

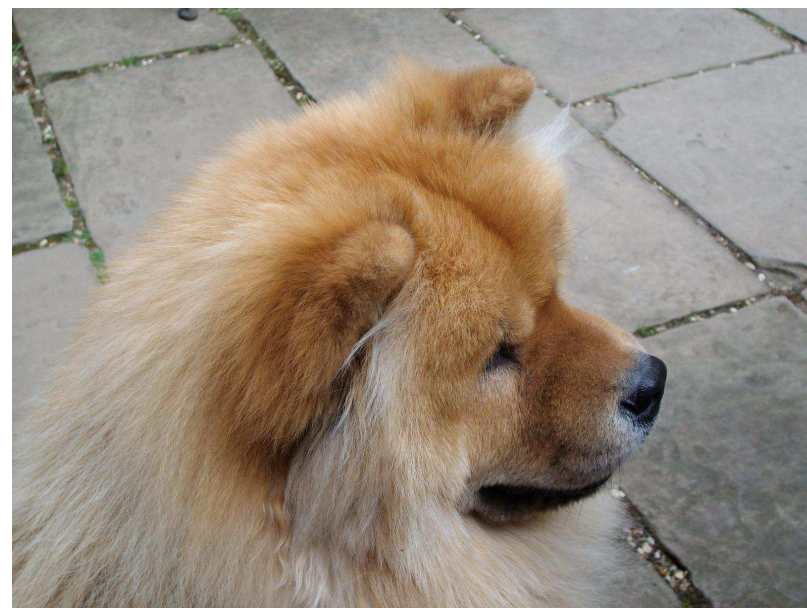
FOR WHOM THE DIE ROLLS

April 2010

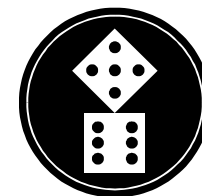
Published by Keith Thomasson

Issue 173

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



£2.00



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #173, 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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Subscription payments can be sent via PayPal to Keith@Thomasson.com

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Welcome to John Boocock.

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...

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

Games starting in the next issue...

✱ Bus Boss Mike Hutton, Pete Campbell, Jim Reader, Roger Trethewey, Kevin Lee
(Cornwall & Devon)

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

⇨④ 1825 John Boocock
⇨① 1829 (South) Pete Campbell, John Shelley, John Boocock
⇨④ 1830 Mark Frueh
⇨③ 1830 (Variant map 2) . . . Richard Lunn, Pete Campbell
⇨④ 1856 Mark Frueh
⇨④ 1861 John Boocock
✱ 1870 Lyndon Gurr, Willem Moene, Don Smith, Pete Campbell, Mark Frueh
⇨② 1889 Mike Head, Alan Harvey, Lyndon Gurr, Pete Campbell
⇨⑦ 18C2C Pete Campbell
⇨② 18Rhl Rhineland Willem Moene, Pete Campbell, Alan Harvey
⇨④ Acquire (Standard) Colin Sharpe
⇨① Acquire (Powers) Michael Graystone, Richard Lunn, John Colledge, Colin Sharpe
⇨① Age of Steam Pete Campbell, Mike Hutton, Marcus Pratt
✱ Agricola Marcus Pratt, Jim Reader, Kevin Lee, John Boocock, Allan Stagg
① Industrial Waste Alan Harvey, Marcus Pratt, Mike Head
⇨② Mystic Wood Jim Reader, Kevin Lee, Roger Trethewey
⇨⑨ Outpost Willem Moene
⇨② Phoenicia Lyndon Gurr, Mike Hutton, Mark Stretch
① Puerto Rico Tony Sait, Jim Reader, Willem Moene
⇨① Railroad Tycoon Michael Longdin, Pete Campbell, John Boocock
⇨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
③ Breaking Away Allan Stagg, Jim Reader, Mike Reeves
⇨③ Bus Boss Bob Coull, Colin Sharpe
✱ Railway Rivals Pete Campbell, Don Shailer, Tony Bromley, Jim Reader, Kevin Lee,
Steve Ham, Bob Coull, Colin Sharpe, Michael Graystone

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

START

Welcome to issue #173. This has been one of the faster turnarounds for the zine, despite an increasing number of late orders.

Once upon a time I had a simple rule. If I didn't have orders by the deadline I would consider moving ahead with the games. I got some comments about that, effectively saying 'why can't you e-mail me to ask me for orders'. It seemed a little unfair on those people who weren't on e-mail, but as the balance swung to more people on e-mail, I started doing that.

This turns out to have a detrimental effect, as having asked for orders, it is tricky to work out when to give up and get on with it. Also, since starting to do that, the number of people who miss the deadline has gone up, as if they are waiting for the reminder before they even think about writing their orders.

The bottom line is simple - it is your responsibility to observe the deadlines and get your orders in on time, which does not mean posting them on the deadline day. If you find it difficult from time to time, consider doing your orders as soon as the zine arrives. If you do it that way regularly, then you'll be doing them with the same frequency, just more promptly.

I will continue to send reminders, but I give no guarantees on how long it will be before I adjudicate the affected games, full set of orders or not. I am not likely to simply hold a game over when nothing is sent, although I may choose to do so.

The deadlines on the back page even have the right year on them now! Thanks to John Shelley for pointing out that they got stuck in 2009 at the turn of the year. No, it wasn't nostalgia. More like dementia, I suspect.

Speaking of the back page, you'll see that the future deadlines are in June. You may remember that I declared June an FWTDR-free month at the end of last year. However, if I set the next deadline in July there are some people who will push that to the very last moment, or beyond, whereas if I ask for orders in June I just might have the time and inclination to get an issue out between the end of the UK Games Expo and the start of our trip to Origins. If there isn't time to complete an issue in June I should be able to do some advance work, making it easier to finish it off when we get back.

If you're keen to keep up with news of the gaming world but are not so keen on online stuff, then what you want is a professional magazine about games. Such things have come and gone, with the only recent professional offering in English being Knucklebones from the USA. Not to demean Counter, which is great, but it is not quite as useful for showing friends what this gaming thing is all about. Knucklebones seems to have died a death. It was up for sale in December 2007, and the March 2008 issue seems to have been the last one.

But hope is on hand. Spielbox is a German magazine that has been published for 29 years, and it is now available in English. That means it will take me longer to get through it, because while I could look at the pictures and guess at the content, I can now read it all.

Most of the magazine is in English, including the advertisements. The first English edition includes a complete game - Space Drifters - that appeared in an earlier German edition, while the German edition has a different game, which may make it into the English edition later on. If you are interested, visit www.spielbox-magazin.de and click the Abonnements/Subscriptions button. Make sure to choose the language you want! Seven issues will cost you 45.50 Euros for delivery to a UK address.

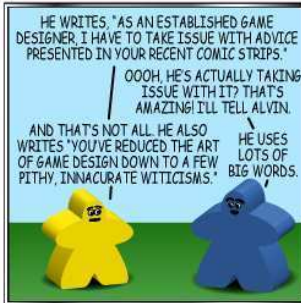
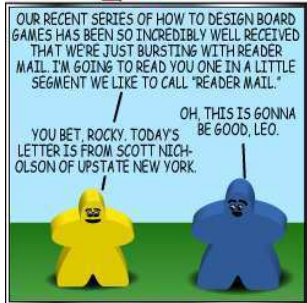
THE BOARD2PIECES GUIDE TO GAME DESIGN

BY TED ALSPACH



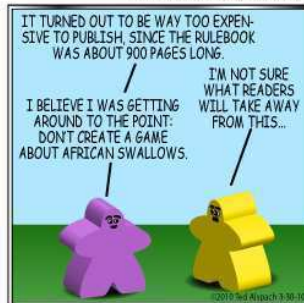
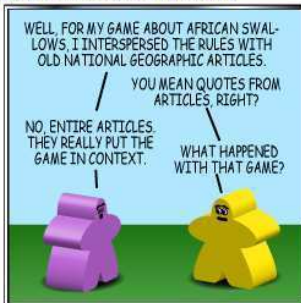
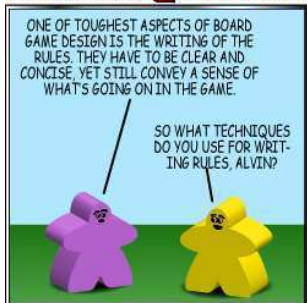
BOARD2PIECES

BY TED ALSPACH



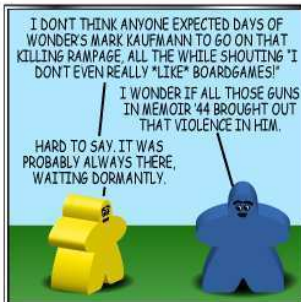
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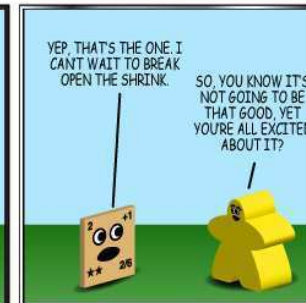
BOARD2PIECES

BY TED ALSPACH



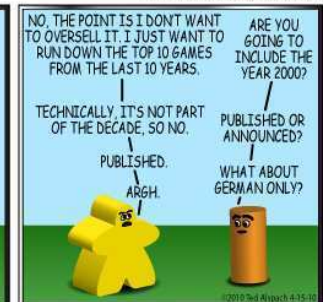
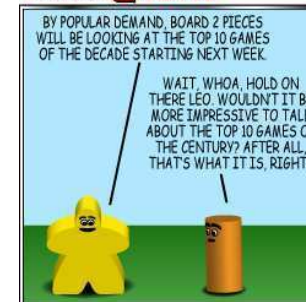
BOARD2PIECES

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BOARD2PIECES

BY TED ALSPACH





1825-H27

We work through the '4' trains
and get the first '5' train out.

OR8 - OR9

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	9:S19:1	-	240	Yes	205▲	440	3 2 2
GWR	PC	8:W17:1	9:W21:3	310	No	142▼	771	2 2 2
Mid	LR	30:R18:6	-	260	No	126▼	490	3 3
LSWR	MH	27:W21:6	-	230	Yes	100▲	350	3
GER	WM	58:U23:3	-	-	② ③	71▼	10	4 2
NBR	AH	4:F6:2	-	-	②	71▼	330	4
Cal	MH	5:H6:1	-	-	② ④	71▼	0	4 3
L&YR	LR	5:N10:4	-	-	⑤ ②	67▼	50	4 2
SECR	PC	5:W23:6	8:X18:6	-	⑥ ⑦	67▼	229	3
GNR	MH	52:N14:2	8:O17:4	-	⑥ ②	67▼	240	4

- Notes: ① 100 to the bank for a token in V16
 ② 430 to the bank for a '4' train
 ③ 320 to the LNWR for a '2' train
 ④ 330 to the LSWR for a '3' train
 ⑤ 230 to the Midland for a '2' train
 ⑥ 40 to the bank for terrain costs
 ⑦ 441 to the GWR for a '3' train

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
LNWR	WM	4:T20:1	-	200	Yes	230▲	440	3
GWR	PC	12:W23:5	-	210	No	126▼	61	5 3T
Mid	LR	38:Q15:3	-	220	Yes	142▲	120	3T 3 3
LSWR	MH	66:X16:6	-	130	Yes	112▲	340	4 3
GER	WM	14:U23:3	-	100	No	67▼	110	4
NBR	AH	15:F6:2	-	80	Yes	76▲	330	4
Cal	MH	56:G7:3	-	60	Yes	76▲	20	-
L&YR	LR	34:O11:3	-	110	Yes	71▲	50	4
SECR	PC	32:V20:1	-	130	Yes	71▲	229	3
GNR	MH	65:N14:4	-	70	Yes	71▲	230	4 3

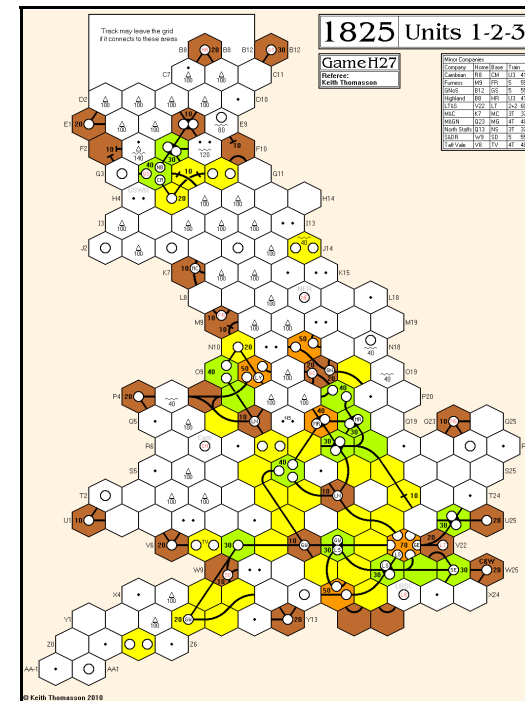
- Notes: ① 920 to the bank for a '5' train and a '3T' train
 ② 370 to the bank for a '3T' train
 ③ 10 to the Caledonian for a '4' train
 ④ 10 to the Caledonian for a '3' train

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
Willem Moene	31	149	125	305	2,184	22.7▲	12
Lionel Robbins	64	46	158	268	1,770	18.4▼	12
Mike Hutton	4	138	113	255	1,733	18.0▲	14
Pete Campbell	7	46	70	123	1,758	18.3▼	14
Alan Harvey	69	121	175	365	2,169	22.6▲	12

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds									
1/3	2/3	3/5	4/7	5/3	6/8	7/9	8/10	9/11	55/3	56/2	58/4	69/3		
114/1	115/2	198/1	199/1	10/2	11/4	12/6	13/3	14/6	15/5	16/3	17/1	18/2		
19/3	20/2	21/1	22/1	23/9	24/9	25/2	26/3	27/2	28/4	29/4	30/-	31/1		
52/5	81/1	82/1	83/1	87/1	88/1	32/-	33/1	34/2	35/2	37/2	38/7	39/3		
40/2	41/4	42/4	43/3	44/3	44/3	45/2	46/2	47/4	63/2	64/2	65/1	66/3		
67/3	68/2	118/1	119/3	200/2										

Portfolio	Privates	LNWR	GWR	Mid	NER	LSWR	GER	NBR	Cal	L&YR	SECR	GNR	GCR
Willem Moene	S&M	6D	-	-	-	-	7D	-	-	-	-	-	-
Lionel Robbins	-	-	-	6D	-	2	-	-	-	6D	-	-	-
Mike Hutton	-	-	-	-	-	6D	-	-	5D	-	-	6D	-
✱ Pete Campbell	-	-	5D	2	-	2	-	-	-	-	7D	-	-
Alan Harvey	S&D	4	1	1	-	-	-	6D	-	-	-	-	-
Bank (new)		-	-	-	10	-	3	4	4	4	3	4	10
Price (new)		100	90	82	82	76	76	76	76	71	71	71	71
Bank (pool)	TWW	-	4	1		-	-	-	1	-	-	-	
	C&HP												
	C&W												
Price (pool)		230	126	142		112	67	76	76	71	71	71	
Company credit		440	61	120		340	110	330	20	50	229	230	
Tokens		5	4	2	4	1	3	3	3	2	2	2	4
Trains		3	5	3T		4	4	4	-	4	3	4	
			3T	3 3		3						3	

Bank cash: 13,684 Certificate limit: 31 Trains: 4 x '5', 3 x '6'...
 also 6 x '3T', 5 x 'U3'



Orders required for the following round

By the early deadline

SR7



1826-J28

All the '2H' trains are bought.

OR1 - SR2

OR1	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
P	SW	9:F8:1	58:E7:2	-	-	① ② 100A	150	-	2H
A	PC	8:F18:4	4:F16:3	-	-	③ 100A	130	-	2H 2H
GC	JS	8:K15:3	9:M15:1	-	-	④ ③ 82C	30	-	2H 2H
B	LG	6:B12:4	4:B10:3	-	-	④ ⑤ 70E	35	-	2H 2H 2H
PO	DS	9:H8:2	4:J6:2	-	-	⑥ 70E	25	-	4H

- Notes:
- ① 80 to the bank for terrain costs
 - ② 100 to the bank for a '2H' train
 - ③ 200 to the bank for two '2H' trains
 - ④ 40 to the bank for terrain costs
 - ⑤ 300 to the bank for three '2H' trains
 - ⑥ 200 to the bank for a '4H' train

Stock Round 2

John	Don	Pete	Stephen	Lyndon
✗	✗	✗	+ GC treasury	✗
✗	✗	✗	- 1 P {+90B}	✗
✗	✗	✗	+ B treasury	
			✗	Priority for SR3

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
John Shelley	10	15	0	25	341	19.3	3
Don Smith	20	20	0	40	320	18.1	3
Pete Campbell	5	35	0	40	360	20.4	3
Stephen Webb	90	25	-52	63	395	22.4	3
Lyndon Gurr	20	10	0	30	350	19.8	4

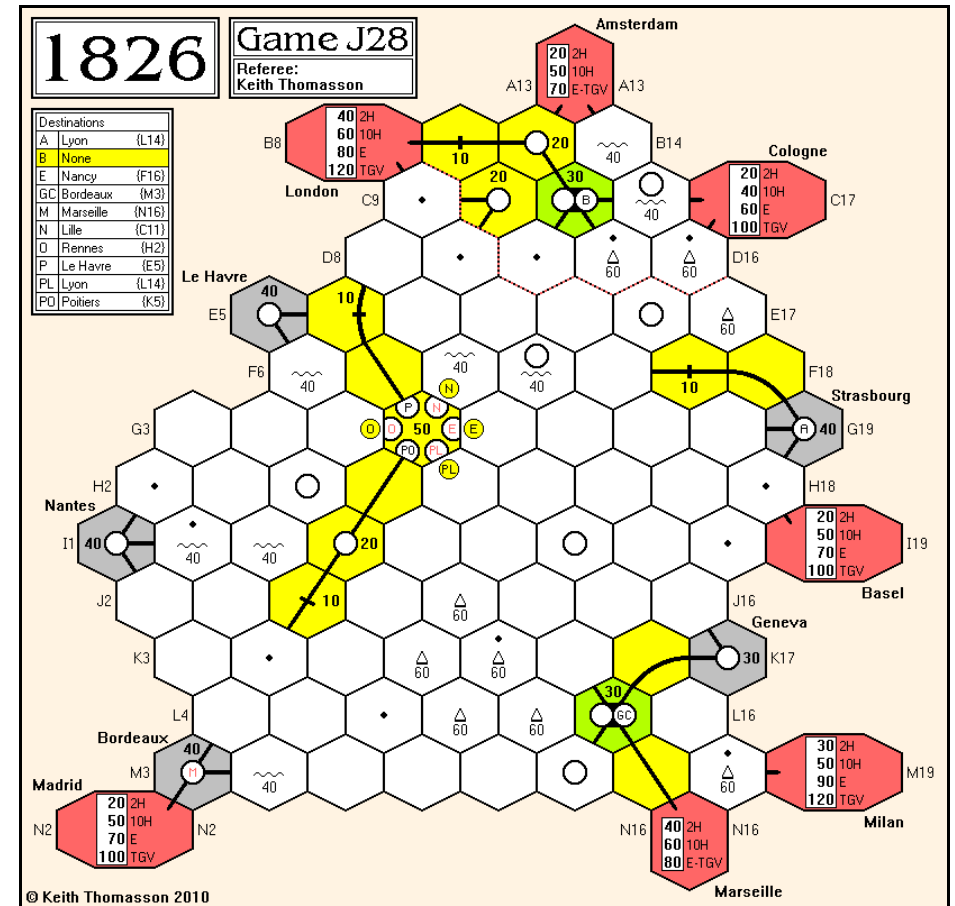
Portfolio	Privates	A	B	E	GC	M	N	O	P	PL	PO
John Shelley	Alg	-	-	-	3P	-	-	-	-	-	-
Don Smith	-	-	1	-	-	-	-	-	-	-	3P
Pete Campbell	Bridge	3P	-	-	-	-	-	-	-	-	-
Stephen Webb	-	-	1	-	1	-	-	-	2P	-	-
✗ Lyndon Gurr	Mail	-	4P	-	-	-	-	-	-	-	-

Company type	5	10	-	-	-	-	-	5	-	-
Bank (new)	5	-	10	5	10	10	10	5	10	5
Bank (pool)	-	-	-	-	-	-	-	1	-	-
Treasury shares	2	4	-	1	-	-	-	2	-	2
Price	100A	70E	82C					90B	70E	
Loans	-	-	-					-	-	-
Company credit	130	105	112					150	25	
Tokens	2	3	2					2	2	
Trains	2H	2H	2H					2H	4H	
		2H	2H							

Bank cash: 11,080 Certificate limit: 13 Trains: 6 x '4H', 6 x '6H'

Current operating order A, P, GC, B, PO

Tiles	Tile number/Availability					One Operating Round between Stock Rounds		
	3/2	4/3	5/2	6/1	7/4	8/14	9/18	57/4 58/5

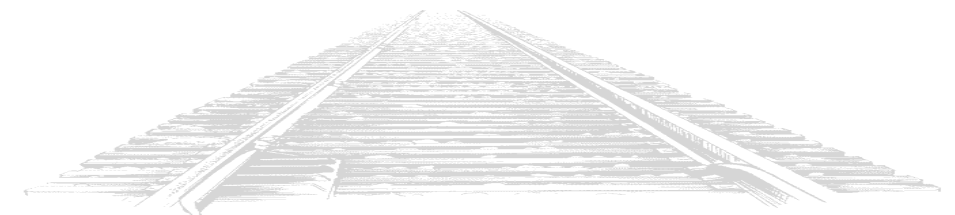


Orders required for the following rounds

By the early deadline

OR2, OR3

Adjudication can pause between rounds if requested





1829-U25

One operating round
and three new '7' trains.

OR18

OR18	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	42:U17:6	•T20 !	310	Yes	①	160▲	0	7 5
GWR	PC	51:R12:4	•T20 !	210	Yes	①	180▲	50	7 5
Mid	JS	51:Q17:6	•Q19	-	-	-	160▼	20	-
GNR	PC	51:N14:4	•O19	300	No	-	61▼	300	5 4
LBSC	LR	19:W21:5	•W23	180	No	①	82▼	130	7 4
GER	RT	38:S15:2	•W17	200	Yes	-	90▲	110	5 4
GCR	JS	166:R16:6	•P20	180	No	-	71▼	310	4

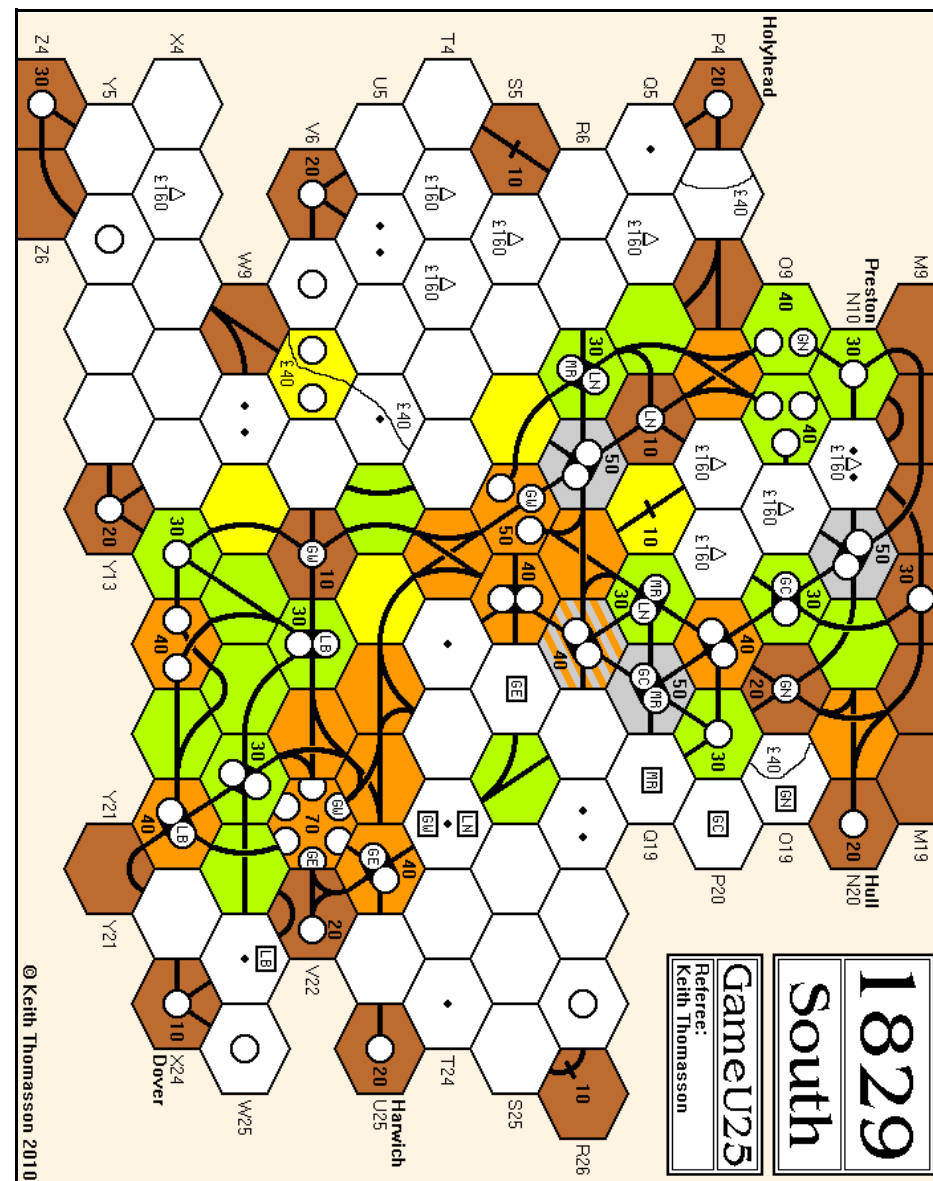
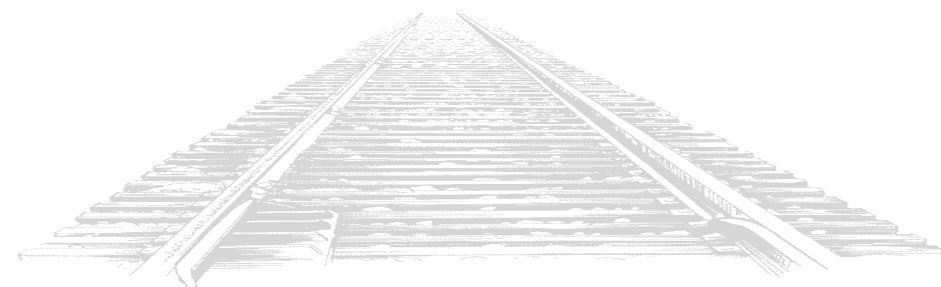
Notes: ① 720 to the bank for a '7' train

Cash Flow	b/f	OR18	c/f	Value	%	Certs
Rob Thomasson	294	437	731	5,434	24.2▲	17
John Shelley	781	158	939	4,112	29.0▼	18
Pete Campbell	524	239	763	3,308	23.3▲	16
Lionel Robbins	660	96	756	3,345	23.6▼	17

Portfolio	Steam Packets	LNWR	GWR	Mid	GNR	LBSC	GER	GCR
Rob Thomasson	Holyhead	6D	1	-	-	1	9D	1
John Shelley	Hull, Harwich	1	2	6D	-	-	1	8D
Pete Campbell	Preston	2	7D	-	6D	2	-	-
Lionel Robbins	Dover	1	-	4	4	7D	-	1

Bank (new)	-	-	-	-	-	-	-	-
Price (new)	100	90	82	71	67	64	61	61
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	160	180	160	61	82	90	71	71
Company credit	0	50	20	300	130	110	310	310
Tokens	3	3	2	3	2	2	2	2
Trains	7.5	7.5	-	5.4	7.4	5.4	4	4
Bank cash: 16,811	Certificate limit: 18						Trains: 1 x 7	

Tiles	Tile number/Availability													Four Operating Rounds between Stock Rounds	
1/2	2/2	3/2	4/5	5/4	6/4	7/4	8/5	9/10	10/3	12/1	13/2	14/-	15/1	16/-	17/-
15/1	16/-	17/-	18/1	19/1	20/2	21/-	22/1	23/3	24/2	25/2	26/2	27/2	28/-	29/1	30/1
28/-	29/1	30/1	31/1	32/-	33/1	34/-	35/-	36/1	37/1	38/2	39/1	40/1	41/2	42/2	43/-
41/2	42/2	43/-	44/-	45/-	46/-	47/-	48/1	49/1	50/2	51/-	60/2	166/3			



Orders required for the following rounds

By the early deadline

OR19, SR13

Adjudication can pause between rounds if requested



1830-G26

The first Diesel has arrived.

OR11 - SR8

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	-	420	Yes	-	180B	10	5
PRR	RL	-	230	Yes	-	155C	67	5
Erie	WM	3:F10:2	130	Yes	①	142A	154	6
C&O	MHd	8:H6:1	240	Yes	-	100D	0	6
CPR	WM	9:B22:3	120	Yes	-	90C	0	5
NYNH	MHn	9:D16:3	190	Yes	-	90E	434	-
NYC	WM	9:D12:3	190	No	② ③	54G	1	D

- Notes: ① 1 to the NYC for a '4' train
 ② 84 to the Erie for a '4' train
 ③ 800 and a '4' train to the bank for a Diesel

Stock Round 8

Willem	Tony	Mike Head	Mike Hutton	Richard
+ NYC pool	✗	+ PRR new	+ B&M new	+ NYC pool
+ NYC pool	✗	+ NYC pool	+ B&M new	+ Erie new
+ NYNH pool	✗	+ Erie new	+ B&M new	✗
+ B&M new (floated)	✗	+ Erie new	+ Erie new	✗
✗	✗	+ CPR new	+ NYNH pool	✗
✗	✗	+ CPR new	✗	✗
✗	✗	+ CPR new	✗	✗
✗	✗	✗	Priority for SR9	

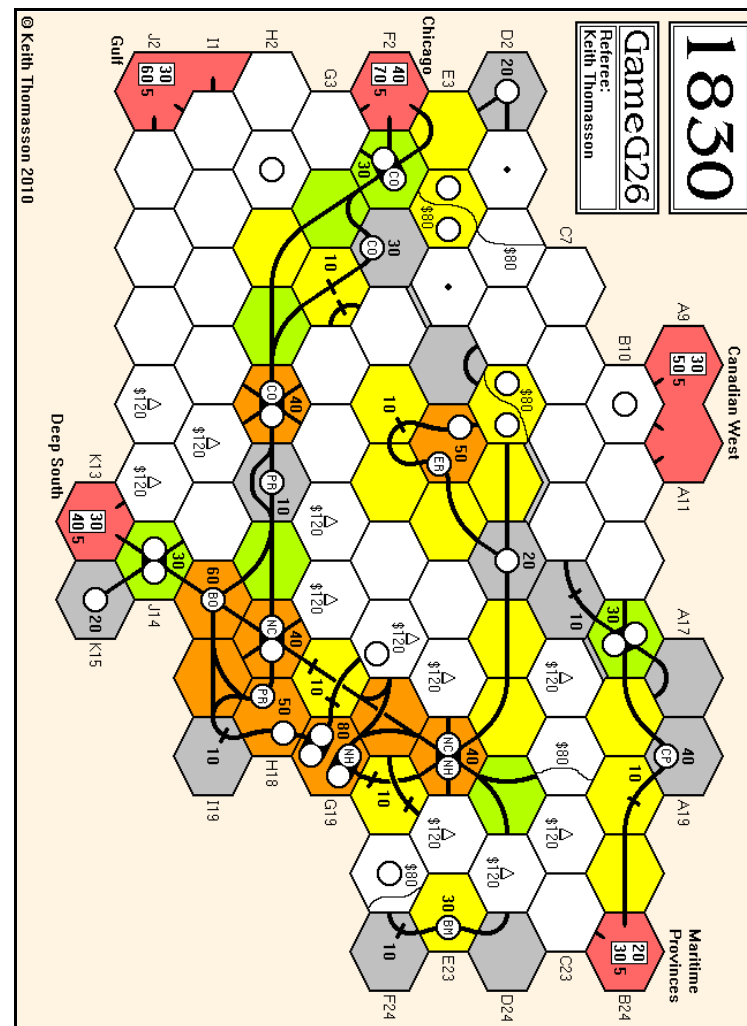
Cash Flow	b/f	OR11	SR8	c/f	Value	%	Certs
Mike Head	427	209	-590	46	1,972	17.9	13-15
Mike Hutton	351	184	-490	45	1,776	16.1	13-14
Richard Lunn	523	277	-154	646	2,685	24.3	11-13
Willem Moene	269	150	-298	121	1,995	18.1	12-15
Tony Sait	635	323	0	958	2,618	23.7	9

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	-	1	6P	3	2	2	-	2
Mike Hutton	5P	1	1	-	1	1	6P	1
Richard Lunn	-	2	1	1	1	2	1	6P
Willem Moene	1	-	-	6P	6P	4P	1	-
Tony Sait	-	6P	2	-	-	1	-	1

Bank (new)	4	-	-	-	-	-	-	-
Price (par)	100	100	76	82	100	76	71	90
Bank (pool)	-	-	-	-	-	-	2	-
Price (pool)	100A	200A	111C	100B	142A	58F	90E	180B
Company credit	1,000	10	0	0	154	1	434	67
Tokens	2	2	-	3	2	2	-	2
Trains	-	5	6	5	6	D	-	5

Bank cash: 8,518 Certificate limit: 1.5 Trains: Diesels
 Current operating order: B&O, PRR, Erie, C&O, CPR, B&M, NYNH, NYC

Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds						
1/1	2/-	3/1	4/2	7/2	8/4	9/4	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

OR12, OR13

Adjudication can pause between rounds if requested



1830-V2-U28

Time for another twist
on the familiar.

NEW GAME

We've had one game using one variant map for Wolfram Janich's 1830 Variant Box. This game will use the other map from that set. It's 1830, Jim, but not as we know it.

Don Smith	16 Gilchrist Way, Braintree, Essex, CM7 7SY
Tony Sait	6 Hawkswood Avenue, Frimley, Surrey, GU16 5LH
Alan Harvey	6 Serina Avenue, Littleover, Derby, DE23 6JT
Mark Stretch	41 Burma Close, Evesham, Worcestershire, WR11 1GZ

You each start with 600 and are looking at six Private Companies, which is all your first orders need to be concerned with. The six companies have the following names and values:

Schuylkill Valley Railroad	SVR	Cost	20	Revenue	5
Champlain & St. Lawrence Railway	C&StL	Cost	40	Revenue	10
Delaware & Hudson Railroad	D&H	Cost	70	Revenue	15
Mohawk & Hudson Railroad	M&H	Cost	110	Revenue	20
Camden & Amboy Railroad	C&A	Cost	160	Revenue	25
Baltimore & Ohio Railroad	B&O	Cost	220	Revenue	30

Check your rule books for the benefits, if any, that these items bring. The locations of the Private Companies are shown on the map by the company abbreviation. When the B&O private is bought, the initial par price for the B&O public company will be set at 100 unless you advise me otherwise.

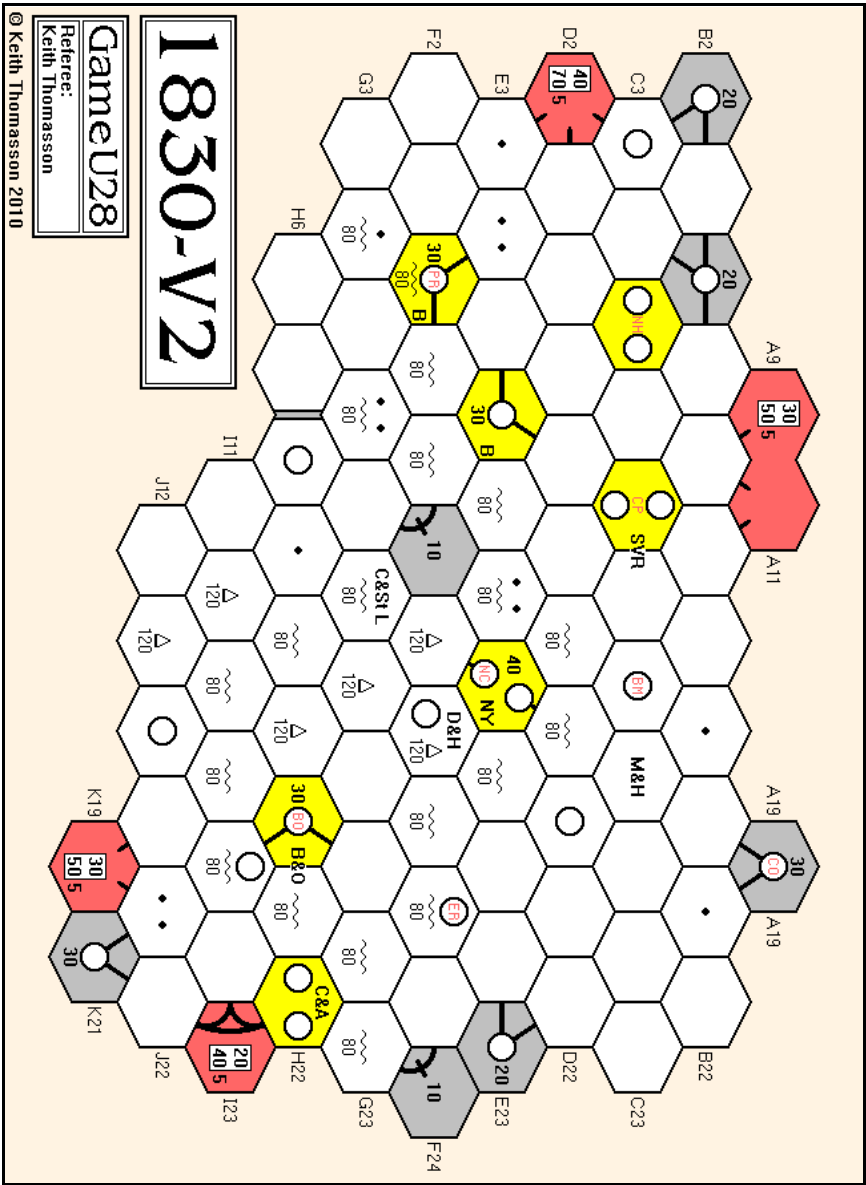
The common approach to the bidding process is to indicate what you want to go for (or what you want to avoid) and the maximum you'll pay. Bids will be 5 above the initial price or the last bid unless you advise otherwise. Some players just say 'buy whatever I'm offered', some also give a total limit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

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

Maps and tile sheets are enclosed for everyone, but put those in a safe place until you need them. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies. Please take note and let me know if you have any queries on this topic.

Also note that the tile sheets use my coordinated orientation system, so they may differ from other tile sheets from place to place. This is the tile reference for use with this game, so please file it appropriately.

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



Orders required for the following round	By the early deadline
Stock Round 1, Private Companies only, starting with Don	



1835-C26

Most portfolios are filled up.

SR10

Stock Round 10

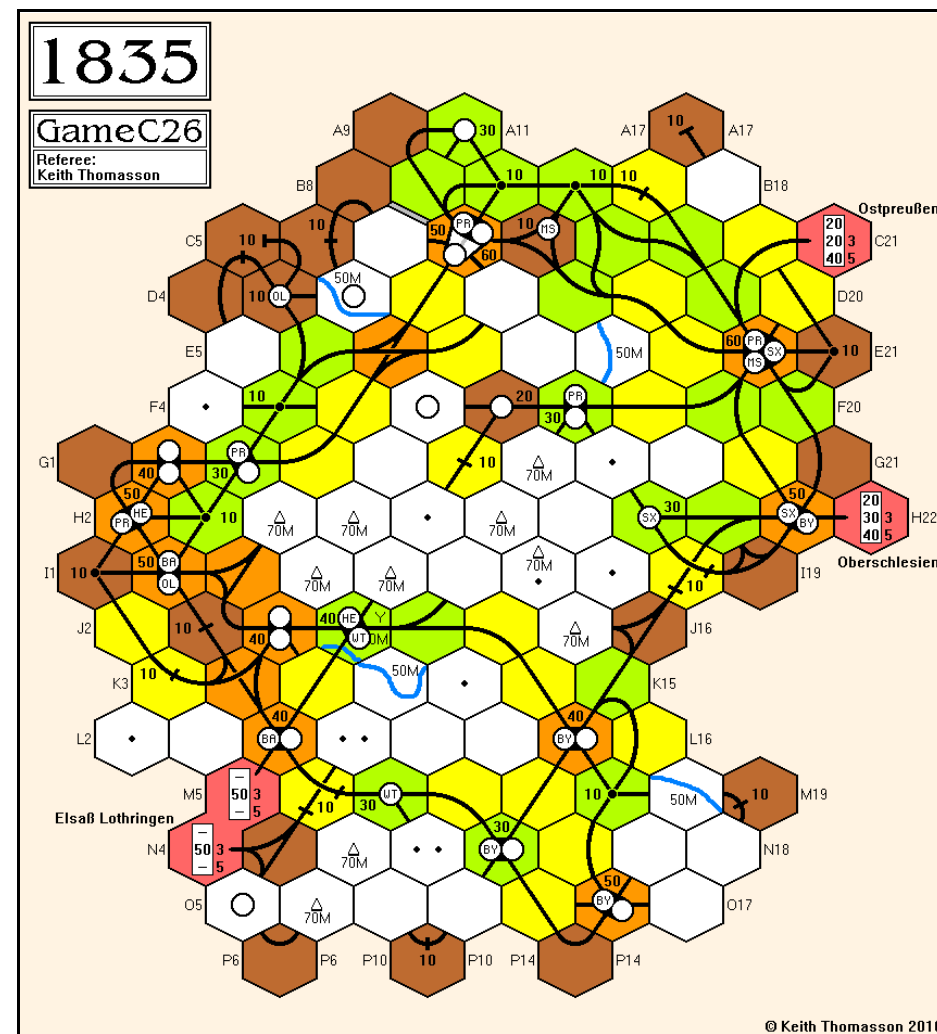
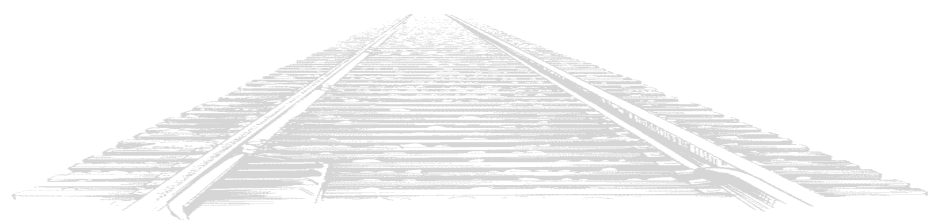
Tony	Don	Lyndon	Willem	John
✗	+ MsE new	✗	+ WtE pool	✗
✗	+ MsE new	✗	+ MsE new	✗
✗	✗	✗	+ MsE New	✗
✗	✗	✗	✗	Priority for SR1!

Cash Flow	b/f	SR10	c/f	Value	%	Certs	Limit
John Shelley	2,702	0	2,702	4,976	26.4▼	14	14
Tony Sait	1,667	0	1,667	3,577	19.0▲	11	13
Don Smith	603	-160	443	2,447	13.0▼	13	13
Lyndon Gurr	2,368	0	2,368	5,056	26.9▼	14	14
Willem Moene	871	-274	597	2,769	14.7▲	13	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	60/4	-
Lyndon Gurr	-	-	90/8	80/6	-	-	-	-
Willem Moene	80/10	-	-	-	-	10/1	20/2	-

Bank (new)	-	-	-	-	-	-	-	10/1
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	10/1	10/1	-	-	-	-	-
Price (pool)	234B	154D	192D	120B	150B	124D	88D	86E
Company credit	486	202	261	620	195	332	321	20
Tokens	2	1	-	-	-	-	-	-
Trains	6	6	4 3+3	4 4	5 3+3	5 3+3	4+4	5+5
Bank cash: 1,786								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

OR15



1837-Y25

The Bh is floated to make it a full house.

SR9

Stock Round 9				
Tony Bromley	Tony Robbins	Geoff	John	Stephen
+ BH/Dir {97}	+ Sd new	+ Sd new	+ Th new	+ Cl new
+ Th new	+ Sb pool	+ Bk pool	+ Cl new	+ Cl new
+ Bh new	+ Gt new	+ Cl pool	+ Gt pool - 1 Cl {124C}	+ Cl pool
+ Bh new	+ Gt new	+ Gt new	+ Bk pool	+ Gt new
+ Bh new {floated}			+ Bh new	+ Bh new
+ Bk pool			+ Bh new	+ Bh new
Priority for SR10				

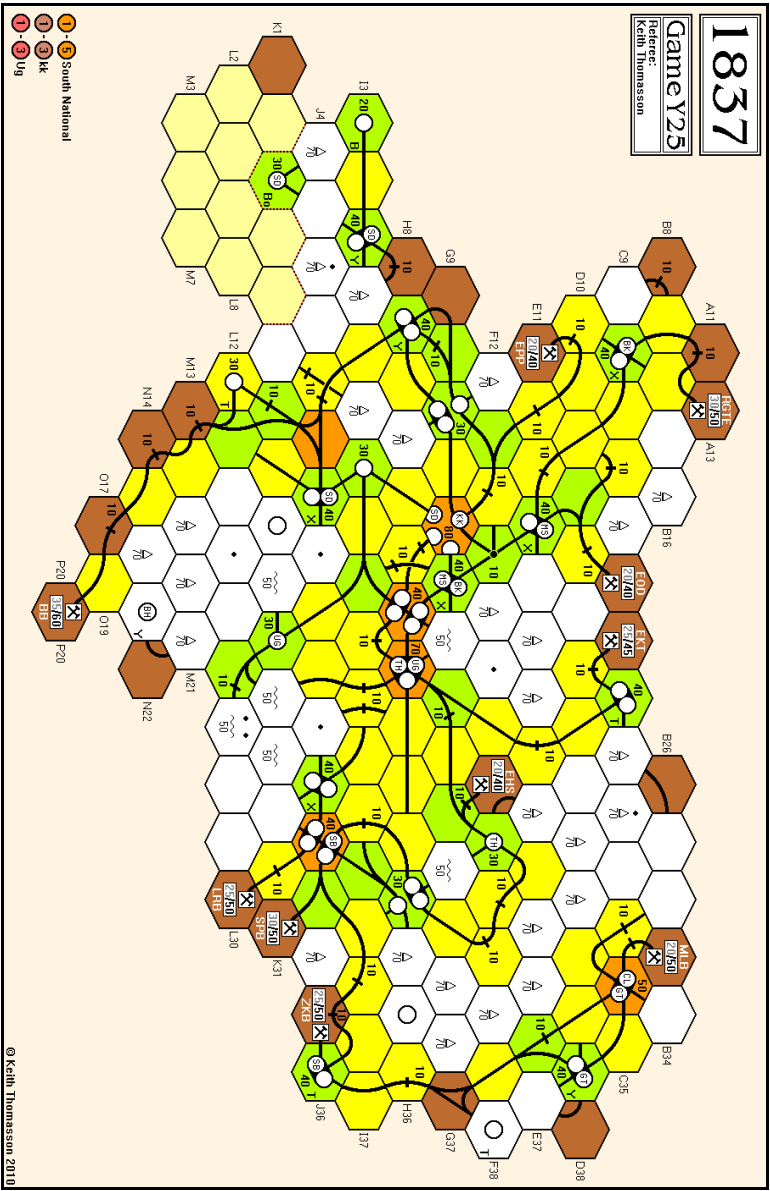
Cash Flow	b/f	SR9	c/f	Value	%	Certs
John Hopkins	698	-410	288	2,037	14.0	12-17
Stephen Webb	888	-601	287	2,581	17.8	15-20
Tony Bromley	729	-674	55	3,068	21.2	16-20
Tony Robbins	975	-364	611	3,426	23.6	17-20
Geoff Hardingham	664	-442	222	3,391	23.4	15-16

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

Bank (new)	-	-	-	-	-	-	-	-	-	-
Price (new)	97	85	104	75	120	70	70	142	104	175
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	99A	87E	128B	65H	154B	67G	74H	225B	145A	260B
Credit	873	481	369	322	655	495	275	98	232	345
Tokens	3	1	2	1	2	1	1		1	1
Trains	2G	4	4+1	4	4+2	4E	4	3G	4	5
		2G		2G	3+1	2G	3G		3+1	2G
					2G					

Bank cash: 12,805 Certificate limit: 17 Trains: 3 x '4G', 1 x '5', 1 x '5E'...
Current operating order: Ug, Sd, Kk, Th, Cl, Bh, Bk, Sb, Ms, Gt

Three 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
201/3	202/3	401/3	402/3	404/4	12/1	16/3	17/1	18/1	19/3	20/3	23/12
25/2	26/4	27/4	28/3	29/2	30/-	31/1	87/1	88/2	204/2	205/2	206/1
208/1	405/2	406/2	408/2	410/1	411/1	412/1	413/1	414/1	415/1	416/1	417/1
419/2	420/2	421/1	422/1	423/2	424/2	425/1	426/-	427/1	429/-	39/2	40/3
42/3	43/2	44/3	45/3	46/3	47/3	63/4	70/2	216/4	430/5	431/4	432/2
435/-	436/-										



Orders required for the following round	By the early deadline
OR11	



1837-L27

Just the one round
to set the record straight.

OR8

There were a number of changes to the last round prompted by the tile upgrade in D18 being illegal, and my failure to properly capitalise the new companies in the previous stock round.

The EOD joins the Ms and all three Kk minors join to form the Kk.

OR8	Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EKT	PC	9:E37:1	70	25	Half	-		225	-
LRB	ST	3:I25:3	130	25	Half	①		235	2G
BB	PC	7:L16:6	70	35	Half	-		120	2G
EHS	PC	23:G29:2	70	20	Half	-		55	-
U1	SW	24:H16:5	150	-	Half	-		76	3+1
U2	SW	7:K15:3	-	-	-	-		139	-
U3	AR	9:I11:1	140	-	Half	②		175	3
Sd	AR	406:G19:1	130	-	Yes	③ ④	157D▲	96	4 3
Kk	ST	-	130	-	Yes	⑤ ⑥	130D▲	0	4 4 3+1 3
Th	ST	23:H28:2	120	25	Yes	⑦	104A▲	7	4E 2G
Bk	DS	-	110	30	Yes	-	96E▲	759	3 2G
Sb	DS	-	110	30	Yes	-	95C▲	920	2G
Cl	PC	401:F38:6	210	25	No	⑧	70G▼	45	4+1 4 2G
Ms	AR	29:G21:4	180	-	Half	⑨	65H▼	139	4 3G

- Notes:
- ① 50 to the bank for terrain costs
 - ② 70 to the bank for terrain costs
 - ③ 20 to the bank for a token in G19
 - ④ 1,060 to the bank for a '3G' train and a '4' train
 - ⑤ 940 to the bank for two '4' trains
 - ⑥ 240 to the Th for a '3+1' train
 - ⑦ 500 to the bank for a '4E' train
 - ⑧ 530 to the bank for a '4+1' train
 - ⑨ 1 to the Sd for a '3G' train

Portfolio	Mountain/Coal/Minors	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Pete Campbell	Tau/EKT BB EHS	-	1	6D	2D	-	-	2	-	-	-
Don Smith	Woch	-	5D	-	-	-	1	6D	-	-	-
Steve Thomas	Kars Sem/LRB	-	-	1	-	4D	-	-	2	5D	-
Adam Romoth	Arl Bren Kara/U3D	-	-	-	-	-	5D	-	6D	-	-
Stephen Webb	U1D U1 U2D U3	-	3	1	-	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)		96E	70G	104A	130D	65H	95C	157D	104A	175D
Company credit		759	45	0	139	920	0	2		
Tokens	3	2	2	3	-	2	2	2	2	-
Trains		3	4+1	4	4	2G	4	4E		
		2G	4	4	3G		3	2G		
			2G	3+1						
				3						

Bank cash: 10,884 Certificate limit: 17 Trains: 1 x '3G', 1 x '4+2', 2 x '5'...

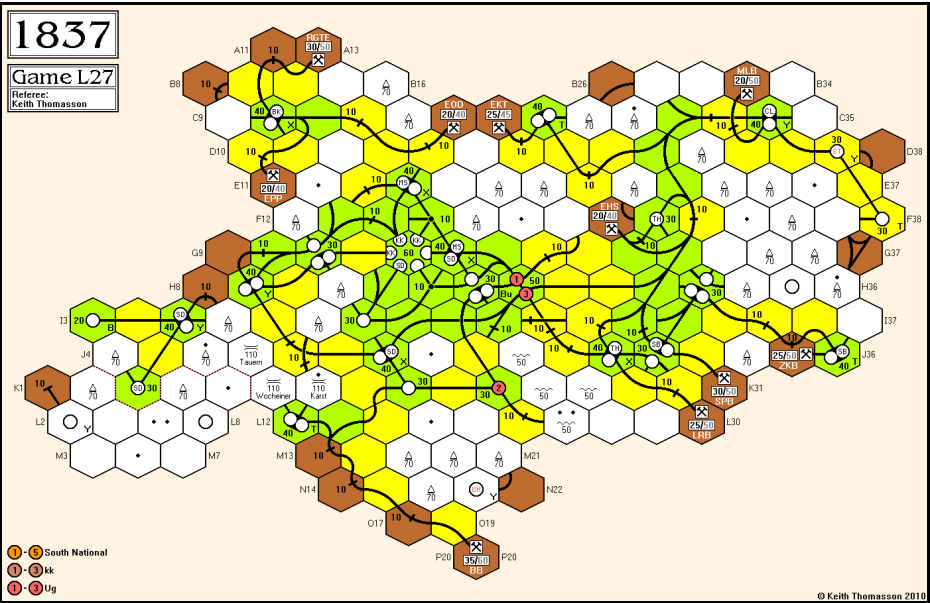
also: 1 x '3'

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

Cash Flow	b/f	OR8	c/f	Value	%	Certs
Pete Campbell	300	138	438	1,801	18.1▼	13
Don Smith	234	160	394	1,639	16.4▼	10-11
Steve Thomas	311	218	529	2,283	22.9▲	14
Adam Romoth	355	218	573	2,425	24.3▲	10-14
Stephen Webb	276	204	480	1,822	18.3▲	13

The EKT (Ms), LRB (Th) and EHS (Th) may all be exchanged before the next round for shares in the relevant companies. The Ug may also be formed if Stephen wishes it.

Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds									
1/2	2/3	3/3	4/10	5/1	7/5	8/17	9/11	55/1	56/1	57/3	58/4	69/1			
201/4	202/3	401/3	402/3	404/4	12/1	16/3	17/-	18/1	19/2	20/3	23/10	24/11			
25/2	26/3	27/3	28/3	29/2	30/-	31/1	87/1	88/2	204/1	205/-	206/1	207/1			
208/1	405/1	406/2	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/-						



Orders required for the following round	By the early deadline
SR7	



1856-P26

Control of the CGR changes hands.

SR8

Stock Round 8

Mike Head	Tony	Richard	Lyndon	Mike Hutton
+ BBG new	✗	+ CGR pool (gains Pres)	+ CGR pool	+ WR pool
+ GT pool	✗	+ CGR pool	+ CGR pool	✗
✗	✗	+ BBG new	✗	✗
✗	✗	+ BBG new	✗	✗
✗	✗	+ GT pool	✗	✗
✗	✗	✗	✗	✗
Priority for SR9				

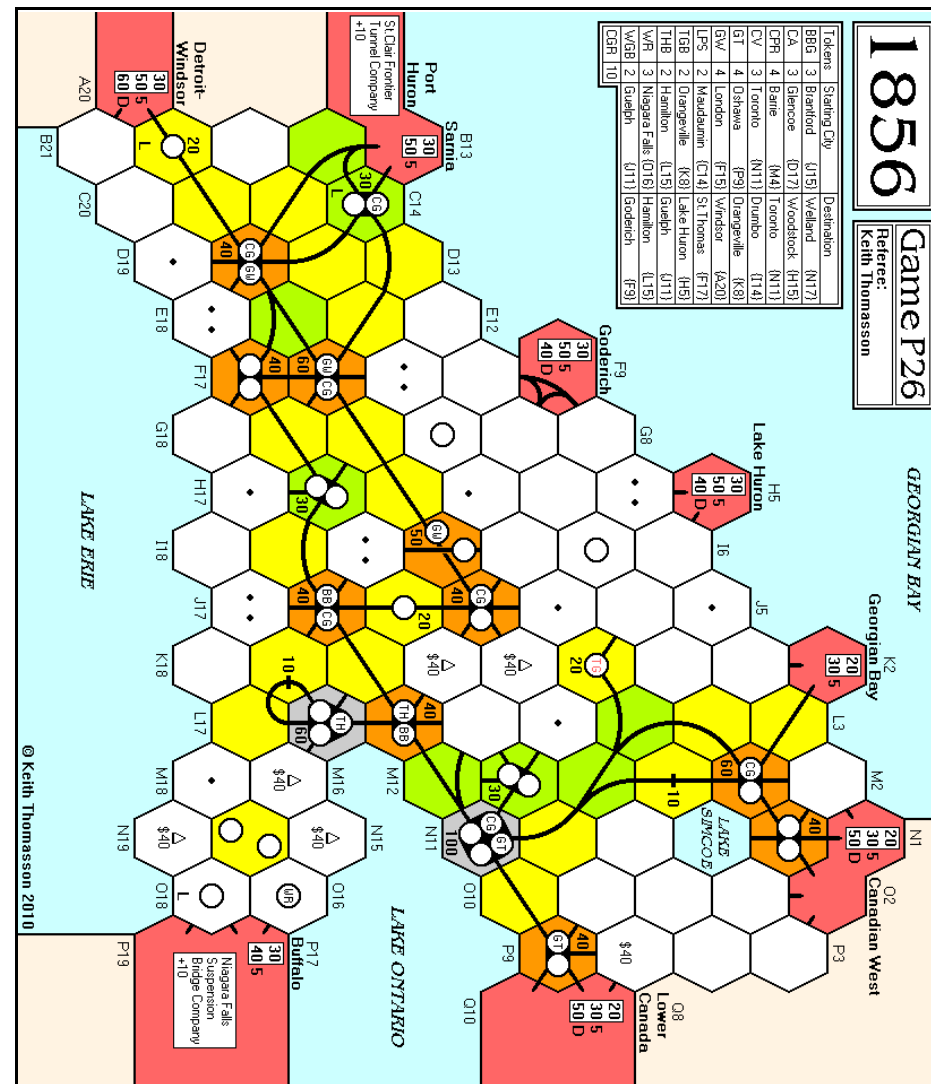
Cash Flow	b/f	SR8	c/f	Value	%	Certs
Richard Lunn	659	-595	64	2,029	17.2▲	10½
Lyndon Gurr	903	-220	683	2,513	21.3▼	10½
Mike Hutton	265	-60	205	1,875	15.9▲	10½
Mike Head	1,123	-275	848	2,948	25.0▼	10½
Tony Sait	635	0	635	2,435	20.6▼	9

Portfolio	BBG	GT	GW	TGB	THB	WR	CGR
Richard Lunn	2	1	4	-	-	-	7P
Lyndon Gurr	6P	-	-	-	2	-	7P
Mike Hutton	-	-	6P	-	-	6P	1
Mike Head	2	2	-	-	6P	-	3
Tony Sait	-	6P	-	2P	2	-	2

Bank (new)	-	-	-	7	-	4	-
Price (par)	100	70	75	70	100	80	110
Bank (pool)	-	1	-	1	-	-	-
Price (pool)	110A	175D	200C	65F	200A	60D	110A
Company credit	374	156	323	-	5	1	73
Tokens	1	2	1	2	-	2	3
Trains	D 5	5	D	-	5	-	6

Bank cash: 8,423 Certificate limit: 11 Trains: 1 x '6', Diesels
Current operating order: GW, THB, 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 rounds

By the early deadline

OR14, OR15

Adjudication can pause between rounds if requested



1856-Y27

The CPR grabs a spot in Toronto.

OR5 - OR6

OR5	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CA	JS	9:G16:2	-	-	① ② ③	80B*	60	1	4
WR	LQ	5:O18:1	-	-	① ④	70F*	0	3	4
LPS	DS	24:E16:3	90	Yes	⑤	80F*	204	3	3
CPR	RT	9:O8:3	110	Yes	⑥ ⑦ ③	80F*	36	4	4 3
GT	WM	24:N7:3	200	Yes	①	75F*	135	5	3 3
GW	RT	121:F15:1	110	Yes	①	75F*	193	3	3

- Notes: ① Government loan secured
 ② 40 to the bank for a token in F17
 ③ 350 to the bank for a '4' train
 ④ 350 to the bank for a '4' train partly funded by \$45 from Lyndon
 ⑤ Destination reached - 70 released from escrow
 ⑥ Destination reached - 325 released from escrow
 ⑦ 40 to the bank for a token in N11

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
LPS	DS	24:D15:6	90	Yes	-	90F*	198	3	3
CPR	RT	14:N3:3	250	Yes	-	90F*	16	4	4 3
CA	JS	15:D17:2	140	Yes	①	90B*	140	2	4
GT	WM	-	200	Yes	①	80F*	245	6	3 3
GW	RT	9:C16:1	110	No	① ②	70F*	18	4	4 3
WR	LQ	-	120	Yes	③	75F*	20	3	4

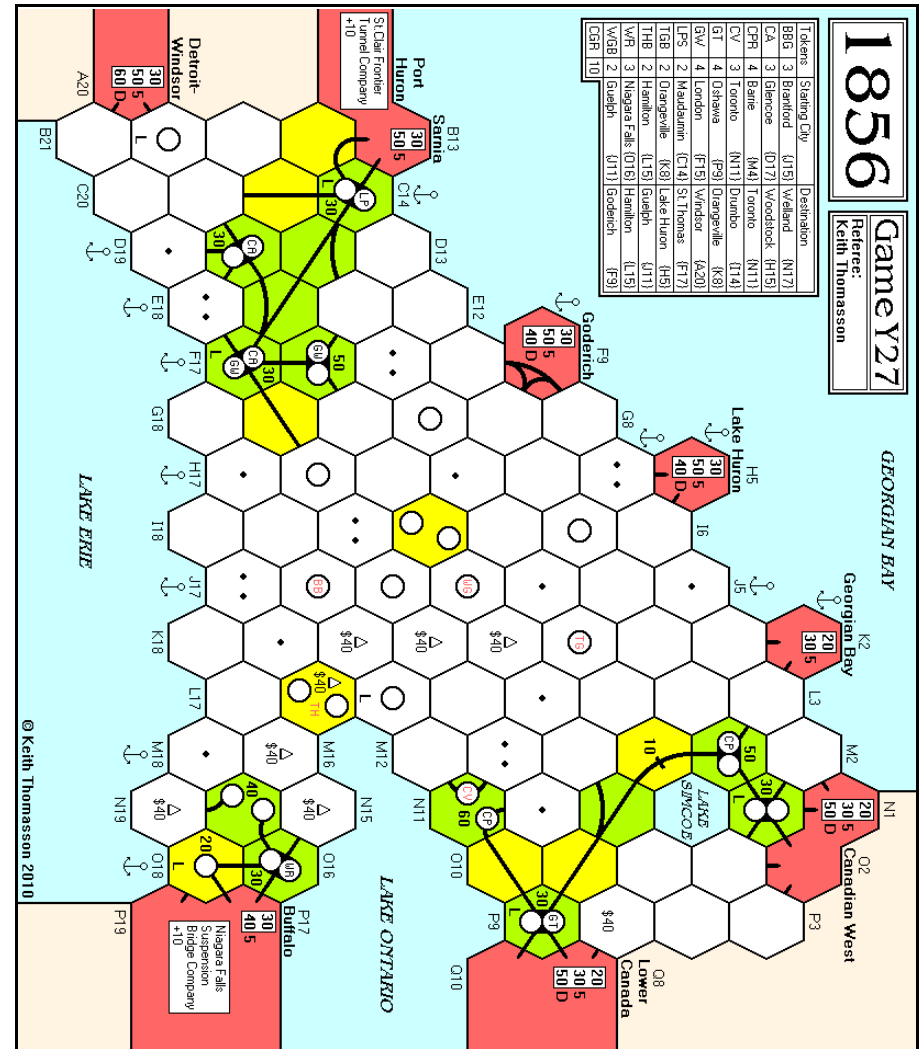
- Notes: ① Government loan secured
 ② 350 to the bank for a '4' train
 ③ Run reduced to 100 to pay loan interest

Cash Flow	b/f	OR5	OR6	c/f	Value	%	Certs
Willem Moene	0	142	145	287	927	23.4*	7
Rob Thomasson	2	99	150	251	1,001	25.2*	7
Lyndon Gurr	42	17	120	179	764	19.2*	6
Don Smith	29	56	70	155	695	17.5*	5
John Shelley	5	22	56	83	583	14.7*	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	90F		80F	70F	90F				75F
Company credit		140	16		245	18	198				20
Tokens	3	1	2	3	3	2	1	2	2	2	2
Trains		4	4 3		3 3	4 3	3				4
Bank cash: 10,408					Certificate limit: 13						Trains: 3 x '5', 2 x '6'...
Current operating order:					LPS, CPR, CA, GT, WR, GW						

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/3	5/1	6/2	7/6	8/13	9/9	55/1	56/1	57/4	58/2
69/1	14/2	15/-	16/1	17/1	18/1	19/1	20/1	23/4	24/1	25/1	26/1	27/1
28/1	29/1	59/1	120/-	121/-								



Orders required for the following round	By the early deadline
SR5	



1861-C27

The Russian State Railway
makes its appearance.

OR7 - MR3

OR7	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MB	PC	6:D9:2	-	-	① ②	120C▼	0	-	3
D	MH	15:G18:6	-	-	①	120C▼	45	-	3
E	LG	7:O6:2	-	-	③ ④ ⑤	120C▼	10	2	4
V	SW	57:H19:2	-	-	③ ④	110D▼	110	2	-
MV	WM	14:H13:3	-	90	Half	120D▲	80	-	3
KR	MH	9:F17:3	-	130	Half	120D▲	155	-	3
TR	SW	57:J17:1	9:J15:1	-	⑥ ⑦	65F▼	21	-	-
RO	LG	9:E6:2	87:F5:3	140	Half	65G▲	80	-	3
GRR	SW	29:E2:4	-	130	Yes	180B▼	7	-	4 4 3
MK	PC	4:D11:1	-	80	Yes	150C▼	11	-	4 3
RSR					⑨ ⑩		35	8	5

- Notes: ① 225 to the bank for a '3' train
 ② 45 to the MK for a '2' train
 ③ 2 loans acquired
 ④ 350 to the bank for a '4' train
 ⑤ The MNN, SPW and KK are without trains, and are therefore nationalised and absorbed into the RSR
 ⑥ 20 to the bank for a second tile lay
 ⑦ 110 to the V for a '4' train
 ⑧ 1 to the TR for a '4' train
 ⑨ 8 loans acquired
 ⑩ 550 to the bank for a '5' train

Merger Round 3

The KR converts to the NW

To conclude the merger round, Lyndon, Mike and Willem may buy one share in the NW.

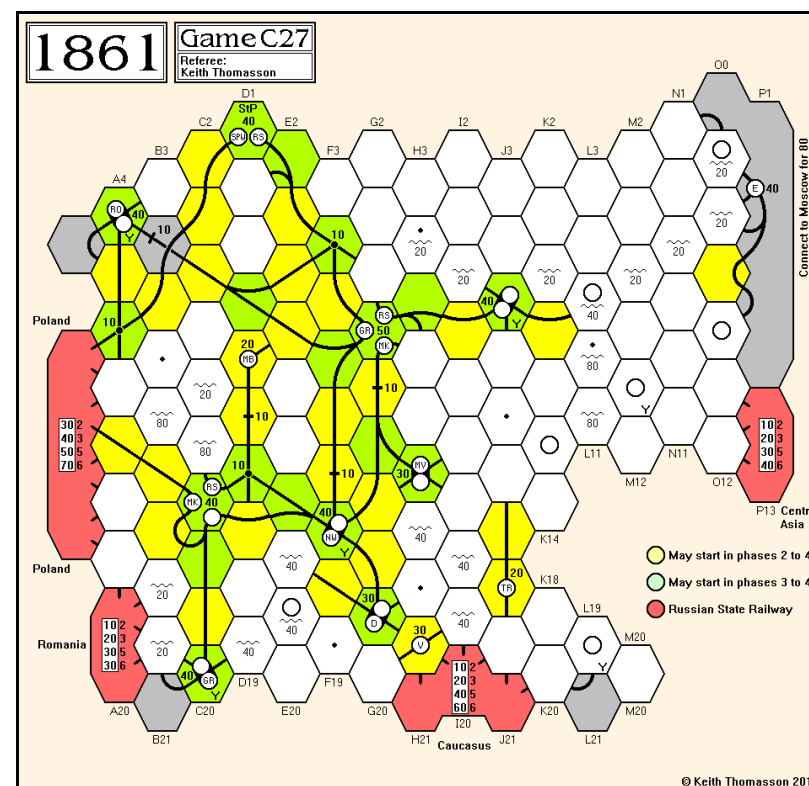
Portfolio	Privates	MV	RO	D	E	MB	TR	V	GRR	MK	NW	RSR
Mike Hutton	-	-	-	1	-	-	-	-	-	-	-	-
Pete Campbell	BSSC	-	-	-	-	1	-	-	-	3P	-	-
	MRR	-	-	-	-	-	-	-	-	-	-	-
Willem Moene	-	1	-	-	-	-	-	-	1	-	-	-
Stephen Webb	-	-	-	-	-	-	1	1	3P	-	2P	-
Lyndon Gurr	-	-	1	-	1	-	-	-	-	-	-	-
Bank (new)	-	-	-	-	-	-	-	-	6	7	8	-
Bank (pool)	-	-	-	-	-	-	-	-	-	-	-	-
Price		120D 65G		120C 120C 120C	65F	110D			180B 150C 120D			
Loans	-	1	-	2	-	-	2	-	-	-	-	8
Company credit	80	80	45	10	0	21	110	7	11	155	35	
Tokens	-	-	-	-	-	-	-	1	1	3	5	
Trains	3	3	3	4	3	-	-	4 4	4	3	5	

Bank cash: 13,844 Certificate limit: 13 Trains: 3 x '5', 2 x '6'
 Current operating order: MV, MB, D, E, V, RO, TR, GRR, MK, NW

Cash Flow	b/f	OR7	MR3	c/f	Value	%	Certs
Mike Hutton	142	165	0	307	427	12.4▼	2
Pete Campbell	27	64	0	91	821	23.8▼	5
Willem Moene	62	278	0	340	640	18.6▲	2
Stephen Webb	7	39	0	46	1,001	29.0▲	4
Lyndon Gurr	122	250	0	372	557	16.2▲	3

Tiles	Tile number/Availability						Two Operating Rounds between Stock Rounds						
3/2	4/1	5/2	6/2	7/★	8/★	9/★	57/-	58/4	201/3	202/3	621/2	14/1	
15/1	16/2	17/2	18/2	19/2	20/2	21/2	22/2	23/5	24/2	25/3	26/1	27/2	
28/1	29/1	30/2	31/2	87/1	88/1	204/1	207/1	208/2	619/2	622/2	624/1	625/1	
626/1	635/-	637/-	39/2	40/2	41/2	42/2	43/2	44/2	45/2	46/2	47/2	63/3	
611/3	623/3	636/1	638/1	641/1	801/2	911/3							
★ Yellow track tiles are unlimited													

Yellow track tiles are unlimited



Orders required for the following rounds

By the early deadline

MR3 conclusion, OR8, MR4

<div>1870-Y26</div>									
The '5' trains arrive and reduce the train limit to two.									
<div>OR9 - OR10</div>									

OR9	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MKT	LQ	7:H15:5	58:I14:2	180	Yes	-	160C	612
FW	WM	27:D7:5	-	100	Yes	-	110A	384
SP	AR	14:M6:3	-	170	Yes	① ② ⑦	90E	734
SLSF	DS	-	-	120	Yes	-	76F	204
GMO	MH	5:H17:3	8:M18:3	140	Yes	③ ④	72G	101
SSW	MH	-	-	-	-	⑤ ⑥	64F	190
IC	LQ	57:K16:1	9:J15:1	-	-	③ ⑧ ⑨	60G	62
ATSF	WM	-	-	230	No	-	50I	231

- Notes: ① 40 to the bank for a token in M6
 ② 300 to the bank for a '4' train
 ③ 60 to the bank for terrain costs
 ④ Open port token placed in H17
 ⑤ 40 to the bank for a token in M20
 ⑥ 450 to the bank for a '5' train
 ⑦ Forced to return a '3' train to the bank
 ⑧ 40 to the bank for a token in H13
 ⑨ 518 to the MKT for a '3' train

OR10	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
MKT	LQ	170:B11:4	-	110	Yes	①	180C	173
MKT	LQ	Connection run	330	Yes	②	200C	206	
FW	WM	57:D5:3	7:D3:2	130	Yes	-	120A	436
SP	AR	25:L7:5	-	230	Yes	③	100E	703
SLSF	DS	9:H11:3	8:H9:1	140	Yes	-	82F	204
GMO	MH	15:H17:3	-	170	Yes	-	76F	101
SSW	MH	63:M20:1	-	110	Yes	-	68F	234
IC	LQ	63:H13:1	-	120	No	-	55G	182
ATSF	WM	-	-	260	No	-	40I	491

- Notes: ① 450 to the bank for a '5' train
 ② Destination marker placed in N1
 ③ 100 to the bank for a token in L11

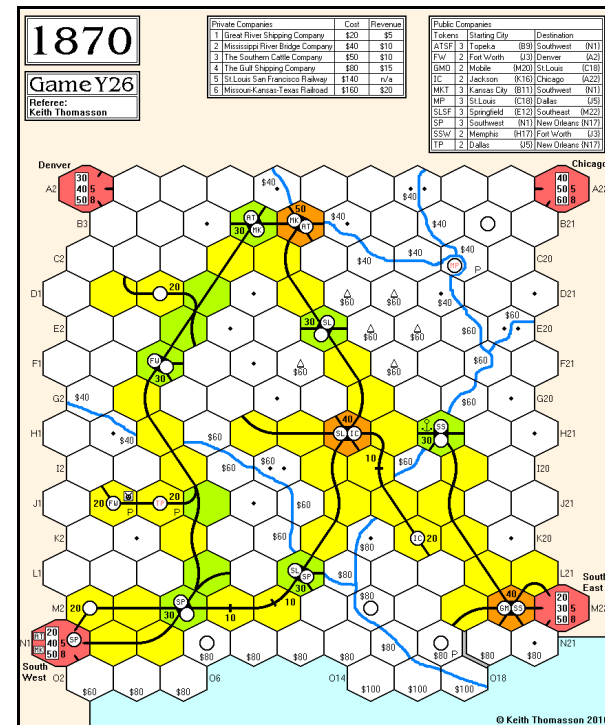
Cash Flow	b/f	OR9	OR10	c/f	Value	%	Certs
Don Smith	28	88	114	230	1,040	14.8	6
Lyndon Gurr	95	151	318	564	2,337	33.2	8-13
Willem Moene	230	60	78	368	1,288	18.3	5-9
Mike Hutton	31	70	151	252	1,040	14.8	9
Adam Romoth	20	130	172	322	1,330	18.9	8-11

Tiles	Tile number/Availability							Three Operating Rounds between Stock Rounds						
1/1	2/1	3/3	4/5	5/2	6/-	7/6	8/11	9/11	55/1	56/1	57/2	58/2		
69/1	14/1	15/1	16/2	17/2	18/2	19/2	20/2	23/4	24/3	25/2	26/2	27/1		
28/1	29/2	141/2	142/2	143/1	144/1	39/1	40/2	41/3	42/3	43/2	44/1	45/2		
46/2	47/2	63/3	70/2	145/2	146/2	147/2	170/3							

Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	-	-	-	-	1	2P	5P	-	-	-
Lyndon Gurr	1	-	1	5P	6P	-	1	1	-	-
Willem Moene	5P	6P	-	-	-	-	-	-	-	-
Mike Hutton	-	-	5P	-	-	-	-	-	6P	-
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)	40I	120A	76F	55G	200C	100A	82F	100E	68F	68F
Company credit	491	436	101	182	206		204	703	234	
Redeemed shares	1	-	-	-	1		-	-	-	
Tokens	1	D	1+D	D	1	3+D	D	D	D	2+D
Trains	3 3	4	4 3	3	5 3		4	4 4	5	
Bank cash: 7,707	Certificate limit: 13						Trains: 2 x '5', 3 x '6'...			

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



Orders required for the following round

By the early deadline

SR8



1870-O27

One round, in which the
ATSF makes its connection run.

OR7

OR7	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	LR	65:E12:1	-	240	Yes	-	180B	482 4 3
ATSF	RT	24:M4:6	-	210	Yes	-	140A	613 3
ATSF	RT	Connection run		250	Yes	①	160A	639
TP	JS	141:M8:5	-	290	Yes	-	100B	170 5 4
MP	DS	14:C18:3	-	100	No	②	76F	60 5 3
SSW	DS	57:H17:1	8:I18:5	-	-	③ ④ ②	76C	270 5
IC	LR	14:H13:3	-	210	Yes	-	82D	566 4 3
SP	JS	15:M2:2	-	260	No	-	68G	400 4 3
MKT	RT	47:M4:3	-	100	No	⑤	68G	211 4 3

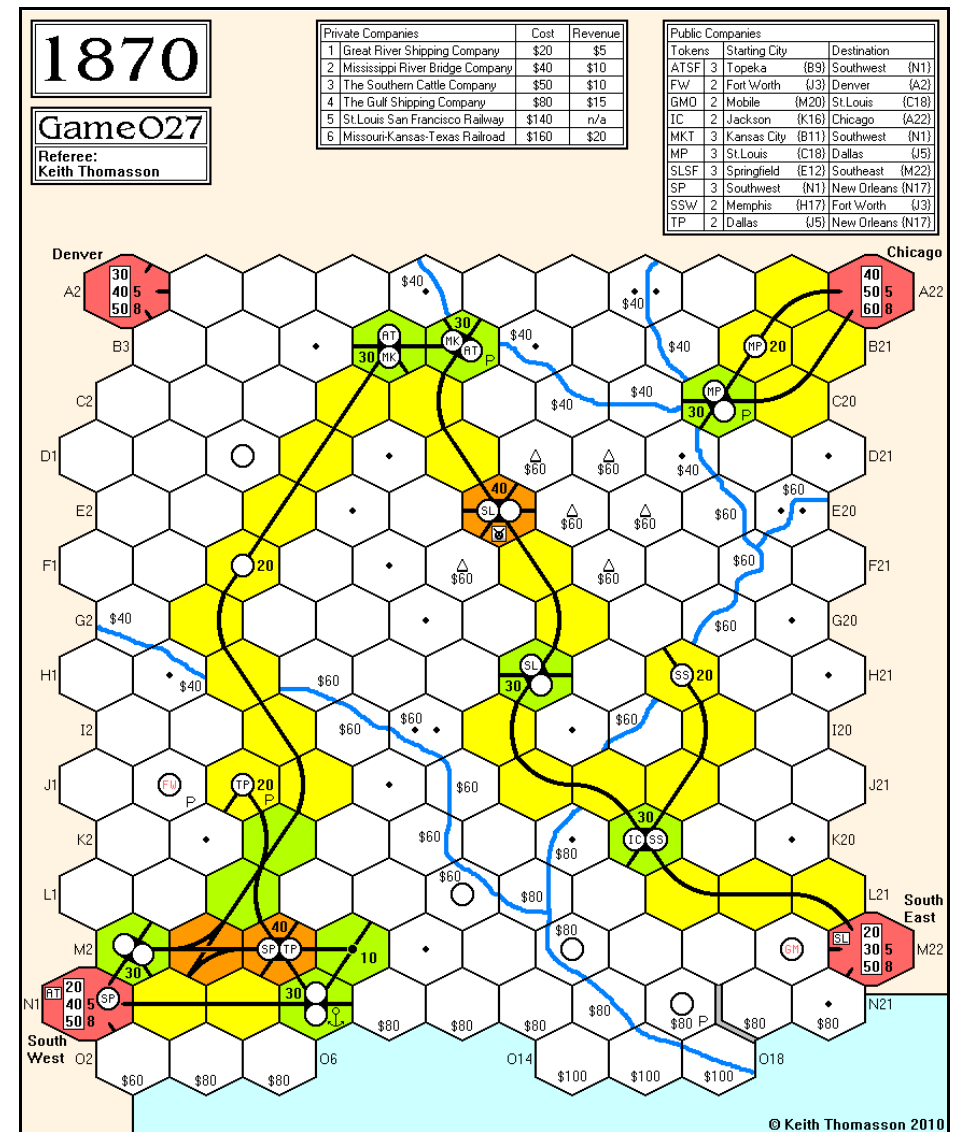
Notes: ① Destination marker placed in N1
② 450 to the bank for a '5' train
③ 60 to the bank for terrain costs
④ 40 to the bank for a token in K16
⑤ 1 to the ATSF for a '4' train

Cash Flow	b/f	OR7	c/f	Value	%	Certs
John Shelley	21	265	286	1,648	25.1	12
Don Smith	43	0	43	879	13.4	9
Lionel Robbins	5	316	321	2,053	31.3	11
Rob Thomasson	60	322	382	1,978	30.2	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)	160A			82D	68G	76F	180B	68G	76C	100B
Company credit	639			566	211	60	482	400	270	170
Redeemed shares	-			-	-	-	-	-	-	-
Tokens	1	2+D	2+D	1+D	1+D	1+D	1	1+D	D	D
Trains	3			4 3	4 3	5 3	4 3	4 3	5	5 4
Bank cash: 8,170	Certificate limit: 16				Trains: 1 x '5', 3 x '6'...					
Current operating order:	SLSF, ATSF, TP, IC, MP, SSW, SP, MKT									

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/6	5/1	6/2	7/9	8/10	9/11	55/1	56/1	57/2	58/4
69/1	14/1	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	141/1	142/2	143/1	144/1	39/1	40/2	41/3	42/3	44/1	45/2	46/2
47/2	63/3	70/2	145/2	146/2	147/2	170/4						



Orders required for the following rounds

By the early deadline

OR8, OR9

Adjudication can pause between rounds if requested



18GA-D26

As expected, just one round brings us to the end.

OR15

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GA	DS	-	250	Yes	-	250A	71	5
CoG	MH	28:F4:4	420	Yes	-	230A	0	8
W&A	LG	24:I5:5	340	Yes	-	190A	22	8
SAL	PC	24:D8:3	290	Yes	-	150A	1	5
G&F	PC	-	310	Yes	①	60E	10	6
ACL	PC	-	330	Yes	-	60E	281	6

Notes: ① The bank has run out of cash

Cash Flow	b/f	OR15	c/f	Value	%	Certs
Don Smith	1,368	384	1,752	4,192	24.0	12
Pete Campbell	2,153	592	2,745	4,555	26.1	16
Mike Head	945	454	1,399	3,989	22.8	12
Lyndon Gurr	1,675	510	2,185	4,745	27.1	14

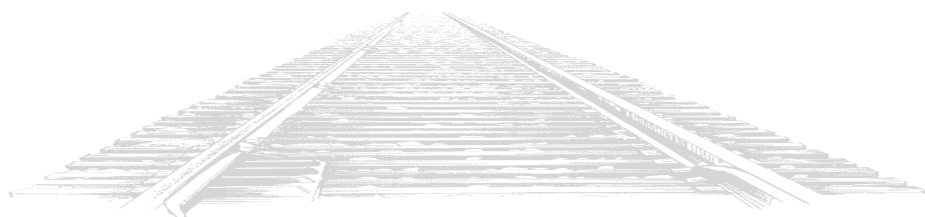
Portfolio	ACL	CoG	G&F	GA	SAL	W&A
Don Smith	1	1	2	6P	1	2
Pete Campbell	6P	-	6P	-	6P	1
Mike Head	1	6P	1	3	1	1
Lyndon Gurr	2	3	1	1	2	6P

Bank (new)	-	-	-	-	-	-
Par price	70	70	55	70	110	55
Bank (pool)	-	-	-	-	-	-
Pool price	60E	230A	60E	250A	150A	190A
Company credit	281	0	10	71	1	22
Tokens	-	1	1	2	2	-
Trains	6	8	6	5	5	8
Bank cash: -466	Certificate limit: 13				Trains: 3 x '8'	

With a fairly straightforward final round, Pete and Mike gain ground, but in neither case fast enough to overtake the person ahead of them.

1st	Lyndon Gurr	4,745	27.1%
2nd	Pete Campbell	4,555	26.1%
3rd	Don Smith	4,192	24.0%
4th	Mike Head	3,989	22.8%

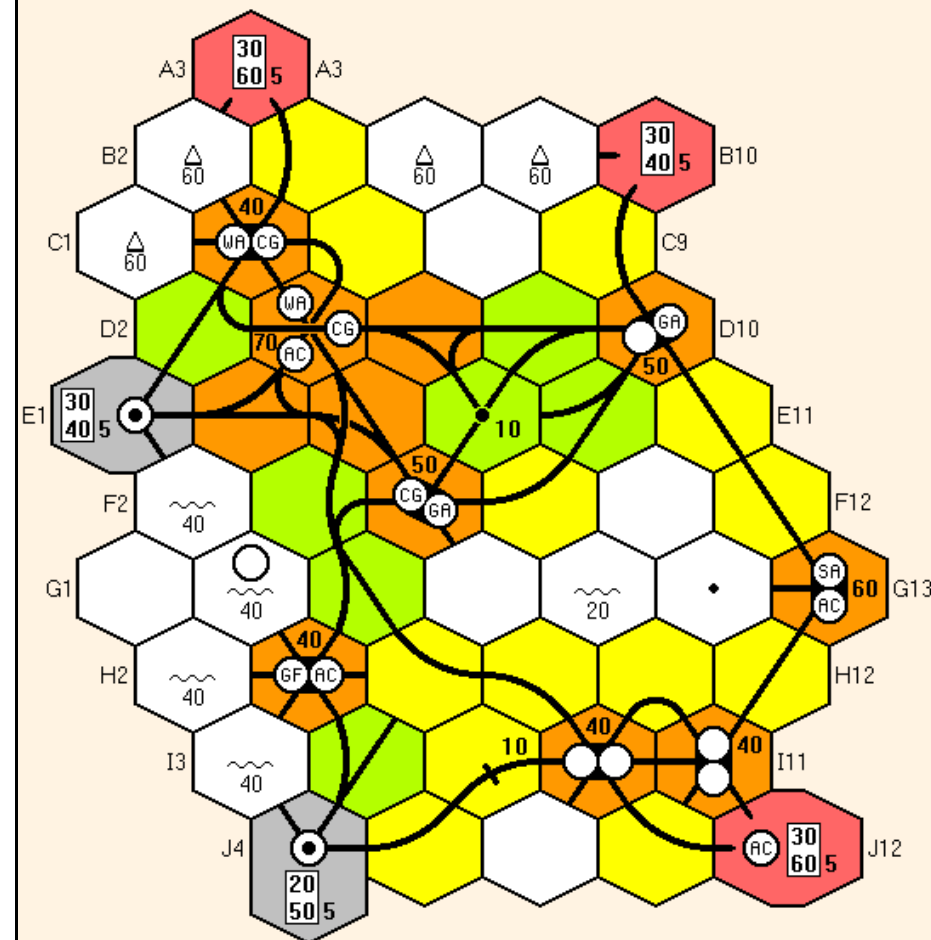
Congratulations to Lyndon on the win, and thanks to everyone for the game, particularly Mike, whose interest got me to prepare the necessary material to run the game.



18GA

GameD26

Referee:
Keith Thomasson



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18GA-Z27

The SAL is floated, while
the G&F is nearly floated.

SR4

Stock Round 4

Don	Mark	Mike
- 2 W&A {▼80E}	+ W&A new	- 1 W&A {◀•}
+ G&F/Pres {70}		- 1 ACL {▼90D}
		- 1 CoG {▼110C}
		+ SAL/Pres {110}
+ G&F new	+ W&A new	+ SAL new
+ G&F new	+ CoG new	+ SAL new
+ G&F new	✗	+ SAL new
✗	✗	+ SAL new {floated}
✗	✗	✗
Priority for SR5		

Cash Flow	b/f	SR4	c/f	Value	%	Certs
Mark Stretch	262	-230	32	1,232	36.8▲	12
Mike head	380	-360	20	1,120	33.4▼	10
Don Smith	179	-150	29	999	29.8▲	9

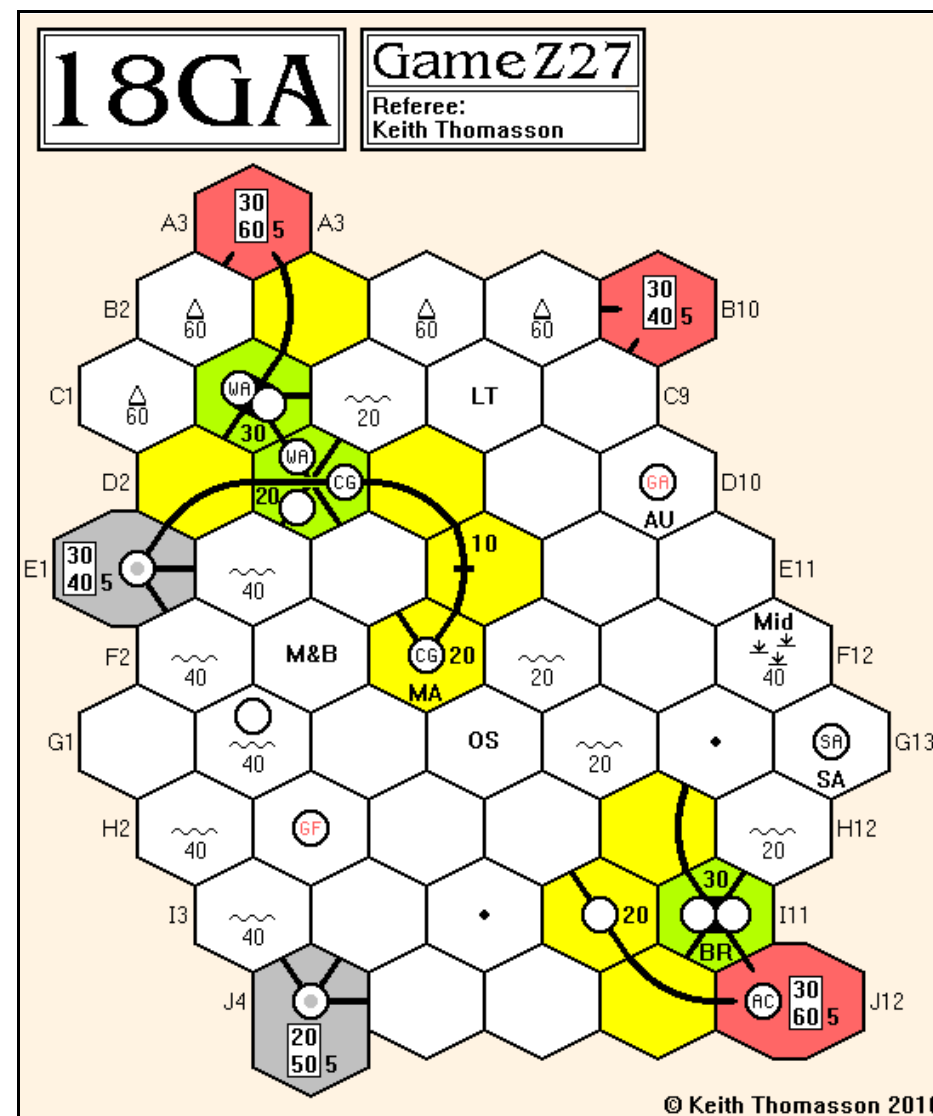
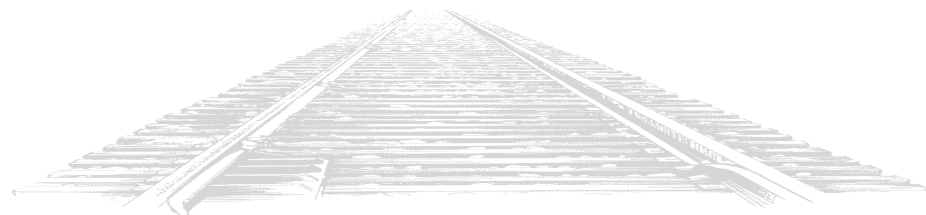
Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
Mark Stretch	LT M&B	6P	3	-	-	-	2
Mike Head	Midland	-	-	-	-	6P	5
⊕ Don Smith	W&S	-	5P	5P	-	-	-

Bank (new)	3	1	5	10	4	-
Par price	70	90	70		110	70
Bank (pool)	1	1	-		-	3
Pool price	90D	110C	70C		110A	80E
Company credit	440	340			1,100	230
Tokens	3	2	2	4	3	-
Trains	2 2	3 2 2			-	3 2 2

Bank cash: 5,809 Certificate limit: 15 Trains: 2 x '3', 3 x '4'

Current operating order: CoG, SAL, 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													



Orders required for the following rounds

By the early deadline

OR6, OR7

Adjudication can pause between rounds if requested

6 NIMMT! 15

Four people avoid all the penalties in this round.

ROUND 2

Hand 1 (1-104)

Hand 2 (1-104)

Don (2), Colin (3), Michael (5), Bob (9), Mark (27), John (51) takes row 2 for 6 pts, Jim (86), Kevin (94).

Kevin (23), Colin (24), Michael (25), Bob (26), Jim (74), John (82), Don (83), Mark (94) takes row 2 for 9 pts.

Hand 3 (1-84)

Hand 4 (1-84)

John (6), Jim (7), Michael (8), Don (9), Mark (17) takes row 2 for 6 pts, Kevin (78), Colin (81), Bob (83).

Don (3) takes row 4 for 1 pt, Kevin (4), Bob (21), Jim (45) takes row 1 for 8 pts, Colin (57), Michael (65), Mark (67), John (83) takes row 3 for 6 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Kevin Lee	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
Don Shailer	0	0	0	1	1
Jim Reader	0	0	0	8	8
John Colledge	6	0	0	6	12
Mark Stretch	0	9	7	0	16

Orders required

Round three - cards for each hand

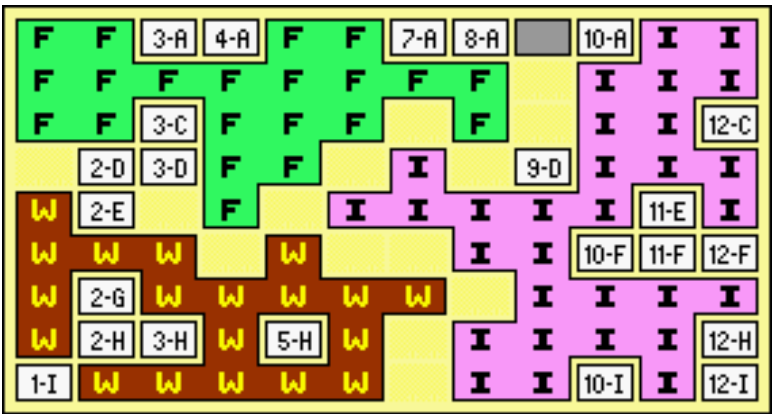


ACQUIRE 53 {SP}

We get halfway through the round.

ROUND 12

Colin 8-H [Dead tiles: 7-H] Buys 3 American @ 300.
Richard 1-C [Dead tiles: 1-D] Buys 3 American @ 300.
Michael 11-D Imperial takes over American, bonuses for Richard {3,000}, Michael {500}, John {500} and Colin {500}, Michael sells 3 for 900, John sells 3 for 900, Colin sells 3 for 900, Richard sells 7 for 2,100.
Declares the game over as all chains are safe.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Richard Lunn	-	-	-	10	7	-	1	11,200	35,800
Michael Graystone	-	-	-	3	9	-	8	27,500	56,400
John Colledge	-	-	-	5	-	-	6	13,600	24,100
Colin Sharpe	-	-	-	7	9	-	10	11,600	55,600
Bank Stock	25	25	25	-	-	25	-		
Chain Size	-	-	-	21	19	-	30		
Chain Value	-	-	-	900	800	-	1000		

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

Michael calls the end of the game and wins by 800 - a very small margin given the high values for the leaders.

1st	Michael Graystone	56,400
2nd	Colin Sharpe	55,600
3rd	Richard Lunn	35,800
4th	John Colledge	24,100

Congratulations, Michael, and thanks to everyone for the game. I'll be offering the usual chance to have your say with the round-up next month.



ACQUIRE 54

Tower disappears at the start, while Festival makes a later appearance.

ROUND 8

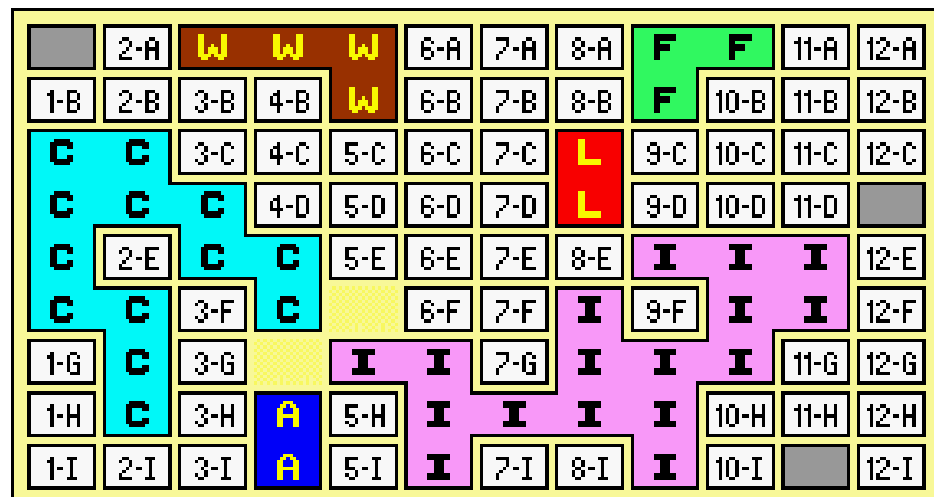
Bob 1-E Continental takes over Tower, bonuses for Tony (4,000) and Bob (2,000), Bob swaps 8 for 4, Kevin sells 6 for 2,400, Tony sells 11 for 4,400. [Dead tiles: 4-G 5-F] Buys 3 American @ 300.

Michael 8-C Forms Luxor, one free share. Buys 3 Worldwide @ 500.

Kevin 1-A Buys 3 Luxor @ 200.

Tony 10-A Buys 1 Continental @ 900, 2 Imperial @ 900.

Bob 9-A Forms Festival, one free share. Buys 2 Festival @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	10	-	10	-	6	3	-	1,200	22,400
Kevin Lee	3	-	3	-	7	-	8	2,500	29,700
Tony Wilcock	-	-	-	-	-	2	7	13,100	25,700
Bob Coull	-	-	12	3	-	7	4	300	33,000
Bank Stock	12	25	-	22	12	13	6		
Chain Size	2	-	2	3	4	13	17		
Chain Value	200	-	300	400	500	900	900		

Playing sequence

Michael, Kevin, Tony, Bob, Michael again



ACQUIRE 55

One new chain, one left to show its face.

ROUND 3

Bob 9-C Forms American, one free share. Buys 3 American @ 300.

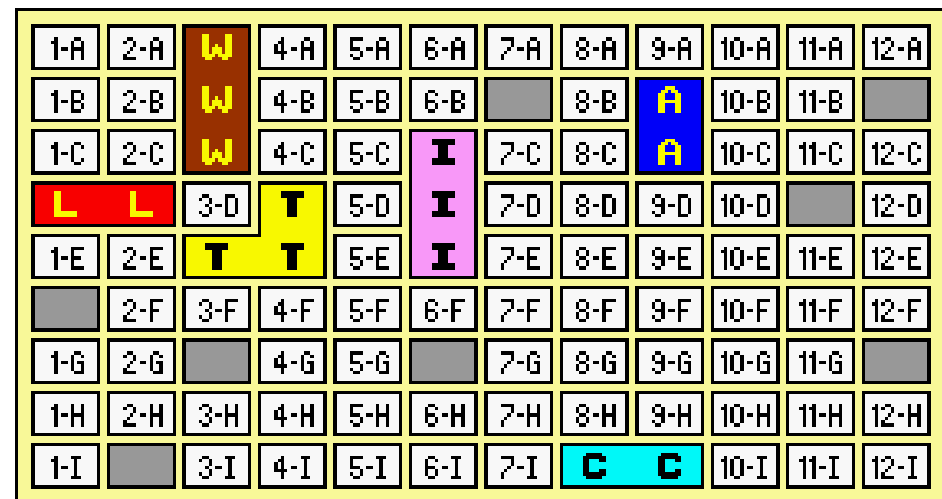
Lyndon 6-C Buys 3 Tower @ 300.

Tony 12-G Buys 3 Luxor @ 200.

Willem 11-D Buys 3 Luxor @ 200.

John 3-A Buys 1 Tower @ 300, 2 Imperial @ 500.

Bob 2-I Buys 3 Luxor @ 200.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	3	3	-	-	3	1	-	3,900	15,300
John Marsden	-	3	-	-	7	-	3	1,900	13,200
Bob Coull	7	-	4	-	-	-	4	2,700	18,800
Lyndon Gurr	-	7	-	-	3	-	-	3,600	10,900
Tony Wilcock	3	-	-	-	-	-	3	4,200	8,100
Bank Stock	12	12	21	25	12	24	15		
Chain Size	2	3	2	-	3	2	3		
Chain Value	200	300	300	-	400	400	500		

Playing sequence

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





AGRICOLA 2

The final action card slipped out early.

ROUND 13

Kevin gains 1 food {Well}. Marcus gains 4 food {Maid/Manservant}.

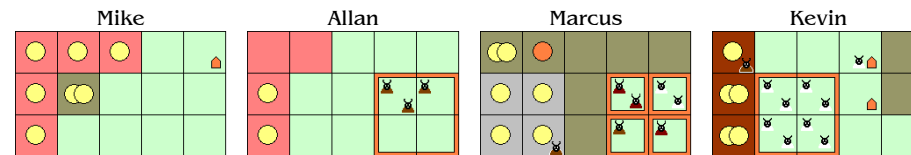
Actions

Kevin	Family Growth without room
Mike	Family Growth - Wildlife Reserve {costs 2 wood} <i>The Wildlife Reserve can hold up to 1 sheep, 1 wild boar and 1 cattle</i>
Allan	+1 reeds {gains 2 reeds}
Marcus	Plough 1 Field - ploughs 3 fields {Swing Plough}
Kevin	Occupation - Estate Manager <i>Kevin gains 3 points at the end of the game if he has the most animals</i>
Mike	Take 1 Grain - gains 1 grain
Allan	Take 1 reeds, 1 stone, 1 food {gains 1 reeds, 1 stone, 1 food}
Marcus	+1 sheep {gains 2 sheep}
Kevin	+1 wood {gains 4 wood}
Mike	Take 1 Vegetable {gains 1 vegetable}
Marcus	Plough and/or Sow - ploughs 1 field
Kevin	Building and/or Stables - builds 1 stables {costs 4 wood}
Mike	Sow and/or Bake Bread - sows grain
Marcus	+1 Wild Boar {gains 1 wild boar}

Harvest

Kevin	Gains 3 food {Loom} Feeds the family {costs 9 food} {breeds 1 sheep}
Mike	Gains 2 food {Cabinetmaker} Feeds the family {costs 9 food} {breeds 1 boar}
Allan	Feeds the family {costs 4 food} {breeds 1 boar}
Marcus	Feeds the family {costs 8 food} {breeds 1 sheep, 1 cattle}

+1 wood {1 wood}	+2 wood {4 wood}	+3 wood {6 wood}	+1 clay {3 clay}	+2 clay {4 clay}	Private clay pit {4 clay} {3 food ⇒Mike}
+1 reeds {1 reeds}	+1 food Catch Fish {3 food}	+1 food Travelling Players {4 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Fences
1 Major or Minor imp	+1 sheep {1 sheep}	Sow and/or Bake bread	+1 stone {4 stone}	Family Growth then 1 Minor Imp	Renovate then 1 Improvement
+1 wild boar {1 wild boar}	Take 1 vegetable	+1 stone {3 stone}	+1 cattle {2 cattle}	Family Growth without room	Plough 1 field and/or Sow
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
	-	1	-	1/2	1/-	-	6	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	-	1	4	Wood/5	5	20	
	Occupations Clay Digger, Countryman, Puppeteer, Thatcher							
	Improvements Axe, Basket, Cabinet Maker {2}, Clay Oven {2}, Fireplace {1}, Flagon, Forest Pasture (6 wild boar) {1}, Wildlife Reserve {1}							

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	-	1	-/-	-/-	-	3	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	3	3	3	-	Clay/4	2	5	
	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
	3	7	4	1/2	2/2	3	1	3
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	-	1	-	-	Stone/4	4	43	
	Occupations Basket Maker, Guildmaster, Hobby Farmer, Maid, Manservant, Reeve {3}, Tutor {6}							
	Improvements Beanfield (1 veg) {1}, Bookshelf {1}, Copse {1}, Fireplace {1}, Swing Plough, Writing Desk {1}							

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	4	2	1	2/-	-/-	9	1	-
	Clay	Reeds	Stone	Wood	House	Family	VPs	
	4	-	-	-	Wood/3	5	28	
	Occupations Animal Handler, Carpenter, Estate Manager {3}							
	Improvements Acreage, Chicken Coop {1}, Cooking Hearth {1}, Loom {2}, Well {4}							

Orders required

Actions for the family, starting with Kevin

Harvest - after round 14



AGRICOLA 3

Kevin slaps clay onto his wooden hut.

ROUND 7

- Actions**
- Allan Catch Fish {gains 3 food}
- Kevin Family Growth - Granary {costs 3 clay}
- Kevin will gain 1 grain at the start of round 8, 10 and 12
- Pete Start Player - Corn Scoop {costs 1 wood}
- Whenever Pete use the Take 1 Grain action, he receives 1 additional grain
- Jim +1 sheep {gains 2 sheep - cooks 1 for 2 food}
- Allan Day Labourer {gains 2 food, 1 vegetable {Seasonal Worker}}
- Kevin Renovate {costs 1 reeds, 3 clay} - Wildlife Reserve {costs 2 wood}
- The Wildlife Reserve can hold up to 1 sheep, 1 wild boar and 1 cattle
- Pete Take 1 Grain {gains 2 grain} {pays Allan 1 food - Sycophant}
- Jim +1 reeds {gains 3 reeds}
- Harvest**
- Allan Feeds his family {costs 4 food}
- Kevin Feeds his family {costs 5 food}
- Pete Feeds his family {costs 4 food}
- Jim Feeds his family {costs 4 food}

+1 wood {3 wood}	+2 wood {6 wood}	+3 wood {6 wood}	Private wood {12 wood} {2 food ⇒Pete}	+1 clay {3 clay}	+2 clay {4 clay}
+1 reeds {1 reeds}	+1 food Catch Fish {1 food}	+1 food Travelling Players {2 food}	Take 1 grain	Take 2 food Day Labourer	Take 1 reeds, 1 stone, 1 food
Building and/or Stables	Play 1 Occupation {0-1 food}	Play 1 Occupation {1-1-2 food}	Plough 1 field	Start Player and/or Minor Imp	Sow and/or Bake Bread
Fences	+1 sheep {1 sheep}	1 Major or Minor imp	+1 stone {4 stone}	Renovate then 1 improvement	Family Growth then 1 Minor Imp
+1 wild boar {1 wild boar}					

The remaining Major improvements and their costs are:

- ◇ Basket Weaver {2 reeds, 2 stone}

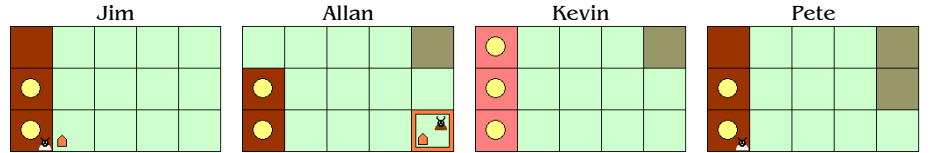
◇ Cabinet Maker {2 wood, 2 stone}

◇ 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
	-	-	-	-/-	-/-	1	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	3	-	6	Wood/3		2	-8
	Occupations		Wood Carver					
	Improvements		Clay Roof {1}, Cooking Hearth {1}					

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

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	1	2	-	2/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	1	6	Clay/3		3	-3
	Occupations		Magician, Patron, Pig Whisperer					
	Improvements		Granary, Wildlife Reserve {1}					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	2	-	2/-	1/-	1	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	1	Wood/3		2	0
	Occupations		Grocer, Master Forester					
	Improvements		Clay Oven {2}, Corn Scoop, Fireplace {1}, Millstone					

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



BATTLE! 4

Your Attribute research order is:
MACPSDERBHX

ROUNDS 1-2

I managed to leave some old address in the report, while copying the last Battle! start. The current addresses are:

Marcus Pratt Island Meadow House, Chapel Lane, West Wittering, Near Chichester, Sussex, PO20 8QG
Steve Ham 103 College Road, Norwich, NR2 3JP

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	1: +Move 2: +Attack Level 2	12	1A 2A 3A	1 3 1									
Blob Steve Ham	1: +Move 2: +Attack Level 2	11	1B 2B 3B 4B	2									
Chaos Marcus Pratt	1: +Move 2: +Attack Level 2	12	1C 2C 3C	1 3 1									
Dynamo Mark Stretch	1: +Move 2: +Attack Level 2	11	1D 2D 3D 4D	1 1 1									
Elp Michael Graystone	1: +Move 2: +Attack Level 2	11	1E 2E 3E 4E	2									
Free Friends John Marsden	1: + Move 2: + Attack Level 2	11	1F 2F 3F 4F	1 1 1									

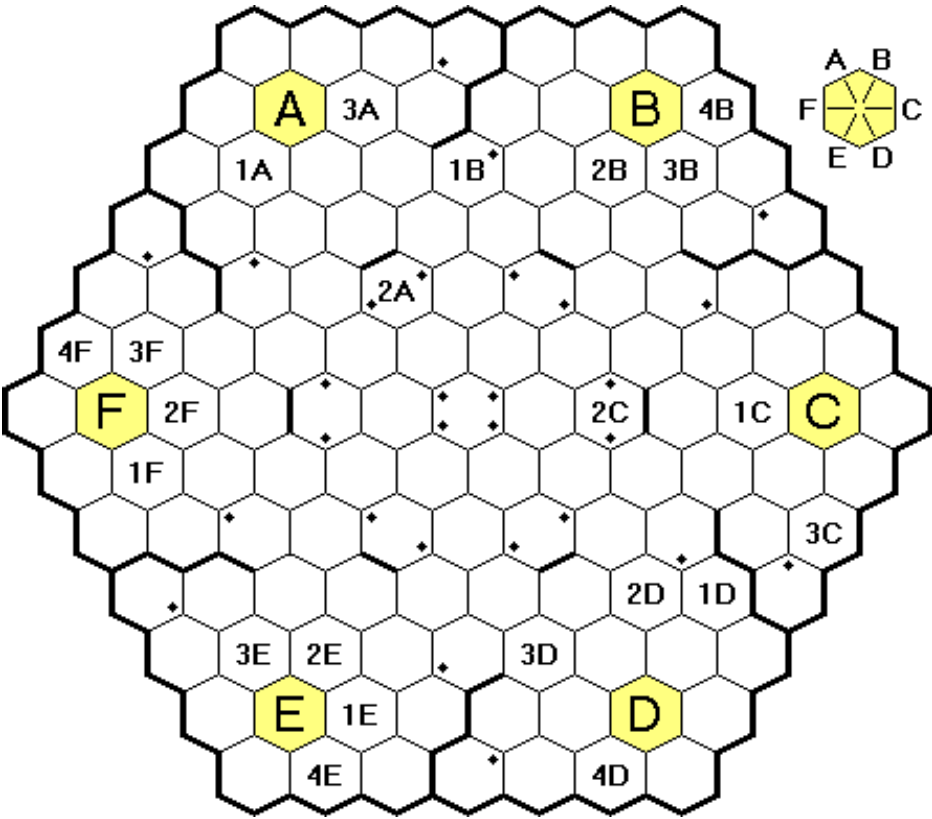
When writing your orders, please do all your orders for Production first, then give all your Move orders, followed by any Combat orders, and so on. If you mix the different phases together I shall more than likely get confused, and you may end up expecting to be able to do things that are not possible.

The shading on the table above is to show what attributes you have researched, and which ones you can assign to your units. Everyone has researched Move and Attack, and can assign those attributes to units adjacent to their bases.

The next attribute to research is Conversion. A unit with the Conversion ability that finds itself next to an enemy unit will try to persuade it to convert to your side and become one of your units.

Lots of units were built in these rounds, as you would expect, and a fair number of them got the ability to move around and then did so.

A few units moved onto power hexes, gaining additional power points for their teams while they sit there. Other teams also gained extra power points by building two new units but not moving. Every four units that are sitting in open ground and generate an extra point of power for the team.



Orders required	Attribute order: MACPSDERBHX
Production, Moves and Combat for round three	





BREAKING AWAY 19

Tobacco has two riders right on his tail.

ROUND 13

Pos	Riders	New
102	Tobacco	3
101	Bob Geldof Rakhrir the Red Archer	4
100	-	
99	-	
98	-	
97	-	
96	Gaynor of the Damned Arturo	3
95	Moonglum Gee Jay Agricola	5
94	Olmstead Dingle Fingle Rory Cocaine	8
93	Betty Grable Cheko	12
92	Pierce	14
91	Berry Gordy	15
90	Alcohol	15
89	-	
88	-	
87	Ross	3
86	Rene	4
85	Carter	5
84	Ward	6

Dennis Frank (11)		Arkham Crew			
A	Olmstead (5)	3	3	3	8
B	Pierce (6)	9	12	14	
C	Carter	3	5	5	
D	Ward	6	6	6	

Steve Ham (23)		Team BG			
A	Bob Geldof	4	5	8	15
B	Berry Gordy (10)	6	13	15	
C	Betty Grable (9)	4	7	12	
D	Barry Gibb (4)	Dropped:			

Richard Lunn (14)		Here Come the Clowns			
A	Gee Jay (3)	4	4	5	
B	Dingle Fingle	8	9	11	
C	Cheko (8)	3	7	12	
D	Arturo (3)	3	8	9	

Greg Payne (14)		Not My Addictions			
A	Tobacco (10)	3	3	3	3
B	Alcohol	3	3	15	
C	Cocaine (4)	3	4	8	
D	Agricola	3	3	5	

Jim Reader (11)		Eternal Companions			
A	Moonglum (10)	4	5	8	9
B	Rakhrir the Red Archer (1)	3	4	4	
C	Gaynor of the Damned	3	3	13	
D	Jhary a Conel	Dropped:			

Roger Trethewey (5)		Riviera Riders			
A	Rene	3	4	4	
B	Rhys	Dropped:			
C	Rory (5)	3	4	8	
D	Ross	3	3	3	



Two of the three leading riders are pretty much out of steam, making Bob the current favourite, although nothing is certain.

The group of four at the back are in their own race, but while they are close enough to fit on the page they won't be dropped.

Orders required

Cards for round fourteen



BREAKING AWAY 20

All the figures seem to add up.

SET UP

Dennis Frank		Otherwhen			
A	Kalvan	3	7	8	12
B	Rylla	7	7	11	
C	Ptosphes	4	6	10	
D	Hestophes	3	4	9	

Steve Ham		Same Again Boys			
A	Dennis Frank	3	6	8	13
B	Richard Lunn	1	11	12	
C	Greg Payne	1	5	14	
D	Jim Reader	1	4	11	

Kevin Lee		Butterfly Beauties			
A	Red Admiral	5	6	6	13
B	Swallowtail	5	10	10	
C	Brimstone	1	4	15	
D	Painted Lady	3	4	9	

Richard Lunn		Team Tom			
A	Fast Tom	4	11	15	
B	Top Tom	3	7	15	
C	Big Tom	2	3	15	
D	Tyred Tom	2	3	11	

Greg Payne		Early Dungeon Threats			
A	Sigmund	1	7	7	15
B	Jessica	4	7	14	
C	Ijyb	3	6	11	
D	Terence	5	5	6	

Jim Reader		Minatomirai Sen			
A	Motomachi Chakagai	1	14	15	
B	Nihon Odori	2	8	15	
C	Bashamichi	3	3	14	
D	Shin Takashima	4	5	7	

There was one area of confusion for the start. Steve's team is named after four of the other players in the game, and because he forgot to put his own name at the top of those orders, I was completely lost for a moment. No doubt there will be plenty of room for more confusion as the game unfolds.

Orders required

Cards for round one



BUS BOSS 318-LUZ

The last round won't be a foregone conclusion.

ROUND 11

Luzon

Round 11 Runs

			FIB	SHOES	JEEP	COLIN	LICK	
14	5♥ Del Gallego 4♠ Tabuk	① FIB 13 ① JEEPNEY 12 ③ LICK 5	-2 -8		+2 +1		+8 -1	23 9 -2
36	K♦ Bontoc 8♠ Laoag	① SHOES 20 ② JEEPNEY 10						20 10
37	Q♥ Trece Martires 2♦ Tarlac	① FIB 20 ② COLIN 10	-3			+3		23 7
38	2♣ Makati City 10♥ Calatagan	① FIB 20 ② SHOES 10 X LICK X COLIN		+3 +1		-1	-3	20 6 3 1

39	K♠ Any port (not Baclaran) 7♣ Pasig	① COLIN 20 ② LICK 10 ✕ FIB	-2				+2	20 8 2
40	3♦ Palayan 5♠ Vigan	① SHOES 30						30
41	9♦ San Fernando J♥ Tagaytay	① SHOES 15 ① FIB 15	+6					21 9
42	Q♠ Santa Ana A♥ Legazpi	① JEEPNEY 20 ② COLIN 10 ✕ LICK					-7	20 3 7
43	8♦ La Trinidad 8♣ Malolos	① JEEPNEY 9 ① COLIN 9 ① SHOES 8 ④ FIB 4		-4 -4		+4 +4		5 5 16 4
44	2♥ Legazpi 7♠ Laoag	① JEEPNEY 15 ① COLIN 15						15 15

Round 11 routes

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

Tabuk - Bangued (7)

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

None.

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

None.

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

None.

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

San Fernando - Iba (8)

Scores

	Runs:	14	36	37	38	39	40	41	42	43	44	Routes	Score
SHOES	228	-	20	-	6	-	30	21	-	16	-	-	321
JEEPNEY	250	9	10	-	-	-	-	-	20	5	15	-8	301
FIB	201	23	-	23	20	2	-	9	-	4	-	-	282
COLIN	168	-	-	7	1	20	-	-	3	5	15	-	219
LICK	121	-2	-	-	3	8	-	-	7	-	-	-7	130

Round 12 Runs

45.	6♠ - 9♣	Bangued to San Fernando
46.	K♠ - Q♦	General Nakar to Banaue
47.	2♠ - 5♥	Ilagan to Del Gallego
48.	4♣ - J♠	Baclaran to Aparri
49.	3♣ - 7♦	Baclaran to Baguio
50.	A♦ - 4♥	Iba to Daet
51.	A♣ - 6♥	Muntinlupa to Padre Burgos
52.	10♦ - 5♣	Bayombong to Baclaran

Runs
Enter up to 5



BUS BOSS 322-IZU	Three solo runs!	ROUND 9
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Izu Peninsula

Round 9 Runs

			JAM	RIP	GRUB	ODE	ONSEN	
12	10♥ Yugashima 9♠ Gotenba	① GRUBBY 30 ✕ JAM	-4		+4			26 4
17	J♥ Hozoin Q♠ Shizuoka	① GRUBBY 30 ✕ JAM	-2		+2			28 2
19	4♥ Dogashima 3♣ Odawara	① ONSEN 20 ② ODE 10						20 10
20	7♦ Rendaiji 5♣ Ashinoko	① RIP 20 ② ODE 10						20 10
21	3♥ Bosara Pass 6♣ Yugano (north)	① ONSEN 30						30
22	J♦ Hino 9♣ Atami	① JAM 16 ② RIP 9 ③ ODE 5				+3		16 12 2
23	10♦ Shimoda K♣ Ito	① JAM 16 ② RIP 9 ③ ONSEN 5						16 9 5
24	2♦ Futo 5♠ Numazu	① RIP 10 ① ONSEN 10 ① JAM 10	+2	-2 -2			+2	14 8 8
25	3♦ Izu Kogen 7♣ Atami	① JAM 11 ① ONSEN 10 ③ ODE 5 ③ RIP 4		+4		+3	+4	22 6 2 0
26	Q♦ Sashida 8♥ Osezaki	① ODE 15 ① JAM 15 ✕ RIP ✕ GRUBBY	+2 +4 +3	-7 -4	-3	-2 +7		10 6 11 3

Round 9 routes

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

Susono - Fuji-san (10)

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

Atami - Yugano - Odawara (11)

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

Ito - Futo - Izu Kogen (8)

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

Heda Mura - Toi, Shunzenji Onsen - Hozoin (9)

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

Odawara - Hakone (4-route) - Gotenba (12)

Scores

	Runs:	12	17	19	20	21	22	23	24	25	26	Routes	Score
ONSEN	109	-	-	20	-	30	-	5	8	6	-	-12	166
JAM	99	4	2	-	-	-	16	16	8	22	6	-11	162
GRUBBY	102	26	28	-	-	-	-	-	-	-	3	-9	150
ODE	101	-	-	10	10	-	2	-	-	2	10	-8	127
RIP	86	-	-	-	20	-	12	9	14	0	11	-10	142

Round 10 Runs

1.	10♠ - 10♣	Fuji-san to Matsushima
27.	6♠ - 5♦	Numazu to Atagawa
28.	2♠ - 10♦	Nirayama to Shimoda
29.	J♦ - K♠	Hino to Shizuoka Ferry (not Shimoda - must be Toi)
30.	5♣ - 4♦	Ashinoko to Amagi Kogen
31.	3♣ - 2♥	Odawara to Matsuzaki
32.	A♦ - 7♥	Ito Koen to Heda Mura
33.	9♠ - 7♦	Gotenba to Rendaiji
34.	Q♥ - K♦	Shunzenji Onsen to Irozaki
35.	A♣ - 7♠	Kanagawa-Ken to Susono

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



BUS BOSS 324-ENG

First choice of routes again for the fourth round in a row.

ROUND 4

England

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)
Oxford - Southampton 62 - 11 51

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)
Luton - London - Chatham 64 - 11 53

Buses Across Rural England (BARE) (Pete Campbell, Blue)
Chatham - Margate, Chatham - Dover 66 - 12 54

Marsden's Amazing Road Services (MARS) (John Marsden, Green)
Peterborough - Norwich 64 - 11 53

Transport Out Of London (TOOL) (Bob Coull, Black)
Birmingham - Derby - Sheffield 64 - 12 52

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



OUTPOST 28

Three more colony cards find new homes.

ROUND 4

Commander Actions

Mark Bought one Water Factory (o:3,4 w:5,9)

Marcus Auctioned a Nodule for 27 and got it (o:1 w:7,9,10)

WillemAuctioned a Heavy Equipment for 32 and got it (o:3,4 w:8,8,9)

Jim Passed

David Auctioned a Nodule for 26 and got it (o:5 w:6,7,8)

Lyndon Bought one Water Factory (o:3,4 w:5,8)

Pete Bought one Water Factory (w:7,7,9)

► Bought one Population Unit (o:2 w:8)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Marcus	2o,3w	5p (8,0)	Nod	3o,3w (30,10)	7 (25)
2	David	2o,3w	5p (8,0)	Nod	3o,3w (30,10)	7 (25)
3	Willem	2o,3w	5p (5,0)	HE	2o,3w (27,10)	6 (30)
4	Mark	2o,3w	3p (5,0)	DL, DL	3w (21,10)	5 (30)
5	Lyndon	2o,4w	5p (5,0)	-	2o,5w (41,10)	5 (0)
6	Jim	2o,3w	5p (5,0)	-	4o,6w (54,10)	5 (0)
7	Pete	2o,4w	5p (5,0)	-	1o,4w (31,10)	5 (0)

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

Asking for an Outpost at this stage will get you nothing, as they're not available yet, and asking for something for less than its price when you have yet to qualify for the appropriate discounts will have the same result. If anyone needs a reminder of the values of colony cards and what gives a discount on what, visit the web site - www.fwtwr.com/postal_games/.

Orders required
Round five auctions, bids and purchases





CANAL MANIA 2

Two people build,
two people prepare.

ROUND 4

Actions

- John Marsden**
- 1 Drew a card from the top of the deck
 - 2 Built from Coventry to Burton (contract complete - 7 VPs) and from Cambridge towards Peterborough
 - 3 Shipped goods from Burton to Coventry (2 VPs)
- Geoff Hardingham**
- 1 Drew a card from the top of the deck
 - 2 Built from Birmingham to Chester (contract complete - 11 VPs)
 - 3 Shipped goods from Birmingham to Gloucester (2 VPs, 2 VPs for John)
- Jim Reader**
- 1 Took a contract - Weybridge and Arundel via Guildford (4)
 - 2 Took Tunnel, Aqueduct, Stretch/Mauve (goods in Birmingham and Leicester)
 - 3 Shipped goods from Birmingham to Northampton (3 VPs)
- Kevin Lee**
- 1 Took a contract - Manchester and Goole via Leeds (7)
 - 2 Took Lock, Lock, Stretch
 - 3 Drew a card from the top of the deck

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 4 goods cubes
Geoff Hardingham (L-S)		13	8	3	3	21	-	

Mauve

Kevin Lee	(B)	15	10	3	3	10	Manchester and Liverpool (3)	
-----------	-----	----	----	---	---	----	------------------------------	--

Blue

John Marsden	(S)	12	9	2	3	18	Manchester and Goole via Leeds (7)	
--------------	-----	----	---	---	---	----	------------------------------------	--

Green

Jim Reader	(T)	15	10	4	2	13	Cambridge and Peterborough (4)	
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Yellow

							Oxford and Gloucester (5)	
--	--	--	--	--	--	--	---------------------------	--

The Current Contracts

Oxford and Coventry (5)								
-------------------------	--	--	--	--	--	--	--	--

-								
---	--	--	--	--	--	--	--	--

Oxford and London via Reading (7)								
-----------------------------------	--	--	--	--	--	--	--	--

Northampton and London via L Buzzard (7)								
--	--	--	--	--	--	--	--	--

Basingstoke and Weybridge (4)								
-------------------------------	--	--	--	--	--	--	--	--

The Future Contracts

Lancaster and Preston (4)								
---------------------------	--	--	--	--	--	--	--	--

Reading and Bristol via Bath (6)								
----------------------------------	--	--	--	--	--	--	--	--

Nottingham and Goole via Newark (5)								
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Leeds and Liverpool via Skipton (8)								
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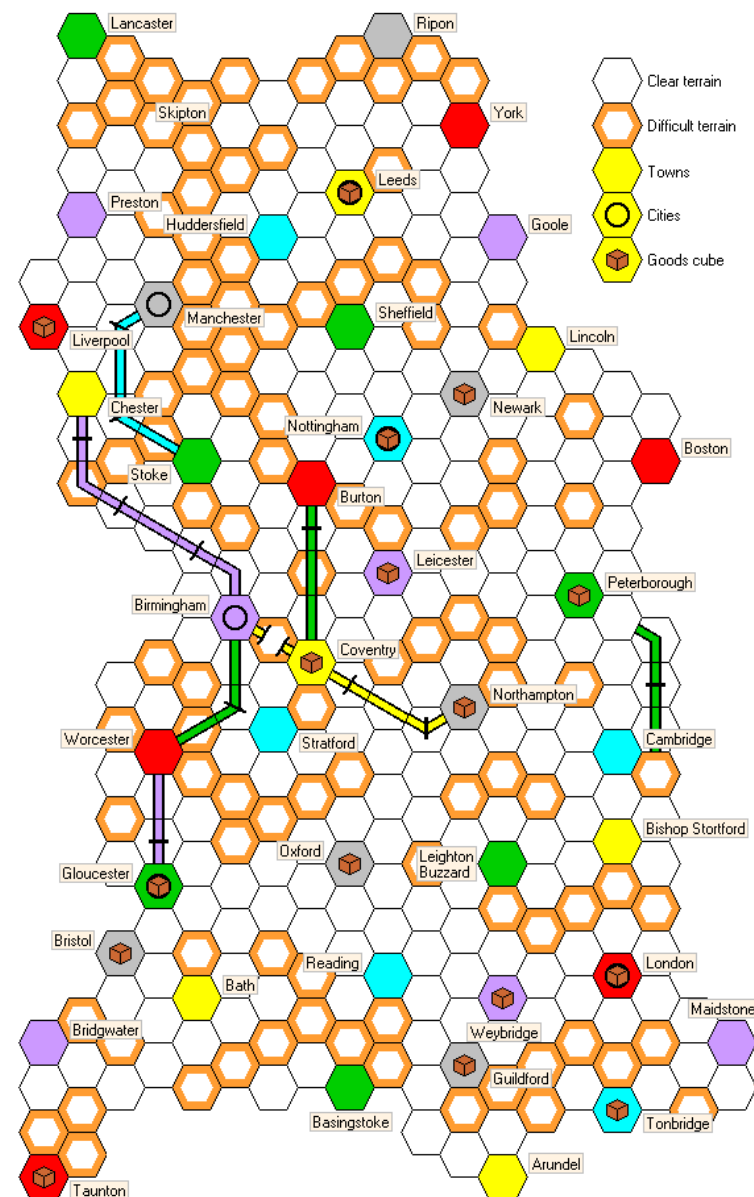
Tonbridge and Maidstone (3)								
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The following Build Cards are on the table

Stretch/Black	Surveyor	Stretch/Yellow	Aqueduct	Stretch/White
---------------	----------	----------------	----------	---------------

Points arising - John, you didn't complete your second route because the route requires four tiles. One more tile is required. Also, you didn't ship your goods as far as you wanted, because the destination town was the same colour as Burton. Goods cannot visit more than one town of the same colour on their journey.

Although water is called aqua, the bridge that carries the water is called an Aqueduct, not an Aquaduct.



Playing sequence

Kevin, Jim, John, Geoff



PUERTO RICO 11

Goods are shipped and
a ton more produced.

ROUND 14

Jim is the Builder (+1) and builds the Customs House.
Kevin and Tony build Tobacco Storage, Willem builds the Fortress.
Kevin is the Captain (+1).
The Tobacco and Coffee ships are emptied.
Tony is the Settler (+1) and digs a Quarry.
Willem plants Corn, Jim plants Tobacco (manned).
Willem is the Craftsman and produces an extra Coffee.

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
1	Ind Sug Sug Tob Cof	- - - -	7	18

Cargo Ships

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

Willem Moene DbIns: 5 Chips: 13	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Coffee roaster</div> <div>Small market</div>
Jim Reader DbIns: 10 Chips: 16	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Tobacco storage</div> <div>Coffee roaster</div>
Kevin Lee DbIns: 3 Chips: 17	<div>Small indigo plant</div> <div>Sugar mill</div> <div>Tobacco storage</div> <div>Coffee roaster</div>
Tony Sait DbIns: 3 Chips: 15	<div>Small sugar mill</div> <div>Indigo plant</div> <div>Tobacco storage</div> <div>Small market</div>
	<div>Hospice</div> <div>Factory</div> <div>Customs house</div>
	<div>Hacienda</div> <div>Small warehouse</div> <div>Guild hall</div>
	<div>Residence</div>

Goods: Crn✓ Ind✓ Sug✓ Cof✓✓✓

Orders required

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



PUERTO RICO 12

A zero production month.

ROUND 5

Kevin is the Mayor (+1).
Stephen is the Settler and digs a Quarry.
Willem and Jim plant Corn, Kevin plants Coffee.
Willem is the Prospector (+1).
Jim is the Trader (+1).

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

Quarries	Plantations (Fields)	Trading House	Ship	Supply
5	Crn Sug Sug Tob Cof	- - - -	5	53

Buildings

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: 1 Chips: 1	<div>Small indigo plant</div> <div>Coffee roaster</div>
Stephen Webb DbIns: 1 Chips: 6	<div>Small indigo plant</div> <div>Indigo plant</div>
Willem Moene DbIns: 4 Chips: 4	<div>Sugar mill</div> <div>Small market</div>
Jim Reader DbIns: 3 Chips: 4	<div>Tobacco storage</div> <div>Small market</div>

Orders required

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



RAILWAY RIVALS 2124-I(S)

SI and CRAIC are tied
going into the last,

ROUND 11

Ireland (South)

Round 11 Runs

			SIN	CRAIC	WEAR	PADDY	CORK	
29	16 Naas/Wicklow 35 Clonmel/Dungarvan	① CORK 20 ② CRAIC 10 ✗ PADDY ✗ SIN	-1	-3		-4	+3 +4	13 12 4 1
30	25 Carlow/Roscrea 41 Tipperary	① PADDY 16 ② SIN 7 ② CRAIC 7						16 7 7
31	56 Bandon/Magroom 22 Mullingar	① SIN 16 ② CRAIC 9 ③ CORK 5 ✗ WEAR			-2			16 7 5 2
32	13 Dublin ① The North	① WEAR 15 ① CORK 15			-5		+5	20 10
33	42 Nenagh/Thurles 64 Killarney/Tralee	① PADDY 15 ① WEAR 15 ✗ SIN	-3					15 12 3
34	66 Dingle/ Valencia Harbour 54 Fermoy/Rathluire	① PADDY 20 ② WEAR 10			+1	-1		21 9
35	32 Enniscorthy/Rosslare ⑥ Big City Shopping	① PADDY 11 ① CRAIC 10 ③ SIN 5 ④ CORK 4						11 10 5 4

Round 11 builds

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

None.

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

None.

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

None.

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

None.

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

None.

Scores

	Runs:	29	30	31	32	33	34	35	Builds	Score
SIN	224	1	7	16	-	3	-	5	-	256
CRAIC	220	12	7	7	-	-	-	10	-	256
PADDY	186	4	16	-	-	15	21	11	-	253
CORK	216	13	-	5	10	-	-	4	-	248
WEAR	139	-	-	2	20	12	9	-	-	182

Round 12 Runs

36. 26 - 34 Kilkenny to Waterford
37. 44 - 14 Athlone to Dublin
38. 61 - 12 Ennis/Foynes to Dublin
39. 21 - ④ Johnstown/Kildare to Great Britain
40. 46 - 52 Galway to Cork
41. 36 - 62 Lismore/Youghal to Kilkee/Listowel
42. 55 - ⑤ Mallow/Newcastle to Any Coastal Town

Runs

Enter up to 4



RAILWAY RIVALS 2127-MP

It costs a flat rate of 5
to use someone's ferry.

ROUND 9

Malaysian Peninsula

Round 9 Runs

			TSE	ROMP	MARS	BAK	BUG	
15	13 Yala 44 Shah Alam	① BAKUTEH 13 ① BUGGER 12 ③ MARS 5 ✗ TSE	-1		-2			10 12 5 3
16	56 Segamat/Tampin 21 Georgetown	① TSE 20 ② ROMP 10	-5	+5				15 15
17	63 Tanjung Bala/ Tanjung Leman 46 Port Klang/Putrajaya	① MARS 20 ② BUGGER 10						20 10
18	32 Ipoh ① Singapore	① ROMP 15 ① TSE 15 ✗ BUGGER		+2			-2	13 15 2
19	55 Muar/Port Dickson 33 Taiping	① TSE 16 ② ROMP 7 ② BUGGER 7		-4			-1	11 11 8
20	16 Alor Setar 26 Dabong/Gua Musang	① BAKUTEH 13 ① MARS 12 ③ ROMP 5 ✗ BUGGER					-9	13 3 5 9
21	61 Bandar Baru Rompin/ Mersing ④ Tin (Sn) or Latex Glove Producer	① TSE 11 ① MARS 10 ③ BAKUTEH 5 ③ BUGGER 4	-5 -3 +1		+5	+3	-1 -1	18 5 1 6

Round 9 builds

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

Mentakab-Temerleh - G62 - F62 - F67.

-7 (builds) +3 (ROMP) +1/-1 (MARS) -1 (BAKUTEH) = -5

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

B52 - B49, U18 - T18 - T19 - Q21, I58 - I60.

-10 (builds) -3 (TSE) +1/-1 (MARS) -1 (BUGGER) = -14

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

N62 - N61 - Malacca, buys Malacca to Dumai ferry.

-5 (builds) -6 (ferry) +1/-1 (TSE) +1/-1 (ROMP) +2 (BAKUTEH) +1/-1 (BUGGER) = -9

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

E64 - E68, E66 - Y29.

-10 (builds) +1 (TSE) -2 (MARS) +2 (BUGGER) = -9

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

Yala - E15 - E16 - F16.

-5 (builds) +1 (ROMP) +1/-1 (MARS) -2 (BAKUTEH) = -6

Scores

	Runs:	15	16	17	18	19	20	21	Builds	Score
MARS	157	5	-	20	-	-	5	5	-9	161
ROMP	114	-	15	-	13	11	5	-	-14	144
TSE	83	3	15	-	15	11	-	18	-5	140
BUGGER	90	12	-	10	2	8	9	6	-6	131
BAKUTEH	101	10	-	-	-	-	13	1	-9	116

Round 10 Runs

22. 42 - 56 Kuala Lumpur to Segamat/Tampin
23. 33 - 21 Taiping to Georgetown
24. 63 - 55 Tanjung Bala/Tanjung Leman to Muar/Port Dickson
25. 22 - 04 Georgetown to Tin (Sn) or Latex Glove Producer
26. 12 - 43 Pattani to Kuala Lumpur
27. 62 - 11 Malacca to Had Yai
28. 35 - 06 Bagan Dartoh/Lumut to Petrochemicals

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



RAILWAY RIVALS 2134-IN

Trivandrum is all that is outside the network.

ROUND 5

Malaysian Peninsula {13 points for these builds}

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

Jamshedpur - H68 - Bhagalpur - O72, M71 - M72, N71 - O71.

43 +1 (ODE) +1/-1 (CURRY) -4 (TAMIL) = 40

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

Pune - Z6, C15 - A14 - A13, J16 - J17 - K18 - Madras.

33 +1/-1 (RICE) = 33

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

M48 - N47 - Jodhpur, O50 - Jaipur, Ahmadabad - E47 - C46 - B46, I62 - F60.

85 +6 (towns) -1 (GREAT) -1 (RICE) +2 (TAMIL) = 91

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

G70 - Jamshedpur, G70 - G72 - Calcutta, Saharanpur - X53 - Amritsar - X49, X53 - Y53.

37 +1/-1 (GREAT) -1 (RICE) = 36

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

X9 - Q13 - O12.

38 +1/-1 (SLUMDOG) +1 (ODE) +1 (CURRY) +1/-2 (TAMIL) = 39

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

N71 - O72, N71 - N72, J54 - O52 - Jaipur - O47 - Jodhpur.

27 +4 (GREAT) -2 (ODE) +2/-1 (RICE) = 30

CURRY's build is one short of his plan, as his ordered builds required 14 points.

Builds
Up to 14 points excluding payments to rivals



RAILWAY RIVALS 2148-LE

Five towns are added to the network.

ROUND 1

London and South East

{15 points for these builds}

London & South East Railways (LOSER) (Bob Coull, Black)

Margate - J71 - I71 - Whitstable - H67 - H65 - G65 - H64 - H61 - I61 - I60.

20 +6 (towns) = 26

Opening Due East (ODE) (John Marsden, Green)

Folkestone - M27 - N26 - N24 - Ashford - D62 - D61.

20 +6 (towns) = 26

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

Brighton - E5 - I7 - Haywards Heath - L5, I7 - Lewes.

20 +12 (towns) = 32

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)

Eastbourne - D14 - H12 - I13 - D48.

20

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)

Ramsgate - H72 - F71 - Canterbury - F67 - E67 - E66 - Ashford.

20 +6 (towns) = 26

Builds
Up to 14 points excluding payments to rivals





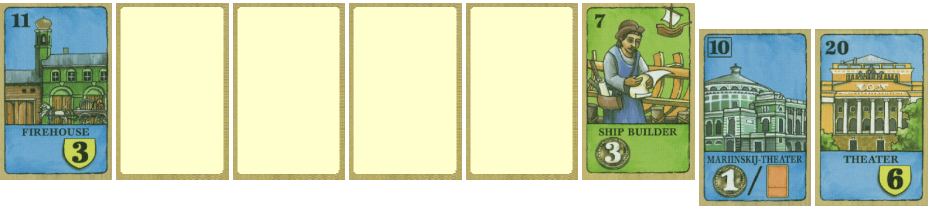
SAINT PETERSBURG 2

The game will end after the next Trading Phase.

PHASE 6-W

Round 6 - Worker Phase

Tony	Pete	Kevin	Marcus
Shepherd ⇒ hand	+ Lumberjack	+ Lumberjack	Warehouse ⇒ Church of the Resurrection
Fur Trapper ⇒ hand	+ Controller from hand		



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	42	28	30r + 2v	1r + 9v	12r + 3v	Trading	11
Marcus	30	18	27r + 1v	7r + 8v	15r + 5v	Building	0
Tony	17	26	15r + 0v	0r + 12v	6r + 0v	Worker	0
Pete	29	44	24r + 5v	7r + 6v	25r + 8v	Aristocrat	7

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

Pete, the default for your Pubs will be to buy the maximum VP's unless you say otherwise.

Orders required

Round six Building phase led by Marcus



SAINT PETERSBURG 3

Two new workers have started their jobs.

PHASE 2-W

Round 1 - Worker Phase

Bob	Tony	Rob	Kevin
+ Lumberjack	Ship Builder ⇒ hand	+ Ship Builder	✗
+ Warehouse from hand			

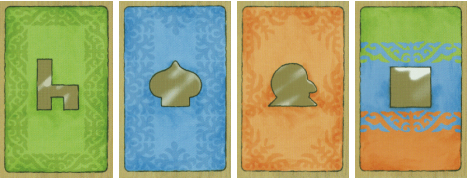


Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	10	3	6r + 0v	0r + 3v	2r + 0v	Aristocrat	20
Rob	9	0	9r + 0v	0r + 1v	3r + 0v	Building	17
Kevin	17	1	6r + 0v	0r + 0v	4r + 1v	Trading	24
Bob	15	2	9r + 0v	0r + 0v	5r + 2v	Worker	20

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

Orders required

Round two Building phase led by Rob





YEAR OF THE DRAGON 1

The Drought also claims two people.

ROUND 7

Rob should have taken the Taxes action last time instead of Military Parade, which puts him 4 further back on the person track and with 5 more Yuan.



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



{Drought} Imperial Tribute Dragon Festival Mongol Invasion Contagion Drought

Actions

Pete Harvest - gains 3 Rice chips
Michael Firework Display - gains 1 Fireworks chip
Lyndon Military Parade - moves forward 4 spaces on the person track
Rob Harvest [costs 3 Yuan] - gains 4 Rice chips

Person Tiles

Lyndon Monk [younger] - moves in to palace 2
Pete Tax Collector - moves in to palace 1
Michael Pyrotechnist [younger] - moves in to palace 2 (no room in palace 3)
Rob Scholar [older] - moves in to palace 4

Event - Drought

Michael Surrenders 3 Rice to feed his people
Rob Surrenders 4 Rice to feed his people
Pete Surrenders 4 Rice to feed his people
Lyndon Surrenders 1 Rice and releases two Monks

Decay

No decay

Scoring

Michael 3 for Palaces, 1 for Courtesans
Rob 4 for Palaces, 1 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)	26 / 44	32 / 49	36 / 50	43 / 51
Person track	35	22	35	39
Yuan (money)	4	3	0	0
Dragons/Fire/Rice	0 / 1 / 0	1 / 0 / 0	2 / 0 / -	2 / 1 / -
Palace 1	Healer 1	Warrior 1	Warrior 1	Farmer 2
	Tax Collector 3	Craftsman 1	Tax Collector 3	-
	Courtesan 1			-
Palace 2	Craftsman 1	Farmer 1	Craftsman 1	Warrior 1
	Pyrotechnist 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	
		Scholar 3		

Action Groups

Research	Build	Privilege	Military Parade
Firework Display	Harvest	Taxes	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 {5}: 3/3		-	✓	-	✓
Farmer	Younger {2}: 4/1	Older {X}: 1/2	-	-	-	-
Healer	Younger {2}: 4/1	Older {X}: 1/2	-	-	-	-
Monk	Younger {2}: 6/1	Older {3}: 2/2	✓	✓	✓	-
Pyrotechnist	Younger {2}: 5/1	Older {3}: 3/2	-	✓	-	-
Scholar	Younger {5}: 4/2	Older {2}: 2/3	✓	-	✓	✓
Warrior	Younger {X}: 5/1	Older {X}: 3/2	-	-	-	-
Wild cards			- ✓	- ✓	-	- ✓

The Emperor either liked the place, or decided to catch everyone unawares, because he's back next month for another inspection. Time to dig into those pockets again.

Orders required

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



SOPWITH T353FW

The skies are clear.
It is a good day to fly.

NEW GAME

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> ♠ Michael Graystone	A1-E	{Airfield: A1}		16:12:00
2 <i>Greg</i> Greg Payne	A10-SE	{Airfield: A10}		16:12:00
3 <i>Wizard Prang</i> Jim Reader	J19-SW	{Airfield: J19}		16:12:00
4 <i>Mark</i> Mark Stretch	S19-W	{Airfield: S19}		16:12:00
5 <i>Not Only But Also</i> Don Shailer	S10-NW	{Airfield: S10}		16:12:00
6 <i>Glider</i> ♠ Hugo Griffin	J1-NE	{Airfield: J1}		16:12:00

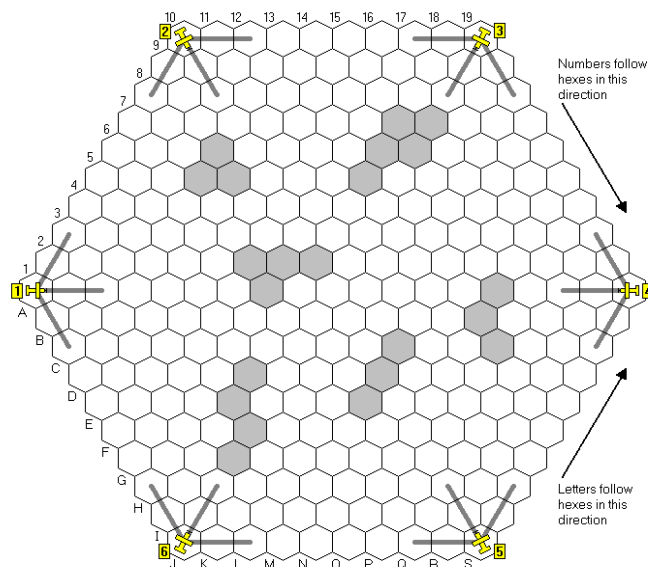
Each player needs a pilot, and the names on the above table are the ones reported in the local newspaper. Greg and Mark need to think about names for their pilots.

If the newspaper has got your pilots' names wrong, then just let me know and I'll correct it next time.

The Brown Baron and Glider are Aces, which allows them to perform the Immelman manoeuvre. They're also a little bit more accurate with their guns and cause more damage as a result.

But with no more ado, it's time to take to the skies.

The rules are available on the web site, in www.fwtwr.com/postal_games/. Happy flying. May you find the ground when you expect it, and not when your enemies send you to it. ☐



NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



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

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

-	Lew Stansby	3.658
-	Ken Boucher	3.524
▲	David Hilbert	2.862
-	Pete Campbell	2.667
-	Victor Cronshaw	2.538
-	Peter Hawkins	2.480
▲	Rob Thomasson	2.455
-	Jon Tassoff	2.333
-	Chris Rudram	2.143
-	Michael Graystone	2.106
-	Willem Moene	2.105
▼	Mick Haytack	2.097
-	Michael Bakken	2.083

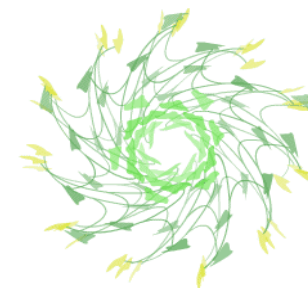
✱ Completed games and winners:

Ra e866	Pete Campbell
Euphrat & Tigris e890	Hugo Griffin

✱ New games and start dates:

Saint Petersburg e896	Apr 15th
1870 e897 {1870-A29}	Apr 16th
Carcassonne e898 {Inns & Cathedrals}	Apr 17th
Princes of Florence e899	Apr 17th

✱



PREVIEW

A large number of waiting lists are sitting with one or two empty slots, and as those games don't necessarily require the missing players, I may decide to blitz the list and start games with those that have signed up rather than holding out for more.

That is not likely to happen straight away, though, because we have a busy month coming up in June, and it makes little sense to launch things that will then have to wait before getting up to speed.



The next Railway Rivals game will be on the Kansas map. This is a fairly open map, with all the players starting at the eastern edge. The map says 'east of the Kentucky border', which is difficult as that would be another whole map to the east - the eastern border of Kansas is with Missouri. Kansas is a neat, rectangular shape and fits the page well.

As there are nine on the Railway Rivals list, I might start two games on this map.

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

#174: Bus Boss (Cornwall and Devon)
#175: 1870, 1889, Agricola, Railway Rivals (Kansas)



ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Mar 21st	...mais n'est-ce pas la gare? 104
Mar 23rd	Variable Pig 123
Apr 6th	Minstrel 334
Apr 9th	Save Your XXs For Me #71

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	3.636
-	David Smith	3.591
-	Tony Bromley	3.500
▲	Lyndon Gurr	3.375
-	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	2.306
-	Tony Robbins	2.190
-	Alan Harvey	2.188
-	Rob Thomasson	2.110
▲	Colin Sharpe	2.080

WHO PLAYS WHAT

Tony Bromley	1837-Y25, RR-2127-MP	Greg Payne	BA19, BA20, Sop353
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, Sop353
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, Sop353	Adam Romoth	1837-L27, 1870-Y26
Hugo Griffin	Sop353	Tony Sait	1830-G26, 1830-V2-U28, 1835-C26, 1856-P26, PR11, RR-2148-LE
Lyndon Gurr	1826-J28, 1835-C26, 1856-P26, 1856-Y27, 1861-C27, 1870-Y26, 18GA-D26, Acq55, BB-318-LUZ, OP28, YoD1	Don Shailer	6n15, Sop353
Steve Ham	Bat4, BA19, BA20, RR-2124-I(S), RR-2134-IN	Colin Sharpe	6n15, Acq53, BB-318-LUZ, RR-2124-I(S), RR-2134-IN
Geoff Hardingham	1837-Y25, CM2	John Shelley	1826-J28, 1829-U25, 1835-C26, 1856-Y27, 1870-O27
Alan Harvey	1825-H27, 1830-V2-U28	David Smith	OP28
Mike Head	1830-G26, 1856-P26, 18GA-D26, 18GA-Z27	Don Smith	1826-J28, 1830-V2-U28, 1835-C26, 1837-L27, 1856-Y27, 1870-Y26, 1870-O27, 18GA-D26, 18GA-Z27
John Hopkins	1837-Y25	Allan Stagg	Agr2, Agr3, Bat4
Mike Hutton	1825-H27, 1830-G26, 1856-P26, 186-1C27, 1870-Y26, Agr2	Mark Stretch	1830-V2-U28, 18GA-Z27, 6n15, Bat4, OP28, Sop353
Kevin Lee	Acq54, Agr2, Agr3, BA20, CM2, PR11, PR12, RR-2124-I(S), StP2, StP3	Brian Tappenden	RR-2134-IN
Michael Longdin	YoD1	Steve Thomas	1837-L27
Richard Lunn	1830-G26, 1856-P26, Acq53, BA19, BA20	Rob Thomasson	1829-U25, 1856-Y27, 1870-O27, StP3, YoD1
John Marsden	Acq55, Bat4, BB-322-IZU, BB-324-ENG, CM2, RR-2127-MP, RR-2134-IN, RR-2148-LE	Roger Trethewey	BA19, BB-318-LUZ, RR-2148-LE
Willem Moene	1825-H27, 1830-G26, 1835-C26, 1856-Y27, 1861-C27, 1870-Y26, Acq55, OP28, PR11, PR12	Stephen Webb	1826-J28, 1837-Y25, 1837-L27, 1861-C27, PR12
		Tony Wilcock	Acq54, Acq55, StP2, StP3



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DEADLINES

Wednesday May 12th 2010

18xx games - Friday May 7th

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