

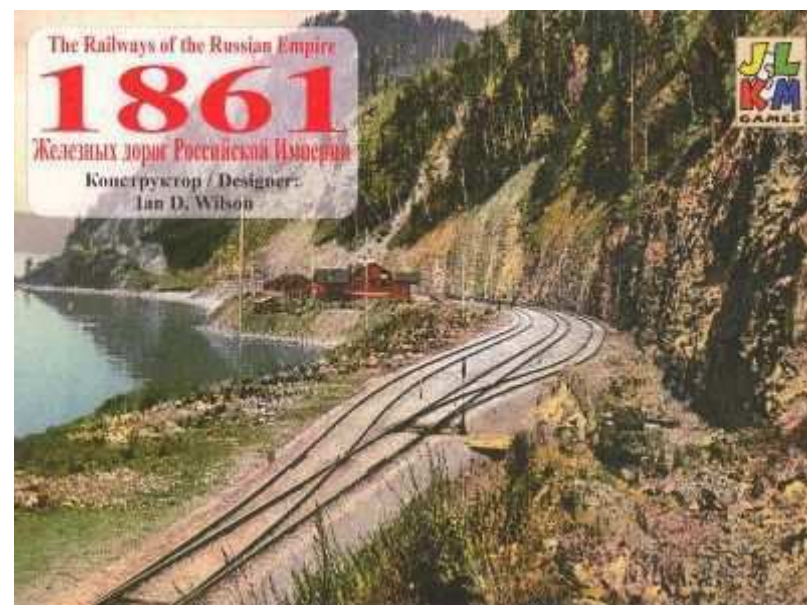
# FOR WHOM THE DIE ROLLS

May 2010

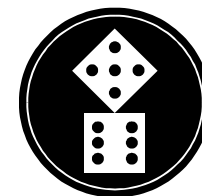
Published by Keith Thomasson

Issue 174

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 #174, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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### WAIT

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

#### Games starting in this issue...

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

#### Games starting in the next issue...

- ✱ 1870 . . . . . Lyndon Gurr, Willem Moene, Don Smith, Pete Campbell, Mark Frueh
- ⇨② 1889 . . . . . Mike Head, Alan Harvey, Lyndon Gurr, Pete Campbell
- ✱ Agricola . . . . . Marcus Pratt, Jim Reader, Kevin Lee, John Boocock
- ✱ Railway Rivals . . . . . Pete Campbell, Don Shailer, Tony Bromley, Jim Reader, Kevin Lee (Kansas)

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

- ⇨② 1825 . . . . . John Boocock, John Shelley, Mike Hutton
- ⇨① 1829 [South] . . . . . Pete Campbell, John Shelley, John Boocock
- ⇨① 1830 . . . . . Mark Frueh, John Shelley, Don Smith, John Shelley
- ⇨② 1830 (Variant map 2) . . . . . Richard Lunn, Pete Campbell, Don Smith
- ⇨③ 1856 . . . . . Mark Frueh, Don Smith
- ✱ 1861 . . . . . John Boocock, John Shelley, Don Smith, John Shelley, Lyndon Gurr
- ⇨④ 1861 . . . . . Pete Campbell
- ⇨⑦ 18C2C . . . . . Pete Campbell
- ⇨② 18Rh1 Rhineland . . . . . Willem Moene, Pete Campbell, Alan Harvey
- ⇨② Acquire [Standard] . . . . . Colin Sharpe, John Colledge, Tony Wilcock
- ⇨① Acquire [Powers] . . . . . Michael Graystone, Richard Lunn, John Colledge, Colin Sharpe
- ⇨① Age of Steam . . . . . Pete Campbell, Mike Hutton, Marcus Pratt
- ③ Agricola . . . . . Allan Stagg
- ✱ Industrial Waste . . . . . Alan Harvey, Marcus Pratt, Mike Head, Pete Campbell
- ⇨② Mystic Wood . . . . . Jim Reader, Kevin Lee, Roger Trethewey
- ⇨⑦ Outpost . . . . . Willem Moene, Pete Campbell, Jim Reader
- ⇨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 Zavador . . . . . 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
- ⇨② Bus Boss . . . . . Bob Coull, Colin Sharpe, Jim Reader
- ✱ Railway Rivals . . . . . 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 #174. As I write the weather has warmed up nicely, although they do say that we shouldn't get too comfortable, as it is likely to be a brief period. Never mind, get out there and start making hay!

The plea for timely orders had some effects, with a number of orders coming in very quickly, but some were still right on the button or beyond. One thing about leaving it to the last minute is that life can jump in and upset your plans! The deadline for the next issue remains set for June. Whether there will be a June issue or not depends on how many early orders I get and how much time I find between the end of UK Games Expo and when we fly out to the USA for Origins. If the next issue doesn't turn up in June, don't worry.

You may wonder why 1861 merits a place on the front cover this time. Well, you had the news a few issues back on the liquidation of JKLM Games, which now seems to be well under way. One thing I mentioned was the possible reprint of 1861. It turns out that the designer, Ian D Wilson, has the rights to 1861, not JKLM, so when and how this gets reprinted is not really in their hands. In the meantime, there was a rumour of a batch of games from the first print run tied up at the German printers while a dispute between themselves and JKLM was resolved.

I heard that the court case was resolved in favour of the printers in the lack of any defence from JKLM, so that issue seemed to have settled. It also seemed a good time to contact the printers and confirm whether these games existed, and find out whether they were for sale.

Their first response was interesting - "Yes, they exist, but they are in Russian". A quick glance at the front cover should explain why they thought this was so. Having sorted out that they really were in English, I was able to strike a deal and bought the remaining stock. These copies are available for £36 each, with an additional £5 post and packing in the UK. I'll send them anywhere, so if you're interested and want a quote for your part of the world, let me know.

The other day we were sitting down to watch the lunchtime news when our BBC channels went off. ITV was showing poor reception quality, and then that went off too. In fact all our digital channels disappeared, and the analogue ones as well. It was only when I confirmed our neighbours were suffering the same problem, and that Five was actually available on analogue, that I concluded we were not suffering from a problem with our equipment, but from a more widespread problem with the transmission.

None of the television companies put anything on their web sites to explain what was going on, or rather, not in any useful place. While hunting for a phone number to call the BBC I found a service to check reasons for faulty reception, and from that discovered that there was a fault with the Oxford transmitter. Visiting the BBC Oxford section of the web site I discovered that there had been a serious fire that put the transmitter out of action. It was over seven hours before it was back on line, and made me realise how much we take these things for granted - and also how fragile they are. The Oxford transmitter services around 400,000 people, and when that goes wrong, there is no backup. I'm sure they would say it is far too expensive to provide such a service, but it did make me wonder how much of our complicated, wired-together life is dependant on potential single points of failure. Once the digital switch-over happens, there won't even be the analogue signal to test whether we have a working system or whether it is the service provider's fault.



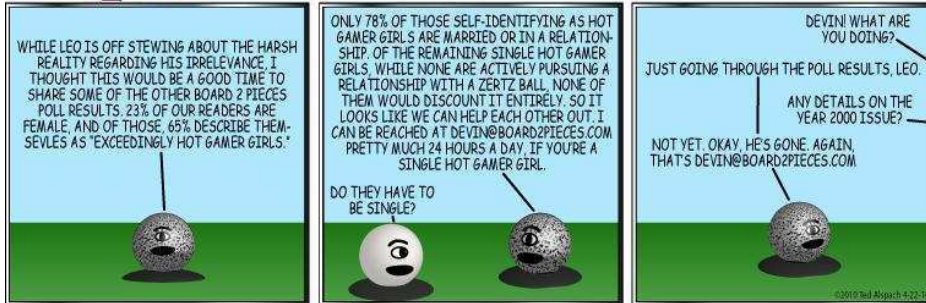
## BOARD 2 PIECES

BY TED ALSPACH



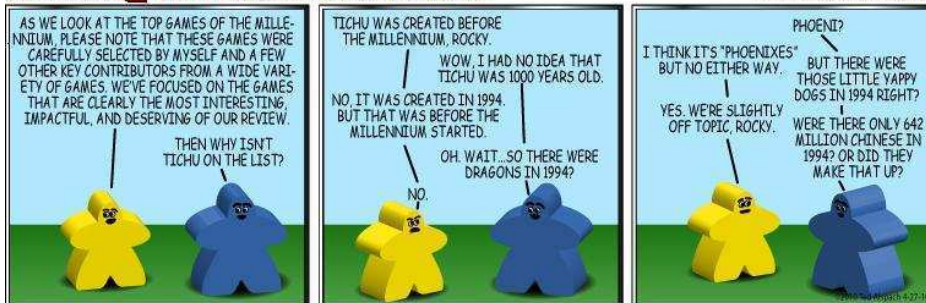
## BOARD 2 PIECES

BY TED ALSPACH



## A BOARD 2 PIECES MILLENNIAL REVIEW

BY TED ALSPACH



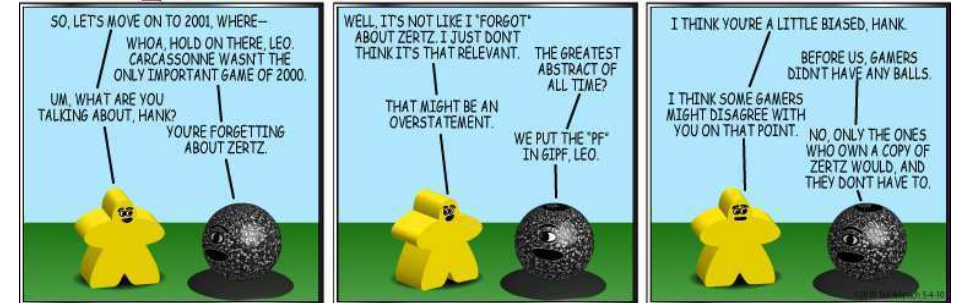
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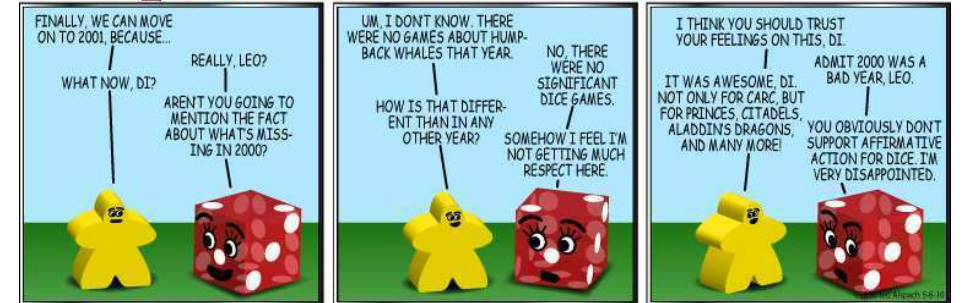
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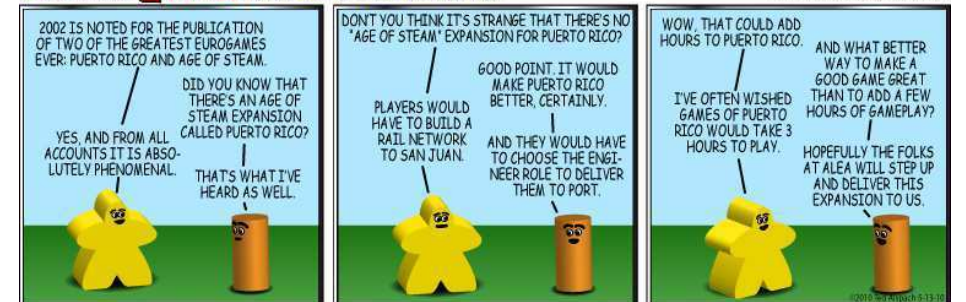
## A BOARD 2 PIECES MILLENNIAL REVIEW

BY TED ALSPACH



## A BOARD 2 PIECES MILLENNIAL REVIEW

BY TED ALSPACH





18GA-D26

Our first game in Georgia is laid to rest.

GAME OVER

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%

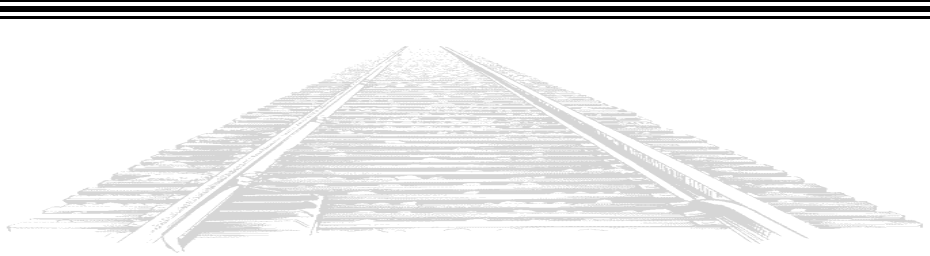
Pete Campbell (2nd): This game was going swimmingly at the start, but then it all went pear shaped when I forgot about the rule that allows a company without a route to be trainless. This allowed Lyndon to dump the G&F on me. After that it was always going to be a struggle to come back, so I was happy to get as close as I did. Thanks to the others for making it a good game and to Keith for running it.

Mike Head (4th): Oh dear... 6 companies between 4 players, and only landing a single small private company meant that I was going to need to pick an opening company with some chance of staying solvent. General consensus on the Web is that CoG is a poor start-up, but given my situation and its proximity to Atlanta I decided to give it a go. Things went well for a large part of the game, picking up the trains I wanted and making some nice connections, but the plan would only work if nobody bought an '8' train and rusted my '4' train. Now I had actually roughed out a couple of solitaire games and in both there didn't seem to be quite enough cash for someone to end up with an '8', but the real game played a little slower, allowing Lyndon to withhold W&A payments without damaging himself too badly, plus it was a situation where the pain gained him the win rather than handing the game to someone else, which didn't happen in the solitaire games. My '4' train rusted and I went from first to fourth in an instant, and stayed there. I did have the chance of dumping CoG on Lyndon, but then of course no '8' train would have appeared in that scenario anyway, and there weren't enough alternative shares around for me to buy as compensation. Of course with the '8' the nice dividends rolled in again, with hitting Atlanta 3 times per run, but I'm not sure if the game lasted long enough to make the decision to stick with CoG pay off.

Don struggled like me with a single company, Pete allowed Lyndon to dump a third company on him. I think that was an error, but he certainly managed the rest of the game superbly to keep them all going, whilst Lyndon moved serenely on to victory.

Thanks to the other players, particularly Lyndon, who has now thrashed me twice at 18GA, and to Keith for indulging me by running it.

Mike Head's original plan was for a three-player game, but when it went to four I persuaded him to go with it. With the second game restricted to three, he has had the chance to spread his wings and grab two companies.



1825-H27

The LBSC is floated, but no minor companies.

SR7

Stock Round 7				
Pete	Alan	Willem	Lionel	Mike
✕	+ NER/Dir	- 2 GER + GCR/Dir	+ GNR new	- 4 Caledonian + GWR pool
✕	+ Midland pool	+ GCR new	+ GNR new	+ GWR pool
✕	- S&D private + NER new	+ GCR new	+ GNR new	+ GWR pool
✕	+ NER new	+ GCR new	+ GNR new	+ LBSC/Dir
+ LBSC new	- 1 LNWR + NER new	+ GCR new {floated}	✕	+ LBSC new
+ LBSC new	+ NER new {floated}	✕	✕	- 1 GNR + LBSC new {floated}
+ LBSC new	- 1 LNWR + GWR pool	✕	✕	- 1 GWR + LBSC new
✕	+ GWR pool	✕	✕	+ L&YR new
✕	- 1 LNWR + SECR new	✕	✕	✕
✕	+ SECR new	✕	✕	✕
✕	+ L&YR new	✕	✕	✕
✕	- 1 LNWR + L&YR new	✕	✕	✕
✕	+ L&YR new	✕	✕	✕
✕	+ GNR pool	✕	✕	✕
✕	✕	Priority for SR8		

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Willem Moene	305	-292	13	2,184	22.3▼	15
Lionel Robbins	334	-284	50	1,836	18.8▲	16
Mike Hutton	292	-283	9	1,770	18.1▲	17
Pete Campbell	214	-201	13	1,849	18.9▲	17
Alan Harvey	365	-333	32	2,139	21.9▼	22

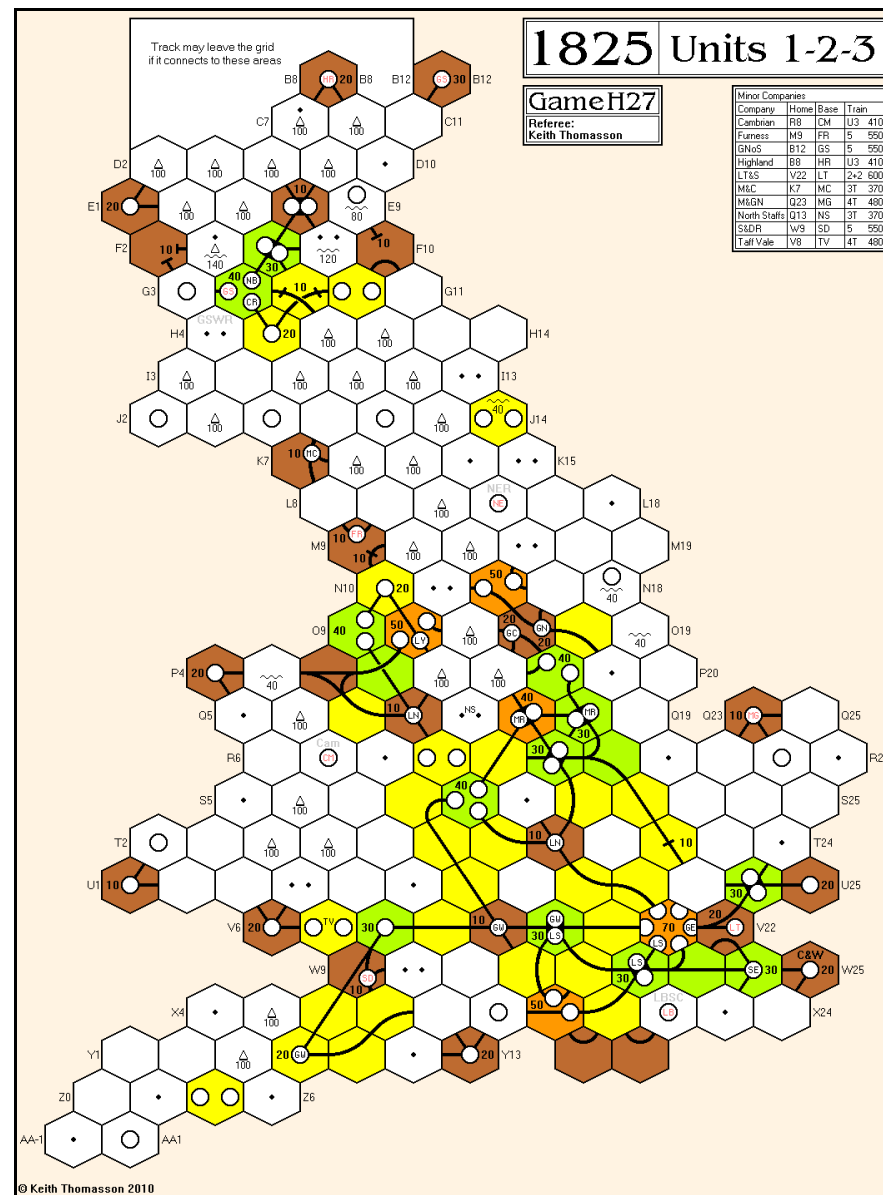
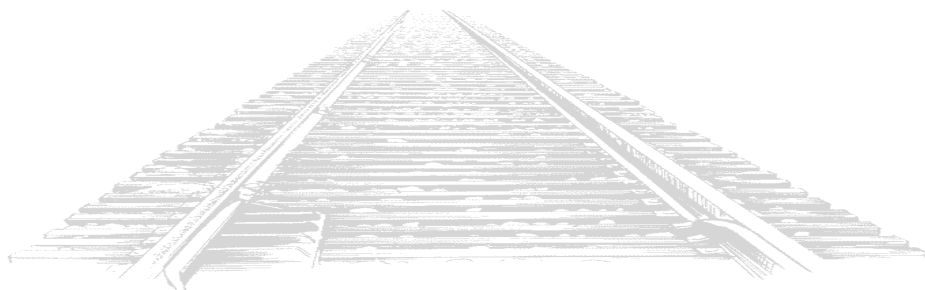
Tiles					Three Operating Rounds between Stock Rounds							
1/3	2/3	3/5	4/7	5/3	6/8	7/9	8/10	9/11	55/3	56/2	58/4	69/3
114/1	115/2	198/1	199/1	10/2	11/4	12/6	13/3	14/6	15/5	16/3	17/1	18/2
19/3	20/2	21/1	22/1	23/9	24/9	25/2	26/3	27/2	28/4	29/4	30/-	31/1
52/5	81/1	82/1	83/1	87/1	88/1	32/-	33/1	34/2	35/2	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								



The dividends for the new companies did not reach the shareholders last time, hence the revised brought forward cash figures.

Portfolio	Privates	LNWR	GWR	Mid	NER	LSWR	GER	NBR	Cal	L&YR	SECR	GNR	GCR
Willem Moene	S&M	6D	-	-	-	-	5D	-	-	-	-	-	6D
Lionel Robbins	-	-	-	6D	-	2	-	-	-	6D	-	4	-
Mike Hutton	-	-	2	-	-	6D	-	-	1	1	-	5D	-
Pete Campbell	-	-	5D	2	-	2	-	-	-	7D	-	-	-
Alan Harvey	-	-	3	2	6D	-	-	6D	-	3	3	1	-
Bank (new)	-	-	-	4	-	3	4	4	-	-	-	-	4
Price (new)	-	100	90	82	82	76	76	76	76	71	71	71	71
Bank (pool)	TWW	4	-	-	-	-	2	-	5D	-	-	-	-
	C&HP												
	S&D												
	C&W												
Price (pool)	-	230	126	142	82	112	67	76	76	71	71	71	71
Company credit	-	440	61	120	820	340	110	330	20	50	229	230	710
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	
	LBSC	GSWR	Cam	FR	GNoS	High	LT&S	M&C	MGN	NS	SDR	TV	
Willem Moene	-	-	-	-	-	-	-	-	-	-	-	-	-
Lionel Robbins	-	-	-	-	-	-	-	-	-	-	-	-	-
Mike Hutton	5D	-	-	-	-	-	-	-	-	-	-	-	-
Pete Campbell	3	-	-	-	-	-	-	-	-	-	-	-	-
Alan Harvey	-	-	-	-	-	-	-	-	-	-	-	-	-
Bank (new)	-	2	10	10	10	10	10	10	10	10	10	10	10
Price (new)	-	67	67										
Bank (pool)	-	-											
Price (pool)	-	67											
Company credit	-	670											
Tokens	-	3											
Trains	-	-											
Bank cash: 14,883	Certificate limit: 31		Trains: 4 x '5', 3 x '6'... also 5 x '3T', 5 x 'U3'										

The flotation of the first value-67 company forces me to tackle the problem of displaying these companies, as well as the minor companies, which can now be started. The best solution seems to be what I have above. I played with turning it sideways, but apart from lots of hassle trying to get it to look right, it left a narrow blank strip that couldn't be filled with anything sensible, so gave up on that idea.



Orders required for the following rounds

By the early deadline

OR10, OR11

Adjudication can pause between rounds if requested



1826-J28

Just one round to play with this time.

OR2

The PO did, of course, buy a train in its turn, because it had a route. The next train was a '4H' train, which brings us into two operating rounds. I did notify everyone by e-mail, but not everyone noticed, or perhaps not everyone received it. So we get just one round. Your OR3 orders may be used next time or replaced as you wish.

OR2	Pres	Lays	Run	Pay	Notes	Price	Credit	Loans	Trains
A	PC	58:H18:2	-	120	Yes	-	110A	178	- 2H 2H
P	SW	8:D8:3	-	60	Half	-	90B	192	- 2H
GC	JS	5:M13:2	-	130	Yes	-	90C	138	- 2H 2H
B	LQ	619:B12:4	-	190	Yes	①	75E	161	- 2H 2H 2H
PO	DS	619:I7:1	-	90	Yes	-	75E	61	- 4H

Notes: ① 20 to the bank for a token in B12

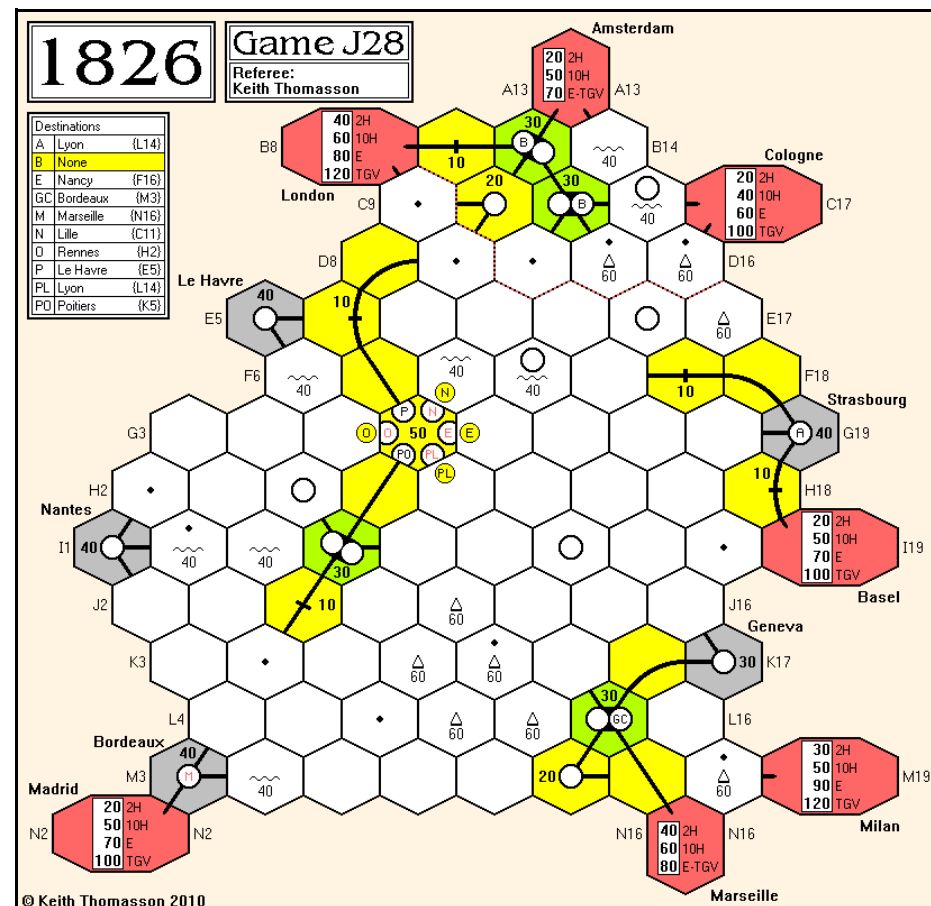
Cash Flow	b/f	OR2	c/f	Value	%	Certs
John Shelley	25	93	118	458	20.3	3
Don Smith	40	73	113	413	18.3	3
Pete Campbell	40	77	117	467	20.6	3
Stephen Webb	63	57	120	465	20.6	3
Lyndon Gurr	30	86	116	456	20.2	4

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	110A	75E	-	90C	-	-	-	90B	-	75E
Loans	-	-	-	-	-	-	-	-	-	-
Company credit	178	161	-	138	-	-	-	192	-	615
Tokens	2	2	-	2	-	-	-	2	-	2
Trains	2H	2H	-	2H	-	-	-	2H	-	4H
										2H

Bank cash: 10,686 Certificate limit: 13 Trains: 6 x '4H', 6 x '6H'  
Current operating order A, GC, P, B, PO

Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds			
	3/2	4/3	5/1	6/2	7/4	8/13	9/18	57/5	58/4	14/3	15/3	16/1	19/1	
	20/1	23/5	24/5	25/3	26/1	27/1	28/1	29/1	87/2	88/2	141/1	142/1	143/1	
	203/1	204/2	251/4	1619/1										

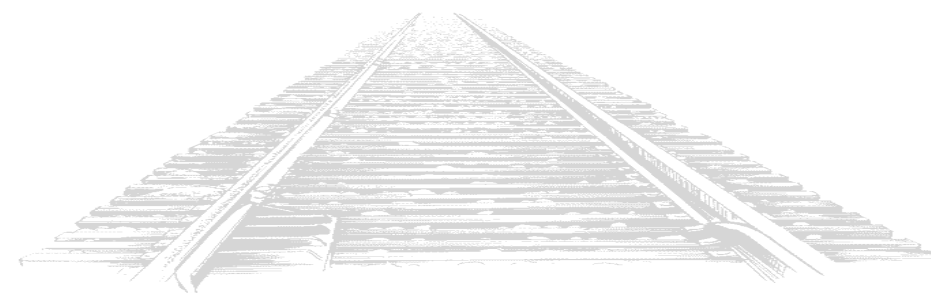


Orders required for the following rounds

By the early deadline

OR3, SR3

Adjudication can pause between rounds if requested





1829-U25

Development opportunities are limited, but there's a way to go.

OR19 - SR13

The GER run was for 220 last time. I was stuck in the mind-set of the GER running to Southend when there was a better option that had in fact been ordered.

OR19	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	RT	50:S13:3	•T22	500	Yes	-	180▲	0	7 5
GWR	PC	166:V16:4	•T18	530	Yes	-	200▲	50	7 5
Mid	JS	39:Q9:2	•R18	-	-	-	142▼	20	-
GNR	PC	166:P18:4	•O15	330	Yes	①	64▲	200	5 4
LBSC	LR	4:W23:1	•T20	400	Yes	-	90▲	130	7 4
GER	RT	9:S17:3	•T16	220	Yes	-	100▲	110	5 4
GCR	JS	28:S11:3	•T16!	210	No	-	67▼	520	4

Notes: ① 100 to the bank for a token in O15

#### Stock Round 13

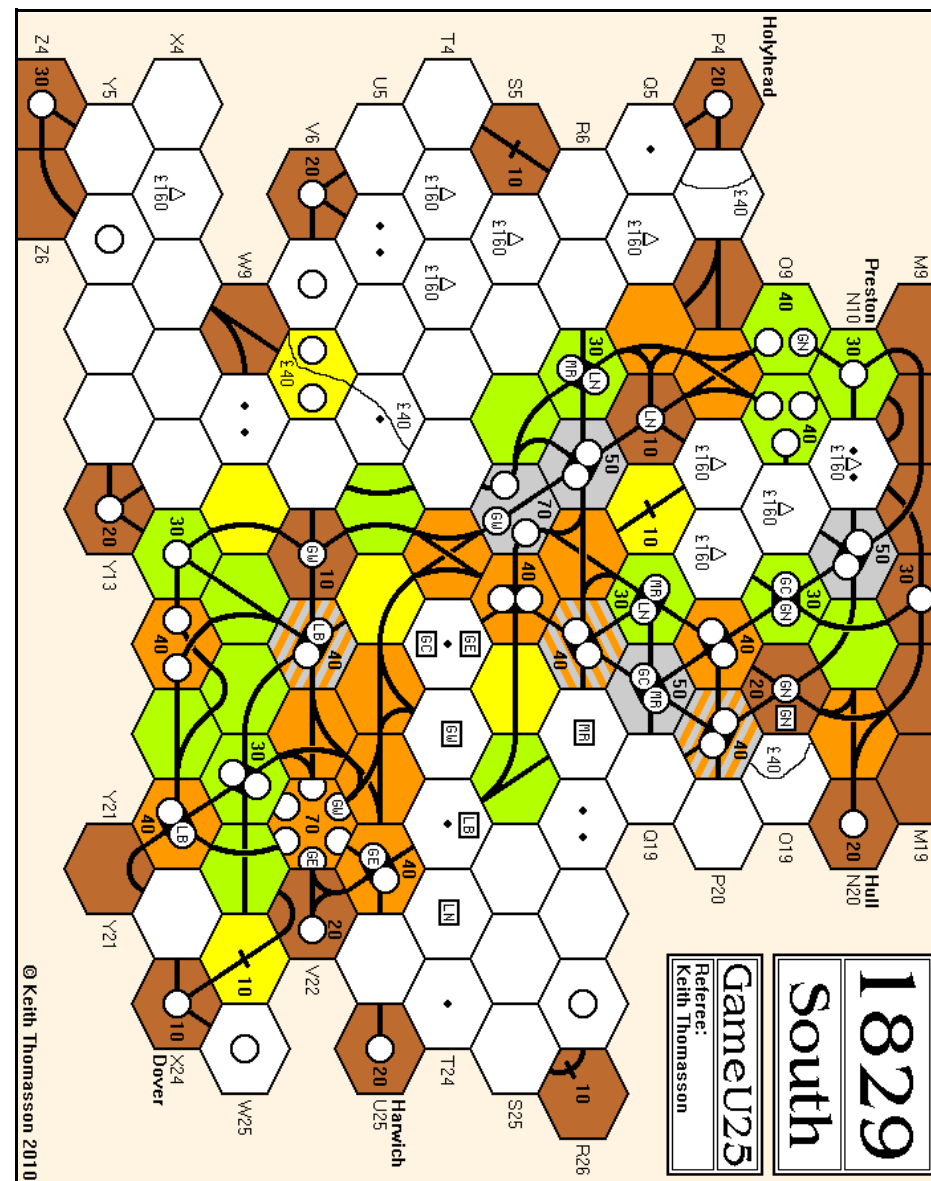
John	Pete	Lionel	Rob
✗	✗	✗	✗
Priority for SR14			

Cash Flow	b/f	OR19	SR13	c/f	Value	%	Certs
Rob Thomasson	731	626	0	1,357	4,294	25.6▲	17
John Shelley	939	243	0	1,182	4,285	25.6▼	18
Pete Campbell	763	779	0	1,542	4,301	25.7▲	16
Lionel Robbins	756	507	0	1,263	3,864	23.1▼	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	-
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	180	200	142	64	90	100	67	-
Company credit	0	50	20	200	130	110	520	-
Tokens	3	3	2	2	2	2	2	-
Trains	7.5	7.5	-	5.4	7.4	5.4	4	-
Bank cash: 14,656		Certificate limit: 18		Trains: 1 x 7				

Tiles	Tile number/Availability				Four Operating Rounds between Stock Rounds									
1/2	2/2	3/2	4/4	5/4	6/4	7/4	8/6	9/9	10/3	12/2	13/2	14/-		
15/2	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	31/1	32/-	33/1	34/1	35/-	36/1	37/1	38/2	39/-	40/1		
41/2	42/1	43/-	44/-	45/-	46/-	47/-	48/1	49/1	50/1	51/-	60/2	166/1		



Orders required for the following rounds

By the early deadline

OR20, OR21

Adjudication can pause between rounds if requested



1830-G26

Two Diesels, both bought  
with help from Mike Hutton.

OR12

OR12	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B&O	TS	-	240	Yes	-	200B▲	10	5
PRR	RL	7:G11:5	230	Yes	-	170C▲	67	5
Erie	WM	59:D10:4	210	Yes	①	142B▲	74	6
C&O	MHd	-	240	Yes	-	110D▲	0	6
CPR	WM	8:B14:3	120	Yes	-	112B▲	0	5
B&M	MHn	53:E23:2	-	-	②	90A▼	0	D
NYNH	MHn	-	-	-	③	82E▼	0	D
NYC	WM	66:D10:3	320	Yes	-	65F▲	1	D

Notes: ① 80 to the bank for terrain costs  
 ② 1,100 to the bank, partly funded by 100 from Mike Hutton  
 ③ 1,100 to the bank for a Diesel, mostly funded by 666 from Mike Hutton, requiring the sale of 1 B&O (▼200B), 1 PRR (▼170C), 1 Erie (▼142B) and 1 C&O (▼110D)

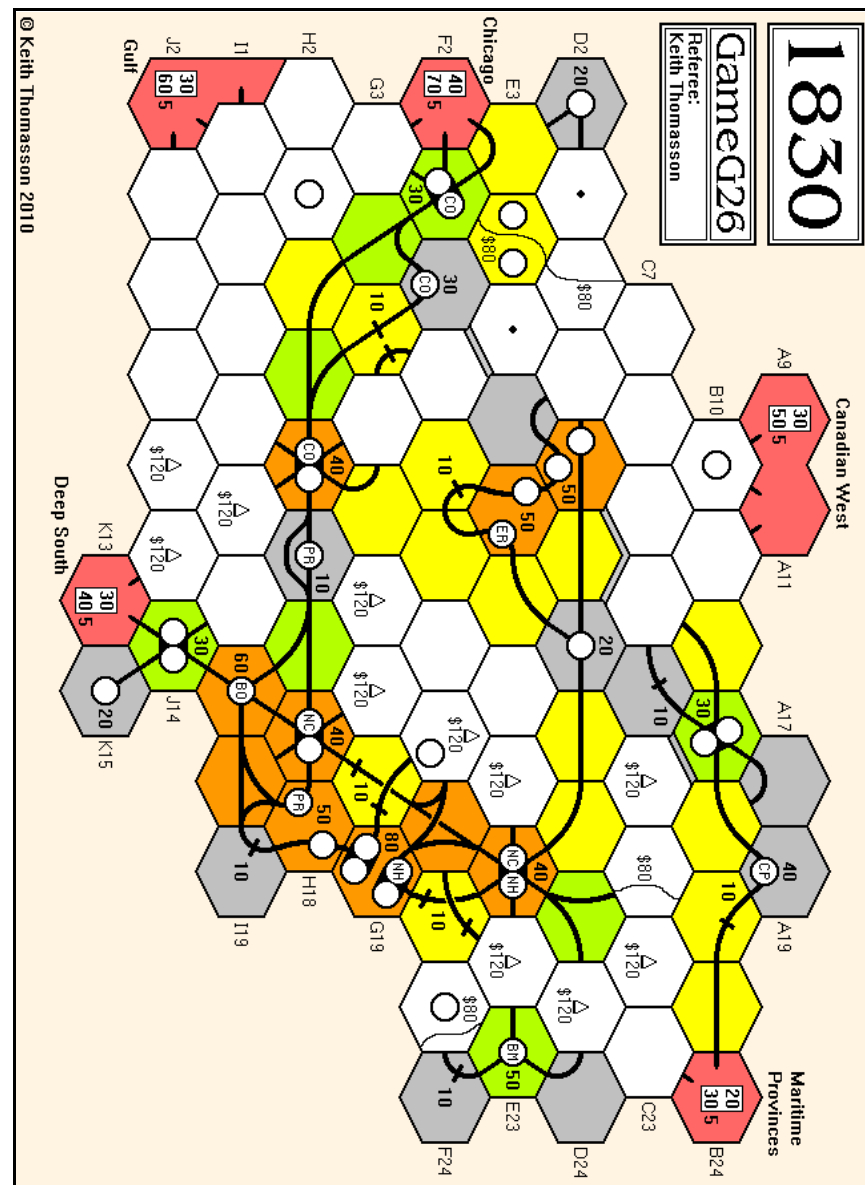
Cash Flow	b/f	OR12	c/f	Value	%	Certs
Mike Head	46	356	402	2,352	20.1▲	15
Mike Hutton	45	68	115	1,120	9.6▼	10
Richard Lunn	646	307	953	2,949	25.2▲	13
Willem Moene	121	326	447	2,403	20.6▲	15
Tony Sait	958	247	1,205	2,860	24.5▲	9

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Mike Head	-	1	6P	3	2	1	-	2
Mike Hutton	5P	-	-	-	-	1	6P	-
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)	-	1	1	-	1	-	2	1
Price (pool)	90A	200B	110D	112B	142B	65F	82E	170C
Company credit	0	10	0	0	74	1	0	67
Tokens	1	2	-	3	2	2	-	2
Trains	D	5	6	5	6	D	D	5

Bank cash: 8,728 Certificate limit: 13 Trains: Diesels  
 Current operating order: B&O, PRR, Erie, CPR, C&O, B&M, NYNH, NYC

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/1	2/-	3/1	4/2	7/1	8/3	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	53/1
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/-	67/1	68/1	70/1						



Orders required for the following rounds

By the early deadline

OR13, OR14

Adjudication can pause between rounds if requested



1830-V2-U28

Don buys most of  
the private companies.

PRIVATES

### Stock Round 1 - Private companies

Don	Buys the SVR for 20
Tony	Buys the C&StL for 40
Alan	Bids 165 on the C&A
Mark	Bids 170 on the C&A
Don	Buys the D&H for 70
Tony	Bids 175 on the C&A
Alan	✗
Mark	✗
Don	Buys the M&H for 110
	⊕ Alan gets the C&A for 190
Tony	✗
Alan	✗
Mark	✗
Don	Buys the B&O for 220 - par set to 100 by default
	<i>Priority for the rest of the round lies with Tony</i>

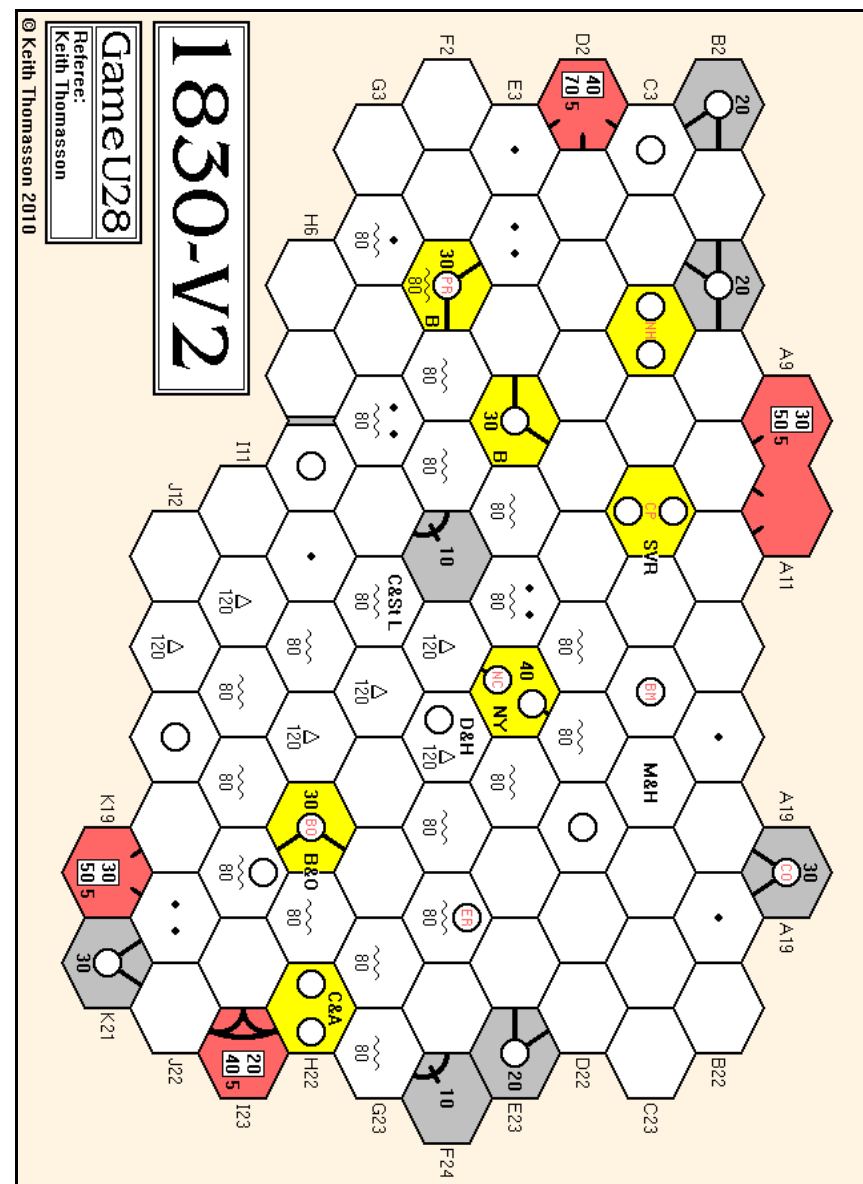
Cash Flow	b/f	Privates	c/f	Value	%	Certs
Don Smith	600	-420	180	800	31.1▲	5
Tony Sait	600	-40	560	600	23.3▼	1
Alan Harvey	600	-190	410	570	22.2▼	1-2
Mark Stretch	600	0	600	600	23.3▼	-

Portfolio	Privates	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Don Smith	SVR D&H M&H B&O	-	2P	-	-	-	-	-	-
Tony Sait	C&StL	-	-	-	-	-	-	-	-
Alan Harvey	C&A	-	-	-	-	-	-	-	1
Mark Stretch	-	-	-	-	-	-	-	-	-

Bank (new)	10	8	10	10	10	10	10	9
Price (par)	-	100	-	-	-	-	-	-
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	-	100A	-	-	-	-	-	-
Company credit	-	-	-	-	-	-	-	-
Tokens	3	3	3	4	3	4	2	4
Trains	-	-	-	-	-	-	-	-
Bank cash: 10,250	Certificate limit: 16				Trains: 6 x '2', 5 x '3',...			

Tiles	Tile number/Availability	One Operating Round between Stock Rounds
1	1/1	1
2	2/1	2
3	3/1	3
4	4/1	4
5	5/1	5
6	6/1	6
7	7/1	7
8	8/1	8
9	9/1	9
10	10/1	10
11	11/1	11
12	12/1	12
13	13/1	13
14	14/1	14
15	15/1	15
16	16/1	16
17	17/1	17
18	18/1	18
19	19/1	19
20	20/1	20
21	21/1	21
22	22/1	22
23	23/1	23
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26	26/1	26
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90	90/1	90
91	91/1	91
92	92/1	92
93	93/1	93
94	94/1	94
95	95/1	95
96	96/1	96
97	97/1	97
98	98/1	98
99	99/1	99
100	100/1	100

1/1	2/1	3/2	4/2	7/4	8/8	9/7	55/1	56/1	57/4	58/2	69/1
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Orders required for the following round

*By the early deadline*

### Stock Round 1, Public Companies



1835-C26

One round is all it takes.

OR15

OR15	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
PrE	WM	-	280	Yes	-	260B	486	6
SxE	LQ	23:G7:2	410	Yes	-	214D	302	4 3+3
ByE	DS	-	240	Yes	-	172D	226	6
HeE	JS	8:D12:5	400	Yes	-	168B	195	5 3+3
WtE	TS	55:N10:1	350	Yes	-	138D	332	5 3+3
BaE	LQ	9:H6:2	350	Yes	①	134B	550	4 4
MsE	DS	23:G19:1	240	Yes	-	94D	321	4+4
OIE	JS	20:K7:2	280	Yes	-	90E	20	5+5

Notes: ① The bank has run out of cash

Cash Flow	b/f	OR15	c/f	Value	%	Certs	Limit
John Shelley	2,702	652	3,354	5,844	26.0	14	14
Tony Sait	1,667	443	2,110	4,228	18.8	11	13
Don Smith	443	406	849	3,061	13.6	13	13
Lyndon Gurr	2,368	649	3,017	6,015	26.8	14	14
Willem Moene	597	307	904	3,310	14.7	13	13

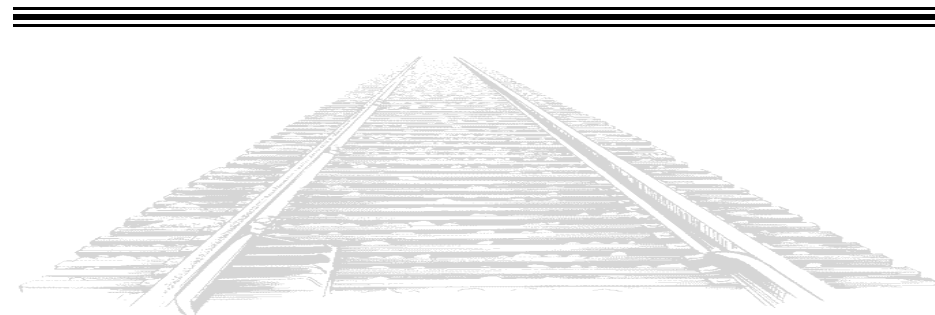
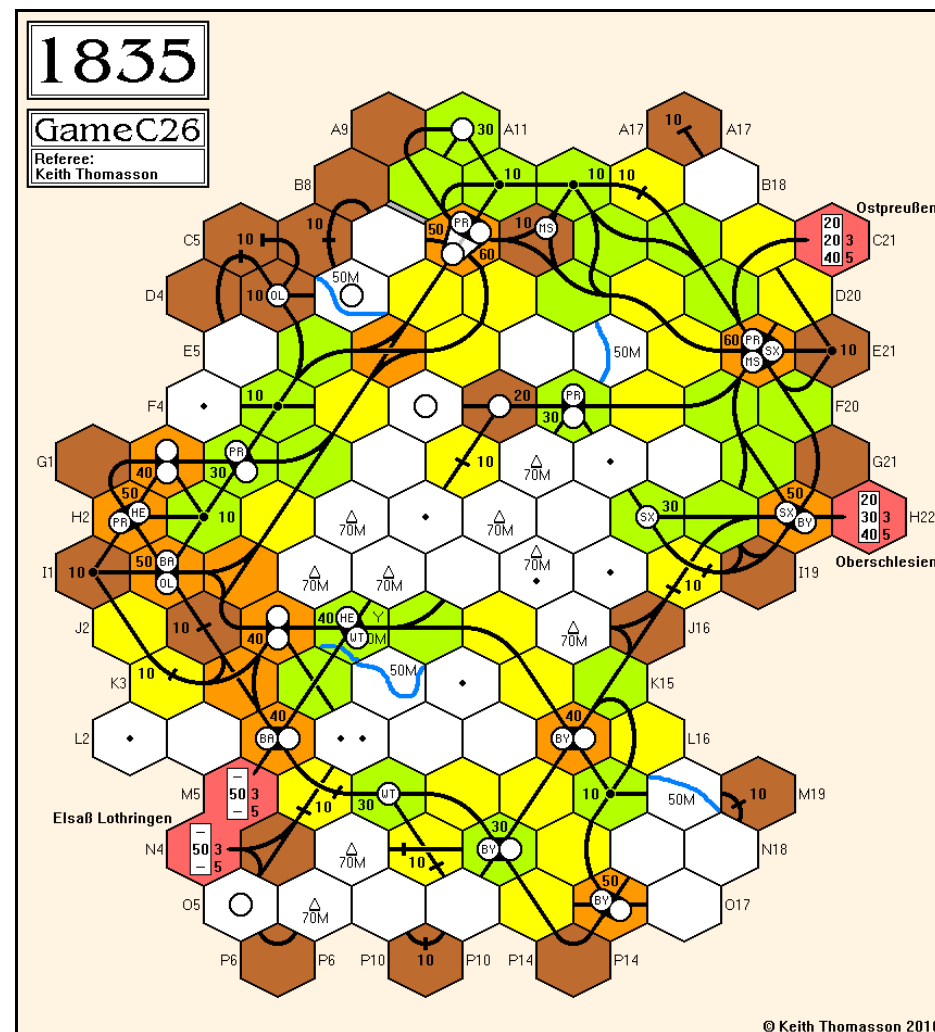
Portfolio	PrE	ByE	SxE	BaE	HeE	WtE	MsE	OIE
John Shelley	-	-	-	-	100/8	-	-	90/6
Tony Sait	20/2	10/1	-	10/1	-	80/6	20/1	-
Don Smith	-	80/7	-	10/1	-	10/1	60/4	-
Lyndon Gurr	-	-	90/8	80/6	-	-	-	-
Willem Moene	80/10	-	-	-	-	10/1	20/2	-

Bank (new)	-	-	-	-	-	-	-	10/1
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	10/1	10/1	-	-	-	-	-
Price (pool)	260B	172D	214D	134B	168B	138D	94D	90E
Company credit	486	226	302	550	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: -666	Trains: 4 x '6+6'							

The bank did not have the funds to survive this round, and we have reached the end of the game. John was only 80 behind Lyndon after the stock round, but has slid further back due to Lyndon's shares getting a better boost on the stock market. Lyndon is, with no surprises, our winner.

1st	Lyndon Gurr	6,015	26.8%
2nd	John Shelley	5,844	26.0%
3rd	Tony Sait	4,228	18.8%
4th	Willem Moene	3,310	14.7%
5th	Don Smith	3,061	13.6%

Congratulations to Lyndon, and thanks to everyone for the game. We will doubtless have another, and this time people might remember that in 1835 the 14 and 15 tiles are dead ends, with no further promotions.





1837-Y25

The '2G' trains hang on.

OR11

OR11 Pres		Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
Ug	GH	431:C23:3	400	45	Yes	-	300B▲	390	5 2G
Sd	TB	25:O19:6	180	60	Yes	-	260B▲	158	3G
Kk	TR	432:G13:3	530	40	Yes	-	173B▲	903	4+2 2G
Th	GH	24:H28:3	300	-	Yes	-	162A▲	232	4 3+1
Cl	TR	216:D36:4	240	-	Yes	① ②	140B▲	1	4+1 3+1
Bh	TB	202:N20:3	110	60	Yes	③ ④	104A▲	53	5 2G
Bk	JH	-	340	50	Yes	-	91E▲	531	4 2G
Sb	SW	42:H28:3	300	50	Yes	-	77H▲	325	4 3G
Ms	TB	430:J16:1	330	40	Yes	-	70G▲	535	4E 2G
Gt	SW	431:J36:6	240	50	Half	-	63I▼	492	4 2G

- Notes: ① 160 to the bank for a token in H22  
 ② 208 to the Kk for a '3+1' train  
 ③ 80 to the bank for a token in J16  
 ④ 800 to the bank for a '5' train

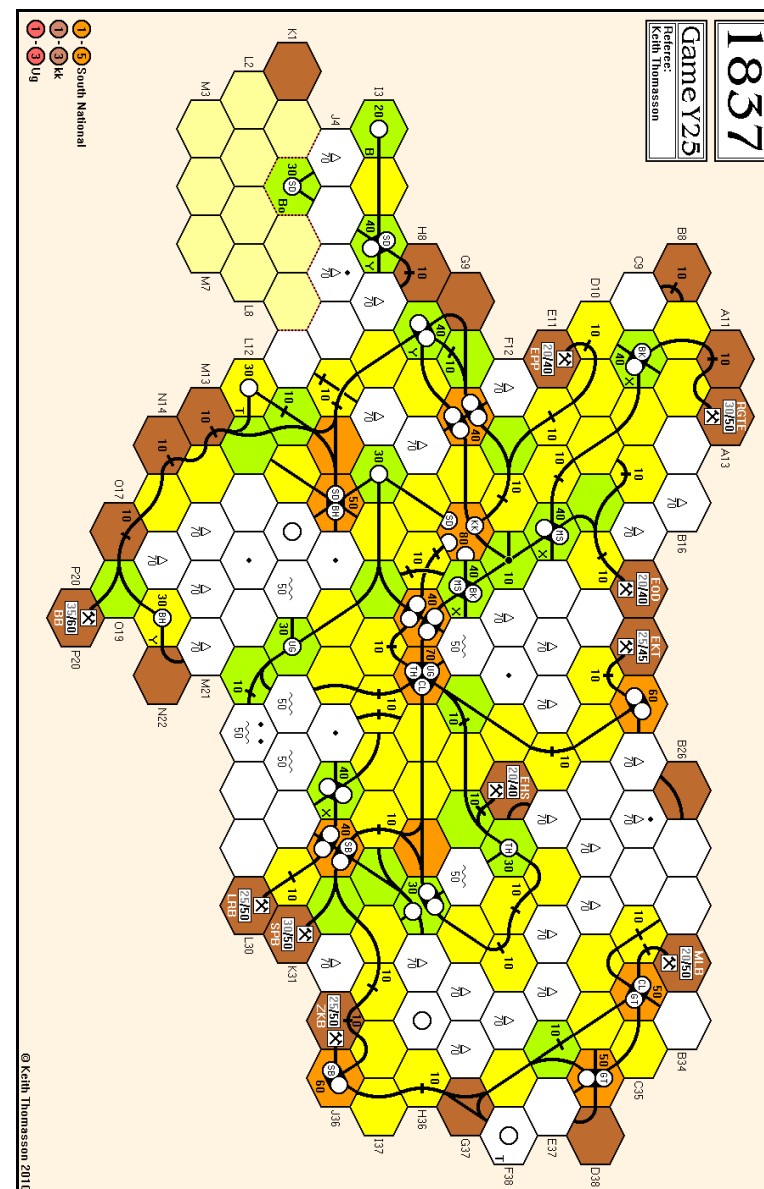
Cash Flow	b/f	OR11	c/f	Value	%	Certs
John Hopkins	288	509	797	2,665	14.2	16-18
Stephen Webb	287	619	906	3,373	18.0	16-20
Tony Bromley	55	548	603	3,956	21.1	20
Tony Robbins	611	625	1,236	4,351	23.3	18
Geoff Hardingham	222	549	771	4,368	23.3	15-16

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	1	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)	104A	91E	140B	63I	173B	70G	77H	260B	162A	300B
Credit	53	531	1	492	903	535	325	158	232	390
Tokens	2	1	1	1	2	1	1	-	1	1
Trains	5	4	4+1	4	4+2	4E	4	3G	4	5
	2G	2G	3+1	2G	2G	2G	3G		3+1	2G

Bank cash: 6,725 Certificate limit: 17 Trains: 3 x '4G', 1 x '5E', 1 x '5+2'...  
 Current operating order: Ug, Sd, Kk, Th, Cl, Bh, Bk, Sb, Ms, Gt

Tiles	Tile number/Availability										Three Operating Rounds between Stock Rounds									
1/1	2/2	3/2	4/8	5/2	7/7	8/18	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	24/11								
25/1	26/4	27/4	28/3	29/2	30/-	31/1	87/1	88/2	204/2	205/2	206/1	207/3								
208/1	405/4	406/2	408/3	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	429/1	39/2	40/3	41/4								
42/3	43/2	44/3	45/3	46/3	47/3	63/4	70/2	216/3	430/4	431/2	432/1	434/2								
435/-	436/-																			



Orders required for the following round

By the early deadline

OR12





1837-L27

The Bh and Gt are floated.

SR7

Stock Round 7

Don	Steve	Adam	Stephen	Pete
- 1 Sb {▼89D}	+ Kk new	+ Kk new	- 2 Sd {◀•}	- 2 Sb {▼83E}
+ Bh/Dir {97}			+ Ug new	+ Kk new
+ Bh new	+ Kk new	+ Kk new	+ Ug new	+ Th new
+ Bh new	+ Ug new	+ Th new	+ Ug new	+ Ms new
+ Bh new {floated}	✗	+ Th new	+ Ug new	+ GT new
✗	✗	+ Cl new	+ Cl new	+ GT new
✗	✗	✗	- 3 Bk {▼89F}	+ GT new {floated}
✗	✗	✗	+ Ms new	✗
✗	✗	✗	+ Ms new	✗
				Priority for SR8

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Pete Campbell	438	-428	10	1,778	17.7▼	15-16
Don Smith	394	-390	4	1,546	15.4▼	13-14
Steve Thomas	529	-415	114	2,414	24.0▲	17
Adam Romoth	573	-523	50	2,462	24.4▲	15-19
Stephen Webb	480	-388	92	1,871	18.6▲	13-15

Portfolio	Mount/Coal/Minors	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
• Pete Campbell	Tau/BB	-	1	6D	5D	1	2	-	-	2	-
Don Smith	Woch	5D	5D	-	-	-	1	5D	-	-	-
Steve Thomas	Kars Sem	-	-	1	-	6D	-	-	2	6D	1
Adam Romoth	Arl Bren Kara/U3D	-	-	1	-	2	5D	-	6D	2	-
Stephen Webb	U1D U1 U2D U3	-	-	2	-	1	2	2	-	-	4

Bank (new)	4	-	-	5	-	-	-	-	-	-	-
Price (new)	97	80	75	104	120	70	85	142	104	175	
Bank (pool)	-	4	-	-	-	-	3	2	-	-	-
Price (pool)	97B	89F	72F	104A	135C	67G	83E	157D	104A	210C	
Company credit	873	759	45	1040	0	364	920	96	242		
Tokens	3	2	2	3	-	2	2	-	2	-	
Trains	-	3	4+1	-	4	4	2G	4	4E		
		2G	4		4	3G		3	2G		
			2G		3+1						
					3						

Bank cash: 9,149 Certificate limit: 17 Trains: 1 x '3G', 1 x '4+2', 2 x '5'...

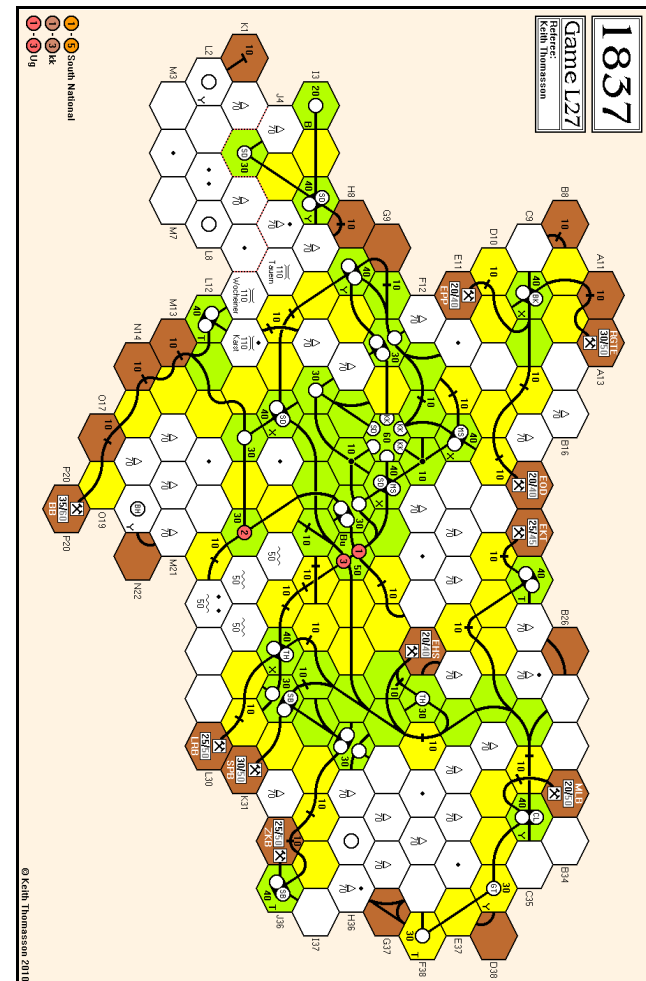
also: 1 x '3'

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

The EKT, LRB and EHS coal companies are exchanged for shares in their associated major companies as these are sold out.

The BB (Bh) may be exchanged before the next round for a share in the Bh The Ug may be formed if Stephen wishes it. If the Ug forms it will operate ahead of the Sd.

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

OR9



1856-P26

The WR also changed hands in the last stock round.

OR14 - OR15

Due to a moment of madness, when I looked at the word 'sell' and read 'buy', the last stock round required some revision. Mike Hutton did not buy a WR, he sold as many as he could, with the result that a few other deals were modified and Lyndon ended up running the WR.

OR14	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	MHn	8:K10:3	370	Yes	① ②	225C▲	183	D
GT	TS	8:M2:2	300	Yes	③	225C▲	56	5
THB	MHd	8:L11:2	290	Yes	-	200B▲	5	5
CGR	RL	-	320	Yes	-	125A▲	73	6
BBG	LQ	9:M16:3	600	Yes	①	125A▲	334	D 5
WR	LQ	6:O16:3	-	-	④	35H▲	0	6

Notes: ① 40 to the bank for terrain costs  
 ② 100 to the bank for a token in J11  
 ③ 100 to the bank for a token in M4  
 ④ 700 to the bank for a '6' train, mostly funded by 699 from Lyndon, requiring the sale of 1 THB {200B}

OR15	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
GW	MHn	19:L11:2	500	Yes	-	250C▲	183	D
GT	TS	9:M6:1	300	Yes	-	250C▲	56	5
THB	MHd	23:K14:5	290	Yes	-	225B▲	34	5
CGR	RL	-	320	Yes	-	150A▲	73	6
BBG	LQ	59:N17:4	600	Yes	-	150A▲	334	D 5
WR	LQ	64:N17:6	210	Yes	-	40H▲	0	6

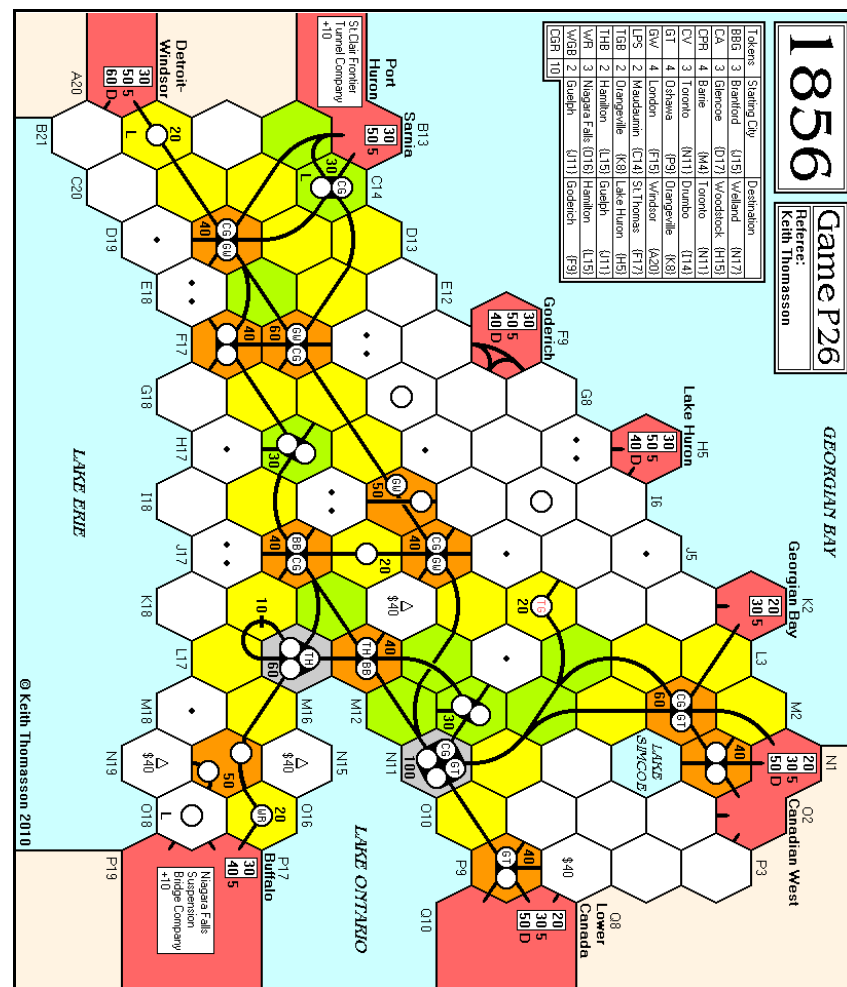
Cash Flow	b/f	OR14	OR15	c/f	Value	%	Certs
Richard Lunn	219	290	363	872	3,212	18.2▲	8½-9½
Lyndon Gurr	168	56	690	914	3,449	19.5▼	9½-17½
Mike Hutton	160	388	466	1,014	3,214	18.2▲	8½
Mike Head	848	402	402	1,652	4,252	24.0▼	10½
Tony Sait	635	270	270	1,175	3,555	20.1▼	9

Portfolio	BBG	GT	GW	TGB	THB	WR	CGR
Richard Lunn	-	1	4	-	-	1	7P
Lyndon Gurr	6P	-	-	-	1	9P	7
Mike Hutton	2	1	6P	-	-	-	1
Mike Head	2	2	-	-	6P	-	3
Tony Sait	-	6P	-	2P	2	-	2

Bank (new)	-	-	-	7	-	-	-
Price (par)	100	70	75	70	100	80	110
Bank (pool)	-	-	-	1	-	-	-
Price (pool)	150A	250C	250C	65F	225B	40H	150A
Company credit	334	56	183	-	34	0	73
Tokens	1	1	-	2	-	2	3
Trains	D 5	5	D	-	5	6	6

Bank cash: 5,483 Certificate limit: 11 Trains: Diesels  
 Current operating order: GW, GT, THB, CGR, BBG, WR

Tiles	Tile number/Availability				Three Operating Rounds between Stock Rounds							
1/1	2/1	3/2	4/3	5/2	6/-	7/6	8/6	9/3	55/1	56/1	57/2	58/3
69/1	14/3	15/2	16/1	17/1	18/1	19/-	20/1	23/-	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/-	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  
 OR16, SR9 Adjudication can pause between rounds if requested

1856-Y27

No new companies will be joining us for the immediate future.

SR5

Stock Round 5

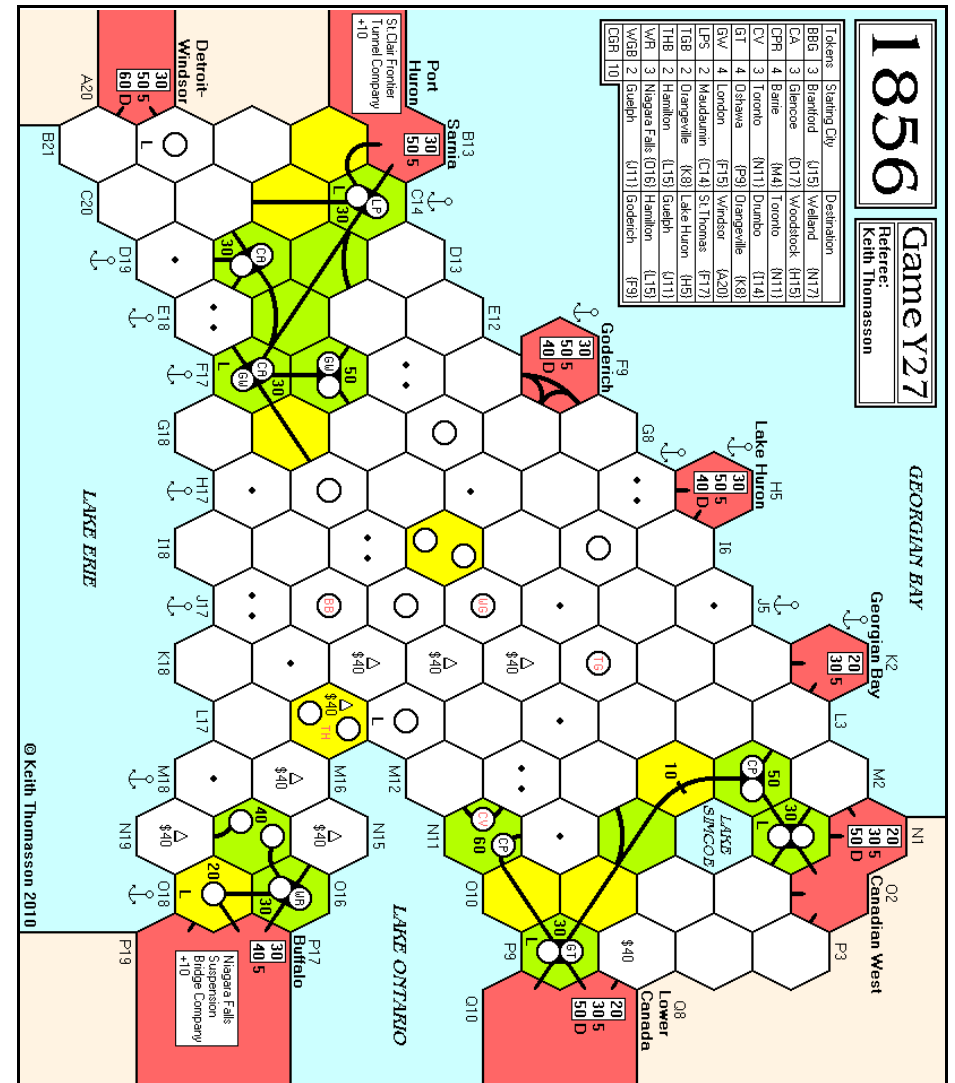
Lyndon	Don	John	Willem	Rob
+ LPS new	+ GW pool	- 2 GW (+60H) + CA new	+ CA new	+ GW pool
+ LPS new	+ GT pool	+ CA new	+ WR pool	+ GW pool
- 2 LPS (+>)	✗	✗	+ LPS new	+ GW pool
+ WR new	✗	✗		+ LPS new
+ WR new	✗	✗	✗	- 1 LPS (+>)
+ GW pool	✗	✗	✗	+ GT pool
✗	✗	✗	✗	✗
Priority for SR6				

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Willem Moene	287	-255	52	947	23.1▼	10
Rob Thomasson	251	-240	11	1,051	25.6▲	11
Lyndon Gurr	179	-170	9	824	20.1▲	9
Don Smith	155	-150	5	695	17.0▼	7
John Shelley	85	-40	43	583	14.2▼	5

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

Bank (new)	10	3	-	10	-	1	-	10	10	10	3
Price (par)		90	65		65	70	70				75
Bank (pool)	-	-	-	-	1	-	4	-	-	-	1
Price (pool)		90B	100E		80F	60H	90F				75F
Company credit		230	16		245	18	478				20
Tokens	3	1	2	3	3	2	1	2	2	2	2
Trains	4	4	3		3	3	3				4
Bank cash: 10,873 Certificate limit: 13 Trains: 5 x '5', 2 x '6'											
Current operating order: CPR, LPS, 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 rounds	By the early deadline
OR7, OR8	Adjudication can pause between rounds if requested





1861-C27

Fully reviewed now, and  
on track for the future.

OR8 - MR4

The MK ran for 130, not 80. I focused on one token, forgetting it had another in Moscow. I also managed to give Mike's converted KR to Stephen, which skewed the overall values somewhat.

#### Merger Round 3 conclusion

Mike bought two more NW shares, Willem and Lyndon bought one each

OR8	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
MV	WM	24:G14:5	-	120	Half	-	135C▲	140	- 3
MB	PC	623:F15:1	-	120	Half	-	135C▲	60	- 3
D	MH	638:G8:1	-	130	Half	-	135C▲	110	- 3
E	LG	6:O8:6	-	60	Half	-	135C▲	30	2 4
V	SW	619:H19:4	-	-	-	①	-	-	-
RO	LG	9:G6:3	4:J11:1	160	Half	②	70G▲	110	- 3
TR	SW	9:J13:1	4:J11:1	-	-	② ①	-	-	-
GRR	SW	636:C14:1	-	560	Yes	-	200B▲	422	- 4 4 3
MK	PC	619:D9:6	-	380	Yes	③	165C▲	237	- 4 3
NW	SW	63:G18:1	-	170	Yes	-	135D▲	688	- 3
RSR			270	No	④			41	2 5

- Notes: ① Cannot buy a train - nationalised  
② 20 to the bank for a second tile lay  
③ 75 to Pete for the MRR private  
④ 5 loans redeemed

#### Merger Round 4

Willem converts the MV to the MKV and can buy one or two additional shares  
Mike converts the D to the SE and buys one additional share  
Lyndon converts the E to the MKN

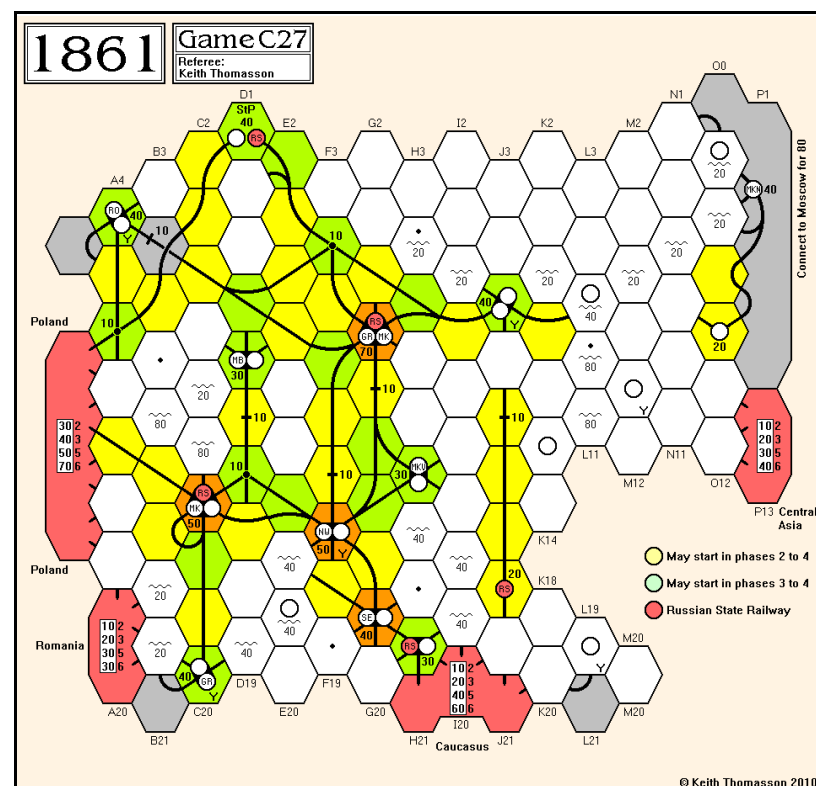
To conclude the merger round, those with sufficient cash can buy one share in each converted company.

Cash Flow	b/f	MR3	OR8	MR4	c/f	Value	%	Certs
Mike Hutton	307	-240	133	-135	65	1,010	19.4▲	4
Pete Campbell	106	0	289	0	395	1,205	23.2▼	4
Willem Moene	340	-120	133	0	353	958	18.4▼	3
Stephen Webb	46	0	458	0	504	1,104	21.3▼	2
Lyndon Gurr	367	-120	127	0	374	919	17.7▲	3

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

★ Yellow track tiles are unlimited

Portfolio	Privates	RO	MB	GRR	MK	MKN	MKV	NW	SE	RSR
Mike Hutton	-	-	-	-	-	-	-	4P	3P	
Pete Campbell	BSSC	-	1	-	3P	-	-	-	-	
Willem Moene	-	-	-	1	-	-	-	1	-	
Stephen Webb	-	-	-	3P	-	-	-	-	-	
Lyndon Gurr	-	1	-	-	-	2P	-	1	-	
Bank (new)	-	-	-	6	7	8	8	4	7	
Bank (pool)	-	-	-	-	-	-	-	-	-	
Price	70G	135C	200B	165C	135C	135C	135D	135C		
Loans	-	-	-	-	2	-	-	-		2
Company credit	110	60	353	237	30	140	688	245		41
Tokens	-	-	1	1	2	2	3	2		5
Trains	3	3	4	4	4	4	3	3		5
Bank cash: 11,405 Certificate limit: 13 Trains: 3 x '5', 2 x '6'...										
Current operating order: MV, MB, D, E, V, RO, TR, GRR, MK, NW										



Orders required for the following rounds

By the early deadline

MR4 conclusion, SR5

1870-Y26

We now have a full house of operating companies.

SR8

Stock Round 8

Willem	Mike	Adam	Don	Lyndon
+ TP new	+ SP new	- 1 GMO (PP) ⇒		⇒
⇒	Price protects 1 GMO	+ TP new	- 1 MKT (PP)	Price protects 1 MKT
+ TP new {floated}	+ IC pool	+ TP new	+ MP new	+ FW new
+ TP new	✗	+ TP new	+ MP new	+ SSW new
+ TP new	✗	+ SLSF pool	+ MP new {floated}	+ IC new
✗	✗	+ FW new	✗	+ TP pool
✗	✗		✗	MKT redeems from the pool
✗	✗	✗	✗	✗
Priority for SR9				

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Don Smith	230	-200	30	1,040	14.5	9
Lyndon Gurr	564	-500	64	2,358	32.8	12-18
Willem Moene	368	-272	96	1,338	18.6	9-13
Mike Hutton	252	-203	49	1,068	14.9	11-12
Adam Romoth	322	-310	12	1,380	19.2	12-15

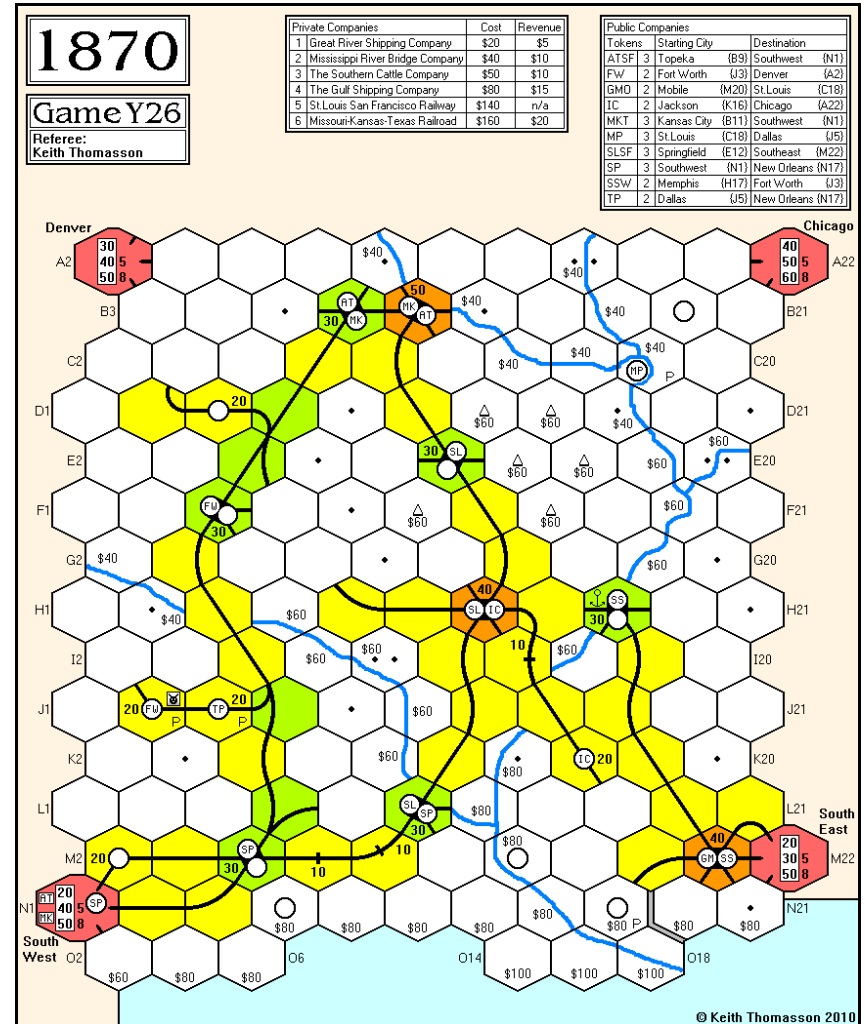
Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Don Smith	-	-	-	-	-	6P	5P	-	-	-
Lyndon Gurr	1	1	1	6P	7P	-	1	1	1	1
Willem Moene	5P	6P	-	-	-	-	-	-	-	4
Mike Hutton	-	-	6P	1	-	-	-	1	6P	-
Adam Romoth	3	1	1	1	-	-	1	6P	-	5P

Bank (new)	-	2	-	3	-	4	-	2	3	-
Price (par)	68	100	68	68	68	100	100	72	68	68
Bank (pool)	-	-	2	-	1	-	3	-	-	-
Price (pool)	50H	120A	76F	55G	200C	100A	82F	100E	68F	68F
Company credit	491	436	101	182	6	1,000	204	703	234	680
Redeemed shares	1	-	-	-	2	-	-	-	-	-
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: 7,712 Certificate limit: 13 Trains: 2 x '5', 3 x '6'... Also 1 x '3'

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

Titles	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							



Orders required for the following rounds

By the early deadline

OR11, OR12

Adjudication can pause between rounds if requested



1870-O27

Two more connection runs are completed.

OR8 - OR9

OR8	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	LR	57:M20:3	8:M18:3	250	Yes	-	200B	528 4 3
ATSF	RT	24:N3:6	-	150	Yes	①	180A	204 5 3
MKT	RT	Connection run	310	No	②	68G	521	
TP	JS	146:M8:3	-	310	Yes	-	110B	294 5 4
IC	LR	14:H17:1	-	220	Yes	-	90D	632 4 3
MP	DS	170:C18:3	-	220	Yes	-	82F	60 5 3
SSW	DS	8:G16:2	9:F17:2	160	Yes	-	82C	334 5
SP	JS	14:J5:2	-	270	No	-	64G	670 4 3
MKT	RT	63:B9:1	-	320	No	-	64G	841 4 3

Notes: ① 450 to the bank for a '5' train  
② Destination marker placed in N1

OR9	Pres	Lays	Run	Pay	Notes	Price	Credit	Trains
SLSF	LR	5:N17:1	9:M16:1	250	Yes	①	225B	494 4 3
ATSF	RT	170:B11:5	-	380	Yes	-	200A	242 5 3
TP	JS	170:J5:2	-	340	Yes	-	120B	430 5 4
IC	LR	63:K16:1	-	260	Yes	-	100D	710 4 3
MP	DS	8:D19:5	9:E18:2	290	Yes	②	90E	0 5 3
IC	LR	Connection run	390	Yes	③	110D	827	
SSW	DS	-	-	200	Yes	-	90C	414 5
SP	JS	4:K4:2	9:L3:2	270	No	-	60G	940 4 3
MKT	RT	14:F5:2	-	350	No	-	60G	1,191 4 3

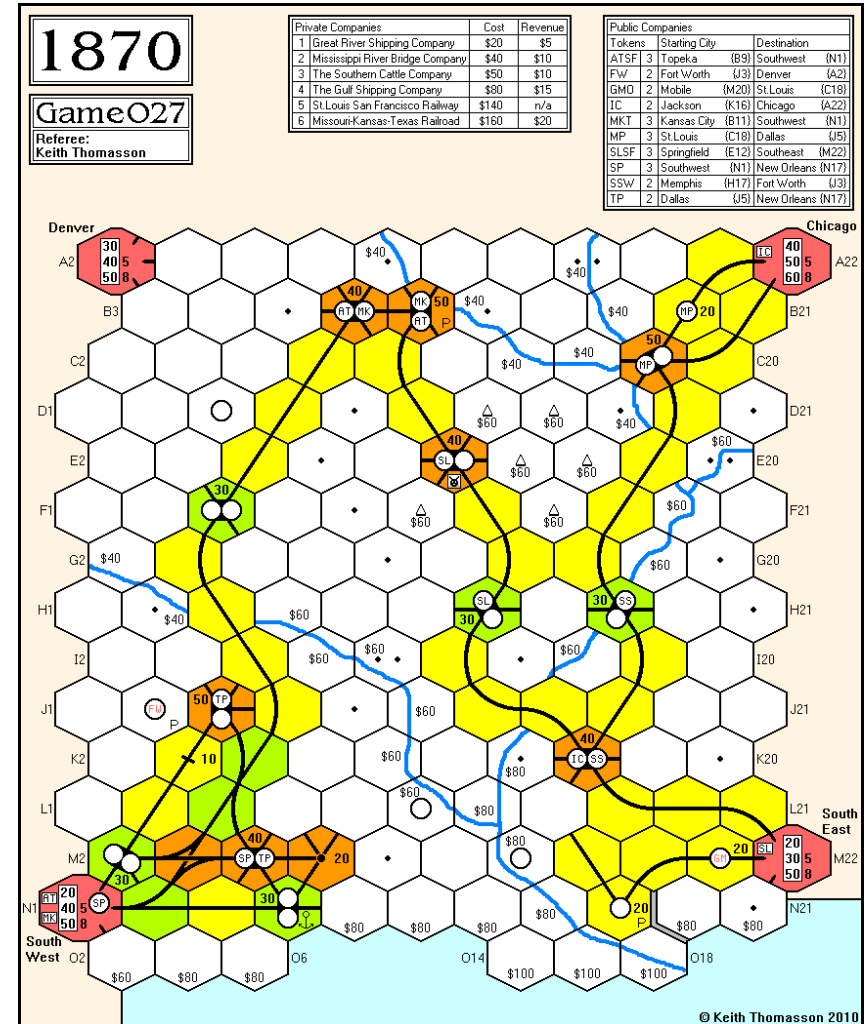
Notes: ① 80 to the bank for terrain costs  
② 60 to the bank for terrain costs  
③ Destination marker placed in A22

Cash Flow	b/f	OR8	OR9	c/f	Value	%	Certs
John Shelley	286	246	330	862	2,417	24.5	8-12
Don Smith	43	206	265	514	1,504	15.2	9
Lionel Robbins	321	285	566	1,172	3,382	34.2	11
Rob Thomasson	382	105	266	753	2,573	26.1	6-12

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)	200A	-	-	110D	60G	90E	225B	60G	90C	120B
Company credit	242	-	-	827	1,191	0	494	940	414	430
Redeemed shares	-	-	-	-	-	-	-	-	-	-
Tokens	1	2+D	2+D	1	1	1+D	1	1+D	D	D
Trains	5.3	-	-	4.3	4.3	5.3	4.3	4.3	5	5.4
Bank cash:	4,161	-	-	-	-	-	-	-	-	-
Certificate limit:	16	-	-	-	-	-	-	-	-	-
Trains:	5 x '6'	-	-	-	-	-	-	-	5 x '8'	-
Current operating order:	SLSF, ATSF, TP, IC, MP, SSW, SP, MKT	-	-	-	-	-	-	-	-	-

Titles	Tile number/Availability								Three Operating Rounds between Stock Rounds							
1/1	2/1	3/3	4/5	5/1	6/2	7/9	8/7	9/8	55/1	56/1	57/3	58/4				
69/1	14/1	15/2	16/2	17/2	18/2	19/2	20/2	23/4	24/1	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	43/2	44/1	45/2				
46/2	47/1	63/1	70/2	145/2	146/1	147/2	170/1									



Orders required for the following round

By the early deadline

SR6





18GA-Z27

One round is enough to see the first '4' train arrive.

OR6

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
CoG	DS	8:E3:6	130	Yes	-	120C▲	313	3
SAL	MH	5:G13:6	-	-	①	100A▼	920	3
ACL	MS	14:I9:1	120	Yes	①	100D▲	272	3
W&A	MH	23:D2:5	190	No	②	70E▼	140	4 3

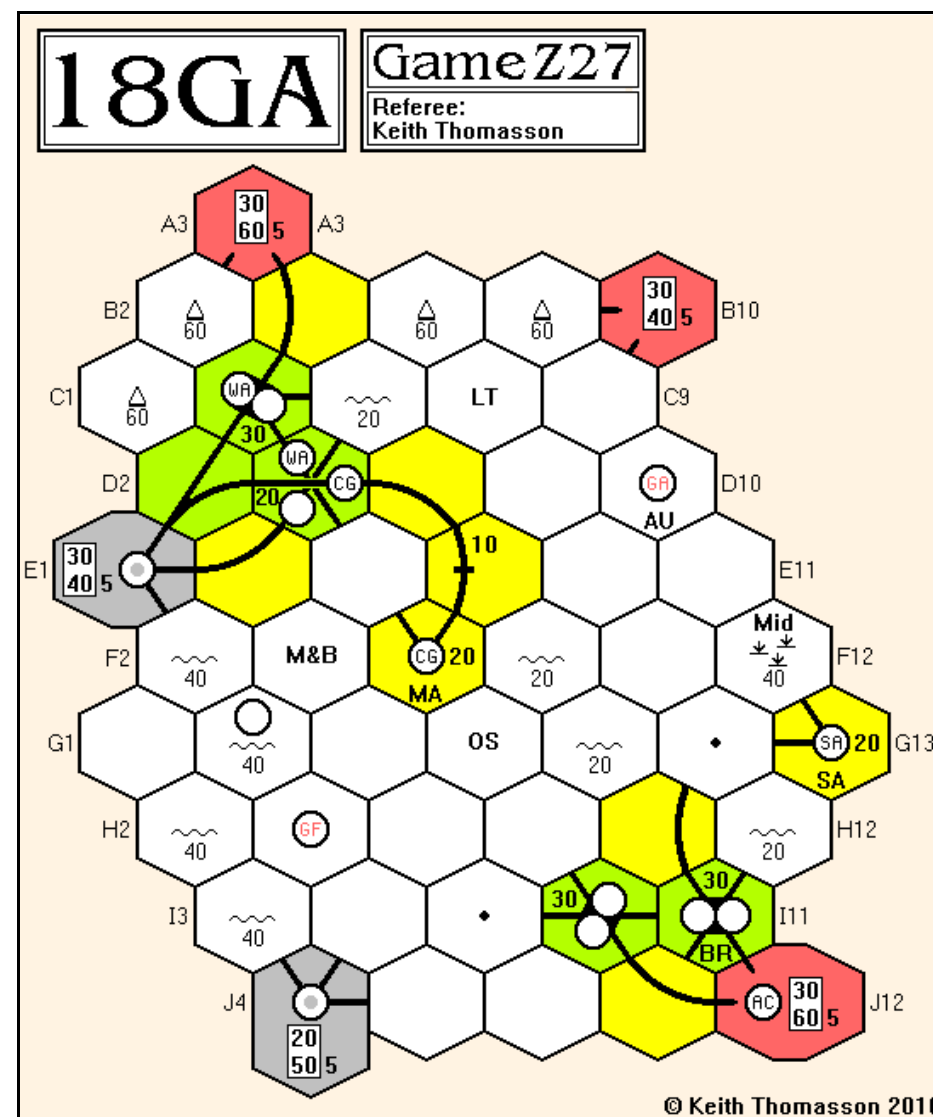
Notes: ① 180 to the bank for a '3' train  
② 300 to the bank for a '4' train

Cash Flow	b/f	OR6	c/f	Value	%	Certs
Mark Stretch	32	141	173	1,443	40.2▲	12
Mike head	20	10	30	1,020	28.4▼	10
Don Smith	29	80	109	1,129	31.4▲	9

Portfolio	Privates	ACL	CoG	G&F	GA	SAL	W&A
Mark Stretch	LT M&B	6P	3	-	-	-	2
Mike Head	Midland	-	-	-	-	6P	5P
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	100D	120C	70C		100A	70E
Company credit	272	313			920	140
Tokens	3	2	2	4	2	-

Trains:	3	3	3	4 3
Bank cash: 6,043	Certificate limit: 15		Trains: 2 x '4', 2 x '5'...	
Current operating order:	CoQ, ACL, SAL, W&A			

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Orders required for the following rounds

*By the early deadline*

OR7, SR5

*Adjudication can pause between rounds if requested*



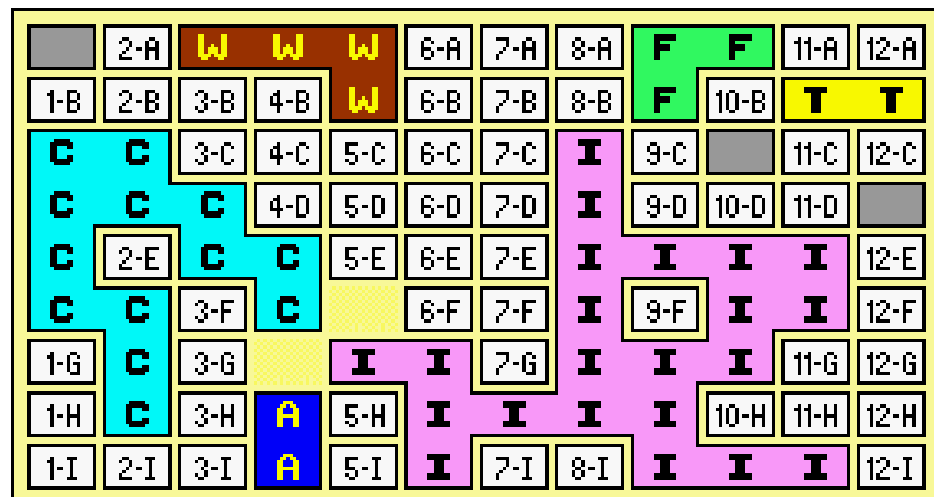


## ACQUIRE 54

Tower arrives just before  
Luxor is swallowed up.

## ROUND 9

Michael 10-C Buys 3 Festival @ 400.  
Kevin 11-B Buys 1 Luxor @ 200, 2 Worldwide @ 500.  
Tony 10-I Buys 3 Imperial @ 900.  
Bob 12-B Forms Tower, one free share. Buys 1 Tower @ 200.  
Michael 8-E Imperial takes over Luxor, bonuses for Michael (2,000) and Kevin (1,000), Michael swaps 6 for 3, retains 4, Kevin sells 4 for 800. Buys 3 Worldwide @ 500.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	4	-	10	3	9	3	3	500	27,700
Kevin Lee	-	-	3	-	9	-	8	3,100	25,300
Tony Wilcock	-	-	-	-	-	2	10	10,400	32,200
Bob Coull	-	2	12	3	-	7	4	100	33,600
Bank Stock	21	23	-	19	7	13	-		
Chain Size	-	2	2	3	4	13	22		
Chain Value	-	200	300	400	500	900	1000		

Playing sequence

Kevin, Tony, Bob, Michael, Kevin again

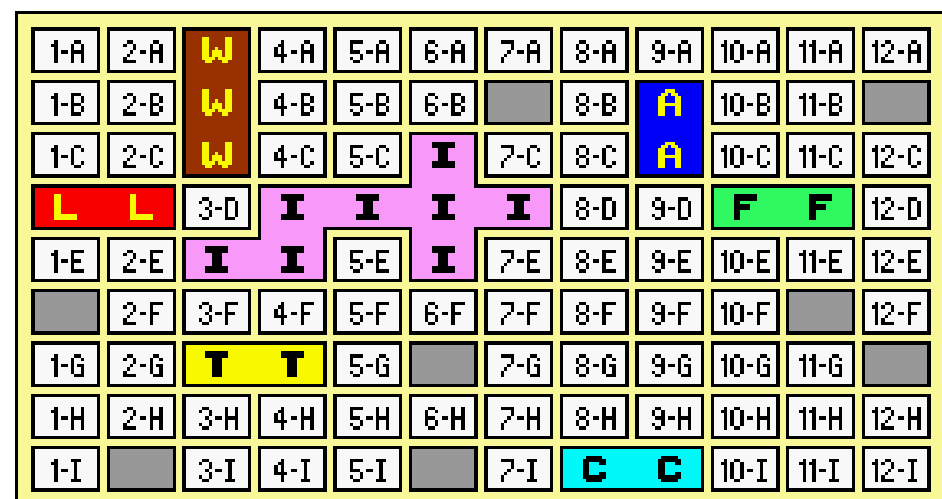


## ACQUIRE 55

Tower gets relocated  
through a merger.

## ROUND 4

Lyndon 5-D Imperial takes over Tower, bonuses for Lyndon (3,000), Willem (800) and John (800), Lyndon retains 7, Willem retains 3, John sells 3 for 900. Buys 3 Worldwide @ 400.  
Tony 11-F Buys 3 Luxor @ 200.  
Willem 10-D Forms Festival, one free share. Buys 3 Luxor @ 200.  
John 4-G Forms Tower, one free share. Buys 3 Tower @ 200.  
Bob 7-D Buys 3 Luxor @ 200.  
Lyndon 6-I Buys 3 Worldwide @ 400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Willem Moene	6	3	-	1	3	1	-	4,100	18,800
John Marsden	-	4	-	-	7	-	3	3,000	14,000
Bob Coull	10	-	4	-	-	-	4	2,100	23,000
Lyndon Gurr	-	7	-	-	9	-	-	4,200	15,200
Tony Wilcock	6	-	-	-	-	-	3	3,600	9,700
Bank Stock	3	11	21	24	6	24	15		
Chain Size	2	2	2	2	3	2	8		
Chain Value	200	200	300	300	400	400	800		

All chains are now in play, with plenty of places to merge some.

Playing sequence

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





## AGRICOLA 2

No problems for the final harvest.

## ROUND 14

Kevin gains 1 food {Well}. Marcus gains 4 food {Maid/Manservant}.  
Kevin cooks 2 sheep for 4 food.

### Actions

Kevin +1 cattle {gains 2 cattle}

Mike +3 wood {gains 6 wood}

Allan Renovate the fences {costs 1 reeds, 2 stone}

Marcus Take 1 grain {gains 1 grain}

Kevin Plough 1 field and sow - sows 2 grain

Mike +2 wood {gains 4 wood}

Allan Take 1 vegetable {gains 1 vegetable}

Marcus Sow and/or Bake Bread - plants 2 grain and 2 vegetables

Kevin Take 1 reeds, 1 stone, 1 food {gains 1 reeds, 1 stone, 1 food}

Mike Fences {costs 13 wood}

Marcus Family Growth without room

Kevin Renovate then Minor Improvement {costs 1 reeds, 3 clay} Turnip field

Mike Plough 1 field

Marcus Catch Fish {gains 3 food}

Kevin +1 wood {gains 1 wood}

Mike +1 stone {gains 4 stone}

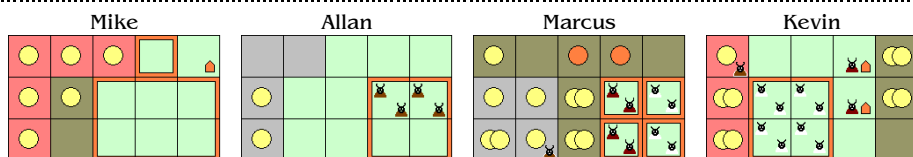
### Harvest

Kevin Gains 3 food {Loom} Feeds the family {costs 10 food} {breeds 1 sheep}

Mike Gains 2 food {Cabinet Maker} Cooks 4 boars {gains 8 food} Feeds the family {costs 10 food} {breeds 1 boar}

Allan Gains 4 food {Tinsmith/Well} Feeds the family {costs 4 food} {breeds 1 boar}

Marcus Gains 3 food {Basket Maker} Feeds the family {costs 9 food} {breeds 1 sheep and 1 cattle}



Kevin last family member had nowhere to go, as none of the actions he wanted could be carried out, so I just took the first free action space, as the decision was not going to affect the result.

Mike Hutton	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	2	2	2/1	1/-	-	3	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	4	-	Clay/5		5	32
	Occupations		Clay Digger, Countryman, Puppeteer, Thatcher					
	Improvements		Axe, Basket, Cabinet Maker {2}, Clay Oven {2}, Fireplace {1}, Flagon, Forest Pasture (3 wild boar) {1}, Wildlife Reserve {1}					

Allan Stagg	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	-	1	-/-	1/-	-	4	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	2	1	-	Stone/4		2	11
	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
	4	7	4	3/5	4/2	4	1	4
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	-	Stone/4		5	59
	Occupations		Basket Maker, Guildmaster, Hobby Farmer, Maid, Manservant, Reeve {3}, Tutor {6}					
	Improvements		Beanfield {1}, Bookshelf {1}, Copse {1}, Fireplace {1}, Swing Plough, Writing Desk {1}					

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle	
	3	3	1	2/4	-/-	8	1	2	
	Clay	Reeds	Stone	Wood	House		Family	VPs	
	1	-	1	1	Clay/3		5	39	
	Occupations		Animal Handler, Carpenter, Estate Manager {3}						
	Improvements		Acreage, Chicken Coop {1}, Cooking Hearth {1}, Loom {2}, Turnip Field {1}, Well {4}						

Marcus had this one sewn up for some time, and did not disappoint at the finish.

1st	Marcus Pratt	59
2nd	Kevin Lee	39
3rd	Mike Hutton	32
4th	Allan Stagg	11

Congratulations to Marcus and thanks to everyone for the game. Comments are welcome for next month's round up.



## AGRICOLA 3

Time was getting out of joint.

## ROUND 8

We had a repeat of an earlier round, which meant the last round was supposed to be a Harvest round. There were some adjustments made to accommodate this, and we're now past the Harvest and on to round 8.

Kevin gains 1 grain from the Granary.

### Actions

Pete Family Growth

Jim Private wood {gains 12 wood - pays Pete 2 food, cooks a sheep to get this}

Allan Start Player - Quarry

*Whenever Allan uses the Day Labourer space he receives 3 stone*

Kevin +1 stone {gains 4 stone}

Pete Sow and/or Bake Bread - sows grain and vegetables, bakes 1 grain into bread for 7 food {Clay Oven and Millstone}

Jim Fences - builds 15 fences {costs 14 wood - Wood Carver}

Allan +3 wood {gains 6 wood}

Kevin Major improvement - Well {costs 1 wood, 3 stone}

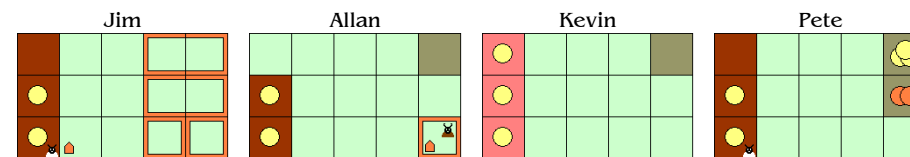
Kevin Occupation {gains 2 food - Patron} - Head of the Family {costs 1 food}

*Kevin can use any Build Rooms or Family Growth action even if someone else has already taken it*

+1 wood {4 wood}	+2 wood {8 wood}	+3 wood {3 wood}	Private wood {2 wood} {2 food ⇒ Pete}	+1 clay {4 clay}	+2 clay {5 clay}
+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	Sow and/or Bake Bread
Fences	+1 sheep {2 sheep}	1 Major or Minor imp	+1 stone {1 stone}	Renovate then 1 improvement	Family Growth then 1 Minor Imp
+1 wild boar {2 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}



Jim Reader	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	-	-	4	-/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	1	3	-	4	Wood/3		2	1
	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	-	8	Wood/2		2	1	
	Occupations		Farmer, Fence Overseer, Seasonal Worker, Sycophant						
	Improvements		Greenhouse {1}, Quarry {2}						

Kevin Lee	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	2	1	-	3/-	-/-	-	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	2	5	Clay/3		3	1
	Occupations		Head of the Family, Magician, Patron, Pig Whisperer					
	Improvements		Granary, Well {4}, Wildlife Reserve {1}					

Pete Campbell	Food	Fields	Pasture	Grain	Veg	Sheep	Boar	Cattle
	9	2	-	-/3	-/2	1	-	-
	Clay	Reeds	Stone	Wood	House		Family	VPs
	-	-	-	1	Wood/3		3	4
	Occupations		Grocer, Master Forester					
Improvements		Clay Oven {2}, Corn Scoop, Fireplace {1}, Millstone						

### Orders required

Actions for the family, starting with Allan Harvest - after round 9







BATTLE! 4

Your Attribute research order is:  
MACPSDERBHX

ROUND 3

Team	Research	PP	Units	M	A	C	P	S	D	E	R	B	H
Anon Allan Stagg	+Conversion Level 3	13	1A	1									
			2A	3									
			3A	1									
			4A	1									
Blob Steve Ham	+Conversion Level 3	14	1B	2									
			2B	2	1								
			3B	1									
			4B	2									
Chaos Marcus Pratt	+Conversion Level 3	13	1C	1									
			2C	3									
			3C	1									
			4C	1	2								
Dynamo Mark Stretch	+Conversion Level 3	11	1D	1									
			2D	1									
			4D	2									
			5D										
Elp Michael Graystone	+Conversion Level 3	12	1E	1	1								
			2E	2	2								
			3E	2									
			4E										
Free Friends John Marsden	+Conversion Level 3	11	1F	2	1								
			2F	2	1								
			3F										
			4F	1									

- Research: Everyone researches Conversion.
- New units: 4A, 4C, 5D.
- Moves: Most moves took place as planned, except for 3D, which tried to move onto the adjacent power hex, only to find 2E muscling in.
- Combat: 1A and 3F attack each other (2 hits each). they each lose 1 move and 1 attack level, but both survive.  
  
2E attacks 3D (4 hits) and destroys it.

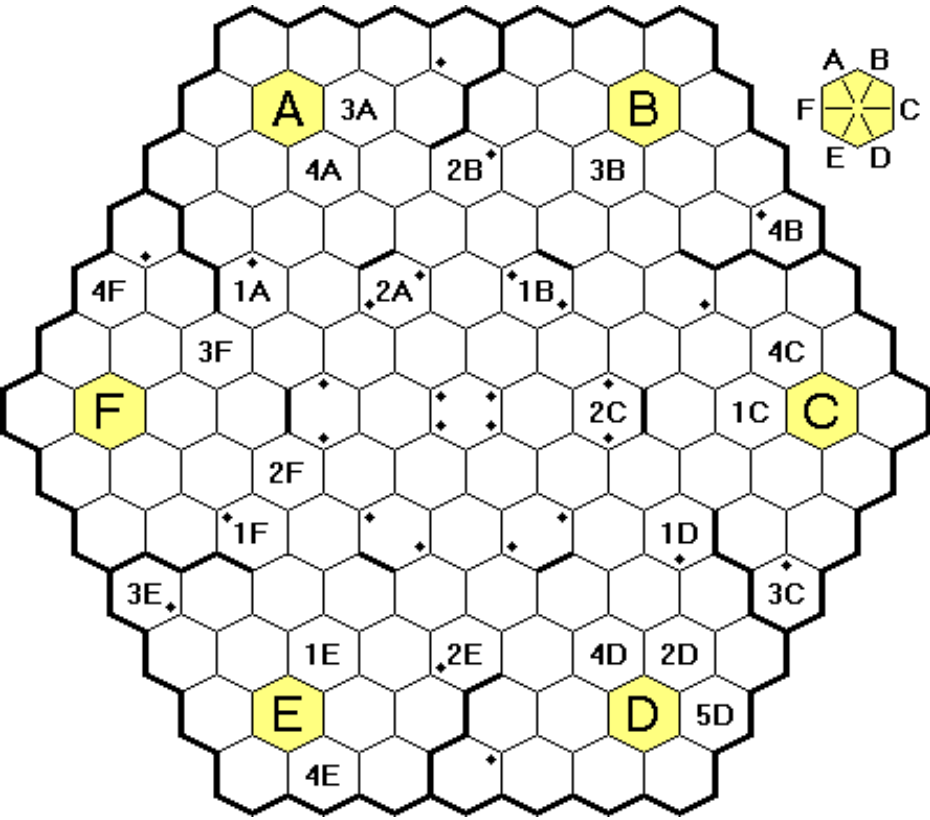
The next attribute is Power, which will cost 4 points to research. Units with this attribute can draw more power from the power hexes on the map. Every two levels of Power a unit has allows it to draw one extra power point from a power hex. No power hex can deliver more than double its basic limit.

You can start assigning Conversion attributes to your units that are next to your bases next time.

We have our first conflicts. The combat between 1A and 3F removed the ability to attack from both units, so they'll sit there next to each other until other units come along to assist, or the teams gain the Storage power, which would make it possible to feed power to these units to let them add attributes once more.

The combat between 2E and 3D was one-sided, as 3D had no attack skills.

If anyone is wondering how 2E got onto the power hex before 3D, considering that 3D was right next to it, here is how it went. 2E moved first, as it had a movement level higher than 3D. This put it on the other side of the power hex from 3D, and they both tried to move onto it at the same time. Because of 2E's higher movement level, it had priority, or perhaps it was actually momentum.



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



**BREAKING AWAY 19**

Bob makes a break for the finish line.

**ROUND 14**

Pos	Riders	New
116	Bob Geldof	10
115	-	
107	-	
106	Pierce	3
105	Tobacco Alcohol	4
104	Berry Gordy Rakhrir the Red Archer Arturo	6
103	Moonglum Dingle Fingle	9
102	Olmstead Rory Cocaine	11
101	-	
100	Cheko Agricola	3
99	Gee Jay Gaynor of the Damned	5
98	-	
97	Betty Grable	3
96	-	
95	-	
94	-	
93	-	
92	-	
91	-	
90	Rene Carter Ross Ward	3

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



Bob Geldof is now certain to win, as even with his feet off the pedals he will cross the finish line before anyone else.

I apologise for confusing Tobacco with steam last time. He was, of course, running out of puff.

Orders required

Cards for round fifteen



**BREAKING AWAY 20**

Everyone is off, with no gaps.

**ROUND 1**

Pos	Riders	New
10	Ptosphes	3
9	Hestophes	4
8	Kalvan	5
7	Sigmund Rylla	6
6	Dennis Frank Red Admiral llyb	8
5	Swallowtail Terence	11
4	Fast Tom Jessica Brimstone Jim Reader Shin Takashima	3
3	Top Tom Big Tom Bashamichi Painted Lady	3
2	Nihon Odori Richard Lunn Tyred Tom	7
1	Motomachi Chukagai Greg Payne	10

<b>Dennis Frank</b>		<i>Otherwhen</i>			
A	Kalvan	3	5	7	12
B	Rylla		6	7	11
C	Ptosphes		3	4	6
D	Hestophes		3	4	4
<b>Steve Ham</b>		<i>Same Again Boys</i>			
A	Dennis Frank		3	8	13
B	Richard Lunn		7	11	12
C	Greg Payne		5	10	14
D	Jim Reader		1	3	11
<b>Kevin Lee</b>		<i>Butterfly Beauties</i>			
A	Red Admiral		5	6	8
B	Swallowtail		10	10	11
C	Brimstone		1	3	15
D	Painted Lady		3	4	9
<b>Richard Lunn</b>		<i>Team Tom</i>			
A	Fast Tom		3	11	15
B	Top Tom		3	7	15
C	Big Tom		2	3	15
D	Tyred Tom		3	7	11
<b>Greg Payne</b>		<i>Early Dungeon Threats</i>			
A	Sigmund		1	6	7
B	Jessica		3	7	14
C	llyb		3	8	11
D	Terence		5	6	11
<b>Jim Reader</b>		<i>Minatomirai Sen</i>			
A	Motomachi Chukagai		10	14	15
B	Nihon Odori		7	8	15
C	Bashamichi		3	3	14
D	Shin Takashima		3	5	7



Rows 3 and 4 are overcrowded - just - and do not get any bonus for the riders ahead of them.

Richard Lunn (team leader) commented that four of you have two chances to win this race, courtesy of the Same Again Boys rider names.

Orders required

Cards for round two





**BUS BOSS 318-LUZ**

LICK goes on a tour of the country before the game ends.

**ROUND 12**

Luzon

Round 12 Runs

			FIB	SHOES	JEEP	COLIN	LICK	
45	6♠ Bangued 9♠ San Fernando	① FIB 13 ② JEEPNEY 7 ② SHOES 6 ④ LICK 4 ✕ COLIN		+2/-4 -4	+4	-3	+4 +3	15 3 12 -3 3
46	K♣ General Nakar Q♦ Banaue	① COLIN 16 ② SHOES 9 ③ LICK 5 ✕ JEEPNEY			-3		+5/-7 +3	13 7 7 3
47	2♠ Ilagan 5♥ Del Gallego	① COLIN 16 ② FIB 9 ③ LICK 5	-2			+2	+8/-3	14 16 0
48	4♣ Baclaran J♠ Aparri	① JEEPNEY 16 ② SHOES 9 ③ LICK 5 ✕ COLIN			-5	-5	+5 +5	21 9 -5 5
49	3♣ Baclaran 7♦ Baguio	① COLIN 16 ② SHOES 7 ② FIB 7		-3		+3		13 10 7
50	A♦ Iba 4♥ Daet	① JEEPNEY 20 ② COLIN 10						20 10
51	A♣ Muntinlupa 6♥ Padre Burgos	① FIB 13 ① JEEPNEY 12 ③ LICK 5	-1 -2	+1			+2	16 11 3
52	10♦ Bayombong 5♠ Baclaran	① JEEPNEY 13 ② SHOES 8 ③ COLIN 5 ④ FIB 4		+5		-5		13 3 10 4

Scores	Runs:	45	46	47	48	49	50	51	52	Score
JEEPNEY	301	3	3	-	21	-	20	11	13	372
SHOES	321	12	7	-	9	10	-	-	3	362
FIB	282	15	-	16	-	7	-	16	4	340
COLIN	219	3	13	14	5	13	10	-	10	287
LICK	130	-3	7	0	-5	-	-	3	-	132

1st	Jim Reader	JEEPNEY	372
2nd	Lyndon Gurr	SHOES	362
3rd	Bob Coull	FIB	340
4th	Colin Sharpe	COLIN	287
5th	Roger Trethewey	LICK	132

Congratulations to Jim. We'll round up next month, so have your say.



**BUS BOSS 322-IZU**

Two solo runs in this round.

**ROUND 10**

Izu Peninsula

Round 10 Runs

			JAM	RIP	GRUB	ODE	ONSEN	
1	10♠ Fuji-san 10♠ Matsushima	① RIP 30						30
27	6♠ Numazu 5♦ Atagawa	① GRUBBY 13 ① JAM 12 ③ RIP 5		-3				10 12 8
28	2♠ Nirayama 10♦ Shimoda	① JAM 16 ② ONSEN 7 ② ODE 7 ✕ RIP ✕ GRUBBY			+3	+3		19 6 3 1 1
29	J♦ Hino K♠ Shizuoka Ferry	① ONSEN 16 ② JAM 9 ③ ODE 5 ✕ RIP	-3	-1		+1	+1	14 13 1 2
30	5♣ Ashinoko 4♦ Amagi Kogen	① RIP 15 ① GRUBBY 15						15 15
31	3♣ Odawara 2♥ Matsuzaki	① ONSEN 16 ② JAM 7 ② ODE 7	+2			+2		20 5 5
32	A♦ Ito Koen 7♥ Heda Mura	① JAM 16 ② GRUBBY 9 ③ ODE 5	+4/-3		+3/-4	+1		15 11 4
33	9♠ Gotenba 7♦ Rendaiji	① GRUBBY 11 ① RIP 10 ③ ODE 5 ④ ONSEN 4		+5/-8		+5		13 13 0 4
34	Q♥ Shunzenji K♦ Onsen Irozaki	① ONSEN 30						30
35	A♣ Kanagawa-Ken 7♠ Susono	① RIP 20 ② GRUBBY 10 ✕ ODE				-3 -3		17 7 6

Round 10 routes

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

Hino - Irozaki, Kawazu - Yugano (12)

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

None.

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

Amagi Kogen - Yugashima (11)

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

Ito - Matsushima (7)

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

Irozaki - Sashida, Rendaiji - Yugano (11)

Scores

	Runs:	1	27	28	29	30	31	32	33	34	35	Routes	Score
ONSEN	166	-	-	6	14	-	20	-	4	30	-	-11	229
JAM	162	-	12	19	13	-	5	15	-	-	-	-7	219
RIP	142	30	8	1	2	15	-	-	13	-	17	-12	216
GRUBBY	150	-	10	1	-	15	-	11	13	-	7	-11	196
ODE	127	-	-	3	1	-	5	4	0	-	6	-	146

Round 11 Runs

36.	10♥ -	A♠	Yugashima to Nagaoka
37.	6♦ -	J♣	Kawazu to Ajiro
38.	9♦ -	K♣	Shimoda to Ito
39.	8♦ -	5♠	Yugano (south) to Numazu
40.	10♣ -	2♦	Matsushima to Futo
41.	9♥ -	4♣	Joren Falls to Hakone
42.	Q♠ -	9♣	Shizuoka to Atami
43.	Q♣ -	4♠	Ito to Mishima
44.	8♠ -	3♦	Iwanami to Izu Kogen

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



BUS BOSS 324-ENG

We continue the trend of first choices all round.

ROUND 5

England

Graystone Runs Ugly Brown Buses Yet Again (GRUBBY) (Michael Graystone, Brown)  
Heathrow - London - Cambridge ..... 53 - 12 ..... 41

Buses Across Rural England (BARE) (Pete Campbell, Blue)  
Stoke - Preston ..... 54 - 9 ..... 45

Marsden's Amazing Road Services (MARS) (John Marsden, Green)  
Peterborough - London ..... 53 - 12 ..... 41

Transport Out Of London (TOOL) (Bob Coull, Black)  
Birmingham - Stoke, Sheffield - Leeds ..... 52 - 12 ..... 40

Buses Living In Great Halls Travel Yearly (BLIGHTY) (Jim Reader, Yellow)  
Gloucester - Bristol, Manchester - Leeds ..... 51 - 12 ..... 39

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



BUS BOSS 327-CD

Welcome to the south west.

NEW GAME

Jim Reader	4835 Lexington Court, Center Valley, PA18034, USA
Roger Trethewey	Sea Pines, Hesketh Road, Torquay, Devon, TQ1 2LN
Mike Hutton	57 Ascension Road, Romford, Essex, RM5 3RT
Kevin Lee	14 Rother Close, West End, Southampton, SO18 3NJ
Pete Campbell	39 Water Street, Cambridge, CB4 1NZ

This map bears the legend 'Prepared in time for BayCon, Torquay, Easter 1988'. BayCon 2010 has just finished, so 22 years later on and we're still making use of David Watt's map of Cornwall and Devon for Bus Boss.

The numbers on a couple of town circles (2 for Exeter, 3 for Plymouth) indicate that three runs will take you to these locations, and that's not including Exeter as an optional destination for England, which will come up twice.

Routes
Buy in the order Jim, Roger, Mike, Kevin, Pete
Don't forget company names and colour preferences



ACQUIRE 53 {SP}

Lady Luck focused on two out of four for this one.

GAME OVER

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

Michael Graystone (1st): First of all my commiserations to Colin, who came so close only to fall at the final hurdle. Ha Ha. I know I am lucky at this game and I have no doubt Colin will tell me so again, but I could not believe how sweetly round 9 fell for me. Being first to play I had so many options at merging and creating chains that I chose for the first time to dust off the board game and to actually carry out in real the different permutations I had in order to optimise my options and boost my stock and cash value to a point where I was confident I had the game in the bag, only for Colin to do something similar the very next round (which proves you can take nothing for granted). Thanks to one and all for a great game.

Richard Lunn (3rd): Events are rarely totally one-sided. Did I play really well or were other players exceptional? Probably both. I started off very well but incredibly quickly for every poor decision I made, both Michael and I thought Colin made very good decisions - well done to both of them. And as ever, thank you for running the game.

It was certainly a game of two parts, with Michael and Colin chasing for the lead.







## CANAL MANIA 2

Another two-two split on actions.

## ROUND 5

### Actions

Kevin Lee	1	Drew a card from the top of the deck
	2	Built from Manchester to Liverpool (contract complete - 4 VPs)
	3	Shipped goods from Liverpool to Stoke (3 VPs)
Jim Reader	1	Exchanged engineers with Geoff - gained Lock-Stretch ability
	2	Built from Weybridge to Arundel via Guildford (contract complete - 8 VPs)
	3	Shipped goods from Weybridge to Arundel (3 VPs)
John Marsden	1	Took a contract - Oxford and Coventry (5)
	2	Took Surveyor, Aqueduct, Stretch/Yellow (goods in Chester and Arundel)
	3	Drew a card from the top of the deck
Geoff Hardingham	1	Took a contract - Oxford and London via Reading (7)
	2	Took Lock, Stretch/White (goods in Birmingham and Weybridge), Stretch
	3	Shipped goods from Birmingham to Chester (2 VPs)

Player	Engineer	S	L	A	T	VPs	Contracts	Canal Basin: 3 goods cubes
Geoff Hardingham	(T)	13	8	3	3	23	Oxford and London via Reading (7)	

### Mauve

Kevin Lee	(B)	14	9	3	3	17	Manchester and Goole via Leeds (7)	
-----------	-----	----	---	---	---	----	------------------------------------	--

### Blue

John Marsden	(S)	12	9	2	3	18	Cambridge and Peterborough (4)	
--------------	-----	----	---	---	---	----	--------------------------------	--

Jim Reader	(L-S)	14	9	4	1	24	Oxford and Gloucester (5)	
------------	-------	----	---	---	---	----	---------------------------	--

Yellow								
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The Aqueduct engineer is currently not assigned to any player, but can be exchanged as with any other player-held engineer.

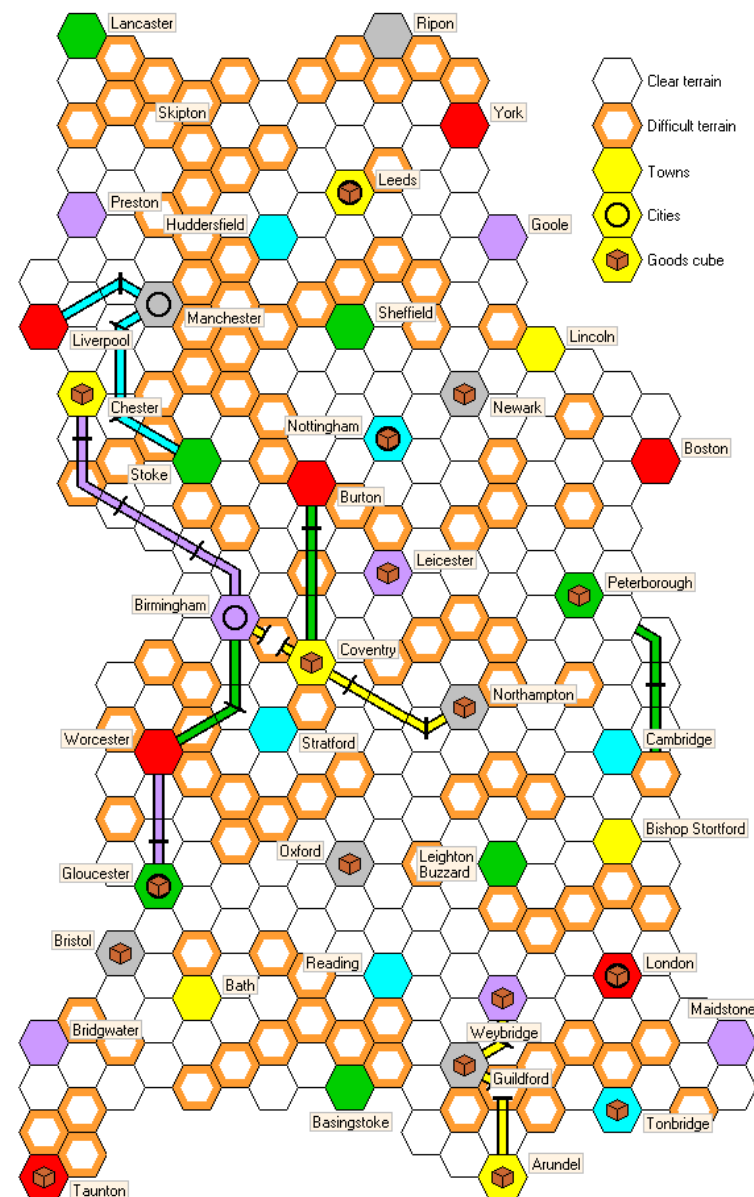
### The Current Contracts

-	Lancaster and Preston (4)
-	Reading and Bristol via Bath (6)
-	Nottingham and Goole via Newark (5)
Northampton and London via L Buzzard (7)	Leeds and Liverpool via Skipton (8)
Basingstoke and Weybridge (4)	Tonbridge and Maidstone (3)

### The following Build Cards are on the table

Stretch/Black	Tunnel	Stretch	Aqueduct	Stretch/Red
---------------	--------	---------	----------	-------------

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



### Playing sequence

Kevin, John, Geoff, Jim



6 NIMMT! 15

Three clear rounds, with John on a random draw.

ROUND 3

Hand 1 (1-104)

		96	
		95	
	94	93	
	86	66	89
8	51	65	55
1/1	2/3	3/11	4/8

Bob (8) takes row 1 for 1 pt, John (10) takes row 4 for 6 pts, Don (20), Michael (21), Mark (28), Colin (37), Jim (55) takes row 4 for 9 pts, Kevin (89).

Hand 2 (1-104)

		103	
	14	98	
	6	88	
	4	86	
95	2	85	38
1/2	2/4	3/10	4/1

Kevin (2) takes row 2 for 1 pt, Jim (4), Mark (6), Don (14), John (38) takes row 4 for 10 pts, Michael (75), Bob (78), Colin (95), takes row 1 for 6 pts.

Hand 3 (1-84)

68		78	
34		77	
22	56	73	83
11	43	71	81
10	33	70	80
1/15	2/7	3/10	4/5

Kevin (1) takes row 2 for 1 pt, Colin (3), Michael (18), Don (19), Mark (20), Bob (33) takes row 2 for 6 pts, Jim (43), John (56).

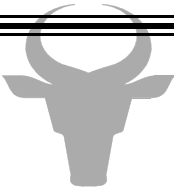
Hand 4 (1-84)

49	57		12
48	56		9
47	32		6
46	29		4
45	28	2	3
1/6	2/5	3/1	4/5

Bob (2) takes row 3 for 1 pt, Kevin (6), John (9), Michael (12), Colin (46), Don (47), Mark (48), Jim (49).

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Michael Graystone	1	0	0	0	1
Don Shailer	0	0	0	1	1
Kevin Lee	0	1	1	0	2
Colin Sharpe	0	6	0	0	6
Bob Coull	1	1	6	1	9
Mark Stretch	0	9	7	0	16
Jim Reader	9	0	0	8	17
John Colledge	12	10	0	6	28

Orders required
Round four - cards for each hand



OUTPOST 28

I had to get creative, with some people working from out-dated info.

ROUND 5

Commander Actions

Marcus Bought one Water Factory (w:7,7,7)

Bought one Population Unit (o:2,4,5)

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

Bought one Population Unit (o:4 w:6)

WillemAuctioned a Nodule for 25. Lyndon joined at 27, Jim at 28. Willem dropped out at 34, Lyndon at 38. Jim got it for 38 (o:1,1,2 w:4,5,5,6,6,8)

Auctioned a Nodule for 25. Lyndon joined at 27 and dropped out at 33. Lyndon got it for 33 (w:4,5,6,8,10)

Mark Auctioned a Data Library for 15 and got it (w:6,10)

Lyndon Passed

Jim Passed

Pete Auctioned a Heavy Equipment for 30 and got it (w:6,7,8,9)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Marcus	2o,4w	6p (8,0)	Nod	2o,4w (34,10)	8 (25)
2	David	2o,4w	6p (8,0)	Nod	2o,4w (34,10)	8 (25)
3	Lyndon	2o,4w	5p (8,0)	Nod	3o,1W (39,10)	7 (25)
4	Jim	2o,3w	5p (8,0)	Nod	3o,3w (30,10)	7 (25)
5	Mark	2o,3w	3p (5,0)	DL, DL, DL	4w (28,10)	6 (45)
6	Pete	2o,4w	5p (5,0)	HE	2o,1W (36,10)	6 (30)
7	Willem	2o,3w	5p (5,0)	HE	4o,6w (54,10)	6 (30)

Data Library	1 (1 more)	Heavy Equipment	2 (1 more)
Warehouse	3 (2 more)	Nodule	1 (none left)

The card information given last time was out of date. This was odd, because I've been running my adjudicator for many years now, and this has only happened recently. What is also odd is that having sent the corrected information to players, some people don't seem to have received it, or perhaps didn't remember to use it when they ordered.

I went through the usual process and when I checked the reports they were correct.

Orders required
Round six auctions, bids and purchases







## RAILWAY RIVALS 2124-I(S)

Too close to call.

## ROUND 12

Ireland (South)

Round 12 Runs		SIN	CRAIC	WEAR	PADDY	CORK	
36	26 Kilkenny 34 Waterford	① CORK 13 ① CRAIC 12 ③ SIN 5	+1 +4			-4 -1	18 8 4
37	44 Athlone 14 Dublin	① PADDY 16 ② WEAR 7 ② CORK 7		-2		+2	16 9 5
38	61 Ennis/Foynes 12 Dublin	① WEAR 20 ② CORK 10		+4		-4	16 14
39	21 Johnstown/Kildare ⚡4 Great Britain	① CRAIC 16 ② PADDY 9 ③ CORK 5				+1	17 9 4
40	46 Galway 52 Cork	① SIN 20 ② WEAR 10 ✖ PADDY	+2 +1	-2	-1		17 12 1
41	36 Lismore/Youghal 62 Kilkee/Listowel	① PADDY 13 ② SIN 7 ② CRAIC 6 ④ WEAR 4	-9	-5	+9		4 16 1 9
42	55 Mallow/Newcastle ⚡5 Any Coastal Town	① SIN 16 ② PADDY 7 ② CRAIC 7 ✖ CORK ✖ WEAR		-1		-1	16 7 5 1 1

Scores

	Runs:	36	37	38	39	40	41	42	Score
SIN	256	4	-	-	-	17	16	16	309
PADDY	253	-	16	-	9	1	4	7	290
CORK	248	18	5	14	4	-	-	1	290
CRAIC	256	8	-	-	17	-	1	5	287
WEAR	182	-	9	16	-	12	9	1	229

In a close finish, SIN pulls ahead to take the game, while CORK and PADDY finish dead level to share second place. Congratulations to Peter on winning the game.

1st	Pete Campbell	SIN	309
2nd=	Jim Reader	PADDY	290
	Colin Sharpe	CORK	290
4th	Steve Ham	CRAIC	287
5th	Kevin Lee	WEAR	229

My thanks to everyone for the game. We'll round it up and put it to bed next month, so let me know how it was for you.



## RAILWAY RIVALS 2127-MP

MARS is eclipsed by TSE and ROMP.

## ROUND 10

Malaysian Peninsula

Round 10 Runs		TSE	ROMP	MARS	BAK	BUG	
22	42 Kuala Lumpur 56 Segamat/Tampin	① ROMP 20 ② MARS 10					20 10
23	33 Taiping 21 Georgetown	① TSE 30					30
24	63 Tanjung Bala/ Tanjung Leman 55 Muar/Port Dickson	① MARS 16 ② BUGGER 7 ② ROMP 7	+1	+4		-4 -1	12 12 6
25	22 Georgetown ⚡4 Tin (Sn) or Latex Glove Producer	① TSE 15 ① BUGGER 15	+4/-5			+5/-4	16 14
26	12 Pattani 43 Kuala Lumpur	① BAKUTEH 13 ① BUGGER 12 ③ MARS 5 ✖	-1 -2	+1	-1 -1 +1	+1 +2	14 9 4 3
27	62 Malacca 11 Had Yai	① TSE 16 ② ROMP 9 ③ MARS 5 ✖ BAKUTEH	+3	-3	-3 -9		10 12 -4 12
28	35 Bagan Dartoh/Lumut ⚡6 Petrochemicals	① ROMP 10 ① TSE 10 ① BUGGER 10	+3/-1 +1/-3 -3			+3	12 11 7

Round 10 builds

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

None.

+2 (BUGGER) = +2

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

None.

+6 (BUGGER) = +6

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

S70 - R70.

-1 (builds) -1 (BUGGER) = -2

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

None.

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

A51 - Bidor, L56 - J57 - J58 - H59 - H69. -9 (builds) -2 (TSE) -6 (ROMP) +1 (MARS) = -16

Scores

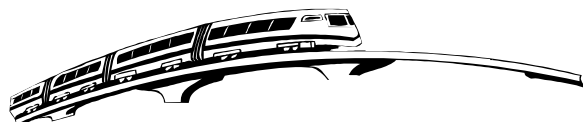
	Runs:	22	23	24	25	26	27	28	Builds	Score
TSE	140	-	30	-	16	-	10	11	+2	209
ROMP	144	20	-	6	-	3	12	12	+6	203
MARS	161	10	-	12	-	4	-4	-	-2	181
BUGGER	131	-	-	12	14	9	-	7	-16	157
BAKUTEH	116	-	-	-	-	14	12	-	-	142



Round 11 Runs

29. 45 - 24 Seremban to Kuala Besat/Merang  
 30. 46 - 36 Port Klang/Putrajaya to Bidor/Mentakab-Temerleh  
 31. 64 - 23 Batu Pahat/Kluang to Butterworth  
 32. 53 - 01 Kertih to Singapore  
 33. 51 - 61 Ipoh to Bandar Baru Rompin/Mersing  
 34. 54 - 14 Kuantan to Narathiwat  
 35. 13 - 05 Yala to Iron (Fe) or Bauxite (Bx)

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



RAILWAY RIVALS 2134-IN

Final builds before  
the first set of runs.

ROUND 6

Malaysian Peninsula {14 points for these builds}  
Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
 B58 - Y17 - X17 - W17 - W16 - U15 - Hyderabad, W17 - S18, W51 - W50.  
 40 +1 (SLUMDOG) +1/-3 (CURRY) = 39

Services for Lowly Unloved Millions Dreaming of Greatness (SLUMDOG) (Steve Ham, Purple)  
 Cuttack - B69 - D70 - Jamshedpur, A13 - Trivandrum, Jamshedpur - H70 - J69.  
 33 +6 (towns) -1 (GREAT) -3 (CURRY) +3 (RICE) = 38

Over Deccan Express (ODE) (John Marsden, Green)  
 F60 - F59 - Jabalpur - G57 - E56 - E52, Amritsar - Z51, E47 - E48, K67 - Patna.  
 91 -1 (CURRY) -2 (RICE) +1/-1 (TAMIL) = 88

Crazy Useless Railway Rivals in Yellow (CURRY) (Jim Reader, Yellow)  
 Y53 - Z52, Madras - E16 - Madurai - D14 - D12 - C12 - Trivandrum, N58 - Kanpur.  
 36 +3/-1 (GREAT) +3 (SLUMDOG) +1 (ODE) +2 (TAMIL) = 44

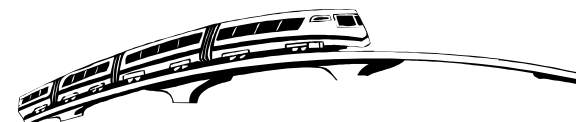
Railway & Industrial Corporation & Empire (RICE) (Colin Sharpe, Blue)  
 Q13 - Q14 - O15 - O16 - K18, O12 - N11 - N9, T11 - T13, G49 - H48.  
 39 -3 (SLUMDOG) +2 (ODE) -2 (TAMIL) = 36

Trains Around Mangalore India, Limited (TAMIL) (Brian Tappenden, Orange)  
 N68 - Bhagalpur - G72, N67 - K66.  
 30 +1/-1 (ODE) -2 (CURRY) +2 (RICE) = 30

Round 7 Runs

1. 44 - 52 Calcutta to Vishakhapatnam  
 2. 43 - 61 Calcutta to Bangalore  
 3. 53 - 33 Hyderabad to Agra  
 4. 64 - 04 Calicut to Assam  
 5. 34 - 25 Kanpur to Indore  
 6. 26 - 12 Jodhpur to Delhi  
 7. 14 - 06 Saharanpur to Any Seaport

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



RAILWAY RIVALS 2148-LE

LOSER's build is  
one point short.

ROUND 2

London and South East {14 points for these builds}  
London & South East Railways (LOSER) (Bob Coull, Black)  
 I60 - Chatham - Rochester - I52 - G52 - F52 - Sevenoaks.  
 26 +18 (towns) +2 (ODE) = 46

Opening Due East (ODE) (John Marsden, Green)  
 D61 - E61 - Maidstone - F57 - F56 - G56, F56 - F52 - Sevenoaks.  
 26 -2 (LOSER) = 24

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
 L5 - M5 - Three Bridges - B46 - Reigate, I7 - M9 - M11 - N11 - N12.  
 32 +6 (towns) -1 (GITCO) = 37

Gravesend International; Tunnel Corporation (GITCO) (Tony Sait, Purple)  
 D48 - E48 - E47 - D46 - Reigate, E48 - E49, E48 - H46 - I47 - J46.  
 20 +6 (towns) +1 (BUM) = 27

Fighting with the Dangerous Rails (FWTDR) (Roger Trethewey, Blue)  
 Ashford - A57 - C56 - Tonbridge - B54 - Tunbridge Wells.  
 26 +12 (towns) = 38

Builds

Up to 15 points excluding payments to rivals



SAINT PETERSBURG 2

The last of the Aristocrats are on offer.

PHASE 6-B

Round 6 - Building Phase

Marcus	Tony	Pete	Kevin
Customs House ⇒ Mariinskij Theatre	+ Fur Trapper from hand	✕	+ Firehouse
Observes Aristocrats Administrator ⇒ hand	✕	✕	+ Hospital from hand
✕	✕	10 VPs from 2 Pubs	



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Kevin	18	44	30r + 2v	1r + 16v	12r + 3v	Trading	11
Marcus	40	23	27r + 1v	7r + 6v	15r + 5v	Building	0
Tony	13	38	18r + 0v	0r + 12v	6r + 0v	Worker	0
Pete	16	60	24r + 5v	7r + 6v	25r + 8v	Aristocrat	0

Players	Cards in hand	Cards in play
Kevin	Controllor	Fur Shop, Gold Miner x 4, Lumberjack, Shepherd x 2, Ship Builder x 2, Catherine the Great Palace, Firehouse, Hospital, Market x 4, Administrator, Author, Mistress of Ceremonies, Warehouse Manager
Marcus	Administrator, Chambermaid	Gold Miner, Lumberjack, Ship Builder, Weaving Mill x 2, Wharf, Bank, Church of the Resurrection, Mariinskij Theatre, Observatory, Admiral, Judge, Secretary, Warehouse Manager
Tony	Shepherd	Czar and Carpenter, Fur Trapper x 3, 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, Administrator, Author, Builder, Controllor, Judge, Mistress of Ceremonies, Senator

Orders required

Round six Aristocrat phase led by Pete



SAINT PETERSBURG 3

No cards are taken from the display.

PHASE 2-B

Round 1 - Building Phase

Rob	Kevin	Bob	Tony
Observes Aristocrats Author ⇒ hand	Potjomkin's Village ⇒ Harbour from hand		



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Tony	10	6	6r + 0v	0r + 3v	2r + 0v	Aristocrat	20
Rob	9	0	9r + 0v	0r + 1v	3r + 0v	Building	17
Kevin	12	3	6r + 0v	5r + 2v	4r + 1v	Trading	24
Bob	15	2	9r + 0v	0r + 0v	5r + 2v	Worker	20

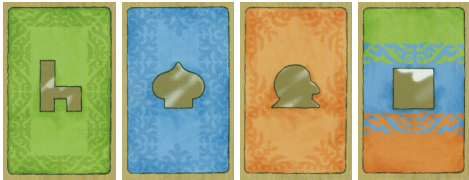
Players	Cards in hand	Cards in play
Tony	Ship Builder, Administrator	Gold Miner, Shepherd, Customs House, Market, Administrator
Rob	Fur Shop, Author, Author	Fur Trapper, Shepherd, Ship Builder, Observatory, Warehouse Manager
Kevin	Customs House	Lumberjack, Shepherd, Harbour, Controllor
Bob	Fur Shop,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

Kevin, you said to play the Harbour for 16, but it is a trading card, so had to upgrade something. As Potjomkin's Village was your only building card in play, that was the one.

With no cards drawn from the display, no new cards appear. That leaves the Minister of Foreign Affairs as the only Aristocrat available in the next round.

Orders required

Round two Aristocrat phase led by Tony





YEAR OF THE DRAGON 1

The Emperor gets most of his Tribute.

ROUND 8



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



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

#### Actions

Lyndon Get up to 3 Yuan - gains 3 Yuan

Michael Taxes - gains 5 Yuan

Pete Get up to 3 Yuan - gains 3 Yuan

Rob Harvest - gains 4 Rice chips

#### Person Tiles

Lyndon Tax Collector - moves in to palace 2

Michael Scholar {younger} - replaces Pyrotechnist in palace 2

Pete Scholar {elder} - moves in to palace 3

Rob Monk {older} - replaces Farmer in palace 2

#### Event - Imperial Tribute

Michael Pays 4 Yuan Imperial Tribute

Rob Pays 3 Yuan Imperial Tribute and releases a Farmer {older}

Pete Pays 3 Yuan Imperial Tribute and releases a Warrior {younger}

Lyndon Pays 3 Yuan Imperial Tribute and releases a Tax Collector

#### 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)	30 / 48	38 / 58	42 / 56	48 / 56
Person track	39	24	37	42
Yuan (money)	5	0	0	0
Dragons/Fire/Rice	0 / 1 / 0	1 / 0 / 4	2 / 0 / 0	2 / 1 / 0
Palace 1	Healer 1	Warrior 1	Warrior 1	Farmer 2
	Tax Collector 3	Craftsman 1	Tax Collector 3	-
	Courtesan 1			-
Palace 2	Craftsman 1	Monk 2	Craftsman 1	Warrior 1
	Scholar 2	Warrior 2	Healer 2	Tax Collector 3
	Healer 1			Healer 2
Palace 3	Warrior 2	Healer 2	Healer 1	Warrior 2
	Farmer 2	Courtesan 1	Farmer 1	-
			Scholar 3	
Palace 4		-	Farmer 1	
		Scholar 3		

#### Action Groups

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

It's time for another celebration, as those magic fireworks are due back in town.

#### Orders required

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

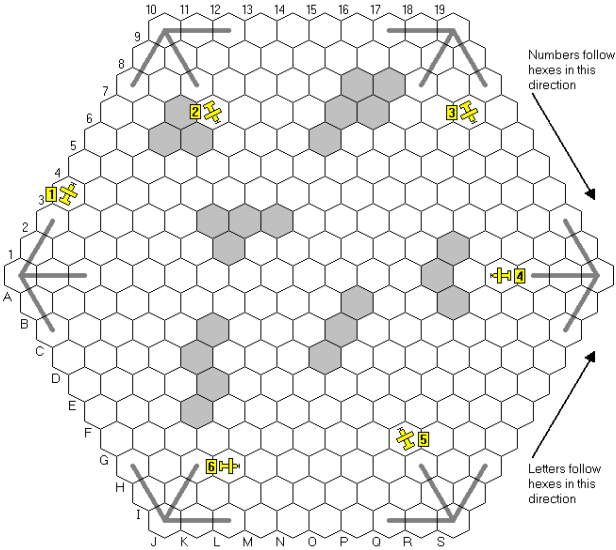


SOPWITH T353FW

It is a good day to fly.

ROUND 1

Pilot	Starts	Moves	Ends	A:D:P
1 <i>The Brown Baron</i> ♠ Michael Graystone	A1-E	LT, A, A-fA {Airfield: A1}	A4-NE	15:12:00
2 <i>Das Flenser</i> Greg Payne	A10-SE	A, A, A {Airfield: A10}	D10-SE	16:12:00
3 <i>Wizard Prang</i> Jim Reader	J19-SW	LT, A, RS {Airfield: J19}	L18-SE	16:12:00
4 <i>Mark</i> Mark Stretch	S19-W	A, A, A {Airfield: S19}	P16-W	16:12:00
5 <i>Not Only But Also</i> Don Shailer	S10-NW	A, A, A {Airfield: S10}	P10-NW	16:12:00
6 <i>Glider</i> ♠ Hugo Griffin	J1-NE	A, A, RT {Airfield: J1}	K4-E	16:12:00



I've converted your runway requests into turns to start down the required runway. Note that you are required to move ahead for your second turn when taking off - if you really did side-slip before leaving the ground you would end up stuck in the rough stuff rather than getting off the ground. Please do not use the grid references as part of your orders. The adjudicator does not show them so they are not helpful. You should write your orders using A, LS, LT, RS, RT or O, and in the case of the Aces, I for Immelman. Refer to the rules on-line if you need a reminder on what is and is not legal. The clouds moved north west.

NEWS FROM THE ROCK

[www.fwtwr.com/fwtwr/](http://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 . . . . . 3.653

▼ Ken Boucher . . . . . 3.478

- David Hilbert . . . . . 2.862

▲ Pete Campbell . . . . . 2.714

- Victor Cronshaw . . . . . 2.538

▲ Peter Hawkins . . . . . 2.529

- Rob Thomasson . . . . . 2.455

- Jon Tassoff . . . . . 2.333

▼ Michael Graystone . . . . . 2.095

▼ Mick Haytack . . . . . 2.084

- Michael Bakken . . . . . 2.083

▼ Willem Moene . . . . . 2.036

▲ Greg Payne . . . . . 2.000

The rating system is:  
  
5 points for a win  
3 points for second  
1 point for third

✧ Completed games and winners:

1825 e824 {1825-O26} . . . . . Pete Campbell

Carcassonne e882 {Inns & Cathedrals} . John Colledge/Greg Payne

Puerto Rico e887 . . . . . Paul Ridout

1800 e886 {1800-L28} . . . . . Peter Hawkins

Carcassonne e891 . . . . . John Colledge

✧ New games and start dates:

Puerto Rico e900 . . . . . Apr 18th

1800 e901 {1800-C29} . . . . . Apr 21st

Acquire e902 . . . . . Apr 21st

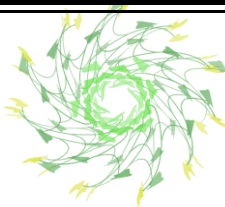
Saint Petersburg e903 {Banquet} . . . . Apr 22nd

Carcassonne e904 {River} . . . . . Apr 22nd

Puerto Rico e905 . . . . . Apr 25th

1825 e906 {1825-D29} . . . . . Apr 28th

Acquire e907 {Powers} . . . . . Apr 30th





## PREVIEW

So, how good is my crystal ball? How many of the things I mention here actually happen?



There are certainly times when my plans exceed either my available time, ability, or just don't meet what the players are looking for. That is all to be expected, really, because if you don't aim high you're not going to hit any of the targets. You do have to be careful not to set expectations above average and keep missing them, though.

So far, I think I've done pretty well. However, here are some targets that are about to be lowered.

Waiting lists that are likely to be disappearing include Mystic Wood, Phoenicia, Railroad Tycoon and Sceptre of Zavandor. Age of Steam is likely to stay, but switch over to Steam, as it is probably easier to order for this postally. If anyone on the list does not know the differences between the two, I'm sure I can provide something suitable.

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

#175: 1870, 1889, Agricola, Railway Rivals (Kansas)  
#176: 1861, Industrial Waste



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Apr 19th	...mais n'est-ce pas la gare? 105
Apr 26th	Ode 312
Apr 27th	Devolution 80
May 3rd	Minstrel 335

## 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.

		The rating system is:
▲	Pete Campbell	5.750
-	David Smith	3.591
-	Tony Bromley	3.500
▲	Lyndon Gurr	3.394
-	Lionel Robbins	3.222
-	Mark Frueh	2.923
▲	Marcus Pratt	2.745
-	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	2.065

## WHO PLAYS WHAT

Tony Bromley	1837-Y25, RR-2127-MP	Marcus Pratt	Agr2, Bat4, OP28, StP2
Pete Campbell	1825-H27, 1826-J28, 1829-U25, 1837-L27, 1861-C27, Agr3, BB-322-IZU, BB-324-ENG, BB-327-CD, OP28, RR-2124-I(S), StP2, YoD1	Jim Reader	6n15, Agr3, BA19, BA20, BB-318-LUZ, BB-322-IZU, BB-324-ENG, BB-327-CD, CM2, OP28, PR11, PR12, RR-2124-I(S), RR-2127-MP, RR-2134-IN, RR-2148-LE, Sop353
John Colledge	6n15	Lionel Robbins	1825-H27, 1829-U25, 1870-O27, RR-2127-MP
Bob Coull	6n15, Acq54, Acq55, BB-318-LUZ, BB-322-IZU, BB-324-ENG, RR-2117-ND, RR-2148-LE, StP3	Tony Robbins	1837-Y25
Dennis Frank	BA19, BA20	Adam Romoth	1837-L27, 1870-Y26
Michael Graystone	6n15, Acq54, Bat4, BB-322-IZU, BB-324-ENG, RR-2134-IN, Sop353	Tony Sait	1830-G26, 1830-V2-U28, 1835-C26, 1856-P26, PR11, RR-2148-LE
Hugo Griffin	Sop353	Don Shailer	6n15, Sop353
Lyndon Gurr	1826-J28, 1835-C26, 1856-P26, 1856-Y27, 1861-C27, 1870-Y26, Acq55, BB-318-LUZ, OP28, YoD1	Colin Sharpe	6n15, BB-318-LUZ, RR-2124-I(S), RR-2134-IN
Steve Ham	Bat4, BA19, BA20, RR-2124-I(S), RR-2134-IN	John Shelley	1826-J28, 1829-U25, 1835-C26, 1856-Y27, 1870-O27
Geoff Hardingham	1837-Y25, CM2	David Smith	OP28
Alan Harvey	1825-H27, 1830-V2-U28	Don Smith	1826-J28, 1830-V2-U28, 1835-C26, 1837-L27, 1856-Y27, 1870-Y26, 1870-O27, 18GA-Z27
Mike Head	1830-G26, 1856-P26, 18GA-Z27	Allan Stagg	Agr2, Agr3, Bat4
John Hopkins	1837-Y25	Mark Stretch	1830-V2-U28, 18GA-Z27, 6n15, Bat4, OP28, Sop353
Mike Hutton	1825-H27, 1830-G26, 1856-P26, 186-1C27, 1870-Y26, Agr2, BB-327-CD	Brian Tappenden	RR-2134-IN
Kevin Lee	Acq54, Agr2, Agr3, BA20, BB-327-CD, CM2, PR11, PR12, RR-2124-I(S), StP2, StP3	Steve Thomas	1837-L27
Michael Longdin	YoD1	Rob Thomasson	1829-U25, 1856-Y27, 1870-O27, StP3, YoD1
Richard Lunn	1830-G26, 1856-P26, BA19, BA20	Roger Trethewey	BA19, BB-318-LUZ, BB-327-CD, RR-2148-LE
John Marsden	Acq55, Bat4, BB-322-IZU, BB-324-ENG, CM2, RR-2127-MP, RR-2134-IN, RR-2148-LE	Stephen Webb	1826-J28, 1837-Y25, 1837-L27, 1861-C27, PR12
Willem Moene	1825-H27, 1830-G26, 1835-C26, 1856-Y27, 1861-C27, 1870-Y26, Acq55, OP28, PR11, PR12	Tony Wilcock	Acq54, Acq55, StP2, StP3
Greg Payne	BA19, BA20, Sop353		



## OUTSIDE EDGE

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

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## DEADLINES

Wednesday June 9th 2010  
18xx games - Friday June 4th

Future deadlines: 18xx games: July 2nd Other games: July 7th

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.