Campbell	Tau/EPP EKT SPB BB EHS	-	-	5D	-	-	-	-	-	-	-
Don Smith	Woch/EOD MLB ZKB	-	5D	-	-	-	-	-	-	-	-
Steve Thomas	Kars Sem/LRB/S1 S5/K1 K3	-	1	-	-	-	-	-	-	3D	-
Adam Romoth	Arl Bren Kara/S2 S3 S4/U3D	-	-	-	-	-	-	-	2	-	-
Stephen Webb	K2/U1D U1 U2D U3	-	3	-	-	-	-	-	-	-	-

Bank (new)	9	-	9	10	7	8	8	3	5	5
Price (new)	80	75							104	
Bank (pool)	-	-							-	
Price (pool)	85D	75F							104A	
Company credit	495	675								
Tokens	3	2	2	3	-	3	3	-	3	-
Trains	3	2	-							
	1G									

Bank cash: 12,319 Certificate limit: 17 Trains: 4 x '3' / 6 x '2G' / 2 x '3+1'
Current operating order: Coal companies, S1-5, K1-3, U1-3, Bk, Cl

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds									
1/2	2/3	3/3	4/8	5/-	7/4	8/14	9/11	55/1	56/-	57/1	58/2	69/-			
201/1	202/2	401/2	402/1	404/1	12/2	16/3	17/1	18/1	19/3	20/3	23/12	24/12			
25/5	26/4	27/4	28/3	29/3	30/1	31/1	37/2	38/2	204/2	205/2	206/2	207/4			
208/2	405/4	406/5	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	429/2						



Orders required for the following rounds	By the early deadline
OR5, OR6	Adjudication can pause between rounds if requested



1856-P26

The '5' trains sell out and plenty of stations upgrade to brown.

OR9 - OR10

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
LPS	LG	9:C16:3	120	Yes	①	125E▲	98	5	-
GT	TS	6:K8:6	110	Yes	② ③	125E▲	24	5	5 3
GW	MHn	59:I12:5	170	Yes	④	110E▲	374	-	4
THB	MHd	14:J15:2	130	Yes	③	110A▲	125	1	5 4
BBG	LQ	66:L15:4	-	-	⑤ ⑥ ⑦	90A▼	0	1	3
CPR	RLH	127:M4:1	280	Yes	⑧	90F▲	42	7	4 3
CV	ML	122:N11:1	120	Yes	-	90F▲	376	7	3
CA	LG	125:F17:6	150	Yes	⑨	80D▲	1,463	2	4
WGB	LQ	-	-	-	⑤ ⑩	60F▼	0	1	4 3

- Notes: ① Government loan redeemed
② Destination reached - 350 released from escrow
③ 550 to the bank for a '5' train
④ 40 to the bank for a token in I12
⑤ Government loan secured
⑥ 40 to the bank for a token in L13
⑦ 550 to the CA for a '3' train
⑧ Run reduced to 210 to pay loan interest
⑨ 1 to the LPS for a '3' train
⑩ 415 to the CA for a '3' train

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
LPS	LG	63:D17:1	-	-	①	110E▼	37	5	3
GT	TS	125:P9:6	340	Yes	②	150D▲	159	5	5 3
GW	MHn	126:F15:1	180	Yes	-	125E▲	374	-	4
THB	MHd	57:J13:1	230	Yes	-	125A▲	115	1	5 4
CPR	MHd	125:N3:6	310	Yes	③	100E▲	58	7	4 3
CV	RL	23:M12:2	120	Yes	-	100E▲	330	7	3
BBG	LQ	125:L13:5	170	Yes	④	110A▲	80	2	3
CA	LG	29:B15:1	190	Yes	④ ⑤	90D▲	983	3	5 4
WGB	LQ	-	-	-	④	55F▼	91	2	-

- Notes: ① 11 to the WGB for a '3' train
② Run reduced to 310 to pay loan interest
③ Run reduced to 280 to pay loan interest
④ Government loan secured
⑤ 550 to the bank for a '5' train

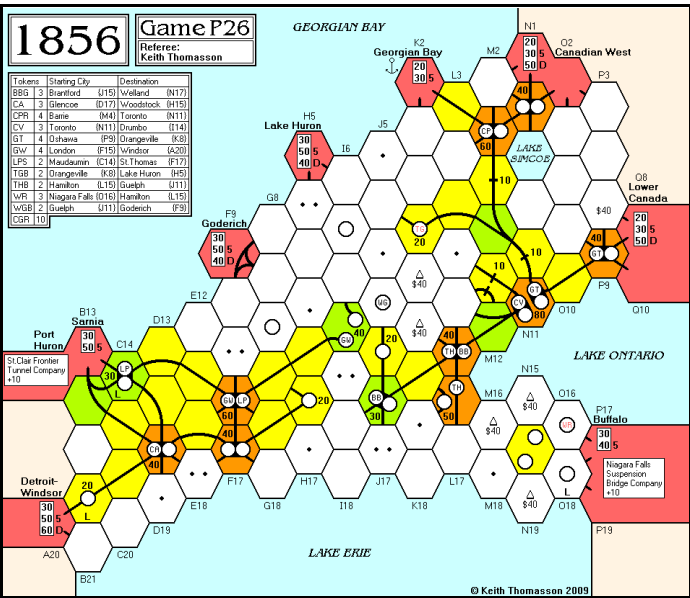
Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
Richard Lunn	66	206	217	489	1,969	22.1▲	13
Lyndon Gurr	73	99	180	352	1,797	20.2▼	13
Mike Hutton	1	142	162	305	1,370	15.4▲	8
Mike Head	67	206	302	575	1,890	21.2▲	10
Tony Sait	68	124	207	399	1,879	21.1▼	11

The CGR didn't get to form because we didn't get the first '6' train out, but that is pretty sure to happen next time. Before that, however, we have a stock round.

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

Bank (new)	5	-	-	-	-	-	-	7	4	5	10
Price (par)	100	70	65	70	70	75	65	70	100	65	
Bank (pool)	-	-	2	2	5	-	5	-	-	-	-
Price (pool)	100A	90D	100E	100E	150D	125E	110E	70E	125A	55F	
Company credit	80	983	58	330	159	374	37		115	91	
Tokens	1	2	3	2	2	2	-	2	-	1	3
Trains	3	5 4	4 3	3	5 3	4	3		5 4	-	
Bank cash: 7,443	Certificate limit: 13						Trains: 2 x '6', Diesels				
Current operating order:	GT, GW, THB, LPS, CPR, CV, BBG, CA, WGB										

Tiles		Tile number/Availability		Three Operating Rounds between Stock Rounds									
1/1	2/-	3/3	4/2	5/1	6/1	7/7	8/9	9/4	55/1	56/1	57/2	58/2	
69/1	14/2	15/4	16/1	17/1	18/1	19/1	20/1	23/2	24/4	25/1	26/1	27/1	
28/1	29/-	59/1	120/1	121/2	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	
47/2	63/3	64/1	65/1	66/-	67/1	68/1	70/1	122/-	125/-	126/-	127/-		



Orders required for the following round	By the early deadline
SR7	



1856-Y27

All of the '2' trains are bought.

OR1 - SR2

OR1	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
WR	LQ	6:O16:3	-	-	① ②	70D	40	1	2 2
LPS	DS	5:C14:5	-	-	① ③	65E	200	1	2
GW	JS	5:F17:6	-	-	① ③	65E	270	1	2
GT	WM	57:P9:2	-	-	① ③	60F	250	1	2
CPR	RT	58:M6:1	-	-	① ③	60F	185	1	2

- Notes: ① Government loan secured
 ② 200 to the bank for two '2' trains
 ③ 100 to the bank for a '2' train

Stock Round 2

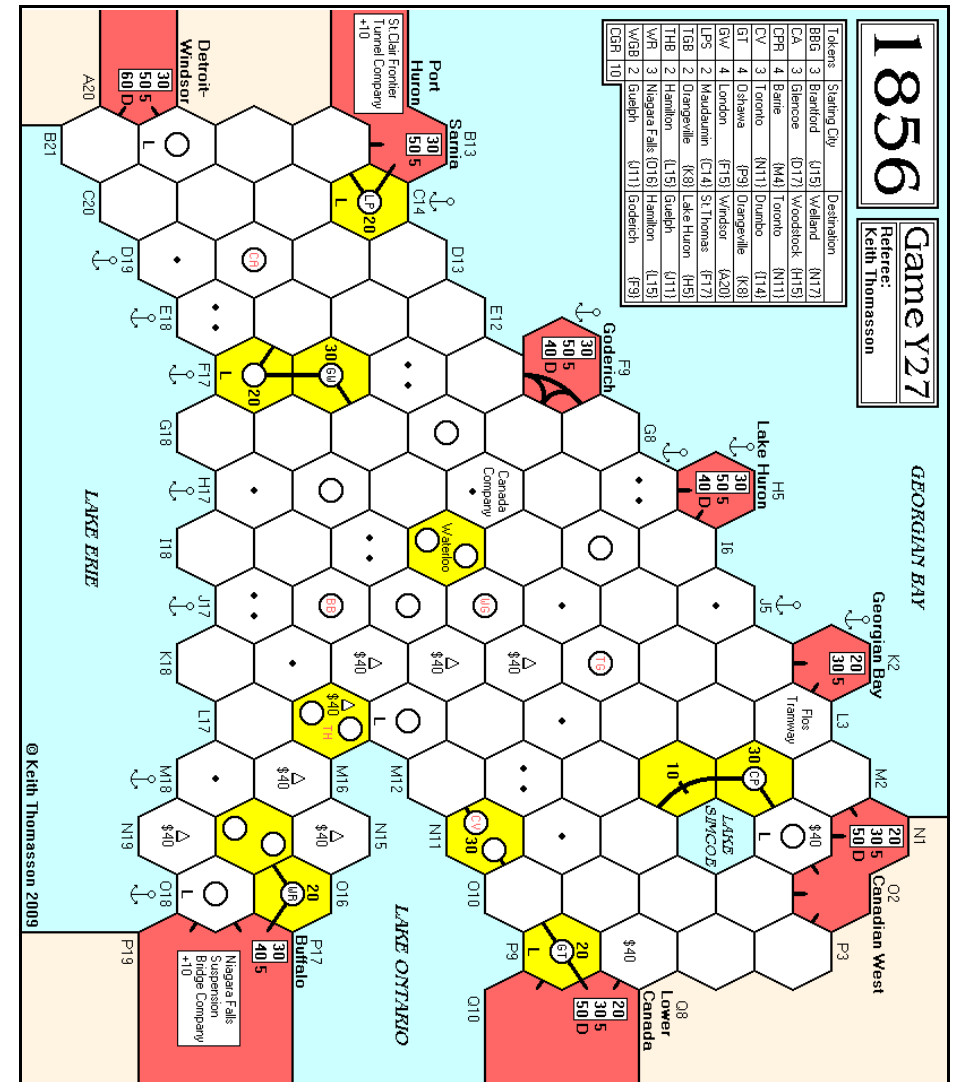
Rob	Lyndon	Don	John	Willem
x	x	x	x	x
Priority for SR3				

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Willem Moene	0	10	0	10	290	19.5	4
Rob Thomasson	0	20	0	20	300	20.2	3
Lyndon Gurr	0	30	0	30	320	21.5	3
Don Smith	10	15	0	25	290	19.5	3
John Shelley	0	5	0	5	285	19.2	4

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Willem Moene	WSR	-	-	-	-	4P	-	-	-	-	-	-
Rob Thomasson	NFSBC	-	-	3P	-	-	-	-	-	-	-	-
Lyndon Gurr	CC, SCFTC	-	-	-	-	-	-	-	-	-	-	2P
Don Smith	GLSC	-	-	-	-	-	-	3P	-	-	-	-
John Shelley	FT	-	-	-	-	-	4P	-	-	-	-	-

Bank (new)	10	10	7	10	6	6	7	10	10	10	8
Price (par)			65		65	70	70				75
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price (pool)			60F		60F	65E	65E				70D
Company credit			195		260	280	210				150
Tokens	3	3	3	3	3	3	1	2	2	2	2
Trains			2		2	2	2				2.2
Bank cash: 10,965	Certificate limit: 13					Trains: 5 x '3', 4 x '4'...					
Current operating order:	WR, LPS, GW, GT, CPR										

Tiles	Tile number/Availability											One Operating Round between Stock Rounds
1/1	2/1	3/3	4/3	5/-	6/1	7/7	8/13	9/13	55/1	56/1	57/3	58/2
69/1												



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



1861-C27

The first merger round
is a non-event.

SR3 - MR1

Stephen pointed out that the bids made by Mike and Willem at the start for the KR and MNN minors were illegal, being 142 and 162 respectively. The illegality is that bids must be in multiples of 5. This was easily fixed by taking 2 from each of the minors and giving it back to Mike and Willem.

Stock Round 3

Willem	Stephen	Lyndon	Mike	Pete
225 on MV	✗	✗	✗	✗
Gets MV	✗	✗	✗	✗
✗	Priority for SR4			

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MV	WM	5:H13:5	-	-	①	100D	0	-	3
N	SW	637:G8:1	-	90	Half	①	110E	5	3 2
MNN	WM	-	-	80	Half	②	110E	115	2
KR	MH	635:C14:1	-	170	Half	-	100F	270	2
MK	PC	207:F15:6	-	100	Half	-	90F	185	2
SPW	LQ	88:A8:2	-	90	Half	③	90F	20	2 2
RO	LQ	207:A4:2	-	-	④ ①	55G	15	1	3
OK	SW	207:C20:5	-	80	Half	-	60H	55	2
KK	MH	4:F13:1	-	90	Half	⑤ ⑥	55H	0	1 2
KB	PC	7:B15:2	-	80	Half	-	55H	70	2

- Notes: ① 225 to the bank for a '3' train
 ② 90 to Willem for the WVR private
 ③ 140 to the RO for a '2' train
 ④ Loan acquired
 ⑤ Load redeemed
 ⑥ 31 to the KR for a '2' train

Merger Round 1

No conversions or mergers

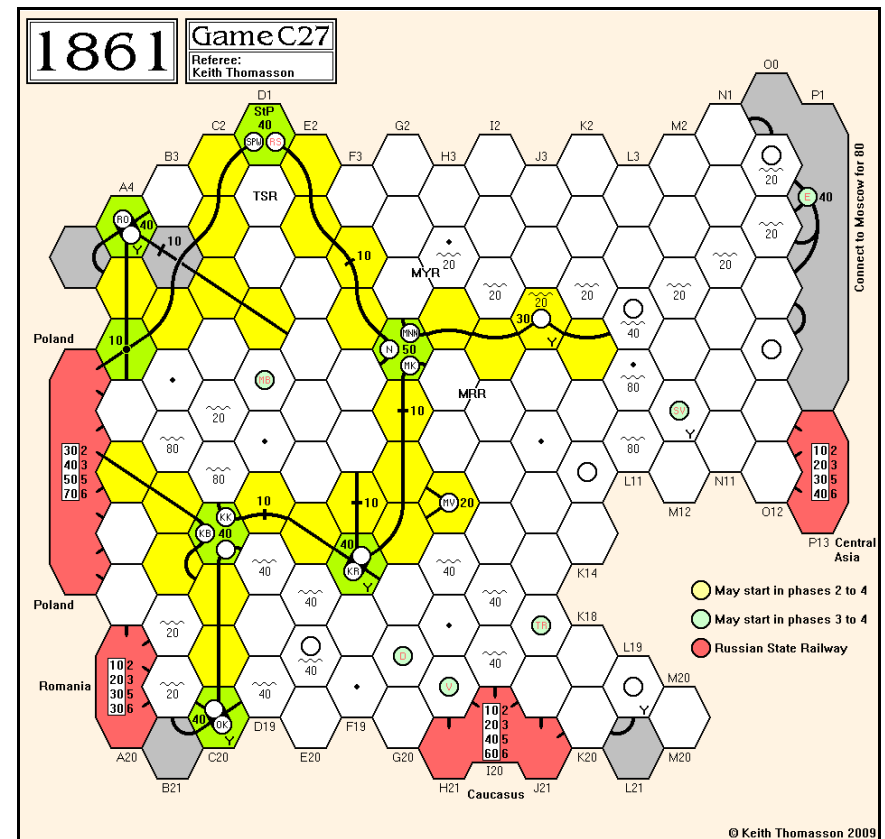
Portfolio	Privates/Minors	N	KB	KK	KR	MK	MNN	MV	OK	RO	SPW
Mike Hutton	-	-	-	1	1	-	-	-	-	-	-
Pete Campbell	BSSC, MRR	-	1	-	-	1	-	-	-	-	-
Willem Moene	-	-	-	-	-	-	1	1	-	-	-
Stephen Webb	TSR	1	-	-	-	-	-	-	1	-	-
Lyndon Gurr	MYR	-	-	-	-	-	-	-	-	1	1

Bank (new)	-	-	-	-	-	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Price	110E 55H 55H 100F 90F 110E 100D 60H 55G 90F										
Loans	-	-	1	-	-	-	-	-	1	-	-
Company credit	5	70	0	270	185	115	0	55	15	20	-
Tokens	-	-	-	-	-	-	-	-	-	-	-
Trains	3.2	2	2.2	-	2	2	3	2	3	2.2	-
Bank cash: 13,739	Certificate limit: 13										
Current operating order:	N, MNN, KR, MV, MK, SPW, OK, KK, KB, RO										

Cash Flow	b/f	SR3	OR5	MR1	c/f	Value	%	Certs
Mike Hutton	202	0	130	0	332	487	21.2	2
Pete Campbell	197	0	130	0	327	592	25.8	4
Willem Moene	227	-225	160	0	162	372	16.2	2
Stephen Webb	132	0	95	0	227	427	18.6	3
Lyndon Gurr	147	0	65	0	212	417	18.2	3

Tiles	Tile number/Availability						Two Operating Rounds between Stock Rounds						
3/2	4/2	5/1	6/2	7/3	8/3	9/3	57/2	58/3	201/3	202/3	621/2	14/2	
15/2	16/2	17/2	18/2	19/2	20/2	21/2	22/2	23/5	24/5	25/4	26/2	27/2	
28/2	29/2	30/2	31/2	87/2	88/1	207/2	208/2	619/2	622/2	624/1	625/1	626/1	

635/- 637/-
 Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

OR6, MR2, SR4

Adjudication can pause between rounds if requested



1870-R24

We're heading into
our last stock round.

OR14

The connection runs for the MP and SSW should have been made when the SSW laid its tile last time. Both placed destination markers and paid out. The MP ran for 210, the SSW for 420.

OR14	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	MF	171:B11:1	-	290	Yes	300B*	213	5
FW	WM	27:I6:4	-	260	Yes	200B*	405	6
ATSF	WM	Connection run	310	Yes	①	55G*	241	10
TP	SW	47:D19:2	-	210	Yes	160B*	618	6
IC	SW	Connection run	420	No	②	100A*	421	8.5
MP	DS	25:M16:6	-	320	Yes	110D*	0	8
SP	RK	-	-	200	Yes	110B*	523	6
IC	SW	170:J5:1	-	530	Yes	110A*	593	8.5
SSW	DS	24:I18:5	-	420	Yes	100B*	538	8.5
MKT	RK	-	-	430	Yes	82F*	0	10
GMO	MF	-	-	230	No	60E*	1,072	5
ATSF	WM	-	-	310	Yes	60G*	272	10

- Notes: ① Destination marker placed in N1
 ② Destination marker placed in A22
 ③ 40 to the bank for a token in B19
 ④ 40 to the bank for a token in L11

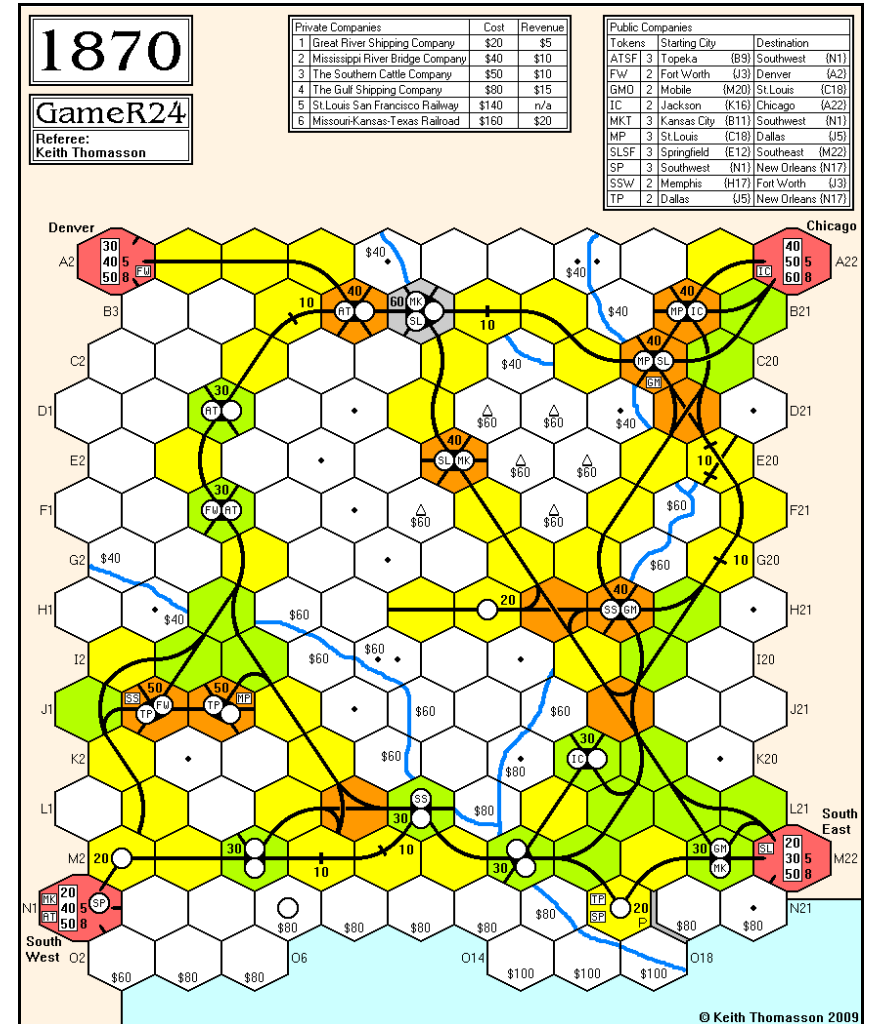
Cash Flow	b/f	OR14	c/f	Value	%	Certs
Willem Moene	536	591	1,127	2,939	20.5*	7/13
Roger Krueger	595	378	973	2,245	15.7*	10/12
Mark Frueh	1,014	242	1,256	3,936	27.5*	8/13
Stephen Webb	465	561	1,026	2,998	20.9*	13
Don Smith	358	728	1,086	2,218	15.5*	9

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Willem Moene	6P	6P	1	-	1	-	-	1	-	-
Roger Krueger	-	-	2	-	6P	-	-	6P	-	-
Mark Frueh	-	1	6P	-	-	-	6P	-	-	2
Stephen Webb	-	-	-	6P	1	1	-	-	-	7P
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)	60G	200B	60E	110A	82F	110D	300B	110B	100B	160B
Company credit	272	405	1,072	593	0	0	213	523	538	618
Redeemed shares	-	-	-	-	-	-	2	-	-	-
Tokens	-	-	-	-	-	1	-	2	-	-
Trains	10	6	5	8.5	10	8	5	6	8.5	6

Bank cash: 2,298 Certificate limit: 13 Trains: 12's
 Current operating order: SLSF, FW, TP, MP, SP, IC, SSW, MKT, ATSF, GMO

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/3	5/1	6/1	7/9	8/7	9/9	55/-	56/1	57/4	58/2				
69/1	14/-	15/1	16/1	17/2	18/2	19/2	20/2	23/-	24/1	25/2	26/1	27/1				
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	47/1	63/-	70/2	145/2	146/2	147/2	170/2	171/-	172/1							



Orders required for the following round

By the early deadline

SR8



1870-Y26

We get a couple of
'4' trains into play.

OR5 - OR6

OR5	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MKT	LG	14:B9:3	-	100	Yes ① ②	100D	50	3 3
SLSF	DS	14:E12:1	-	140	No	76F	504	-
SP	AR	6:M2:3	9:N3:3	-	③	68E	478	3 3 3
GMO	MH	15:M20:6	-	100	Yes	68F	305	3
ATSF	AR	8:G4:2	9:H5:1	-	④	50I	42	4 3

- Notes: ① 40 to the bank for a token in B9
 ② 360 to the bank for two '3' trains
 ③ 540 to the bank for three '3' trains
 ④ 40 to the bank for terrain costs
 ⑤ 300 to the bank for a '4' train
 ⑥ 298 to the SP for a '3' train

OR6	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MKT	LG	15:B11:4	-	160	Yes ①	110D	26	3 3
SLSF	DS	15:L11:2	-	-	②	72F	204	4
GMO	MH	9:L19:1	9:K18:1	100	Yes	72F	350	3
SP	AR	8:N5:6	57:M6:2	80	Yes	72E	510	3 3
ATSF	AR	9:I6:1	8:J7:5	160	Half ③	50I	106	4 3

- Notes: ① 40 to Lyndon for the GRSC private
 ② 300 to the bank for a '4' train
 ③ 40 to the bank for a token in B11

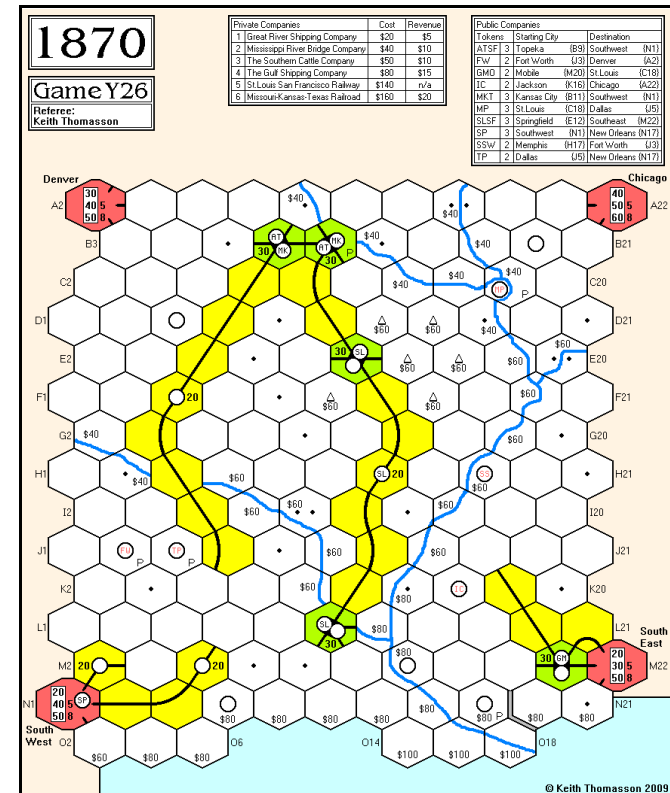
Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Don Smith	143	20	26	189	555	14.9	4
Lyndon Gurr	14	65	141	220	952	25.5	6
Willem Moene	58	60	72	190	836	22.4	7
Mike Hutton	37	60	68	165	719	19.3	6/7
Adam Romoth	3	0	72	85	667	17.9	5/7

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

Bank (new)	3	10	3	10	-	10	-	4	10	10
Price (par)	68		68		68		100	72		
Bank (pool)	3	-	-	-	-	-	3	-	-	-
Price (pool)	50I		72F		110D		72F	72E		
Company credit	106		350		26		204	510		
Redeemed shares	-		-		1		-	-		
Tokens	1+D	2+D	1+D	2+D	1+D	3+D	D	2+D	2+D	2+D
Trains	4 3		3	-	3 3		4	3 3		
Bank cash: 9,955	Certificate limit: 13				Trains: 3 x '4', 4 x '5'...					
Current operating order:	MKT, SLSF, GMO, SP, ATSF									

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/6	5/2	6/1	7/8	8/15	9/12	55/1	56/1	57/2	58/4	
69/1	14/2	15/1	16/2	17/2	18/2	19/2	20/2	23/4	24/4	25/3	26/2	27/2	
28/2	29/2	141/2	142/2	143/1	144/1								

This was a month for tile confusion. Don didn't get his first choice of upgrade for the SLSF in OR6 because what he ordered was illegal, but as it was the same orientation as the tile he laid in OR5, I do wonder whether that one was what he really wanted. The bottom line is that you get what you order if it is legal. Adam sometimes started his tile orders with the tile number, sometimes with the hex. Consistency will help me understand your requirements more easily. His last tile order for the ATSF would not fit, but only one choice would, so it was amended. If you can both claim that you ordered what the tile sheet offered you, then you are not using the sheets I sent out with this game. Failure to do so can lead to missed opportunities and is not something I can be lenient with after the event.



Orders required for the following round

By the early deadline

SR6



1870-O27

Four green tiles are laid and they are all the same type.

OR3 - OR4

OR3	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	LR	15:B11:5	-	150	Yes	① ② ③ 110A	420	3 3
ATSF	RT	15:B9:3	-	-	-	④ ⑤ 90A	480	4 3
MP	DS	8:A20:3	-	80	Yes	⑥ 90C	380	3
SP	JS	15:N7:6	-	70	Yes	-	72F	3
MKT	RT	15:E12:1	-	90	Yes	⑦ 64H	25	3

- Notes: ① 40 to the bank for a token in H13
 ② Cattle token placed in E12
 ③ 180 to the bank for a '3' train
 ④ 40 to the bank for a token in B11
 ⑤ 480 to the bank for a '3' train and a '4' train
 ⑥ 40 to the bank for a token in B19
 ⑦ 40 to the bank for a token in B9

OR4	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	LR	8:I12:2	8:J13:1	130	Yes	-	120A	508 3 3
MP	DS	-	-	80	Yes	-	100C	390 3
ATSF	RT	9:C8:2	9:D7:2	140	Yes	-	100A	536 4 3
SP	JS	9:M4:3	6:M6:4	90	Yes	① 76F	84	3
MKT	RT	9:E6:2	57:F5:2	90	Yes	-	68G	54 3

- Notes: ① 40 to the bank for a token in M6

Cash Flow	b/f	OR3	OR4	c/f	Value	%	Certs
John Shelley	25	75	87	187	1,011	26.6	9
Don Smith	67	57	57	181	849	22.3	6
Lionel Robbins	11	85	87	183	975	25.7	7
Rob Thomasson	24	27	111	162	966	25.4	7

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	-	-	-	-	-	1	3	-	6P	-	-
Don Smith	-	-	-	-	-	1	6P	-	-	-	-
Lionel Robbins	-	-	-	-	-	2	1	4P	1	-	-
Rob Thomasson	-	6P	-	-	-	3P	-	-	-	-	-

Bank (new)	4	10	10	10	1	-	6	2	10	10
Price (par)	100				72	76	100	68		
Bank (pool)	-	-	-	-	2	-	-	-	-	-
Price (pool)	100A				68G	100C	120A	76F		
Company credit	536				54	390	508	84		
Redeemed shares	-				-	-	-	1		
Tokens	1+D	2+D	2+D	2+D	1+D	1+D	1+D	1+D	2+D	2+D
Trains	4 3				3	3	3 3	3		
Bank cash: 9.715	Certificate limit: 14				Trains: 4 x '4', 4 x '5'...					
Current operating order:	SLSF, MP, ATSF, SP, MKT									

Don missed out on a tile lay for the MP by assuming that a 15 tile would be available, but they were all used in the first of this month's operating rounds.

Titles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/6	5/1	6/-	7/9	8/16	9/14	55/1	56/1	57/2	58/4
69/1	14/4	15/-	16/2	17/2	18/2	19/2	20/2	23/4	24/4	25/3	26/2	27/2
28/2	29/2	141/2	142/2	143/1	144/1							

1870

GameO27

Referee:
Keith Thomasson

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

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

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Orders required for the following round

By the early deadline

SR4



1895-X24

The bank gets low but does not run out.

OR13 - SR8

OR13 Pres		Lays		Run	Pay	Mines	Notes	Price	Credit	Trains
STA	ST	57:G17:1	9:G19:1	400	Yes	-	-	215B	59	12H
SD	ST	42:E19:3	-	310	Yes	50	-	200C	50	12H
NS	RK	-	-	530	Yes	50	-	170B	268	10H 8H
OME	TF	26:G5:5	-	230	Yes	-	-	170B	112	10H
OB	RK	-	-	240	Yes	-	-	95F	673	8H

Stock Round 8		Tim	Roger	Steve
- 1 SD	{↔}	x	- 1 OME	{↗160C}
+ NS pool			+ SD pool	
x		x	- 1 OME	{↗150D}
			+ SD pool	
x		x	x	
Priority for SR9				

Cash Flow	b/f	OR13	SR8	c/f	Value	%	Certs
Steve Thomas	590	496	-70	1,016	4,021	32.8	13
Tim Franklin	753	443	30	1,226	3,471	28.3	13
Roger Krueger	2,275	546	0	2,821	4,781	38.9	13

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

Bank (new)	-	-	-	1	-
Bank (pool)	-	2	3	1	-
Price	215B	150B	200C	95F	170B
Company credit	59	112	50	673	268
Tokens	2	1	2	2	1
Trains	12H	10H	12H	8H	10H 8H
Bank cash: 303		Certificate limit: 13			Trains: 5 x '16H'
Current operating order:		STA, SD, NS, OME, OB			

Tiles		Tile number/Availability		Three Operating Rounds between Stock Rounds											
3/2	4/1	7/4	8/6	9/5	57/1	58/1	814/1	815/1	14/2	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/-			
39/1	40/1	41/1	42/-	43/1	44/1	45/1	46/1	47/1	70/1	125/-	849/-	850/-			
889/-															

The bank will not survive the next operating round, so we'll be running to the end of the game, which means three more operating rounds. It doesn't look as though Roger can be caught.

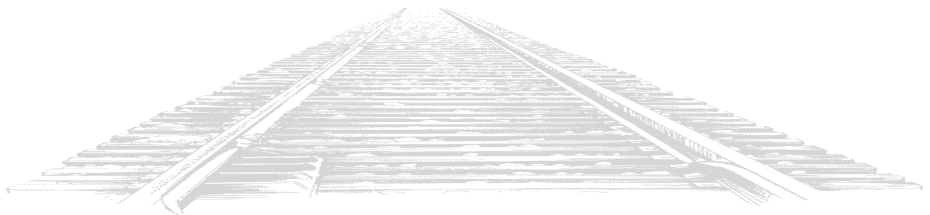
1895

GameX24

Referee: Keith Thomasson

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Orders required for the following rounds	By the early deadline
OR14, OR15, OR16	





18GA-D26

Pete gets both '6' trains.

OR9 - OR10

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GA	DS	41:D6:6	130	No	① ②	110C	111	5 3
CoG	MH	63:C3:1	300	Yes	-	135B	0	4 3
W&A	LG	8:G5:5	260	No	-	100C	592	4 3
SAL	PC	9:F12:1	150	No	③	90B	711	5
ACL	PC	9:E11:1	300	No	-	45D	302	3
G&F	PC	8:I5:5	-	-	④	30G	0	4

Notes: ① 40 to the bank for a token in F6
 ② 450 to the bank for a '5' train
 ③ 40 to the bank for terrain costs
 ④ 1 to the ACL for a '4' train

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	MH	24:E3:6	340	Yes	-	150B	0	4
GA	DS	456:D10:4	340	Yes	-	120C	111	5
W&A	LG	452:D4:1	280	Yes	-	110C	592	4
SAL	PC	457:I11:5	270	Yes	①	80B	1	5
ACL	PC	57:I9:3	-	-	② ③	40E	21	6 4
G&F	LG	8:J6:6	-	-	②	30G	1	6

Notes: ① 980 to the ACL for a '3' train
 ② 630 to the bank for a '6' train
 ③ 631 to the G&F for a '4' train

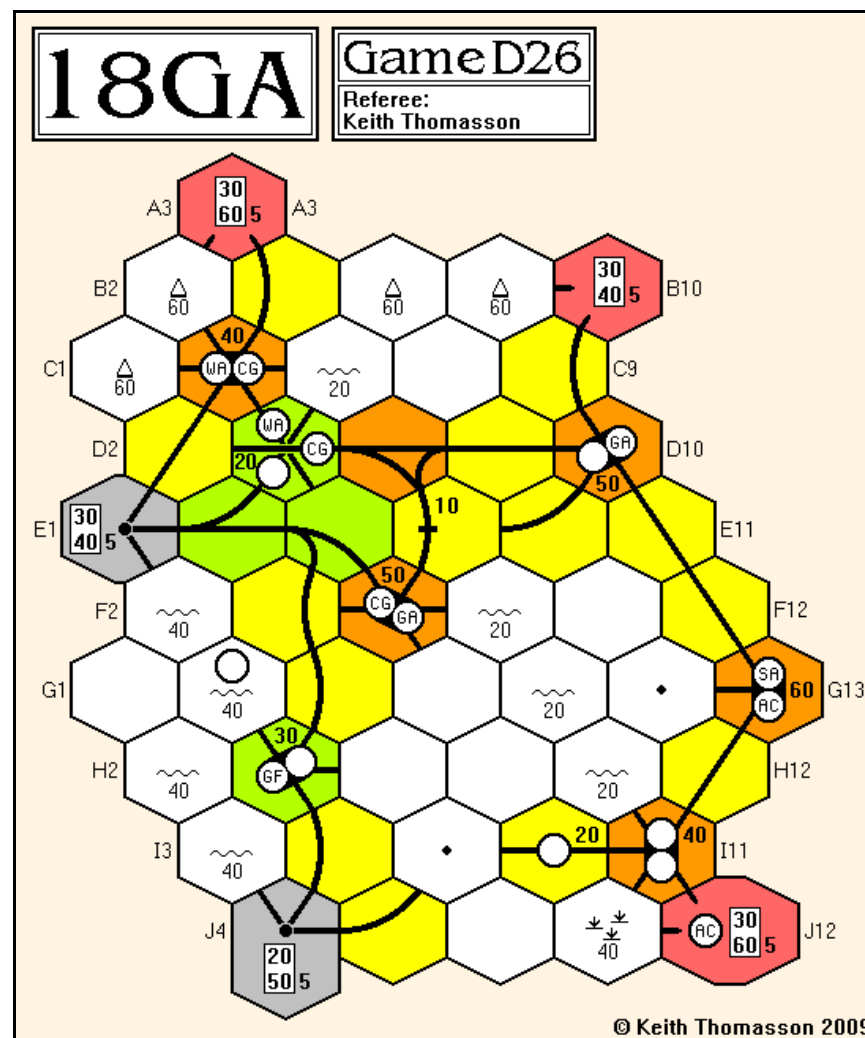
Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
Don Smith	115	30	294	439	1,569	22.8	8/9
Pete Campbell	68	0	28	96	1,106	16.1	6/16
Mike Head	115	180	334	629	2,119	30.9	10/11
Lyndon Gurr	303	90	304	697	2,077	30.2	10/12

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

Bank (new)	1	-	2	-	2	-
Par price	70	70	55	70	110	55
Bank (pool)	-	-	1	-	-	-
Pool price	40E	150B	30G	120C	80B	110C
Company credit	21	0	1	111	1	592
Tokens	2	1	1	2	2	-
Trains	4 3	4 3	-	3	5	4 3

Bank cash: 5 413 Certificate limit: 13 Trains: 5 x '8'
 Current operating order: CoG, GA, W&A, SAL, ACL, G&F

Tiles	Tile number/Availability						Three Operating Rounds between Stock Rounds							
3/3	4/3	5/2	6/2	7/5	8/4	9/5	57/3	58/3	451/1	14/4	15/3	16/1		
17/1	19/1	20/1	23/4	24/3	25/1	26/1	27/1	28/1	29/2	141/2	142/2	143/2		
452/-	453/1	454/1	39/2	40/1	41/2	42/3	43/2	44/1	45/2	46/2	47/2	63/3		
70/1	455/1	456/-	457/-	458/-	459/-									



Orders required for the following rounds	By the early deadline
OR11, SR9	Adjudication can pause between rounds if requested



18GA-Z27

One '2' train each.

OR1 - SR2

Mike did not do any more deals at the end of the first stock round.

ORI	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	DS	5:F6:1	-	-	①	80B▼	800	2
ACL	MS	57:111:1	-	-	①	60C▼	600	2
W&A	MH	451:D4:1	-	-	①	60C▼	600	2

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

Stock Round 2

	Mike	Don	Mark
+ W&A new	X		X
X	Priority for SR3		

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Mark Stretch	5	30	0	35	645	36.6▲	8
Mike head	105	30	-70	65	565	32.1▲	7
Don Smith	5	15	0	20	550	31.3▼	6

Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
Mark Stretch	LT M&B	6P	1	-	-	-	-
Mike Head	Midland OS	-	-	-	-	-	6P
Don Smith	W&S	-	5P	-	-	-	1

Bank (new)	4	4	10	10	10	3
Par price	70	90				70
Bank (pool)	-	-				-
Pool price	60C	80B				60C
Company credit	600	800				600
Tokens	3	3	2	4	3	1
Trains	2	2				2

Bank cash: 5,880 Certificate limit: 15 Trains: 2 x '2', 4 x '3'...

Current operating order:

Tiles	Tile number/Availability	One Operating Round between Stock Rounds
1	1/1	1
2	2/1	2
3	3/1	3
4	4/1	4
5	5/1	5
6	6/1	6
7	7/1	7
8	8/1	8
9	9/1	9
10	10/1	10
11	11/1	11
12	12/1	12
13	13/1	13
14	14/1	14
15	15/1	15
16	16/1	16
17	17/1	17
18	18/1	18
19	19/1	19
20	20/1	20
21	21/1	21
22	22/1	22
23	23/1	23
24	24/1	24
25	25/1	25
26	26/1	26
27	27/1	27
28	28/1	28
29	29/1	29
30	30/1	30
31	31/1	31
32	32/1	32
33	33/1	33
34	34/1	34
35	35/1	35
36	36/1	36
37	37/1	37
38	38/1	38
39	39/1	39
40	40/1	40
41	41/1	41
42	42/1	42
43	43/1	43
44	44/1	44
45	45/1	45
46	46/1	46
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90	90/1	90
91	91/1	91
92	92/1	92
93	93/1	93
94	94/1	94
95	95/1	95
96	96/1	96
97	97/1	97
98	98/1	98
99	99/1	99
100	100/1	100

3/3	4/3	5/1	6/2	7/5	8/11	9/10	57/3	58/3	451/-
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18GA

Game Z27
 Referee:
 Keith Thomasson

The board layout is as follows:

- Top Row:** A3 (30, 60, 5), A3, B2 (60), B10 (30, 40, 5), C9
- Second Row:** C1 (60), 20, LT, 20, D10 (60, AU)
- Third Row:** D2 (30, 40, 5), 40, 20, 20, E11 (Mid, 40)
- Fourth Row:** F2 (40), M&B, CG (20, MA), 20, F12 (SA)
- Fifth Row:** G1 (40), OS, 20, 20, G13 (SA)
- Sixth Row:** H2 (40), GF, 20, 20, H12 (20)
- Seventh Row:** I3 (40), W&S, 20, 40, I11 (BR)
- Bottom Row:** J4 (20, 50, 5), J12 (30, 60, 5)

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

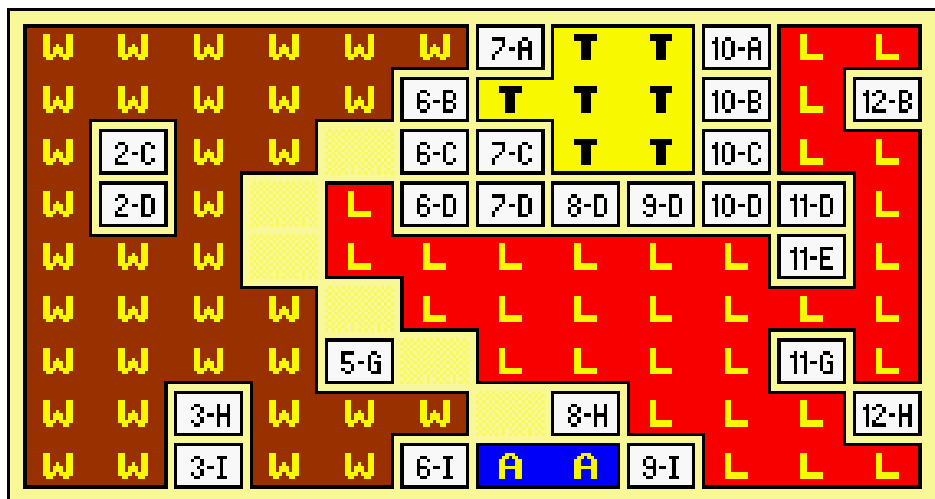


ACQUIRE 52

We're not done yet.

ROUND 12

Colin	7-E	Buys 1 Tower @ £500.
Tony	9-C	Buys 3 Tower @ £600.
Michael	8-C	Buys 2 Tower @ £600, 1 American @ £300.
John M	1-H	Buys 3 American @ £300.
John C	12-I	Buys 3 American @ £300.
Colin	8-E	No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	12	8	-	-	-	-	£18,700	£37,300
Colin Sharpe	11	4	-	-	6	-	-	£100	£25,200
Tony Wilcock	-	3	-	-	9	-	-	£4,500	£20,300
Michael Graystone	11	5	1	-	-	-	-	£32,300	£55,300
John Marsden	3	1	7	-	10	-	-	£7,300	£34,200
Bank Stock	-	-	9	25	-	25	25		
Chain Size	32	7	2	-	36	-	-		
Chain Value	900	600	300	-	1000	-	-		

Playing sequence

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

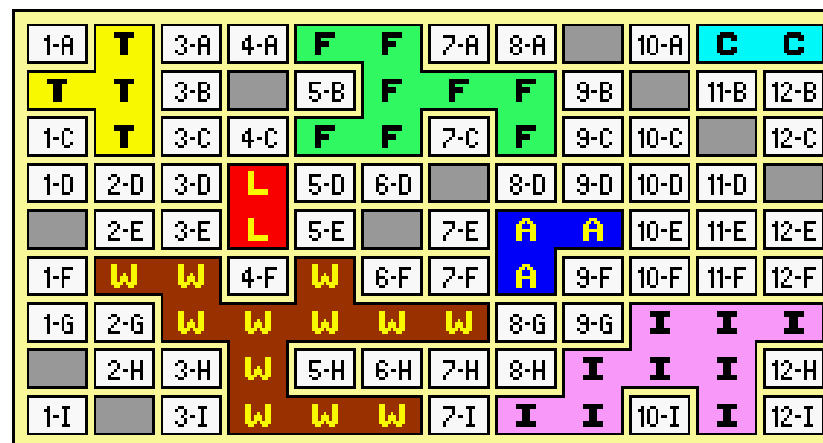


ACQUIRE 53 {SP}

Richard trades his way to the majority bonus for American.

ROUND 8

Colin	6-E	Buys 1 Imperial @ £800.
Richard	2-F	Buys 1 Tower @ £300, 2 American @ £400. {Uses 'Trade 2' Power} Trades 4 Continental for 2 American.
Michael	2-C	Buys 3 American @ £400. {Uses 'Place 4 Tiles' Power}
John	4-H	Worldwide takes over American, bonuses for Richard (£4,000) and Michael (£2,000), John retains 6, Richard swaps 8 for 4, retains 1, Michael retains 8.
	8-E	Forms American, one free share.
	7-D	
	10-B	No purchases.
Colin	1-E	{Uses '3 Free' Power} Takes 3 Imperial.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	1	1	10	7	-	1	£4,000	£35,200
Michael Graystone	9	-	8	3	1	5	3	£2,500	£24,800
John Collodge	7	-	7	3	-	-	6	-	£18,100
Colin Sharpe	3	7	-	7	2	4	10	-	£41,000
Bank Stock	6	17	9	2	15	16	5		
Chain Size	2	4	3	8	12	2	9		
Chain Value	200	400	400	700	800	400	800		

Powers used: Richard: 3F/B5/T2/T5 Michael: T2/T5 John: 3F/T5/P4 Colin: 3F/B5/T5/P4

Playing sequence

Richard, Michael, John, Colin, Richard again





ACQUIRE 54

Two new chains, with just Festival to make an appearance.

ROUND 4

Bob	9-I	Buys 2 Tower @ £200, 1 American @ £400.	
Michael	9-B	Buys 3 Luxor @ £300.	
Kevin	5-A	Forms Worldwide, one free share. Buys 3 Luxor @ £300.	
Tony	2-C	Forms Continental, one free share. Buys 3 Tower @ £200.	
Bob	2-F	Buys 1 American @ £400, 2 Continental @ £400.	

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	9	-	4	-	-	-	-	£2,400	£10,200
Kevin Lee	10	3	-	-	1	-	3	£1,200	£19,600
Tony Wilcock	6	7	-	-	-	1	-	£3,000	£14,000
Bob Coull	-	5	5	-	-	2	4	£700	£26,700
Bank Stock	-	10	16	25	24	22	18		
Chain Size	3	4	3	-	2	2	6		
Chain Value	300	400	400	-	300	400	800		

Playing sequence

Michael, Kevin, Tony, Bob, Michael again



BREAKING AWAY 19

All set to cross the second sprint line.

ROUND 9

Pos	Riders	New
80	Tobacco Betty Grable Cheko	3
79	-	
72	-	
71	Rakhir the Red Archer Rory	3
70	Gaynor of the Damned	5
69	Ross	6
68	Ward	7
67	Rene Alcohol Cocaine Carter	8
66	Olmstead	12
65	Moonglum Dingle Fingle Agricola	13
64	Gee Jay Berry Gordy Arturo	15
63	Bob Geldof Pierce	15
62	-	
61	Rhys Barry Gibb	3

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



Tobacco, Betty Grable and Cheko are just about to cross the second sprint line, in that order. Betty Grable moves ahead of Cheko because she has a '4' in hand, while he only has '3's. Rory can take fourth place for this sprint if he wants it. The remaining points will have to wait for the following turn.

Orders required

Cards for round ten





AGRICOLA 2

Round 9 Harvest completes
without any problems.

ROUND 9

Allan gains 1 food (Duck Pond). Kevin gains 1 food (Chicken Coop).

Actions

Allan Fences - fences 4 spaces (costs 7 wood)
 Marcus Occupation (gains 3 food from Bookshelf) - Hobby Farmer (costs 1 food)
 Marcus Marcus sows a vegetable in his Bean Field
 Second Occupation (Writing Desk) (gains 3 food from Bookshelf) - Maid (costs 2 food)
When Marcus builds a clay hut, he will gain 1 food at the start of each remaining round
 Kevin +2 wood (gains 6 wood)
 Mike Family Growth - Basket (costs 1 reeds)
Whenever Mike takes wood, he can leave 2 wood and take 3 food instead
 Allan Take 1 reeds, 1 stone, 1 food (gains 1 reeds, 1 stone, 1 food)
 Marcus +1 wood (gains 4 wood)
 Kevin Building and/or Stables - builds one new room (costs 2 reeds, 3 wood)
 Mike +3 wood (gains 1 wood and 3 food from Basket)
 Marcus Renovate (costs 1 reeds, 4 clay) - Fireplace (costs 2 clay)
 Marcus Start Player - Swing Plough (costs 3 wood)
Twice during the game, when Marcus choose Plough 1 Field he can plough 3 fields

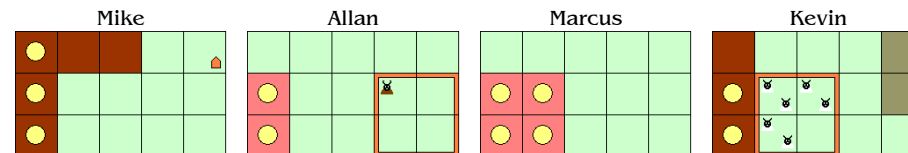
Harvest

Allan Feeds (4 food)
 Marcus Feeds (1 reeds, 5 food)
 Kevin Feeds (4 food) (gains 1 sheep)
 Mike Feeds (1 wood, 4 food)

+1 wood {1 wood}	+2 wood {2 wood}	+3 wood {5 wood}	+1 clay {6 clay}	+2 clay {6 clay}	Private clay pit {8 clay} {3 food ⇒Mike}
+1 reeds {2 reeds}	+1 food Catch Fish {4 food}	+1 food Travelling Players {5 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences
1 Major or Minor imp	+1 sheep {3 sheep}	Sow and/or Bake bread	+1 stone {3 stone}	Family Growth then 1 Minor Imp	Renovate then 1 Improvement
+1 wild boar {3 wild boar}	Take 1 vegetable	+1 Stone {1 stone}			

The remaining Major improvements and their costs are:

- ◇ Basket Weaver (2 reeds, 2 stone)
- ◇ Fireplace (3 clay)
- ◇ Pottery (2 clay, 2 stone)
- ◇ Stone Oven (1 clay, 3 stone)
- ◇ Well (1 wood, 3 stone)



Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	1	-	-	-/-	-/-	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	1	-	1	1	Wood/5		3	-3	
	Occupations		Clay Digger, Puppeteer, Thatcher						
	Improvements		Axe, Basket, Cabinet Maker {2}, Clay Oven {2}						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	1	-/-	-/-	-	1	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	1	-	Clay/2		2	0
	Occupations		Pig Catcher, Renovator, Wood Carver					
	Improvements		Cooking Hearth {1}, Duck Pond {1}, Madonna Statue {2}					

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	-	-	-	-/-	1/1	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	1	1	2	Clay/4		4	14	
	Occupations		Basket Maker, Guildmaster, Hobby Farmer, Maid, Reeve {3}, Tutor {5}						
	Improvements		Beanfield {1}, Bookshelf {1}, Copse {1}, Fireplace {1}, Swing Plough, Writing Desk {1}						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	2	1	2/-	-/-	6	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	1	-	Wood/3		2	5
	Occupations		Animal Handler, Carpenter					
	Improvements		Chicken Coop {1}, Cooking Hearth {1}					

Orders required

Actions for the family, starting with Marcus Harvest - after round 11



AGRICOLA 3

Jim is the first to extend his house.

ROUND 3

Pete gains 1 food because he should not have had to pay for his occupation last time.

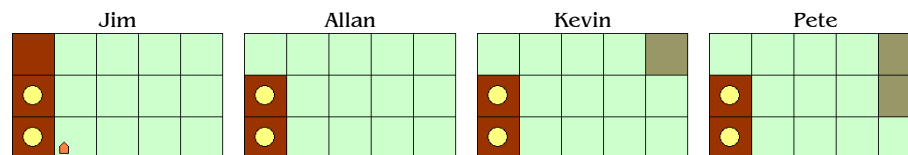
Actions

Allan	Occupation - Farmer {costs 1 food}
	<i>The next time Allan builds fences, he takes 1 wild boar; each time he builds at least 1 fence after that, he takes 1 cattle</i>
Kevin	Occupation {gains 2 food from Patron} - Magician {costs 1 food}
	<i>Whenever Kevin uses his last person to choose the Travelling Players action, he receives an additional 1 grain and 1 food</i>
Pete	+2 clay {gains 4 clay}
Jim	Start Player - Clay Roof
	<i>Jim can replace 1 or 2 reeds with the same amount of clay whenever he extends or renovates his house</i>
Allan	+1 food - Catch Fish {gains 3 food}
Kevin	+1 food - Travelling Players {gains 3 food, plus 1 grain and 1 food from Magician}
Pete	Plough 1 field
Jim	Building and/or Stables - builds one new room and a stable {costs 2 clay and 6 wood}

+1 wood {4 wood}	+2 wood {4 wood}	+3 wood {6 wood}	Private wood {4 wood} {2 food ⇒Pete}	+1 clay {4 clay}	+2 clay {2 clay}
+1 reeds {2 reeds}	+1 food Catch Fish {1 food}	+1 food Travelling Players {1 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or Bake Bread
Fences	+1 sheep {2 sheep}	1 Major or Minor imp			

The remaining Major improvements and their costs are:

- | | |
|--|--------------------------------|
| ◇ Basket Weaver {2 reeds, 2 stone} | ◇ Fireplace {2 clay} |
| ◇ 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 Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	-	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	-	-	1	Wood/3	2	-11	
	Occupations	Wood Carver						
	Improvements	Clay Roof {1}						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	6	-	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	-	-	3	Wood/2	2	-13	
	Occupations	Farmer, Fence Overseer						
	Improvements	Greenhouse {1}						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	7	1	-	1/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	3	1	1	Wood/2	2	-11	
	Occupations	Magician, Patron						
	Improvements	None						

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	2	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	4	1	-	-	Wood/2	2	-10	
	Occupations	Master Forester						
	Improvements	Millstone						

Orders required

Actions for the family, starting with Jim

Harvest - after round 4



BUS BOSS 313-MOR

Too many loss-making runs for RADSHACK.

ROUND 11

Morocco

Round 11 Runs		TEAR	ODE	MMM	DIM	RAD	
36	3♣ Oujda 7♦ Taroudant	① TEAR 30 ✕ DIM	+6		-6		24 6
37	2♣ Figuig 8♦ Asni	① {RADSHACK} 10 TEAR 10 ② DIM 10					10 10 10
38	6♣ Taza A♥ Safi	① DIM 16 ② ODE 9 ③ RADSHACK 5 ✕ TEAR	-5 -5 +5	+3	-3 -3	+3 +5	22 1 -3 10
39	A♣ Algeria 6♠ Fès	① DIM 20 ② TEAR 10 ✕ MMM	+3	-3			20 7 3
40	9♣ Tetouan 9♦ Marrakech	① DIM 15 ① MMM 15					15 15
41	3♠ Souk el Arba du Rharb A♦ Western Sahara	① RADSHACK 15 ① ODE 15 ✕ MMM	+4	-4		-4 +4	15 11 4
42	J♦ Essaouira 9♥ Casablanca	① ODE 20 ② RADSHACK 10 ✕ DIM ✕ MMM		-5 -2	-4	+5 +4 +2	25 -1 4 2
43	10♥ Mohammedia Q♣ Spain	① ODE 13 ② TEAR 8 ③ MMM 5 ④ DIM 4	+6	-6 -1	+1 -1		20 2 6 2
44	10♦ Marrakech K♥ Kénitra	① MMM 16 ② ODE 9 ③ RADSHACK 5 ✕ DIM ✕ TEAR	-2 -2	+6	-6	+5 +2	19 3 -2 6 4

Round 11 routes

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

None.

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

None.

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

None.

Race Across Desert Stealing Hard and Claim Kleptomania (RADSHACK)

None. (Rob Thomasson, Red)

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

None.

Scores

	Runs:	36	37	38	39	40	41	42	43	44	Routes	Score
DIM	200	6	10	22	20	15	-	4	2	6	-	285
MMM	228	-	-	-	3	15	4	2	6	19	-	277
ODE	193	-	-	1	-	-	11	25	20	3	-	253
TEAR	191	24	10	10	7	-	-	-	2	4	-	248
RADSHACK	202	-	10	-3	-	-	15	-1	-	-2	-	221

Round 12 Runs

45. K♣ - Q♦ Spain to Ouarzazate
46. 2♠ - 6♦ Larache to Agadir
47. A♠ - J♣ Taounata to Ceuta
48. 7♥ - 4♦ Casablanca to Tata
49. 10♠ - 2♦ Khemisset to Guelmin
50. K♦ - 8♣ El-Kelaâ-es-Sraghna to Chechaouèn
51. 2♥ - 7♠ Sidi Bennour to Fès
52. 3♦ - 5♠ Tiznit to Sefrou

Runs

Enter up to 5



BUS BOSS 318-LUZ

Lyndon's SHOES do the walking.

ROUND 7

Luzon

Round 7 Runs		FIB	SHOES	JEEP	COLIN	LUCK	
1	4♣ Baclaran 10♦ Bayombong	① JEEPNEY 16 ② COLIN 7 ② SHOES 7 ✕ FIB	-1 +5		-5 +1		16 11 2 1
3	4♥ Daet 9♦ San Fernando	① JEEPNEY 15 ① COLIN 15 ✕ SHOES	-6 -6	+6	+6		9 9 12
4	9♥ Batangas 5♦ Lingayen	① FIB 13 ② LUCK 7 ② SHOES 6 ④ COLIN 4	-4 +6 -4	-6	+4 +4/-3	+4	15 4 12 -1
6	K♣ General Nakar 6♦ Baler	① LUCK 20 ② COLIN 10			+5	-5	25 5
7	7♥ Lucena K♦ Bontoc	① JEEPNEY 16 ② SHOES 9 ③ FIB 5	-9 +6/-6 +6/-6	+9			7 18 5
8	10♥ Calatagan 8♦ La Trinidad	① SHOES 15 ① LUCK 15	+3/-7		+7/-3		19 11

Round 7 routes

Luzon Island Coach Keepers (LUCK) (Roger Trethewey, Blue)

Tugugarao - Santa Praxedes (9)

Cabarroguis, Olongapo, Lingayen and Ilagan Network (COLIN) (Colin Sharpe, Red)

Tarlac - Iba, Bayombong - Cabarroguis (12)

Filipino Island Bus (FIB) (Bob Coull, Black)

Trece Martires - Calatagan, Balanga - Mariveles (12)

Jim's Energetic Enterprise Produces Now and Every Year (JEEPNEY) (Jim Reader, Yellow)

Rizal - Tugugarao, Banaue - Bontoc, Muntinlupa - Trece Martires (12)

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

Bontoc - Banaue - Cabarroguis, Banqued - Vigan (12)

Scores

	Runs:	1	3	4	5	6	7	Routes	Score
SHOES	32	2	12	12	-	18	19	-12	83
LUCK	27	-	-	4	25	-	11	-9	58
JEEPNEY	31	16	9	-	-	7	-	-12	51
COLIN	29	11	9	-1	5	-	-	-12	41
FIB	29	1	-	15	-	5	-	-12	38

Round 8 Runs

2. J♦ - 8♠ Cabarroguis to Laoag
5. A♠ - J♣ Palanan to Mariveles
9. 5♠ - 10♣ Vigan to Balanga
10. 2♦ - Q♠ Tarlac to Santa Ana (not yet available)
11. 9♣ - 10♠ San Fernando to Santa Praxedes
12. 8♣ - K♥ Malolos to Santa Cruz
13. 3♣ - 3♦ Baclaran to Palayan
14. 5♥ - 4♠ Del Gallego to Tabuk (not yet available)
15. 5♣ - J♠ Baclaran to Aparri (not yet available)
16. A♣ - 7♦ Muntinlupa to Baguio
17. Q♥ - 7♠ Trece Martires to Laoag
18. Q♦ - 8♥ Banaue to Batangas

Runs	Routes
Enter up to 5	Buy in the order Bob, Colin, Jim, Roger, Lyndon



BUS BOSS 322-IZU

ODE misses out on the Ashinoko - Hakone route.

ROUND 5

Izu Peninsula

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

Ashinoko - Gotenba, Ashinoko - Hakone 52 - 11 41

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

Ajiro - Atami, Shunzenji Onsen - Hozoin - Toi 56 - 12 44

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

Ito - Ajiro - Atami - Yugano 53 - 12 41

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

Joren Falls - Yugano 52 - 8 44

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

Mishima - Nagaoko, Kawazu - Rendajji - Shimoda 48 - 12 36

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



BUS BOSS 324-ENG

England's green and pleasant land.

NEW GAME

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 0RW
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF

Maps are enclosed for everyone. This is our third game on this map.

There's one thing on this map that is worth clarifying. The connections for Wales and Scotland look like single point routes, but you do not need to buy them to get connected. If you connect to Newport or Shrewsbury you are connected to Wales, and connecting to Carlisle or Newcastle connects you to Scotland.

Routes
Buy in the order Pete, John, Bob, Jim, Michael
Don't forget company names and colour preferences





CANAL MANIA 2

John builds the first route,
Geoff ships the first goods.

ROUND 2

Actions

John Marsden	1 Drew a card from the top of the deck (goods on Birmingham and Weybridge)
	2 Built from Worcester to Birmingham (contract complete - 7VPs)
	3 Drew a card from the top of the deck
Jim Reader	1 Took a contract - Birmingham and Northampton (5)
	2 Took Stretch/White (Northampton and Newark), Surveyor, Tunnel
	3 Drew a card from the top of the deck
Kevin Lee	1 Took a contract - Stoke and Manchester (4)
	2 Took Lock, Lock, Stretch
	3 Took Surveyor from the face-up cards
Geoff Hardingham	1 Drew a card from the top of the deck
	2 Built south from Worcester (contract complete - 4VPs)
	3 Moved goods from Worcester to Gloucester (2VPs)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 3 goods cubes
Geoff Hardingham (L-S)		15	11	4	3	6	-	
<i>Mauve</i>								
Kevin Lee	(B)	16	12	4	3	-	Manchester and Liverpool (5)	
<i>Blue</i>								
John Marsden	(S)	15	11	3	3	7	Coventry and Burton (4)	
<i>Green</i>								
Jim Reader	(T)	16	12	4	3	-	Oxford and Gloucester (5)	
<i>Yellow</i>								
							Birmingham and Northampton (5)	

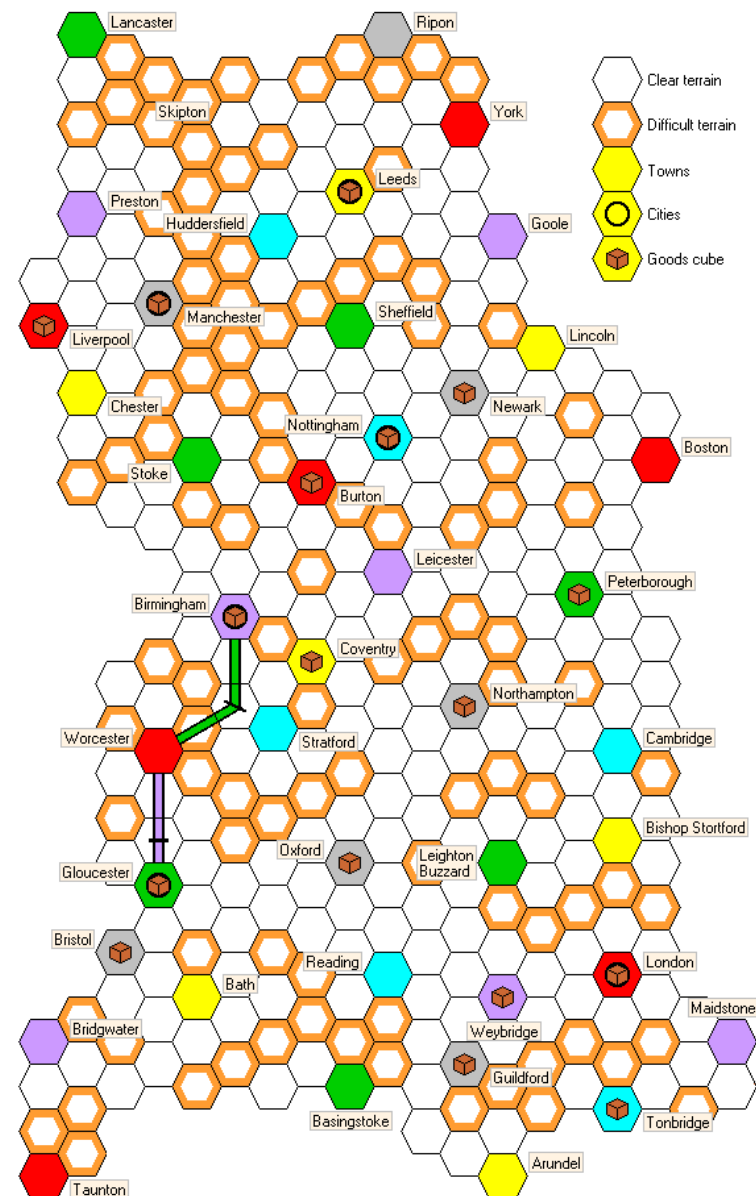
The Current Contracts	The Future Contracts
-	Birmingham and Chester (6)
Weybridge and Arundel via Guildford (4)	Oxford and Coventry (5)
Cambridge and Peterborough (4)	Manchester and Goole via Leeds (7)
-	Oxford and London via Reading (7)
Birmingham and Chester (6)	Northampton and London via L Buzzard (7)

The following Build Cards are on the table

Stretch/Black	Aqueduct	Stretch/White	Stretch/Mauve	Stretch
---------------	----------	---------------	---------------	---------

A couple of people referred to placing *the* goods cube when a stretch card with a goods colour was chosen. As long as you're aware that two goods cubes are normally placed for each card, that's fine. Mind you, with very few cubes currently available, it could be one or none before long.

I've decided not to worry about which end of a contract you're going to start from. It is easily forgotten when taking a contract, and seems to make little difference. Of course, if you start building but don't finish the contract in one move, you will have to continue from where you paused, and not from the other end.



Playing sequence

Kevin, Jim, Geoff, John



OUTPOST 28

Lucky seven for game 28.

NEW GAME

Seven players are ready to fly for the next Outpost game.

Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Marcus Pratt	14 Clifton Road, Brighton, BN1 3HN
Jim Reader	55A Yamate-Cho, Naka-ku, Yokohama 231-0862, Japan
David Smith	7 Kings Court, Welsh Row, Nantwich, Cheshire, CW5 5DY
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ

The initial Purchase Order and colony card deal came out like this:

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Pete	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
2	Lyndon	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
3	Marcus	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
4	Mark	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
5	Willem	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
6	Jim	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
7	David	2o,1w	3p (5,0)	-	4o,2w (26,10)	3 (0)
Data Library 1 (2 more) Heavy Equipment . . 2 (3 more)						
Warehouse 1 (2 more) Nodule 3 (3 more)						

If you are not intending to go for one of the colony cards in the first round, please submit orders for two complete rounds. You may make your second round orders dependent on the production you get from round one, or indeed anything that happened in round one.

If anyone should go for a colony card in the first round, we'll stop before the second round to give everyone a good look at the situation. If we move into round two and it hasn't been covered in someone's orders, I'll spend their money on a Water Factory if they can afford it, a population unit if they can't, or both if they're lucky. A seven player expert game hits the final phase when someone gets 40 VPs.

Orders required

Round one and round two auctions, bids and purchases



PUERTO RICO 10

The colonists can't keep coming forever.

ROUND 16

Geoff is the Builder and builds a Wharf.

Kevin builds a Large Indigo Plant, Jim builds a Harbour, Allan builds a Large Sugar Mill.

Kevin is the Captain (+1). All ships are emptied.

Jim is the Mayor.

Allan is the Settler (+3) and plants Sugar (manned).

Geoff plants Sugar, Kevin and Jim plant Indigo.

Roles

Craftsman	Trader	+3 Prospector
-----------	--------	---------------

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

Cargo Ships

5: Empty	6: Empty	7: Empty
- - - - -	- - - - -	- - - - -

Kevin	Small indigo plant	Small sugar mill	Indigo plant	Tobacco storage
Lee	Small market	Small warehouse	Harbour	Customs house
Dblns: 5	Fields: Qry✓ Crn✓ Ind✓XX Sug✓X Tob✓✓✓	Goods: Ind✓ Sug✓✓✓		
Chips: 13	Jim	Small indigo plant	Small sugar mill	Tobacco storage
Reader	Office	Large market	Factory	Harbour
Dblns: 4	Fields: Qry✓ Crn✓ Ind✓XXX Sug✓Tob✓ Cof✓✓	Goods: Cof✓		
Chips: 14	Wharf	Residence		
Allan	Small indigo plant	Small sugar mill	Sugar mill	Coffee roaster
Stagg	Small warehouse	Hospice	Fortress	3 men in San Juan
Dblns: 3	Fields: Qry✓✓✓ Crn✓ Ind✓ Sug✓✓ Tob✓ Cof✓✓	Goods: Ind✓ Sug✓✓		
Chips: 20	Geoff	Small indigo plant	Sugar mill	Tobacco storage
Hardingham	Small market	Factory	Wharf	Guild hall
Dblns: 9	Fields: Qry✓✓X Crn✓ Ind✓ Sug✓X Tob✓X CofX	Goods: Tob✓		
Chips: 10	City hall			

With the colonist supply exhausted, we come to a close. Geoff's Guild Hall and City Hall give him enough points to squeeze ahead of Jim and take the game. Congratulations, Geoff.

1st	Geoff Hardingham	46
2nd	Jim Reader	45
3rd	Allan Stagg	41
4th	Kevin Lee	32

Comments, anyone? They'll be in here next time when we put this one to bed.



PUERTO RICO 11

New buildings, people and fields,
followed by a load of produce.

ROUND 10

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

Kevin and Willem build Small Warehouses.

Kevin is the Mayor.

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

Willem plants Corn, Jim plants Tobacco (manned), Kevin plants Indigo.

Willem is the Craftsman (+1) and produces an extra Coffee.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
3	Crn	Crn	Ind	Ind	Cof	-	-	-	-	7	28

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

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

Willem Moene	DbIns: 3	Chips: 7	Fields: Qry✓ Crn✓ Ind× Sug✓ Cof✓✓	Goods: Crn✓✓ Sug✓ Cof✓✓✓
Jim Reader	DbIns: 4	Chips: 7	Fields: Crn✓ Ind✓✓ Sug✓ Tob✓✓ Cof✓	Goods: Crn✓✓ Ind✓ Sug✓ Tob✓✓
Kevin Lee	DbIns: 0	Chips: 6	Fields: Qry✓ Crn✓ Ind×× Sug✓×× Tob× Cof✓✓	Goods: Crn✓✓✓ Cof✓✓
Tony Sait	DbIns: 2	Chips: 8	Fields: Qry✓✓× Crn✓✓ Ind✓ Sug✓× Tob✓✓	Goods: Crn✓✓✓ Ind✓ Sug✓

Orders required

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



PUERTO RICO 12

No unusual strategies
showing so far.

ROUND 1

Kevin is the Settler and digs a Quarry.

Stephen plants Indigo, Willem plants Sugar, Jim plants Tobacco.

Stephen is the Builder and builds a Large Indigo Plant.

Willem and Jim build Small Markets, Kevin builds a Small Indigo Plant.

Willem is the Mayor.

Jim is the Prospector.

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

Quarries	Plantations (Fields)					Trading House				Ship	Supply
7	Crn	Crn	Ind	Tob	Cof	-	-	-	-	5	69

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

Cargo Ships	5: Empty	6: Empty	7: Empty
	- - - - -	- - - - -	- - - - -

Kevin Lee	DbIns: 2	Chips: 0	Fields: Qry✓ Ind×	Goods: ×
Stephen Webb	DbIns: 1	Chips: 0	Fields: Ind✓×	Goods: ×
Willem Moene	DbIns: 2	Chips: 0	Fields: Crn✓ Sug×	Goods: ×
Jim Reader	DbIns: 3	Chips: 0	Fields: Crn✓ Tob×	Goods: ×

Orders required

Round two orders in the sequence Stephen, Willem, Jim, Kevin



RAILWAY RIVALS 2117-ND

Back after a break, and
TWANG is still on top.

ROUND 10

Northern Germany

Round 10 Runs

			NGE	TWANG	TIME	BUM	RAG	
22	61 Wolfsburg 52 Berlin (East)	① BUM 20 ② RAG 10				+1/-2	+2/-1	21 9
23	16 Emden/Esens 24 Itzehoe/ Neumünster	① TWANG 15 ① TIME 15						15 15
24	41 Rostock 13 Bad Bentheim/ Meppen	① TIME 13 ② NGE 8 ③ TWANG 5 ④ BUM 4				+1/-2		13 7 5 5
25	55 Brandenburg/ Eberswalde ❶ Netherlands	① BUM 16 ② TWANG 9 ③ NGE 5 ✗ RAG	-5 -2	-1 +2		+1 +5 +1	-1	9 8 12 1
26	44 Güstrow/ Neustrelitz 35 Harburg	① NGE 20 ② TIME 10			-2			18 12
27	26 Flensburg 32 Lübeck	① RAG 20 ② TIME 10 ✗ NGE	-2 -1		+1		+2	18 9 3
28	64 Hannover ❷ Poland	① RAG 13 ② BUM 13 ② TWANG 12 ④ NGE 4				+5 -1	-5	18 9 12 3

Round 10 builds

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

None.

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

C10 - B10 - Hameln. -2 (builds) +3 (towns) = +1

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

E10 - Minden. -1 (builds) = -1

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

None.

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

None.

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
TWANG	226	-	15	5	8	-	-	12	+1	267
NGE	191	-	-	7	12	18	3	3	-	234
TIME	129	-	15	13	-	12	9	-	-1	177
BUM	110	21	-	5	9	-	-	9	-	154
RAG	86	9	-	-	1	-	18	18	-	132

Round 11 Runs

29. 31 - 12 Kiel to Osnabrück
30. 23 - 65 Bremerhaven to Hannover
31. 51 - 25 Berlin (East) to Cuxhaven/Heide
32. 33 - ❸6 Altona to Denmark
33. 62 - 45 Braunschweig to Pasewalk/Prenzlau
34. 43 - 53 Greifswald/Neubrandenburg to Berlin (West)
35. 11 - ❶5 Bielefeld to Sweden

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



RAILWAY RIVALS 2124-I(S)

Big payments for some,
big bonuses for others.

ROUND 7

Ireland (South)

Round 7 Runs

			SIN	CRAIC	WEAR	PADDY	CORK	
1	32 Enniscorthy/Rosslare 53 Cobh	① CORK 16 ② SIN 9 ③ CRAIC 5		+5				16 14 0
2	55 Mallow/Newcastle 13 Dublin	① PADDY 11 ① CRAIC 10 ③ CORK 5 ④ WEAR 4 ✗ SIN	-4			+1		7 11 4 4 4
3	21 Johnstown/Kildare 41 Tipperary	① PADDY 13 ① CRAIC 12 ③ SIN 5 ✗ WEAR			-4			13 12 1 4
4	34 Waterford ❸3 Great Britain	① CORK 15 ① SIN 15						15 15
5	11 Dublin 61 Ennis/Foynes	① PADDY 20 ② WEAR 10 ✗ SIN	-5			+5		15 10 5
6	24 Portlaoise 64 Killarney/Tralee	① CRAIC 15 ① PADDY 15						15 15
7	46 Galway ❷5 Any Coastal Town	① WEAR 20 ② SIN 10 ✗ PADDY	+2 +1		-2	-1		22 7 1

Round 7 builds

Southern Irish Network (SIN) (Pete Campbell, Blue)

T13 - T14, S21 - U22 - Fermoy - X22 - Lismore, Z7 - Z5 - Y5.
-10 (builds) +1/-1 (CRAIC) +1 (WEAR) -1 (PADDY) +5/-19 (CORK) = -24

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

M57 - M58, P22 - P23 - O24 - Macroom, Fermoy - V22, B56 - B57.
-8 (builds) +1/-1 (SIN) +4 (PADDY) -1 (CORK) = -5

Wexford Expressways Are Rampant (WEAR) (Kevin Lee, Black)
T16 - T19 - S20. -8 (builds) -1 (SIN) +1/-1 PADDY) = -9

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)
O54 - N54 - N56 - M57 - M58, N55 - Enniscorthy, I20 - F21 - F22.
-10 (builds) +1 (SIN) -4 (CRAIC) +1/-1 (WEAR) +1/-2 (CORK) = -14

Colin's Operational Railway Korporation (CORK) (Colin Sharpe, Red)
S25 - R25 - P24 - Macroom, Banagher - X8 - W9 - Nenagh.
-9 (builds) +3 (towns) +15/-5 (SIN) +1 (CRAIC) +2/-1 (PADDY) = +6

Scores										
	Runs:	1	2	3	4	5	6	7	Builds	Score
CORK	82	16	4	-	15	-	-	-	+6	123
SIN	65	14	4	1	15	5	-	7	-24	87
CRAIC	43	0	11	12	-	-	15	-	-5	76
PADDY	38	-	7	13	-	15	15	1	-14	75
WEAR	29	-	4	4	-	10	-	22	-9	60

Round 8 Runs	
8. 25 - 31	Athy/Tullamore to Arklow/Tullow
9. 54 - 65	Fermoy/Rathluire to Bantry/Kenmare
10. 51 - 26	Cork to Kilkenny
11. 66 - ❶1	Dingle to The North
12. 35 - 43	Clonmel/Dungarvan to Banagher/Birr
13. 14 - 44	Dublin to Athlone
14. 16 - ❷6	Naas/Wicklow to Big City Shopping

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



RAILWAY RIVALS 2127-MP

One more ferry finds a buyer.

ROUND 5

Malaysian Peninsula {16 points for these builds}
Thailand Singapore Express (TSE) (Tony Bromley, Red)
S64 - S65 - W67 - W68 - Y69 - Johor Bahru, S65 - S68 - R68.
33 +4 (ROMP) -2 (MARS) +1/-3 (BUGGER) = 33

Railways on Malaysian Peninsula (ROMP) (Bob Coull, Black)
L57 - Tampin - P61 - T63, J58 - Seremban, K56 - Putrajaya.
52 -4 (TSE) -1 (MARS) +1/-1 (BUGGER) = 47

Malaysia's Amazing Railway System (MARS) (John Marsden, Green)
Johor Bahru - Y73, U28 - T27 - T26 - S26 - Q27 - Kuala Terengganu - P25 - Merang, P25 - P24.
30 +3 (towns) +2 (TSE) +1 (ROMP) +1 (BAKUTEH) = 37

Butterworth, Alor and Kangar Uber-Engines Travel in Extreme Heat (BAKUTEH)
B59 - E61 - E64 - K67. (Jim Reader, Yellow)
38 -1 (MARS) = 37

Butterworth, Georgetown and Gerik Railway (BUGGER) (Lionel Robbins, Blue)
R70 - Mersing, buys Mersing to Pulau Rawa ferry, Q6 - P6 - O6 - Butterworth - M6 - L6 - K6 -
17 - H6 - Alor Setar, U8 - Taiping, B51 - Bidor.
48 +3 (towns) -6 (ferries) +3/-1 (TSE) +1/-1 (ROMP) = 47

Tony, please note that your build is one short of what you ordered. This is because you said +1 for building through the swamp west of Johor Bahru, when it is +1 per half hex, +2 in total.

Builds
Up to 16 points excluding payments to rivals



RAILWAY RIVALS 2134-IN

We have a press release!

ROUND 1

Malaysian Peninsula {16 points for these builds}
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)
Vishakhapatnam - V24 - W24 - X24 - Z23 - A64 - D62 - E63 - Q62.
20

Services for Lowly Unloved Millions Dreaming of Greatness (SLUMDOG) (Steve Ham, Purple)
Calicut - I10 - I11 - J11 - J13 - Bangalore - L14 - M14 - O15, Bangalore - K15 - J15.
20 +6 (towns) = 26

Over Deccan Express (ODE) (John Marsden, Green)
Calcutta - Jamshedpur - F67 - H66 - H65 - I65 - I62 - K61.
20 +6 (towns) = 26

Crazy Useless Railway Rivals in Yellow (CURRY) (Jim Reader, Yellow)
Madras - L18 - M19 - O18 - Q19 - U17 - X18 - Y18.
20

Railway & Industrial Corporation & Empire (RICE) (Colin Sharpe, Blue)
Bombay - Z6 - A46 - B46 - C47 - C50 - B50 - B56.
20

Trains Around Mangalore India, Limited (TAMIL) (Brian Tappenden, Orange)
Mangalore - L8 - O10 - Hubli, O10 - Q11 - Q13 - R13 - S13 - T13.
20 +6 (towns) = 26

Press:

RICE to CURRY: Hey, Jim, the recipe for a team-up is just about right! So how about it??!

Builds
Up to 15 points excluding payments to rivals





ROBORALLY 3

One of the pits
gets a visitor.

ROUND 12

Starting positions

Diddy-bot L10-N, President Ford G12-N, Pineapple 196 B9-E, Squelch I3-N, Bot-i-celli E8-E, Donsbot N4-W.

Diddy-bot announces his intention to power down after this round.

12.1

Squelch {800-M3}, Pineapple 196 {190-RL}, President Ford {110-RL}, Bit-i-celli {100-RR}, Diddy-bot {070-RL}, Donsbot {060-UT}.

Board effects: Pineapple 196 is conveyed to D9, Squelch is conveyed to F2.

12.2

Squelch {770-M2}, Diddy-bot {680-M2}, President Ford {440-BU}, Pineapple 196 {270-RL}, Donsbot {230-RL}, Bot-i-celli {130-RL}.

Board effects: Pineapple 196 is conveyed to F9 and turned to face north.

12.3

President Ford {840-M3}, Donsbot {700-M2} and dives into a pit, Squelch {670-M2}, Pineapple 196 {290-RL}, Bot-i-celli {180-RR}, Diddy-bot {120-RR}.

Board effects: Pineapple 196 is conveyed to F7 and turned to face north, Diddy-bot shoots Bot-i-celli {1}, Squelch updates his archive space to B2.

12.4

President Ford {710-M2}, Diddy-bot {460-BU}, Pineapple 196 {390-RL}, Squelch {320-RR}, Bot-i-celli {210-RL}.

Board effects: Pineapple 196 is conveyed to D7, Diddy-bot shoots President Ford {1}.

12.5

Pineapple 196 {820-M3}, Squelch {740-M2}, President Ford {410-RL}, Diddy-bot {170-RL}, Bot-i-celli {010-UT}.

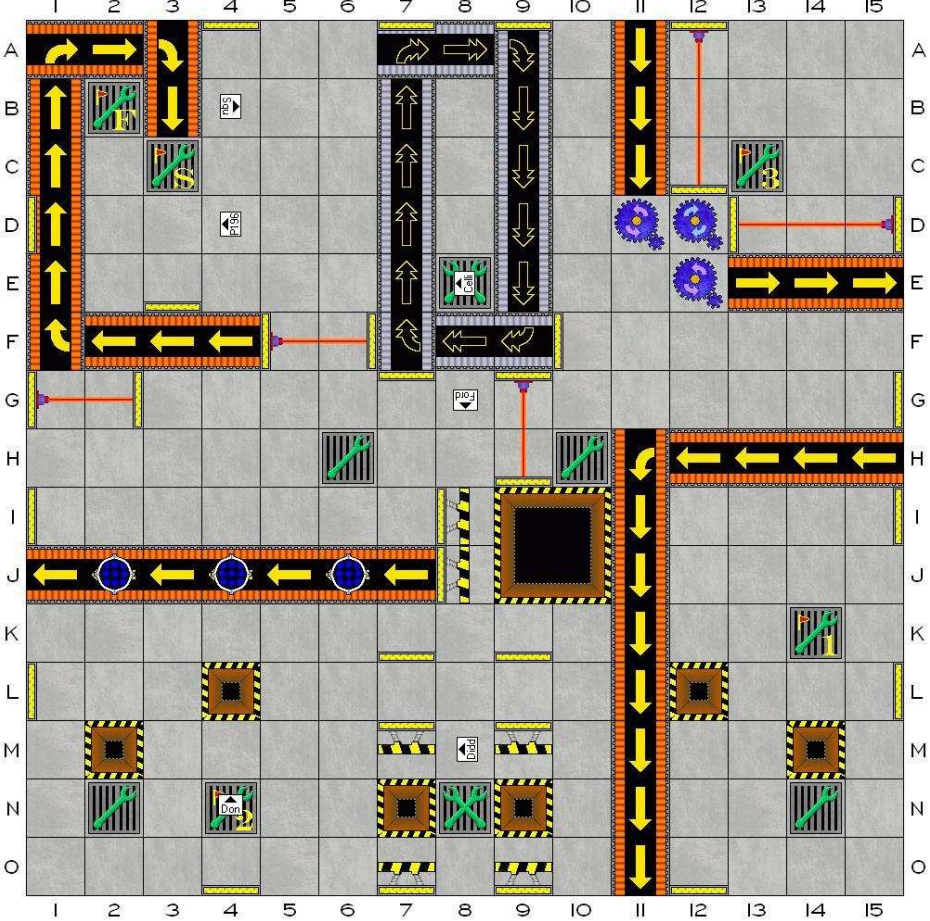
Board effects: President Ford shoots Diddy-bot {1}.

End of turn effects

Bot-i-celli draws an Option card and gets Ablative Coat, which will take three points of damage before being used up and discarded.

Donsbot withdraws an archive copy, which turns up on N4, facing to be decided before his next program is executed.

Diddy-bot powers down for the next round.



Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	3/1/-	K14	M8-W	-
Roger Krueger	President Ford	3/-/1	E8	G8-S	Radio Control
Greg Payne	Pineapple 196	3/3/2	C13	D4-W	Reverse Gears
Marcus Pratt	Squelch	3/2/1	B2	B4-E	-
Jim Reader	Bot-i-celli	1/-/1	E8	E8-W	Ablative Coat {3}
Don Shailer	Donsbot	3/2/2	N4	N4-??	Double Barrel Laser

Orders required
Program cards for round thirteen and any other instructions



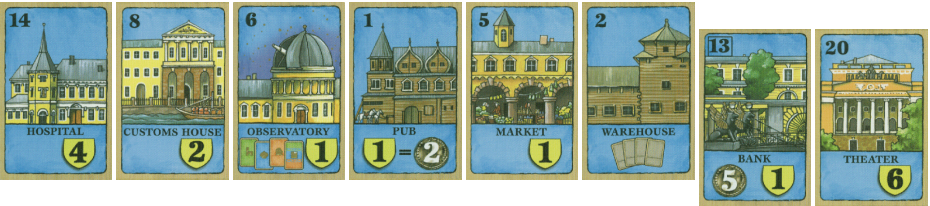
SAINT PETERSBURG 2

All of the workers find jobs.

PHASE 5-W

Round 5 - Worker Phase

Marcus	Tony	Pete	Kevin
+ Shepherd	+ Customs House	+ Lumberjack	+ Gold Miner
+ Ship Builder	✕	+ Author from hand	+ Shepherd
Shepherd ⇨ Weaving Mill from hand			



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	33	15	27r + 2v	0r + 3v	9r + 3v	Building	1
Marcus	34	11	27r + 1v	0r + 0v	11r + 5v	Worker	5
Tony	14	14	12r + 0v	0r + 8v	6r + 0v	Aristocrat	15
Pete	32	26	21r + 3v	7r + 6v	11r + 4v	Trading	17

Players	Cards in hand	Cards in play
Kevin	Hospital, Controller	Fur Shop, Gold Miner x 4, Shepherd x 2, Ship Builder x 2, Market x 3, Mistress of Ceremonies, Warehouse Manager
Marcus	Customs House, Chambermaid	Gold Miner, Lumberjack, Ship Builder, Weaving Mill x 2, Wharf, Potjomkin's Village, Admiral, Judge, Warehouse Manager
Tony	Fur Trapper, Customs House	Czar and Carpenter, Fur Trapper, Gold Smelter, Shepherd, Customs House, Market, Library, Administrator, Secretary
Pete	Judge, Senator	Fur Shop, Fur Trapper, Lumberjack x 3, Wharf, Observatory, Peterhof, Pub, St. Isaac's Cathedral, Author, Controller, Mistress of Ceremonies

Orders required

Round five Building phase led by Kevin



SAINT PETERSBURG 3

Our third trip down the streets of Saint Petersburg.

NEW GAME

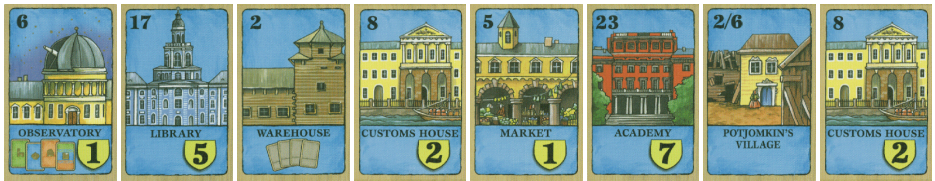
The four players for this one are drawn in this playing order:

Tony Wilcock	Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER
Rob Thomasson	205 Tolcarne Drive, Pinner, Middlesex, HA5 2DN
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
Bob Coull	1 Lingfield House, Lancaster Street, London, SE1 ORW

The deal of the starting player cards gives Kevin the Worker marker, Tony the Building marker, Bob the Aristocrat marker and Rob the Trading marker. The following Worker cards have been dealt:



Assuming that all eight of these are taken, these Building cards will then be drawn.



Should fewer than eight Worker cards be taken, then fewer Building cards will be drawn.

Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	25	0	0r + 0v	0r + 0v	0r + 0v	Building	28
Rob	25	0	0r + 0v	0r + 0v	0r + 0v	Trading	23
Kevin	25	0	0r + 0v	0r + 0v	0r + 0v	Worker	27
Bob	25	0	0r + 0v	0r + 0v	0r + 0v	Aristocrat	30

The Worker/Building/Aristocrat columns will show your income for those phases, while the Cards column shows how many cards are left of each type. For your orders, please order for the Worker phase and the Building phase based on the cards shown above. It is highly likely that you'll end up with two Workers each and will earn another 6 rubles before the Building phase. This will probably be the only time we'll do two phases together.

Orders required

Worker phase led by Kevin followed by the Building phase led by Tony



YEAR OF THE DRAGON 1

Beware the Mongol Invasion.

ROUND 3



{Peace} {Peace} {Mongol Invasion} Dragon Festival Contagion Imperial Tribute



Drought Imperial Tribute Dragon Festival Mongol Invasion Contagion Drought

Actions

Pete Build - starts Palace 3 and adds a second floor to it
 Lyndon Get up to 3 Yuan - gains 3 Yuan
 Michael Taxes - gains 5 Yuan
 Rob Build [costs 3 Yuan] - starts Palace 3 and adds a second floor to it

Person Tiles

Pete Healer [younger] - moves in to palace 3
 Lyndon Pyrotechnist [younger] - moves in to palace 1
 Michael Wild card - Warrior [younger] - moves in to palace 2
 Rob Healer [older] - moves in to palace 3

Event - Mongol Invasion

Michael 3 VPs
 Rob 3 VPs
 Pete 2 VPs - releases a warrior from palace 2
 Lyndon 3 VPs

Decay

No decay

Scoring

Pete 2 for Palaces, 2 for Dragons
 Lyndon 3 for Palaces, 2 for Dragons
 Michael 3 for Palaces
 Rob 3 for Palaces

	Michael	Rob	Pete	Lyndon
Score (now/final)	12 / 24	10 / 24	13 / 21	17 / 30
Person track	20	14	21	21
Yuan (money)	8	13	0	3
Dragons/Fire/Rice	0 / 0 / 0	0 / 0 / 0	2 / 1 / 1	2 / 1 / 0
Palace 1	Healer 1	Warrior 1	Warrior 1	Monk 1
	Tax Collector 3	Craftsman 1	Pyrotechnist 1	Pyrotechnist 1
	-			
Palace 2	Craftsman 1	Tax Collector 3	Craftsman 1	Warrior 1
	Warrior 1	Warrior 2	-	Craftsman 1
				-
Palace 3	Warrior 2	Healer 2	Healer 1	Warrior 2
		-	-	

Action Groups

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

Person Tile Summary

Key: (tiles available); person track movement/effect

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

With the Mongol Invasion successfully repulsed, it is time for celebration. The Emperor has declared that there will be a Dragon Festival next month. This is an opportunity to score points. If anyone has gained any firework tiles before the festival, they will lose half of those, rounded up, after the festival has taken place.

Orders required

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



NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



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

- ✧ Eagle-eyed readers will have noticed the lack of this column in the last issue. This was purely due to the desire to keep the zine to a multiple of four pages, somewhat essential for booklet printing. Taking one page out is a lot easier than finding three pages to slot in. The fact that it also kept the weight below 100gm for the posted copies was purely incidental, but quite welcome.

I'm still interested in adding games to the choice offered via For Whom the Web Rocks. The usual suspects get in the way, such as making a living and playing other games. The other problem is making a firm decision on which game to add next, as a certain amount of concentrated time is required to bring another game into the fold.

The Inns & Cathedrals expansion for Carcassonne has actually been added, and turned out to require relatively little work to complete. I started the next logical step along that route, but hit a problem trying to design a suitably small but clear icon for the tiles to indicate which were Dragon tiles for the Princess & Dragon expansion. Perhaps I should do the coding work for Traders & Builders first, as those tiles have all been finished.

Somewhere along the way I want to look at writing my own 18xx adjudicator. The program that Rob did is superb, and has made it possible to run more games, but there are some things it won't do, notably calculating the best runs and generating the web pages showing the current position. It is harder to get motivated on this path, given that there is already something there that does a lot of what is required.

My contenders for new games to add to the site include Alhambra, which has been on the cards for some time, and Dominion.

Dominion may seem strange choice, as it plays very quickly face-to-face, but it could also play relatively quickly via the web if people provide default responses to situations, particularly those involving the attack cards. Another option would be to restrict the cards that cause rather more chaos and down time.

Finally, there is Battle!, which is heading for a new game in these pages next year. Played via the web, every player would be asked to submit orders for one phase at a time. As conditional orders are not allowed within a phase, the complexity of orders would be reduced and the uncertainty of coping with the unknown removed.

- ✧ 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	3.675
▲	Ken Boucher	3.524
▼	Per Hallberg	3.211
▲	Pete Campbell	2.780
▲	David Hilbert	2.692
-	Victor Cronshaw	2.605
▼	Chris Rudram	2.500
-	Rob Thomasson	2.488

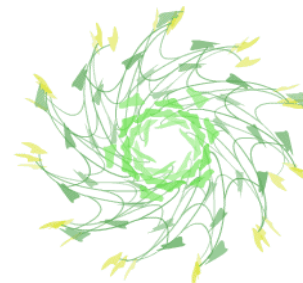
-	Peter Hawkins	2.480
-	Dave Burton	2.442
▼	Michael Longdin	2.179
▼	Michael Graystone	2.120
-	Mick Haytack	2.118
▼	Willem Moene	2.094
▲	Michael Bakken	2.083
▼	Peter Beck	2.046
-	Mark Frueh	2.000
-	Brian O'Farrell	2.000

- ✧ Completed games and winners:

1870 e801	Ken Boucher
1856 e814 {1856-J26}	Willem Moene
Puerto Rico e842	Kolsakd Yem
Ra e846	Lew Stansby
Puerto Rico e848	Pete Campbell
Puerto Rico e853	Lew Stansby
Princes of Florence e854	Lew Stansby
Puerto Rico e859	Pete Campbell
Carcassonne e862 {River}	Kath Collman
Acquire e864	Pete Campbell / Mike Peterson
Torres e873	Mark Stretch

- ✧ New games and start dates:

Acquire e874	Sep 17th
Carcassonne e875 {River}	Sep 19th
Puerto Rico e876	Sep 28th
Ingenious e877	Sep 28th
Puerto Rico e878	Sep 28th
1856 e879 {1856-D28}	Nov 3rd
Carcassonne e880	Nov 4th
Puerto Rico e881	Nov 5th
Carcassonne e882 {Inns & Cathedrals}	Dec 8th



PREVIEW

The Battle! list has shrunk by one. Mike Taylor turned out to be much more interested in playing via the web site, with orders being taken one phase at a time rather than a complete round at a time. As conditional orders are not allowed within phases, this approach could simplify orders quite a bit. How much depends on how complex people want to get in the first place.



I still need to get the rules sorted out, wherever the game is played.

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

#170: 1826, Acquire (Standard), Phoenicia

#171: 6 nimmt!, Railway Rivals (map to be chosen)



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Oct 19th	...mais n'est-ce pas la gare? 99
Oct 22nd	Devolution #77
Nov 20th	...mais n'est-ce pas la gare? 100
Nov 8th	Minstrel 329
Nov 9th	Ode 308
Nov 12th	Save Your XXs for Me #67
Nov 17th	Variable Pig 121
Nov 27th	The Tangerine Terror 47
Dec 12th	Minstrel 330
Dec 18th	...mais n'est-ce pas la gare? 101

RATINGS

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

-	David Smith	3.591
-	Tony Bromley	3.571
-	Pete Campbell	3.556
-	Lyndon Gurr	3.349
-	Lionel Robbins	3.222
-	Mark Frueh	2.750
-	Marcus Pratt	2.694
▲	Geoff Hardingham	2.583
-	Steve Thomas	2.563
▼	Stephen Webb	2.298
-	Michael Graystone	2.241
-	Tony Robbins	2.190
▲	Alan Harvey	2.188
-	Rob Thomasson	2.125
-	Colin Sharpe	2.096
-	Richard Lunn	2.000

GAME ORDERS

Please observe these guidelines when sending your orders.

- ✱ The game name *and* game number must be given for each set of orders.
- ✱ Your own name and where relevant, your company name and game colour, must be given for all game orders, preferably at the top of the orders.
- ✱ When you need to refer to other players in a game, you should use their company name *and* colour if these are present in the game.
- ✱ Do not use both sides of the same sheet of paper for different games.
- ✱ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.
- ✱ E-mail orders should be sent to one address only. You may know of more than one address that can reach me, but they all converge on one mailbox. When orders are sent to more than one source, I have to check they are in fact identical.
- ✱ Leave a reasonable space between orders for different games so that they can be easily separated and filed. If you're typing your orders, put at least three blank lines between orders for different games. I expect a minimum of two inches of paper for each game. On the other hand, please do not submit orders using double-line spacing throughout, as this tends to push a simple set of orders onto two sheets of paper.
- ✱ Remember that the deadlines given are when the orders should reach me, *not* when orders should be sent. Please do not rely on speedy postal delivery, or on instant e-mail delivery.

Handling NMRs (No Move Received)

- ✱ If you normally post orders to me and I do not have an e-mail address for you, I cannot remind you but will give as much time as possible for late orders to arrive.
- ✱ If I have an e-mail address for you, I will usually send a reminder the day after the deadline, although this is not guaranteed.
- ✱ If you are unable to provide orders straight away, it is of immense help if you can reply to any reminder and let me know when you hope to provide orders.
- ✱ Games will not normally be held over due to a shortage of orders.
- ✱ My actions for a player with no orders depends on the game, but usually involves holding still unless the game has specific rules for NMRs. For Bus Boss and Railway Rivals runs, I will take a brief look at the game and enter the player runs that cost the least, to avoid skewing the results for the other players.
- ✱ If orders arrive once I have adjudicated a game, I may rerun it, but this is entirely at my discretion and depends on how much time I have.

GAME STANDARDS

Games that involve auctions

I interpret auction orders in the following way.

A bid for a specific figure means just that - you will bid that figure and nothing else. If you want to bid above a previous bid and are willing to go to a maximum bid, then order your bid *up to* that maximum. You will then bid the minimum possible, and keep bidding until you win the auction or reach your maximum. If you are entitled to any discounts, do not deduct the discount before bidding. Any applicable discounts will be deducted after the auction is over.

Bus Boss and Railway Rivals

For Railway Rivals, the games I run use a single building allowance during the building rounds, rather than three separate die rolls.

During the operating rounds, Bus Boss scoring is used for both games. This shares 30 points between all entrants. If only one player enters a run, they get the full 30 points (less any payments they need to make to rivals). Players who complete a run in the same turn share placings. If shared placings mean that points cannot be shared evenly, the poorer player at the time of the run gains the odd point. If the players are tied before the run, the odd point is discarded.

When ordering for operating rounds, you should always list the runs in their proper sequence. You should not list runs you are not entering, as this often makes orders more confusing. If one or more runs is conditional on joint runs or other arrangements being accepted, the conditional order should appear against the run so that I can check the conditions before proceeding.

The maximum you may pay any single player in a run is ten points. If the length of the route you need to enter a run is more than twice the shortest route of any other entrant, your entry will be rejected, but that run will count towards the number that you are allowed to enter.

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

If 1 run is carried over, then you are still limited to 4 runs.
If 2 or 3 are carried over, then you can enter 5 runs.
If 4 or 5 are carried over, then you can enter 6 runs.
If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).
In all these cases, you can choose your runs from all those available.



WHO PLAYS WHAT

Tony Bromley	1837-Y25, RR-2117-ND, RR-2127-MP	Willem Moene . . .	1825-H27, 1830-G26, 1835-C26, 1856-Y27, 1861-C27, 1870-R24, 1870-Y26, OP28, PR11, PR12
Pete Campbell . . .	1825-H27, 1829-U25, 1837-L27, 1861-C27, 18GA-D26, Agr3, BB-322-IZU, BB-324-ENG, OP28, RR-2117-ND, RR-2124-I(S), StP2, YoD1	Greg Payne	BA19, BB-313-MOR, Robo3
John Colledge . . .	Acq52, Acq53	Marcus Pratt	Agr2, OP28, Robo3, StP2
Bob Coull	Acq54, BB-318-LUZ, BB-322-IZU, BB-324-ENG, RR-2117-ND, RR-2127-MP, StP3	Jim Reader	Agr3, BA19, BB-318-LUZ, BB-322-IZU, BB-324-ENG, CM2, OP28, PR10, PR11, PR12, RR-2117-ND, RR-2124-I(S), RR-2127-MP, RR-2134-IN, Robo3
Dennis Frank	BA19	Lionel Robbins . . .	1825-H27, 1829-U25, 1870-O27, RR-2127-MP
Tim Franklin	1895-X24	Tony Robbins	1837-Y25
Mark Frueh	1870-R24	Adam Romoth . . .	1837-L27, 1870-Y26
Michael Graystone .	Acq52, Acq53, Acq54, BB-322-IZU, BB-324-ENG, RR-2134-IN	Tony Sait	1830-G26, 1830-V1-N24, 1835-C26, 1856-P26, PR11
Lyndon Gurr	1835-C26, 1856-P26, 1856-Y27, 1861-C27, 1870-Y26, 18GA-D26, BB-318-LUZ, OP28, YoD1	Don Shailer	BB-313-MOR, RR-2117-ND, Robo3
Steve Ham	BA19, RR-2124-I(S), RR-2134-IN, Robo3	Colin Sharpe	Acq52, Acq53, BB-318-LUZ, RR-2124-I(S), RR-2134-IN
Geoff Hardingham .	1837-Y25, CM2, PR10	John Shelley	1829-U25, 1835-C26, 1856-Y27, 1870-O27
Alan Harvey	1825-H27, 1830-V1-N24	David Smith	OP28
Mike Head	1830-G26, 1856-P26, 18GA-D26, 18GA-Z27	Don Smith	1830-V1-N24, 1835-C26, 1837-L27, 1856-Y27, 1870-R24, 1870-Y26, 1870-O27, 18GA-D26, 18GA-Z27
John Hopkins	1837-Y25	Allan Stagg	Agr2, Agr3, PR10
Mike Hutton	1825-H27, 1830-G26, 1856-P26, 186-1C27, 1870-Y26, Agr2	Mark Stretch	1830-V1-N24, 18GA-Z27, OP28
Roger Krueger	1870-R24, 1895-X24, Robo3	Brian Tappenden . .	RR-2134-IN
Kevin Lee	Acq54, Agr2, Agr3, BB-313-MOR, CM2, PR10, PR11, PR12, RR-2124-I(S), StP2, StP3	Steve Thomas	1837-L27, 1895-X24
Michael Longdin . .	YoD1	Rob Thomasson . . .	1829-U25, 1856-Y27, 1870-O27, BB-313-MOR, StP3, YoD1
Richard Lunn	1830-G26, 1856-P26, Acq53, BA19	Roger Trethewey . .	BA19, BB-318-LUZ
John Marsden . . .	Acq52, BB-313-MOR, BB-322-IZU, BB-324-ENG, CM2, RR-2127-MP, RR-2134-IN	Stephen Webb	1830-V1-N24, 1837-Y25, 1837-L27, 1861-C27, 1870-R24, PR12
		Tony Wilcock	Acq52, Acq54, StP2, StP3



OUTSIDE EDGE

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

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DEADLINES

Wednesday January 20th 2009

18xx games - Friday January 15th

Future deadlines: 18xx games: February 12th Other games: February 17th

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.