

FOR WHOM THE DIE ROLLS

March 2010

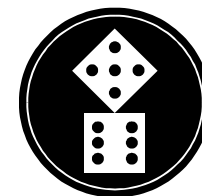
Published by Keith Thomasson

Issue 172

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.



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INSIDE STORY

This is FOR WHOM THE DIE ROLLS #172, 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...

Battle! Michael Graystone, Steve Ham, Marcus Pratt, John Marsden, Mark Stretch, Allan Stagg
Breaking Away Dennis Frank, Steve Ham, Kevin Lee, Richard Lunn, Greg Payne, Jim Reader

Games starting in the next issue...

⚙ 1830 (Variant map 2) . . Mark Stretch, Alan Harvey, Tony Sait, Don Smith
⚙ Sopwith Michael Graystone, Jim Reader, Mark Stretch, Greg Payne, Don Shailer, Hugo Griffin

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

⇨③ 1829 (South) Pete Campbell, John Shelley
⇨③ 1830 (Variant map 2) . . Richard Lunn, Pete Campbell
⇨① 1870 Lyndon Gurr, Willem Moene, Don Smith, Pete Campbell
⇨③ 1889 Mike Head, Alan Harvey
⇨② 18Rhl 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
⇨① Agricola Marcus Pratt, Jim Reader, Kevin Lee
① Industrial Waste Alan Harvey, Marcus Pratt, Mike Head
⇨② Mystic Wood Jim Reader, Kevin Lee, Roger Trethewey
⇨② Phoenicia Lyndon Gurr, Mike Hutton, Mark Stretch
① 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
⇨④ Sceptre of Zavandor Marcus Pratt, Lyndon Gurr

I supply everything you need for these...

④/⑩ Battle! Pete Campbell, Greg Payne
⚙ Breaking Away Allan Stagg, Jim Reader, Mike Reeves
⚙ Bus Boss Mike Hutton, Pete Campbell, Jim Reader, Roger Trethewey, Kevin Lee
⚙ Railway Rivals Pete Campbell, Don Shailer, Tony Bromley, Jim Reader, Kevin Lee, Steve Ham

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

START

Welcome to issue #172. This one has gone relatively smoothly, which is something of a miracle considering how busy I was with the Heron Games sale just a week ago. It needs to be sorted out on time, as TringCon takes place this coming Saturday, and that will be demanding more than a little time itself. With 60 people booked or hoping to be there, the final number is likely to be a new record.

Following Geoff Hardingham's optimism in resuming all of his games last time, I have nothing from him, and no response to my query concerning his health. I have made moves on his behalf this time, in 1837-Y25 and Canal Mania 2, and am seeking caretakers for his positions in those game. I say caretaker, because the best result would be Geoff returning to take an active part in his games. Let me know asap if you are interested in either game. I will need to provide you with the build cards Geoff is holding in Canal Mania 2.

I feel the need to clarify the position regarding errors in adjudications. These are normally fixed when found, but the expectation is that errors will be found the month that they occur. When something goes unnoticed for two or even three months, it is unreasonable to expect the game to wind back or be adjusted to accommodate fixes. Everyone has had the chance to spot these errors, and if they've lasted that long they have effectively become embedded in the life of the game.

This isn't about me being awkward, it is about trying to keep the games moving forward. There is an element of reluctance, to be honest, because fixing problems of that age tend to take a long time. I know from experience that it is all too easy to apply a fix to an error, only to find that this has another effect that requires another change, and then another. The only way to do justice to such fixes is to run the game from the point the error occurred, and when that involves three or four rounds of a game, it becomes harder to justify. Even those that seem simple can have unexpected side effects. With 18xx games it isn't always easy to be sure exactly what state the map was in when each company operated.

So what I am saying is, let me know of any errors you find, but if they're old ones, don't be too surprised if I say thank you, but no thanks.

News from the Rock is missing this month, as its presence would make the page count tricky. Mind you, there's not a lot to miss, as only two games have finished and no new ones started.

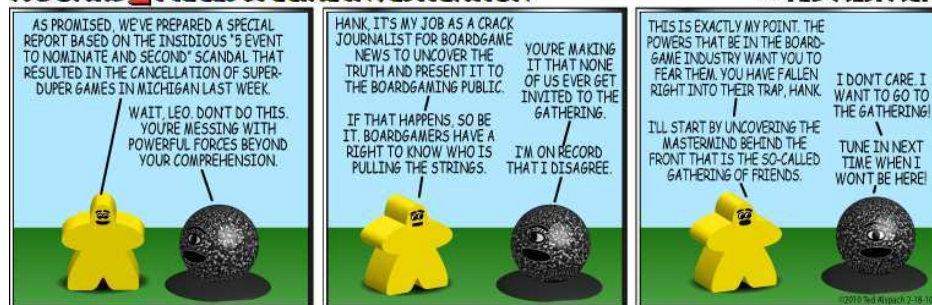
I suggested 1889 in last month's Preview as a new 18xx game for these pages, and have two people willing to give it a chance. My spreadsheet for the game is pretty much done, and gives me more checks on the legality of moves than any of the ones I've done before. Even so, it could do with an automated means of buying trains and buying in private companies, but these things are not difficult to handle manually, so it is good enough to use.

1889 is mostly 1830 as far as the rules go, with expensive terrain in the centre of the map and a few minor variations.

I'm due to receive the D variant for 18C2C in the not too distant future, and I'm getting itchy about the game again, so excuse me if I go crazy and offer that as a option as well. The full game has 18 private companies and 32 major companies and can take up to 8 players. Go on , at least you won't need an extra large table to lay out the map.

A BOARD2PIECES SPECIAL INVESTIGATION

BY TED ALSPACH



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BY TED ALSPACH



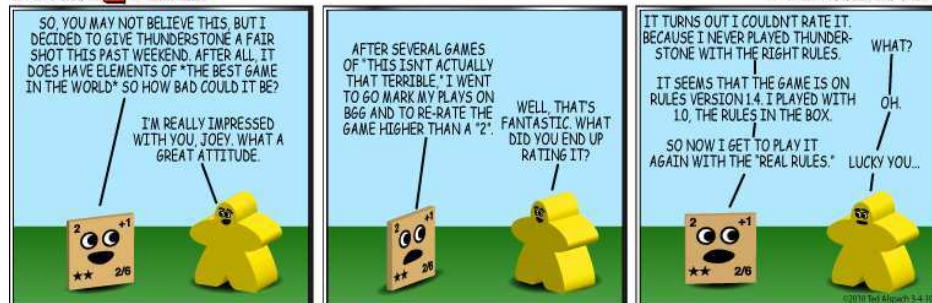
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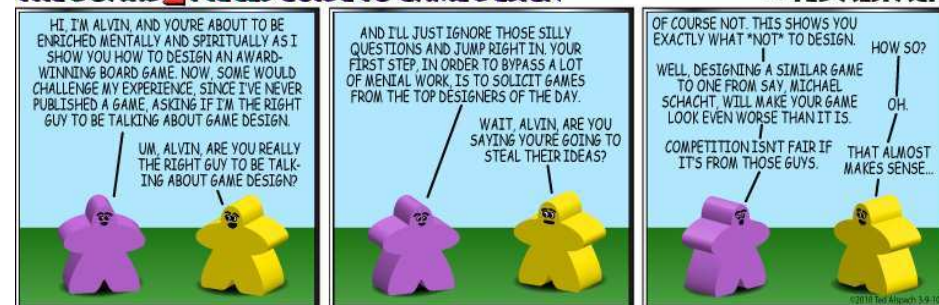
BOARD2PIECES

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THE BOARD2PIECES GUIDE TO GAME DESIGN

BY TED ALSPACH



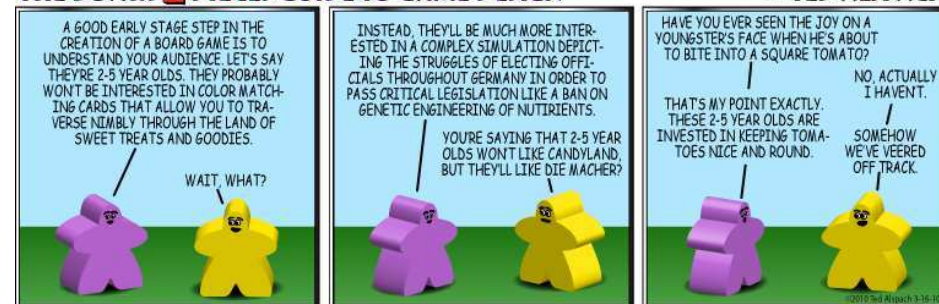
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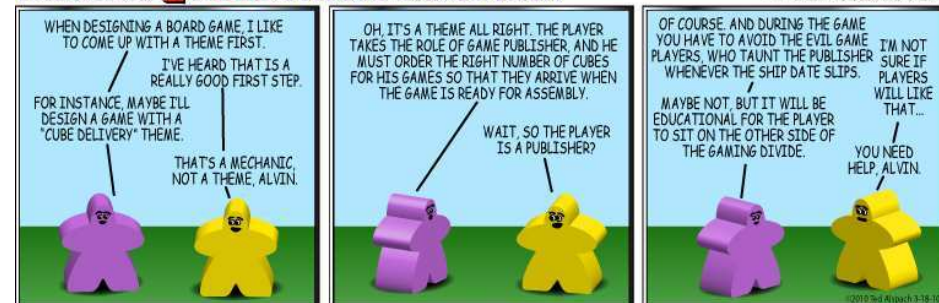
THE BOARD2PIECES GUIDE TO GAME DESIGN

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1825-H27

Six companies are floated
in this stock round.

SR6

Stock Round 6

Mike	Pete	Alan	Willem	Lionel
+ LSWR pool	+ LSWR new	+ NBR new	+ GER new	+ L&YR/Dir
+ GNR/Dir	+ SECR/Dir	+ NBR new	+ GER new	+ L&YR new
- 3 GWR	+ SECR new	+ NBR new	+ GER new {floated}	+ L&YR new
+ Cal new				
+ GNR new	+ SECR new	+ NBR new {floated}	+ GER new	- 1 Midland + L&YR new
+ Cal new	- 1 GWR + SECR new	✗	✗	+ L&YR new
+ Cal new	+ SECR new {floated}	✗	✗	✗
+ GNR new	+ SECR new	✗	✗	✗
+ Cal new {floated}	✗	✗	✗	✗
- 1 Cal	✗	✗	✗	✗
+ GNR new	✗	✗	✗	✗
+ GNR new {floated}	✗	✗	✗	✗
✗	Priority for SR7			

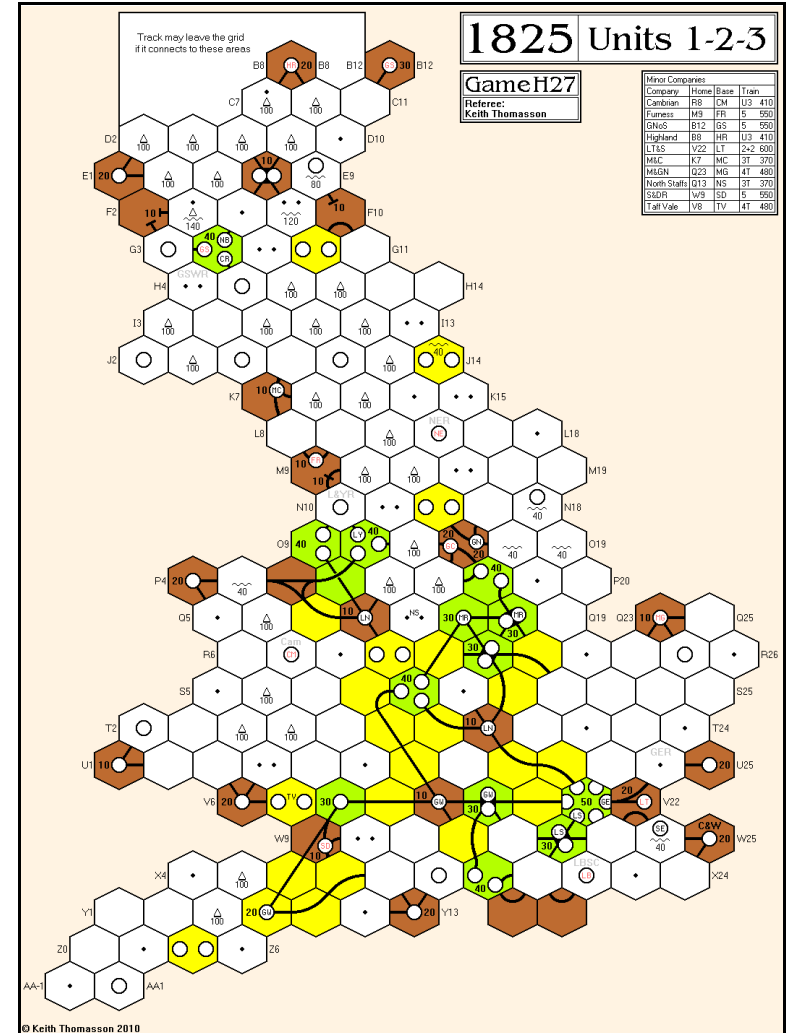
Cash Flow	b/f	SR6	c/f	Value	%	Certs
Willem Moene	335	-304	31	1,673	21.2*	12
Lionel Robbins	348	-284	64	1,494	18.9*	12
Mike Hutton	254	-250	4	1,266	16.1*	14
Pete Campbell	420	-413	7	1,740	22.1*	14
Alan Harvey	373	-304	69	1,707	21.7*	12

Portfolio	Privates	LNWR	GWR	Mid	NER	LSWR	GER	NBR	Cal	L&YR	SECR	SECR	GCR
Willem Moene	S&M	6D	-	-	-	-	7D	-	-	-	-	-	-
Lionel Robbins	-	-	-	6D	-	2	-	-	-	6D	-	-	-
Mike Hutton	-	-	-	-	-	6D	-	-	5D	-	-	-	-
✶ Pete Campbell	-	-	5D	2	-	2	-	-	-	-	7D	7D	-
Alan Harvey	S&D	4	1	1	-	-	-	6D	-	-	-	-	-

Bank (new)	-	-	-	10	-	3	4	4	4	3	3	10
Price (new)	100	90	82	82	76	76	76	76	71	71	71	71
Bank (pool)	-	4	1	-	-	-	-	1	-	-	-	-
	TWW											
	C&HP											
	C&W											
	L&M											
Price (pool)	180	160	142	-	76	76	76	76	71	71	71	-
Company credit	120	20	0	-	120	760	760	760	710	710	710	-
Tokens	5	4	2	4	2	4	4	4	3	3	3	4
Trains	3	2	3	3	3	3	-	-	-	-	-	-
	2.2	2.2	2	-	-	-	-	-	-	-	-	-

Bank cash: 14,825 Certificate limit: 31 Trains: 5 x '4', 5 x '5'...

Tiles	Tile number/Availability						Two Operating Rounds between Stock Rounds					
1/3	2/3	3/5	4/8	5/5	6/8	7/9	8/12	9/12	55/3	56/3	58/4	69/3
114/1	115/2	198/1	199/1	10/2	11/4	12/6	13/3	14/7	15/6	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
52/4	81/1	82/1	83/1	87/1	88/1							



Orders required for the following rounds By the early deadline
OR8, OR9 Adjudication can pause between rounds if requested



1826-J28

One company each.

PUBLICS

Stock Round 1 - Public Companies

Lyndon	John	Don	Pete	Stephen
+ B/Pres {75}	+ GC/Pres {90}	+ PO/Pres {75}	+ A new {floated}	+ P new {floated}
+ B new	+ GC new {floated}	+ PO new	✗	✗
+ B new {floated}	✗	✗	✗	✗
✗	Priority for SR2			

Cash Flow	b/f	Publics	c/f	Value	%	Certs
John Shelley	280	-270	10	350	15.3▼	3
Don Smith	245	-225	20	430	18.7▲	4
Pete Campbell	115	-110	5	575	25.1▼	4
Stephen Webb	200	-110	90	580	25.3▼	3
Lyndon Gurr	320	-300	20	360	15.7▼	4

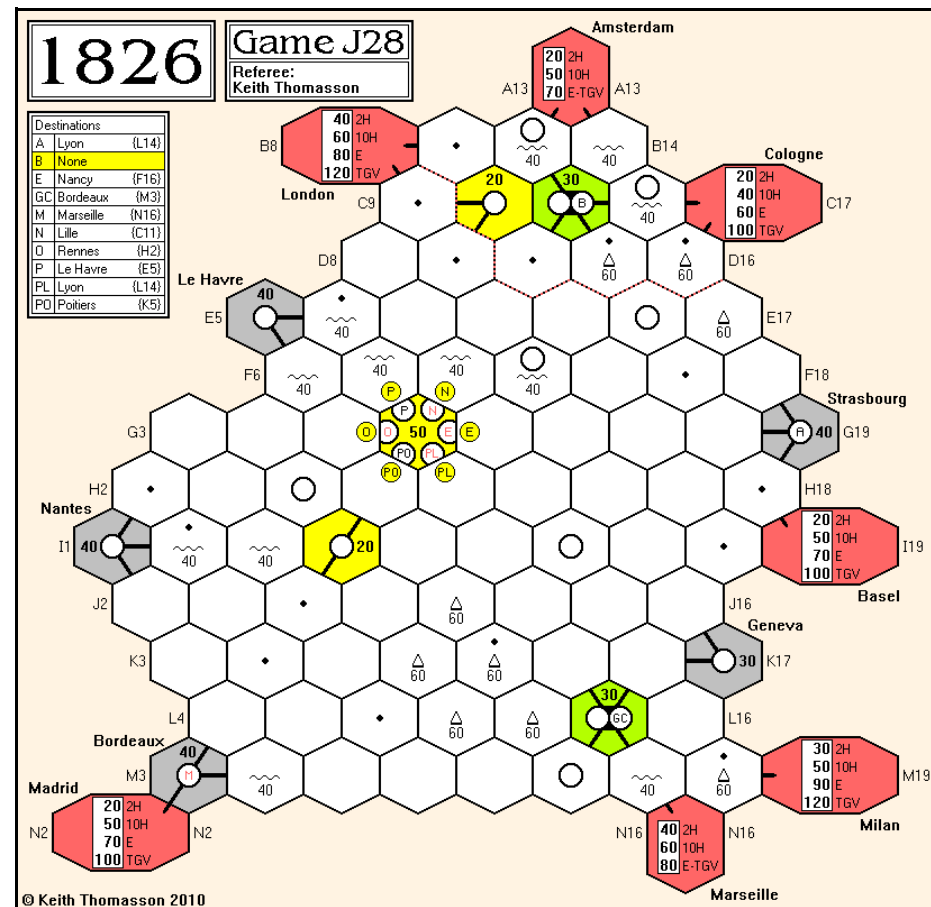
Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
John Shelley	Alg	-	-	-	3P	-	-	-	-	-	-
Don Smith	Belg	-	1	-	-	-	-	-	-	-	3P
Pete Campbell	Bridge, Als	3P	-	-	-	-	-	-	-	-	-
Stephen Webb	Par	-	-	-	-	-	-	-	3P	-	-
Lyndon Gurr	Mail	-	4P	-	-	-	-	-	-	-	-

Company type	5	10	-	-	-	-	-	-	5	-	-
Bank (new)	5	-	10	5	10	10	10	5	10	5	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-
Treasury shares	2	5	-	2	-	-	-	2	-	2	-
Price	110A	75E	-	90C	-	-	-	110A	75E	-	-
Loans	-	-	-	-	-	-	-	-	-	-	-
Company credit	330	375	-	270	-	-	-	330	225	-	-
Tokens	2	3	-	2	-	-	-	2	2	-	-
Trains	-	-	-	-	-	-	-	-	-	-	-

Bank cash: 10,325 Certificate limit: 13 Trains: 8 x '2', 7 x '4'...
Current operating order P, A, GC, B, PO

Tiles Tile number/Availability One Operating Round between Stock Rounds

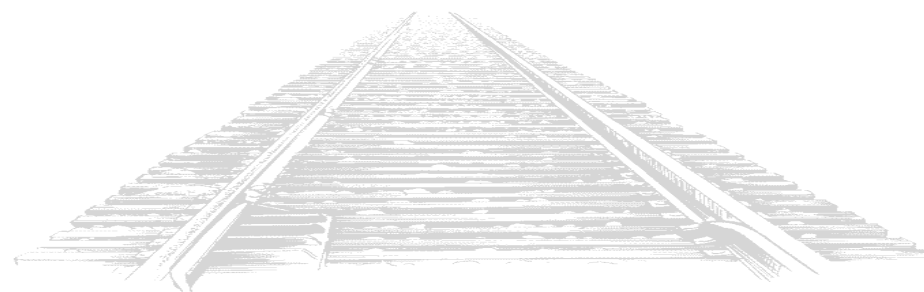
3/2	4/6	5/2	6/2	7/4	8/16	9/21	57/4	58/6
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Orders required for the following rounds

By the early deadline

OR1, SR2





1829-U25

We say farewell to
the doomed LSWR.

OR17

OR17	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	6:S15:2	•T16	470	No	-	142	720	5 3
GWR	PC	8:X18:1	•T22	400	Yes	-	160	770	5
Mid	JS	12:P18:4	•S17	280	Yes	①	180	20	33
LSWR	Rcvr	-	•V22	-	-	②	0	-	-
GNR	PC	24:U17:6	•N20	240	No	③	64	0	5 4 3
LBSC	LR	23:X18:3	•T20	320	No	-	90	670	4 3
GER	RT	12:S15:2	•U21	130	No	④ ⑤	82	110	5 4
GCR	JS	24:S19:4	•R18	110	Yes	⑥	76	130	4 3

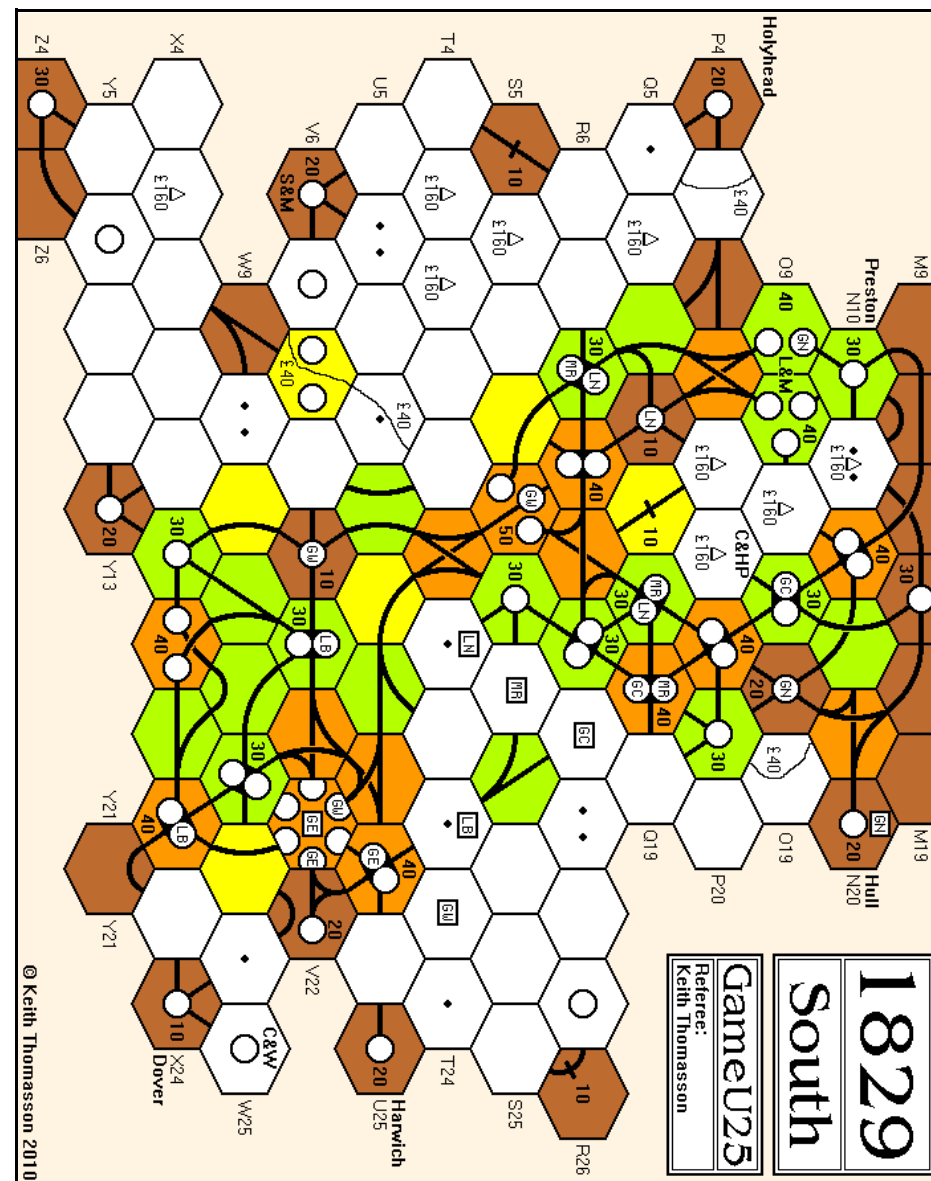
- Notes: ① 220 to the GCR for a '3' train
 ② Price drops to zero - LSWR closed and removed from the game
 ③ 690 to the GWR for a '5' train
 ④ 40 to the bank for a token in U21
 ⑤ 190 to the LNWR for a '5' train
 ⑥ 10 to the Midland for a '4' train

Cash Flow	b/f	OR17	c/f	Value	%	Certs
Rob Thomasson	193	101	294	2,940	21.8	18
John Shelley	380	401	781	4,048	30.0	18
Pete Campbell	214	310	524	2,927	21.7	16
Lionel Robbins	472	188	660	3,594	26.6	18

Portfolio	Priv/SP	LNWR	GWR	Mid	GNR	LBSC	GER	GCR
Rob Thomasson	C&W, Holyhead	6D	1	-	-	1	9D	1
John Shelley	Hull, Harwich	1	2	6D	-	-	1	8D
Pete Campbell	Preston	2	7D	-	6D	2	-	-
Lionel Robbins	L&M, Dover	1	-	4	4	7D	-	1

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	-	100	90	82	71	67	64	61
Bank (pool)	C&HP	-	-	-	-	-	-	-
Price (pool)	-	142	160	180	64	90	82	61
Company credit	-	720	770	20	0	670	110	130
Tokens	-	3	3	2	3	2	2	2
Trains	-	5 3	5	3 3	5 4 3	4 3	5 4	4 3
Bank cash: 17,741	-	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	9/10	10/3	12/-	13/2	14/-	15/-	16/-	17/-	18/1	19/2	20/2	21/-	22/1	23/3	24/1	25/2	26/2	27/2
28/-	29/1	30/1	31/1	32/-	33/1	34/-	35/-	36/1	37/1	38/-	39/1	40/1	41/2	42/2	43/-	44/-	45/-	46/-	47/-						



Orders required for the following rounds

By the early deadline

OR18, OR19

Adjudication can pause between rounds if requested



1830-G26

Crash and burn?
No. Well, not yet.

OR9 - OR10

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	61:I15:1	370	Yes	-	142B▲	10	5 4
PRR	RL	42:I17:6	220	Yes	-	125C▲	67	5
Erie	WM	65:E11:5	70	Yes	-	112A▲	71	6
C&O	MHd	63:H10:1	240	Yes	-	82D▲	0	6
NYNH	MHn	25:D20:5	130	Yes	-	75F▲	298	4
CPR	WM	14:B16:3	80	Yes	-	76C▲	0	5
NYC	WM	63:E19:1	260	No	①	67G▼	414	4 4

Notes: ① 40 to the bank for a token in H16

OR10	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	63:H16:1	410	Yes	-	160B▲	10	5 4
PRR	RL	23:H8:3	230	Yes	-	140C▲	67	5
Erie	WM	7:F12:6	70	Yes	-	126A▲	71	6
C&O	MHd	27:G5:1	240	Yes	-	90D▲	0	6
CPR	WM	58:B20:1	90	Yes	-	82C▲	0	5
NYNH	MHn	8:D18:4	150	Yes	-	80F▲	358	4
NYC	WM	-	280	No	-	63G▼	694	4 4

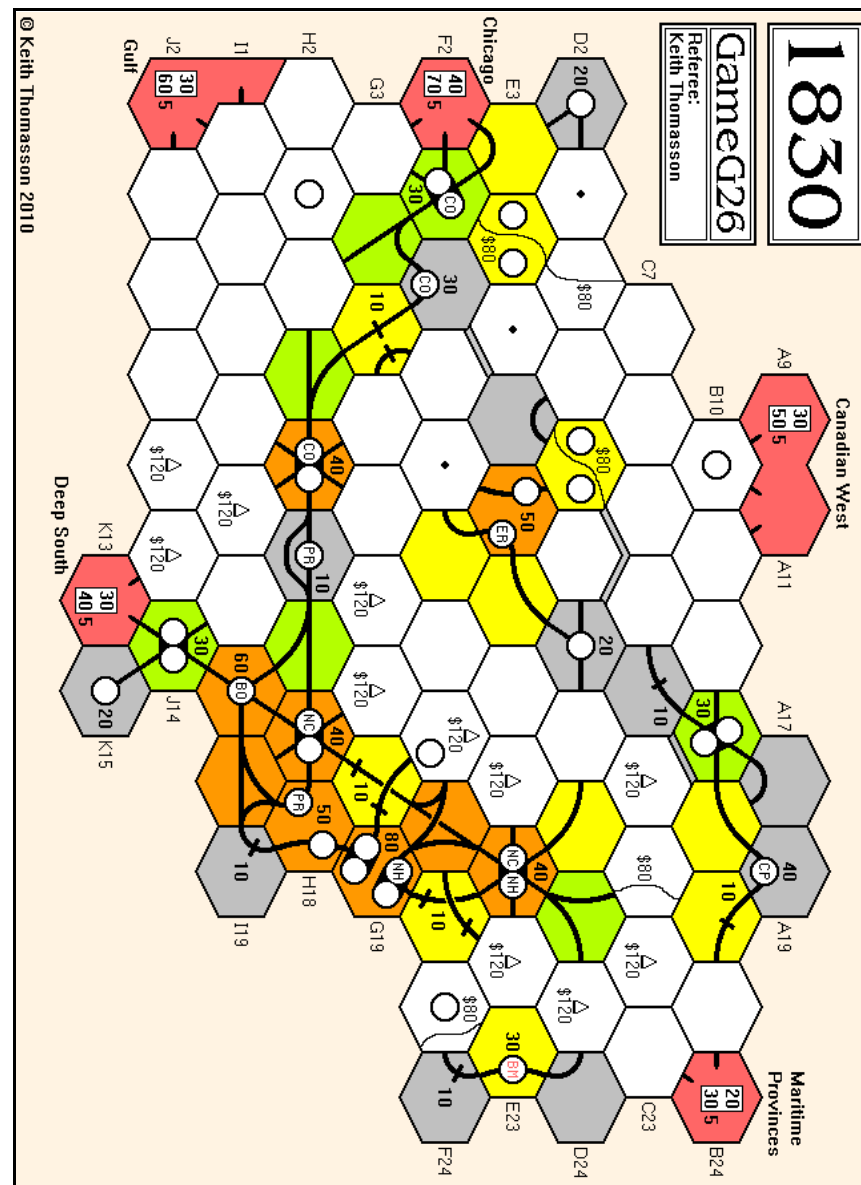
Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
Mike Head	16	203	208	427	1,330	15.9▲	8
Mike Hutton	40	148	163	351	1,404	16.8▼	9
Richard Lunn	4	251	268	523	1,998	23.9▲	11
Willem Moene	83	90	96	269	1,643	19.7▼	11
Tony Sait	26	292	317	635	1,978	23.7▲	9

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

Bank (new)	8	-	-	3	4	-	-	1
Price (par)	100	100	76	82	100	76	71	90
Bank (pool)	-	-	-	-	-	4	4	-
Price (pool)	100A	160B	90D	82C	126A	63G	80F	140C
Company credit	10	0	0	0	71	694	358	67
Tokens	2	2	-	3	2	2	-	2
Trains		5 4	6	5	6	4 4	4	5

Bank cash: 8,595 Certificate limit: 13 Trains: Diesels
Current operating order: B&O, PRR, Erie, C&O, CPR, NYNH, NYC

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



Orders required for the following rounds	By the early deadline
OR11, SR8	Adjudication can pause between rounds if requested



1835-C26

Both '6' trains are bought.
Just the '6+6' trains to go.

OR13 - OR14

OR13	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
PrE	WM	-	440	Yes	-	256C	1,086	-
ByE	DS	24:J10:6	-	-	①	138D	178	6
SxE	LG	25:F18:2	390	Yes	-	172D	220	4 3+3
HeE	JS	47:E9:3	400	Yes	-	122C	195	5 3+3
WtE	TS	205:M9:3	320	Yes	-	104E	298	5 3+3
BaE	LG	45:K5:4	320	Yes	-	100C	620	4 4
MsE	DS	-	230	Yes	-	80E	1	4+4
OIE	JS	27:I5:5	290	Yes	-	80E	20	5+5

Notes: ① 600 to the bank for a '6' train

OR14	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
PrE	WM	-	-	-	①	212C	486	6
SxE	LG	9:G19:1	410	Yes	-	192D	261	4 3+3
ByE	DS	14:N12:2	240	Yes	-	154D	202	6
HeE	JS	41:I5:2	400	Yes	-	136C	195	5 3+3
WtE	TS	8:M11:4	340	Yes	-	114E	332	5 3+3
BaE	LG	-	320	Yes	-	110C	620	4 4
MsE	DS	9:D20:1	230	Yes	-	86E	1	4+4
OIE	JS	8:E11:6	290	Yes	-	86E	20	5+5

Notes: ① 600 to the bank for a '6' train

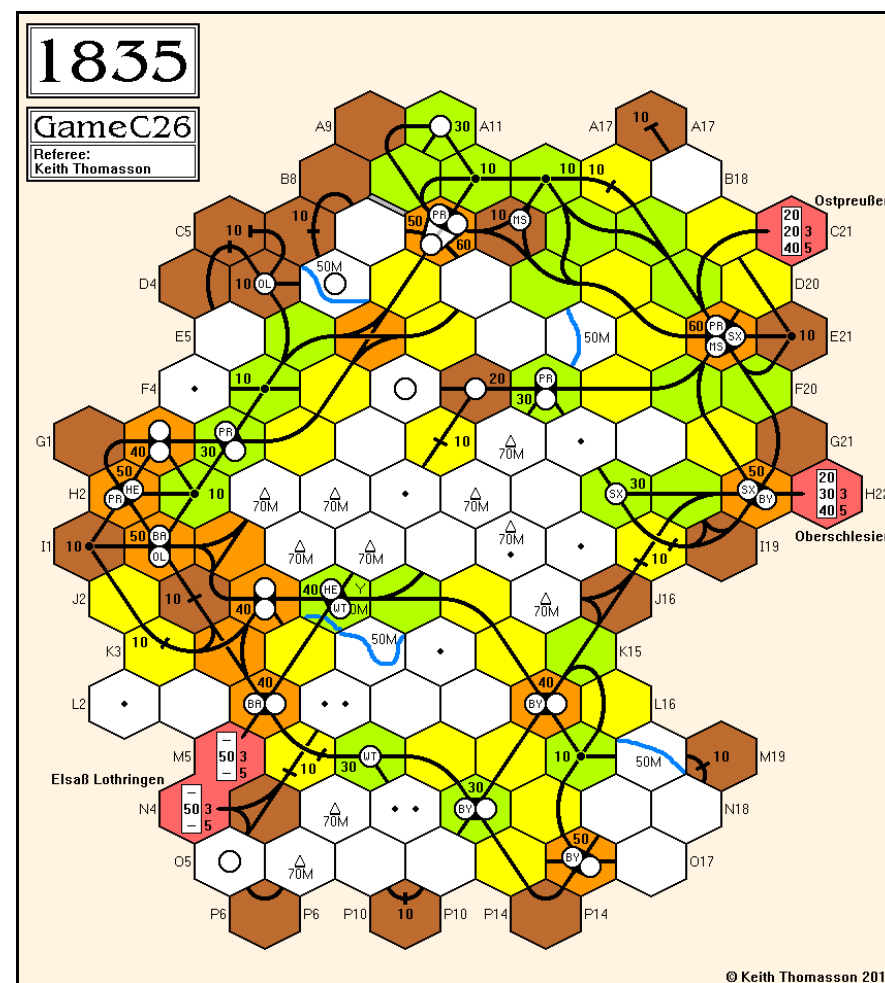
Cash Flow	b/f	OR13	OR14	c/f	Value	%	Certs	Limit
John Shelley	1,380	661	661	2,702	4,836	26.5	14	14
Tony Sait	871	422	374	1,667	3,439	18.9	11	13
Don Smith	97	156	350	603	2,403	13.2	11	13
Lyndon Gurr	1,136	607	625	2,368	4,976	27.3	14	14
Willem Moene	519	352	0	871	2,567	14.1	10	13

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)	212C	154D	192D	110C	136C	114E	86E	86E
Company credit	486	202	261	620	195	332	1	20
Tokens	2	1	-	-	-	-	-	-
Trains	6	6	4 3+3	4 4	5 3+3	5 3+3	4+4	5+5

Bank cash: 1,672 Trains: 4 x '6+6'
Current operating order: PrE, SxE, ByE, 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	6/3	7/8	8/7	9/2	55/1	56/1	57/2	58/2	69/-	201/2	202/2	12/1	13/2	14/-	15/1	16/2	18/1	19/2	20/2	23/2	24/-
25/-	26/-	27/1	28/1	29/2	87/-	88/1	203/2	204/-	205/-	206/-	207/2	208/2	209/1	210/1	211/1	212/1	213/1	214/1	215/1	39/1	40/1	41/2	42/2	43/1	44/2
45/1	46/2	47/1	63/3	70/1	216/-	217/-	218/-	219/2	220/-	221/-															



Orders required for the following round

By the early deadline

SR10



1837-Y25

Nothing from Geoff.
I've run his companies this time.

OR10

OR10 Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
BB TR	410:K13:2	-	-	-	①	-	0	2G
U3 JH	8:J22:2	-	-	-	②	-	61	-
Ug GH	-	240	25	Yes	③	240C	284	5 3 2G
Sd TB	42:J14:3	260	60	Yes	-	210C	98	3 3G
Kk TR	436:G17:1	500	40	Yes	-	148C	1,216	4+2 3+1 3
Th GH	435:H22:1	290	-	Yes	④	145A	232	4 3+1
Cl TR	216:C33:3	150	-	Yes	-	140B	369	4+1
Bk JH	-	350	-	Yes	-	85F	437	4 3
Sb SW	432:J30:1	270	50	Yes	-	721	275	4 3G
Ms TB	432:H20:1	360	-	No	-	65H	465	4E 3
Gt SW	408:H30:6	200	50	Half	-	631	322	4 2G

- Notes: ① 251 to the Cl for a '2G' train
 ② 50 to the bank for terrain costs
 ③ 800 to the bank for a '5' train - the Bk and Ms each lose a '2G' train, the Kk loses a '3' train
 ④ 80 to the bank for a token in H22

Cash Flow	b/f	OR10	c/f	Value	%	Certs
John Hopkins	440	268	708	1,920	13.9	8-12
Stephen Webb	412	476	888	2,469	17.6	10-14
Tony Bromley	492	299	791	2,948	21.3	10-14
Tony Robbins	500	501	1,001	3,296	23.8	14-16
Geoff Hardingham	320	356	676	3,199	23.1	12

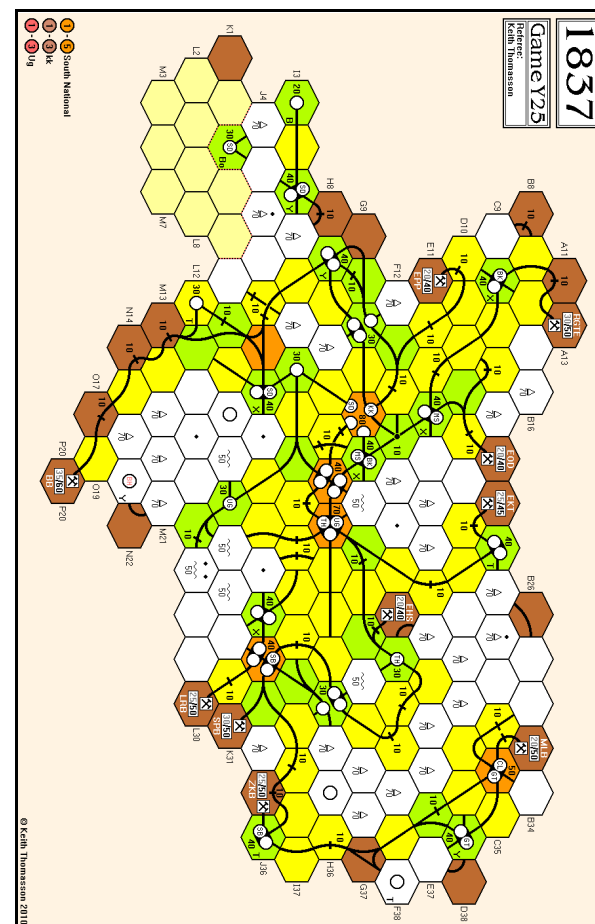
Portfolio	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
John Hopkins	-	5D	-	1	-	3	2	-	1	1
Stephen Webb	-	-	-	4D	4	-	6D	-	-	1
✱ Tony Bromley	-	1	-	-	-	5D	1	5D	1	2
Tony Robbins	1	1	6D	-	5D	1	-	2	1	-
Geoff Hardingham	-	-	-	-	1	-	-	1	5D	6D

Bank (new)	9	-	3	4	-	-	-	2	2	-
Price (new)		85	104	75	120	70	70	142	104	175
Bank (pool)		3	1	1	-	-	1	-	-	-
Price (pool)		85F	140B	631	148C	65H	721	210C	145A	240C
Credit		437	369	322	1,176	465	275	98	232	345
Tokens	3	1	2	1	2	1	1	-	1	1
Trains	2G	4	4+1	4	4+2	4E	4	3	4	5
		3		2G	3+1	3	3G	2G	3+1	3
				2G						2G

Bank cash: 10,204 Certificate limit: 17 Trains: 3 x '4G', 1 x '5', 1 x '5E'...
 also 2 x '2G', 1 x '3'
 Current operating order: Ug, Sd, Kk, Th, Cl, Bk, Sb, Ms, Gt

Please note, I will not bother with orders that say 'lay a tile to maximise revenue', even if there is a list to work from. This sort of thing takes too long to work through and is too much like me playing your game for you rather than executing orders.

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds									
1/1	2/2	3/2	4/8	5/2	7/7	8/16	9/8	55/1	56/1	57/3	58/5	69/1			
201/3	202/3	401/3	402/3	404/4	12/1	16/3	17/1	18/1	19/3	20/3	23/12	24/12			
25/2	26/4	27/4	28/3	29/2	30/-	31/1	87/1	88/2	204/2	205/2	206/1	207/2			
208/1	405/2	406/2	408/2	410/1	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/-	427/1	429/-	39/2	40/3	41/4			
42/3	43/2	44/3	45/3	46/3	47/3	63/4	70/2	216/4	430/5	431/4	432/2	434/2			
435/-	436/-														



Orders required for the following round

By the early deadline

SR9



1837-L27

Just the one round,
the sensible option.

OR7

The CI starts the round with two '1G' trains, which is what the MLB had before it carried out its exchange. The ZKB is exchanged for an Sb.

OR7	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EOD	DS	88:D18:3	70	20	Half	①		0	1G
EKT	PC	8:D34:1	70	25	Half	②		0	1G
SPB	PC	202:D36:4	110	30	Half	③		0	2G
LRB	ST	-	120	25	Half	④		195	2G
BB	PC	30:L14:5	70	35	Half	⑤		50	2G
EHS	PC	423:G27:1	40	20	Half	⑥		0	1G
S1	ST	204:H18:1	90	-	Half	⑦		0	-
S2	AR	205:K17:6	160	-	Half	-		105	-
S3	AR	-	130	-	Half	-		130	-
S4	AR	-	110	-	Half	-		110	3
S5	ST	-	120	-	Half	-		120	-
K1	ST	-	110	-	Half	-		115	3
K2	SW	25:F14:5	90	-	Half	⑧		0	-
K3	ST	207:H10:1	100	-	Half	-		225	-
U1	SW	7:G21:4	130	-	Half	⑨ ⑩		1	3+1
U2	SW	-	60	-	Half	-		139	-
U3	AR	9:H24:3	140	-	Half	-		175	3
Th	ST	418:I27:2	-	-	-	①	99A▼	10	3+1 2G
Bk	DS	9:D20:3	230	-	Yes	② ③	91E▲	636	3 2G
Sb	DS	408:H30:4	60	25	Yes	④ ⑤	91C▲	180	4 2G 1G
Cl	PC	208:D36:1	120	25	Yes	⑥	73G▲	40	4 4 2G
Ms	AR	402:G19:1	-	-	-	⑦ ⑧	67G▼	80	3

- Notes:
- ① 235 to the Bk for a '1G' train
 - ② 165 to the SPB for a '1G' train
 - ③ 260 to the Cl for a '1G' train
 - ④ 1 to the S1 for a '1G' train
 - ⑤ 230 to the bank for a '2G' train
 - ⑥ 205 to the Cl for a '1G' train
 - ⑦ 91 to the LRB for a '1G' train
 - ⑧ 91 to the U1 for a '2' train
 - ⑨ 50 to the bank for terrain costs
 - ⑩ 280 to the bank for a '3+1' train - most coal companies and minor companies discard excess trains to meet the reduced train limit of one
 - ① 510 to the bank for a '2G' train and a '3+1' train
 - ② 80 to the bank for a token in E17
 - ③ 230 to the bank for a '2G' train
 - ④ 80 to the bank for a token in J28
 - ⑤ 700 to the bank for a '2G' train and a '4' train
 - ⑥ 940 to the bank for two '4' trains - the Southern National is formed
 - ⑦ 40 to the bank for a token in G19
 - ⑧ 180 to the bank for a '3' train

Cash Flow	b/f	OR7	c/f	Value	%	Certs
Pete Campbell	44	279	323	1,701	19.3▼	13
Don Smith	18	206	224	1,455	16.5▼	11
Steve Thomas	10	297	307	1,949	22.1▲	14
Adam Romoth	60	295	355	2,127	24.2▲	14
Stephen Webb	4	262	266	1,578	17.9▼	13

Portfolio	Mountain/Coal/Minors	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Pete Campbell	Tau/EKT SPB BB EHS	-	1	6D	2D	-	-	1	-	-	-
Don Smith	Woch/EOD	-	5D	-	-	-	-	6D	-	-	-
Steve Thomas	Kars Sem/LRB/K1 K3	-	-	1	-	2	-	-	2	5D	-
Adam Romoth	Arl Bren Kara/U3D	-	-	-	-	-	5D	-	6D	-	-
Stephen Webb	K2/U1D U1 U2D U3	-	3	1	-	-	-	2	2	-	-

Bank (new)	9	-	2	8	5	3	-	-	3	5
Price (new)	80	75	104	120	70	85	142	104	175	
Bank (pool)	1	-	-	-	-	-	-	-	-	
Price (pool)	91E	73G	104A	120D	67G	91C	142D	99A	175D	
Company credit	636	40			80	180	1184	10		
Tokens	3	1	2	3	-	2	2	-	2	-
Trains	3	4			3	4	3	3+1		
	2G	4				2G		2G		
			2G					1G		

Bank cash: 8,810 Certificate limit: 17 Trains: 2 x '3G', 1 x '4', 1 x '4E'...
also: 6 x '1G'

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

The EOD (Ms), EKT (Ms), SPB (Sb), LRB (Th) and EHS (Th) may all be exchanged before each operating rounds for shares in the relevant companies. The Kk may also be formed if Steve wishes it.

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

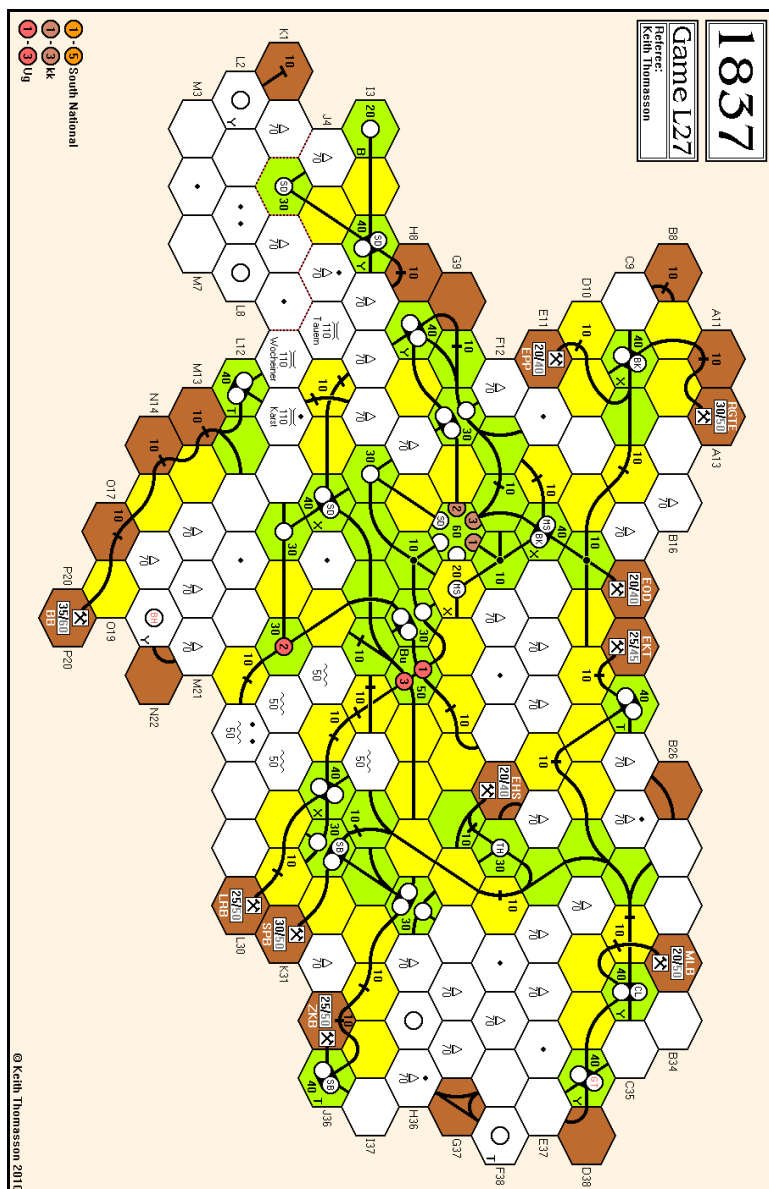
Steve, I think you were working from the position at the end of OR5 rather than OR6, as you were clearly expecting some of your companies to be able to do things that required the credit they had at that point.

Stephen, please note that you may be able to launch the Hungarian when the '4E' train is bought, which may happen in the next operating round. Let me know if you want exercise that option.

And finally, a warning about a particular order that can be misleading. Consider this:

Buy the 'X' train from the 'Y' company for all cash - 91?

The intent of the ? was to comment that 91 was the likely price, and obvious in this round because 91 was all the cash there was. One interpretation could be all cash minus 91. If this gives a positive figure, the train could well end up being bought for that price.



Orders required for the following rounds

By the early deadline

OR8, SR7

Adjudication can pause between rounds if requested

1870-R24

It was a quiet week at the depot.

GAME OVER

1st	Mark Frueh	6,395	23.5%
2nd	Stephen Webb	6,163	22.7%
3rd	Willem Moene	6,116	22.5%
4th	Don Smith	4,331	15.9%
5th	Roger Krueger	4,155	15.3%

What, nothing to say? I'll just reiterate that Mark's win looking marginal when you compare his value to second and third place, but it was pretty impressive given that he had to help two companies buy '12' trains in the final rounds. He had built enough of a lead to let him do that, but it is rare for someone to support companies to that degree and still come out on top.



BUS BOSS 324-ENG

It is first choices
all round once again.

ROUND 3

England

Transport Out Of London (TOOL) (Bob Coull, Black)

Birmingham - Shrewsbury, Gatwick - Brighton	76 - 12	64
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Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)

Newport - Heathrow	76 - 14	62
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Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)

Derby - Sheffield - Leeds 76 - 12 64

Buses Across Rural England (BARE) (Pete Campbell, Blue)

Leicester - Derby - Stoke 77 - 11 66

Marsden's Amazing Road Services (MARS) (John Marsden, Green)

Nottingham - Peterborough, Preston - Blackpool 76 - 12 64

Routes

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



1856-P26

The CGR gets a permanent train and two Diesels are bought.

OR12 - OR13

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	MHn	15:J11:4	190	Yes	-	200D▲	1,074	-
THB	MHd	7:L17:6	380	Yes	-	175A▲	5	5 4
GT	TS	8:L5:2	230	Yes	-	150D▲	69	5
CGR	LG	124:N11:1	420	No	① ②	110A▲	423	4 4
BBG	LG	15:M10:3	500	Yes	-	100A▲	474	6 5
WR	MHn	-	-	-	③	65D▼	0	4

- Notes: ① 50 to the bank for Bridge rights
 ② 100 to the bank for a token in J15
 ③ 800 to the GW for a '4' train

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	MHn	63:J11:1	-	-	① ②	175D▼	323	D
THB	MHd	3:K16:2	280	Yes	-	200A▲	5	5
GT	TS	8:N9:4	290	Yes	-	175D▲	156	5
CGR	LG	123:L15:1	350	No	③	110A▲	73	6
BBG	LG	63:J15:1	300	Yes	④	110A▲	74	D 5
WR	MHn	-	-	-	-	60D▼	1	-

- Notes: ① 1 to the WR for a '4' train
 ② 750 and a '4' train to the bank for a Diesel
 ③ 700 to the BBG for a '6' train
 ④ 1,100 to the bank for a Diesel

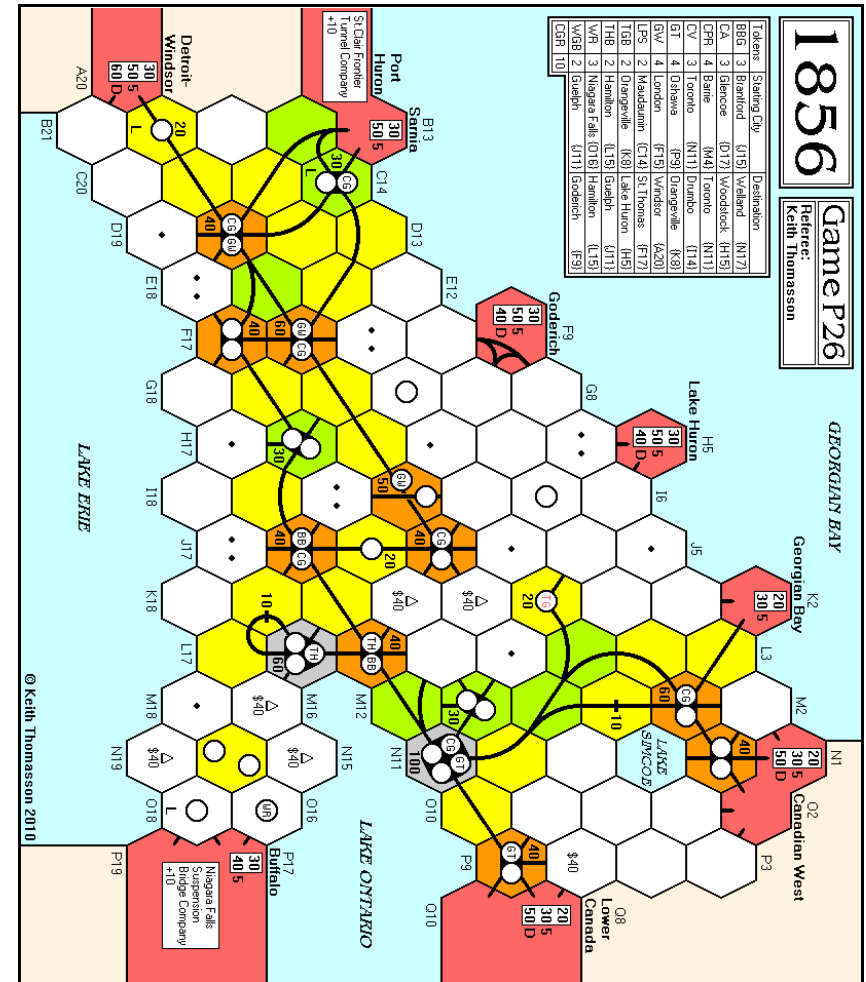
Cash Flow	b/f	OR12	OR13	c/f	Value	%	Certs
Richard Lunn	583	76	0	659	1,909	16.6▼	6½
Lyndon Gurr	291	376	236	903	2,513	21.8▲	9½
Mike Hutton	151	114	0	265	1,725	15.0▼	9½
Mike Head	595	301	227	1,123	2,938	25.5▲	8½
Tony Sait	191	214	230	635	2,435	21.1▲	9

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

Bank (new)	3	-	-	7	-	4	-
Price (par)	100	70	75	70	100	80	110
Bank (pool)	-	3	-	1	-	1	4
Price (pool)	110A	175D	175D	65F	200A	60D	110A
Company credit	74	156	323	-	5	1	73
Tokens	1	2	1	2	-	2	3
Trains	D 5	5	D	-	5	-	6

Bank cash: 7,573 Certificate limit: 11 Trains: 1 x '6', Diesels
 Current operating order: THB, GW, GT, CGR, BBG, WR

Tiles	Tile number/Availability								Three Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/2	5/2	6/1	7/6	8/8	9/4	55/1	56/1	57/2	58/3				
69/1	14/3	15/2	16/1	17/1	18/1	19/1	20/1	23/1	24/4	25/-	26/1	27/1				
28/1	29/-	59/2	120/1	121/2	59/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2				
47/2	63/1	64/1	65/1	66/1	67/1	68/-	70/1	122/1	125/-	126/-	127/-	123/-				
124/-																



Orders required for the following round

By the early deadline

SR8



1856-Y27

Welcome to the CA.

SR4

Stock Round 4

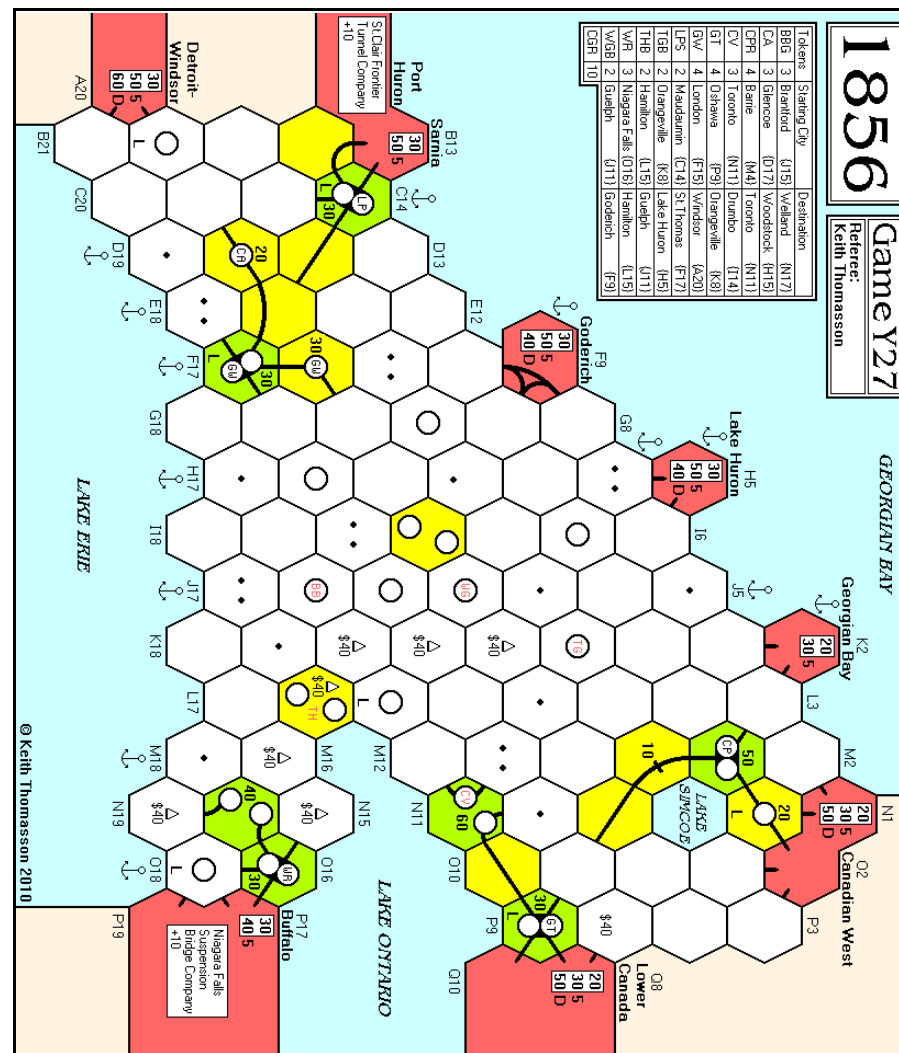
Lyndon	Don	John	Willem	Rob
+ GT new - 1 GT (▼70G)	+ LPS new	+ WR new	+ GT new	+ WR new
+ WR new	+ LPS new	- 1 WR (▼80E) + LPS new	+ GW new	- 1 WR (▼75F) + CPR new
+ CPR new	+ CPR new	- 1 LPS (▼75F) - 3 GW (▼70G) + CA/Pres (90)	+ CPR new	+ GW new
+ CPR pool	✗	+ CA new	✗	+ GT new
✗	✗	+ CA new	✗	- 1 GT (↔) + GW new
✗	✗	✗	✗	- 1 GT (↔) + GW new (gains Pres)
✗	✗	✗	✗	✗
Priority for SR5				

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Willem Moene	200	-200	0	565	20.2▼	7
Rob Thomasson	197	-195	2	662	23.7▲	7
Lyndon Gurr	242	-200	42	587	21.0▼	6
Don Smith	234	-205	29	479	17.1▲	5
John Shelley	100	-95	5	505	18.0▼	5

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WGB	WR
Willem Moene	-	-	-	1	-	6P	1	-	-	-	-	-
Rob Thomasson	-	-	-	6P	-	-	3P	-	-	-	-	-
Lyndon Gurr	SCFTC	-	-	2	-	1	-	-	-	-	-	3P
Don Smith	-	-	-	1	-	-	-	5P	-	-	-	-
John Shelley	-	-	4P	-	-	-	2	-	-	-	-	-

Bank (new)	10	6	-	10	-	1	4	10	10	10	5
Price (par)		90	65		65	70	70				75
Bank (pool)	-	-	-	-	3	3	1	-	-	-	2
Price (pool)		90B	75F		70G	70G	75F				75F
Company credit		360	121		15	85	140				225
Tokens	3	3	3	3	3	2	1	2	2	2	2
Trains		-	3	2	3	2	3	2			2
Bank cash: 10.976	Certificate limit: 13					Trains: 4 x '4', 3 x '5'					
Current operating order:	CA, WR, LPS, CPR, GT, GW										

Tile	Tile number/Availability					Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/3	5/2	6/2	7/6	8/12	9/10	55/1	56/1	57/2	58/2	
69/1	14/3	15/1	16/1	17/1	18/1	19/1	20/1	23/4	24/4	25/1	26/1	27/1	
28/1	29/1	59/1	120/-	121/1									



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



1861-C27

Oh for a TARDIS.

HELD

An old error in this game came to light when Mike realised that the KR should have a '2' train in addition to its '3' train. As things stood there were only nine '2' trains left in the game, and that was not the right number. This went awry back at the end of last year, and caused the KR value to fall in OR5.

While obviously wrong, errors of this age are not usually corrected. Part of the reason for this is that they typically have other effects that should also be addressed and can often be missed, and partly because reworking games in progress interrupts their flow.

I explained this to Mike, and also explained that because I was very busy, I didn't actually have any time to examine the history of the game, made trickier by the loss of the older spreadsheets for those rounds. It wasn't enough to simply accept the changes he proposed without checking them.

When his orders arrived he said that he assumed I had accepted his changes and did not submit any new orders for this game. This is akin to player blackmail, and my initial reaction was to reject his assumption because I had never agreed to his request.

When I decided to give in and check the change, I found it confusing, as he claimed the KR should have run for 45 in OR5, when it actually ran for 90 with its missing '2' train. I guess he was halving the dividend and referring to his share of it.

Do not take this as a precedent! Errors that occurred prior to the latest published report will not generally be reviewed. It is up to everyone to check things and report problems in a timely manner. Failure to do so is effectively an acceptance of the published report.

Cash Flow	b/f	Adjustment	c/f	Value	%	Certs
Mike Hutton	97	45	142	447	15.9▲	3
Pete Campbell	27	0	27	732	26.1▼	5
Willem Moene	62	0	62	472	16.8▼	3
Stephen Webb	7	0	7	737	26.3▼	5
Lyndon Gurr	122	0	122	417	14.9▼	3

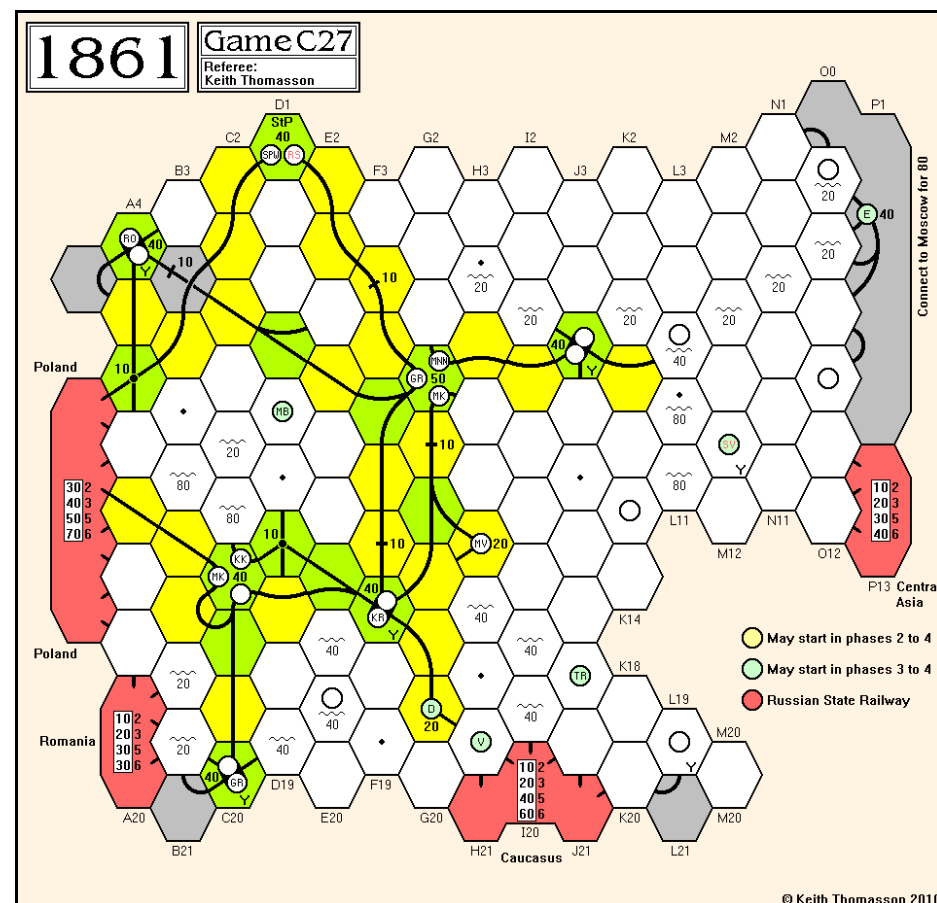
Portfolio	Privates	KK	KR	MNN	MV	RO	SPW	D	E	MB	TR	V	GRR	MK
Mike Hutton	-	1	1	-	-	-	-	1	-	-	-	-	-	-
Pete Campbell	BSSC	-	-	-	-	-	-	-	-	1	-	-	3P	-
	MRR	-	-	-	-	-	-	-	-	-	-	-	-	-
Willem Moene	-	-	-	1	1	-	-	-	-	-	-	-	1	-
Stephen Webb	-	-	-	-	-	-	-	-	-	-	1	1	3P	-
Lyndon Gurr	-	-	-	-	-	1	1	-	1	-	-	-	-	-

Bank (new)	-	-	-	-	-	-	-	-	-	-	-	-	7	7
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Price	60H	110E	120D	110D	60G	100F	135C	135C	135C	70F	120D	180B	150C	
Loans	1	-	-	-	1	-	-	-	-	-	-	-	-	-
Company credit	25	90	170	35	15	30	270	270	270	150	260	270	260	
Tokens	-	-	-	-	-	-	-	-	-	-	-	1	1	
Trains	2	2	3	2	2	3	3	2	2	-	-	3	3	
												2,2	2,2	

Bank cash: 14,639 Certificate limit: 13 Trains: 2 x '3', 4 x '4'...
Current operating order: MB, D, E, MNN, V, KR, MV, SPW, TR, KK, RO, GRR, MK

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds									
3/2	4/2	5/1	6/1	7/●	8/●	9/●	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/-													

● Yellow track tiles are unlimited



We will pause after the next merger round if anything happens in that round.

Orders required for the following rounds

By the early deadline

OR7, MR3, OR8, MR4 Adjudication can pause after a merger round if requested



1870-Y26

All Presidencies are bought,
but two remain unfloated.

SR7

The ATSF connection run was withheld, which affects the ATSF price and the SP credit, because the ATSF bought the '3' train from the SP for all credit less 1.

Stock Round 7				
Mike	Adam	Don	Lyndon	Willem
- 1 SLSF {+•}	+ TP/Pres {68}	+ MP/Pres {100}	- 2 MKT {•140D}	+ ATSF pool
+ SSW new			+ IC/Pres {68}	
+ SSW new {floated}	+ GMO new	✗	+ IC new	+ ATSF pool
✗	+ GMO new	✗	+ IC new	+ ATSF new
✗	✗	✗	+ IC new	+ ATSF new {gains Pres}
✗	✗	✗	+ IC new {floated}	+ ATSF new
✗	✗	✗	- 1 IC {•64G}	✗
✗	✗	✗	+ SP new	
✗	✗	✗	+ GMO new	✗
✗	✗	✗	+ SLSF pool	✗
				Priority for SR8

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Don Smith	228	-200	28	768	15.0•	7
Lyndon Gurr	327	-232	95	1,532	29.8•	12-13
Willem Moene	534	-304	230	1,105	21.5•	5-9
Mike Hutton	95	-64	31	779	15.2•	9
Adam Romoth	292	-272	20	949	18.5•	8-11

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

Bank (new)	-	4	-	4	-	8	-	3	4	8
Price (par)	68	100	68	68	68	100	100	72	68	68
Bank (pool)	-	-	2	1	2	-	4	-	-	-
Price (pool)	551	100A	68G	64G	140D	100A	72G	82E	68F	68F
Company credit	1	314	146	680	71		204	1,023	680	
Redeemed shares	1	-	-	-	1		-	-	-	
Tokens	1	D	1+D	2+D	1+D	3+D	D	2+D	2+D	2+D
Trains	3 3	4	4 3	-	3 3	4	4 3	-		
Bank cash: 8,477	Certificate limit: 13					Trains: 1 x '4', 4 x '5'...				
Current operating order:	MKT, FW, SP, SLSF, GMO, SSW, IC, ATSF									

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

1870

Game Y26

Referee:
Keith Thomasson

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

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

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

1870-O27

The SSW joins the party
and the SP is reissued.

SR5

Stock Round 5

Rob	John	Don	Lionel
+ SP new	SP reissues one share (68)	- 1 ATSF {PP} ⇒ - 1 MP {◄►} - 1 SP {◄►} - 1 MKT {◄►} + SSW/Pres {82}	
Price protects 1 ATSF	- 1 SP {◄►}	+ SSW new	+ SLSF new
+ SP reissued	+ ATSF new	+ SSW new	+ SLSF new
✗	+ IC new	+ SSW new	+ ATSF new
✗	✗	+ SSW new (floated)	✗
✗	✗	✗	Priority for SR6

Cash Flow	b/f	SR5	c/f	Value	%	Certs
John Shelley	225	-204	21	1,277	24.7▲	12
Don Smith	189	-146	43	945	18.3▼	9
Lionel Robbins	305	-300	5	1,541	29.8▲	11
Rob Thomasson	316	-256	60	1,404	27.2▼	12

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
John Shelley	1	-	-	1	-	-	1	5P	-	6P
Don Smith	-	-	-	-	-	5P	-	-	6P	-
✗ Lionel Robbins	1	-	-	6P	-	-	6P	-	-	-
Rob Thomasson	7P	-	-	-	5P	-	-	2	-	-

Bank (new)	1	10	10	3	1	-	2	-	4	4
Price (par)	100			76	72	76	100	68	82	90
Bank (pool)	-	-	-	-	4	5	1	3	-	-
Price (pool)	120A			76D	72G	82F	160B	72G	82C	90B
Company credit	592			503	112	410	434	140	820	54
Redeemed shares	-	-	-	-	-	-	-	-	-	-
Tokens	1+D	2+D	2+D	1+D	1+D	1+D	1	1+D	2+D	D
Trains	4 3			4 3	3	3	4 3	4 3	-	5 4
Bank cash: 8,806 Certificate limit: 16 Trains: 3 x '5', 3 x '6'										
Current operating order: SLSF, ATSF, TP, MP, SSW, IC, SP, MKT										

Tiles	Tile number/Availability					Three Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/5	5/-	6/1	7/9	8/11	9/10	55/1	56/1	57/2	58/4	
69/1	14/3	15/-	16/2	17/2	18/2	19/2	20/2	23/4	24/2	25/3	26/2	27/2	
28/2	29/2	141/2	142/2	143/1	144/1	39/1	40/2	41/3	42/3	44/1	45/2	46/2	
47/2	63/4	70/2	145/2	146/2	147/2	170/4							

1870

GameO27

Referee:
Keith Thomasson

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

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

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



18GA-D26

The GA manages to run to Atlanta three times.

OR14 - SR10

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GA	DS	8:F8:6	250	Yes	①	210B*	71	5
CoG	MH	27:D2:2	310	Yes	-	210A*	0	8
W&A	LG	8:H8:4	340	Yes	-	150B*	22	8
SAL	PC	-	280	Yes	-	120B*	1	5
G&F	PC	-	310	Yes	-	50G*	10	6
ACL	PC	-	320	Yes	-	50F*	281	6 4

Notes: ① 20 to the bank for terrain costs

Stock Round 10

	Pete	Mike	Lyndon	Don
✗	✗		+ SAL new	+ G&F new
✗	✗		+ ACL new	✗
✗	✗	✗		Priority for SR11

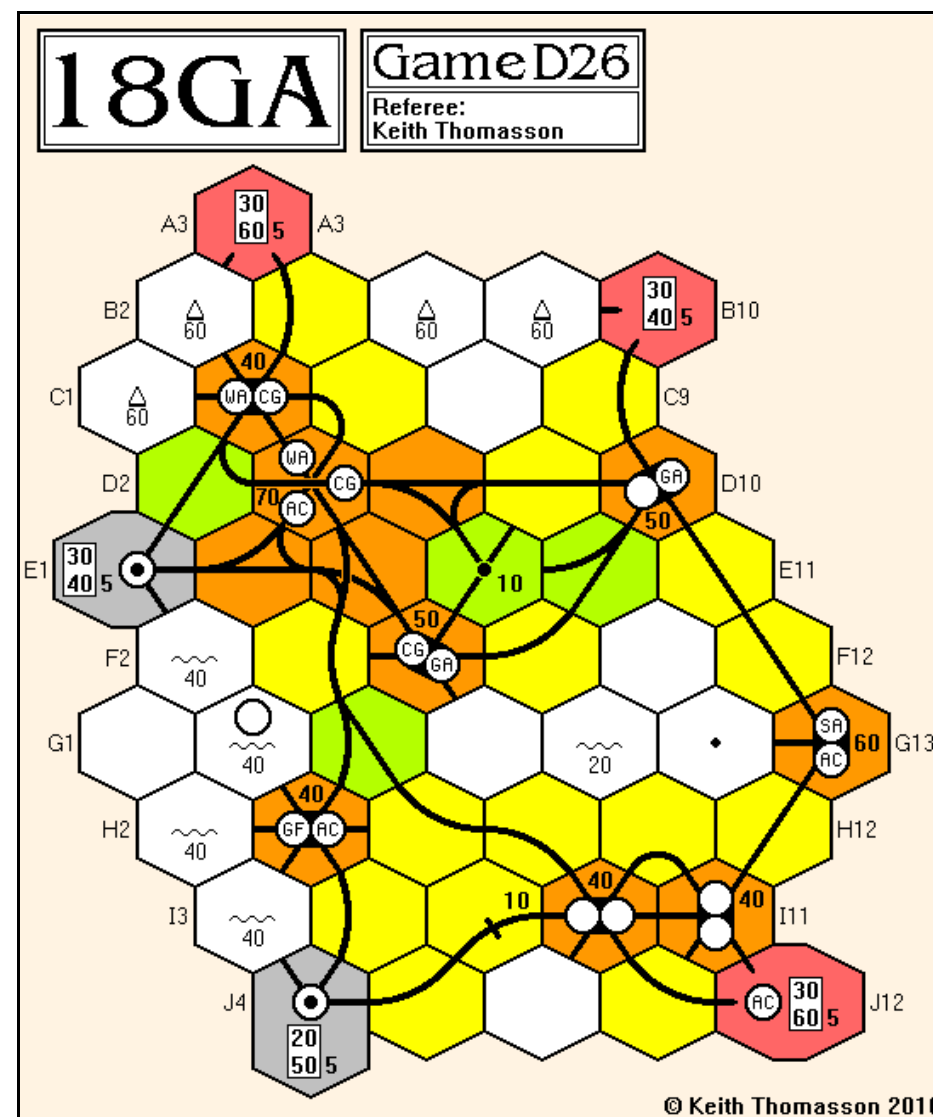
Cash Flow	b/f	OR14	SR10	c/f	Value	%	Certs
Don Smith	1,083	340	-55	1,368	3,598	24.5*	10-12
Pete Campbell	1,573	580	0	2,153	3,793	25.8*	11-16
Mike Head	559	386	0	945	3,310	22.5*	11-12
Lyndon Gurr	1,442	413	-180	1,675	3,990	27.2*	13-14

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

Bank (new)	-	-	-	-	-	-
Par price	70	70	55	70	110	55
Bank (pool)	-	-	-	-	-	-
Pool price	55E	210A	55F	230A	135A	170A
Company credit	281	0	10	71	1	22
Tokens	-	1	1	2	2	-
Trains	6	8	6	5	5	8
Bank cash: 1 474	Certificate limit: 13				Trains: 3 x '8'	
Current operating order:	GA, CoG, W&A, SAL, G&F, ACL					

Tiles		Tile number/Availability		Three Operating Rounds between Stock Rounds											
3/3	4/3	5/2	6/2	7/3	8/2	9/6	57/4	58/3	451/1	14/4	15/4	16/1			
17/1	19/1	20/1	23/2	24/4	25/1	26/1	27/-	28/2	29/2	141/2	142/1	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	63/1			
70/1	455/-	456/-	457/-	458/-	459/-										

There will be time for one last operating round before the game ends.



Orders required for the following round

By the early deadline

OR15



18GA-Z27

Run and pay, with one new train
and an old one from the OS.

OR4 - OR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	DS	452:D4:1	60	Yes	①	110B▲	340	3 2 2
ACL	MS	57:I9:1	100	Yes	-	90C▲	440	2 2
W&A	MH	15:C3:2	110	Yes	-	90C▲	380	3 2

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

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	DS	8:D2:3	110	Yes	-	120B▲	340	3 2 2
ACL	MS	14:I11:2	110	Yes	-	100C▲	440	2 2
W&A	MH	-	110	Yes	①	100C▲	230	3 2 2

Notes: ① 150 to Mike for the OS private - the W&A gains the OS '2' train

Cash Flow	b/f	OR4	OR5	c/f	Value	%	Certs
Mark Stretch	42	102	118	262	1,272	35.7▼	9
Mike head	0	112	268	380	1,240	34.8▲	8
Don Smith	20	67	92	179	1,049	29.5▼	7

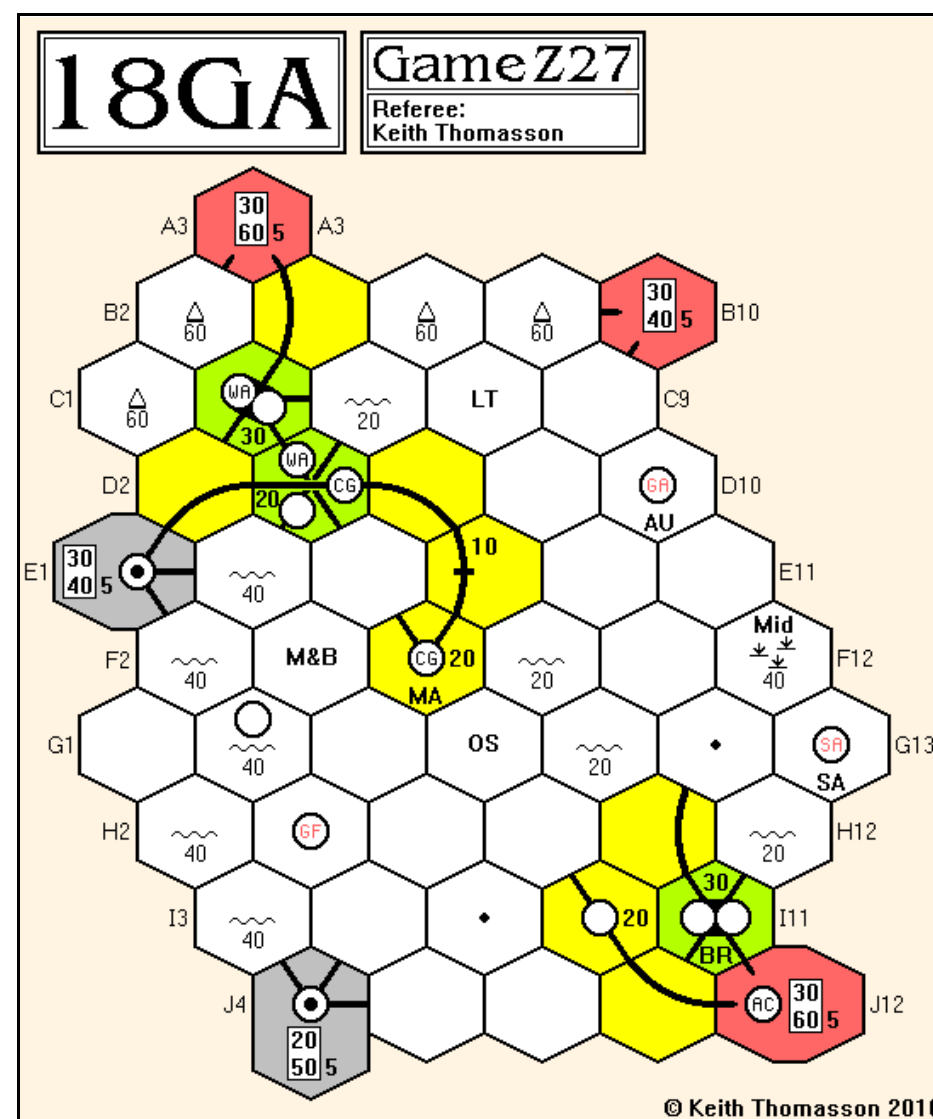
Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
Mark Stretch	LT M&B	6P	2	-	-	-	-
Mike Head	Midland	1	1	-	-	-	6P
• Don Smith	W&S	-	5P	-	-	-	2

Bank (new)	3	2	10	10	10	2
Par price	70	90				70
Bank (pool)	-	-				-
Pool price	100C	120B				100C
Company credit	440	340				230
Tokens	3	2	2	4	3	-
Trains	2.2	3.2.2				3.2.2
Bank cash: 6,169	Certificate limit: 15			Trains: 2 x '3', 3 x '4'		
Current operating order:	CoG, ACL, W&A					

Tiles	Tile number/Availability												Two Operating Rounds between Stock Rounds											
	3/3	4/3	5/1	6/2	7/5	8/6	9/10	57/3	58/2	451/-	14/3	15/3	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/-	453/1	454/1																					

I nearly disallowed the ACL's preferred lay in OR4, as I9 is the location of the W&S private. Then I checked the rules and saw player-owned private companies block lays in their home hexes, except for the Waycross & Southern. So rather than block the lay, I updated the 18xx rules difference list instead.

Please note the new style of station symbol for the grey hexes. This indicates that they are major stations, and count towards a train's station limit, while the central dot indicates that tokens may not be placed here.



Orders required for the following round	By the early deadline
SR4	



6 NIMMT! 15

Only three points awarded so far.

ROUND 1

Jim has moved on from Japan, sorry for printing the old address!

Jim Reader 4835 Lexington Court, Center Valley, PA18034, USA

Hand 1 (1-104)

		96	
	26	95	
	25	93	
	24	66	
	23	65	
18			1
1/1	2/5	3/11	4/1

Hand 2 (1-104)

		103	
		98	
	81	88	
	77	86	
72		85	
68	76		22
1/2	2/7	3/10	4/5

Michael (1) takes row 4 for 1 point,
Jim (24), Kevin (25), Bob (26), John (66),
Don (93), Mark (95), Colin (96).

Bob (22) takes row 4 for 1 point,
John (72), Kevin (77), Michael (81),
Don (86), Jim (88), Colin (98),
Mark (103).

Hand 3 (1-84)

68			
34		77	
22		73	
11		71	
10	5	70	80
1/15	2/2	3/10	4/3

Hand 4 (1-84)

20	56		
18	32	64	
16	29	63	
15	28	62	82
1/7	2/4	3/3	4/1

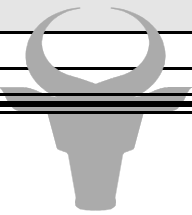
Mark (5) takes row 2 for 1 point,
Kevin (11), Jim (22), Bob (34), Colin (68),
Don (71), John (73), Michael (77).

Michael (16), Colin (18), Jim (20),
John (29), Don (32), Bob (56), Kevin (63),
Mark (64). No penalties.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
John Colledge	0	0	0	0	0
Kevin Lee	0	0	0	0	0
Jim Reader	0	0	0	0	0
Don Shailer	0	0	0	0	0
Colin Sharpe	0	0	0	0	0
Bob Coull	0	1	0	0	1
Michael Graystone	1	0	0	0	1
Mark Stretch	0	0	1	0	1

Orders required

Round two - cards for each hand



ACQUIRE 53 {SP}

Three mergers, but
we're not done yet.

ROUND 11

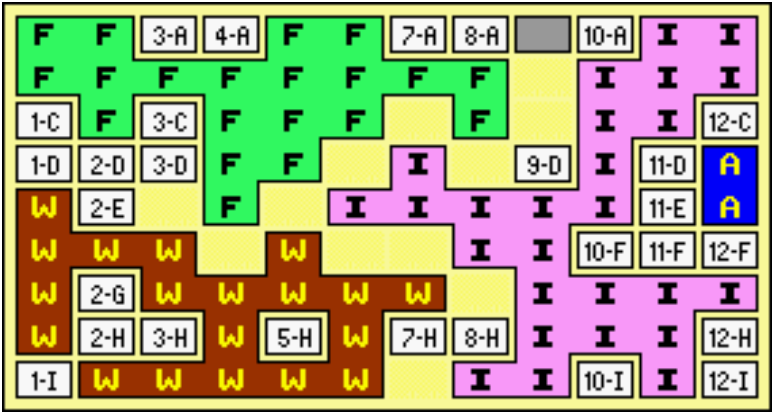
John 1-A Buys 3 Continental @ 400.

Colin 10-E Imperial takes over Luxor, bonuses for Michael {6,000} and Colin {3,000},
Colin sells 3 for 1,800, Michael sells 10 for 6,000. {Dead tiles: 9-B 9-C}
Buys 3 Worldwide @ 800.
{Uses 'Trade 2' Power} Trades 2 Tower for 1 Worldwide.

Richard 3-B Festival takes over Tower, bonuses for Colin {5,000} and John {2,500},
Richard sells 1 for 500, John sells 3 for 1,500, Colin sells 5 for 2,500.
No purchases.

Michael 1-F Worldwide takes over Continental, bonuses for Michael {4,000} and John
{2,000}, Michael sells 6 for 2,400, John sells 3 for 1,200.
{Uses '3 Free' Power} Takes 3 American.

John 5-D Buys 3 American @ 300.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	-	4	10	7	-	1	7,000	33,800
Michael Graystone	-	-	3	3	9	-	8	26,100	56,400
John Colledge	-	-	3	5	-	-	6	12,200	23,900
Colin Sharpe	-	-	-	7	9	-	10	11,100	53,900
Bank Stock	25	25	15	-	-	25	-		
Chain Size	-	-	2	20	19	-	26		
Chain Value	-	-	300	800	800	-	1000		

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

Playing sequence

Colin, Richard, Michael, John, Colin again



ACQUIRE 54

Tony forms Festival and then merges it with Imperial.

ROUND 7

Tony 10-E Forms Festival, one free share. Buys 3 Festival @ 400.
 Bob 4-I Forms American, one free share. Buys 3 American @ 300.
 Michael 8-D Buys 3 American @ 300.
 Kevin 11-F Buys 3 American @ 300.
 Tony 10-F Imperial takes over Festival, bonus for Tony (7,500), Tony swaps 4 for 2.
 Buys 3 Imperial @ 900.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	9	-	10	-	3	3	-	2,700	21,100
Kevin Lee	-	6	3	-	7	-	8	700	28,700
Tony Wilcock	-	11	-	-	-	1	5	7,400	25,600
Bob Coull	-	8	9	-	-	3	4	-	21,400
Bank Stock	16	-	3	25	15	18	8		
Chain Size	-	4	2	-	4	8	17		
Chain Value	-	400	300	-	500	800	900		

Playing sequence

Bob, Michael, Kevin, Tony, Bob again



ACQUIRE 55

Two new chains, with Lyndon jumping in on John's plans.

ROUND 2

John 4-E Buys 2 Worldwide @ 300, 1 Imperial @ 400.
 Bob 1-D Forms Luxor, one free share. Buys 3 Luxor @ 200.
 Lyndon 3-E Forms Tower, one free share. Buys 3 Tower @ 200.
 Tony 3-G Buys 3 Imperial @ 400.
 Willem 9-B Buys 3 Tower @ 200.
 John 4-D Buys 2 Tower @ 300, 1 Worldwide @ 300.

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

	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	-	3	-	-	3	1	-	4,500	15,000
John Marsden	-	2	-	-	7	-	1	3,200	9,300
Bob Coull	4	-	-	-	-	-	4	4,200	13,600
Lyndon Gurr	-	4	-	-	3	-	-	4,500	10,400
Tony Wilcock	-	-	-	-	-	-	3	4,800	8,000
Bank Stock	21	16	25	25	12	24	17		
Chain Size	2	3	-	-	2	2	2		
Chain Value	200	300	-	-	300	400	400		

Playing sequence

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





AGRICOLA 2

Our last harvest-free round.

ROUND 12

Marcus gains 4 food (Maid/Manservant).

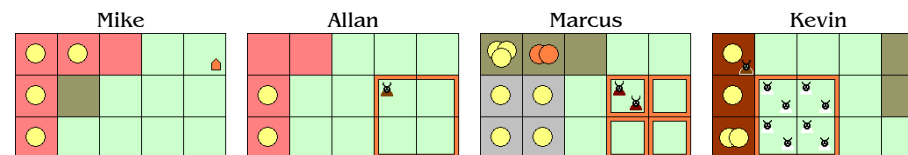
Actions

Kevin	Family Growth without room
Mike	+2 wood (gains 6 wood)
Allan	Occupation - Tinsmith (costs 1 food) <i>Allan can convert clay into food at any time, 1 food per clay</i>
Marcus	+3 wood (gains 6 wood)
Kevin	+2 clay (gains 4 clay)
Mike	+1 wild boar (gains 2 wild boar)
Allan	Building and/or Stables - adds two rooms (costs 4 reeds, 10 clay)
Marcus	Fences
Kevin	Major Improvement - Well (costs 3 stone, 1 wood) (Mike gains 4 food, everyone else gains 1 food (Flagon))
Mike	Plough 1 field
Marcus	+1 cattle (gains 2 cattle)
Mike	Day Labourer (gains 2 food)
Marcus	Sow and/or Bake bread - also sows 1 vegetable on his Beanfield

+1 wood {4 wood}	+2 wood {2 wood}	+3 wood {3 wood}	+1 clay {2 clay}	+2 clay {2 clay}	Private clay pit {3 clay} {3 food ⇒ Mike}
+1 reeds {2 reeds}	+1 food Catch Fish {2 food}	+1 food Travelling Players {3 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences
1 Major or Minor imp	+1 sheep {2 sheep}	Sow and/or Bake bread	+1 stone {3 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}	Family Growth without room	Renovate then Fences

The remaining Major improvements and their costs are:

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



Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	7	1	-	-/-	-/-	-	5	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	-	-	1	7	Wood/5		4	11	
	Occupations		Clay Digger, Countryman, Puppeteer, Thatcher						
	Improvements		Axe, Basket, Cabinet Maker {2}, Clay Oven {2}, Fireplace {1}, Flagon, Forest Pasture {1}						

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

Marcus Pratt	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	7	3	4	-/3	-/4	-	-	2
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	1	-	-	Stone/4		4	33
	Occupations		Basket Maker, Guildmaster, Hobby Farmer, Maid, Manservant, Reeve {3}, Tutor {6}					
Improvements		Beanfield (2 veg) {1}, Bookshelf {1}, Copse {1}, Fireplace {1},Swing Plough, Writing Desk {1}						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	10	2	1	2/-	-/-	8	1	-	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	4	-	-	-	Wood/3		4	20	
	Occupations		Animal Handler, Carpenter						
	Improvements		Acreage, Chicken Coop {1}, Cooking Hearth {1}, Loom {2}, Well {4}						

Orders required

Actions for the family, starting with Kevin

Harvest - after round 13



AGRICOLA 3

Three houses have now been extended.

ROUND 5

Pays 1 food to take 1 vegetable {Greenhouse}.

- Actions
- Allan Occupation - Sycophant {costs 1 food}
Whenever another player uses the Take 1 Grain action spare, they must first pay Allan 1 food. Allan also gains 1 food, even when he takes the grain himself
- Kevin +2 clay {gains 6 clay}
- Pete +3 wood {gains 6 wood}
- Jim Major Improvement - Cooking Hearth {costs 4 clay}
- Allan Plough 1 Field
- Kevin Travelling Players {gains 2 food, also gains 1 food, 1 grain {Magician}}
- Pete Building and/or Stables - adds one room {costs 2 reeds, 5 wood}
- Jim Day Labourer {gains 2 food}

+1 wood {2 wood}	+2 wood {4 wood}	+3 wood {3 wood}	Private wood {10 wood} {2 food ⇒Pete}	+1 clay {2 clay}	+2 clay {2 clay}
+1 reeds {3 reeds}	+1 food Catch Fish {3 food}	+1 food Travelling Players {1 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or Bake Bread
Fences	+1 sheep {2 sheep}	1 Major or Minor imp	+1 stone {3 stone}	Renovate then 1 improvement	Family Growth then 1 Minor Imp

The remaining Major improvements and their costs are:

- ◇ Basket Weaver {2 reeds, 2 stone}

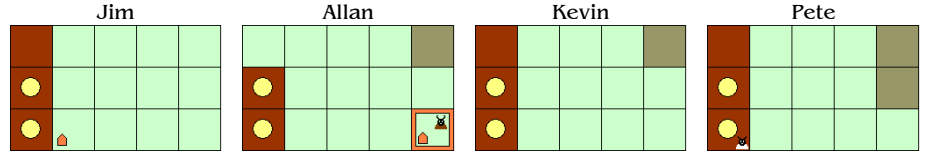
◇ Cabinet Maker {2 wood, 2 stone}

◇ Cooking Hearth {5 clay or Fireplace}

◇ 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
	2	-	-	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	-	-	6	Wood/3		2	-9
	Occupations		Wood Carver					
	Improvements		Clay Roof {1}, Cooking Hearth {1}					

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

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	6	1	-	2/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	6	1	1	8	Wood/3		2	-10
	Occupations		Magician, Patron, Pig Whisperer					
	Improvements		None					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	5	2	-	-/-	1/-	1	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	2	Wood/3		2	-2
	Occupations		Grocer, Master Forester					
	Improvements		Clay Oven {2}, Fireplace {1}, Millstone					

Orders required	
Actions for the family, starting with Allan	Harvest - after round 7



BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

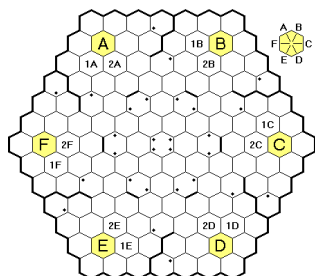
NEW GAME

Welcome to the fourth Battle! game in these pages. Just the six players, who are:

Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Steve Ham	10 Waldeck Road, Norwich, NR4 7PG
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Marcus Pratt	7 York Villas, Brighton, BN1 3TS
Allan Stagg	32 Chepstow Drive, Bletchley, Milton Keynes, Bucks, MK3 5NB
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ

Teams	Power	Units	Captains
A	10	1A 2A	Allan
B	10	1B 2B	Steve
C	10	1C 2C	Marcus
D	10	1D 2D	Mark
E	10	1E 2E	Michael
F	10	1F 2F	John

This is where you'll be starting. You can see the relative positions below. You have a letter for your team. Pick a single, short word starting with your assigned letter to give your team a more memorable identity.



There are very few choices at the start of the game and no direct interaction between you, so we'll aim to take orders for the first two rounds together.

Please bear in mind that you can not spend Power Points to give a unit attributes until the round *after* the attribute has been researched. That means that no units can gain attributes in round one, and can only gain Move attributes in round two, assuming you researched Move in round one.

Your round one options are to research Move for 1pp, spending any balance from your initial 10pp on producing new units at 5pp each. Remember to state the hex in which any new unit is to be produced (use the direction grid for movement in relation to your base) or they will appear in random hexes. Unused Power at the end of a round is discarded.

For round two, you can research Move or Attack, produce new units, and give any of your units Move attributes if you researched it in round one. You could then move any units that have gained the ability to move this time.

One piece of advice. Skip research if you want to, but remember that you will have fewer options than those who did not.

The attribute order is not the same as given in the rules, so be aware of that. Elite has slipped back down the order, while Power, Storage and Defence are available earlier. Whether this will radically change the strategy of the game remains to be seen.

Orders required	Attribute order: MACPSDERBHX
Production for round one, Production and Moves for round two	



BREAKING AWAY 19

Tobacco is still waiting for the rest to catch up.

ROUND 12

Pos	Riders	New
99	Tobacco	3
98	-	
97	-	
96	-	
95	-	
94	-	
93	-	
92	Agricola	3
91	Gee Jay Rory Cocaine	4
90	Betty Grable Cheko	7
89	Moonglum Pierce Dingle Fingle Arturo	9
88	Bob Geldof Berry Gordy Rakhrir the Red Archer Gaynor of the Damned	13
87	-	
86	Olmstead Alcohol	3
85	-	
84	Ross	3
83	Rene	4
82	Carter	5
81	Ward	6

Dennis Frank (11)		Arkham Crew:			
A	Olmstead (5)	3	3	3	8
B	Pierce (6)	3	9	12	
C	Carter	3	3	5	
D	Ward	3	6	6	
Steve Ham (23)		Team BG:			
A	Bob Geldof	5	8	13	15
B	Berry Gordy (10)	3	6	13	
C	Betty Grable (9)	3	4	7	
D	Barry Gibb (4)	Dropped:			
Richard Lunn (14)		Here Come the Clowns:			
A	Gee Jay (3)	4	4	4	
B	Dingle Fingle	5	9	11	
C	Cheko (8)	3	3	7	
D	Arturo (3)	7	8	9	
Greg Payne (14)		Not My Addictions:			
A	Tobacco (10)	3	3	3	3
B	Alcohol	3	3	4	
C	Cocaine (4)	3	3	4	
D	Agricola	3	3	3	
Jim Reader (11)		Eternal Companions:			
A	Moonglum (10)	4	6	8	9
B	Rakhrir the Red Archer (1)	3	4	13	
C	Gaynor of the Damned	3	8	13	
D	Jhary a Conel	Dropped:			
Roger Trethewey (5)		Riviera Riders:			
A	Rene	3	3	4	
B	Rhys	Dropped:			
C	Rory (5)	3	3	4	
D	Ross	3	3	3	



Bob Geldof emerges as favourite for the win, as he has the resources to cross the finish line in three rounds. I don't believe anyone else can finish that quickly. Whether he wants to go that fast remains to be seen, as there are team mates to support along the way.

Orders required
Cards for round thirteen





BREAKING AWAY 20

Grease your gears and pump your tires up.

NEW GAME

The team captains for the latest game are:

Dennis Frank	djfrank {at} penn {dot} com
Steve Ham	103 College Road, Norwich, NR2 3JP
Kevin Lee	14 Rother Close, West End, Southampton, SO18 3NJ
Richard Lunn	56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP
Greg Payne	74 Coleford Road, Bristol, BS10 5JL
Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA

To get started you need to select the card values for your team of four riders. These are the options you get.

Rider	Number of cards	Card Values Allowed	To total
A	3 or 4	1 to 15	30
B	3	1 to 15	25
C	3	1 to 15	20
D	3	1 to 15	16

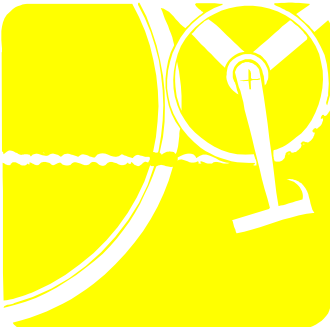
We'll be playing under version 2.3 of the rules. If you need a copy you can find them on the web site (www.fwtwr.com).

If any of the totals are wrong, I shall take the rider's highest card (or one of them if there are two or more the same) and increase or decrease its value until the right total is reached.

Names are required for teams and riders.

Set up

Team and riders names, and card values for each rider



BUS BOSS 318-LUZ

Something is wrong, The designer is leading.

ROUND 10

Luzon

Round 10 Runs		FIB	SHOES	JEEP	COLIN	LICK	
21	6♣ Quezon City A♥ Legazpi	① COLIN 20 ② JEEPNEY 10 ✕ FIB	-1	+1			20 9 1
23	3♥ Pili 3♠ Tugugarao	① JEEPNEY 15 ① COLIN 15					15 15
26	2♥ Legazpi 9♠ Rizal	① JEEPNEY 20 ② COLIN 10 ✕ LICK			+2	-2	20 8 2
27	3♥ Pili 9♠ Rizal	① JEEPNEY 20 ② COLIN 10 ✕ LICK			+2	-2	20 8 2
28	5♦ Lingayen 4♠ Tabuk	① FIB 20 ② SHOES 10	-2	+2			22 8
29	9♥ Batangas Q♣ Olongapo	① SHOES 20 ② FIB 10	+6/-6	+6/-6			20 10
30	7♥ Lucena 4♦ Bolinao	① FIB 15 ① LICK 15	-4			+4	19 11
31	10♠ Santa Praxedes 8♥ Batangas	① SHOES 20 ② LICK 10					20 10
32	6♣ Quezon City J♣ Cabarroguis	① COLIN 20 ② SHOES 10		+2	-2		22 8
33	10♣ Balanga 3♠ Tugugarao	① JEEPNEY 16 ② FIB 9 ③ SHOES 5 ✕ LICK	+2/-4 -6 +1	+6 +4/-2		-1	14 16 -1 1
34	6♦ Baler A♠ Palanan	① LICK 30					30
35	J♣ Mariveles K♥ Santa Cruz	① FIB 30 ✕ COLIN	+4		-4		26 4

LICK entered run 28 but was excluded due to length.

- Round 10 routes
- Luzon Island Coach Keepers (LICK) (Roger Trethewey, Blue)
Batangas - Muntinlupa (7) (Both Tabuk - Bontoc routes are taken)
- Cabarroguis, Olongapo, Lingayen and Ilagan Network (COLIN) (Colin Sharpe, Red)
Tugugarao - Laoag (9)
- Filipino Island Bus (FIB) (Bob Coull, Black)
Padre Burgos - Del Gallego, Quezon City - Makati (11)
- Jim's Energetic Enterprise Produces Now and Every Year (JEEPNEY) (Jim Reader, Yellow)
Baclaran - Makati City (3)

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

Lingayen - Iba (6)

Scores

	Runs:	21	23	26	27	28	29	30	31	32	33	34	35	Routes	Score
JEEPNEY	175	9	15	20	20	-	-	-	-	-	14	-	-	-3	250
SHOES	179	-	-	-	-	8	20	-	20	8	-1	-	-	-6	228
FIB	118	1	-	-	-	22	10	19	-	-	16	-	26	-11	201
COLIN	100	20	15	8	8	-	-	-	-	22	-	-	4	-9	168
LICK	72	-	-	2	2	-	-	11	10	-	1	30	-	-7	121

Round 11 Runs

14.	5♥ -	4♠	Del Gallego to Tabuk
36.	K♦ -	8♠	Bontoc to Laoag
37.	Q♥ -	2♦	Trece Martires to Tarlac
38.	2♣ -	10♥	Makati City to Calatagan
39.	K♣ -	7♣	Any port (other than Baclaran) to Pasig
40.	3♦ -	5♠	Palayan to Vigan
41.	9♦ -	J♥	San Fernando to Tagaytay
42.	Q♠ -	A♥	Santa Ana to Legazpi
43.	8♦ -	8♣	La Trinidad to Malolos
44.	2♥ -	7♠	Legazpi to Laoag

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



BUS BOSS 322-IZU	A good round for ONSEN.	ROUND 8
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Izu Peninsula

Round 8 Runs

3	4♦ Amagi Kogen 8♠ Iwanami	① GRUBBY 20 ② RIP 10						20 10
10	K♥ Suzenji 2♣ Odawara	① ODE 13 ② ONSEN 7 ② RIP 6 ④ GRUBBY 4				-1	+1	14 6 10 0
11	K♦ Irozaki K♠ Shizuoka Ferry	① ONSEN 30						30
13	5♦ Atagawa 4♣ Mishima	① RIP 13 ① GRUBBY 12 ③ JAM 5			+3			16 9 5
14	9♥ Joren Falls Q♣ Ito	① JAM 20 ② ODE 10 ✕ RIP			-1		+1	20 9 1

15	2♥ Matsuzaki	① ONSEN	20	+4/-5	-4	+1	+1	17
	7♠ Susono	② JAM	5		-4		+5/-4	2
		② {ODE	3				-1	2
		{GRUBBY}	2				-1	1
		✕ RIP		+4			+4	8
16	6♠ Numazu	① JAM	13			+3	-2	14
	9♦ Shimoda	② RIP	8			+1		9
		③ ODE	5	-3	-1	-3		-2
		④ ONSEN	4	+2				6
		✕ GRUBBY				+3		3
18	A♥ Kumomi	① ONSEN	15			+4/-3		16
	A♣ Kanaqawa-Ken	① ODE	15				+3/-4	14

Round 8 routes

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

Hino - Sashida, Numazu - Hara (12)

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

Matsuzaki - Bosara Pass, Shunzenji Onsen - Nagaoka (12)

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

Mishima - Numazu, Kumo Mura - Doqashima, Shimoda - Hino (12)

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

Hozoin - Osezaki (9)

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

Hara - Shizuoka, Hakone - Odawara (11)

Scores

	Runs:	3	10	11	13	14	15	16	18	Routes	Score
ONSEN	46	-	6	30	-	-	17	6	16	-12	109
GRUBBY	80	20	0	-	9	-	1	3	-	-11	102
ODE	73	-	14	-	-	9	2	-14	14	-9	101
JAM	70	-	-	-	5	20	2	14	-	-12	99
RIP	44	10	10	-	16	1	8	9	-	-12	86

Round 9 Runs

1.	10♠ - 10♣	Fuji-san to Matsushima	(not yet available)
12.	10♥ - 9♠	Yugashima to Gotenba	
17.	J♥ - Q♠	Hozoin to Shizuoka	
19.	4♥ - 3♠	Dogashima to Odawara	
20.	7♦ - 5♣	Rendaiji to Ashinoko	
21.	3♥ - 6♣	Bosara Pass to Yugano (north)	
22.	J♦ - 9♣	Hino to Atami	
23.	10♦ - K♣	Shimoda to Ito	
24.	2♦ - 5♠	Futo to Numazu	
25.	3♦ - 7♣	Izu Kogen to Atami	
26.	Q♦ - 8♥	Sashida to Osezaki	

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



CANAL MANIA 2

Let's get back to digging.

ROUND 3

Actions

Kevin Lee	1	Drew a card from the top of the deck
	2	Built from Stoke to Manchester (contract complete - 8 VPs)
	3	Shipped goods from Manchester to Stoke (2 VPs)
Jim Reader	1	Drew a card from the top of the deck
	2	Built from Birmingham to Northampton via Coventry (contract complete - 10 VPs)
	3	Drew a card from the top of the deck
Geoff Hardingham	1	Took a contract - Birmingham and Chester (6)
	2	Took Aqueduct, Stretch, Stretch/White (Worcester and Taunton)
	3	Shipped goods from Worcester to Gloucester (2 VPs)
John Marsden	1	Took a contract - Cambridge and Peterborough (4)
	2	Took Surveyor, Lock, Lock
	3	Drew a card from the top of the deck

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 3 goods cubes
Geoff Hardingham (L-S)		15	11	4	3	8	Birmingham and Chester (6)	
<i>Mauve</i>								
Kevin Lee	(B)	15	10	3	3	10	Manchester and Liverpool (5)	
<i>Blue</i>								
John Marsden	(S)	15	11	3	3	7	Coventry and Burton (4)	
<i>Green</i>								
Jim Reader	(T)	15	10	4	2	10	Oxford and Gloucester (5)	
<i>Yellow</i>								

The Current Contracts

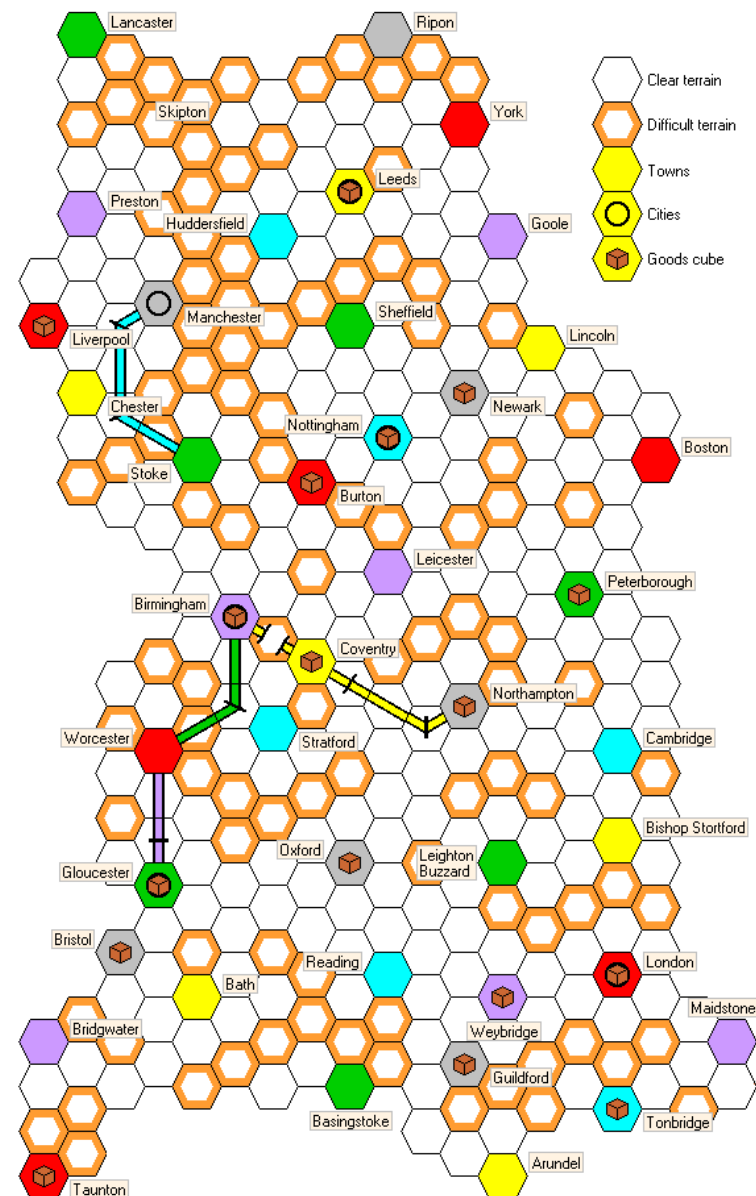
-	The Future Contracts
Weybridge and Arundel via Guildford (4)	Oxford and Coventry (5)
-	Manchester and Goole via Leeds (7)
-	Oxford and London via Reading (7)
-	Northampton and London via L Buzzard (7)
-	Basingstoke and Weybridge (4)

The following Build Cards are on the table

Stretch/Black	Aqueduct	Stretch/Yellow	Stretch/Mauve	Tunnel
---------------	----------	----------------	---------------	--------

I made moves on Geoff's behalf this time. I am looking for a caretaker for his position, hopefully just until Geoff is able to resume full duties.

On the subject of discarding excess build cards, if you have more than seven at the end of the round I will list for you all the cards you hold so that you can choose what to discard. The note on the information sheets about what I will do if you do not make that choice is only relevant when I come to adjudicate and find that you still hold more than seven cards.



Playing sequence

John, Geoff, Jim, Kevin



OUTPOST 28

No more colony cards
for Mark, or for anyone else.

ROUND 3

Commander Actions

Mark Bought one Water Factory (o:2,3,5,5 w:5)

Lyndon Bought one Water Factory (o:2,3 w:6,9)

- ▶ Bought one Population Unit (w:10)

Pete Bought one Water Factory (o:2,2,5 w:5,7)

David Bought two Population Units (o:3 w:4,7,8)

Marcus Bought one Water Factory (o:3 w:7,10)

- ▶ Bought two Population Units (o:1,2,4 w:6,7)

Jim Bought two Population Units (w:6,7,9)

Willem Bought two Population Units (o:4 w:4,6,8)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Mark	2o,2w	3p (5,0)	DL, DL	2o,2w (20,10)	5 (30)
2	Marcus	2o,3w	5p (5,0)	-	2o,3w (27,10)	5 (0)
3	Willem	2o,3w	5p (5,0)	-	2o,3w (27,10)	5 (0)
4	Jim	2o,3w	5p (5,0)	-	3o,3w (30,10)	5 (0)
5	David	2o,3w	5p (5,0)	-	2o,3w (27,10)	5 (0)
6	Lyndon	2o,3w	5p (5,0)	-	3o,3w (30,10)	5 (0)
7	Pete	2o,3w	4p (5,0)	-	1o,4w (31,10)	4 (0)

Data Library 0 (3 more) Heavy Equipment . . 3 (2 more)
Warehouse 1 (4 more) Nodule 3 (2 more)

Orders required

Round four auctions, bids and purchases



PUERTO RICO 11

The quaysides are jam packed.

ROUND 13

Willem is the Mayor (+2).

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

Kevin is the Trader. The Trading House is emptied.

Tony is the Prospector (+1).

Roles

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
2	Crn Sug Sug Tob Cof	- - - -	7	19

Buildings

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

Cargo Ships

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

Willem	Small indigo plant	Small sugar mill	Coffee roaster	Small market
Moene	Small warehouse	Factory		
DbIns: 11				
Chips: 10	Fields: Qry✓ Crn✓XX Ind✓ Sug✓ Cof✓	Goods: Crn✓ Ind✓ Sug✓ Cof✓✓✓		
Jim	Small indigo plant	Small sugar mill	Tobacco storage	Coffee roaster
Reader	Hospice	Factory		
DbIns: 13				
Chips: 13	Fields: Crn✓✓ Ind✓✓ Sug✓ Tob✓✓ Cof✓	Goods: Crn✓✓ Ind✓ Sug✓ Tob✓✓ Cof✓		
Kevin	Small indigo plant	Sugar mill	Coffee roaster	Hacienda
Lee	Small warehouse	Guild hall		
DbIns: 5				
Chips: 12	Fields: Qry✓✓ Crn✓ IndXX Sug✓XX TobXX Cof✓✓	Goods: Crn✓ Sug✓ Cof✓✓✓		
Tony	Small sugar mill	Indigo plant	Small market	Hacienda
Sait	Residence			
DbIns: 5				
Chips: 12	Fields: Qry✓✓XX Crn✓ Ind✓✓ Sug✓XX TobXX	Goods: Crn✓ Ind✓✓ Sug✓		

Orders required

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



PUERTO RICO 12

Some goods arrived and were shipped out in double quick time.

ROUND 4

Jim is the Craftsman (+1) and produces an extra Tobacco.
Kevin is the Settler (+1) and plants Coffee.
Stephen plants Indigo, Willem plants Coffee, Jim plants Corn.
Stephen is the Captain (+1). The Corn and Indigo ships are emptied.
Willem is the Builder and builds a Sugar Mill.
Kevin builds a Coffee Roaster.

Roles

Builder

Captain

Craftsman

+1 Mayor

Settler

+1 Trader

+1 Prospector

Quarries

6

Plantations (Fields)

Crn

Crn

Sug

Tob

Cof

Trading House

-

-

-

-

Ship

4

Supply

59

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

Cargo Ships

5: Empty

6: Empty

7: Tobacco

Kevin Lee

DbIns: 0

Chips: 1

Small indigo plant

Coffee roaster

Fields: Qry✓✗ Ind✓ Cof✗

Goods: ✗

Stephen Webb

DbIns: 1

Chips: 6

Small indigo plant

Indigo plant

Fields: Ind✓✓✓✗

Goods: ✗

Willem Moene

DbIns: 2

Chips: 4

Sugar mill

Small market

Fields: Crn✓✓ Sug✓ Cof✗

Goods: ✗

Jim Reader

DbIns: 2

Chips: 4

Tobacco storage

Small market

Fields: Crn✗✗✗ Tob✓

Goods: ✗

Orders required

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



RAILWAY RIVALS 2117-ND

And another one lays down to rest.

GAME OVER

1st	Pete Campbell	TWANG	350
2nd	Tony Bromley	NGE	317
3rd	Bob Coull	TIME	263
4th	Don Shailer	RAG	234
5th	Jim Reader	BUM	220

Tony Bromley (NGE,2nd): Good game on a balanced map. Congrats to Pete on his win and many thanks to Keith for his expert GMing.

I made a major mistake by not building via Harburg towards Bremen early. I could then continue building further east.

This was our third game on this map, and it does seem to give a good balance. I'm sure it wont be the last time this one comes out to play.



RAILWAY RIVALS 2124-I(S)

Eight points between the first three.

ROUND 10

Ireland (South)

Round 10 Runs		SIN	CRAIC	WEAR	PADDY	CORK
22	33 Wexford 45 Athenry	① SIN 16 ② CORK 9 ③ PADDY 5	-1 +1		-1 +1/-1 +1/-1	16 8 6
23	15 Dun Laoghaire 51 Cork	① CRAIC 13 ② PADDY 8 ③ CORK 5 ④ WEAR 4 ✗ SIN	-7	+1	-1 +7	13 3 4 3 7
24	24 Portlaoise 11 Dublin	① PADDY 16 ② CRAIC 7 ② PADDY 7				16 7 7
25	43 Banagher/Birr 02 The North	① PADDY 15 ① SIN 15 ✗ CORK	+2		-2 +1	16 13 1
26	31 Arklow/Tullow 53 Cobh	① CORK 20 ② CRAIC 10 ✗ SIN ✗ WEAR	-1	+1 +1	-1	20 8 1 1
27	65 Bantry/Kenmare 23 Athy/Tullamore	① SIN 16 ② CRAIC 9 ③ WEAR 5		+5		16 14 0
28	63 Limerick 03 Great Britain	① SIN 20 ② WEAR 10				20 10

Round 10 builds

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

None. +2 (CORK) = +2

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

None.

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

None. +1 (CORK) = +1

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

None.

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

R6 - O8 - Ennis, O9 - M10. -8 (builds) -2 (SIN) -1 (WEAR) = -11

Scores

	Runs:	22	23	24	25	26	27	28	Builds	Score
SIN	149	16	7	-	13	1	16	20	+2	224
CRAIC	178	-	13	7	-	8	14	-	-	220
CORK	187	8	4	7	1	20	-	-	-11	216
PADDY	145	6	3	16	16	-	-	-	-	186
WEAR	124	-	3	-	-	1	0	10	+1	139

Round 11 Runs

29. 16 - 35 Naas/Wicklow to Clonmel/Dungarvan
30. 25 - 41 Carlow/Roscrea to Tipperary
31. 56 - 22 Bandon/Magroom to Mullingar
32. 13 - ❸1 Dublin to The North
33. 42 - 64 Nenagh/Thurles to Killarney/Tralea
34. 66 - 54 Dingle/Valencia Harbour to Fermoy/Rathluire
35. 32 - ❷6 Enniscorthy/Rosslare to Big City Shopping

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



RAILWAY RIVALS 2127-MP

MARS seems to have some mapping errors.

ROUND 8

Malaysian Peninsula

Round 8 Runs

			TSE	ROMP	MARS	BAK	BUG	
8	31 Ipoh	① TSE	16					16
	66 Johor Bahru	② ROMP	7				+1/-1	7
		② BUGGER	7	+1/-1				7
9	36 Bidor/	① ROMP	20	+2				22
	Mentakab-Temerleh	② TSE	10	-2				8
	23 Butterworth							

10	14 Narathiwat	① MARS	15			+10		25
	52 Dungun/Pekan	① BAKUTEH	15		-10			5
11	22 Georgetown	① BUGGER	20	+1/-5				16
	❷6 Ti or Petrochemicals	② TSE	10		-2		+5/-1	12
		❧ ROMP		+2				2
12	15 Kangar	① ROMP	16	+2				18
	62 Malacca	② BUGGER	7	+1		-3		5
		② TSE	7		-2		-1	4
		❧ BAKUTEH					+3	3
13	54 Kuantan	① MARS	30					30
	43 Kuala Lumpur							
14	45 Seremban	① ROMP	15					15
	❷2 Indonesia	① BUGGER	15					15

Round 8 builds

Thailand Singapore Express (TSE) (Tony Bromley, Red)

I54 - Kuala Lumpur, O60 - Tampin, K57 - J56, Mentakab-Temerleh - E60 - Jerantut.
-9 (builds) -3 (BAKUTEH) = -12

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

A57 - Y16 - U18 - Gua Musang, X73 - Z74. -10 (builds) +1/-2 (BAKUTEH) = -11
You cannot buy the Butterworth to Georgetown ferry, because it is owned by TSE.

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

G17 - G16 - B15, D14 - Yala. -8 (builds) +1/-21 (BAKUTEH) = -28

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

E61 - F60 - Mentakab-Temerleh, Q69 - U71 - V70 - X71 - Johor Bahru.
-10 (builds) +3 (TSE) +2/-1 (ROMP) +15/-1 (MARS) -1 (BUGGER) = +7

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

D10 - Yala. -6 (builds) +6 (towns) +1 (BAKUTEH) = +1

Scores

	Runs:	8	9	10	11	12	13	14	Builds	Score
MARS	110	-	-	25	-	-	30	-	-28	137
ROMP	61	7	22	-	2	18	-	15	-11	114
BAKUTEH	86	-	-	5	-	3	-	-	+7	101
BUGGER	46	7	-	-	16	5	-	15	+1	90
TSE	55	16	8	-	12	4	-	-	-12	83

Round 9 Runs

15. 13 - 44 Yala to Shah Alam
16. 56 - 21 Segamat/Tampin to Georgetown
17. 63 - 46 Tanjung Bala/Tanjung Leman to Port Klang/Putrajaya
18. 32 - ❸1 Ipoh to Singapore
19. 55 - 33 Muar/Port Dickson to Taiping
20. 16 - 26 Alor Setar to Dabong/Gua Musang
21. 61 - ❷4 Bandar Baru Rompin/Mersing to Tin (Sn) or Latex Glove Producer

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





RAILWAY RIVALS 2134-IN

We're nearly ready
to start running.

ROUND 4

Malaysian Peninsula {15 points for these builds}

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

N55 - Bareilly, H59 - Jabalpur, R53 - Delhi - U55 - Saharanpur, U52 - W51 - Z52, C59 - B58.

42 +6 (towns) +1/-1 (ODE) -4 (CURRY) +1/-2 (RICE) = 43

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

Z27 - Cuttack, P15 - P11 - Pune, Madurai - D15 - C15.

28 +6 (towns) -1 (TAMIL) = 33

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

Delhi - S52 - M49 - M48 - H45 - Ahmadabad.

76 +6 (towns) +1/-1 (GREAT) +1 (CURRY) +2 (RICE) = 85

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

N60 - L61 - Patna - G70.

28 +6 (towns) +4 (GREAT) -1 (ODE) = 37

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

O53 - S55 - Z51, B50 - Z9 - Y10 - X9.

39 +2/-1 (GREAT) -2 (RICE) = 38

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

P58 - P60 - Lucknow - O68, O67 - N67 - N71.

26 +1 (SLUMDOG) = 27

Builds

Up to 13 points excluding payments to rivals



RAILWAY RIVALS 2148-LE

All set.

SET UP

London and South East

Player/Colour	Start	Railroad
Bob Coull Black	Margate	London & South East Railways (LOSER)
John Marsden Green	Folkestone	Opening Due East (ODE)
Jim Reader Yellow	Brighton	Bloody Useless Management (BUM)
Tony Sait Purple	Eastbourne	Gravesend International Tunnel Corporation (GITCO)
Roger Trethewey Blue	Ramsgate	Fighting with the Dangerous Rails (FWTDR)

Colours were fairly straightforward, although Tony had to forego his preferred colours. The towns were something else, though, with a lot of clashes for your favourite place to start. In the end I went down to third choices for everyone, except for John, who had to go down to fourth.

Builds

Up to 15 points excluding payments to rivals



ROBO RALLY 3

Enough of this
programmed mayhem.

GAME OVER

1st	Greg Payne	Pineapple 196	Finished
2nd=	Marcus Pratt	Squelch	2 checkpoints
	Don Shailer	Donsbot	2 checkpoints
4th	Steve Ham	Diddy-bot	1 checkpoint
5th=	Roger Krueger	President Ford	no checkpoints
	Jim Reader	Bot-i-celli	no checkpoints

Steve Ham (Diddy-bot, 4th): I didn't really get going, probably because I didn't look at the rules and I have been used to playing different rules. Also, I kept getting repair points on double spanner squares rather than specials - because I wasn't clear in my orders, or I forgot to mention my choice. Congratulations to Greg on a pretty straight forward win. I think you could do with more conveyors, mirrors and possibly limit it to a 12x12 grid.

I think the best change would be less open floor, whatever hazards are introduced. We could also start with everyone being dealt two options and choosing which one to keep, so that you have something to work with from the beginning. There is also a variant where everyone has to touch all the checkpoints, but not necessarily in a preset order. Match that with a smaller playing area and things could get more interesting.



SAINT PETERSBURG 2

Everyone is active to some degree in this round.

PHASE 5-T

Round 5 - Trading Phase

Pete	Kevin	Marcus	Tony
Controller ⇒ Builder	Hospital ⇒ Catherine the Great Palace	+ Warehouse	+ Fur Trapper from hand
Fur Trapper ⇒ Fur Shop	✗	+ Customs House from hand	✗
✗	✗	+ Secretary from hand	



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	15	26	27r + 2v	1r + 9v	12r + 3v	Trading	11
Marcus	16	17	27r + 1v	5r + 4v	11r + 5v	Building	1
Tony	2	26	15r + 0v	0r + 12v	6r + 0v	Worker	0
Pete	20	39	21r + 5v	7r + 6v	21r + 7v	Aristocrat	7

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

Orders required

Round six Worker phase led by Tony



SAINT PETERSBURG 3

Three cards into hand, nothing new on the table.

PHASE 1-T

Round 1 - Trading Phase

Rob	Kevin	Bob	Tony
Fur Shop ⇒ hand	Harbour ⇒ hand	Fur Shop ⇒ hand	

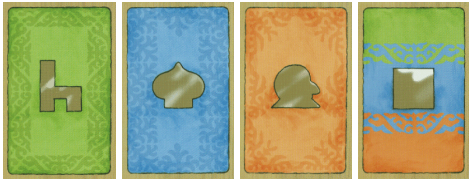


Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	4	3	6r + 0v	0r + 3v	2r + 0v	Building	20
Rob	7	0	6r + 0v	0r + 1v	3r + 0v	Trading	24
Kevin	11	1	6r + 0v	0r + 0v	4r + 1v	Worker	20
Bob	11	2	6r + 0v	0r + 0v	5r + 2v	Aristocrat	20

Players	Cards in hand	Cards in play
Tony	Administrator	Gold Miner, Shepherd, Customs House, Market, Administrator
Rob	Fur Shop, Author	Fur Trapper, Shepherd, Observatory, Warehouse Manager
Kevin	Customs House, Harbour	Lumberjack, Shepherd, Potjomkin's Village, Controller
Bob	Fur Shop, Warehouse, Author	Gold Miner, Shepherd, Judge

Orders required

Round two Worker phase led by Bob





YEAR OF THE DRAGON 1

The Imperial Tribute
claims two people.

ROUND 6



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



Drought Imperial Tribute Dragon Festival Mongol Invasion Contagion Drought

Actions

Michael Harvest - gains 3 Rice chips
 Pete Military Parade - moves forward 2 spaces on the person track
 Lyndon Build - adds one floor to palace 1 and one floor to palace 3
 Rob Military Parade {costs 3 Yuan} - moves forward 4 space on the person track

Person Tiles

Michael Courtesan - moves in to palace 1
 Pete Farmer {younger} - moves in to palace 3
 Lyndon Monk {younger} - moves in to palace 1
 Rob Farmer {younger} - moves in to palace 2

Event - Imperial Tribute

Michael Pays 4 Yuan Imperial Tribute
 Pete Pays 3 Yuan Imperial Tribute and releases a Pyrotechnist {younger}
 Lyndon Pays 3 Yuan Imperial Tribute and releases a Craftsman {younger}
 Rob Pays 4 Yuan Imperial Tribute

Decay

No decay

Scoring

Michael 3 for Palaces, 1 for Courtesans
 Rob 4 for Palaces, 2 for Courtesans, 1 for Dragons
 Pete 4 for Palaces, 2 for Dragons
 Lyndon 3 for Palaces, 2 for Dragons

	Michael	Rob	Pete	Lyndon
Score (now/final)	22 / 39	26 / 40	30 / 42	38 / 52
Person track	30	24	32	29
Yuan (money)	4	1	0	0
Dragons/Fire/Rice	0 / 0 / 3	1 / 0 / 0	2 / 0 / 1	2 / 1 / 1
Palace 1	Healer 1	Warrior 1	Warrior 1	Farmer 2
	Tax Collector 3	Craftsman 1	-	Monk 1
	Courtesan 1			-
Palace 2	Craftsman 1	Farmer 1	Craftsman 1	Warrior 1
	-	Warrior 2	Healer 2	-
	Healer 1			Healer 2
Palace 3	Warrior 2	Healer 2	Healer 1	Warrior 2
	Farmer 2	Courtesan 1	Farmer 1	-
Palace 4		Farmer 2	Farmer 1	
		-		

Action Groups

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

Person Tile Summary

Key: {tiles available}; person track movement/effect

			Michael	Rob	Pete	Lyndon
Courtesan	Younger {6}: 1/1		-	-	✓	✓
Craftsman	Younger {4}: 2/1		✓	-	✓	-
Tax Collector	Younger {6}: 3/3		-	✓	✓	✓
Farmer	Younger {2}: 4/1	Older {X}: 1/2	-	-	-	-
Healer	Younger {2}: 4/1	Older {X}: 1/2	-	-	-	-
Monk	Younger {3}: 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			- ✓	- ✓	-	✓ ✓

Water is in short supply during the drought. You must supply one rice tile for each palace you own that houses at least one person. If you are unable to find enough rice, you must release one person from each palace that you cannot supply.

Orders required

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

PREVIEW

The Battle! game has finally got off the ground. I found it interesting deciding on the order in which the attributes should become available.

One option is to leave things alone and play the same as previous games, but that does seem a bit of a cop-out.

In the end I decided to switch some of the middle attributes around, promoting Power, Storage and Defence and pushing Elite further down the stack. Don't ask me for definitive reasons, I guess I just felt the need to tweak a bit.

New to the list of planned game starts is our next Bus Boss. I've picked Cornwall & Devon as the venue for this one, as I am now firmly in the third cycle of games, having done nearly all of the available maps twice.

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

#173: 1830 Variant Map 2, Sopwith
#174: Bus Boss (Cornwall and Devon)



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Mar 3rd	Save Your XXs For Me #70
Mar 8th	Minstrel 333
Mar 11th	Ode 311

RATINGS

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

-	Pete Campbell	3.700
-	David Smith	3.591
-	Tony Bromley	3.500
-	Lyndon Gurr	3.349
-	Lionel Robbins	3.222
-	Mark Frueh	2.923
-	Marcus Pratt	2.700
-	Steve Thomas	2.588
-	Geoff Hardingham	2.583
-	Stephen Webb	2.313
-	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-2127-MP	Greg Payne	BA19, BA20
Pete Campbell . . .	1825-H27, 1826-J28, 1829-U25, 1837-L27, 1861-C27, 18GA-D26, Agr3, BB-322-IZU, BB-324-ENG, OP28, RR-2124-I(S), StP2, YoD1	Marcus Pratt	Agr2, Bat4, OP28, StP2
John Colledge . . .	6n15, Acq53	Jim Reader	6n15, Agr3, BA19, BA20, BB-318-LUZ, BB-322-IZU, BB-324-ENG, CM2, OP28, PR11, PR12, RR-2124-I(S), RR-2127-MP, RR-2134-IN, RR-2148-LE
Bob Coull	6n15, Acq54, Acq55, BB-318-LUZ, BB-322-IZU, BB-324-ENG, RR-2117-ND, RR-2148-LE, StP3	Lionel Robbins . . .	1825-H27, 1829-U25, 1870-O27, RR-2127-MP
Dennis Frank	BA19, BA20	Tony Robbins	1837-Y25
Michael Graystone .	6n15, Acq53, Acq54, Bat4, BB-322-IZU, BB-324-ENG, RR-2134-IN	Adam Romoth . . .	1837-L27, 1870-Y26
Lyndon Gurr	1826-J28, 1835-C26, 1856-P26, 1856-Y27, 1861-C27, 1870-Y26, 18GA-D26, Acq55, BB-318-LUZ, OP28, YoD1	Tony Sait	1830-G26, 1835-C26, 1856-P26, PR11, RR-2148-LE
Steve Ham	Bat4, BA19, BA20, RR-2124-I(S), RR-2134-IN	Don Shailer	6n15
Geoff Hardingham .	1837-Y25, CM2	Colin Sharpe	6n15, Acq53, BB-318-LUZ, RR-2124-I(S), RR-2134-IN
Alan Harvey	1825-H27	John Shelley	1826-J28, 1829-U25, 1835-C26, 1856-Y27, 1870-O27
Mike Head	1830-G26, 1856-P26, 18GA-D26, 18GA-Z27	David Smith	OP28
John Hopkins	1837-Y25	Don Smith	1826-J28, 1835-C26, 1837-L27, 1856-Y27, 1870-Y26, 1870-O27, 18GA-D26, 18GA-Z27
Mike Hutton	1825-H27, 1830-G26, 1856-P26, 186-1C27, 1870-Y26, Agr2	Allan Stagg	Agr2, Agr3, Bat4
Kevin Lee	Acq54, Agr2, Agr3, BA20, CM2, PR11, PR12, RR-2124-I(S), StP2, StP3	Mark Stretch	18GA-Z27, 6n15, Bat4, OP28
Michael Longdin . .	YoD1	Brian Tappenden .	RR-2134-IN
Richard Lunn	1830-G26, 1856-P26, Acq53, BA19, BA20	Steve Thomas . . .	1837-L27
John Marsden . . .	Acq55, Bat4, BB-322-IZU, BB-324-ENG, CM2, RR-2127-MP, RR-2134-IN, RR-2148-LE	Rob Thomasson . .	1829-U25, 1856-Y27, 1870-O27, StP3, YoD1
Willem Moene . . .	1825-H27, 1830-G26, 1835-C26, 1856-Y27, 1861-C27, 1870-Y26, Acq55, OP28, PR11, PR12	Roger Trethewey .	BA19, BB-318-LUZ, RR-2148-LE
		Stephen Webb . . .	1826-J28, 1837-Y25, 1837-L27, 1861-C27, PR12
		Tony Wilcock	Acq54, Acq55, StP2, StP3



OUTSIDE EDGE

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DEADLINES

Wednesday April 14th 2009
18xx games - Friday April 9th

Future deadlines: 18xx games: May 7th Other games: May 12th

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.