

FOR WHOM THE DIE ROLLS

January 2010

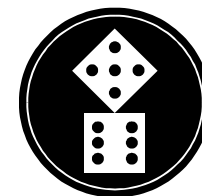
Published by Keith Thomasson

Issue 170

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 #170, 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...

1826 Pete Campbell, Lyndon Gurr, John Shelley, Don Smith, Stephen Webb
Acquire Bob Coull, Lyndon Gurr, John Marsden, Willem Moene, Tony Wilcock

Games starting in the next issue...

⚡ 6 nimmt! Colin Sharpe, Mark Stretch, Kevin Lee, Jim Reader, Bob Coull, Don Shailer, John Colledge, Michael Graystone
⚡ Phoenicia Lyndon Gurr, Geoff Hardingham, Mike Hutton, Mark Stretch
⚡ Railway Rivals John Marsden, Bob Coull, Roger Trethewey, Tony Sait, Jim Reader

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

⇨③ 1829 [South] Pete Campbell, John Shelley
⇨② 1830 [Variant map 2] .. Mark Stretch, Alan Harvey, Tony Sait
⇨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 Zavador ... Marcus Pratt
① Sopwith Michael Graystone, Jim Reader, Mark Stretch, Greg Payne, Don Shailer

I supply everything you need for these...

⚡/④ Battle! Michael Graystone, Allan Stagg, Steve Ham, Marcus Pratt, Mark Stretch, John Marsden, Pete Campbell, Greg Payne
⚡ Breaking Away Kevin Lee, Jim Reader, Dennis Frank, Steve Ham, Greg Payne, Richard Lunn
⑤ Breaking Away Allan Stagg
⇨① Bus Boss Mike Hutton, Pete Campbell, Jim Reader, Roger Trethewey
⇨③ Railway Rivals Pete Campbell, Don Shailer

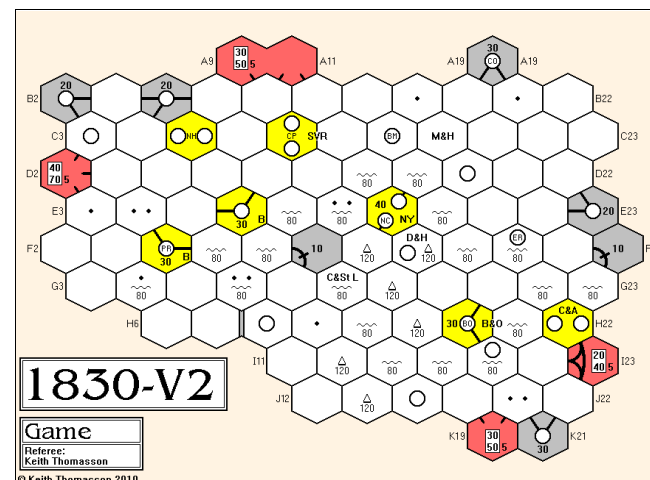
£1 fee for each game, unless otherwise stated, subsidising the cost of the zine

START

Welcome to issue #170. We're short of the Canal Mania game this month. Geoff Hardingham's Christmas involved a period in hospital, and although he planned to send orders for this game when he got home, his priorities are likely to have swung to his comfort and general well-being. All the best, Geoff, and do let me know if you will be forced to delay your return to regular participation.

I am sponsoring the UK qualifier for the 2010 World Catan Championship. The qualifying event will take place at the UK Games Expo (June 4th-6th). The sponsorship is under the banner of Heron Games, and will consist of the winner's travelling costs to get to the final. This will be taking place at Castle Wildenstein in Germany on September 19th/20th. If you want to know what the castle looks like, just look at this month's cover. Accommodation costs are being covered by the tournament organisers, Kosmos Verlag.

There may be a second qualifying event in the UK, but this is all up in the air at the moment. If I get firm news I shall let you know about it in a future issue.



The waiting lists now have a entry for 1830 [Variant map 2]. You can probably guess that this is 1830 played on a different map, but without the map to look at, you won't know what you're letting yourself in for. So here it is.

This is the second variant map published by Wolfram Janich as part of his 1830 Variant Box No.1.

Here's an interesting quote from a BoardGameGeek GeekList on 18xx games. The comment was in response to another about 1829 Mainline being broken (or not).

"The main reason there are problems with 1829 is that Francis Tresham made the foolish mistake of designing an 18xx game, without having even played an 18xx game before."

I found this almost a year after it was posted, so didn't see the point in responding to it - but was amazed that nobody else had done so either. I guess not everyone knows the origin of the species. Not everyone finds problems with 1829 Mainline, either.

The new version of 1853 finally reached the UK this week, and that is what I shall be looking at once this issue is printed and put to bed.

BOARD 2 PIECES

BY TED ALSPACH

THERE'S BEEN SOME SERIOUS BACKLASH FROM THE GAMING COMMUNITY ON OUR THEORY OF END-GAME SCORING. IT SEEMS A LOT OF GAMERS DON'T BELIEVE HOW BADLY THIS PHENOMENON IS HURTING THEIR SCORES.

WHAT'S WRONG WITH THEM? DON'T THEY REALIZE THAT FUTURE GENERATIONS OF GAMERS WILL HAVE SCORES IN THE HUNDREDS OF THOUSANDS?

IT'S REALLY THE BIG EVIL GAMING COMPANIES WHO ARE AT FAULT. THEY WON'T PUBLISH A GAME ANYMORE WITHOUT END-GAME SCORING. TAKE RIO GRANDE'S DOMINION, FOR INSTANCE.

THANKS TO THE SEASIDE EXPANSION'S "ISLAND" CARD, IT DOES NOW.

DOMINION HAS END-GAME SCORING?
WHAT A TRAVESTY.

WE NEED TO SUPPORT PUBLISHERS LIKE BÉZIER GAMES, WHOSE "ULTIMATE WEREWOLF" GAME DOESN'T EVEN HAVE SCORING. NOW THAT'S A PROGRESSIVE, SCORE-FRIENDLY COMPANY.

THE ONLY WAY TO MAKE GAMING FAIR LONG TERM IS TO REMOVE ALL KINDS OF SCORING ENTIRELY.

BOARD 2 PIECES

BY TED ALSPACH

HI, I'M HECTOR, THE CAYLUS WORKERS' UNION REPRESENTATIVE, WITH A HOLIDAY MESSAGE FOR ALL GAMERS. END-GAME SCORING IS REAL. I KNOW YOU'VE SEEN THE LEAKED EMAILS, AND YOU'VE HEARD THE SKEPTICS WITH ALL OF THEIR "LOGIC" AND "REASONING," BUT DO YOU REALLY WANT TO LEAVE THE FUTURE OF BOARDGAMING IN THEIR HANDS?

I DIDN'T THINK SO. OUR UNION HAS BEEN BATTLING UNFAIR GAMING PRACTICES FOR YEARS. EVER SINCE THAT CRAZED CONSERVATIVE DESIGNER, WILLIAM ATTIA, STARTED THE DESPICABLE PRACTICE NOW KNOWN AS "WORKER PLACEMENT," WE'VE FOUGHT FOR A HIGHER MINIMUM DENIER WAGE, FOR THE ELIMINATION OF FAVORS, AND FOR LIMITING THE POWER OF THE PROVOST "MANAGEMENT."

AND NOW WE'RE THROWING OUR SUPPORT BEHIND THE CRUSADE TO DO AWAY WITH END-GAME SCORING. WHY REWARD GAMERS FOR THEIR INDIVIDUAL ACCOMPLISHMENTS WHEN YOU COULD JUST TREAT EVERYONE EQUALLY BY NOT GIVING "ANYONE" VEEPS? THIS WAY, EVERYONE WINS. AND ISN'T THAT WHAT BOARDGAMING IS REALLY ALL ABOUT ANYWAY? MERRY CHRISTMAS!

BOARD 2 PIECES

BY TED ALSPACH

BOARD 2 PIECES HAS BEEN AROUND A LONG TIME, BUT WE'VE NEVER REALLY PROVIDED AN IN-DEPTH LOOK AT ONE OF THE ALL TIME CLASSIC BOARDGAMES: THE SETTLERS OF CATAN. THAT CHANGES NOW.

SETTLERS, AS IT'S KNOWN BY ITS FANS, IS BASICALLY CRAPS IN BOARDGAME FORM.

EACH TURN YOU ROLL TWO DICE AND SHOUT FOR NO 7'S.

REALLY?
I THINK IT'S DIFFERENT...

DURING SETUP, YOU PLACE YOUR BETS ON DIFFERENT AREAS OF THE BOARD. WHEN THE CORRECT NUMBERS ARE ROLLED, YOU COLLECT MONEY IN THE FORM OF "RESOURCE CARDS." THEN YOU PAY FOR MORE BETTING TOKENS WITH THOSE RESOURCE CARDS.

YOU HAVE SOME REALLY GOOD POINTS...

BOARD 2 PIECES

BY TED ALSPACH

SETTLERS HAS YOU MANAGING FIVE DIFFERENT RESOURCES: LAVA, LUMBER, CARDBOARD BOXES, YELLOW CENTIPEDES AND TWO HEADED SIX-LEGGED MUTANT SHEEP RAMS.

THAT'S DIFFERENT.

THESE RESOURCES CAN BE USED TO BUY MORE STICKS, BUT THOSE STICKS AREN'T ACTUALLY LUMBER, THEY'RE JUST COLORED STICKS.

NO, THAT'S SILLY. THEY'RE TOO THICK TO BE ROADS.

AREN'T THOSE STICKS SUPPOSED TO BE ROADS?

PUT A BUNCH OF STICKS END TO END AND YOU GET A BONUS FOR "THE MOST STICKS END TO END" WHICH IS IMPORTANT TO THE NATIVE CATANESE.

THE PEOPLE WHO LIVE IN CATAN?
IT'S NOT A SIMULATION...

WAIT, I THOUGHT YOU WERE THE FIRST SETTLERS...

BOARD 2 PIECES

BY TED ALSPACH

IN SETTLERS, YOU CAN ALWAYS TRADE FOR RESOURCES WITH OTHER PLAYERS. YOU SIMPLY SAY "I'D LIKE TO TRADE ONE OF THESE FOR ONE OF THOSE," AND THEN ALL THE OTHER PLAYERS MAKE FUN OF YOU AND SAY IT'S NOT WORTH IT.

WHY WOULD YOU DO THAT?

BECAUSE THAT WAY YOU CAN TELL PEOPLE LATER WHAT AN INTERACTIVE GAME SETTLERS IS. SOMETIMES, IF YOU'RE REALLY DESPERATE, YOU CAN TRADE TWO RESOURCES FOR THE ONE YOU REALLY NEED, BUT MOST SAVVY PLAYERS STILL WON'T TRADE WITH YOU THEN.

THAT SOUNDS PRETTY COUNTERPRODUCTIVE.

OH, IT IS. IN FACT, EACH PLAYER WILL ATTEMPT TO TRADE WITH OTHER PLAYERS ON EACH OF THEIR TURNS, USUALLY UNSUCCESSFULLY, MAKING THE GAME TAKE ABOUT DOUBLE THE TIME IT WOULD IF TRADING WASN'T AN OPTION.

YOU REALLY AREN'T SELLING THIS GAME VERY WELL, ROCKY.

BOARD 2 PIECES

BY TED ALSPACH

THERE IS ONE NASTY VILLIAN IN SETTLERS, KNOWN AS "THE BLACK SNOWMAN." THIS NASTY FELLOW APPEARS WHEN YOU ROLL A SEVEN AND THEN PROCEEDS TO GIVE YOU A NOOGIE.

A NOOGIE? REALLY, ROCKY?

THE EASIEST WAY TO GET RID OF THE BLACK SNOWMAN IS BY GETTING UP, RUNNING AROUND THE TABLE, AND SITTING DOWN BEFORE ANYONE ELSE PLAYING DOES SO.

WAIT, DID YOU JUST MAKE THAT UP?

THE BLACK SNOWMAN CAN ALSO BE DEFEATED BY BALANCING HIM ON HIS HEAD FOR 15 SECONDS. THIS REQUIRES PRECISION, PATIENCE, AND RESTRAINTS PLACED ON YOUR OPPONENTS TO ENSURE THEY DON'T BUMP THE TABLE.

I HOPE MAYFAIR DOESN'T SUE US...

BOARD 2 PIECES

BY TED ALSPACH

IT WOULD BE REMISS OF US NOT TO MENTION ALL OF THE EXPANSIONS AND VARIANTS FOR SETTLERS THAT GIVE THE GAME MORE LEGS.

HA, GOOD OLD KLAUS WISHES THEY WERE AS GOOD AS THE BÉZIER GAMES EXPANSIONS.

YOU MEAN LIKE THE ONES FROM BÉZIER GAMES?

ANYWAY, THERE'S A 5-6 PLAYER EXPANSION WHICH IS PRETTY MUCH UNPLAYABLE. THAT IS, UNLESS YOU LIKE STABBING YOURSELF IN THE EYE WITH A FORK, REPEATEDLY, BECAUSE THAT'LL DEFINITELY HELP NUMB THE PAIN OF PLAYING SETTLERS WITH 5 OR 6 PLAYERS.

IT'S NOT THAT GOOD, HUH?

AND THEN THERE'S SEAFARERS, WHICH HAS TO BE PLAYED WITH THE ENCLOSED SCENARIOS OR IT TOTALLY BREAKS. OR CITIES AND KNIGHTS, WHICH YOU CAN'T PLAY WITHOUT A MASTERS IN RULES READING, AND THEN THERE ARE THE VARIANTS LIKE THE ABYSSAL NUREMBURG.

I TAKE IT YOU'RE NOT A FAN...

BOARD 2 PIECES

BY TED ALSPACH

HI REINER, HAVEN'T SEEN YOU AROUND FOR A WHILE, WHAT HAVE YOU BEEN UP TO?

YEAH, UM, NICE WORK ON THOSE. I MEAN, THEY WEREN'T TERRIBLE, JUST KIND OF...LAME.

WELL, YOU KNOW ALL ABOUT THE SUBSTANDARD FITS EXPANSIONS, RIGHT?
DON'T KID YOURSELF, LEO. THEY WERE TERRIBLE.

ANYWAY, I'VE DECIDED TO PURSUE A LIFELONG DREAM OF MINE: BOARDGAME REFORM.

WAIT, WHAT'S WRONG WITH BOARDGAMES?

A LOT OF PEOPLE FEEL THAT PUBLISHERS ARE CHARGING WAY TOO MUCH MONEY FOR GAMES. NOT EVERYONE CAN AFFORD THEM AT THOSE CRAZY PRICES.

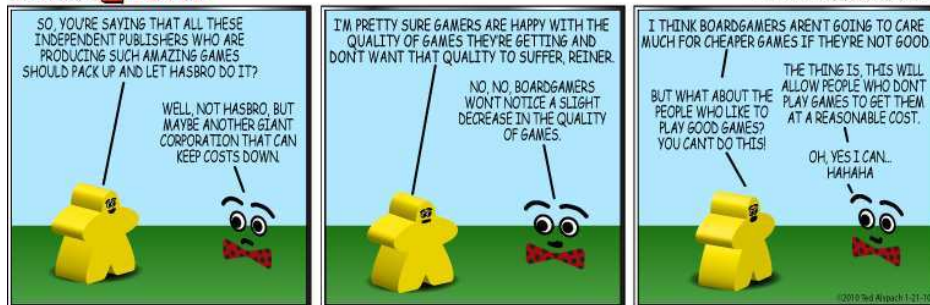
SO I'M PLANNING ON HAVING A SINGLE COMPANY PUBLISH BOARDGAMES AT PRICES EVERYONE CAN AFFORD.

WAIT, HASN'T THIS BEEN DONE BEFORE?

YEP, I'M GOING TO CONSULT HASBRO ON HOW TO DO IT.

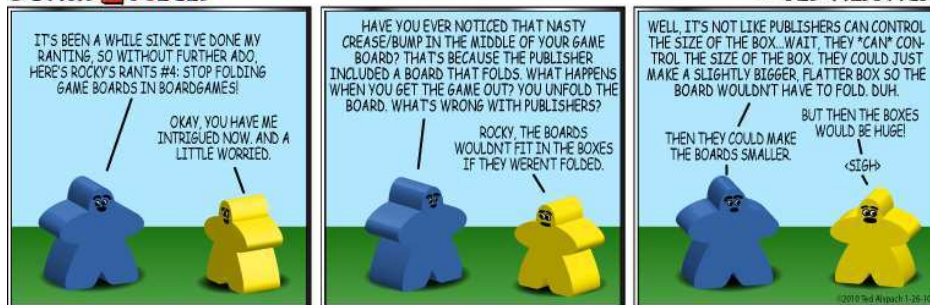
BOARD 2 PIECES

BY TED ALSPACH



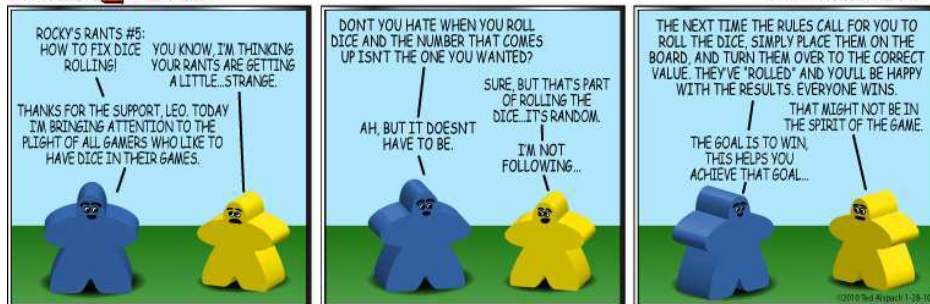
BOARD 2 PIECES

BY TED ALSPACH



BOARD 2 PIECES

BY TED ALSPACH



1826-J28

Will John have any advantage now that he is a local?

NEW GAME

The players in this game will deal in the following order.

John Shelley	59 Avenue de la Republique, 33820 St Ciers sur Gironde, France
Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ
Stephen Webb	17 Gladwyn Close, Parkwood, Gillingham, Kent, ME8 9TQ
Lyndon Gurr	15b Hedley Street, Maidstone, Kent, ME14 1UG

You each start with 360 and are looking at six private companies, which is all your first orders need to be concerned with. The six companies have the following names and values:

Ponts de Chaussées	Bridge	Cost	20	Revenue	5
Régie des Postes	Mail	Cost	40	Revenue	10
Chemins de Fer D'Algérie	Algerian	Cost	70	Revenue	15
Grand Central Belge	Belgian	Cost	110	Revenue	20
Compagnie Paris-Rouen	Parisian	Cost	160	Revenue	25
Ligne Strasbourg-Bâle	Alsatian	Cost	220	Revenue	30

Check your rule books for the benefits that these items bring. When the Paris-Rouen and Strasbourg-Bâle privates are bought, the initial par price for the Paris and Alsace public companies will be set at 110 unless you advise me otherwise.

The common approach to the bidding process is to indicate what you want to go for (or what you want to avoid) and the maximum you'll pay. Bids will be 5 above the initial price or the last bid unless you advise otherwise. Some players just say 'buy whatever I'm offered', some also give a total limit on expenditure.

If anyone fancies orders like 'buy any', please let me know if you mean any one (and only one), or any (and all) that are offered to you. I've hit that particular problem before, and it an easy one to avoid once you know of it.

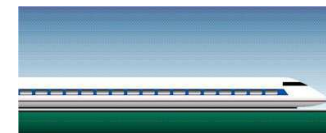
Maps and tile sheets are enclosed for everyone getting this by post. PDF subscribers can find these resources on the web site (www.fwtwr.com/18xx/). Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies. Please take note and let me know if you have any queries on this topic.

After the sale of the private companies we'll have the tail end of the first stock round before we hit the first operating round. Enjoy the game.

Orders required for the following round

By the early deadline

Stock Round 1, Private Companies only, starting with John





1825-H27

Four Directorships sold, but only one new company floated.

SR5

The GWR price is 142 - it got a double-jump in OR5.

Stock Round 5

Mike	Pete	Alan	Willem	Lionel
✗	+ Midland new	+ Midland new	+ GER/Dir	+ LSWR/Dir
+ Caledonian/Dir	+ LSWR new	+ NBR/Dir	+ GER new	- TWW private + LSWR new
+ LSWR new	+ LSWR new {floated}	✗	✗	✗
- 1 Midland + LSWR new	- C&W private + Midland pool	✗	✗	✗
- 1 Midland + LSWR new	- 1 LSWR + Midland pool	✗	✗	✗
+ LSWR pool {gains Dir}	✗	✗	✗	✗
- 1 GWR + LSWR new	- 1 Midland + GWR pool	✗	✗	✗
✗	✗	Priority for SR6		

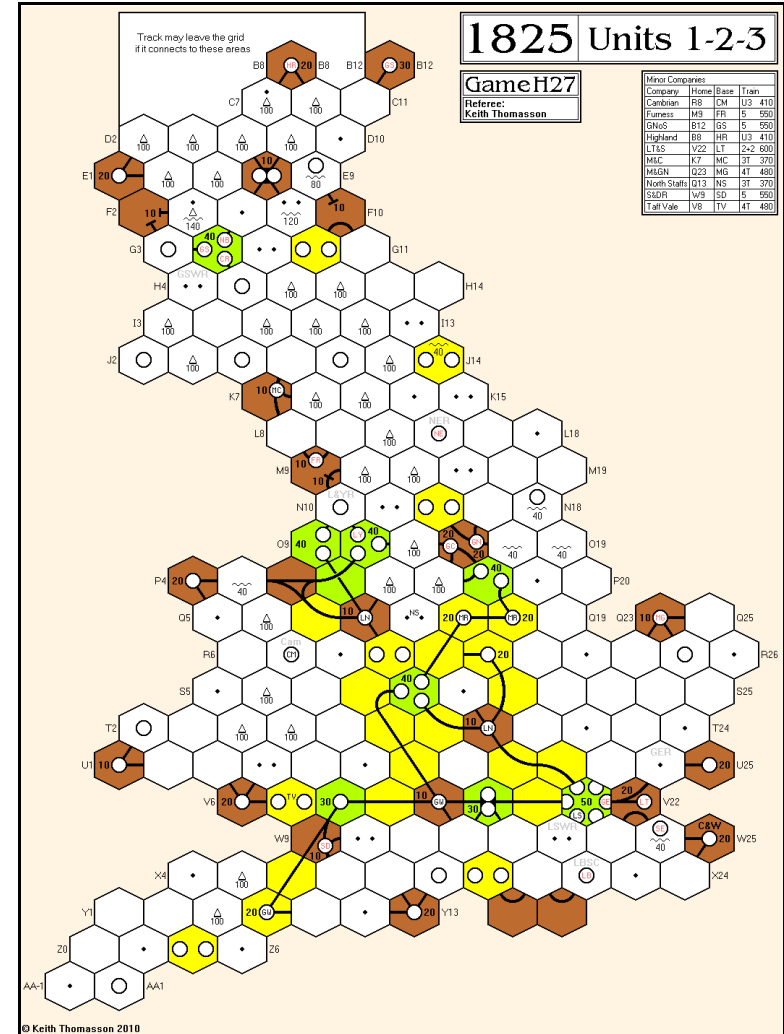
Cash Flow	b/f	SR5	c/f	Value	%	Certs
Willem Moene	265	-228	37	1,147	22.3▼	8
Lionel Robbins	215	-198	17	709	13.8▼	8
Mike Hutton	281	-210	71	1,029	19.7▲	8
Pete Campbell	290	-290	0	1,108	21.3▲	8
Alan Harvey	265	-234	31	1,143	21.9▼	8

Portfolio	Privates	LNWR	GWR	Mid	NER	LSWR	Cal	GER	NBR	GCR	GNR	L&YR	SECR
Willem Moene	S&M	6D	-	-	-	-	-	3D	-	-	-	-	-
Lionel Robbins	-	-	-	6D	-	3	-	-	-	-	-	-	-
Mike Hutton	-	-	3	-	-	5D	2D	-	-	-	-	-	-
Pete Campbell	-	-	6D	2	-	1	-	-	-	-	-	-	-
✗ Alan Harvey	S&D	4	1	1	-	-	-	2D	-	-	-	-	-

Bank (new)	-	-	-	10	1	8	7	8	10	10	10	10
Price (new)	100	90	82	82	76	76	76	76	71	71	71	71
Bank (pool)	TWW	-	-	-	-	-	-	-	-	-	-	-
	C&HP	-	-	-	-	-	-	-	-	-	-	-
	C&W	-	-	-	-	-	-	-	-	-	-	-
	L&M	-	-	-	-	-	-	-	-	-	-	-
Price (pool)	142	126	90	-	76	76	76	76	-	-	-	-
Company credit	120	60	0	-	760	-	-	-	-	-	-	-
Tokens	5	5	2	4	4	4	4	4	3	3	3	4
Trains	5 2	3 2	3 3	-	-	-	-	-	-	-	-	-
	2 2	2 2	2	-	-	-	-	-	-	-	-	-

Bank cash: 14,844 Certificate limit: 31 Trains: 2 x '3', 5 x '4'...

Titles	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 rounds

By the early deadline

OR6, OR7

Adjudication can pause between rounds if requested



1829-U25

All of the remaining
'5' trains are sold.

OR14 - OR15

OR14	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	38:R12:5	•Q15	120	No	① ②	160▼	300	5 3
GWR	PC	47:T14:2	•X12	230	No	-	142▼	340	5 3
Mid	JS	38:Q17:5	•R10	370	Yes	③	126▲	40	4 3 3
LSWR	Rcvr	-	•V22	-	-	-	29▼	10	-
GNR	PC	6:N10:5	•M11	120	No	④	76▼	120	4
LBSC	LR	12:U21:3	•W21	150	Yes	-	82▲	350	4 3
GER	RT	43:U19:3	•T18	80	Yes	-	76▲	210	4
GCR	JS	10:P16:1	•P14	100	Yes	-	71▲	40	3

- Notes: ① 100 to the bank for a token in Q15
 ② 550 to the bank for a '5' train
 ③ 100 to the bank for a token in R10
 ④ 40 to the bank for terrain costs

OR15	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	47:P10:2	•S9	310	No	①	142▼	60	5 5 3
GWR	PC	32:V10:1	•X16	320	No	② ①	126▼	80	5 5
Mid	JS	38:P16:3	•O17	390	Yes	-	142▲	40	4 3 3
LSWR	Rcvr	-	•V22	-	-	-	20▼	10	-
GNR	PC	13:N10:1	•O9	140	No	③ ④	71▼	210	4 3
LBSC	LR	8:W21:5	•X22	290	Yes	-	90▲	350	4 3
GER	RT	38:X20:6	•S19	100	Yes	-	82▲	210	4
GCR	JS	45:N18:3	•P18	110	Yes	-	76▲	40	3

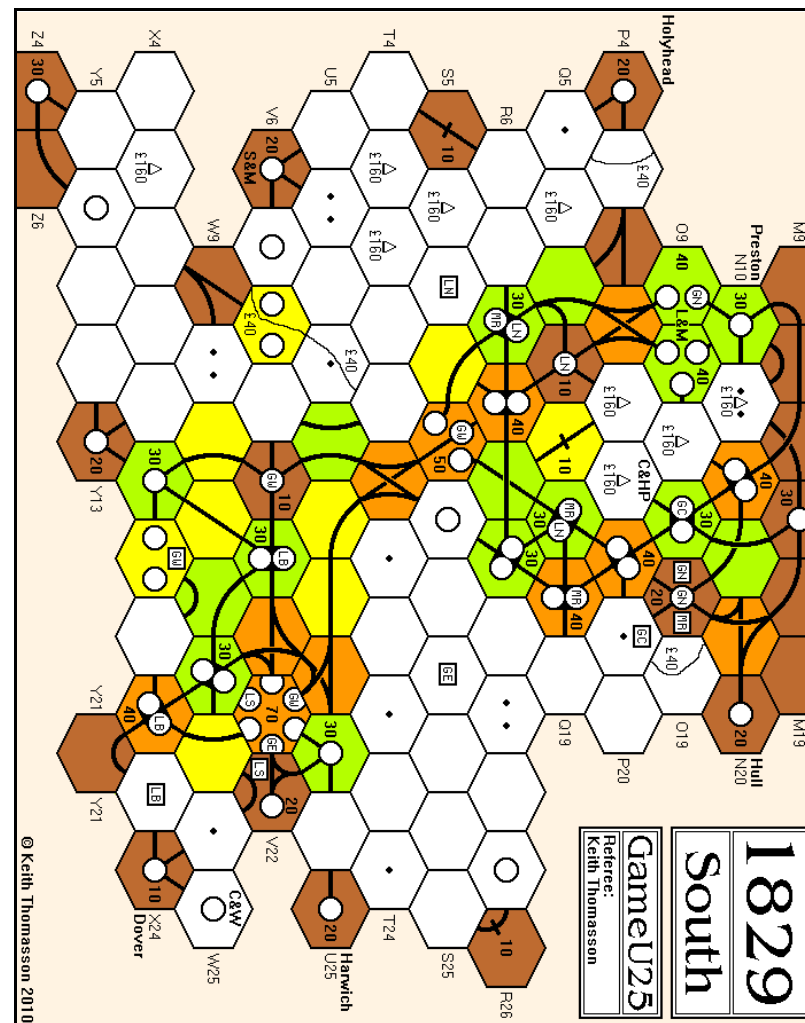
- Notes: ① 550 to the bank for a '5' train
 ② 40 to the bank for terrain costs
 ③ 40 to the bank for a token in O9
 ④ 10 to the GWR for a '3' train

Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Rob Thomasson	190	102	135	427	2,339	23.1▼	17
John Shelley	15	335	357	707	2,958	29.2▲	17
Pete Campbell	142	30	58	230	2,002	19.7▼	15
Lionel Robbins	257	283	390	930	2,840	28.0▲	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 C&W	-	-	-	10D	-	-	-	-
Price (pool)		142	126	142	20	71	90	82	76
Company credit		60	80	40	10	210	350	210	40
Tokens		3	3	2	4	3	2	3	3
Trains		5.5.3	5.5	4.3.3	-	4.3	4.3	4	3
Bank cash: 17,706	Certificate limit: 18				Trains: 4 x '7'				

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



Orders required for the following rounds	By the early deadline
OR16, SR12	Adjudication can pause between rounds if requested



1830-G26

Both '6' trains find homes.

OR8

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	64:H18:2	170	Yes	①	111C▲	10	5 4
PRR	RL	24:I17:6	130	Yes	①	111C▲	67	5
Erie	WM	8:E13:6	60	Yes	②	100A▲	71	6
C&O	MHd	14:H10:3	-	-	③	71E▼	0	6
CPR	WM	57:B16:3	-	-	④	70C▼	0	5
NYC	WM	62:G19:1	130	No	⑤	69G▼	194	4 4
NYNH	MHn	46:F18:2	130	Yes	-	75F▲	246	4

- Notes: ① 450 to the bank for a '5' train
 ② 630 to the bank for a '6' train
 ③ 630 to the bank for a '6' train, partly funded by 243 from Mike Head, requiring the sale of 2 NYNH {▼70G}
 ④ 1 to the NYC for a '5' train
 ⑤ 1 to the Erie for a '4' train

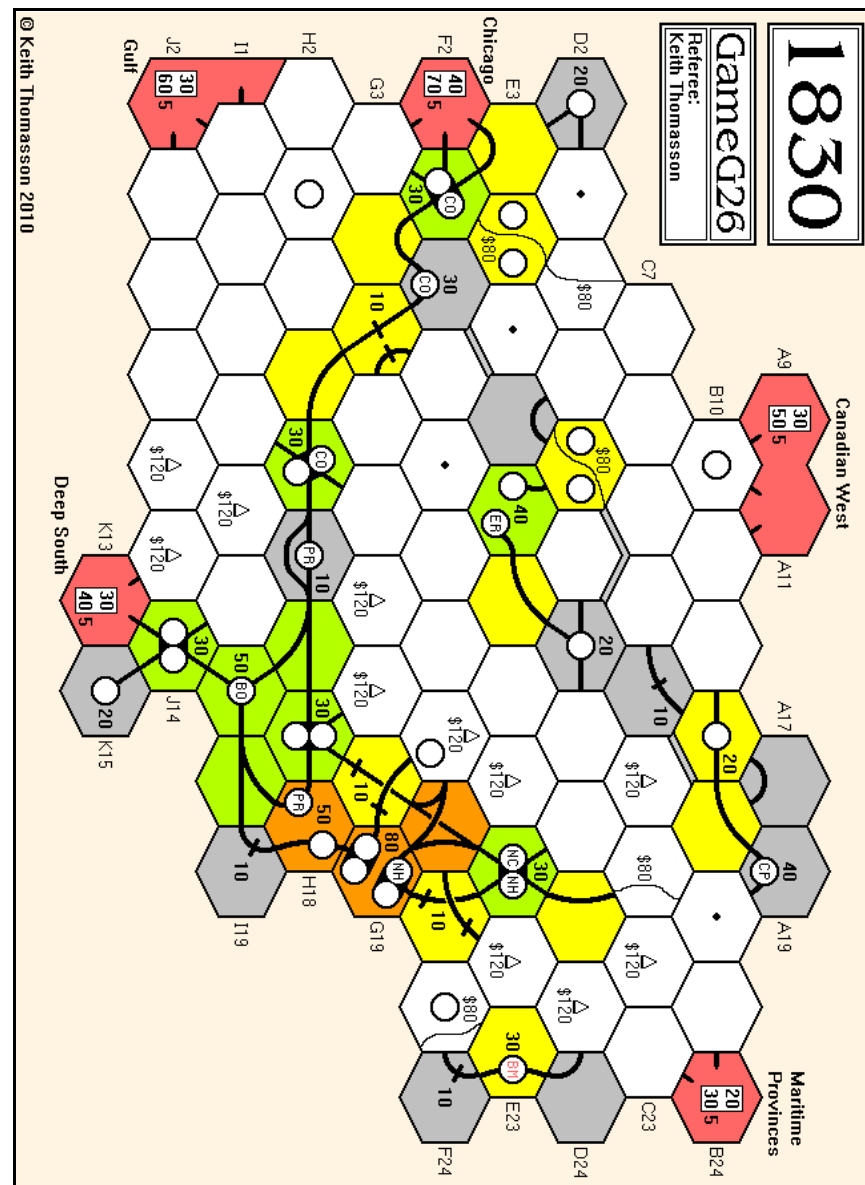
Cash Flow	b/f	OR8	c/f	Value	%	Certs
Mike Head	79	-63	16	733	14.4▼	8
Mike Hutton	145	95	240	977	19.2▲	8
Richard Lunn	107	104	211	1,167	22.9▲	9
Willem Moene	47	36	83	1,241	24.3▲	11
Tony Sait	131	85	216	982	19.3▲	7

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	-	1	6P	-	-	1	-	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	2	-
Price (pool)		111C	71E	70C	100A	69G	75F	111C
Company credit		10	0	0	71	194	246	67
Tokens	2	2	-	3	2	3	-	2
Trains		5 4	6	5	6	4 4	4	5

Bank cash: 10,646 Certificate limit: 13 Trains: Diesels
 Current operating order: B&O, PRR, Erie, NYNH, C&O, CPR, NYC

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
1/1	2/-	3/2	4/2	7/2	8/4	9/7	55/1	56/-	57/3	58/2	69/-	14/-	
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	
54/1	59/1	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/1	47/1	61/2	62/-	
63/3	64/-	65/1	66/1	67/1	68/1	70/1							



Orders required for the following round

By the early deadline

SR7



1835-C26

The MsE and OIE are released and will operate next time.

OR11 - SR9

OR11	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
ByE	DS	218:L14:2	200	Yes	-	172D▲	139	4+4
Pr	WM	220:E19:1	380	Yes	-	172D▲	778	3 3 3
SxE	LG	216:H20:6	350	Yes	-	154D▲	192	4 3+3
BaE	LG	218:L6:2	380	No	-	86C▼	720	4 4
WtE	TS	216:I3:1	160	Yes	-	94D▲	498	3+3
HeE	JS	216:H2:2	360	Yes	-	94D▲	195	5 3+3

Stock Round 9

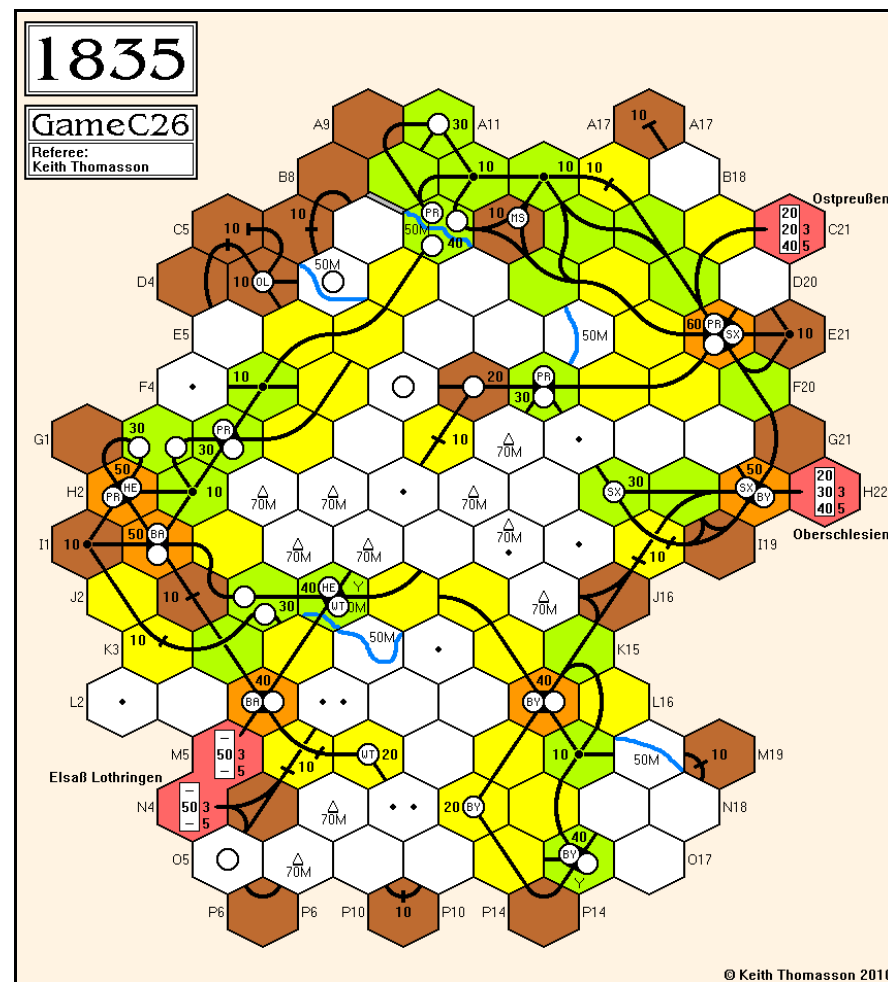
Lyndon	Willem	John	Tony	Don
- 2 PrE 5% {↔}	+ PrE new	+ WtE new	+ WtE new 20%	+ MsE/Dir
+ SxE pool	+ PrE new	- 1 PrE 5% {↔}	+ MsE new 20%	+ MsE new 20%
+ SxE pool	+ PrE pool 5%	+ OIE/Dir		
+ SxE pool	+ PrE pool 5%	- 1 PrE {↔}	✗	✗
+ BaE 20% from John	+ PrE pool	+ OIE new 20%	✗	✗
+ SxE from Tony	+ PrE pool 5%	- 1 SxE {↔140E}	✗	✗
✗	+ PrE pool 5%	+ OIE new	✗	✗
✗	✗	- 1 WtE {↔90E}	✗	✗
✗	✗	+ OIE new	✗	✗
✗	✗	✗	✗	✗
Priority for SR10				

Cash Flow	b/f	OR11	SR9	c/f	Value	%	Certs	Limit
John Shelley	588	452	-40	1,000	2,720	24.8▲	14	14
Tony Sait	497	227	-97	627	2,145	19.6▲	11	13
Don Smith	193	176	-320	49	1,921	17.5▲	11	13
Lyndon Gurr	1,095	213	-779	529	2,477	22.6▼	14	14
Willem Moene	788	133	-738	183	1,703	15.5▲	10	13

Portfolio	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OIE
John Shelley	-	-	-	-	100/8	-	-	90/6
✗ Tony Sait	20/2	10/1	-	10/1	-	80/6	20/1	-
Don Smith	-	80/7	-	10/1	-	10/1	40/2	-
Lyndon Gurr	-	-	90/8	80/6	-	-	-	-
Willem Moene	80/10	-	-	-	-	-	-	-

Bank (new)	-	-	-	-	-	-	40/4	10/1
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	10/1	10/1	-	-	10/1	-	-
Price (pool)	190C	172D	140E	86C	100C	90E	80E	80E
Company credit	1,086	139	192	720	195	750	480	750
Tokens	2	1	-	-	-	-	2	2
Trains	3 3 3	4+4	4 3+3	4 4	5 3+3	3+3	-	-
Bank cash: 5,330	Certificate limit: 12/13		Trains: 1 x '3', 1 x '5', 1 x '5+5'					
Current operating order:	PrE, ByE, SxE, HeE, WtE, BaE, MsE, OIE							

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/-	207/1	208/2				
209/1	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	216/1	217/2	218/-	219/2	220/-	221/1						



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



1837-Y25

Only the Bh has yet to show its face.

SR8

The Sb ran for 240, not 210. The Kk was forced to form when the '4+1' train was bought. Geoff has one share, Tony Robbins has two and is the Director. The company has 1,176 credit plus a '3+1' and a '3' train.

Geoff forms the Hungarian from the U1 minor.

Stock Round 8

Geoff	John	Stephen	Tony B	Tony R
+ Ug new	+ Ms pool	- 1 Sd {↔} + Kk new	+ Sd new	+ Kk new
+ Ug new	+ Ms new	+ Gt new 1 Gt {↗70G}	+ Sd new	+ Kk new
- 1 Bk {↗78F} + Ug new	+ Sb pool	- 1 Gt {↗65H}	+ Ug new	+ Kk new
- 1 Ms {↗63I} - 1 Sb {↔} + Ug new	+ Cl new - 1 Cl {↗118B}	+ Sb pool	✗	+ Kk new
✗	+ Gt pool	+ Ms pool	✗	✗
✗	✗	+ Th new	✗	✗
✗	✗	+ Cl new	✗	✗
✗	✗	✗	Priority for SR9	

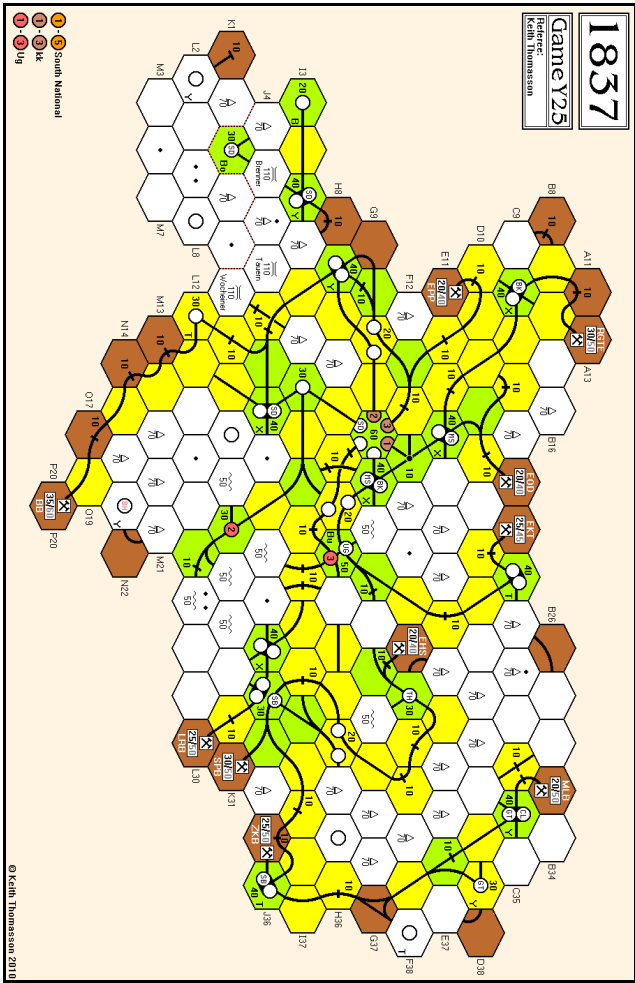
Cash Flow	b/f	SR8	c/f	Value	%	Certs
John Hopkins	312	-241	71	987	11.4↗	12
Stephen Webb	386	-230	156	1,639	17.7↗	15
Tony Bromley	500	-459	41	1,992	22.0▲	15
Tony Robbins	639	-480	159	2,255	24.4↗	17
Geoff Hardingham	517	-483	34	2,256	24.4▲	14

Portfolio	Mount/Coal/Minor	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
John Hopkins	U3D	-	5D	-	1	-	3	2	-	1	-
Stephen Webb	Arl Woch/U2D	-	-	1	4D	1	1	6D	-	1	-
✗ Tony Bromley	Kara Semm	-	1	-	-	-	4D	1	5D	1	2
Tony Robbins	Karst Tau/BB	-	1	6D	-	6D	1	-	1	-	-
Geoff Hardingham	Bren/U3	-	-	-	-	1	-	1	5D	6D	-

Bank (new)	9	-	2	4	2	-	-	2	2	-
Price (new)	85	104	75	120	70	70	142	104	175	-
Bank (pool)	3	1	1	-	1	1	1	-	-	-
Price (pool)	78F	118B	65H	120D	63I	66I	157D	121A	185C	-
Credit	223	65	21	1176	75	149	38	312	1033	-
Tokens	3	1	2	1	-	1	1	-	2	-
Trains	4	4+1	4	3+1	4E	3	4	3	4	3
	2G	2G	2G	3	2G	3G	2G	3+1	2G	-

Bank cash: 13,601 Certificate limit: 17 Trains: 1 x '4+2', 2 x '5'...
Current operating order: Coal companies, U2-3, Ug, Sd, Th, Kk, Cl, Bk, Sb, Gt, Ms

Tiles		Tile number/Availability		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	By the early deadline
OR9	



1837-L27

The rest of the '3' trains are bought.

OR5 - OR6

The EPP must be exchanged for a Bk share as the Bk is sold out. The Bk inherits a '1G' train, which is returned to the bank to meet train limits.

OR5	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EOD	DS	26:C13:6	40	20	Half	-		125	1G
EKT	PC	8:D26:3	50	25	Half	-		120	1G
MLB	DS	207:C33:3	60	20	Half	①		0	1G 1G
ZKB	DS	405:J36:6	60	25	Half	-		200	1G
SPB	PC	27:E29:4	40	30	Half	-		180	1G
LRB	ST	406:J26:1	60	25	Half	-		300	-
BB	PC	401:L12:2	60	35	Half	-		140	1G
EHS	PC	408:J28:1	50	20	Half	-		115	1G
S1	ST	427:G17:1	80	-	Half	②		0	2 1G
S2	AR	429:J16:6	50	-	Half	③		0	2 2
S3	AR	208:I7:3	60	-	Half	④		0	2 2
S4	AR	205:K5:5	-	-	-	⑤		0	3
S5	ST	207:L2:1	70	-	Half	⑥		0	2 2
K1	ST	429:E17:4	-	-	-	⑤		5	3
K2	SW	408:G13:3	90	-	Half	⑦		1	2
K3	ST	418:F16:4	100	-	Half	-		125	2
U1	SW	425:H22:1	100	-	Half	⑤		70	3 2
U2	SW	408:H20:3	60	-	Half	⑧		54	2 2
U3	AR	411:I21:2	100	-	Half	⑤		5	3 2
Bk	DS	406:C11:1	110	-	Yes	⑨	89D▲	660	3 2 1G
Cl	PC	25:C29:3	-	-	-	⑩	72F▼	445	2G

- Notes:
- ① 165 to the Bk for a '1G' train
 - ② 130 to the LRB for a '1G' train
 - ③ 85 to the U3 for a '2' train
 - ④ 105 to the S4 for a '2' train
 - ⑤ 180 to the bank for a '3' train
 - ⑥ 110 to the K1 for a '2' train
 - ⑦ 135 to the U1 for a '2' train
 - ⑧ 1 to the K2 for a '2' train
 - ⑨ 100 to the bank for a '1G' train
 - ⑩ 230 to the bank for a '2G' train

Don exchanges the MLB for a share in the Cl. The Cl inherits a '1G' train.

OR6	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EOD	DS	204:D18:4	70	20	Half	-		180	1G
EKT	PC	8:D28:6	60	25	Half	①		105	1G
ZKB	DS	404:H30:1	60	25	Half	-		255	1G
SPB	PC	25:D28:2	60	30	Half	②		10	2G 1G
LRB	ST	55:I23:1	-	-	-	③ ②		20	2G
BB	PC	405:L12:1	70	35	Half	-		210	1G
EHS	PC	206:F28:2	60	20	Half	-		165	1G
S1	ST	12:I15:1	90	-	Half	-		45	2 1G
S2	AR	17:I17:3	50	-	Half	-		25	2 2
S3	AR	-	130	-	Half	-		65	2 2
S4	AR	-	110	-	Half	-		55	3

S5	ST	-	120	-	Half	-		60	2 2
K1	ST	87:F18:4	110	-	Half	-		60	3
K2	SW	410:G11:3	90	-	Half	-		46	2
K3	ST	-	100	-	Half	-		175	2
U1	SW	-	210	-	Half	-		175	3 2
U2	SW	57:K17:3	110	-	Half	-		109	2 2
U3	AR	19:I19:2	200	-	Half	-		105	3 2
Bk	DS	-	280	30	Yes	④	93D▲	610	3 2 1G
Cl	PC	405:C23:3	160	45	Yes	-	75F▲	490	2G 1G

- Notes:
- ① 70 to the bank for terrain costs
 - ② 230 to the bank for a '2G' train
 - ③ 50 to the bank for terrain costs
 - ④ 80 to the bank for a token in E17

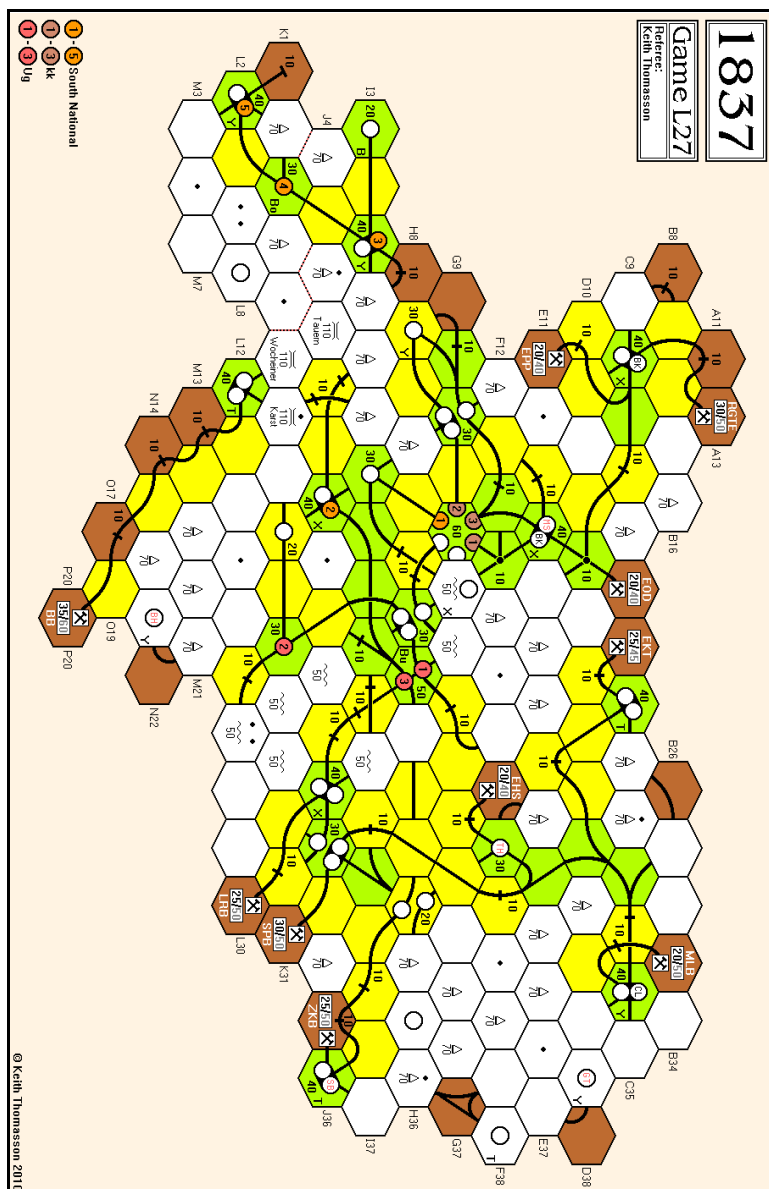
Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Pete Campbell	10	146	268	424	1,442	20.7▼	10
Don Smith	37	165	251	453	1,323	19.0▲	8
Steve Thomas	23	181	253	457	1,412	20.3▼	10
Adam Romoth	157	140	255	552	1,421	20.4▼	9
Stephen Webb	62	183	339	584	1,363	19.6▲	8

Portfolio	Mountain/Coal/Minors	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Pete Campbell	Tau/EKT SPB BB EHS	-	1	5D	-	-	-	-	-	-	-
Don Smith	Woch/EOD ZKB	-	5D	1	-	-	-	-	-	-	-
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)	93D	75F							104A	
Company credit	610	490								
Tokens	3	1	2	3	-	3	3	-	3	-
Trains	3	2	2G							
	1G	1G								

Bank cash: 9,933 Certificate limit: 17 Trains: 3 x '2G', 2 x '3+1'...
Current operating order: Coal companies, S1-5, K1-3, U1-3, Bk, Cl

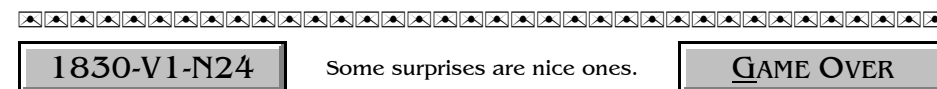
Tiles	Tile number/Availability						Two Operating Rounds between Stock Rounds					
1/2	2/3	3/3	4/10	5/1	7/6	8/17	9/11	55/1	56/1	57/2	58/4	69/-
201/3	202/3	401/4	402/4	404/3	12/1	16/3	17/-	18/1	19/2	20/3	23/12	24/12
25/3	26/3	27/3	28/3	29/3	30/1	31/1	87/1	88/2	204/1	205/1	206/1	207/2
208/1	405/1	406/3	408/1	410/1	411/1	412/2	413/2	414/1	415/1	416/1	417/1	418/1
419/2	420/2	421/2	422/2	423/2	424/2	425/1	426/1	427/-	429/-			



Orders required for the following round

By the early deadline

SR6



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%

Alan Harvey (1st): I was most surprised to see that I had won this game. My 'gift' of the Erie to Stephen Webb was precipitated by the blocking garrison laid by Stephen's NYNH at G17.


Until this point I was quite content to allow Stephen to take a large share of the profits in the Erie. However, when he effectively sabotaged the sole remaining run for the Erie, I resolved to pass the company over to him. I thought that in doing so I was effectively giving Mark the game, but was prepared to do so in view of the garrison in G17, which I deemed unnecessary.

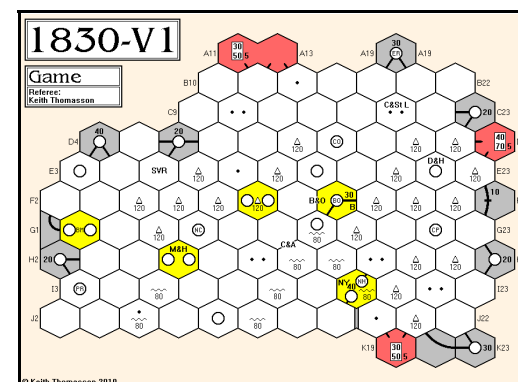
The other turning point in the game for me was the long-running one dollar shortage of funds for the Erie, which prevented it from laying a garrison to protect its runs.

Mark Stretch (2nd): It was interesting to play the game on a different map - all the old ideas over which company was best needed to be reassessed, and the best routes identified. This made it more fun that the original in some respects. Thanks for running the game, Keith, and sign me up for the next one.

Tony Sait (5th): Thanks for running this variant, it was enjoyable until about halfway when I think, if I remember correctly, I stitched myself up with two '4' trains and not enough money to get out of a very deep hole. From then on in it was a matter of survival only.

Always willing to try other variation maps...

That's three for the new variant game. You'll find the map for the next game on page 3 so that you have some idea what you're letting yourself in for. 



1856-P26

The WR is floated to make it a full house.

SR7

Stock Round 7

Mike Hutton	Mike Head	Tony	Richard	Lyndon
- 1 CV {▼90F} - 1 THB {▼110B} + WR/Pres {80}	+ THB new	- 1 TGB {▼65F} + THB new	✗	- 1 WGB {▼50G} + THB new
+ WR new	+ GT pool	+ THB new	✗	+ THB pool
+ WR new	+ BBG new	+ GT pool	✗	+ BBG new
+ WR new	✗	✗	✗	✗
+ WR new	✗	✗	✗	✗
- 1 WR {▼75D} + WGB pool	✗	✗	✗	✗
+ WGB new	✗	✗	✗	✗
✗	Priority for SR8			

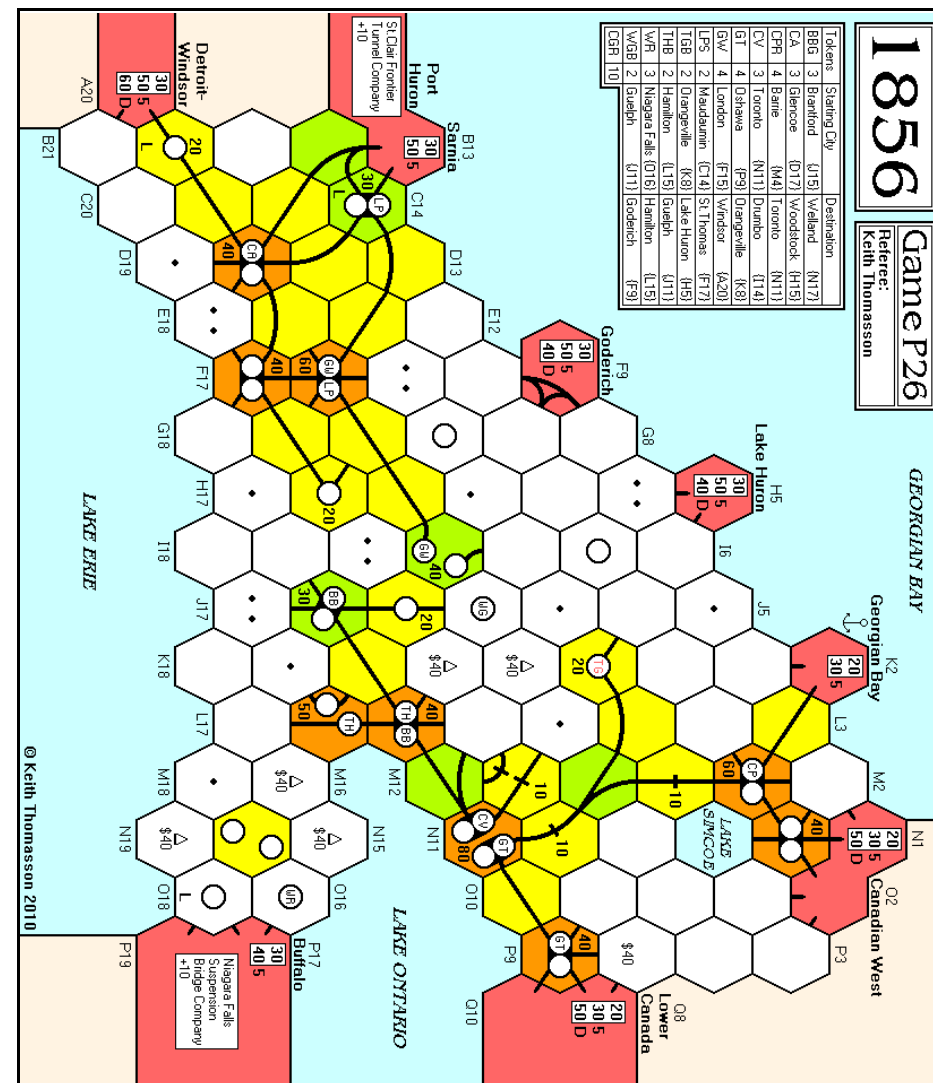
Cash Flow	b/f	SR7	c/f	Value	%	Certs
Richard Lunn	489	0	489	2,049	22.2▲	13
Lyndon Gurr	352	-255	97	1,867	20.2▲	12-15
Mike Hutton	305	-290	15	1,490	16.1▲	10-12
Mike Head	575	-350	225	1,925	20.9▼	13
Tony Sait	399	-280	119	1,899	20.6▼	13

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

Bank (new)	3	-	-	-	-	-	-	7	-	4	4
Price (par)	100	70	65	70	70	75	65	70	100	65	80
Bank (pool)	-	-	2	3	3	-	5	1	-	-	1
Price (pool)	100A	100C	100E	90F	150D	150D	110E	65F	125A	50G	75D
Company credit	280	983	58	330	159	374	37	-	115	156	800
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: 7,553	Certificate limit: 13	Trains: 2 x '6', Diesels
Current operating order:	GT, GW, THB, LPS, CPR, CA, BBQ, CV, WR, 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 rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



1856-Y27

Three private companies
are bought in.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
WR	LG	-	50	Yes	-	75D	30	1	2 2
LPS	DS	7:B15:1	50	Yes	①	70E	280	2	2
GW	JS	8:E16:3	50	Yes	① ② ③	70E	85	2	3 2
GT	WM	9:O10:2	50	Yes	① ② ④	65F	25	2	3 2
CPR	RT	121:M4:1	60	Yes	① ⑤	65F	65	2	2

- Notes: ① Government loan secured
 ② 225 to the bank for a '3' train
 ③ 40 to John for the FT private
 ④ 80 to Willem for the WSR private
 ⑤ 200 to Rob for the NFSBC private

Stock Round 3

Rob	Lyndon	Don	John	Willem
+ CPR new	+ GT new	✗	+ GW new	+ GT new
+ CPR new	✗	✗	✗	✗
+ CPR new	✗	✗	✗	✗
- 1 CPR (▼60G)	✗	✗	✗	✗
+ GT new				
✗	Priority for SR4			

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Willem Moene	10	110	-65	55	380	20.4	4
Rob Thomasson	20	238	-195	63	428	23.0	5
Lyndon Gurr	30	40	-65	5	370	19.9	4
Don Smith	25	30	0	55	335	18.0	3
John Shelley	5	65	-70	0	350	18.8	4

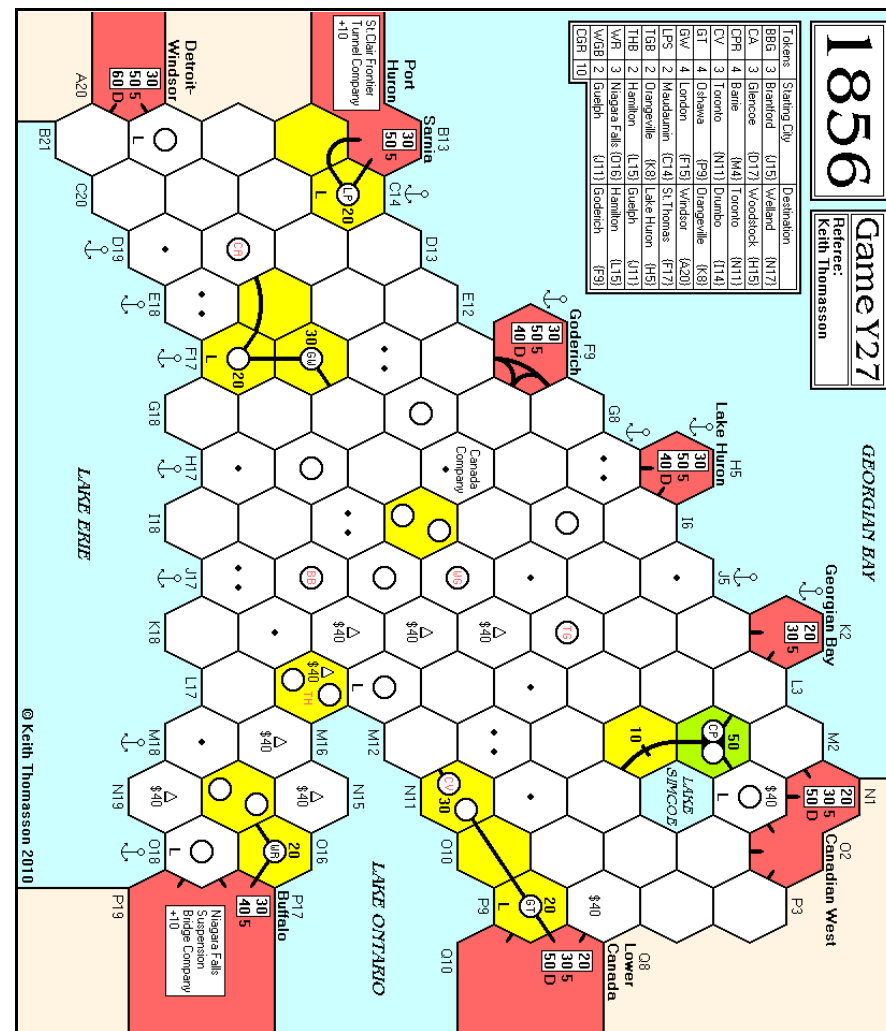
Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Willem Moene	-	-	-	-	-	5P	-	-	-	-	-	-
Rob Thomasson	-	-	-	5P	-	1	-	-	-	-	-	-
Lyndon Gurr	CC, SCFTC	-	-	-	-	1	-	-	-	-	-	2P
Don Smith	GLSC	-	-	-	-	-	-	3P	-	-	-	-
John Shelley	-	-	-	-	-	-	5P	-	-	-	-	-

Bank (new)	10	10	4	10	3	5	7	10	10	10	8
Price (par)			65		65	70	70				75
Bank (pool)	-	-	1	-	-	-	-	-	-	-	-
Price (pool)			60G		65F	70E	70E				75D
Company credit			195		90	155	280				30
Tokens	3	3	3	3	3	3	1	2	2	2	2
Trains			2		3 2	3 2	2				2 2

Bank cash: 11,072 Certificate limit: 13 Trains: 3 x '3', 4 x '4'...
 Current operating order: WR, LPS, GW, GT, CPR

Tiles Tile number/Availability Two Operating Rounds between Stock Rounds

1/1	2/1	3/3	4/3	5/-	6/1	7/6	8/12	9/12	55/1	56/1	57/3	58/2
69/1	14/4	15/4	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1
28/1	29/1	59/2	120/1	121/1								



Orders required for the following rounds

By the early deadline

OR3, OR4

Adjudication can pause between rounds if requested



1861-C27

Minor companies do not have any spare tokens to lay.

OR6 - MR2

The MK, SPW and KK all ran for 10 less than stated last time. I was counting the small stations along their routes, but they were skipped and so should not have been counted. As a result, the KK was unable to repay a loan.

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
N	SW	8:F9:2	9:F11:1	220	Half	① ② ③ ④ 120D▲	90	-	3
MNN	WM	207:J7:3	-	90	Half	⑤ 120D▲	170	-	2
KR	MH	8:G16:4	-	-	-	⑥ 90F▼	45	-	3
MV	WM	24:G12:1	-	70	Half	- 110D▲	35	-	3
MK	PC	204:D13:3	-	90	Half	⑥ 100F▲	0	-	3 2
SPW	LG	9:E8:3	25:F9:2	80	Half	① ② ③ 100F▲	30	-	2 2
OK	SW	8:D15:6	24:E14:3	80	Half	⑦ ① ② ③ ⑧ 65H▲	0	-	2 2
KK	MH	6:G18:1	-	80	Half	③ 60H▲	25	1	2 2
KB	PC	26:C16:1	-	80	Half	- 60H▲	110	-	2
RO	LG	24:D7:6	-	130	Half	⑨ 60G▲	15	1	3

- Notes: ① Loan acquired
 ② 20 to the bank for a second tile lay
 ③ Loan redeemed
 ④ 30 to Stephen for the TSR private
 ⑤ 20 to the bank for terrain costs
 ⑥ 225 to the bank for a '3' train
 ⑦ 40 to the bank for terrain costs
 ⑧ 250 to the N for a '2' train
 ⑨ 60 to Lyndon for the MYR private

Merger Round 2

N and OK merge to form the GRR with an initial price of 180B
 MK and KB merge to form the MK with an initial price of 150C

To complete these mergers, Stephen can buy additional shares (up to 2) in the GRR, and then starting from Stephen, everyone gets the chance to but one GRR share. Next is the MK, and Pete can buy additional shares (up to two) and then everyone can buy one share. This will complete the merger round and we will then hit the start of the next stock round.

Cash Flow	b/f	OR6	c/f	Value	%	Certs
Mike Hutton	327	40	367	517	16.3▼	2
Pete Campbell	322	125	447	867	27.2▲	3
Willem Moene	162	80	242	472	14.8▼	2
Stephen Webb	227	190	417	777	24.4▲	1
Lyndon Gurr	207	185	392	552	17.3▼	2

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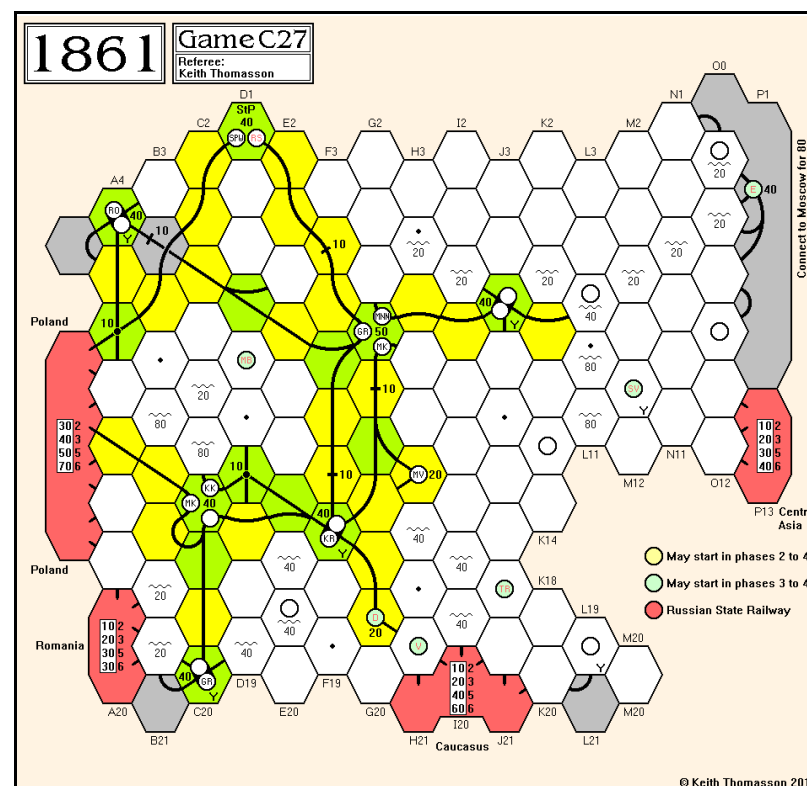
Tiles Tile number/Availability Two Operating Rounds between Stock Rounds

3/2	4/2	5/1	6/1	7/⑤	8/⑤	9/⑤	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	24/2	25/3	26/1	27/2
28/2	29/2	30/2	31/2	87/2	88/1	204/1	207/1	208/2	619/2	622/2	624/1	625/1
626/1	635/-	637/-										

⑤ Yellow track tiles are unlimited

Portfolio	Privates	KK	KR	MNN	MV	RO	SPW	GRR	MK
Mike Hutton	-	1	1	-	-	-	-	-	-
Pete Campbell	BSSC, MRR	-	-	-	-	-	-	-	2P
Willem Moene	-	-	-	1	1	-	-	-	-
Stephen Webb	-	-	-	-	-	-	-	2P	-
Lyndon Gurr	-	-	-	-	-	1	1	-	-

Bank (new)	-	-	-	-	-	-	8	8
Bank (pool)	-	-	-	-	-	-	-	-
Price	60H	90F	120D	110D	60G	100F	180B	150C
Loans	1	-	-	-	1	-	-	-
Company credit	25	45	170	35	15	30	90	110
Tokens	-	-	-	-	-	-	1	1
Trains	2.2	3	2	3	3	2.2	3.2.2	3.2.2
Bank cash: 13,134	Certificate limit: 13					Trains: 2 x '3', 4 x '4'...		
Current operating order:	MNN, MV, SPW, KR, KK, RO, GRR, MK							



Orders required for the following round

By the early deadline

MR2 conclusion, SR4



1870-R24

Portfolios are being filled up before the final push.

SR8

Stock Round 8

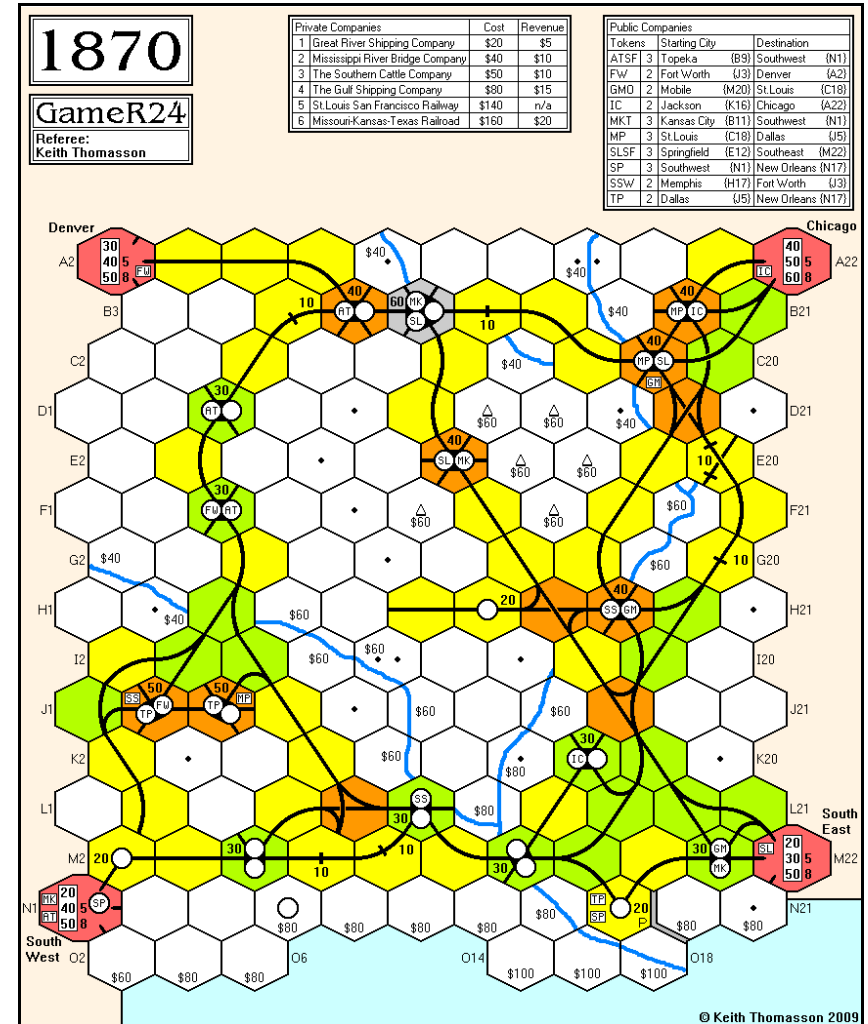
Don	Willem	Roger	Mark	Stephen
+ SSW pool	+ IC new	✗	+ FW new	IC redeems from Stephen
+ MP pool	+ IC new	✗	+ FW new	+ ATSF pool
+ IC new	+ IC new	✗	+ TP new	+ ATSF pool
+ MKT pool	+ MP pool	✗	+ ATSF pool	+ ATSF new
✗	+ MP pool	✗	+ SP new	+ GMO pool
✗	+ SSW new	✗	+ SP new	+ FW pool
✗	✗	✗	Reissues 2 SLSF New price 225	- 1 MP {▼100E} + SLSF reissued
✗	✗	✗	✗	- 1 MKT {••} + SLSF reissued
✗	✗	✗	✗	- 1 SLSF {••} + SP new
✗	✗	✗	✗	✗
Priority for SR9				

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Willem Moene	1,127	-620	507	3,137	20.4▼	18-19
Roger Krueger	973	0	973	2,313	15.1▼	10-12
Mark Frueh	1,256	-540	716	4,419	28.8▲	14-19
Stephen Webb	1,026	-408	618	3,329	21.7▲	16-17
Don Smith	1,086	-392	694	2,168	14.1▼	13

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Willem Moene	6P	6P	1	3	1	2	-	1	1	-
Roger Krueger	-	-	2	-	6P	-	-	6P	-	-
Mark Frueh	1	3	6P	-	-	-	6P	2	-	3
Stephen Webb	3	1	1	5P	-	-	1	1	-	7P
Don Smith	-	-	-	1	2	6P	-	-	6P	-

Bank (new)	-	-	-	-	-	-	-	-	3	1
Price (par)	90	100	76	100	90	90	225	90	100	100
Bank (pool)	-	-	-	-	1	2	3	-	-	-
Price (pool)	64F	225A	64D	110B	82F	100E	300B	120A	100B	180A
Company credit	272	405	1,072	483	0	0	663	523	538	618
Redeemed shares	-	-	-	1	-	-	-	-	-	-
Tokens	-	-	-	-	-	1	-	2	-	-
Trains	10	6	5	8.5	10	8	5	6	8.5	6
Bank cash: 3,918	Certificate limit: 13				Trains: 12's					
Current operating order:	SLSF, FW, TP, SP, IC, MP, SSW, MKT, ATSF, GMO									

Titles					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 rounds

By the early deadline

OR15, OR16, OR17



1870-Y26

The FW is floated. The SSW is launched but does not float.

SR6

Stock Round 6

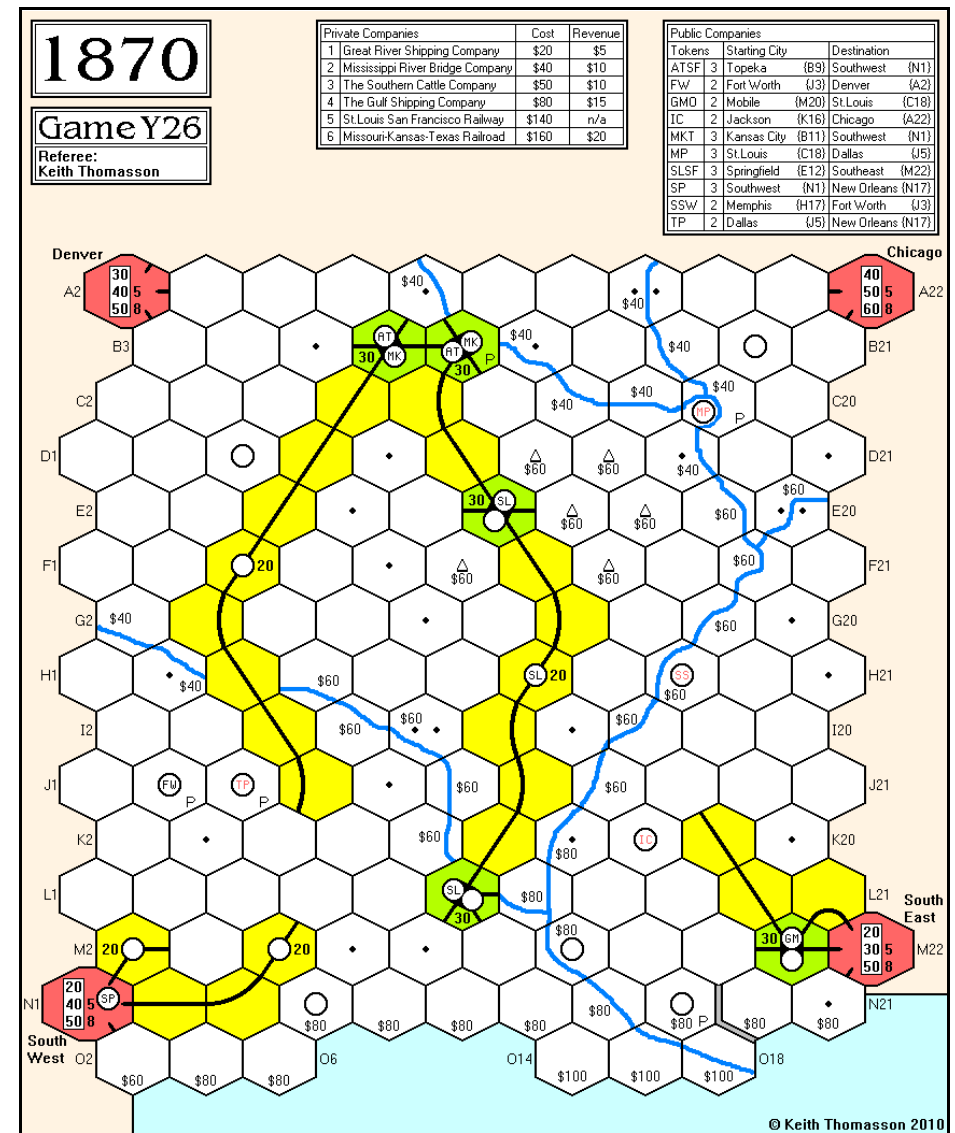
Don	Lyndon	Willem	Mike	Adam
+ SLSF pool	- 1 SLSF {+68G} + ATSF pool	- 1 GMO {+68G} ⇒ 2 MKT {PP} - 2 SLSF {+64H} + FW/Pres {100}	⇒	⇒
⇒	Price protects 2 MKT	+ FW new	- 1 ATSF {+40J} - 1 GMO {+64H} + SSW/Pres {68}	ATSF redeems from the pool
+ SLSF pool	✗	+ FW new	+ SSW new	✗
✗	✗	+ FW new	+ SSW new	✗
✗	✗	+ FW new (floated)	✗	✗
✗	✗	✗	Priority for SR7	

Cash Flow	b/f	SR6	c/f	Value	%	Certs
Don Smith	189	-136	53	533	14.5▼	6
Lyndon Gurr	220	-198	22	1,022	27.7▲	7-8
Willem Moene	190	-172	18	828	22.5▲	7
Mike Hutton	165	-154	11	667	18.1▼	8
Adam Romoth	85	0	85	637	17.3▼	5-7

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	MRBC	-	-	-	-	1	-	5P	-	-	-
Lyndon Gurr	-	1	-	-	-	8P	-	-	-	-	-
Willem Moene	SCC, MKT	-	6P	-	-	-	-	-	-	-	-
Mike Hutton	-	-	-	5P	-	-	-	1	-	4P	-
Adam Romoth	-	3P	-	-	-	-	-	-	6P	-	-

Bank (new)	3	4	3	10	-	10	-	4	6	10
Price (par)	68	100	68	68	100	72	68			
Bank (pool)	2	-	2	-	-	4	-	-	-	-
Price (pool)	40J	100A	64H	120C	64H	72E	68F			
Company credit	66	1,000	350	26	204	510				
Redeemed shares	1	-	-	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: 9,655	Certificate limit: 13									
Current operating order:	MKT, FW, SP, SLSF, GMO, 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							



Orders required for the following rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested

1870-O27

One new western company and
one new eastern company.

SR4

Stock Round 4

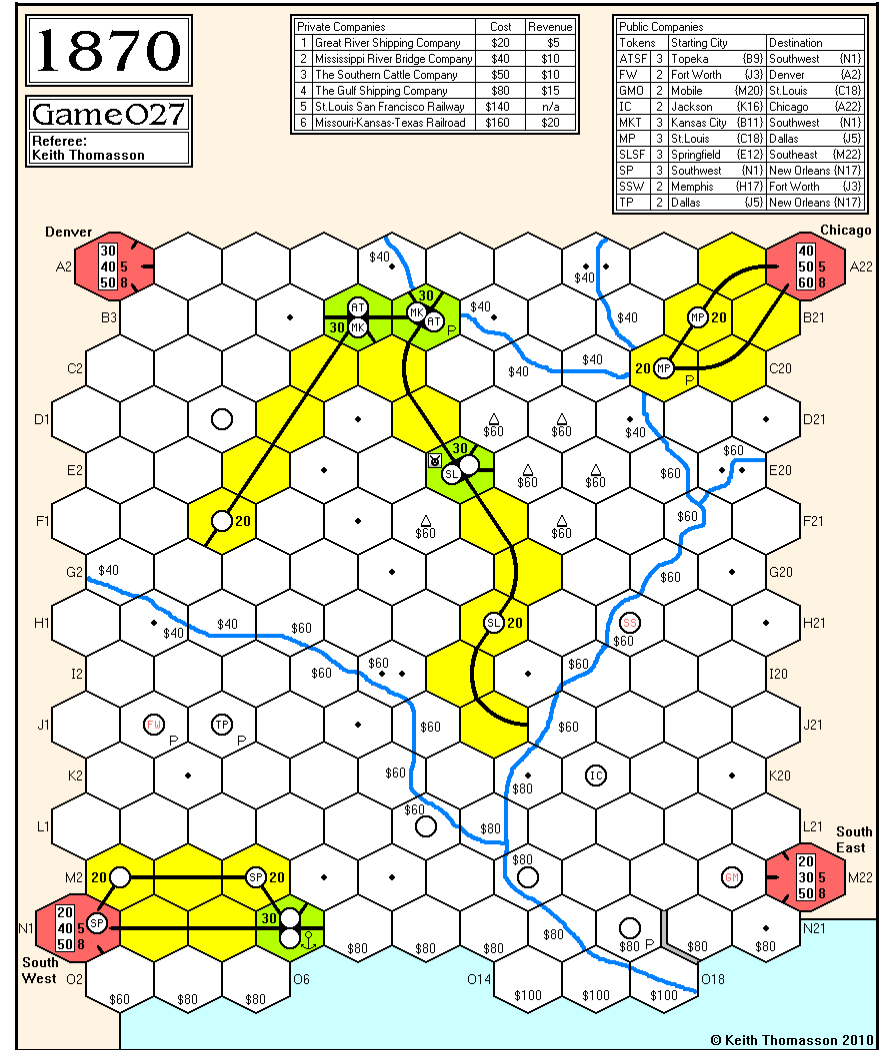
John	Don	Lionel	Rob
- 1 MKT {▼64H}	+ ATSF new	+ IC/Pres {76}	Price protects 2 MKT
- 3 MP {▼76F}		- 2 MKT	
+ TP/Pres {90}		- 1 MP {▼72G}	
		- 1 SP {▼72G}	
+ TP new	+ SP new	+ SLSF new	✗
+ TP new	✗	+ IC new	✗
+ TP new	✗	+ IC new	✗
+ TP new {floated}	✗	- 1 SLSF {▼110B}	✗
		+ IC new	
✗	✗	+ IC new {floated}	✗
✗	✗	✗	Priority for SR5

Cash Flow	b/f	SR4	c/f	Value	%	Certs
John Shelley	187	-172	15	987	27.8▲	10
Don Smith	181	-168	13	681	19.2▼	8
Lionel Robbins	183	-156	27	923	26.0▲	8
Rob Thomasson	162	-128	34	954	26.9▲	9

Portfolio	PCs	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	-	-	-	-	-	-	-	-	6P	-	6P
Don Smith	-	1	-	-	-	1	6P	-	1	-	-
Lionel Robbins	-	-	-	-	6P	-	-	4P	-	-	-
☛ Rob Thomasson	-	6P	-	-	-	5P	-	-	-	-	-

Bank (new)	3	10	10	4	1	-	5	1	10	4
Price (par)	100			76	72	76	100	68		90
Bank (pool)	-	-	-	-	3	4	1	1	-	-
Price (pool)	100A			76D	64H	72G	110B	72G		90B
Company credit	536			760	54	390	508	84		900
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		
Bank cash: 8,679	Certificate limit: 14				Trains: 4 x '4', 4 x '5'...					
Current operating order:	SLSF, ATSF, TP, IC, MP, SP, MKT									

Tiles	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								



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



1895-X24

Everyone cruises
to their final position.

OR14 - OR16

OR14 Pres	Lays	Run	Pay	Mines	Notes	Price	Credit	Trains
STA ST	15:G17:4	-	410	Yes	①	240B*	59	12H
SD ST	-	-	310	Yes	50	215B*	100	12H
NS RK	-	-	530	Yes	50	190B*	318	10H 8H
OME TF	4:G7:1	-	230	Yes	-	160C*	112	10H
OB RK	-	-	240	Yes	-	105E*	697	8H

Notes: ① The bank has run out of cash

OR15 Pres	Lays	Run	Pay	Mines	Notes	Price	Credit	Trains
STA ST	-	-	410	Yes	-	270B*	59	12H
SD ST	-	-	310	Yes	50	240B*	150	12H
NS RK	-	-	530	Yes	50	215B*	368	10H 8H
OME TF	8:G9:5	-	240	Yes	30	180C*	142	10H
OB RK	-	-	240	Yes	-	120E*	721	8H

OR16 Pres	Lays	Run	Pay	Mines	Notes	Price	Credit	Trains
STA ST	-	-	410	Yes	-	300B*	59	12H
SD ST	-	-	310	Yes	50	270B*	200	12H
NS RK	-	-	530	Yes	50	240B*	418	10H 8H
OME TF	-	-	240	Yes	30	200C*	172	10H
OB RK	-	-	240	Yes	-	130D*	745	8H

Cash Flow	b/f	OR14	OR15	OR16	c/f	Value	%	Certs
Steve Thomas	1,016	519	521	521	2,577	6,697	34.1*	13
Tim Franklin	1,226	468	474	474	2,642	5,722	29.2*	13
Roger Krueger	2,821	546	546	546	4,459	7,189	36.7*	13

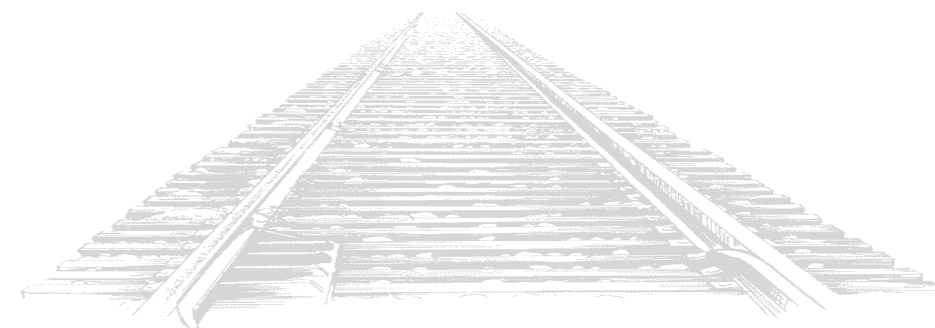
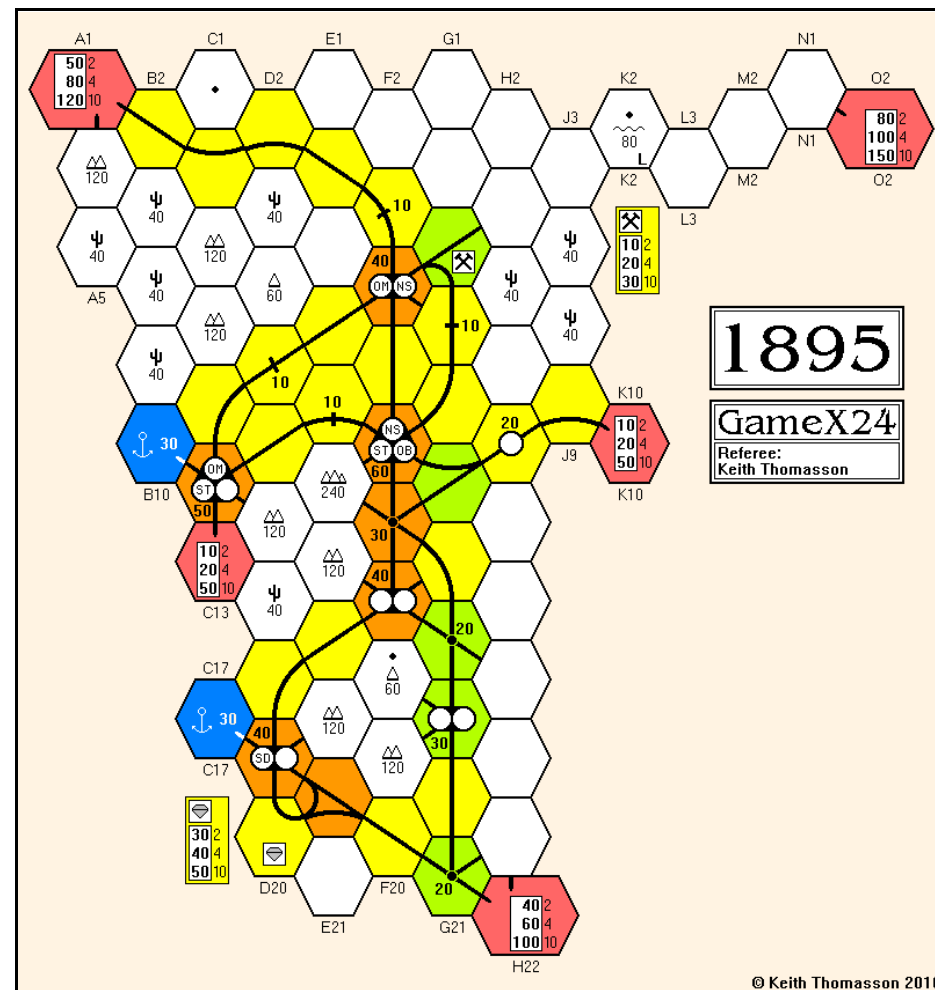
Portfolio	STA	OME	SD	OB	NS
Steve Thomas	7P	2	6P	-	-
Tim Franklin	3	6P	-	2	3
Roger Krueger	-	-	1	6P	7P

Bank (new)	-	-	-	1	-
Bank (pool)	-	2	3	1	-
Price	300B	200C	270B	130D	240B
Company credit	59	172	200	745	418
Tokens	2	1	2	2	1
Trains	12H	10H	12H	8H	10H 8H
Bank cash:	4,744	Certificate limit:	15	Trains:	5 x 16H

The bank is well and truly broken, and the placings do not change throughout the final set of rounds.

1st	Roger Krueger	7,189	36.7%
2nd	Steve Thomas	6,697	34.1%
3rd	Tim Franklin	5,722	29.2%

Congratulations to Roger, and thanks to everyone for the game. If you would care to comment on the game, I'll publish your thoughts next time.





18GA-D26

Will we see any '8' trains come out?

OR11 - SR9

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	MH	455:D4:1	220	Yes	-	170B	0	4
GA	DS	42:E3:6	250	Yes	-	135C	111	5
W&A	LG	43:E5:4	220	Yes	-	120C	592	4
SAL	PC	58:I7:3	280	Yes	-	90B	1	5
ACL	PC	-	430	No	-	35F	451	6 4
G&F	PC	15:I9:6	290	Yes	-	35G	30	6

Stock Round 9

Mike	Lyndon	Don	Pete
+ G&F pool	✗	+ SAL new	✗
✗	✗	+ G&F new	✗
✗	✗	✗	Priority for SR10

Cash Flow	b/f	OR11	SR9	c/f	Value	%	Certs
Don Smith	439	216	-165	490	2,010	22.4	9-11
Pete Campbell	96	364	0	460	1,555	17.4	6-16
Mike Head	629	257	-35	851	2,736	30.5	10-12
Lyndon Gurr	697	280	0	977	2,667	29.7	10-12

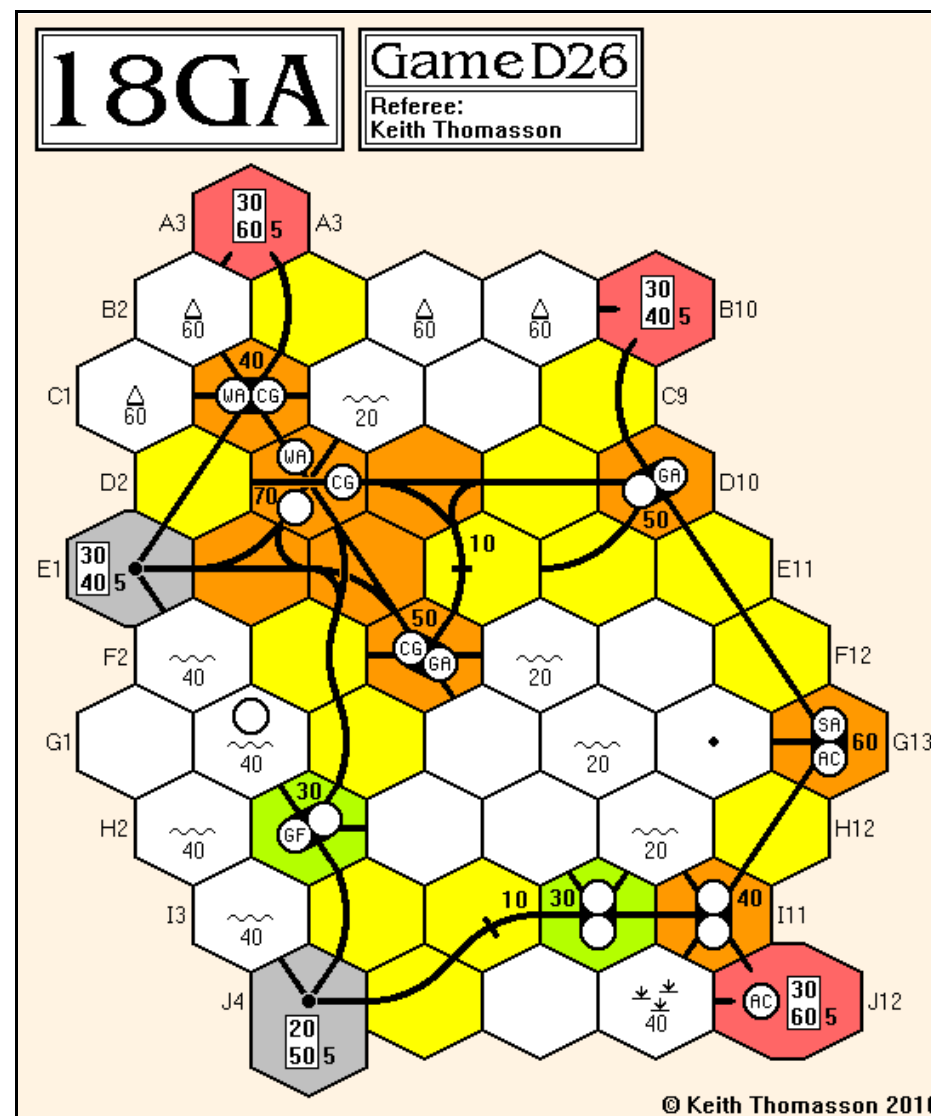
Portfolio	ACL	CoG	G&F	GA	SAL	W&A
Don Smith	1	1	1	6P	1	2
✗ Pete Campbell	6P	-	6P	-	6P	1
Mike Head	1	6P	1	3	1	1
Lyndon Gurr	1	3	1	1	1	6P

Bank (new)	1	-	1	-	1	-
Par price	70	70	55	70	110	55
Bank (pool)	-	-	-	-	-	-
Pool price	35F	190A	35G	150B	90B	135B
Company credit	451	0	30	111	1	592
Tokens	2	1	1	2	2	-
Trains	6.4	4	6	5	5	4

Bank cash: 4,037 Certificate limit: 13 Trains: 5 x '8'
Current operating order: CoG, GA, W&A, SAL, G&F, ACL

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

When working out your routes and counting cities as opposed to towns, bear in mind that the two grey areas count as cities, not towns. I don't know if anyone has any ideas on how to make this clearer on the map. Put a city circle down and people will think they can put a token there. Mark it as occupied and people will think it is blocked for through routes. Perhaps it needs a city circle shaded to indicate its non-standard use.



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



18GA-Z27

Everyone wants a new '2' train,
but there are only two left.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	DS	58:E7:5	50	Yes	① ②	90B▲	680	2 2
ACL	MS	8:J10:1	50	Yes	③ ②	70C▲	460	2 2
W&A	MH	6:C3:2	50	Yes	-	70C▲	600	2

Notes: ① 20 to the bank for terrain costs
② 100 to the bank for a '2' train
③ 40 to the bank for terrain costs

Stock Round 3

Don	Mark	Mike
X	X	+ ACL new
X	X	X
Priority for SR4		

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Mark Stretch	35	30	0	65	745	36.8▲	8
Mike head	65	30	-70	25	655	32.3▲	8
Don Smith	20	15	0	35	625	30.9▼	6

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

Bank (new)	3	4	10	10	10	3
Par price	70	90				70
Bank (pool)	-	-				-
Pool price	70C	90B				70C
Company credit	460	680				600
Tokens	3	3	2	4	3	1
Trains	2 2	2 2				2

Bank cash: 6,135	Certificate limit: 15	Trains: 4 x '3', 3 x '4'...
Current operating order:	CoQ, ACL, W&A	

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
47	47/1	47
48	48/1	48
49	49/1	49
50	50/1	50
51	51/1	51
52	52/1	52
53	53/1	53
54	54/1	54
55	55/1	55
56	56/1	56
57	57/1	57
58	58/1	58
59	59/1	59
60	60/1	60
61	61/1	61
62	62/1	62
63	63/1	63
64	64/1	64
65	65/1	65
66	66/1	66
67	67/1	67
68	68/1	68
69	69/1	69
70	70/1	70
71	71/1	71
72	72/1	72
73	73/1	73
74	74/1	74
75	75/1	75
76	76/1	76
77	77/1	77
78	78/1	78
79	79/1	79
80	80/1	80
81	81/1	81
82	82/1	82
83	83/1	83
84	84/1	84
85	85/1	85
86	86/1	86
87	87/1	87
88	88/1	88
89	89/1	89
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	6/1	7/5	8/10	9/10	57/3	58/2	451/-
-----	-----	-----	-----	-----	------	------	------	------	-------

18GA

Game Z27
 Referee:
 Keith Thomasson

The board layout is as follows:

- Top Row:** A3 (red, 30/60/5), A3 (white, 60), B2 (white, 60), C1 (white, 60), D2 (white, 60), E1 (grey, 30/40/5), F2 (white, 40), G1 (white, 40), H2 (white, 40), I3 (white, 40), J4 (grey, 20/50/5).
- Second Row:** B2 (white, 60), C1 (white, 60), D2 (white, 60), E1 (grey, 30/40/5), F2 (white, 40), G1 (white, 40), H2 (white, 40), I3 (white, 40), J4 (grey, 20/50/5).
- Third Row:** C1 (white, 60), D2 (white, 60), E1 (grey, 30/40/5), F2 (white, 40), G1 (white, 40), H2 (white, 40), I3 (white, 40), J4 (grey, 20/50/5).
- Fourth Row:** D2 (white, 60), E1 (grey, 30/40/5), F2 (white, 40), G1 (white, 40), H2 (white, 40), I3 (white, 40), J4 (grey, 20/50/5).
- Fifth Row:** E1 (grey, 30/40/5), F2 (white, 40), G1 (white, 40), H2 (white, 40), I3 (white, 40), J4 (grey, 20/50/5).
- Sixth Row:** F2 (white, 40), G1 (white, 40), H2 (white, 40), I3 (white, 40), J4 (grey, 20/50/5).
- Seventh Row:** G1 (white, 40), H2 (white, 40), I3 (white, 40), J4 (grey, 20/50/5).
- Eighth Row:** H2 (white, 40), I3 (white, 40), J4 (grey, 20/50/5).
- Ninth Row:** I3 (white, 40), J4 (grey, 20/50/5).
- Tenth Row:** J4 (grey, 20/50/5).

Orders required for the following rounds

By the early deadline

OR3, SR4

Adjudication can pause between rounds if requested



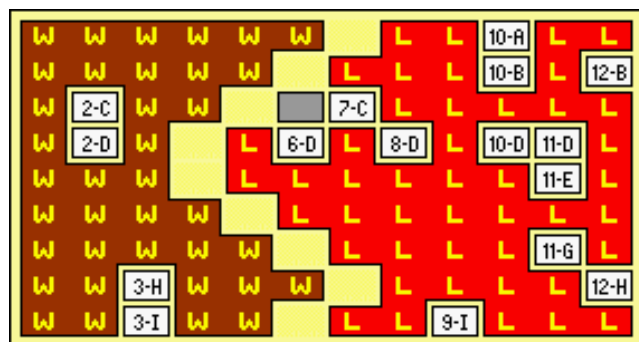


ACQUIRE 52

Two mergers clear
out the small fry.

ROUND 13

Tony 6-C No purchases.
Michael 10-C Luxor takes over Tower, bonuses for John C {6,000} and Michael {3,000}, Michael sells 5 for 3,000, John M sells 1 for 600, John C sells 12 for 7,200, Colin sells 4 for 2,400, Tony sells 3 for 1,800. {Dead tiles: 6-B 7-A} Buys 2 American @ 300.
John M 5-G Buys 3 American @ 300.
John C 9-D Buys 3 American @ 300.
Colin 7-D No purchases.
Tony 8-H Luxor takes over American, bonuses for John C {3,000} and John M {1,500}, Michael sells 3 for 900, John M sells 10 for 3,000, John C sells 11 for 3,300. {Dead tiles: 6-I}



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
John Colledge	-	-	-	-	-	-	-	37,300	37,300
Colin Sharpe	11	-	-	-	6	-	-	2,500	27,000
Tony Wilcock	-	-	-	-	9	-	-	6,300	20,300
Michael Graystone	11	-	-	-	-	-	-	38,600	57,100
John Marsden	3	-	-	-	10	-	-	11,500	34,500
Bank Stock	-	25	25	25	-	25	25		
Chain Size	45	-	-	-	37	-	-		
Chain Value	1000	-	-	-	1000	-	-		

As there is nothing else that can be achieved, I am calling the end of the game.

1st	Michael Graystone	57,100
2nd	John Colledge	37,300
3rd	John Marsden	34,500
4th	Colin Sharpe	27,000
5th	Tony Wilcock	20,300

Congratulations to Michael on the game. We'll round up next time.

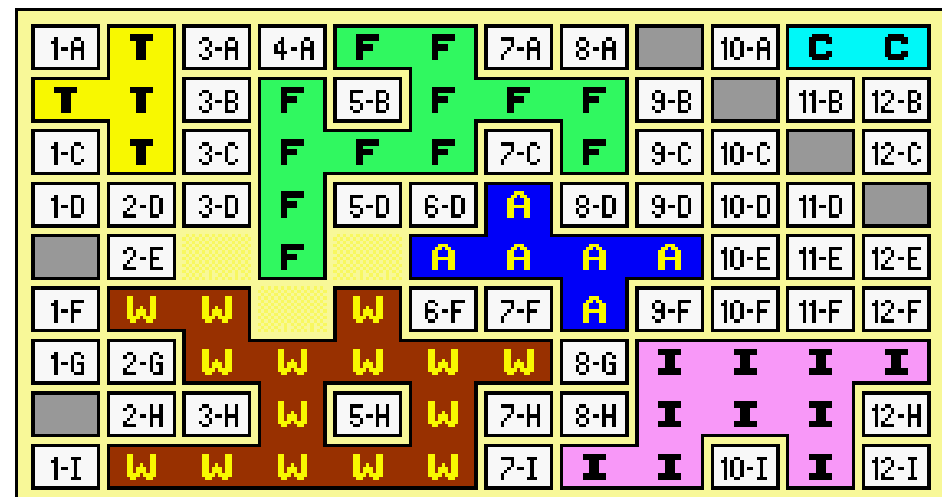


ACQUIRE 53 {SP}

No powers used this time.

ROUND 9

Richard 3-I Buys 3 American @ 400.
Michael 7-E Buys 3 American @ 700.
John 9-G No purchases.
Colin 4-C Festival takes over Luxor, bonuses for Michael {2,000} and John {1,000}, Colin retains 3, Michael retains 9, John swaps 4 for 2, sells 3 for 600. {Dead tiles: 3-E 4-F 5-E} No purchases.
Richard 6-H Buys 3 American @ 700.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	1	7	10	7	-	1	700	40,200
Michael Graystone	9	-	11	3	1	5	3	2,400	28,700
John Colledge	-	-	7	5	-	-	6	1,600	21,100
Colin Sharpe	3	7	-	7	2	4	10	-	41,600
Bank Stock	13	17	-	-	15	16	5		
Chain Size	-	4	6	12	15	2	10		
Chain Value	-	400	700	800	800	400	800		

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

Playing sequence

Michael, John, Colin, Richard, Michael again

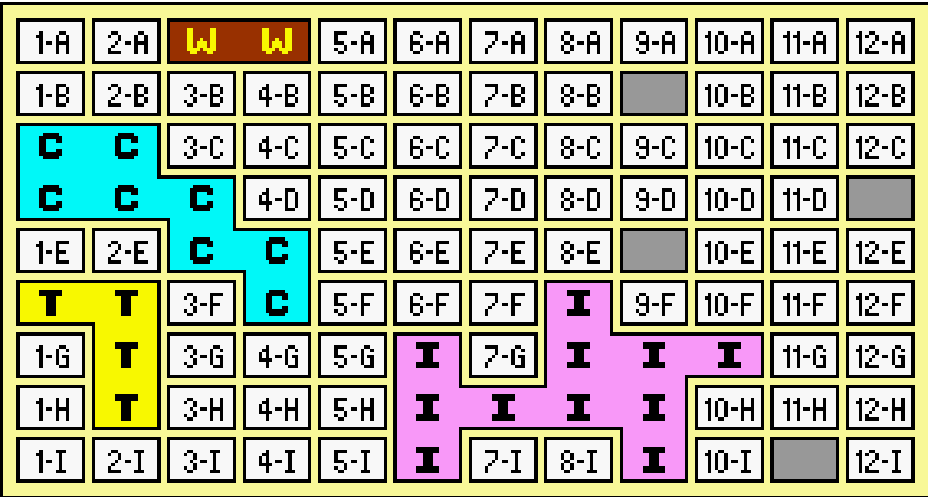


ACQUIRE 54

The big chains get bigger.

ROUND 5

Michael 2-D Buys 3 American @ 400.
Kevin 6-G Buys 3 Worldwide @ 300.
Tony 8-H Imperial takes over Luxor, bonuses for Kevin {4,000} and Michael {2,000}, Tony sells 6 for 2,400, Michael retains 9, Kevin swaps 10 for 5. Buys 1 Tower @ 400, 2 American @ 400.
Bob 1-D Buys 1 Continental @ 600.
Michael 3-D Continental takes over American, bonuses for Michael {4,000} and Bob {2,000}, Michael retains 7, Tony sells 2 for 800, Bob retains 5. Buys 3 Continental @ 800.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	9	-	7	-	-	3	-	4,800	13,200
Kevin Lee	-	3	-	-	4	-	8	4,300	27,400
Tony Wilcock	-	8	-	-	-	1	-	5,000	13,000
Bob Coull	-	5	5	-	-	3	4	2,100	22,600
Bank Stock	16	9	13	25	21	18	13		
Chain Size	-	4	-	-	2	8	11		
Chain Value	-	400	-	-	300	800	900		

Playing sequence

Kevin, Tony, Bob, Michael, Kevin again



ACQUIRE 55

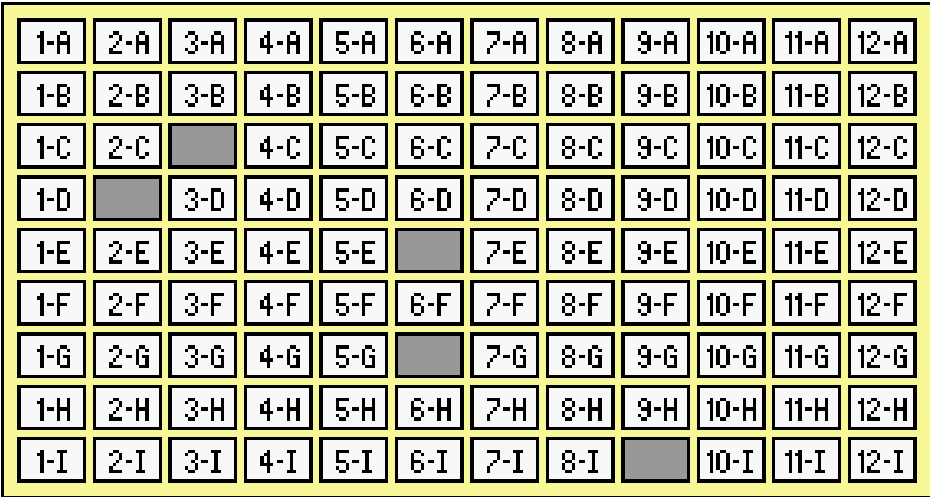
Another chance to start a chain reaction.

NEW GAME

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

Willem Moene Dijkhuizen 4, 1112 SB Diemen, The Netherlands
John Marsden 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Bob Coull 1 Lingfield House, Lancaster Street, London, SE1 ORW
Lyndon Gurr 15b Hedley Street, Maidstone, Kent, ME14 1UG
Tony Wilcock Flat 25, Century House, 245 Streatham High Road, London, SW16 6ER

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



That's another interesting grouping for a new game - two pairs close together offering the chance of two three-tile chains if the right tiles are out there.

Playing sequence

Willem, John, Bob, Lyndon, Tony, Willem again





AGRICOLA 2

Another day on the farm.

ROUND 10

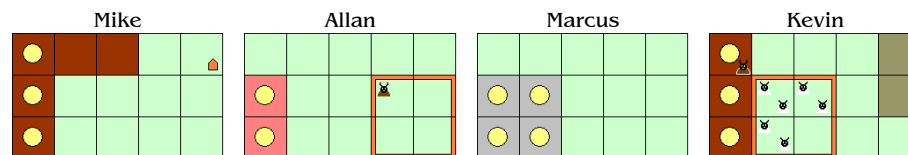
Marcus gains 1 food (Maid). Kevin gains 1 food (Chicken Coop) and uses it to buy a wild boar (Animal Handler).

Actions
 Marcus +1 stone (gains 3 stone)
 Kevin Family Growth - Loom (costs 2 wood)
Whenever Kevin has at least 1/4/7 sheep during the field phase of a harvest, he gains 1/2/3 food - at the end of the game he gets 1 point for every 3 sheep
 Mike Start Player - Forest Pasture
The Forest Pasture can hold an unlimited number of wild boar
 Allan +2 clay (gains 6 clay)
 Marcus Renovate (costs 1 reeds, 4 stone)
 Kevin Travelling Players (gains 5 food)
 Mike pays 1 food to play the Countryman (Puppeteer)
After all players have placed their family members Mike may move one of his family members from Take 1 Grain or Take 1 Vegetable to a free Sow action space
 Mike Private Clay Pit (gains 8 clay)
 Allan +1 reeds (gains 2 reeds)
 Marcus Occupation (gains 3 food from Bookshelf) - Manservant
Marcus will gain 3 food at the start of each remaining round
 Mike +1 wild boar (gains 3 wild boar)
 Marcus +3 wood (gains 5 wood)

+1 wood {2 wood}	+2 wood {4 wood}	+3 wood {3 wood}	+1 clay {7 clay}	+2 clay {2 clay}	Private clay pit {1 clay} {3 food ⇨ Mike}
+1 reeds {1 reeds}	+1 food Catch Fish {5 food}	+1 food Travelling Players {1 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences
1 Major or Minor imp	+1 sheep {4 sheep}	Sow and/or Bake bread	+1 stone {1 stone}	Family Growth then 1 Minor Imp	Renovate then 1 Improvement
+1 wild boar {1 wild boar}	Take 1 vegetable	+1 Stone {2 stone}	+1 Cattle {1 cattle}		

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	-	-	-/-	-/-	-	3	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	9	-	1	1	Wood/5		3	1	
	Occupations		Clay Digger, Countryman, Puppeteer, Thatcher						
	Improvements		Axe, Basket, Cabinet Maker {2}, Clay Oven {2}, Forest Pasture {1}						

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	2	-	1	-/-	-/-	-	1	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	6	3	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	
	3	-	-	-/-	1/1	-	-	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	-	7	Stone/4		4	11	
	Occupations		Basket Maker, Guildmaster, Hobby Farmer, Maid, Manservant, Reeve {3}, Tutor {6}						
	Improvements		Beanfield {1}, Bookshelf {1}, Copse {1}, Fireplace {1},Swing Plough, Writing Desk {1}						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	6	2	1	2/-	-/-	6	1	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	1	1	Wood/3		3	12
	Occupations		Animal Handler, Carpenter					
	Improvements		Chicken Coop {1}, Cooking Hearth {1}, Loom {2}					

Orders required

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



AGRICOLA 3

Everyone finds the food during the Harvest.

ROUND 4

Actions

Jim Travelling Players {gains 1 food}

Allan Start Player - Stable {costs 1 wood} - the Fence Overseer builds a fence around the stable (costs 1 food), and the Farmer puts a wild boar in the pasture
Builds a stable and then passes this card to Kevin.

Kevin +3 wood {gains 6 wood}

Pete Occupation - Grocer
Pete has a pile of tokens, from bottom to top, vegetable, reeds, clay, wood, vegetable, stone, grain, reeds. from which he can buy items at 1 food per item

Jim Catch Fish {gains 1 food}

Allan +1 reeds {gains 2 reeds}

Kevin Building and/or Stables - builds one new room {costs 2 reeds , 5 wood}

Pete Pays 3 food to take stone, grain and reeds from the Grocer
Major improvement - Clay Oven {costs 3 clay, 1 stone} - bakes bread and converts 1 grain to 7 food {aided by the Millstone}

Harvest

Jim Feeds {4 food}

Allan Feeds {4 food}

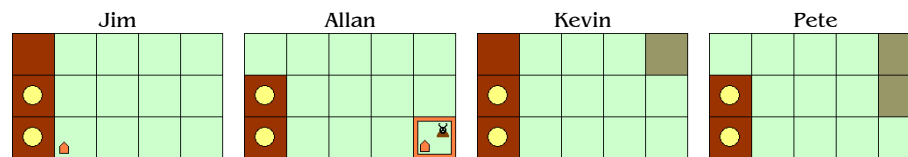
Kevin Feeds {4 food}

Pete Feeds {4 food}

+1 wood {5 wood}	+2 wood {6 wood}	+3 wood {3 wood}	Private wood {6 wood} {2 food ⇒Pete}	+1 clay {5 clay}	+2 clay {4 clay}
+1 reeds {1 reeds}	+1 food Catch Fish {1 food}	+1 food Travelling Players {1 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or Bake Bread
Fences	+1 sheep {3 sheep}	1 Major or Minor imp	+1 Stone {1 stone}		

The remaining Major improvements and their costs are:

- ◇ Basket Weaver {2 reeds, 2 stone}
- ◇ Cabinet Maker {2 wood, 2 stone}
- ◇ Cooking Hearth {4 clay or Fireplace}
- ◇ Cooking Hearth {5 clay or Fireplace}
- ◇ Fireplace {2 clay}
- ◇ Fireplace {3 clay}
- ◇ Pottery {2 clay, 2 stone}
- ◇ Stone Oven {1 clay, 3 stone}
- ◇ Well {1 wood, 3 stone}



Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	-	-	-/-	-/-	-	-	-
	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
	1	-	1	-/-	-/-	-	1	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	2	-	2	Wood/2		2	-7
	Occupations		Farmer, Fence Overseer					
	Improvements		Greenhouse {1}					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	3	1	-	1/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	1	2	Wood/3		2	-10
	Occupations		Magician, Patron					
	Improvements		None					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	5	2	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	2	-	-	Wood/2		2	-8
	Occupations		Grocer, Master Forester					
	Improvements		Millstone					

Orders required

Actions for the family, starting with Allan

Harvest - after round 7





BREAKING AWAY 19

Rhys and Barry Gibb have been dropped.

ROUND 10

Pos	Riders	New
90	Tobacco {10 pts}	6
89	-	
85	-	
84	Rory {5 pts}	3
83	Betty Grable {8 pts}	4
	Cheko {6 pts}	
82	-	
81	-	
80	Cocaine	3
79	Gee Jay	4
	Berry Gordy	
	Rakhrir the Red Archer	
	Arturo	
78	Bob Geldof	8
	Moonglum	
	Pierce	
	Olmstead	
	Dingle Fingle	
	Gaynor of the Damned	
77	-	
76	-	
75	Rene	3
	Carter	
	Ross	
	Ward	
74	-	
73	-	
72	Agricola	3
71	Alcohol	4

Dennis Frank (11)		<i>Arkham Crew</i>			
A	Olmstead (5)	3	3	5	8
B	Pierce (6)		3	8	12
C	Carter		3	3	4
D	Ward		3	3	3
Steve Ham (21)		<i>Team BG</i>			
A	Bob Geldof	4	5	8	15
B	Berry Gordy (8)		4	5	6
C	Betty Grable (9)		3	4	4
D	Barry Gibb (4)				Dropped:
Richard Lunn (11)		<i>Here Come the Clowns</i>			
A	Gee Jay	4	4	9	
B	Dingle Fingle	5	8	11	
C	Cheko (8)	3	3	4	
D	Arturo (5)	4	6	8	
Greg Payne (10)		<i>Not My Addictions</i>			
A	Tobacco (10)	3	3	3	6
B	Alcohol	4	7	8	
C	Cocaine	3	3	8	
D	Agricola	3	3	13	
Jim Reader (10)		<i>Eternal Companions</i>			
A	Moonglum (10)	4	4	7	8
B	Rakhrir the Red Archer	3	3	4	
C	Gaynor of the Damned	5	5	8	
D	Jhary a Conel				Dropped:
Roger Trethewey (5)		<i>Riviera Riders</i>			
A	Rene	3	4	4	
B	Rhys				Dropped:
C	Rory (5)	3	3	4	
D	Ross	3	3	3	



Rhys and Barry Gibb would be on row 64 if they had not been dropped. With just '3's between them they had no way to gain any higher value cards, so they have been invited to rest at the side of the track and call it a day.

Orders required

Cards for round eleven



BUS BOSS 313-MOR

RADSHACK mounts a strong challenge from the back.

ROUND 12

Morocco

Round 12 Runs

			TEAR	ODE	MMM	DIM	RAD	
45	K♣ Spain Q♦ Ouarzazate	① RADSHACK 11 ② ODE 10 ③ MMM 5 ④ TEAR 4 ✗ DIM			+8	-1	-8	19 9 -3 4 1
46	2♠ Larache 6♦ Agadir	① ODE 20 ② TEAR 10 ✗ RADSHACK	+1				-1	20 9 1
47	A♠ Taounata J♣ Ceuta	① MMM 20 ② ODE 10 ✗ TEAR	-1	-3	+3			17 12 1
48	7♥ Casablanca 4♦ Tata	① RADSHACK 20 ② TEAR 10 ✗ ODE ✗ DIM	+4	-4		-2	+2	18 6 4 2
49	10♠ Khemisset 2♦ Guelmin	① RADSHACK 30 ✗ DIM				-2	+2	28 2
50	K♦ El-Kelaâ-es-Sraghna 8♣ Chechaouèn	① MMM 16 ② ODE 9 ③ DIM 5 ✗ RADSHACK		+2	+4	-2	-3	16 3 4 7
51	2♥ Sidi Bennour 7♠ Fès	① DIM 16 ② MMM 9 ③ RADSHACK 5			+4	-4	+3	23 5 2
52	3♦ Tiznit 5♠ Sefrou	① RADSHACK 16 ② ODE 9 ③ TEAR 5 ✗ DIM	+3/-1 -6		+6	-3	+1/-3 +3	15 3 9 3

Scores

	Runs:	45	46	47	48	49	50	51	52	Score
DIM	285	1	-	-	2	2	4	23	3	320
MMM	277	-3	-	17	-	-	16	5	-	312
RADSHACK	221	19	1	-	18	28	7	2	15	311
ODE	253	9	20	12	4	-	3	-	3	304
TEAR	248	4	9	1	6	-	-	-	9	277

1st	Don Shailer	DIM	320
2nd	Greg Payne	MMM	312
3rd	Rob Thomasson	RADSHACK	311
4th	John Marsden	ODE	304
5th	Kevin Lee	TEAR	277

Congratulations, Don. We'll round up next month with a chance to complain about fate. ☹



BUS BOSS 318-LUZ

LUCK finds little
of his namesake.

ROUND 8

Luzon

Round 8 Runs

			FIB	SHOES	JEEP	COLIN	LUCK	
2	J♠ Cabarroguis 8♠ Laoag	① JEEPNEY 15 ① SHOES 15			+3			18 12
5	A♠ Palanan J♣ Mariveles	① {LUCK} 15 ① {FIB} 15						15 15
9	5♠ Vigan 10♣ Balanga	No entrants						
11	9♣ San Fernando 10♠ Santa Praxedes	① JEEPNEY 20 ② SHOES 10 X LUCK X FIB	-2		+7		-7	13 8 7 2
12	8♠ Malolos K♥ Santa Cruz	① COLIN 15 ① FIB 15	+4			-4		19 11
13	3♣ Baclaran 3♦ Palayan	① COLIN 13 ① SHOES 12 ③ LUCK 5 X JEEPNEY			-1	-5	+5 -1 +1	18 12 -1 1
16	A♣ Muntinlupa 7♦ Baguio	① JEEPNEY 11 ① SHOES 10 ③ FIB 5 ③ COLIN 4		-3	+3	+3 +2		8 16 7 -1
17	Q♥ Trece Martires 7♠ Laoag	① JEEPNEY 13 ① SHOES 12 ③ LUCK 5 X FIB		+1	-1		+4	14 15 -3 4
18	Q♦ Banaue 8♥ Batangas	① JEEPNEY 16 ② COLIN 9 ③ LUCK 5 X SHOES		-5	-2 -4 +5	+2 +4	+4 -4	17 3 5 5

Round 8 routes

Filipino Island Bus (FIB) (Bob Coull, Black)
Baguio - Bontoc, Pasig - Quezon City (11)

Cabarroguis, Olongapo, Lingayen and Ilagan Network (COLIN) (Colin Sharpe, Red)
Cabarroguis - Ilagan - Tugugarao (12)

Jim's Energetic Enterprise Produces Now and Every Year (JEEPNEY) (Jim Reader, Yellow)
Tugugarao - Aparri - Santa Ana (12)

Luzon Island Coach Keepers (LUCK) (Roger Trethewey, Blue)
Tugugarao - Santa Ana (9)

Spanish Heart On Eastern Shores (SHOES) (Lyndon Gurr, Green)
Santa Praxedes - Aparri - Tugugarao (12)

Scores

	Runs:	2	5	9	11	12	13	16	17	18	Routes	Score
SHOES	83	12	-	-	8	-	12	16	15	5	-12	139
JEEPNEY	51	18	-	-	13	-	1	8	14	17	-12	110
LUCK	58	-	15	-	7	-	-1	-	-3	5	-9	72
COLIN	41	-	-	-	-	19	18	-1	-	3	-12	68
FIB	38	-	15	-	2	11	-	7	4	-	-11	66

Round 9 Runs

9.	5♠ - 10♣	Vigan to Balanga
10.	2♦ - Q♣	Tarlac to Santa Ana
14.	5♥ - 4♠	Del Gallego to Tabuk
15.	5♣ - J♠	Baclaran to Aparri
27.	3♥ - 9♠	Pili to Rizal
28.	5♦ - 4♠	Lingayen to Tabuk
29.	9♥ - Q♣	Batangas to Olongapo
30.	7♥ - 4♠	Lucena to Bolinao
31.	10♠ - 8♥	Santa Praxedes to Batangas
32.	6♣ - J♦	Quezon City to Cabarroguis
33.	10♠ - 3♠	Balanga to Tugugarao
34.	6♦ - A♠	Baler to Palanan
35.	J♣ - K♥	Mariveles to Santa Cruz

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



BUS BOSS 322-IZU

Just a couple of runs
are out of reach.

ROUND 6

Izu Peninsula

Japanese Auto Motors (JAM) (Pete Campbell, Blue)
Toi - Kumo Mura, Rendaiji - Shimoda, Nirayama - Mishima 44 - 12 32

Original New Setting for Enjoying Noodles (ONSEN) (Jim Reader, Yellow)
Atami - Mishima - Numazu 41 - 11 30

Onsen Delights Excursions (ODE) (John Marsden, Orange)
Yugano - Rendaiji, Joren Falls - Kumo Mara 44 - 12 32

Railways Izu Peninsula (RIP) (Bob Coull, Black)
Mishima - Numazu, Shimoda - Hino, Ito - Futo 36 - 12 24

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
 Numazu - Hara, Numazu - Susono 41 - 12 29

Round 7 Runs

1. 10♠ - 10♣ Fuji-san to Matsushima (not yet available)
2. 3♠ - 7♥ Mishima to Heda Mura
3. 4♦ - 8♠ Amagi Kogen to Iwanami (not yet available)
4. 8♦ - Q♥ Yugano (south) to Shunzenji Onsen
5. 2♠ - 6♥ Nirayama to Toi
6. A♦ - J♠ Ito Koen to Hara
7. 5♥ - 4♣ Kumo Mura to Hakone
8. 8♣ - 6♠ Atami to Kawazu
9. A♠ - J♣ Nagaoka to Ajiro

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



BUS BOSS 324-ENG

Confused or not,
we're all here.

ROUND 1

England
Buses Across Rural England (BARE) (Pete Campbell, Blue)
 Northampton - Luton - London 100 - 12 88

Marsden's Amazing Road Services (MARS) (John Marsden, Green)
 Preston - Manchester - Sheffield 100 - 12 88

Transport Out Of London (TOOL) (Bob Coull, Black)
 London - Luton - Northampton 100 - 12 88

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
 Manchester - Stoke - Birmingham 100 - 12 88

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
 Luton - Northampton - Leicester 100 - 12 88

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



OUTPOST 28

The Data Library is
bought in the first round.

ROUND 1

Commander Actions

Pete Bought one Water Factory (o:1,5 w:5,9)
 Lyndon Bought one Water Factory (o:3,3 w:4,10)
 Marcus Bought one Water Factory (o:1,5 w:6,8)
 Mark Auctioned a Data Library for 15 and got it (o:1,2,4 w:8)
 Willem Bought one Water Factory (o:3,3 w:6,8)
 Jim Bought one Water Factory (o:2,4 w:7,7)
 David Bought one Water Factory (o:{3},{3} w:5,9)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Mark	2o,1w	3p (5,0)	DL	3o,2w (23,10)	4 (15)
2	Jim	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
3	Lyndon	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
4	Marcus	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
5	Willem	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
6	Pete	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)
7	David	2o,2w	3p (5,0)	-	3o,2w (23,10)	3 (0)

Data Library 1 (3 more)	Heavy Equipment	.. 2 (3 more)
Warehouse 1 (4 more)	Nodule 3 (2 more)

Mark has gone for the early points and started down the Data Library trail, so just the one round this time.

Orders required
Round two auctions, bids and purchases



PUERTO RICO 10

A nose or a few lengths?

GAME OVER

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

No comments, so I'll just reiterate my congratulations to Geoff. Is a game better won by a small margin or by a good distance? A small margin suggests a more competitive, and potentially more enjoyable game.



PUERTO RICO 11

Goods are traded, shipped and then replenished.

ROUND 11

Kevin is the Trader (+1) and trades Coffee.

Tony trades Sugar, Willem trades Corn, Jim trades Tobacco. The Trading House is emptied.

Tony is the Captain (+1). The Sugar (5) and Coffee (7) ships are emptied.

Willem is the Prospector (+1).

Jim is the Craftsman and produces an extra Tobacco.

Roles

+1 Builder

Captain

Craftsman

+1 Mayor

+1 Settler

Trader

Prospector

Quarries

3

Plantations (Fields)

Crn Crn Ind Ind Cof

Trading House

- - - -

Ship Supply

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: Empty	6: Indigo	7: Empty
- - - - -	✓ ✓ ✓ ✓ ✓ -	- - - - -

Willem Moene

DbIns: 6

Chips: 10

Small indigo plant

Small sugar mill

Coffee roaster

Small market

Small warehouse

Fields: Qry✓ Crn✓ Ind× Sug✓ Cof✓✓

Goods: Crn✓ Sug✓ Cof✓✓✓

Jim Reader

DbIns: 10

Chips: 8

Small indigo plant

Small sugar mill

Tobacco storage

Hospice

Factory

Fields: Crn✓ Ind✓✓ Sug✓ Tob✓✓ Cof✓

Goods: Crn✓ Ind✓ Sug✓ Tob✓✓✓✓

Kevin Lee

DbIns: 6

Chips: 7

Small indigo plant

Coffee roaster

Hacienda

Small warehouse

Guild hall

Fields: Qry✓ Crn✓✓ Ind×× Sug✓×× Tob× Cof✓✓

Goods: Crn✓✓✓✓ Cof✓✓

Tony Sait

DbIns: 6

Chips: 10

Small sugar mill

Indigo plant

Small market

Hacienda

Fields: Qry✓✓× Crn✓✓ Ind✓ Sug✓× Tob✓✓

Goods: Crn✓✓✓ Ind✓ Sug✓

Orders required

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



PUERTO RICO 12

A small number of goods are produced and instantly shipped.

ROUND 2

Stephen is the Mayor.

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

Jim is the Captain (+1).

Kevin is the Settler and digs a Quarry.

Stephen plants Indigo, Willem and Jim plant Corn.

Roles

+1 Builder

Captain

Craftsman

Mayor

Settler

+2 Trader

+1 Prospector

Quarries

6

Plantations (Fields)

Crn Ind Tob Cof Cof

Trading House

- - - -

Ship Supply

4 64

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: Corn	6: Indigo	7: Empty
✓ ✓ ✓ - -	✓ ✓ - - -	- - - - -

Kevin Lee

DbIns: 2

Chips: 0

Small indigo plant

Fields: Qry✓× Ind✓

Goods: ×

Stephen Webb

DbIns: 1

Chips: 2

Indigo plant

Fields: Ind✓✓×

Goods: ×

Willem Moene

DbIns: 3

Chips: 2

Small market

Fields: Crn✓× Sug✓

Goods: ×

Jim Reader

DbIns: 4

Chips: 2

Small market

Fields: Crn✓× Tob×

Goods: ×

Orders required

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



RAILWAY RIVALS 2117-ND

TWANG extends his lead.

ROUND 11

Northern Germany

Round 11 Runs		NGE	TWANG	TIME	BUM	RAG	
29	51 Kiel 12 Osnabrück	① TIME 20	-2				18
		② TWANG 10		+2			12
30	23 Bremerhaven 65 Hannover	① TWANG 20					20
		② BUM 10		-1			9
		✕ TIME			+1		1
31	51 Berlin (East) 25 Cuxhaven/Heide	① TIME 13					13
		① TWANG 12					12
		③ BUM 5				-1	4
		✕ RAG			+1		1
32	33 Altona 66 Denmark	① NGE 16		+3			19
		② RAG 7	-3				4
		② TIME 7					7
33	62 Braunschweig 45 Pasewalk/ Prenzlau	① RAG 13					13
		① BUM 12					12
		③ NGE 5	-1				4
		✕ TWANG	+1				1
34	43 Greifswald/ Neubrandenburg 53 Berlin (West)	① RAG 16	+1		+4		21
		② NGE 7				-1	6
		② BUM 7				-4	3
35	11 Bielefeld 65 Sweden	① TIME 13		-3			10
		① NGE 12		-3			9
		③ RAG 5	-6				-1
		✕ TWANG	+3	+3		+6	12

TWANG was excluded from run 35. This was not due to the length of his route, but more to do with the fact that the ferry he boarded went to Denmark rather than Sweden!

Round 11 builds
Northern Germany Express (NGE) (Tony Bromley, Red)
None.

Trains Winding Across Northern Germany (TWANG) (Pete Campbell, Blue)
None.

Travel In Mainland Europe (TIME) (Bob Coull, Black)
None.

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

Rails Across Germany (RAG) (Don Shailer, Orange)
None.

Scores										
	Runs:	29	30	31	32	33	34	35	Builds	Score
TWANG	267	12	20	12	-	1	-	12	-	324
NGE	234	-	-	-	19	4	6	9	-	272
TIME	177	18	1	13	4	-	-	10	-	223
BUM	154	-	9	4	-	12	3	-	-	182
RAG	132	-	-	1	7	13	21	-1	-	173

Round 12 Runs
36. 56 - 14 Magdeburg to Oldenburg
37. 63 - 15 Hildesheim to Leer/Wilhelmshaven
38. 46 - 22 Frankfurt to Bremen
39. 42 - 63 Stralsund to South Germany
40. 54 - 36 Berlin (West) to Ludwigslust/Schwerin
41. 66 - 34 Hameln/Minden to Hamburg
42. 21 - 62 Bremen to South Germany

Runs

Enter up to 4



RAILWAY RIVALS 2124-I(S)

CRAIC gets a solo and moves up a place.

ROUND 8

Ireland (South)

Round 8 Runs		SIN	CRAIC	WEAR	PADDY	CORK	
8	23 Athy/Tullamore 31 Arklow/Tullow	① CRAIC 30					30
9	54 Fermoy/Rathluire 65 Bantry/Kenmare	① CRAIC 20					20
		② SIN 10					10
10	51 Cork 26 Kilkenny	① CORK 20	+1				21
		② SIN 10				-1	9
11	66 Dingle 61 The North	① WEAR 20			+7		27
		② PADDY 10		-7			3
12	35 Clonmel/Dungarvan 43 Banagher/Birr	① PADDY 13	-1	+3/-5			10
		② CRAIC 8	-1		+5/-3		9
		③ SIN 5		+1	+1		7
		④ CORK 4					4
13	14 Dublin 44 Athlone	① WEAR 13				+2	15
		① CORK 12		-2			10
		③ PADDY 5					5
14	16 Naas/Wicklow 66 Big City Shopping	① PADDY 9		-1		+5	13
		① CRAIC 9		+1			10
		① CORK 8			-5		3
		④ WEAR 4	-1		+1		4

Round 8 builds
Southern Irish Network (SIN) (Pete Campbell, Blue)
Ennis - M10 - J11 - J12 - Kilkee, -7 (builds) +3 (towns) +1 (CORK) = -3

Comfy Ride Across Irish Countryside (CRAIC) (Steve Ham, Purple)
H47 - H43 - G43, -5 (builds) +1/-1 (WEAR) -1 (CORK) = -6

Wexford Expressways Are Rampant (WEAR) (Kevin Lee, Black)
Z18 - Z19 - Y20 - Lismore, T19 - U20 - U21, -10 (builds) +1/-1 (CRAIC) = -10

Powerful Automated Delivery and Distribution in Yellow (PADDY) (Jim Reader, Yellow)
F22 - Valencia Harbour, -4 (builds) +3 (towns) = -1

Colin's Operational Railway Korporation (CORK) (Colin Sharpe, Red)
W9 - Q6, -10 (builds) -1 (SIN) +1 (CRAIC) = -10

Scores	Runs:	8	9	10	11	12	13	14	Builds	Score
CORK	123	-	-	21	-	4	10	3	-10	151
CRAIC	76	30	20	-	-	9	-	10	-6	139
SIN	87	-	10	9	-	7	-	-	-3	110
PADDY	75	-	-	-	3	10	5	13	-1	105
WEAR	60	-	-	-	27	-	15	4	-10	96

Round 9 Runs	Runs	Builds
15.	42 - 56	Nenagh/Thurles to Bandon/Magroom
16.	45 - 62	Athenry to Kilkee/Listowel
17.	15 - 22	Dun Laoghaire to Mullingar
18.	25 - 32	Carlow/Roscrea to The North
19.	63 - 36	Limerick to Lismore/Youghal
20.	12 - 33	Dublin to Wexford
21.	52 - 34	Cork to Great Britain

As Kevin pointed out this time, the towns listed for The North include Mullingar twice but miss out Athenry.

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



RAILWAY RIVALS 2127-MP

Everyone built below the allowance.

ROUND 6

Malaysian Peninsula {16 points for these builds}
Thailand Singapore Express (TSE) (Tony Bromley, Red)
R68 - P69 - Mersing, buys Mersing to Pulau Tioman ferry, I60 - Mentakab/Temerleh, Q61 - R60.
33 +3 (towns) -6 (ferries) +2 (ROMP) +1 (BAKUTEH) -1 (BUGGER) = 32

Railways on Malaysian Peninsula (ROMP) (Bob Coull, Black)
T63 - Batu Pahat - V65 - W66 - W67 - X67 - X70, Tampin - Q59 - Malacca, Ipoh - U11.
47 +3 (towns) -2 (TSE) -1 (MARS) +2 (BAKUTEH) +2/-1 (BUGGER) = 50

Malaysia's Amazing Railway System (MARS) (John Marsden, Green)
P24 - P23 - Q23 - Q20 - P19 - Dabong.
37 +1 (ROMP) = 38

Butterworth, Alor and Kangar Uber-Engines Travel in Extreme Heat (BAKUTEH)
Y17 - D54 - F55 - I54, (Jim Reader, Yellow)
37 -1 (TSE) -2 (ROMP) = 34

Butterworth, Georgetown and Gerik Railway (BUGGER) (Lionel Robbins, Blue)
Johor Bahru - Z70, R70 - R71 - Tanjung Leman, W9 - Lamut, buy Lamut to Belawan ferry, H6 - F7, P58 - Malacca.
47+3 (towns) -6 (ferries) +1 (TSE) +1/-2 (ROMP) = 44

The ability to match the build allowance to your orders was somewhat absent in this round. TSE only built 15 points, expecting the last build to cost 9, when it 3 into the hill, 3 out of the hill, plus 2 for the river. ROMP worked on the basis if +1 per half hex into the hills instead of +2. The reason for MARS spending less than intended was because he started his build from P25, but P25 - P24 was built last time. For whatever reason, BAKUTEH and BUGGER both ordered less than they could.

Round 7 Runs	Runs	Builds
1.	51 - 64	Kuala Terengganu to Batu Pahat/Kluang
2.	24 - 65	Kuala Besat/Merang to Johor Bahru
3.	25 - 42	Kota Bharu to Kuala Lumpur
4.	53 - 33	Kertih to East Coast Island Resort
5.	35 - 41	Bagan Dartoh/Lamut to Kuala Lumpur
6.	34 - 11	Kuala Lipis to Had Yai
7.	12 - 35	Pattani to Iron (Fe)

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





RAILWAY RIVALS 2134-IN

Only ODE stands apart
from the network.

ROUND 2

Malaysian Peninsula {15 points for these builds}

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)

C53 - Raipur - Nagpur, G62 - H61 - H59 - I59 - I57 - L55.

20 +6 (towns) +1 (CURRY) +9/-3 (RICE) = 33

Services for Lowly Unloved Millions Dreaming of Greatness (SLUMDOG) (Steve Ham, Purple)

Calicut - J8 - Mangalore, O15 - P15 - P17 - O18 - O19 - Vijayawada, J15 - J16,

J15 - H14 - G15.

26 -1 (CURRY) = 25

Over Deccan Express (ODE) (John Marsden, Green)

K61 - Kanpur - Bareilly - R54 - Delhi - W52.

26 +18 (towns) = 44

Crazy Useless Railway Rivals in Yellow (CURRY) (Jim Reader, Yellow)

U17 - U16 - Hyderabad, S18 - S19 - Vijayawada, Y18 - Z18 - Nagpur - G55 - J56.

20 +9 (towns) -1 (GREAT) = 28

Railway & Industrial Corporation & Empire (RICE) (Colin Sharpe, Blue)

B51 - D52, B56 - Nagpur - Raipur, D52 - Indore - I50 - K51.

20 +12 (towns) +3/-9 (GREAT) +6 (TAMIL) = 32

Trains Around Mangalore India, Limited (TAMIL) (Brian Tappenden, Orange)

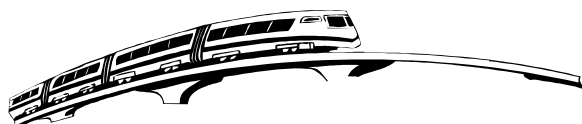
T13 - Hyderabad, T13 - U14 - W13 - W12 - X11 - Y12 - A51 - D52 - Indore.

26 +3 (towns) -6 (RICE) = 23

If the reported builds don't match your plans that might be because a number of orders quoted incorrect rows and/or numbers. I'm pretty sure I did what you intended. I know the hex references are a little dim in the middle of the map, but a quick count from a more readable reference should help.

Builds

Up to 16 points excluding payments to rivals



NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



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

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

▼	Lew Stansby	3.647
-	Ken Boucher	3.524
▲	Per Hallberg	3.300
▲	David Hilbert	2.704
▼	Pete Campbell	2.636
▼	Victor Cronshaw	2.538
-	Chris Rudram	2.500
-	Rob Thomasson	2.488
-	Peter Hawkins	2.480
-	Michael Longdin	2.179
-	Mick Haytack	2.118
▼	Michael Graystone	2.097
▲	Michael Bakken	2.083
▼	Willem Moene	2.079
-	Peter Beck	2.046
-	Mark Frueh	2.000
-	Brian O'Farrell	2.000

✧ Completed games and winners:

1830 e837	Willem Moene
Carcassonne e865	John Colledge
Carcassonne e870	John Colledge
Puerto Rico e872	Per Hallberg
Acquire e874	John Colledge
Puerto Rico e876	Kath Collman

✧ New games and start dates:

1856 e883 {1856-?28}	Jan 4th
Puerto Rico e884	Jan 4th
Acquire e885 {Powers}	Jan 6th
1800 e886 {1800-L28}	Jan 7th
Puerto Rico e887	Jan 9th
Acquire e888	Jan 12th
Carcassonne e889 {River}	Jan 17th
Euphrat & Tigris e890	Jan 17th





ROBORALLY 3

Pineapple 196
isn't quite finished.

ROUND 13

Starting positions

Diddy-bot M8-W (powered down), President Ford G8-S, Pineapple 196 D4-W, Squelch B4-E, Bot-i-celli E8-W, Donsbot N4-N. Donsbot didn't actually give a facing for his new archive copy, so I assumed it was as shown in the report.

13.1

President Ford (690-M2), Pineapple 196 (650-M1), Bot-i-celli (330-RL), Donsbot (120-RR), Squelch (120-RR).

Board effects: Squelch shoots Don-bot (1), Bot-i-celli shoots President Ford (1), President Ford shoots Diddy-bot (1).

13.2

President Ford (710-M2), Donsbot (550-M1), Bot-i-celli (450-BU), Squelch (300-RR), Pineapple 196 (270-RL).

Board effects: Bot-i-celli shoots President Ford (1), President Ford shoots Diddy-bot (1).

13.3

Donsbot (630-M1), Bot-i-celli (570-M1), Squelch (500-M1), President Ford (410-RL), Pineapple 196 (250-RL).

Board effects: Squelch is conveyed to C3, Bot-i-celli shoots President Ford (1), Squelch updates his archive square to C3.

13.4

President Ford (680-M2), Bot-i-celli (340-RR), Pineapple 196 (230-RL), Donsbot (130-RL), Squelch (090-RL).

Board effects: Squelch shoots Pineapple 196, who discards his Reverse Gears option to avoid the damage, Pineapple 196 shoots Squelch (1).

13.5

Squelch (780-M2), pushes Pineapple 196 to E3, Pineapple 196 (770-M2), pushes Squelch to B3, Donsbot (640-M1), Bot-i-celli (370-RL), President Ford (240-RR)/

Board effects: Squelch shoots Pineapple 196 (1), Pineapple 196 shoots Squelch (1). Bot-i-celli shoots Diddy-bot (1), Pineapple 196 updates his archive square to C3.

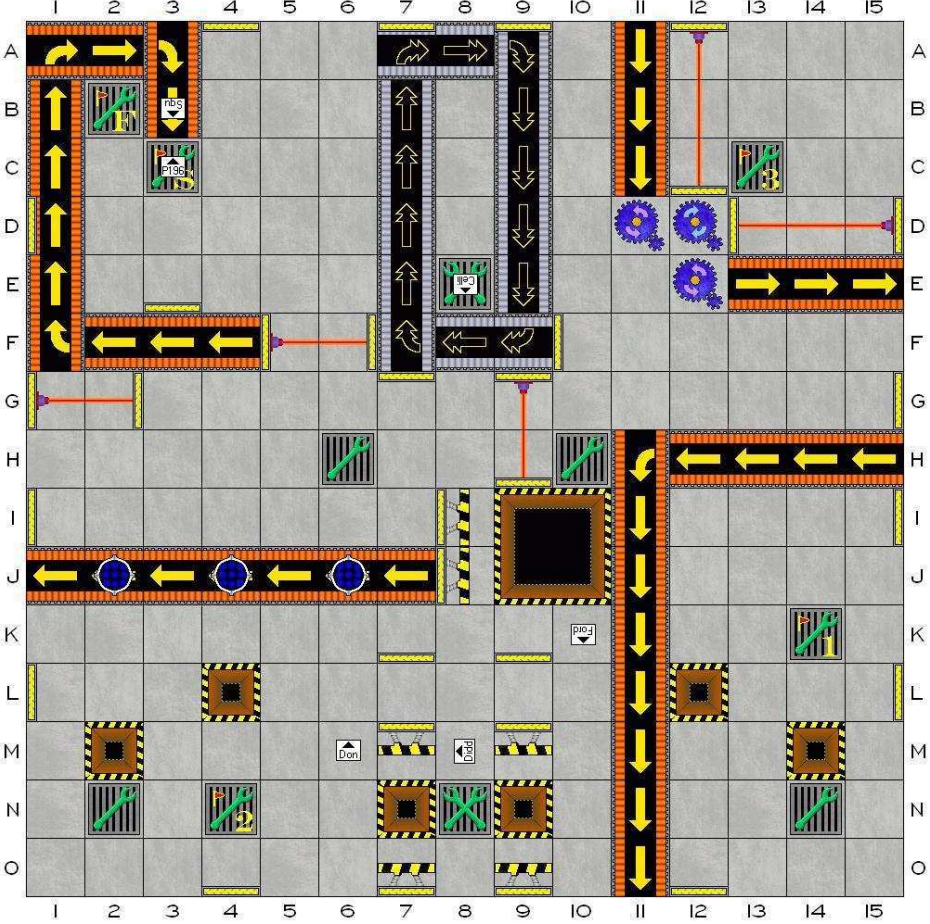
End of turn effects

Pineapple 196 has one point repaired, Bot-i-celli draws an Option card and gets Power Down Shield, which gives him a one-point shield one all sides when he is powered down. The shield will save one point of damage per phase.

Diddy-bot comes out of powered down mode to inspect his scars.

With the chances that Pineapple 196 will be finishing soon, if not in the next round, let me know if you want to play on for placings or are happy to call it a day.

Runner-up positions are currently contested by Squelch and Donsbot, who have both made two checkpoints.



Player	Bot	L/C/D	Archive	Position	Options
Steve Ham	Diddy-bot	3/1/3	K14	M8-W	-
Roger Krueger	President Ford	3/-/3	E8	K10-S	Radio Control
Greg Payne	Pineapple 196	3/3/2	C3	C3-N	-
Marcus Pratt	Squelch	3/2/2	C3	B3-S	-
Jim Reader	Bot-i-celli	1/-/1	E8	E8-S	Ablative Coat (3)
Don Shailer	Donsbot	3/2/3	N4	M6-N	Double Barrel Laser

Orders required
Program cards for round fourteen and any other instructions



SAINT PETERSBURG 2

When you trade up, please tell me what to replace.

PHASE 5-B

Round 5 - Building Phase

Kevin	Marcus	Tony	Pete
+ Market	+ Observatory	+ Customs House from hand	+ Pub
Hospital ⇒ hand	+ Bank ⇒ Potjomkin's Village	+ Customs House	Observes Aristocrats Warehouse Manager ⇒ hand
+ Hospital from hand	Observes Aristocrats Secretary ⇒ hand	✗	+ Judge from hand



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	17	23	27r + 2v	0r + 8v	9r + 3v	Building	1
Marcus	27	12	27r + 1v	5r + 2v	11r + 5v	Worker	5
Tony	1	26	12r + 0v	0r + 12v	6r + 0v	Aristocrat	7
Pete	22	31	21r + 3v	7r + 6v	16r + 6v	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 4, Hospital, Mistress of Ceremonies, Warehouse Manager
Marcus	Customs House, Chambermaid, Secretary	Gold Miner, Lumberjack, Ship Builder, Weaving Mill x 2, Wharf, Bank, Observatory, Admiral, Judge, Warehouse Manager
Tony	Fur Trapper	Czar and Carpenter, Fur Trapper, Gold Smelter, Shepherd, Customs House x 3, Library, Market, Administrator, Secretary
Pete	Senator, Warehouse Manager	Fur Shop, Fur Trapper, Lumberjack x 3, Wharf, Observatory, Peterhof, Pub x 2, St. Isaac's Cathedral, Author, Controller, Judge, Mistress of Ceremonies

Orders required
Round five Aristocrat phase led by Tony



SAINT PETERSBURG 3

Two workers each, six out of eight buildings taken.

PHASES 1-W/B

Round 1 - Worker Phase

Kevin	Bob	Tony	Rob
+ Lumberjack	+ Gold Miner	+ Gold Miner	+ Shepherd
+ Shepherd	+ Shepherd	+ Shepherd	+ Fur Trapper

Round 1 - Building Phase

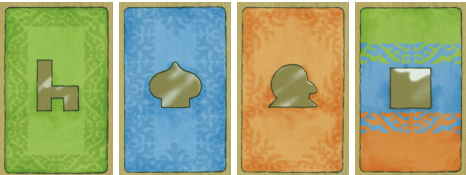
Tony	Rob	Kevin	Bob
+ Customs House	+ Observatory	+ Potjomkin's Village	Warehouse ⇒ hand
+ Market	Observes Aristocrats Author ⇒ hand	Customs House ⇒ hand	



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	9	3	6r + 0v	0r + 3v	0r + 0v	Building	20
Rob	14	0	6r + 0v	0r + 1v	0r + 0v	Trading	30
Kevin	21	0	6r + 0v	0r + 0v	0r + 0v	Worker	23
Bob	22	0	6r + 0v	0r + 0v	0r + 0v	Aristocrat	20

Players	Cards in hand	Cards in play
Tony	✗	Gold Miner, Shepherd, Customs House, Market
Rob	Author	Fur Trapper, Shepherd, Observatory
Kevin	Customs House	Lumberjack, Shepherd, Potjomkin's Village
Bob	Warehouse	Gold Miner, Shepherd

Orders required
Aristocrat phase led by Bob





YEAR OF THE DRAGON 1

A time for celebration.

ROUND 4



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



Drought Imperial Tribute Dragon Festival Mongol Invasion Contagion Drought

Actions

Lyndon Firework Display - gains 2 Firework chips
 Pete Get up to 3 Yuan - gains 3 Yuan
 Michael Build - adds one floor to palaces 2 and 3
 Rob Build [costs 3 Yuan] - starts palace 4 and adds a second floor to it

Person Tiles

Lyndon Healer [older] - moves in to palace 2
 Pete Wild card - Healer [older] - moves in to palace 2
 Michael Farmer [elder] - moves in to palace 3
 Rob Farmer [elder] - moves in to palace 4

Event - Dragon Festival

Lyndon 6 VPs - returns 1 Firework chip

Decay

No decay

Scoring

Lyndon 3 for Palaces, 2 for Dragons
 Pete 3 for Palaces, 2 for Dragons
 Michael 3 for Palaces
 Rob 4 for Palaces

Apologies for showing Firework tiles for Pete and Lyndon last time. The only tiles that were in play for the Fireworks display were the ones Lyndon picked up this time.

And yes, Pete, it should have said you got 3 points for your palaces last time. The total points were correct, it was my broken down report that was in error.

	Michael	Rob	Pete	Lyndon
Score (now/final)	15 / 29	14 / 29	18 / 29	28 / 43
Person track	21	15	22	22
Yuan (money)	8	10	3	3
Dragons/Fire/Rice	0 / 0 / 0	0 / 0 / 0	2 / 0 / 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	Healer 2	Craftsman 1
	-			Healer 2
Palace 3	Warrior 2	Healer 2	Healer 1	Warrior 2
	Farmer 2	-	-	
Palace 4		Farmer 2		

Action Groups

Research	Firework Display	Military Parade	Harvest
Build	Privilege	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 {1}: 1/2	-	-	✓	✓
Healer	Younger {3}: 4/1	Older {X}: 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			- ✓	✓✓	- ✓	✓✓

The Festival was something to behold, but it is easily forgotten with news that Swine Flu is coming. You may have to release some of your people from service. The default number is three, but that will be reduced by the number of healers you have been able to employ. Michael can currently retain one of the three, while the rest of you can retain two of them. If you gain more healers before the Contagion strikes, you may be able to retain more. Just be sure to tell me who you will release if you have to.

Orders required

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

PREVIEW

The game of Phoenicia due to start this time has been put back due to Geoff Hardingham's recent health problems. I shall wait to hear confirmation from Geoff that he is ready to start before this one actually gets off the starting blocks.



I've bitten the bullet on Battle!, and put it down for a start in issue #172, which should be the March issue. The rules are likely to be very similar to those we've used before, as most of the changes in the other set I found were either very minor, or game-changing, such as introducing the option for tunnel-digging units. I really don't fancy the extra complexity and book-keeping that will require.

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

#171: 6 nimmt!, Phoenicia, Railway Rivals (London & South Eastern)
 #172: Battle! (six players), Breaking Away



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Dec 19th	Ode 309
Dec 21st	Devolution #78
Jan 5th	Variable Pig 122
Jan 10th	Minstrel 331
Jan 19th	...mais n'est-ce pas la gare? 102

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
▲	Steve Thomas	2.588
-	Geoff Hardingham	2.583
-	Stephen Webb	2.298
▲	Michael Graystone	2.274
-	Tony Robbins	2.190
-	Alan Harvey	2.188
▼	Rob Thomasson	2.110
▼	Colin Sharpe	2.068
▲	John Colledge	2.000
-	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, Acq55, OP28, PR11, PR12
Pete Campbell . . .	1825-H27, 1826-J28, 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, Acq55, 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, 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, 1835-C26, 1856-P26, PR11
Lyndon Gurr	1826-J28, 1835-C26, 1856-P26, 1856-Y27, 1861-C27, 1870-Y26, 18GA-D26, Acq55, 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	John Shelley	1826-J28, 1829-U25, 1835-C26, 1856-Y27, 1870-O27
Alan Harvey	1825-H27	David Smith	OP28
Mike Head	1830-G26, 1856-P26, 18GA-D26, 18GA-Z27	Don Smith	1826-J28, 1835-C26, 1837-L27, 1856-Y27, 1870-R24, 1870-Y26, 1870-O27, 18GA-D26, 18GA-Z27
John Hopkins	1837-Y25	Allan Stagg	Agr2, Agr3
Mike Hutton	1825-H27, 1830-G26, 1856-P26, 186-1C27, 1870-Y26, Agr2	Mark Stretch	18GA-Z27, OP28
Roger Krueger	1870-R24, 1895-X24, Robo3	Brian Tappenden . .	RR-2134-IN
Kevin Lee	Acq54, Agr2, Agr3, BB-313-MOR, CM2, 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, Acq55, BB-313-MOR, BB-322-IZU, BB-324-ENG, CM2, RR-2127-MP, RR-2134-IN	Stephen Webb . . .	1826-J28, 1837-Y25, 1837-L27, 1861-C27, 1870-R24, PR12
		Tony Wilcock	Acq52, Acq54, Acq55, StP2, StP3



OUTSIDE EDGE

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CONTENTS

◇ Games ◇	1895-X24	34	RR-2124-I(S)	57
*****	18GA-D26	36	RR-2127-MP	59
◇ New ◇	18GA-Z27	38	RR-2134-IN	60
1826-J28	7	Acquire 52	40	RoboRally 3
Acquire55	43	Acquire 53 (Powers)	41	Saint Petersburg 2
*****	Acquire 54	42	Saint Petersburg 3	65
1825-H27	8	Agricola 2	44	Year of the Dragon 1
1829-U25 (South)	10	Agricola 3	46	*****
1830-Q26	12	Breaking Away 19	48	◇ Bits and Bobs ◇
1830-V1-N24	21	Bus Boss 313-MOR	49	Board2Pieces
1835-C26	14	Bus Boss 318-LUZ	50	Deadlines
1837-Y25	16	Bus Boss 322-IZU	51	Game Orders
1837-L27	18	Bus Boss 324-ENG	52	Game Standards
1856-P26	22	Canal Mania 2	Held	News from the Rock
1856-Y27	24	Outpost 28	53	Preview
1861-C27	26	Puerto Rico 10	53	Ratings
1870-R24	28	Puerto Rico 11	54	Waiting Lists
1870-Y26	30	Puerto Rico 12	55	Who Plays What
1870-O27	32	RR-2117-ND	56	Zines Received

DEADLINES

Wednesday February 17th 2009
18xx games - Friday February 12th

Future deadlines: 18xx games: March 12th Other games: March 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.